

OFFENSIVE PLAYBOOK

At this point in the guide, you might already be a wizard with the controller and a warrior on the playing field—but that’s only half the battle. While you may have mastered the “brawn” of the game, it’s now time to master the “brain” part—calling plays.

Calling the right plays in the right situations may very well be the most important skill to master in *NCAA Football 07*. We’ll even go so far as to contend that a horrible player who’s a great play-caller will do better against the computer than an excellent player who’s horrible at play calling—that’s how vital this part of the game is to ensuring success.

The good news (or perhaps bad news if you’re on defense) is that *NCAA Football 07* has expanded and updated its playbooks to a level never before seen in the series. Not only are the playbooks even more tailored to the teams’ real-life offenses and defenses, but they are now bigger (with 12 user-editable formation slots)—giving you more possibilities to choose from. This section breaks down the playbooks and their terminology so that you can find plays that best suit your playing style.

NOTE

When customizing playbooks, keep in mind that most—but not all—formation sets/plays will be available to choose from; some specific formations/plays are exclusive to certain school playbooks only.

NOTE

Here’s how to read the arrows and other symbols in the offensive playbook. The color scheme described below only applies when examining generic playbooks. During a game in which impact players are in the offensive line-up, their routes are always highlighted in white in play diagrams.

- Yellow Line:** Indicates 10 yards past the line of scrimmage
- Filled-In Circle:** Indicates a player
- Gray T:** Indicates a block (usually used for offensive linemen)
- Gray Arrow:** Indicates a running block route (usually used for receivers)
- Light Blue Arrow:** For running plays, indicates a running route. For pass plays, indicates a delayed route.
- Yellow Arrow:** Indicates a pass route; the letter indicates the throw button

OFFENSIVE FORMATIONS

To the first-time player (and even die-hard fans), the terminology used to describe offensive formations can be confusing. Here’s a breakdown of some of the terms used to describe these formations and a complete chart of all variations so that you can easily analyze them:

► ACE

Ace formations feature a single running back (often the halfback) behind the quarterback and four pass catchers (either wide receivers and/or tight ends). In general, Ace formations are biased toward the passing game—but with a talented halfback and some tight end blocking, you can easily run out of this formation as well.

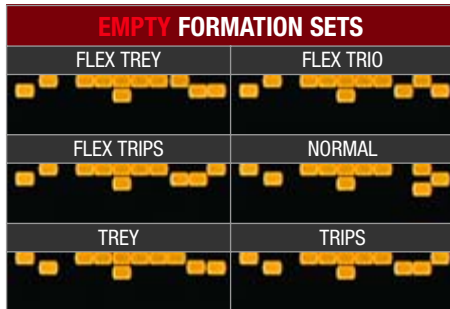
ACE FORMATION SETS	
4WR TREY	4WR TRIO
4WR TRIPS	BIG
BIG BUNCH	BIG EMORY HENRY
BIG FLIP	BIG TWINS
BIG TWIN TE	BIG WING
BIG WING TWINS	BUNCH
BUNCH TE	DOUBLE FLEX
EMPTY	FLIP TRIPS
JUMBO	JUMBO PAIR
SLOT	SLOT CLOSE
SLOT FLEX	SLOT WING
SPREAD	SPREAD FLEX
TIGHT	TIGHT SLOTS
TRIO	TRIPS
TWIN TE SLOT	Y-TRIPS

Not Pictured:

- **JUMBO HEAVY** (Found within Michigan State’s Goal Line Formation)
- **SLOT HB STRONG**
- **SLOT HB WEAK** (Found within Michigan’s Ace Slot Formation)
- **Y-TRIPS HB WK** (Found within Wisconsin’s Ace Y-Trips Formation)

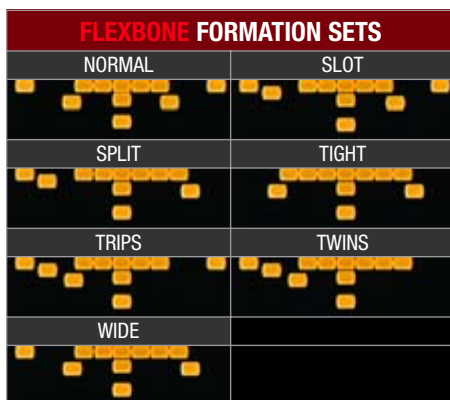
► **EMPTY**

With an empty backfield, the offense has five receivers available for passes. It's designed to spread the defense, and if you have running backs lined up as receivers, you can also run the option. However, empty formations usually scream "pass play" to defenses—so watch out for blitzes.



