



**Spring League  
Evaluation**



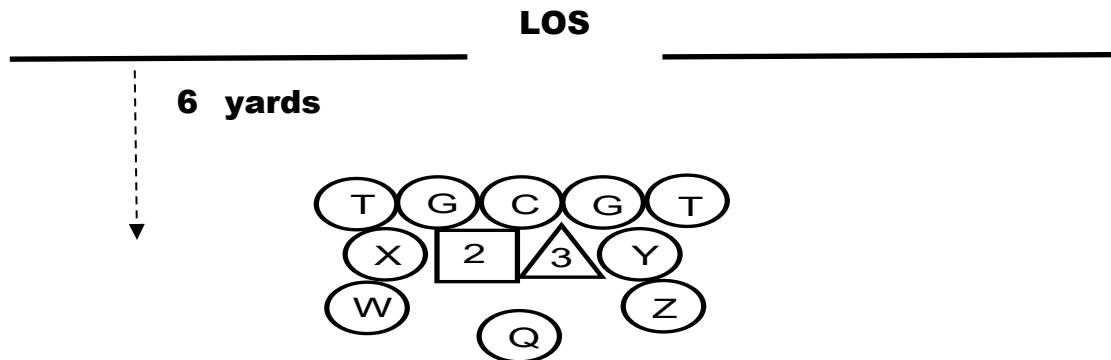
**Development CAMP**

**2025 OFFENCE**



# OFFENSIVE INFORMATION

## THE HUDDLE



1. The huddle will be set by the Center at least 6 yards from the LOS, directly behind the football
2. Find the Center and jog to the huddle. We only have 20 seconds between plays, we must save time. The referee will start the play clock if you start walking to the huddle. Skill players be alert to substitutions and personnel group changes
3. The lineman will stand shoulder to shoulder with their backs to the LOS and set the first row of the huddle
4. The W & Z Receiver will align perpendicular to the X & Y Receiver, facing the QB
5. The quarterback will place himself away from the huddle to allow it to form and to key the sideline for play calls – Look to the sideline immediately when the previous play is over. The quarterback will then step into the huddle to call the play
6. Players involved in personnel groupings must remain within earshot of the coordinator to hear the calls. When subbing, you must call out and hand signal the personnel group. Never leave the sideline without understanding any information being taken in. If the person you are replacing is in the huddle to not enter until he leaves.
7. The QB does all the talking in the huddle. He must speak distinctly and out, not up or down to the ground.
8. When in the huddle, if you do not hear the play say “Check” and the QB will then repeat the call.



# OFFENSIVE INFORMATION

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## QB PROCEDURES

- (1) Personnel – Called as huddle is forming
- (2) Motion & Formation
- (3) Play
  - a. Run – Colour – Red = Right / Blue = Left. This will be followed by a word to describe the play/blocking scheme
  - b. Pass -2/3 Digits and words/numbers to describe the protection and routes

(4) Snap Count (Twice)

Non-Rhythmical normal count

RED – Snap Count is on 1

(5) Ready, Break – All clap hands and jog to LOS

### Huddle Call Examples

Rebel Right(formation)

60(protection) Sisco(field)/Paris(boundary) On

One, On One

Ready ... Break

### QB Cadence at LOS

Go

Green 80, Green 80.....

Hut ... Ball is snapped on Hut

Rebel Right

Red Zebra

On One, On One

Ready ... Break

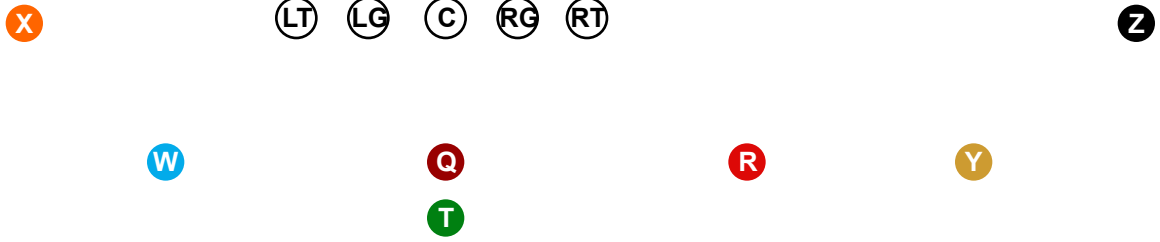
Go

Black 88, Black 88.....

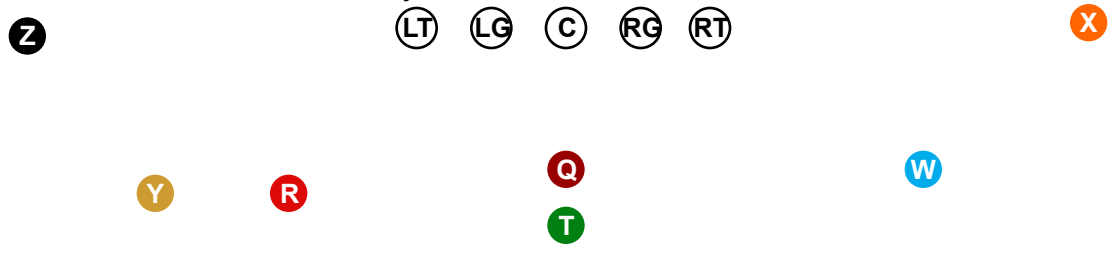
Hut. . . Ball is snapped on Hut

# BASE FORMATIONS

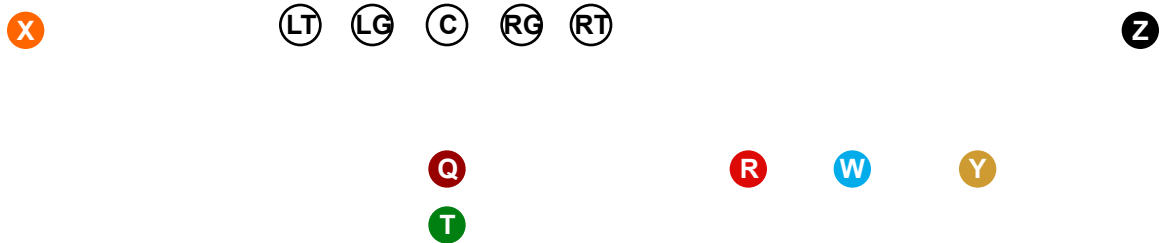
**REBEL RIGHT** - 3 RC to the Field



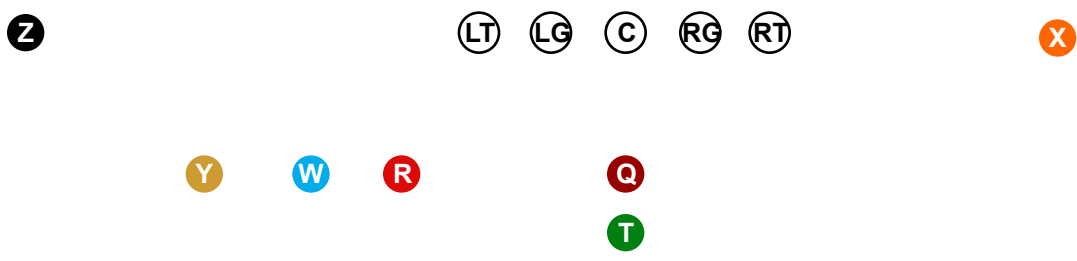
**WEAK LEFT** - 3 RC to the Boundary



**QUADS RIGHT** - 4 RC to the Field



**JACKS LEFT** - 4 RC to the Boundary



# Run Game Cheat Sheet

## Alignments and Ballcarriers -

Single Digit - TB run play. TB is offset 1x1, alignment as per play

30 - Pistol Alignment. TB behind QB, heels at 7 yards of depth from ball

20 - Fullback run play. TB to carry out option motion

40 - Receiver run play. Nearest slot opposite side playcall to carry ball

10 - Quarterback run play. TB to carry out blocking assignment.

