

F.S.U.
KICKING GAME



THE CLOCK

- I. TIME: TIME GENERALLY BECOMES A FACTOR LATE IN THE HALF AND LATE IN THE GAME. THE IMPORTANCE OF TIME IS DIRECTLY RELATED TO THE SCORE. WHEN YOU ARE AHEAD, PLAY TO CONSUME TIME AND PREVENT A SCORE, KNOW HOW MANY TIME OUTS YOUR OPPONENT HAS LEFT, WHEN BEHIND, CONSERVE TIME AND TRY TO GET THE BALL AS QUICKLY AS POSSIBLE, KNOW HOW MANY TIME OUTS YOU HAVE LEFT.
- II. TIME-OUTS: EACH TEAM IS ALLOWED THREE (3) TIME OUTS DURING EACH HALF.
- III. THE CLOCK STOPS IN THESE SITUATIONS:
 - A. WHEN A TOUCHDOWN, FIELD GOAL, TOUCHBACK OR SAFETY IS SCORED.
 - B. WHEN A TIME OUT IS CALLED, STARTS ON SNAP.
 - C. WHEN A PENALTY IS CALLED, STARTS ON SNAP.
 - D. WHEN A LIVE BALL GOES OUT OF BOUNDS, STARTS ON SNAP.
 - E. WHEN A FORWARD PASS IS INCOMPLETE, STARTS ON SNAP.
 - F. WHEN A PERIOD ENDS, STARTS ON SNAP.
 - G. WHEN THE BALL CHANGES POSSESSION, STARTS ON SNAP.
 - H. WHEN A TEAM IS AWARDED A FIRST DOWN, STARTS ON SIGNAL.
 - I. WHEN A MEASUREMENT IS CALLED FOR BY THE OFFICIALS, STARTS ON SNAP.
 - J. WHEN THERE IS AN INJURY, STARTS ON SIGNAL.
 - K. WHEN A FAIR CATCH IS MADE OR A BALL IS ILLEGALLY TOUCHED, STARTS ON THE SNAP.
- IV. TWO-MINUTE DEFENSE AHEAD: (WE WANT THE CLOCK TO RUN) - DEFENSIVELY WE HAVE THE CLOCK IN OUR FAVOR AND WANT IT TO RUN.
 - A. THINGS WE WANT TO DO:
 1. KEEP THE CLOCK RUNNING.
 - a. KEEP BALL CARRIER IN BOUNDS.
 - b. NO PENALTIES.
 - c. STAY IN BOUNDS AFTER A TURN-OVER (INTERCEPTION).
 2. GET UP OFF THE PILE SLOWLY.
 - B. THINGS WE WANT TO LOOK FOR:
 1. NO HUDDLE OFFENSE (PLAYS AT THE LINE).
 2. PASSES THROWN CLOSE TO THE SIDELINE.
 3. QUICK PASS OUT OF BOUNDS (BIG BEN).

4. TRICK PLAYS AND UNUSUAL FORMATIONS (TRIPS INTO THE BOUNDARY).
5. OFFENSE GOING ON QUICK COUNT.
6. DESPERATION PLAY, LAST PLAY OF THE HALF OR END OF THE GAME (HAIL MARY).

100 Plays, 1st and 2nd unit only count in scoring.

Ball will be put in play on the minus 25 the first-half - minus 40 the second-half.

Officials calls will be final no comments to the officials.

Game will be played for the honor of wearing the garnet jerseys the following week.

PLAYING RULES:

Each drive will consist of 12 plays, minimum of 8

1. If the offense has a drive sustain on its possession it will be allowed to continue the drive beyond 12 plays to its conclusion. However, if the first drive is stopped and the offense starts over, the drive will end on the 12th play no matter where the ball is.
2. Penalties will be assessed and will not count as a play if accepted. If the penalty is rejected, the play will count.

3. SCORING OF POINTS:

DEFENSE

1 point for forcing a punt
5 points for fumble recovered
5 points for pass interception

12 points for intercepted for TD
1 point for tackle behind the LOS
2 points for sack

1 point for blocking a PAT
3 points for blocking a field goal
2 points for unsuccessful 2-pt play
3 points for stopping a 4th & 1 behind the 50
2 points for stopping a 4th down inside the 50
3 points for players arguing with official

4. If score is tied after regulation in field, play-off at the G.L.

OFFENSE

6 points for a TD
1 point for each 1st & 10
1 point for each play over 20 yds.
1 point for PAT
3 points for each F.G.
3 points for each 2-pt play

F.S.U. FOOTBALL

During the 80's, we have blocked 54 punts, caused over 35 shanks and have trapped the punter 8 times.

In the 1984 season, we blocked 11 kicks (punts and FG), 6 for touchdowns. In 1985, 1987, and 1988, we blocked 2 punts for touchdowns in one game. There have been numerous shanks and traps. This is hidden yardage and can set your offense up in great field position. **Every blocked kick** in 1983, 85, and 87 led to a score. It won outright 2 games and tied one in 1984.

I. Our operating philosophy is quite simple:

Pressure all kicks (returns and blocks)

(we have all been on the side line with a bad snap and wished we had the block called)

Too many things have to be right to get a return:

Perfect kick

Great timing in wall

No blocking below waist and clips

We are not going to get them all but we will get all where there is a flaw in the offensive operation.

A BLOCKED KICK IS THE GREATEST MOMENTUM BUILDER IN FOOTBALL!!

II. Our scheme is very simple:

BASIC overload, to out-number the protection by 1 man.

Whether it is zone protection or man.

DISGUISE align, by moving your personnel scramble align.

(Especially good vs. man protection) but good if the offense gives you time to move.

10 MAN ALIGNMENT ON L.O.S. and bring out 1 or 2 men to play pass (numbering system)

AS A BASIC RULE, FSU pressures all kicks. Returns are auto reactions.

Return opposite the block.

