

# Erie Explosion

Professional Indoor Football

Playbook 2011

# ERIE PROFESSIONAL INDOOR FOOTBALL

## OFFENSIVE PLAYBOOK 2011

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# Erie Offensive Philosophy

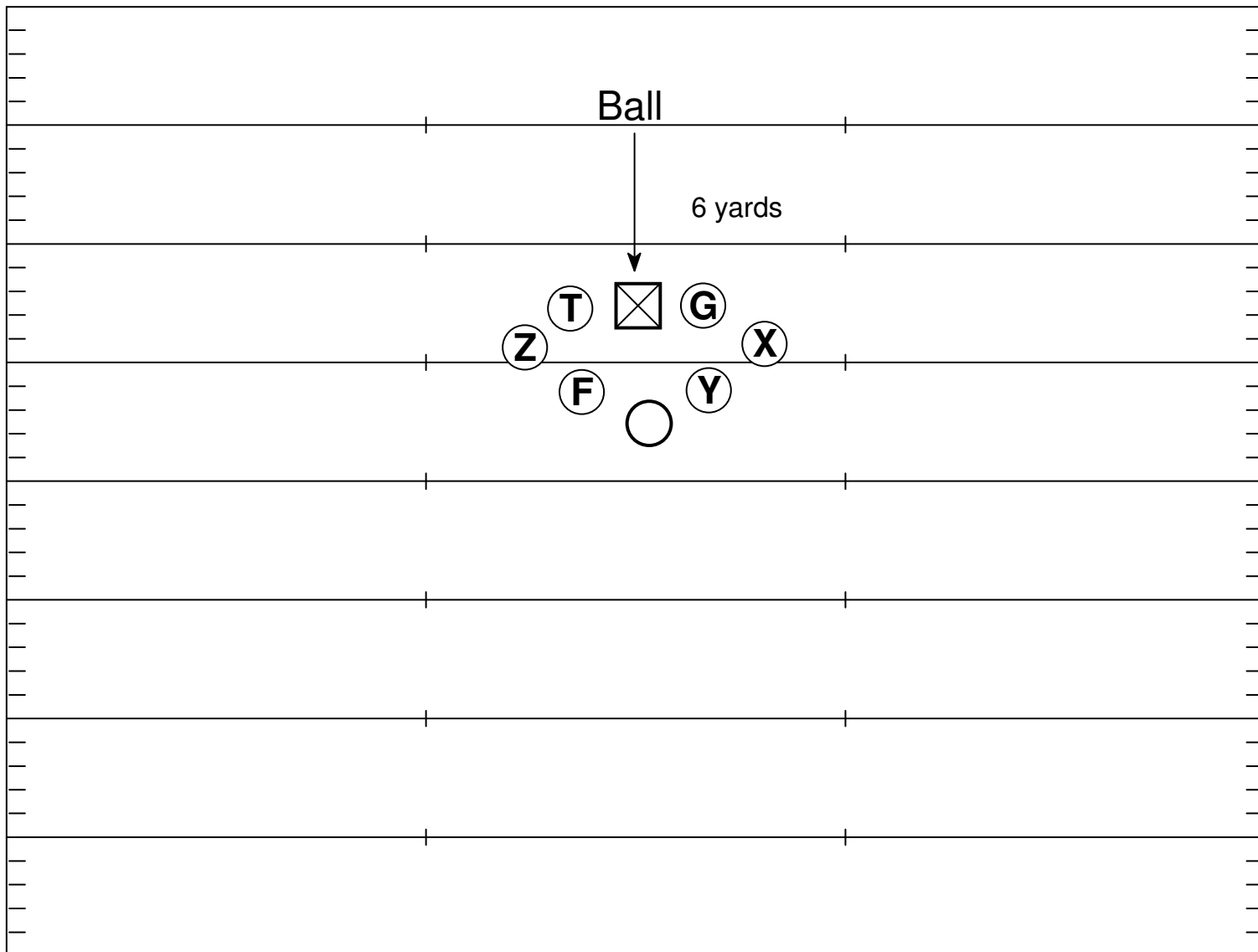
## Offensive Philosophy

1. Be Explosive- Think Touchdown on every snap
2. Play Fast- Get in and out of the Huddle – Force defense to play our tempo
3. Simple and flexible system of play-calling
4. Take Advantage of defensive alignments and adjustments
5. Route concepts designed to have an answer for every coverage
6. Create one on one matchups with better athletes
7. Built in option routes and “read” concepts
8. Screens and Exotics to force the defense to play “slow”
9. Efficient Run game and play-action
10. Be a dominating and efficient team in the red-zone area

## Offensive Objectives

1. Protect the Quarterback. Be sound and physical in our protections upfront with our offensive line and fullback. Mix up our protection schemes.
2. Be dynamic in the passing game. Take what the defense is giving us and utilize our playmakers in the passing game vs. favorable one on one matchups.
3. Ball Security- Protect the Football
4. Score touchdowns not field goals. Mentality that we will go for it at any time and from any point on the field on fourth down.
5. Strong running game inside the five yard line and in short yardage situations.
6. Efficiency in the passing game. High efficiency play from the qb and wr's on all route conversions, reading coverages, and accuracy. Understand when to throw the football away, avoid int at all costs.
7. Have an attitude that we will not be stopped. Think touchdown on every possession. Celebrate every score- this is our gift to the fans.

## Huddle Procedure



### Cadence

We will use a non-rhythmic Cadence as follows:

First Sound: Down

Second Sound: Set

One: Down, Set, Hut

Two: Down, Set, Hut, Hut

Three: Down, Set, Hut-Hut, Hut

QB will mix up the snap count

QB will make sure that all players are set before giving the indicator for motion to begin. It is the QB's job to time up the motion with the cadence. Wr's are to run their motion at a controlled full speed.

