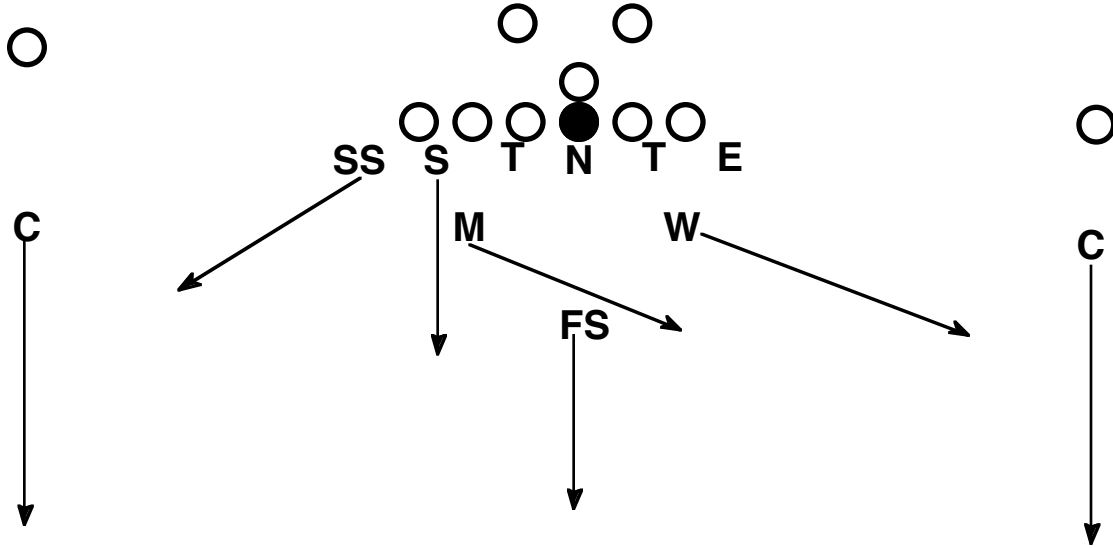


Defensive Package

Servatius High School Rough Riders

46 ZONE



Landmark Drops:

SS- Flat. Carry the second receiver through the zone.

S- Strong hook. Carry the second receiver through the zone.

M- Weak hook. Carry the second receiver through the zone.

W- Flat. Carry the second receiver through the zone.

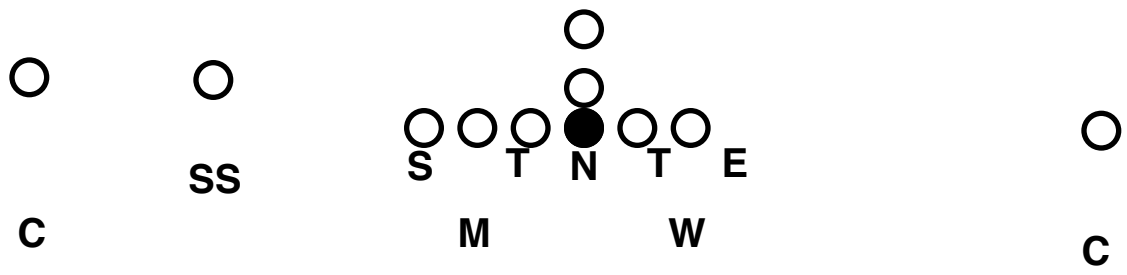
C- Deep outside 1/3. (Corners over rule)

FS- Deep middle 1/3.

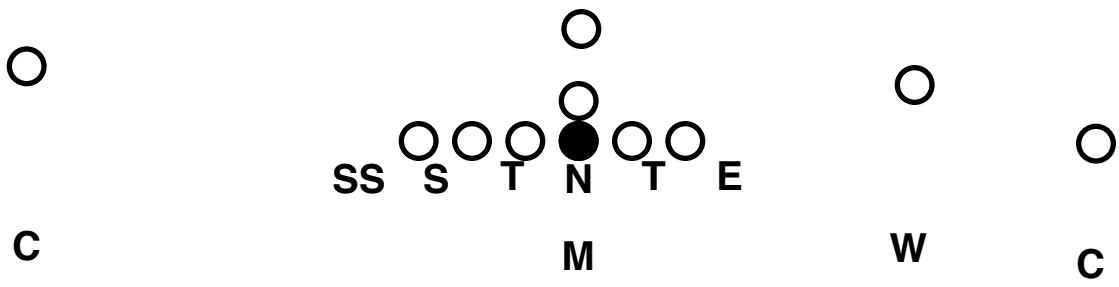
C- Deep outside 1/3. (Corners over rule)

SS is the adjuster on the strong side of the formation.