THE SCHEME PICTORAL

SELECTION OF PERSONNEL: MOST IMPORTANT POINT I CAN GIVE YOU

1. DEPENDABILITY - MOST IMPORTANT (Wellel)
2. AS MANY EXPERIENCED PLAYERS OR STARTERS AS YOU CAN LEAVE IN THE GAME
3. 1-2-3-4 SPEED PEOPLE (Wessel) (Accuracy of movement)
5-6-7 DOWN LINEMEN OR LBS. (Runners and Hitters)
8-9-10 LBS OR DBS
7-8-9-10 PLAY FAKE

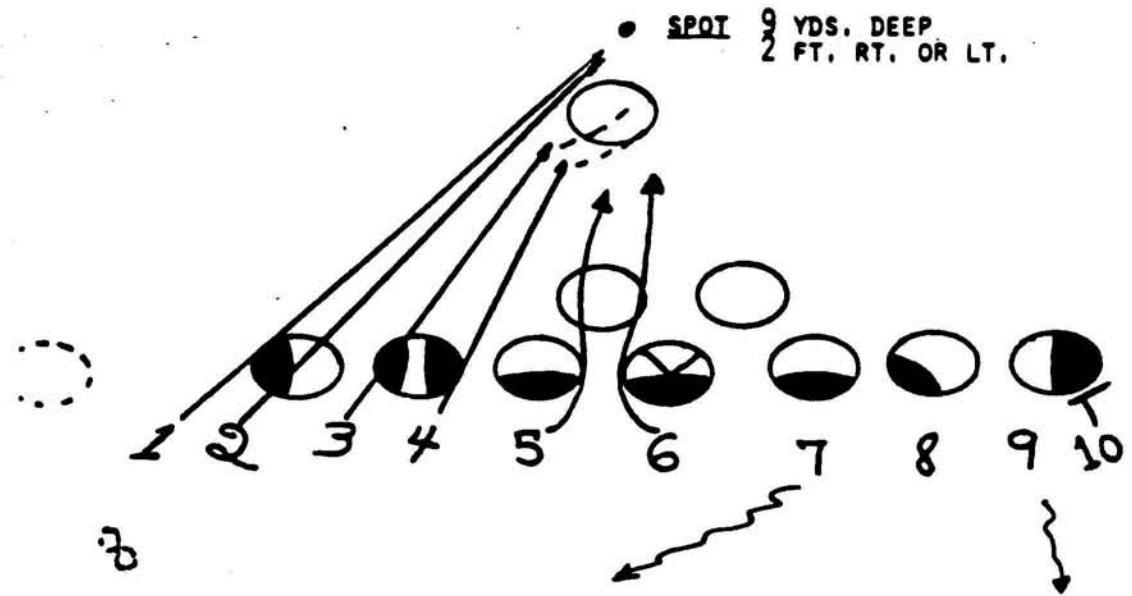
CRITICAL COACHING POINTS:

1. KEY THE BALL (GET OFF ON THE SNAP)
2. EXPLODE OUT OF YOUR STANCE LOW AND HARD, RUN BEHIND YOUR PADS.
3. SEE THE BALL ALL THE WAY
4. STRAIGHT LINE MOVEMENT
5. KNOW WHERE THE SPOT IS AND LAY OUT ON THE SPOT - IF YOU DO, YOU WON'T ROUGH THE KICKER
6. BLOCKER-BLOCK KICKER
7. DON'T FALL ON A BLOCKED KICK, SCOOP IT OR PICK IT UP AND SCORE

III. DRILLS

IV. FILM

F.S.U. BASIC BLOCK LEFT



COACHING POINTS

- 1,2,3, and 4 - Rush the spot. Straight line movement. Low pads.
- 3,4,5, and 6 - If you get thru clean, come under fullback or away from #1 and #2.
- 5 - Skin thru inside shoulder of the guard and thru outside shoulder of the up back.
- 6 - Use jump around technique (be a wiggler) accelerate to spot.
- 8 - Align in a 4 technique when and 9 pull out.
- 7 and 9 - Pull out, but not too soon to a depth of 8 to 12 yards play pass - run then become blocker. Also you must play P.O.W. to your side man.
- 10 - Attack end man, insure kick, force an inside release then bring wall to the ball.
- Auto return opposite the call.

KEY - THE BALL

THE KICKING GAME

6 "DON'TS" IN THE KICKING GAME

1. DON'T BE OFFSIDES.
2. DON'T ROUGH THE KICKER (IT IS NOW AN AUTOMATIC 1ST DOWN) OR HOLDER ON X-POINTS AND FIELD GOALS.
3. DON'T FALL ON A BLOCKED KICK UNLESS IT IS THIRD DOWN.
4. DON'T LET THE BALL HIT THE GROUND.
5. DON'T CLIP.
6. DON'T BLOCK BELOW THE WAIST

HOW TO BLOCK A PUNT

1. THE LANDMARK FOR BLOCKS IS 5 YARDS IN FRONT OF KICKER, 2 FEET TO RIGHT OR LEFT.
2. SEE THE BALL FROM THE SNAP. BLOCK PUNT WITH HANDS.
3. DIVE FOR THE BALL LAYING BODY OUT FLAT AND PARALLEL WITH THE GROUND COMING ACROSS THE SPOT.
DO NOT HIT THE KICKER !!!!!
4. YOU MUST BELIEVE YOU ARE GOING TO BLOCK THE PUNT.
5. ALL PUNT BLOCKS ARE AUTOMATIC RETURN, OPPOSITE THE BLOCK.
6. A BLOCKED PUNT CAN BE PICKED UP AND ADVANCED BY YOU. ON 4TH DOWN PUNT, PICK THE BALL UP AND TRY TO ADVANCE REGARDLESS OF RISK. ON 3RD DOWN BLOCKED PUNT, COVER THE FOOTBALL (DO NOT TRY TO ADVANCE IT).
7. A PARTIALLY BLOCKED PUNT THAT CROSSES THE LINE OF SCRIMMAGE IS A PUNT. IT IS OUR BALL. BE READY TO MAKE A "PETER CALL".
8. IN BLOCKING A KICK, WE MUST GET OFF ON THE SNAP (KEY BALL), SEE THE BALL ALL THE WAY, DO TAKE YOUR EYES OFF THE BALL, TAKE IT OFF THE PUNTER'S FOOT.

