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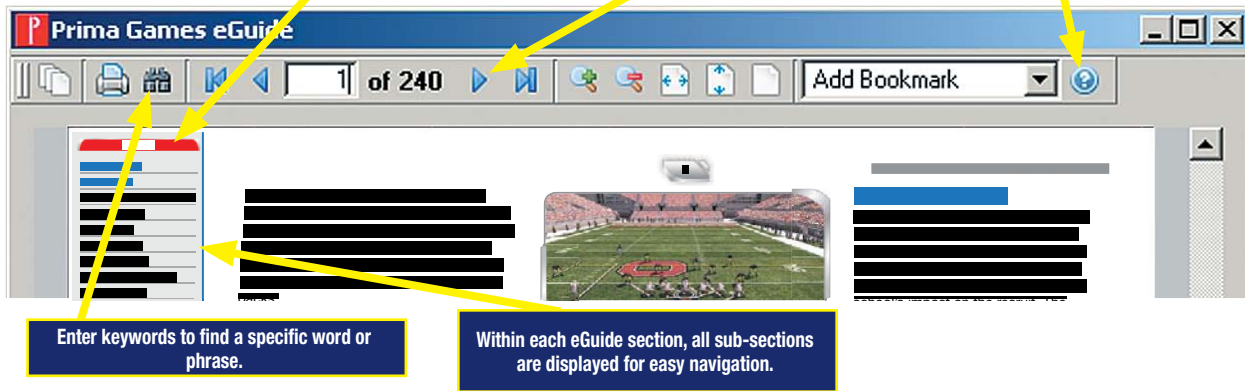
# How to Use this eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *NCAA Football 11* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

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## NCAA FOOTBALL II

Prima has overhauled the format of the guide this year with a new spiral binding so that the guide will lay open flat for hands-free access. The focus of this guide is to teach you the meat and potatoes of the game as rapidly as possible. We want you to get over the learning curve of the new game very quickly so you can move on to enjoying the *NCAA Football II* experience to its fullest. In addition to covering the most important fundamentals you need to know, we have put together an extensive breakdown of all eight offensive styles in the game complete with key money plays to help you run a devastating offense right out of the gate. Defensively you will learn how to make in-game adjustments to handle anything your opponent throws at you. Couple this with the virtual stockpile of blitz schemes we provide you, and you will be moving down offenses left and right.

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College football is one of the biggest sports on the American stage for a reason. Only in the collegiate game do you have rivalries such as Oklahoma vs. Texas, Ohio State vs. Michigan, Army vs. Navy, Notre Dame vs. USC, and Florida vs. Georgia. These games can be packed with over 100,000 rabid fans that spend the whole game standing to compel their teams to victory.



*NCAA Football 11 is fully stocked with team mascots*

In addition to the traditions, mascots, and flair that make the college game so great, there is tremendous variety in the game. Only in the college game can you see the Flexbone, Spread Option, Run and Shoot, and Air Raid offenses all in effect on the same Saturday afternoon.



*"Play Like a Champion Today"*

EA SPORTS always makes improvements to its franchises from year to year, but this year's game is the most impressive overhaul in recent memory. If you are a fan of the *NCAA Football* franchise, you are going to love this game!

We have also overhauled the format of this guide. The focus of this season's guide is to teach you the meat and potatoes of the game as rapidly as possible. We want you to get over the learning curve of the new game very quickly so you can move on to enjoying it.

In addition to covering the most important fundamentals, we have put together an extensive breakdown of all eight offensive styles in the game, complete with key money

plays to help you run a devastating offense right out of the gate.



*"Eight Offensive Styles-120 Ways to Win"*

On the defensive side, we will go through how to use each type of coverage and provide you with a stockpile of blitz packages to put instant heat on the quarterback. We round out the defensive section with tips on adjusting to anything your opponent can throw at you. We end with an overview of the top 10 teams in the game. Strap in and get ready for a wild ride as we bring you the best money plays and blitz packages for *NCAA Football 11*.

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## NEW FEATURES

## Team Entrances

One of the best features of college football is tradition. This year EA SPORTS gives us the opportunity to get inside the tunnel and be a part of our favorite team's pre-game traditions. Nothing gets you ready for some college football more than seeing your Buckeyes link arms with one another as they head out of the tunnel, or slapping the "Play Like a Champion Today" sign as you walk out of the Notre Dame locker room. Thirty unique pre-game traditions are reenacted to bring the true feel of college football to you every time you start a game.



