



Man-Match Cover 2

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Wall Cover 2 Overview

- We can't let anyone free across the middle of the field. Man to man coverage AFTER the pattern is distributed. Looks like Cover 2 Man Under most of the time.
- Safeties are deep half players
- Corners are flat defenders
- 2 LBs walling the inside receivers and 1 playing man coverage on the RB
- Safeties can check make other checks depending on the splits between #1 and #2 (**Wall** is default, **Nasty** if splits are condensed, **Stay** if they are stacked)



Pros

- Tight coverage, man-match (no routes running free)
- Plays as cover 2 man with better leverage because of how we match the routes
- Ability to add on the RB's block
- Ability to use with simulated pressures
- Takes pressure off corners playing man
- Protects safeties in the middle of the field (can play with more width)
- Great time for interceptions
- Simple concept for LBs
- High school applications:
 - Easy for Nickel to play (limited Nickel menu; only has to worry about the two guys outside of him)
 - Can play on just one side of the field (BUT: need to play man on the opposite side)



Cons

- Run
 - Need to pick spots; pass situation call for us
 - Can get CBs more involved in the run fit
- QB scramble (LBs coverage)
 - Best scramble control: Spy (rush 3+1), Stunts/games to cancel gaps, etc.
 - Immobile QBs
- Man-match coverage, can be difficult versus unfamiliar route concepts. If you blow a route matchup there's no one left.
 - Must put time into repping the most difficult/dangerous route concepts (half-field matchups)



Linebackers

- Wall your man (#2/#3) on inside or vertical routes. Understand all your help is outside and over the top. The middle of the field is death.
- Last 3 years throws over middle: 190 calls, 144 dropbacks, 1-12 for 5 yards with 4 interceptions.
- If your man goes out, get to the face of #1.
- One of the LBs will be in man coverage on the RB
 - Mike in 2x2
 - Will in 3x1
- Staggered/pressure stance when introducing it. Outside foot back (ready to pivot out towards #2), no farther than 1-2 yards from LOS when introducing it. Base alignment is half way between the man you're walling and the EMLOS.



Corners

- Because of how we are playing the LBs, the CBs will sometimes need to take the #1 on inside routes (understand the check and what the LB's job is)
- Flat threats: only on WRs and TEs. If he comes from the backfield, he belongs to the LB
- Hang tech: 7 yards off, inside shade #1. Eyes inside through #2/#3 to QB. Drive on quick game
- Force player on run

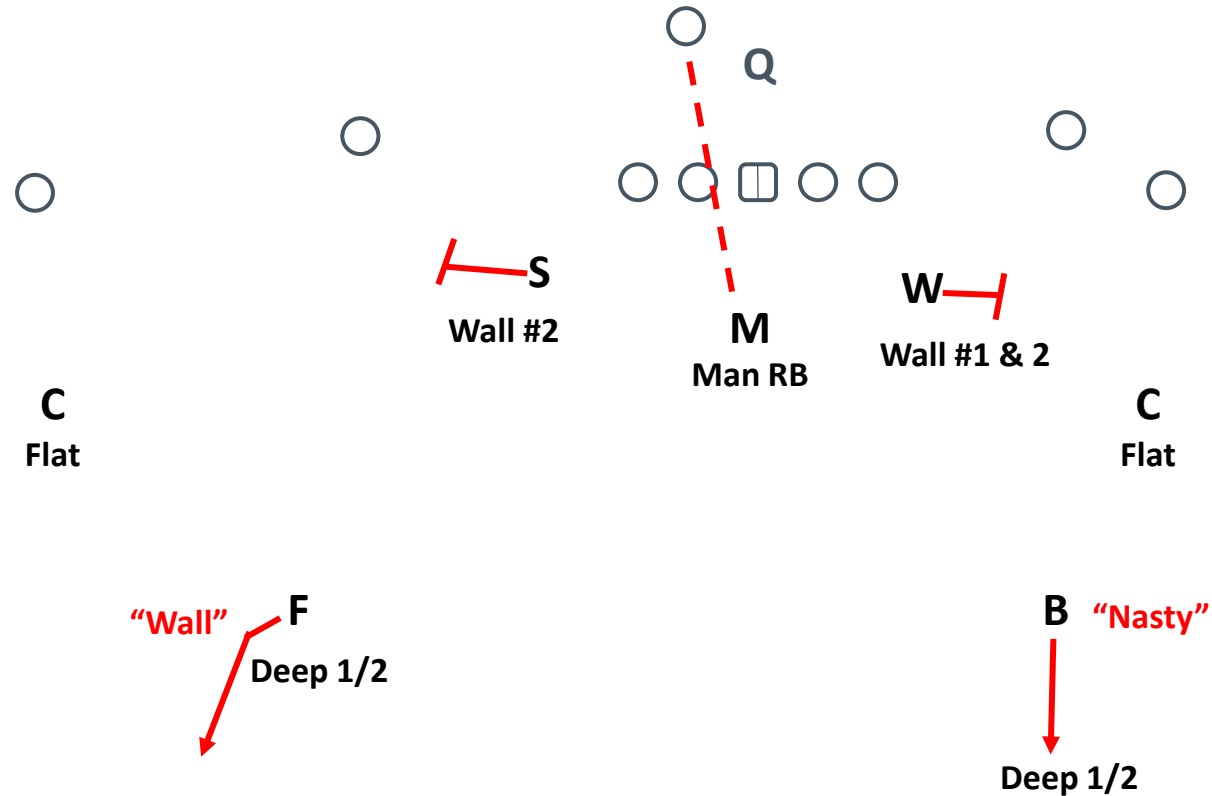


Safeties

- Safety specifics
 - Deep half, be a two-way player
 - Look outside-in. Key #1 to #2 to QB
 - Figure out the verticals situation and then see the QB. Keep getting DEPTH
- Coverage menu:
 - **Wall** or **Nasty** depending on splits between #1 and #2
 - Need to understand differences between Wall and Nasty
 - In **Wall** coverage you will always have the LB so you can push for width
 - In **Nasty** you can potentially lose the LB (if #1 shallow), so need align just inside #2



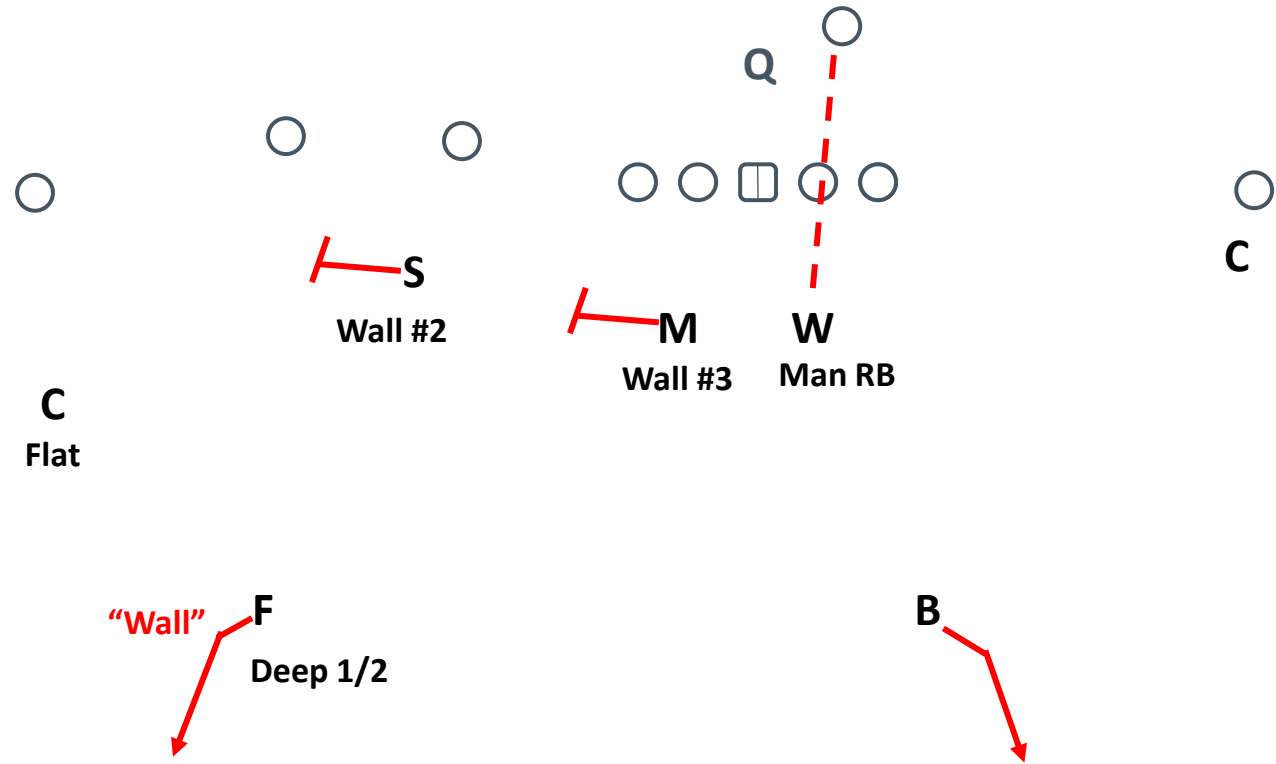
Wall Cover 2 vs. 2x2



- Mike is man on the RB
- Boundary safety "Nasty" call vs. reduced splits



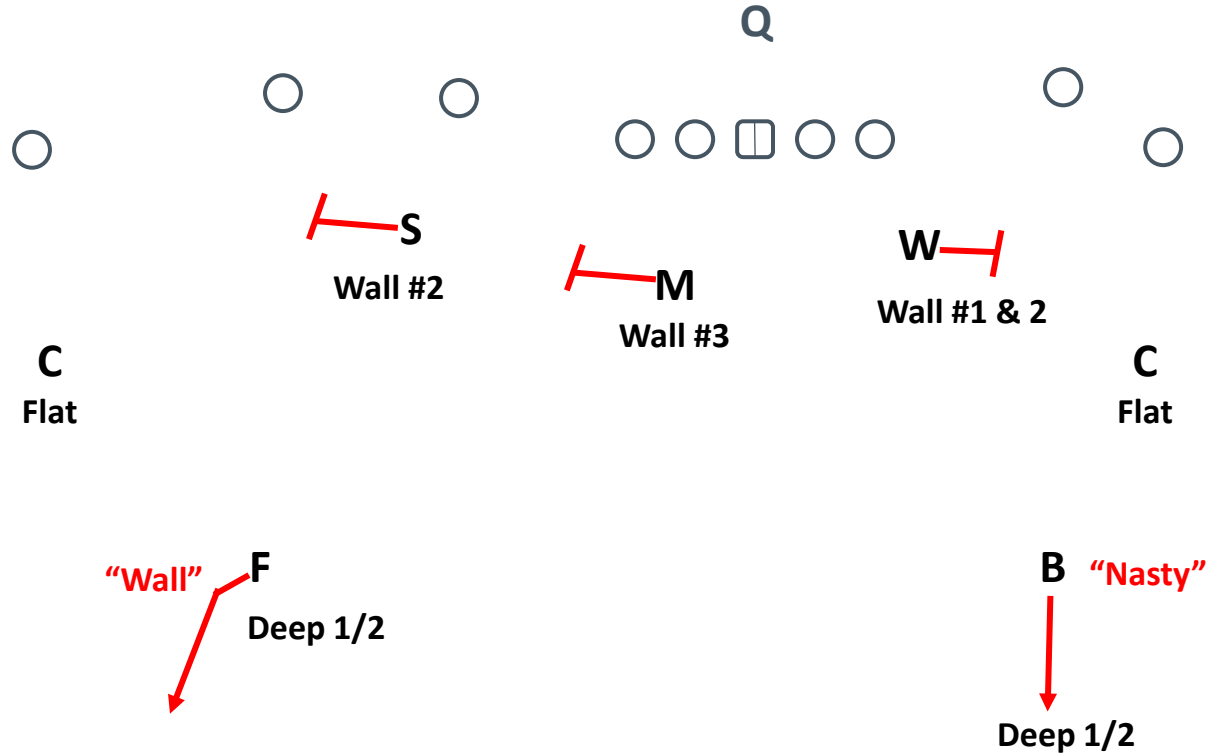
Wall Cover 2 vs. 3x1



- Mike wall #3 (if he goes out, get to the face of #1)
 - Will is man on the RB
 - Left CB has 3 flat threats (all WRs)
 - To 1-WR side: Poach, Solo, Cut, Cop



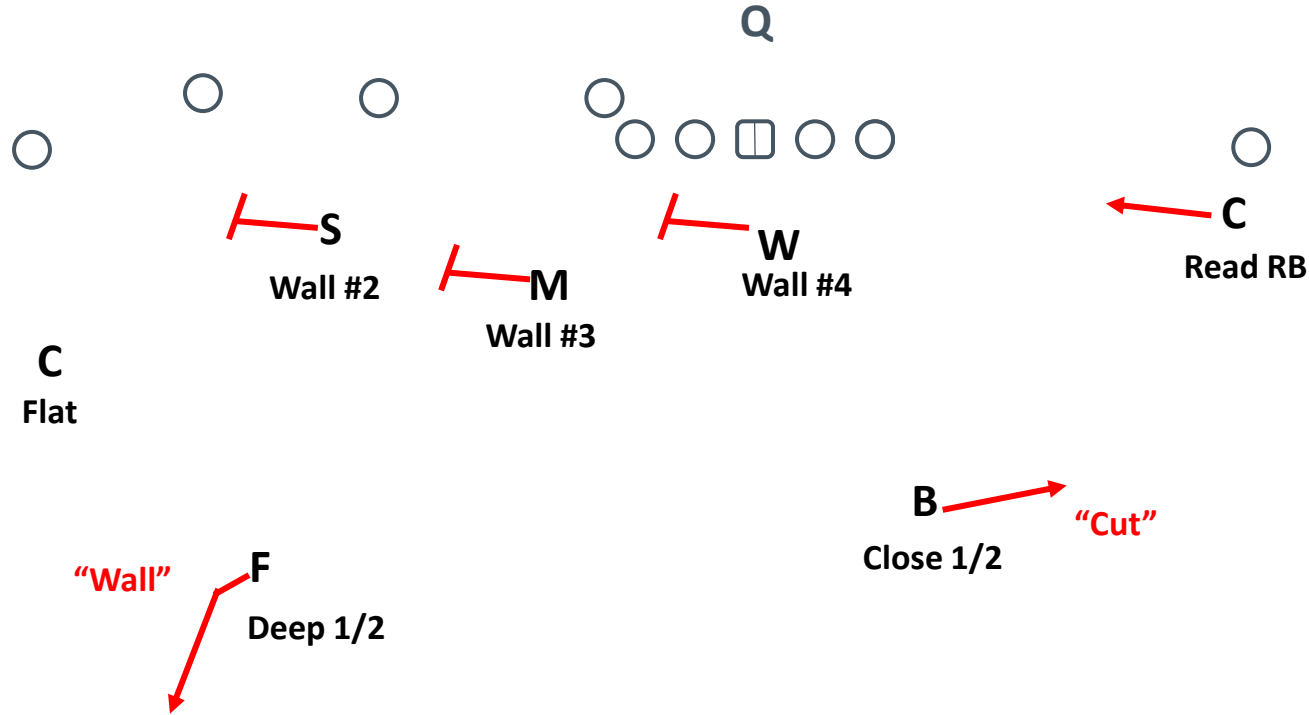
Wall Cover 2 vs. 3x2 Empty



- Mike wall #3 (if he goes out, get to the face of #1)
 - Left CB has 3 flat threats (all WRs)
- Boundary safety "Nasty" call vs. reduced splits



Wall Cover 2 vs. 4x1 Empty



- Mike wall #3 (if he goes out, get to the face of #1)
- Will wall #4 (if he goes out, get to the face of #1)
 - Left CB has 4 flat threats (all WRs)
 - To 1-WR side: Poach, Solo, Cut, Cop



Split-Field Checks: 'Wall'

	Corner	Safety	LB
Alignment	7 off, inside shade of #1. Possible press & re-route	12-13 deep, 1-2 yards outside #2	At LOS, halfway between your man and the EMLOS
Responsibility	Flat defender versus WR & TE. If no flat threat, run under #1 on ANY route.	Deep half. Be a two-way player. Push wider to #1 (the LB is walling #2).	Wall your man (could be #2 or #3)
Key	Through inside WRs to QB (periph. #1)	Read release of #1 to #2 (then to QB)	Man
Footwork	Flat-foot. Hang technique or press & re-route	Scotch to speed pedal	Turn and face your man, one shuffle, then run
Run Responsibility	To: Primary Force (D Gap) Away: TD-saver	To: Secondary force Away: Pursue / Cutback	To: Late spill player Away: Late fold player
Adjustments	Possible press alignment (mandatory re-route).	With condensed split between #1 and #2, make Nasty call instead.	With condensed split between #1 and #2, be ready to get a 'Nasty' check instead.
Can't Give Up	Wheel by #2	You will have underneath help; don't get beat over the top	The middle of the field is death. All help is outside and over the top.