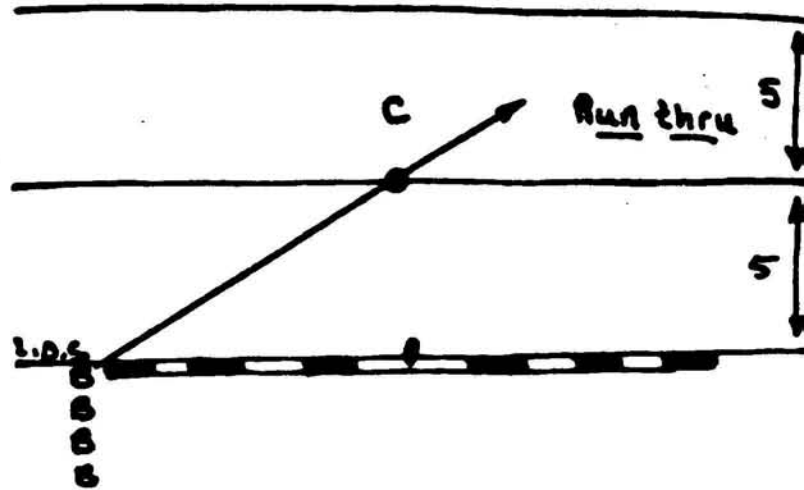
THE KICKING GAME WILL OFTEN CAUSE THE TURNING POINT IN A GAME THROUGH A BIG PLAY OR BY PUTTING A TEAM IN THE HOLE. THERE IS NO OTHER PHASE OF THE GAME THAT GIVES US A BETTER OPPORTUNITY FOR A BIG PLAY. EVERY KICK IS A CHANCE TO MAKE A GREAT PLAY.

THE KICKING GAME IS NOT A PLACE FOR GUYS WHO WILL LOAF OR WON'T GIVE A 100% EFFORT. DO EVERYTHING WITH THE INTENT OF CAUSING A FUMBLE, BLOCKING A KICK, THROWING THE KEY BLOCK AND SCORE WITH THE KICKING GAME.

F.S.U. KICKING GAME DRILLS

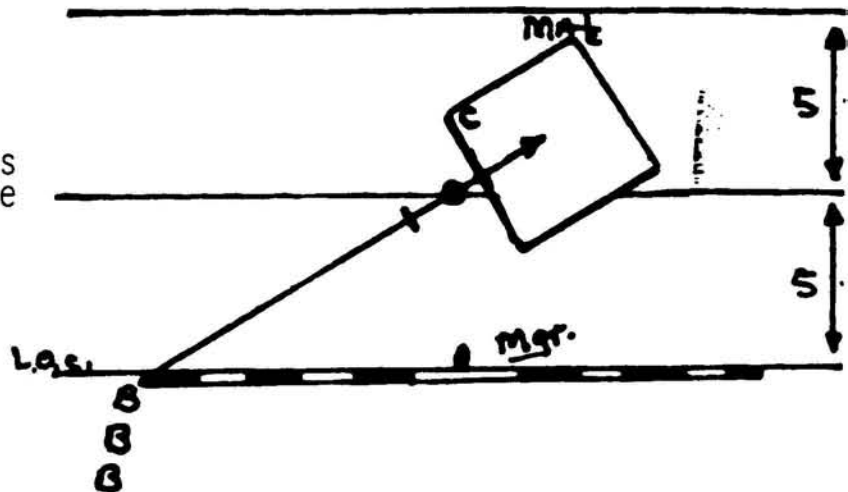
I. Basic Run thru

- A. use a play strip
- B. identify the spot
- C. player aligns in his alignment
- D. run thru - see ball
- E. bats ball down



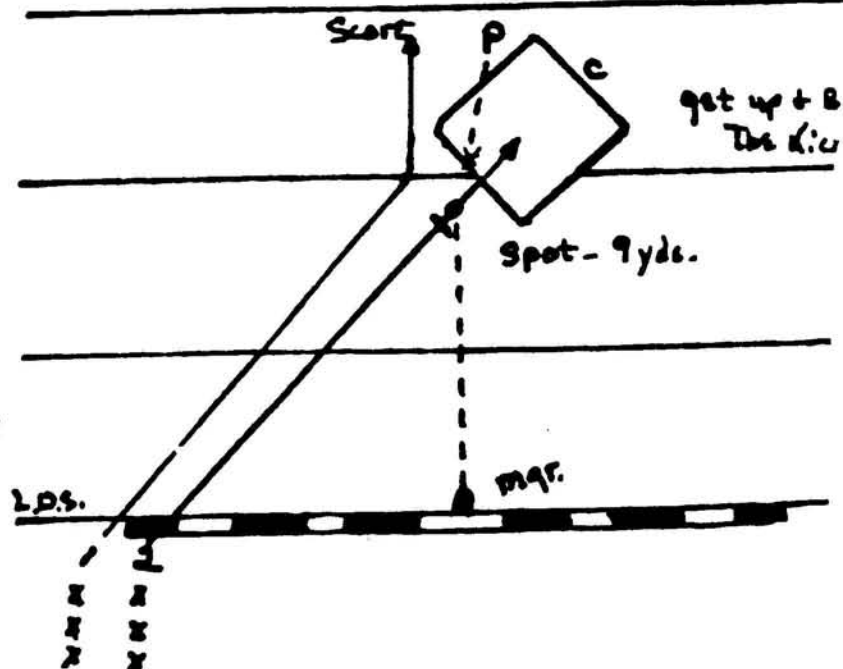
II. Basic lay-out

- A. same set up as I
- B. get air borne 2 yds from the spot
- C. coach watches the players eyes to see that they are on the ball
- D. start with a snap
- E. follow thru by having player bounce up and scoop the ball



