



1998
UMass
Football

DEFENSIVE
PLAYBOOK

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**YANKEE
CONFERENCE
CHAMPIONS**

1960 1971 1981 1990
1963 1972 1982
1964 1974 1986
1966 1977 1988
1967 1978
1969 1979



**NCAA
PLAY-OFFS**

1977
1978
1988
1990

**UNIVERSITY OF MASSACHUSETTS
SPECIFIC DEFENSIVE PHILOSOPHY**



Every morning in Africa, a gazelle wakes up. It knows that it must run faster than the fastest lion or it will be killed. Every morning a lion wakes up. It knows that it must outrun the slowest gazelle or it will starve to death. It doesn't matter whether you are a gazelle or a lion:

WHEN THE SUN COMES UP YOU HAD BETTER BE RUNNING.

Great Players -> Possess Great Attitudes -> Be ready to RUN and SMASH!

UMass
General Defensive Philosophy

1. We will have no tourists on defense. Nobody is along for a free ride. You are either in or out. We need men with ambitious pursuits.
2. Physical and mental discipline precedes all else. You must be on time, play aggressively within the scheme, and exhibit great character in your social life.
3. Conditioning precedes mental toughness. Conditioning gives you a chance to play hard for four quarters. We will not sacrifice speed and conditioning. This is paramount in our thinking.
4. We will have simplicity built into the package because it also gives us a chance to play at maximum level, however; we will challenge you to learn scheme.
5. We want you to think along with us conceptually. Don't be a robot. Understand what we are trying to do, so we can make half time adjustments. Mental learning is critical. Help us create the playbook. Be a student of the game.
6. Defensively, we will not give up the big play. We will run to the football and be the best pursuit team in the country. Our goal will be to give the ball to the offense in position where they can make great things happen. We must create turnovers. We will be tough when it comes to sudden change situations. We will play with poise and confidence and control all situations.
7. Intensity with integrity in everything we do. We will dominate opponents from whistle to whistle. There will be no penalties tolerated that put the individual before the team.

Major Teaching Point To Live By:

60% of our success defensively pre-snap.

1. Know and understand the call.
2. Recognize formation.
3. Align properly.

Points To Live By:

1. We will never compromise our standards.
2. Create an atmosphere of true intensity. Cannot fake emotion on game day. If you practice with it; you will play with it.
3. 11 guys to the football every play. (Two Whistle Everything!)
4. Play with tremendous enthusiasm 100% of the time. Remember, 100% of the mind and 100% of the body!
5. Character is the ability to stand up for the things that are right; and say no to the things that are wrong.

Attitude

Establish a demeanor! We must impose our will on our opponents. Let them know that when the whistle blows, it is going to be the longest 60 minutes of their lives. This defensive team has passion. We love the game of football and the contact that is involved. This is a tough game for tough people. Many participate, we compete, we MUST have conviction to achieve! There is no room for mediocrity in the football program. We cannot be stopped.

UMass Defense 1998

I. What It Means To Be a Great Defender

To have a great football team you must have a strong defense. Defense controls the tempo of each game. It is easier to be consistent on defense. An aggressive defensive unit can frustrate an opponent with a great goalline stand or ignite our defense by creating good field position. A great defensive team is an offensive unit forcing turnovers and scoring points.

Defense means pride. It is an honor to be chosen as "defender", to be a part of a special group who must defend our territory. It's a chance to dominate, an opportunity to play with great emotion and enthusiasm. Defenders exhibit a relentless spirit, playing aggressively, punishing ball carriers, making the opponent pay for each gain, rising to the occasion, and finding a way to stop their offense.

Defense means dedication. A "defender" must devote himself to "the cause". Defensive players must be in superior condition, able to go full-speed on every play. They must have inner strength and determination necessary to control the opponent.

Defense means speed and quickness. "Defenders" are competitive, they are fearless, hit with great force, play and practice hard even when they are uncomfortable.

Defense means awareness. Great defensive players know what is happening. They recognize and react to the pressure of blockers. "Defenders" are able to adjust, they are not fooled by the same play twice. They study the opponent and are aware of the vicarious situations as they arise during a game.

Defense means poise. Defensive players must not crack under pressure. They must be able to handle difficult situations, to maintain control in even the most emotional conditions.

Defense means confidence. "Defenders" have an inner belief in themselves and each other. They have paid the price together and have worked too hard to falter. Defensive players prepare through action, not talk; have faith, not delusions.

II. Individual Performance

- A. Our defensive unit will be as good as our weakest individual.
Each individual must:

1. Practice well, make an all-out effort on every play, develop proper habits.
2. Be disciplined.
3. Get stronger.
4. Get quicker.
5. Be tough, determined, and competitive.
6. Be smart, able to concentrate under pressure.
7. Be reckless, play with imagination, do not be mechanical or a robot.

B. Fundamentals

There are certain fundamentals that must be carried out on every football play. They can be broken down into stages which start at an initial mental stage and become increasingly physical until the whistle blows.

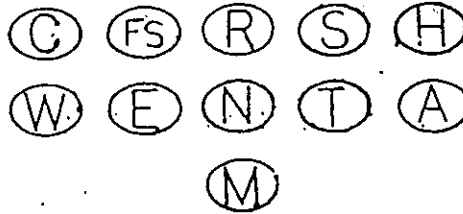
Do's on Defense

1. Don't run around blocks.
2. Block Escape and Tackle (Grab Cloth).
3. Be able to RUN FOR 60 MINUTES. (Fatigue unacceptable!)

C. Family

Forget everything else, we must "stay together" to have a chance for success. Great defensive teams are not measured individually, they are measured collectively. Each individual must check their "independence" at the door. Have faith, and confidence that the guy next to you will pay the same price for success that you will. Discipline yourself to put the Team first, the Defense second, and you third.

UMASS FOOTBALL: DEFENSIVE HUDDLE AND SIGNALS



Following every play, each member of the defensive team must hustle to the place where the ball will be spotted so that the huddle can be formed and the next defense called.

Good football teams are judged by everything that is done on the field and forming the HUDDLE is no exception.

Our huddle is an open huddle facing the line of scrimmage with the NOSE man setting the formation at the end of each play. He sets the huddle 2 yards behind the line of scrimmage.

The MIKE linebacker and the SAFETY are responsible for getting the defense and the coverage from the coach on the sideline. Everyone in the huddle is in an upright stance with their hands on hips with the exception of NOSE. He bends over slightly and puts his hands on his thighs. Everyone should look straight at the signal caller.

Regardless of where the ball is, we will align as in diagram above.

The ROVER will call the Hash or the Middle as the MIKE gets the signal from the sideline. In giving the Hash call, the ROVER says "HASH" or "MIDDLE". If the ball is between or on the posts, we would prefer a middle call; otherwise, the call should be HASH. WILL calls down, distance, and field position immediately after ROVER call.

As the MIKE steps to the huddle, he gives a "CHECK" command to the defense, who in turn, responds with a "CHECK" as the front line snaps their hands to their knees.

The MIKE will give the entire call - front and coverage - clearly and distinctly. He then says "THINK". The defense responds with "MEAN" and a crisp hand clap. This gives us great demeanor breaking the huddle.

Post Huddle Calls:

1. ROVER and SAM give "I'm Right (Left)" call.
2. Safety has the flexibility to make the appropriate coverage check.
3. SAME/MIKE takes the responsibility to make sure the front, especially his side, knows what the call is, especially if there is a check.
4. (Halfback) and Corner give Option - Responsibility call to Anchor - Will, who echoes back (Kamikaze - Butkus).

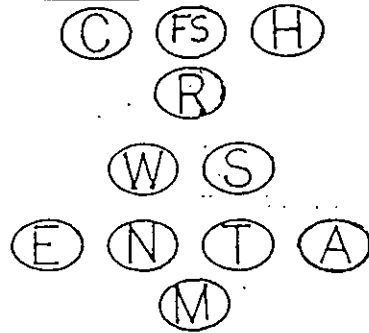
Directional Calls:

We will utilize a call system for determining changes in alignment or movement direction for our fronts. An "11-22-33-44" call will designate left, and a "55-66-77-88" call will designate right. Left and Right will also be used in directional calls. Example: Unbalanced (over right - over left).

Coaching Points:

1. When in huddle, if you do not hear the signal, call "CHECK". Do not be a checker. LISTEN! Keep your heads up and listen and read the lips of Mike - see what you hear.
2. Once offensive huddle has broken and declared itself - run to you assigned lineup area.
3. Always be alert for quick huddle, no huddle and 2 minute offense.
4. Be ready to go when Center puts on ball.
5. When ball is in middle, all flip/flop personnel remain middle until monster declares strength.

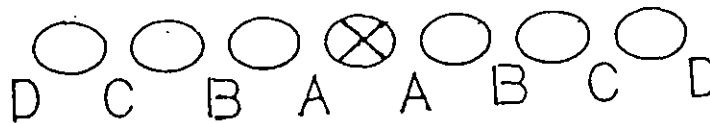
DEFENSE VS NO HUDDLE OFFENSE



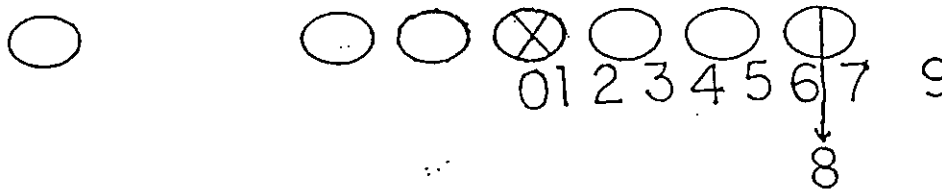
Front 7 will splash back to huddle position; get call from SAM and line up correctly. Secondary will hold leverage and FS will get call from the sideline. (R) makes directional call for front. When ball is in middle, secondary counts on (R) with directional call quickly and accurately.

UMass Football
Position Alignment And Technique Terminology

1. OFFENSIVE SEAMS - GAPS



2. OVERALL FRONT DIAGRAM: ALIGNMENT - BASE TECHNIQUE



A. SPECIFIC ADJUSTMENT TERMINOLOGY

HEAVY Align closer to the nose of your opponent horizontally, but play the designated technique. For Example: HEAVY 5

LIGHT Align further away from the nose of your opponent horizontally, but play the designated technique. For Example: LIGHT 5

OUT Alignment takes place out - on a WR. Exact alignment on the WR will be a function of Coverage and Game Plan.

OFF Split the difference between the T and WR, keeping a depth of 4 yards of half the distance to the First Down Marker.

DEEP Alignment takes place back off the LOS vertically. The alignment is 2 yards outside of OT outside foot and as deep as our inside LB's.

ON Anchor or WILL backer aligned to LOS; normally aligned on a Ghost.

GHOST An offensive player's normal alignment position even though he is not there.

B. ALIGNMENT AND BASE TECHNIQUE FOR THE NOSE

- 0
- 1 FRONT
- 1 BACK
- A GAP
- 2
- 3
- THUD

C. ALIGNMENT AND BASE TECHNIQUE FOR THE TACKLES - ANCHOR/END

- 3
- 4
- 5
- 6
- B GAP
- THUD
- THUD

D. ALIGNMENT AND BASE TECHNIQUE FOR THE ENDS - SAM/WILL

- 5
- 6
- 7
- 8
- OFF
- OUT
- ON
- CREEP
- 9
- THUD

E. SPECIFIC TERMINOLOGY FOR SPLIT RULES

ABNORMAL SPLIT - When an opponent adjusts his split 8 inches or more either tighter or wider from his inside teammate.

ABSURD - When an opponent takes an exaggerated wider or tighter split a foot or more from his inside teammate.

NASTY SPLIT - When an opponent takes an exaggerated split that will no longer allow the defensive player to his normal technique.

L.O.S.

Vertical Adjustments

Tighten: Move
towards L.O.S.



L.O.S.

Vertical Adjustments

Loosen: Move away
from L.O.S.



L.O.S.

Horizontal Adjustments

5 Tech Example

Normal: Eye to eye
Heavy: Nose to nose
Light: Ear on Shoulder
Note: These are Base
Alignments



UMass
Defensive Terminology

1. Position Terminology and Abbreviations

- ANCHOR (A) Outside linebacker who aligns to the tight end or to the offensive formation strength.
- WILL (W) Outside linebacker who aligns away from the tight end of the field or away from the offensive strength.
- NOSE (N) Middle guard in odd defenses and aligns on OG in our even defense.
- SAM (S) Inside linebacker who aligns to the tight end or to the offensive formation strength.
- MIKE (M) Middle linebacker who aligns with the nose guard or away from the offensive strength.
- ROVER (R) Strong safety in our over-shifted defenses and the outside linebacker in our eight man front schemes.
- HALFBACK (H) Defensive halfback aligned to the wide side of the field or to the formation strength.
- CORNER (C) Defensive halfback aligned to the short side of the field away from the formation strength.
- SAFETY (S) Controls secondary alignments and coverages from his three deep or two deep alignments.
- TACKLE (T) Defensive down lineman aligned to tight end of the field or to the formation strength.
- END (E) Defensive down lineman aligned away from the wide field or away from the formation strength.

2. Terminology for Defensive Play and Offensive Recognition

- ANCHOR Alignment and technique of the outside linebackers relative to their position on the offensive TE.
- ATTACK Technique for Anchor or Blood to get into the offensive backfield when he aligns on GHOST.
- BACKSIDE The position placement of our defensive players relative to away from the wide side of the field, or away from formation strength, away from direction of the call.
- BASE Is when the defensive player is in his normal alignment.

UMass Defense: Terminology Update: 1998

Checks and calls:

- Detach - Made by S/W- S/W moves out on #2 in Twins.
- Balance - Made by Mike - alerts M/W have to move into 30 alignments. Usually accompanied with a Detach Call.
- Kamikaze - Tells Anchor with Flip call to stay in 6 Alignment
- Deal - Tells Anchor to align or deal to a 7 alignment.
*Cat overrides Deal
- Combo Call - We will play Read Coverage to Twins
Combo alerts Sam or Will to 4x5 inside
Alignment on #2 and help on any crossing routes
This keeps 7 defenders in box. Play with 72 Front
- Hammer - Exchanges alignment of Rover and Half vs. a TE and Wing Set
Rover keys TE for Run/Pass
Half Keys Wing for Run/Pass
- Ego - Call vs. Spread (4 Quicks)
Alerting end to go into B Gap
- Pittsburgh - Denotes Trips or no TE
Mike stays in a 10
Sam plays Bubble
Will is walked out to SE side
- Wizard - S/W switch jobs with "Will" blitzing
- Saddam - S/W switch jobs with "Sam" blitzing
- Cold - Hold front; all line and linebacker stunts are off! Play aligned front as called
- Bruin - Signal caller for kick-off team
- Stretch - A-9 Tech; Sam - 6 alignment
- Walk - Walk the LB'ers, threaten Blitz. Make sure you get out just prior to snap.
- Hide - Show man coverage and play appropriate zone coverage.

TERMINOLOGY FOR DEFENSIVE PLAY AND OFFENSIVE RECOGNITION

- BREAKDOWN** A good hitting position taken by a defensive player enabling himself to uncoil and deliver, shedding the offensive blocker or making a solid tackle on the ball carrier.
- CHASE** Technique used by trailing defensive lineman or outside linebacker, when the offensive ball is directed away from him and he has to contain responsibilities on a reverse play or bootleg pass.
- (Never follow the same colored jersey).
- CLOSEDOWN** Technique used by the defensive down lineman when the offensive blocker they are aligned on releases to their inside, when flow is directed away from them. They want to secure the area to their inside for trap or cutback plays.
- COMBO** Combination coverage between two defensive backs.
- CONTAIN** Technique (responsibility) by a wide defender keeping the ball in front of him and to the inside. You must not let the ball get to the outside of you.
- CUTBACK** When an offensive runner makes a quick diagonal move away from the original point of attack.
- CUTOFF** When a defender pursues at an angle to keep the ball carrier from crossing a point on the field.
- CRACK BACK** A block to the inside by a wide receiver, usually on a defensive outside linebacker.
- CUSHION** Technique used by outside linebackers in making a cautious backup movement on flow away looking for counter or throwback pass.
- DECLARATION** A "LEFT" or "RIGHT" call made by the Rover or Safety to set our defenses.
- DEEP** Is when the defensive player has a greater vertical separation from the line of scrimmage (LOS).
- LONEBACK** Remaining running back(s) in the backfield. We will speak of near or far loneback.
- DELAYED BACK** Any back who first blocks or delays before running a pass route.
- DIVIDE ACTION** Refers to when the two setbacks release in opposite directions on pass plays. Often an indication of throwback pass.
- DRIVE** A technique that is used in our punt rush.

TERMINOLOGY FOR DEFENSIVE PLAY AND OFFENSIVE RECOGNITION (Cont.)

- FLATTEN OUT** Technique used by down linemen who have penetrated across the line of scrimmage and have read flow away from them. They want to pull up as quickly as possible and close down to the inside as close to the line of scrimmage as possible. Technique also used by blitzing linebackers on flow away.
- FLOW** Term describing the direction of the offensive point of attack. Determined usually by the direction of the quarterback and running backs.
- FORCE** A technique used by a primary support defender.
- FRONTSIDE** The position placement of our defensive players to the wide side of the field or to formation. (To the direction of the call.)
- FUNNEL** The technique used by defenders when they are playing out on wide receivers to prevent a quick outside release.
- GUARD BOX** The offensive area from inside leg of the offensive left tackle to the offensive right tackle's inside leg. This area is used as a reference point to determine whether the QB's pass drop angle should be considered as a dropback or sprintout.
- HASH** To be considered by defensive signal caller when the ball is placed within four yards of the hash line markings and placement of the ball four yards or more outside these markings to be considered as middle of the field.
- HOLD FEATHER** Technique used by corner defenders (outside linebackers primarily) in playing the QB on an option play in their direction. Making the QB come to them and then shuffling out and slightly off the line of scrimmage in order to delay the QB's decision in keeping or pitching the ball.
- HOLD UP** Technique used by defensive outside linebacker and another down lineman inhibiting the TE's release off the line of scrimmage.
- INDIVIDUAL STEM** Refers to a down lineman that will take an alignment as the offense lines up and then move to a different alignment just before the snap.
- JET** All out pass rush technique by the defensive front. The key is to get upfield as soon as possible.
- LAG** Technique used by the linebackers staying inside out on the ball carrier watching cutback.
- LEVEL** Technique of HB's covering flat zone coverage.
- LOCATE** Is to find the ball and get to it.
- LOCK-ON** Technique used by defenders in covering receivers in man undercoverage.
- LIGHT** Is when the defensive player has a greater horizontal separation from his opponent.

TERMINOLOGY FOR DEFENSIVE PLAY AND OFFENSIVE RECOGNITION (Cont.)

- "MOVE"** Refers to more than one of our linemen that will take a particular alignment as the offense lines up over the ball, and then move to a different alignment just before the ball is snapped. Usually directed by LB "Move" call.
- OFF (80)** Is a call given by the outside linebacker to alert the defensive tackle that he (OLB) will not be in the pass rush and that the tackle has contain.
- ON (90)** Is a call given by the outside linebacker to alert the defensive tackle that he is in the pass rush. Also alignment close to the LOS.
- OUT** Refers to the outside linebacker when he is out on a wide receiver.
- OUTSIDE LEVERAGE** Keeping your outside leg and arm free when attacking and shedding a blocker.
- POINT OF BALL** Direction QB is throwing the ball.
- PRE-SET** Two point position taken by offensive linemen or receivers on the line of scrimmage in a preliminary stance, before shifting or setting down into a three point stance.
- PRESSURE READ** Is the defensive players reaction to the offensive player that is blocking him.
- RUSH LANES** Lanes in which defenders take in rushing the passer or pass plays. The area (lanes) they rush through is relative to the angle in which the QB makes his drop and the defenders responsibilities.
- SEAM** Refers to the area were zones overlap in pass coverage. The area where the two defenders responsible for adjacent zones are stretched to their limits to cover a pass route.
- SHORT ARM ACTION** When the QB first starts his throwing motion. This is when the defenders in our short zones, (undercoverage) should break in that direction.
- SLANT** Technique used by a lineman when he takes a long 45 jab step in the direction of the slant and makes a visual read on the next offensive player.
- SLASH** Technique used by a lineman when he works across the face to the adjacent inside gap.
- NUT** This is a twist stunt between the Anchor Tackle and the Nose.
- STAY CALL** Call for secondary designating that there will be no checks and the huddle coverage will play.
- TIGHTEN** When a defensive player aligns as tight to the ball or LOS as he can without being offside.

UMASS UNIVERSITY: DEFENSIVE TERMINOLOGY OF OFFENSE

During the course of the season we will see many different offensive formations. It is imperative that each member of the Defense Unit be able to accurately identify offensive sets and variations.

1. Formation Strength

FRONTSIDE Side of the Offensive Formation with 2 Quick Receivers.

BALANCED An Offensive Formation that has the same number of Quick Receivers to each side.

Vs. a Balanced Offensive Formation, the field side is considered the FRONTSIDE. If the ball is literally in the middle of the field, Game Plan will dictate the FRONTSIDE.

BACKSIDE The side the Offensive Formation opposite the Frontside.

FIB This stands for formation (or strength) into the Boundary (sidelines).

DEEPMOTION One of the Wing Backs goes in motion at a 45 angle from LOS to a point even with or just past the center.

ACROSS MOTION A Quick Receiver goes into motion back across the Offensive Center, creating a change in strength.

SHIFT Movement of Offensive people creating a change in the Offensive Formation.

TRADE Movement of TE from onside of the Offensive Center to the other, usually affecting an Offensive Strength change and/or Formation change.

HEAVY FORMATION Four (4) players on the LOS to the front of the center.

SPLITS A Wing becomes a Flanker after 5 yards.
A Flex becomes a Slot after 5 yards.
A TE becomes a SE after 5 yards.

TRIPS 3 Quick Receivers to one side. May created by Alignment, Across Motion, or Out Motion.

QUADS 4 Quick Receivers to one side.

STEM A Shift Deep Motion, In Motion or Out Motion that does not affect Formation Strength.

UNBALANCED 2 players on LOS to the back of Center.

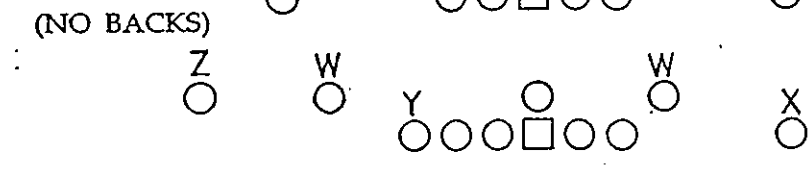
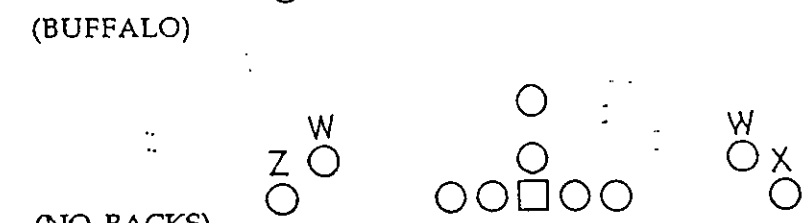
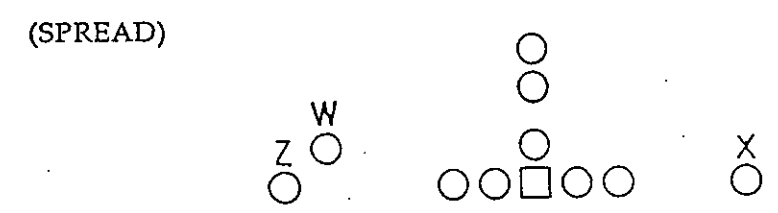
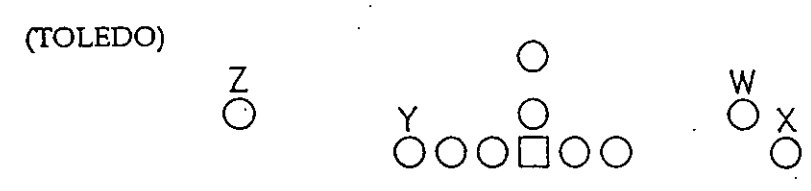
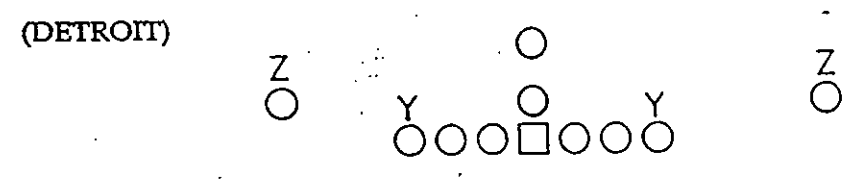
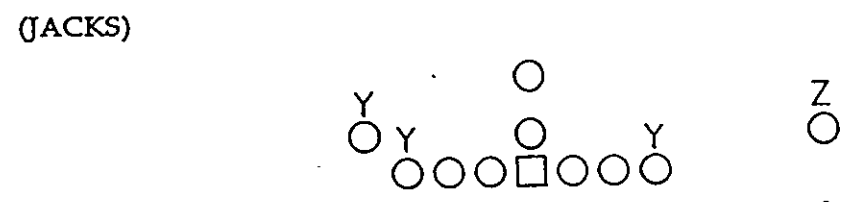
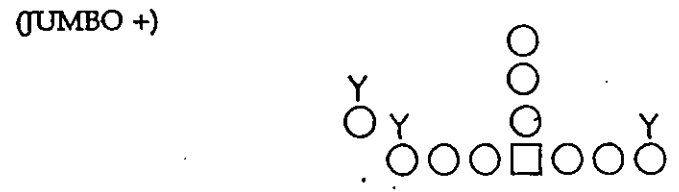
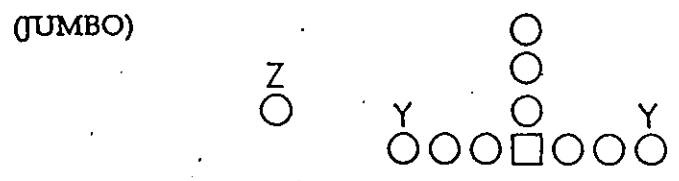
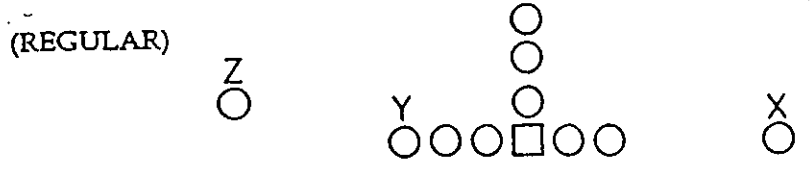
REVERSE MOTION Motion in by a Wide Receiver to the Offensive Center and then back out towards his original position.

INMOTION Short motion from the Quick Receiver position in toward the Offensive Center but not crossing him.

OUTMOTION Short motion from a Quick Receiver or Offensive Back away from the Offensive Center position.

OFFENSIVE PERSONNEL

In order to facilitate communication on and off the field, we will have specific terms to identify specific offensive personnel.



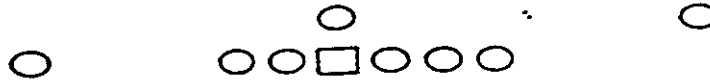
BASE FORMATION RECOGNITION ASSUMPTIONS

When identifying an offensive formation, we assume each will start with a flanker, tight end, and split end as diagrammed below with strength being left, as the defense looks at it.



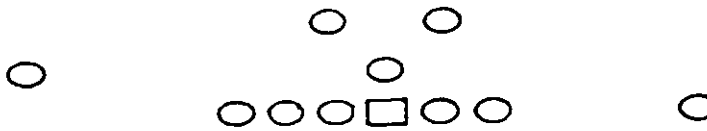
PRO LEFT

To get the formation to flip, we must say RIGHT (Example below) meaning strength to the right.



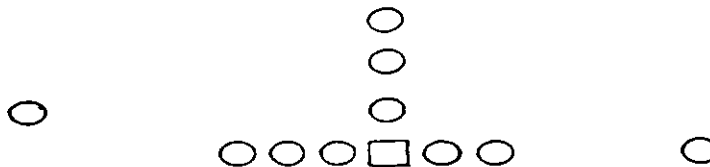
PRO RIGHT

We will then add the particular backfield alignment to get our initial offensive formation. In this particular case, we have Set Pro Left.



SET PRO LEFT

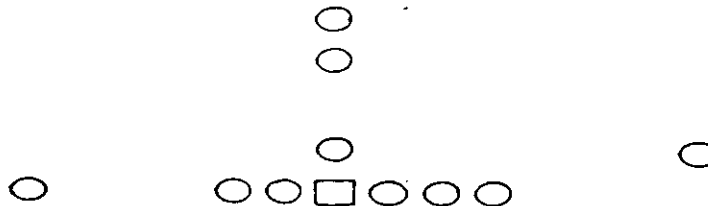
I PRO LEFT



To flip these formations, we change the word denoting direction.

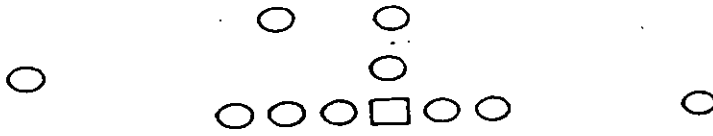
SET PRO RIGHT

I PRO RIGHT

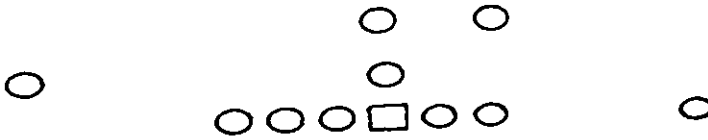


BACKFIELD SETS FROM OUR BASIC ASSUMPTION

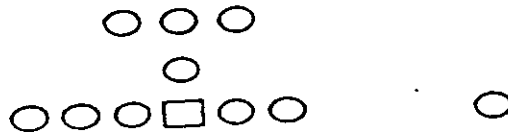
STRONG PRO LEFT



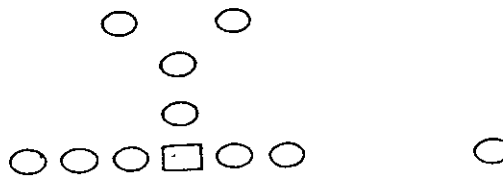
WEAK PRO RIGHT



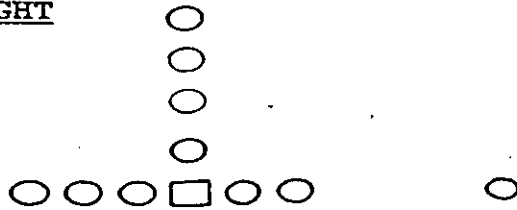
FULL HOUSE SPLIT RIGHT



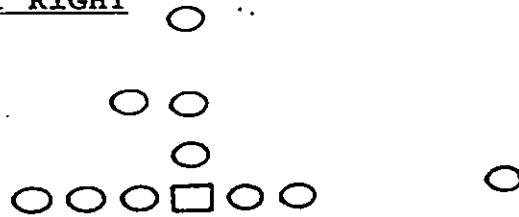
BONE SPLIT RIGHT



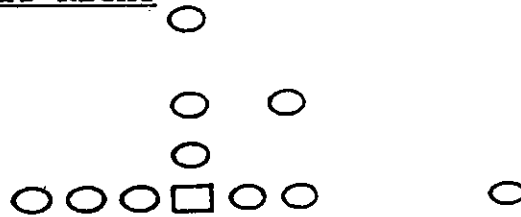
TRIPLE I SPLIT RIGHT



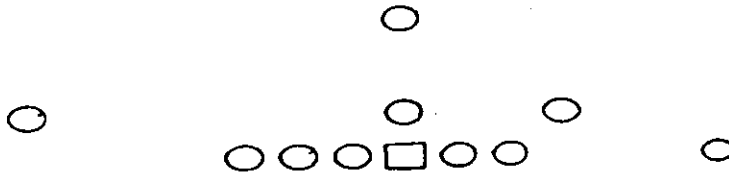
POWER I LEFT SPLIT RIGHT



POWER I RIGHT SPLIT RIGHT



ACE PRO LEFT SLOT



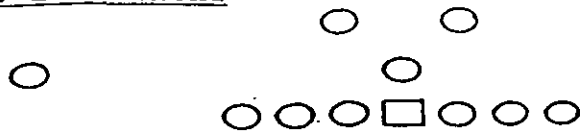
*ACE-C.P. IF A SINGLE BACK IS NOT CENTERED , WE WILL CALL IT STRONG OR WEAK.

NO BACKS 3 AND 2



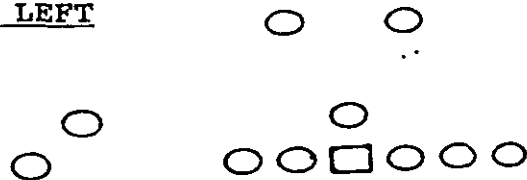
To get other formations, we assume our Base Formation and name
adjustment accordingly. Examples:

SET PRO LEFT TIGHT



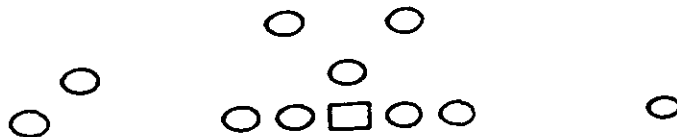
Implies Flanker, Tight End Left, set backfield with TE backside.

SET TWINS LEFT



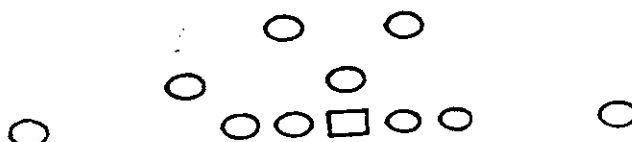
Implies Flanker. SE same side with set backfield with TE split
backside.

SET SPREAD LEFT



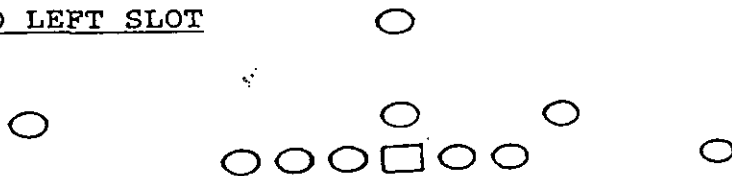
Implies Flanker SE same side with set backfield with TE split.

SET SLOT LEFT SPLIT



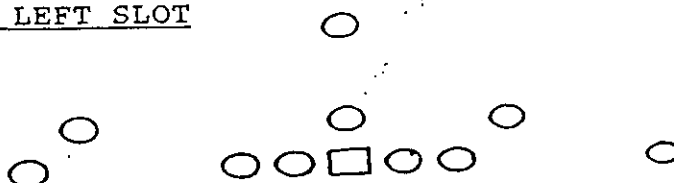
Implies Flanker - SE same side with set backfield with TE split
backside. To identify 4 Quicks, we start with the backfield set and
then name frontside and backside.

ACE PRO LEFT SLOT



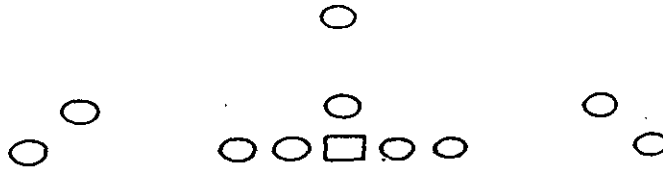
Implies one back, flanker, TE left with Flex right.

ACE TWINS LEFT SLOT



Implies one back, twins, with flex right. We may simplify 4 quicks
if there are Double Twins, Double Slot, Double Wing Etc.

ACE DOUBLE TWINS



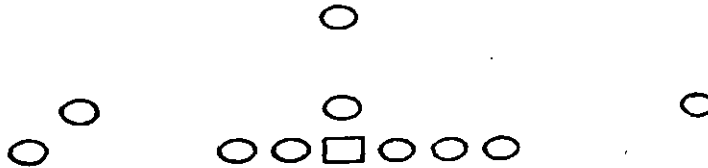
Implies Flanker - SE tandem to both sides of formation.

ACE DOUBLE PRO



Implies Flanker - TE tandem to both sides of formation.

ACE TWINS LEFT PRO.



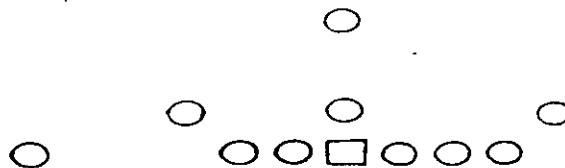
Implies Flanker - SE tandem to left with TE and 3rd WR to the right.

QUADS LEFT



Implies four quick receivers to the left with TE backside.

ACE SLOT LEFT WING



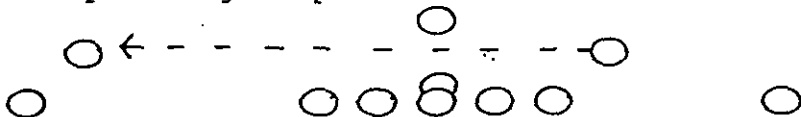
Implies Flanker - SE tandem to the left TE and Wing to the right.

Number of backs identified with final alignment.



ACE TWIN LEFT SLOT

Motion to Ace Trips - Right Split



Ace Twins Left Slot, Motion to Ace Trips Left Split

UNUSUAL OFFENSIVE FORMATIONS

END OVER

This will create an unbalanced situation. The End from one side aligns to the same side as the other End. R.E.O. = Right End Over. L.E.O. = Left End Over. Note--Could also be tackle over.

FOUR QUICKS

4 Quick Receivers - 2 to each side. Double Flanker, Double Slot, Double Flex, Double Twins, Double Wing are examples of this.

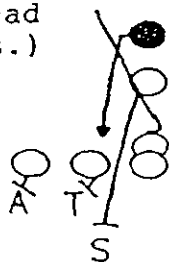
SHOTGUN

QB aligns approximately 5 yards behind the Center and takes a long snap from the Center.

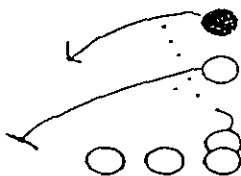
OFFENSIVE ACTIONS

Once the formation has been determined and we have made any necessary defensive adjustment, we must be prepared to recognize the offensive series as soon as possible. It is important to have a complete knowledge of the game plan and scouting report; this knowledge will give you a head start in series recognition since many can only be run from specific formations.

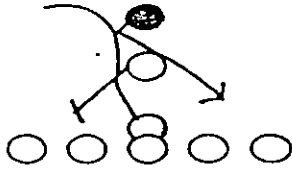
- A) ISO (TB over Guard or Tackle) - (24) From I, FB Lead (Fan Block, Illus.)



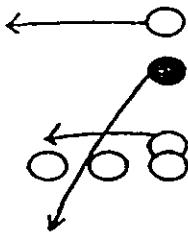
- B) TOSS



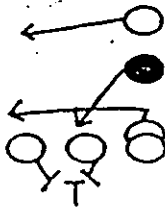
C) COUNTER: (FB over Guard of HB Wide)



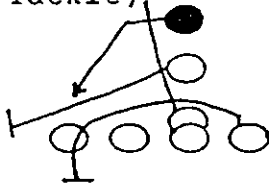
D) RIDE: (FB over Guard)



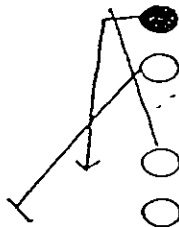
E) DIVE/VEER: (HB straight ahead)



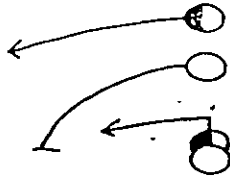
F) POWER (A): (TB Off-Tackle)



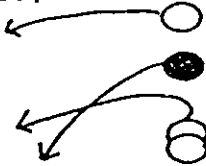
G) POWER (A): (TB Off-Tackle)



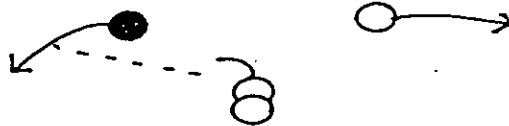
H) SPEED OPTION:



I) BELLY: (FB Off-Tackle)

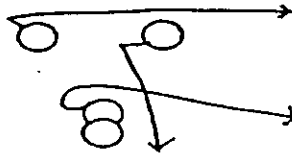


J) QUICK PITCH:

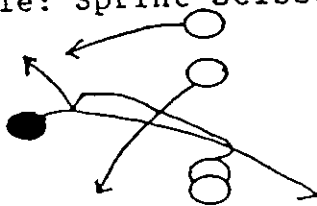


K) COUNTER OPTION: (Counter play to TB, FB of QB)
Example: Counter Drive

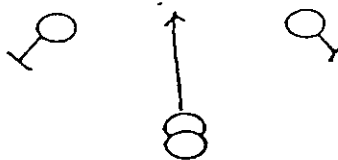
- 3 Options:
1. Give to FB
 2. QB keeps it
 3. Pitch to trailing TB



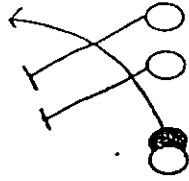
L) SCISSORS: (Counter play to Wing or Slot)
Example: Sprint Scissors



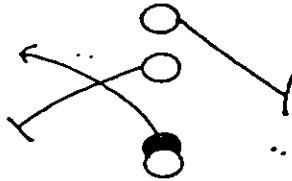
M) DROPPACK: (QB straight back)



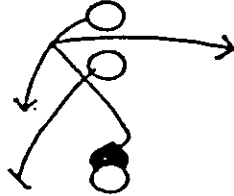
N) SPRINT:



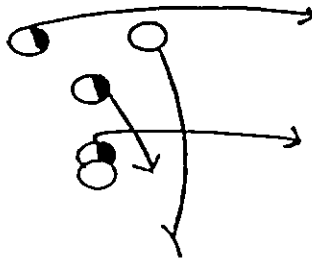
O) SPRINT DIVIDE: (Sprint Action - Throwback)



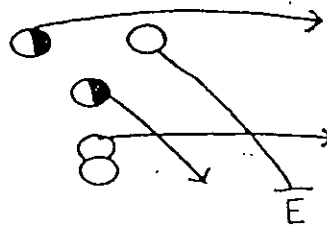
P) BOOTLEG:



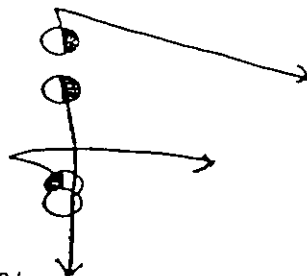
Q) SEAL OPTION:



R) LOAD OPTION: (Course of lead back changes)



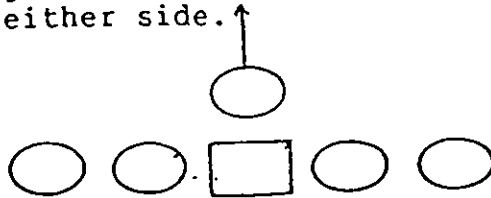
S) FREEZE OPTION:



We will classify all pass actions in one of four categories.

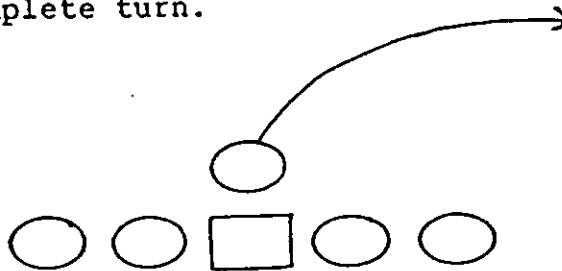
DROP BACK

QB goes straight back from center. Can throw to either side.



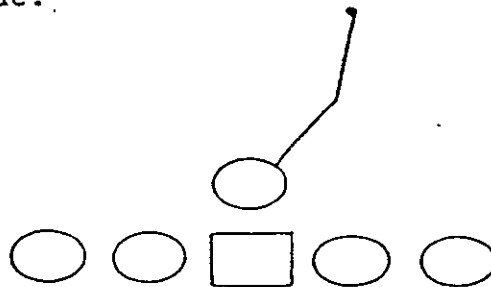
SPRINT

QB leaves the center at 45 angle and challenges the corner. He may run or pass, but cannot throw back without making a complete turn.



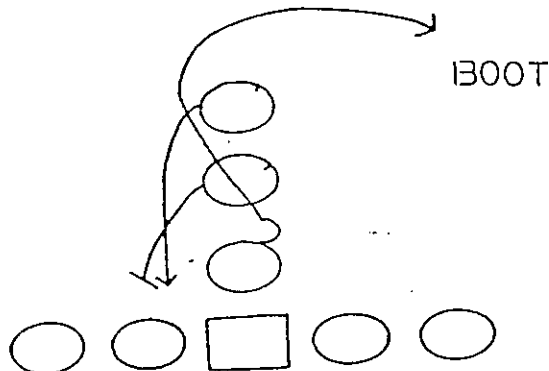
RAM/LION

(Angle Sprint) QB leaves center at 45 angle and stops or pulls up just inside the offensive tackle. He can throw to either side.



PLAY ACTION

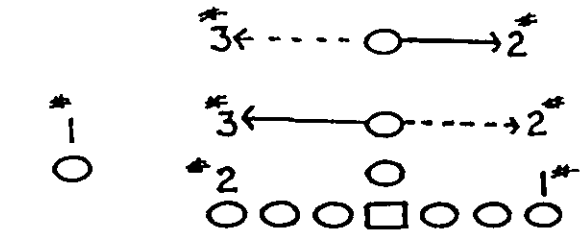
QB fakes a running play before setting up to pass. This includes bootleg pass.



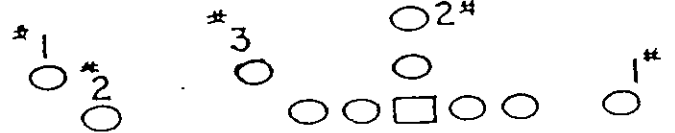
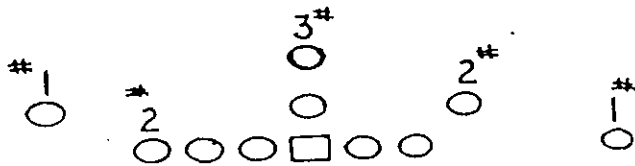
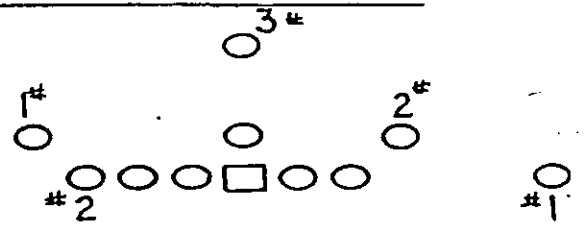
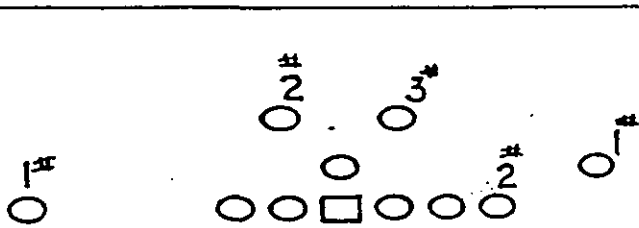
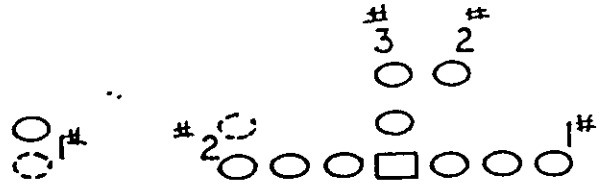
RECEIVER IDENTIFICATION

Defensive backs and linebackers must be able to quickly and accurately identify receivers. For communication purposes we will number eligible receivers from the outside to the inside in most cases, a running back as #3.

Examples:



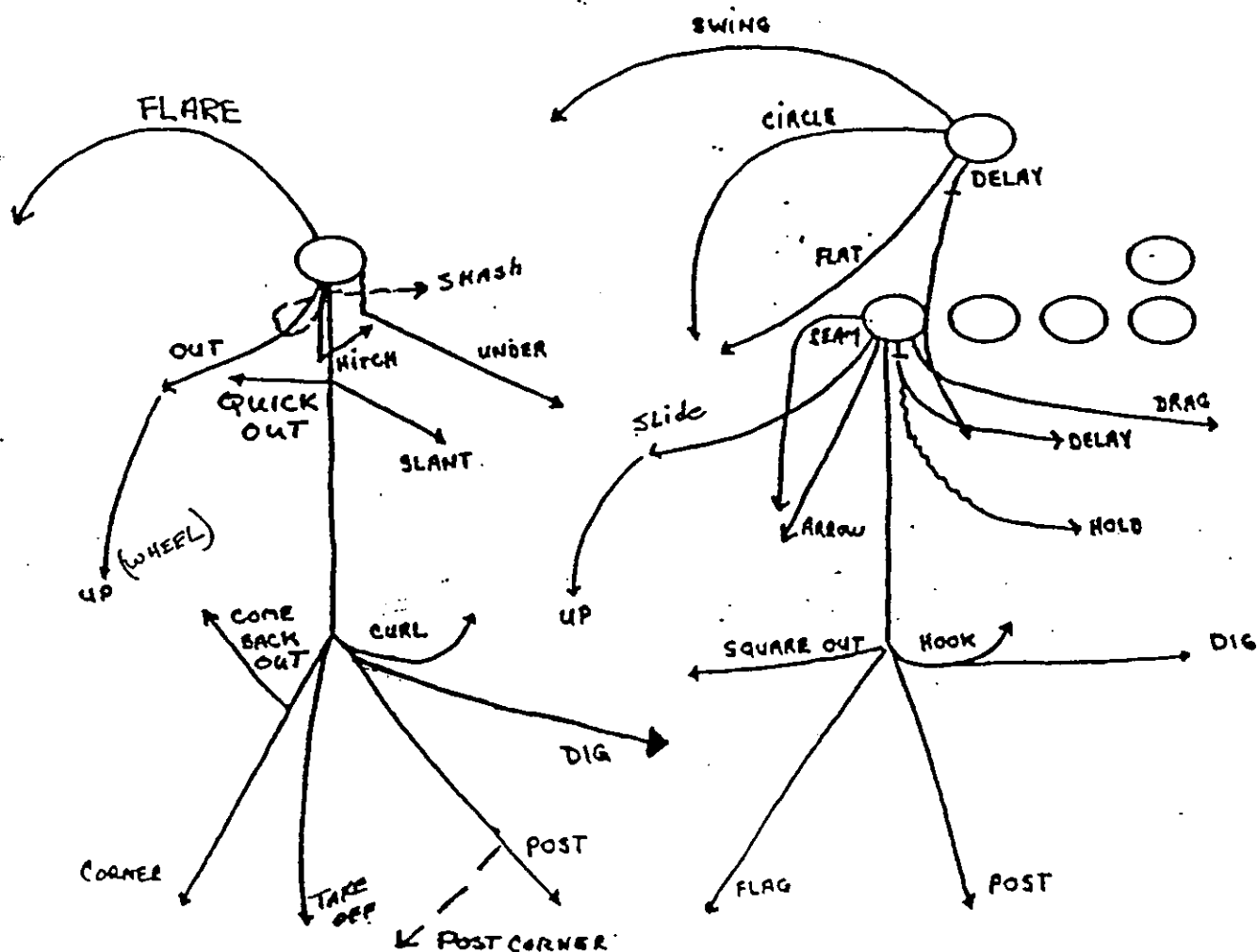
C.P. If get full flow from backs, the widest guy #3, the inside guy #2



TERMINOLOGY OF PASS PATTERNS

A) It is necessary in analyzing our opponents' passing game for us to communicate player to player, and coach to player in a clear consistent way. Recognition of individual routes and patterns (combinations of routes) as close to the origin as possible is extremely valuable in defending any passing attack.

Example:

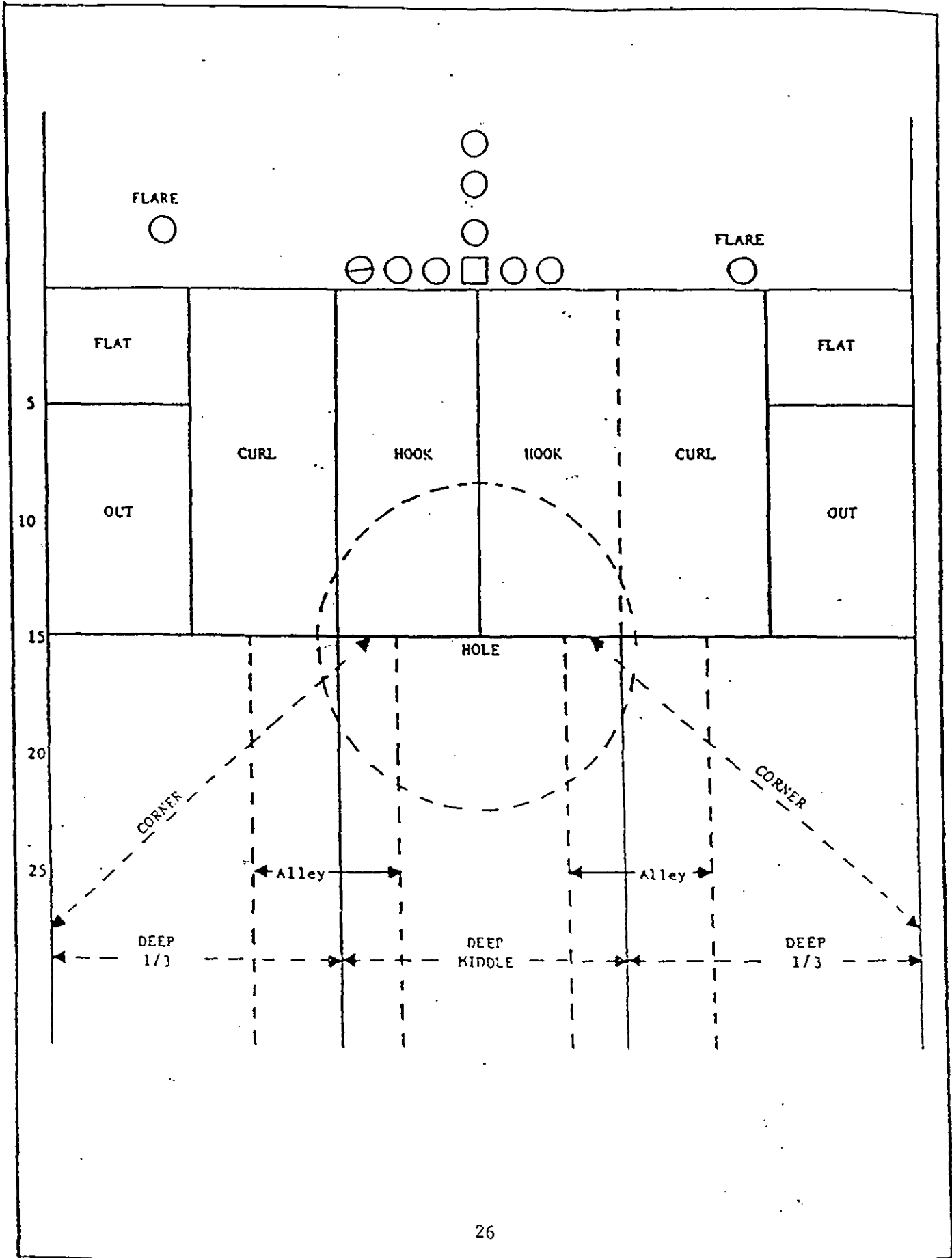


B) The above diagram shows the basic routes that are run by most teams. The depth of the routes vary from team to team, but as a guideline the shorter routes at 10 to 15 yards. Most pass patterns involve two or three receivers running complimentary routes designed to clear a certain zone and/or free a given receiver.

CLASSIFICATION OF PASS ACTIONS

A) Although we are primarily concerned with individual pass routes and complimentary patterns, we must be aware of the backfield action and flow. The movement of the quarterback is of particular importance in our zone coverages since our entire concept of leveling is based on QB flow and Receivers.

ZONES OF FIELD



UMass University Football - 1998 Defensive Bible Study

Defensive bible study refers to the beliefs and convictions of this football program, as it relates to defense, that are necessary for success. Overall coaching philosophy, techniques, and adjustments are highlighted and reviewed in this section. Pertinent adjustments that connect smoothly to our base defense are addressed so that we can adjust and dominate our offensive foes on a week to week basis.

Each position group will also have positional concept and techniques discussed. Before we can connect and understand overall defensive concept, each group must learn and understand its independent role as it relates to the entire defense once this is achieved, then each player can be accountable to the entire defense and the philosophy we employ.

To review, we will illustrate three key areas in this section:

1. Pertinent Defensive Terminology
2. Alignment Adjustments based on specific concerns to be addressed.
3. Overall Team Defense (Philosophy and Concept).

