

**Ryan Wall**

**4-2-5 Defensive Manual**

**2019-2020**

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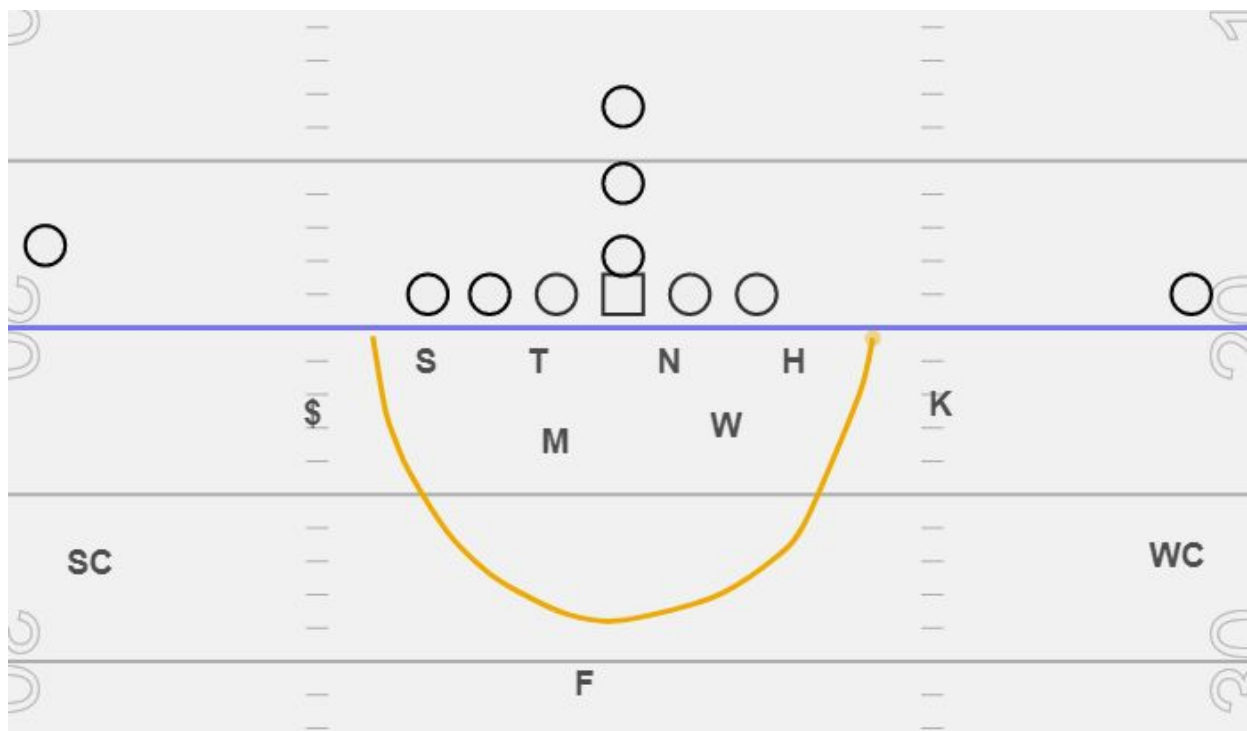
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## UMBRELLA PRINCIPLE

THE UMBRELLA RULE IS WHAT ALLOWS OUR DEFENSE TO ADJUST TO ANY OFFENSE WITHOUT MAJOR CHANGES. AS LONG AS OUR UMBRELLA IS INTACT, OUR DEFENSE WILL BE SOUND AGAINST THE RUN.



## THE RULES

- EVERY PLAYER UNDER THE UMBRELLA SPILL EVERYTHING
- THE \$ AND K ARE USUALLY THE FORCE PLAYERS. THEY MUST MAKE THE BALL CARRIER CHANGE DIRECTIONS AND KEEP EVERYTHING INSIDE OF THEM.
- THE F RUNS THE ALLEY BOTH STRONG AND WEAK
- CORNERS STAY IN COVERAGE UNTIL THE BALL BREAKS THE LINE OF SCRIMMAGE. THEY ARE SECONDARY RUN SUPPORT

