

# Hudsonville Eagle Football



2018 Youth Playbook

## Cadence

On One:

The quarterback will scan the defense and the rest of the players will get to their position. QB will say down first. When he says down all linemen will snap down to a three-point stance. He will then say "Set, Hit" The center will snap the ball on hut and everyone goes.

On Two:

If you want to draw the defense offsides and keep them honest you can go on 2. The will be "Down, Set, Hit, Hit."

On Quincy (Quick count):

"Down, Set"

## Huddle

**Sugar Huddle:** This allows us to huddle up and get to the line in a manner that does not allow time for the defense to adjust. We will huddle five yards off the ball and quickly get aligned. Players will have their butt to the ball. The back row will be the linemen and the front row will be the skill position. Wide receivers will break the huddle after the first call and after the second call the quarterback call "Break."

Ball

T G C G T  
X HB TB Z W

## Playcalling

For run plays, we will use numbers to tell the players which player is getting the ball and where the play is going. We will use a word to allow players to know how to block the play.

**10's: Quarterback run play**

**20's: Tailback run play**

**30's: Will be an Quarterback run option where he will be reading a defender.**

**40's: HBack run play**

**50's: Z Receiver running play**

For pass plays we will use numbers to tell the linemen where the quarterback will be throwing the ball from and a word to tell the receivers which concept to run.

70's: Quarterback is rolling to the left

80's: Quarterback is rolling to the right

90's: Quarterback is dropping straight back

## Positions

**Tailback (TB)** – This is our best ball carrier. He doesn't have to be a great receiver, but he must be able to pass block.

**Hybrid Back (HB)** – This is our best blocking back. He needs to be able to catch the ball. He will carry the ball but not a huge requirement.

**Z Receiver** – This is fastest and quickest running back with hands. This is a receiver that make defenders miss in space. He must also be able to run Jet.

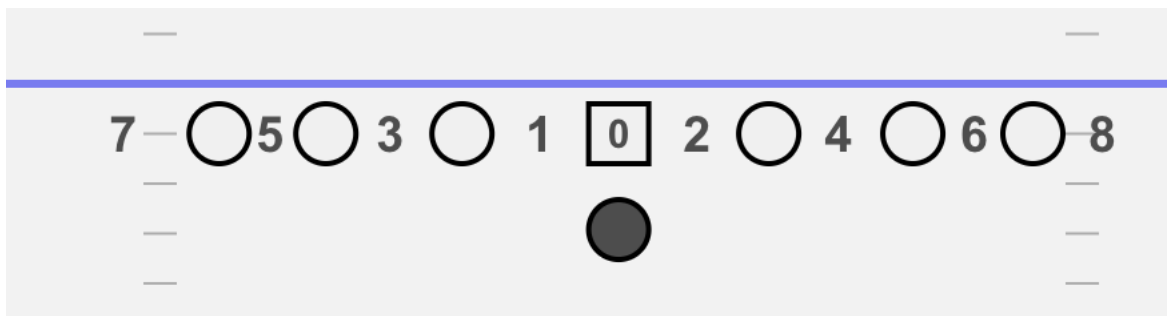
**X & W Receivers** – These two receivers are our best receivers. We would like tall receivers that can go up and get the ball. They have the capability of winning one on one's. He can run to stretch the field and have excellent hands.

**Y Receiver** – when we go 10 Personnel we will insert a 4<sup>th</sup> receiver into the game. Y will be a slot receiver opposite of Z or the third receiver in trips.