W is the adjuster on the weak side of the formation

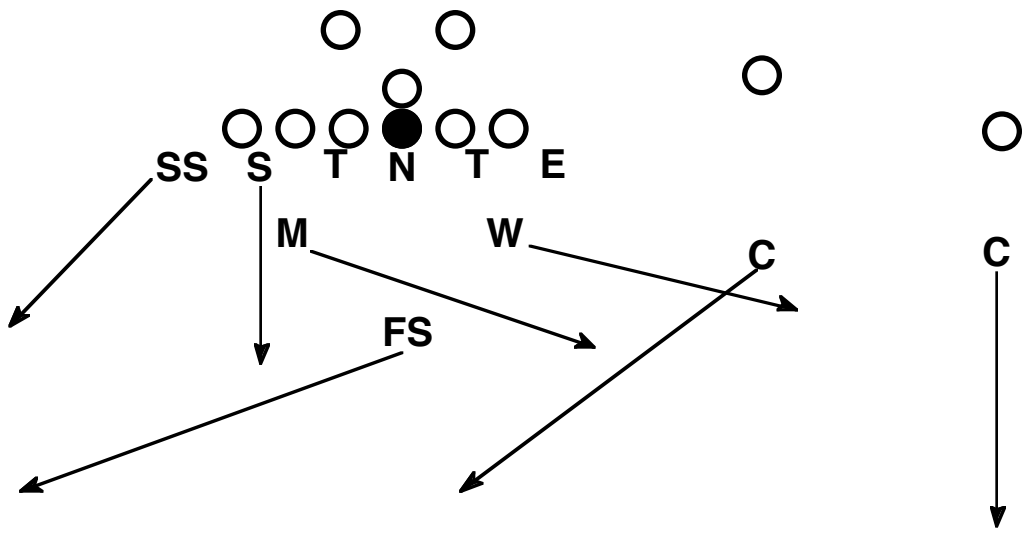


FS
SS is the adjuster to the strong side



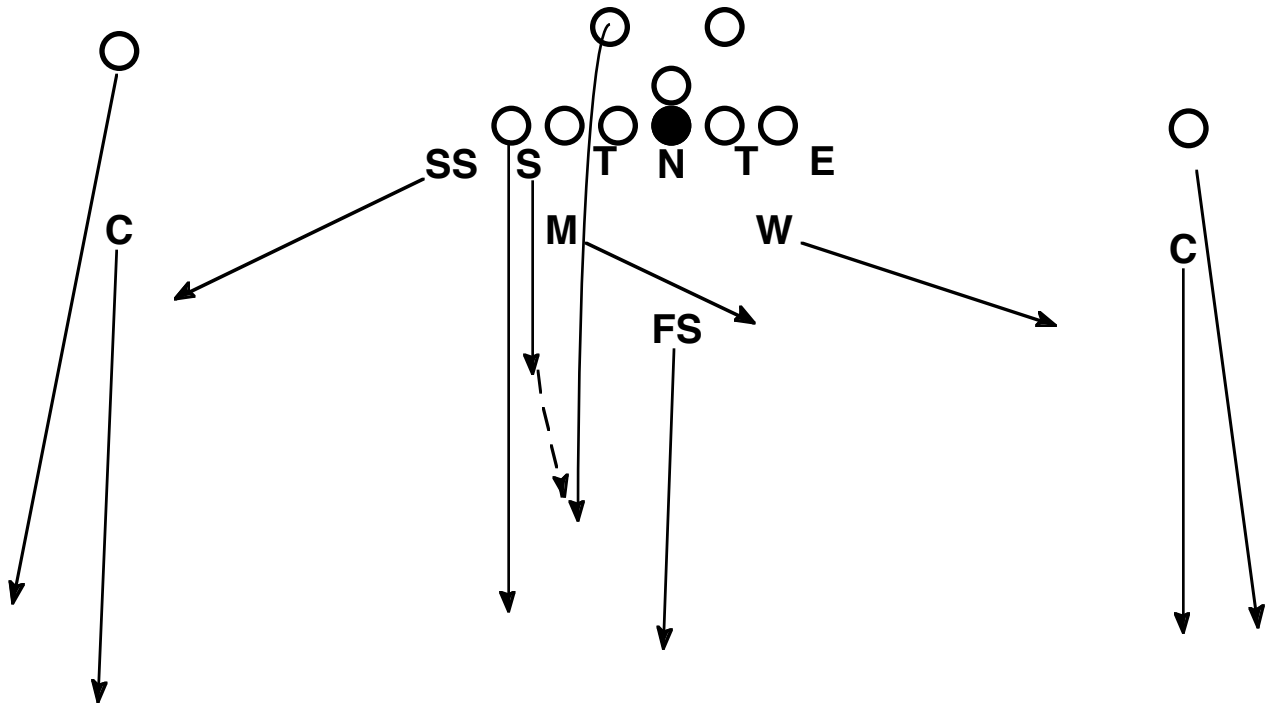
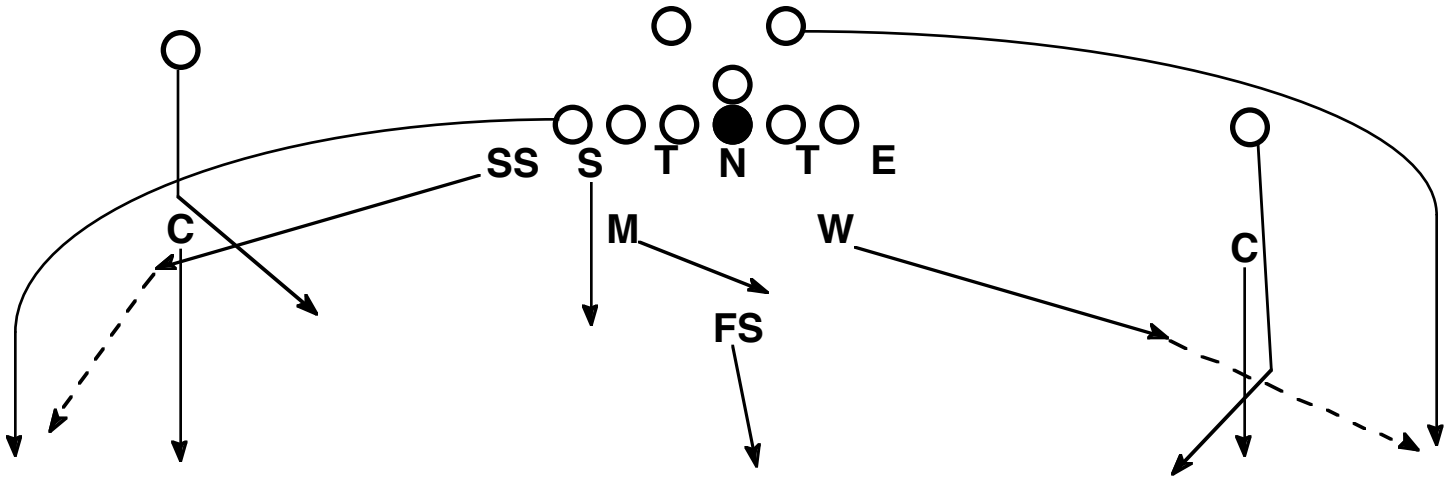
FS
W is the adjuster to the weak side

Corners adhere to the corners over rule. Regardless of man, zone, or loaded zone schemes. If no wide receiver appears on one side of the formation, but multiple wide receivers are aligned on the opposite side of the formation, then both corners align on the multiple wide receiver side of the formation. Zone drops remain the same with an adjustment by the corner and free safety. The corner and free safety exchange deep 1/3 zones.

