



'WE OWN 4th DOWN!'
KICK-OFF COVER

SPECIAL TEAMS GOALS

- Be the #1 ranked special teams in the conference.
- Top 10 standard for all units.
- Play with relentless effort, passion, and urgency.

Every Play Is Crucial.

- Set an unprecedented standard of play.

Do what has never been done before.

WE OWN 4TH DOWN!

Buy In – Take ownership of the Special Teams units. Commit yourself to mastering the fundamentals and techniques in becoming a Core ST Player.

We are a confident and aggressive unit that will play with great effort to create Game Breaking Plays.

‘WE OWN 4th DOWN!’

KICK-OFF COVER

- Importance Cannot Be Minimized
- A Great Amount of Yardage and Field Position is Involved
- Forcing Opponent to Start Inside 20-yd Line Will Minimize Their Chances of Scoring
- Also Improves Our Offense Chances for Great Field Position

Philosophy

There is no other play in football that requires as much aggressiveness, discipline, and courage as covering kickoffs.

The importance of the kickoff can not be minimized. Like other plays in the kicking game, a great amount of yardage and field position is involved. If our opponents are forced to start their drive inside their own 20 yd line, we have greatly minimized their chances of scoring. As importantly, we have improved our chances for great field position if our opponents fail in their attempts to make a first down.

We believe that the elements of an excellent kickoff team are:

- A) **An Effective Kicker** - Hang time, distance, and the ability to directional kick are all factors in an effective kickoff coverage unit.
- B) **Great Effort** - We must have players who are willing to sprint downfield and do what is necessary to make our coverage effective.
- C) **Aggressive / Disciplined Coverage** – Avoid or Bully all blocks. Do not stop your feet in space, sink your hips and gather. Take your shot!

We are an attack unit that keeps leverage on the ball!

Kickoff Coverage Goals

- A) Limit the opponent Drive Start Average to the 24 yd line or less.
- B) Limit the opponent to 20 yds or less per return.
- C) Force three fumbles / turnovers on the season.

Elements of Good Kickoff Coverage

- A) Good Takeoff
 - 1) We must sprint down the field through the **Speed, Read , and Avoid Zone**. (Our coverage unit should be past the 30 yd line when the ball is caught)
 - 2) You must watch our kicker's approach and time your takeoff accordingly. We want to sprint past the 34 yd line when our kicker is hitting the ball.
 - 3) Do not be offsides. Most offsides are committed by those furthest from the ball. (Safety & Contain)

KICKOFF COVERAGE

Elements of Good Kickoff Coverage (cont'd)

B) Avoiding Contact

Cross-Face / Over-the-Top / Bully

1. Cross-Face – Cutting across your man's hips faster than he can flip them.
 - a. Stem the man away from the move to keep him in transition.
 - b. Stick your foot in the ground and cross him up to the side of the high shoulder.
 - c. Stack him and keep leverage on the ball.
2. Over-the-Top – Beating the man with speed away from the high shoulder.
 - a. Stem the man to freeze him and then accelerate through the open side of his hips.
 - b. Stack the blocker to the side of the football.
 - Use a "U Turn" technique. Stay tight to the man as you stack.
3. Bully – Attack with good blow delivery, separate, and disengage.
 - a. Strike on the rise with your helmet screws under the blocker's chin.
 - b. Separate and find the football. When the ball declares – disengage!
 - c. Eyes on the Ball / Feet gaining Ground / Hands on Blocks.

Attack a Man in Transition:

1. Work to close the distance to your man before he can get into the "power" position.
2. If your man is in transition at the Junction Point – Cross-Face / Over-the-Top / Knockdown.
3. If he is able to get to power position – Bully or Freeze to Cross-Face or Over-the-Top.

Is the Blocker In Phase or Out of Phase w/ the Returner?

1. In Phase – The blocker is directly interfering with your line to the football.
 - a. We become a "Bully" - 2 Gap player.
 - b. Choosing sides creates seams.
 - c. Strike – Hit on the rise and shed through the high shoulder.
2. Out of Phase – The blocker is out of position to prevent you from taking a direct course to the ball.
 - a. Cross-Face or Over-the-Top depending on if the ball is in front or lagging behind the blocker.
 - b. Should not allow a blocker to get a hand on us.

KICKOFF COVERAGE

Elements of Good Kickoff Coverage (cont'd)

C) Proper Lane Displacement

- 1) The intervals between our personnel must remain constant. A player knocked out of his lane creates a seam for a returner.
- 2) Do not stack colors! Never follow the same color jersey.
- 3) If you are knocked out of your lane, work hard to get right back into it. If you get knocked down, get up immediately and fill a lane.
- 4) If the ball carrier is 15 yds or closer, we take on the block instead of avoiding it. This is known as the Contact Zone.

D) Play the Return

- 1) Do not allow front line blockers to cause you to choke down too soon. If they short set you, avoid the block and get back into your lane.
- 2) If front row blockers cross, you must outrun them so they cannot get a blocking angle on you.
- 3) As you approach the ball carrier (Contact Zone), start to come to balance. Stay in front of the blocker, use a Bully technique, and do not chose a side until the ball carrier declares. When the ball carrier does declare, use your hands to disengage from the blocker.
- 4) If you get down the field uncontested, break down in front of the returner and Take your shot! Force the returner to go East / West back to your help.
- 5) Read your indicator / to adjacent blocker / to backline to figure out what type of return you are getting.
- 6) As a general rule: avoid first level blockers (Speed-Read-Avoid Zone) and Bully second level blockers (Contact Zone.)
- 7) Eyes on the Returner, Hands on the Blocker, Feet always moving towards the Ball.

KICKOFF COVERAGE

Elements of Good Kickoff Coverage (cont'd)

E) Use Indicators

- 1) The sooner we know who is blocking us, the better our chance for success.
- 2) Seeing our 'Indicators' allows us to beat the first-line blockers, and better anticipate the second-level blockers.
- 3) My 'Indicator' can do 1 of 3 things:
 - Block to my right = Look left
 - Block me
 - Block to my left = Look right
- 4) Where are my eyes; who is my 'Indicator'?
 - **Safety and Contain = Key the Tackle**
 - **OLB and Fast = Key the Guard**
 - **Bullet and MLB = Key the Center (C to kick side if 2 LC & RC)**

F) Gradually Squeeze to the Returner

- 1) As you see the return develop, start working to the returner.
- 2) We want our coverage to squeeze on the returner in a coordinated effort.
- 3) Take your shot (Fast & Bullet) or Bring yourself to balance (OLB & MLB) as you converge on the ball.

G) Don't Lose Contain (Contain Men)

- 1) Proper contain is maintaining outside leverage on the returner. (21 Man Rule – View all 21 other players off your inside shoulder)
- 2) Contain Men = Contain the Play!
Safeties = Contain the Ball!
- 3) Always squeeze the edge of the front (Tackle) to the edge of the back (End)
- 4) Do not get blocked inside!
- 5) Do not allow the returner to get around you!
- 6) Keep your outside arm free.
- 7) **Do not allow deceptive returns. (reverse, throwback, etc.)**

KICKOFF COVERAGE

Elements of Good Kickoff Coverage (cont'd)

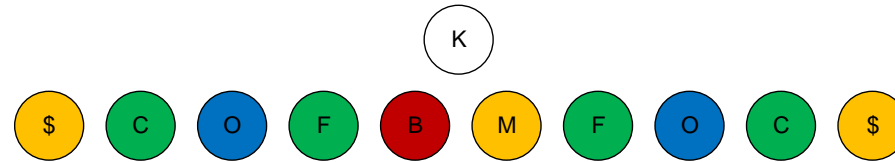
- H) Do Not Let Up Until the Whistle Blows!
 - 1) Assume all kicks will be returned out of the endzone.
 - 2) Do not relax on a mishandled kick. Accelerate and make a big play!
- I) Coverage Coaching Points
 - 1) The psychological impact of a great kickoff team cannot be overlooked. A big hit, or great coverage, both causing a poor return, serve notice that a team is ready to play.
 - 2) We want our coverage team to reach the opponents 30 yd line when the ball is caught. This means that our coverage team must sprint 35 yds in the 4.0+ seconds that the ball is in the air. (Speed, Read, and Avoid Zone)
 - 3) We must use proper avoids and block destruction – Beat the man with either **Cross-Face**, **Over the Top**, or **Bully** based on his angle, depth, direction of the kick, and what his relationship is with the returner. (In Phase or Out of Phase)
 - 4) The kickoff is a free ball. The kickoff team cannot advance their own kick unless it has been possessed and fumbled by the receiving team.
 - 5) Never assume a ball will not be advanced out of the endzone. When we force a touchback, all members of the kickoff team will sprint to the endzone.
 - 6) Do not relax because you think the returner is 'down'. Gang tackle and strip the ball to force a turnover.
 - 7) Cover the kick that is kicked. All directional kicks may not be perfect, just react to where the ball is kicked and do your job.
 - 8) **It is not a sin to get blocked, it is a sin to stay blocked!**

KICKOFF COVERAGE

Procedure

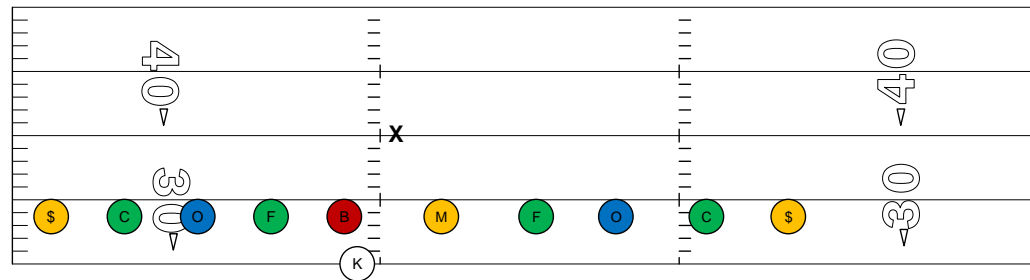
A. Huddle

- 1) We will huddle on the boundary, on the 30 yd line.
- 2) Our kicker will conduct the huddle. He will count the personnel in the huddle, tell us the style and direction of the kick, and then give us the coverage call.
- 3) We will gather up and break down on "Knock Out" before we take our alignments on the field.



B. Alignment

- 1) Each players' front foot will be ON the -30 yd line, with your toe pointing downfield.
- 2) We will condense the formation with the ball spotted on the Hash. On a L-L kick, all players will be condensed from the Left SL to the Right Divider.



STANCE & START

STANCE

2 POINT SPRINTER STANCE
AIMING DOWNFIELD
EYES ON KICKER



START

TIME START ON THE KICKER'S APPROACH
STAY BEHIND THE BALL
HIT FULL SPEED ON KICK
READ YOUR INDICATORS IN THE FIRST 20 YARDS
READ THE RETURN & FIT PROPERLY

KICKOFF COVERAGE

Types of Kickoffs

A. 'Deep' Kickoffs

Emphasis on distance and hang time. (4.0 seconds)

- 1) *Deep Kickoff Left – Outside the left #'s (L-L will be our base)*
- 2) Deep Kickoff Middle
- 3) Deep Kickoff Right – Outside the right #'s

B. Squib Kickoffs

Used to negate a good returner or late in a half or a game. We want the ball to skid on the turf and be handled by the second row.

- 1) Squib Right – Between the right hash and #'s
- 2) Squib Middle
- 3) Squib Left – Between the left hash and #'s
- 4) Soft Squib Middle

- a. A kick used very late in a half or in a game. We want the ball kicked slowly up the middle of the field and handled by the second row. We also want to tackle the returner before he can get out of bounds.