Split-Field Checks: 'Nasty'

	Corner	Safety	LB
Alignment	7 off, inside shade of #1.	12-13 deep, inside shade on #2	At LOS, halfway between your man and the EMLOS
Responsibility	Flat defender versus WR & TE. If no flat threat, run under #1 on ANY route.	Deep half. Don't push for initial width in case you lose the LB on a shallow.	Wall #2 AND #1 in case of an immediate shallow.
Key	Through inside WRs to QB (periph. #1)	Read release of #1 to #2 (then to QB)	Man
Footwork	Flat-foot. Hang technique	Read pedal to speed pedal	Turn and face, at least one shuffle, then run
Run Responsibility	To: Primary Force (D Gap) Away: TD-saver	To: Secondary force Away: Pursue / Cutback	To: Late spill player Away: Late fold player
Coaching Points	If #1 is immediately shallow, the LB will wall him back inside. The CB will be outside and under #2 with the safety inside and on top. If #1 is NOT immediately shallow, Nasty plays the same way as Wall.		
Can't Give Up	Wheel by #2	Don't get beat over the top	The middle of the field is death. All help is outside and over the top.



Split-Field Checks: 'Stay'

	Corner	Safety	LB
Alignment	7 off, inside shade of #1.	12-13 deep, inside shade on #2	At LOS, halfway between your man and the EMLOS
Responsibility	Flat defender versus WR & TE. Stay outside and play first out-breaking route (or second in).	Deep half. Don't push for initial width in case you lose the LB on a shallow.	Wall #2 AND #1. See both threats and wall the first inside.
Key	Must see both #1 and #2	Read release of #1 to #2 (then to QB)	Must see both #1 and #2
Footwork	Flat-foot. Hang technique	Read pedal to speed pedal	Turn and face, at least one shuffle, then run
Run Responsibility	To: Primary Force (D Gap) Away: TD-saver	To: Secondary force Away: Pursue / Cutback	To: Late spill player Away: Late fold player
Coaching Points	If either receiver is immediately shallow, Stay plays like Nasty. If both receivers are stacked post-snap, the CB and LB will have to wait for the first break before determining the matchup. The Safety should play the "leverage of the first break," meaning if the first route breaks outside, the safety has to be ready to help on the SECOND outside break.		
Can't Give Up	Out or corner route (by either receiver).	Don't get beat over the top	The middle of the field is death. All help is outside and over the top.

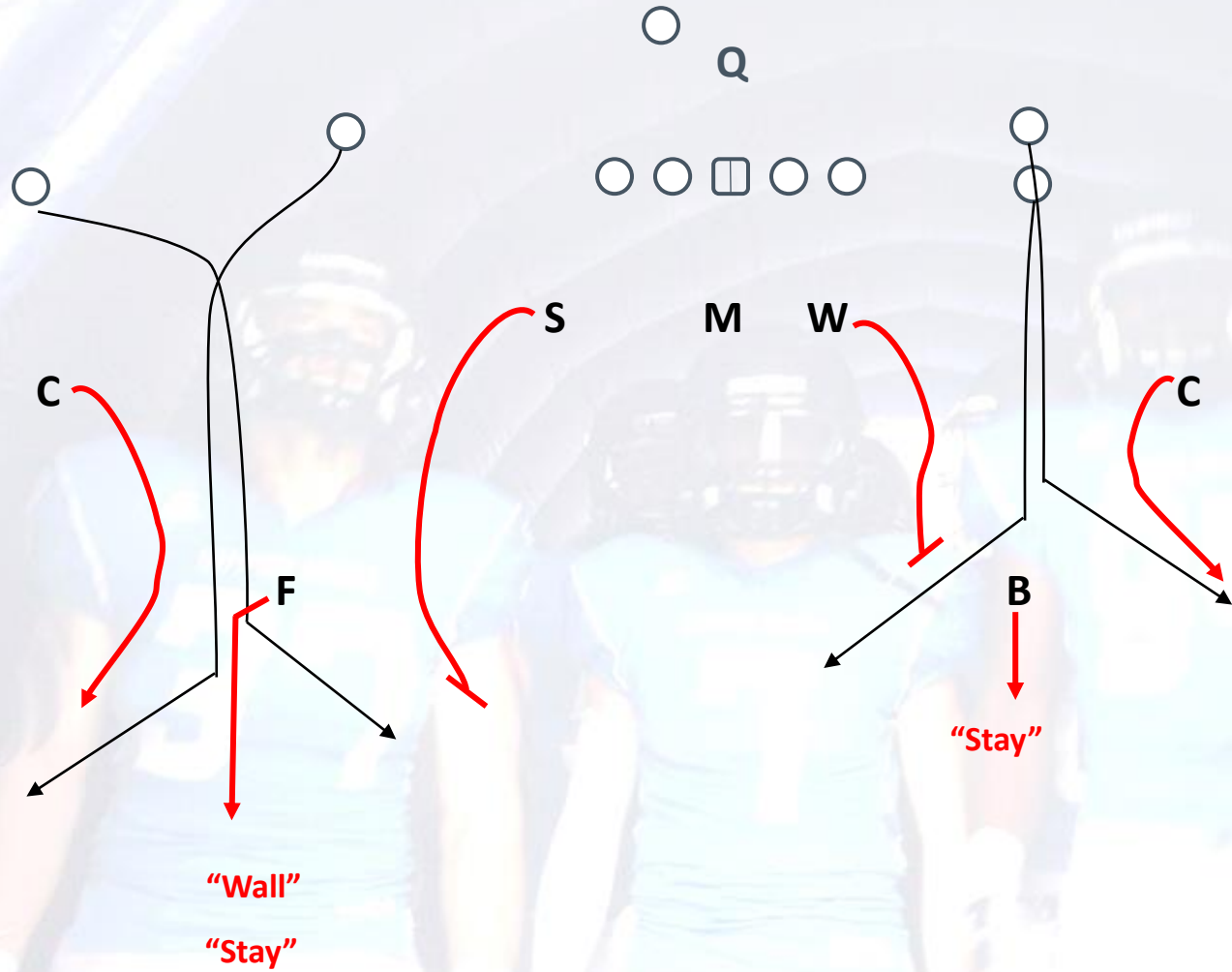


Split-Field Checks: 'Stay'

- This check tells the LB and CB to stay where they are on STACKED receivers. We can make this pre-snap (vs. stacked receivers) OR post-snap (when both receivers get in the vapor trail).
- The issue is that Nasty doesn't actually account for a scissors concept from a stack alignment. When both receivers get in a stacked position the corner, by rule, should undercut the #1 on an inside route since he doesn't have a flat threat.
- We need a way to tell the CB, both pre- and post-snap, that he should STAY outside and wait for the outside route, DO NOT undercut the inside route. For the corner it ends up being like normal cover 2 rules where he is always the outside underneath player and never has to chase anyone in.
- The LB doesn't really have the same issue since he never should be chasing #1 outside anyway, but it does alert him that he needs to see both guys, which if the original call was 'Wall,' he wouldn't necessarily be doing.
- Game-plan when to use 'Stay' vs. 'Nasty'

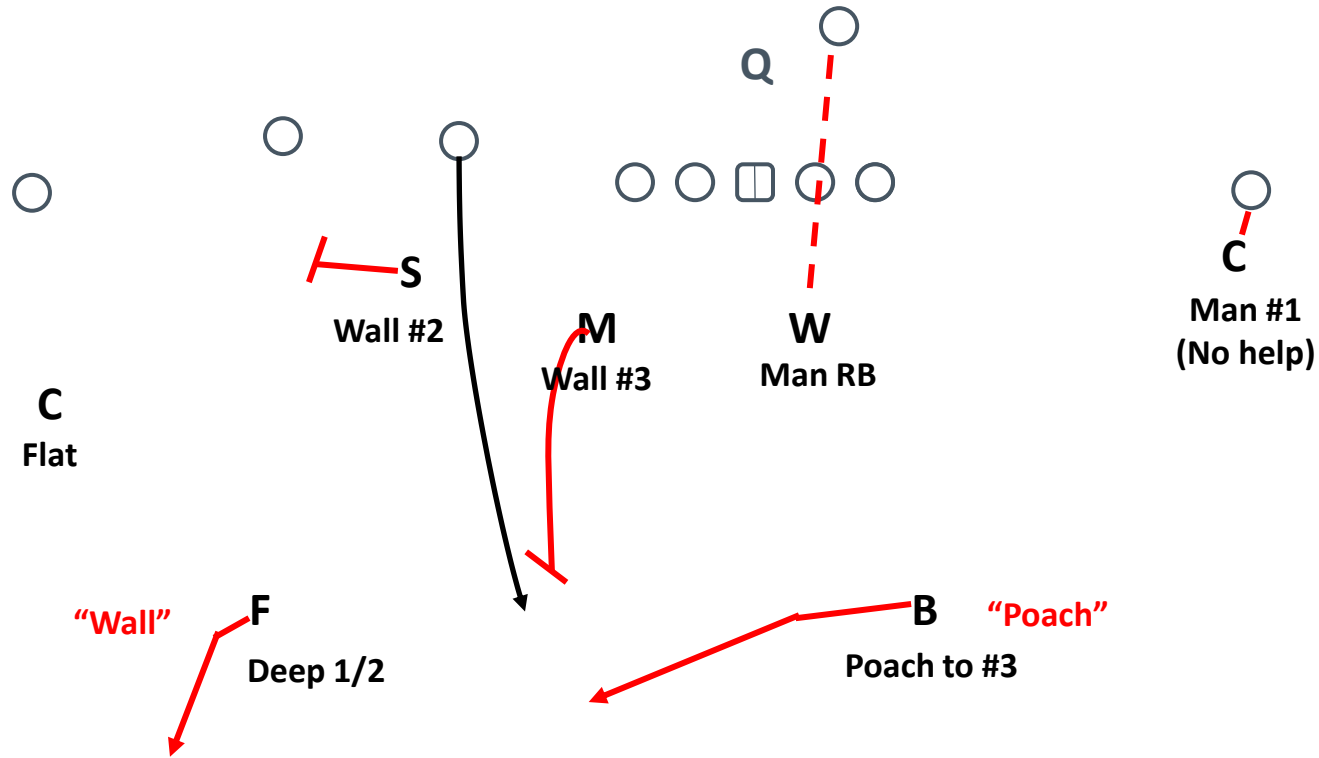


Split-Field Checks: 'Stay'





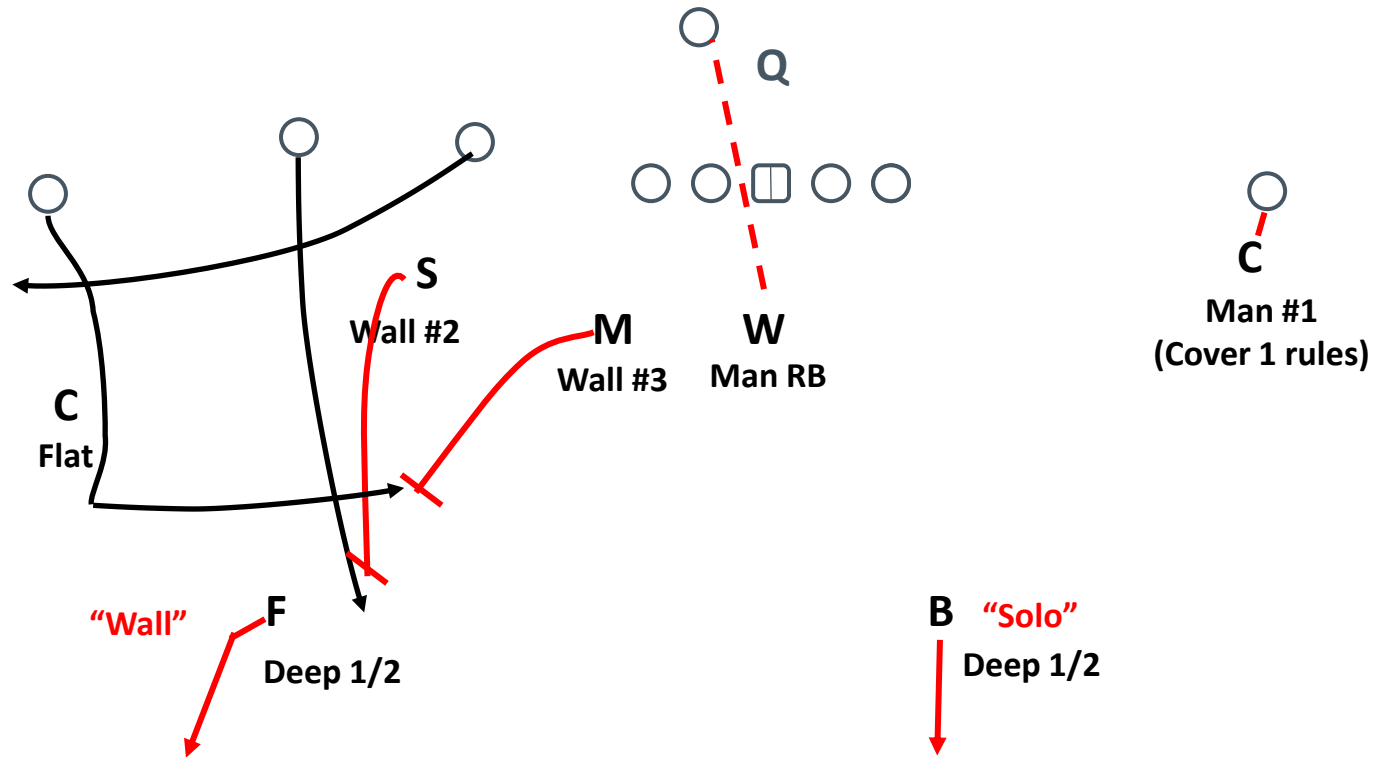
Wall Cover 2 vs. 3x1: Poach



- Mike wall #3 (if he goes out, get to the face of #1)
 - Will is man on the RB
 - Left CB has 3 flat threats (all WRs)
- Poach: Bruiser responsible for #3 vertical (if not vertical, help on #1 weak). Flyer can push wider
- Poach: CB man on #1, Will man on the RB wherever he goes