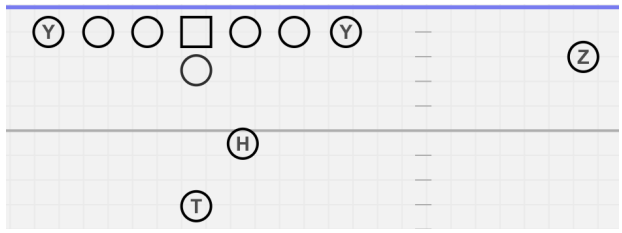
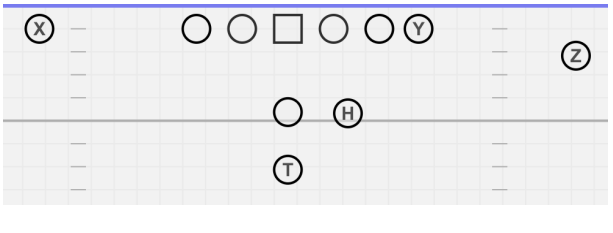
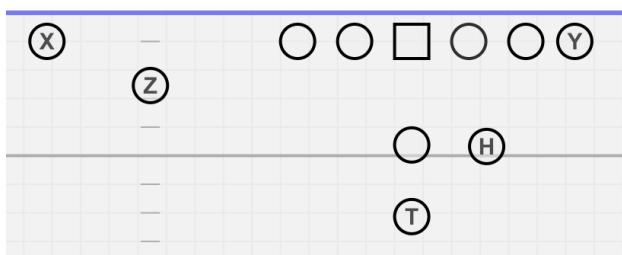
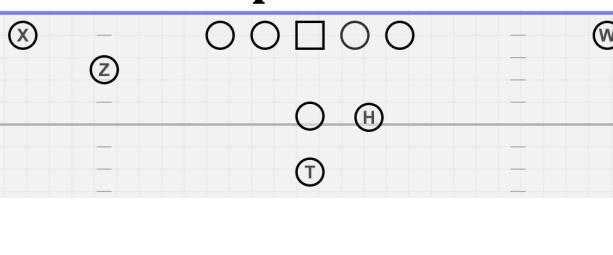
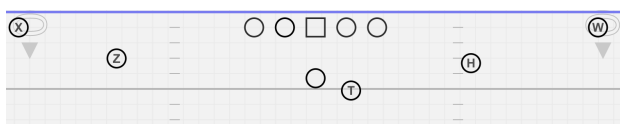
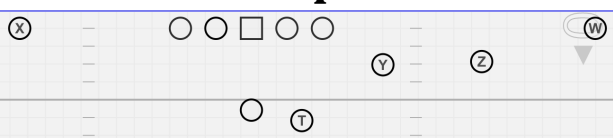
**Tight Ends (Y)** – for personnel groups ending in a 1 or 2 we will be putting tight ends into the game. These offensive linemen need to able to block first and catch second. They also need to athletic enough to block in space but also physical enough to block down linemen.

## Hole Numbering

All even numbers are to the right and odd numbers are to the left. Zero will be right up the middle over the center (For example: 10 Sneak)



## Formations: FORMATIONS

<h3 style="margin: 0;">Flanker</h3> 	<h3 style="margin: 0;">Pro</h3> 
<h3 style="margin: 0;">Twins</h3> 	<h3 style="margin: 0;">Spread</h3> 
<h3 style="margin: 0;">Ace</h3> 	<h3 style="margin: 0;">Trips</h3> 

There are plenty of formations out there. Please make sure that your kids know these. If there is another formation you would like to use then call Coach Sandee to get the correct naming.