C. Sky Kick

This is a high, relatively short kick that we want to land outside the #'s, just over the heads of the second row. This kick can be used to force a returner to cover a great deal of ground to get to the ball or in heavy wind conditions.

- 1) Sky Right (*change up*)
- 2) Sky Left

D. Onsides Kick

We will use an obvious and surprise onsides kick in order to get the ball.

- 1) Must Onsides Right
- 2) Must Onsides Left
- 3) Surprise Onsides

KICKOFF COVERAGE

Kickoff After A Safety

- A) We will use our normal kickoff personnel with the *possible* exception of substituting our kicker with our punter.
 - 1) The speed of our approach may change now that we have the punter hitting the ball.
- B) The restraining line now becomes the 20 yard line.
- C) The ball is live after it travels 10 yards / an onsides kick can be attempted in this situation.

Additional Calls

- A) Loop A call that tells a specific player(s) to move or change positions before the ball is kicked.
- B) Twist A call that tells two players to switch lane responsibilities down the field. Can also be used as a pick vs FL double teams.
- C) Scatter A change of personnel before the kick.
- D) Muddle Kickoff A deep kick where the coverage players begin their approach from a huddle formation.

KICKOFF COVERAGE

Kickoff After A Safety

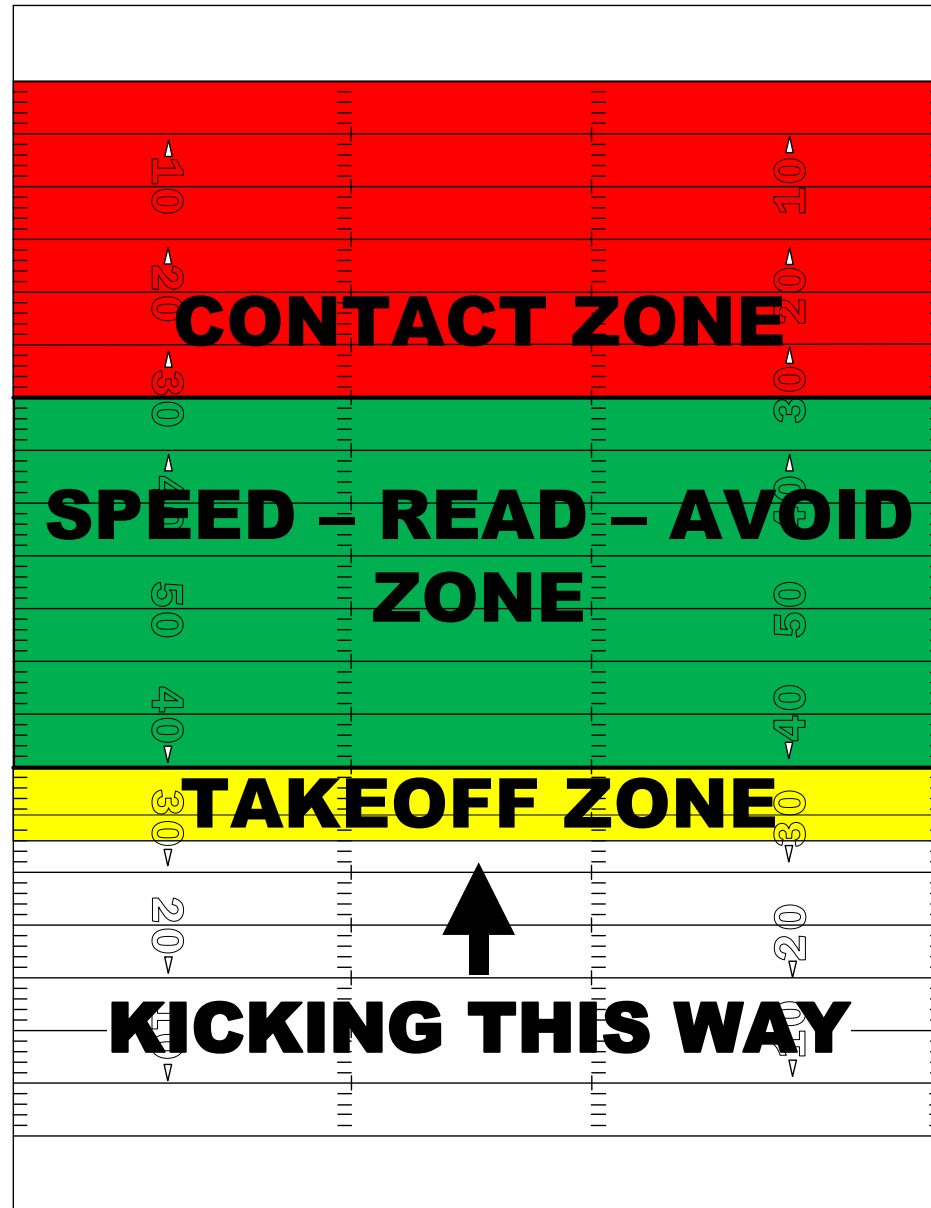
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KICKOFF COVERAGE

Kickoff Coverage Zones



KICKOFF COVERAGE

Positional Techniques

LS - Aggressive Safety: Don't beat the Contain down the field and keep a 3 yd cushion.

LC - Contains the play: Key the Tackle.

LO - Push the Pocket – Key the Guard.

LF - Push the Pocket – Key the Guard.

B - Push the Pocket – Key the Center.

MLB - Leverage the ball – Key the Center / Play off the Bullet.

RF - Leverage the ball – Key the Guard / beat a man in transition.

RO - Either a Fold and Fit player or Leverage the ball.

RC - Contains the play: Key the Tackle.

RS - Safety to the Field: Get square and keep the ball inside.

K - Safety in the running lane: Do not allow the ball to get up the sideline.

Techniques:

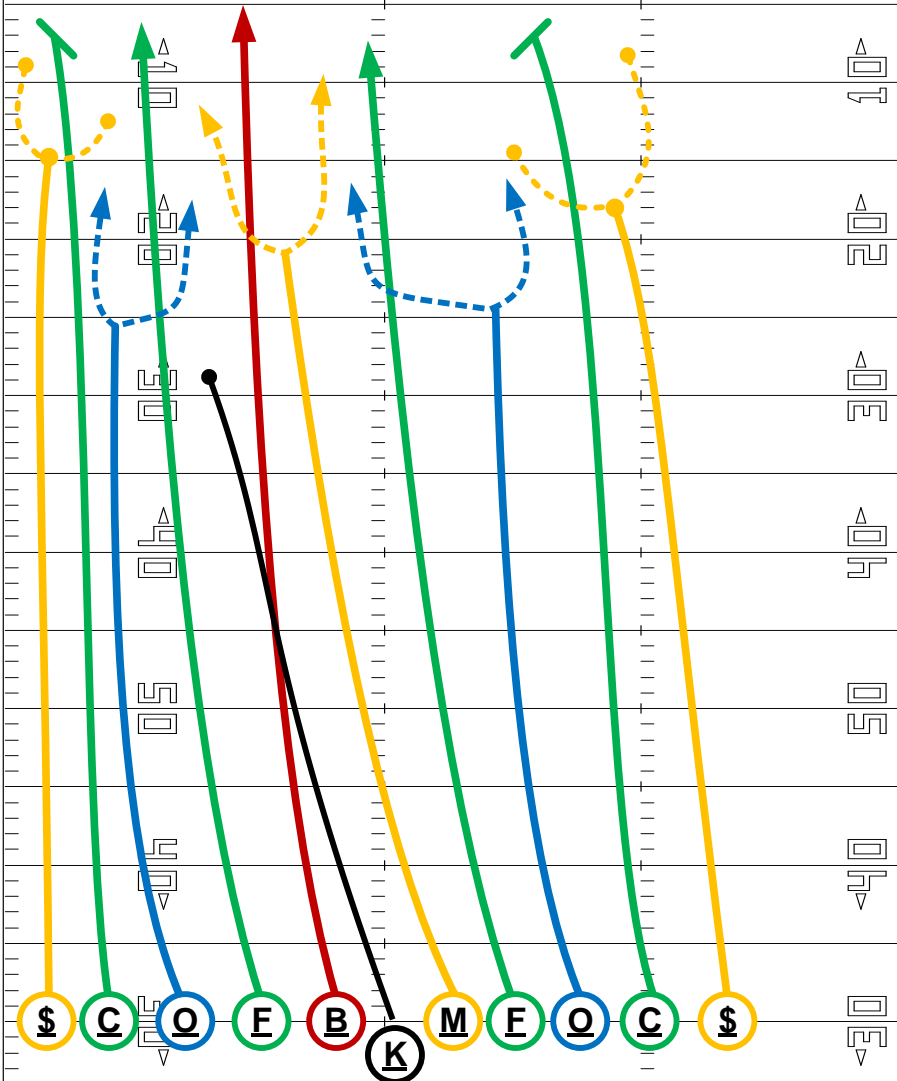
1) Speed-Read-Avoid Zone 2) Cross-Face 3) Over the Top 4) Bully

Principles:

1) Hands on Blocks 2) Eyes on the Ball. 3) Feet gaining ground.

LEFT TO LEFT

X



COVERAGE

MLB & BULLET

LANDING SPOT



THE MLB 5

- THE MLB 5 WILL ALIGN AWAY FROM THE SIDE OF THE KICK.
- MLB 5 RESPONSIBILITIES:
 - PLAY OFF THE BULLET 5
 - READ RETURN & BLOCKS
 - READ & REACT OFF BULLET 5
 - FIT & FILL RUNNING LANES

BODY TYPE - LB, SAF, RB

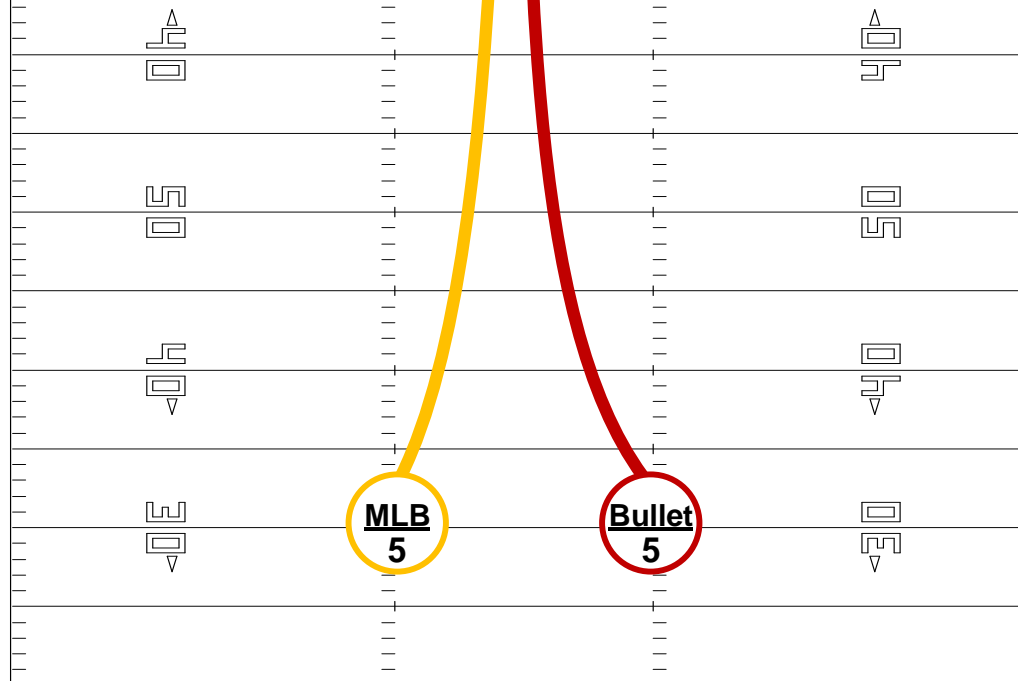
FAST, TOUGH, & INSTINCTIVE
PLAYER
GET DOWNFIELD, PLAY OFF THE
BULLET, & TACKLE IN SPACE