III. Lay-out with kicker

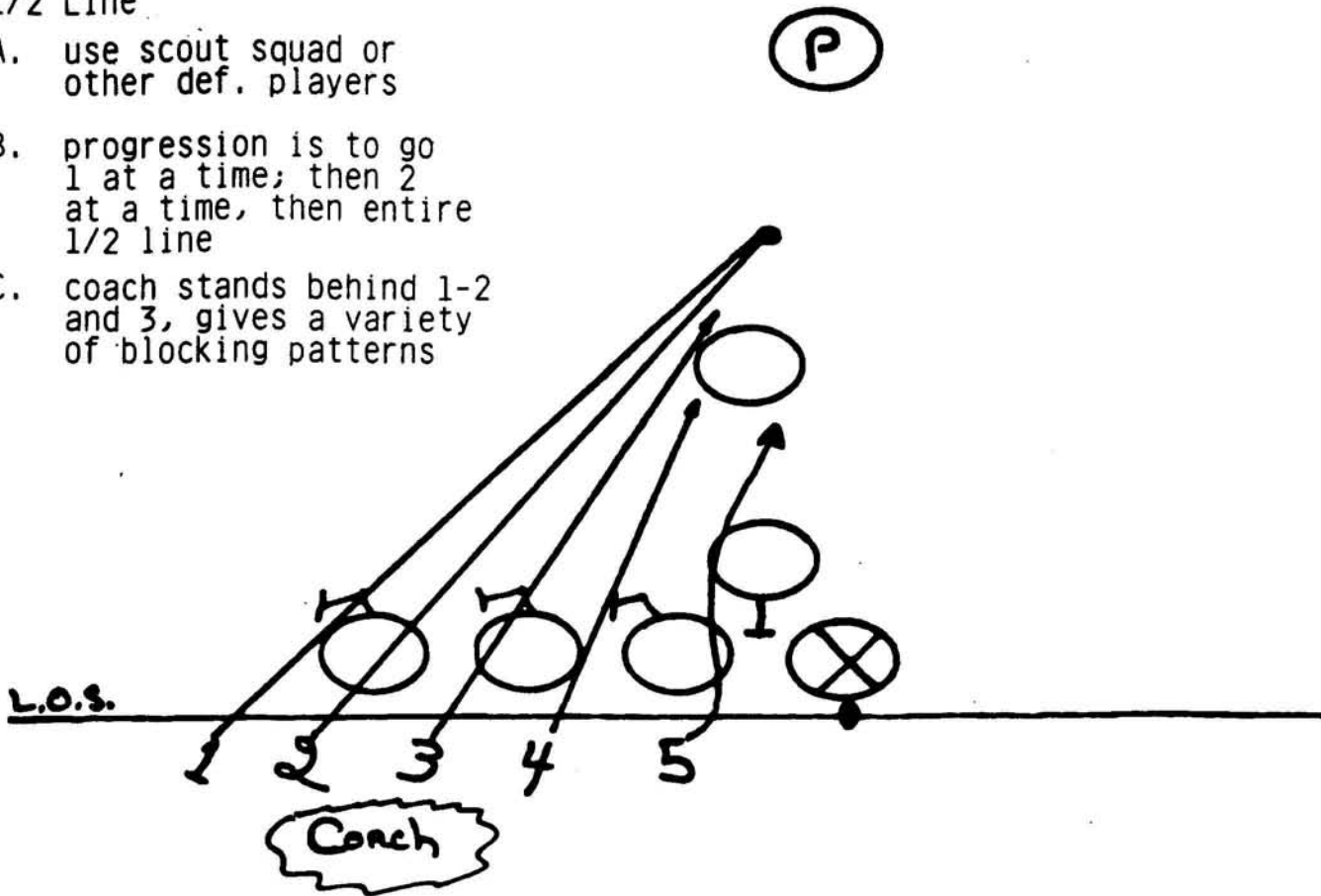
- A. Same as I and II
- B. kicker pooches the ball until we have gained confidence
- C. see the ball from the snap
- D. take it off the kickers foot
- E. using 2 players, blocker bounces up and blocks the kicker, othr scores



KICKING DRILLS CONTINUED

IV. 1/2 Line

- A. use scout squad or other def. players
- B. progression is to go 1 at a time; then 2 at a time, then entire 1/2 line
- C. coach stands behind 1-2 and 3, gives a variety of blocking patterns



NOTE: Since key of the ball is so vital in blocking a kick, always simulate a live snap.

Working daily on the kicking game can give you "hidden yardage" next season. It has not been through scheme but a belief by our coaches and players that has enabled us to enjoy the success in the kicking game.