UMASS DEFENSIVE VOCABULARY: 1998

Zit Step - Balanced position placing defender in a great position to strike.

Maze - Area where the LB'er dominate receivers in the throw game beyond the line of scrimmage.

V- Cut - Tells the LB'er to cushion #1 in the curl area and break on the flat route based on the directional of the QB.

Drop Chase - The read of #2 teaching progression for 2 deep teaching for our underneath pass defenders .

Scan - Tells two deep underneath pass defender to key #1 for smash progression when #1 and #2 are close together.

Hinge - The read of #2 pass progression for quarters teaching by the underneath pass defender.

Divider #3 - LB'er read for our zone coverages where the key is the #3 receiver. Whether the LB'er can cross the divider or not is based on the called coverage.

Slow Tempo - Beginning steps in the back pedal where the tempo is slow so that we can make our run/pass read and see 3 Step drop.

Steepen - Progression for underneath pass defender when his read blocks, his rule is to gain depth and directional off of the QB.

Directional - Pass defenders key off of the shoulder point of the QB. This gives us a chance to get an early break off of the QB.

Combo - In quarters coverage with twins to one side, two DB's can combo the pass routes. This also enables the outside backer to walk his alignment to keep him more involved in the run.

Butkus - This means primary run support comes from the OSLB'er.

Kamikaze - This means primary run support comes from the secondary.

Press - Man coverage from a tight alignment.

Bail - Align press, and slide back to normal coverage. This could be vital to our success in press man.

Smash - Denotes the #1 receiver is running a 5 yard box route.

China- Denotes #1 receiver is running either a curl, post, or dig.

Rambo - Denotes a crossing route from #2 receiver. This communication helps alert the LB'er to the other side of the drag.

Jet - Call made primarily by the C when both #2, and #3 flow away. This tells the C to double #1 and the W to play the cross, or drag.

Chase Route - In bootleg, the chase route is the primary receiver from the backside. The TE is the most common receiver that runs the chase.

Screw Post - The WR away from the bootleg that runs the complimentary post to occupy the DB deep.

Bump-Flat - With zone boot, the flat receiver bump blocks the contain player and runs the flat route. This also times up the pattern.

Push and Carry - A technique used in side tech vs. the outside release.

7 Switch - Out of the twins set, when the two receivers run seven routes but switch running lanes.

Jump-Deny - Technique used by LB'er to jump the flat route.

Bracket - Vs. TE and over back, a combo concept played by the C-FS-W or H-R S.

Box - Vs. Twins set, a combo concept played by either the S-R or the W-FS.

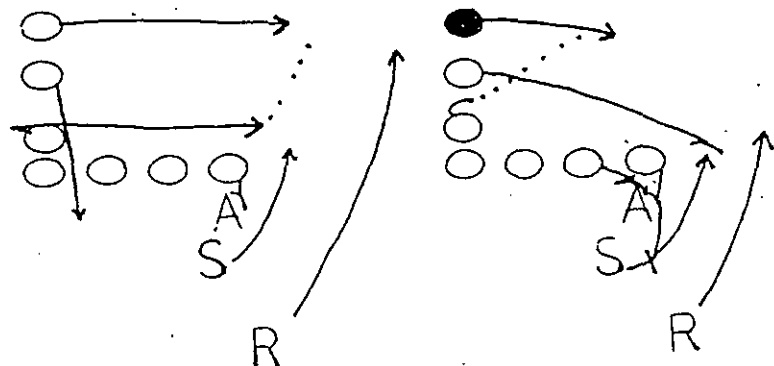
Bingo - A combo in man coverage between the LB'ers.

Banjo - A combo in man coverage between the secondary.

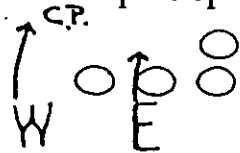
Slant-Slide Window - A term used in pass coverage that determines where the #1 receiver would run a slant or #2, #3 would execute a slide route.

Hat UP-Hat DOWN - An important read for the secondary to determine run pass recognition by the body posture of the O-Line or TE.

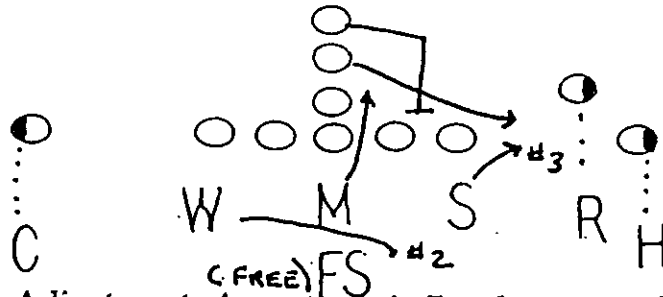
1. Be Disciplined: Execute our defense. No excuse or reason for mental mistakes. We'll never leave you in the gray area schematically; work within the scheme to make plays.
2. Do's on Defense:
 1. Run through Blocks; not around.
 2. Never run under blocks.
 3. Escape from Blocks - Disengage - Have a PLAN.
 4. Be a great TACKLER. (Grab Cloth)
 5. Finish every play in practice and in games.
3. Hats Up - Hats Down: Offensive linemen dictate whether it is run or pass. "Hats Up" means pass setting while "Hats Down" dictates run.
4. Kamikaze - Call made by H-C telling S-W that primary force (D Gap) run defender will be played by a secondary defender. Vs. Option, the force will play pitch on option telling S-W to play Veer-QB based on blocking scheme. With formation adjustments, the force could change so communication is imperative.
Butkus - Call made by H-C telling S-W that they have primary force or pitch on option. The S-W must read the TE to determine if they will get help from the secondary with force. If the TE blocks the defensive end or S-W, they then will get help from the secondary in the run game.



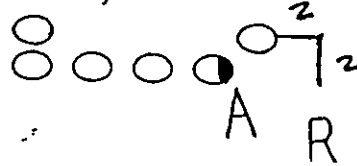
5. Strike Technique - Strike Technique tells contain players to stay or contain point and anticipate spill from blitzers or twisters.



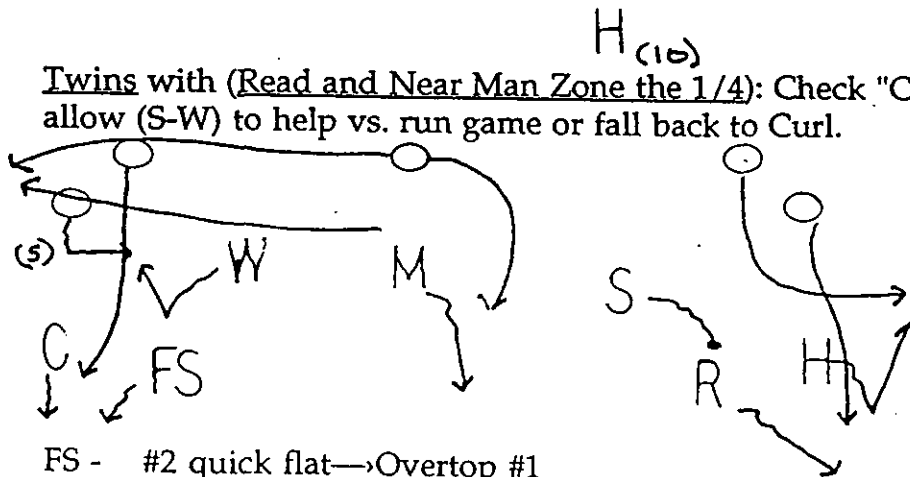
6. Check Tin vs. Spread: With Moon playing (Eagle Call vs., full flow.)



7. TE-Wing Adjustment: An automatic 7 technique with H-R switching alignments with "Hammer Adjustment."



8. Twins with (Read and Near Man Zone the 1/4): Check "COMBO" to allow (S-W) to help vs. run game or fall back to Curl.

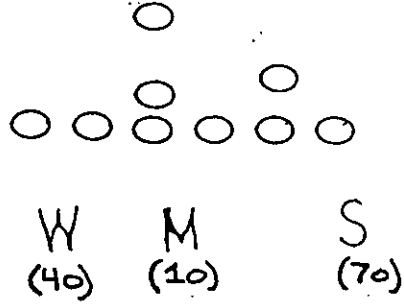


- FS - #2 quick flat → Overtop #1
- #2 vertical → Get outside of #2
- #2 drags → deepen and directional
- C - #2 flat → jump him in flat
- #2 vertical → zone the 1/4
- #2 drags → zone the 1/4

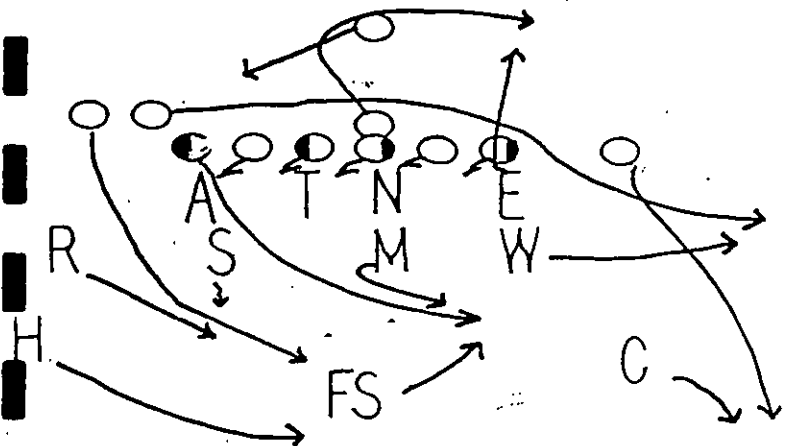
NOTE: #2 clears LB and goes flat FS stays on #2

W - Drop Chase/Scan Technique

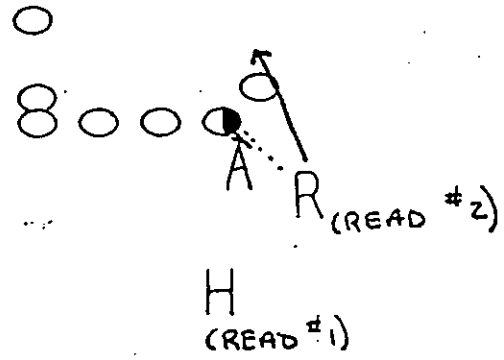
LB'ER ADJUSTMENTS TO OVER BACKS:



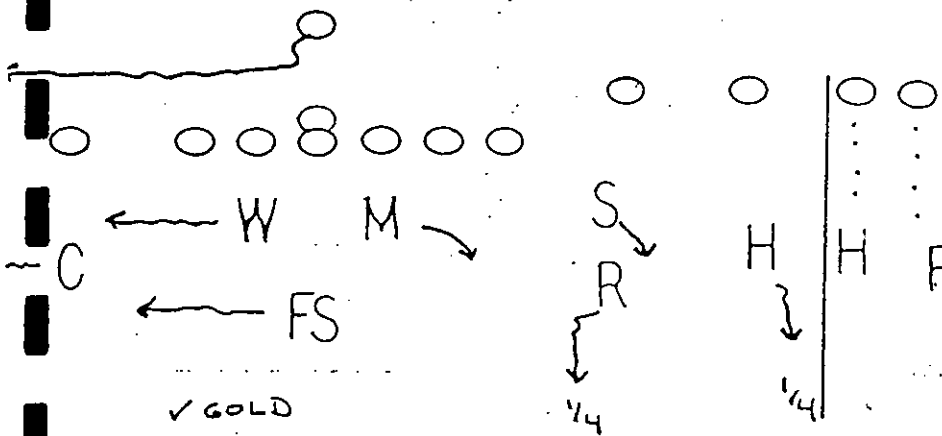
CHECK PHILLY VS. TE=WING SET:



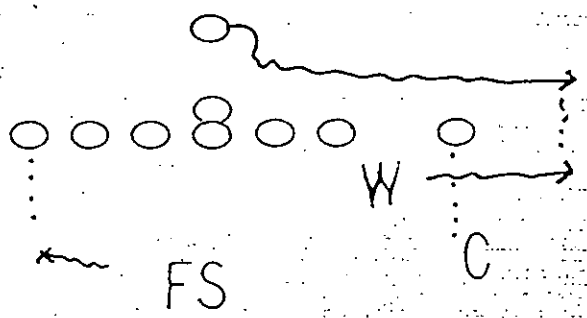
CHECK HAMMER:



MOTION TO VACANT(ZONE):



(MAN):



W MATCHES RB unless GP dictates otherwise.

Defensive Line Reminders:

1. Get off from your stance is the most important thing you do. (Get that second step down).
2. We will attack half the man. Inside hand to the breast plate and outside hand to the shoulder pad.
3. Get hands on versus inside release and shut the vertical door.
Wrong arm third phase of triangle.
4. Be a Great Pass Rusher:
 - A. Get a great jump off the football. Anticipate situations and know your opponent's stances.
 - B. Get on a corner and isolate lineman, if possible.
 - C. Be offensive, attack. Get the blocker overextended.
 - D. Outside people establish speed move.
Inside people establish power move.
 - E. Strive to keep the hands of the blocker off of you. Slap, Club work with speed and stay on the move.
 - F. Keep your elbows close to your body. Operate with your hands inside your opponent's.
 - G. Have a sense of timing. Know when your opponent is off balance.
 - H. Use arm over or under. Develop a counter off your best move.
 - I. Get your hands up when QB is ready to throw.
 - J. Keep relative position to one another. Also, stay in front of QB. Never get run by the QB. This opens up lane for the QB to escape.
5. 4 Technique: This could become more prevalent in our thinking. It slows down the OG-OT fold type schemes; widens the B Gap player, and allows us to play more 7 technique with our Anchor. It also causes problems with offense teams that employ option schemes. The four technique needs to create a beach head in B Gap. Don't allow OT to "Zone" you up. Both threats (OG-OT) disappear look inside and be ready to wrong arm the trapper. Again, create a "Beach Head" and win the war in B Gap.

4 Tech (Examples):

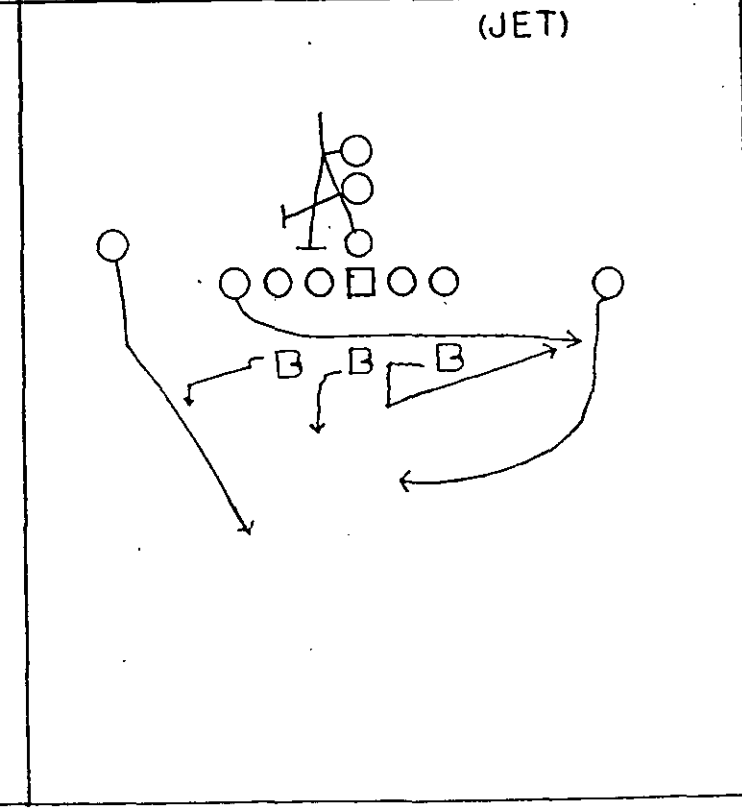
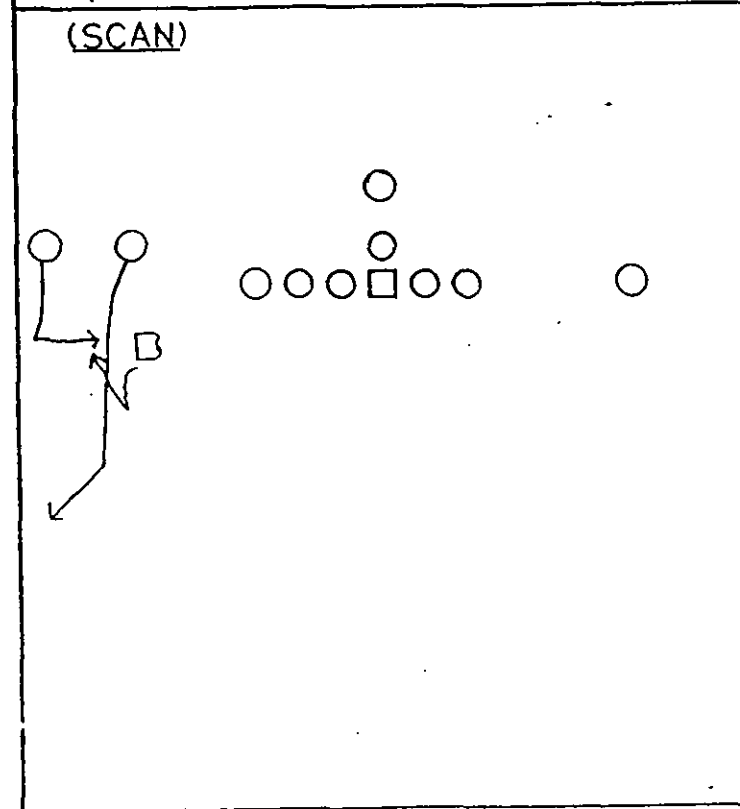
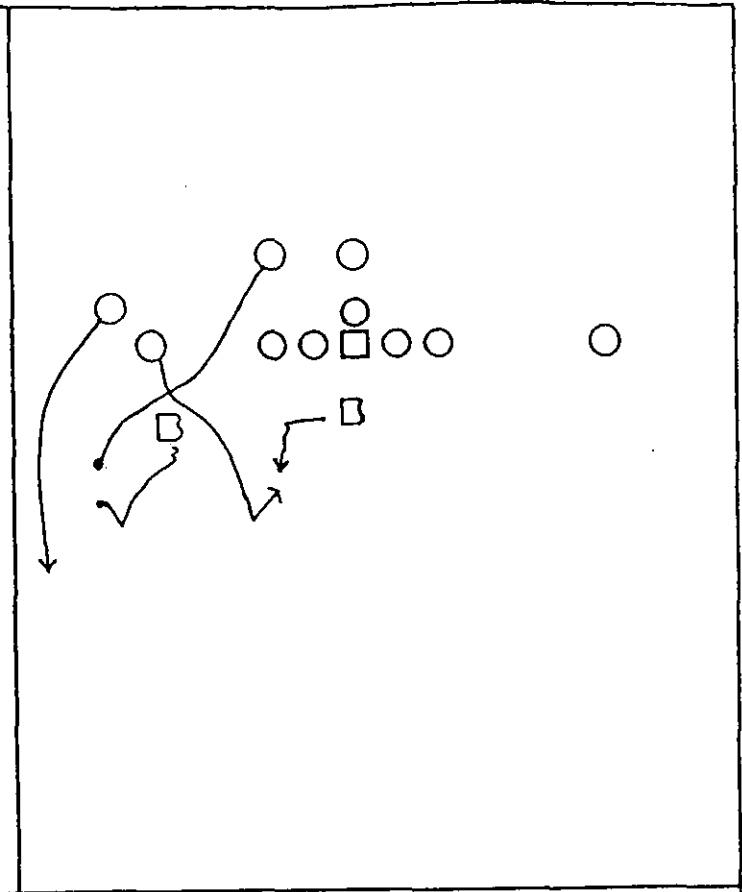
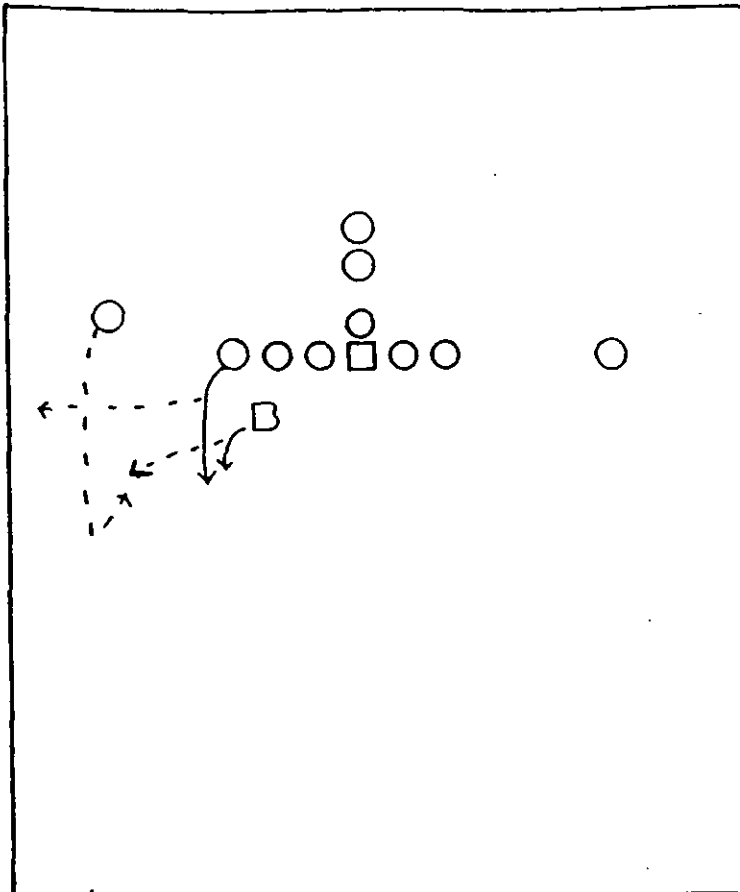
LINEBACKERS:

1. You need to be a student of the game. It's imperative you understand blocking schemes, as well as pass concepts.
2. Play with great emotion and enthusiasm each time you step on the field.
3. Develop "Big Play" personality.
4. Refuse to stay blocked, even though you'll get blocked from many different angles.
5. Develop your techniques; have more than one way to escape a block.
6. Don't use lack of physical skills as an excuse.
7. Show great character. Overcome adversity, injury, and heartache to win.
8. Your "Toes" determine your shoulder position. Body control and attack angles are the difference between "making" and not making the big play. Be clean with your feet. Action without direction wastes energy.
9. Be clean with your front adjustments and alignments. Once you are lined up, turn your motor on and find work.
10. In the pass game, if you understand Hinge - Drop Chase (Scan) - Divider on #3 (when to cross - or not to cross), you can play virtually all of our coverages.
11. Directional off the QB - once you key blocks, or progression tells you to directional off the QB, Focus In. Directional means for the LB to play off the shoulder position and arm action of the QB. He will give you the ability to anticipate his throwing area.

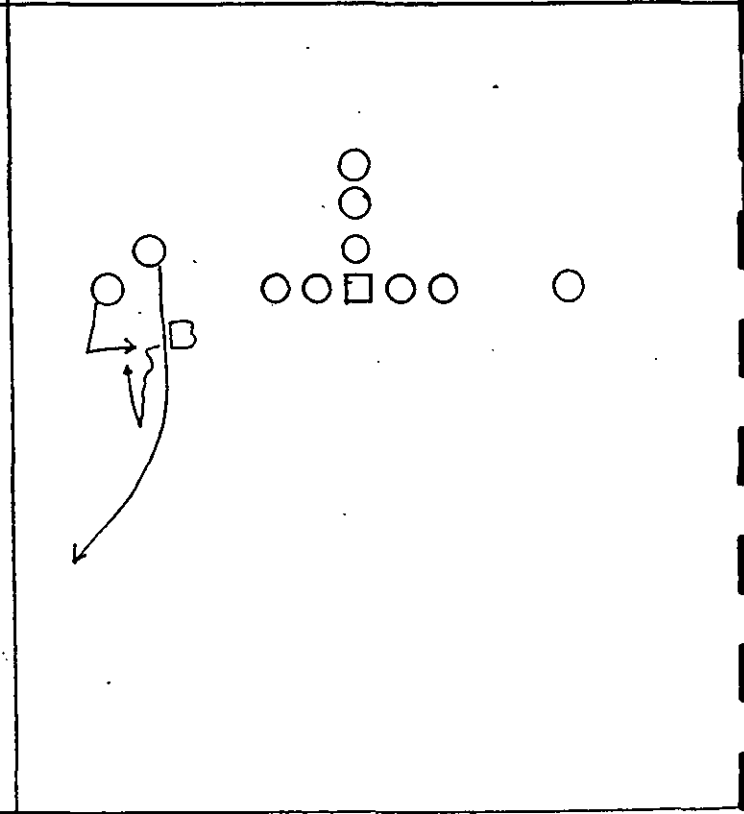
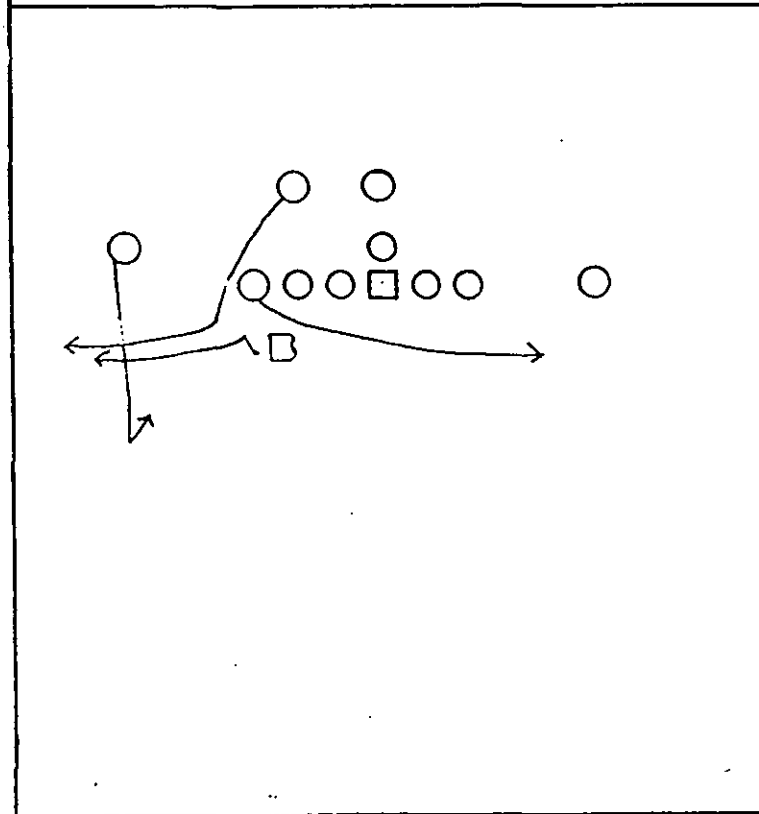
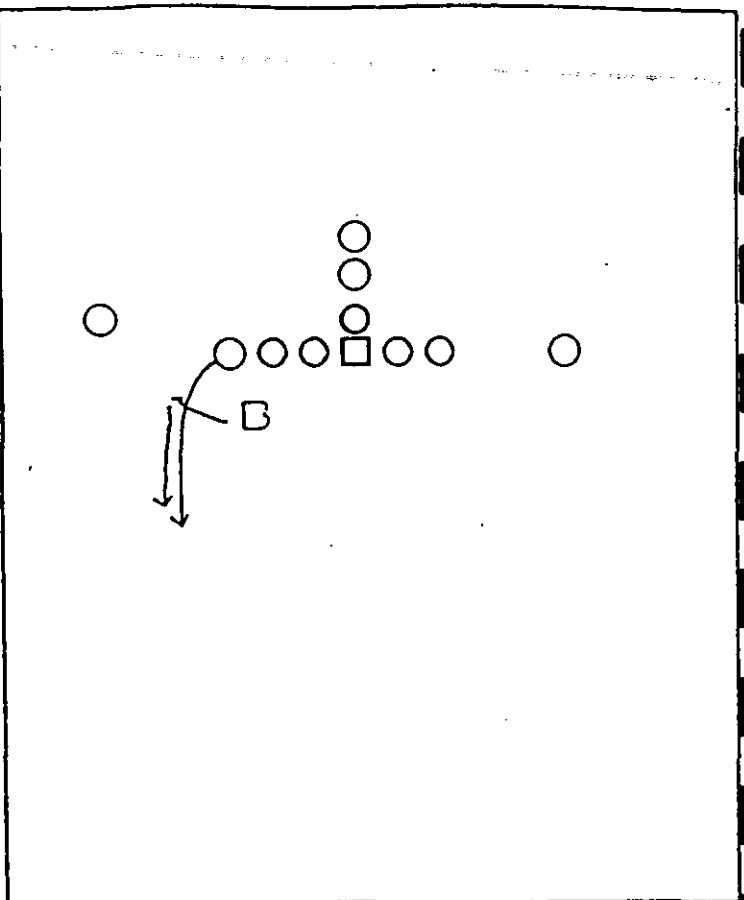
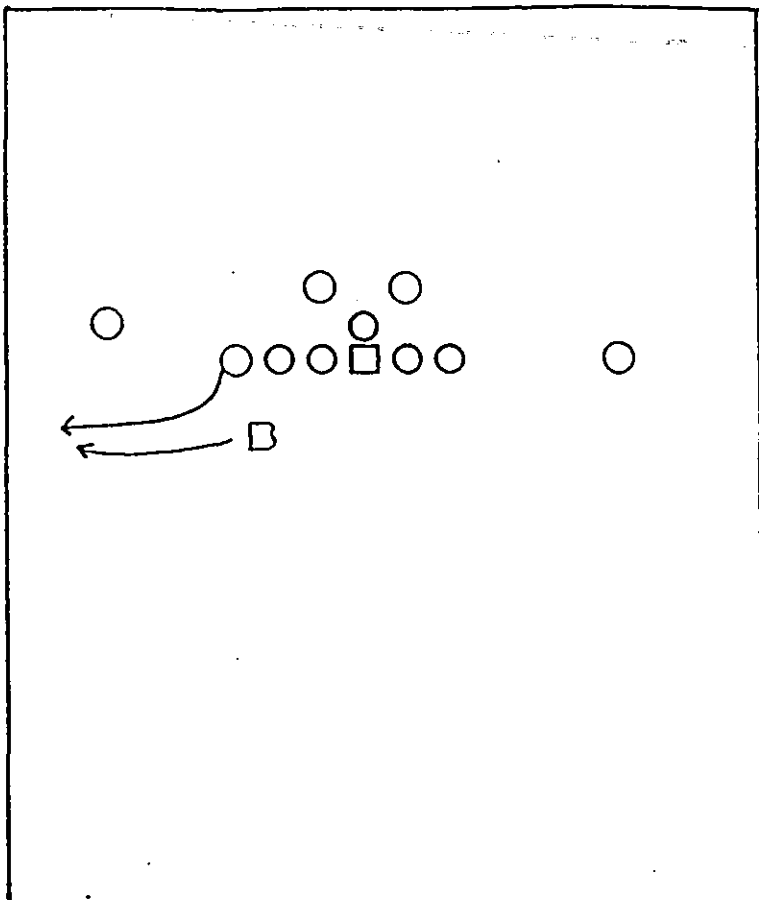
UNDERNEATH ZONE DROPS:

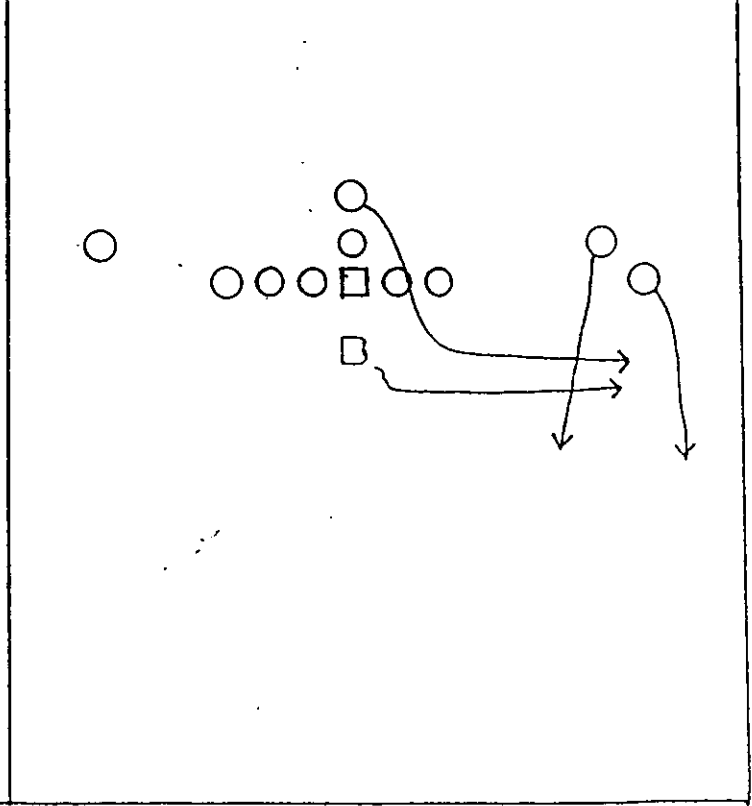
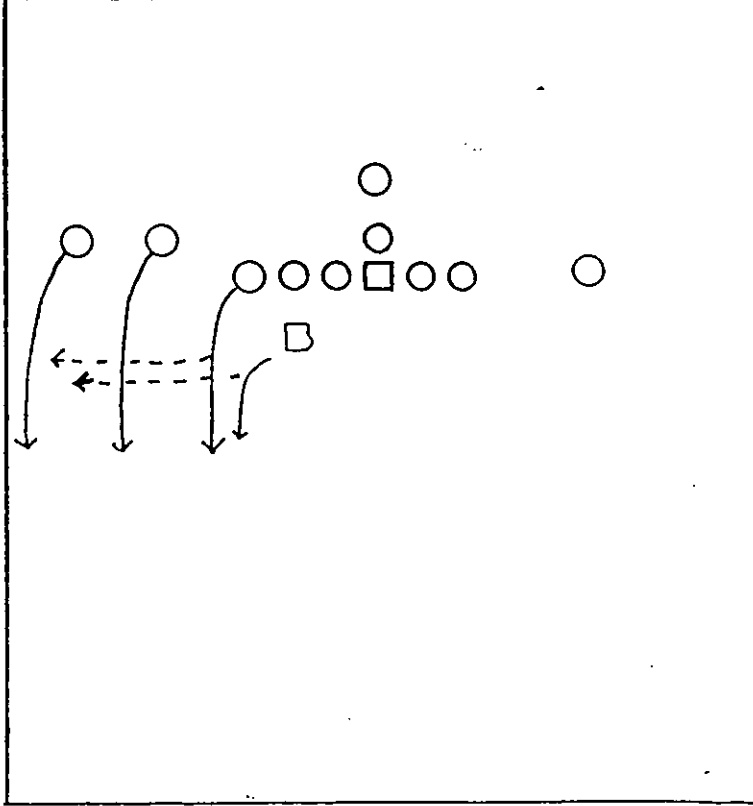
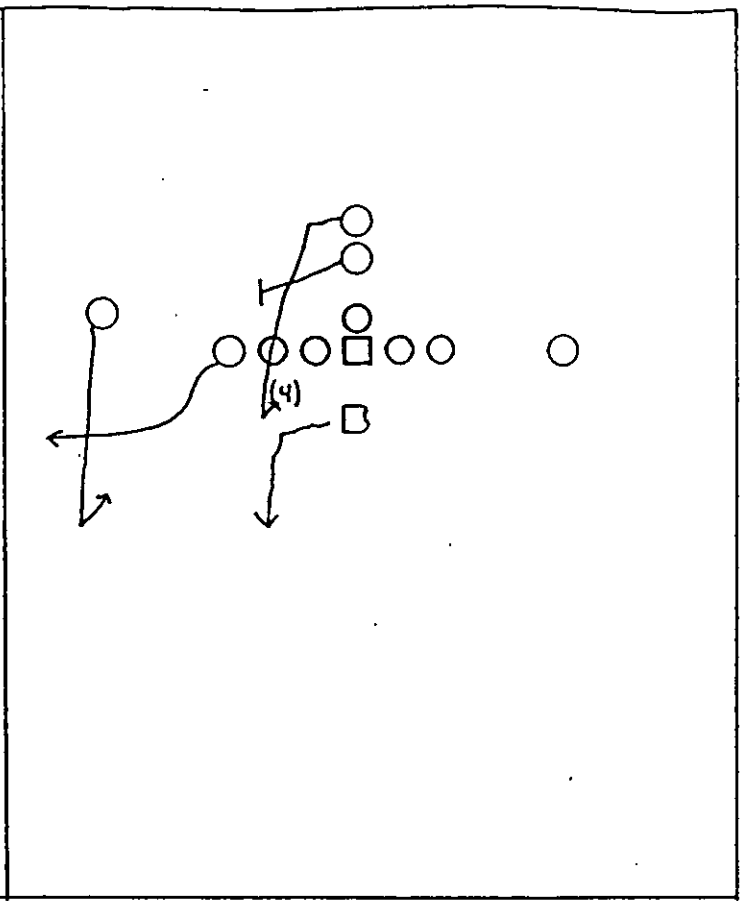
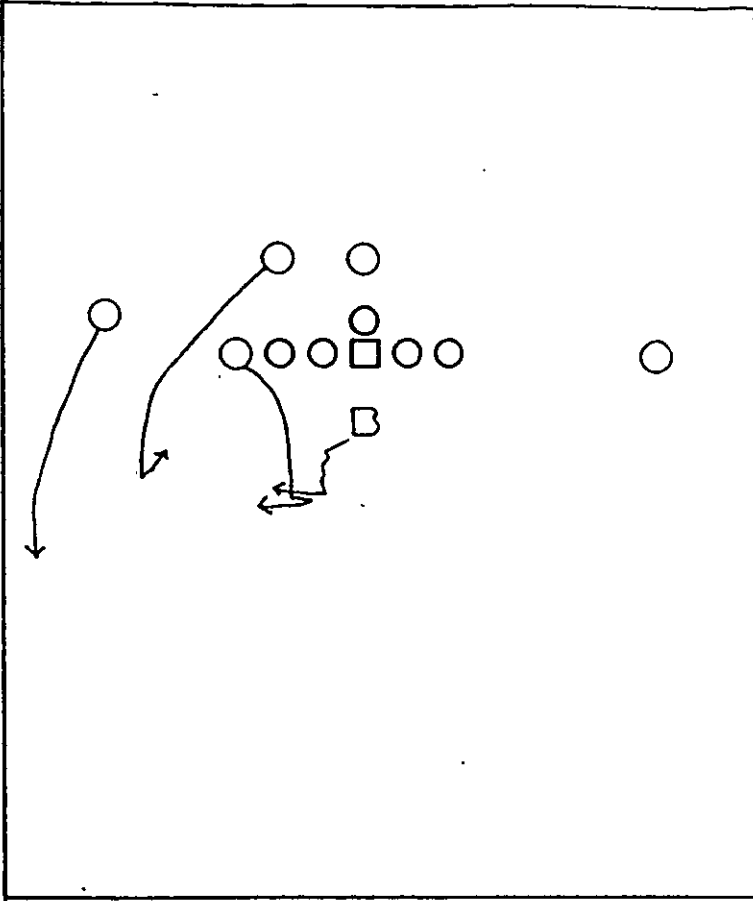
1. Hinge
2. Drop Chase - Scan
3. Divider #3 (with Drop Chase Technique)

ZONE: DROP CHASE/SCAN



ZONE: HINGE





Defensive Backs:

We will employ a 4 deep scheme at UMass University. Within that scheme, we will ask our corners to play up on wide receivers. Three terms will describe our technique from there:

Bail - Align in a bump and run position and "bail" out pre-snap or at the snap depending on corner's ability vs. his opponent. The key point for the corner is to be outside and overtop of the receiver.

Stand - Align in a bump and run position and begin to bail "pre-snap". At roughly 6-7 yards off of depth, square up and stand on the receiver. Based on coverage, you will leverage the receiver either inside or outside. Obviously, this is a solid change-up out of bail technique.

Press - Puts the corner in a position to face the ultimate challenge in college football, the open field one on one confrontation. This turns the game into 9 vs. 9. All coverages play accordingly, except; regardless of coverage the corner plays the WR.

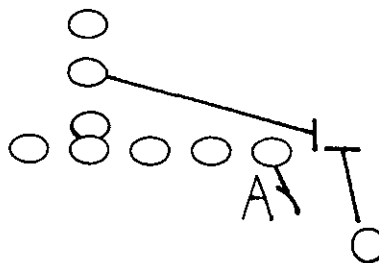
Press Coaching Points: (Does not change Support Call.)

1. Fire the Feet!
2. Don't let your feet get stuck in the mud.
3. Opposite arm to the direction you go.
4. Wax on with your hands; Roll thumbs in; Do Not Lunge!
5. Once you are in a position to turn and run, drop hand and roll thumb down.
6. Execute Baseball roll with "toe-tuck".
7. Wedge the WR - Cut him off and wedge his inside arm (Palm in and thumb down).

NOTE: Hand Charger - Step Back Technique

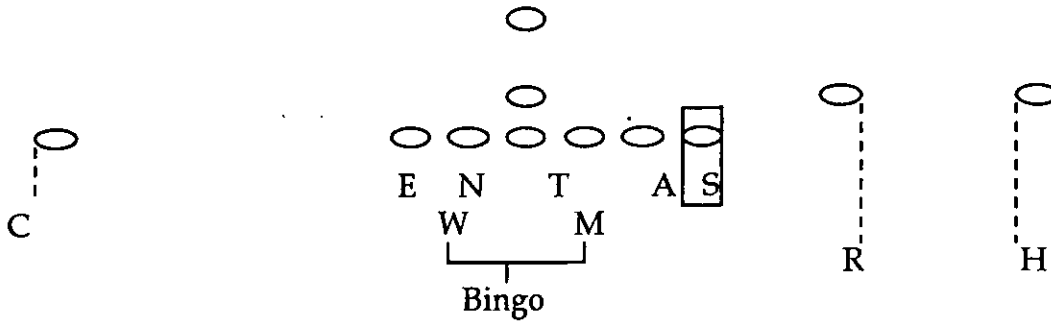
9. White Coaching Point - Corners in side technique, when we zone turn vs. inside/outside release; pick-up the QB not the #2 receiver. We will directional off the QB to get a better break on the ball.
10. Man to Man Coaching Points:
 1. Read Hands - Heavy Arm Swing - Going Deep
 2. Read Hips - Drop down on Breaks
 3. Outside Weave: Man Turn
Inside Weave: Turn In and On Top
 4. If WR gets even - (Level) - chances are he's going inside.

11. Taking on Kick-Out Block: Be pad under pad with shoulders square to LOS (minimize blocking surface). Attack with same arm - same leg with chest over knee.



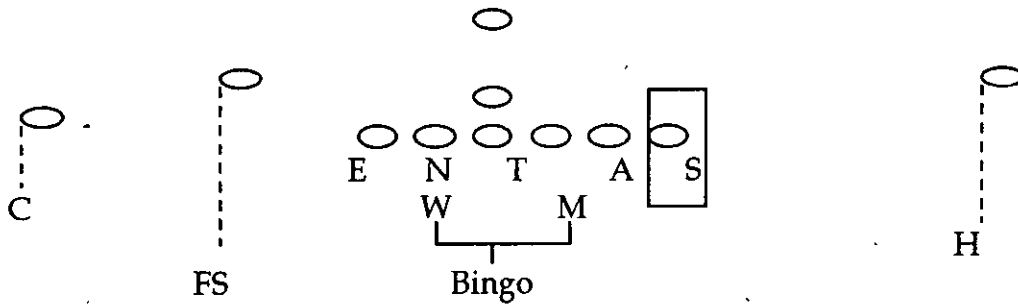
Pre-Season Notes: UMass Defense

1. EAGLE



TRIPS (✓ROCK):

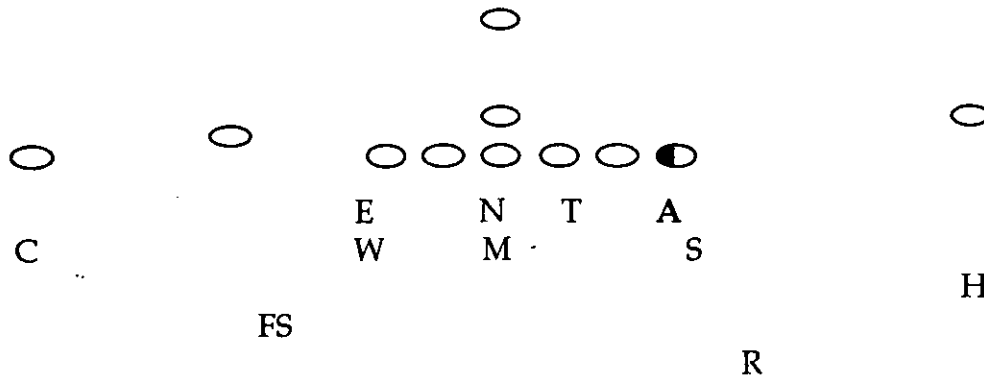
FS
↓
Free



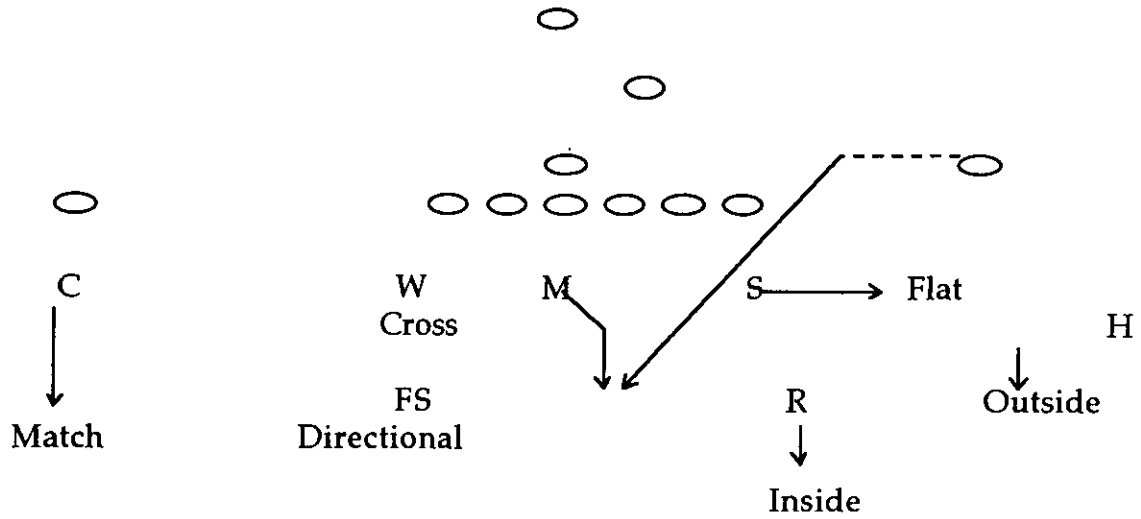
Free ← R

4 QUICKS (✓ROLL)

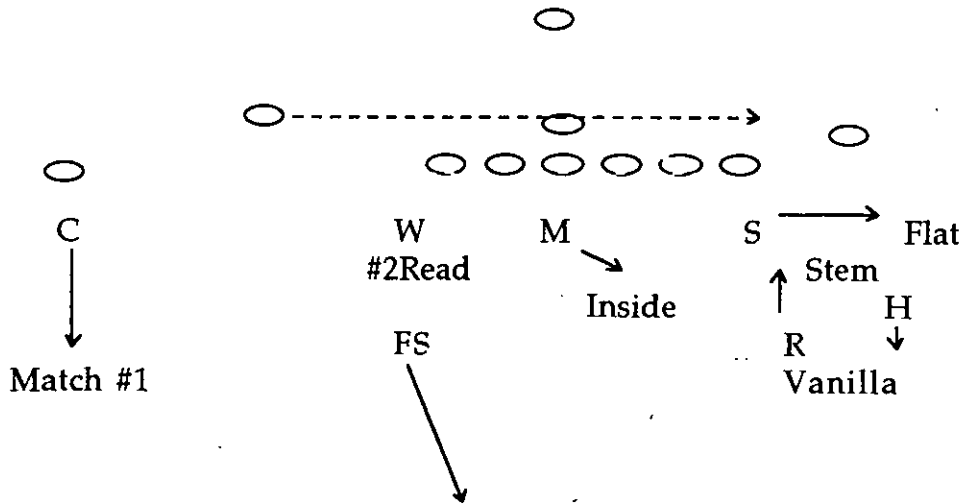
2. Eagle - Anchor 6 Technique vs. TE!



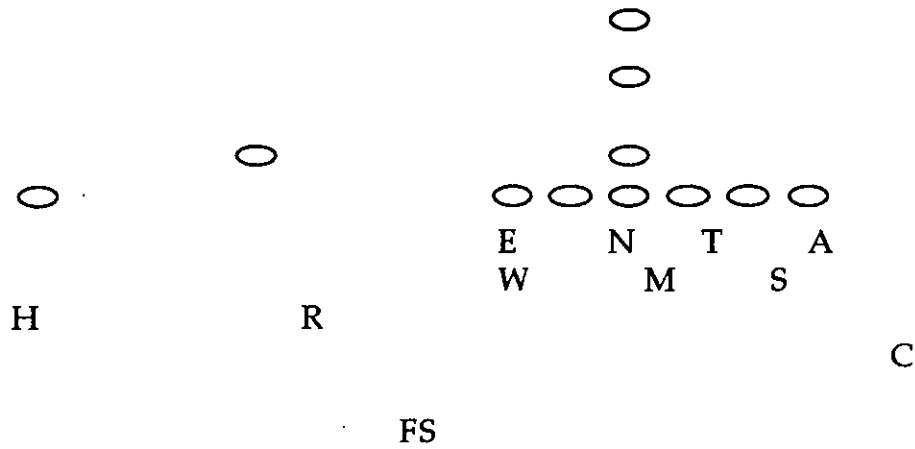
3. 71 Blue vs. In Motion: (✓Ice):



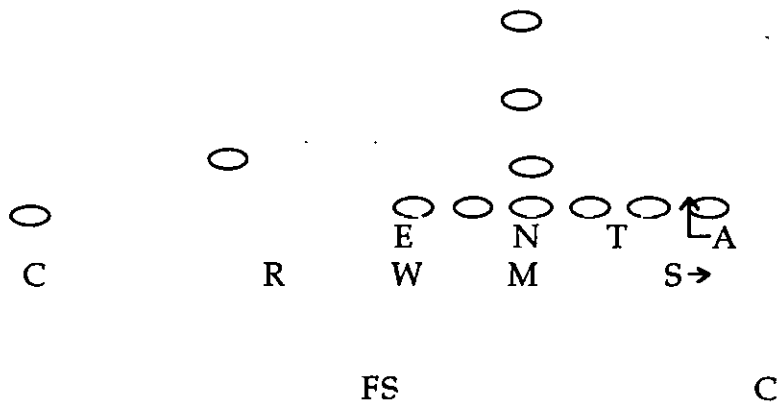
4. 71 Gold vs. Across Motion to Trips - Bunch: ✓Spot



71 - 72 Vs. Twins A Flip to & Technique with Lightning override.



(Ex.) Lightning Override:



1998

UMASS : DEFENSIVE COVERAGE

Four Deep Shell

Blue (Bail)
White (Press-Stand)
Gold (Bail- Press)
Purple
Rail

Three Deep Shell

Silver
Star-Venus
Rainbow

Trips Adjustment

(TE) Rainbow
(SE) Gold
(SE) White (Stay/ Club)
(TE) Star

Man Coverages

Falcon
Hawk
Shrike

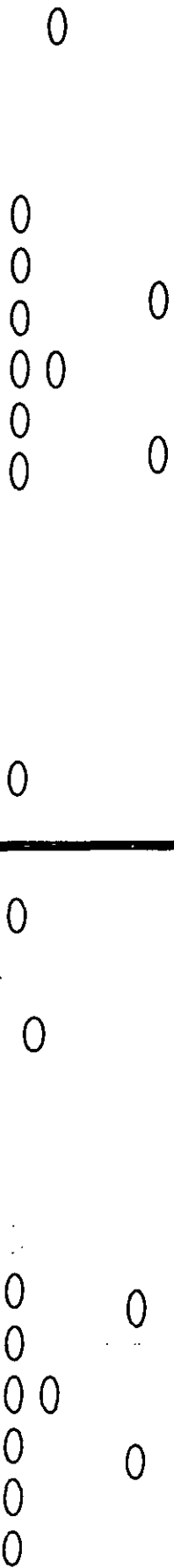
Combo Man Coverages

Eagle
Raven (Lurk)

Drop Eight

Blanket (Lock)
Joker White
Joker Gold

BLUE



H	S	M	W	C	H	W	M	S	C
nm/z1/4	hinge	div.#3	dc	side	nm/z1/4	hinge	div.#3	dc	sid

R read #2
FS Cheat 1/2

R read #2
FS 1/2

H Near Man to Zone the 1/4 - Key #2: #2 Vertical - play #1 man except the Smash route; #2 flat or drags - get soft and zone the 1/4.

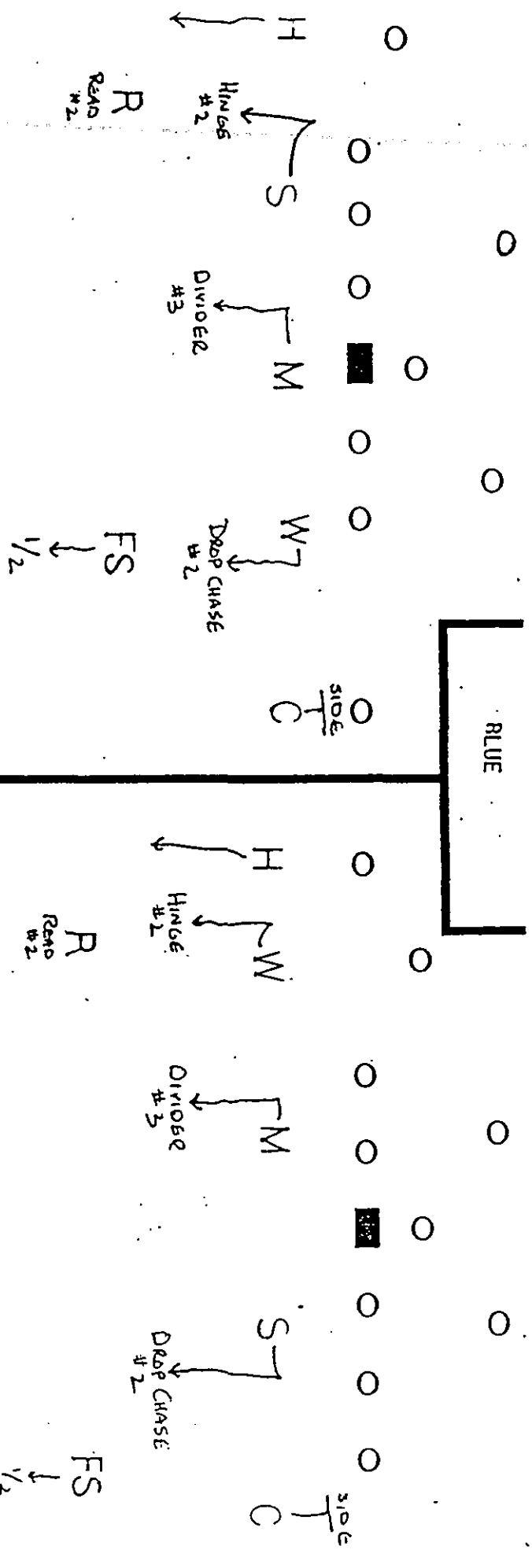
R Read #2 (Bulkus): #2 Vertical - Zone over top of #2; # flat or drags - Cut #1 unless #3 threatens vertical; #2 Blocks - Primary Force.

FS Cheat 1/2 (Alley): Play backside 1/2 ignoring #2 vertical because of Rover Play. Climb over top weakside #1 based on release.

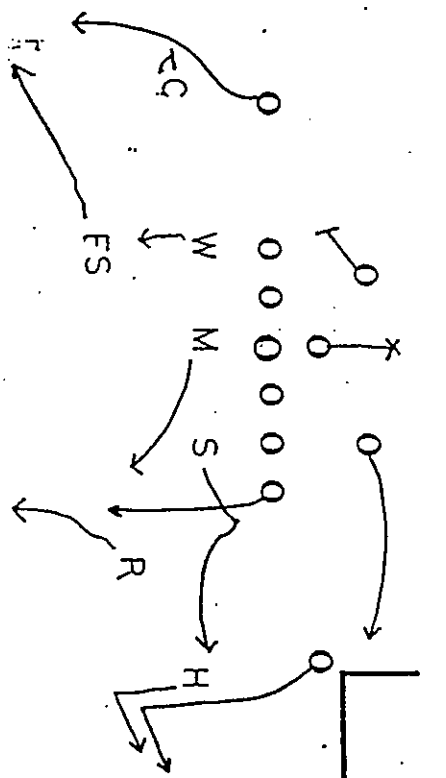
C Side Technique (Kamikaze): Same as Cloud Coverage.