Wall Cover 2 vs. 3x1: Solo



- Mike wall #3 (if he goes out, get to the face of #1)
 - Will is man on the RB
 - Left CB has 3 flat threats (all WRs)
- Right CB play underneath #1 on an inside release; play on top of #1 on an outside release

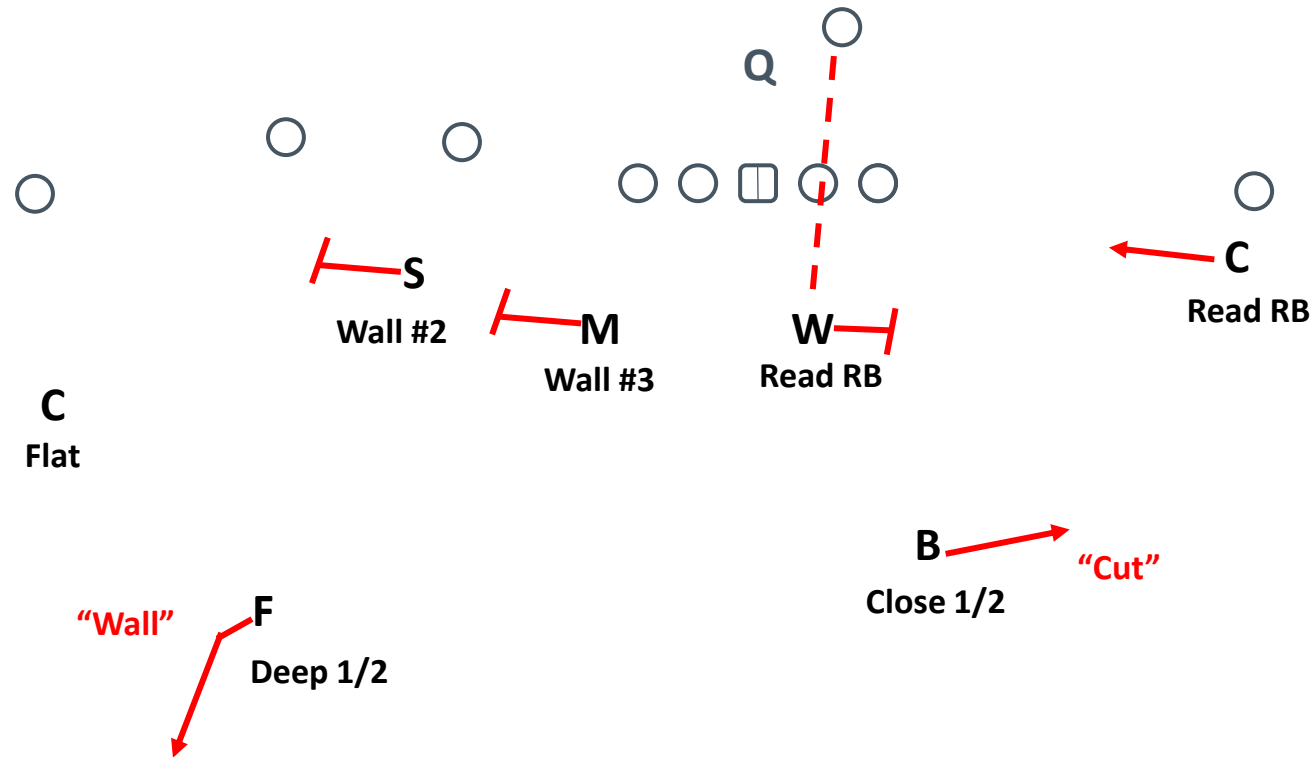


Split-Field Checks: 'Cut'

	Corner	Safety	LB
Alignment	Press with inside leverage	10 deep, 1-2 yards outside EMLOS	Based on front
Responsibility	D gap on run. If #2/RB is out fast, play as Wall. If RB is slow, play underneath man on #1.	Close half on #1. Push wider to #1 with no threat of #2 vertical.	Man on RB unless he is fast to the flat your side, then wall the #1.
Key	Eyes inside to trigger aggressively on run.	Read release of #1	RB
Footwork	Trap inside (like 'Cage')	Shuffle out to #1	Man on RB unless he is fast to the flat your side, then wall the #1.
Run Responsibility	To: Primary Force (D Gap) Away: TD-saver	To: Secondary force Away: Pursue / Cutback	Based on front
Coaching Points	<p>If the RB is fast to the flat, it plays as Wall: LB wall the #1, CB flat defender run with the wheel, safety over the top. If the RB does anything else, the LB will cover him M2M and the corner will play underneath man on the #1 with the safety over the top.</p> <p>If the RB is aligned away from the 'Cut' side, he is automatically counted as 'slow.'</p>		
Can't Give Up	Wheel by #2	You will have underneath and inside help; don't get beat over the top	The middle of the field is death. All help is outside and over the top.



Wall Cover 2 vs. 3x1: Cut



- Mike wall #3 (if he goes out, get to the face of #1)
 - Will plays his 'Cut' read on the RB
 - Left CB has 3 flat threats (all WRs)
- If RB is fast out: play like Wall on #1 and #2. If RB is slow, Will man on RB and CB underneath man on #1.

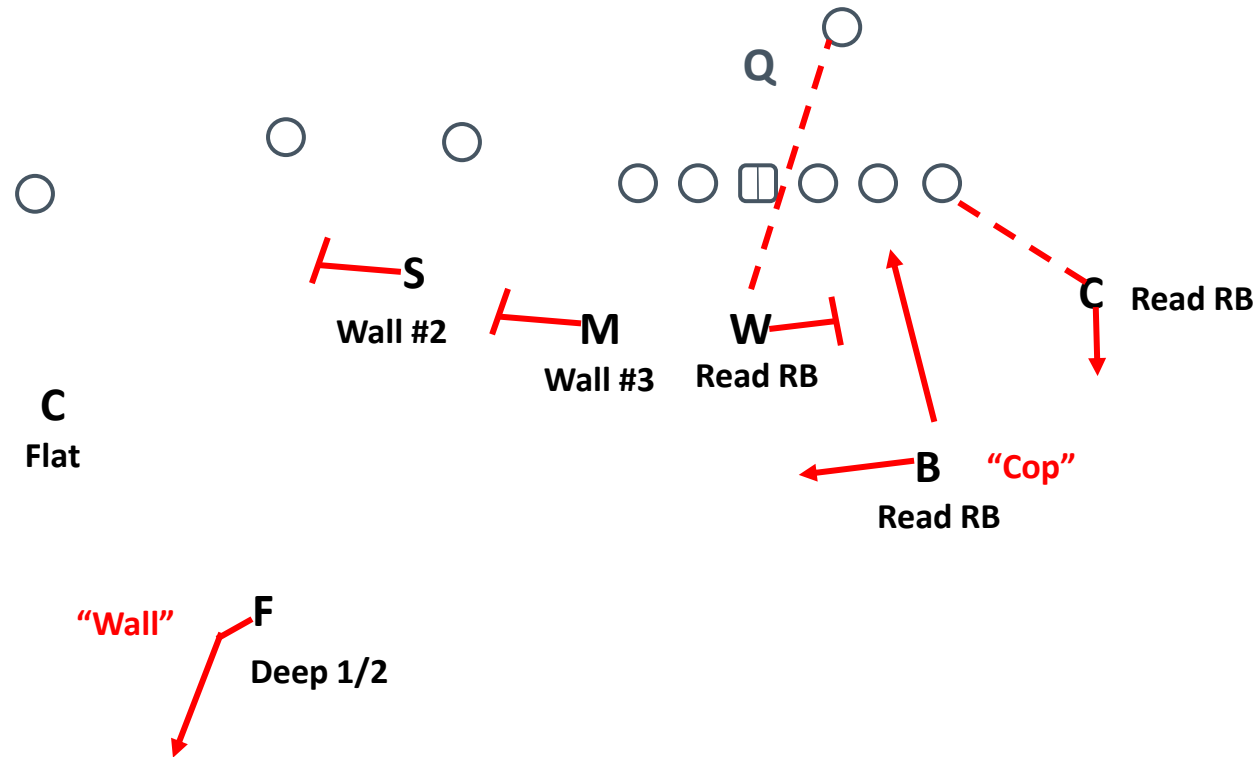


Split-Field Checks: 'Cop'

	Corner	Safety	LB
Alignment	3x3 outside TE	8 yards deep, in the B gap	Based on front
Responsibility	D gap on run. If RB is out fast, play as Cut. If RB is slow, play like poach on the TE.	B gap on run action. If RB out fast, play as Cut. If RB is slow, poach to #3 or double TE based on GP.	Man on RB unless he is fast to the flat your side, then wall the #1.
Key	RB to TE	RB to TE	RB
Footwork	Flat-foot	Flat-foot	Man on RB unless he is fast to the flat your side, then wall the #1.
Run Responsibility	To: Primary Force (D Gap) Away: TD-saver	To: Based on front Away: Pursue / Cutback	Based on front
Coaching Points	<p>If the RB is fast to the flat, it plays as Wall: LB wall the #1, CB flat defender and run with the wheel, safety over the top. If the RB does anything else, the LB will cover him M2M and the corner will play underneath man on the #1 with the safety over the top.</p> <p>The safety and CB are both IN the run fit. Safety will be in an interior gap based on the front, the CB will play the D gap.</p>		
Can't Give Up	Wheel by #2	You will have underneath and inside help; don't get beat over the top	The middle of the field is death. All help is outside and over the top.



'Cop' vs. 3x1 Single-Width

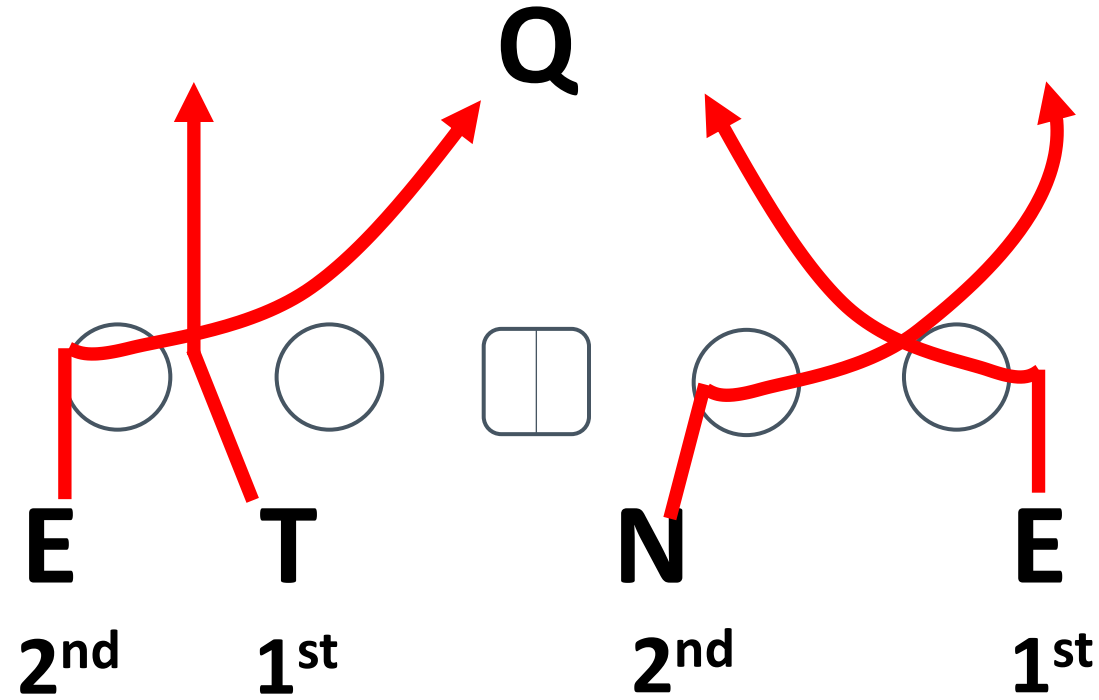


Cop: Combination of Cut and Poach based on the RB's release between Will, Bruiser, and CB

- Run action: Bruiser in run fit (A/B gap to Poach), CB lock man on TE (D gap), Will man on the RB
- If RB is out fast, play like Cut (S deep half, CB flat, Will wall #1/TE)
- If RB is slow on pass, play Poach. Bruiser help on #3, CB man on TE, Will man on the RB. (Back Away=automatically slow)