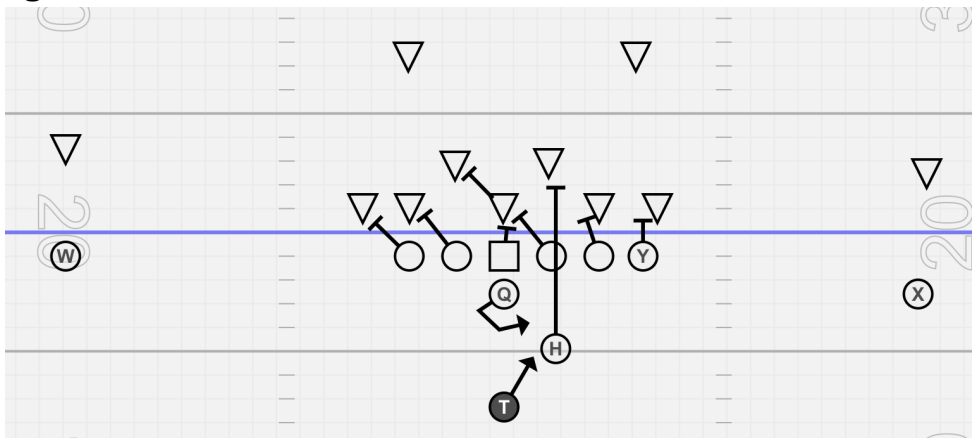
# RUN GAME

## Blast

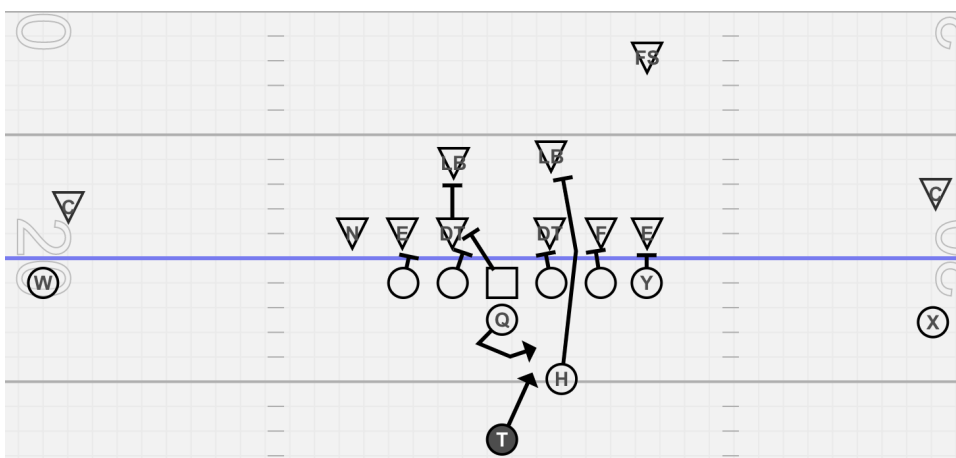
We will isolate the playside linebacker. With this play we have the ability to run it to the tight end, away from the tight end, with one back or two backs, and with the quarterback. For linemen our base rule is OIL: on, inside gap, LB. "When in doubt OIL it out."

Playside Assignment	Position	Backside Assignment
On, ACE to BSLB	Center	
On, inside gap, ACE to backside LB	Guard	On, Ace to Backside LB
On, inside gap, outside gap to DE	Tackle	On, inside gap, Backside LB
DE	Tight End	DE

**Call: Pro Right 24 Blast vs. 52**



**Call: Pro Right 24 Blast vs. 62**

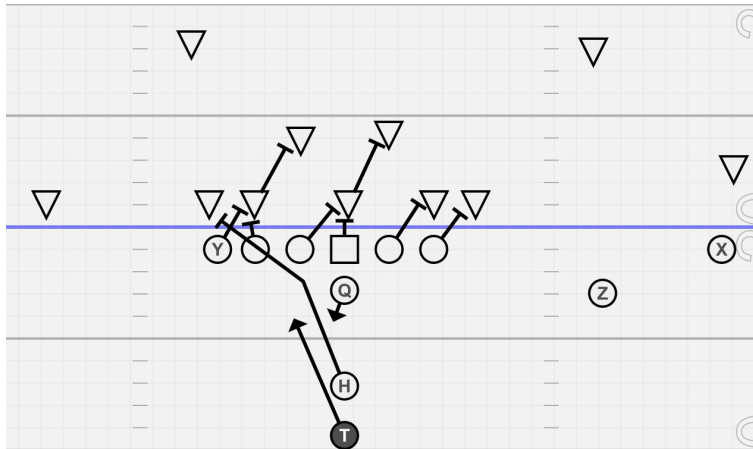


# Power

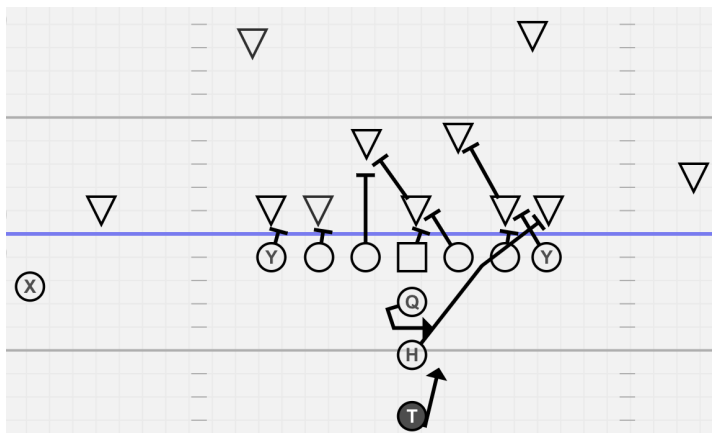
We can run this will the QB or the tailback and we will kick the end man on the line of scrimmage with the H back. Playside guard and tackle are in charge of blocking the defensive linemen. The guard will have the first linemen past the center and the tackle will take the second man (DT or DE). Backside will be base. The TE will block down and has the most important block.