THE BULLET 5

- THE BULLET 5 WILL ALIGN TO THE SIDE OF THE KICK.
- BULLET 5 RESPONSIBILITIES:
 - GET DOWNFIELD FAST
 - AVOID FL BLOCKERS
 - DISRUPT THE RETURN

BODY TYPE - LB, SAF, RB

THE FASTEST, TOUGHEST
PENETRATOR ON YOUR TEAM
GET DOWNFIELD & FORCE THE
RETURNER EAST/WEST



OLB & FAST

LANDING SPOT



THE FAST 4

- THE FAST 4 - SPEED & AGILITY
- FAST 4 RESPONSIBILITIES:
 - GET DOWNFIELD FAST
 - AVOID FL DBL TEAMS
 - GREAT PLAYER IN SPACE

BODY TYPE - SAF, RB, FAST LB

FAST, AGILE, & TOUGH
A SPEED PENETRATOR WITH GREAT VISION
GET DOWNFIELD, DECISIVE DECISION MAKER, &
DISRUPT THE RETURN

THE OLB 3

- THE OLB 3 IS YOUR PLAYMAKER!
- OLB 3 RESPONSIBILITIES:
 - FIT OFF THE FAST WITH LEVERAGE:
5 YD OUTSIDE x 4 YD BEHIND
 - READ RETURN DS - IN
 - READ & REACT OFF FAST 4
 - FIT & FILL RUNNING LANES

BODY TYPE - LB, RUN FIT SAF

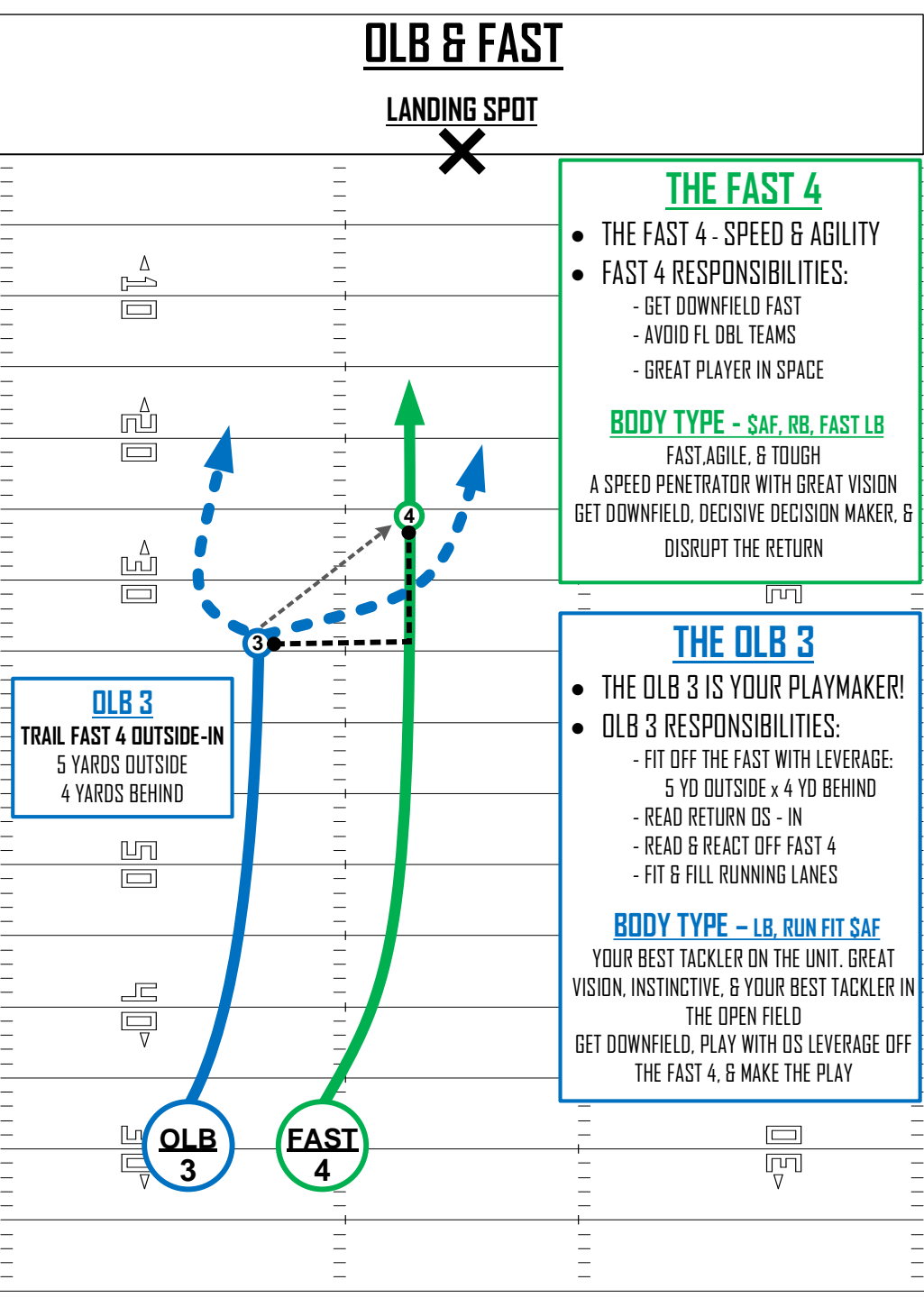
YOUR BEST TACKLER ON THE UNIT. GREAT
VISION, INSTINCTIVE, & YOUR BEST TACKLER IN
THE OPEN FIELD
GET DOWNFIELD, PLAY WITH DS LEVERAGE OFF
THE FAST 4, & MAKE THE PLAY

OLB 3
TRAIL FAST 4 OUTSIDE-IN
5 YARDS OUTSIDE
4 YARDS BEHIND



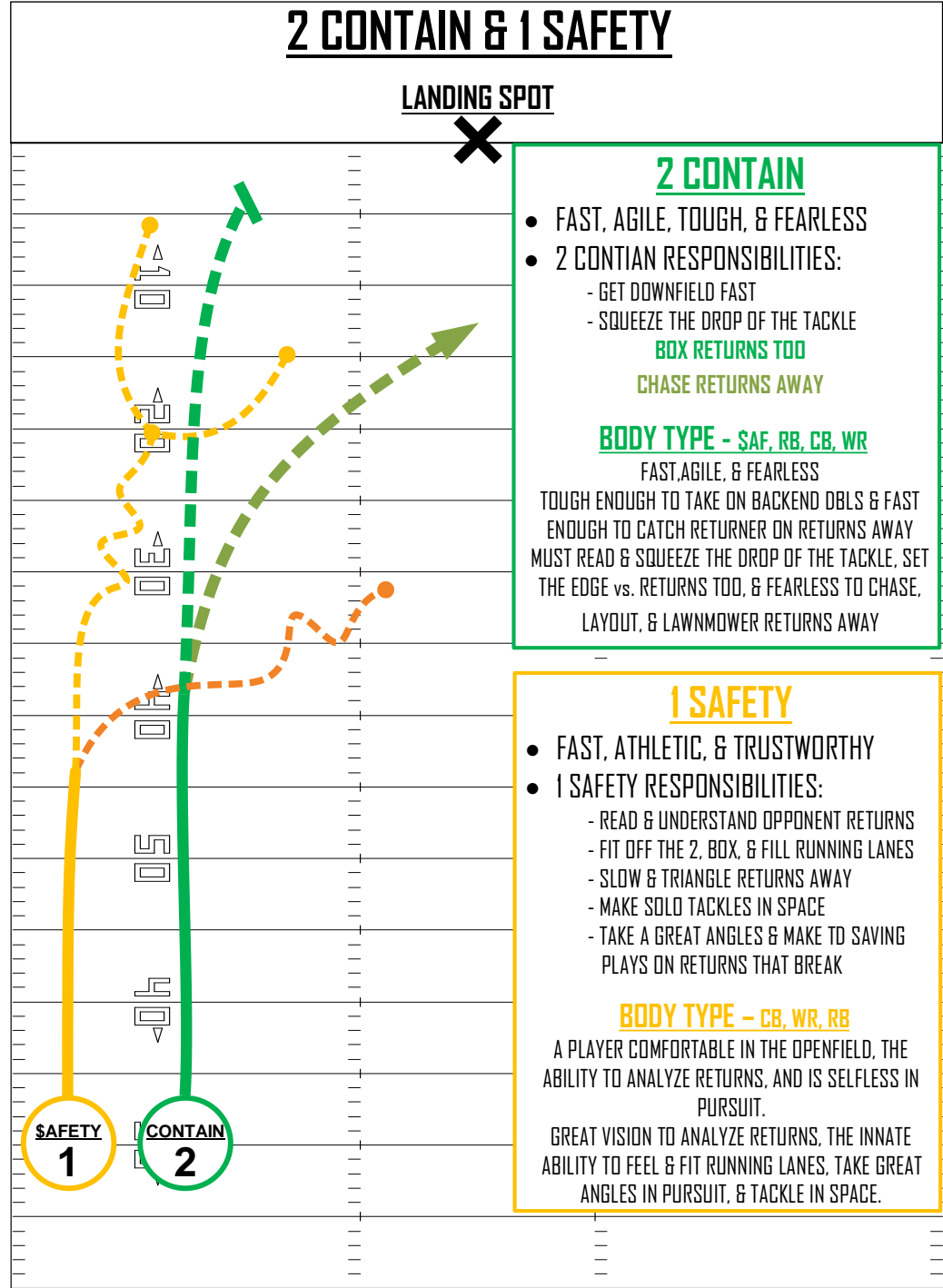
OLB
3

FAST
4



2 CONTAIN & 1 SAFETY

LANDING SPOT



2 CONTAIN

- FAST, AGILE, TOUGH, & FEARLESS
- 2 CONTAIN RESPONSIBILITIES:

- GET DOWNFIELD FAST
- SQUEEZE THE DROP OF THE TACKLE

BOX RETURNS TOO

CHASE RETURNS AWAY

BODY TYPE - SAF, RB, CB, WR

FAST, AGILE, & FEARLESS

TOUGH ENOUGH TO TAKE ON BACKEND DBLS & FAST ENOUGH TO CATCH RETURNER ON RETURNS AWAY MUST READ & SQUEEZE THE DROP OF THE TACKLE, SET THE EDGE vs. RETURNS TOO, & FEARLESS TO CHASE. LAYOUT, & LAWNMOWER RETURNS AWAY

1 SAFETY

- FAST, ATHLETIC, & TRUSTWORTHY
- 1 SAFETY RESPONSIBILITIES:

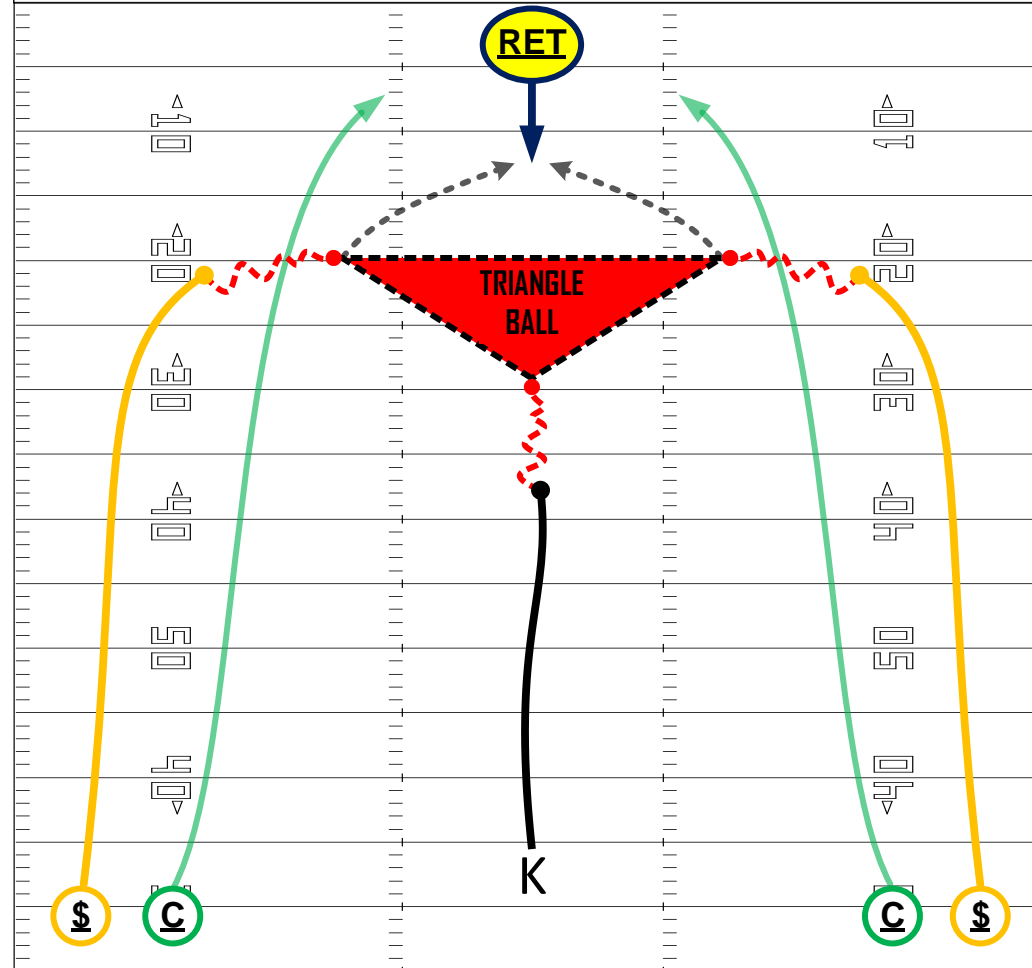
- READ & UNDERSTAND OPPONENT RETURNS
- FIT OFF THE 2, BOX, & FILL RUNNING LANES
- SLOW & TRIANGLE RETURNS AWAY
- MAKE SOLO TACKLES IN SPACE
- TAKE A GREAT ANGLES & MAKE TO SAVING PLAYS ON RETURNS THAT BREAK

BODY TYPE - CB, WR, RB

A PLAYER COMFORTABLE IN THE OPENFIELD, THE ABILITY TO ANALYZE RETURNS, AND IS SELFLESS IN PURSUIT.

GREAT VISION TO ANALYZE RETURNS, THE INNATE ABILITY TO FEEL & FIT RUNNING LANES, TAKE GREAT ANGLES IN PURSUIT, & TACKLE IN SPACE.

\$-K-\$ TRIANGLE RETURNER



RETURN TO YOU

SAFETY FIT OFF CONTAIN

RETURN AWAY

\$ FOLD AND LEVERAGE BALL WITH THE KICKER

KICKOFF COVERAGE

Kickoff Coverage Techniques

General Coverage Reminders

- A. We must use proper avoids.
- B. Avoid to the ass side in *Speed, Read, and Avoid Zone*. If you go Over the Top, you better win!
- C. Once you are within 15 yards from the ball, Bully all blocks and disengage when the ball declares.
- D. Squeeze the returner with outside / in leverage.
- E. Safety – sprint down the field to the 40 yd line before you feather into safety position.
- F. Be alert for 1 Deep and 2 Deep teams. A good directional kick can eliminate the off returner as a blocker.
- G. Wide-side coverage – keep width until the ball declares across the opposite hash on a deep kick.
- H. Coverage Techniques Points
 1. Low Dip and Drive with your pads at the junction point.
 2. Try to keep you shoulders square to LOS whenever possible
 3. Each man plays a game of 1 on 1 to the ball carrier. We need penetration.
 4. We must shut down the alleys – normally near the numbers.
 5. Stay on your feet at all times.
 6. When in tight quarters with a blocker in relation to the returner (Contact Zone), we should use the **Bully** technique. Be physical!
 7. Fill a lane.
 8. Don't stack colors.
 9. Keep shoulder control.
 10. Hold the Point! Be physical with your man.
 11. Proper pursuit angle to the ball – especially from the wide side of the field.

KICKOFF COVERAGE

Kickoff Coverage Techniques

- H. Coverage Technique Points (cont'd)
 - 12. Don't be out of control at the top of the coverage point – Long Stride / Short Stride at the point of attack.
 - 13. Be alert for cutback – Be physical.
 - 14. Fight double teams – attack the blocker that threatens your leverage in relationship to the ball.
 - a. Vs an inside double team, force the ball to spill. (Especially when a dbl on 4's or 5's)
 - 15. Strip the returner of the ball. Stand him up in traffic and then tackle the ball.
- I. Coverage Recognition
 - 1. Ball To:
 - a. Recognize pressure and fight it.
 - b. Defeat the block – go through it.
 - c. Recognize the distance between the block and the runner.
 - Out of Phase = defeat or avoid block and re-establish lane.
 - In Phase = Bully and react to the declaration of the ball.
 - d. Maintain lane. Fill space.
 - 2. Ball Away:
 - a. Recognition.
 - b. If return team is spread out - it's coming back to you. Defend the grass!
 - c. Roll to post when the ball leaves your vision.

KICKOFF COVERAGE

Kickoff Coverage (cont.)

J. Kicker

1. Get coverage team to 30 yd line when the ball is caught.
2. Place directional kicks from the #'s to the sideline.
3. Kickers location pre-kick and approach must be consistent. Give no indicators.
4. Safety coverage responsibility to the side of the kick.

K. On-Sides Kicks

1. Know the designated blockers.
2. Recover the ball.

Special Situations

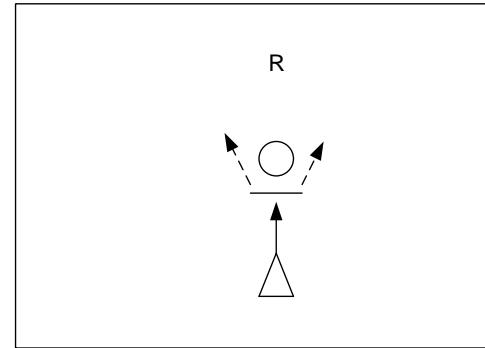
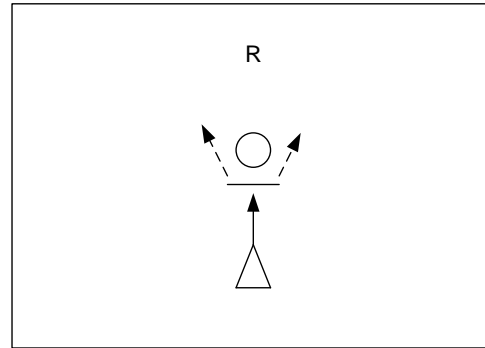
A. Kickoff Coverage

1. All Deceptive Returns
 - a. Reverse, Throwback, Starburst
2. Kick-off after a safety
3. Squib Kicks
4. Sky Kicks
5. Onsides Kicks

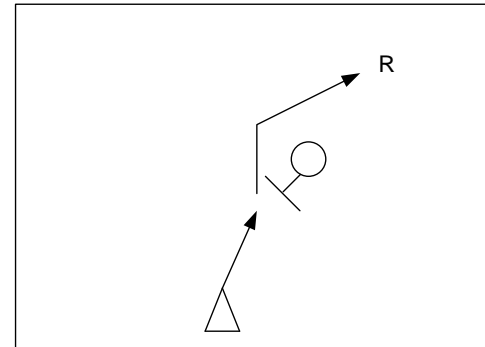
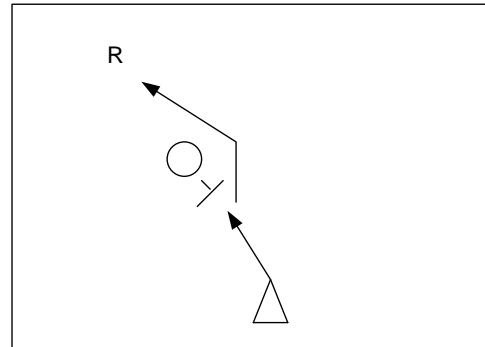
KICKOFF COVERAGE

Angles of Entry

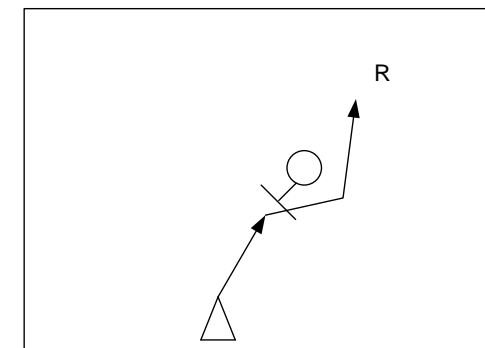
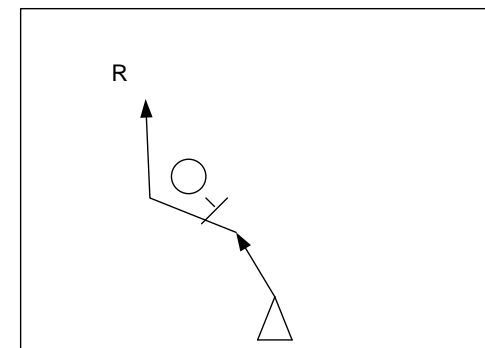
BULLY



