



# 2020 IMG Defensive Install #1A

# Huddle Philosophy

- With so many teams running up tempo/no huddle offenses now days we will NOT be in an organized huddle
- After each play all 11 members of defense will gather on defensive side of football and wait to hear the call from the MIKE and Free Safety

# Defensive Communication

- The “MIKE” Linebacker and the Free Safety will receive the signal from a defensive coach on the sideline and relay the call. Mike is responsible for communicating with the Front 7. Free Safety is responsible for communicating the call to the Defensive Secondary.
- Mike will then set the front for each call. For example “LEFT, LEFT!” or “RIGHT, RIGHT!”
- The “STAR” is responsible for getting the Defensive Secondary lined up correctly to the Passing Strength. He will make a “RIP, RIP!” or “LIZ, LIZ!”

# Objectives

- All 11 to the ball on every play
- Gang Tackle
- No one stays blocked
- No one stays on ground
- Create turnovers (2 or more a game)
- Score
- Give Offense a short field
- Shutout Opponent

# Defensive Install #1A

## “Oscar 4”

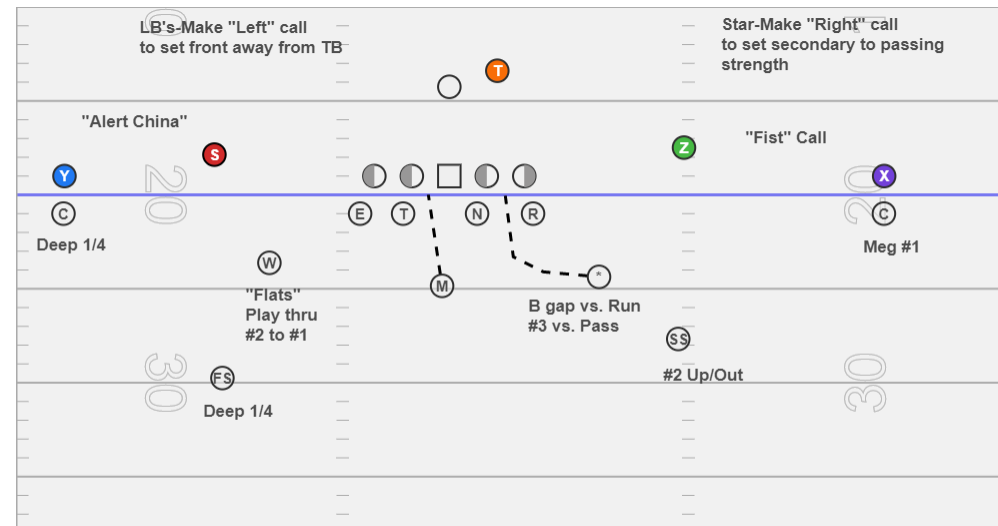




# Oscar 4

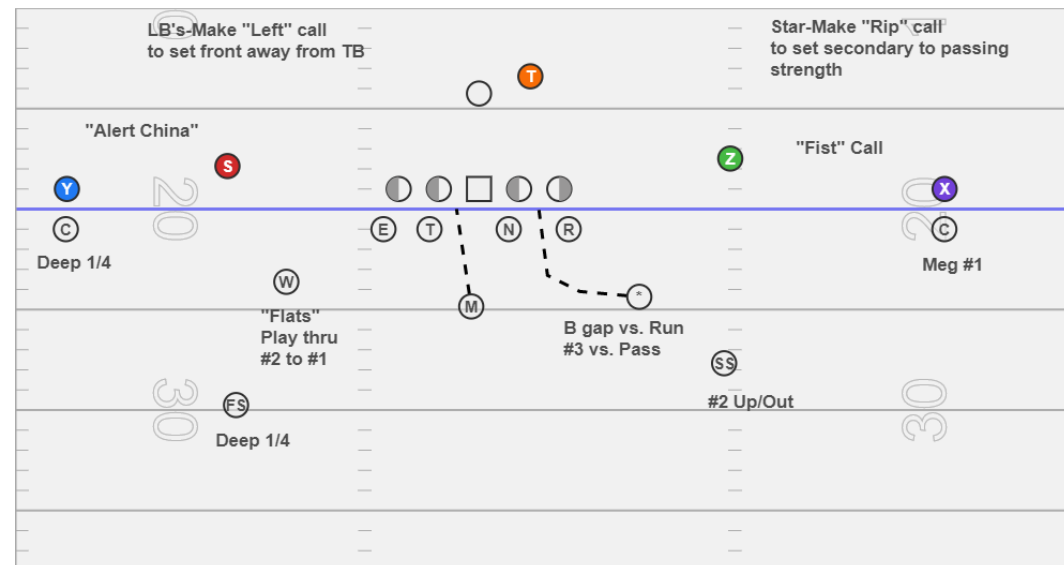
## “The Secondary”

- It is the “Star’s” responsibility to set the Defensive Secondary to the passing strength in Oscar 4.
- When we do this we will make a “Rip, Rip!” or “Liz, Liz!” call.
- In this Example vs. a 2x2 Set with the TB on the Right of the QB, we would make a “Rip, Rip!” call. There are 3 eligible WR’s to the right of the QB (X, Z and T) and 2 eligible WR’s to the left (Y and S). So the passing strength would be to the Right side.