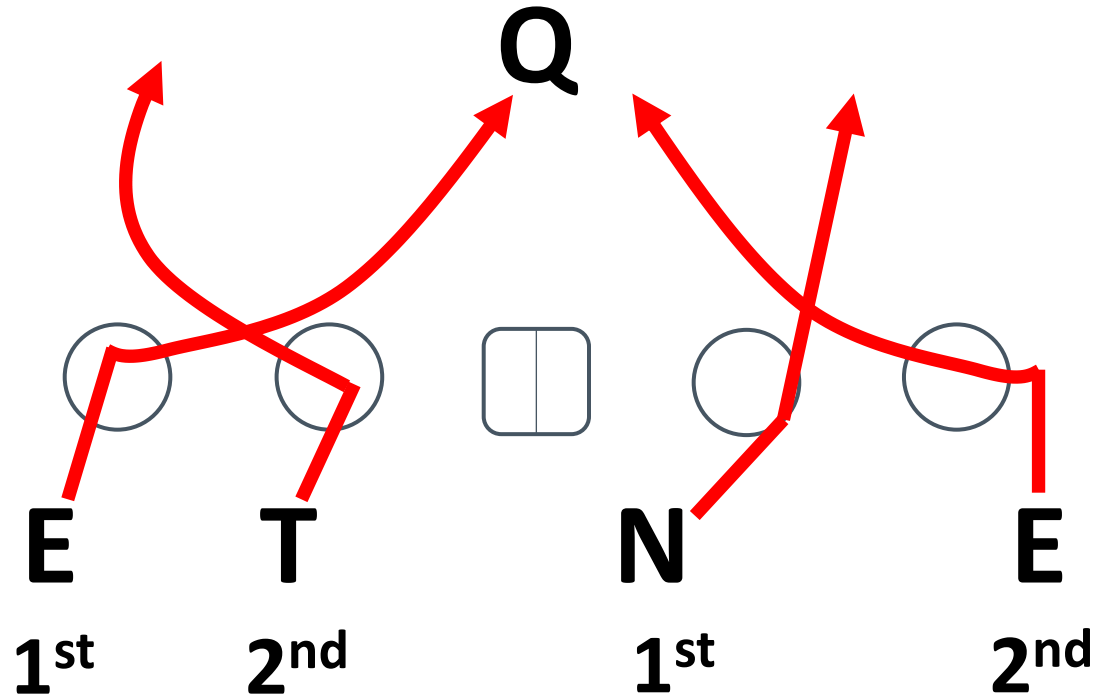


Stunts: Primary Paths



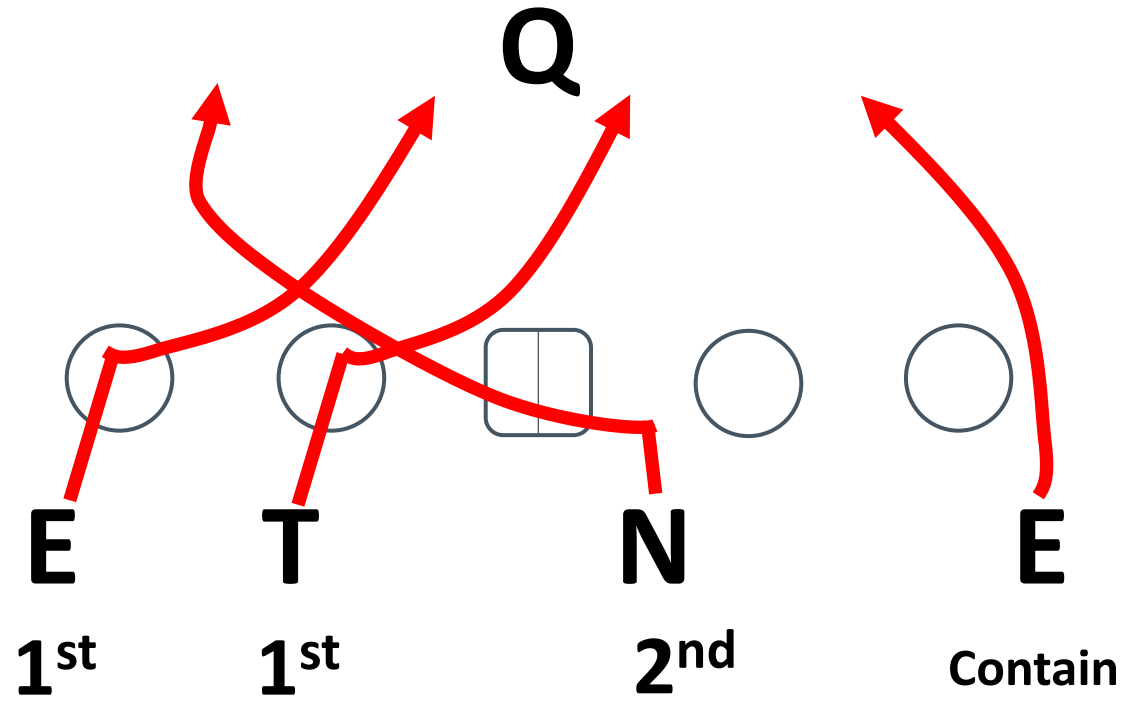


Stunts: Secondary Paths



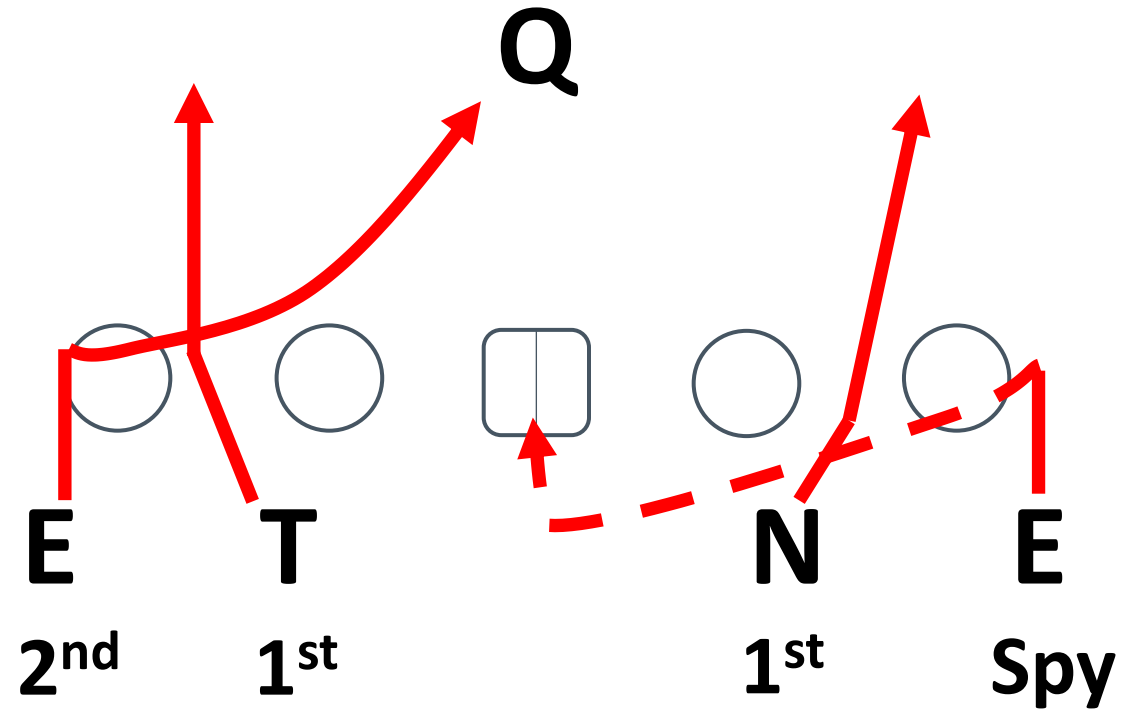


Stunts: Pirate



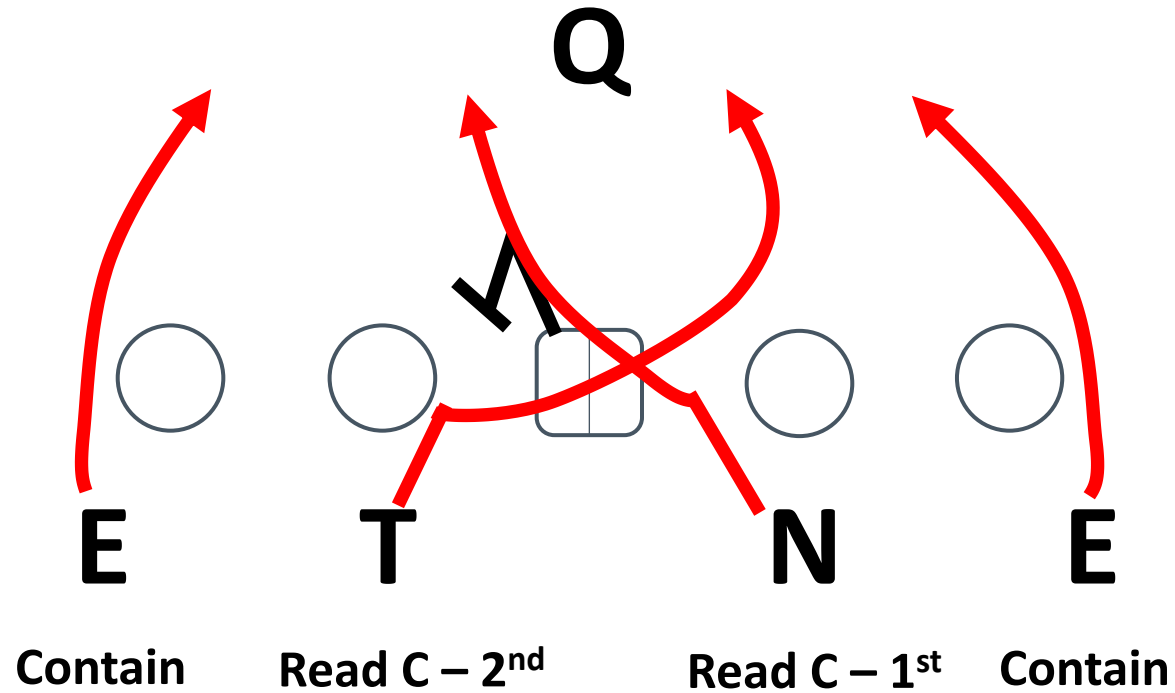


Stunts: with Spy



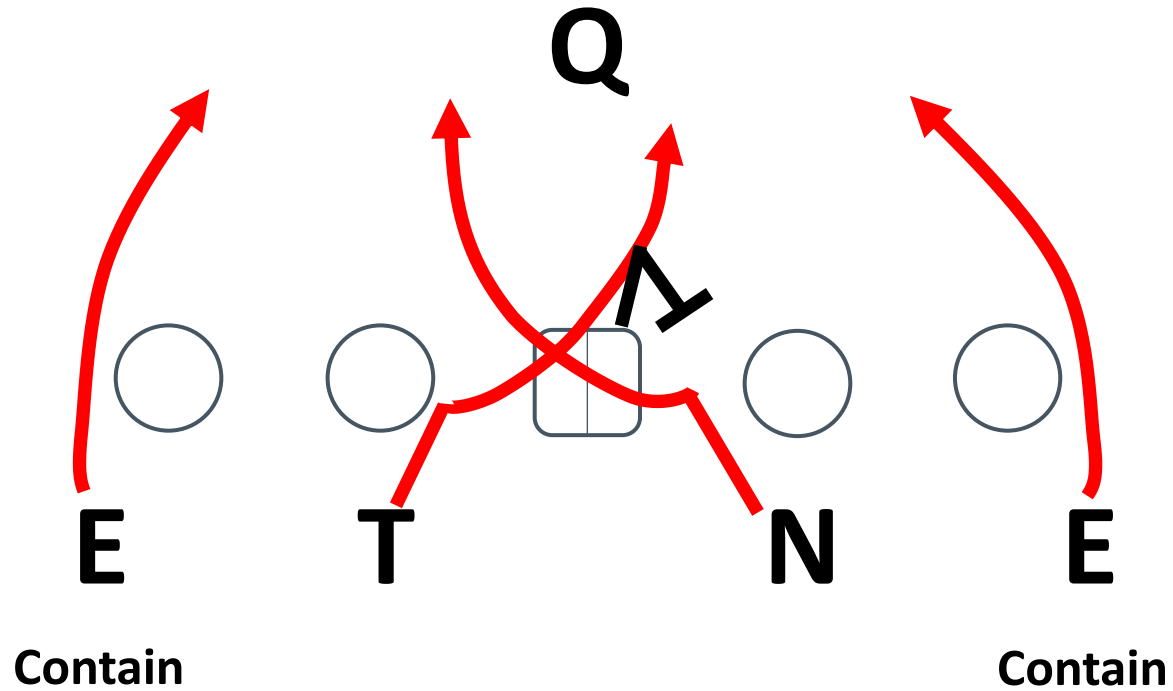


Interior: Read Center



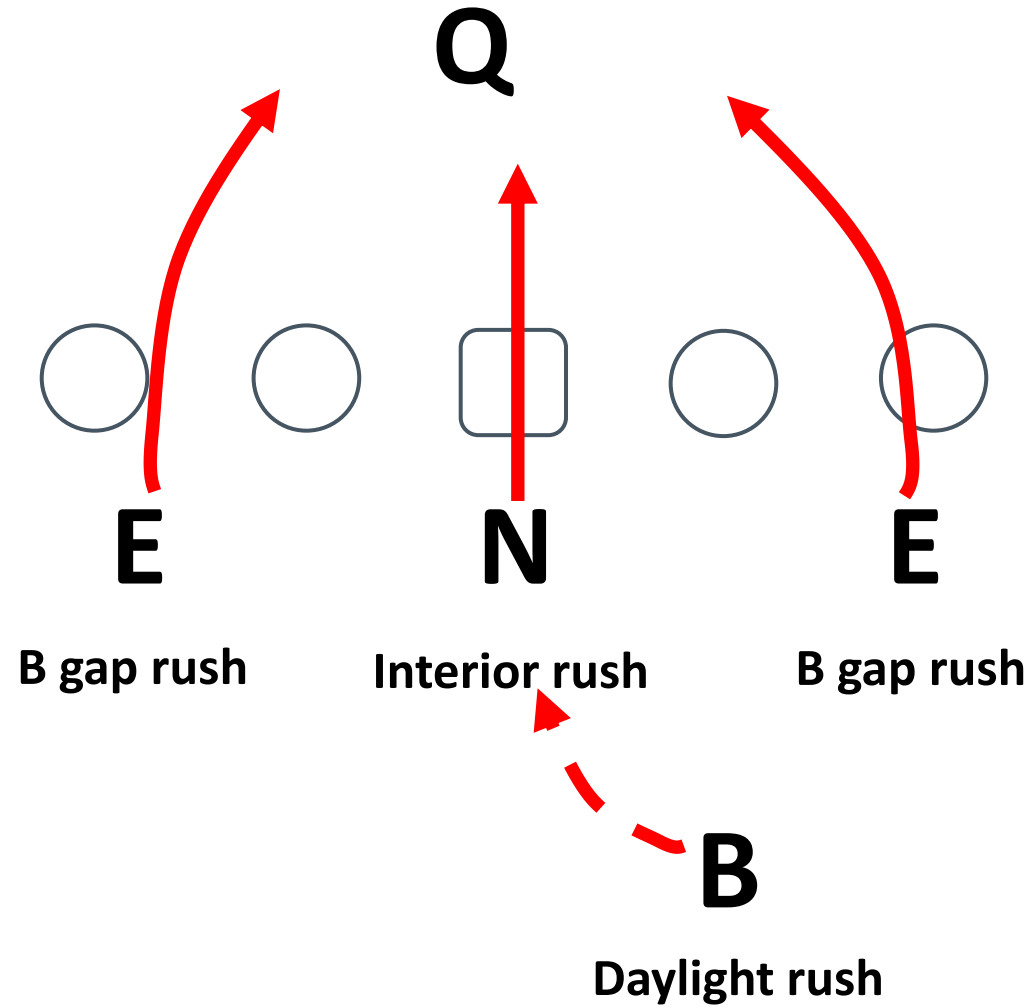


Interior: Read Center





Rush 3 & Spy





Disguise Concepts

- Same coverage, different alignments
- Coordinated disguise showing middle of the field closed (MOFC)
 - Three-deep
 - Man-free
- Emphasis on man-free
 - Primary 3rd-down coverages
 - Make a zone coverage look like man
- Different ways to defend the middle of the field



The MOFO Dilemma

- Playing traditional middle of the field open (2-high) coverage leaves you vulnerable somewhere:
 - You can cover down on the receivers and be light in the box
 - You can load the box and play cover 0
 - You can do half of each, covering down on one side and play something like cover 0 on the other side



MOFO Coverage Run Fits

- Cover down and be light in the box – and have a way to get the ball out to the perimeter, where you have an extra player.
- Stunt to cancel gaps and/or get the ball to the perimeter.
- On mixed/PAR downs: have a few front concepts against each offensive personnel group to pair with MOFO coverages
 - 'Now' stunts, read stunts
 - Snap under
 - Odd spacing



Wall Coverage Run Fits

- Do NOT expect it to be your best coverage vs. run.
- The more offensive players in the box, the harder it is to fit everything while staying within the integrity of the coverage
- Not advisable to use against two-back offenses (including H-back / Y off). The moveable gap makes it very difficult to handle him in coverage.