PUNT RETURN - JESSIE JAMES

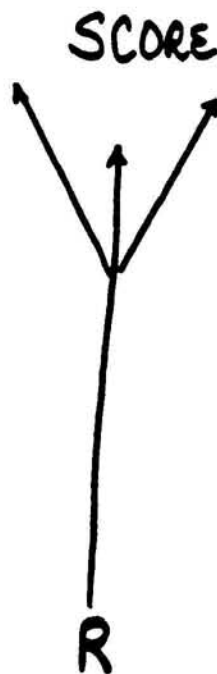
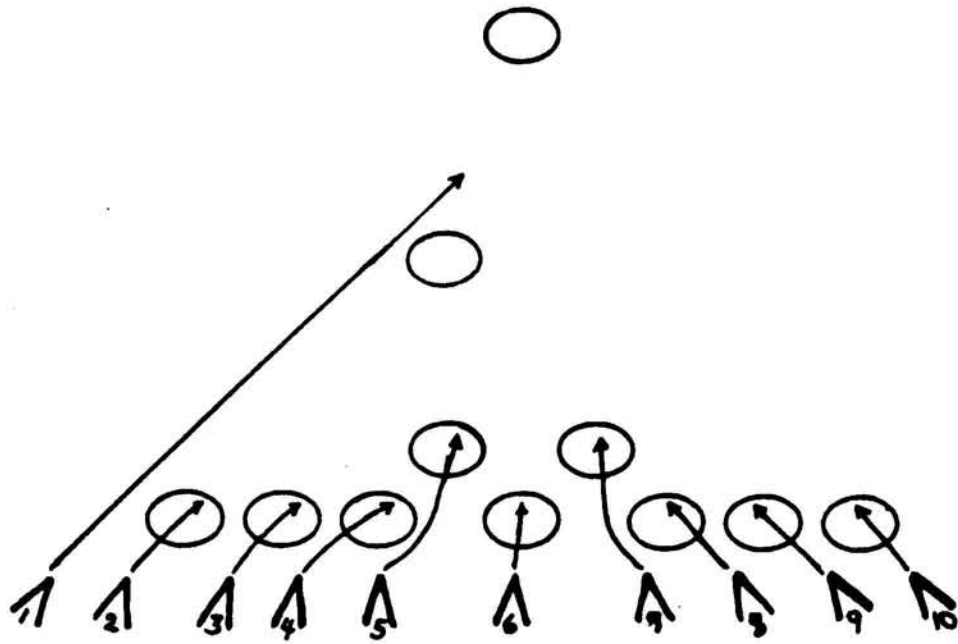
1. Force a rhythm kick. Block it if you can.
2. Attack the OE. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
3. Attack the OT. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
4. Attack the OG. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
5. Attack the UB. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
6. Attack the C. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
8. Attack the OG. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
7. Attack the UB. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
9. Attack the OT. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
10. Attack the OE. Try to run thru him and collapse him down. He is your man. Do not let your man make the tackle.
11. Make the right decision. CATCH THE PUNT. Start upfield and break to daylight.

COACHING POINTS:

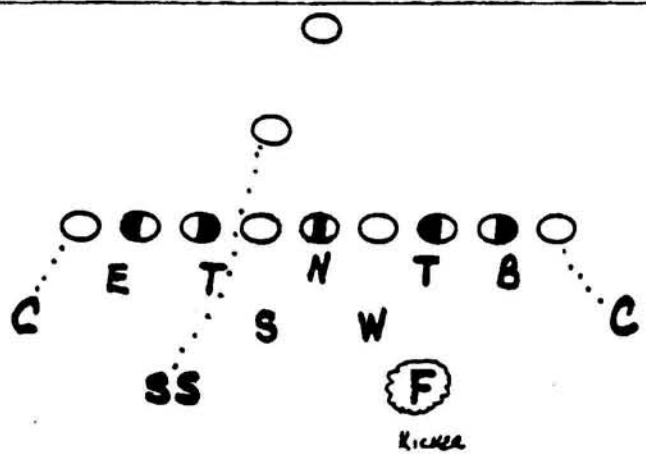
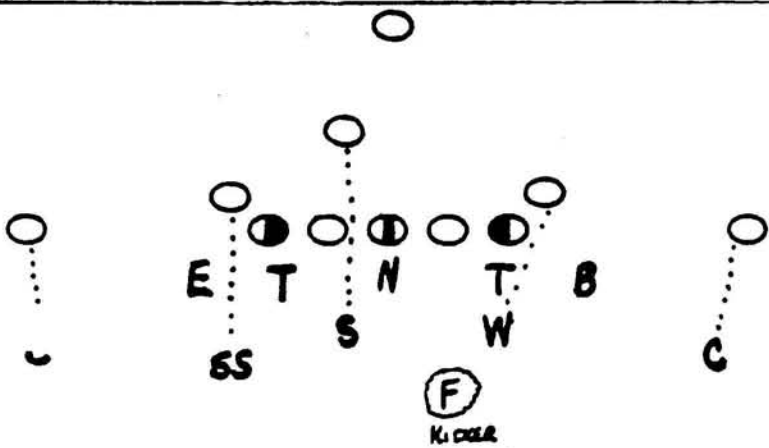
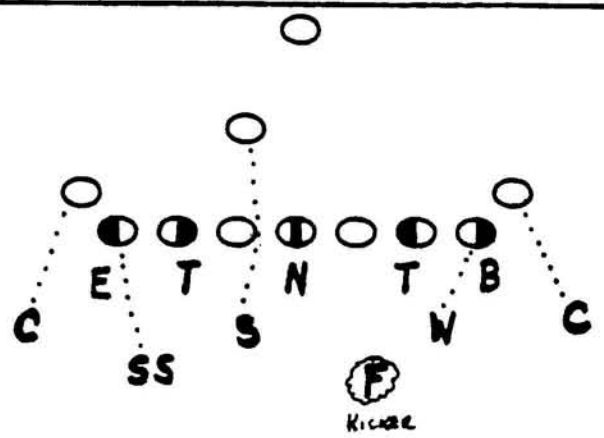
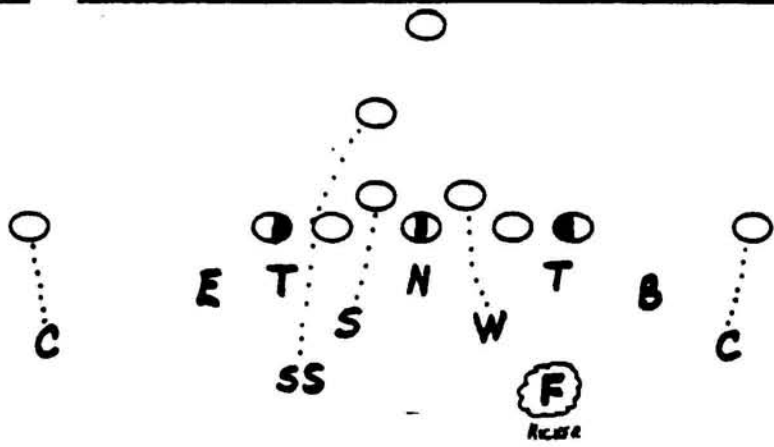
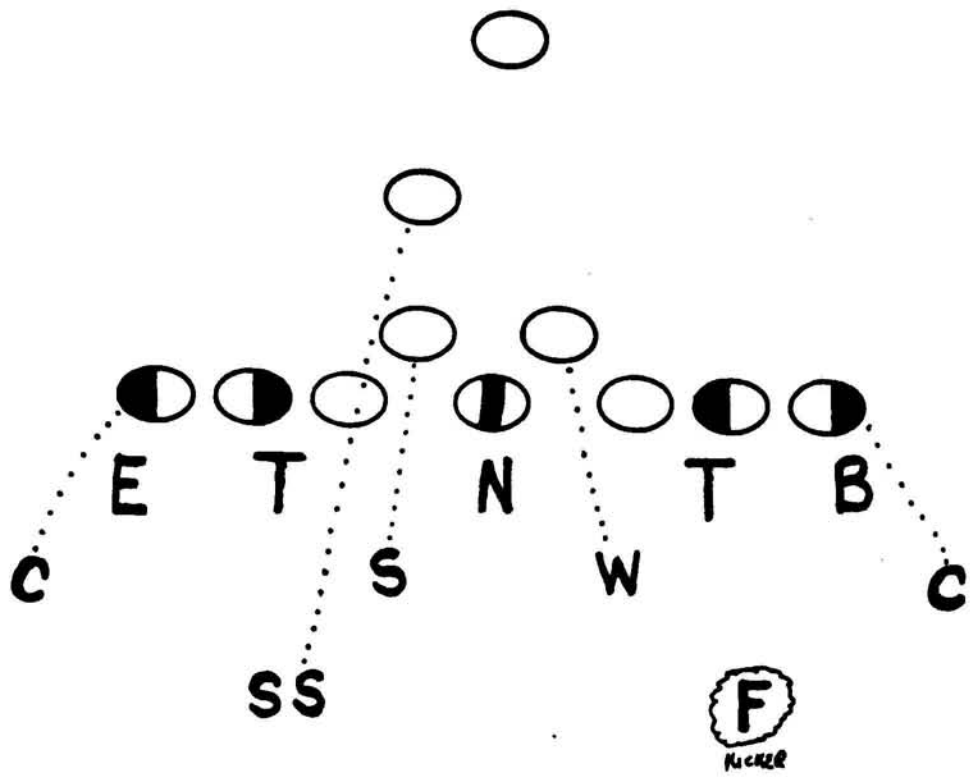
1. Make it look just like Block 10.
2. Collapse your man down.
3. Don't let your man make tackle.