*The Ohio State Buckeyes prepare to exit the tunnel*

## ESPN Integration

Last year you may have noticed that while you were playing *NCAA Football* you could follow live sports with ESPN's news ticker at the bottom of your screen. Well, this year *NCAA Football 11* goes all out to bring you the full ESPN experience. As soon as you enter your first game, you will feel like you're on the field for a Saturday showdown on ESPN.

EA SPORTS has brought the ESPN flavor to every aspect of your games, including the new game clock. The game clock has been updated to reflect the new visual style that ESPN revealed during bowl season. The game clock is not the only part of the game that received an update this year. Banners, replay wipes, and Monoliths also received attention to make this year's game more realistic than ever before. Other elements of ESPN integration can be found throughout the new main menu screens, Dynasty mode, and Road to Glory to give the game a realistic college football feel.



*Everything in the game has the ESPN stamp on it*

## Locomotion

One of the most noticeable and dynamic changes to this year's game is the introduction of a new momentum-based locomotion engine. This changes the way that every single player on the field reacts with and without the ball. Locomotion has changed the way that players run, turn, and cut on the field to give the game a more realistic feel when you are making your moves. Locomotion specifically effects running, acceleration, and momentum.

In seasons past acceleration was something that you could never feel. The ability of a faster HB to hit a hole before it closed or for a WR to create enough separation to get open against the defense never really impacted the



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game. Now, acceleration will be a huge factor in how quickly a player can reach his top speed. You will now be able to see a big difference between possession receivers and straight line speed receivers as well as bone-crushing power backs and agile scat backs.

Momentum is the other great addition to the new locomotion system. Momentum did not have as large a factor in player cuts or spins on the field as was needed. This year there's a much more realistic aspect to a player's momentum as he makes moves. A player with a higher agility rating will be able to switch direction more quickly and not lose as much speed compared to bigger players with lower agility ratings.



4



*Assignment AI has improved offensive line blocking*

The new locomotion system ties in very nicely with the improvements EA SPORTS has brought to offensive line blocking with the new Assignment AI, which we cover in the "Offensive Fundamentals" chapter. For now, trust us when we tell you that it is a massive game-changer.

## Phone Call System

The system for contacting recruits has experienced an overhaul this season as well. New emphasis will be placed on your ability to steer the phone call in such a manner as to maximize your school's impact on the recruit. The Downplay option from last year's game has been replaced by Compare Pitch, which allows you to compare your school's grade against that of another school that is recruiting him. Not only will your points go up, but you also remove points from the school you are going up against. You'll be able to change the subject, schedule a visit, offer a scholarship, or make a promise during the call if you want to avoid an area that is troublesome for your school.



*All-new recruit-calling system*

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This chapter covers the essential controls that you must master to be successful on offense. You will learn about the new running controls, the Assignment AI, passing concepts, and tips for attacking different defensive coverages.

## RUNNING CONTROLS

To have a solid running game you need to master the basic running moves. This section will help you understand the importance of each move and teach you when to use each one. Some changes have been made to how the right thumbstick controls your player. Moving the right thumbstick left or right sets up lower body moves. Spin moves can be executed by rotating the right thumbstick in a circular manner. Pushing up on the right thumbstick causes your runner to lean forward and push for extra yardage. If you hold the stick forward too long, your player starts to stumble, so use this control only when you are coming into contact with a defender. Rolling the stick slightly to the left or right while pushing forward causes your player to rotate his pads to avoid a tackle.

## Juke

**Xbox 360:** Left or right on the right thumbstick

**PlayStation 3:** Left or right on the right thumbstick

The juke is a quick cutting move that is used to change direction rapidly. The juke is best used when cutting back or to slide past an aggressive defender. You're not limited to doing just one juke at a time. You can perform double juke moves when you're dealing with more than one defender.

## Spin

**Xbox 360:** ●

**PlayStation 3:** ●

The spin is the best way to get past a defender when you don't want to lose forward momentum. Nothing is better than a quick spin move to blow past a defender in the open field. This is also a timing-based move that many quicker backs can use to break off long gains. The spin move has to be the best one of the bunch once you get it down correctly. Beware of the strip. The defense can rip the ball out if they try to strip right as you execute a spin move.