Playside Assignment	Position	Backside Assignment
Fill for pulling guard, ACE to backside LB	Center	
On, Ace to Backside LB	Guard	OIL
On, Trey to PSLB, Duece to next LB	Tackle	OIL
Inside Gap, Trey to Next LB	Tight End	OIL

**Call: Twins Right 25 Power vs. 52**



**Call: Flanker Left 26 Power vs. 62**

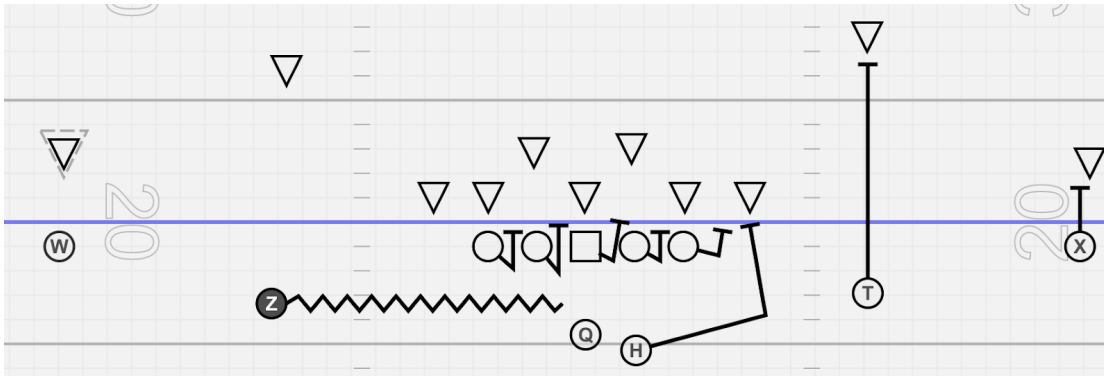


# Jet

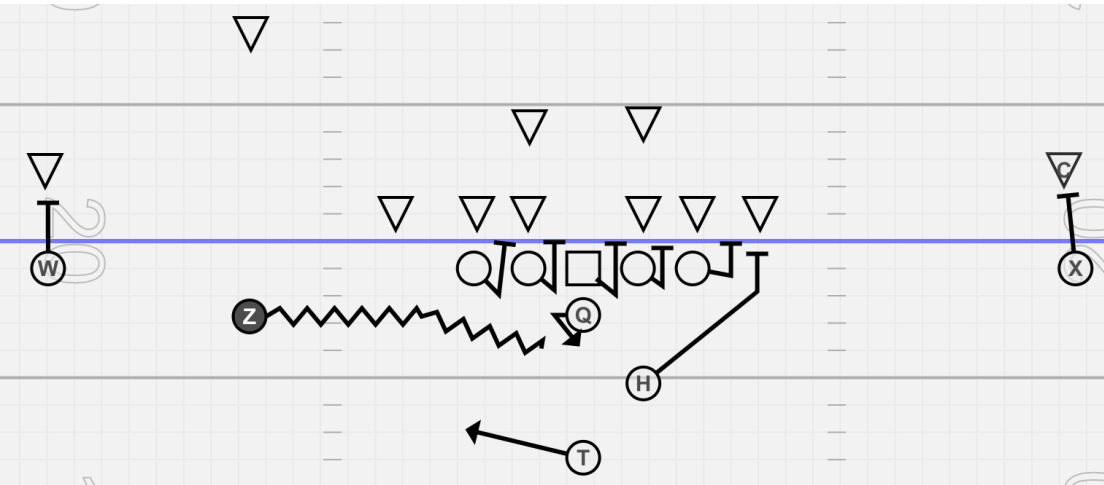
This is our play to get the ball to a fast Z receiver and get him to the edge with a running start. We will tag this play with a motion for our Z Receiver which we call Magic. The Linemen will block OIL with the Hback leading the play.