OVER THE TOP



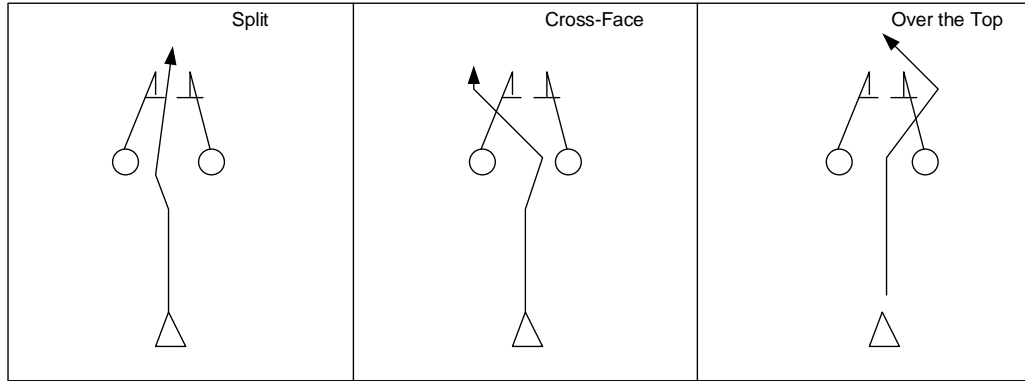
CROSS-FACE



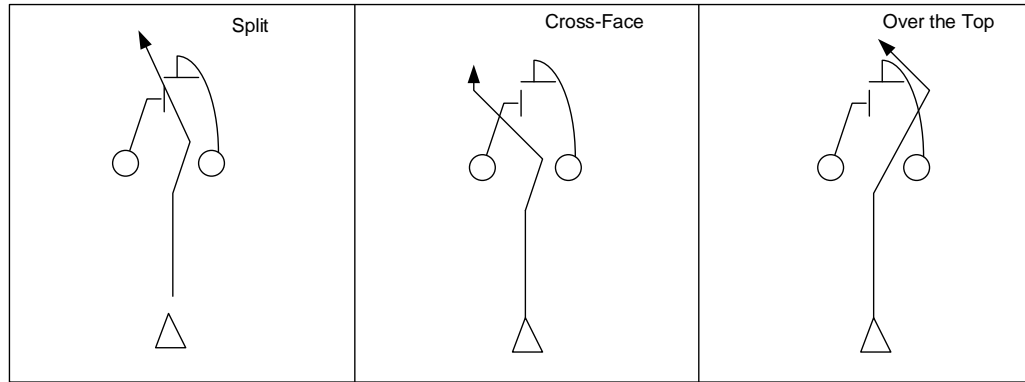
KICKOFF COVERAGE

Double Team and Trap

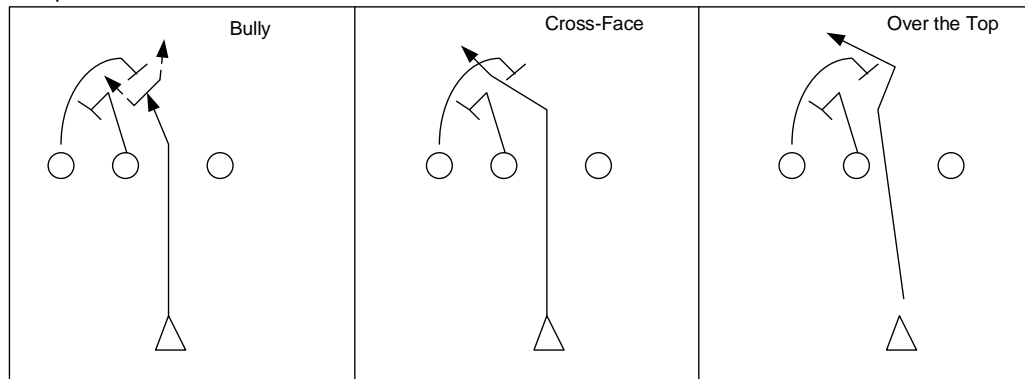
Vice Dbl Team



Post / Pin Dbl Team



Trap



BRYAN CUMMINGS SPECIAL TEAMS

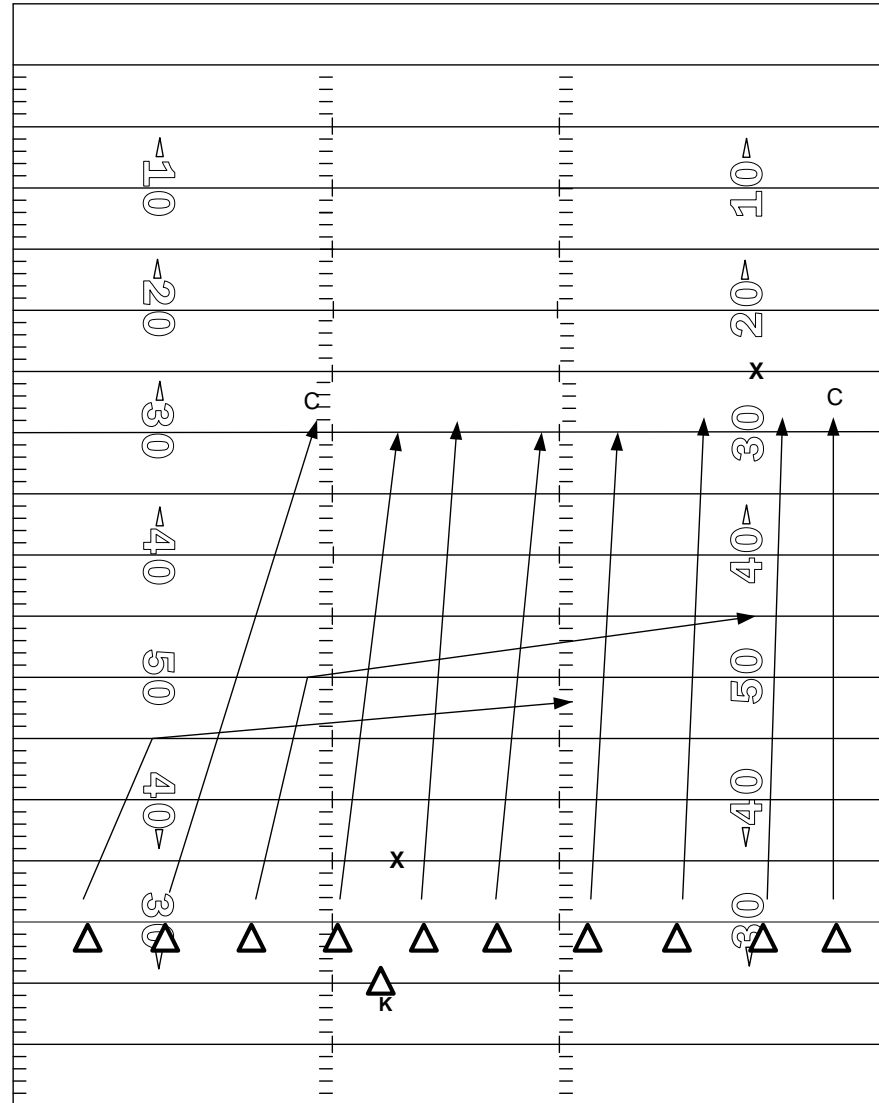
KICK-OFF COVER

FINESSE KICKS

KICKOFF COVERAGE

Sky Left to Right Kick

Note – We align with the kick-side to the left.
Contain – 2, 10
Safeties – 1, 3



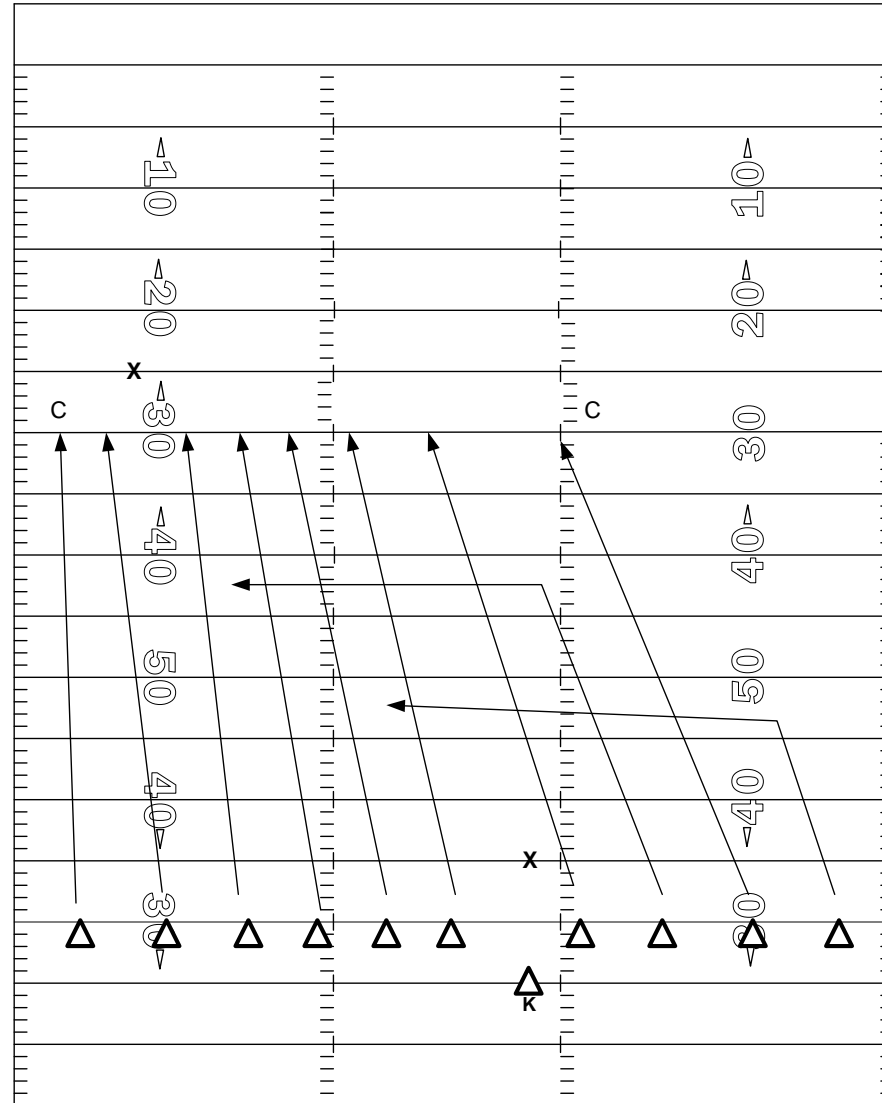
KICKOFF COVERAGE

Sky Right to Left Kick

Note – We will align with the kick-side to the right. The 6 and 7 will switch places with the 9 and 10.