# Oscar 4 vs. (10 Personnel) 2x2

- Here we see (10) Personnel (1 TB, 0 TEs, 4WR's) 2x2 (2 WRs on left, 2 WRs on Right)
- Mike would make a "Left" call to set front away from TB. Our Star would make a "Rip" call to set passing strength to the right.
- Our Mike has A gap. Star has B gap and we aren't counting the Will in the box count.
- To the side of the TB which has the open B gap we make a "Fist Call". A "Fist" Call means you will have man to man principles. Corner plays man on #1 WR. SS will have #2 WR Up and Out. If #2 runs any quick cross or mesh inside then he makes an "IN, IN!" call to LB's and zones off into his Deep 1/4. Star would have #3 WR. Which in this set would be the TB.
- The side opposite the "Fist" call will have zone principles. We will make an "ALERT CHINA!" call vs any 2 WR's and the Corner and FS will drop to Deep 1/4's. Will has "Flats". Will has to play thru #2 to #1. Alert China means Will is responsible for any short route by #1 if #2 is vertical.
- Vs. Zone Read the Rush will take the QB and be the C gap player. The Star will fold inside and be responsible for B gap run fit as our base rule

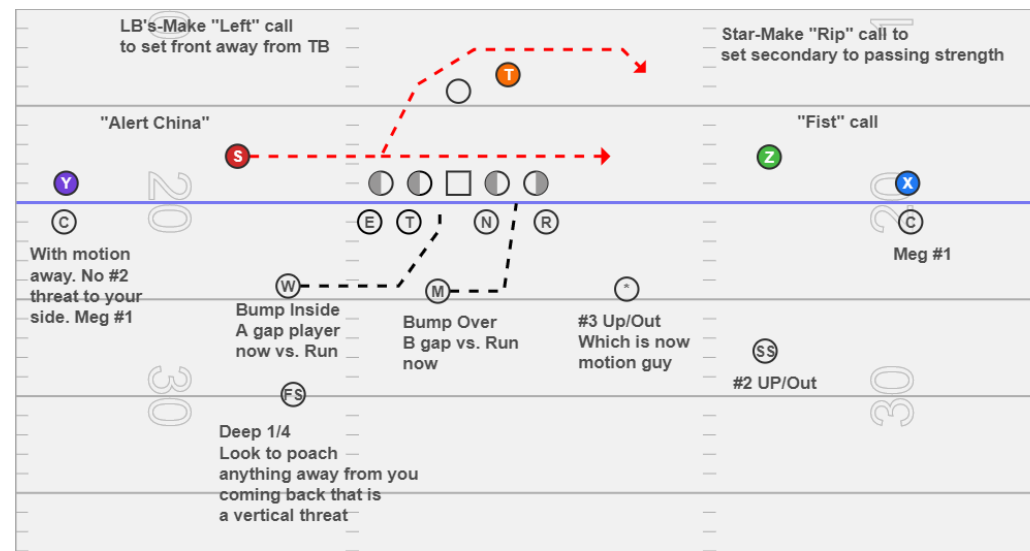




# Oscar 4

## vs (10) 2x2 with Motion to Passing Strength

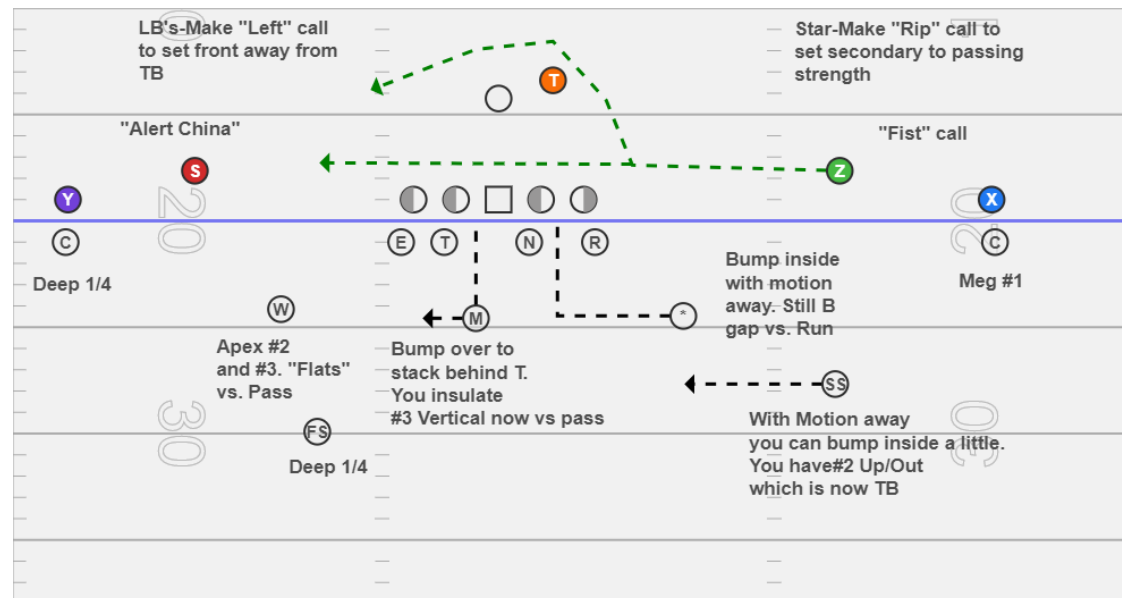
- Vs. any motion TO the “FIST” side the Star picks up the motion guy who ends up being new #3WR and has him Up and Out. If he would run a shallow cross back across the formation he would make an “IN, IN!” call and pass it off to the LB’s and zone off to the flats.
- The LB’s will “Bump” Over and the Will now has A gap. The Mike now has B gap vs. Run. The Will still is “Flats” player vs. Pass.
- With no #2 threat to your side. The Corner with the “Alert China” call can play Man on his #1 WR. Free Safety will look to poach any vertical threat that comes across from the other side.