NOTES: Blue is our base coverage. This gives us solid run support to the TE side.

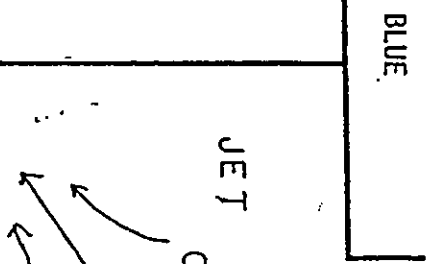
Vs. Twins, S must detach over #2. S is also primary force when he is detached. Jet call tells the W to play first crosser and the C to double #1 from side tech. leverage.



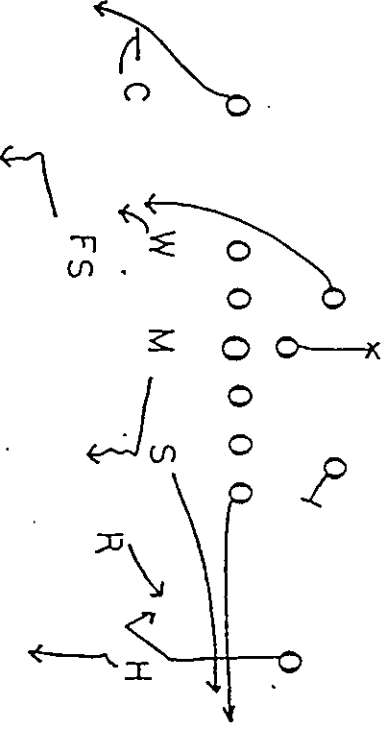
POSITION	TECHNIQUE	KEYS	NOTES :
SAM	HINGE #2	<p>#2 Vertical--Hinge outside shoulder #2. Steepen on outside shoulder 10-12yds. Come off for #1</p> <p>#2 Flat- Jump Flat-Deny Technique</p> <p>#2 Drag- Rambo call. Steepen off new #2 If new #2 releases, play hinge technique.</p>	<p>Cross face and reroute. #2. Recognize Progression of #1</p> <p>#2 Shows back of numbers. Jump Flat</p>
MIKE	DIVIDER #3	<p>#3 Blocks- steepen over #3</p> <p>#3 crosses divider strong- steepen, pick up new #3</p> <p>#3 crosses divider weak- Play as necessary</p>	<p>Get directional Key From QB</p> <p>Do not cross divider. to get #3 to strong side.</p>
WILL	Drop Chase #2	<p>#2 vertical - Drop chase (1x1) to goalline</p>	<p>collision choice route. Plays same as white</p> <p>Get Directional key from QB</p> <p>wall off any questionable inside routes of #2</p>



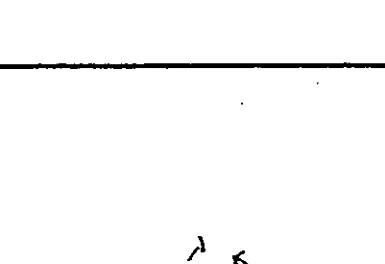
Notes:



Notes:

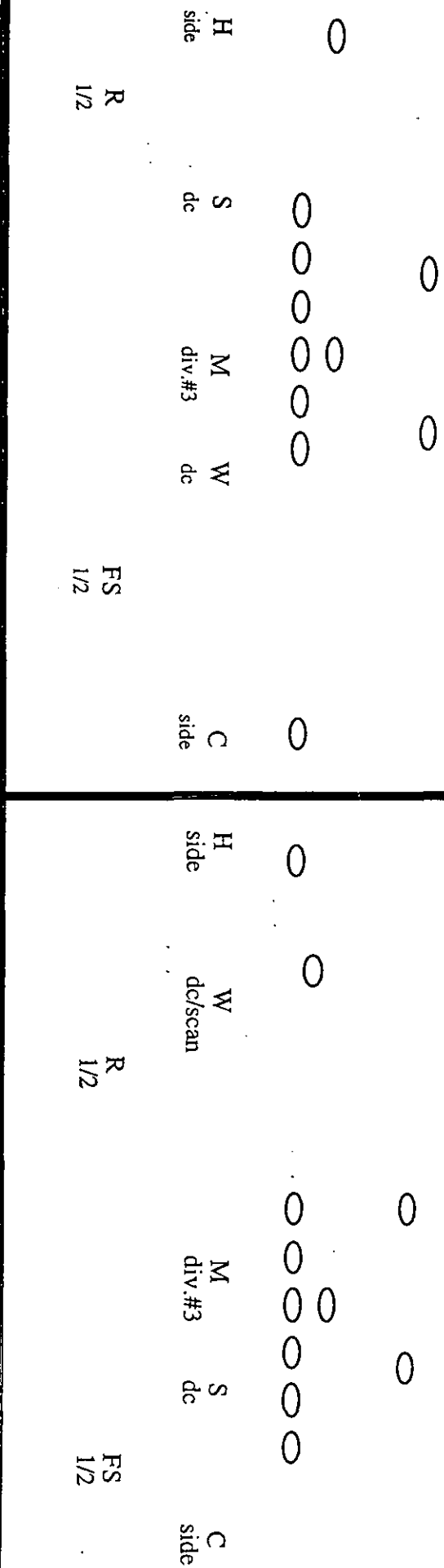


Notes:



Notes:

WHITE



H Side technique (Kamikaze) - Key #1: #1 outside release - push and carry; Break on #2 to flat off Zone Turn progression. #1 inside release - shuffle two steps inside (unless twins) "china call" Zone the void and see #2.

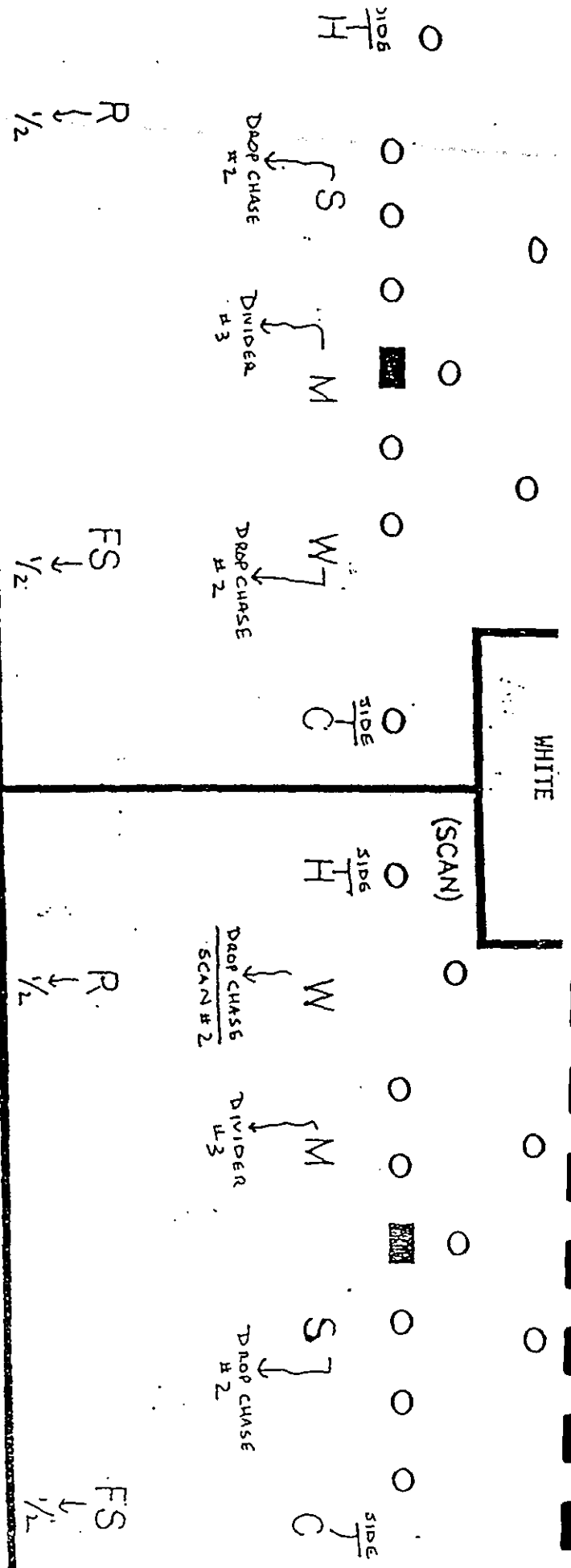
R Vanilla 1/2 (Alley) - Key #1 and #2: #1 vertical - #2 Flat - 4 yard variance outside. #1 and #2 vertical. Vanilla 1/2 and break on delivery key #1 and #2 inside - squeeze 4 yard variance.

FS Vanilla 1/2 (Alley) - Same as Rover except see #2 frontside.

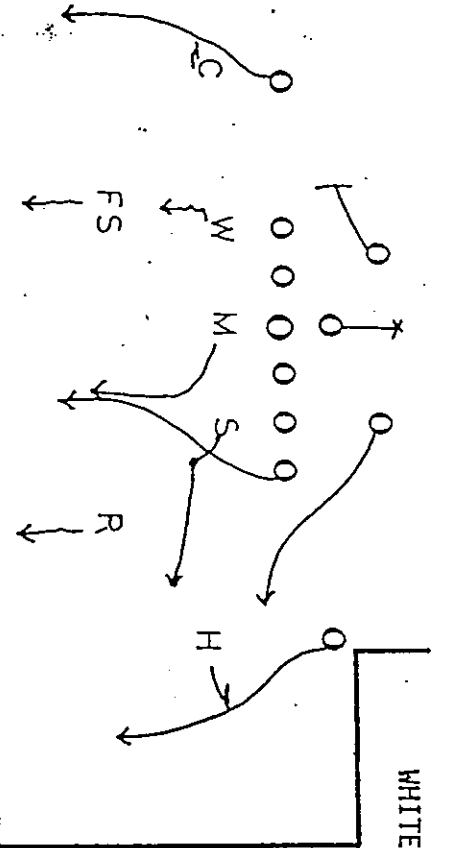
C Side Technique (Kamikaze) - Same as Halfback.

NOTES:

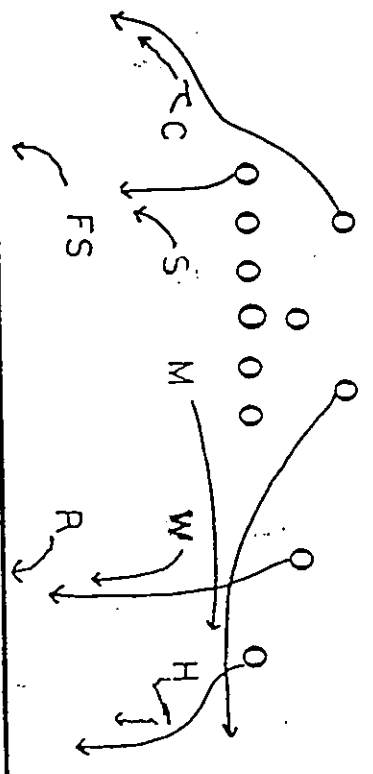
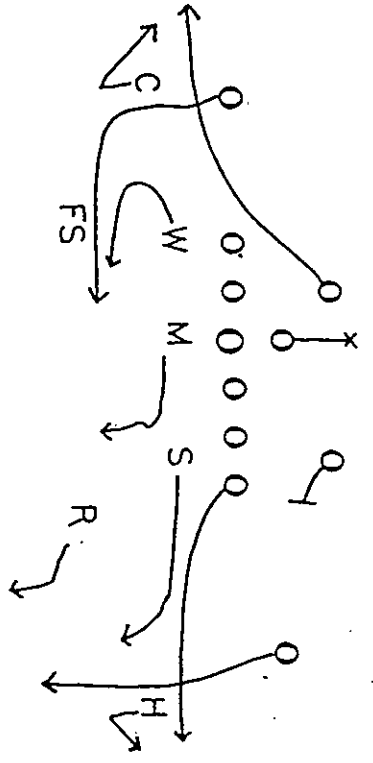
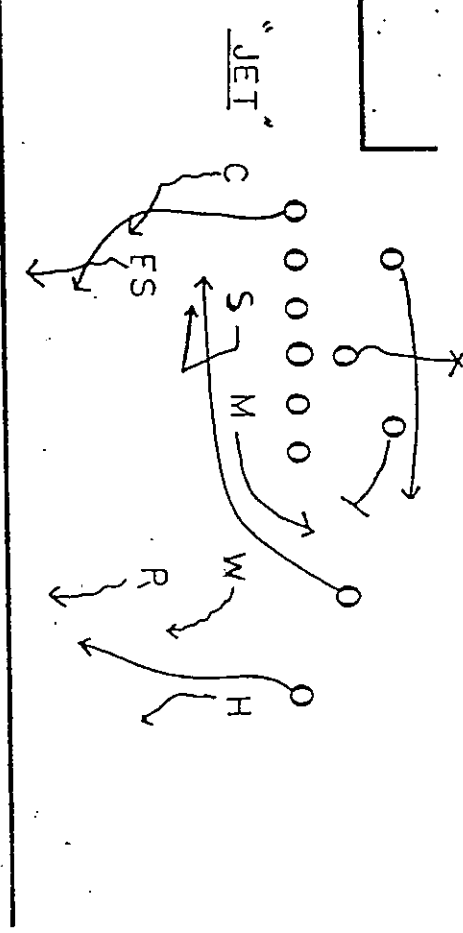
Delivery Key - When QB breaks hands, high front shoulder - Deep ball; low front shoulder - Short ball. SW - Make "detach" call when #2 detaches from the front and becomes a Twin. Scan call tells SW to read off #2 but "SCAR" #1 for smash route.



POSITION	TECHNIQUE	KEYS	NOTES :
SAM	Drop Chase (Scan)	#2 Vertical - Drop Chase (1x1) To goal line #2 Flat - Inside #1 #1 Curl - Drive for curl (10x2) #1 Post - Periph Post, wheel and run. #1 Dig - Periph Dig, wheel and run #2 Drags-Rambo call. Eye #3 for threat #3 Blocks steepen over #3 #3 release - Play as new #2	Collision Choice Routes. Wall off any questionable routes. Get Directional/Delivery Key from QB. Alert to #3 screen Scan progression of #1 and #2 if their split is 6 yds or less.
MIKE	Divider #3	#3 No Threat - Steepen Directly over #3 #3 Releases - Cross Divider to play #3 as necessary	Get Directional Key from QB Alert for Rambo call. Play crosser (new #3) Dbl. Rambo SIT
WILL	Drop Chase	-SAME AS SAM- #2 Flows Away - hear Jet Call. Look for 1st crosser (#2 Strong)	

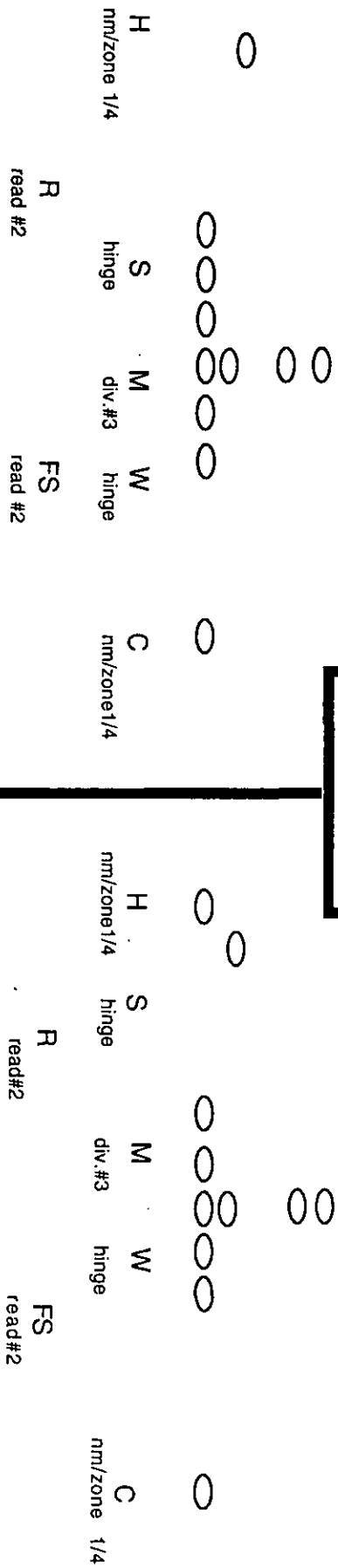


Notes:



Notes:

GOLD



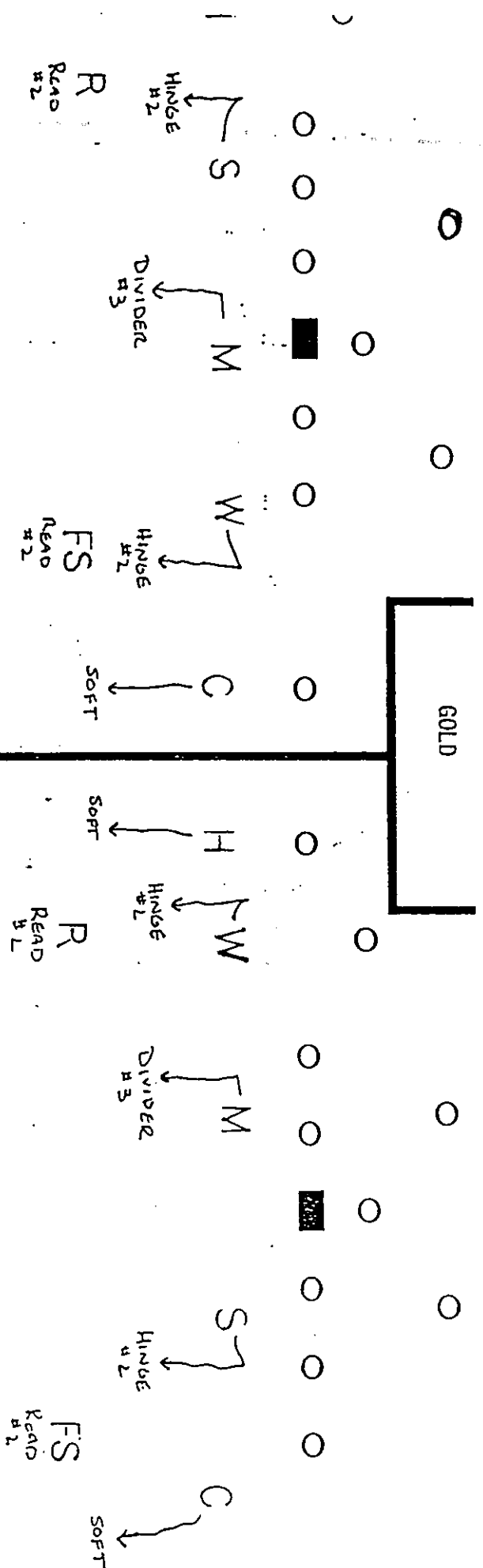
H Near Man to Zone the 1/4: Same as Sky.

R Read #2 (Butkus): Same as Sky.

FS Read #2 (Kamikaze): Note: Kamikaze because #2 in backfield. 4 Quicks Butkus Support.

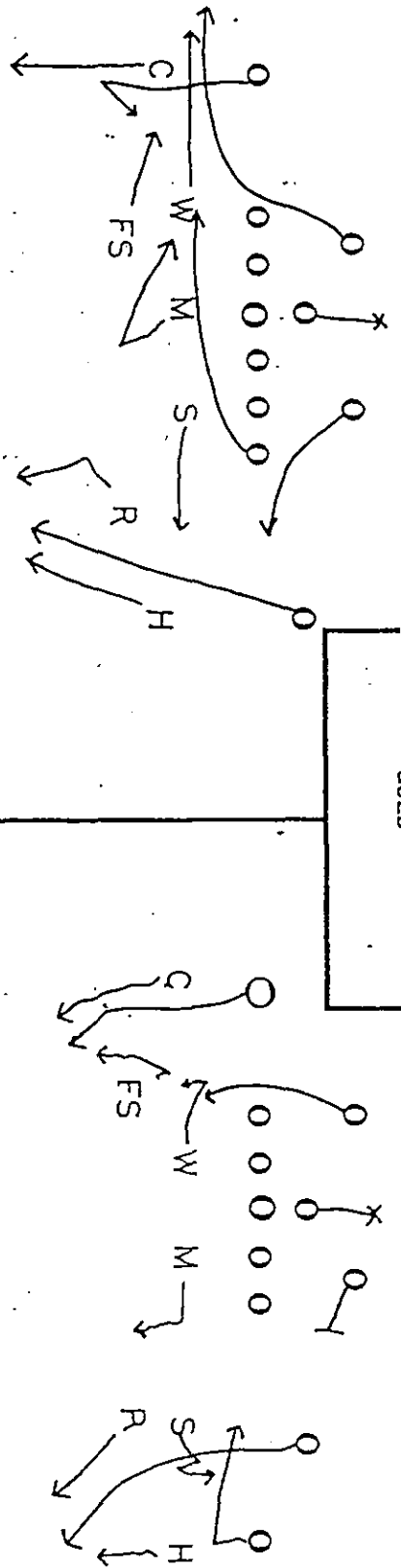
C Near Man to Zone the 1/4: Same as Sky frontside.

NOTES: Excellent run support coverage because it involves both safeties in run support. Also solid base coverage check vs. four quicks. COMBO call canbe used vs. twins set to one or both sides of the formation.

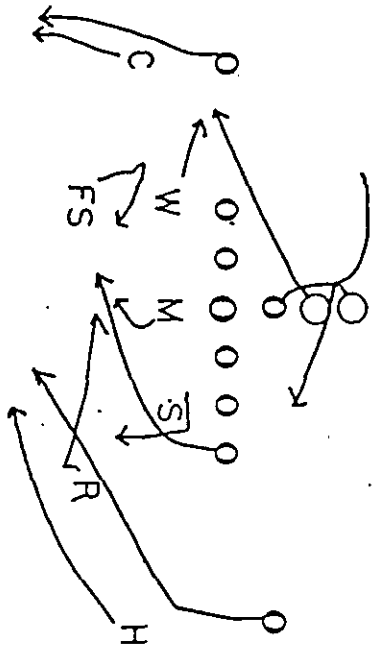


POSITION	TECHNIQUE	KEYS	NOTES :
3	Hinge #2	#2 vertical-hinge outside shoulder. #2. Steepen on outside shoulder 10-12 yds. come off for #1	cross face and route #2. Recognize progression of #1
SAM		#2 Flat- Jump Flat, Deny Tech #2 Drag- Rambo call Steepen off new #2. New #2 releases lay. Hinge technique	#2 shows back of numbers, jump flat
MIKE	Divider #3	#3 No Threat- steepen over #3 #3 cross either divider- steepen, look for new #3 threat	Get directional key from QB Do not cross divider on either side. Steepen & play directional key new #3.
WILL	HINGE #2	-SAME AS SAM-	

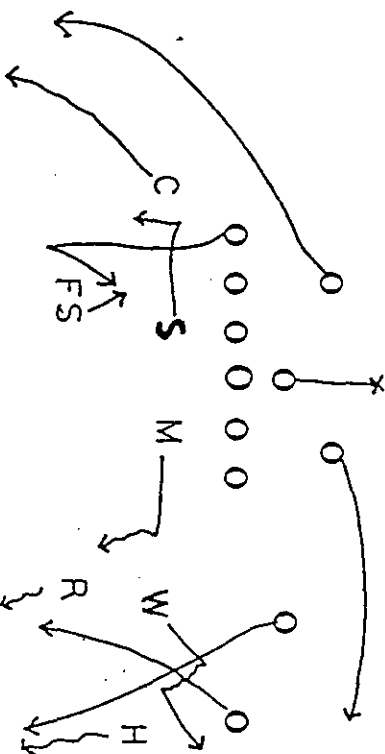
GOLD



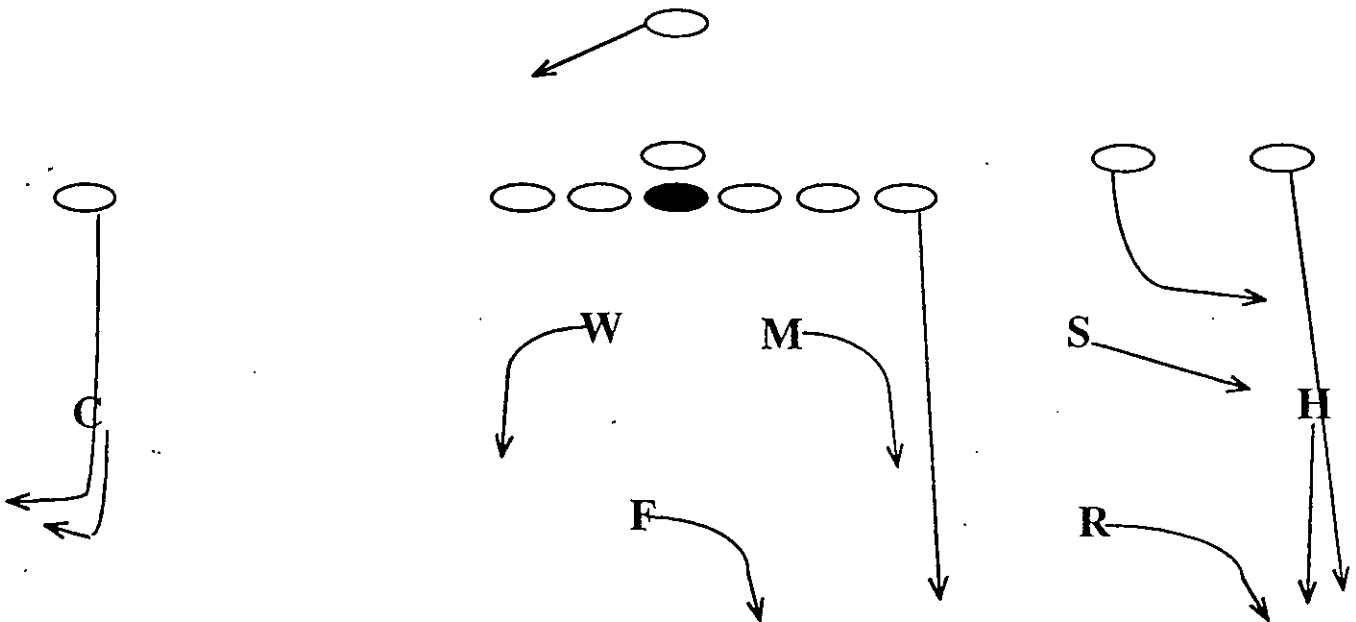
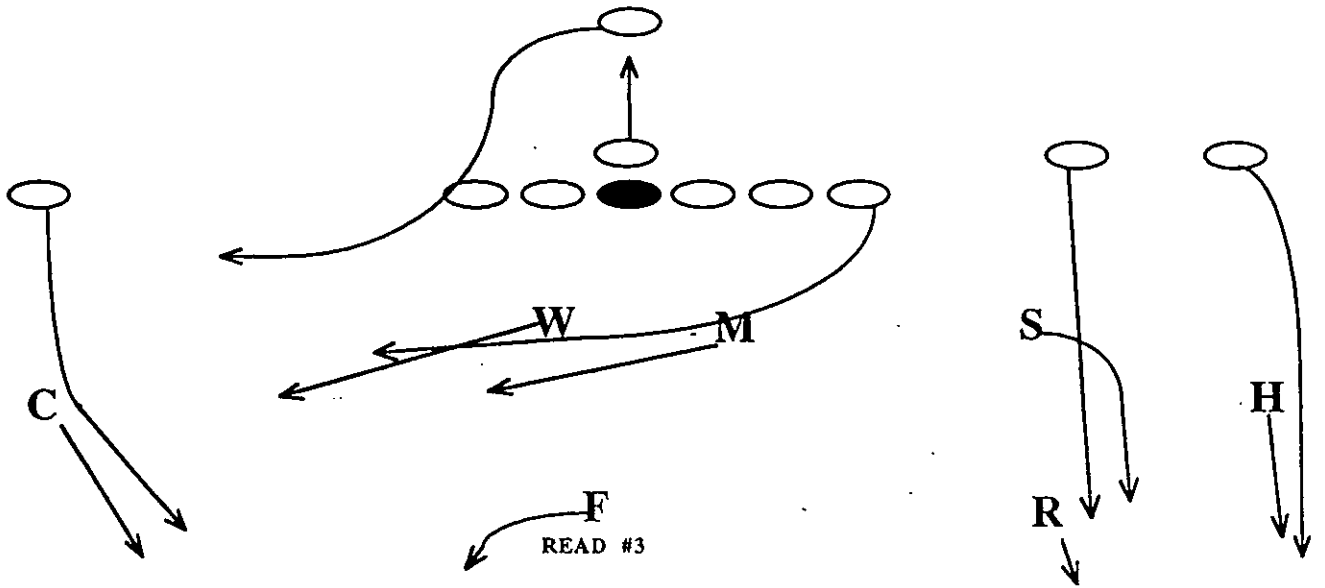
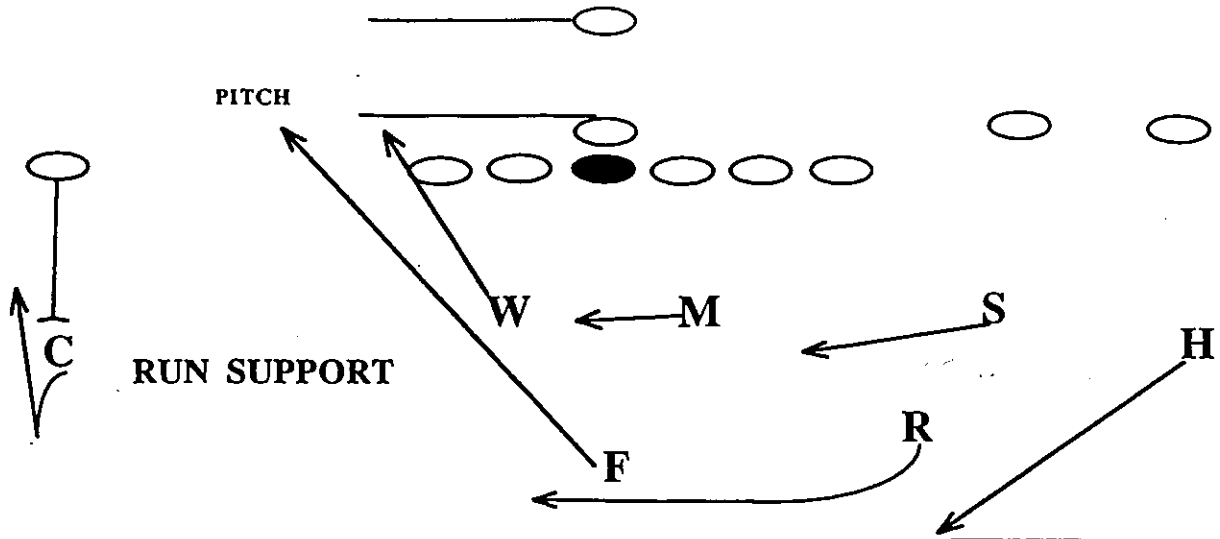
Notes:



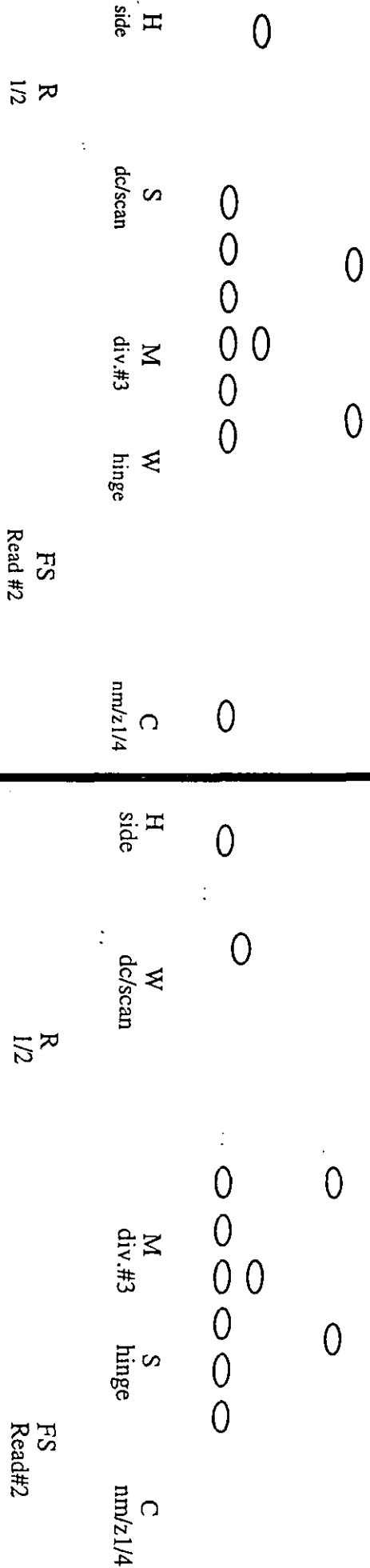
Notes:



GOLD VS. TRIPS



PURPLE



H Side Technique (Kamikaze Support)

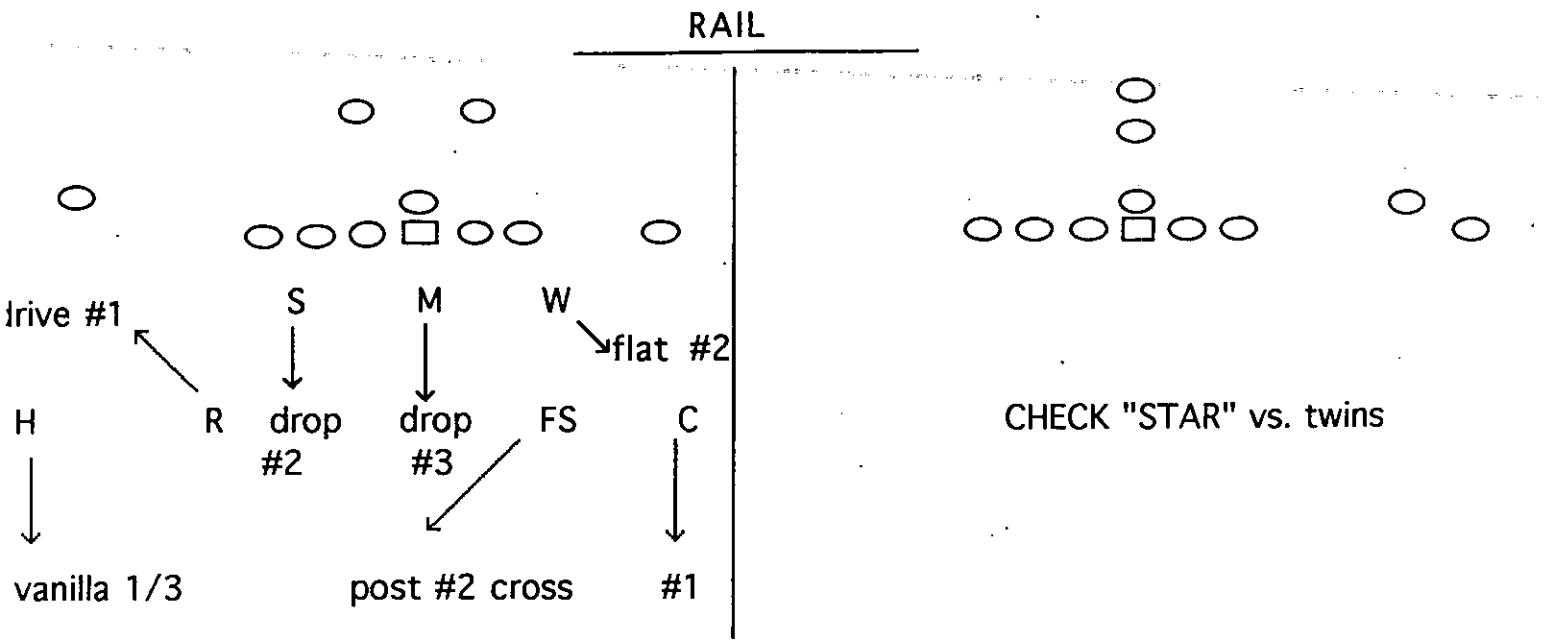
R Vanilla 1/2 (Alley Support)

FS Read #2 Technique (Butkus Support)

C Near Man to Zone the 1/4 (Secondary Outside Support)

NOTES:

This gives us the ability to take away quick game to the TE - flanker side but still play read to the backside or away from strength. In essence, PURPLE is the opposite of BLUE.



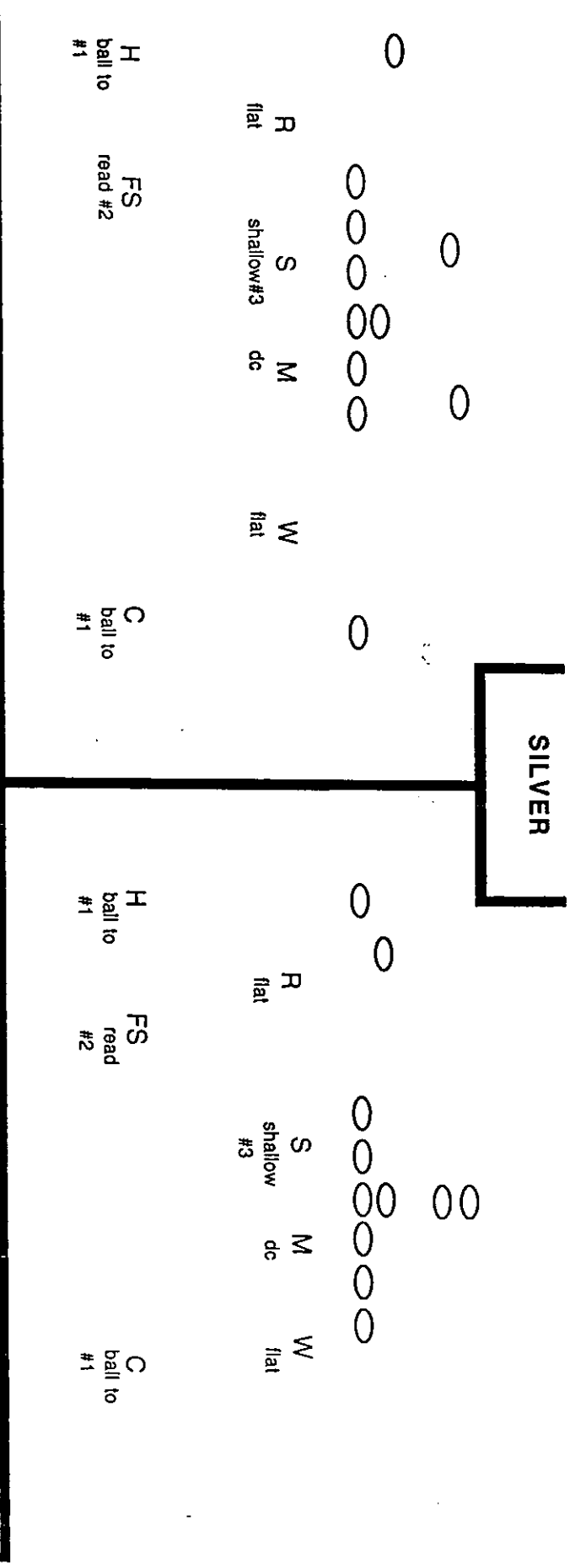
H Vanilla 1/3 ; Get back over #1 and play off the QB (Secondary Support).

R Drive to #1 and hold leverage on the flat. (kamikaze Support).

FS Get Back middle 1/3 player to deep crosser. (Late Alley Support).

C Man #1 except for shallow crosser. Pass to Maze and directional.

NOTES: Rail will be our way to defend with an eight man front involving the R as the eighth defender. It is also utilized as a disguise from our two deep shell with its strength being strong side .



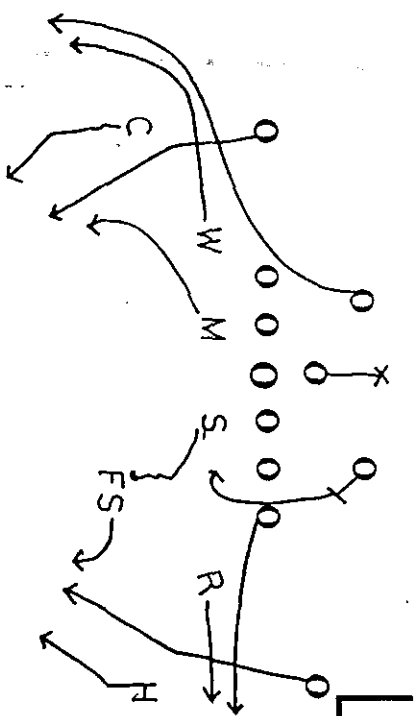
H Post of #1 to the ball: Get soft and play over top of #1. Go on "Delivery Key" of the QB.

R Drive to #1 (Kamikaze): Drive to #1 and play all progressions from the outside in. No flat threats squeeze back and play "Directional Key" from the QB.

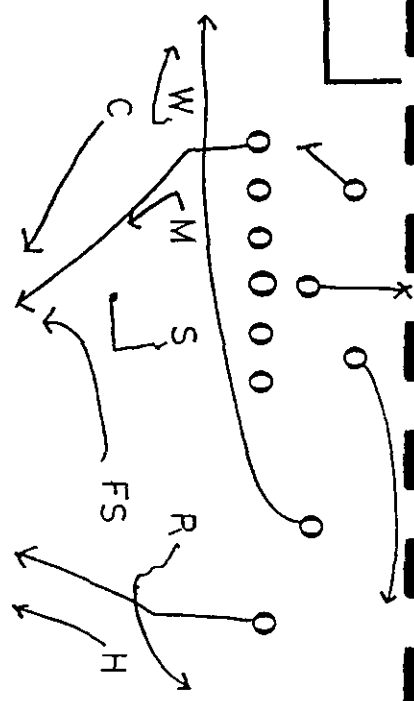
FS Read #2: #2 Flat - Cut #1 inside progressions; #2 Vertical - Zone over top #2; #2 drags - Cut #1 weak or check your back door. #2 Blocks - Force.

C Same as Halfback.

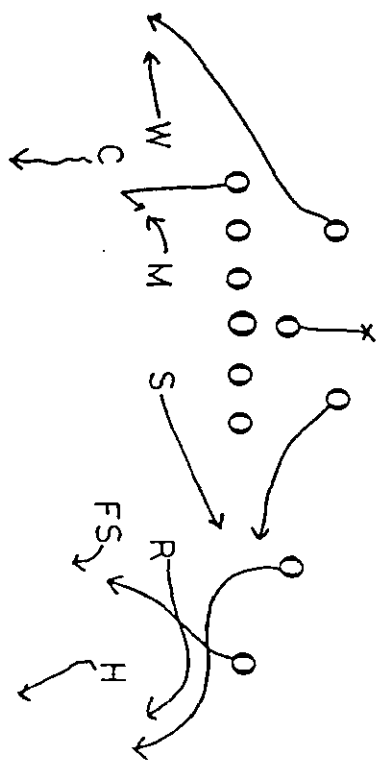
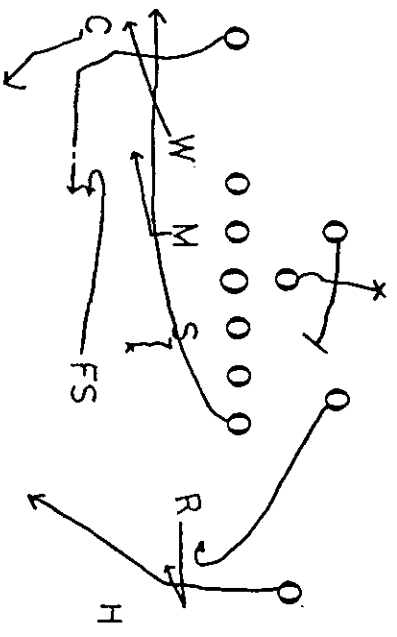
NOTES: Silver gives us the opportunity to play with an 8 Man Front. FS gives us a 9th supporter when #2 blocks. Excellent coverage on the GL and versus TE oriented option teams.



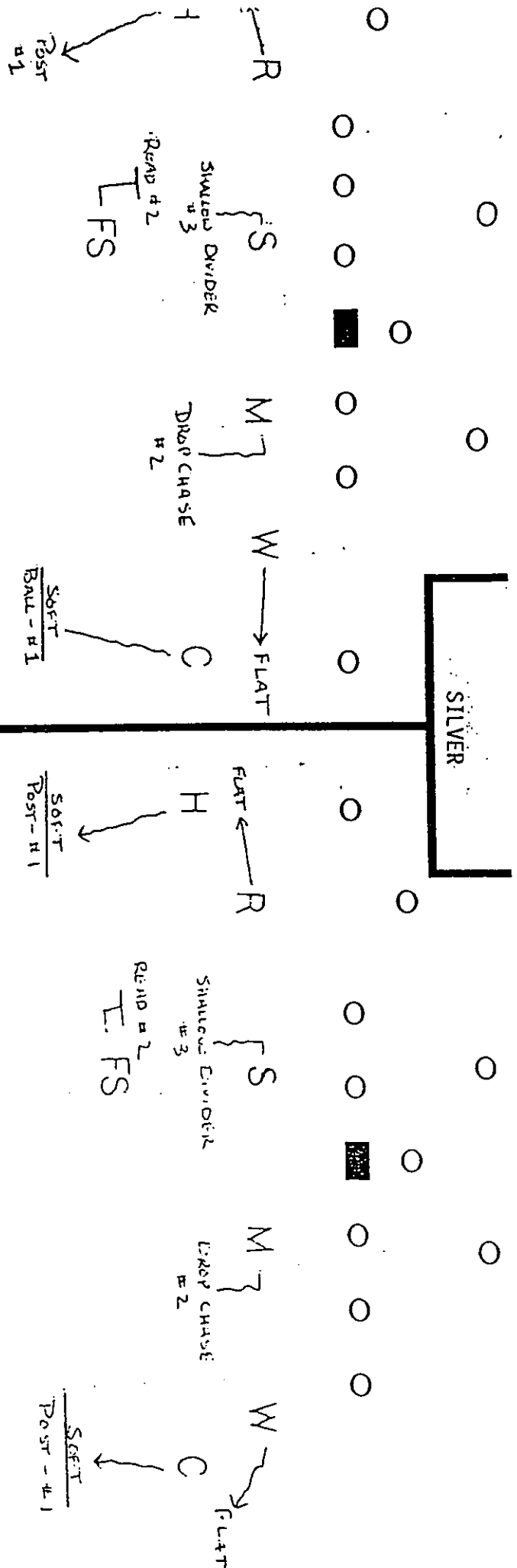
SLEVER



Notes:

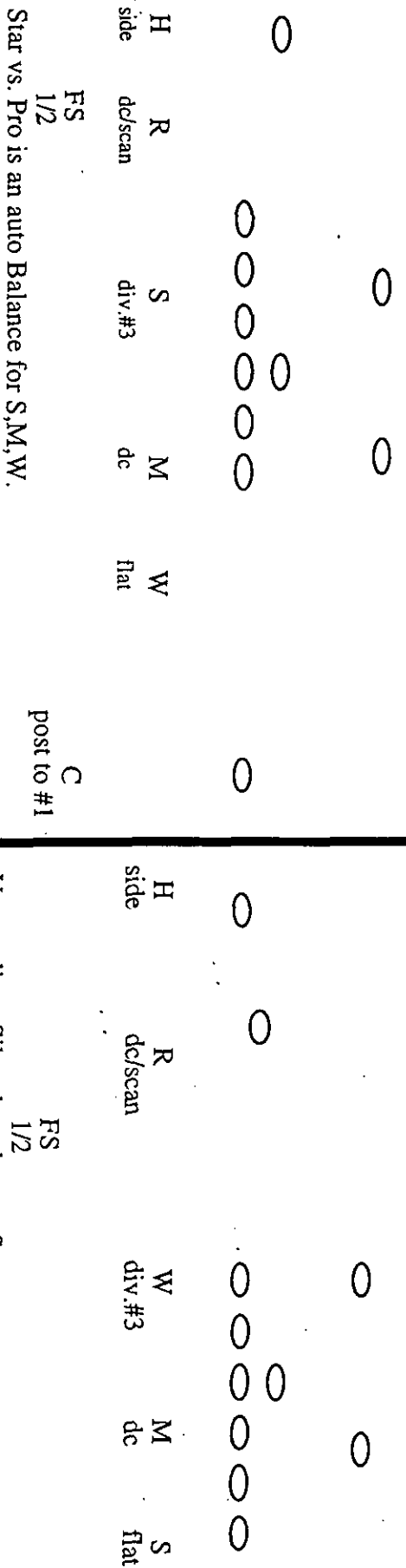


Notes:



POSITION	TECHNIQUE	KEYS	NOTES :
SAM	DIVIDER #3 SHALLOW	#3 Blocks - Steepen over #3, Play Directional/ Delivery keys #3 Releases - Play as necessary	Realize help to the flat Clamp any underneath route - have FS help over the top
MIKE	DROP CHASE #2	#2 Vertical - Drop Chase to goalline #2 Flat - Inside #1 #1 Curl - Drive to curl #1 Post - Periph post, wheel and run #1 Dig - Periph Dig, wheel and run #2 Drag - Rambo call. Steepen off #3, Play as new #2	Anticipate inside help on Post/Dig from FS
WILL	FLAT #1	Drive to flat. Play Directional Key & Progression #1 Vertical - settle on numbers #1 Curl - Play under curl #1 Out - Play under out	Stay alert for wheel of #2

STAR-VENUS



H Side Technique (Kamikaze): Same as White.

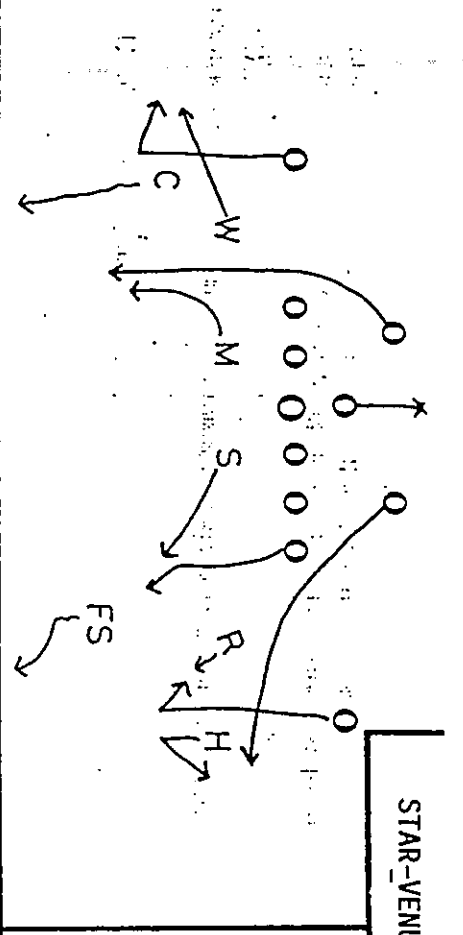
R Drop CHASE/SCAN (Force QB/Pitch on Option): #2 Vertical - Drop Chase #2: #2 flat - drive to #1 Inside progression; #2 Drags - Inside progression #1; Be ready for #3, #2 Interchange. SCAN #2, #1 close together - #2 verticle with #1 Smash - Jump #1.

FS Vanilla 1/2 (Alley): Same as White.

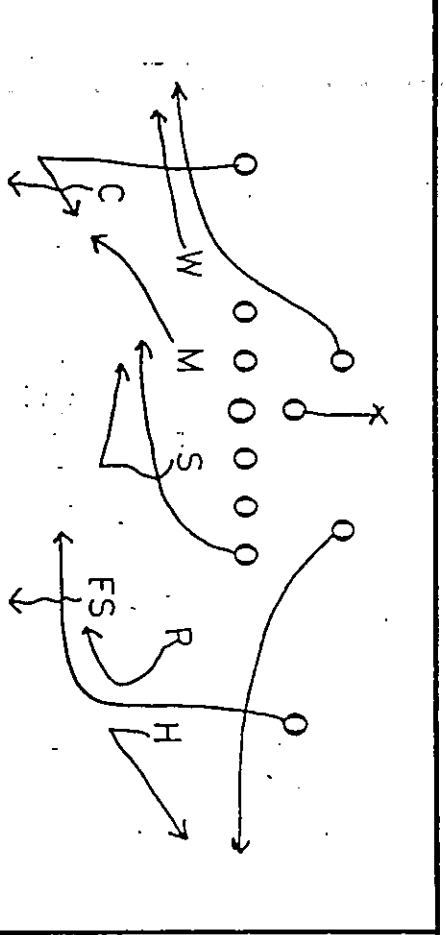
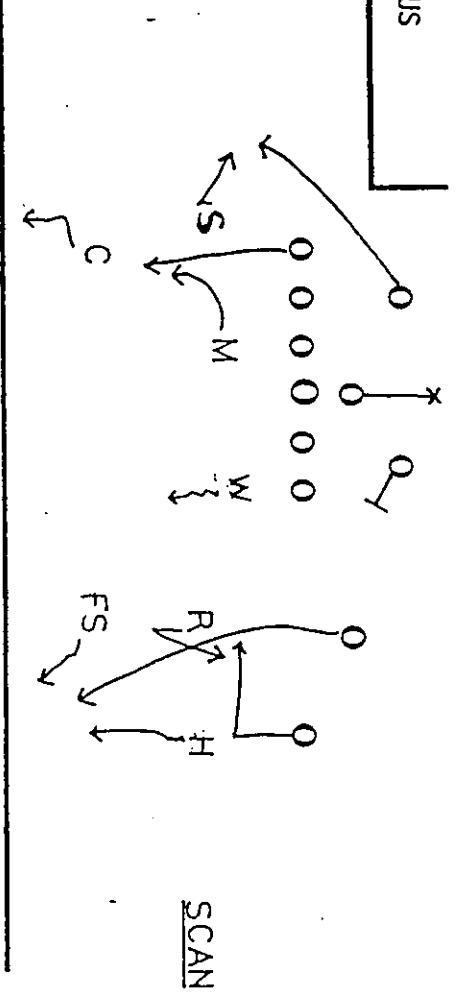
C POST to #1: Same as Silver.

NOTES:

Venus tells secondary to align silver and Step to (Venus) post-snap. Essentially, Venus is Star Coverage in technique and play, but is Silver in alignment.