Contain – 7, 2

Safeties – 1, 3

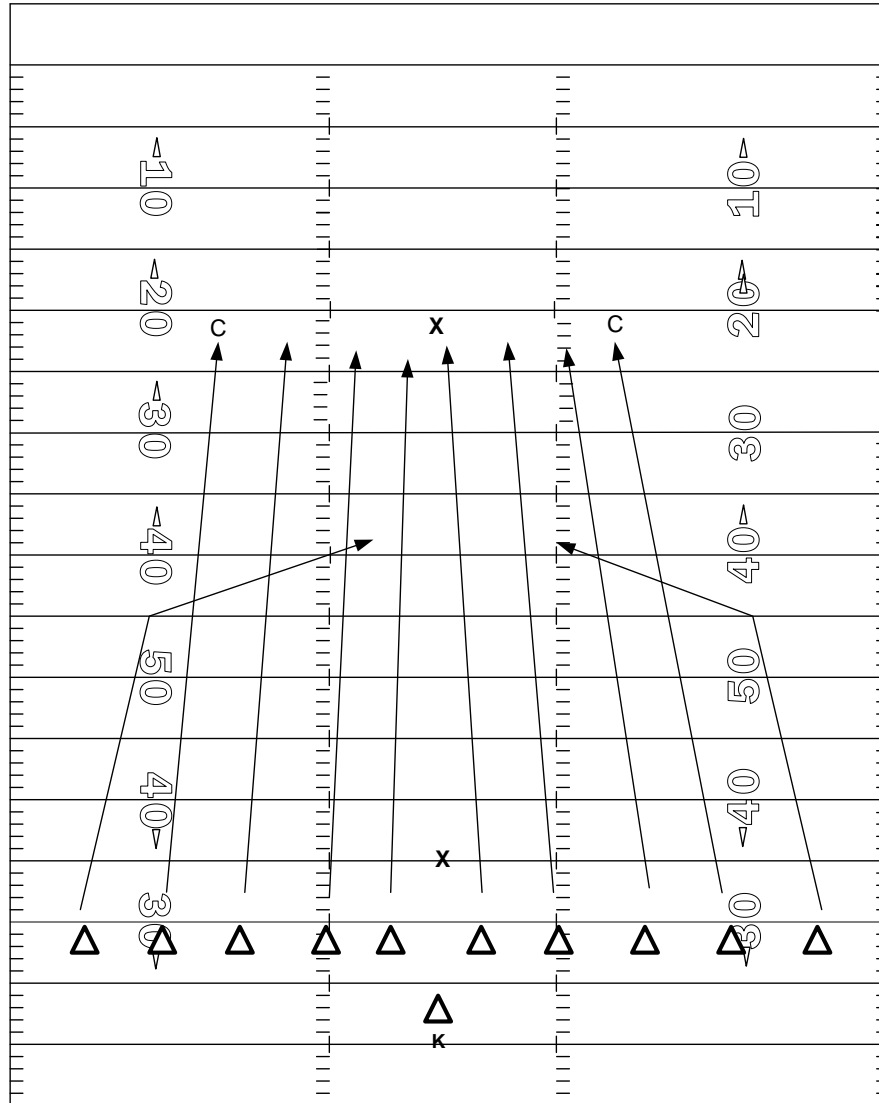


KICKOFF COVERAGE

Squib Middle to Middle

Contain – 2 and 9

Safeties – 1 and 10



KICKOFF COVERAGE

Must Onsidess Right

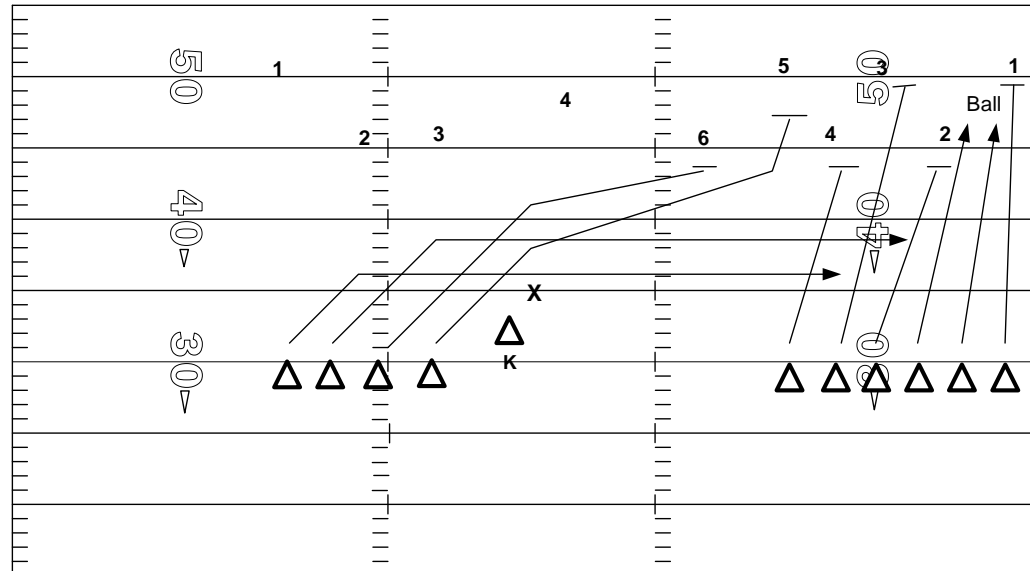
- We can line up in this formation or we can shift to it.
- Front line people must destroy or intimidate their blocking assignment.
- 1 / 2 – Must recover the ball. 3 is the 'backstop', do not let the ball go out-of-bounds.

Assignments

- 1 and 2 Recover the ball.
- 3 – Block the 1st player in from the sideline. (Note alignment change)
- 4 – Block the 2nd player in from the sideline.
- 5 – Block the 3rd player in from the sideline.
- 6 – Block the 4th player in from the sideline.
- 7 – Sprint to screen the 5th player in from the sideline.
- 8 – Sprint to screen the 6th player in from the sideline.
- 9 – Safety on far side behind the rushers. (Work to the LOS)
- 10 – Safety to the field. (Work down the LOS)
- Kicker – Safety: follow the ball and be ready if it squirts out the back.

Reminders

- Everyone must be alert for the football.
- Blockers must make the recovery team more concerned about being hit than handling the ball.
- 1 and 2 should be untouched. Recover the ball at all costs.
- Fall on the ball! We cannot advance it.**



KICKOFF COVERAGE

Must Onsides Middle Bunt

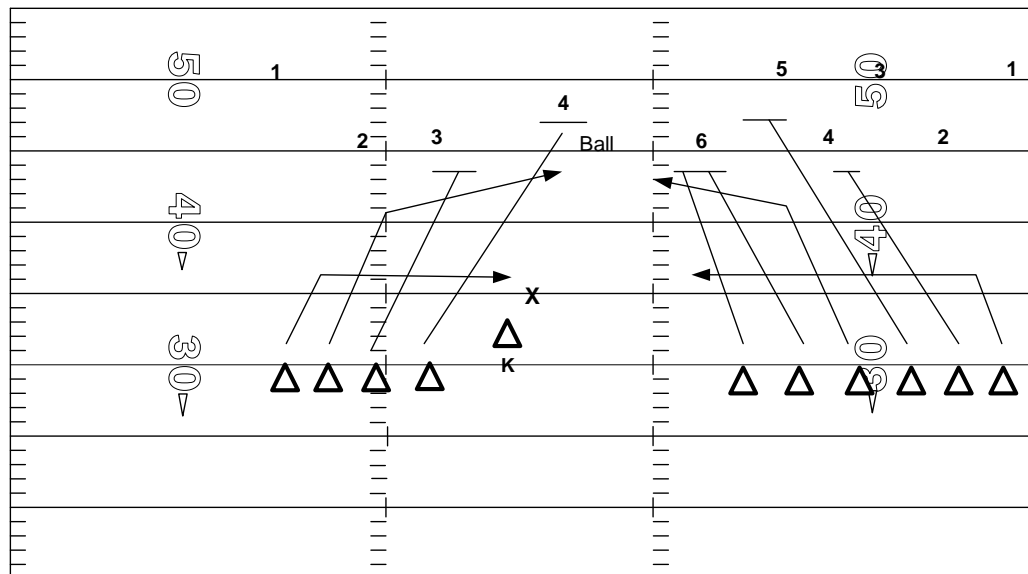
- We can line up in this formation or we can shift to it.
- We want to give the illusion that we are executing a "Must Onsides Right" kick.
- Front line people must destroy or intimidate their blocking assignment.

Assignments

- 1 - Block the 4th player in from the sideline.
- 2 - Block the 5th player in from the sideline.
- 3 - Safety behind the play. (Work down the LOS)
- 4 - Recover the ball if it squirts out.
- 5 - Double the 6th player in from the sideline.
- 6 - Double the 6th player in from the sideline.
- 7 - Sprint to screen the 4th player in from the sideline.
- 8 - Sprint to screen the 3rd player in from the sideline.
- 9 - Recover the ball if it squirts out
- 10 - Safety to the field. (Work down the LOS)
- Kicker - Hit a slow roller in the dead area and recover it after it travels 10 yds.

Reminders

- Everyone must be alert for the football.
- Blockers must make the recovery team more concerned about being hit than handling the ball.
- The Kicker should recover the football.
- Fall on the ball! We cannot advance it.**



KICKOFF COVERAGE

Surprise Onsides Middle

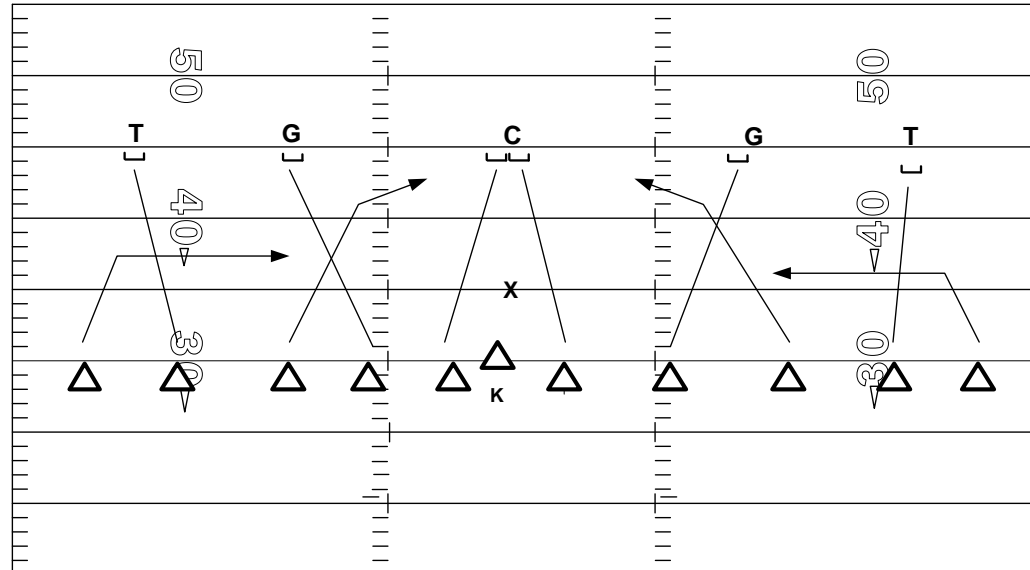
- Huddle as usual on the sideline – do not tip off our strategy.
- Stay onsides!
- Any ball that travels less than 10 yds is an illegal kick, unless it is first touched by our opponent.
- Men assigned to recover the ball – do whatever is necessary to gain possession of the ball.

Assignments

- 1 – Safety.
- 2 – Block the Tackle.
- 3 – Fall behind the coverage unit and look to recover a mishandled ball.
- 4 – Block the Guard.
- 5 – Block the Center.
- 6 – Block the Center.
- 7 – Block the Guard.
- 8 – Fall behind the coverage unit and look to recover a mishandled ball.
- 9 – Block the Tackle.
- 10 – Safety
- Kicker – Recover the ball behind the double team block on the Center.