## Play Calling Procedure

QB will call formation First

Example: Right

QB will call motion if we want motion

Example: Right Y-Back

QB will then call running play or pass protection

Example: Right Y-Back 50

Left Z-Back 28 Toss

QB will then call Route or Play Concept

Example: Right Y-Back 50 Race

QB will then call snap count twice

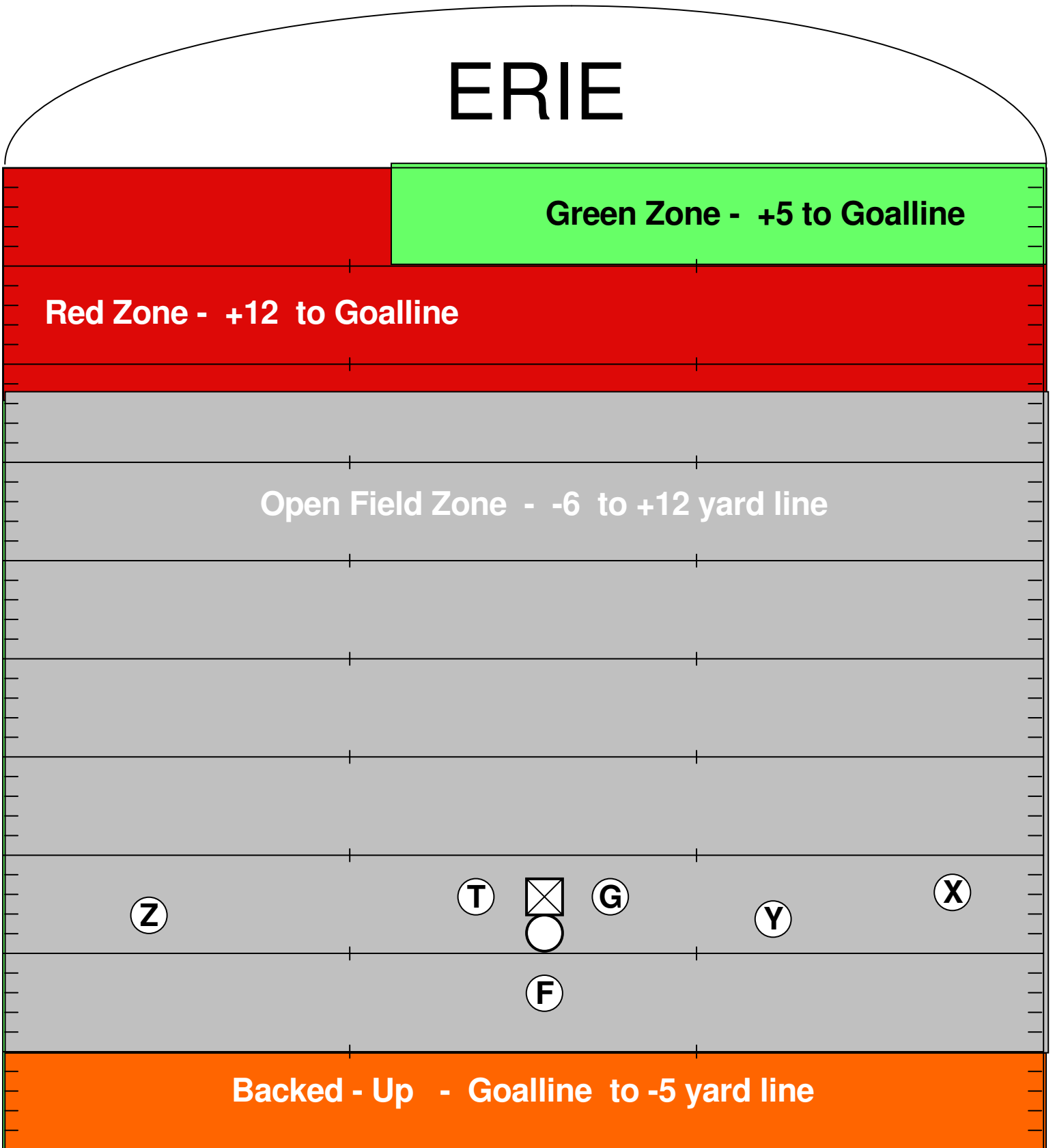
Example: on one, on one "Ready Break"

All linemen and Wr's & Fb must get set quickly so we can begin our motion



# Field Attack Zones

# Field Attack Zones





## Developing the Erie Offensive Attack

We will use a comprehensive and detailed approach in the development of our game-plan each week during the season. Through our extensive evaluation and scouting process we will compile a plan for success in each area. It is important that we understand that the game-plan is simply a tool and is often based off of measurable data. Games are won and lost at this level by a combination of player talent level, conditioning, execution, contingency management, and situational football. To be successful each week we must be able to adjust to what our opponent is running, and continue to do what is successful for us during the course of the game. We will prepare and practice situational football both offensively and defensively. We will define situational football as follows:

**Backed- Up-** Backed up will be considered from the -5 yard line and in. Teams will typically bring pressure in this situation defensively. Offensively teams will attempt to get the ball out quick. It is imperative offensively to gain at least one first down in this situation.

**Open Field-** Field position from the -6 yard line to the +12 yard line. This area will allow teams to execute the entire scope of their game-plan.

**Red-Zone-** Field position from the +12 towards the end-zone. We will put a priority on game-planning and scheme execution on both sides of the ball in this area. We will spend a large amount of practice time preparing for this area of the field.

**Goal-line-** Field position from the +5 towards the end-zone. This is an area we will place an emphasis on the running game and gadgets and screens offensively, and defensively we must be prepared to stop the run in this area of the field. Depending on the teams end-zone depth, the passing game is severely limited in this area due to the contraction of the field.

**Short-Yardage -** Any situation with a Down and Distance of 2 yards or less to gain a first down. This is an area where we must not fall into a tendency based trap of calling specific plays or defensive pressures/coverages in these situations.

**Long-Yardage-** Any situation with a Down and Distance of 8 yards or more to gain a first down. This will be an important element of our situational practice periods.