100 - Under Center Run. Will always be called as a 3 digit number Ex. 130/120/110

## Formations/Tags -

Left and Right of the formation denotes what side the Y and Z receivers align on.

Formation Tags Before the Snap - Two players will exchange spots based on the tag, as soon as they leave the huddle.

Formation Tags After the Snap - Players will exchange their alignment and duties on the play. Align in normal position and exchange spots as you waggle.

## Play Tags -

'Hack' - The tagged player blocks the unblocked end closest to him in the defensive formation.

'Hoax' - Take the same angle as a 'Hack' but continue to a flat route.

'Smack' - The tagged player blocks the unblocked end on the opposite side of the defensive formation.

'Slice' - Take the same angle as a 'Smack' but continue to flat route.

'Slide' - The tagged player will motion across exactly like Slice, but carry on immediately to the flats.

'Slam' - The tagged player will motion across the formation post snap and vlock the unblocked DE.

'Slip' - The tagged player will motion across the formation post snap and release into the Flats.

'Crack' - Tagged player will block the nearest end to them with timing outside-in. The tackle on that side will loop out to the nearest linebacker or DB.

'Speed' - Receiver sweep play, ran the same way as the playcall.

'Ghost' - Tagged player takes the same pathway as speed but doesn't the ball is not exchanged.

'Toss' - Quick pitch to a tailback to the called playside.

## Plays -

0/1 - Inside zone. Can be 0/1, 30/31, 20/21. Can also be accompanied by a blocking or passing tag.

2/3 - Inside Power. Typical ran out of 2/3 Alignment. Can be accompanied with a passing tag.

6/7 - Counter. Can 6/7 or 36/37. Can be ran with play action and tagged with 'Bare'.

8/9 - Outside Zone. Can be 8/9, 38/39, 48/49. Can be accompanied with blocking tags, play action tagged with 'Bare' as well as run tags speed, wheel, toss, whip.

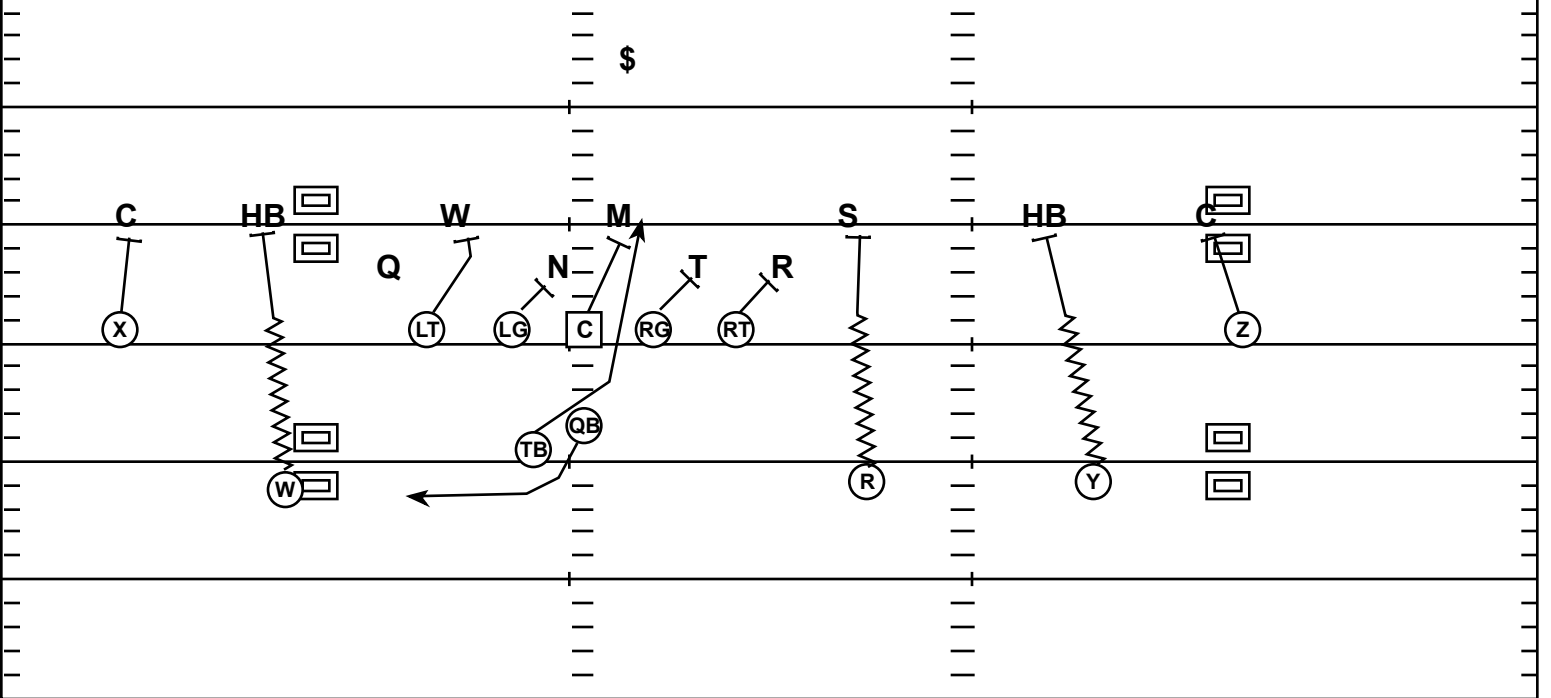
Wedge - QB Sneak under centre, short yardage situation.

