

# TYPES OF PLAYS

## 4 TYPES OF RUNS

1. SWEEP / POWER – These are interchangeable in my lingo. Always includes a LEAD BLOCKER
2. TOSS – A pitch from the backfield designed to reach the outside with eyes downfield
3. COUNTER – Misdirection. Could be multiple backs or moving in opposite directions
4. JET – Motion that gets the ball carrier up to full speed faster than the DEF – get outside

## 3 QUICK PASSES – 3 STEP DROP

1. TUNNEL SCREEN – An extension of the run game. Receiver should be moving TO the LoS
2. CORNER – One receiver running a corner route, others running set patterns
3. STICK – One receiver running a stick, others with set patterns attacking levels

## 2 DROP BACK PASSES – 5 STEPS OR ROLL-OUT

1. MESH – TWO receivers run a natural pick/rub over the middle. Takes time to develop
2. ANY SORT OF PLAYACTION(PA) – Used for deeper routes, allows WRs to create space