**2-pt plays-** We will practice and execute three to four 2-pt conversion plays each week. Defending the 2-pt conversion will be accomplished using our regular goal-line defense situational calls and packages. These are critical plays in the course of the game and execution during this time is essential to winning the game.

**1-minute offense (hurry-up)-** Element of our game plan where we are attempting to score in the final minute of a half or game. We will execute our hurry up offense contingency plan during this period. It is of optimum importance that we maintain our focus and conditioning during this period, and understand what we are trying to accomplish on the drive.

**1-minute offense (slow-down)-** This should be our favorite situation to be in with the lead and finishing the game. It is important that we understand how the one-minute timing rules apply and that we secure positive yardage on each play and force the opponent to use their timeouts. We will avoid any plays to the walls to avoid going out of bounds and ball handling should be kept to a minimum. We will practice this situation each week during our situational contingency period from both an offensive and defensive perspective.

**Last play of Half-** Specific play-call designed to score on the last play of the half. This play selection will be different than a must score end of the game situation where if we fail to score the game is over. We want to avoid being careless or desperate with the football in this situation which could lead to a big momentum changing score by our opponent.

**Last play of Game-** Play call designed to score on the final play of the game to win. This situation falls into one of desperation , where we must score or the game is over.

**Man Beaters-** Base pass packages designed to defeat man coverage concepts

**Zone Beaters-** Base pass packages designed to defeat zone coverage concepts

**Screens-** We will enter each game with a selection of screens and sucker plays off of the screen action.

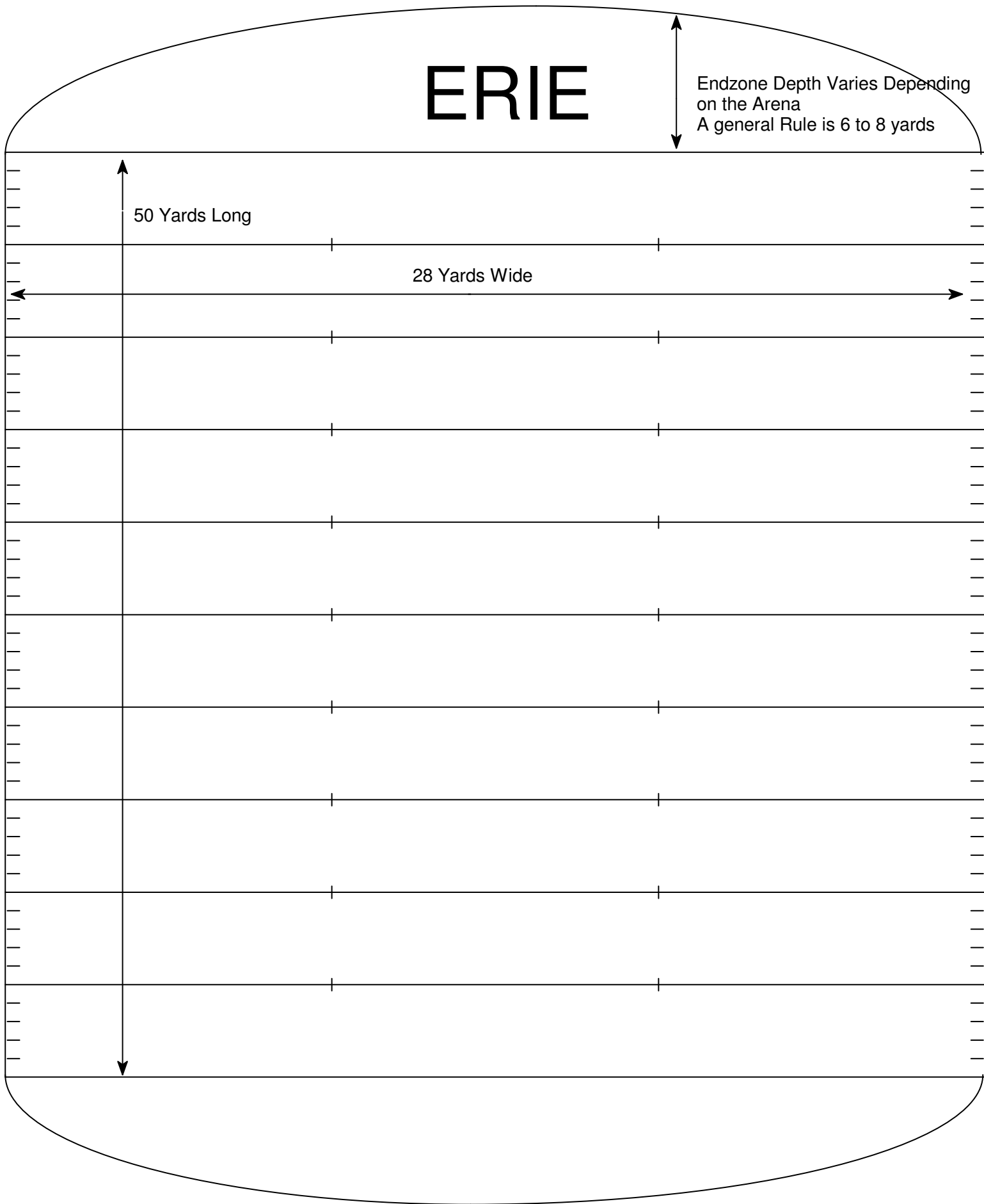
**Exotics & Gadgets-** We will practice a limited number of rarely used gadget and exotic plays each week.