## Play Action -

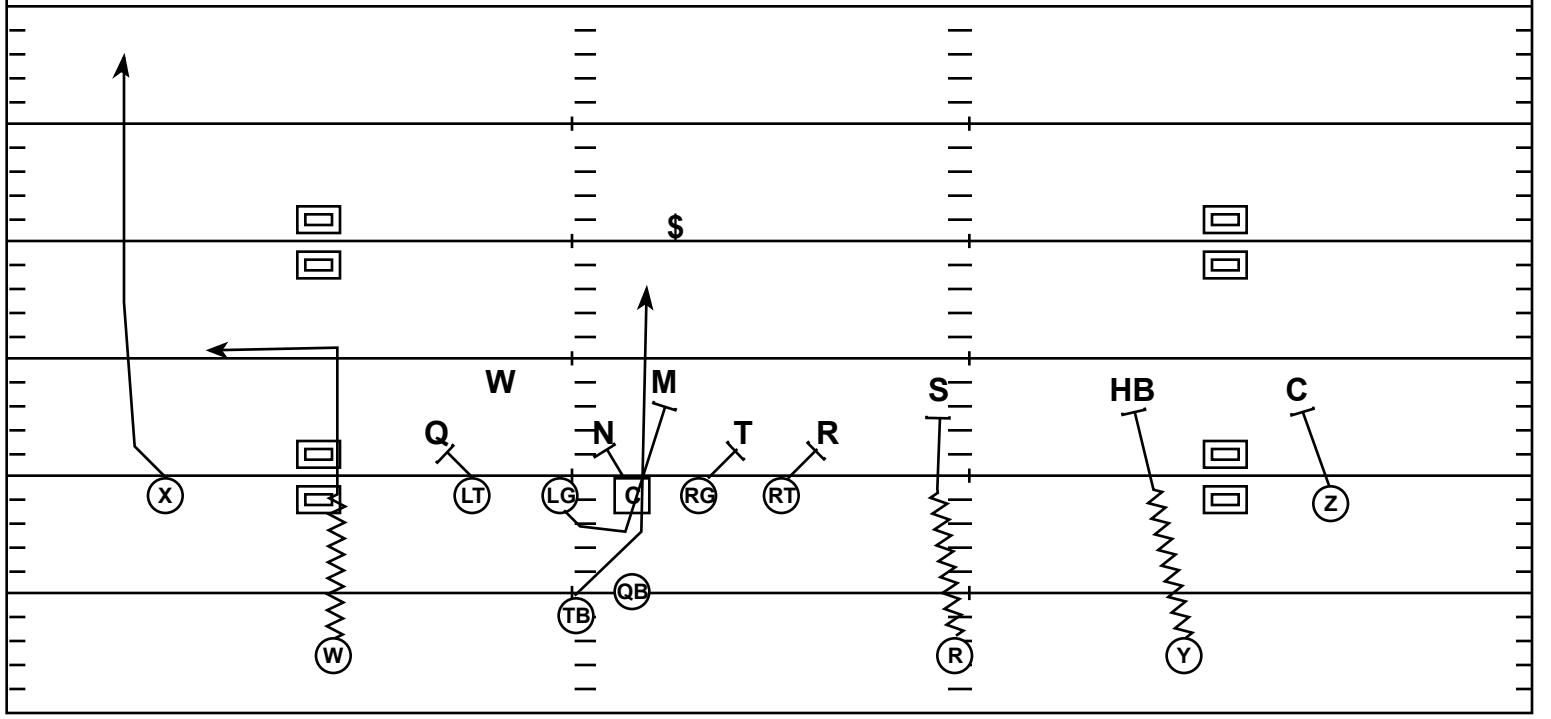
If a Run tag has a pass concept attached to the play call, it will be ran as a Play Action Fake and then a pass to the called concept.