# Oscar 4

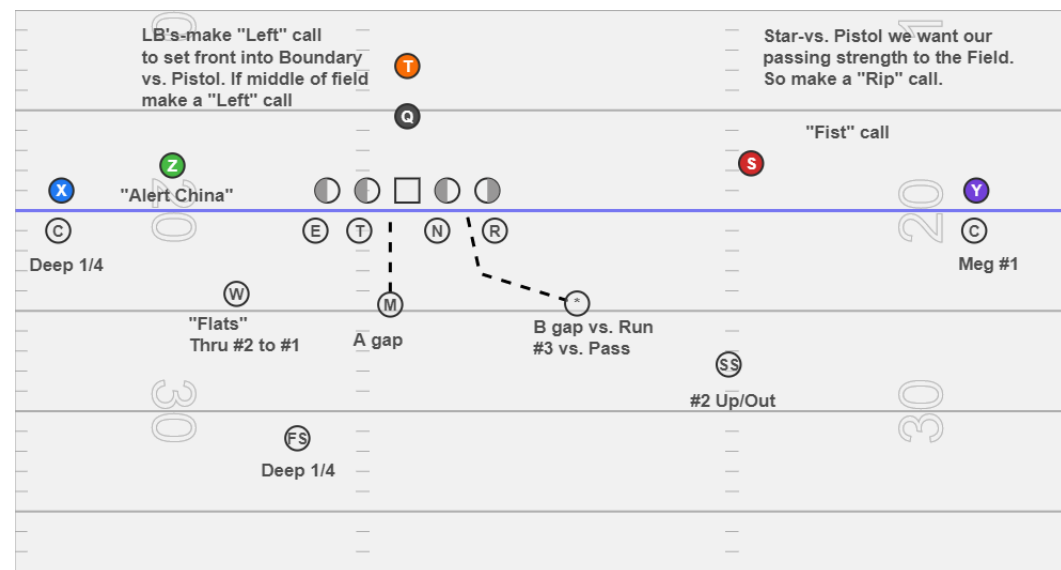
## vs. (10) 2x2 with Motion Away from Passing Strength

- With any motion AWAY from the "Fist" side the Will widens and makes sure to Apex #2 and #3 WR's. He's still playing "Flats" thru #2 to #1.
- The Mike still has the A gap. He will just bump over and restack behind the T. That puts him in better position to insulate vs #3 WR if he runs vertical. The Star still has B gap vs. Run. He can now Bump down and be inside the box. He still has #3 vs. pass. If any WR on the other side runs a crossing route back to him he can poach it.
- With Motion away the SS can come back inside a bit because he still has #2 and now that becomes the TB.



# Oscar 4 vs. (10) 2x2 Pistol

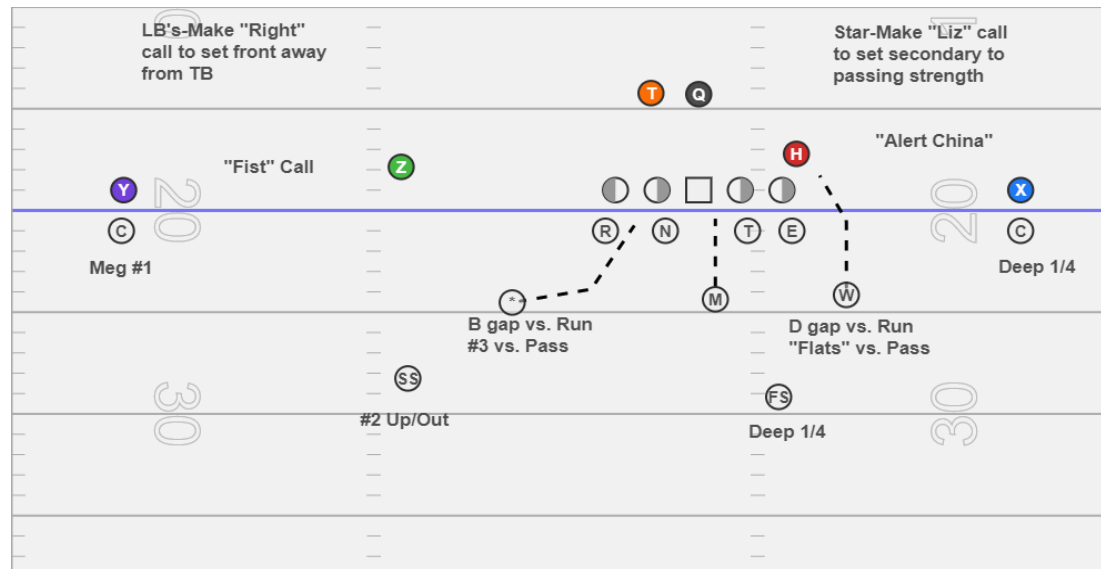
- Here we see (10) 2x2 Pistol. It's called Pistol because the TB lines up behind the QB in the shotgun.
- Vs. Pistol we want our "Fist" side to be to the Field. That means the Mike has to set our Oscar Front to the Boundary so our open B gap bubble is to the Field. If the ball was directly in the middle of the field vs. 2x2 Mike will make a "LEFT, LEFT!" call to set front to the Left.
- Star makes a "RIP, RIP!" call to set Passing Strength to the Field vs. 2x2 Pistol
- Nothing else changes for us. We make "Fist" call to the field. The Star has #3WR vs. pass. In this case its still the TB.
- We make "Alert China" call to the boundary. Corner and FS play Deep ¼ and Will plays thru #2 to #1 in the flats.
- We will treat all motions just like we do all other motions out of 2x2 vs. Oscar 4
- Vs. Zone Read both the End and the Rush (the 2 C gap defenders) have the QB.