Playside Assignment	Position	Backside Assignment
Bucket step to playside A Gap, work toward nose or DT with your eyes on LB	Center	
Bucket step to B Gap work toward DT with your eyes on LB.	Guard	Bucket step to backside A Gap, work toward nose with your eyes on LB
Bucket step to C gap and work your way to EMOL with your eyes on LB or FS.	Tackle	Bucket step to B Gap work toward DT with your eyes on LB.
Block EMOL but do not hook. Stay square and drive him back.	Tight End	Scramble

**Call: Ace Right 58 Jet**



**Call: Spread Left R (moves the H Back toward the play) 58 Jet**

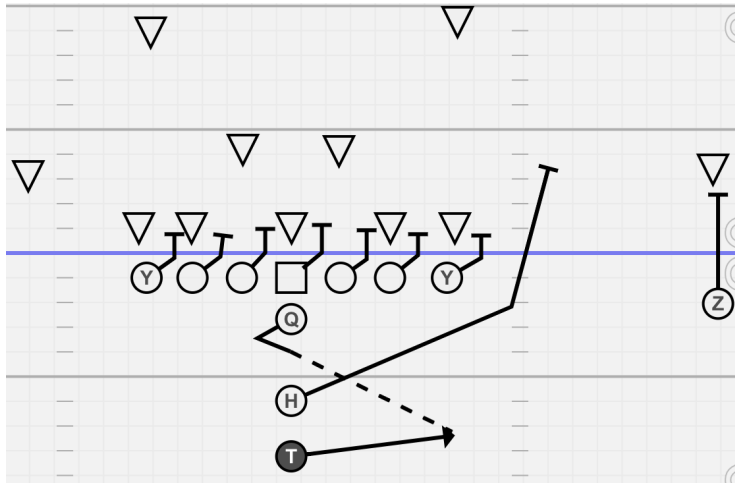


# Sweep

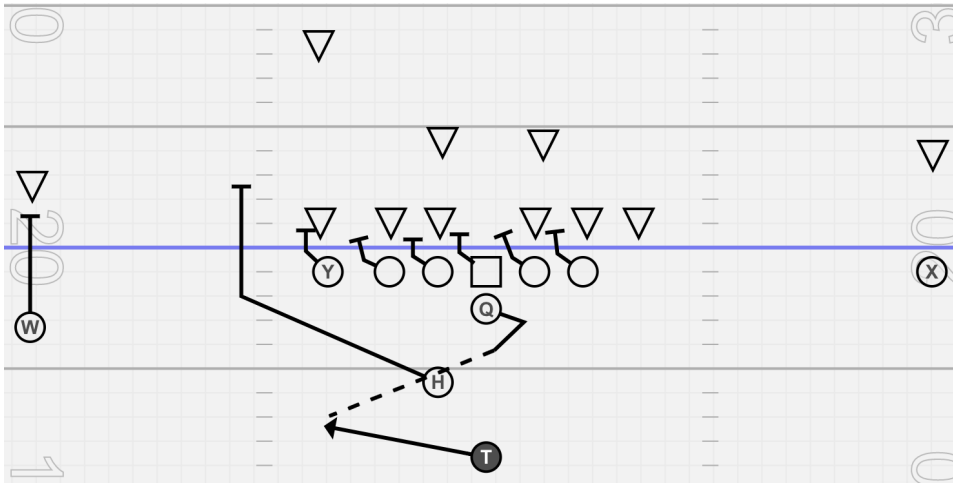
Sweep will be blocked just like Jet but we will be tossing the ball to the tailback to get to the edge.

Playside Assignment	Position	Backside Assignment
Bucket step to playside A Gap, work toward nose or DT with your eyes on LB	Center	
Bucket step to B Gap work toward DT with your eyes on LB.	Guard	Bucket step to backside A Gap, work toward nose with your eyes on LB
Bucket step to C gap and work your way to EMOL with your eyes on LB or FS.	Tackle	Bucket step to B Gap work toward DT with your eyes on LB.
Block EMOL but do not hook. Stay square and drive him back.	Tight End	OIL