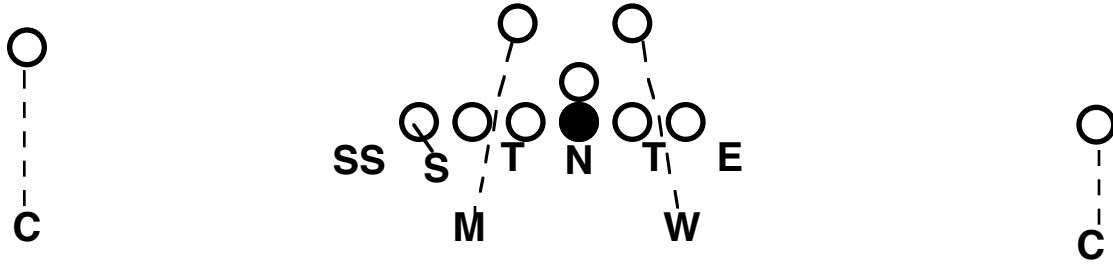


SS - S - M - W - Carry the second receiver through the zone.

If a second receiver enters the zone of the SS, S, M, or W (the four underneath zones), then coverage changes to man to man for these players. If a second receiver does not appear in their area, then they play pure zone.

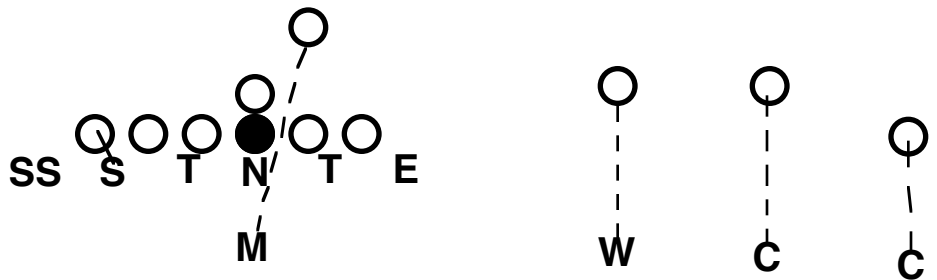


46 Man Free Coverage

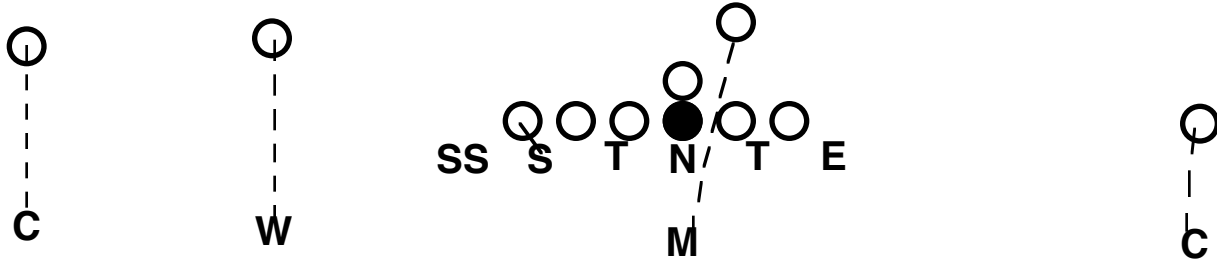


FS

Alignment remains the same for all schemes, (zone - man - loaded zone.) However, in man coverage, "Will" becomes the only adjuster regardless of strength or weakness of the formation.