Reminders

- Everyone must be alert for the football.
- Get your body between the football and the man you are responsible for blocking.
- Use good judgment and be alert. Recover the ball!
- Fall on the ball ! We cannot advance it.**



KICKOFF COVERAGE

KICKOFF COVERAGE RULE REMINDERS

- 1) No member of the kicking team may cross the free kick line until the ball is kicked. Stay on sides!
 - a) The free kick line is now the -35 yd line. No member of the kicking team can be aligned any deeper than the -30 yd line pre-kick.
- 2) A legal kick must travel 10 yards and stay within the sidelines, unless it goes into the endzone.
- 3) Once a kickoff has traveled 10 yards, it is a free ball and belongs to the team that recovers it. If the receiving team lets the ball roll, fall on it and we gain possession. A kickoff is **never** blown dead in the field of play.
 - a) No member of the kicking team may touch the ball before it travels 10 yards, **unless** a member of the receiving team touches it first.
- 4) The kicking team may not advance a kickoff unless the receiving team had possession first, and then fumbled the ball.
- 5) A receiver may take a touchback by downing one knee in the endzone. Make sure that the whistle has blown.
- 6) If a kick should strike any part of the goalpost, it is a touchback. If a kick should land in the endzone on the fly and is not fielded, it is a touchback.
- 7) Any member of the receiving team may signal for a fair catch. That player, and only that player, is then protected from the contact and must be given an opportunity to field the ball. If the ball is muffed, all protection is off!
- 8) All kickoffs must be covered! Go all out until the whistle blows.
- 9) All kicking team members may use their hands to defeat blocks. They can also be confident in knowing that the receiving team **may not** block in the back or below the waist.
- 10) Muff rules for receivers:
 - a) If the momentum of the kick carries the receiver in the endzone, he does **not** have to bring the ball out.
 - b) If the receiver muffs the ball in the field of play and recovers it in the endzone, he does **not** have to bring the ball out.
 - c) If the receiver muffs the ball in the endzone and recovers it, he does **not** have to bring the ball out.
 - d) If the receiver muffs the ball and it bounces into the field of play, he **must** recover or advance it.
 - e) If the receiver fields the ball in the field of play and backs into the endzone, he **must** bring the ball out!
 - f) If the receiver fields the ball in the endzone and any part of him is in the field of play, he **must** bring the ball out.
 - g) **Any** member of the receiving team may signal for a fair catch.

KICKOFF COVERAGE

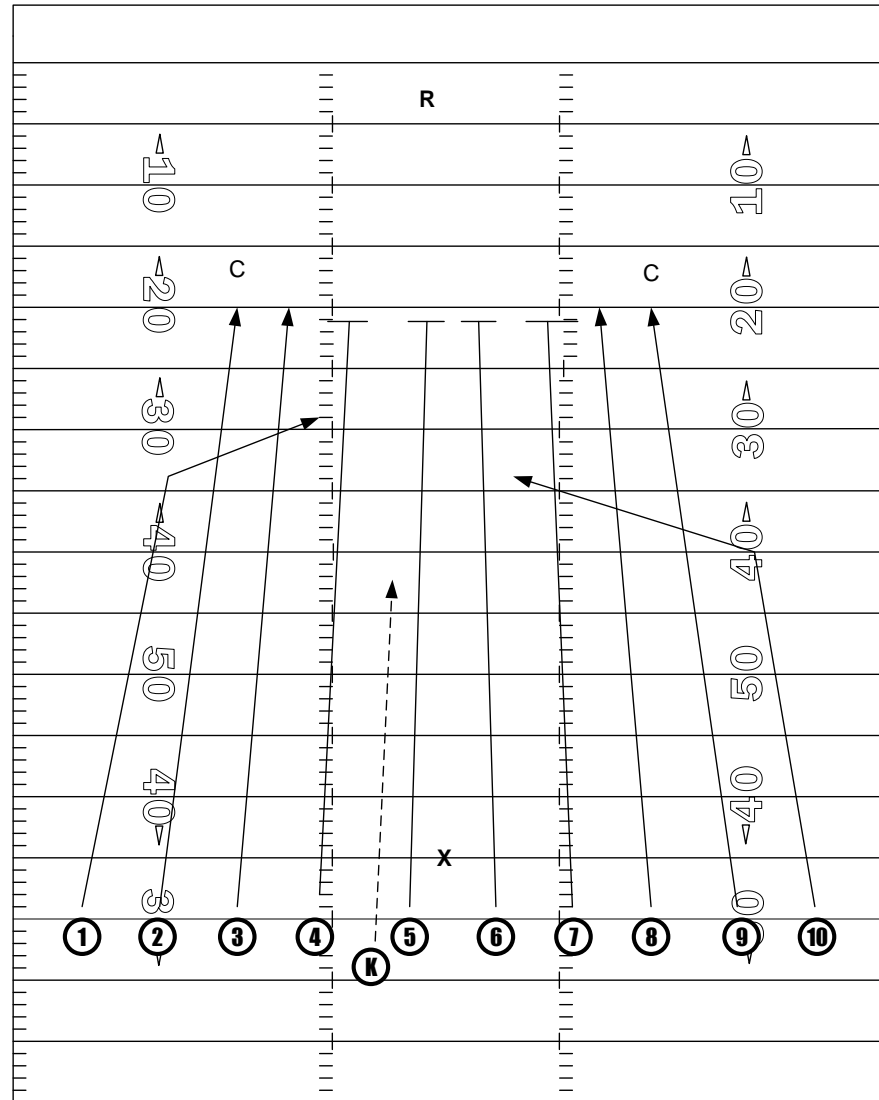
Deep Middle to Middle

Contain – 2 and 9.

Push the Pocket – 4,5,6, and 7

Leverage – 3 and 8

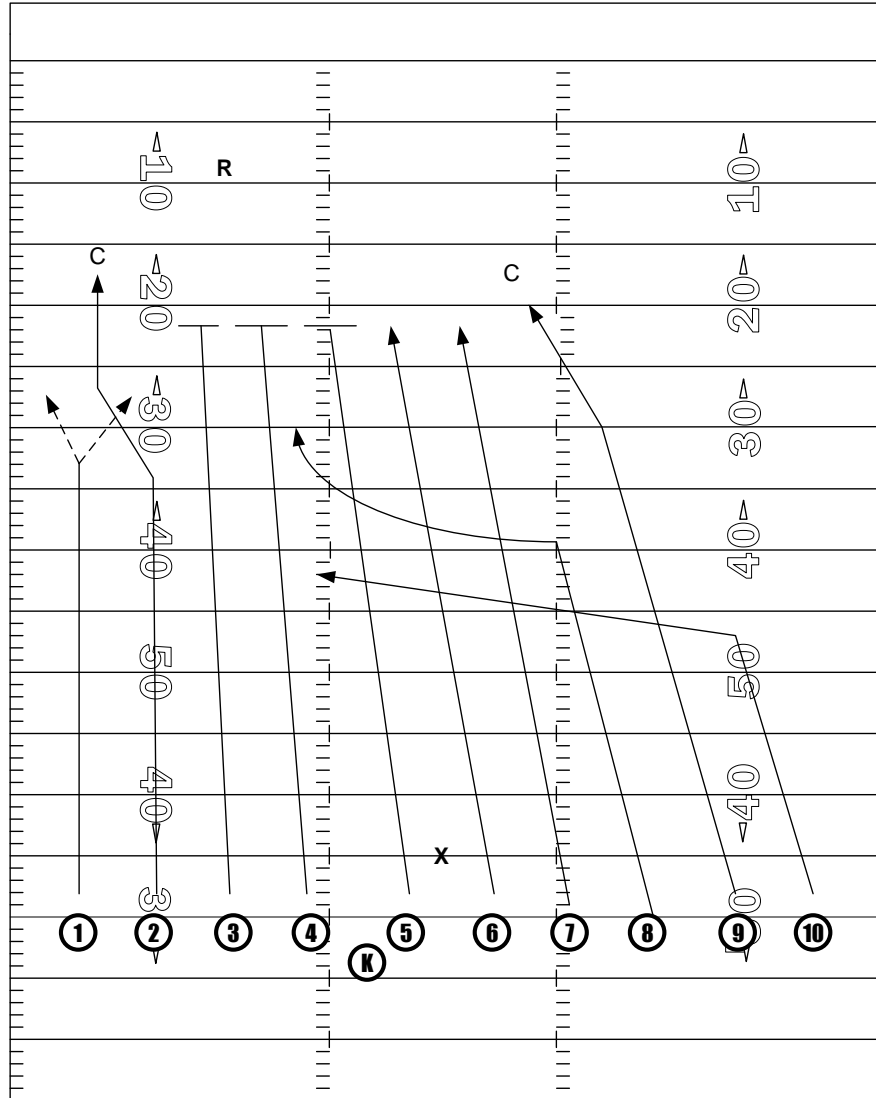
Safeties – 1, 10, and K



KICKOFF COVERAGE

Deep Middle to Left

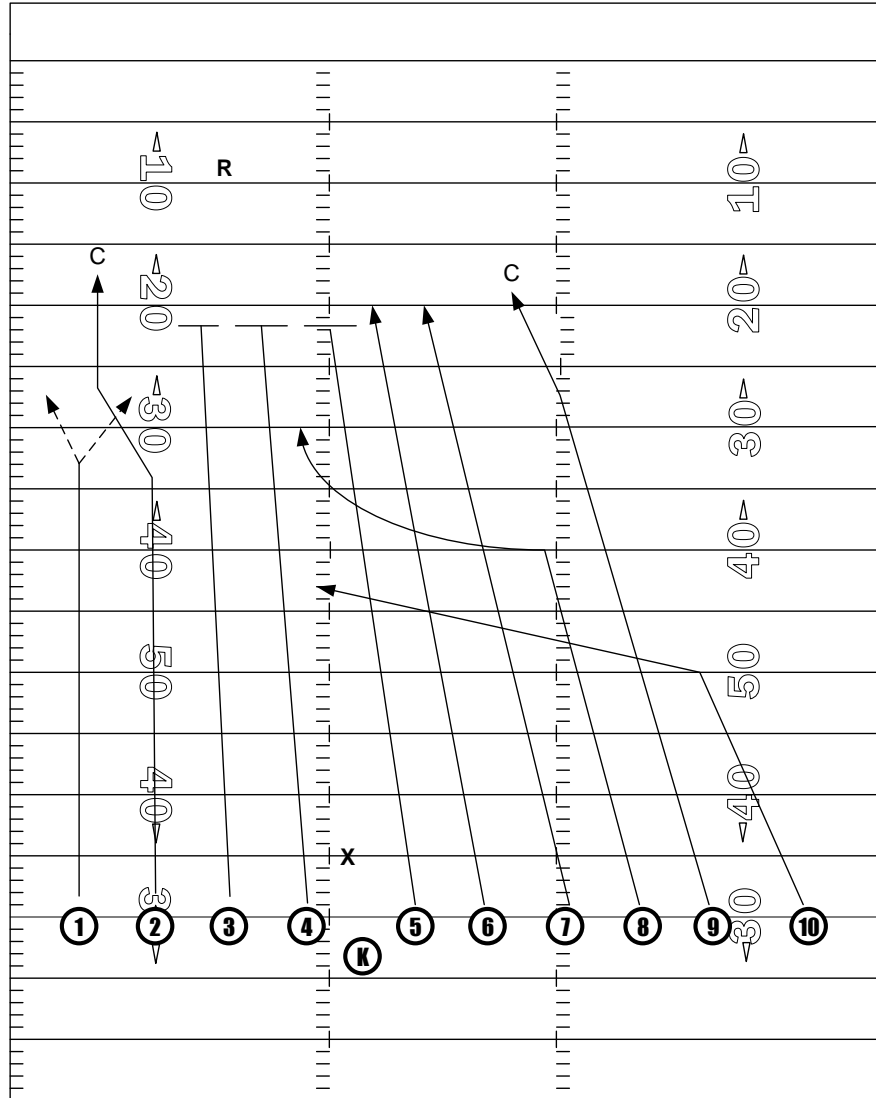
- Contain – 2 and 9.
- Push the Pocket – 3, 4, and 5
- Leverage – 6 and 7
- Fold and Fit – 8
- Safeties – 1, 10, and K



KICKOFF COVERAGE

Deep Left to Left

- Contain – 2 and 9.
- Push the Pocket – 3, 4, and 5
- Leverage – 6 and 7
- Fold and Fit – 8
- Safeties – 1, 10, and K