Example: Rebel Rt 0 Ottawa R Slice

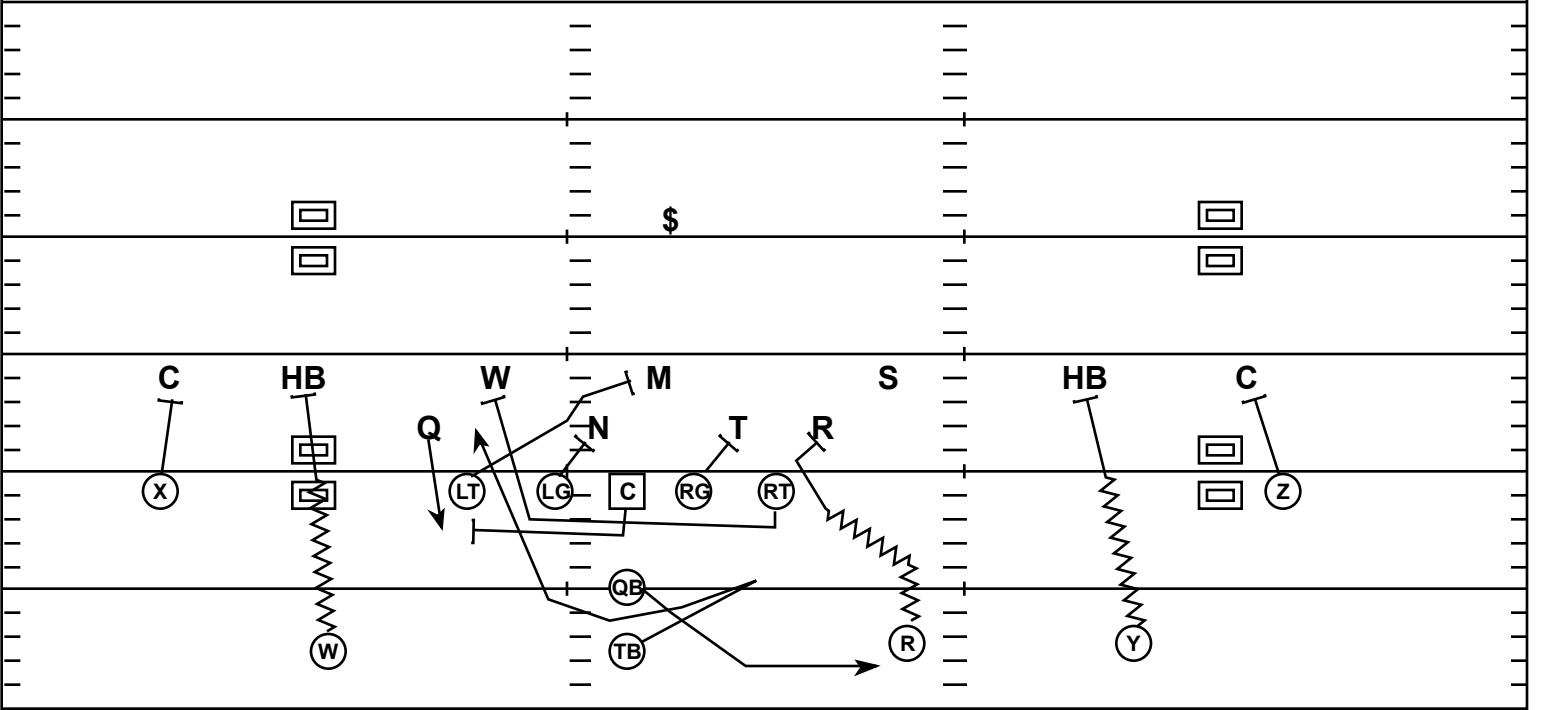
# Rebel Right 0



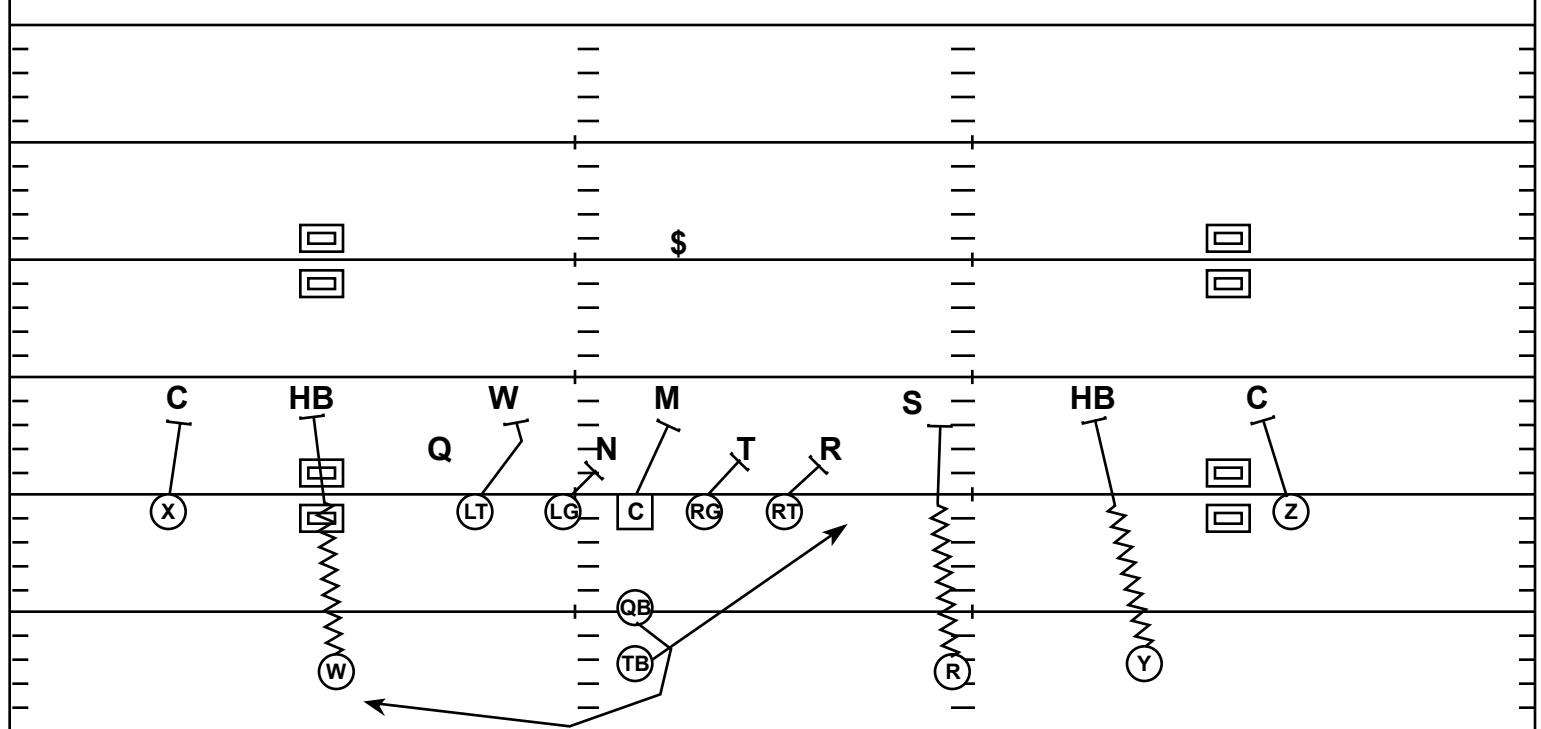
# Rebel Right 2 'Paris'