Wall Coverage Run Fits

- In 10 personnel formations, with a four-man rush there is always one “box” backer and two overhangs.
- “Sling” the fits opposite the running back and get the ball to bounce wide to where you have your extra player.
- Keep the overhang to the side of the RB out of the run fit so he can cover down for the RPO (you cannot ask him to fit an interior gap).
- The “box” backer will be in man coverage on the RB and can fit an inside gap (to the side of the RB) aggressively.

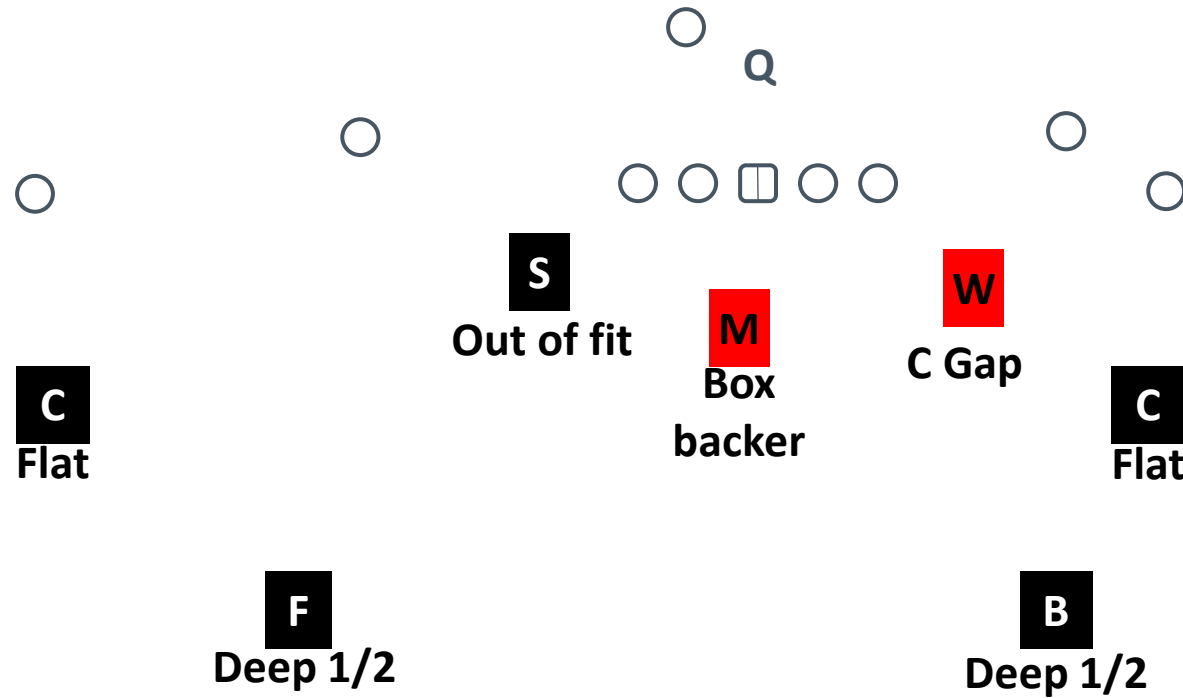


Wall Coverage Run Fits

- In 10 personnel formations, there is always one “box” backer and two overhangs
- To the side of the RB: defensive line can play technique and surf on a down block. The “box” backer will be in man coverage on the RB and can fit an inside gap (to the side of the RB) aggressively (no other pass responsibility).
- Opposite the side of the RB: need to fill the A and B gaps with interior players and make the ball bounce to the C gap.



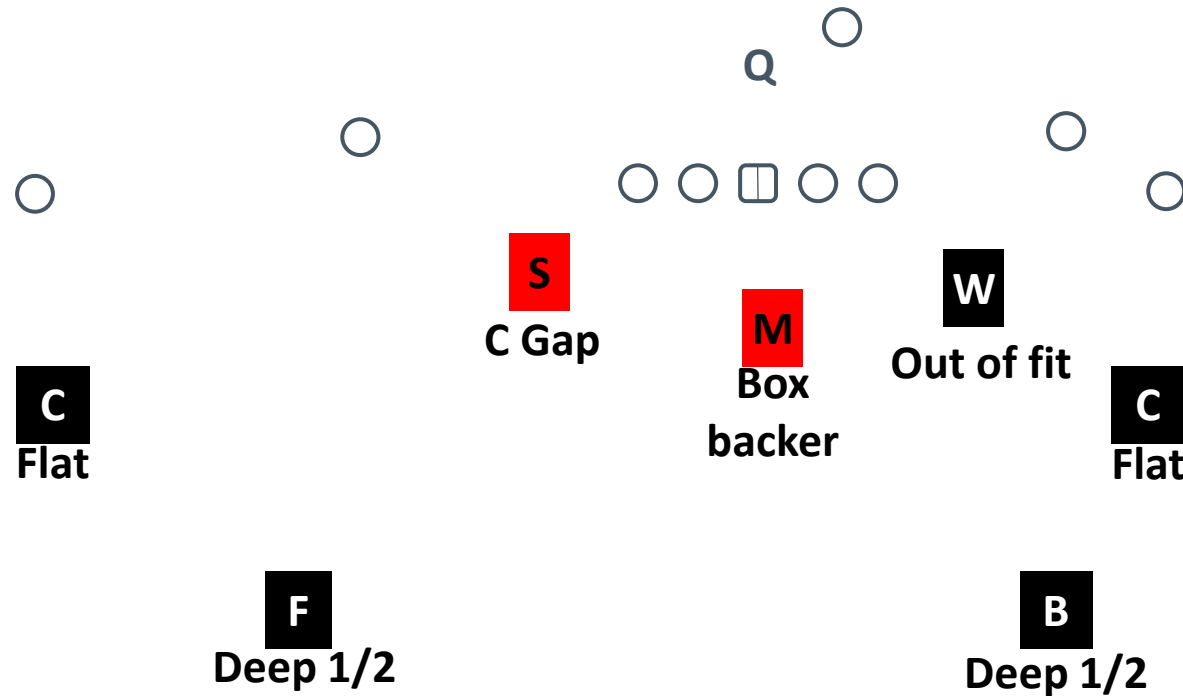
"Sling" Fits vs. 2x2



- Sam/Nickel and Will are the overhangs
 - Mike and Will in the run fit
- Sam/Nickel out of the fit since the RB is to his side



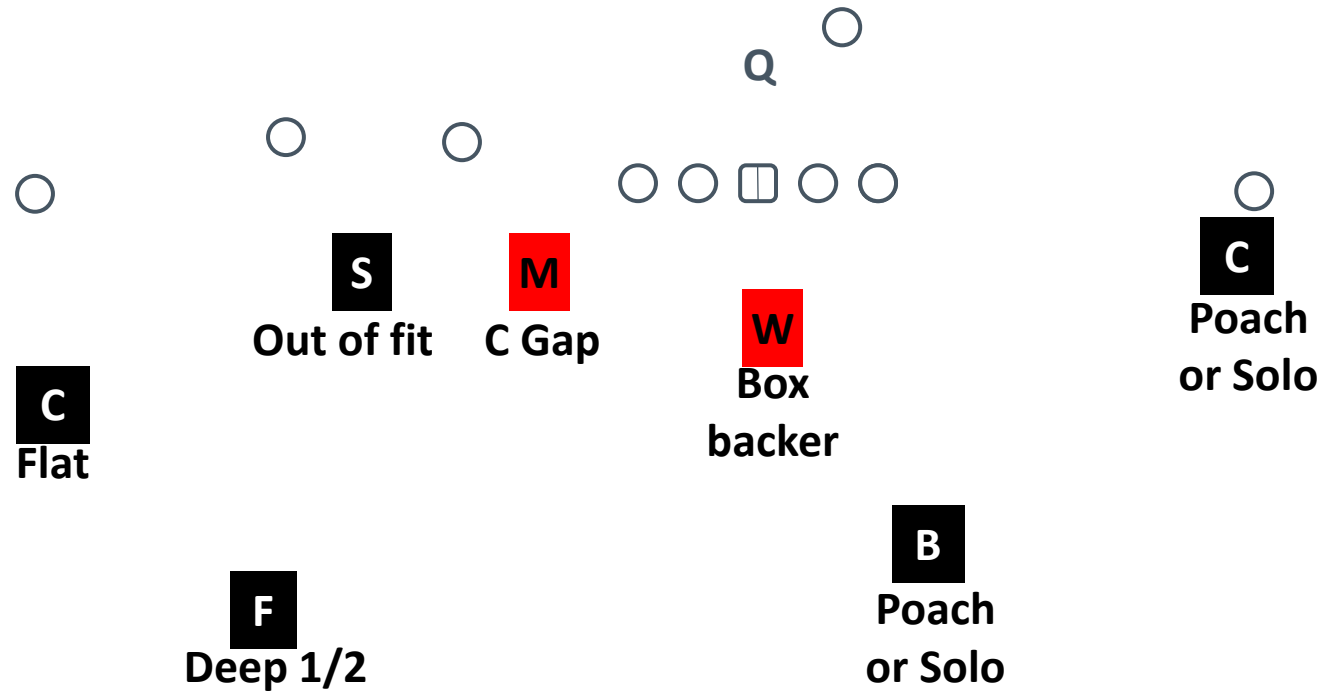
"Sling" Fits vs. 2x2



- Sam/Nickel and Will are the overhangs
 - Mike and Sam in the run fit
- Will out of the fit since the RB is to his side



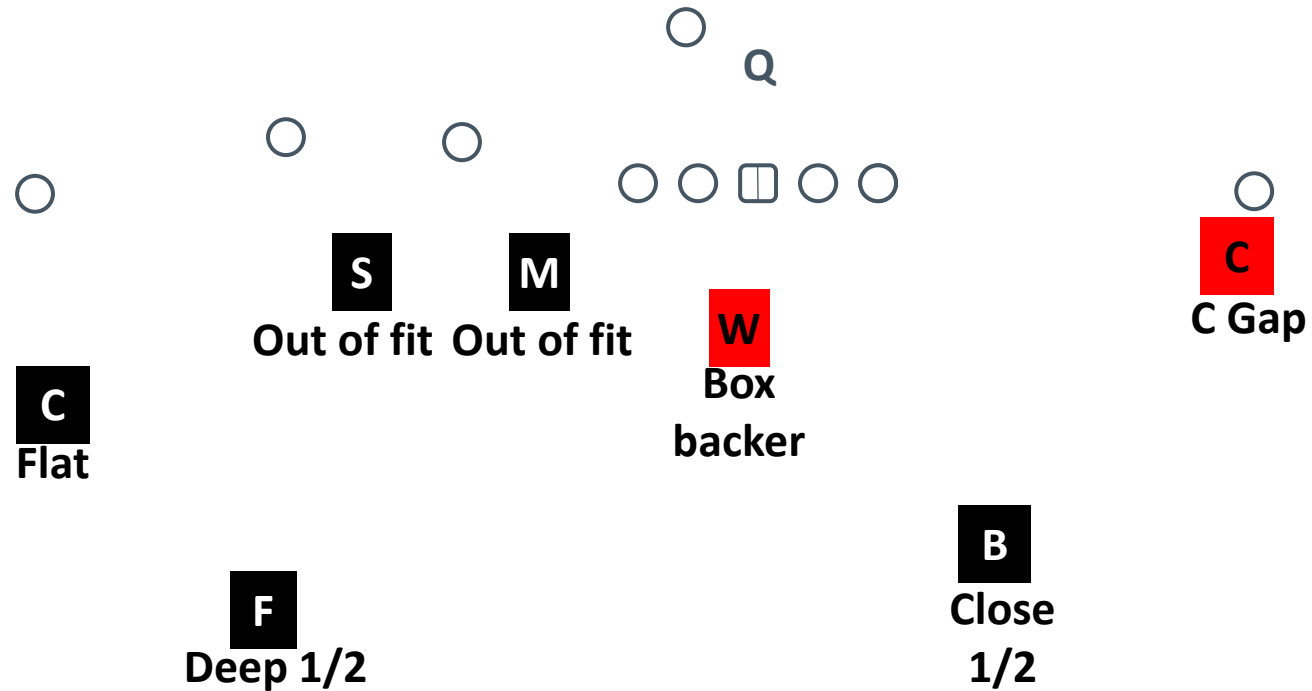
"Sling" Fits vs. 3x1



- Mike and Safety are the overhangs
 - Mike and Will in the run fit
- Neither DB is needed in the run fit (Poach or Solo, not Cut)
- Poach or Solo so there is better presence on #3 (Mike in the fit)



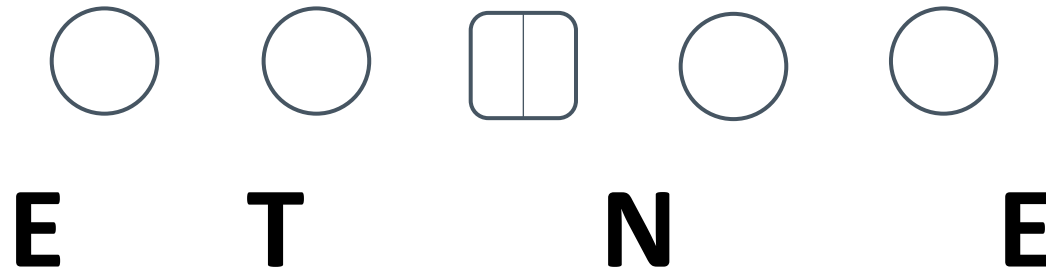
"Sling" Fits vs. 3x1



- Mike and CB are the overhangs (depending on coverage)
 - Will and CB in the run fit
 - Play Cut to get CB in run fit
- Could also play Cone with the Safety in the C gap vs. run and helping the CB on pass