## Stiff Arm

**Xbox 360:** ◐

**PlayStation 3:** ×

This is a no-nonsense move. The stiff arm is all about putting the defender's face in the dirt or snapping his neck back. When you're head up with a defender or when a defensive player is coming off a block to land a blow, there is nothing better than a good stiff arm to the chops. This move provides you with spacing and takes the defender completely out of the play. This move does slow you down when you deliver a hard shot. DBs aren't the only ones who can get a facial. When done properly the stiff arm works on defensive linemen as well as linebackers.

## Hurdle

**Xbox 360:** ◐

**PlayStation 3:** ▲

This is a tool you may not use much, but it can come in handy near the end zone or when a pile is in your way. This move slows you down, but if no one is in front of you when you hurdle then you are off to the races. By adding the hurdle to your arsenal, you can abuse opponents

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that dive at you instead of delivering a square hit. The downside is, if you mistime it you will get cracked! You are totally exposed in the air.

## Dive

Xbox 360: **X**PlayStation 3: **■**

When you are close to the first down or end zone, it's time to bring the dive into play. You can use this move to vault over the top of the pile. It can also be used in the open field as an attempt to get a couple of extra yards before being tackled. Be careful in this circumstance because the ball carrier will often cough up the ball.

## Protect Ball

Xbox 360: **RB**PlayStation 3: **R1**

When you are trying to bulldoze your way through traffic, you definitely want to cover up the rock. This is especially true if the defense is aggressively stripping and trying to pull the ball free.

## Pitch

Xbox 360: **LT**PlayStation 3: **L2**

The pitch is a backbreaker when used

correctly. The key is to draw defenders to you; when they commit, you pitch the ball to another offensive weapon. Read your defenders and then make sure you have open lanes. If you pitch into traffic it can result in a fumble.

## Fake Pitch

Xbox 360: **LB**PlayStation 3: **L1**

This is a follow-up to the pitch. You want the defenders to bite on the move so they collapse on the pitch man and open up a lane for the player with the ball. Once you break a few long run plays, the defense can get fooled by the fake.

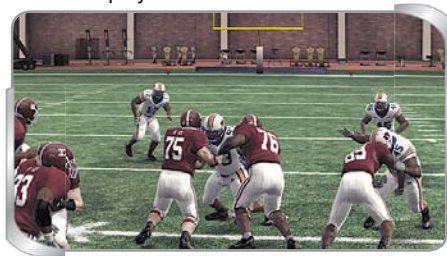
## ASSIGNMENT AI

In this season's game EA SPORTS put in some serious extra time to improve the running game. Assignment AI creates actual blocking assignments for each lineman, receiver, and blocking back involved in the play. These rules closely model the ones that college coaches teach their players.



Blocking assignments for the Power O

When you run a zone running play, now you will see double-teams at the line (co-op blocking), with the offensive line then pushing to the second level. Also, the assignment will change with any shift or stemming (men moving towards the line prior to the snap to show blitz) by the defense before the play.



A double-team in full effect

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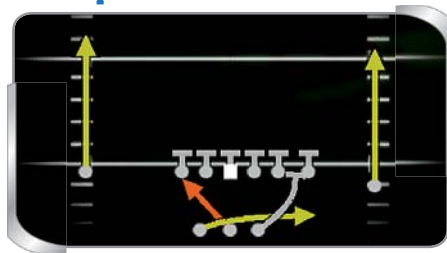
On certain types of HB Toss or Power O plays you will see the guard pull and kick out on the EMOL (end man of the line of scrimmage). Option plays like the Read Option and Triple Option will leave a player unblocked so that the QB can make a read based on his movement. This will help you key off that player and force him to commit to your QB or the player who is in pitch relation with your signal caller.

*Blockers getting to the second level*

To the casual gamer, some of these concepts will not be familiar, but hard-core football fans will appreciate the realism that can now be experienced in the run game. Here we provide you with a detailed look at the main types of run plays and how you can use the new blocking assignments to your advantage when playing against tough competition this season.

*Huge running lanes for our back*

So let's hit the blackboard and get ready for *NCAA Football 11 Running 101*.

**Read Option***Read Option*

The Read Option is becoming a big-time play that many teams use to great effect. Vince Young and the Texas Longhorns rode this play all the way to the BCS National Championship.

The key to running the Read Option effectively is the word "read." You will make your decision to either keep or hand the ball off based on the play of the backside defender. The backside defender is the player to the left side of the screen if you are running to the right. Zone blocking will be used up front.