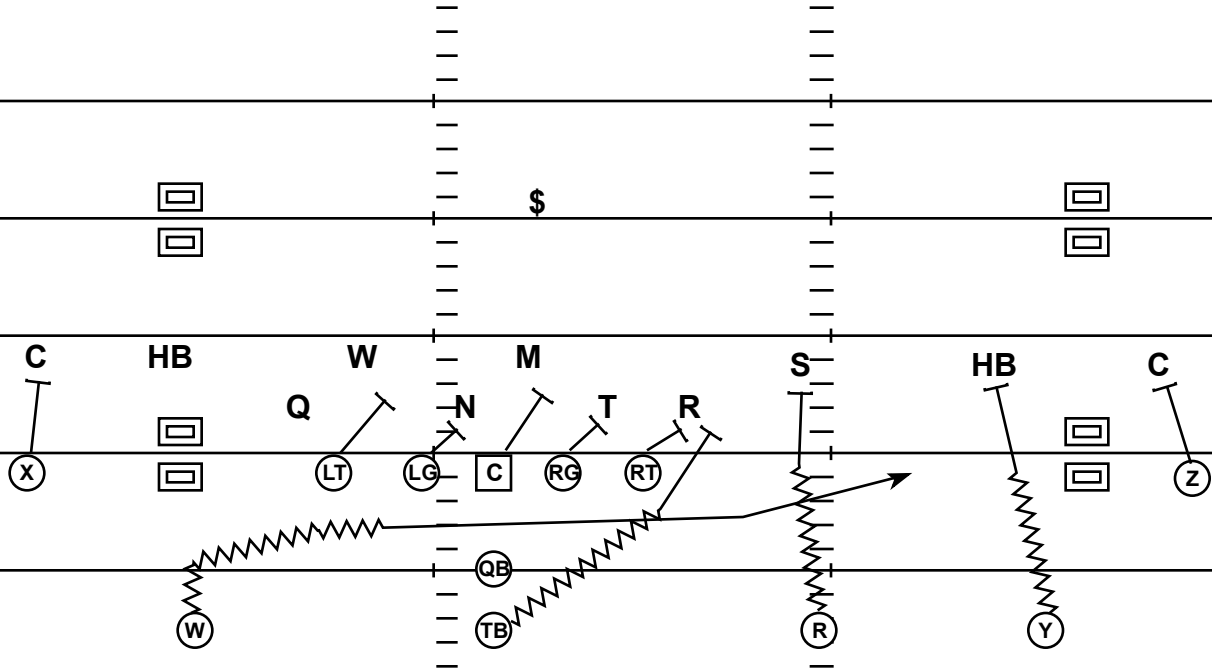
# Rebel Right 37 R Hack



# Rebel Right 38

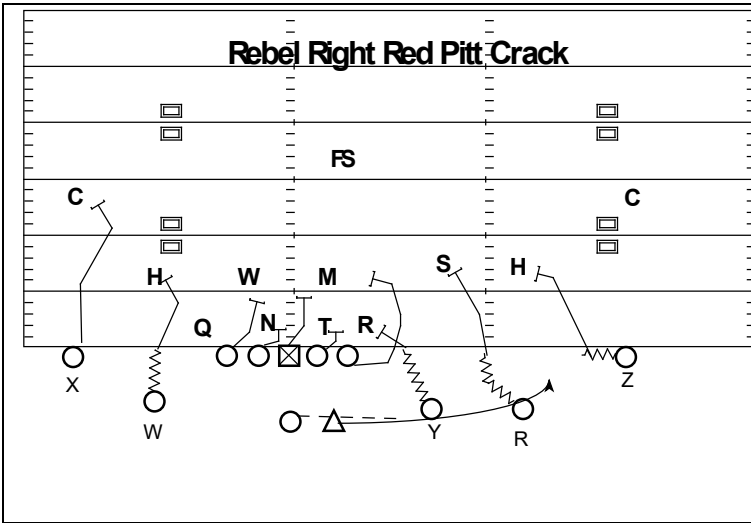


# Rebel Right 48 - W Speed





# PITT CRACK INSTALL



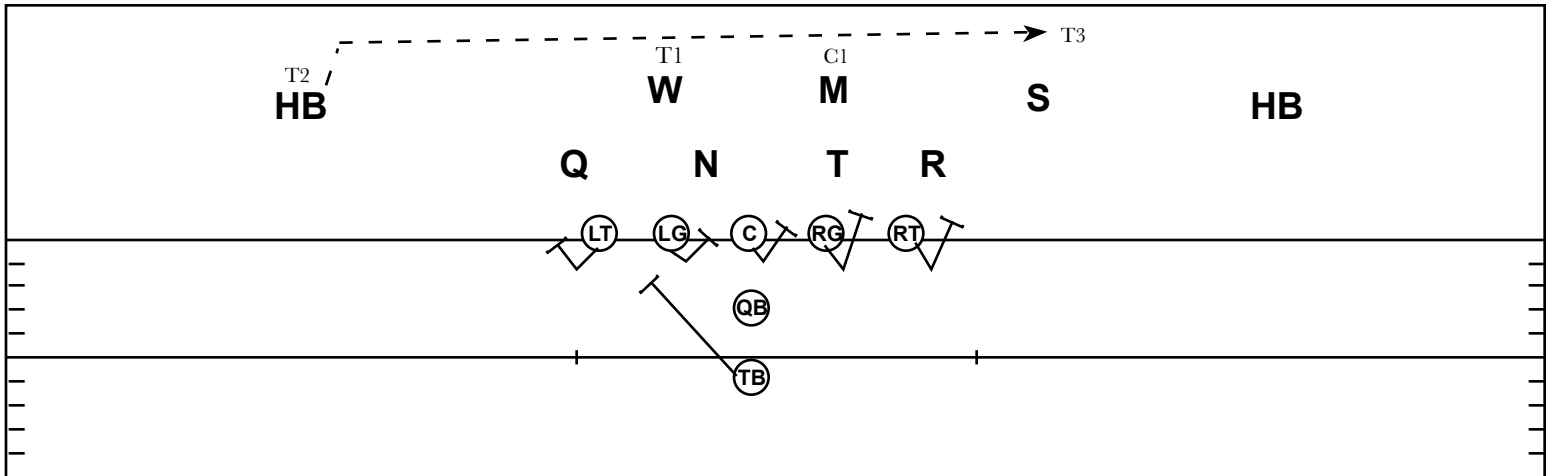
LT  
 LG  
 C  
 RG  
 RT

NOTES:

**NOTES:**



# 6 Man Protection 60/61



**LT** - Pass set. Block Q

**LG** - Pass Set. Block N

**C** - Pass Set. Read Mac. Call 'Out Out' if Mac adds away from called pro  
Call 'Back Back' if Mac adds to call protection

**RG** - Pass Set. Block T

**RT** - Pass Set. Block R

Protection Rules: 61 - Back goes left - C 'RAG MAC ON OUT'  
60 - Back goes right - C 'LAG MAC ON OUT'  
TB reads Wil to stay weak (HB or C)  
to scan strong (S or HB)

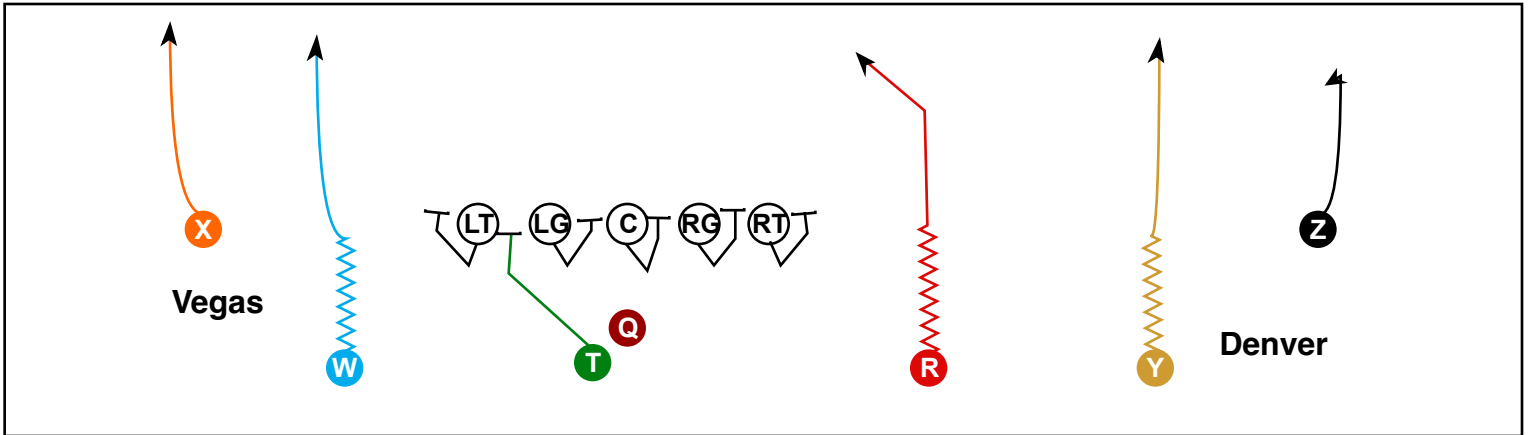
Notes: All G + T Alert to C post snap call 'OUT OUT' 'BACK BACK'

C, Mac will lead you to the blitz, it may not be Mac, it may be another player like Sam or Half