GOAL: MUST MAKE 1ST DOWN - SCORE OR SET UP SCORE!!!

PUNT RETURN - JESSIE JAMES



PUNT SAFE



****THE IMPORTANCE OF FIELD POSITION IN THE KICKING GAME****

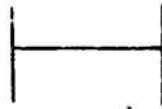
The kicking game gains importance when you realize how important a role it plays in determining offensive scoring ability. We already know that the farther away an offense starts from its intended goal, the more difficult it will be to score. Conversely, the closer the offense starts the easier it will be to score. Our defensive field chart clearly shows this difference.

20	1 out of 30	20
40	1 out of 8	40
50	1 out of 5	50
40	1 out of 3	40
20	1 out of 2	20
10	2 out of 3	10

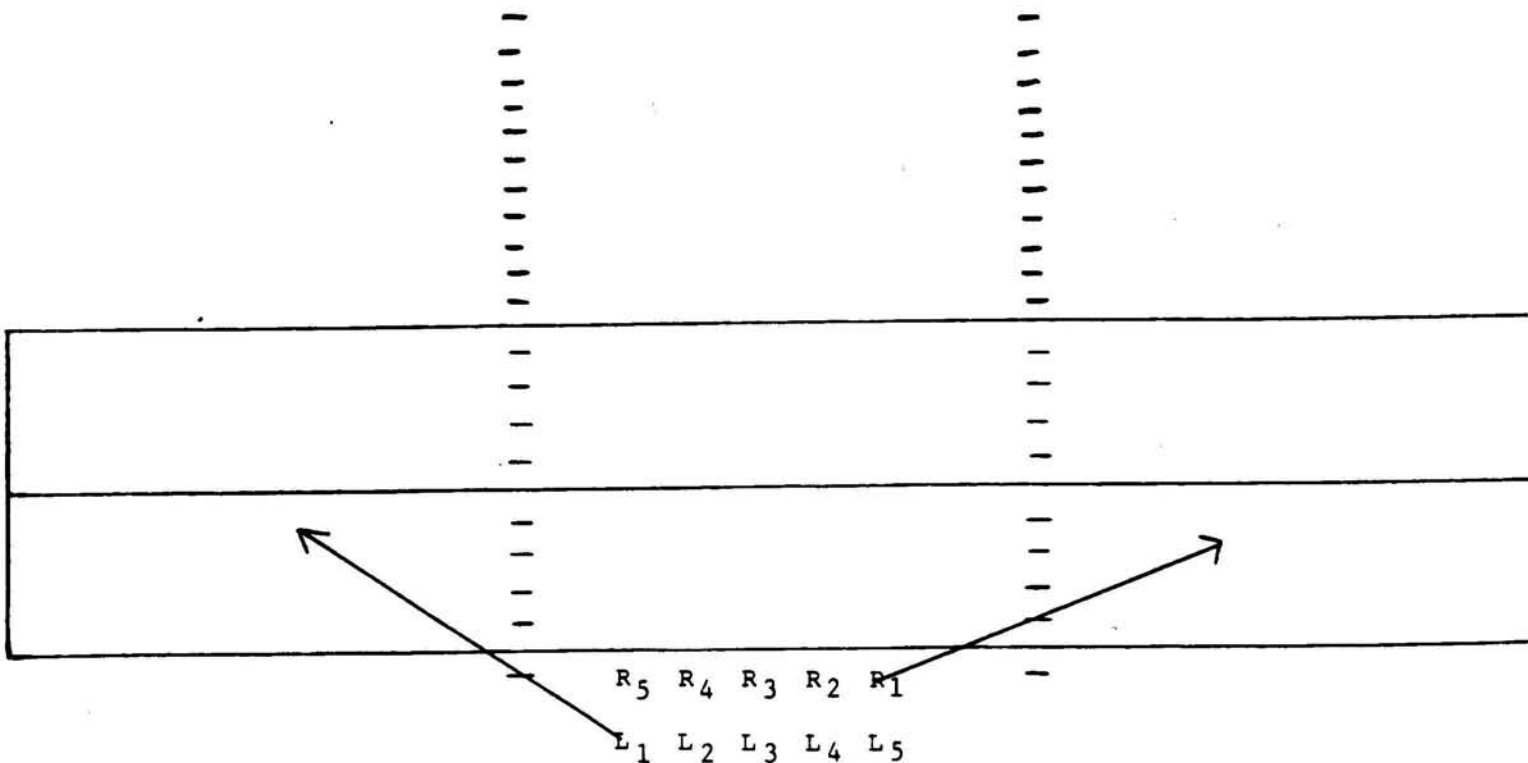
The significance of this information is simply that we can utilize the kicking game to give our opponents poor scoring percentage and enhance our own offense's scoring percentages. For example, on kickoffs, if we can start our opponents inside their own 20 yard line their chances of scoring are quite poor. On punts, if we can return to the 40 or beyond, we have greatly increased our offense's scoring ability.