# ERIE

Endzone Depth Varies Depending  
on the Arena  
A general Rule is 6 to 8 yards

50 Yards Long

28 Yards Wide

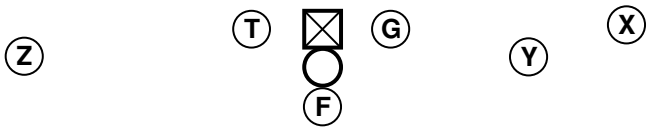


**Formations**

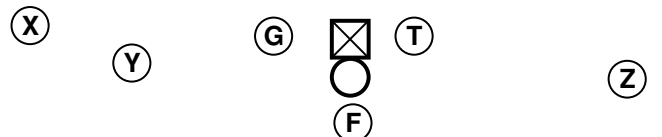
**&**

**Motion**

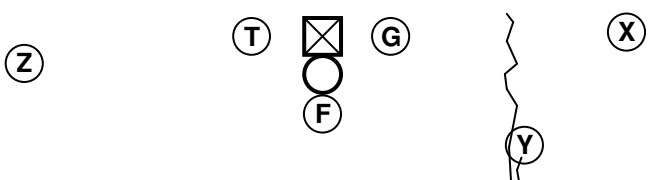
Right



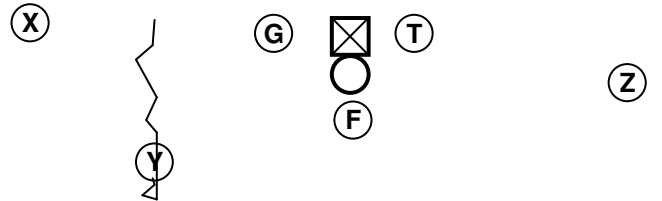
Left



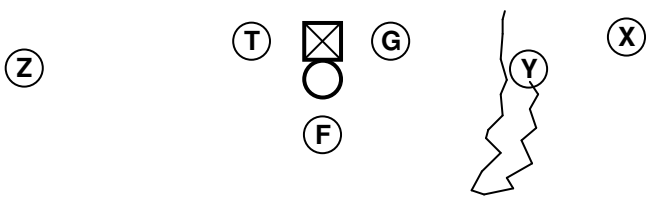
Right Y Back



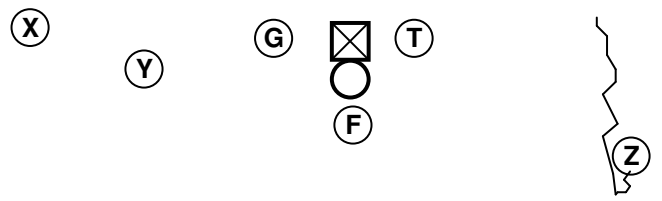
Left Y Back



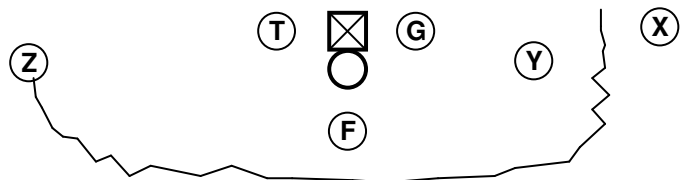
Right Y Yo



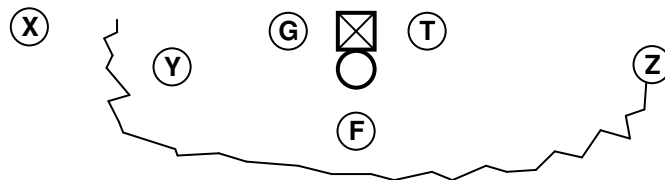
Left Z Back



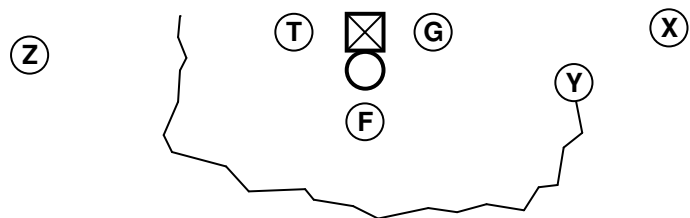
Right Z Loop In



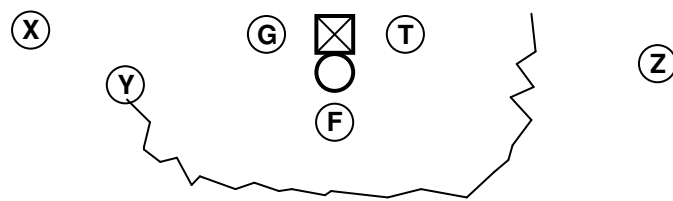
Left Z Loop In



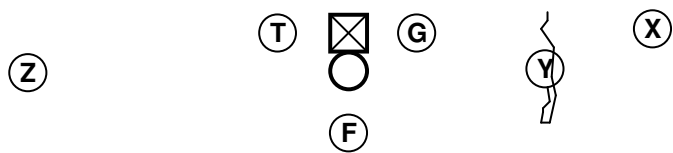
Right Y Loop



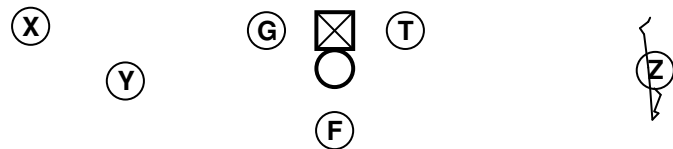
Left Y Loop



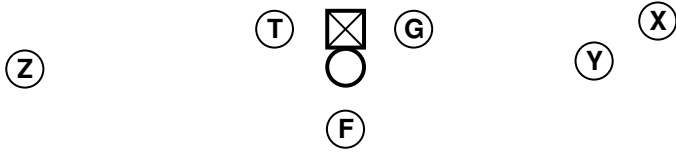
Right Y Quick



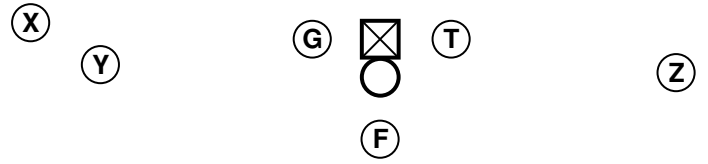
Left Z Quick



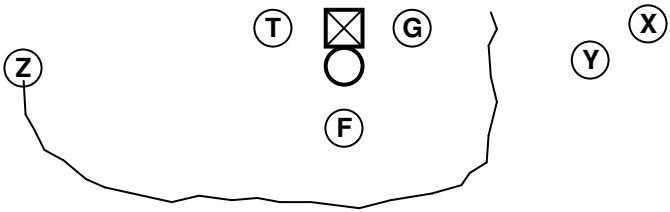
Rt Wide



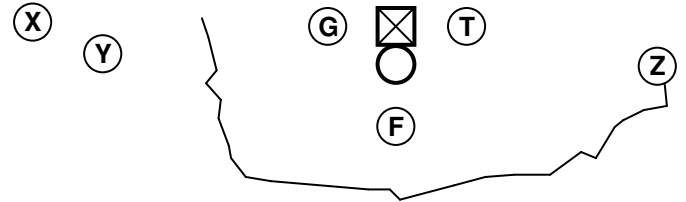