# 'Rebel Right 61 Denver, Vegas'

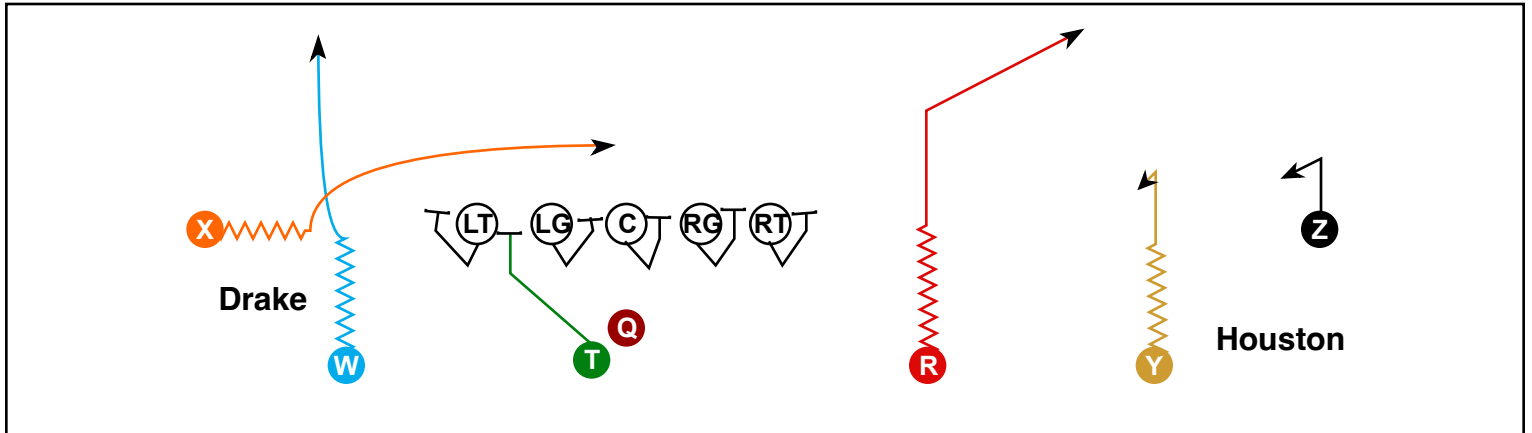
Playcalls will also start with Formation, Protection or Run Play, followed by the 3 RC concept first and 2 RC concept second.

Formation is Rebel Right, Pass Protection is 61, 3 RC Concept is Denver, 2 RC Concept is Vegas.  
Example Below:



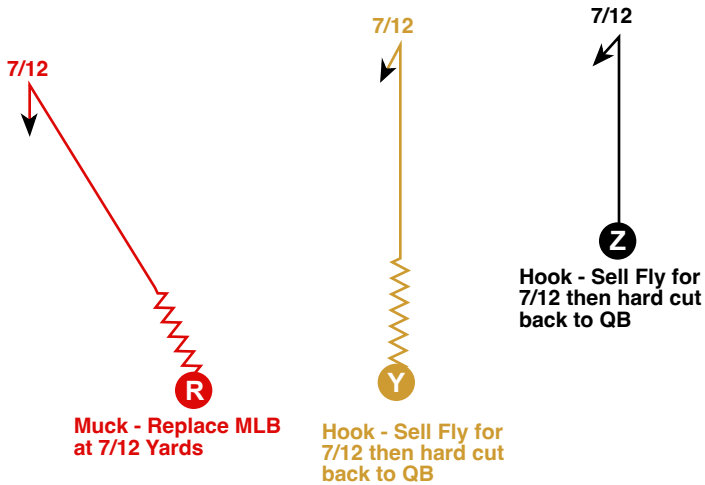
# 'Rebel Right 61 Houston' Backside untagged = 'Drake'

If the playcall is only for the 3 RC side only, our backside receivers will auto to Drake.