KICK OFF COVERAGE

1. KICKER - Don't ever cross the 45 yard line.
2. EVERYONE - Out run blockers.
3. EVERYONE - Cross the 30 yard line (BATTLE LINE) when the ball is caught.
4. EVERYONE - Use hands - don't sacrifice 1 for 1
- Protect yourself

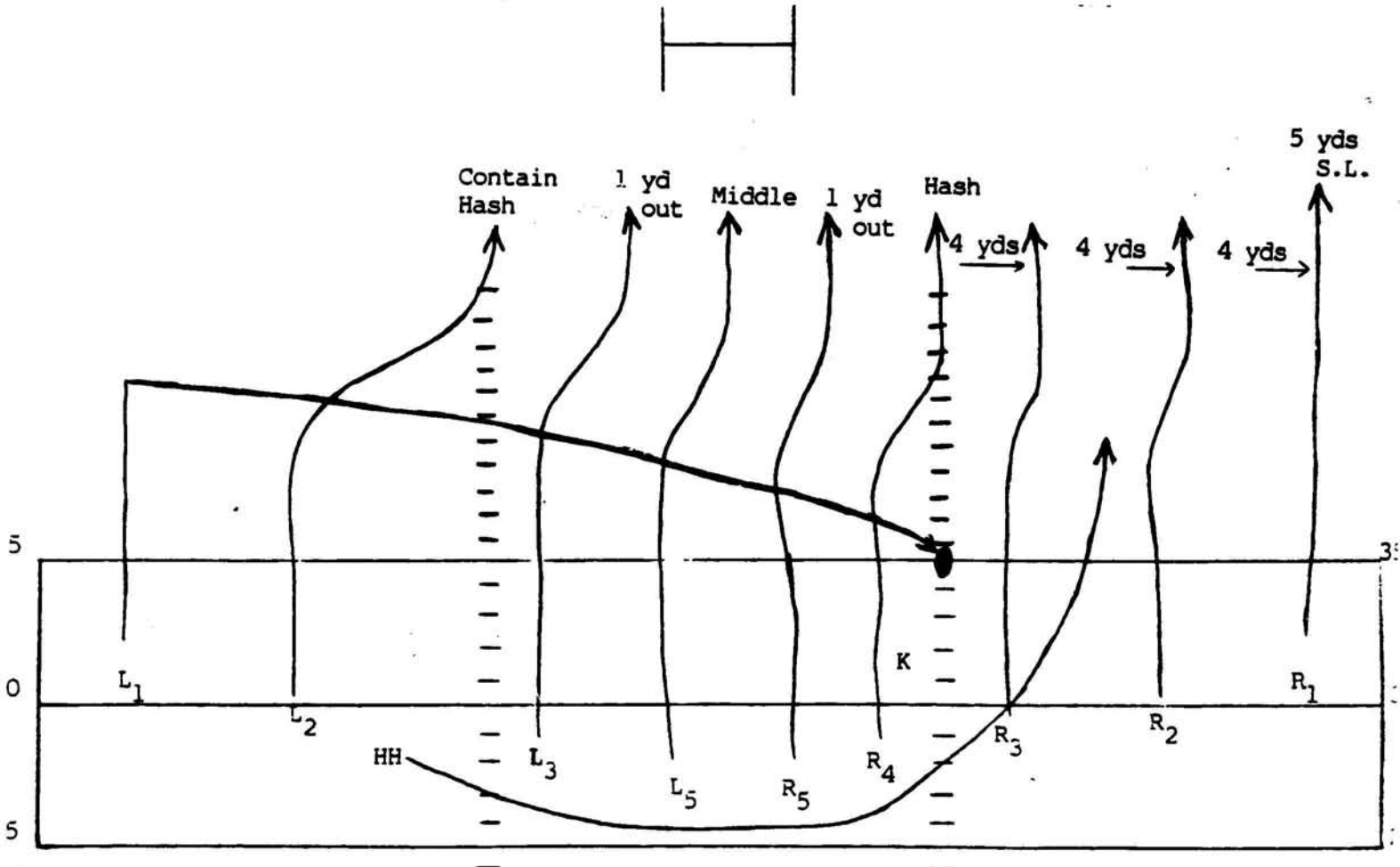


HUDDLE



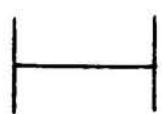
KICKOFF COVERAGE
DEEP RIGHT AVOID RIGHT

<u>PLAYER</u>	<u>ALIGNMENT</u>	<u>LANDMARK</u>
L ₁	5 yds from S.L., left foot on 31	45 yd line roll post
L ₂	½ way between 1&3, left foot on 30	hash, contain, wrong color
L ₃	2 yds inside hash, left foot on 28	1 yd outside goalpost
HH	line up between L ₂ & L ₃	ball - at any angle
L ₅	1 yd inside goalpost, Rt. foot on 27	middle field
R ₅	1 yd inside goalpost, Rt foot on 27	1 yd outside goalpost
R ₄	2 yds inside hash, left foot o 28	hash
R ₃	2 yds outside hash, Rt foot on 29	4 yds outside hash, 2 yds from align
R ₂	½ way between 1&3, right foot on 30	4 yds from R ₁ , 1 yd. from align.
R ₁	5 yds from S.L., right foot on 31	5 yds from S.L. - contain
KICKER	ball on right hash on 30	kick ball on numbers