► **FLEXBONE**

When you see three running backs in the backfield, you've got the flexbone—and expect to see option plays any time it appears. In the flexbone, one back lines up behind the quarterback, and the other two line up just outside the tackles (although there are many variants as to exactly where they line up). Because the running backs line up in receiver-type positions, there is "flexibility" in calling a run, option, or pass play out of this formation—so it's very tough for defenses to handle. Air Force and Navy are the two most notable proponents of the flexbone.



► **FULL HOUSE**

The "full house" refers to the three running backs who line up in a diamond-type formation (essentially a flipped wishbone) with the quarterback in the backfield, and the pair of wide receivers. This is a rarely seen but extremely versatile formation. For some plays, a back will motion out of the backfield to line up as a third receiver or extra run blocker. Expect runs and play-action passes out of this formation, which works well for teams that may not have good receivers, but have depth at running back and a quarterback who can scramble.



► **GOAL LINE**

As the name implies, the jumbo-formation goal line offense (universal to all playbooks) consists of short-yardage run and pass plays designed to score touchdowns when within five yards of the goal line. For goal line situations, wide receivers are usually replaced by tight ends (or in rare cases, eligible offensive linemen) for added blocking ability, and the receivers are lined up close to the offensive line to create a long blocking wall. The halfback and fullback line up in "I" formation in the backfield. Goal line plays can be called in other short-yard situations as well. Note that some teams have specialized goal line plays new for 2007.



Not Pictured:
 ■ **STRONG JUMBO** (Found within Florida State's Goal Line Formation)
 ■ **WEAK JUMBO** (Found within Florida State's Goal Line Formation)

► **HAIL MARY**

The "Hail Mary" is a passing formation universal to all playbooks that accomplishes two things: It sends three, four, or five receivers deep; and it usually lets the quarterback roll out to buy time before throwing the ball as far down the field as possible. This formation is usually called late in a game when you are desperate and need a lot of yards and/or a quick score before time runs out. For a really crazy change of pace, call a play from this formation against the computer or an aggressive human opponent on second and short for some serious potential mismatches.



► **I FORM/MARYLAND I/POWER I**

This is arguably one of the oldest and most basic formations in football, in which the halfback and fullback line up directly behind the quarterback—thus creating the "I." There is also a variant called the "Maryland I" in which three running backs line up behind the quarterback, and a receiver is replaced with a tight end. Both tight ends line up next to the tackles, effectively creating a seven-man offensive line. A second variant is the power I, in which the middle back lines up in an offset position so that the three running backs form a tight triangle behind the quarterback. These latter "I" variations are almost always used for power running or option run plays.

(The I Form formation sets chart appears on the next page.)

I FORM (AND VARIANTS) FORMATION SETS

CLOSE	CLOSE TWINS
H PRO	NORMAL
SLOT	TIGHT
TWINS	TWINS FLEX
TWIN TE	WING TE
Y-TRIPS	NORMAL (MARYLAND)
NORMAL (POWER I)	

Not Pictured:
 ■ POWER I STRONG
 ■ POWER I WEAK

► NEAR/FAR

Although these formations are rarely seen at the pro level any more, they are still used by some college teams. This is a mainly run-oriented formation that relies on solid blocking at all positions and capitalizes on misdirection and fake handoffs. In both near and far formations, the receivers are brought in closer to the tackles, and one receiver lines up in the wing. The fullback lines up just a few yards behind the quarterback over center, while the halfback lines up next to fullback. If the halfback is lined up on the same side as the tight end, it's called the "near" formation; if on the other side, it's the "far" formation.