Even Spacing



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB

Ov

Out of fit

BB

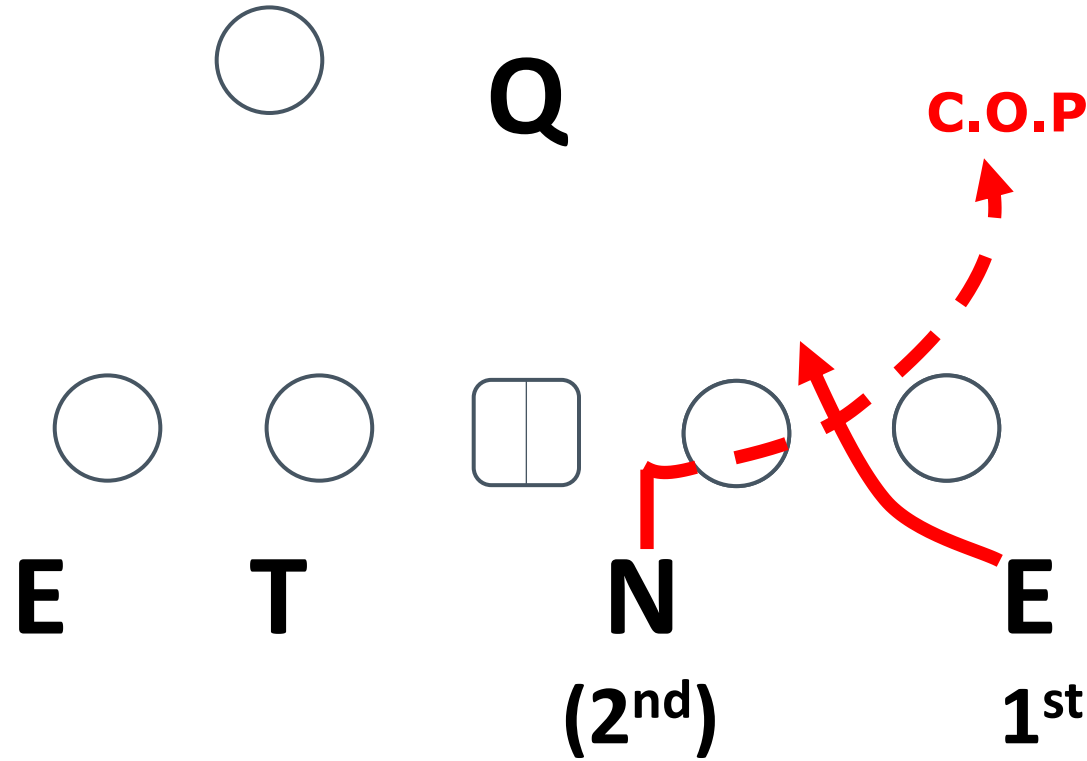
**Box
Backer**

Ov

C Gap



Even Spacing: 'Now' Stunts



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB
- DE stunt to B gap (DT contain on pass)

Ov

Out of fit

BB

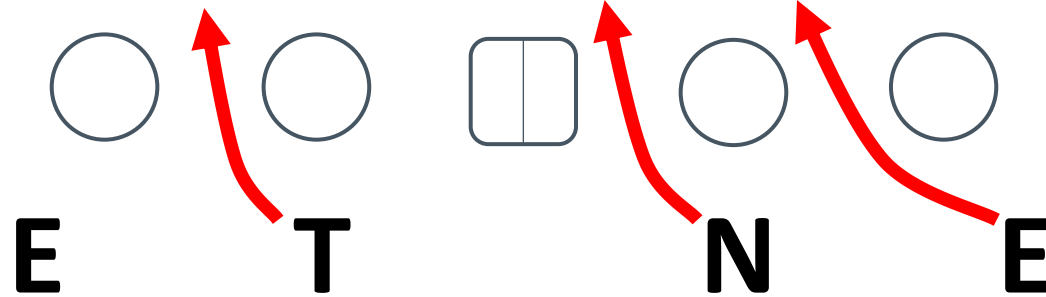
Box
Backer

Ov

C Gap



Even Spacing: 'Now' Stunts



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB
- DE stunt to B gap
- DTs align in 2s and slant to RB

Ov

Out of fit

BB

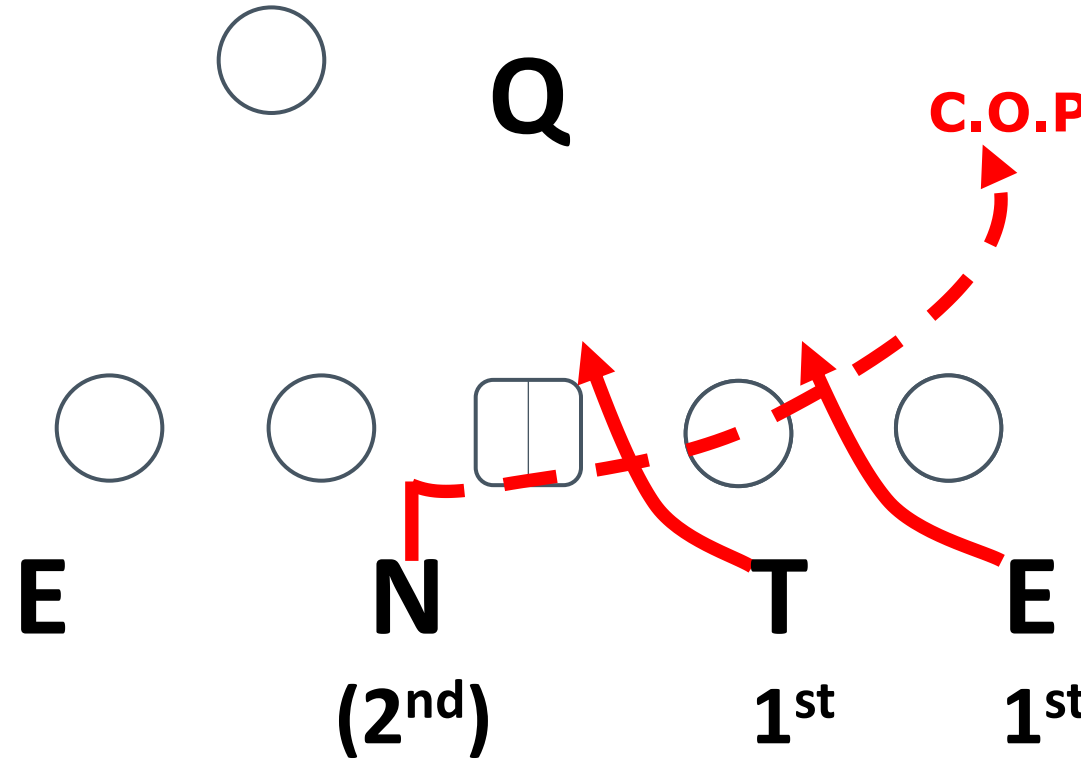
**Box
Backer**

Ov

C Gap



Even Spacing: 'Now' Stunts



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB
- DE+DT stunt inside (DT contain on pass)

Ov

Out of fit

BB

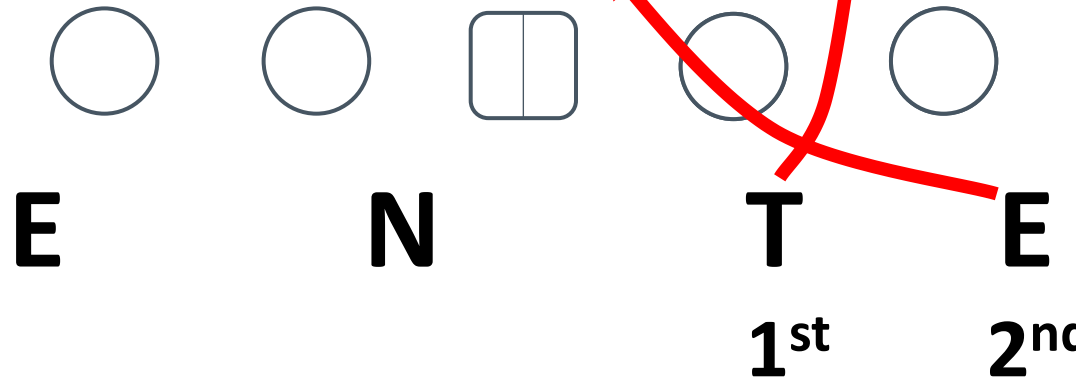
Box
Backer

Ov

C Gap



Even Spacing: 'Now' Stunts



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB
- DE stunt inside to A gap (DT contain on pass)

Ov

Out of fit

BB

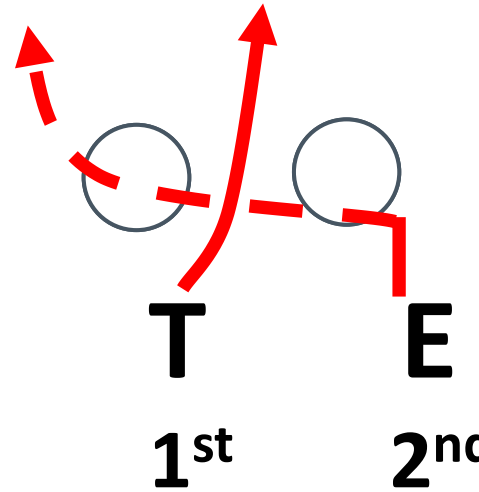
Box
Backer

Ov

C Gap



Even Spacing: 'Read' Stunts



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB
- DE read OT's block and stunt to A gap on any out block (DT contain on pass)

Ov

Out of fit

BB

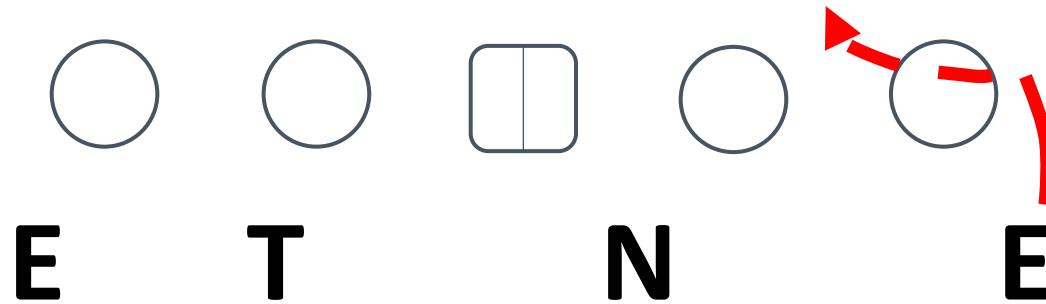
**Box
Backer**

Ov

C Gap



Even Spacing: Snap Under



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB
- DE take base steps. If the OT blocks out or reaches, "snap under" into the B gap

Ov

Out of fit

BB

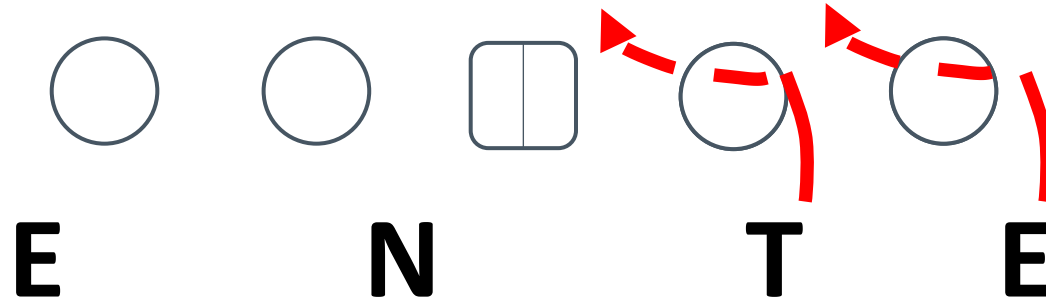
**Box
Backer**

Ov

C Gap



Even Spacing: Snap Under



- Box Backer fit an interior gap to the side of the RB
- Must get ball to bounce to C gap opposite the RB
- DE + DT both execute "snap under"

Ov

Out of fit

BB

**Box
Backer**

Ov

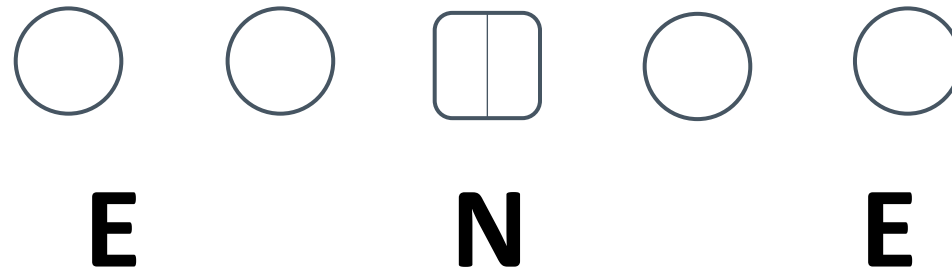
C Gap



Odd Spacing



- Box Backers fit interior gaps
- Must get ball to bounce to C gap opposite the RB



Ov

Out of fit

BB

**Box
Backer**

BB

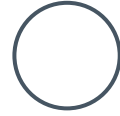
**Box
Backer**

Ov

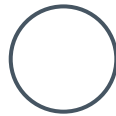
C Gap



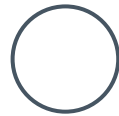
Even Spacing vs. Pistol



Q



E

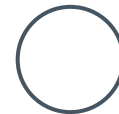


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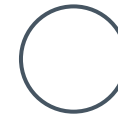


BB

**Box
Backer**



N



E

- Box Backer fit A gap to the side the QB opens opens
- Must get ball to bounce to C gap opposite the RB
- Stunt or snap under opposite where the QB opens

Ov

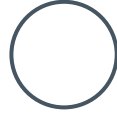
Read QB

Ov

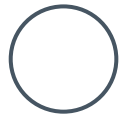
Read QB



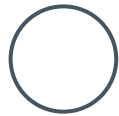
Odd Spacing vs. Pistol



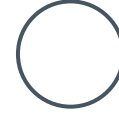
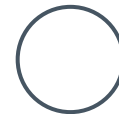
Q



E



N



E

Ov

Read QB

BB

Box
Backer

BB

Box
Backer

Ov

Read QB

- Box Backer fit A gap to the side the QB opens
- Must get ball to bounce to C gap opposite the RB
- Stunt or snap under opposite where the QB opens



Wall Coverage Run Fits

- Repeat: Do NOT expect it to be your best coverage vs. run.
- The more offensive players in the box, the harder it is to fit everything while staying within the integrity of the coverage.
- Not advisable to use against two-back offenses (including H-back / Y off). The moveable gap makes it very difficult to handle him in coverage.