Lt Wide



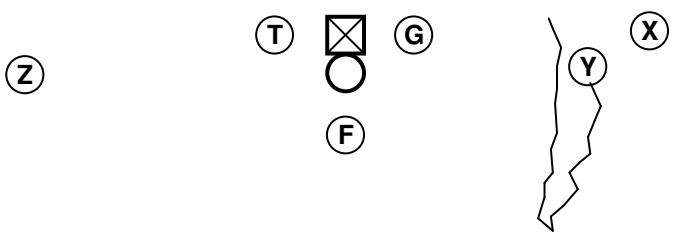
Rt Wide Z Loop



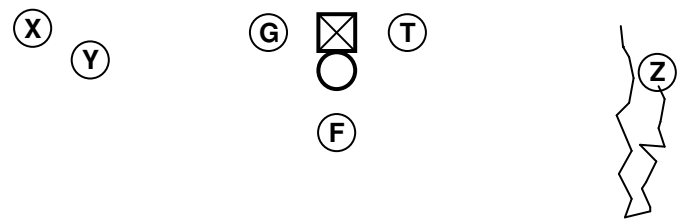
Lt Wide Z Loop



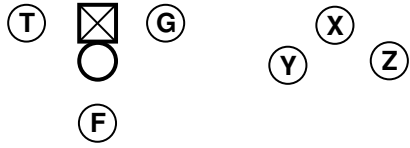
Rt Wide Y Yo



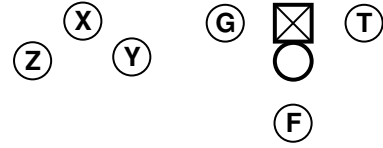
Lt Wide Z Yo



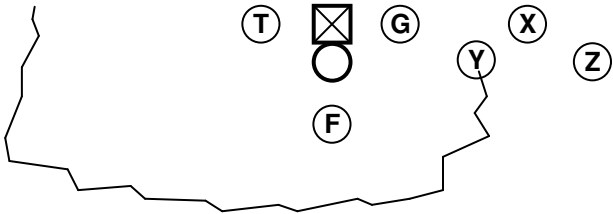
### Bunch Rt



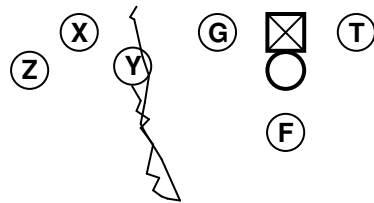
### Bunch Lt



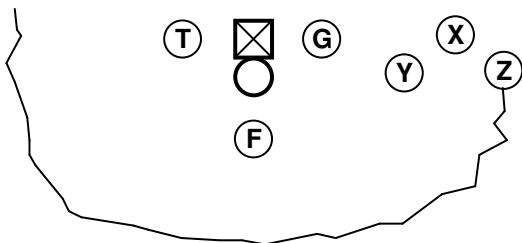
### Bunch Rt Y Loop



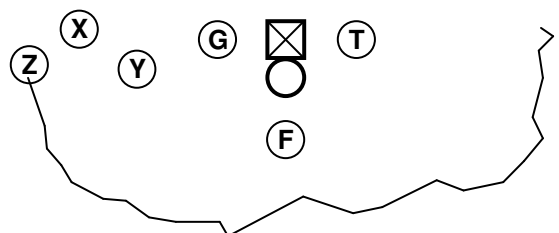
### Bunch Lt Y Yo



### Bunch Rt Z Loop

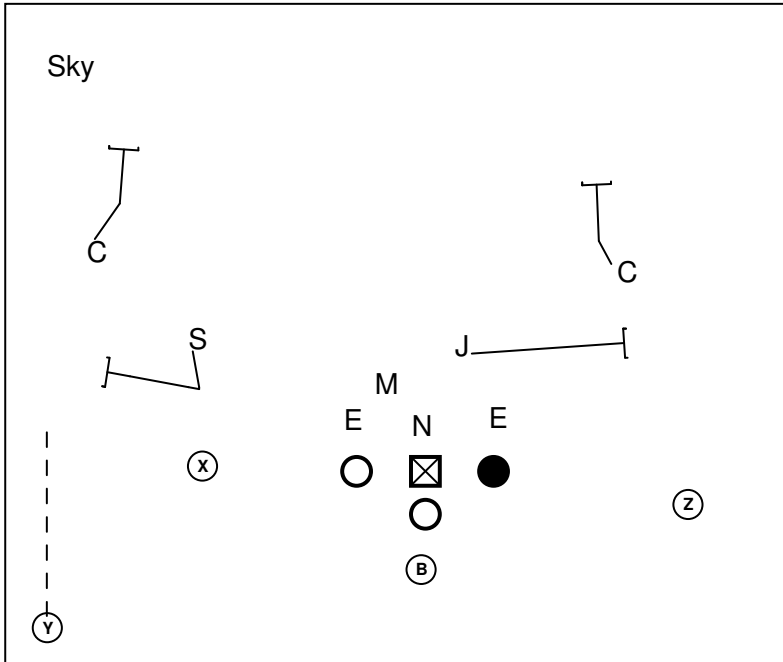


### Bunch Lt Z Loop



# Erie Explosion Defense 2011

Sky = Blue



## vs. 2 X 1 Formations

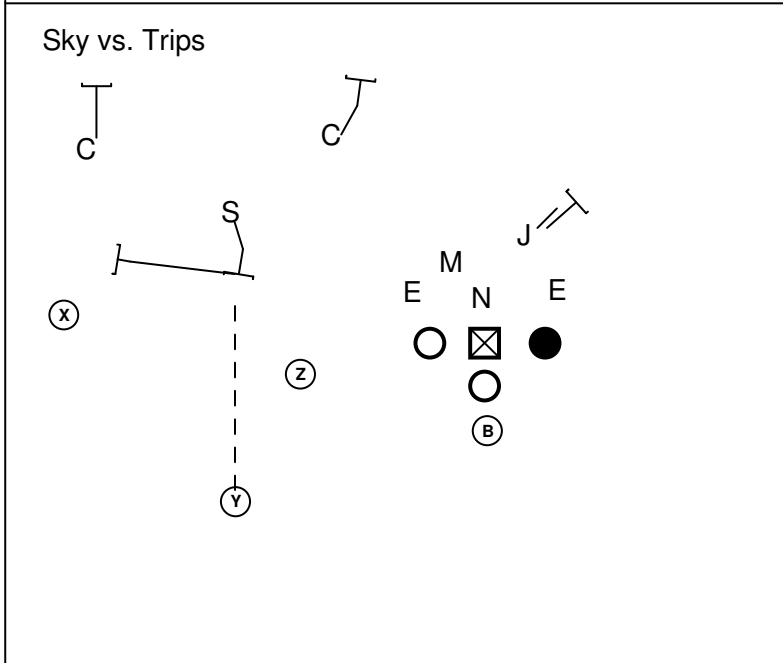
SC- 6-7 yards off ball - Deep 1/2 Zone - Do not get Leveraged to the post by #2 strong

S- 5 yards off Ball if high motion. Press if Stationary - Jamb #2 WR Outside. Do Not allow him to release inside. Get to playside Flat. If you allow a clean inside vertical release you must run with WR