*The QB/HB mesh*

The key defender is the invert or the edge defender on the back side of the play. If the edge defender cuts inside and aggressively attacks the backfield, you keep the ball and run outside to the area that he just vacated. If the edge defender stays home, hand the ball off to the HB. This year the timing of the mesh sequence has been adjusted so that you will have time to make your read and execute the play.



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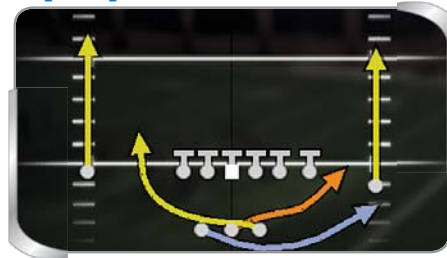
**TOP 15 PROGRAMS***The backside end crashes inside*

In this example, the end bites on the backfield movement of the HB. We choose to keep the ball and run around the outside to the area the defender just left.

*The QB sprints around the edge*

Because the edge defender is attacking the backfield so aggressively, he won't be able to change direction (the new locomotion system

is in full effect) to make a play on the QB. If he had stayed home, we would have attacked the right side of the formation with the running back. This flexibility is why the Read Option has become such a potent weapon to teams that operate out of the Shotgun spread. The key to success is to practice your reads and your timing with this play. The Assignment AI will leave the end unblocked so you can make your read. Leaving the end uncovered allows your line to double-team in the middle to prevent inside penetration. Once the guards and center make their blocks, they can push to the second level (linebackers and defensive backs) to try to spring an even bigger play.

**Triple Option***Triple Option*

The Triple Option was a staple of college football for many years. Many of the great

Nebraska teams of the past used this play to devastate their opponents. Like the Read Option, this play is based on making a key read on the defense. This time, however, you have three threats to carry the ball. For the Triple Option, the key read is the play-side defender. This player will always be unblocked, so you can make your read and get that push to the second level. Zone blocking is always used at the point of attack.

*At the snap*

In this example, our key defender is the defensive end. The defense is in a four-man front. If the defense were in an odd front (like a 3-4 Normal), we would make our keys off the outside LB. An outside defender with a higher play recognition rating will be more likely to hold his ground. Either way, you are going to



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read the EMOL. If the defender crashes in, you should keep the ball with your QB and get outside. Your running back will get into proper pitch relationship with you. If the unblocked defender attacks straight up the field or stays home, you must hand the ball to the FB and punish the inside of the line. This play requires you to be patient and to trust your read.



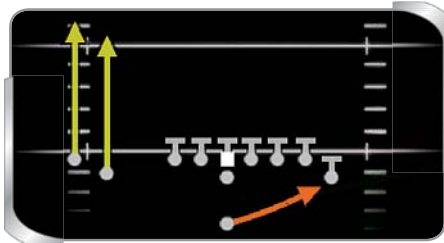
*The QB cuts down the field*

In this example, the defense collapsed inside. We are getting down the field with our QB and have our back in perfect pitch relationship. You need to square up and get downfield quickly. Just be sure that you don't outrun your HB and break down your pitch opportunity. When the defense collapses on you this is when you pitch the ball to the HB.



*Number 94 stays home so we give it to the FB*

In this example, the EMOL stayed home, so we give the ball to the FB and get what we can. As long as the defender sits or comes straight upfield you can't get the play off with the QB and the HB. Now mix in some misdirection plays and you will be scorching the defense.

**HB Stretch**

*HB Stretch*

The HB Stretch is an outside running play that utilizes zone blocking. The key to zone blocking is that any uncovered offensive linemen (players without a defender lined up directly in front of them) will double-team the play side with a covered offensive line. You force one of the linebackers to try to read the play. Once he commits, one of the offensive linemen will break off the double-team and put a block on him. If linebackers step into the gaps, the linemen will just move downfield and look for a new target. If all the linemen are covered, they will each step to the play side and reach block a defender.