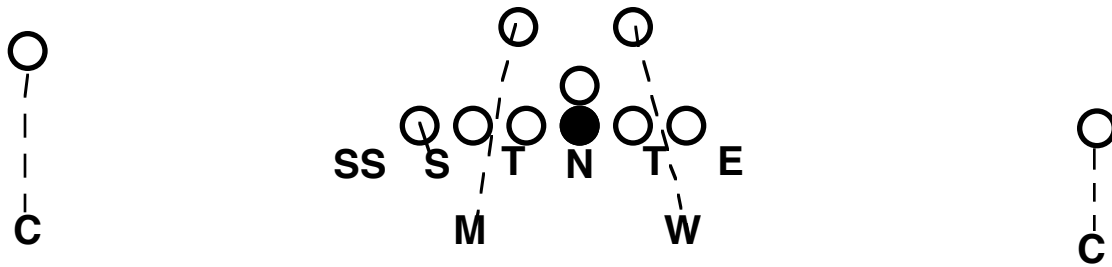


FS



FS

46 Man Responsibilities



FS

S- covers TE

M- Covers RB to his side

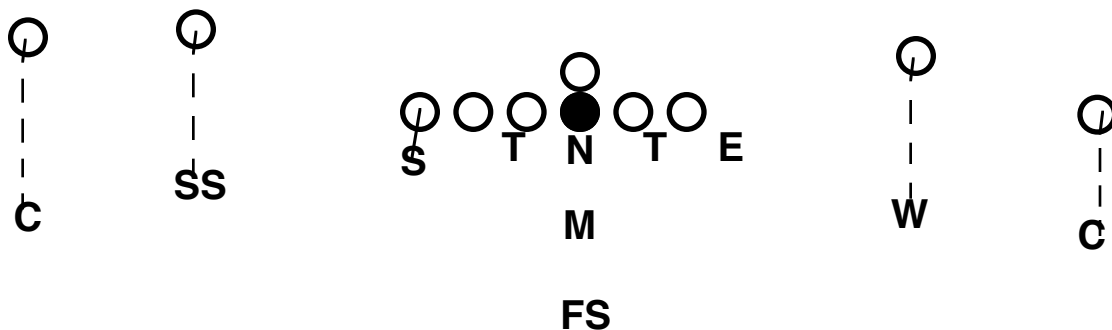
W- Covers RB his side in a two back formation or becomes the adjuster in a one back set

C's- covers widest receiver to thier side. If no WR to their side, and their are mltiple WR's on the opposite side of the formation, then they play the corners over rule.

FS- FS is free unless their is a blitz called. FS would then pick-up the man of the blitzer.