# **Defensive Line Manual**

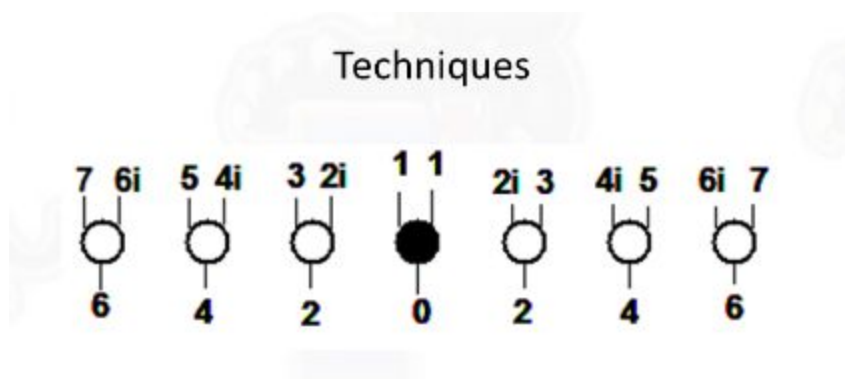
## DEFENSIVE LINE TEACHING PROGRESSION VERSUS “RUN”

### STANCE

- BALANCED 3 POINT STANCE
- FEET SHOULDER WIDTH APART
- GAP FOOT UP/ MAN FOOT BACK
- HEEL-TOE STAGGER
- LEGS BUILT WITH POWER ANGLES
- MAN SIDE HAND DOWN
- WEIGHT DISTRIBUTION 60% HAND 40% FEET
- BACK FLAT, BUTT SLIGHTLY UP
- EYES UP
- WEIGHT ON BALLS OF FEET

### ALIGNMENT

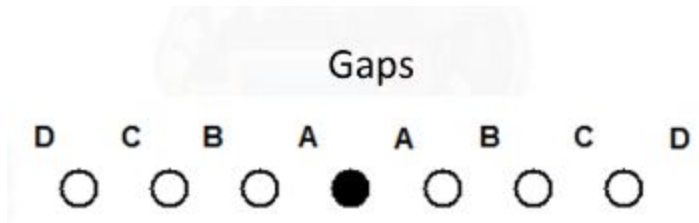
- CROWD THE BALL
- SPLIT O-LINEMAN CROTCH WITH MAN SIDE FOOT



\*2i can also be called G

## RESPONSIBILITY

- GAP CONTROL
- D LINE WILL HAVE 1 GAP TO CONTROL



\*D gap can also be called Alley

- 3 WAYS TO CONTROL YOUR GAP
  - A) YOUR BODY
  - B) HIS BODY
  - C) YOUR EYES

## KEYS

- “VISUAL KEY” -MAN LINED UP AGAINST
- “PRESSURE KEY” -NEXT NEAREST OFFENSIVE LINEMAN
- BACKFIELD FLOW & PLAY DIRECTION

## ATTACK

- MOVE ON BALL
- REPLACE HAND ON FIRST STEP (MAN SIDE FOOT)
- GATHER STEP (GAP SIDE FOOT)
- FEET NEVER STOP

## BLOW DELIVERY

- USE HANDS TO DELIVER BLOW
- THUMBS UP
- PUNCH WITH PALMS
- ELBOWS TIGHT
- FLAT BACK
- LOW PAD LEVEL
- ACTIVE FEET

## **RELEASE**

- MUST HAVE GAP CONTROL
- THROW, RIP, SQUEEZE
- THROW- THROWING BLOCKER TO HIS SIDE
- RIP- RIPPING INSIDE ARM THROUGH BLOCKER
- SQUEEZE- SQUEEZE DOWN BLOCKS AND LOOK FOR PULLERS

## **G TECHNIQUE**

### **ALIGNMENT**

- MAN SIDE FOOT SPLITS CROTCH OF GUARD

### **MOVEMENT AND BLOW**

- MOVE ON BALL MOVEMENT
- REPLACE DOWN HAND WITH FIRST STEP THEN TAKE A GATHER STEP
- DELIVER BLOW WITH HANDS AND NEUTRALIZE THE LINEMAN'S CHARGE
- LOW PAD LEVEL

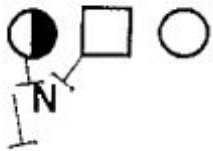
### **RESPONSIBILITY**

- FLOW TO- PLAY A GAP WITH BODY, SQUEEZE B GAP
- FLOW AWAY- PLAY A GAP WITH BODY, SQUEEZE OPPOSITE A
- PASS- INSIDE PASS RUSH LANE