Not Pictured:
 ■ FAR PRO (Found within Florida Atlantic's Pro Form Normal Formation)
 ■ NEAR PRO (Found within Florida Atlantic's Pro Form Normal Formation)

► PISTOL

Perhaps the most notable offensive formation innovation in recent years, the pistol is a passing-oriented formation that was developed by Nevada and is new to *NCAA Football 07*. It's essentially a modified shotgun formation that has the quarterback three or four yards behind center, and a running back lined up behind the quarterback. The advantage of the pistol for the running game is that the halfback can build speed, have more time to read the offensive line, and pick a hole to burst through. It can also be used to run the option. However, with four receivers and the quarterback in shotgun, passing (and play-action passing) options remain available on every play.

PISTOL FORMATION SETS

BIG BUNCH	BIG WING
SLOT	STRONG H TWINS
TRIPS	TWIN TE WR
UNBALANCED WING	Y-TRIPS

Not Pictured:
 ■ H PRO

► POWER T

The power T is another running/option-oriented formation with three running backs lined up next to each other to create a "T" shape with the quarterback under center. Because the formation is perfectly balanced, an offense can run to either side of the field equally effectively. In a variant of this formation, the tight ends can line up wide and/or be replaced with receivers to increase the formation's pass potential.

POWER T FORMATION SETS

NORMAL	WIDE
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► PRO FORM

The pro form formation is another well-known football formation, with the halfback and fullback lined up offset behind the quarterback so that the three players form an upside down "V" behind center. The pro form is linked to the "West Coast" offensive philosophy popularized in the 1980s because both short passes and running plays can be run equally well from this formation.

NOTE

While traditional football wisdom dictates that the running game opens up opportunities in the passing game, the "West Coast" philosophy dictates that short passing plays stretch the defense and create gaps for the running game.

PRO FORM FORMATION SETS

NORMAL	SLOT
TWINS	

► SHOTGUN

The shotgun has many variations, but the one constant is that the quarterback lines up four to five yards behind center, and that at least three receivers (and usually up to five) are present. This is a passing-oriented formation, because with the quarterback already lined up "deep" in the backfield, he doesn't need to backpedal into the pocket. In addition, by lining up deep, the quarterback can better read passing routes and defensive blitzes. Shotgun plays are frequently called on second- or third-and-long situations, but some offense-prolific schools (such as Hawai'i and Northwestern) run out of the shotgun almost exclusively.

NOTE

A play unique to the shotgun formation is the draw, in which the quarterback pauses in the backfield for a second or two to let receivers sprint down the field, then hands off to a running back or runs the ball himself. The idea is to stretch the secondary and create extra running room.

SHOTGUN FORMATION SETS	
2 BACK SLOT	4WR TREY
4WR TRIO	5 WIDE
5WR FLEX	5WR TREY
5WR TRIO	ACE
ACE TWINS	BIG BUNCH STR (STRONG)
BUNCH	CLUSTER
DOUBLE FLEX	EMPTY TREY
EMPTY TRIPS TE	FLANKER CLOSE
FLEX TREY	FLEX TRIO
FLIP TRIPS	NORMAL
NORMAL FLEX	NORMAL HB WK (WEAK)
NORMAL WING TE	SLOT F TRIPS
SPLIT	SPLIT BIG
SPLIT CLOSE	SPLIT OFFSET

SHOTGUN FORMATION SETS (CONT.)

SPLIT TWINS	SPREAD
SPREAD FLEX	TIGHT
TIGHT SLOTS	TRIO
TRIO HB WK (WEAK)	TRIO OFFSET
TRIPS	TRIPS OVER
TRIPS HB WK (WEAK)	TWIN TE SLOTS
WING TRIPS	WING TRIPS WK (WEAK)
Y-TRIPS	Y-TRIPS HB WK (WEAK)

Not Pictured:
 ■ **2 BACK SLOT OVER** (Found within Texas Tech's 2 Back Slot Formation)
 ■ **TRIPLE STACK** (Found within Illinois' Shotgun Normal HB WK Formation)

► SPECIAL TEAMS

While most players will use the special teams menu (universal to all playbooks) to punt the ball or kick a field goal, there are a wealth on new options available for 2007. These options include a number of new fake punt/field goal plays—run and pass—as well as some special situation plays so that the quarterback can kneel or spike/fake spike the ball. With the wealth of new play options, special teams defenses will have to be especially vigilant on fourth down.