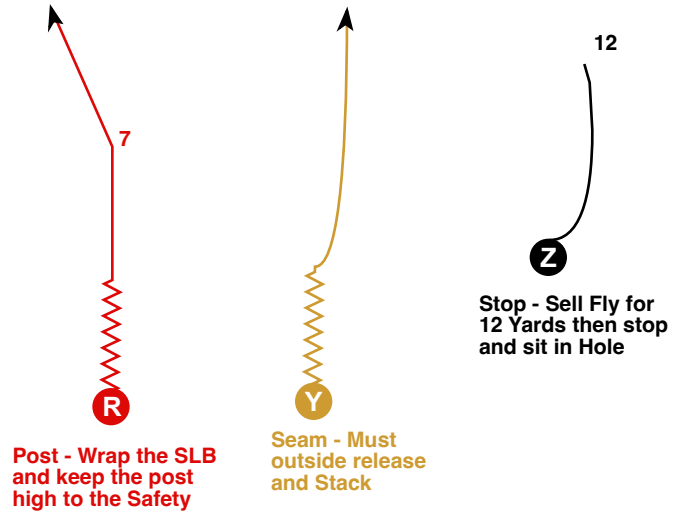


# 3 Receiver Concepts

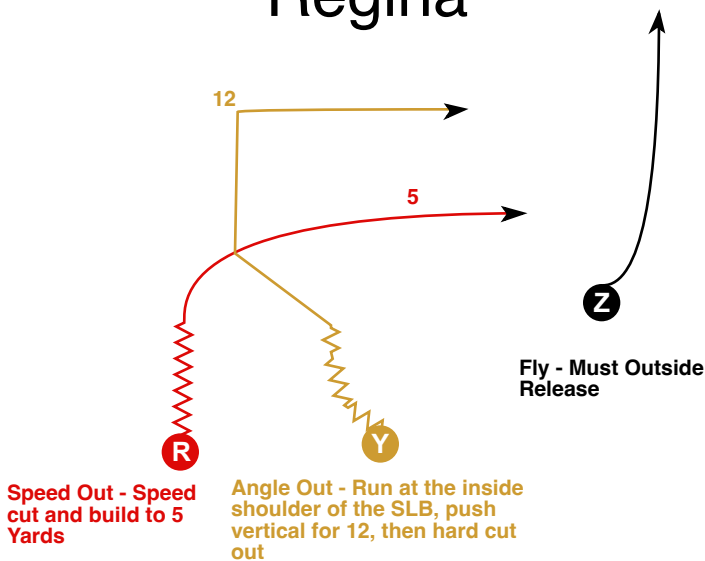
## Alberta/Arizona



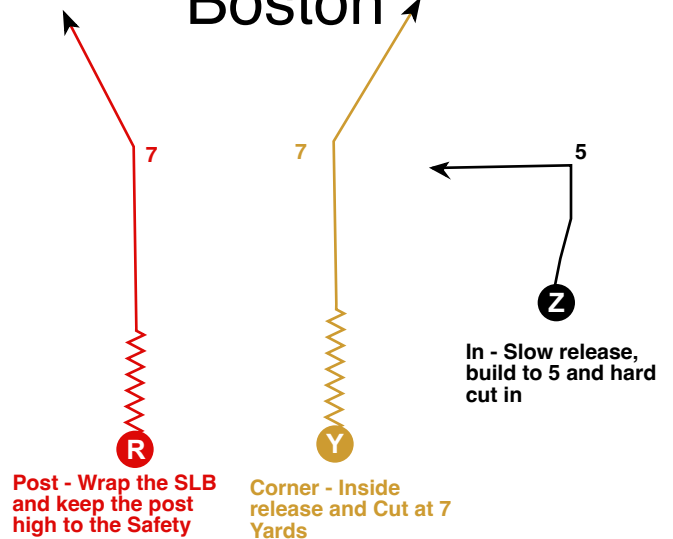
## Denver



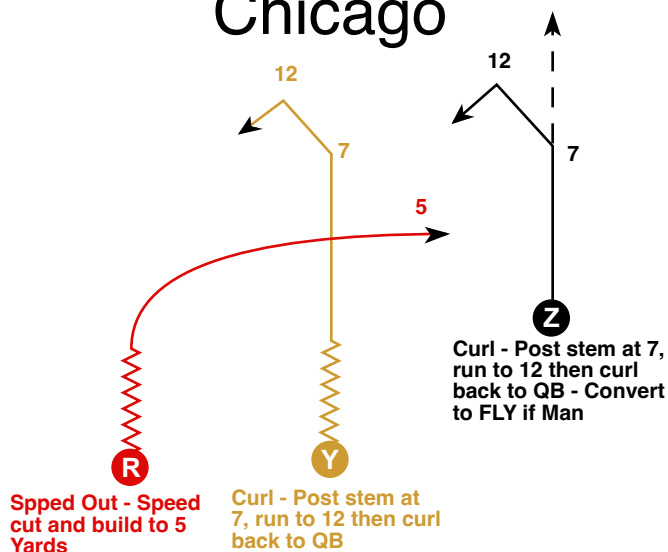
## Regina



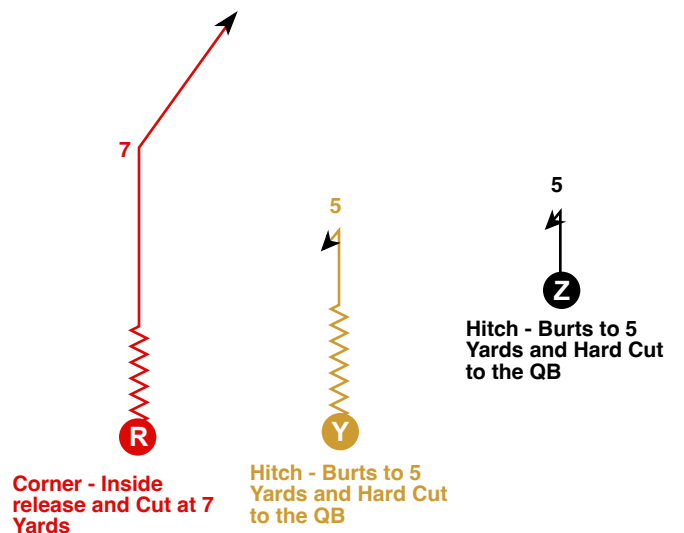
## Boston



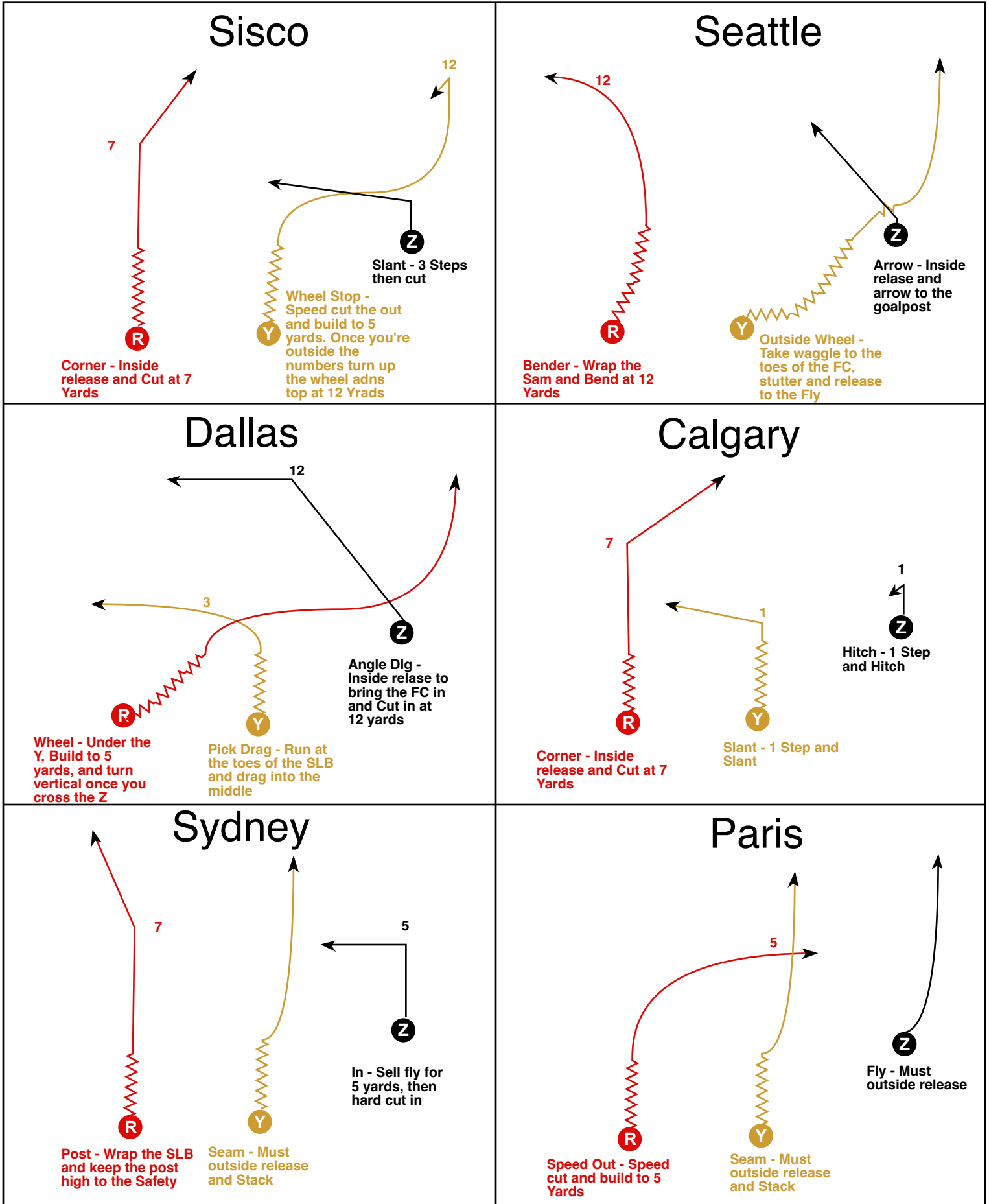
## Chicago



## Houston



# 3 Receiver Concepts

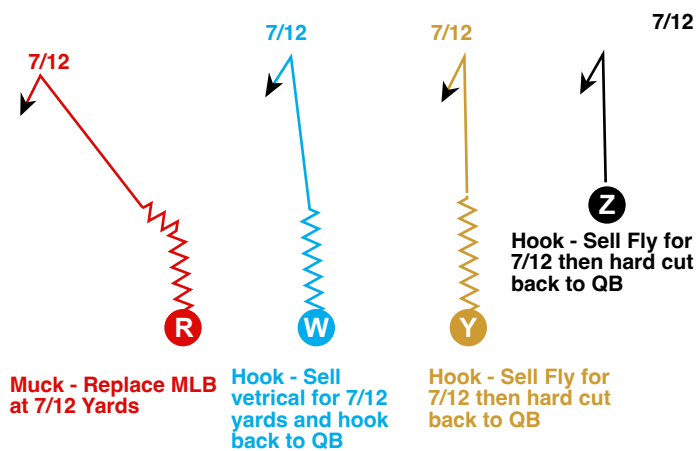


# 2 Receiver Concepts

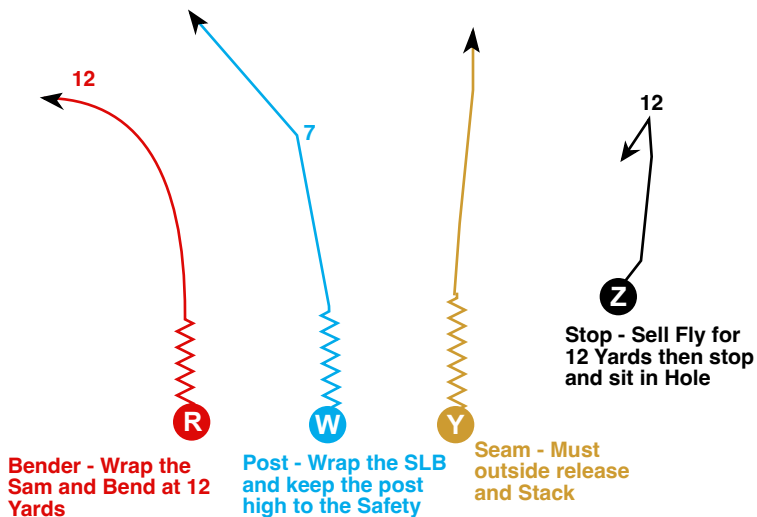
<p><b>Paris</b></p> <p>5</p> <p>Fly - Must Outside Release</p> <p>Out - 5 Yrds and Hard Cut out</p>	<p><b>Alberta/Arizona</b></p> <p>7/12</p> <p>7/12</p> <p>Hook - Sell vertical for 7/12 yards and hook back to QB</p> <p>Hook - Sell vertical for 7/12 yards and hook back to QB</p>	<p><b>Halo</b></p> <p>Hook or Go - If Man, Fly - If Zone, Hook</p> <p>Hook or Go - If Man, Fly - If Zone, Hook</p>