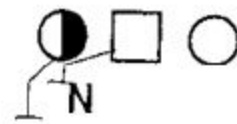
### **KEYS**

- VISUAL KEY- GUARD
- PRESSURE KEY- CENTER

## BLOCKS AGAINST “G”



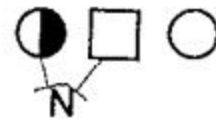
CHIP



REACH



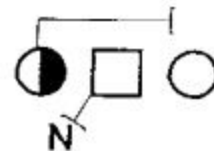
BASE



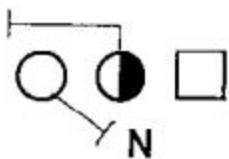
DOUBLE TEAM



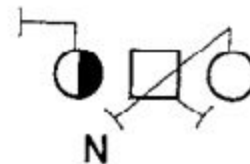
SCOOP



PULL



PULL AWAY



INFLUENCE



## **3 TECHNIQUE**

### **ALIGNMENT**

- MAN SIDE FOOT SPLITS CROTCH OF GUARD

### **MOVEMENT AND BLOW**

- MOVE ON BALL MOVEMENT
- REPLACE DOWN HAND WITH FIRST STEP THEN TAKE A GATHER STEP
- DELIVER BLOW WITH HANDS AND NEUTRALIZE THE LINEMAN'S CHARGE
- LOW PAD LEVEL

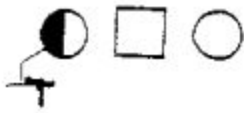
### **RESPONSIBILITY**

- FLOW TO- B GAP
- FLOW AWAY- B GAP WITH BODY, SQUEEZE A
- PASS- INSIDE PASS RUSH LANE

### **KEYS**

- VISUAL- GUARD
- PRESSURE TACKLE

## BLOCKS AGAINST “3”



REACH



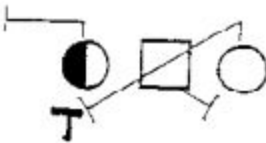
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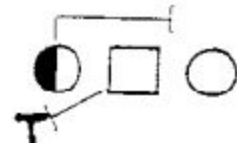
BASE



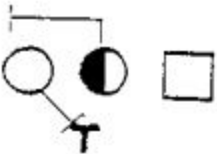
DOUBLE TEAM



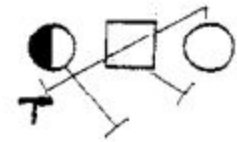
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PULL



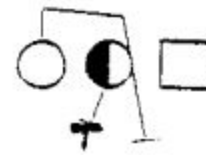
PULL AWAY



TRAP



DOWN



FOLD

## **5 TECHNIQUE**

### **ALIGNMENT**

- MAN SIDE FOOT SPLITS CROTCH OF TACKLE

### **MOVEMENT AND BLOW**

- MOVE ON BALL MOVEMENT
- REPLACE DOWN HAND WITH FIRST STEP THEN TAKE A GATHER STEP
- DELIVER BLOW WITH HANDS AND NEUTRALIZE THE LINEMAN'S CHARGE
- LOW PAD LEVEL

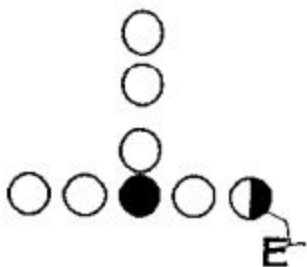
### **RESPONSIBILITY**

- FLOW TO- C GAP
- FLOW AWAY- C GAP TO REVERSE
- PASS- C GAP TO CONTAIN

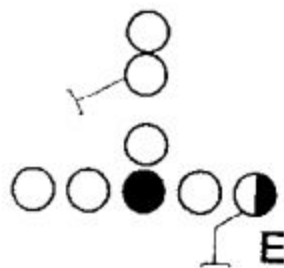
### **KEYS**

- VISUAL KEY- TACKLE
- PRESSURE KEY- FB, BACKSIDE GUARD

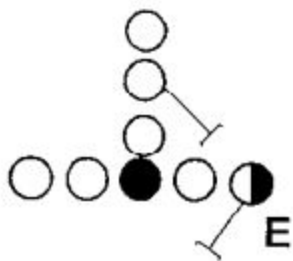
## BLOCKS AGAINST “5”