Wall Coverage Run Fits

- In 11 personnel formations, with a four-man there are now two “box” backers.
- “Sling” the fits opposite the running back and get the ball to bounce wide.
- Keep the overhang to the side of the RB out of the run fit so he can cover down for the RPO (you cannot ask him to fit an interior gap).
- One “box” backer will be in man coverage on the RB and can fit an inside gap (to the side of the RB) aggressively.
- One “box” backer will be walling one of the inside receivers and fitting an inside gap.

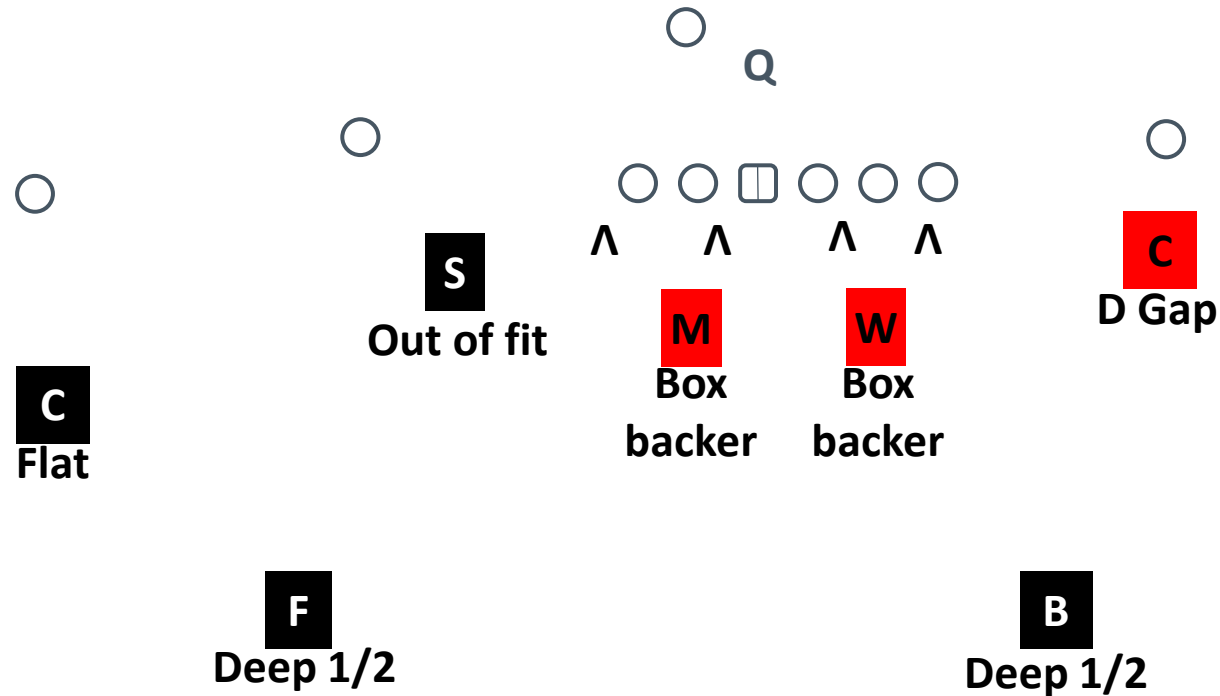


Wall Coverage Run Fits

- Even spacing (Over front):
 - Back away from TE: DE in the C gap, get ball to bounce outside to the D gap
 - Back to the TE: DE in the D gap, must close A and B gaps to opposite side
 - To the 2-man surface, use the tools from previous lesson (stunt, snap under, etc.)
- Odd spacing:
 - Slide the front (or travel your stand-up OLB) to the TE
 - DE / OLB to the TE uses same rules as Over front (C or D gap based on RB's alignment)



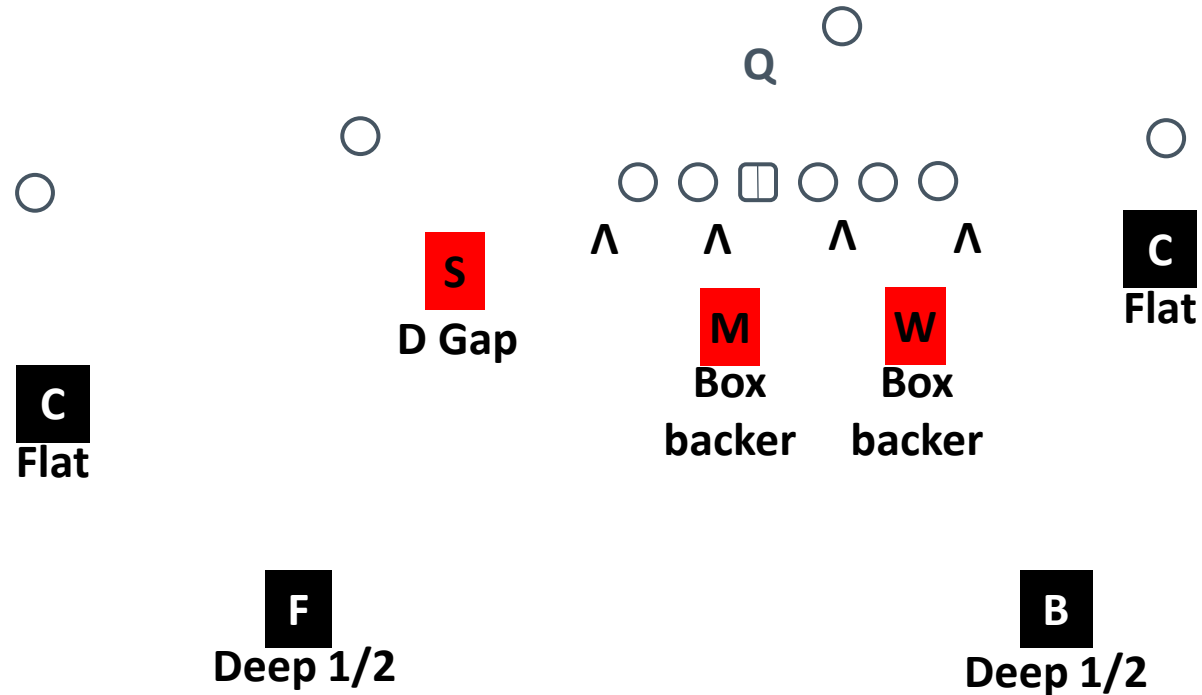
"Sling" Fits vs. 2x2



- Sam/Nickel and Corner are the overhangs
 - Mike and Will are the box backers
- Sam/Nickel out of the fit since the RB is to his side
 - DE in the C gap with the RB opposite



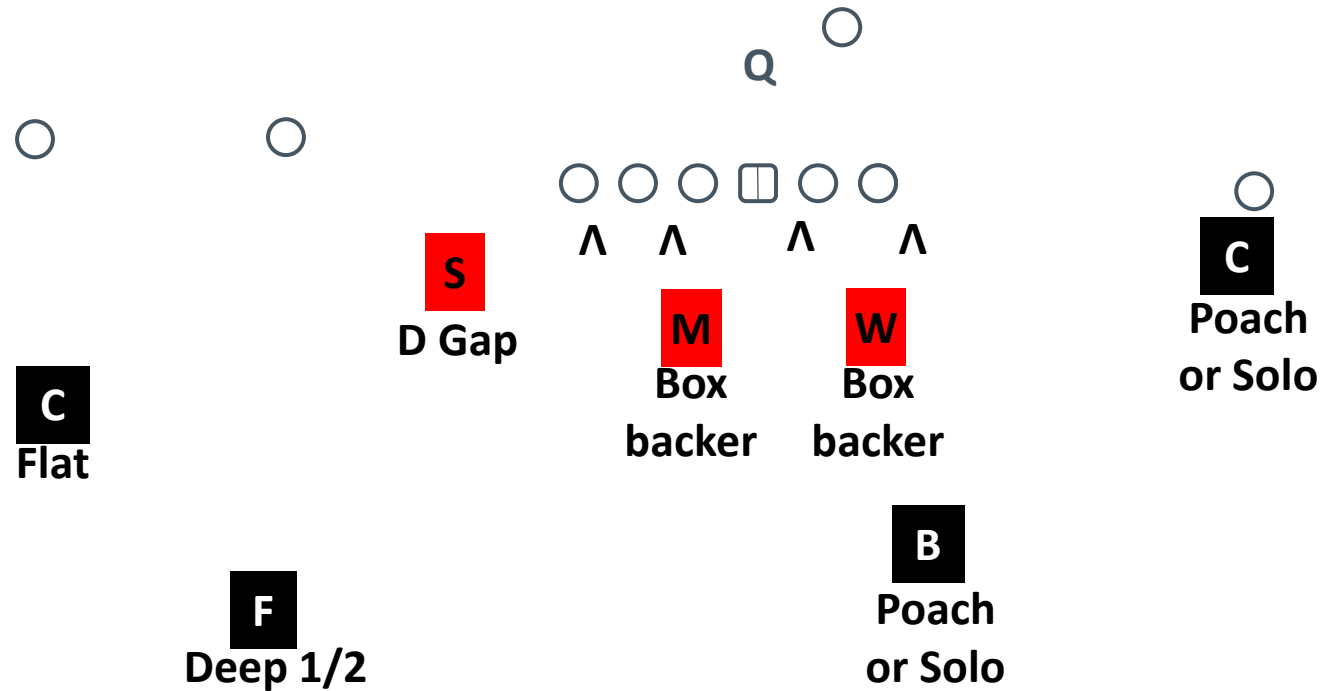
"Sling" Fits vs. 2x2



- Sam/Nickel and Corner are the overhangs
 - Mike and Will are the box backers
- Corner out of the fit since the RB is to his side
 - DE in the C gap with the RB opposite



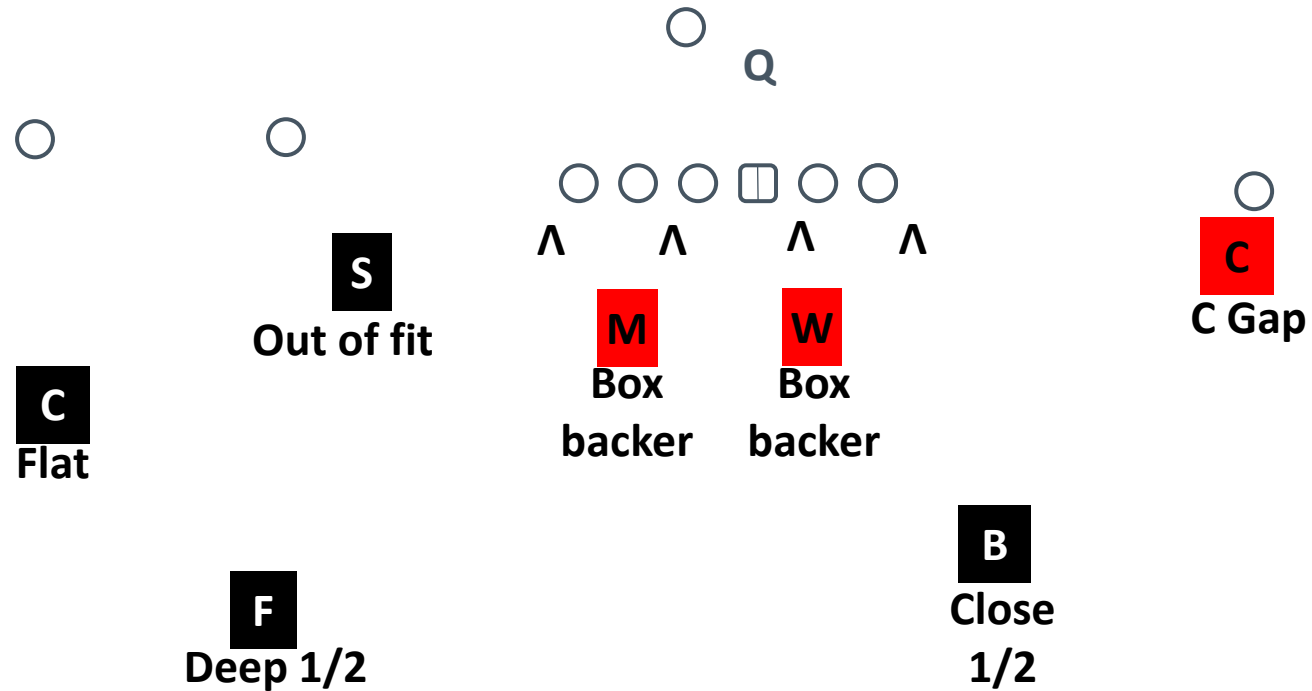
"Sling" Fits vs. 3x1



- Sam/Nickel and a DB are the overhangs
 - Mike and Will are the box backers
 - Neither DB is needed in the run fit (Poach or Solo, not Cut)
- Poach or Solo so there is better presence on #2/#3 (LBs in the fit)
 - DE in the C gap with the RB opposite



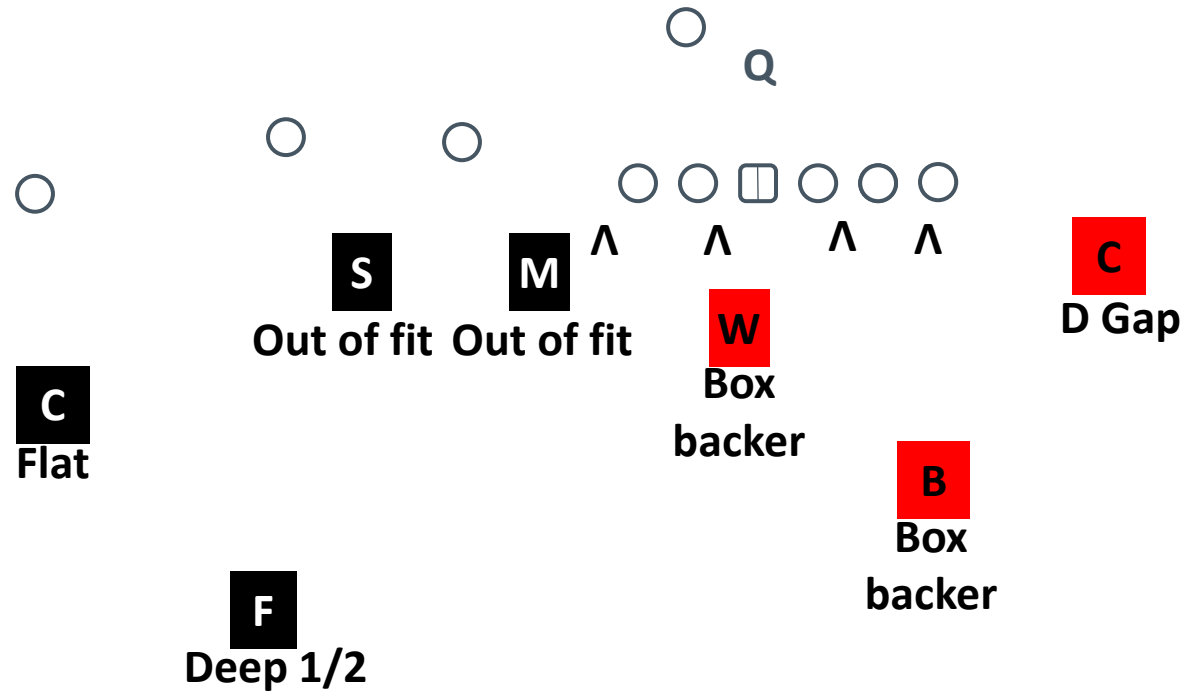
"Sling" Fits vs. 3x1



- Sam/Nickel and CB are the overhangs (depending on coverage)
 - Mike and Will are the box backers
 - Play Cut to get CB in the run fit
- Could also play Cone with the Safety in the C gap vs. run and helping the CB on pass
 - DE in the D gap with the RB to his side