SPECIAL TEAMS FORMATION SETS

NORMAL

► STRONG/WEAK

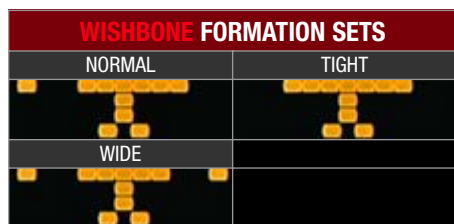
Imagine the standard “I” formation, but then offset the fullback left or right in the backfield—and you get the idea between the strong and weak formations. When the fullback is offset to the same side as the tight end, it’s a strong formation; when the fullback is offset to the opposite side, it’s the weak formation. The idea of the offset fullback is to better set him up as a run blocker or receiver out of the backfield. Because these formations can be considered variations of the “I” formation, you can generally expect the same mix of run/pass plays out of it.

STRONG/WEAK FORMATION SETS

CLOSE (STRONG)	H PRO (STRONG)
H SLOT (STRONG)	H TIGHT (STRONG)
H TWINS (STRONG)	NORMAL (STRONG)
SLOT (STRONG)	TIGHT (STRONG)
TWINS (STRONG)	TWIN TE (STRONG)
TWINS FLEX (STRONG)	CLOSE (WEAK)
CLOSE TWINS (WEAK)	H PRO (WEAK)
H TWINS (WEAK)	NORMAL (WEAK)
SLOT (WEAK)	TIGHT (WEAK)
TWINS (WEAK)	TWINS FLEX (WEAK)
TWIN TE (WEAK)	Y-TRIPS (WEAK)

► WISHBONE

The “wishbone” describes the shape the three running backs and quarterback make in the backfield—essentially an inverted “Y” behind center. When you see the wishbone, expect to see the option. When linebackers and corners start keying on the run, it opens up the field for the option pass.



UNDERSTANDING FORMATION SETS

Understanding the formation names is just half the battle—each formation can have up to 45 sets (or variations). Here’s a list of key words you need to know so that you can better understand the formation sets:

► IMPORTANT BASIC TERMS

Close: When you see close, think halfway between tight and normal—the wideouts are closer to the tackles, but a gap still remains.

Normal: This describes the most common/default formation set upon which all variations are built.

Pair or Double/Triple: These modifiers mean that there are two or three of whatever comes after it.

Slot: In a slot formation, one (or more) of the inside receivers is set back from the line of scrimmage.

Spread: This term is similar to “wide,” but it usually refers to a set with more than two receivers on the field; the receivers line up to “spread” the defense.

Tight: In a tight formation, the receivers on both sides are brought closer to the tackles,

effectively creating a seven-man offensive line. A tight formation set has a bias toward running plays, especially when the receivers are replaced with tight ends.

Strong (or Str.)/Weak (or Wk.): The “strong” modifier refers to the side of the field the tight end lines up on; the “weak” side refers to the opposite side of the field the tight end lines up on.

Unbalanced: This means that the offensive line has at least two more people on one side of the center than the other.

Wide: This is the opposite of a tight formation, in which both outside receivers are moved to the sidelines. If one outside receiver is the tight end, it effectively reduces the offensive line to a five-man front. Wide formation sets are generally biased toward the pass.

► POSITION-SPECIFIC TERMS

Big/Big Flip: This usually means that at least one receiver has been replaced by a tight end or a lineman; in a “big flip” situation, either the extra lineman or tight end lines up a line or so behind the line of scrimmage. As a rule, “big” signals run.

4WR, 5WR/5-Wide: This describes four or five wide receivers, respectively, in that formation. As expected, these formation sets are skewed toward pass plays.

Flanker: This refers to a receiver set on one side of the field; for instance, “flanker close” describes that one side of the formation has the receivers pulled closer to the offensive line.

HB WEAK/HB WK: This means that the halfback lines up on the opposite side that the tight end does—effectively protecting the “weak” side of the formation.