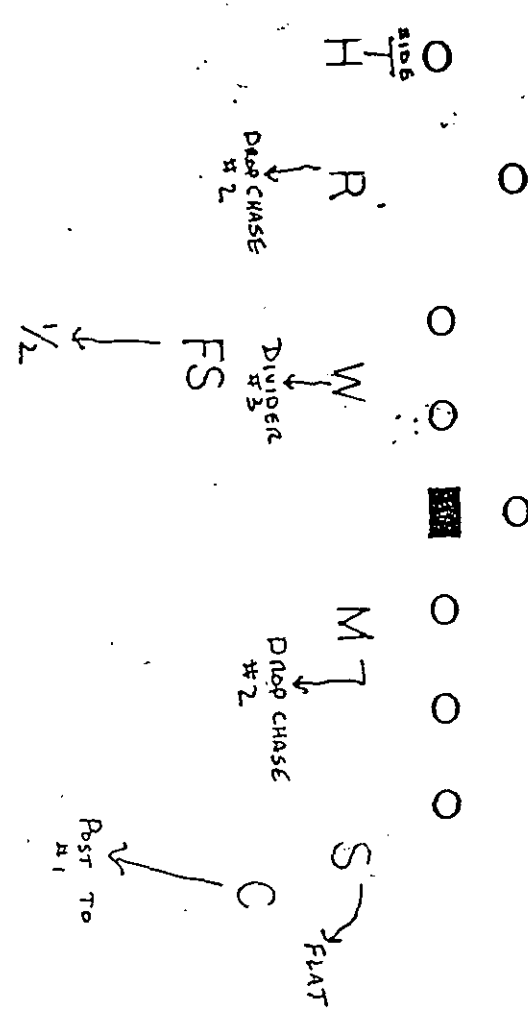
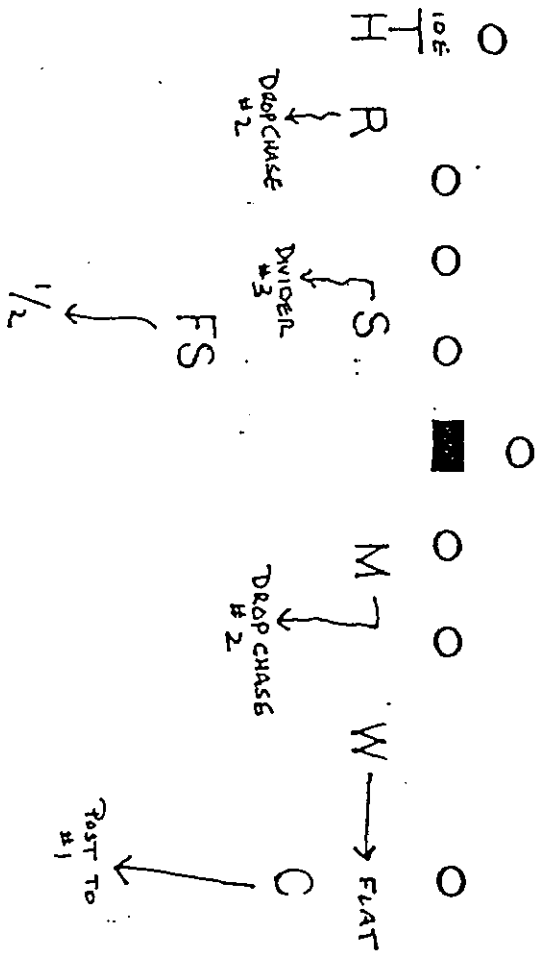


Notes:



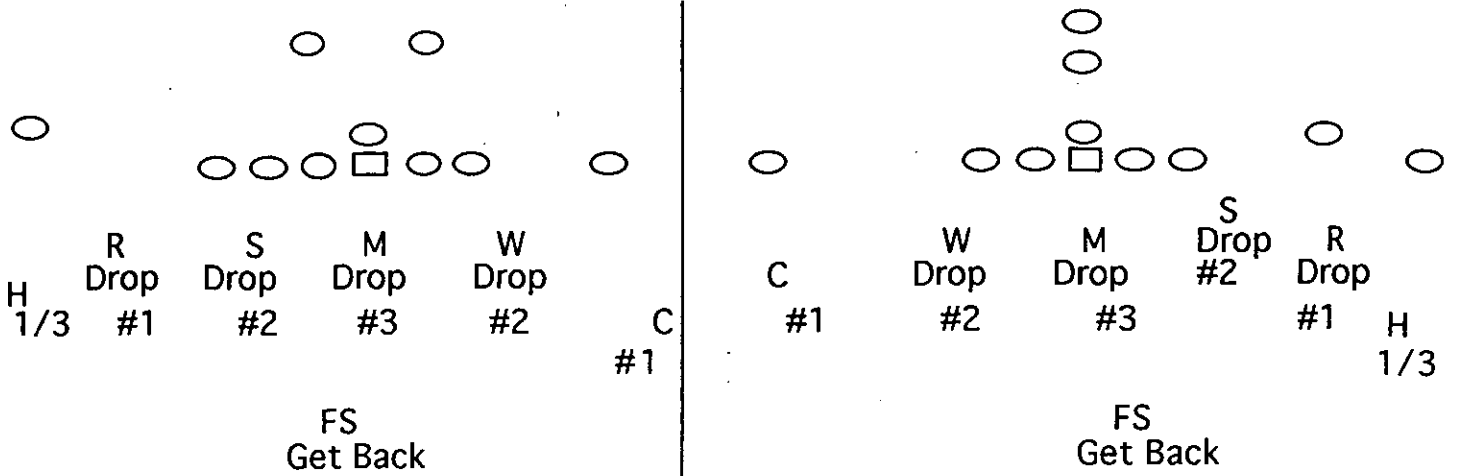
Notes:

VENUS
STAR



POSITION	TECHNIQUE	KEYS	NOTES :
SAM	Divider #3	#3 releases- cross divider as necessary to play	#3 strong must are- release for outside release. Be alert for quick RAMBO call on any inside release.
MIKE	Drop Chase #2	#2 vertical- Drop chase (1x1) to goalline #2 Flat- Inside #1 #1 curl- Drive to curl #1 Post- Periph post. wheele, run with post #1 Dig - Periph Dig. wheele & run with dig #2 Drags- Rambo Call, Play new #2	Collision choice route. Wall off any questionable routes. Get directional from QB
WILL	Flat #1	Drive to Flat/ #1 #1 out-play under out #1 curl-play under curl #1 vertical- settle at #'s	Play Directional Key

RAINBOW



Will plays #2 man or 1st crosser. As he drops think width to help in curl window

H Vanilla 1/3 with secondary support

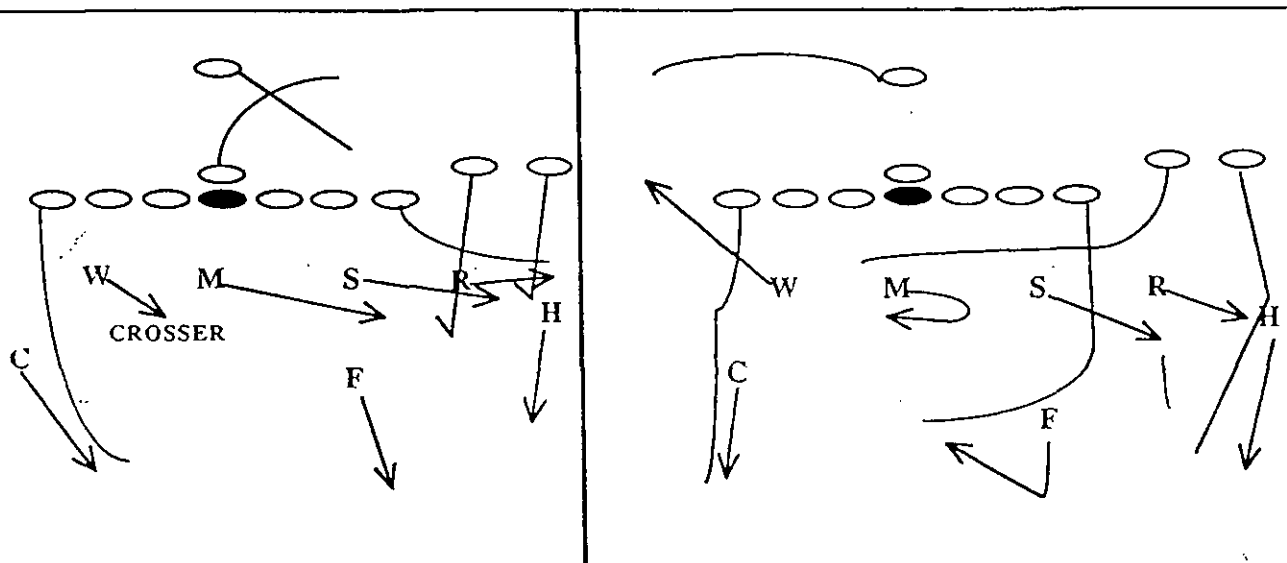
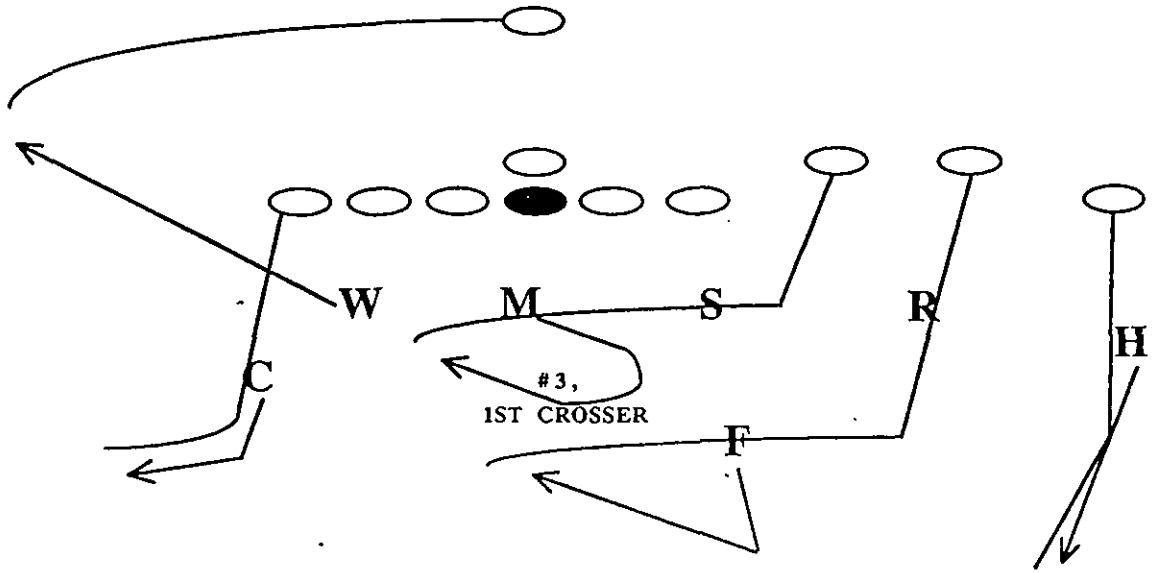
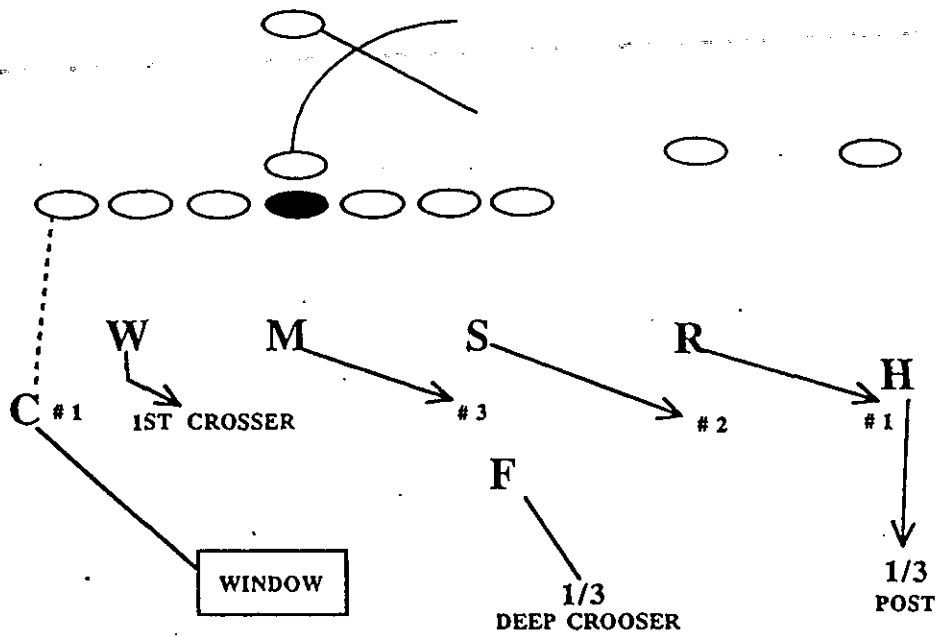
R Drive to #1 with Kamikaze support

FS Vanilla 1/3 with alley support. Get Back defender.

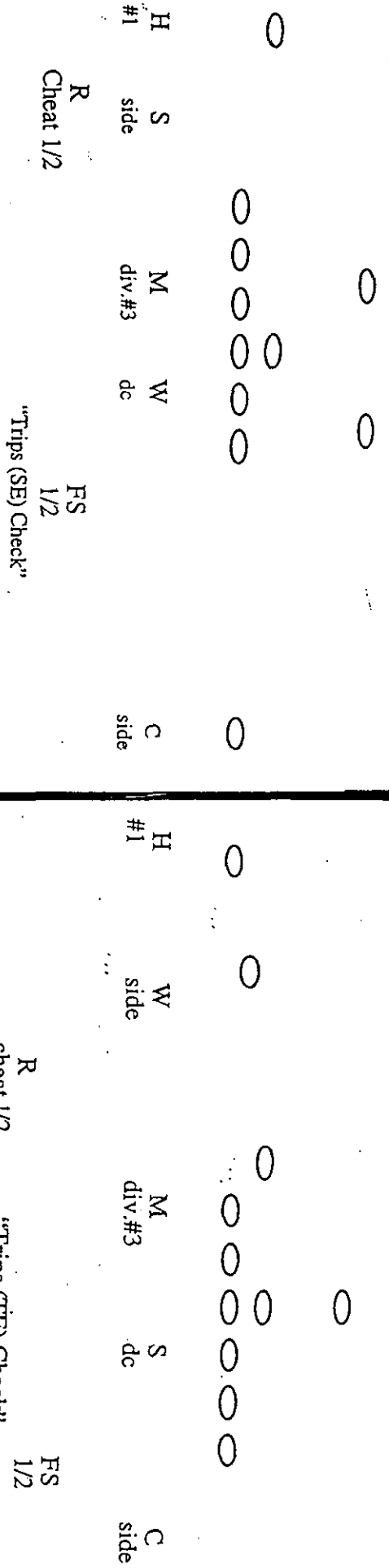
C #1 Man with secondary support

NOTES: Rainbow gives us the opportunity to play eight man front and is strong versus flood routes to the strongside.

RAINBOW



WHITE-CLUB CALL



H Man to Man on #1 (Press is an option)

R Squeeze 1/2 (Alley Support)

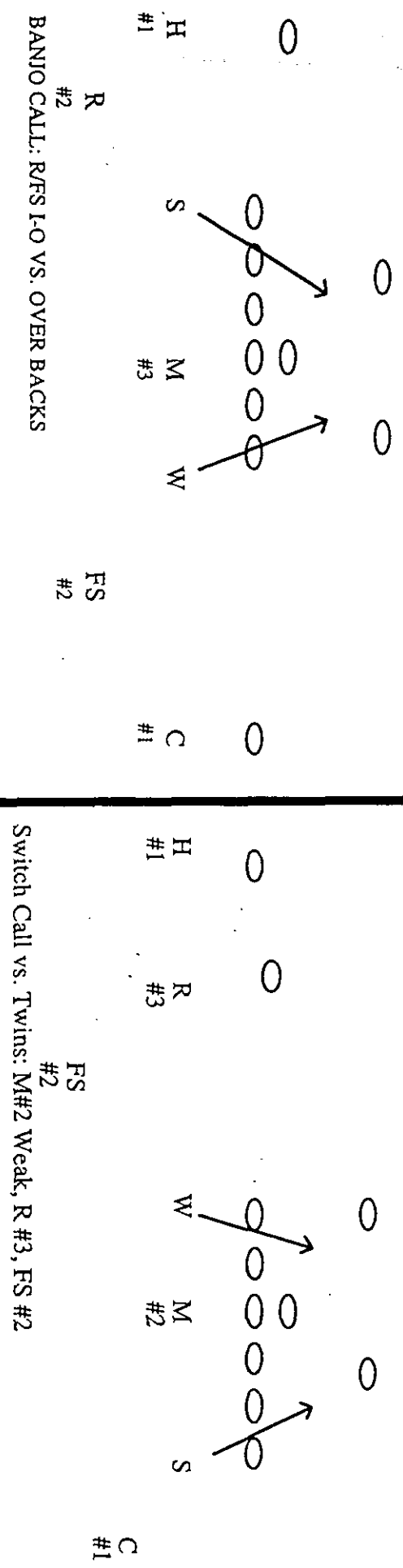
FS Vanilla 1/2 (Alley Support)

C Side Technique (Kamikaze Support)

NOTES:

Club Call - Tells Sam to play Side Technique with outside leverage on #2. S has prime run support (Butkus) because H is playing #1 M/M. This puts the H on an Island and allows us to play 10 on 10 without getting stretched at frontside 1/2. Exception of H-S, everyone else plays base Cloud coverage.

FALCON



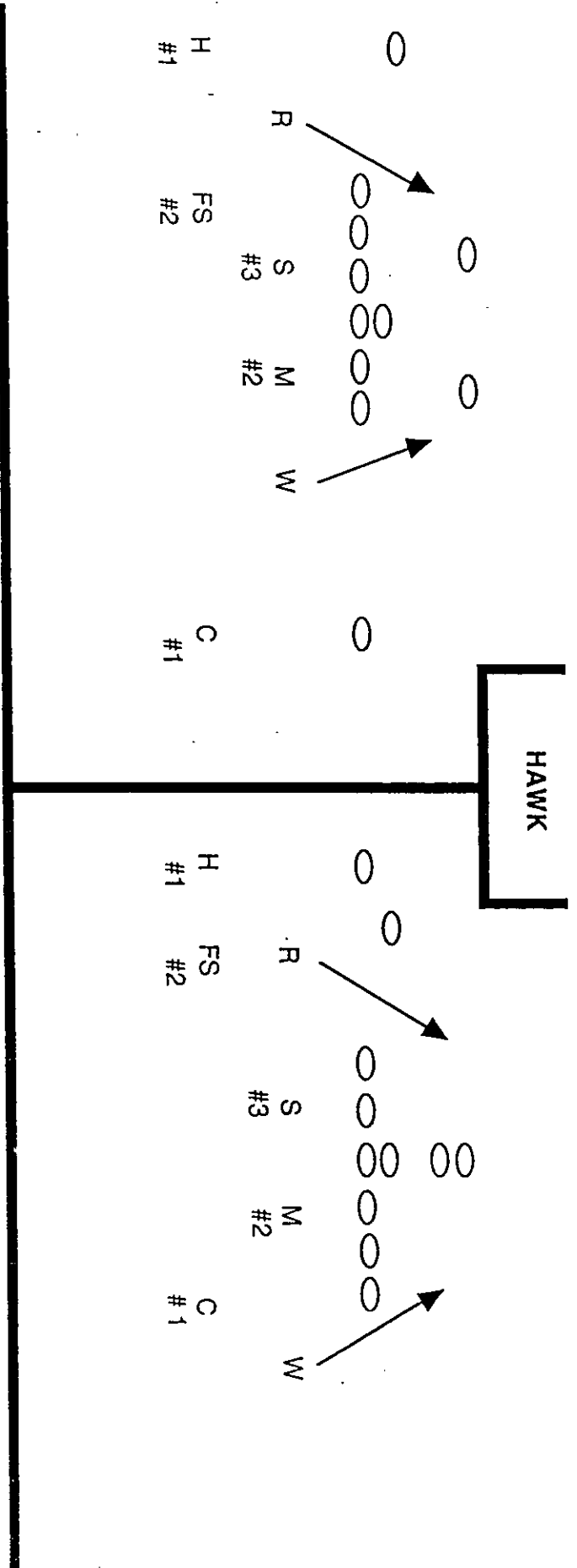
H Aggressive Man on #1 - Front and Back Play #1 for Pass until run is assured, take proper pursuit angle.

R Aggressive Man on #2 Front and Back Play #2 for Pass until run is assured, take proper pursuit angle.

FS Aggressive Man on #2 Front and Back Play #2 backside for Pass, take proper pursuit angle.

C Aggressive Man on #1 - Front and Back Play #1 for Pass until run is assured, take proper pursuit angle.

NOTES: Switch call vs. Twins allows Mike to play #2 backside and A gap to appropriate side. This also allows us to disguise coverage with R playing #3 frontside { Possible adjustment with some pressures}.



H Aggressive Man on #1 - Front and Back Play #1 for Pass until run is assured take proper pursuit angle.

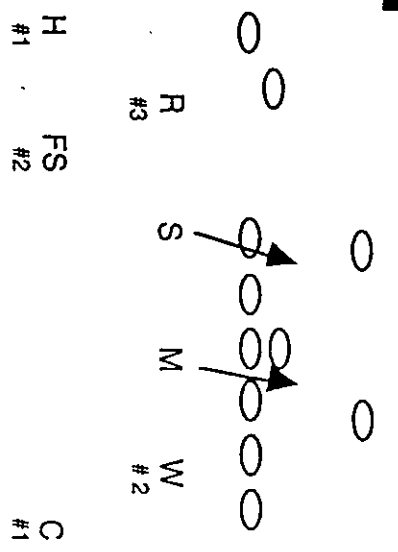
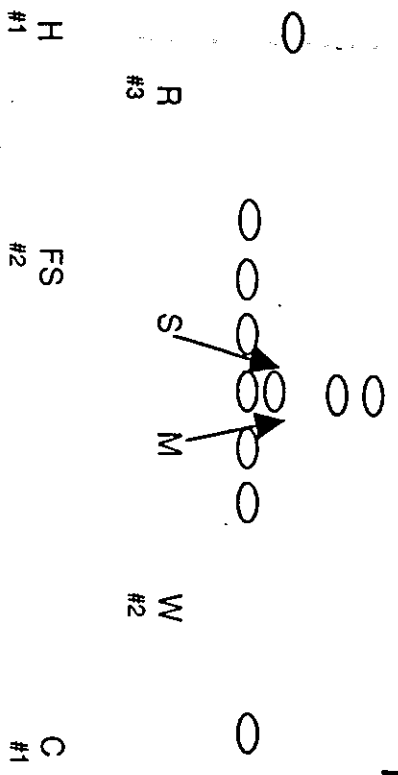
R Blitz - Front and Back Execute Blitz assignment

FS Aggressive Man on #2 Front and Back Play #2 for Pass until run is assured. Take proper pursuit angle.

C Aggressive Man on #1 - Front and Back Play #1 for Pass until run is assured. Take proper pursuit angle.

NOTES: Check Falcon vs. all one back sets. R checks Stud telling S to replace him in blitz while R mans up #2 strong.

SHRIKE



H Aggressive Man on #1 - Front and Back Play #1 for Pass until run is assured, take proper pursuit angle.

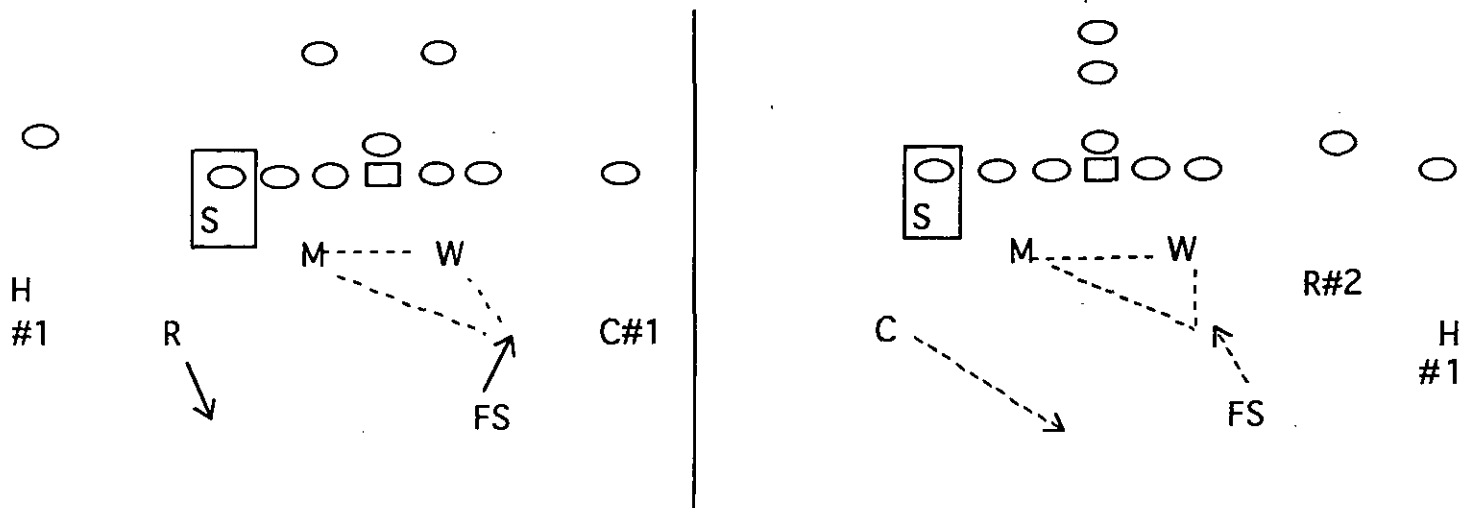
R Aggressive Man on #3 or Blitz Front and Back Play #3 for Pass until run is assured, take proper pursuit angle.

FS Aggressive Man on #2 Front and Back Play #2 for Pass until run is assured. Take proper pursuit angle.

C Aggressive Man on #1 - Front and Back Play #1 for Pass until run is assured. Take proper pursuit angle.

NOTES: Shrike checks to falcon vs. one back sets (four quicks and trips).

EAGLE



Shallow lurker will make "I'm Here" call to alert Sam he has help.

H #1 Man with normal man progression rules.

R Post player once #2 vertical no longer is a threat, read support if TE blocks.

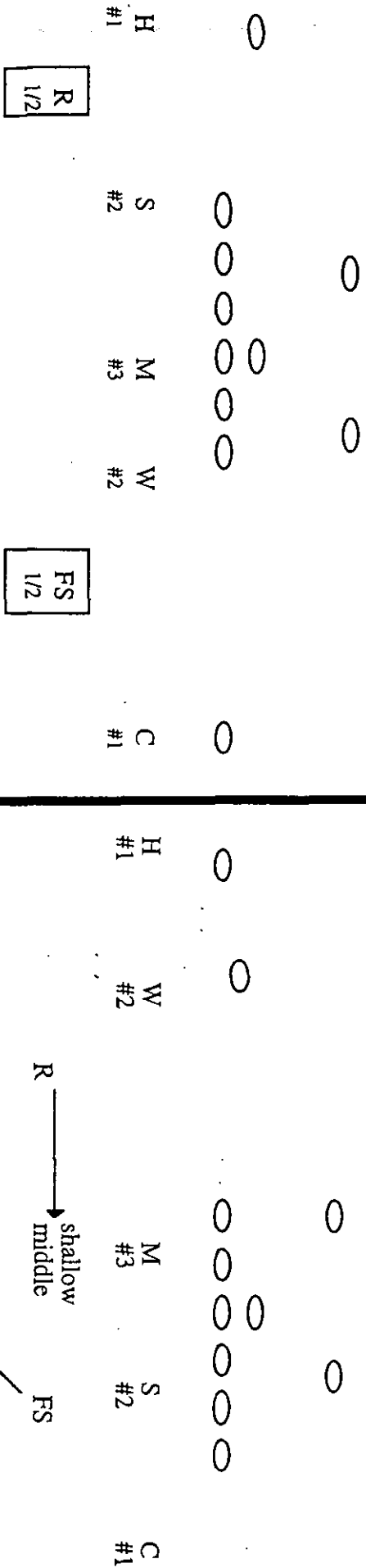
FS Bingo with M/W off step down to split side, prime supporter to your side.

C #1 Man progression or post player once TE is not vertical threat.

NOTES:

Combination principal that allows us to get into an 8 man front stepping the safety down on the weakside. We will run this coverage with 63 or Tight and PLUS the backers to help us stop the run.

RAVEN (LURK)



H Man under #1 (Kamikaze): Man under technique on #1 once you clear shuffle and force check for run.

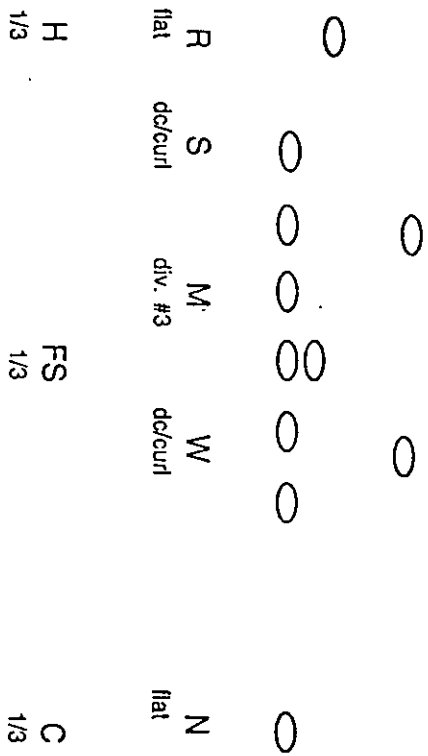
R Vanilla 1/2 Technique: Make "Zebra Call" if it is run for HB.

FS Vanilla 1/2 Technique - Make "Zebra Call" if it is run for Corner.

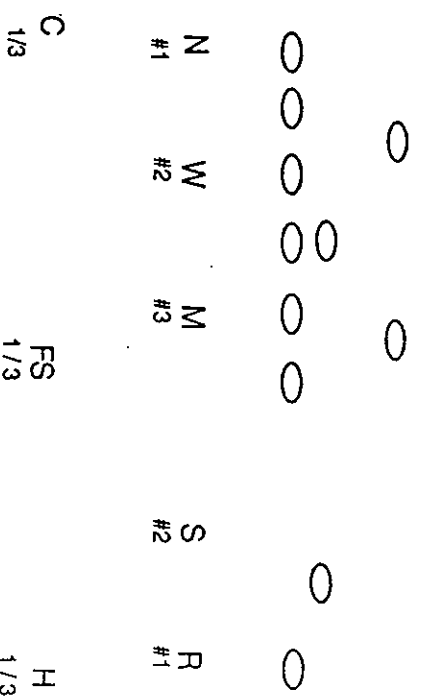
C Man under #1 (Kamikaze): Same as halfback in Raven Coverage.

NOTES: Raven can be played with or without a lurker. Without lurk called, the R/FS play vanilla 1/2's. The H/C adjust to Eagle technique at the perimeter along with the S/W. Raven also played in the Red Zone as a change-up. See attached page for specifics.

BLANKET (LOCK)



"BLANKET ILLUSTRATED"



"BLANKET LOCK ILLUSTRATED"

H Vanilla Outside 1/3 (Secondary Outside Support)

R Collision #1 to a Flat Drop (Kamikaze Support)

FS Vanilla Middle 1/3 (Soft Alley Support)

C Vanilla Outside 1/3 (Secondary Outside Support)

NOTES:

Blanket Lock tells the R, S, M, W, N to play man under techniques on their specific read receivers. This turns into 5 under man, with 3 deep zone defenders. This is exceptionally good for jump ball situations at the end of half - end of game. This will give us the numerical advantage.

UMASS DEFENSE: COVERAGE CHECKS PRE-SEASON

	Pro	Pro Tight	Spread	Twins	TE-Wing(2)	4 Qks	Trips (TE)	Trips (SE)
White	Plays	Plays	✓Rainbow	✓Star	Plays	✓Gold	✓Star	Plays
Blue	Plays	Plays	✓Rainbow	✓Star	Plays	✓Gold	✓Rainbow	✓Gold
Gold	Plays	✓Blue	Plays	✓Star	✓Blue	Plays	✓Rainbow	Plays
Rail	Plays	✓Blue	✓Plays	✓Star	✓Blue	✓Gold	Plays	Plays
Rainbow	Plays	✓Blue	Plays	✓Star	✓Blue	✓Gold	Plays	Plays
Eagle	Plays	Plays	Plays	Plays	Plays	✓Roll	✓Rock	✓Rock
Star	Plays	Check vs. Twins and Trips (TE)						
Falcon	Plays	Plays	Plays	Plays	Plays	Plays (FS Adjust)	FS Adjust	FS Adjust
White Stay	Plays	Plays	Plays	Plays	Plays	Plays	Plays	Plays
Blanket	Plays	Plays	Plays	Plays	Plays	Plays	Plays	Plays

White Stay - dictates White will play vs. all sets unless game plan dictates otherwise.

1998

UMASS : DEFENSIVE FRONTS:

70 PACKAGE:

71 (Ex. Gold)
72 (Ex. White)
Tight (Ex. Blue)
72 Slant

60 PACKAGE:

60 (Ex. Gold)
63 (Ex. Gold)
62 Angle

30 PACKAGE:

30 Joker (Ex. White)

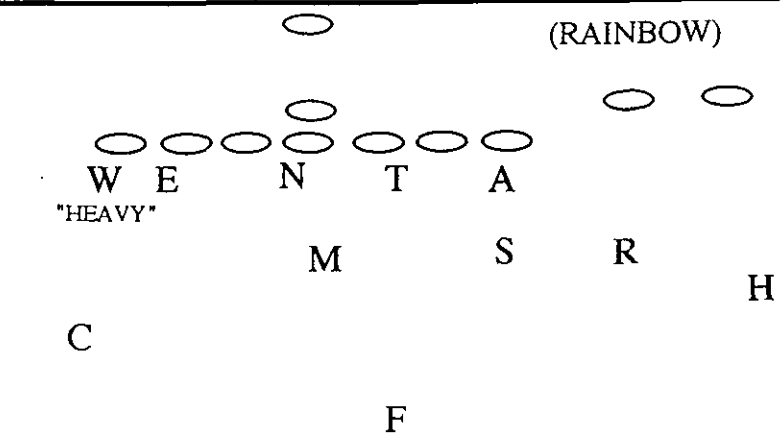
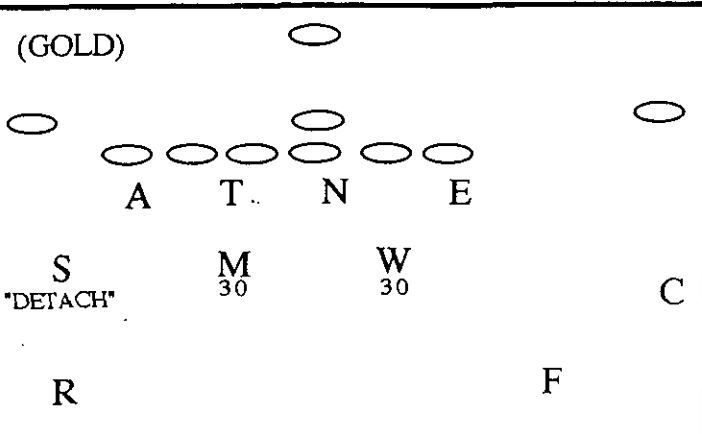
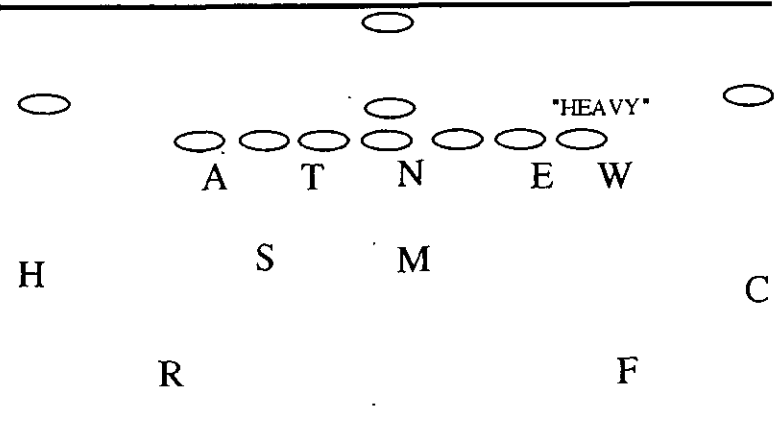
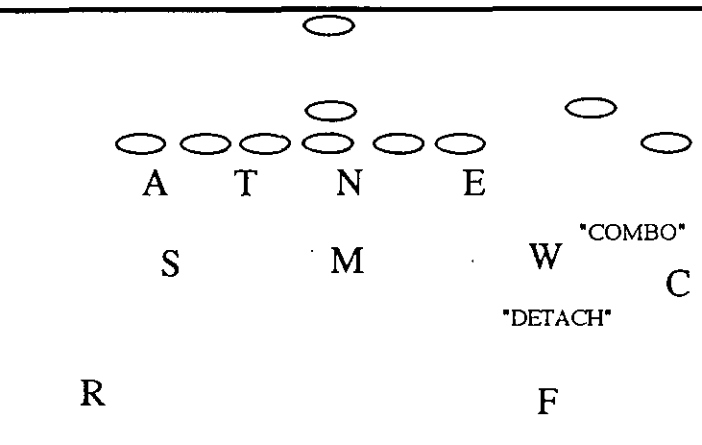
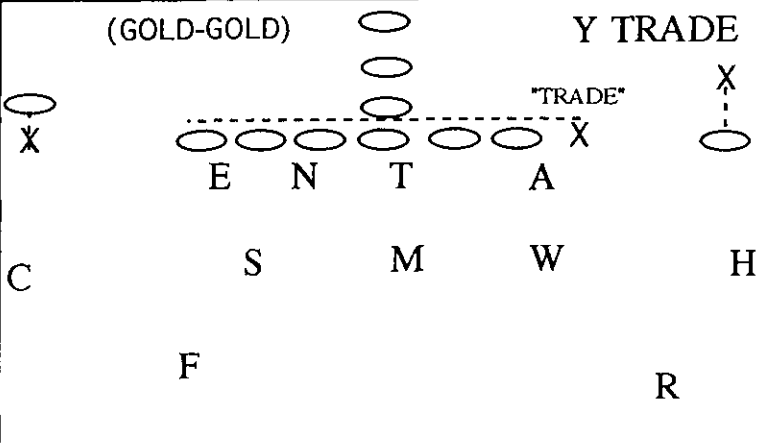
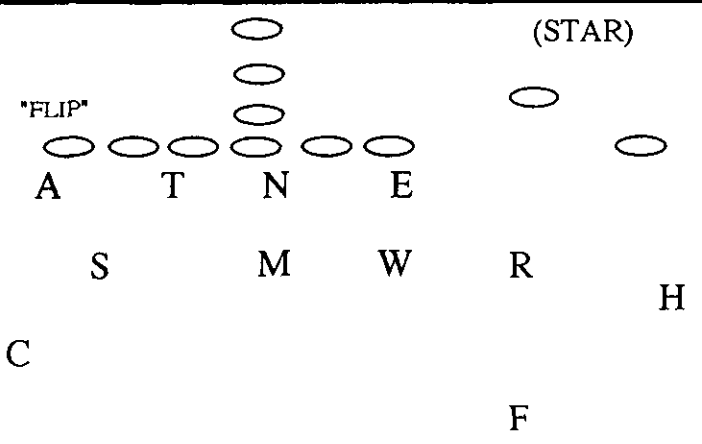
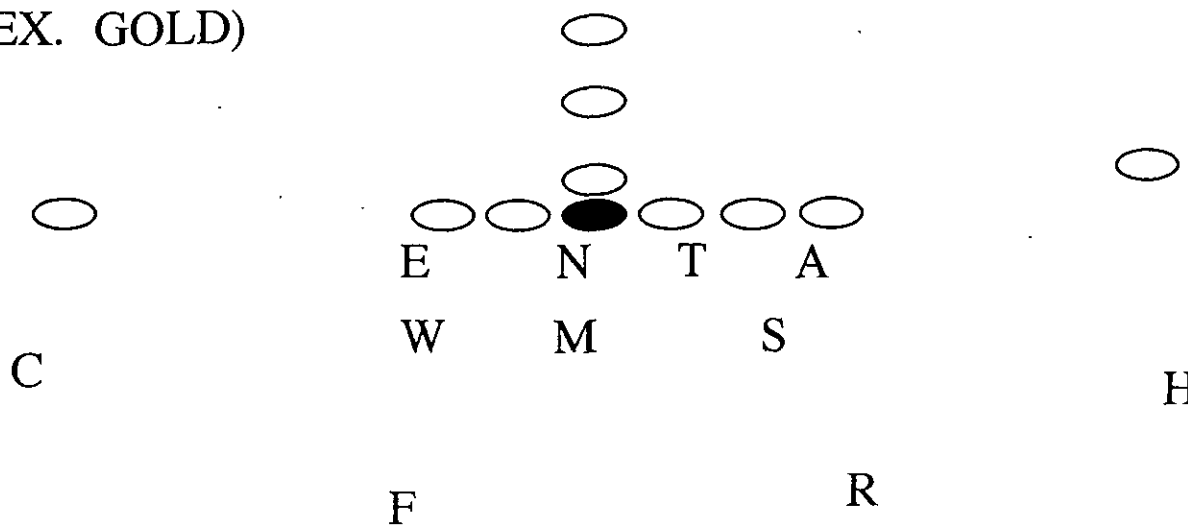
Goal Line:

62 Solid - Buzz

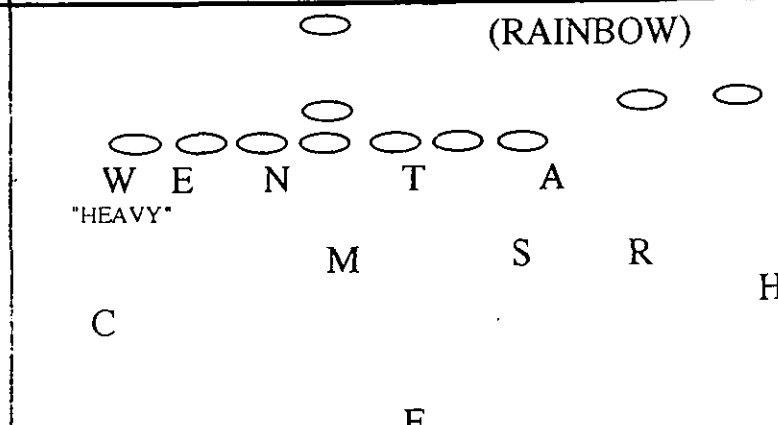
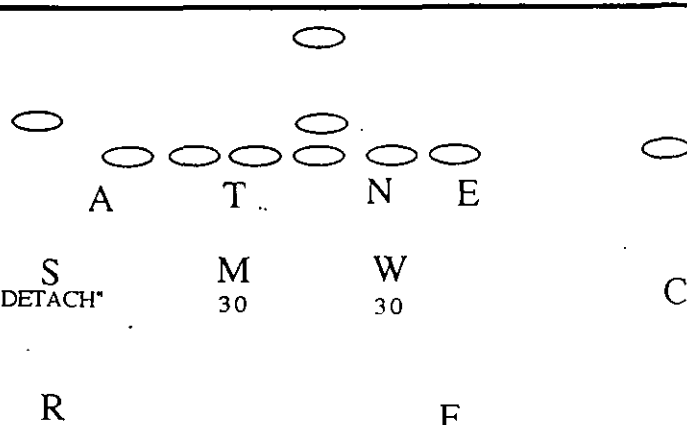
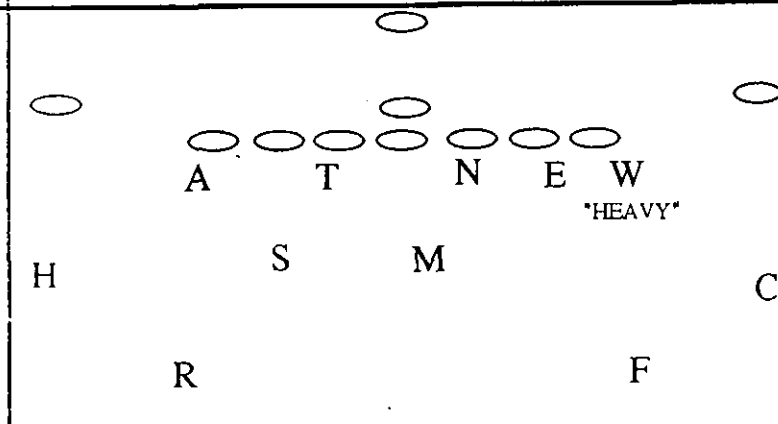
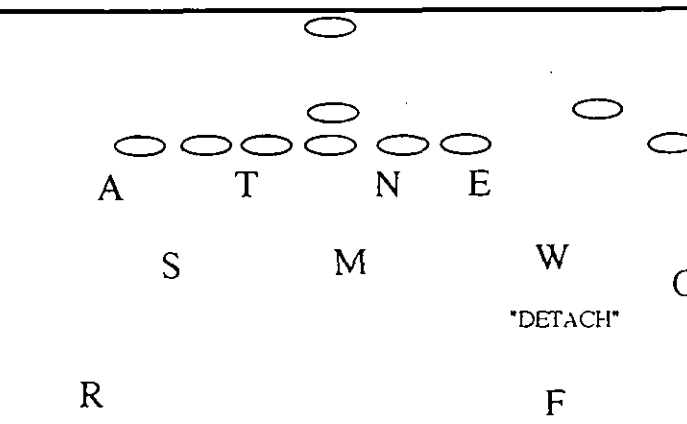
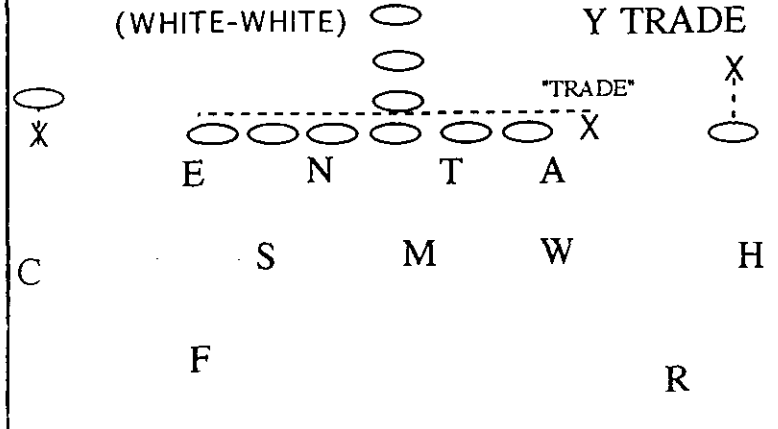
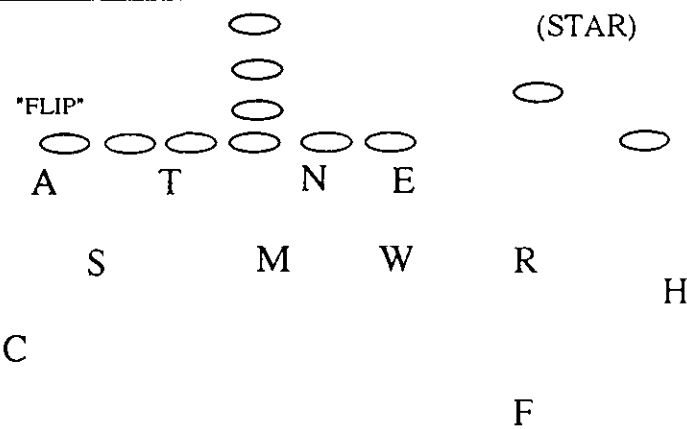
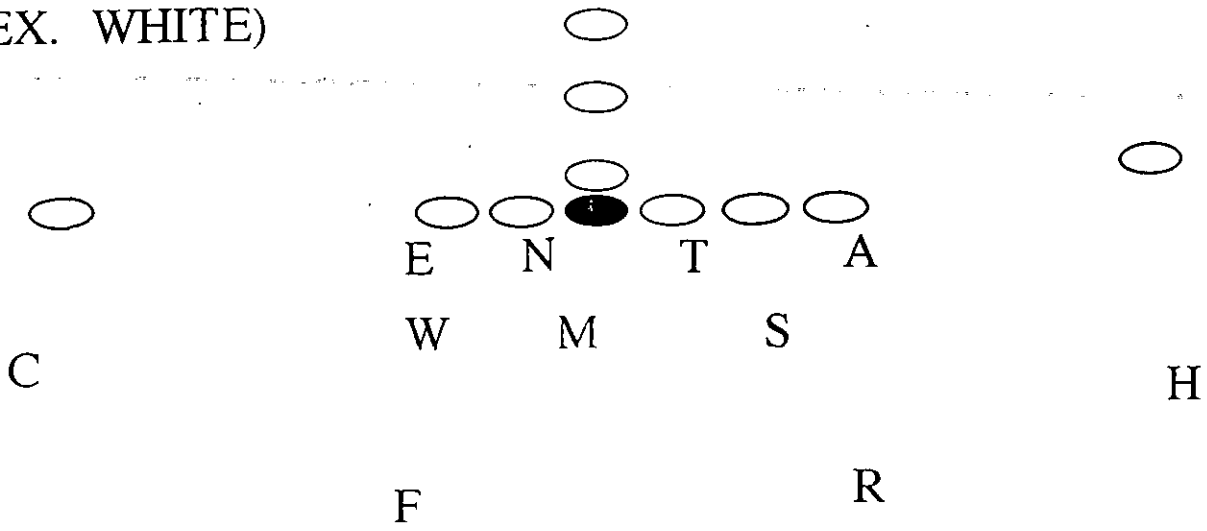
2 TE's ADJUSTMENTS:

71
72
60
63
Tight
30

71(EX. GOLD)



72(EX. WHITE)



TIGHT BLUE

C

E N T A S
W M

H

F R

(STAR)

(GOLD-GOLD)

Y TRADE

"FLIP"

S A T N E

M W

R H

X C

S E N T A X

M W H

"TRADE"

X

C

F

F

R

S A T N E

M W

"COMBO"
W C

"DETACH"

F
CHECKGOLD

S A T N E W

M

"HEAVY"

R

F

CHECKGOLD

(GOLD)

A T N E

S M W

"DETACH"

R

F

W E N T A S

"HEAVY"

M

R

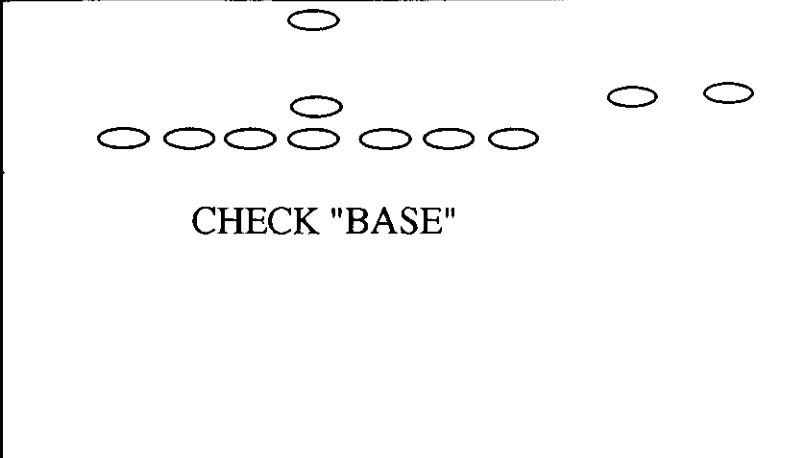
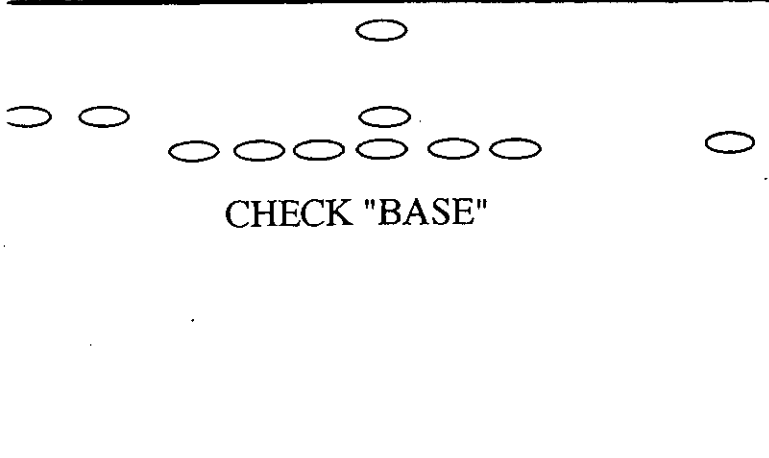
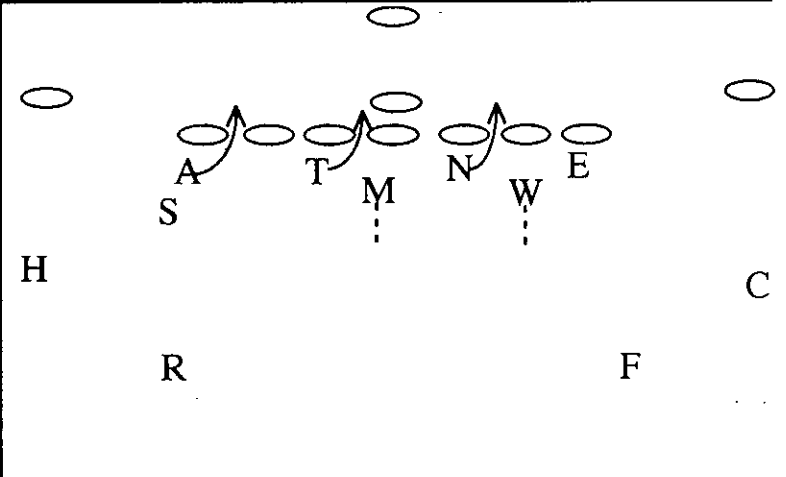
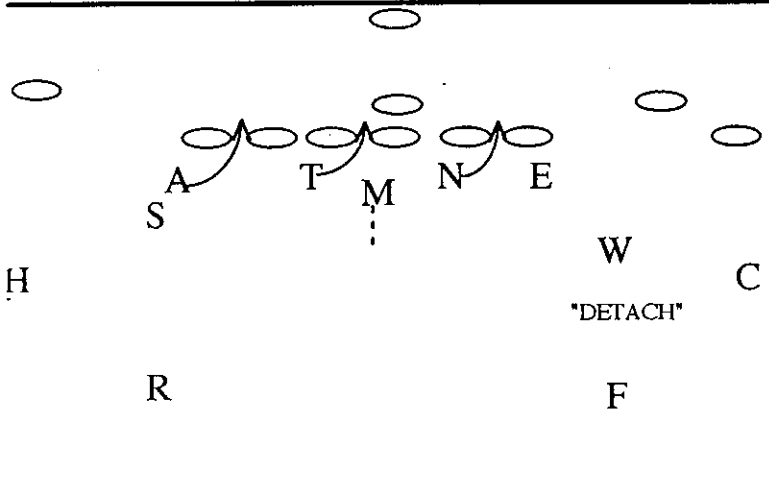
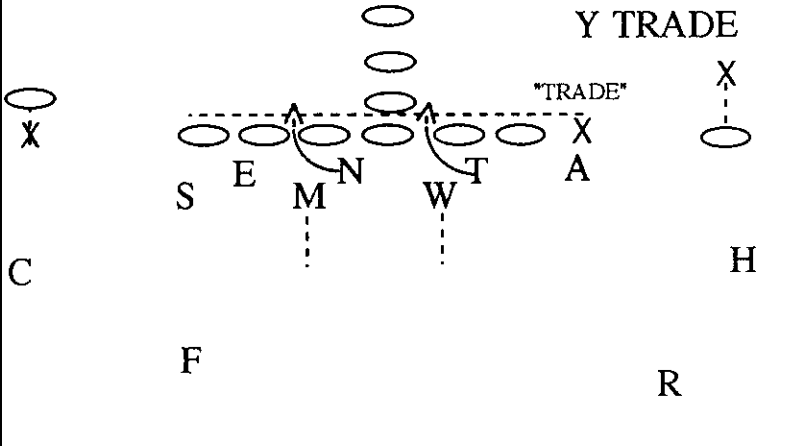
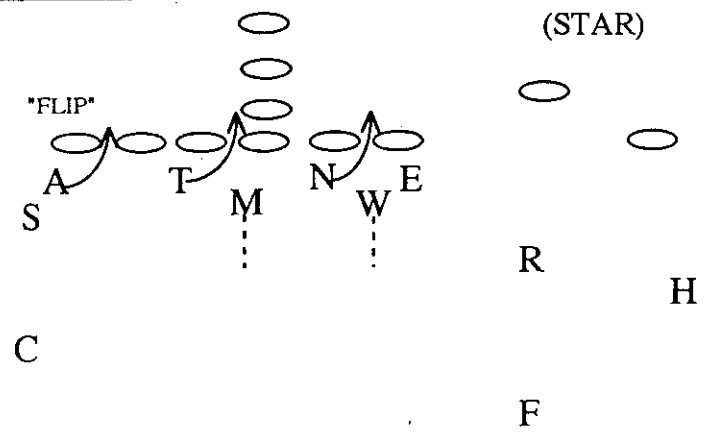
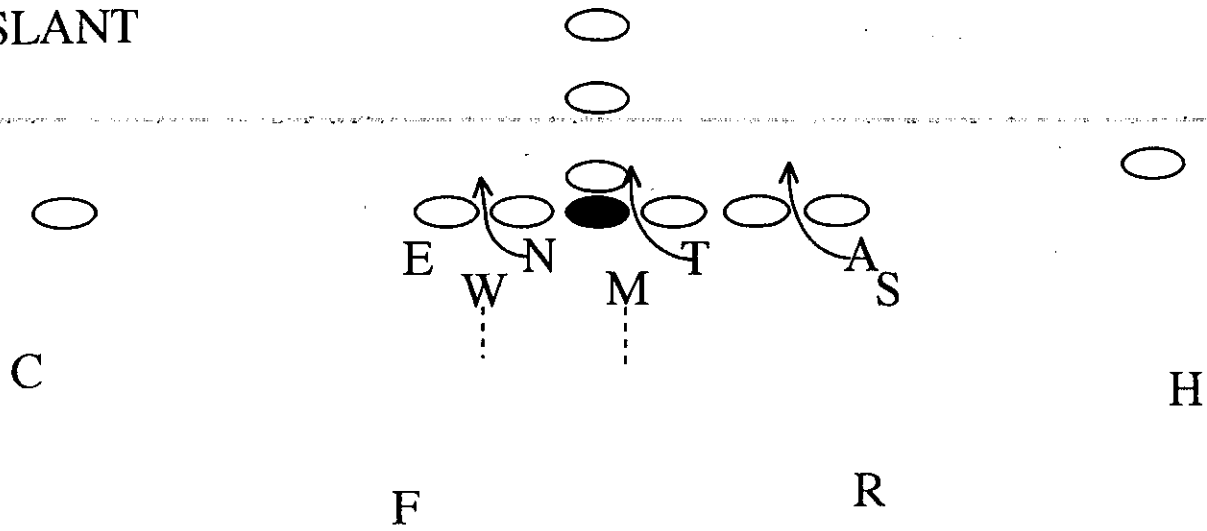
H