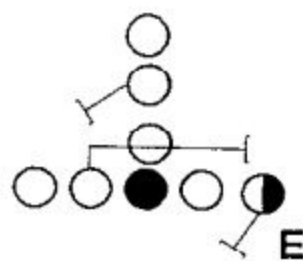
REACH



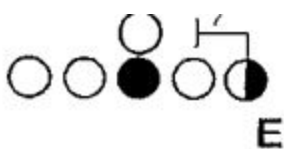
SCOOP



DOWN W KICK



DOWN W PULL



TACKLE PULL

## Defensive Line Movements and Pressures

My defense utilizes movements, tag blitzes, fire zones, and man blitzes. The defensive line must understand how these pressure change their responsibilities and techniques.

**Movements-** When performing a movement, the defensive lineman should use a veer step (flat step towards his new gap then attack vertically) when moving across an offensive lineman to another gap. His hands should attack the opposite shoulder and he should be immediately and actively working to disengage from the blocker while pressing upfield. If his offensive lineman pulls, he should adjust his route in reaction to the puller (i.e. Puller goes the same direction as movement, trail the puller. Puller goes the opposite direction of movement, abandon movement and reroute back towards puller). A defensive lineman will occasionally be asked to move more than one gap over. There are 2 techniques used for this depending on the movement. If the movement is supposed to hit quick, they will move flat down the line in a square shoulder run. If the movement is supposed to be delayed, the defensive lineman will bull rush his offensive lineman while reading his key to release.

**Tag Blitzes-** When running tag blitzes, defensive linemen must know which tag blitzes involve them. They must also know where that blitzer is going and how it affects their gap responsibility. Generally, if a defensive lineman is involved in a tag blitz, they will use the same technique as movements.

**Fire Zones & Man Blitzes-** When running fire zones or man blitzes, defensive linemen must understand how the pressure affects their gap responsibilities. They must also understand if they are required to drop into coverage and what their coverage responsibility is. Again, defensive linemen will generally use movement techniques when running a fire zone.

## **DEFENSIVE LINE TEACHING PROGRESSION VERSUS “PASS”**

### **STANCE**

- SPRINTERS STANCE
- BUTT UP, 80% OF WEIGHT ON HAND

### **TARGET**

- KNOW AIMING POINT BASED ON MOVE
- MAKE BLOCKER MOVE
- RUSH ½ A MAN (UNLESS BULL RUSHING)

### **PLAN**

- HAVE MOVE AND COUNTER MOVE IN HEAD
- KNOW BLOCKERS STRENGTH & WEAKNESS FROM FILM STUDY

### **TAKEOFF**

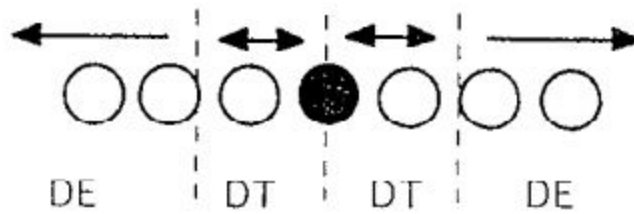
- MOVE ON BALL MOVEMENT
- GET UPFIELD
- CLOSE DISTANCE BETWEEN YOU AND THE BLOCKER

### **ENGAGE**

- MUST HAVE INITIAL STRIKE TO KNOCK HIM OFF BALANCE
- KEEP FEET UNDER YOU
- MAINTAIN LEVERAGE
- KEEP HIS HANDS AWAY

### **RUSH LANES**

- DEFENSIVE LINE IS RESPONSIBLE FOR RUSH LANES
- INTERIOR- INSIDE RUSH LANES= YOUR SIDE OF BALL TO INSIDE FOOT OF TACKLE
- ENDS- OUTSIDE RUSH LANES= INSIDE FOOT OF TACKLE TO CONTAIN



### HOW TO CONTAIN

- RUSH UPFIELD
- DON'T LET QB OUTSIDE OF YOU
- SQUEEZE HIM INSIDE

### HOW TO SACK THE QB

- TACKLE QB FROM TOP DOWN
- "TOMAHAWK" QB'S THROWING ARM
- CONTROL YOUR BODY
- NEVER LEAVE YOUR FEET

## PASS RUSH DRILLS

**Get Off-** Getting off the ball is the most important part of a pass rush. Without a good get off, you have put yourself in a less than ideal position to win the down. There are 2 drills we use to work get off exclusively.