WC- 6-7 yards off ball - Deep 1/2 Zone

Mac- Blitz or Get in QB Passing Window in Box

Jack - Check TE Drop to Weakside Flat



## vs. Trips Formations

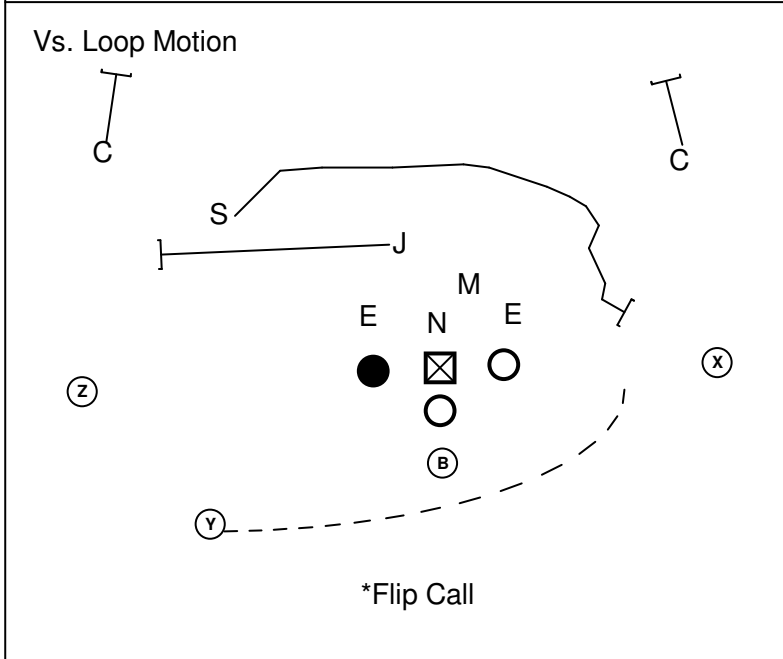