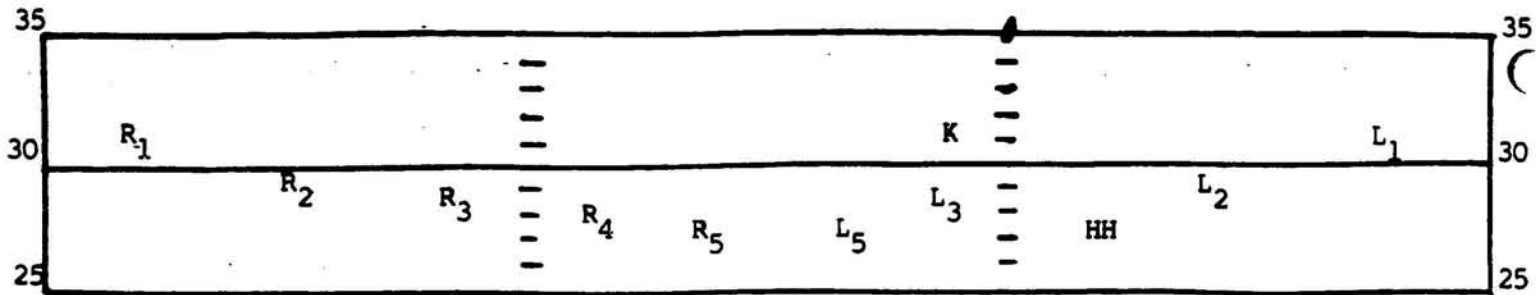


EVERYONE - Hands on knees - facing the kicker
Go to the 50 yd line before moving to your lane

KICKER - Hangtime - 4.0 is great
3.8 is avy.

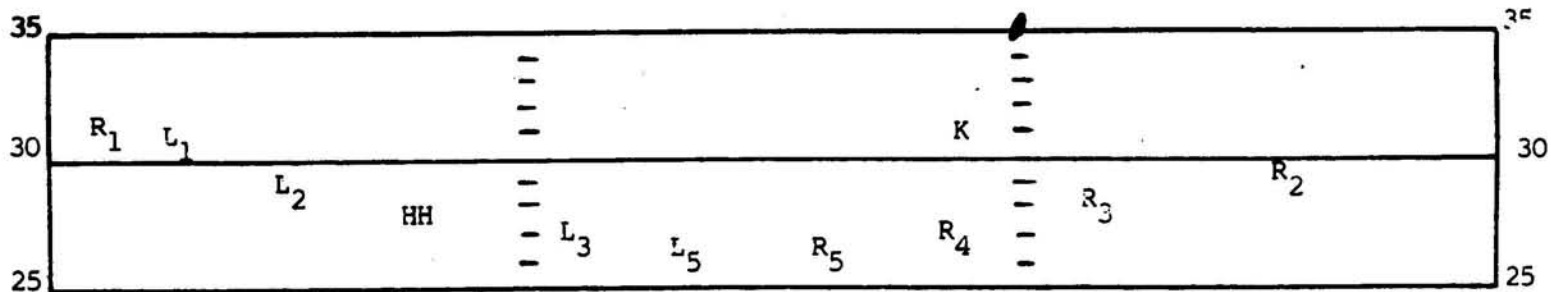


DEEP LEFT - AVOID LEFT



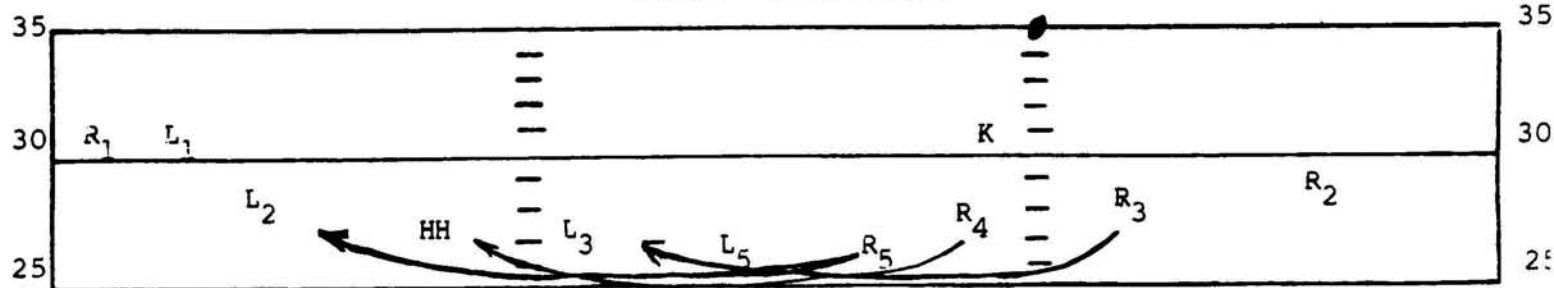
1. Line up opposite is huddle i.e. R₁ on front row left side etc... L₁ back row right side and break huddle opposite
2. Kicker don't break huddle until receiving team is ready (last min.) Line up and go Kick ball 20 yard line on #'s
3. Everything else is the same

SURPRISE ONSIDE KICK



R₁ - line up on front row left end in huddle and break to your left. Keep ball in bounds

SHIFT - ONSIDE KICK



R₁ - Same as surprise

R₂, R₄, R₅ - Shift on kickers command

Kicker - if everyone on offense moves over, kick ball to R₂. Don't kick til your people set

L₂, HH, L₃ - Line up 1 yd wider