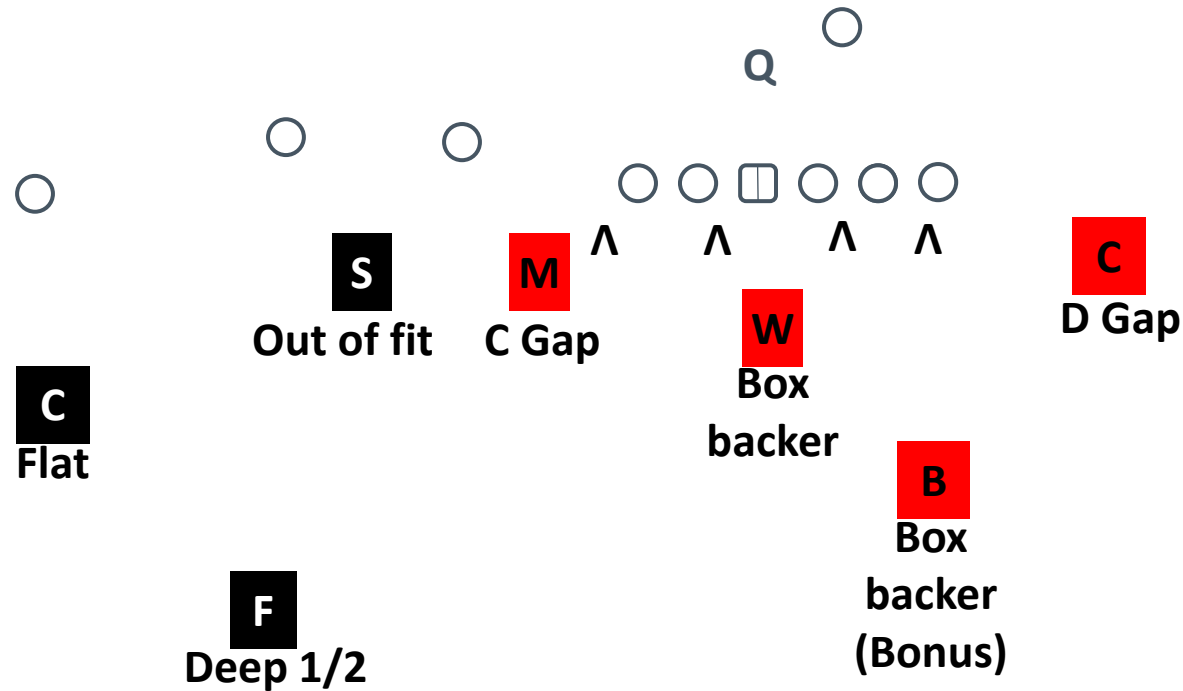
"Sling" Fits vs. 3x1



- Mike and CB are the overhangs
 - Will and **Safety** are the box backers
- Mike is out of the fit with the RB to his side
- Play Cop to get both Safety and CB in the run fit
 - DE in the C gap with the RB opposite



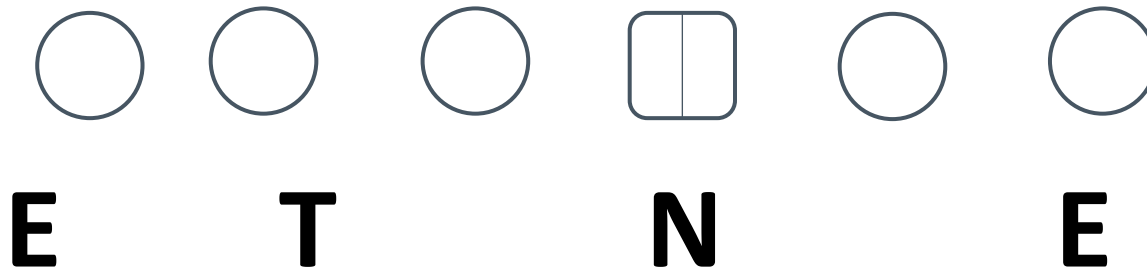
"Sling" Fits vs. 3x1



- Mike and CB are the overhangs
- Will and **Safety** are the box backers
- Mike is in the fit with the RB opposite him
- Play Cop to get Safety and CB in the run fit
- Leave the DE in the C gap, the CB can play the D gap with no RPO threat



Odd Spacing



Ov

Out of fit

BB

**Box
Backer**

BB

**Box
Backer**

Ov

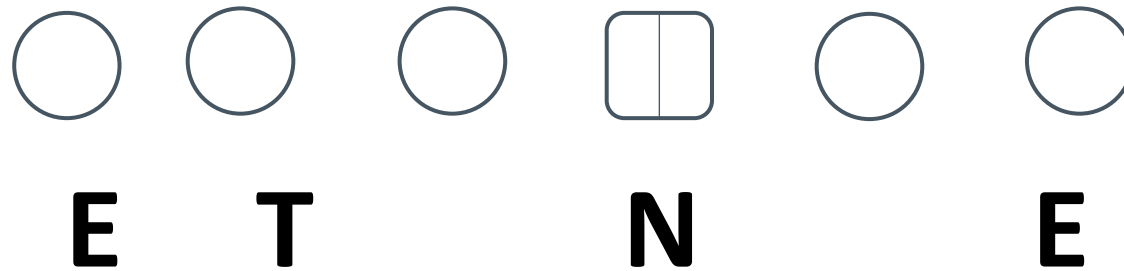
C Gap

- Box Backers fit interior gaps
- Extra LB/DE travel or shade to the TE so the box backer can fir the proper gap
- Must get ball to bounce to C gap opposite the RB
- DE play D gap so the box backer can play the C gap



Odd Spacing

Q ○



Ov

D Gap

BB

**Box
Backer**

BB

**Box
Backer**

Ov

Out of fit

- Box Backers fit interior gaps
- Extra LB/DE travel or shade to the TE so the box backer can fir the proper gap
- Must get ball to bounce to C gap opposite the RB
- DE play C gap so the overhang can fit the D gap



Odd Spacing

Q ○

○ ○ □ ○ ○ ○
E N T E

Ov

D Gap

BB

**Box
Backer**

BB

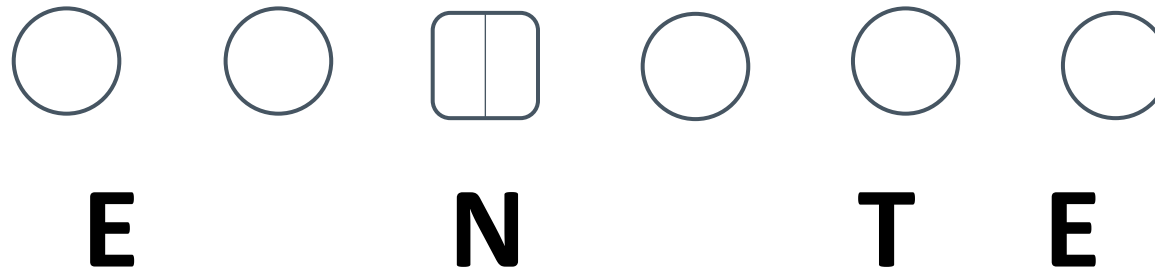
**Box
Backer**

Ov

Out of fit



Odd Spacing



Ov

Out of fit

BB

**Box
Backer**

BB

**Box
Backer**

Ov

C Gap

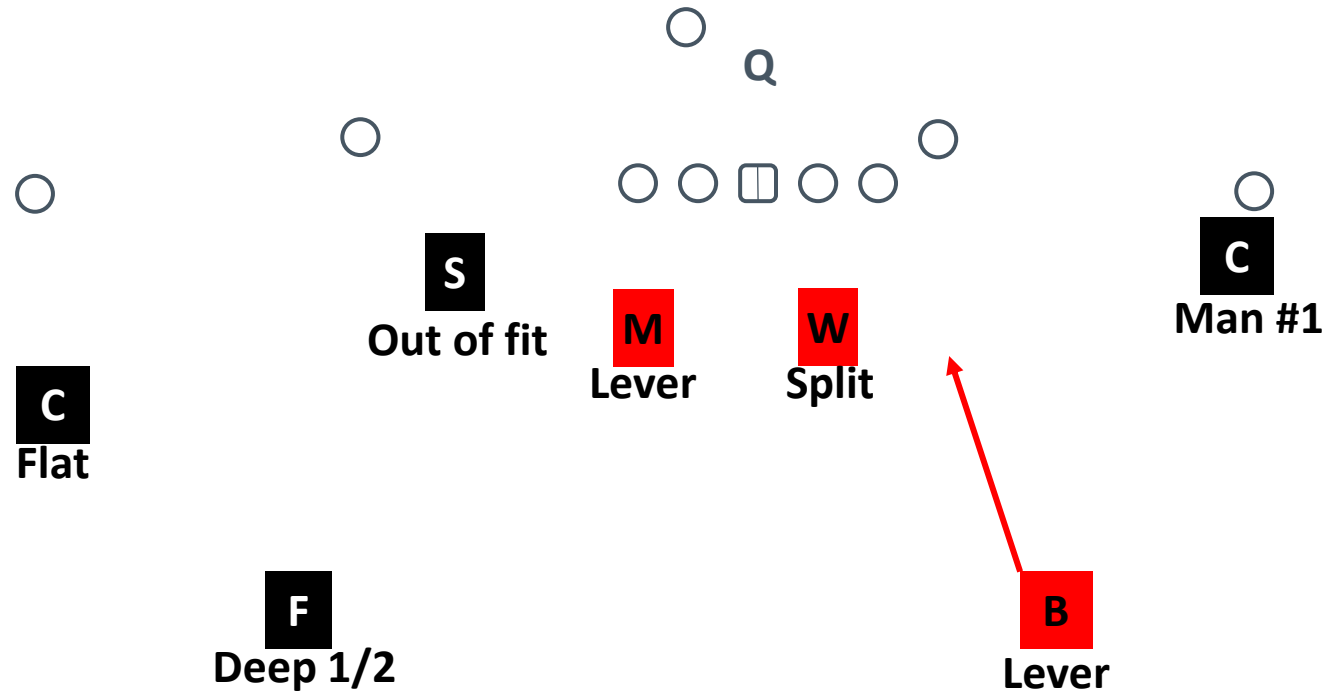


Wall Coverage Run Fits

- In 11 or 20 personnel formations, you can also “fit middle of the field open like middle of the field closed” using safety rotation away from the passing strength.
- The Sam/Nickel to the pass strength is automatically out of the fit, with the opposite Safety automatically IN as the 7th fitter.
- Now you can fit everything in the run game (other than QB run), with the tradeoff that the corner to that side has to play man with no help.



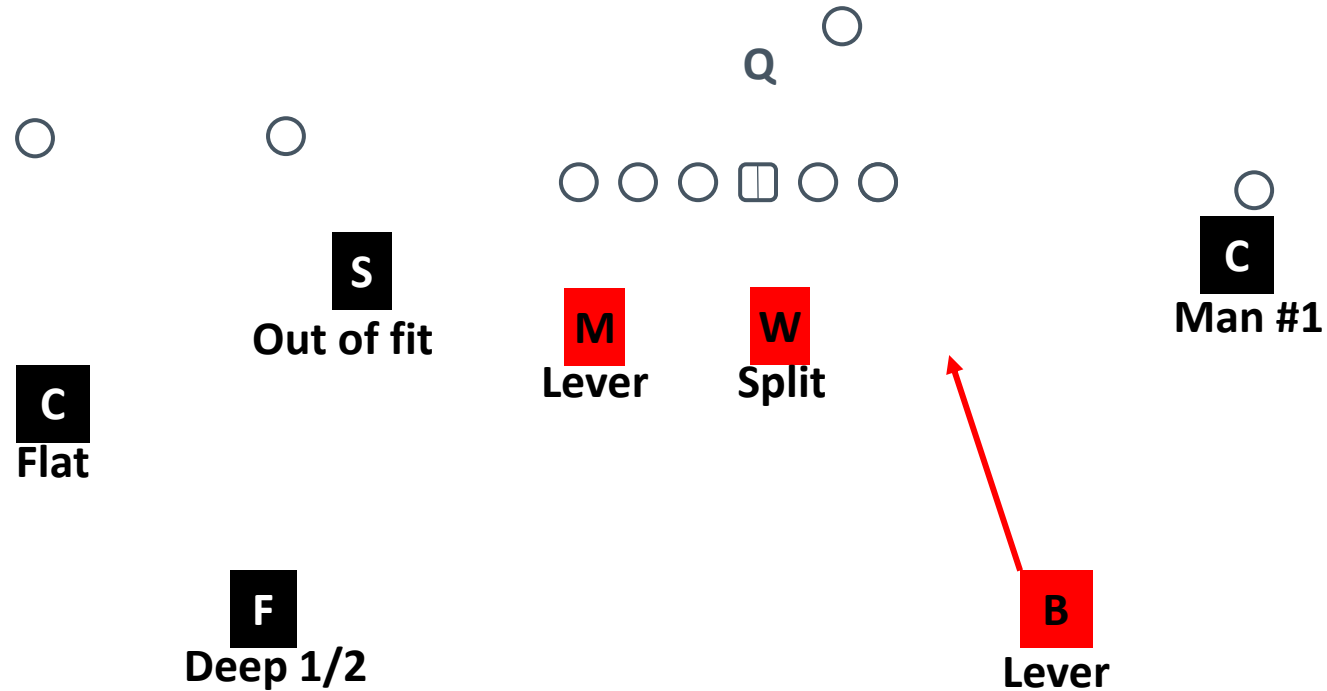
Fit MOFO like MOFC



- Sam/Nickel is automatically out of the fit
- Mike, Will, and Safety fit it like MOFC (Man-free or three-deep)
 - Boundary CB is man everywhere he goes on #1 (no help)
 - Also works with the TE on the LOS



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