Call: Flanker Right 28 Sweep



Call: Pro Left 27 Sweep



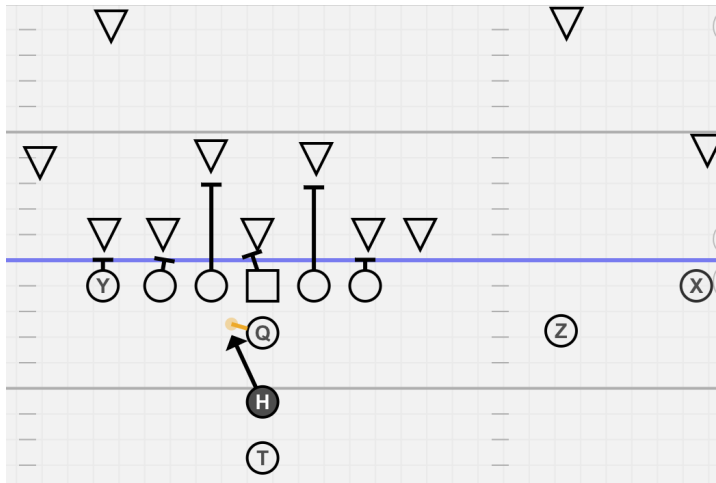


# Dive

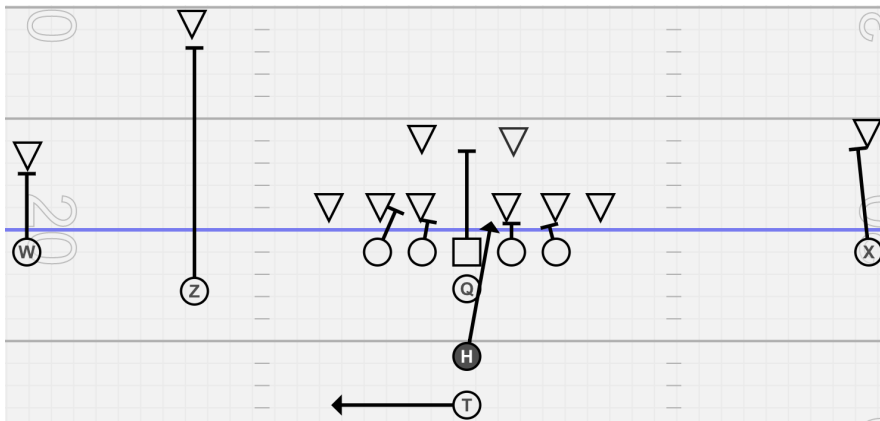
Here is a play to give our HBack some love. Quick hitter. All linemen block OIL. Tailback will fake sweep away.

Playside Assignment	Position	Backside Assignment
OIL	Center	
OIL	Guard	OIL
OIL	Tackle	OIL
OIL	Tight End	OIL

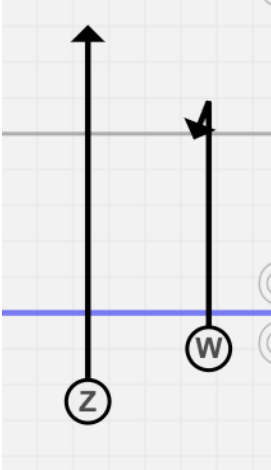
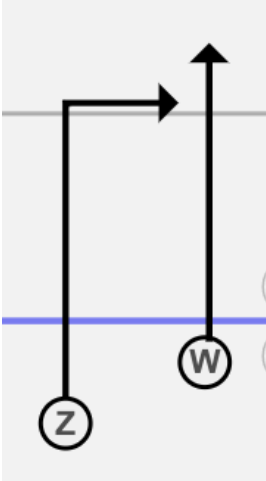
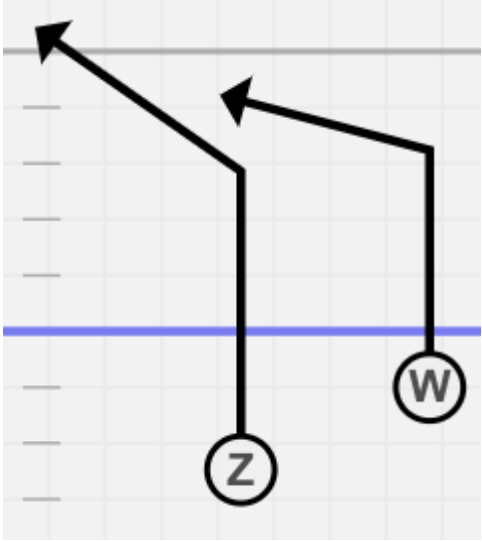
Call: Twins Right 41 Dive