TE/TWIN TE: This refers to the tight end; “twin TE” refers to two tight ends.

► TERMS THAT DESCRIBE RECEIVERS

Bunch/Big Bunch: The bunch is basically a trio in which the inside receiver in the inverted “V” formation is sometimes a tight end rather than a wideout. Moving the inverted “V” closer to the offensive line creates run blocking possibilities—especially if the tight end is involved.

Cluster: This generally refers to one or more receivers lined up closely together to create coverage confusion for the defense.

Flex: This generally refers to one (or two in a “double flex”) of the outside receivers standing a yard behind the line of scrimmage; the “flex” refers to how the offensive front looks like it bends back at the edges.

Jumbo/Jumbo Heavy: This indicates a run-biased formation in which one or more receivers are replaced by tight ends (and/or linemen in some cases) for added blocking ability. Most goal line offensive plays are of the jumbo variety.

Split: This describes an inside receiver (usually the tight end) lining up so that there’s a gap (the size can vary) between the tackle and the receiver—creating a “split” in the offensive line.

Stack: This unusual set-up describes one or more receivers standing behind a receiver at the line of scrimmage. It’s intended to create coverage confusion for the defense.

Trey: This generally refers to three receivers lined up to one side of the field; the two receivers closest to the sideline stand a yard or so away from the line of scrimmage.

Trio: This generally refers to three wide receivers lined up in an inverted “V” to one side of the field.

Trips/Trips Over: This generally refers to three receivers lined up on one side of the field, with the tight end lining up on the other side of the formation as a fourth receiver. A “trips over” variation moves the fourth

receiver close to the tackle to create a six-man offensive line.

Twins: This generally indicates that both receivers are lined up together on one side of the field, usually with one of them standing a yard behind the line of scrimmage.

Wing: This describes an inside receiver (usually the tight end) standing next to the tackle but a yard or so behind the line of scrimmage.

Y-Trips: In this trips formation, the innermost receiver is moved closer to the offensive tackle.

► **TERMS THAT DESCRIBE THE BACKFIELD**

Ace: It means that one back is in the backfield.

2 Back: It means that two backs are in the backfield.

Empty: It means there are no running backs in the backfield—this almost always signifies a passing play.

Offset: It means that a running back is not lined up directly with the quarterback, but is standing a little to the left of, right of, or behind him.

Pro/H Pro: “Pro” means that two backs are in the backfield, neither one of which is lined up behind the quarterback. An “H pro” formation has just one of the backs lined up behind the quarterback, while the other remains offset.

NEW OFFENSIVE FORMATIONS FOR 2007

When it comes to football plays, the sport never ceases to evolve as new offensive coordinators come up with innovative ideas designed to gain yards and trip up defenses. *NCAA Football 07* keeps up with that cutting-edge play design, and this game features more than 80 new offensive formation sets that various schools have developed.

To follow recent trends in college football, *NCAA Football 07* offers more plays available for the spread offense—including option plays in which the slot receiver moves into the backfield to become a pitch target. There are also a slew of new pass routes, including stop routes (where the receiver literally stops and turns around to the ball), slant and go routes, and double-move routes.

Below is a list of the 80-plus new offensive play formations available in the game and the specific team (or generic) playbooks you’ll find them in. We’ll talk about some of the more notable/unusual play formations in the defensive playbook section:

FORMATION	SET	TEAM* OR GENERIC PLAYBOOK
Ace	Big Wing	Michigan
Ace	Big Flip	Texas Tech
Ace	Big Bunch	Illinois
Ace	Big-Emory Henry	South Carolina (Inside Ace Big)
Ace	Jumbo Pair	Clemson
Ace	Jumbo Heavy	Michigan State (Inside Goal Line)
Ace	Slot Flex	Nevada
Ace	Trio	Nevada
Ace	Slot Close	Purdue
Ace	Spread Flex	Texas Tech
Ace	Double Flex	Michigan State
Ace	Flip Trips	Oregon State
Ace	Slot HB Wk	Michigan (Inside Ace Slot)
Ace	Y-Trips HB Wk	Wisconsin (Inside Ace Y-Trips)
Ace	4WR Trio	Pass Heavy
Ace	4WR Trey	Arizona State
Ace	Big Wing Twins	Oregon State
Ace	Slot Wing	Houston
Ace	Bunch TE	Minnesota
Ace	Tight Slots	Pittsburgh
Empty	Trips	Western Michigan
Empty	Flex Trips	UTEP
Empty	Flex Trio	USC
Empty	Flex Trey	Cal
Empty	Trey	Cincinnati
Far	Pro	Florida Atlantic (Inside Pro Normal)
Flexbone	Trips	Navy
Goal Line	Strong Jumbo	Florida State (Inside Goal Line)
Goal Line	Weak Jumbo	Florida State (Inside Goal Line)
I Form	Wing TE	Illinois
I Form	Twins Flex	Louisville
I Form	Close	Wisconsin
I Form	Close Twins	New Mexico
I Form	H Pro	Clemson
Near	Pro	Florida Atlantic (Inside Pro Normal)
Pistol	Slot	Nevada
Pistol	Y-Trips	Nevada

Continued

Continued

FORMATION	SET	TEAM* OR GENERIC PLAYBOOK
Pistol	Big Wing	Nevada
Pistol	Twin TE WR	Nevada
Pistol	Trips	Nevada
Pistol	Big Bunch	Nevada
Pistol	H Pro	Nevada
Pistol	Unbalanced Wing	Nevada
Shotgun	Trio HB Wk	Michigan State
Shotgun	Split Twins	Maryland
Shotgun	Normal HB Wk	Miami (Ohio)
Shotgun	Y-Trips HB Wk	Miami (Ohio)
Shotgun	Normal Flex	Michigan State
Shotgun	Spread Flex	Texas Tech
Shotgun	Double Flex	Michigan State
Shotgun	Flanker Close	Hawai'i
Shotgun	Flip Trips	Hawai'i
Shotgun	4WR Trey	Michigan State
Shotgun	4WR Trio	Indiana
Shotgun	Empty Trey	Illinois
Shotgun	5WR Flex	Hawai'i
Shotgun	5WR Trio	Louisville
Shotgun	5WR Trey	Indiana
Shotgun	Flex Trio	Purdue
Shotgun	Flex Trey	UNLV
Shotgun	Twin TE Slot	Michigan State
Shotgun	Trips Stack	Tulsa (Inside Shotgun Normal HB Wk)
Shotgun	Trips HB Wk	Hawai'i
Shotgun	Empty Trips TE	Ohio State
Shotgun	Trio Offset	Nevada
Shotgun	Wing Trips	Northwestern
Shotgun	Cluster	Texas Tech
Shotgun	Tight Slots	Eastern Michigan
Shotgun	Split Close	Texas Tech
Shotgun	Wing Trips Wk	Purdue
Shotgun	Trio	Louisville
Shotgun	Slot F Trips	Florida
Shotgun	Big Bunch Strong	Florida
Shotgun	Normal Wing TE	Northwestern
Shotgun	Split Big	Purdue
Strong	Twins Flex	Cal
Strong	Close	Florida
Strong	H Pro	Colorado State
Strong	H Twins	Idaho
Strong	H Slot	BYU
Strong	H Tight	Colorado State
Weak	Twins Flex	Western Michigan
Weak	Close	Temple
Weak	H Pro	Colorado State
Weak	H Twins	Colorado State
Weak	Close Twins	NC State

*Some formation sets may be found in more than one team's playbook.

TROUBLESHOOTING GUIDE

Getting stuffed consistently against certain defenses? Here are some play calling tips you can use to take back any momentum gained by the opposing defense:

Problem: 3-4 Defense

Solution:

Consider running jumbo, pro form, and/or double tight end interior running plays. The goal is to overwhelm the three-man defensive front with blockers to force the defense out of the 3-4 scheme.

Problem: 3-3-5 Stack Defense

Solution:

Because the 3-3-5 stack defense isn't used very often by most players (computer and human), it can throw inexperienced players for a loop. Aside from practicing against the 3-3-5, your goal should be to "stress" the secondary by calling deep vertical pass routes balanced with runs that include at least one leading blocker for the halfback. By stretching the secondary down the field, you prevent the safeties from being able to quickly support the front six.