*Tennis Ball Drop-* Defensive lineman lines up behind an agility bag. He gets in a pass rush stance with his hand on the other side of the bag. The coach lines up 3 yards from the defensive lineman with a tennis ball in his hand, held at shoulder level. The defensive lineman watches for the drop of the tennis ball. He gets out of his stance as fast as possible and tries to grab the tennis ball before it touches the ground after its first bounce. The distance the coach is from the defensive lineman can increase as they become more successful.

*Tennis Ball Chase-* The set up for this drill is the same as the Tennis Ball Drop, except the coach is now behind the defensive lineman. He will now roll the ball from behind the lineman. Once the lineman sees the ball pass him, he gets out of his stance as quickly as possible and chases after the ball. He does not have to actually grab the ball in this drill.

**Rush Angles-** The defensive lineman must understand the angle he needs to take to attack the QB. These angles can often be manipulated by the offensive line. We use one drill to teach how to combat this manipulation.

*Get to the X-* This drill has 2 setups depending on the position of the defensive lineman.  
 Interior Linemen- The X (cone) is 1 yd wide and 2 yds deep of OL  
 Exterior Linemen- The X (cone) is 1 yd wide and 4 yds deep of the OL.  
 The point of this drill is to beat the offensive lineman to the X. Beating him to the X means that the defensive lineman has established a quick enough get off to put himself at a winning angle. Once the defensive lineman reaches the X, they should be turning the corner towards the QB. However, if the offensive lineman beats the defensive lineman to the X, the defensive lineman should cut underneath him in an angle at the QB. This means that the offensive lineman has overset and we can take advantage of the shorter line to the QB.

**Hips-** The next most important thing in rushing the passer is the defensive lineman being able to clear their hips. Having active and violent hips equates to a strong pass rusher. Many defensive linemen do not naturally have active hips. We use several drills to train this. They all utilize Pop-up Bags.

*Walk the Line-* Set up Pop-up bags (or use players in lieu of bags) 2 to 3 yards apart directly down a straight line. The player then puts his hands behind his back and proceeds to walk directly down the line. Once he gets to a bag, he will flip his hips while staying as close to the bag as possible and then immediately flip his hips back once the bag is cleared. He continues this process until he reaches the final bag. He then turns around and does the same thing coming back. This same drill is then done while jogging, and then while sprinting. Once the players begin to understand the concept of flipping their hips, you can introduce clubs, club rip, and any other pass rush move that requires flipping hips.



*First Move-* Use your own arms, partners, fake arms, etc. for this drill. One person will represent the offensive lineman. He will be in an athletic stance and will give one kick slide and show hands. The defensive lineman will get out of his stance on the offensive lineman's movement and work one move, attacking the outside shoulder of the offensive lineman. You can work most pass rush moves during this time i.e. club, club/rip, long arm, wipes, double up/down, chop, etc. Strive for over-exaggeration during this drill. You can also have the offensive lineman change it up by not showing hands at times.

*Double Move-* Set up 1 Pop-up bag about 1 yd in front of the defensive lineman. Set another Pop-up bag between 3 and 4 yds behind the first bag. Set up a third bag at the same depth as the second, 4 to 5 yds inside. The first and second bags represent the offensive lineman kicking (or offensive line getting beat but RB staying in for protection). The third bag represents the QB. The defensive lineman will work a move on the first bag, and then a different move on the second bag. (When they are first learning the drill, give them the moves they are going to use. After they get more comfortable, allow them to use their own combos.) After they perform their move on the second bag, they should be working directly towards the QB. They should focus on securing the tackle and performing a tomahawk move to separate the QB from the ball.

**Speed to Power-** This drill is only for outside rushers. If you have a pass rusher that is able to overwhelm offensive linemen with their speed, they will often get tackles off their balance. These rushers need to be able to work speed to power.

*Speed to Power Drill-* Set up is the same as "First Move", except now the offensive lineman will continually kick. You can also set up a bag about 3.5 to 4 yds deep and 1 yd inside if the offensive linemen can't keep up with the kick. The defensive lineman will have to make sure their inside hand is down if in a 3 point stance. They will work to take **3** vertical steps as fast as possible to get the offensive lineman to overset, on their **4th** step, they will plant their foot hard and turn into the offensive lineman with a bull rush or long arm. If the defensive lineman is in a 2 point stance then they should have their inside foot up. They should take **4** steps then plant and turn to the bull on step **5**.