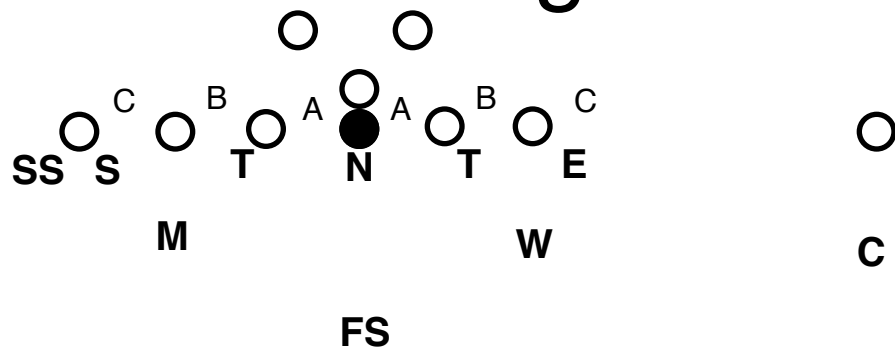
E- Rush

SS- Rush. Becomes an adjuster in an empty set

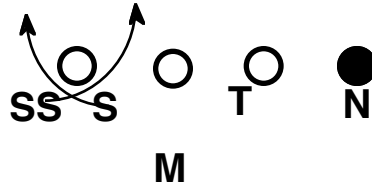


FS

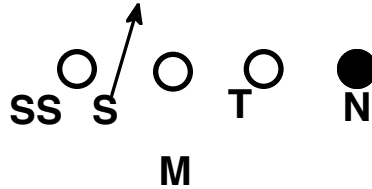
Blitz Package



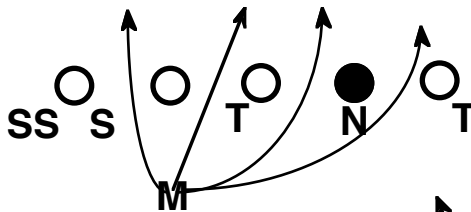
Strong Safety - C gap blitz



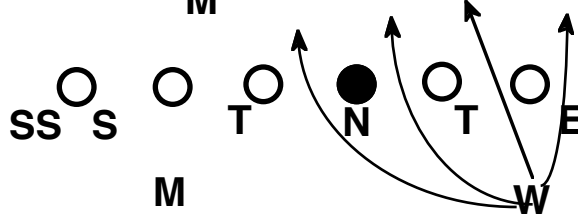
Sam - C gap blitz



Mike - Weak A gap
Strong A gap
B gap
C gap



Will - Strong A gap
Weak A gap
B gap
C gap



Blitz

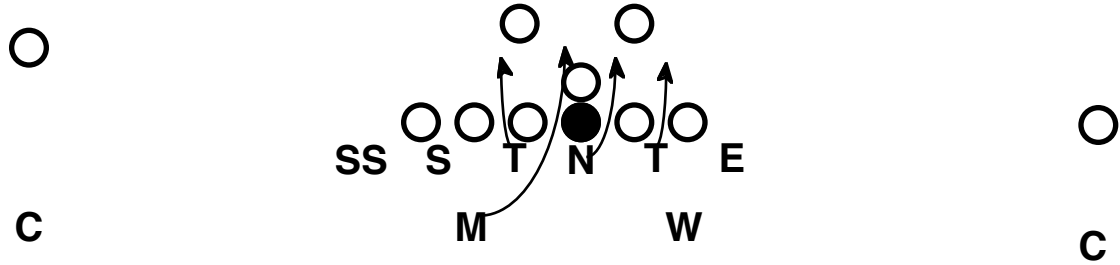
Blitz

Blitz (There is no free player on FS blitz)

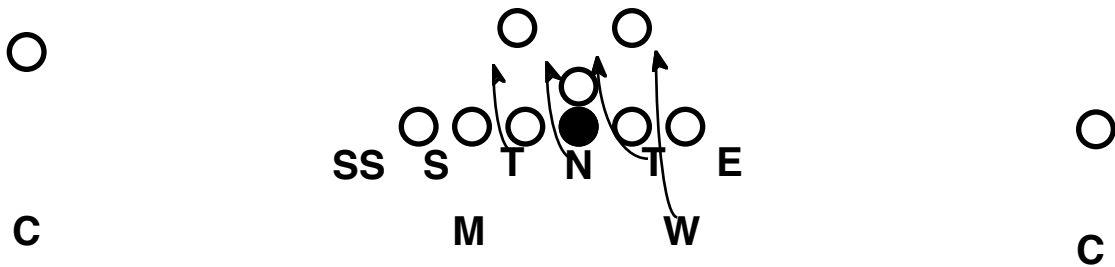
Up the blitzing player's man in coverage

Line Play for Blitzes

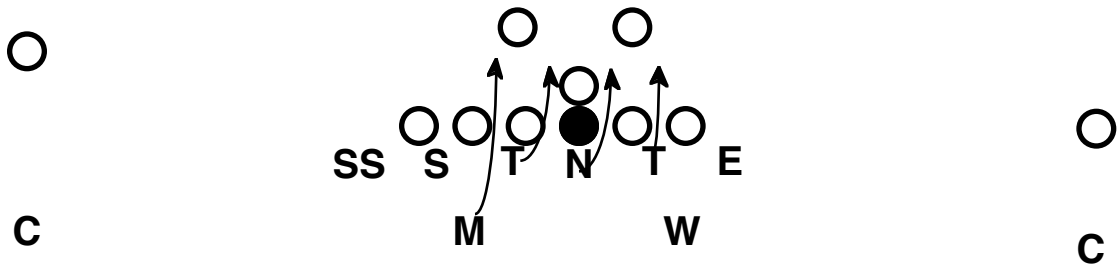
The three down linemen will adjust and go to different gaps on different blitzes