C

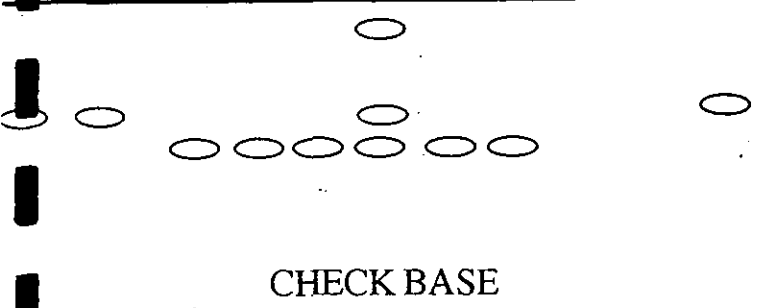
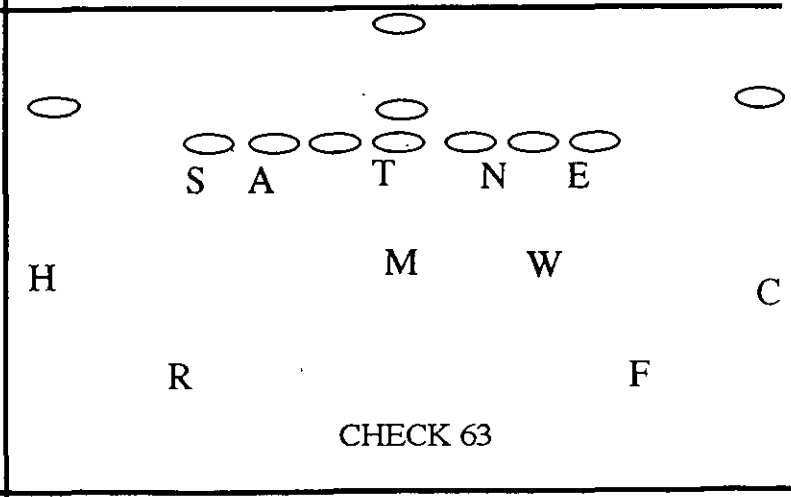
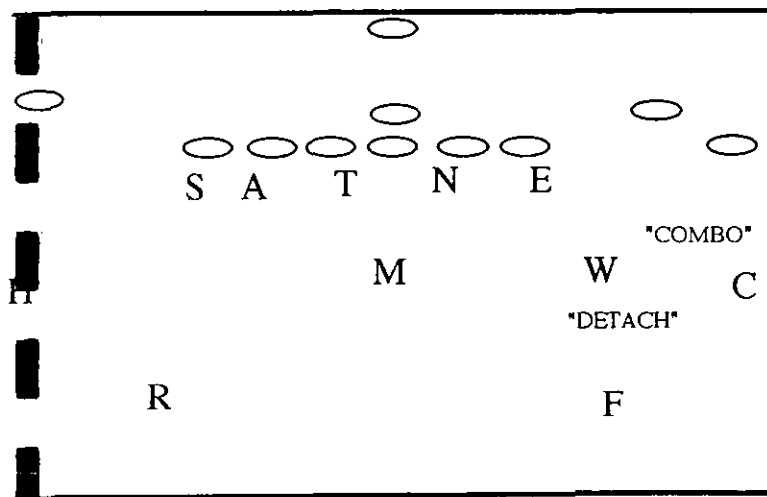
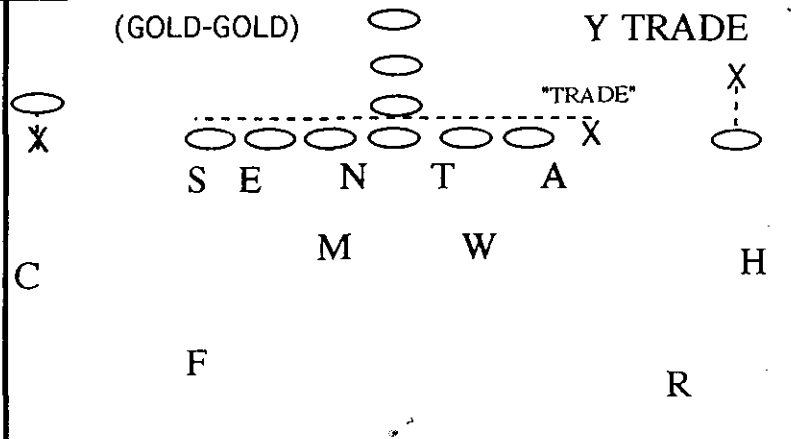
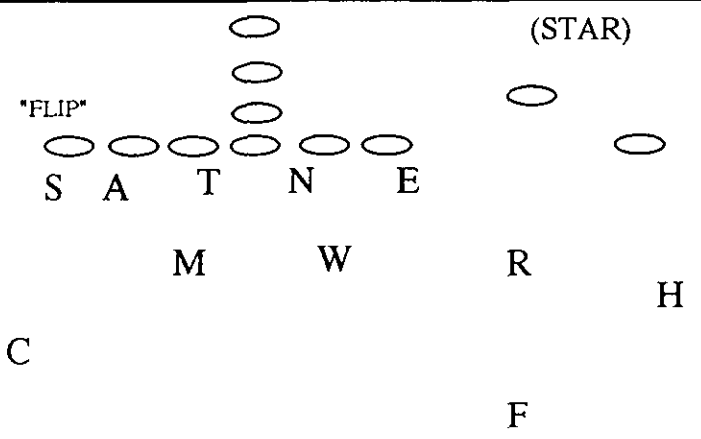
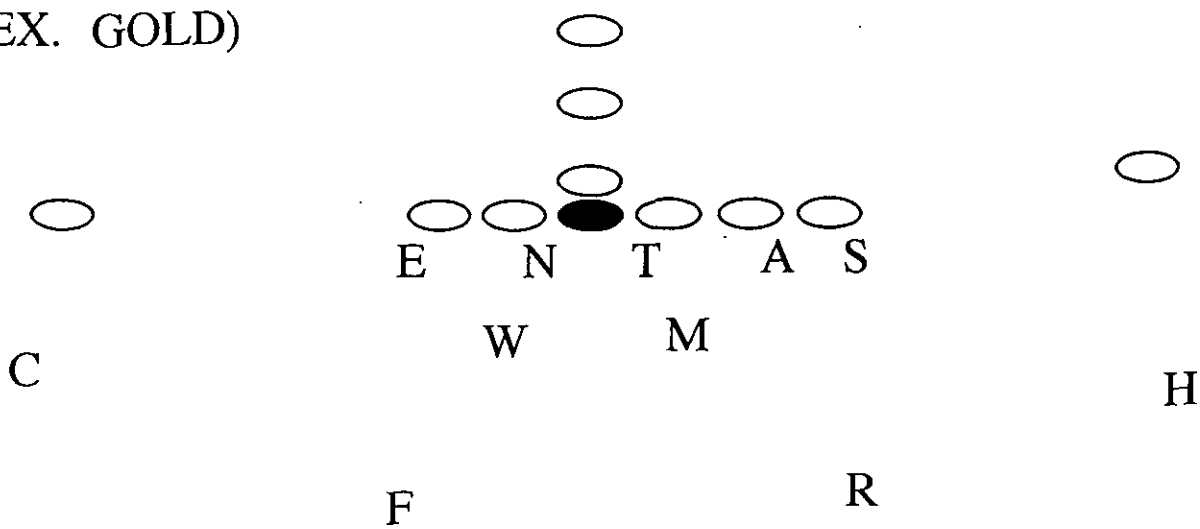
F

CHECKRAINBOW

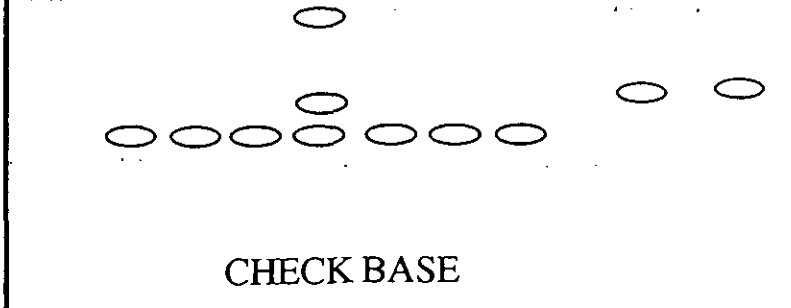
72 SLANT



60(EX. GOLD)

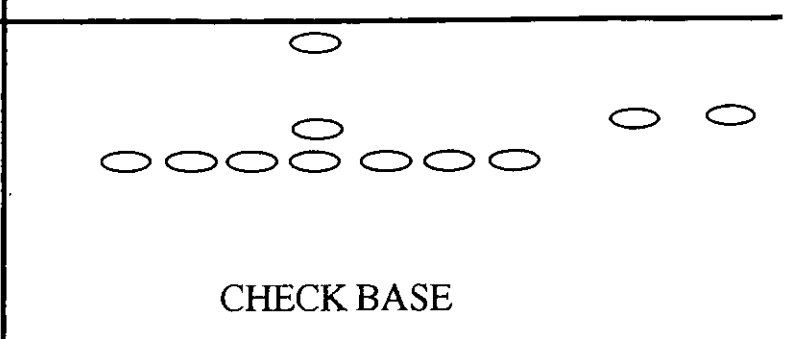
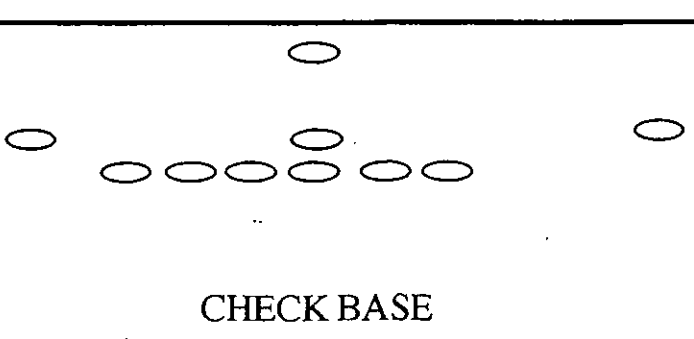
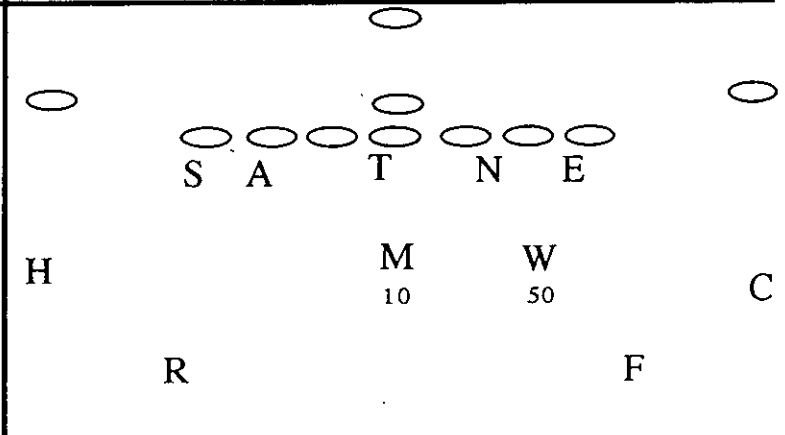
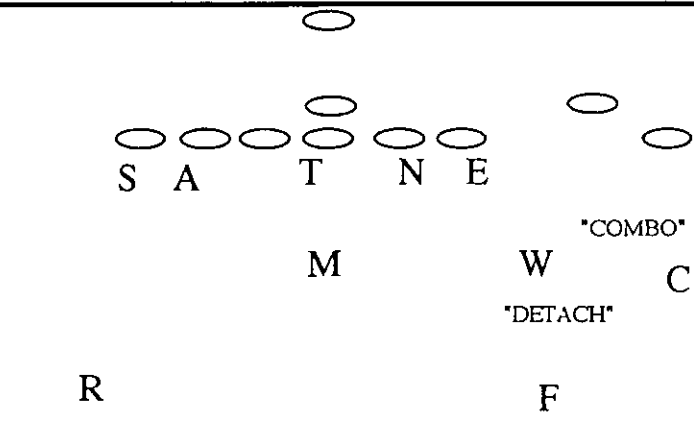
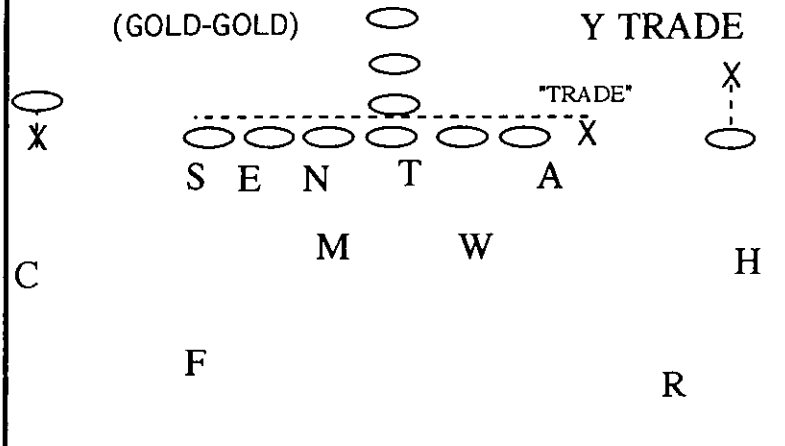
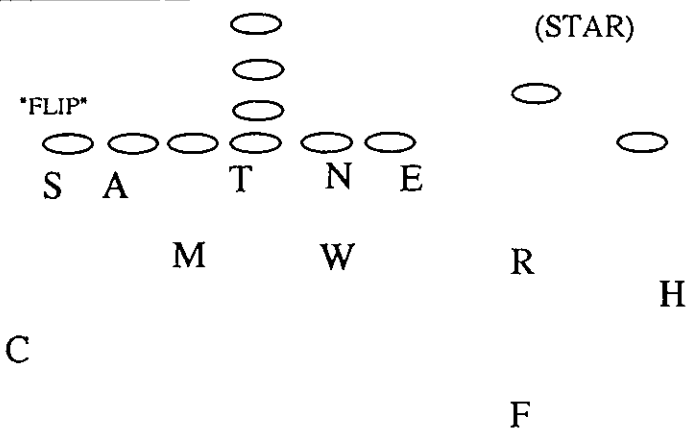
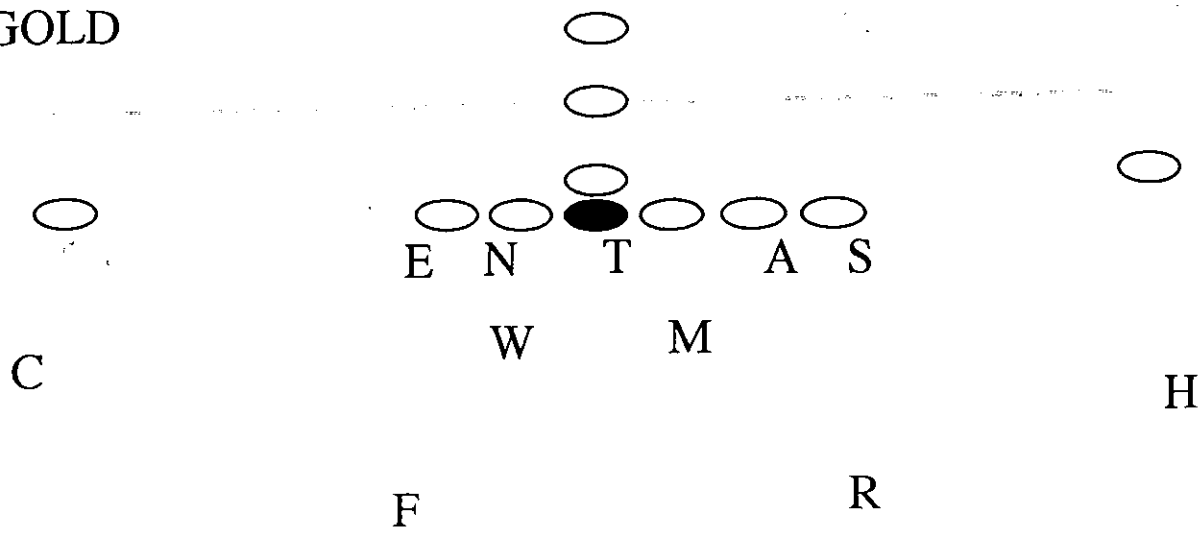


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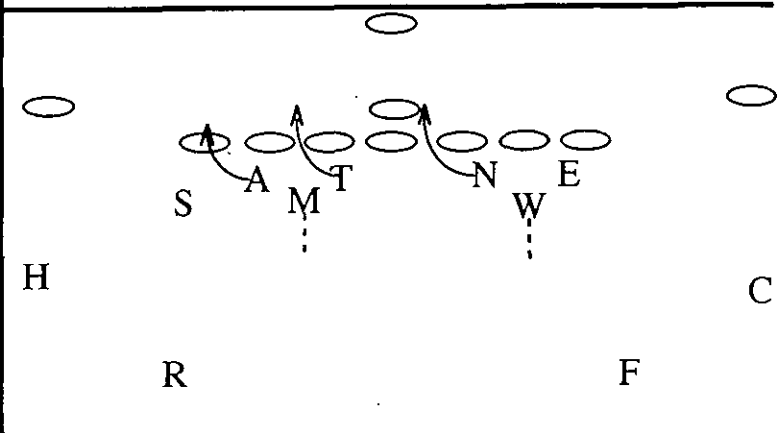
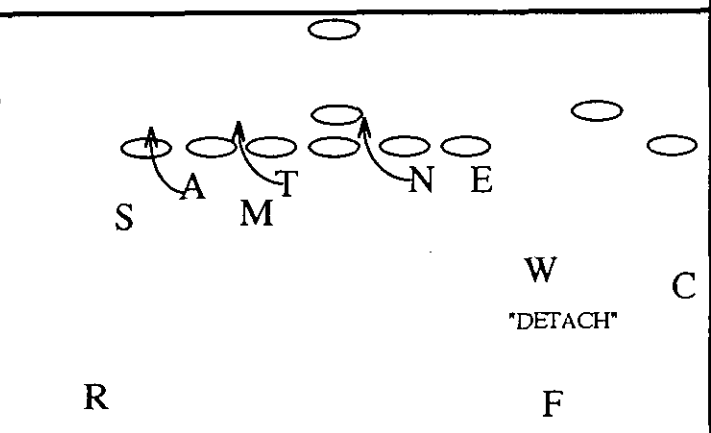
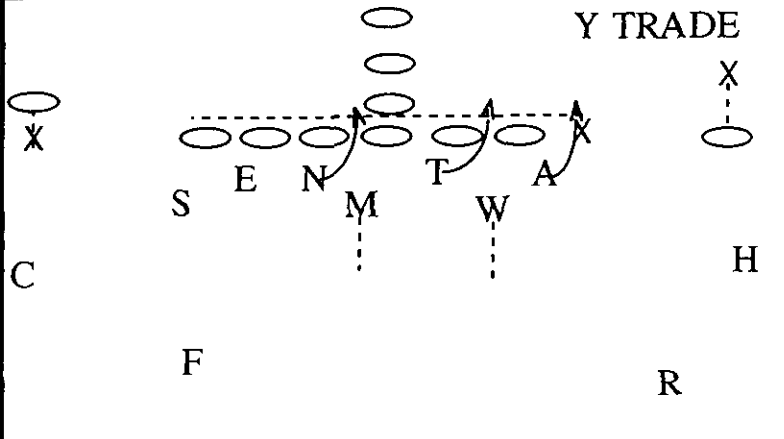
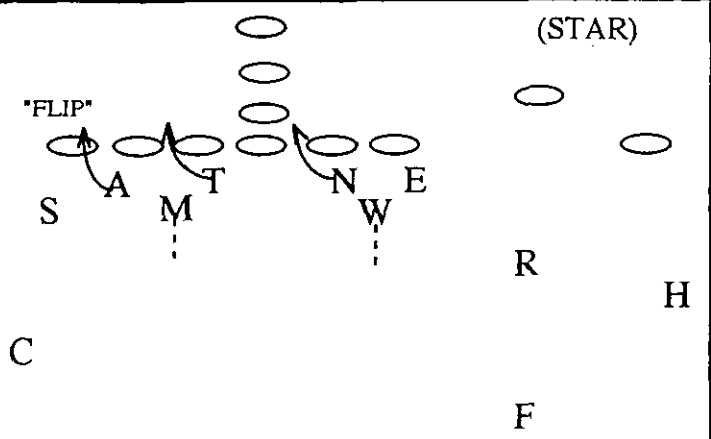
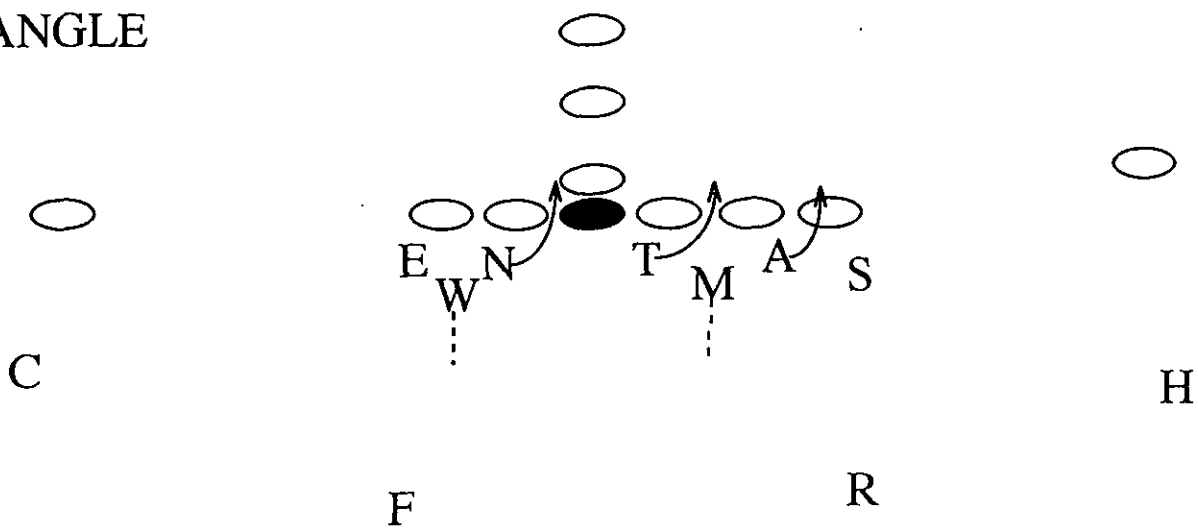


CHECK BASE

63 GOLD



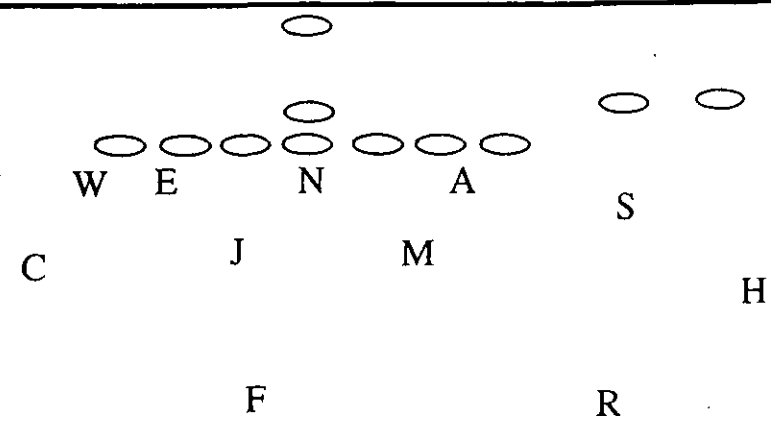
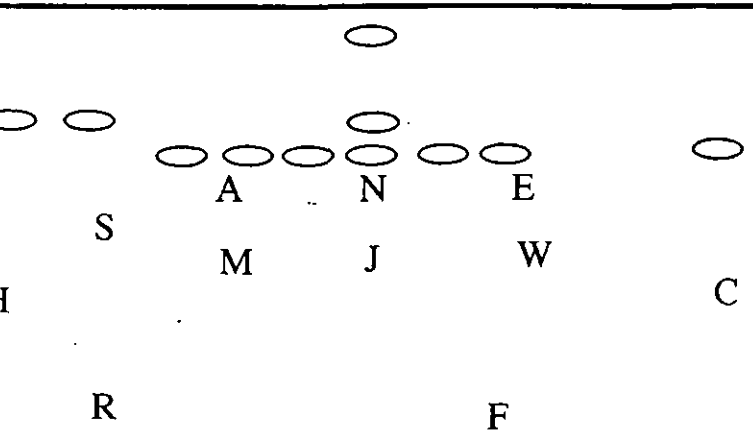
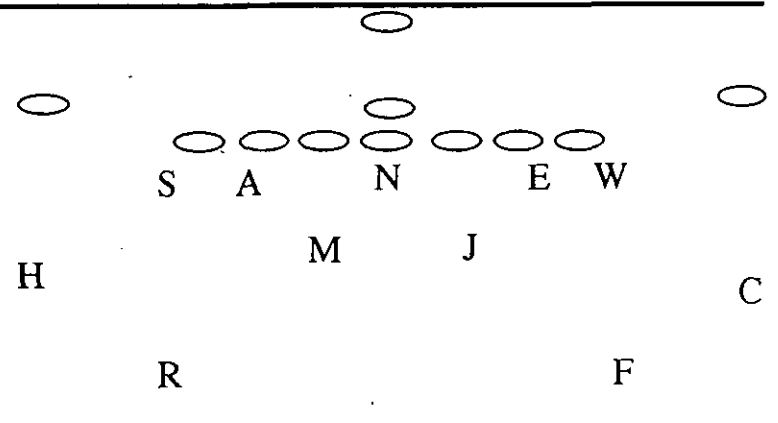
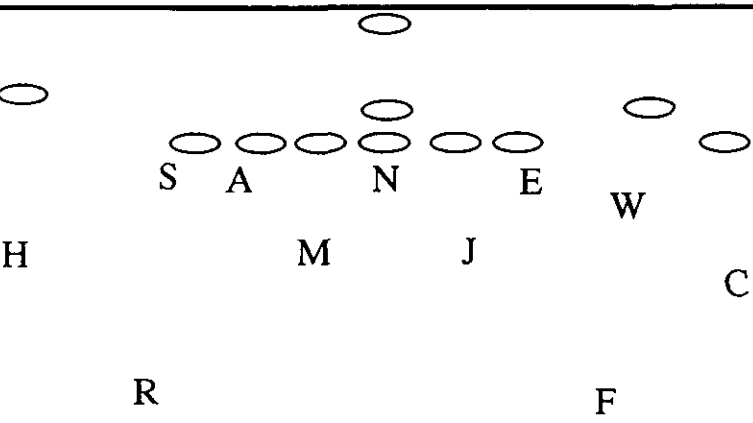
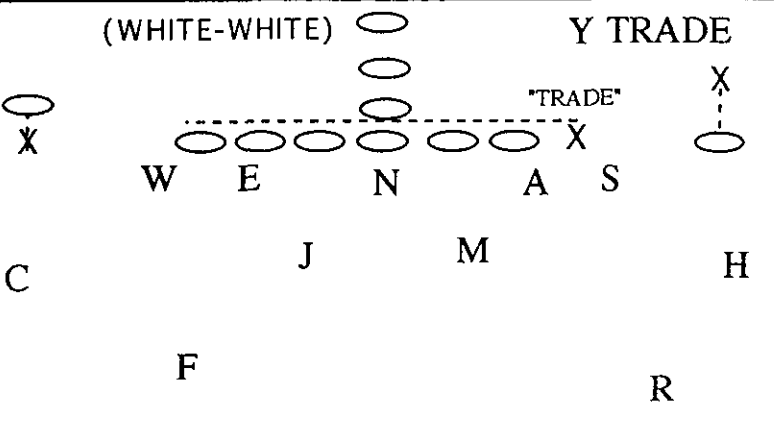
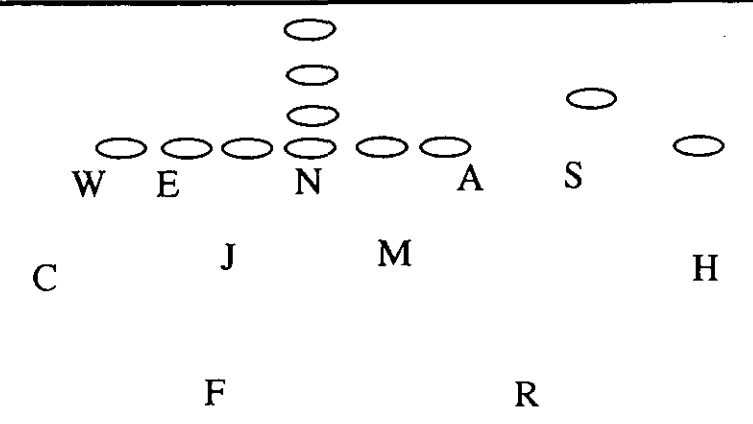
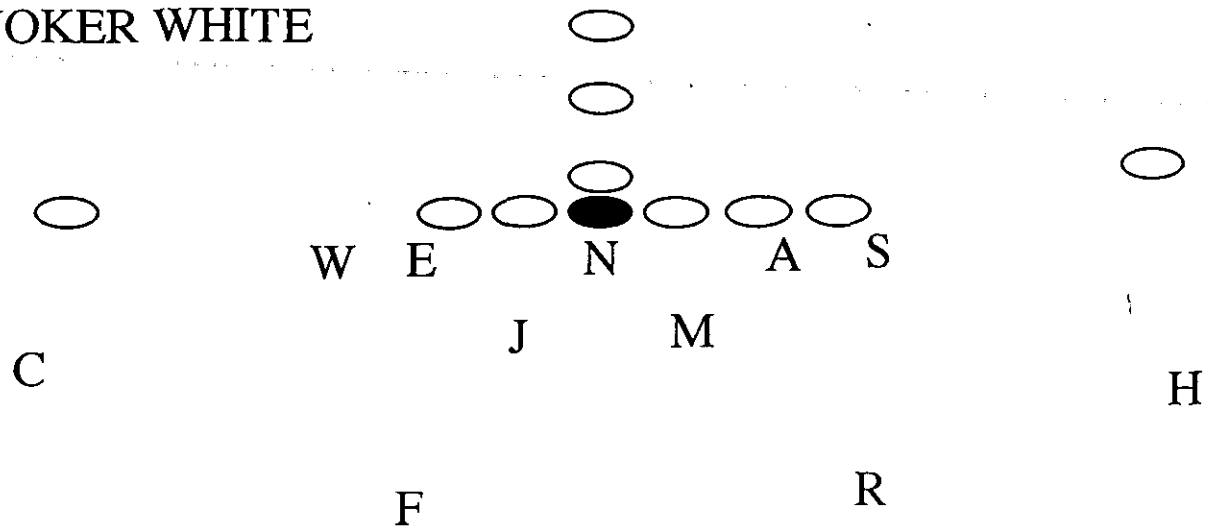
62 ANGLE

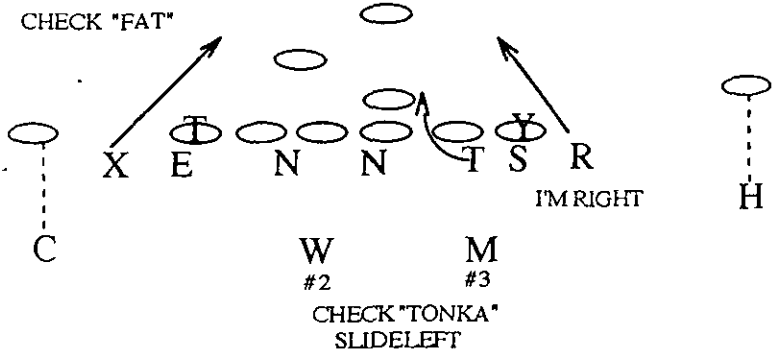
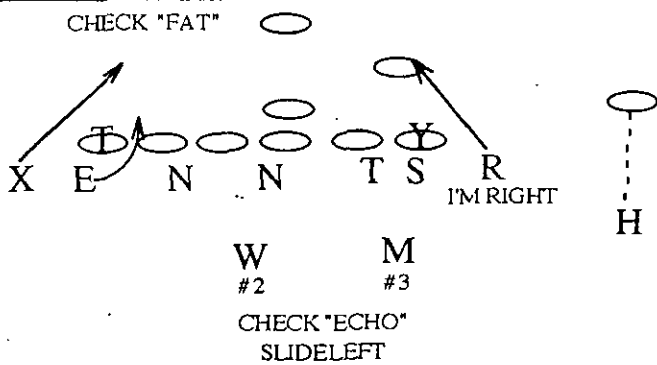
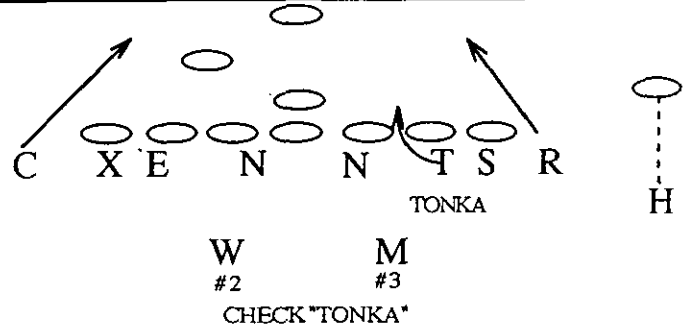
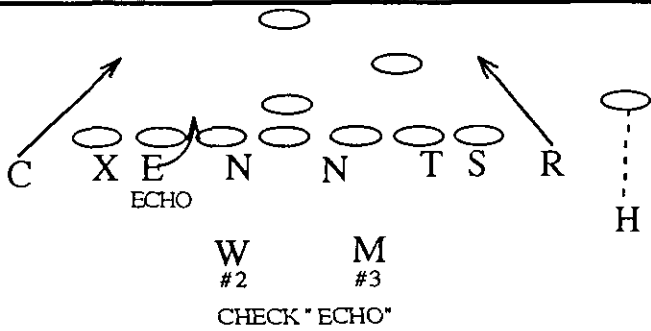
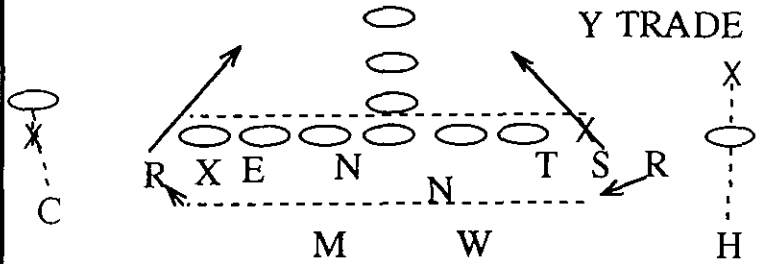
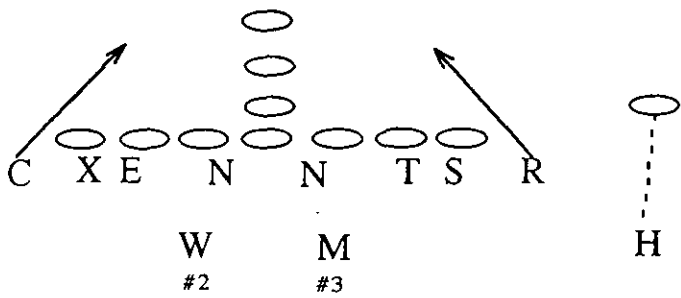
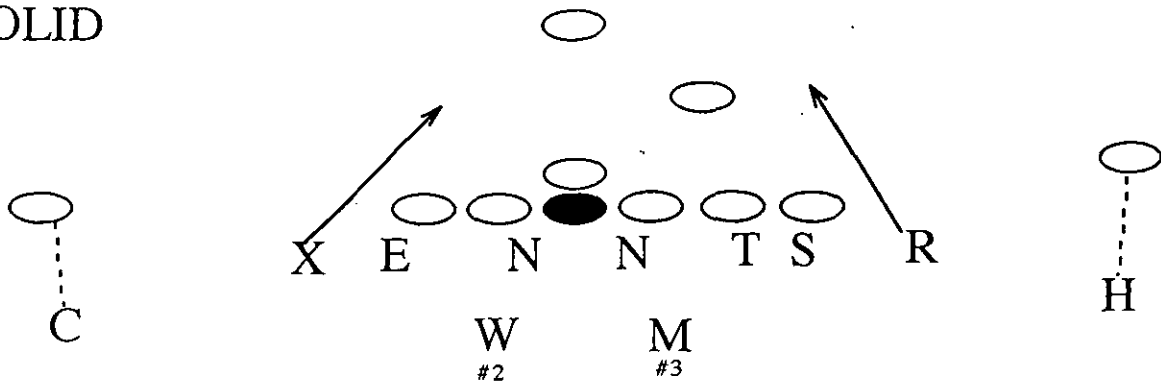


CHECK BASE

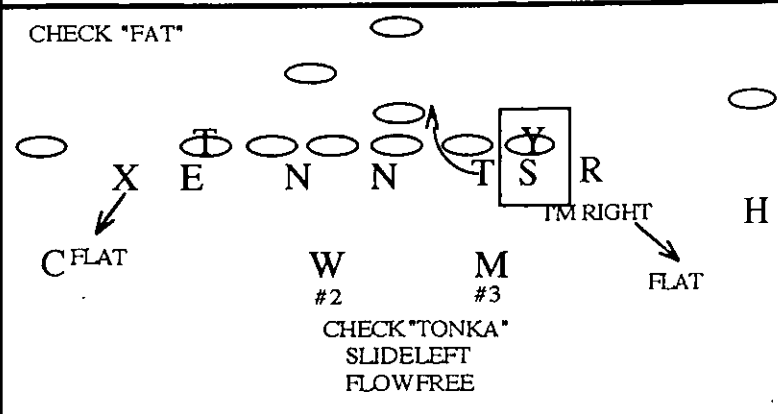
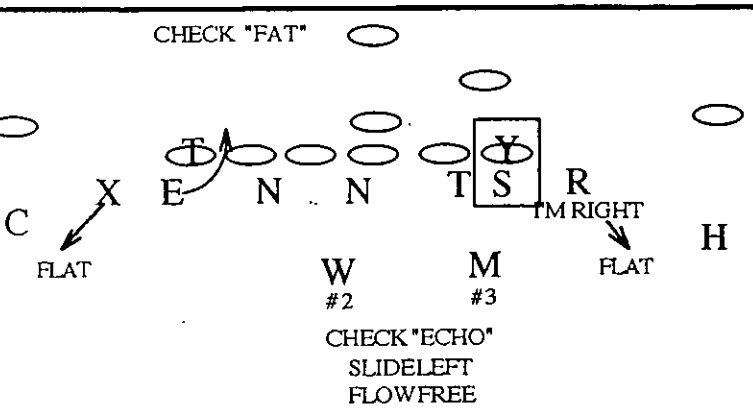
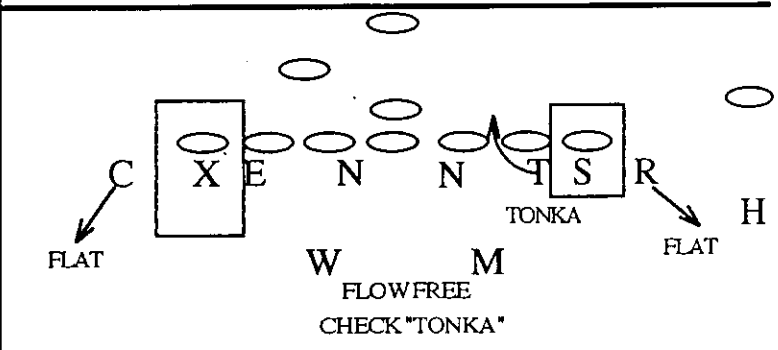
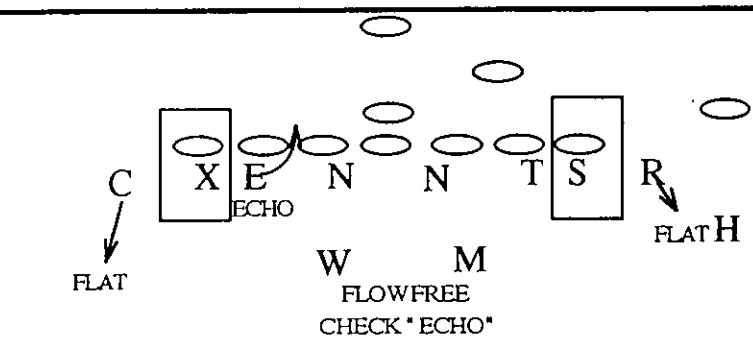
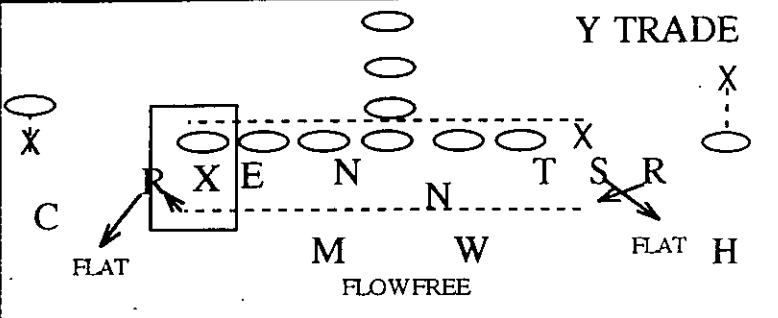
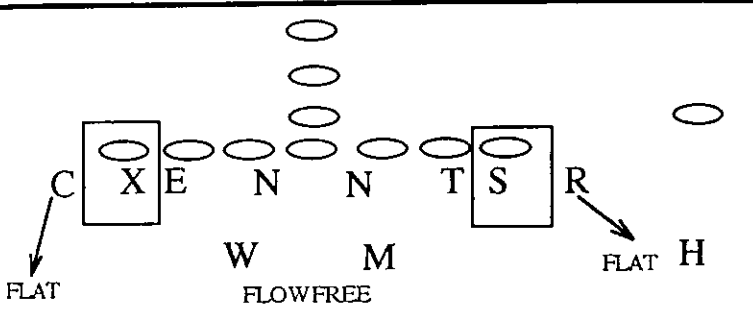
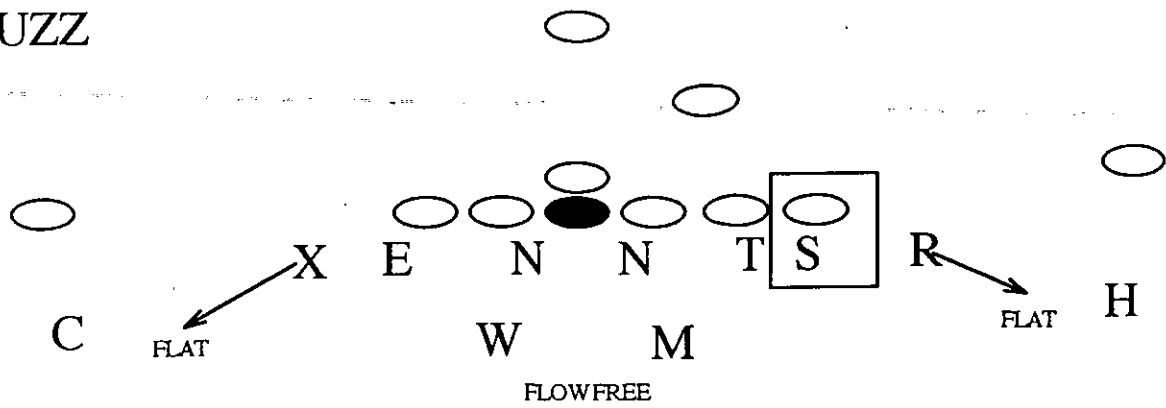
CHECK BASE

30 JOKER WHITE





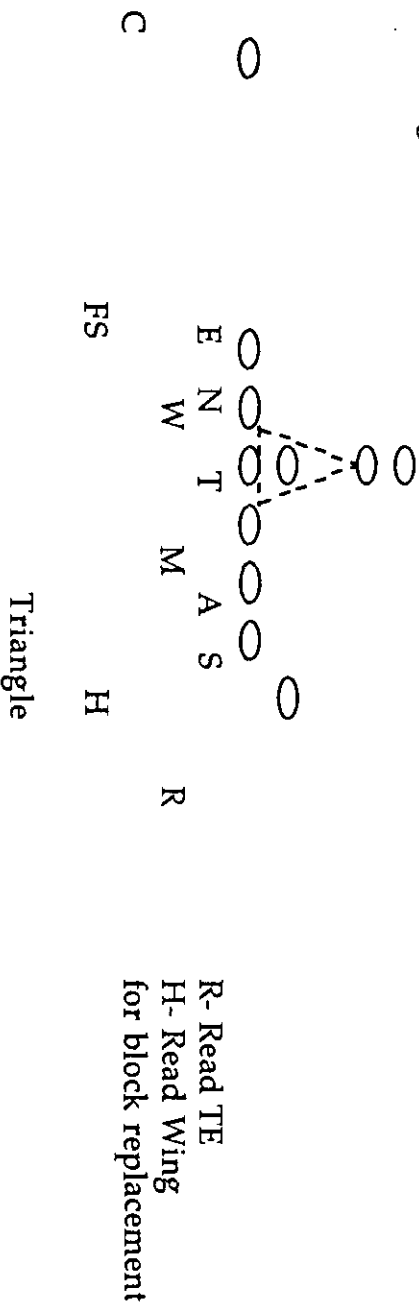
62 BUZZ



PRE-SEASON: CHECK PACKAGE
 UMASS UNIVERSITY DEFENSE
 1998

Front:	(2 TE's-2 Backs):	(2 TE's-1 Back):	(1 TE-1 Back):
1. 71	✓ Heavy	✓ Heavy	Plays
2. 72	✓ Heavy	✓ Heavy	Plays
3. 60	✓ 63	✓ 63	✓ 63 (m/w 10/50)
4. 63	Play It (E-6 Tech)	(M-W Adjust)	Plays
5. Tight	✓ Plays	✓ Plays	Plays
6. 30	Plays	Plays	Plays

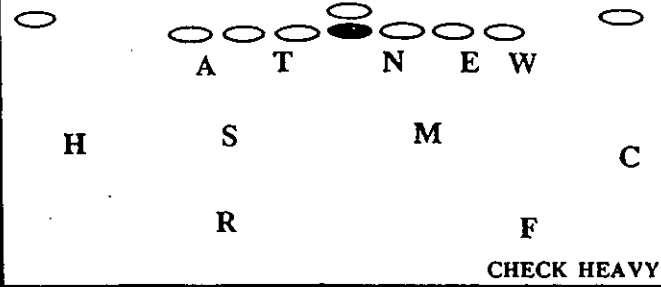
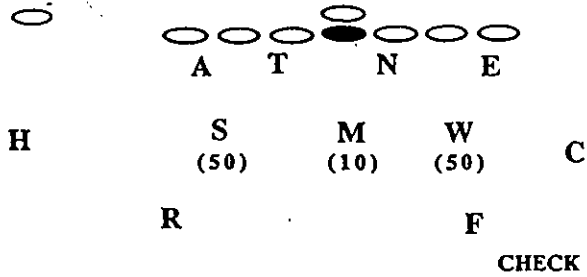
Note: 60-63 Front vs. Trips: Anchor / Sam are responsible for checking base with the front. S- M- W then follow appropriate 71 front checks.
 TE-Wing: ✓ Hammer: ✓ White



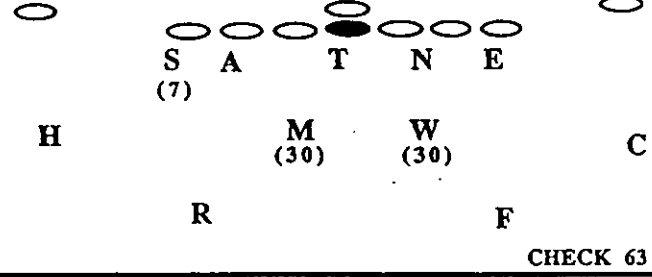
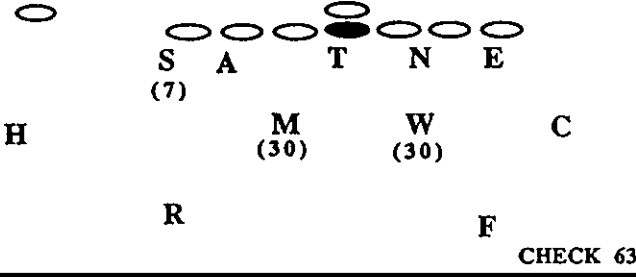
70 PACKAGE

71

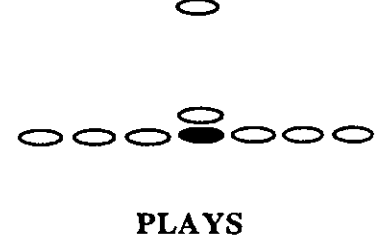
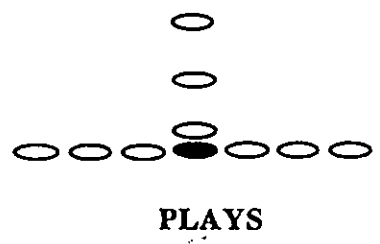
72



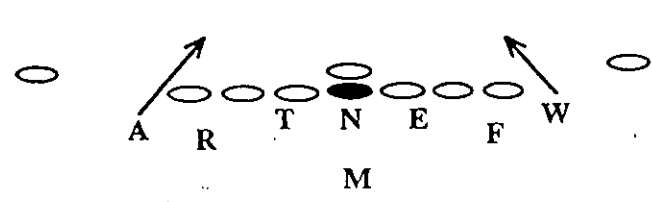
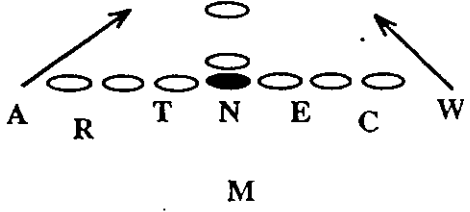
60 FRONT



63 FRONT



BEAR PACKAGE



TWO TIGHT ENDS ADJUSTMENTS

TWIST PACKAGE: 1998

3 Tech Movements:

Zip
Tango(Bolt)
Otto
Tag (63)

Nose Movements:

Knot
Spark
Speak
Tin

Pass Rush Change-Ups:

Twist
Screw
Double Twist
Jet
Tan
Tan-Jet
Cyclone
Ned
Chaos
Nut

Chop
Twist-Ned
Cyclone-Screw
Slice
71 Bump Cut
71 Bump Knife
72 Step Tom
72 Step Tap
Suey

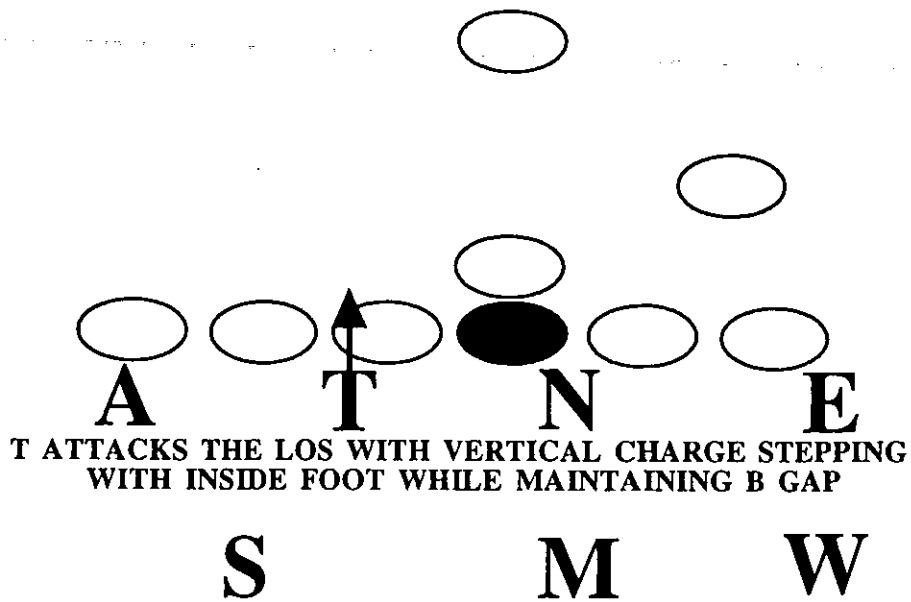
A/E Movements:

Lightning
Ed
Bolt
Deal

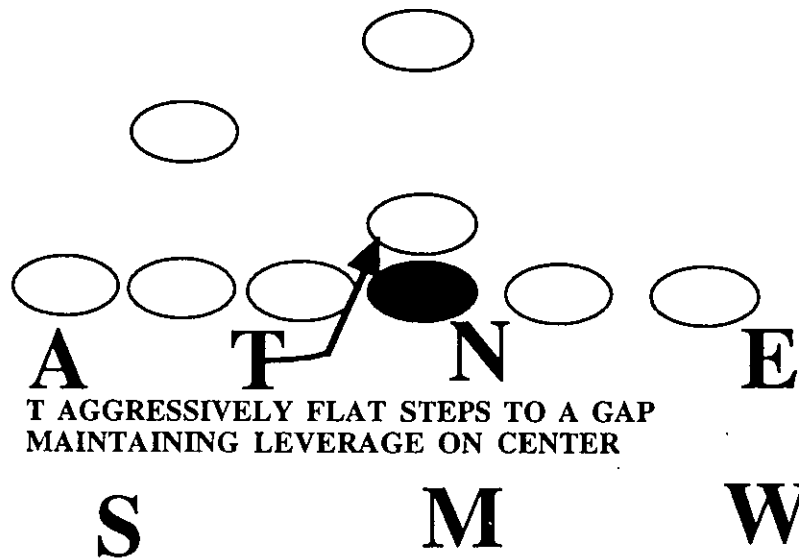
E-Go:

vs. Run/Pass

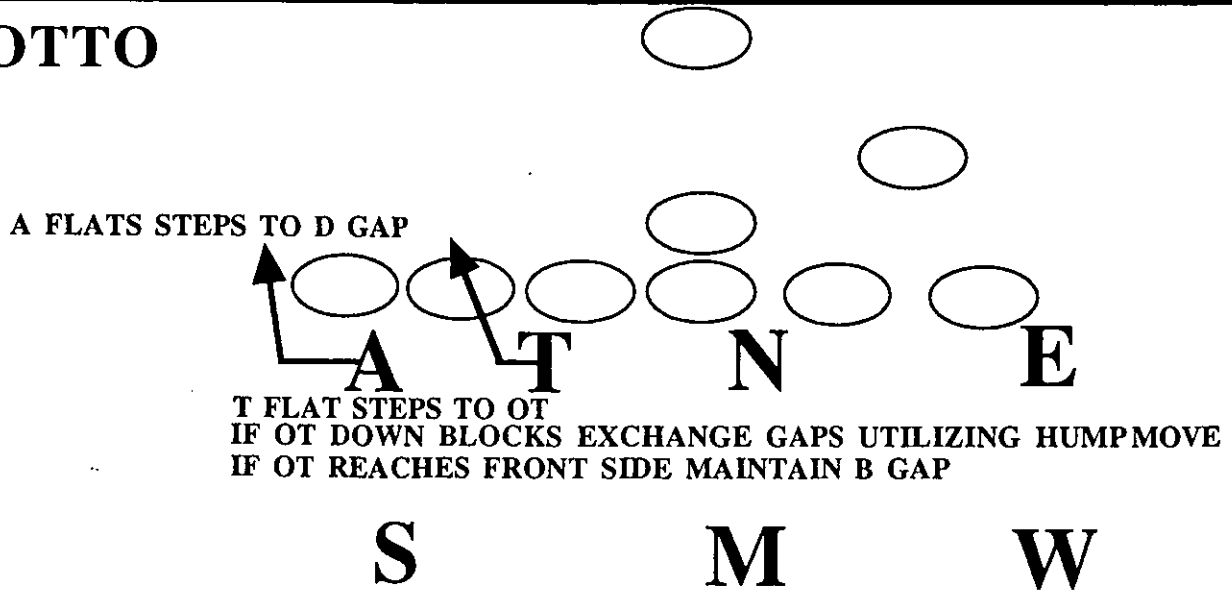
ZIP



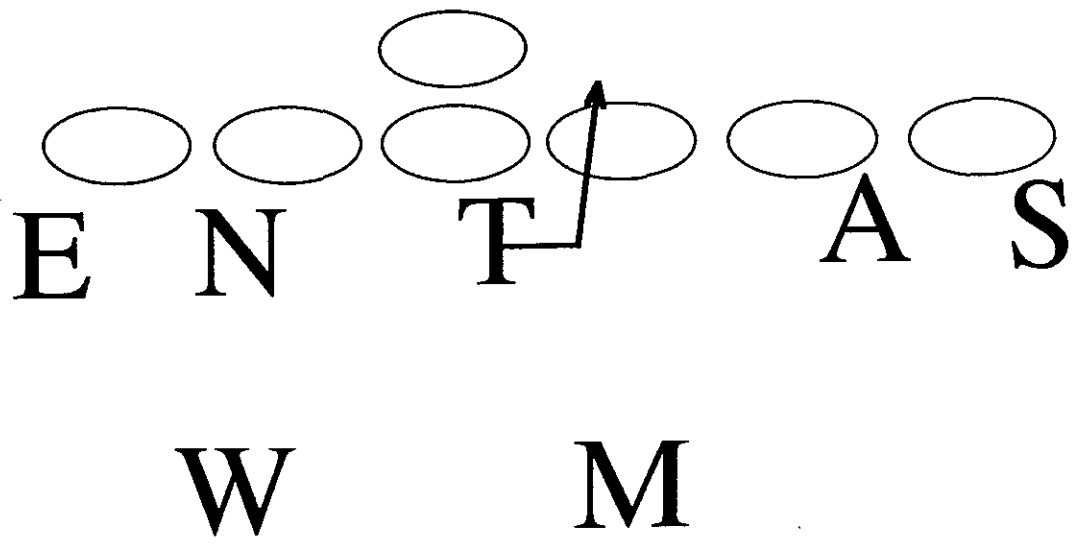
TANGO



OTTO

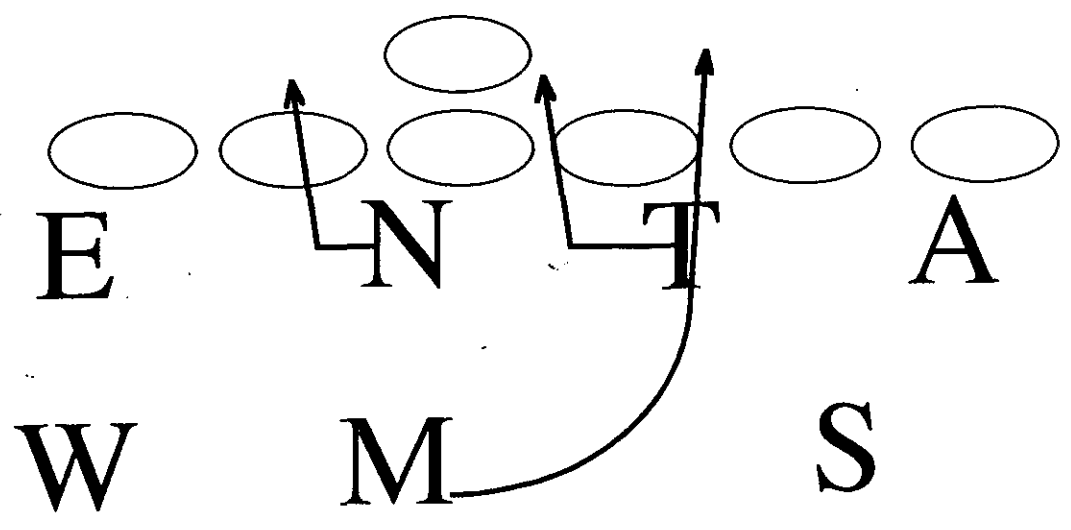


63 TAG



W M

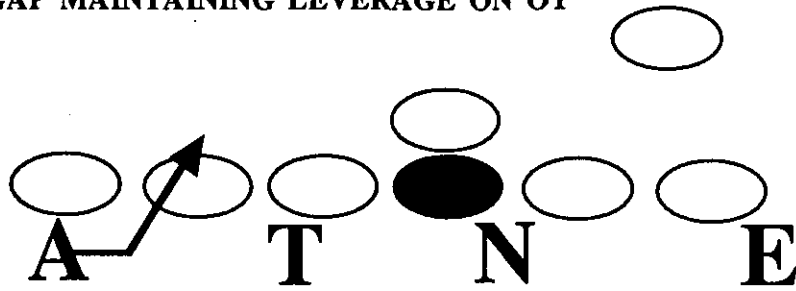
71 TIN



W M S

LIGHTNING

A ALIGNS HEAD UP ON TE AND AGGRESSIVELY FLAT
STEPS TO C GAP MAINTAINING LEVERAGE ON OT

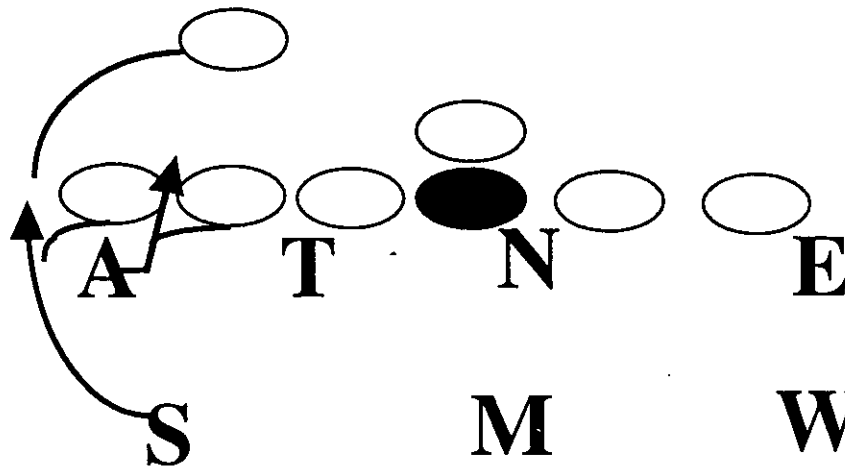


S

M

W

LIGHTNING

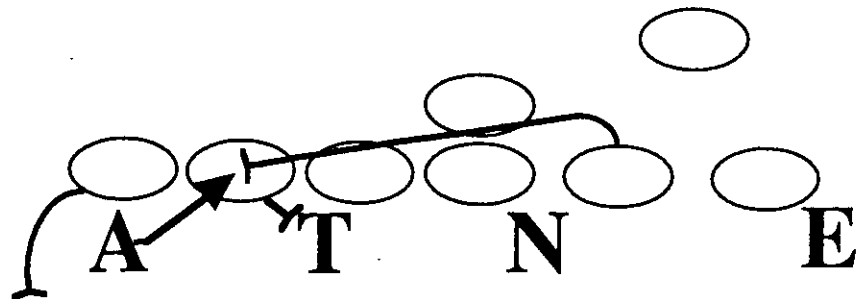


S

M

W

LIGHTNING

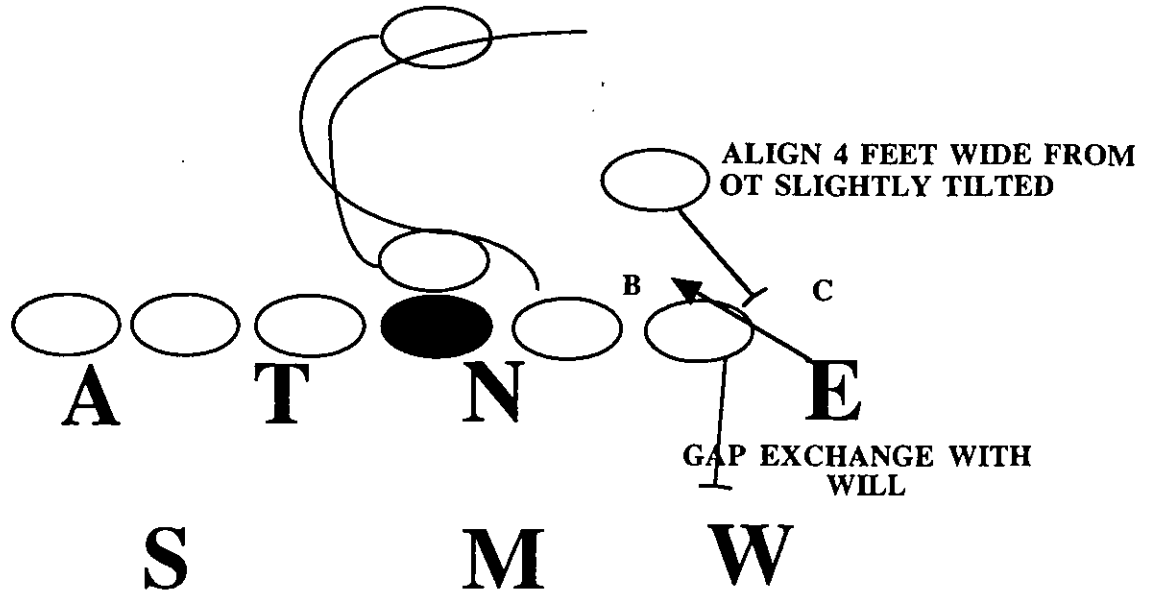


S

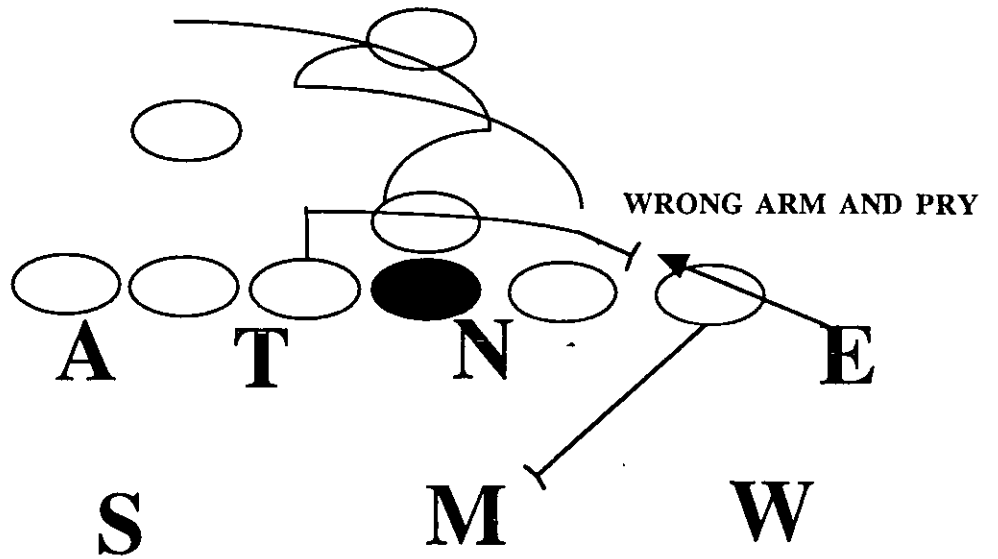
M

W

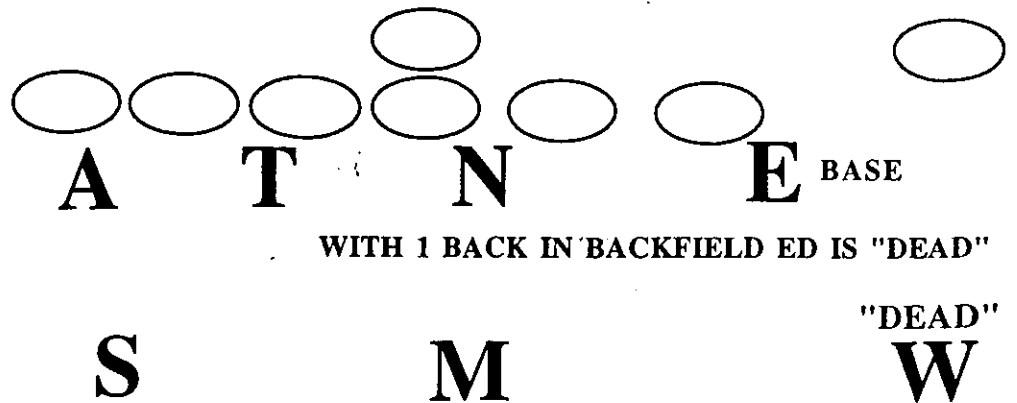
ED



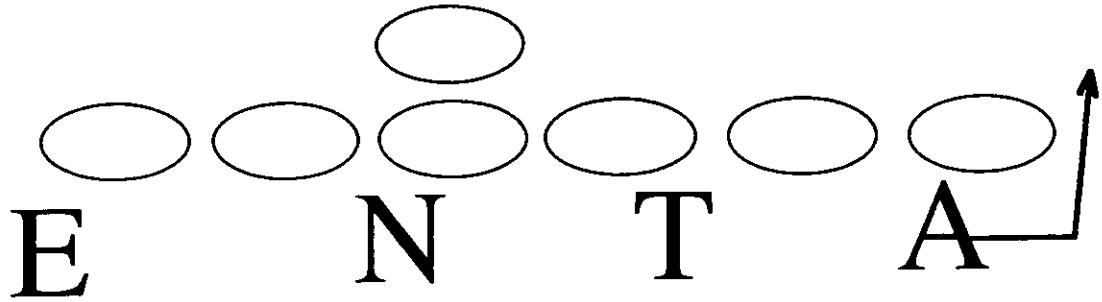
ED



ED



71 DEAL

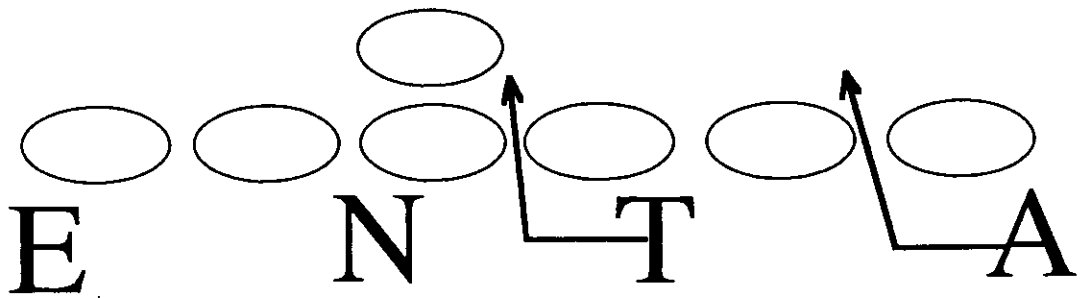


W

M

S

71BOLT

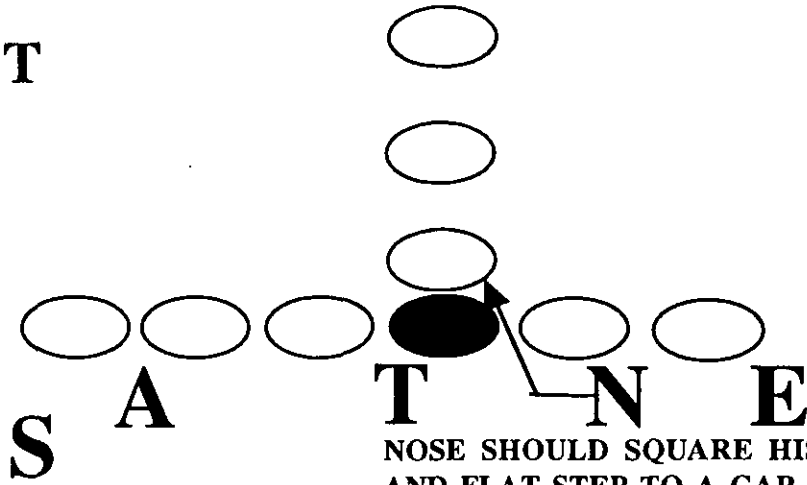


W

M

S

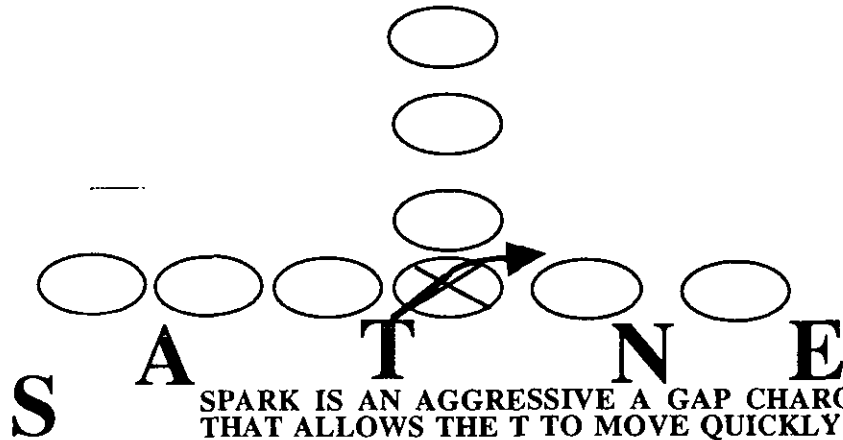
63 KNOT



NOSE SHOULD SQUARE HIS STANCE
AND FLAT STEP TO A GAP

M W

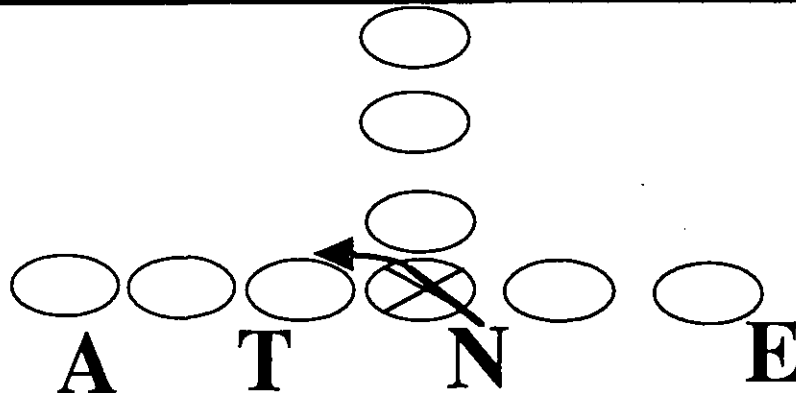
63 SPARK



SPARK IS AN AGGRESSIVE A GAP CHARGE
THAT ALLOWS THE T TO MOVE QUICKLY
WITHOUT HANDS ON PLAY

M W

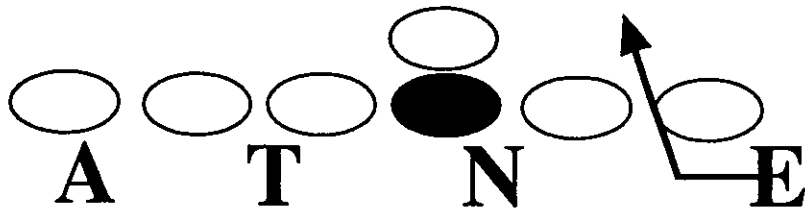
71 SPEAK



NOSE SAME CHARGE AS THE 63 SPARK

S M W

E-GO VS. RUN

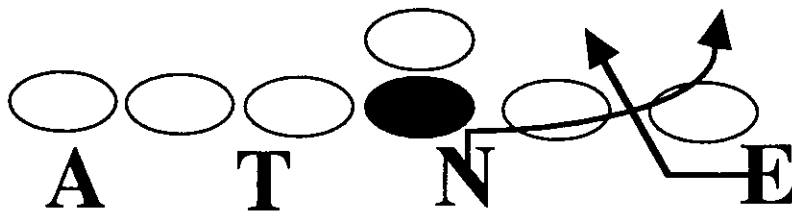


S

M

W

E-GO VS. PASS



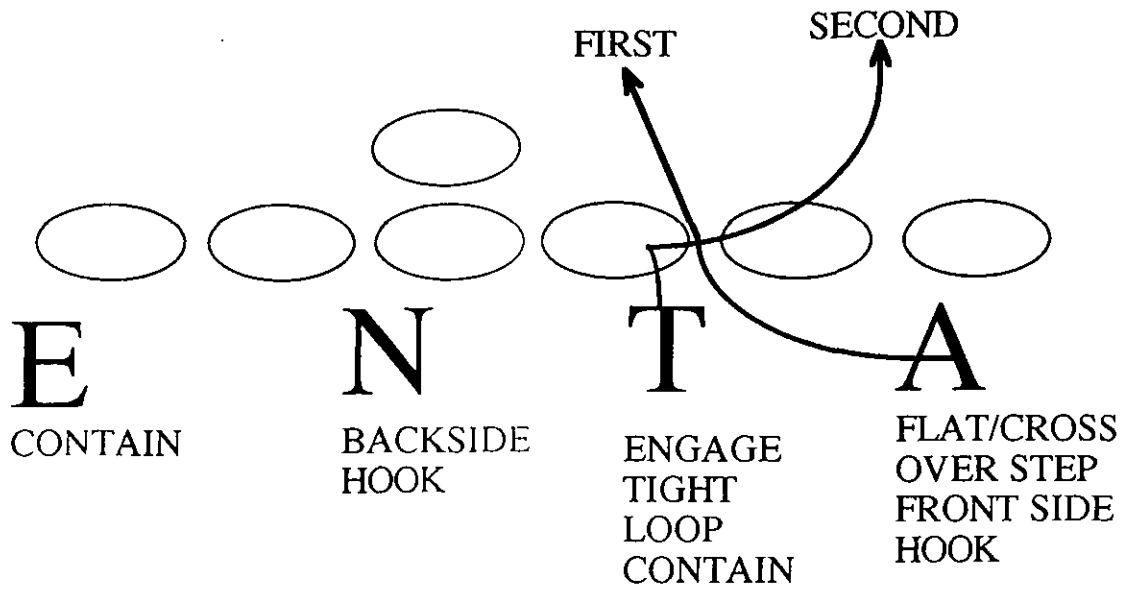
E-GO VS PASS TURNS INTO A SCREW

S

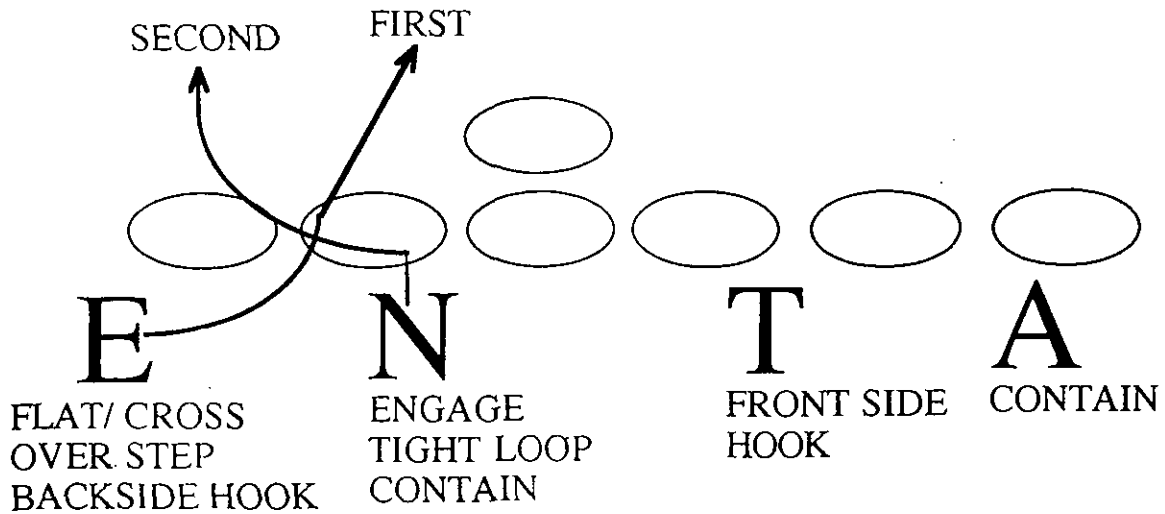
M

W

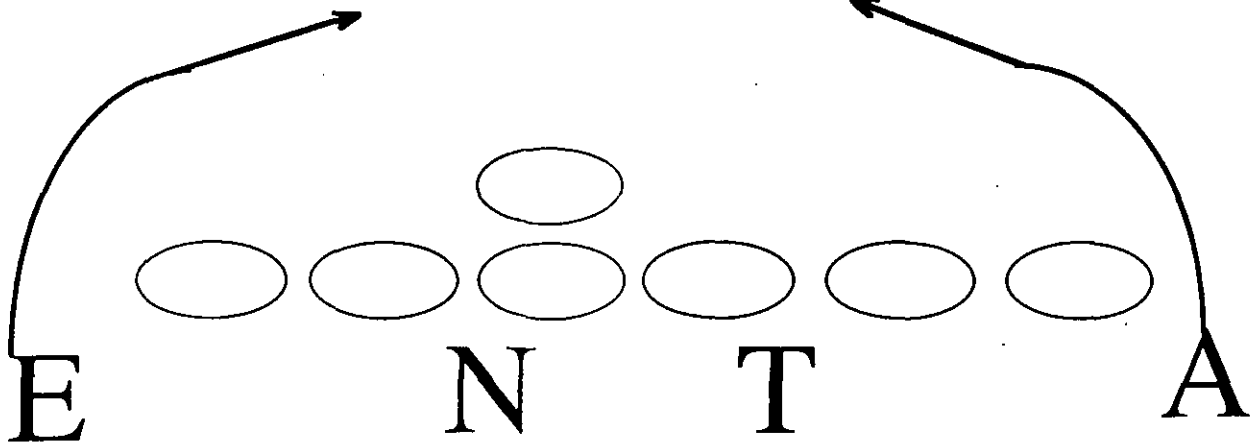
71 TWIST



72 SCREW



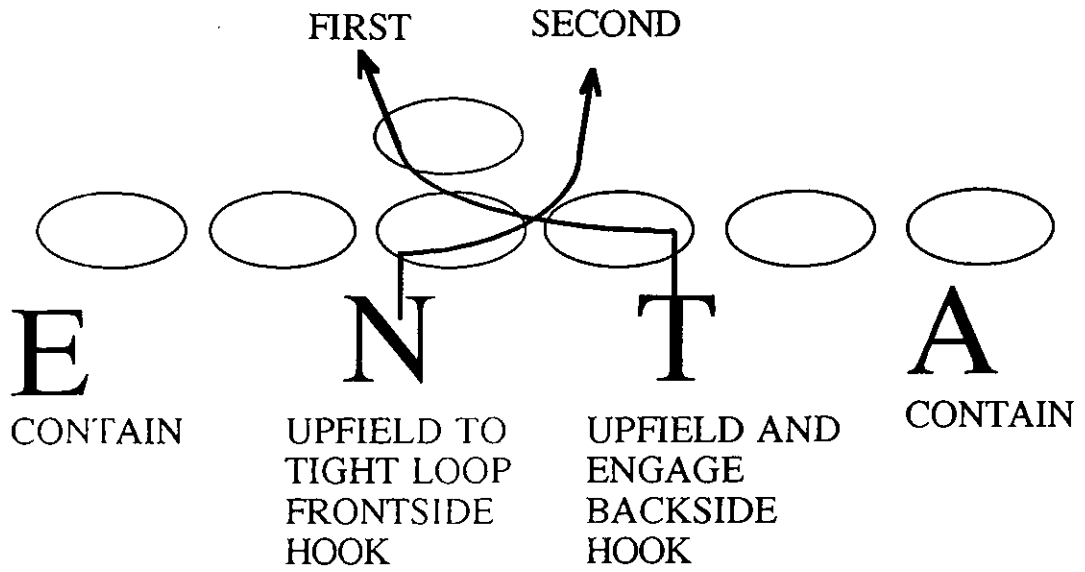
71 JET



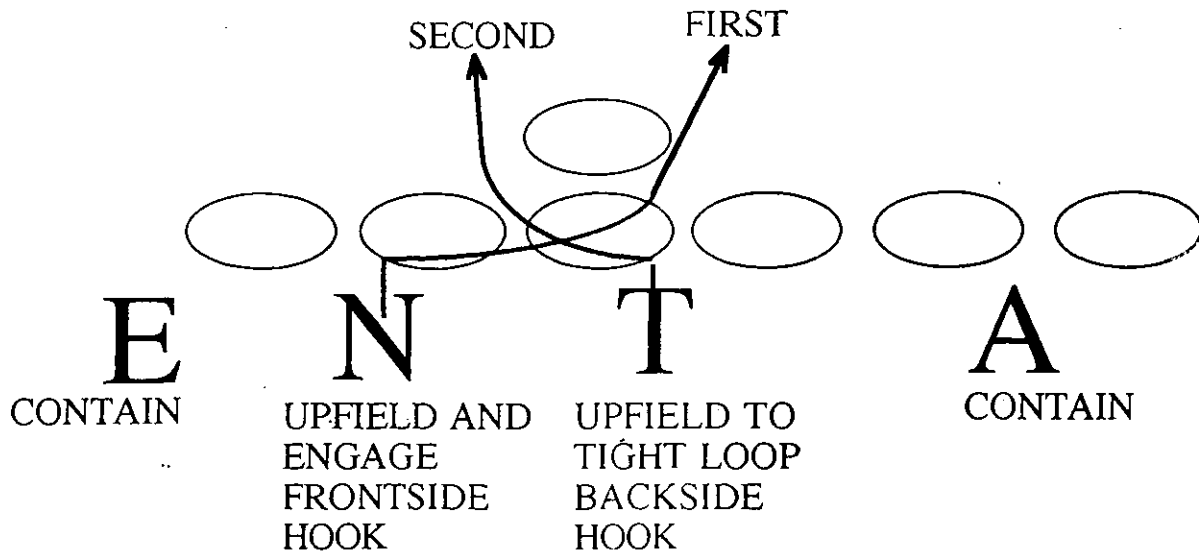
WIDE ALIGNMENT
AND RUN THE RIM TO
CONTAIN

WIDE ALIGNMENT
AND RUN THE RIM TO
CONTAIN

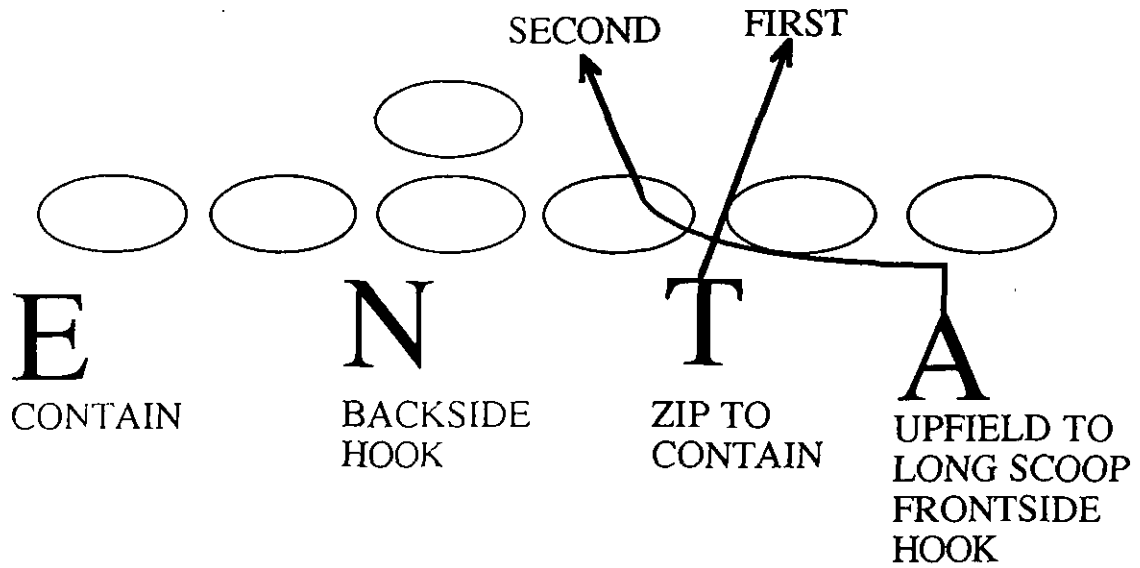
71 TAN



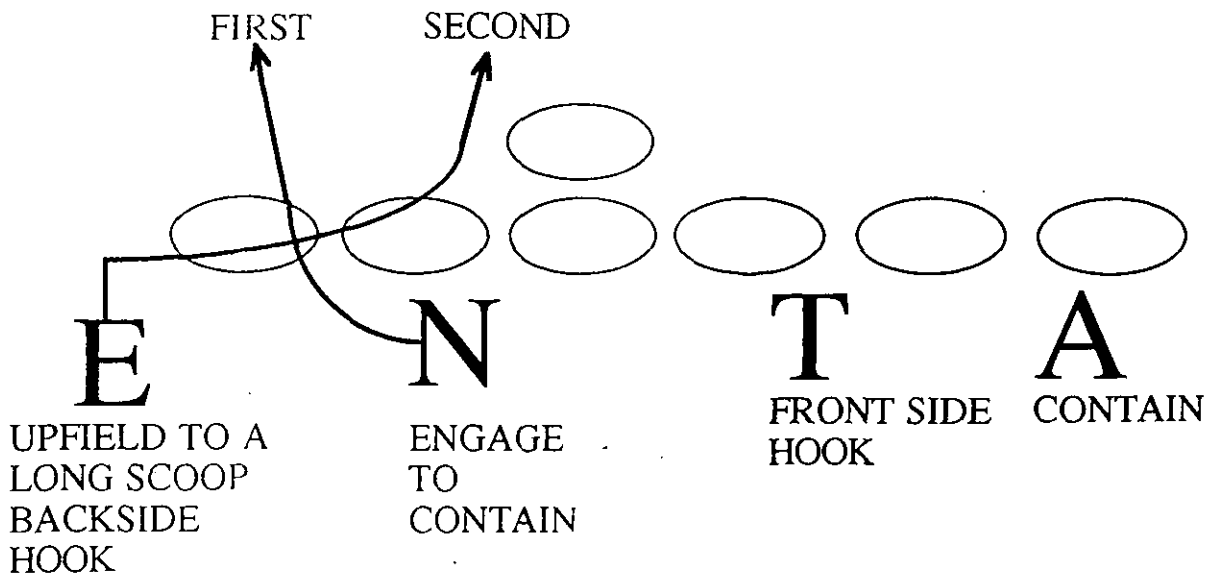
63 NUT



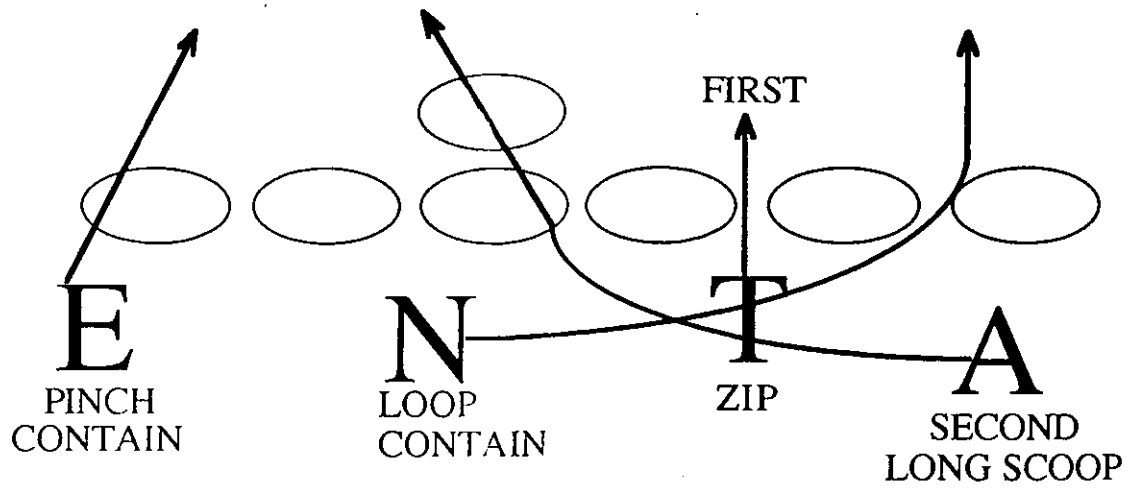
71 CYCLONE



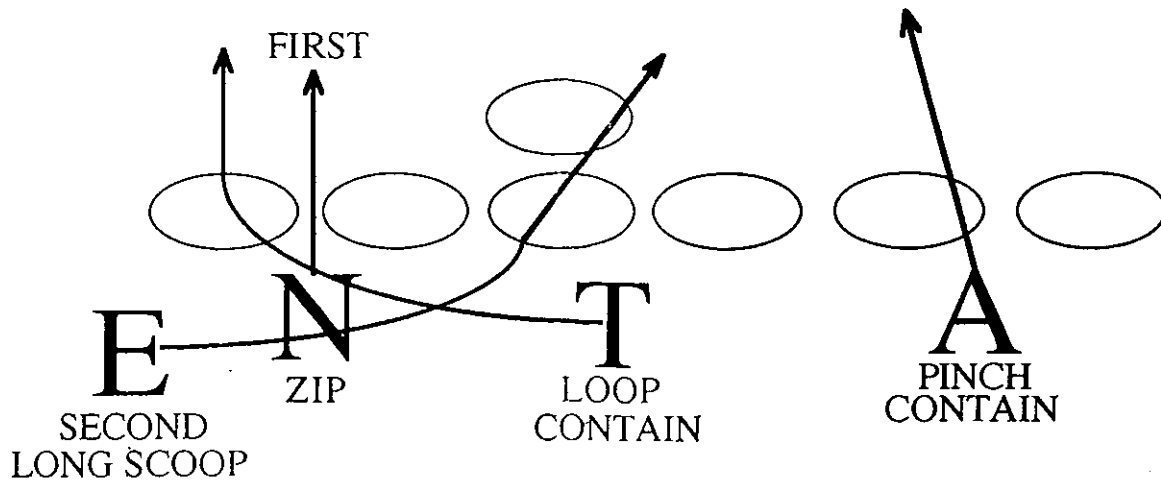
72 NED



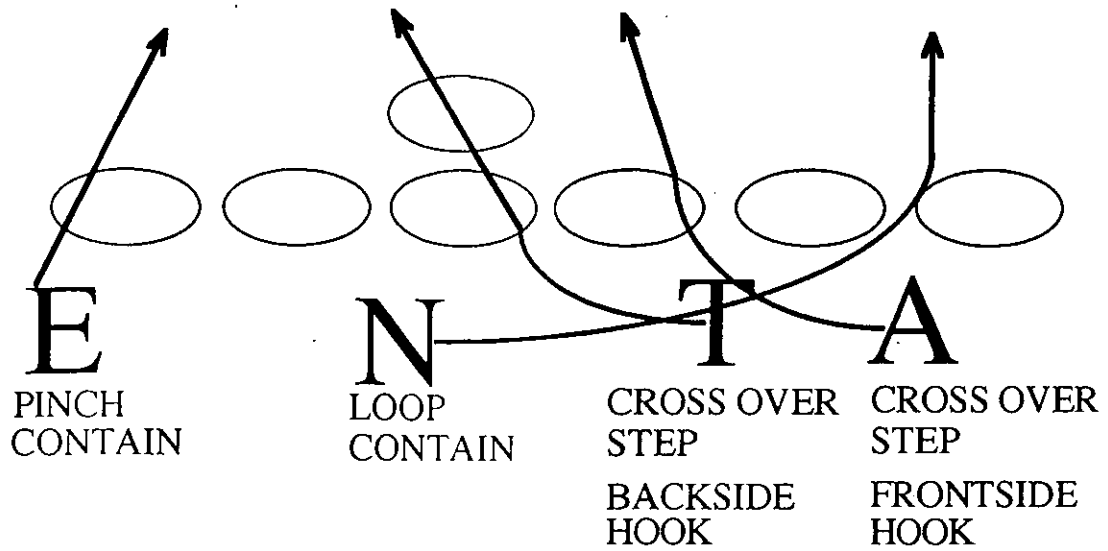
71 CHAOS



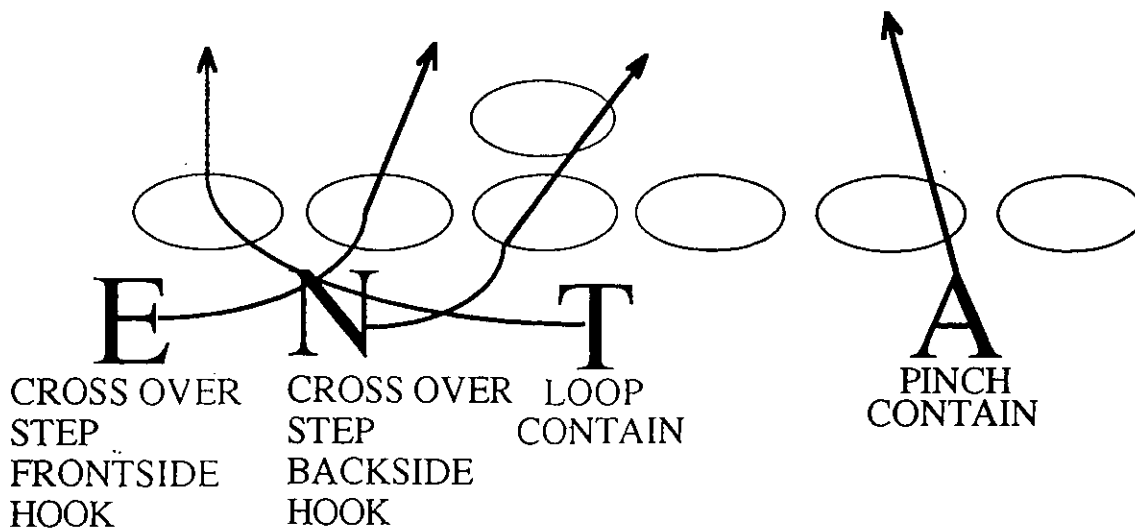
63 SUEY



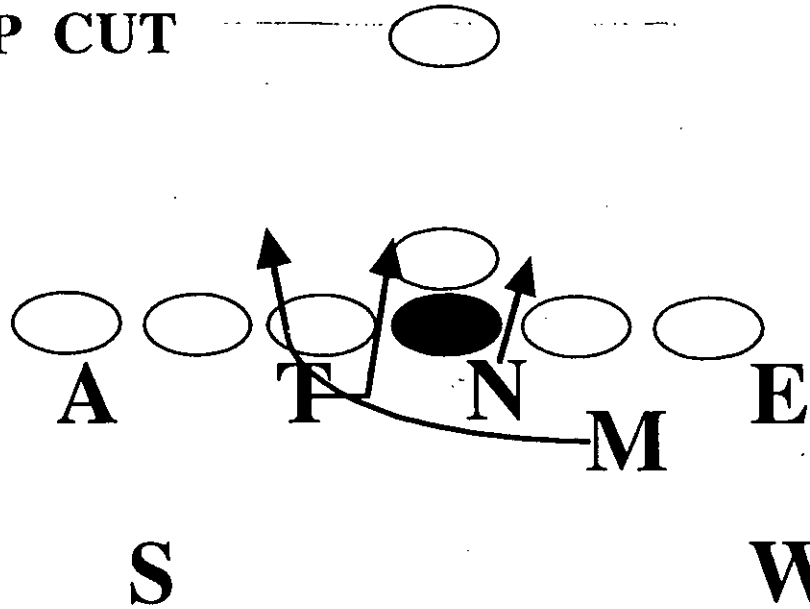
71 SLICE



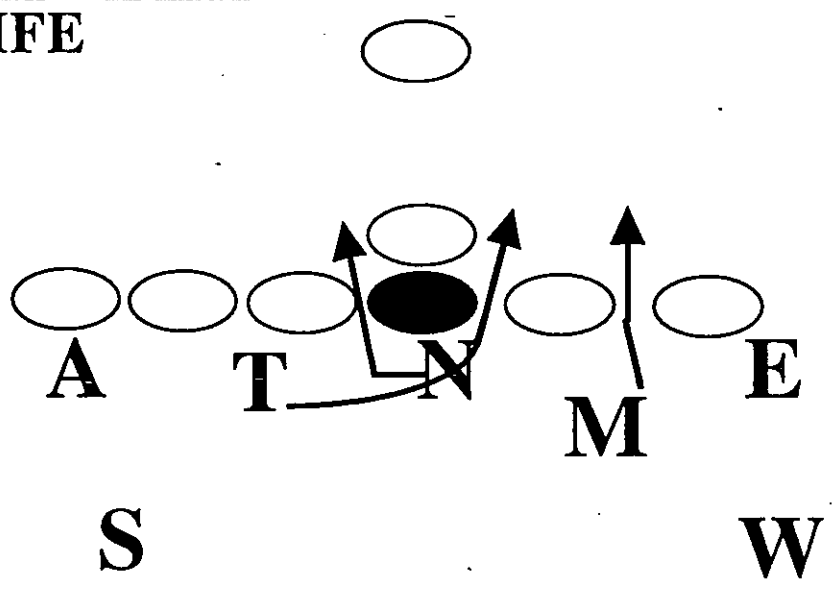
63 CHOP



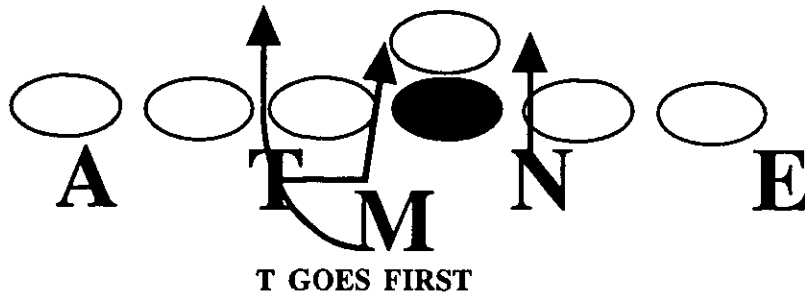
71 BUMP CUT



71 BUMP KNIFE



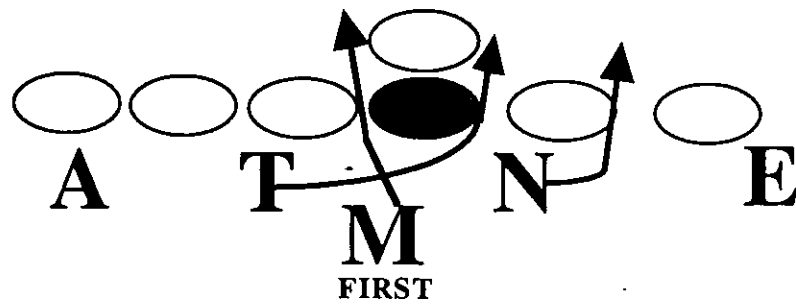
72 STEP TOM



S

W

72 STEP TAP



S

W

University of Massachusetts 1998 Blitz Package

71 / 72, Tight Package:

71 / Tight Tin Gold
71 Frisco Gold
71 Mohawk Falcon
72 Cowboy Falcon
72 Max Falcon
71 Mike Grizzly Falcon
71 Buster Nickel
Tight Pittsburgh Falcon
Tight Steeler Gold / Eagle

Bear Package:

Bear Blast Falcon
Bear Bullet Falcon
Bear Husky Falcon
Bear Panther Hawk

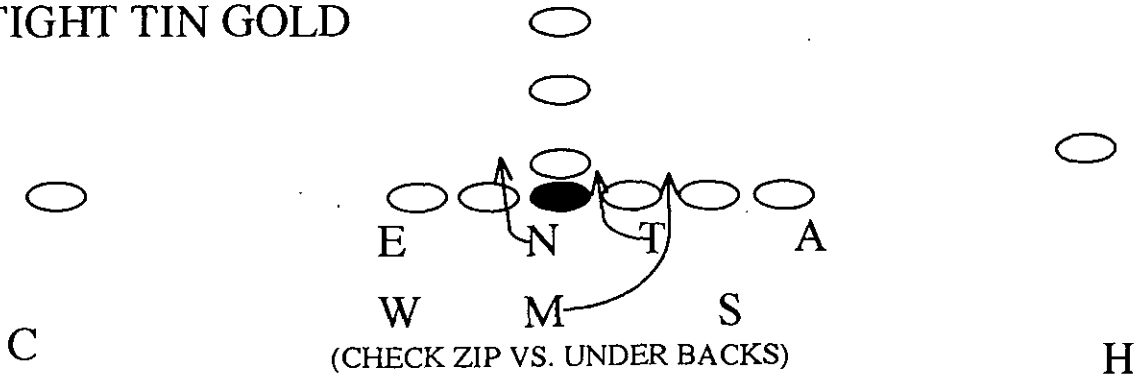
63 Package:

60 Rocket Gold
62 Rocky Falcon
63 Frisco Gold
63 Sugar Falcon
63 Ram Hawk
60 Fire Hawk

30 Package:

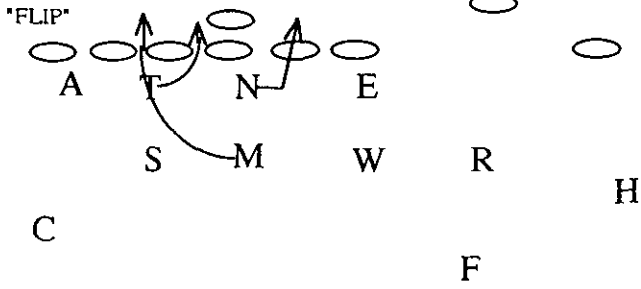
30 Jax Falcon

71/TIGHT TIN GOLD



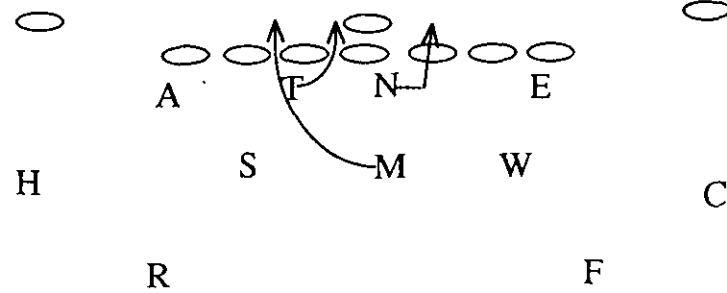
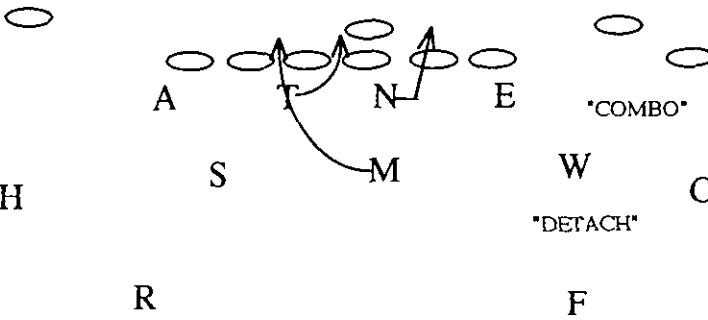
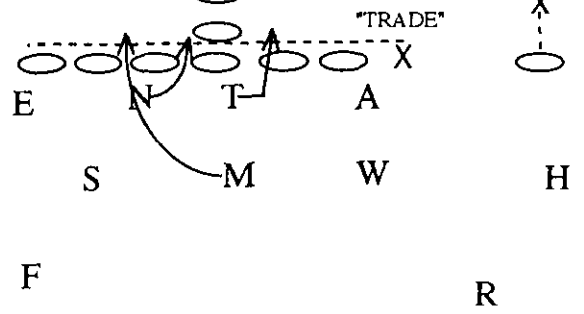
F R

CHECK STAR

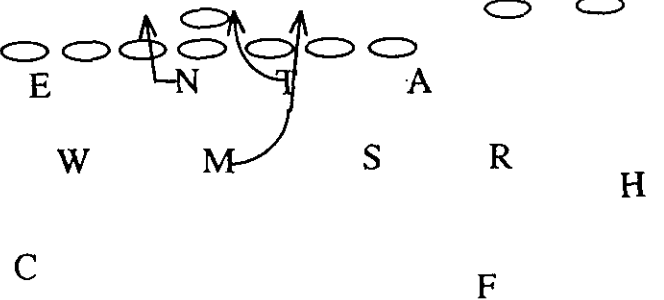
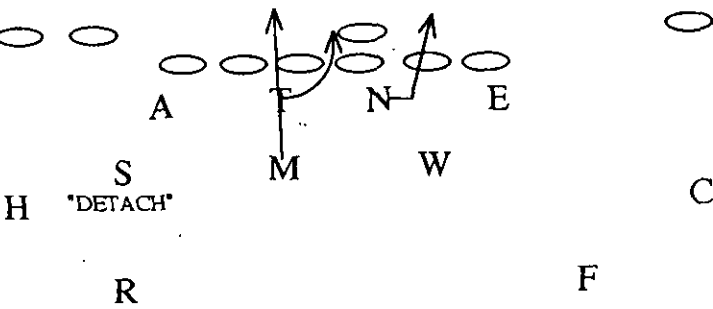


(CHECK ZIP VS. UNDER BACKS)

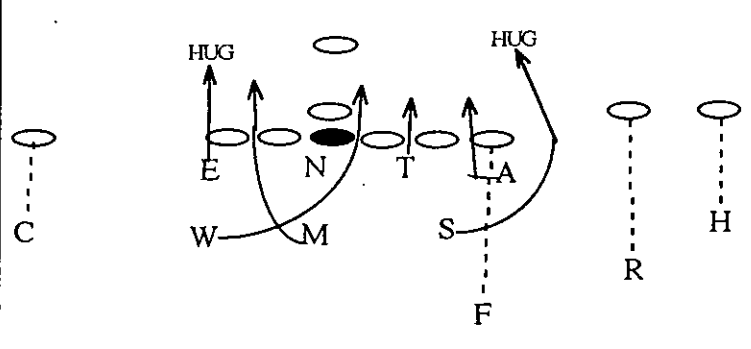
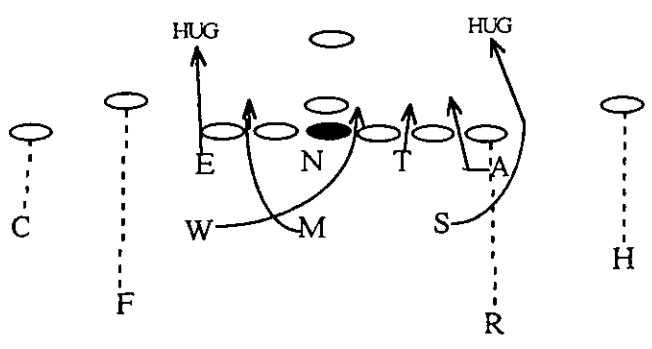
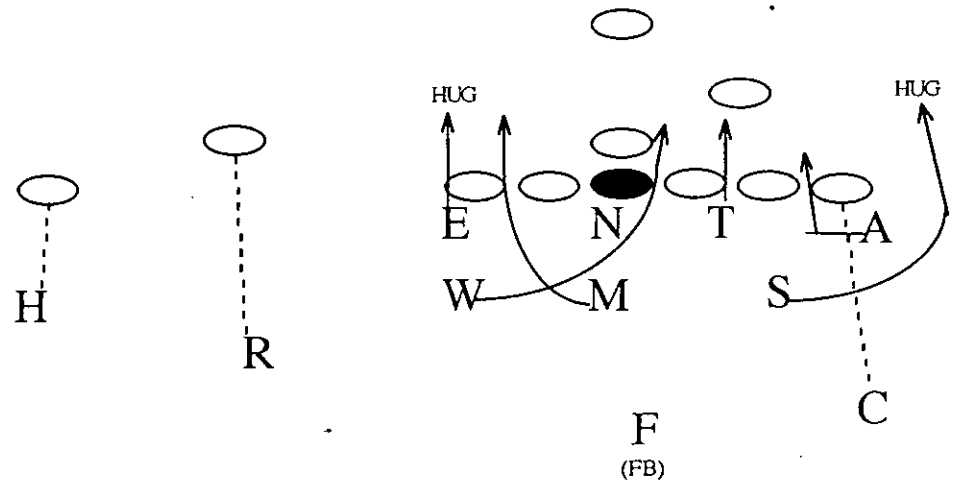
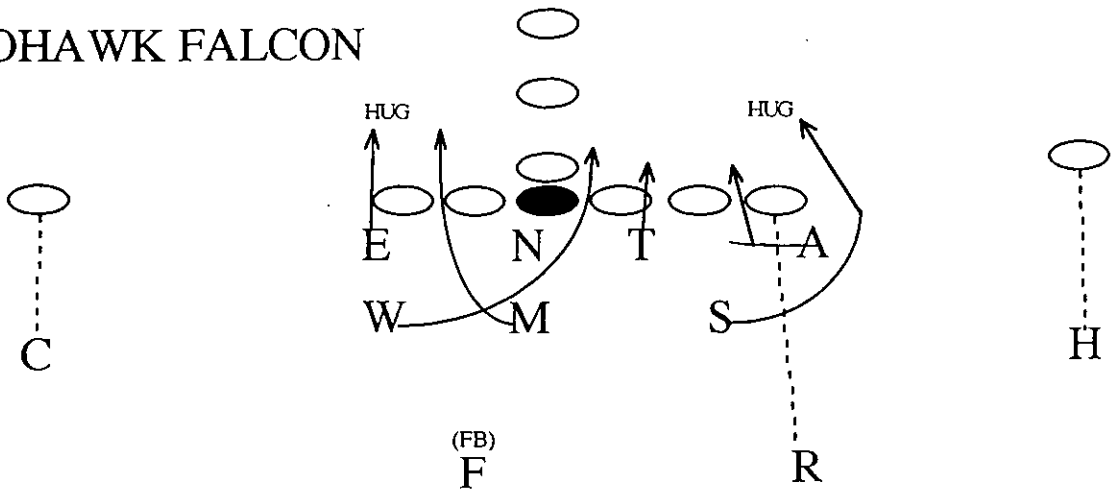
Y TRADE