Pass rush drills to ask Coach Wall for demonstrations of

- DOJO
- Knife Fight/Gunfight
- Long Arm
- Over/Under

# **Linebacker Manual**

## **LINEBACKER DESCRIPTION**

### **SKILLS**

- READ AND DIAGNOSE BLOCKING SCHEMES
- BE SURE TACKLERS
- PLAY A VARIETY OF COVERAGES
- CREATE TAKEAWAYS

### **FOOTWORK**

- STANCE
- GAP STEP & READ
- CLOUDY/CLEAR
- ACCELERATE TO BALL

### **EXPECTATIONS**

- FINISH EVERY DRILL
- SET THE TEMPO EVERY PRACTICE AND EVERY GAME
- TAKE PRIDE IN WHAT YOU DO
- HANDLE CONSTRUCTIVE CRITICISM
- EXECUTE ASSIGNMENTS. NO MENTAL ERRORS
- MAKE PLAYS
- BE PHYSICAL

### **PHILOSOPHY**

- GET IN ON EVERY TACKLE
- DO NOT TOLERATE MEDIOCRITY
- NEVER ACCEPT LOSING

# LINEBACKER KEYS

## PRIMARY KEYS

- BOTH BACKERS WILL READ THEIR RESPECTIVE GUARDS
- AFTER REACTING TO GUARD MOVEMENT, VERIFY WITH BACK FLOW

## PRIMARY READS

- 1) GUARDS BLOCKING SCHEME
- 2) FLOW OF BACKFIELD
- 3) BALL

## FITS

- GUARD DOWN BLOCK= FILL
- GUARD PULL= STACK NEXT D LINEMAN, LOOK FOR CLOUDY OR CLEAR
- ZONE AWAY= STACK NEXT D LINEMAN, LOOK FOR CLOUDY OR CLEAR
- ZONE TO= FILL GAP WITH LEVERAGE
- SPILL EVERYTHING

## ALIGNMENT

- HEELS AT 4
- BOTH BACKER IN 30 TECHNIQUE
- MIKE GOES TO STRENGTH
- WILL GOES WEAK

## STANCE

- FEET
  - 1) SHOULDER WIDTH, POSSIBLY SLIGHTLY WIDER
  - 2) FLAT ON GROUND WITH WEIGHT ON BALLS OF FEET. GRAB GROUND WITH YOUR TOES
  - 3) FEET STRAIGHT AHEAD
- KNEES
  - 1) BEND UNTIL WRISTS TOUCH KNEECAP
  - 2) SLIGHTLY TURNED IN
  - 3) HANDS IN "ATTACK" POSITION

- BACK
  - 1) ARCHED AND CURLED AT THE BOTTOM
  - 2) EYES UP
- SHOULDER
  - 1) PINNED BACK
- START
  - 1) ON SNAP OF BALL, TAKE SHORT PUNCH STEP TO YOUR GAP, REACT TO GUARD MOVEMENT

## **FUNDAMENTALS**

- RUN AT DAYLIGHT (CLEAR)
- SCRAPE AT DARKNESS (CLOUDY)
- DO NOT FOLLOW SAME COLOR JERSEY
- ANYTIME YOU SCRAPE, STAY AS TIGHT AS POSSIBLE FORCING BALL TO BOUNCE OUTSIDE

# **Defensive Back Manual**

# DEFENSIVE BACK MANUAL

## ALIGNMENT

- \$= NICKLE
  - 1) \$ ALWAYS GOES TO PASSING STRENGTH
  - 2) 5X1 OUTSIDE OF #2 RECEIVER
  - 3) IF NO #2, 3X7 OUTSIDE EMOL
- K=KAT
  - 1) K ALWAYS GOES AWAY FROM PASSING STRENGTH
  - 2) 5X1 OUTSIDE OF #2 RECEIVER
  - 3) IF NO #2, 3X7 OUTSIDE EMOL
  - 4) VS TRIO, 10X2 OFF EMOL
- F= FREE
  - 1) 10-12 YARDS DEEP FAVORING PASSING STRENGTH
  - 2) VS TRIO, 10X2 OFF EMOL
- CORNERS
  - 1) TYPICALLY 7X1 INSIDE OF #1 RECEIVER
  - 2) MAY ADJUST BASED ON COVERAGE OR RECEIVER ALIGNMENT