# Oscar 4

## vs. (11 Personnel with Sniffer) 2x2 Near

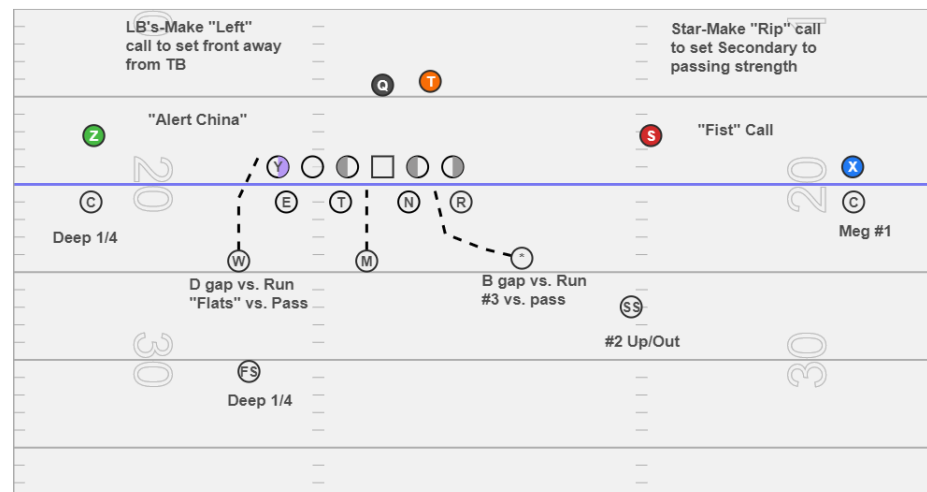
- Here we see 11 Personnel (1 TB, 1 Sniffer, 3 WRs) in a 2x2 Near alignment. We call it "Near" because the TB is to the Passing Strength side.
- Mike would make a "RIGHT, RIGHT!" call to set the front away from the TB.
- Our Star would make a "LIZ, LIZ!" call to set passing strength to the left. We do this because there are 3 WR's to the left of the QB (Y, Z and T) and 2 on the right side (X and H)
- We make a "Fist" call to the left side which has the open B gap bubble. That means our corner on the left will play man coverage on #1 WR. Our SS will have the #2WR Up and Out. If Z runs a shallow cross he lets him go and passes him off to the LBs with an "IN, IN!" Call and zone off into his Deep ¼ . The Star has B gap vs. Run and has #3WR vs. pass. In this case the #3 is the TB.
- Mike has A gap. Will has D gap which is outside the H back now vs. Run. Will has "Flats" vs. pass
- The Corner and Free Safety will make an "Alert China" call which means they are playing zone principles to their side. Both will have a Deep ¼ and Will has any short route by #1WR if #2 is vertical.
- Vs. Zone Read the Rush has QB and plays C gap. The Star will fold inside and have B gap as our base rule.