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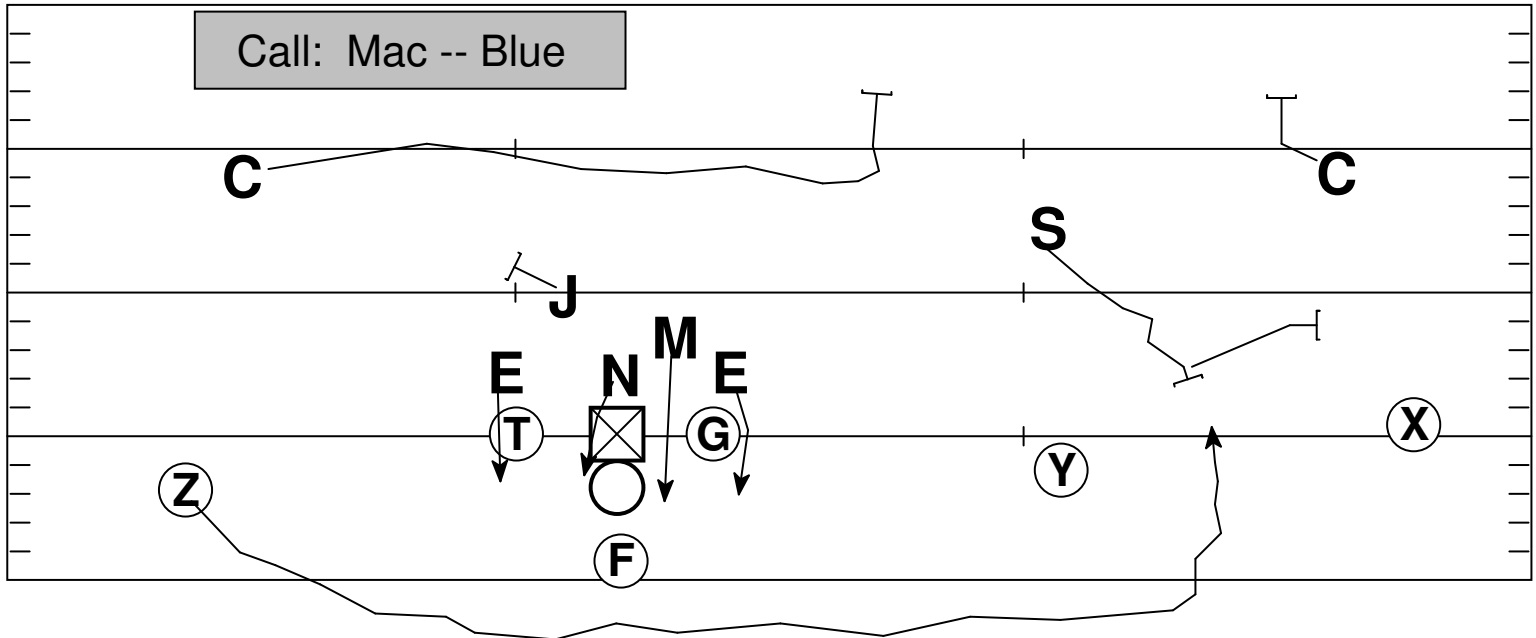
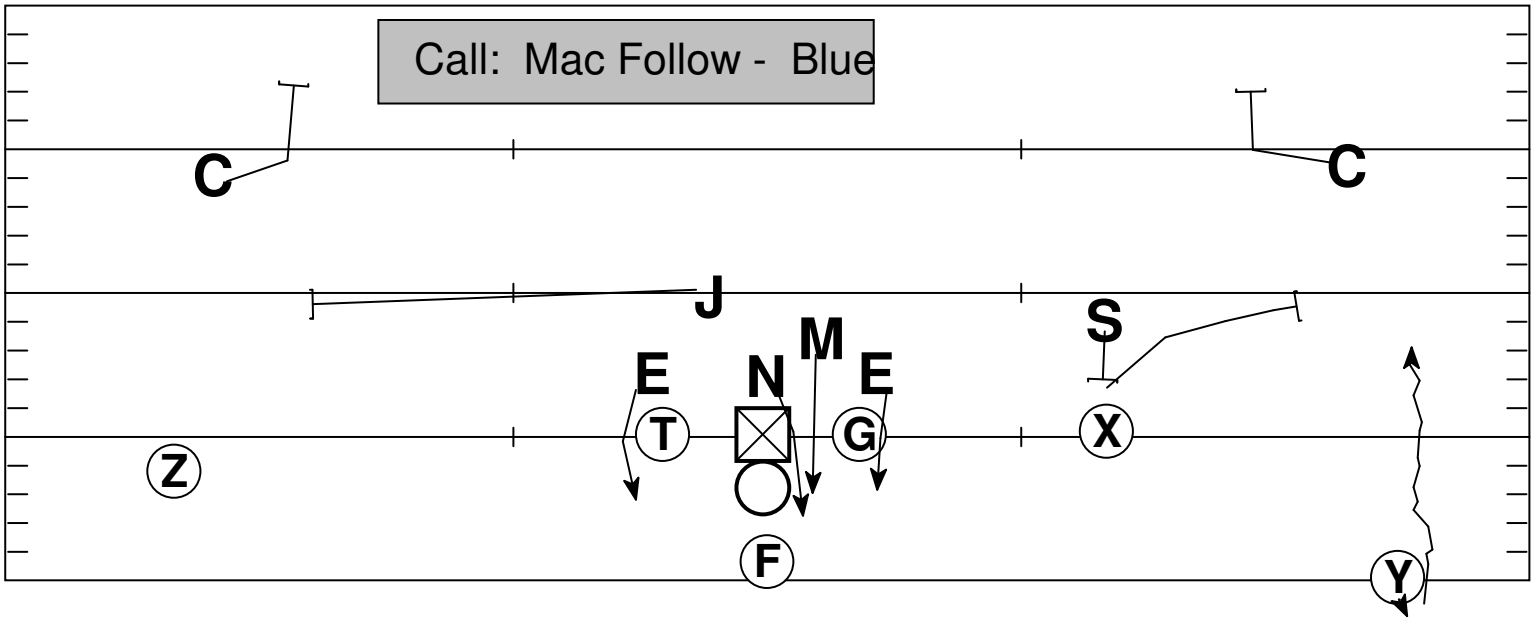
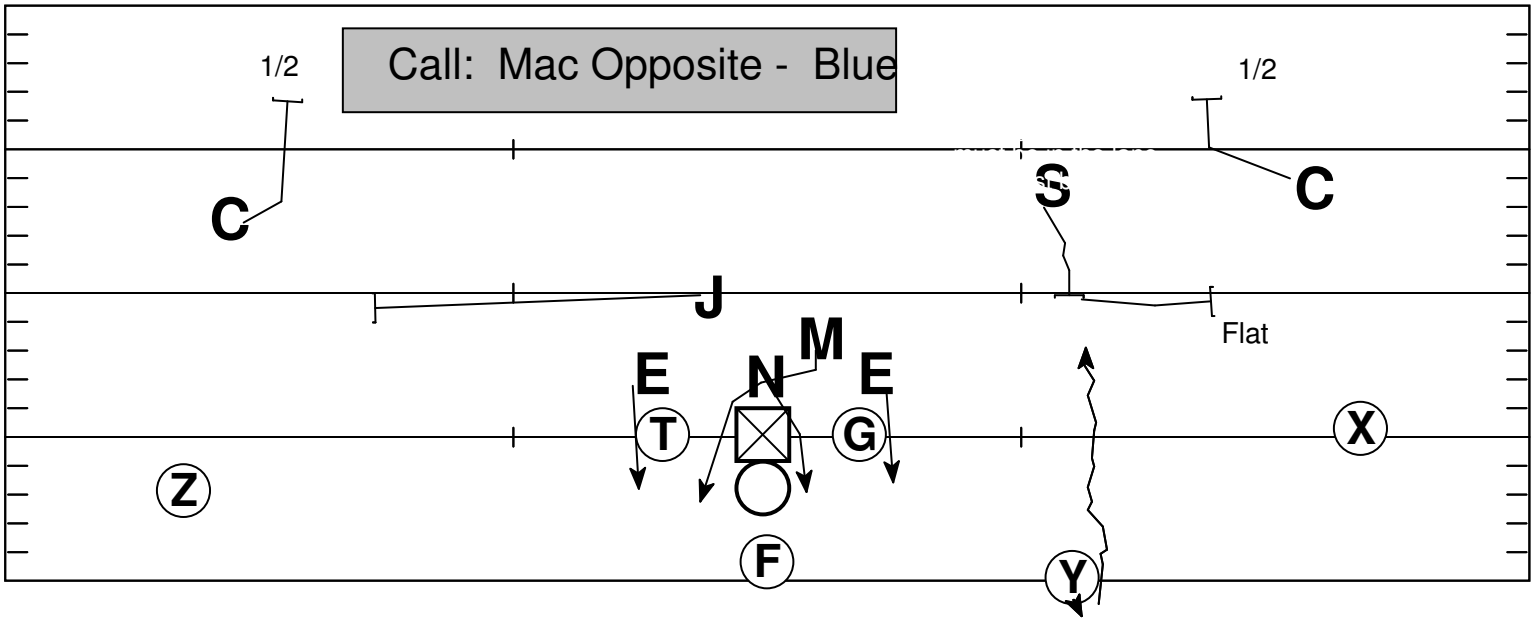
Jack - Check TE Drop to Weakside Flat. Be alert for crosser