## COMMUNICATION

- WE MUST HAVE GREAT COMMUNICATION. OUR COVERAGE IS SET BY THE FREE AND KAT.
- THE FREE GIVES THE COVERAGE TO THE READ SIDE. THE KAT GIVES THE COVERAGE TO THE AWAY SIDE
- TALK LOUD AND CLEAR AND HAVE AUTHORITY. PRONOUNCE YOUR WORDS CLEARLY. GIVE HAND SIGNALS WITH EVERY VERBAL CALL
- OTHER DEFENDERS SHOULD GIVE A HEAD TAP TO ACKNOWLEDGE RECEIVING THE CALL.

EXAMPLE COMMUNICATION:

F: 41 FLIP READING LEFT 4

K: 1 FLIP

- OUR FREE SHOULD GIVE THE COVERAGE CALL FOLLOWED BY THE READ DIRECTION AND ANY SPLIT FIELD CALL NEEDED.
- OUR KAT SHOULD CALL WEAK SIDE COVERAGE AFTER FREE

## **PASSING STRENGTH**

- FS WILL DECLARE PASSING STRENGTH WITH READ CALL  
EX. READING LEFT/ READING RIGHT
- PASSING STRENGTH RULES
  - 1) MOST RECEIVERS
  - 2) BALL ON HASH= FIELD
  - 3) MOF= LEFT OR MOST DANGEROUS RECEIVER
- CHANGE OF STRENGTH MOTION
  - 1) FREE RE-DECLARES READ CALL  
EX. READING LEFT....CHECK READING RIGHT
  - 2) COVERAGE FLIPS SIDES OR CHECK IS MADE

## **RULES OF THE GAME**

- 1) ALL DEFENSIVE PLAYERS ARE ELIGIBLE TO CATCH A FORWARD PASS
- 2) THERE ARE POTENTIALLY 6 OFFENSIVE MEN ELIGIBLE TO BE DOWN FIELD AND TO CATCH A FORWARD PASS
  - ANY PLAYER WHO IS THE EMOL AND WHO IS WEARING ANY NUMBER OTHER THAN 50-79
  - ANY PLAYER LEGALLY LINED UP IN HIS BACKFIELD WEARING ANY NUMBER OTHER THAN 50-79
- 3) IF A DEFENDER TIPS THE BALL, ANYONE ON THE FIELD IS ELIGIBLE TO CATCH THE BALL
- 4) AN ELIGIBLE RECEIVER WHO IS FORCED OUT OF BOUNDS MAY RETURN TO THE FIELD TO CATCH THE BALL. HOWEVER, IF HE IS NOT FORCED OUT, HE MAY NOT RE-ENTER AND CATCH THE BALL
- 5) IF A FORWARD PASS IS CAUGHT SIMULTANEOUSLY BY OPPOSING PLAYERS IN BOUNDS, THE BALL BECOMES DEAD AND BELONGS TO THE PASSING TEAM.
- 6) ONCE A PASS HAS BEEN TIPPED, PASS INTERFERENCE IS NO LONGER POSSIBLE.
- 7) A PLAYER MUST HAVE AT LEAST ONE FOOT INBOUNDS IN ORDER TO CATCH A BALL.



## **RUN RESPONSIBILITIES**

### **NICKEL AND KAT**

- FORCE PLAYERS
- MUST MAKE BALL CARRIER CHANGE DIRECTION
- KEEP EVERYTHING INSIDE OF YOU

### **FREE**

- UMBRELLA PLAYER
- RUN THE ALLEY

### **CORNERS**

- STAY IN COVERAGE UNTIL BALL BREAKS THE LOS
- SECONDARY RUN SUPPORT
- MUST HAVE GREAT PURSUIT

### **KEYS**

- ALL 3 SAFETIES READ EMOL FOR RUN PASS READ
- AFTER PASS HAS BEEN DETERMINED, SWITCH EYES TO COVERAGE KEY

## OPPOSING PLAYER PROFILE

EACH WEEK WE MUST CREATE A PROFILE OF THE PLAYERS WE ARE GOING TO DEFEND. YOU MUST UNDERSTAND HOW THIS PLAYER PLAYS. YOU SHOULD ANSWER THESE QUESTIONS ABOUT EVERY RECEIVER THE OPPONENT USES.