# Oscar 4

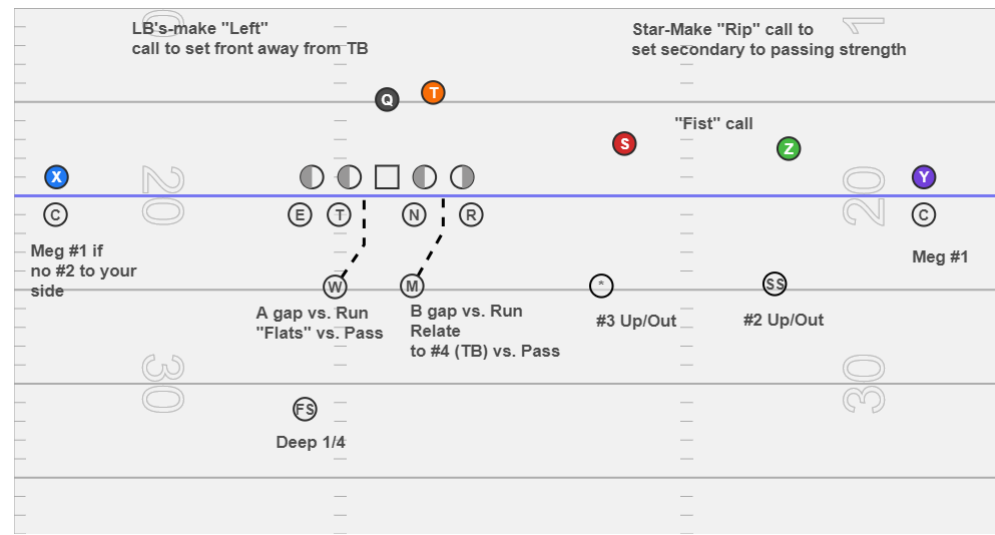
## vs. (11 with TE) 2x2 Near

- Here we see 2x2 Near with 11 Personnel (1 TB, 1 TE, 3 WRs). We call it “Near” because the TB is on the side of the passing strength.
- Our Mike will make a “LEFT, LEFT!” call to set the front to the left away from the TB.
- Our Star will make a “RIP, RIP!” call to set the passing strength to the Right side. The Right side has more WRs (X,S and T) than the left which only has the (Z and Y).
- Will has D gap vs. Run and Flats vs. Pass. He has an “Alert China” call to his side so he has to get to any short route by #1 WR if #2 is vertical. Mike has A gap. Star has B gap vs Run and #3WR vs. pass. Right now #3WR is the TB.
- We have a “Fist” call to the right. Corner plays Man on #1. SS will have #2 Up and Out. If S runs any shallow crossing route SS will make an “IN, IN!” call and pass it off to the LBs and drop into his Deep ¼.
- The other side we have an “Alert China” call. The Corner and FS will drop to their Deep ¼ and the Will has “Flats”.
- Vs. Zone Read the Rush will have the QB and play the C gap. The Star will fold inside and take the B gap as our base rule.



# Oscar 4 vs. (10) 3x1 Near

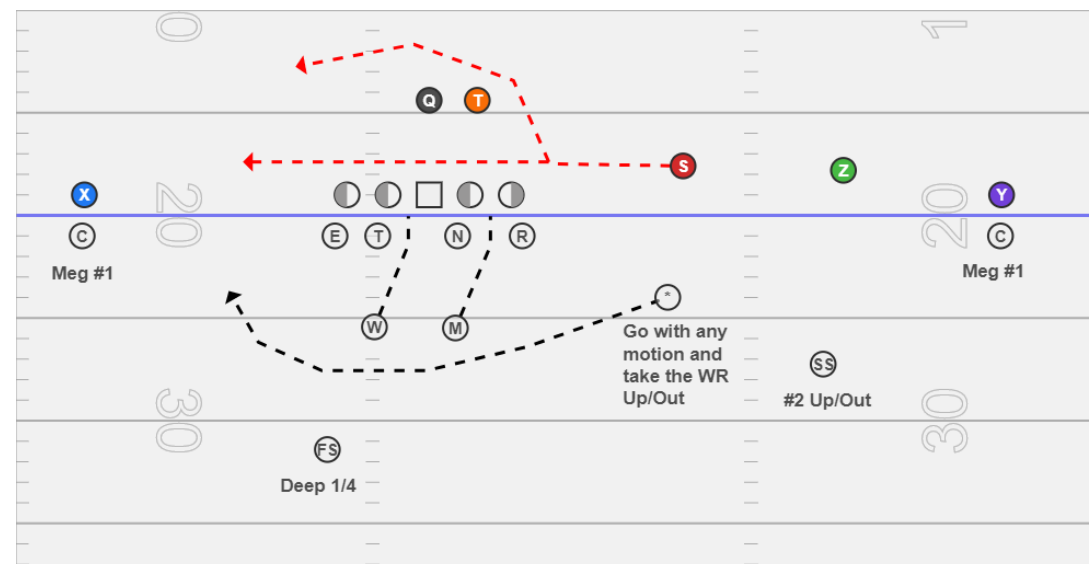
- Here we see 10 Personnel (1 TB, 0 TE, 4 WR's). We call it 3x1 Near because there are 3 WR's to 1 side and 1 WR to the other. Near because the TB is on the same side as the Passing Strength.
- Mike makes a "LEFT, LEFT!" call to set the front away from the TB.
- Star makes a "RIP,RIP!" call to set the Secondary to the Passing Strength.
- We make a "Fist" call to the right because that is the side with the open B gap Bubble. A "Fist" call means the corner to that side is playing man on #1 WR. The SS has #2 Up and Out. If #2WR runs shallow cross he makes an "IN, IN!" call and passes him off to LB's and drops into Deep 1/4. Star has #3WR up and Out. If #3WR runs shallow cross he passes him off to LB's with an "IN, IN!" call.
- The Mike and Will are going to "Stack A, Stack B" which means stack behind the T and the N in those gaps. The Mike has B gap vs. Run and has to relate to #4 which in this case is the TB vs. pass. . The Will has A gap vs. Run and the "Flats" vs. Pass.
- There is NO "Alert China" call vs. 3x1 Near because there is no #2WR threat to that side. Corner can play Man on #1 and Free Safety can play Deep ¼ and look to poach any vertical threat from the other side.
- Vs. Zone Read the Rush will take the QB and have C gap. The Mike will play the B gap as our base rule.