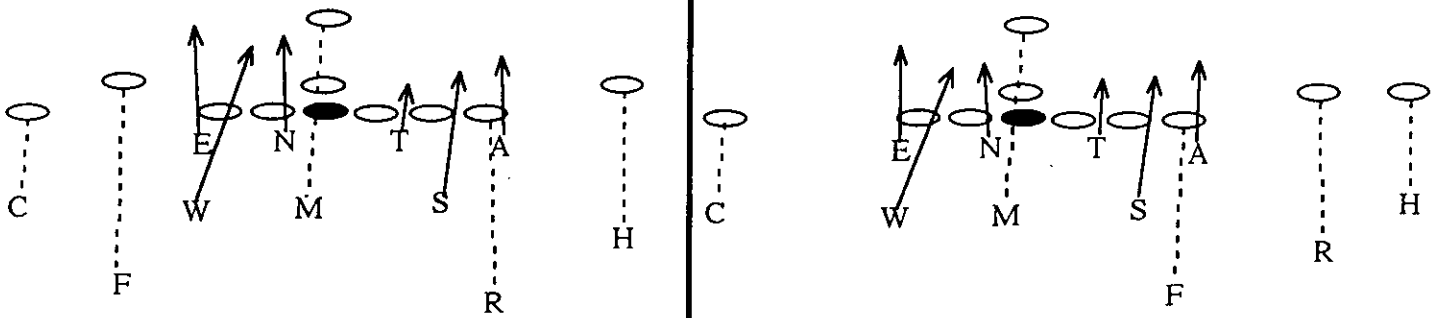
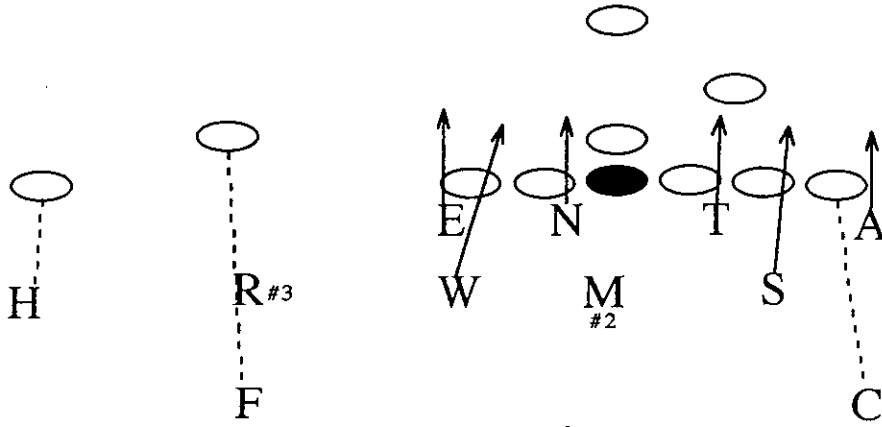
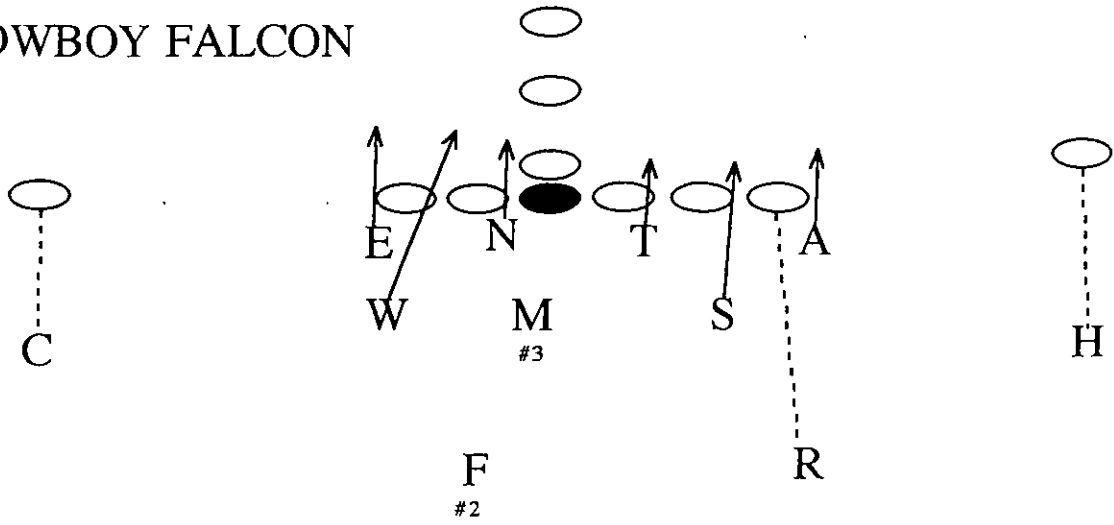
CHECK STAR



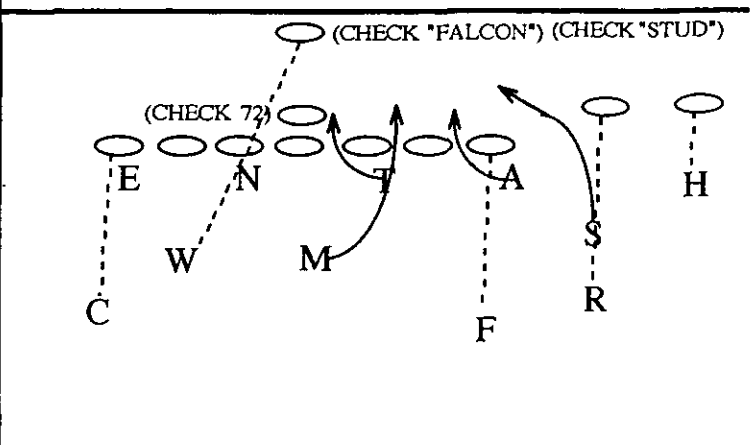
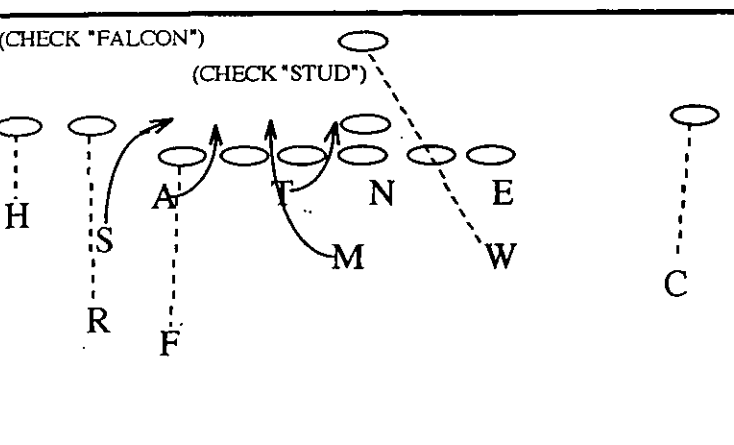
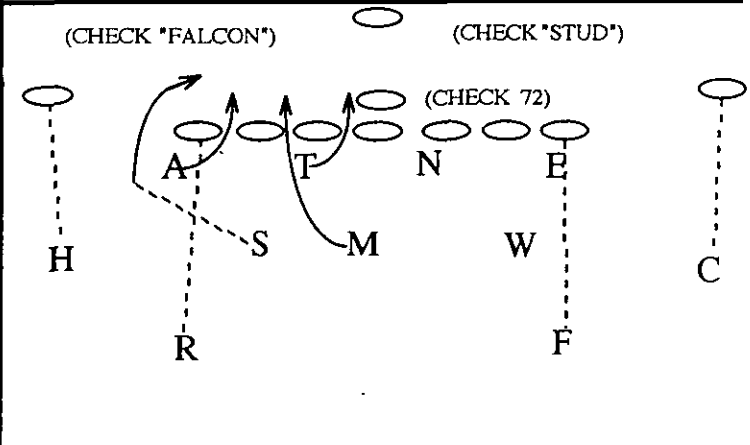
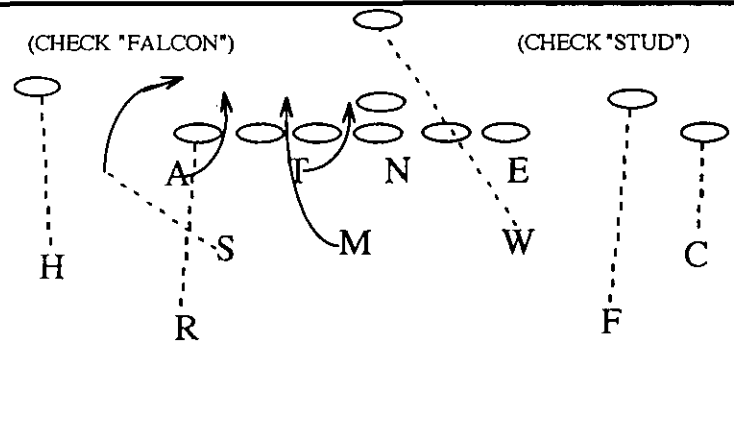
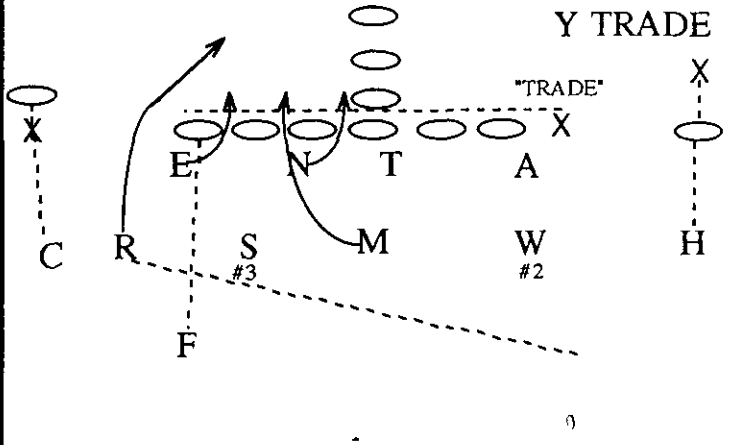
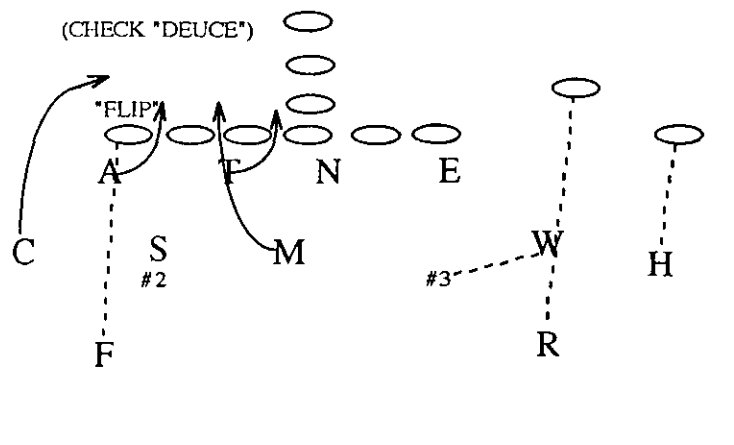
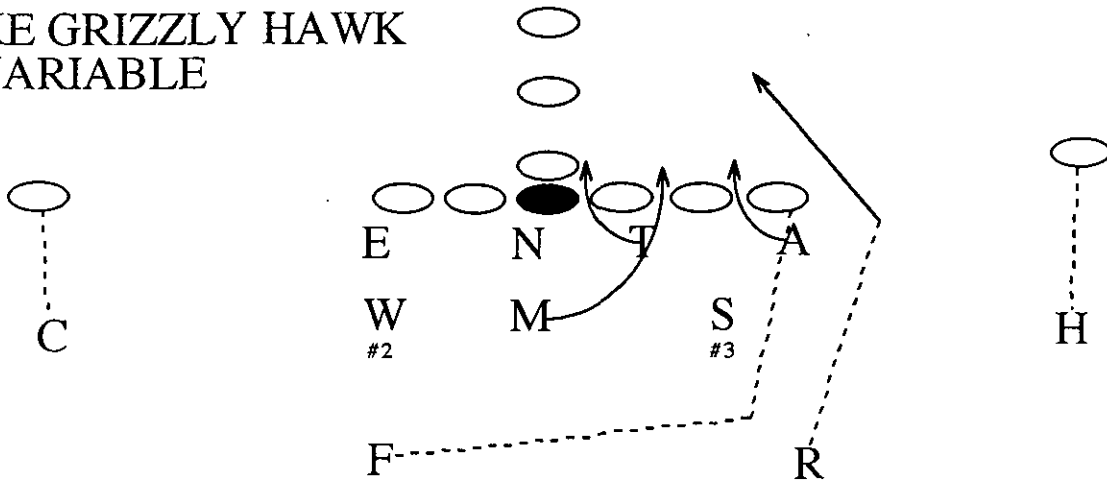
71 MOHAWK FALCON



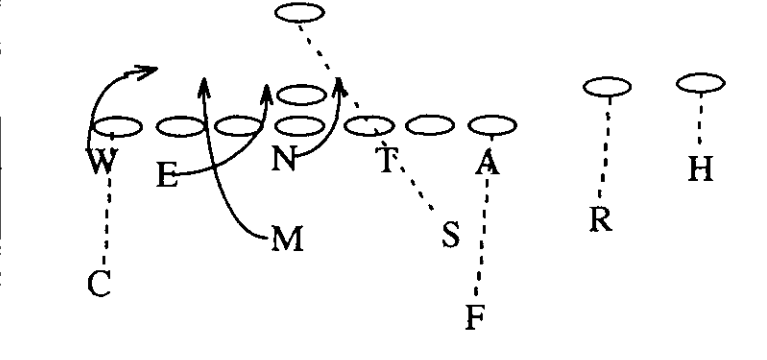
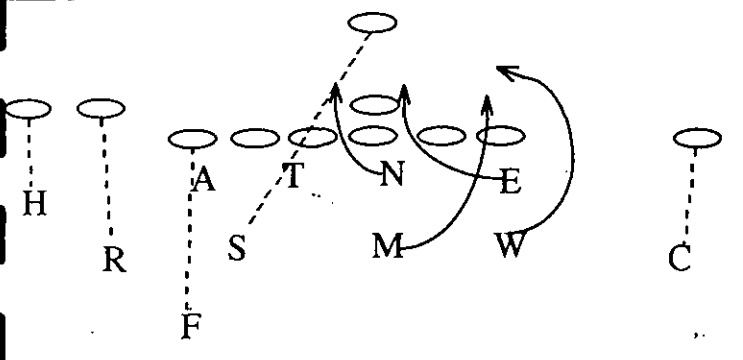
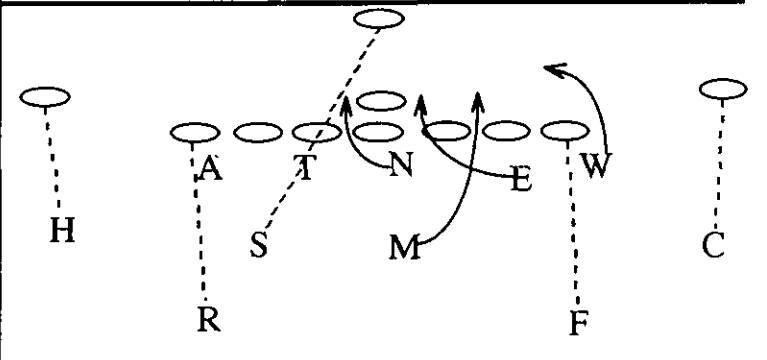
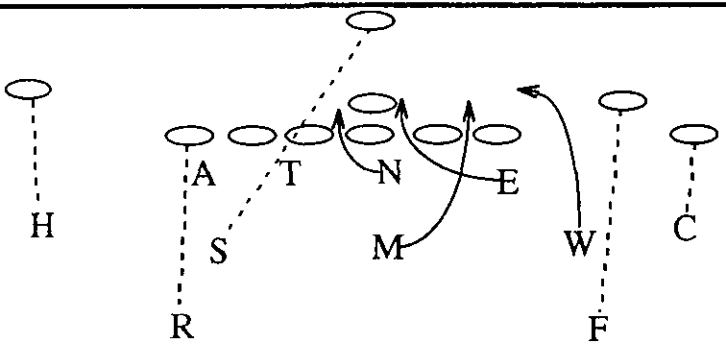
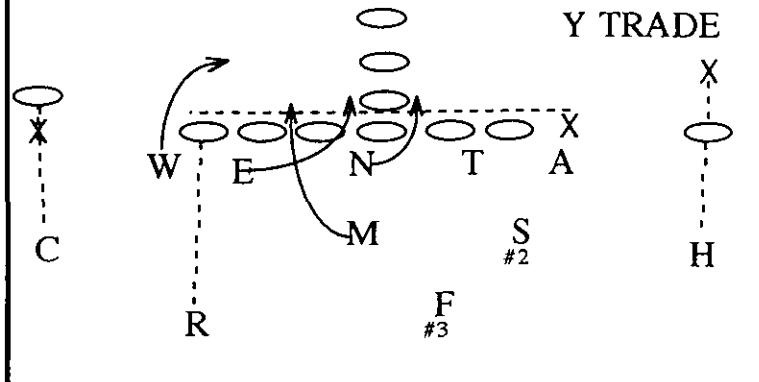
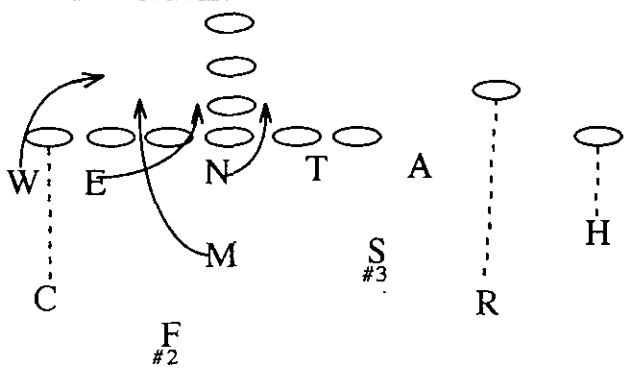
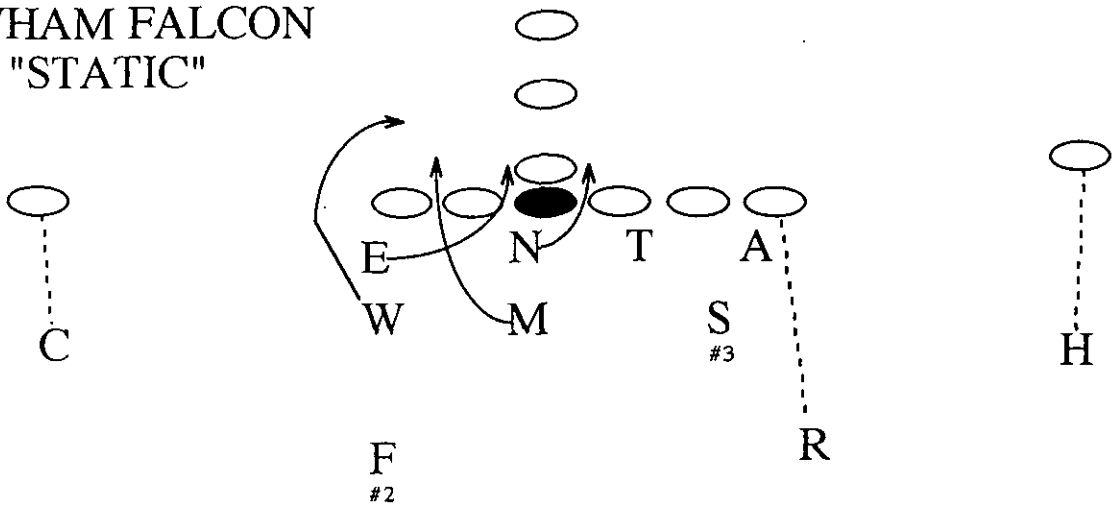
71 COWBOY FALCON



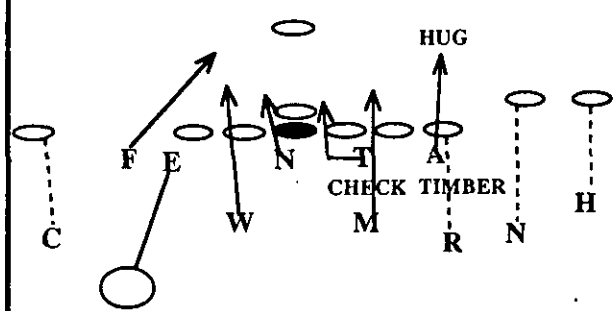
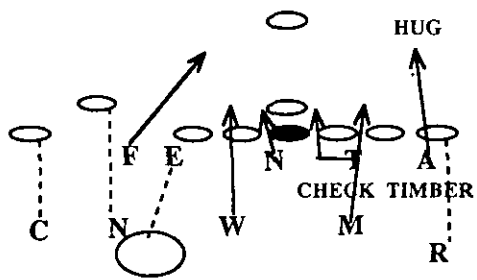
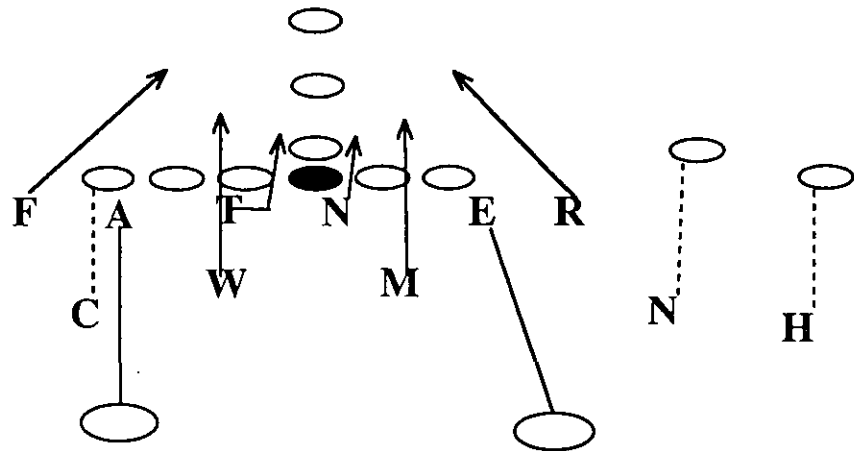
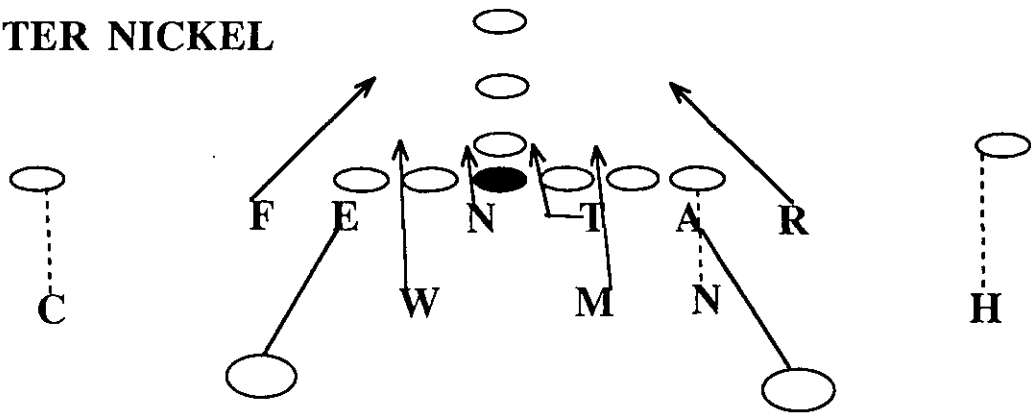
71 MIKE GRIZZLY HAWK VARIABLE



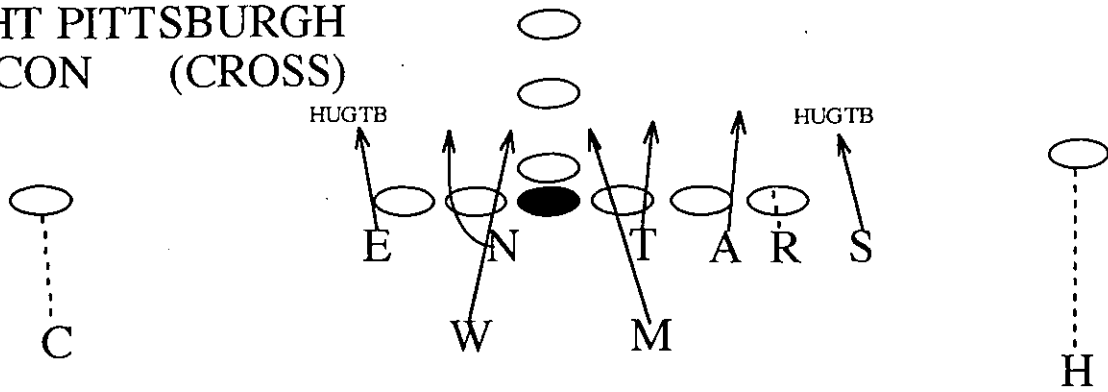
71 WHAM FALCON
"STATIC"



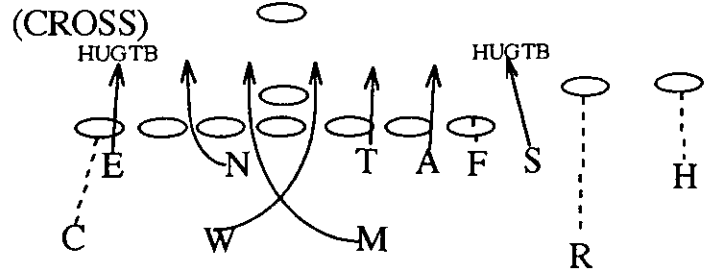
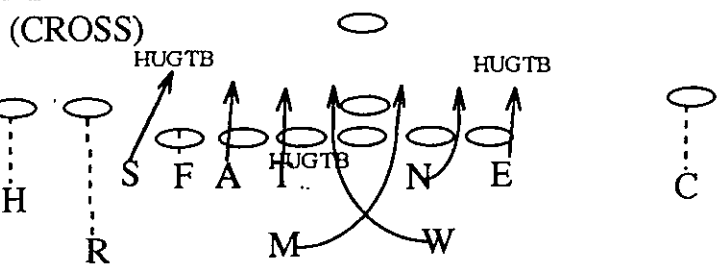
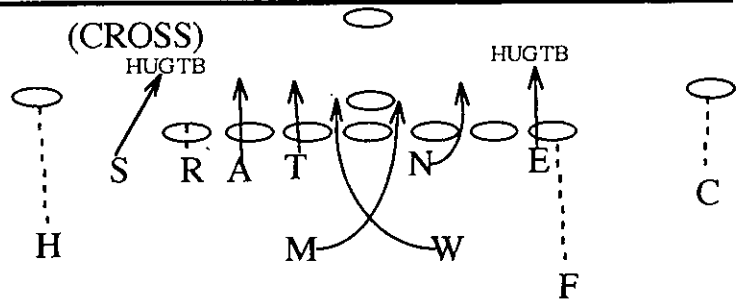
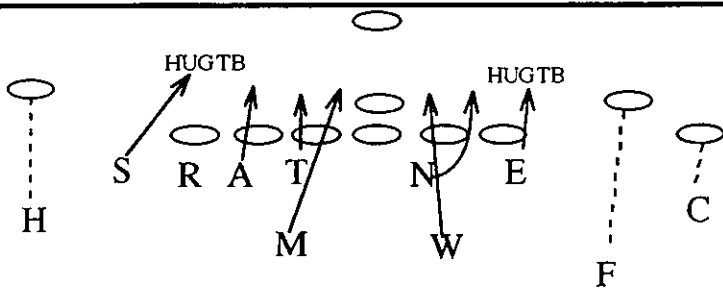
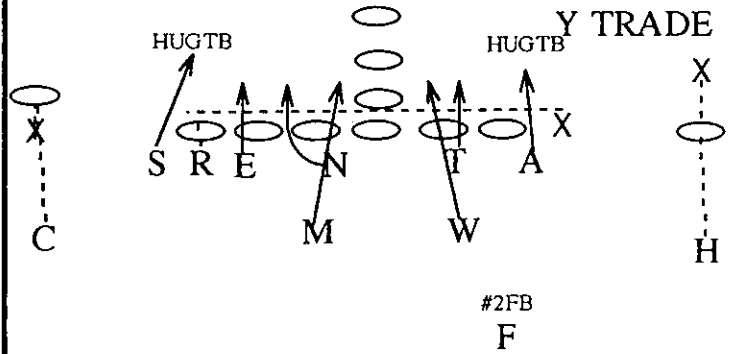
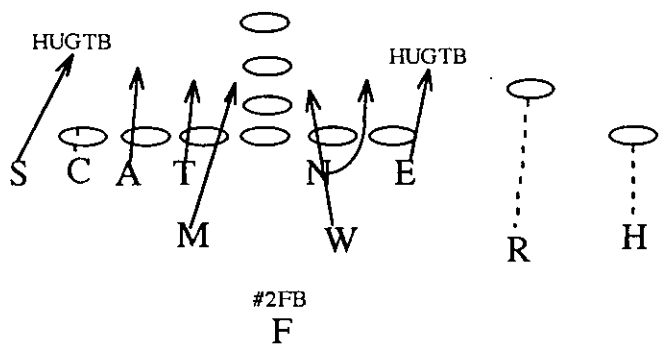
71 BUSTER NICKEL



TIGHT PITTSBURGH
FALCON (CROSS)

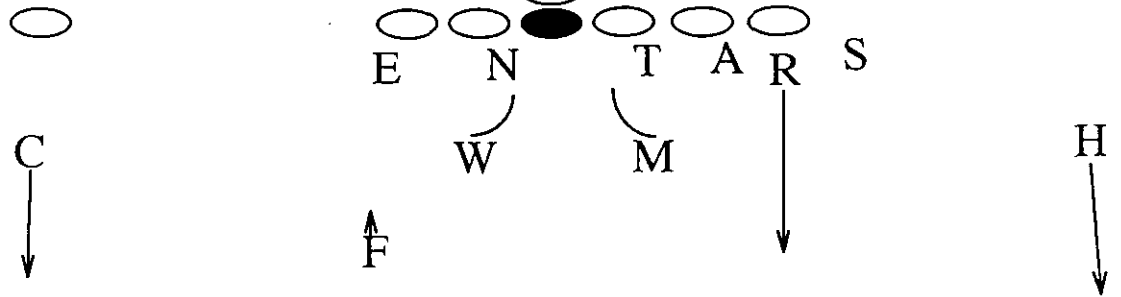


#2 FB
F



TIGHT STEELER
(GOLD - EAGLE)

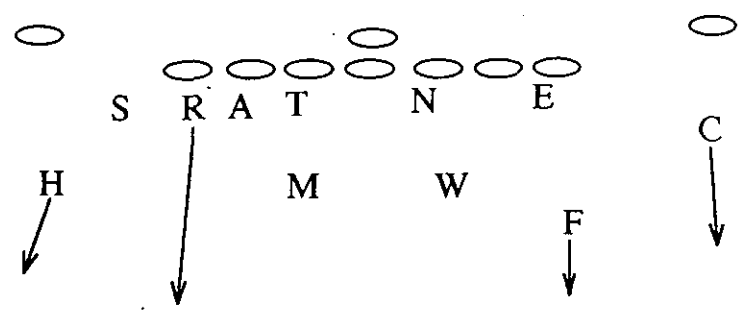
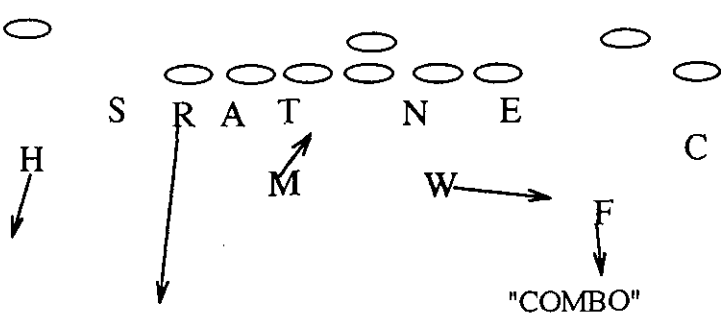
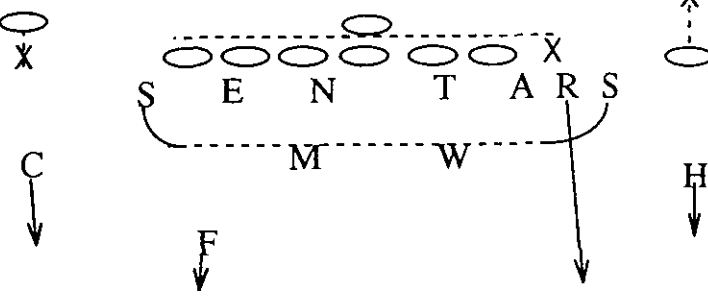
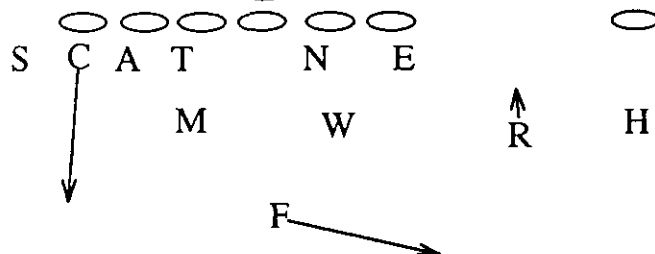
EX. GOLD



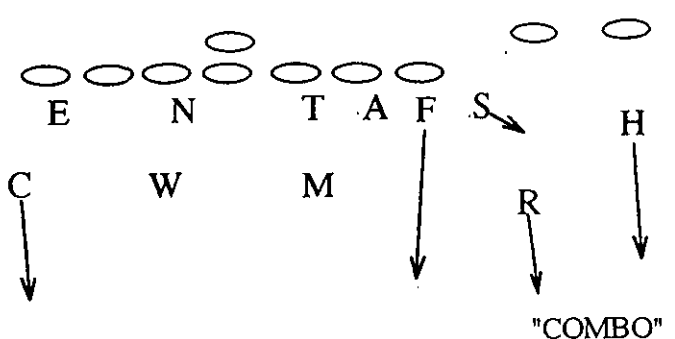
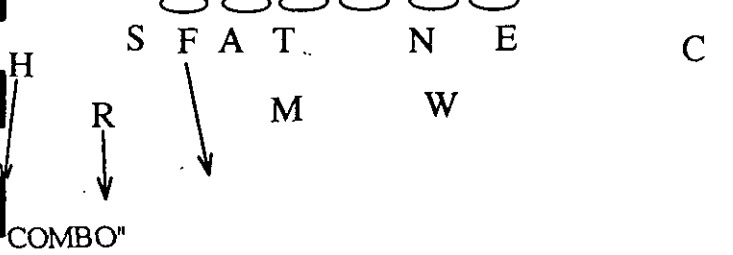
CHECK
STAR

GOLD

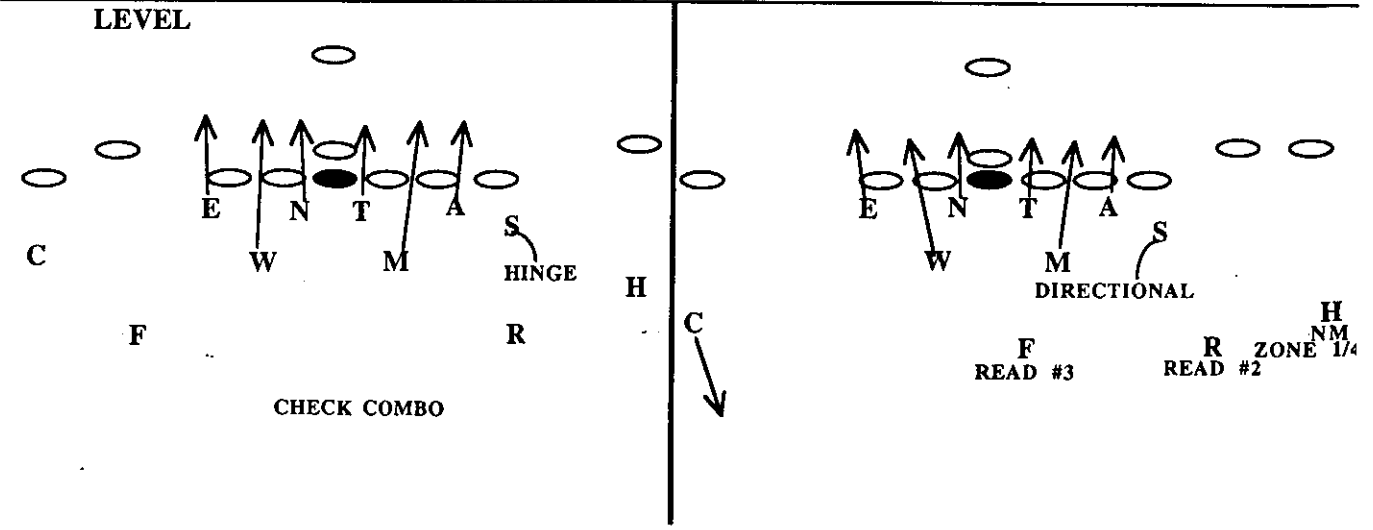
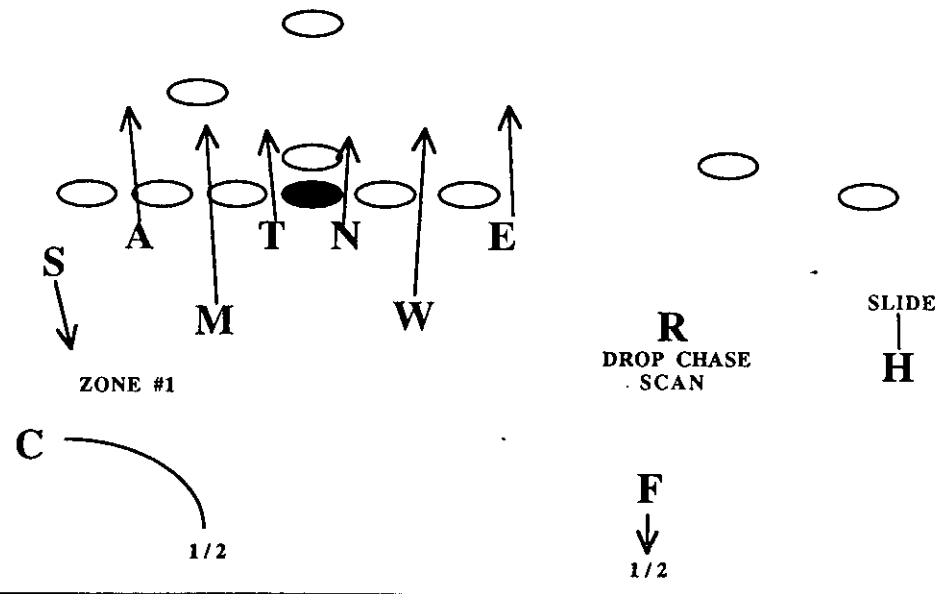
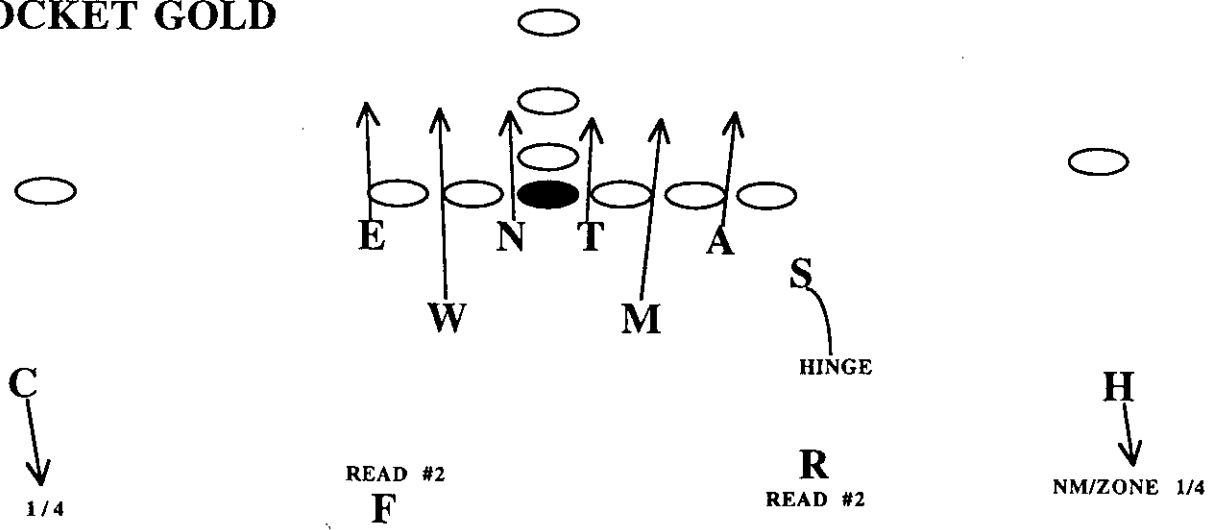
Y TRADE



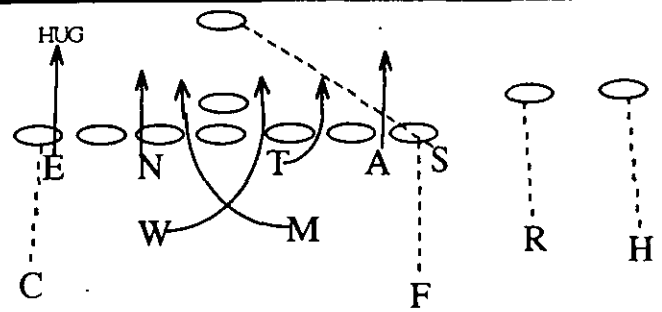
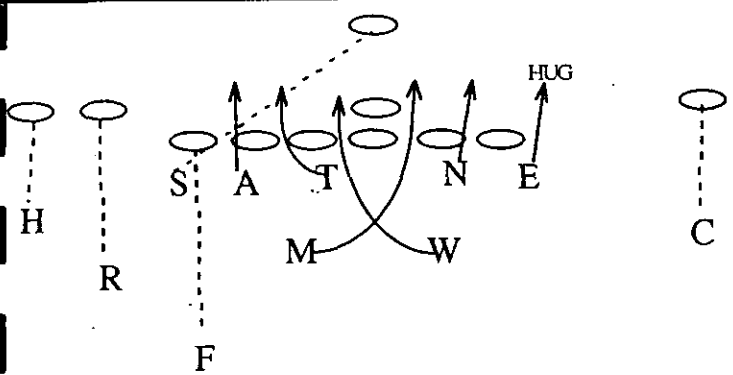
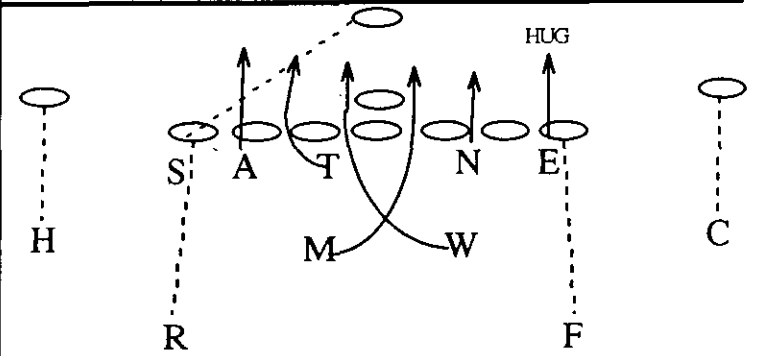
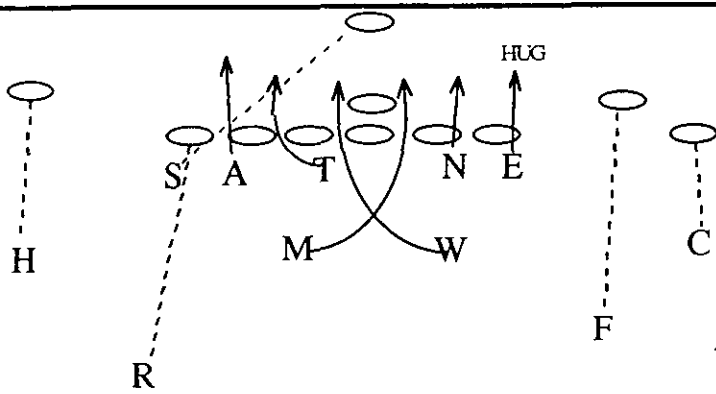
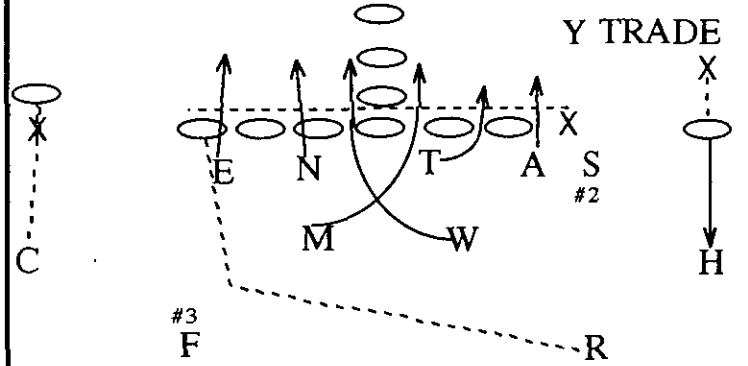
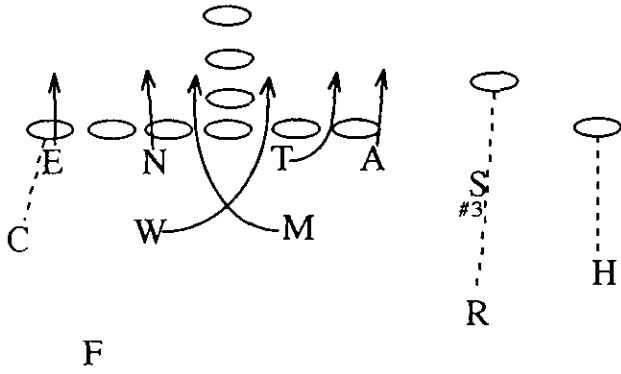
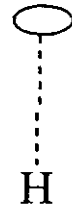
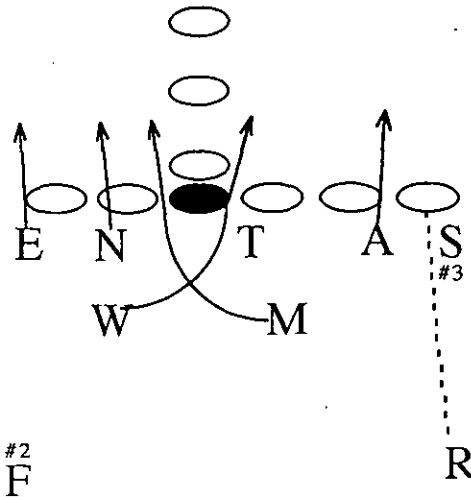
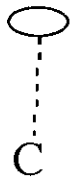
GOLD



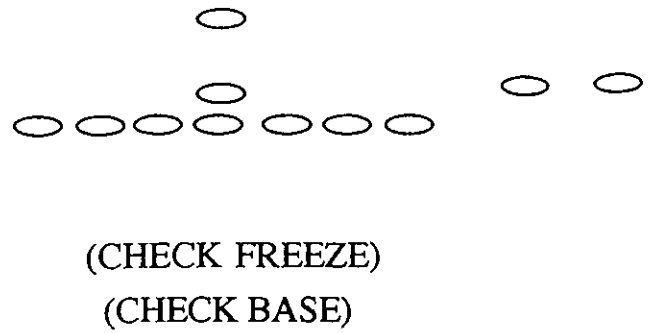
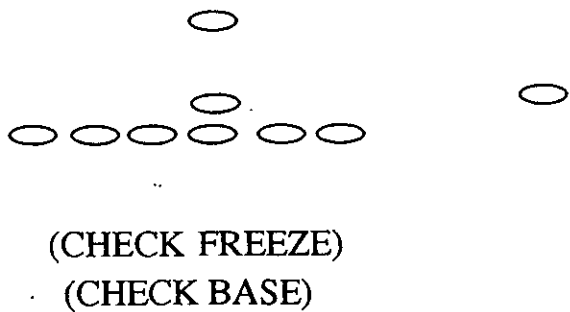
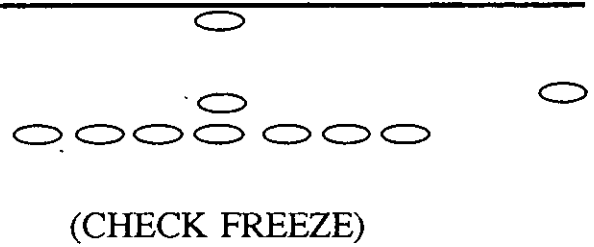
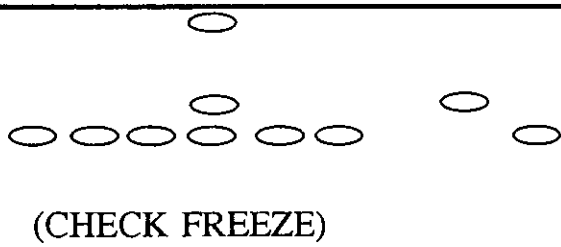
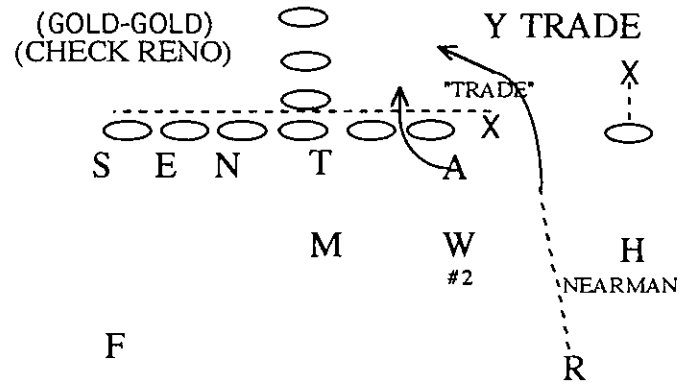
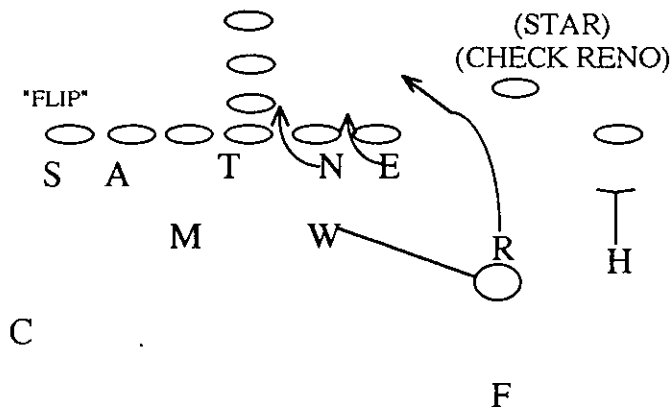
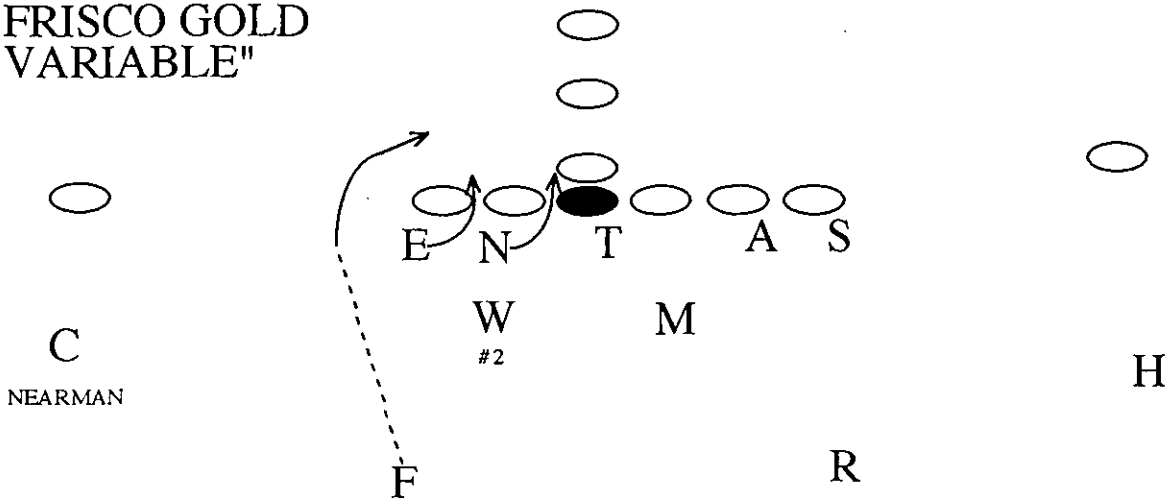
60 ROCKET GOLD



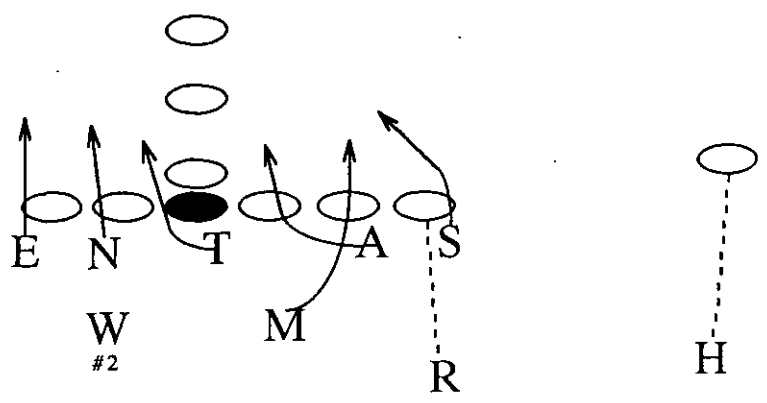
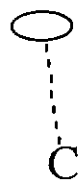
62 ROCKY FALCON
"STATIC"