- HEIGHT
- WEIGHT
- SPEED AND VERTICAL ABILITY
- WHAT IS HIS ROLE IN THE OFFENSE
  - 1) STANCE
  - 2) WHERE DOES HE ALIGN? (X, Y, Z)
  - 3) MAJOR ROUTES?
    - A) DEPTH OF ROUTE
    - B) CONVERSION TO COVERAGE
    - C) PLAY ACTION
    - D) 3 STEP
  - 4) MOTION (WHEN AND WHERE)
- BLOCKING SKILLS (STALK, CRACK)
- CHARACTERISTICS
  - 1) BALL SKILLS
  - 2) DIFFERENCE IN RELEASE (RUN V. PASS)
  - 3) TOUGHNESS
- MISC
  - 1) REVERSE POSSIBILITY
  - 2) THROW?
  - 3) SCREENS

4) ROLE ON 3RD DOWN

## **Player Makeups**

- **3 TECHNIQUE**- SHOULD BE THE MOST DOMINANT DEFENSIVE LINEMAN YOU HAVE
- **HAMMER**- SHOULD BE A FASTER PLAYER, OLB OR SAFETY TYPE. SHOULD HAVE PLAY MAKING ABILITY. SHOULD LEAD TEAM IN SACKS
- **MIKE**- PLUGGER. MUST BE AGGRESSIVE AGAINST THE RUN
- **FREE**- NEEDS THE ABILITY TO READ RUN AND REACT DOWNHILL QUICKLY. NEEDS TO BE VERY GOOD IN PASS COVERAGE
- **SAM**- SHOULD BE STRONG AGAINST RUN BLOCKS. NEEDS TO BE ABLE TO SET THE EDGE
- **CORNERS**- GREAT IN PASS COVERAGE.
- **WILL**- VERSATILITY IS KEY. SHOULD BE AN ATHLETIC LINEBACKER
- **NICKEL AND KAT**- GREAT RUN/PASS READERS. MUST BE ABLE TO FORCE IN THE RUN GAME AND GET BACK INTO COVERAGE WHEN NEEDED.
- **NOSE**- MULTIPLE TYPES OF PLAYERS CAN PLAY HERE. MUST BE ABLE TO HANDLE RUN BLOCKS AND MAINTAIN A GAP.

# **Defensive Mentality**

- **PURSUIT**- ALL 11 PLAYERS MUST BE WILLING AND ABLE TO **PASSIONATELY** PURSUE THE FOOTBALL! 9-5-9 RULE- 9 PLAYERS WITHIN 5 YARDS OF THE BALL 90% OF THE PLAYS.
- **DISCIPLINE**- PLAYERS MUST **DO THEIR JOB!** THEY MUST BE GAP SOUND AGAINST THE RUN AND HAVE GREAT COMMUNICATION AND COVERAGE AGAINST THE PASS
- **BALL HUNTERS**- PLAYERS MUST **ACTIVELY HUNT** THE FOOTBALL AND ATTACK THE BALL FOR TAKEAWAYS. WE DEMAND AT LEAST 5 TAKEAWAYS PER GAME!
- **LEADERSHIP**- WE MUST HAVE LEADERS WITHIN THE DEFENSE. THEY MUST BE ABLE TO **SET THE TONE** OF THE DEFENSE AND **TAKE CHARGE**.
- **BLOCK DESTRUCTION**- ALL DEFENSIVE PLAYERS WILL BE BLOCKED AT SOME POINT. THEY MUST BE ABLE TO **GET OFF OF BLOCKS** AND **MAKE PLAYS**.
- **SPEED**- **FAST** PLAYERS **WIN** FOOTBALL GAMES. OUR PLAYER MUST UNDERSTAND THE DEFENSE AND PLAY FAST WITHIN IT.
- **SHORT MEMORY**- PLAYERS MUST BE ABLE TO TURN THE PAGE AFTER A PLAY, GOOD OR BAD. THERE SHOULD BE NO BLAMING OTHERS

OR YOURSELF. LEARN FROM THE MISTAKE AND ***DON'T LET IT HAPPEN AGAIN.***