# Oscar 4

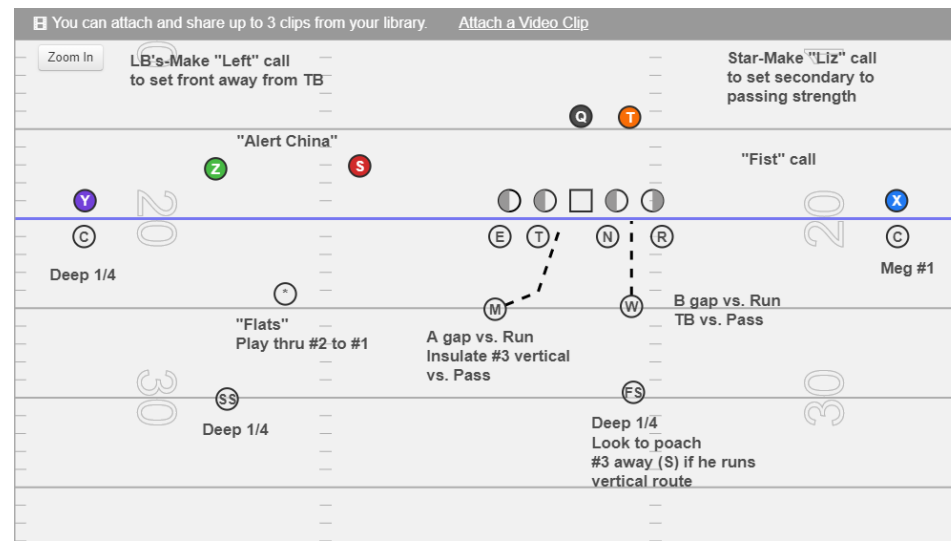
## Vs. (10) 3x1 Near with Motion Weak

- Our Motion adjustment vs. 3x1 is very simple. Any motion by the #2 or #3 WR the Star will take it across the formation and still apply his Up and Out Rule. If they motion across and run shallow cross back to other side he will then pass it off to the LB's with an "IN, IN!" call.
- Everyone else's job stays the same!



# Oscar 4 vs. (10) 3x1 Far

- Here we see (10) in a 3x1 Far formation. We call it “Far” because the TB is away from the Passing Strength.
- “3x1 Far” either in 10 or 11 personnel is the one formation vs. Oscar 4 where our Passing Strength will not be in a “Fist” call because it’s not to the side of the B gap bubble.
- Our Mike makes a “LEFT, LEFT!” call to set front away from TB.
- Our Star makes a “LIZ, LIZ!” to set Secondary to Passing Strength.
- We will make an “Alert China” call to the 3 WR side here. Our Star will Apex #2 and #3WRs and play thru #2 to #1. He is responsible for an short route by #1WR if #2 is vertical.
- Our Corner and SS will both play Deep ¼.
- Mike has to widen out here pre-snap to insulate a vertical route by #3. You still have A gap vs. Run.
- Will You have a “Fist” call to your side. You have B gap vs. Run and TB in man coverage vs. Pass.
- Free Safety drop into your Deep ¼ and look to poach any vertical threat coming across the other side. Can also give a presence and help Will on any Wheel Route by TB. Corner you play Man on #1