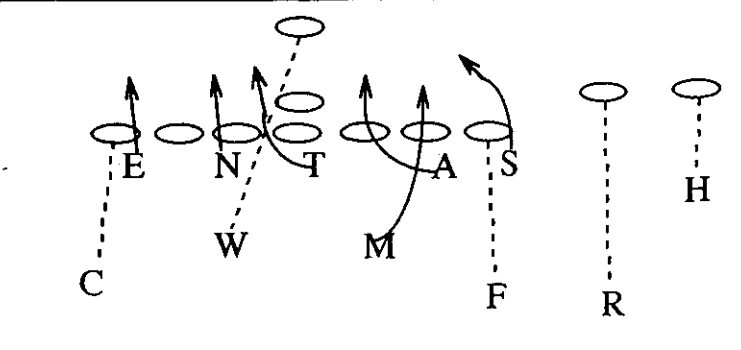
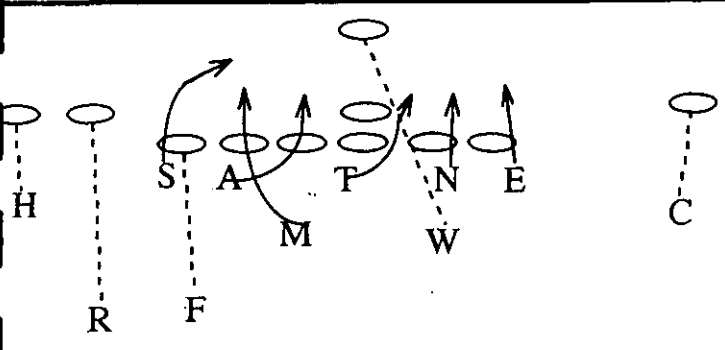
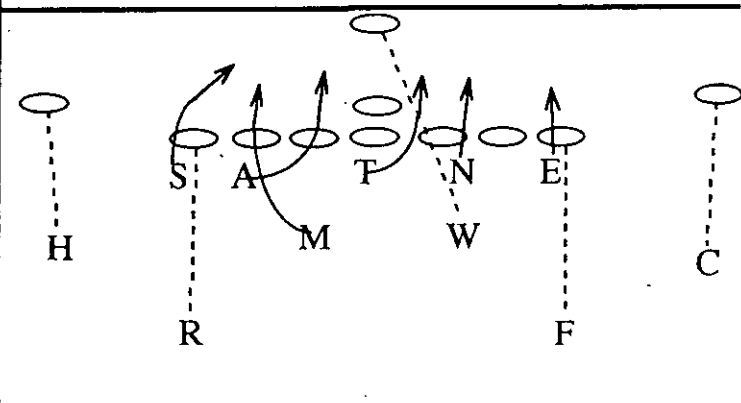
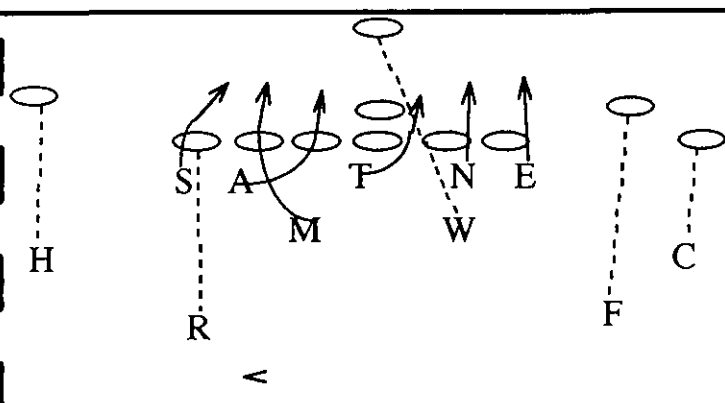
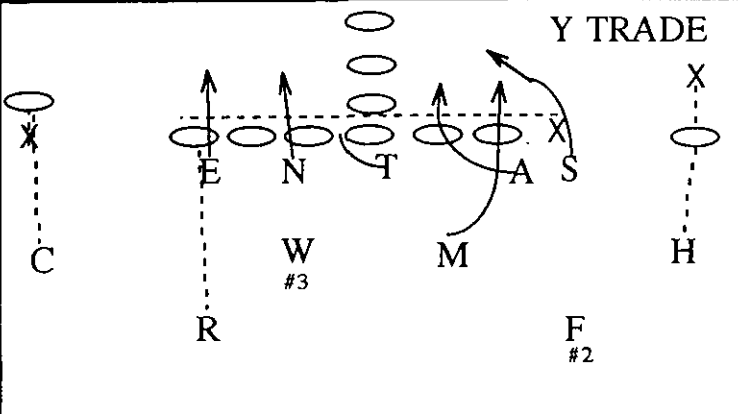
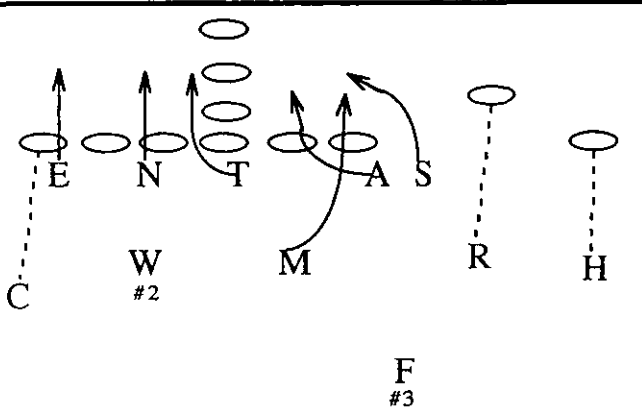
63 FRISCO GOLD
"VARIABLE"



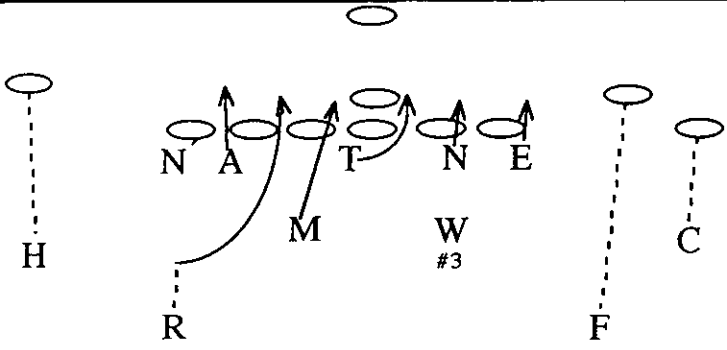
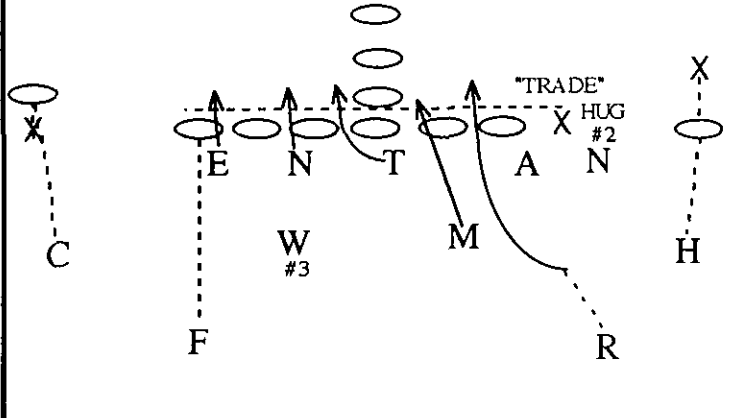
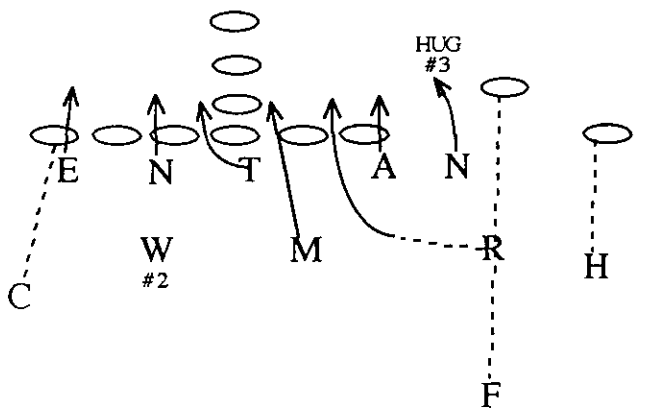
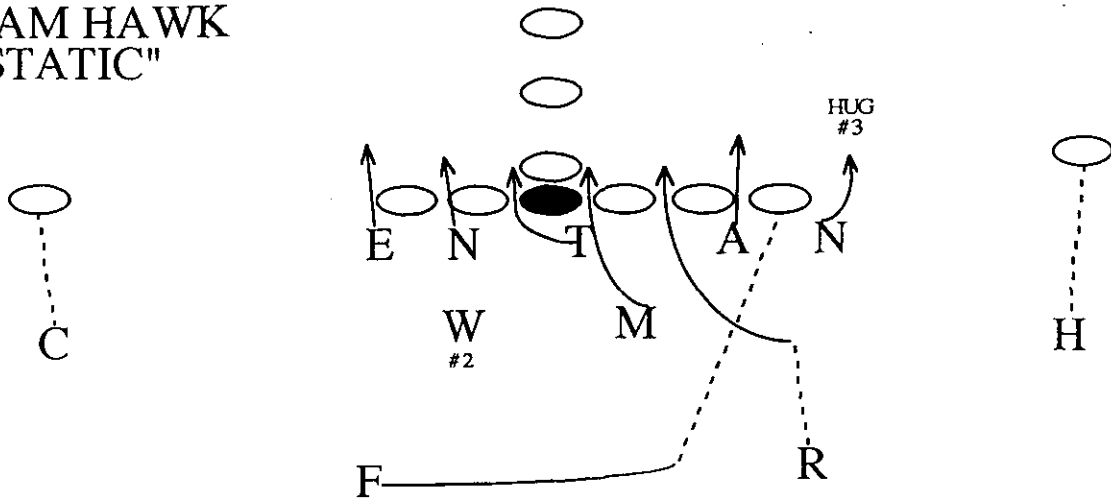
63 SUGAR FALCON
"STATIC"



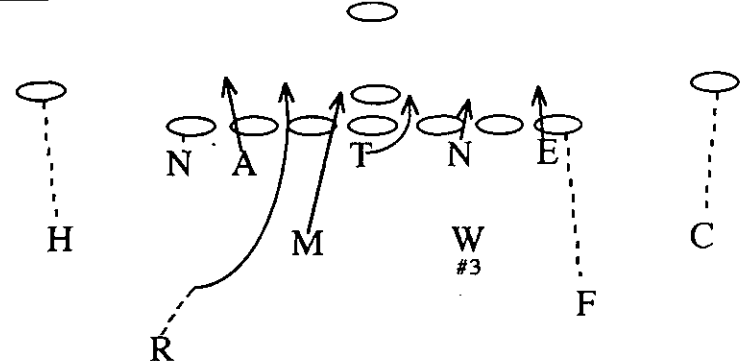
F
#3



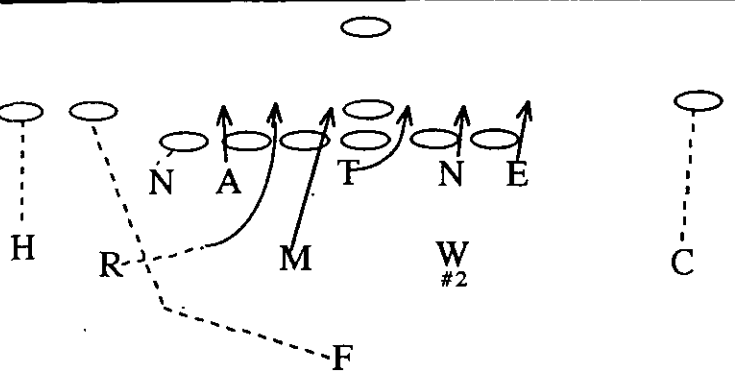
63 RAM HAWK
"STATIC"



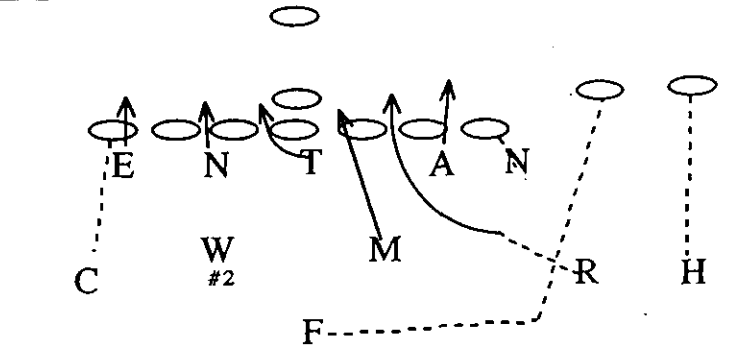
NICKEL - #2 STRONG VS. 4 QKS



NICKEL - #2 STRONG VS. 4 QKS

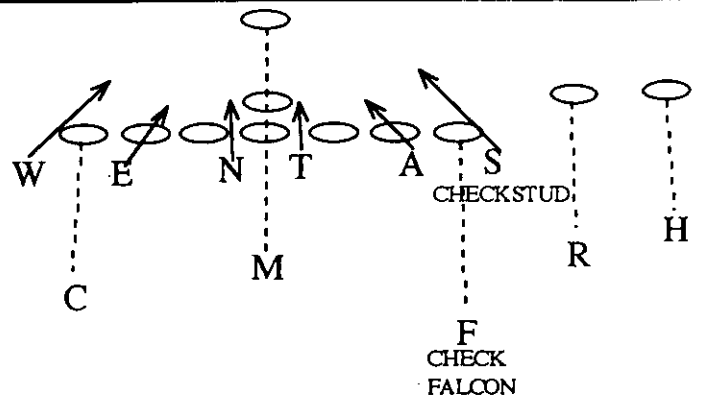
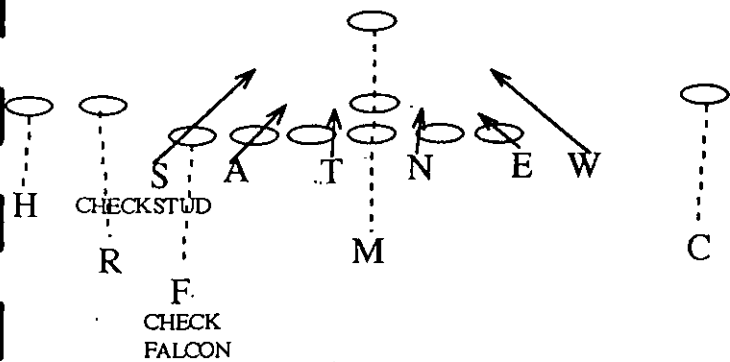
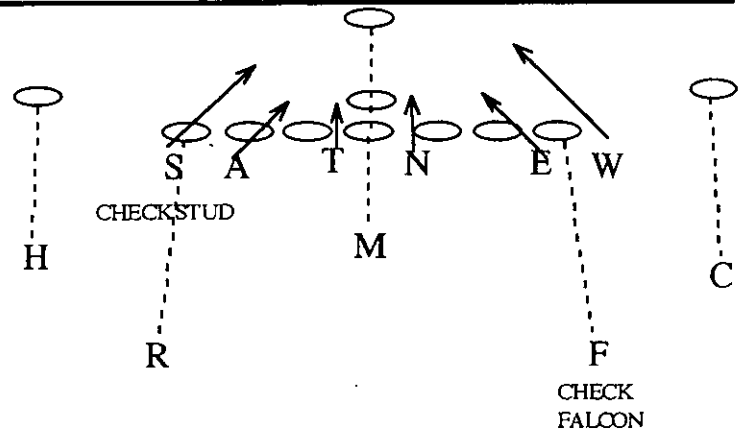
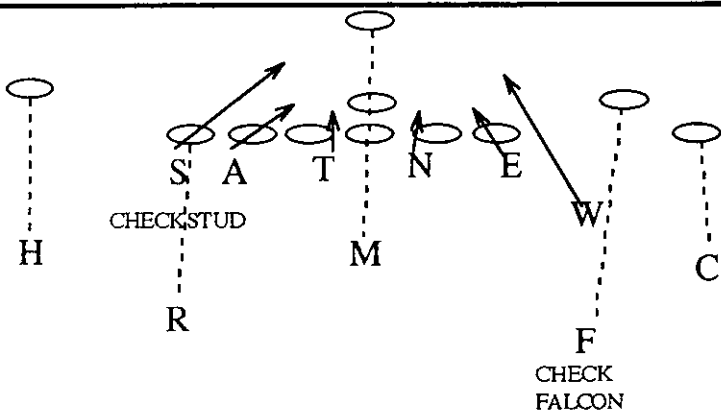
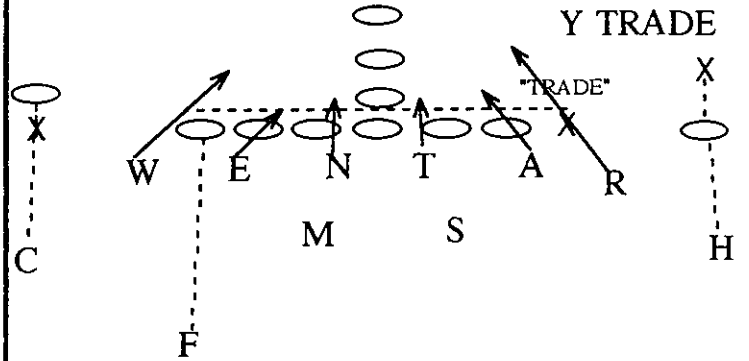
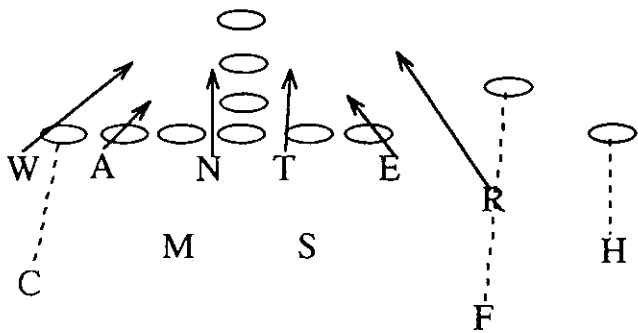
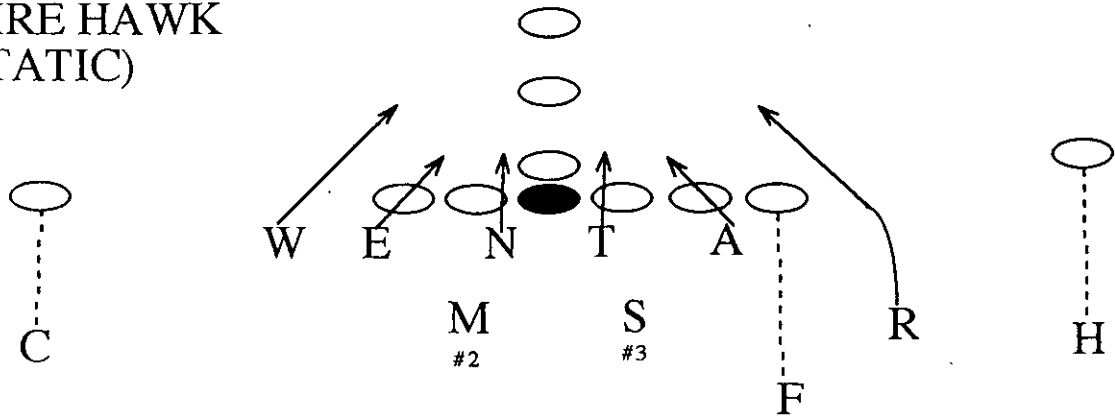


NICKEL - DISPLACED #3 STRONG VS. TRIPS

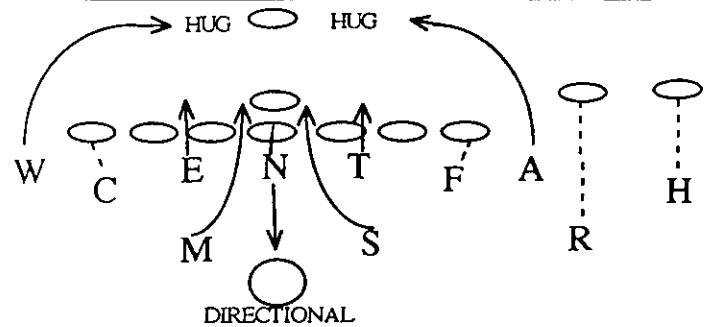
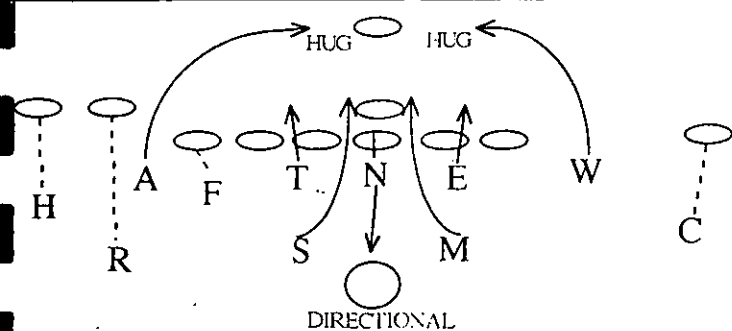
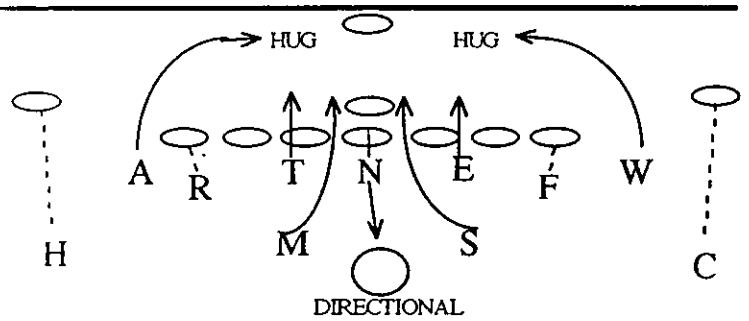
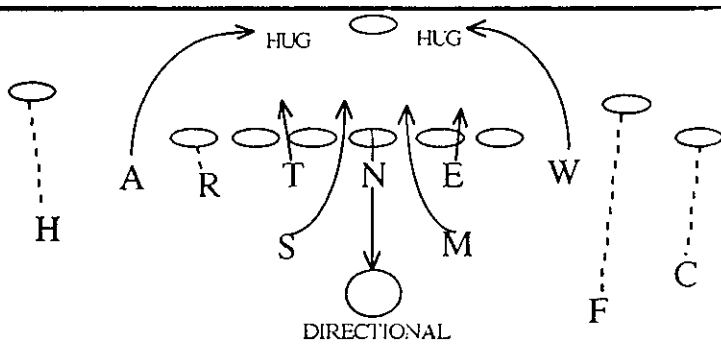
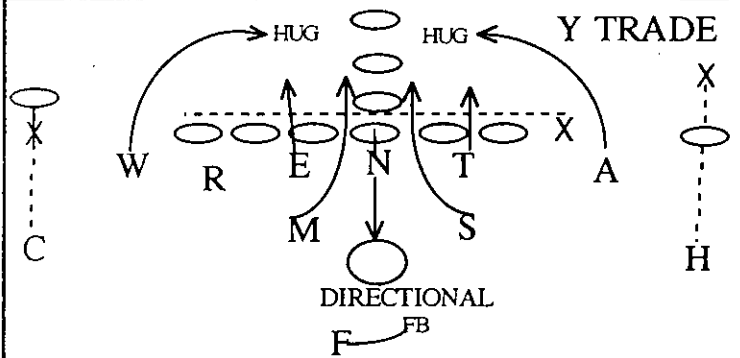
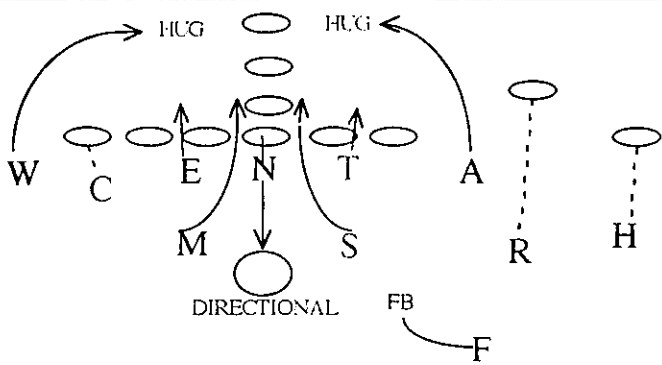
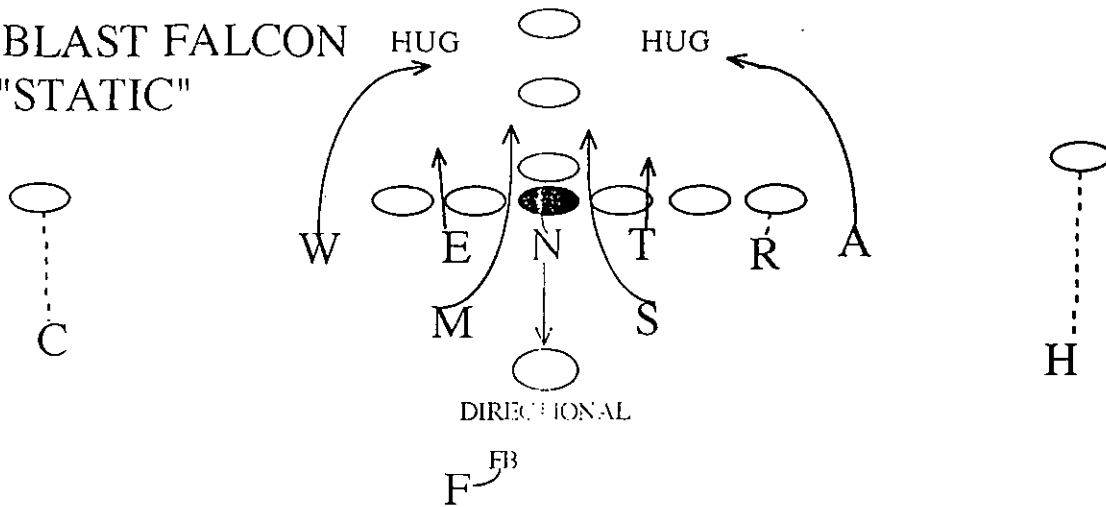


NICKEL - DISPLACED #3 STRONG VS. TRIPS

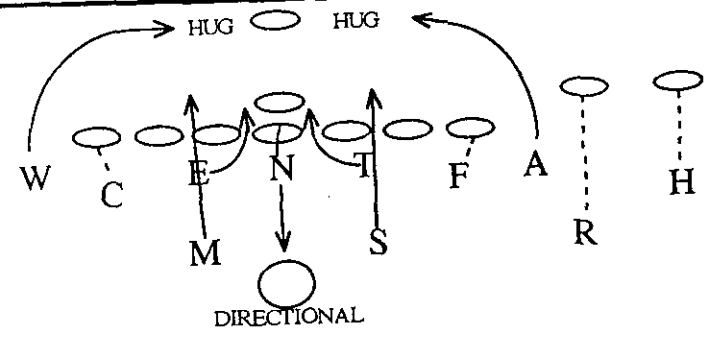
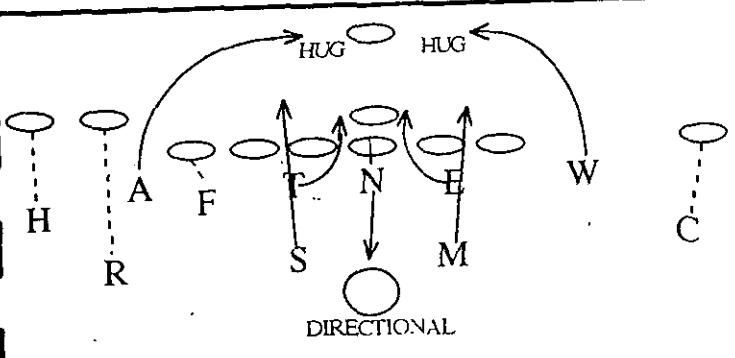
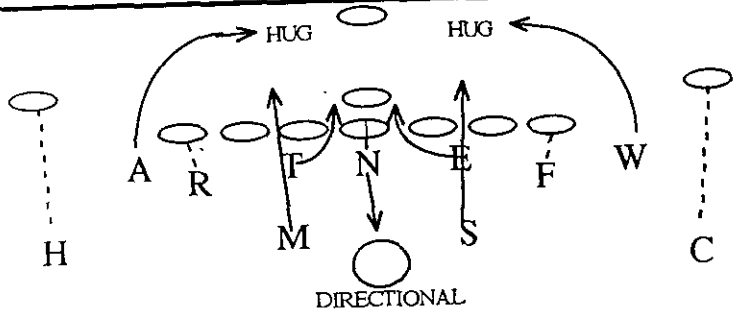
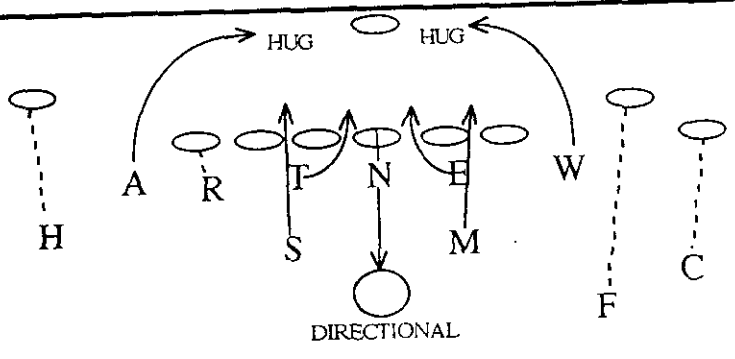
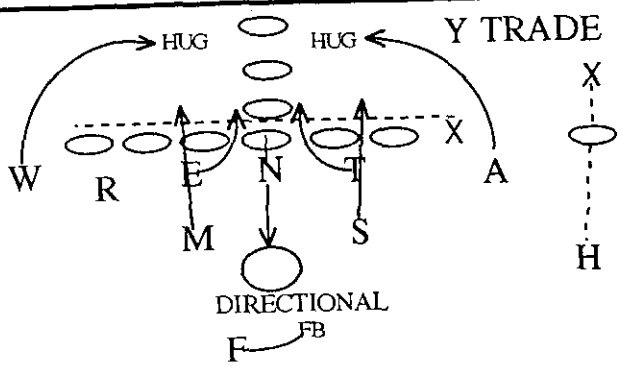
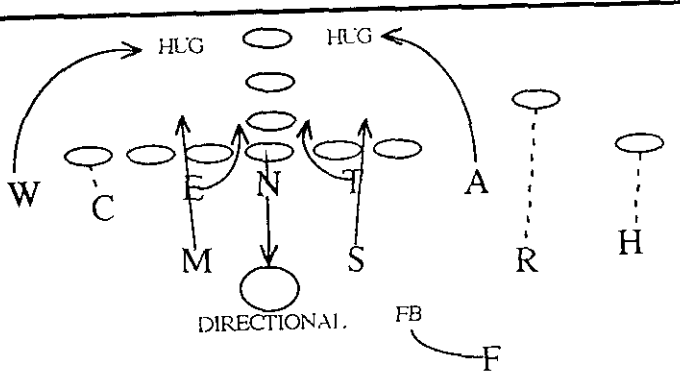
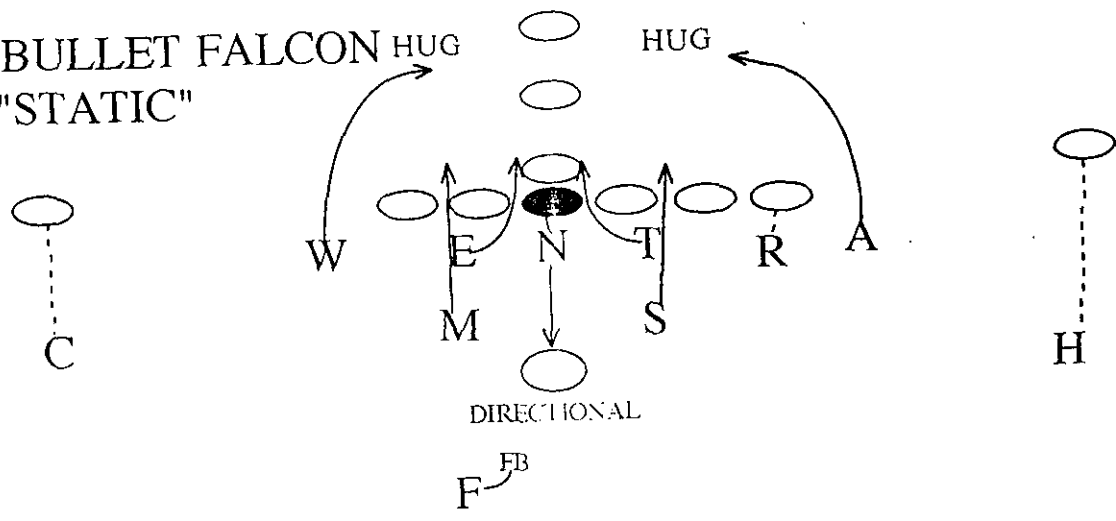
60 FIRE HAWK
(STATIC)



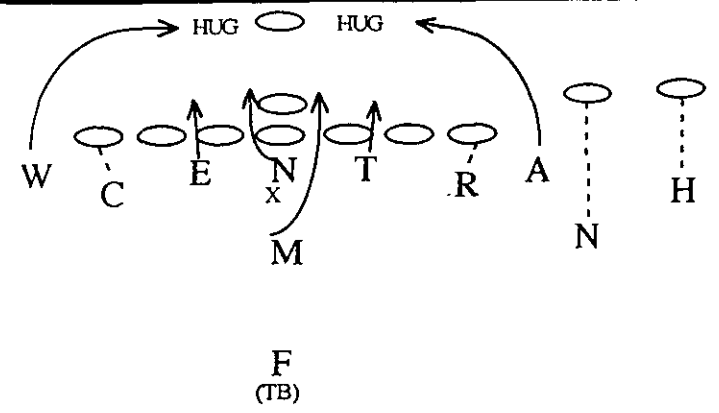
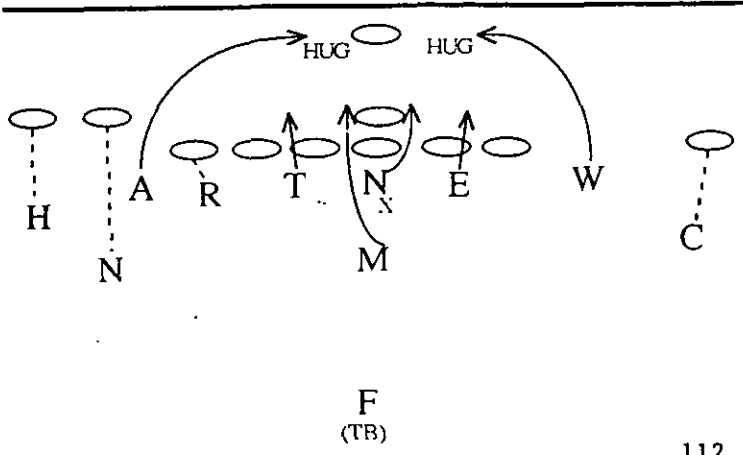
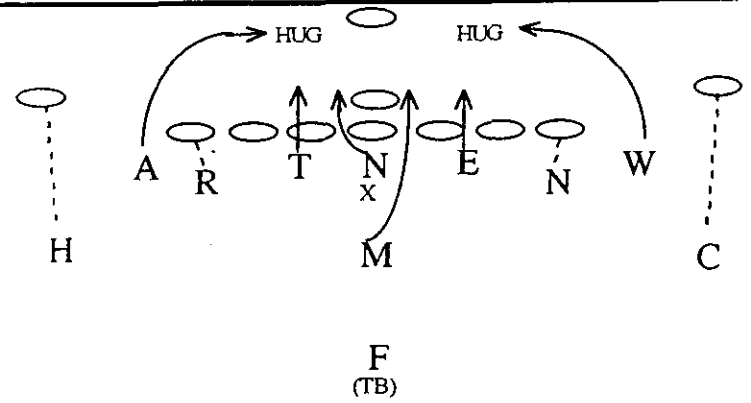
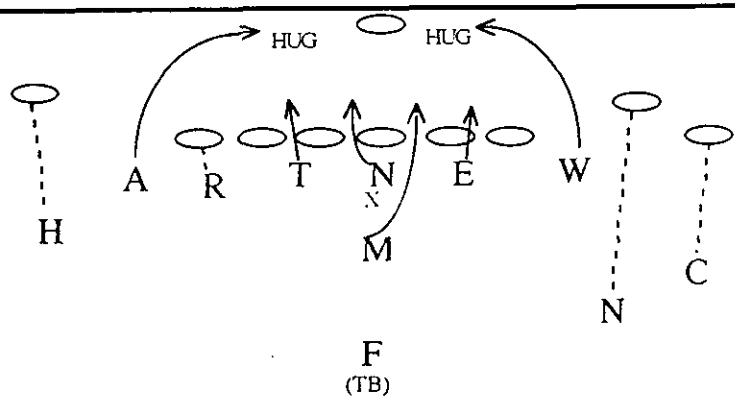
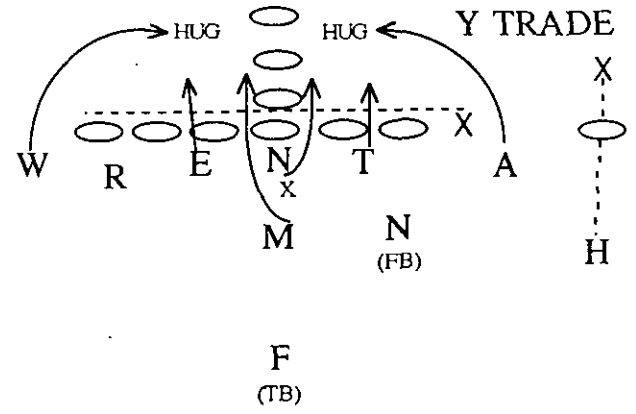
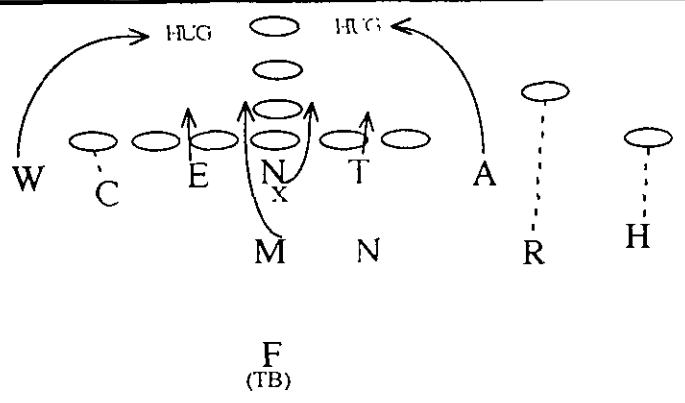
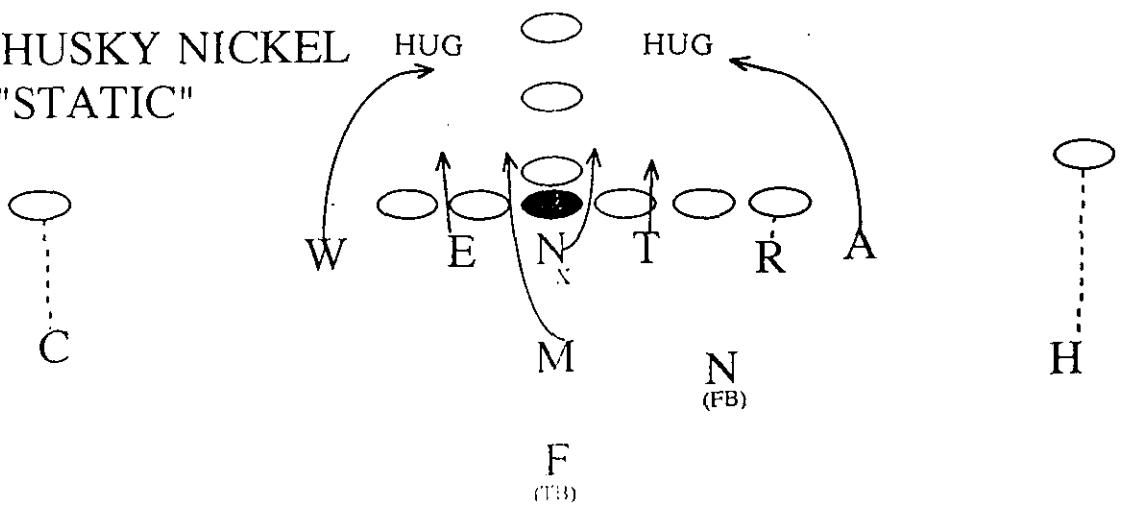
BEAR BLAST FALCON
"STATIC"



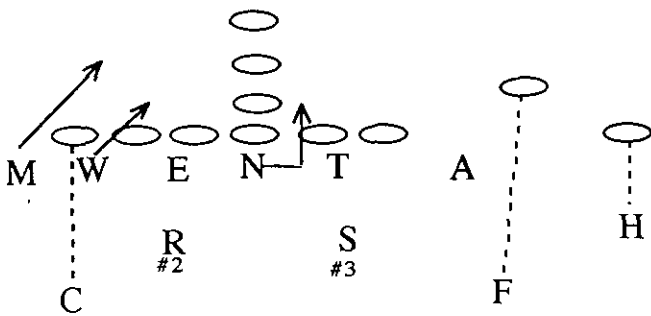
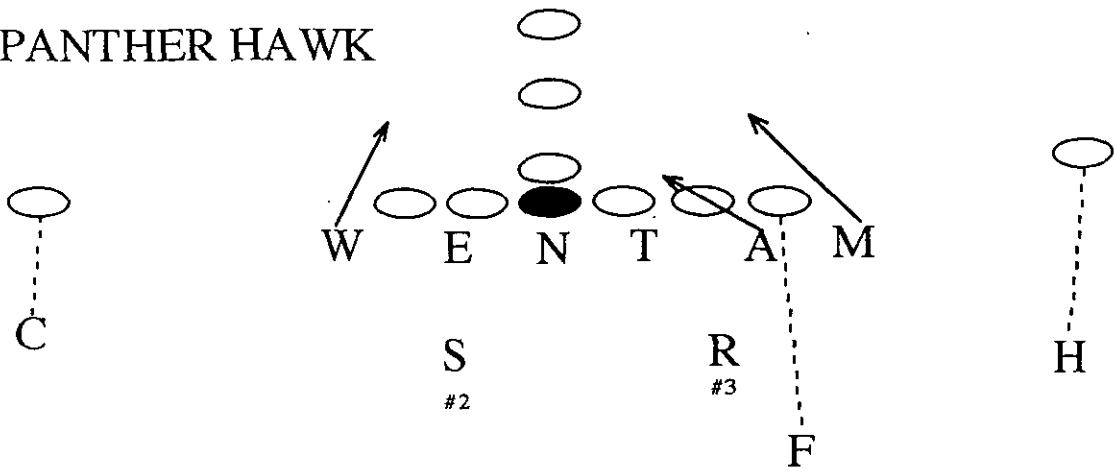
BEAR BULLET FALCON
"STATIC"



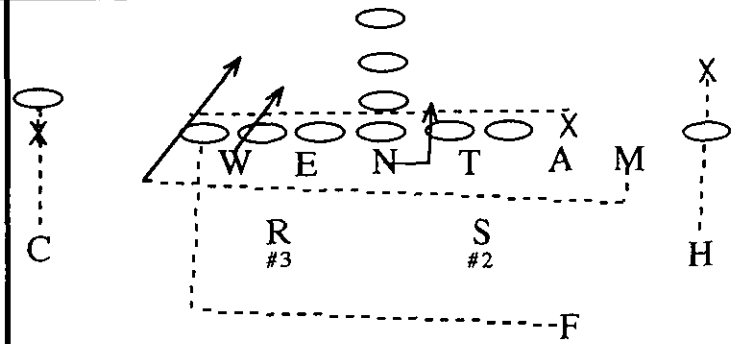
BEAR HUSKY NICKEL
"STATIC"



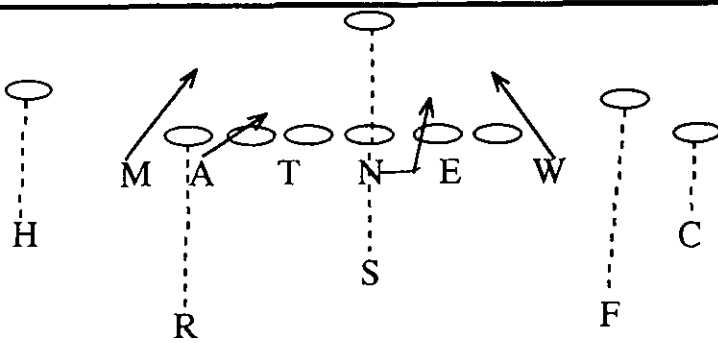
BEAR PANTHER HAWK



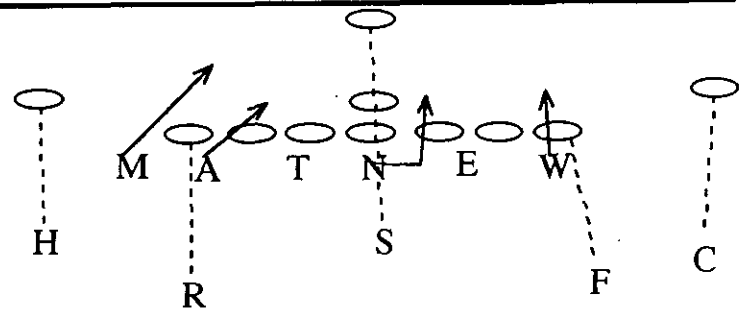
M FLIPS MAKES "NAIL" CALL



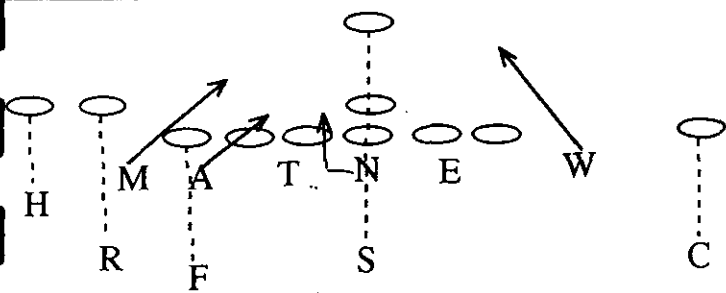
M FLIPS MAKES "NAIL" CALL



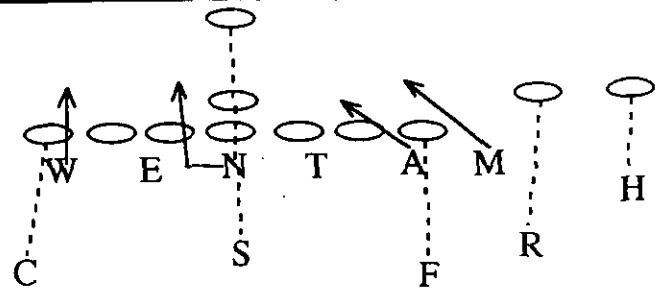
CHECK FALCON CHECK STUD



CHECK FALCON CHECK STUD

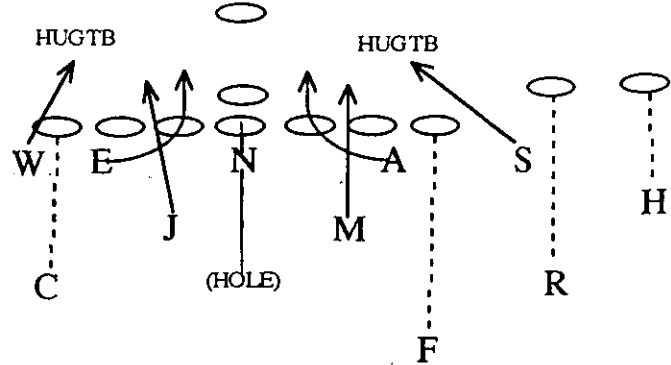
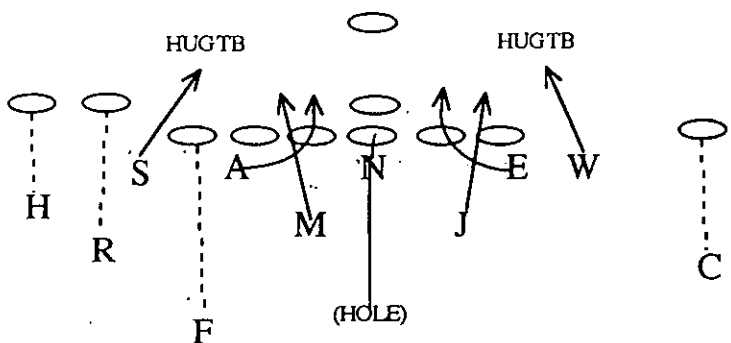
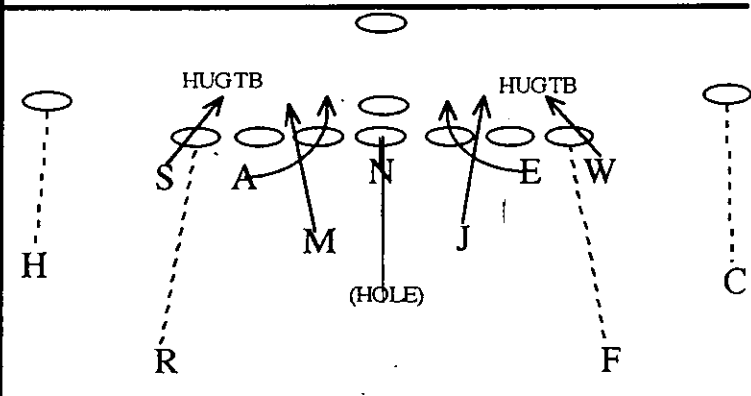
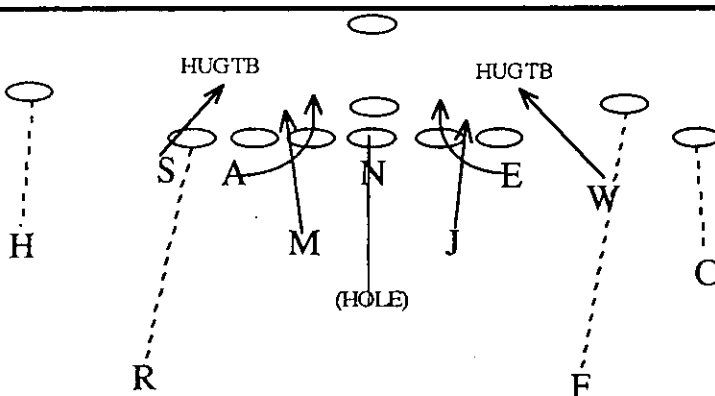
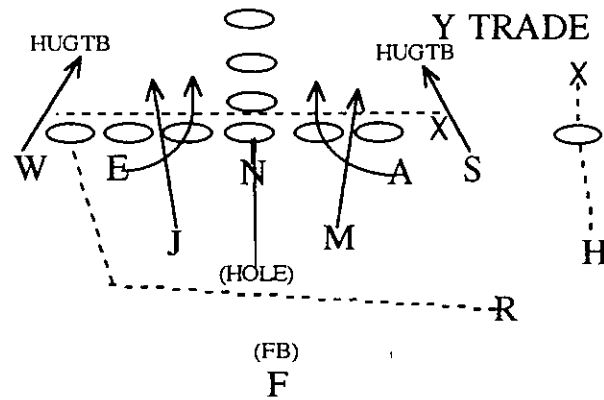
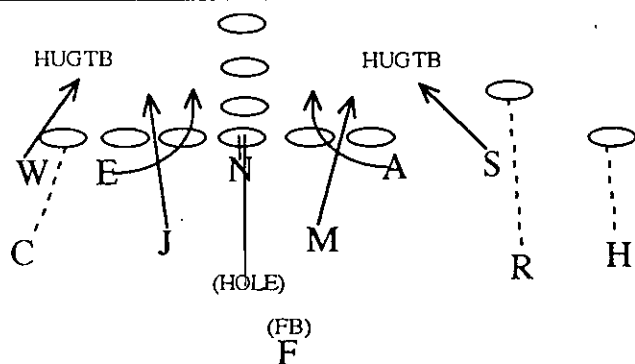
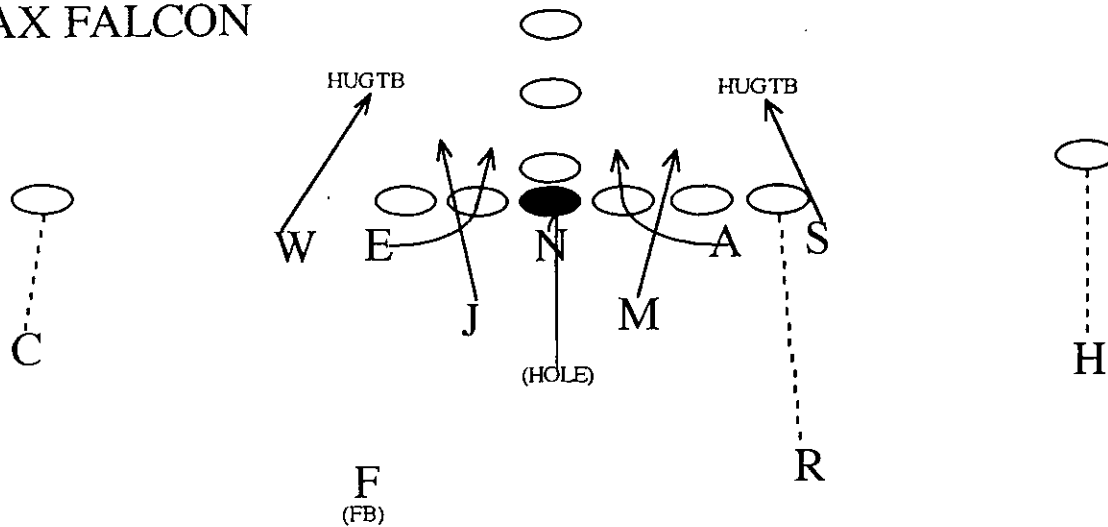


CHECK FALCON CHECK STUD



CHECK FALCON CHECK STUD

30 JAX FALCON



Two Minute and Conserve Defense:

Many football games are won or lost in the final minute or two of the game. Whenever we are in a close game, you know what to do in every defensive situation.

1. WHEN ON DEFENSE AND WE ARE LEADING BY A SMALL MARGIN WITH LITTLE TIME REMAINING

- A. Don't help the other team stop the clock,
 - 1. Keep the ball carrier in bounds.
 - 2. Don't call time out unless absolutely necessary.
 - 3. Be deliberate when getting up from the pile.
- B. Make your opponent give up the ball.
 - 1. Hold the opponent down.
 - 2. Be prepared to sacrifice a short gain to be certain not to allow the long gain.
 - 3. Be aware of fake punt.
- C. Anticipate passes.
 - 1. We will use the best pass coverage to prevent the long touchdown.
 - 2. Sacrifice a short gain if necessary but be very certain our opponent cannot complete the long bomb.
 - 3. Be aware of Trips formation with three takeoffs, also Reverse pass - Flea Flicker.
- D. Know how many time outs your opponent has left.
- E. Be ready for a quick line up by the offensive team after a play where the clock continues to run.

2. WHEN ON DEFENSE AND WE ARE BEHIND WITH LITTLE TIME REMAINING

- A. We must be prepared to take calculated gambles to get the ball back.
 - 1. We will call defense that may catch the offense by surprise - Blitzes.
 - 2. Go for the ball at all times.
- B. Stop the clock whenever possible.
 - 1. Know in which situations the clock is stopped automatically by the officials (incomplete pass, Ball carrier out of bounds, penalty, injury, etc.)
 - 2. Try to force the ball out of bounds whenever possible.
 - 3. Know how many timeouts you have left, use them if necessary, but remember that our offense will need timeouts.

- C. Make the opponent give up the ball.
1. Try to cause a fumble by grabbing at the ball.

THE FOLLOWING ARE IMPORTANT RULES IN THE LAST TWO MINUTES:

1. Clock starts with a snap.
2. On change of possession, punt, fumble or interception, clock starts with snap.
3. Of free kick (kickoff) clock does not start until ball is legally touched.
4. If referee has stopped the clock on quarterback's signal, due to excessive crowd noise; the clock starts on the referee's signal.
5. If referee has stopped the clock because defensive players are unnecessarily slow in getting back on side - clock starts on referee's signal. Ball may be snapped as soon as referee gives ready for play signal.
6. Referee must notify captain and coach of 3 timeouts.
7. A team cannot buy a fourth timeout for a penalty in the last two minutes. A fourth time out will only be allowed for an injured player (designated by captain) who must be removed from the game. No penalty. Clock starts with referee's signal. A fifth timeout will be granted for an injured player. A five yard penalty is assessed and the clock starts with the referee's signal, however, the ball cannot be put into play until 10 seconds have run off the clock. Either half can end while 10 seconds are being run off the clock. Prior to the last two minutes, a timeout in excess of three minutes is a foul unless for injured player who must be removed from the field.
8. Automatic timeout upon captain asking for or discussing measurement - not charged against legal three timeouts.

Time Starts on the Snap

1. After notification of 4 minutes
2. Timeout
3. Incompletion
4. Out-of-Bounds
5. Touchback
6. On Change of Possession

Time Starts on Referee's Signal

1. Measurement for last down
2. Equipment Repair
3. QB tackled attempting to pass
4. Timeout (over legal 3 + 10 seconds)
5. Excessive Crown Noise
6. If referee stops the clock when defense is deliberately slow in getting on side.

C.P. - Fouls by offensive team will stop clock. If an offensive foul occurs, the clock will start on official's signal - therefore, line team up in last formation called. Foul by defensive team will stop the clock, and clock starts at snap.

We should be alert in the two minute segment for the possible use of fair catch of a punt to be able to utilize the free kick possibility.

UMass University Defense: 1998

Poise Package Calls -

1. 30 Blanket - Blanket (Lock)
2. 30 White - Base
3. 30 Gold - Acid
4. 30 Screw Mel White Press- Hot
5. 30 JAX FALCON - Stop