<p><b>Sydney</b></p> <p>5</p> <p>In - Sell fly for 5 yards, then hard cut in</p> <p>Seam - Take easiest release, then stack</p>	<p><b>Drake</b></p> <p>5</p> <p>Drag - Waggle down the LOS, then build drag to 5 yards</p> <p>Seam - Take easiest release, then stack</p>	<p><b>Havana</b></p> <p>Slant - 3 Step Slant</p> <p>Slant - 3 Step Slant</p>
<p><b>Houston</b></p> <p>7</p> <p>Hitch - 3 steps then hitch back to QB</p> <p>Corner - Inside release and Cut at 7 Yards</p>	<p><b>Ottawa</b></p> <p>12</p> <p>Fly - Must Outside Release</p> <p>Deep Out - Sell vertical for 10-12 then hard cut out</p>	<p><b>Indiana</b></p> <p>12</p> <p>5</p> <p>Drag - Waggle down the LOS, then build drag to 5 yards</p> <p>Dig - Sell vertical for 12 yards then hard cut in</p>

# 4 Receiver Concepts

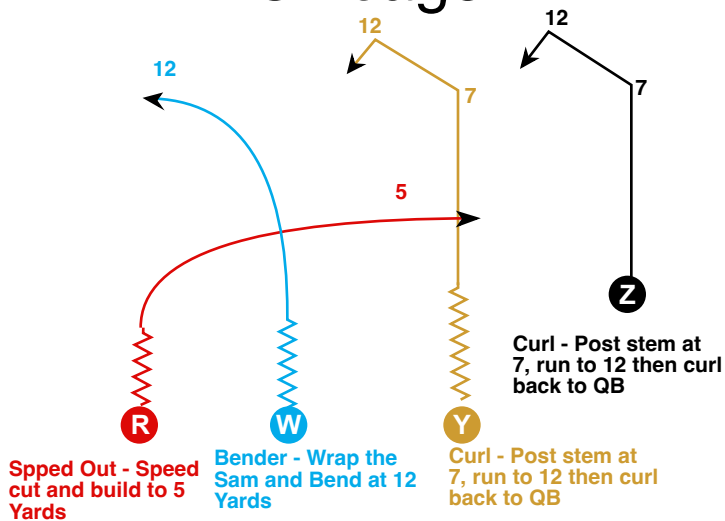
## Alberta/Arizona



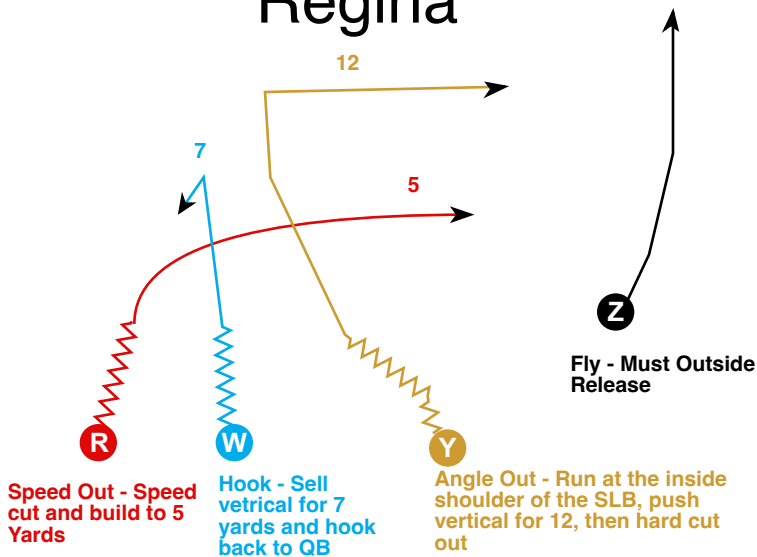
## Denver



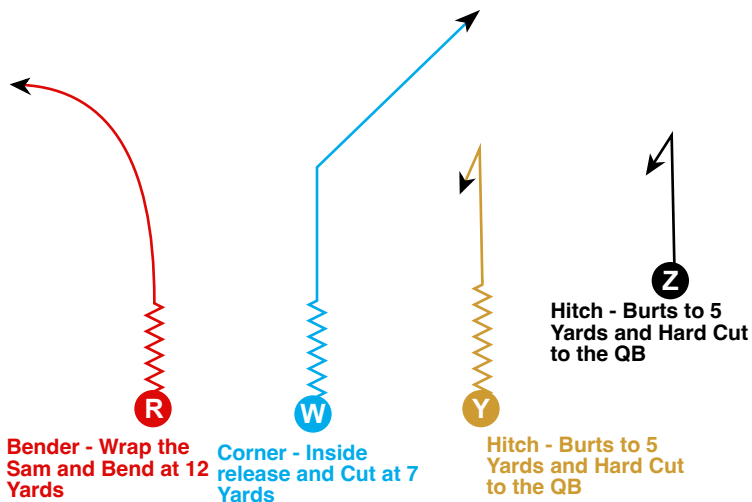
## Chicago



## Regina



## Houston



# Rebel Right 61 Salem