Mike strong A gap blitz FS



Will B gap blitz FS

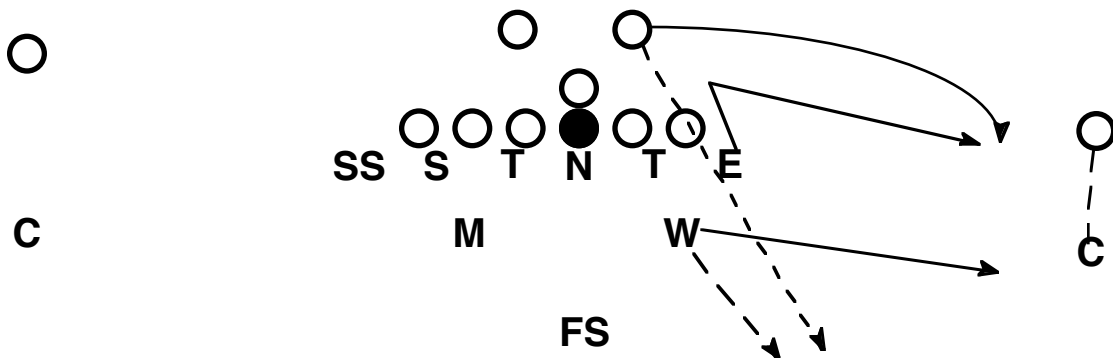


Mike B gap blitz FS

ZIP

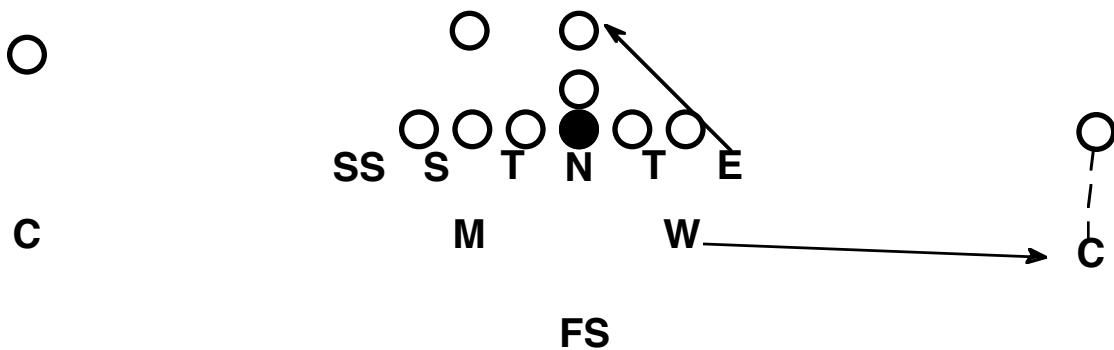
If the RB is a threat to enter into a weak side pattern, then zip is called. In a ZIP call the end rushes but if the back crosses his face to the outside, then he picks him up man to man.

If the back releases inside the end, then Will picks him up man to man and the end continues to rush. If Will is not required to cover the RB, then he drops off to help cover the wide receiver from an inside out position.



ZIP GO

ZIP GO is called by Will When the RB is not in a threatening position to enter a pattern to the weak side of the formation. If the RB does enter into a pattern from this position, the End is locked on to him man to man no matter how he enters into the pattern. On a ZIP GO call the Will helps cover the WR with the Corner from an inside out position.

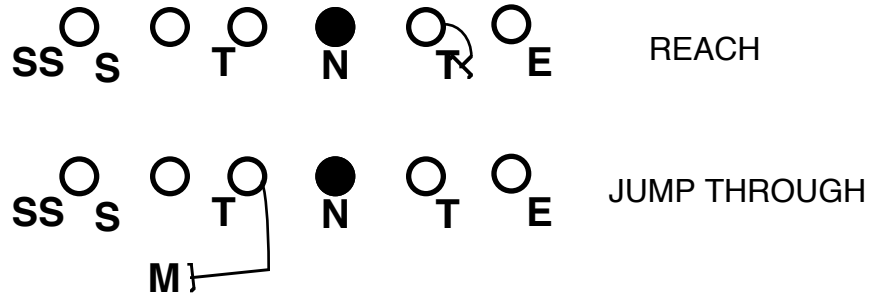


LINE PLAY

NG - Plays a "0" technique. Plays head up on the Center. Plays against pressure or chooses strong A gap or weak A gap. Coach needs to decide which technique is best for his Noseguard.

T - Plays a "3" technique. The tackles have two basic rules:

1. Do not get reached
2. Do not allow a jump through



Reach - the tackle should swing his hips into the B gap if he feels himself being beat on a reach bloc by the offensive guard.

Jump Through - If the tackle recognizes a jump through, he should shoot down and get his hands on the guard and not allow him a free path to the LB.

End's and Linebacker Play

End - Two point stance. Get hands on the OT and keep outside contain.