Problem: 4-2-5 Defense

Solution:

Again, as with the 3-3-5 you want to "stress" the secondary by running deep vertical routes combined with halfback sweeps/off-tackle runs to attack the linebackers. By stretching the secondary down the field, you prevent the safeties from being able to quickly support the front six. Consider play-action passes to freeze the two linebackers, which will help your receivers get open faster.

Problem: 4-3 Defense

Solution:

Attack the linebackers by spreading them wide with multiple receiver formations.

Take advantage of any speed mismatches between a wideout or tight end covered by a slower linebacker. If the linebackers begin to sag back in anticipation of the pass, run inside and/or off tackle to keep them honest.

Problem: 4-4 Defense

Solution:

Forget about running inside when eight are in the box. Go to the passing attack and force the defense out of the 4-4 by flooding the field with receivers. Pass plays with designed rollouts may help you avoid the mass of defenders in the middle of the field. However, make sure you have at least one rusher in the backfield to help pass block in case the blitz is on.

Problem: 5-2 Defense

Solution:

When five defensive linemen are on the field, it means that the defense is trading speed for stopping power. The best way to exploit that mismatch is with speed to the outside—most notably the option, but also with running plays such as counters and even the occasional reverse.

Problem: Inside Blitz

Solution:

A defense that runs interior blitzes frequently makes it difficult to run interior run plays or long pass plays. On pass plays when you need more time in the pocket, call shotgun formations with at least one or two backs in the backfield, and re-assign them to pass block as needed. Take run plays quickly to the sidelines via the option or sweeps to “bypass” the interior rush, and pass to short routes in the flats to exploit the sidelines. If your quarterback isn’t a good scrambler, don’t hold on to the ball for too long and get sacked—get out of the pocket and throw the ball away if no one’s open.

Problem: Outside/Corner Blitz

Solution:

The corner blitz can be a nasty surprise, but if you keep at least one or two backs in the backfield, and re-assign them to pass block as needed, you’ll have a little more time to find an open man. An even better tactic is to call a shotgun draw or screen pass to draw the outside blitzers away from the real point of attack.

Problem: Man-to-Man Coverage

Solution:

The best way to beat man-to-man coverage is to exploit mismatches—that is, don’t throw to someone covered by an impact player on defense, but do keep an eye out for your impact player(s) at receiver (assuming you have any). Use the Match-up Stick to quickly look for such mismatches before the ball is snapped. Finally, never pass into double-coverage: If you’re throwing and the safety is in prime position to assist the cornerback on the pass, it means that you should have thrown the ball sooner or found someone else who was more open.

Problem: Red Zone Defense

Solution:

The most important thing to do in the red zone is to leave it with more points on the

board—if you’re consistently getting sacked or throwing into cover, it means you’re spending way too much time holding the ball. In general, if you can’t find an open receiver within three to five seconds of snapping the ball, dump it to an outlet receiver, run with it, or throw it away—but don’t just sit in the pocket waiting for a receiver to get open. If you’re getting stuffed on the run, it’s because the defense is getting aggressive with blitzes as its back nears the goal line. You must combat that with more blockers via run-oriented formations (including those found in the goal line formation set)—and then run play-action pass out of those exact same formations to punish the defense for being overaggressive.

Problem: Zone Coverage

Solution:

The only way to beat zone coverage is to know where the gaps in that coverage are—that takes practice, oddly enough, on defense so that you can learn where those gaps might be. In the meantime, choose offensive formations that flood receivers to one side of the field; this “flooding” effect should overwhelm the zone and free up a receiver. In the worst-case scenario, dump the ball to a halfback in the flats (where most zone defenses are usually softer) and run/juke for yardage.



Eguide

we Know

why you Want it!

- 1 INSTANT GRATIFICATION!**
beat your buddies now, now, now!
- 2 ANTI-SOCIAL!**
no need to leave the comfort of your couch to get it!
- 3 CHEAP!**
more money for more games and other cool stuff!
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your new skills will boggle their minds!
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