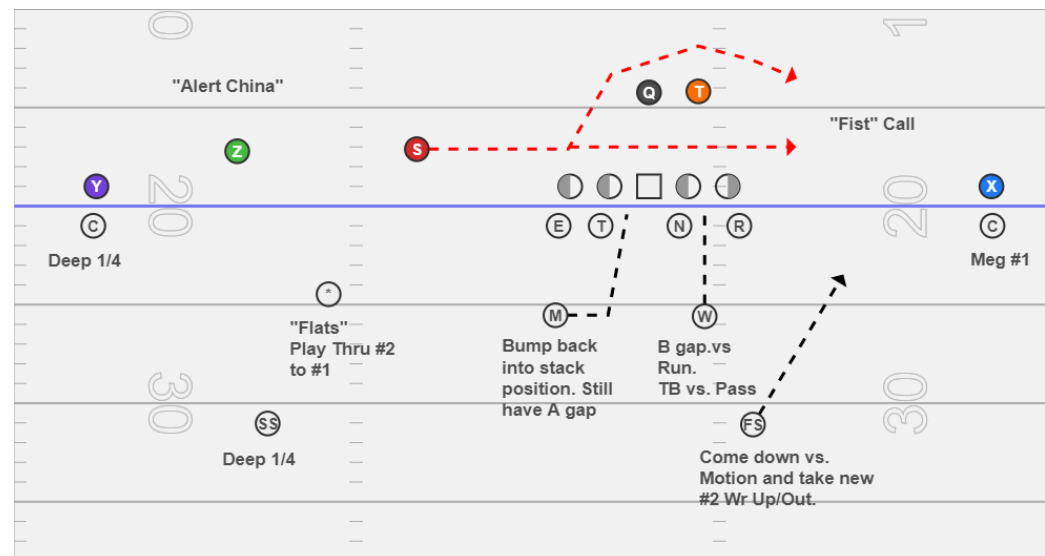




# Oscar 4

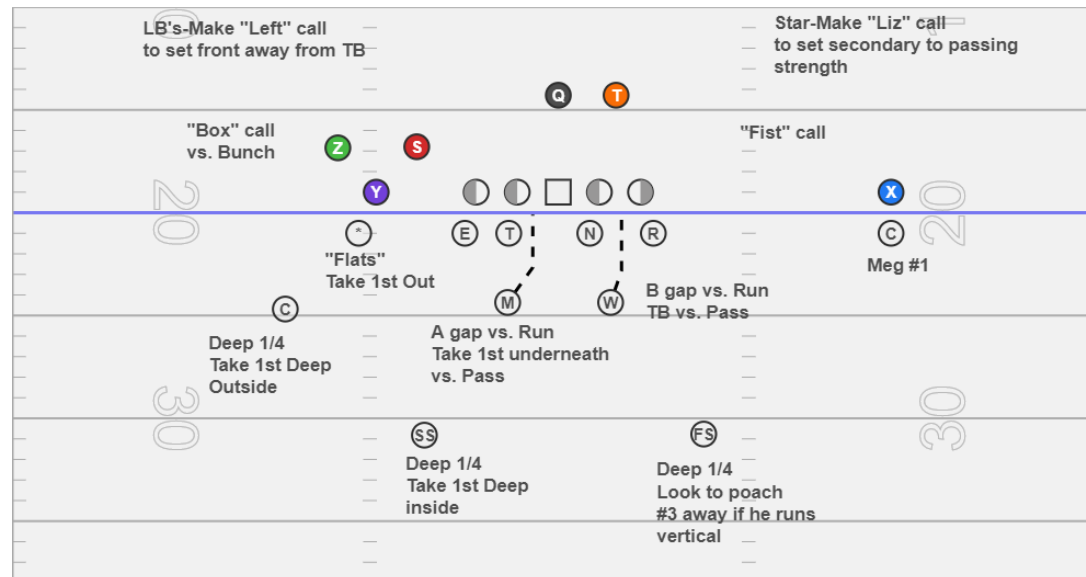
## vs. (10) 3x1 Far Motion Weak

- Our adjustment to motion weak from “3x1 Far” since it is into the “Fist” side is to have our Free Safety come down and play the new #2WR with UP and Out rules. If he would run shallow cross back across the Free Safety will pass him off to LB’s with an “IN, IN!” call and zone back into his Deep ¼
- Everyone else’s job stays the same!



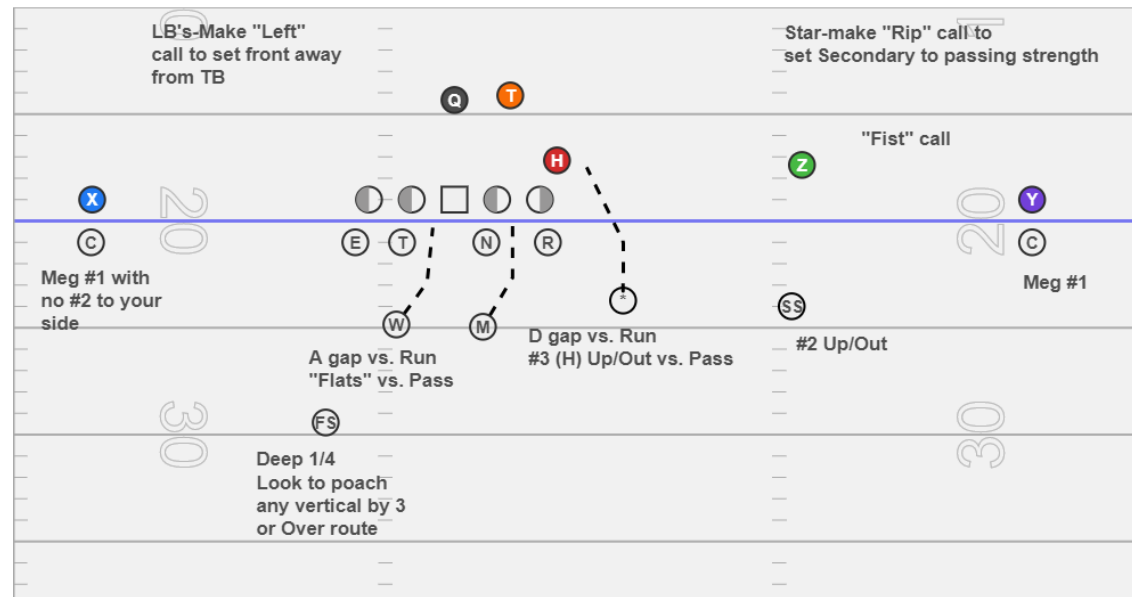
# Oscar 4 vs. (10) 3x1 Far Bunch

- Here we see (10) 3x1 Far Bunch. Bunch is when 3 WR's line up in a cluster together usually with the middle guy as the point on the line of scrimmage.
- The Mike will make a "LEFT, LEFT!" call to set front away from the TB.
- The Star will make a "LIZ, LIZ!" call to set Secondary to the passing strength.
- If we are in any form of Cover 4 and we see "Bunch" we will automatically make a check to "BOX, BOX!".
- In Box our Star, Corner, Mike and SS will make a "Box". The Star will line up slightly outside the point man. The Star will take the 1<sup>st</sup> WR out to the flats. The Corner to the "Box" side will take the 1<sup>st</sup> vertical threat outside. Mike has A gap vs. Run but he will take the 1<sup>st</sup> shallow threat inside. The SS will take the 1<sup>st</sup> vertical threat inside.
- To the other side we will make a "Fist" call because that is where our open B gap bubble is. Will has B gap vs. Run and will take TB on any pass. The Free Safety can drop off into his Deep ¼ and look to poach any vertical route coming across the formation. He can also give presence on hash to help Will vs. any wheel or seam route by the TB. Corner to the "Fist" side will play man to man on #1.