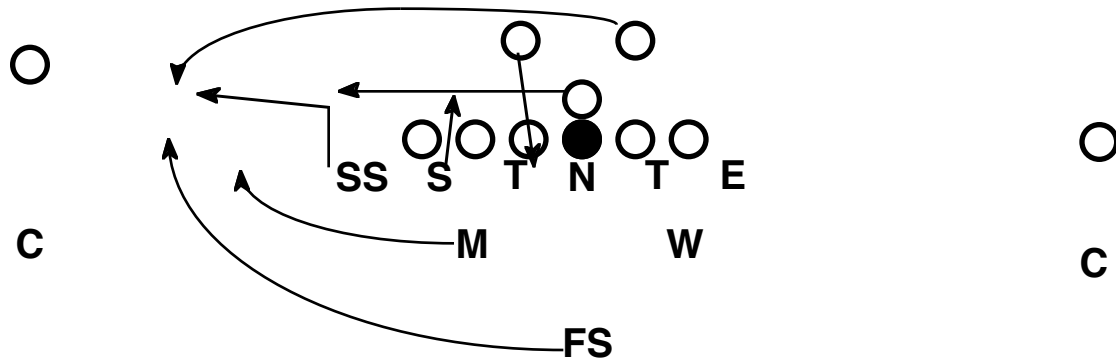
SS - Two point stance. Get hand on the TE and keep outside contain. First step is always forward, even when playing zone.

Sam - Two point stance. Jam the TE and hold the C gap. Force everything back inside. First steps are into the TE.

Will - Key is the near back or Fullback in an I formation. If the key goes towards the Will, the Will blows up the C gap to his side. If the key goes away, the Will scrapes across, looking for cutback.

Mike - Key is the near back or Fullback in an I formation. If the key goes towards the Mike, the Mike blows up the C gap to his side. If the key goes away, the Mike scrapes across, looking for cutback.

46 Defense Option Responsibilities



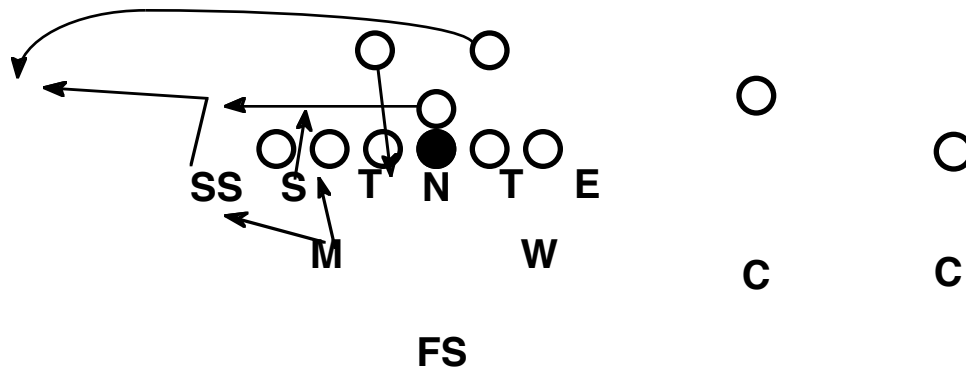
Strong Side

Sam - Inside load

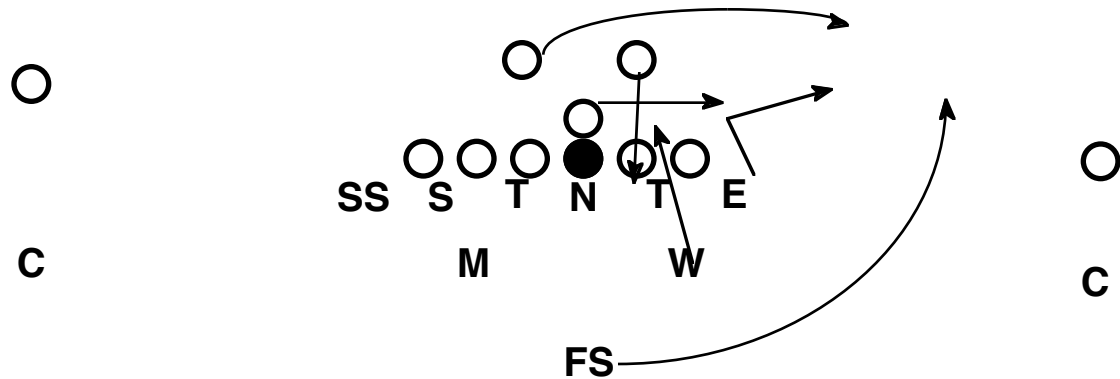
SS - Feather technique. Slow read pitch - outside load

FS - Pitch

Mike - Read Block of the TE and fill inside or outside load



46 Defense Option Responsibilities



Weak Side

Will - Inside Load

End - Feather technique. Slow read pitch - outside load

FS - Pitch