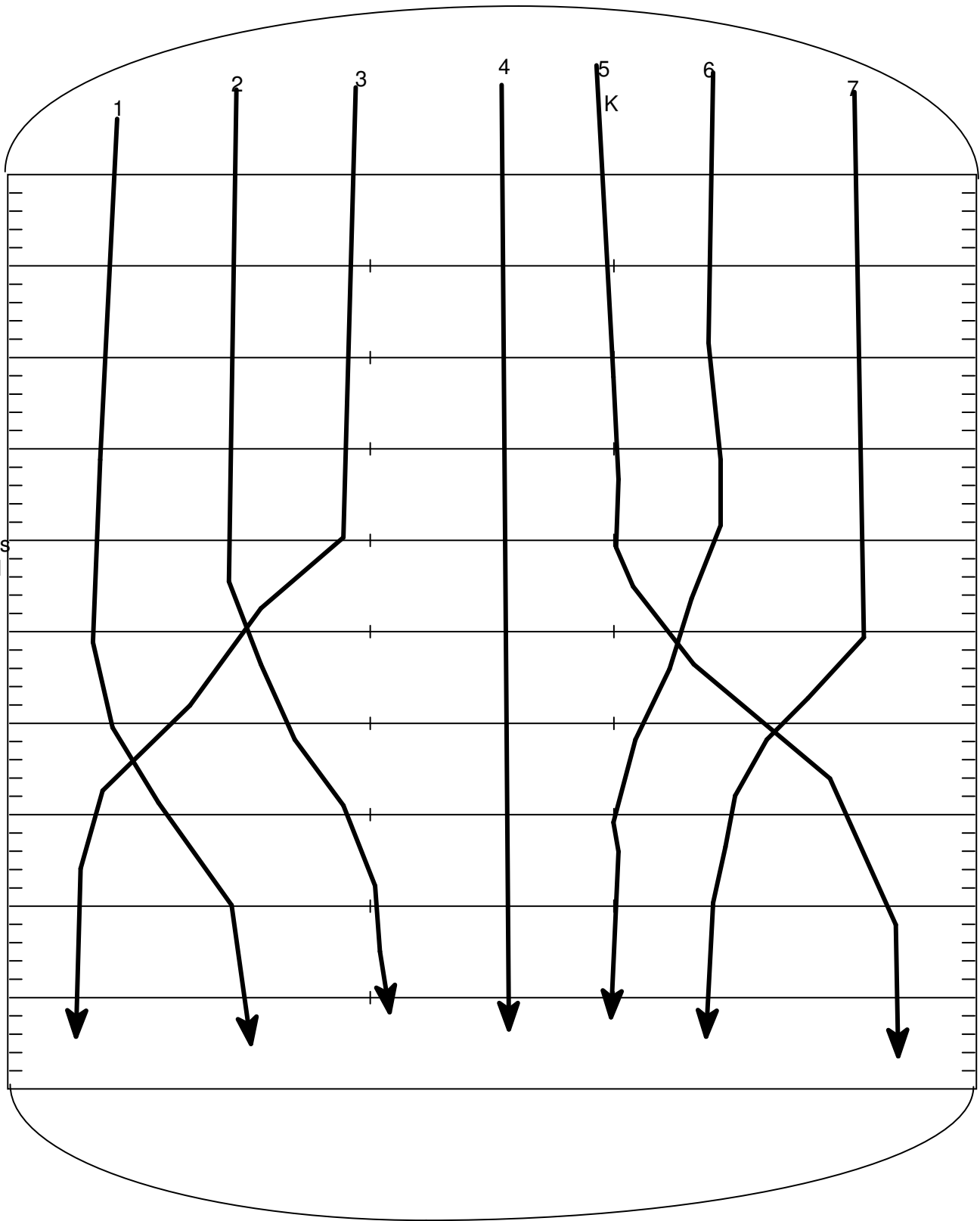


Sky = Blue

# Erie Explosion Defense 2011



# Erie Explosion - Kickoff Team- PINCH



Stem lanes  
at midfield

# Erie Explosion - Kickoff Team- Dribble Onside

BE ONSIDE !!!!!