# Oscar 4 vs. (11 Sniffer) 3x1 Near

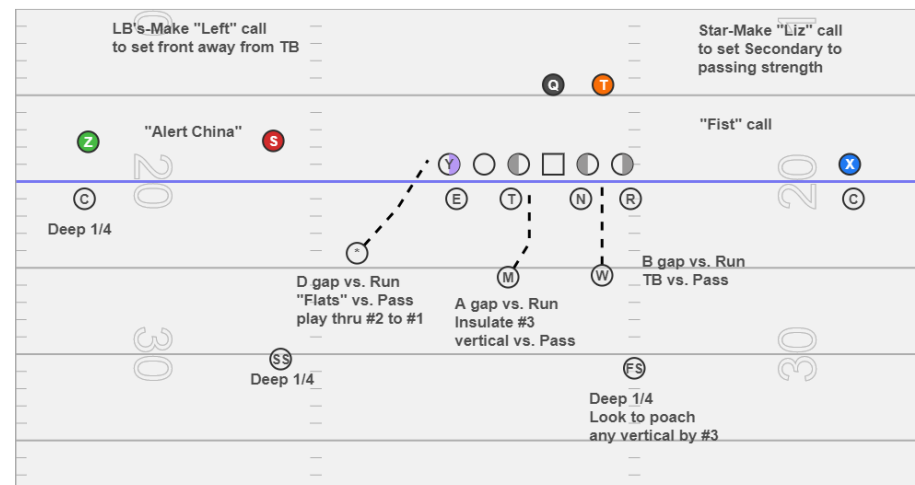
- Here we see (11 with Sniffer) in a 3x1 Near formation.
- Mike will make a “LEFT, LEFT!” call to set the front away from the TB
- Star will make a “RIP, RIP!” call to set the Secondary to the Passing Strength
- We will make a “Fist” call to the right side because that is where the B gap bubble is. Corner to that side will play #1 WR in man coverage. SS will play #2 with Up and Out rules. If Z runs any shallow cross you pass him off to LB’s with a “IN, IN!” call and zone out to your Deep 1/4. Star has D gap vs. Run (Outside of H back). Star has #3 Up/Out which in this case is the H Back. If H back runs shallow cross pass him off to LB’s with an “IN, IN!” call.
- Mike and Will start in a Stack A, Stack B alignment. Mike has B gap vs. Run. Vs. Pass he needs to relate to #4 which in this case is the TB. If #4 widens he needs to look for a new #4 coming inside. Will has A gap vs. Run and “Flats” vs. Pass.
- There is no “Alert China” call on the left side vs. 3x1 Near because there is no threat by any #2 WR so Corner you can Man #1 to your side. Free Safety plays Deep 1/4 looking to poach any vertical route coming across from the other side of the formation



# Oscar 4

## vs. (11 TE) 3x1 Far

- Here we see (11 with TE) 3x1 Far.
- The Mike makes a “LEFT, LEFT!” call to set front away from the TB.
- Star makes a “LIZ, LIZ!” call to set Secondary to Passing Strength.
- We make an “Alert China” call here to the left. Our Corner and SS to that side both play Deep ¼ . Our Star plays D gap vs. run and has “Flats” vs. pass playing thru #2 to #1. He’s responsible for any short route by #1 if #2 is vertical.
- Mike has A gap vs. Run. He has to insulate any vertical route by #3.
- We have a “Fist” call to the right. That means Will has B gap vs. run and TB. Vs pass. Corner will play man on #1WR. Free Safety plays a Deep ¼ looking to poach any vertical threat coming from the other side. Also can give presence on hash to help Will vs. wheel route or seam route by TB.
- Vs. Zone Read the Rush has QB and will play C gap as our base rule.



# Oscar 4 vs. (10) Empty 3x2

- Here we see Empty 3x2. This means there is no one in the backfield with the QB.
- Vs. Empty our Mike will make a "RIGHT,RIGHT!" call to set our front away from Passing Strength because we want our "Fist" side to be to the Passing Strength and B gap bubble.
- Our Star will make a "LIZ, LIZ!" call to set the Secondary to the Passing Strength.
- To the "Fist" side our Corner will play man on #1WR. Our SS will play UP and Out Rules on #2WR. Our Star will play UP and Out Rules on #3.
- Mike has B gap and any crossers vs. pass
- We have "Alert China!" to the right side. This means the Will has A gap vs. Run as a base rule. We can get to calls where we can slant the line and do other things to make you a B or C gap player, but as a base rule you play A gap vs. Run. You have "Flats" vs. Pass. Play thru #2 to #1. You have any short route by #1 if #2 is vertical. The Corner and the Free Safety will each play Deep 1/4 .