Call Spread Left 42 Dive

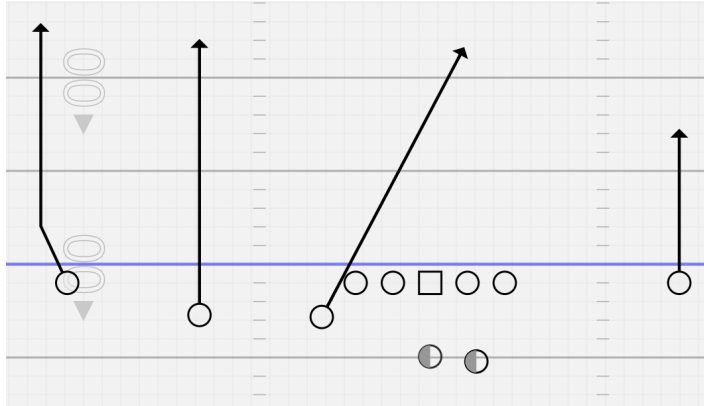


## Quick Game

<b>HITCH</b>	<b>OHIO</b>	<b><u>DOUBLE SLANT</u></b>
		
<p><b>Coaching Points:</b>            Take the hitch if they are going to give it and check to the seam.  <b>#1:</b> 6 yd Hitch  <b>#2:</b> Seam  <b>Great vs:</b> Cover 3, Quarters and Soft Man.</p>	<p><b>Coaching Points:</b>            Read the corner, if he turns wit the W take the out, if he releases him take the fade.  <b>#1:</b> Fade, outside release  <b>#2:</b> 5 yd out  <b>Great vs:</b> Cover 2, Cover 3 (OLB on slot), Man Press            *This could also be run with the tight end running the out.</p>	<p><b>Coaching Points:</b> QB is going to read the slot defender. If he chases the Z Slant, hit the W, if he plays soft, take the Z  <b>#1:</b> 3 yd Slant, a little more shallow than the #2  <b>#2:</b> 3 yd Slant, you need to cross the face of the defender  <b>Great vs.</b> Man, Cover 2</p>

## Drop Back Pass

### LAKER

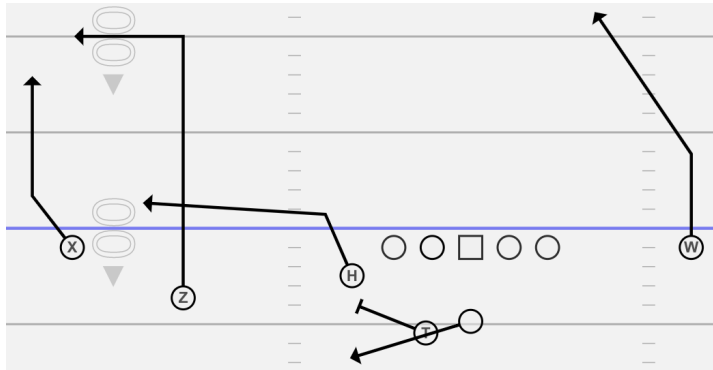


This would be a Western Left 95 Laker:

Western is a winged trips formation, 95 tells the linemen that it is a straight drop back with 5 steps. Laker is a 4 vertical concept.

## Rollout Pass

### FLOOD



The call would be Western Left 70 Flood:

**Coaching Points:** The #1 needs to outside release to get

**X:** Fade, get the corner to turn his hips if we can beat him we need to throw it now!

**Z:** 10-12 yd out

**H:** Outside release of the LB but keep a depth of 1 yard.

**W:** The backside route is never an option but we can tag this concept for him to be an option but the post keeps the safety honest.

**QB Reads:** If we think we can get the fade, take it. Once we snap the ball the only 2 options are the Z and H. We will read the flat defender. If they are in man we will take the receiver that is covered by the LB.

Flood Switch the Z and H exchange.

PC Flood would tell the #1 to run a post corner and rub the flat defender.

# Play Action Pass

## POP PASS

This is a great quick way to get the TE the ball going vertical. We will freeze the LB's with a dive fake and find the open TE. If the defense is playing a one high safety the QB will watch the safety and throw away.