KICKOFF COVERAGE

Deep Middle to Right

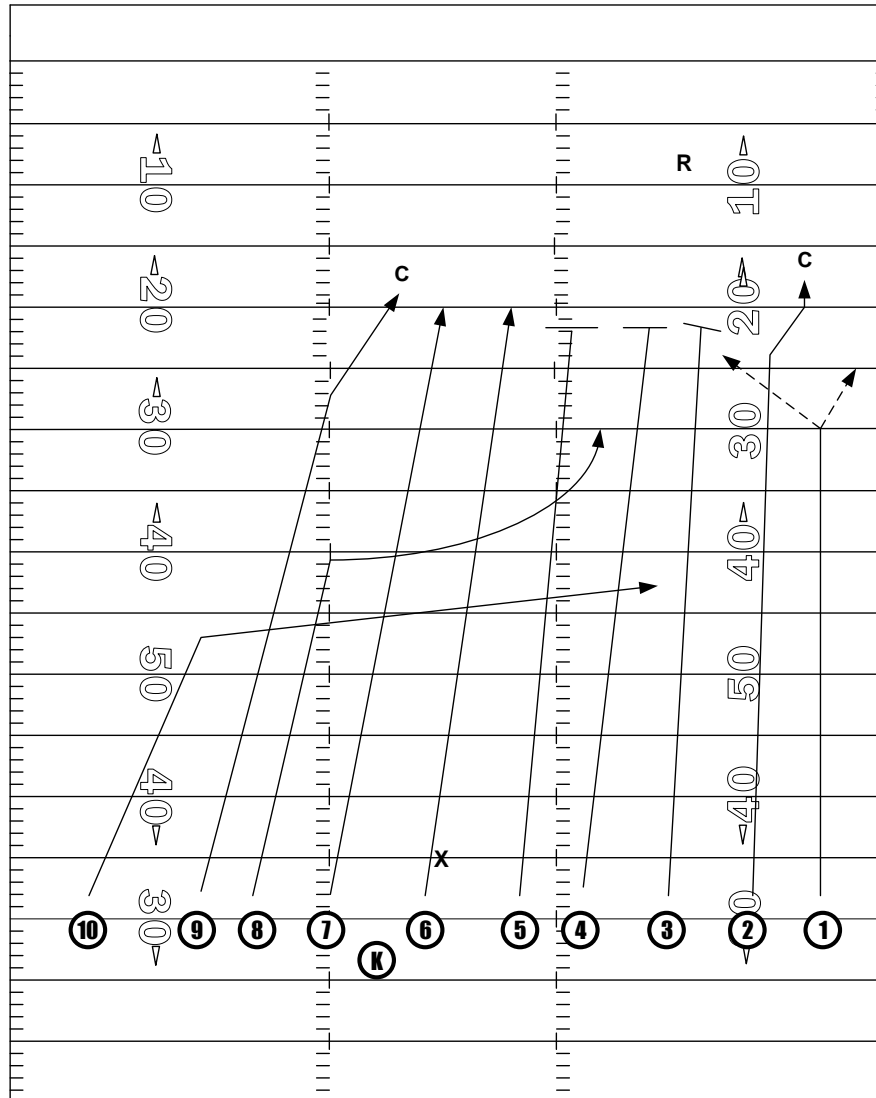
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Fold and Fit – 8

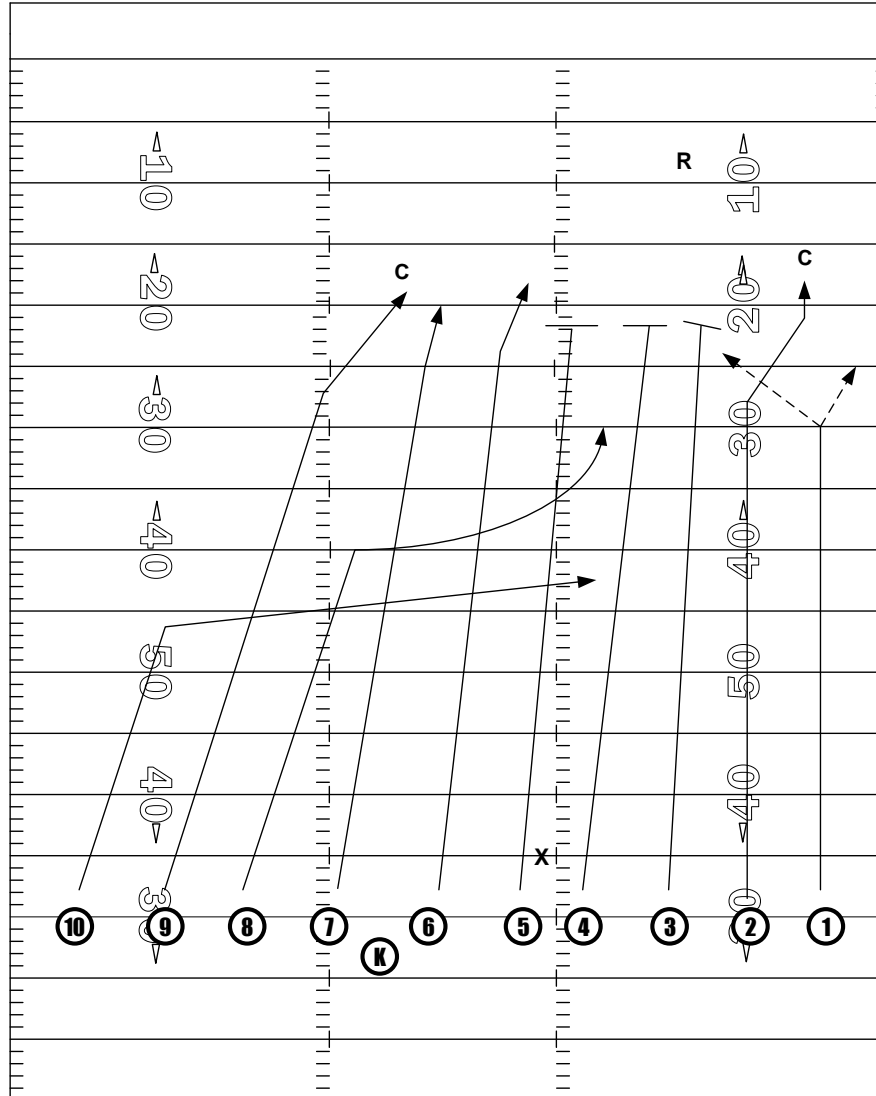
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KICKOFF COVERAGE

Deep Right to Right

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- Safeties – 1, 10, and K



KICKOFF COVERAGE

Surprise Onsides Left

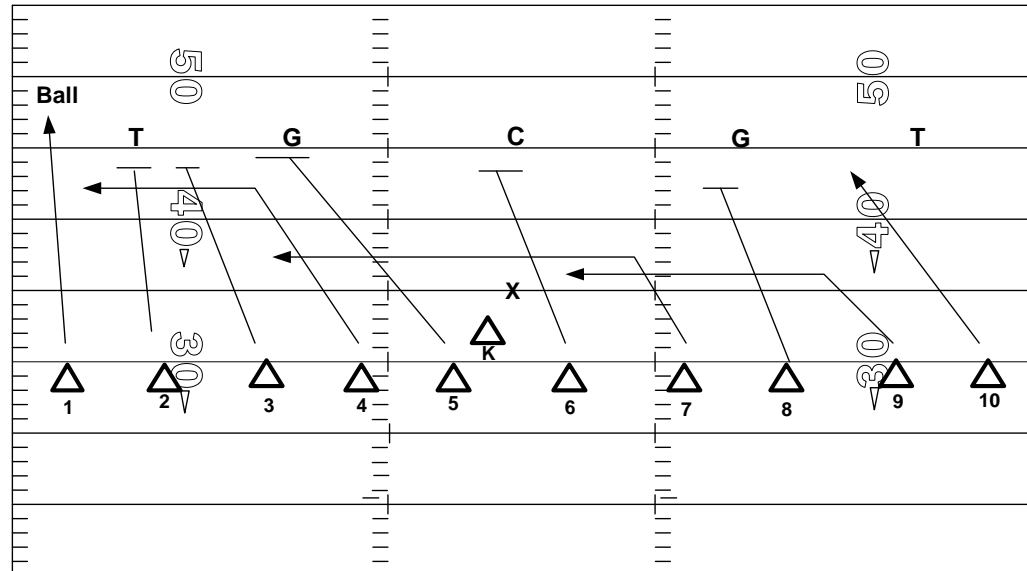
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- Stay onsides!
- Any ball that travels less than 10 yds is an illegal kick, unless it is first touched by our opponent.
- Men assigned to recover the ball – do whatever is necessary to gain possession of the ball.

Assignments

- 1 – Recover the ball.
- 2 – Block the Tackle.
- 3 – Block the Tackle.
- 4 – Recover the ball.
- 5 – Block the Guard.
- 6 – Block the Center.
- 7 – Safety on far side, behind the cover wave.
- 8 – Block the Guard.
- 9 – Safety to field.
- 10 – Contain to field.
- Kicker – Follow ball and be ready if it squirts out.

Reminders

- Everyone must be alert for the football.
- Get your body between the football and the man you are responsible for blocking.
- Use good judgment and be alert. Recover the ball!
- Fall on the ball! We cannot advance it.**



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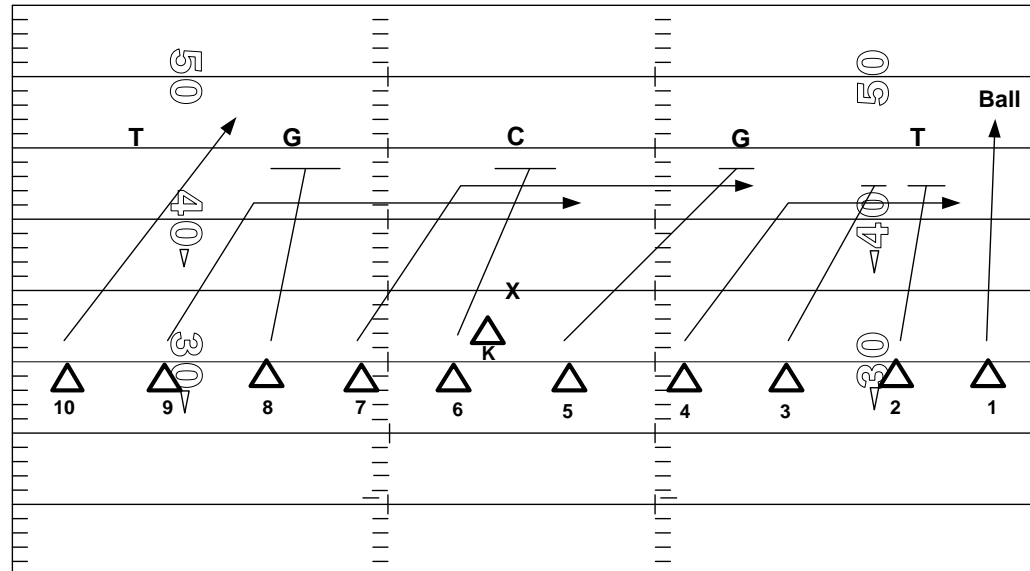
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KICKOFF COVERAGE

'GIANTS' ADJUST

We are aligned for a 'Deep Kick', but the opponent puts the Hands Team on the field. 'Giants' is a check the comes from the sideline that tells us we are going to Pooch kick the ball into a dead area on the field and try to recover it.