*Plenty of blocking up front*

Here you see that you have a hat on a hat (all linemen are covered), so the offensive line is reach blocking the defenders. You have lots of options

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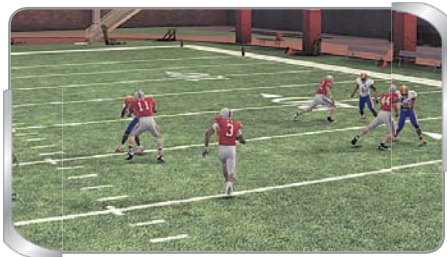
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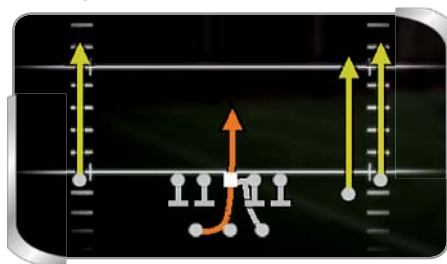
**TOP 15 PROGRAMS**

here. If you see the defense over-pursue to the outside, cut it up inside to get what you can. If you see the edge is clean then take it. When using zone blocking plays, you have to have patience. You can't just rush to get outside.



*Our back gets into the secondary untouched*

As you can now see, you have plenty of room to work inside or outside. On HB Stretch plays, you have to allow your blocks to set up and then pick the best hole to hit. Against an odd front like the 3-4, you would have seen some double-teams. The offensive linemen would first engage the defensive linemen then scrape off their blocks to get to the second level.

**HB Draw**

*HB Draw*

We will go out a limb right now and say that the HB Draw could very well be the running play of the year in *NCAA Football 11*. The main reason why is how the offensive line influences the defensive line and the coverage behind it. Defenders are taught two very simple keys: Low hat (offensive linemen firing off low) equals run. High hat (offensive linemen standing up) equals a pass. The key to the HB Draw is that the offensive line sells the pass with a high hat. The defensive line will fire off into full pass-rush mode. The linebackers behind them will drop back into coverage as soon as they see the high hats. When they take a step back, your lead blockers will open a hole for you to quickly hit. This play works well from sets from which you have been throwing the ball well.



*The tackles turn out to create a pocket*

In this example, you can see that the linebackers are dropping back not knowing that this is a running play. The defensive line is in all-attack mode on the QB. This combination of aggression by the defensive line and coverage by the linebackers will give you time for the FB to lead the way. Draw plays also work well out of one-back sets, but it sure is nice to hit the defense with a Lead Draw and reap the benefits of the extra blocker.

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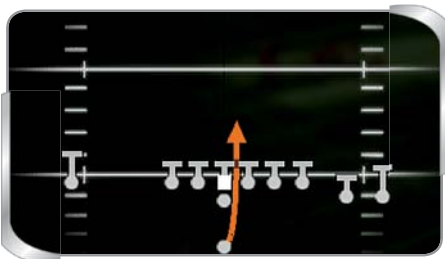
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**TOP 15 PROGRAMS***A huge hole for the HB to gash the defense*

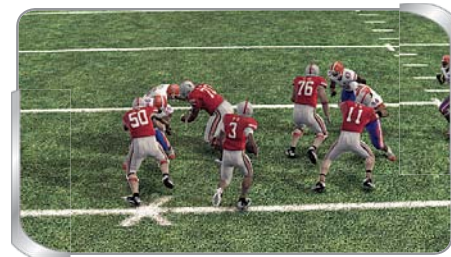
If you have a fast back he can gain well over 5 yards before the LBs and DBs can react to make a play on the ball. In most cases you will have lead blockers downfield as well. Make sure your inside blockers are filled before trying to take it outside. The main key is to get squared up and go forward upfield. The line can only hold blocks for so long.

**HB Dive***HB Dive*

Thus far we have looked at mostly zone blocking schemes. Now it's time to look at some good old-fashioned straight-ahead smashmouth football. With the new Assignment AI feature, your linemen will assist in double-teaming the defense whenever they are uncovered. The HB Dive is basic big-on-big blocking. As you control the running back, you will want to read your co-op blocking up front (double-teams) to see which blocker peels off into the second level. This is the path you want to take into the secondary. The lineman breaks off once he has helped to neutralize the defensive tackle. Read your blocks up front and hit the hole quickly. There is no time for dancing around in the backfield. Teams with top-level talent can break right through the double-team to make a play on your runner.

*Notice the two double-team blocks*

This is a great example of a strong double-team up front. Wait until the linebackers commit before picking your hole. One of your linemen should slide off his block to try to put a hat on this defender.

*There is a nice crease for our back to run through*

We are in a great situation here because both of our linemen came off their blocks to hit the backers once they committed to the play. If you were too antsy in the backfield and pressed the Sprint button, you would have been blown up on this play. Learn how each blocking scheme is supposed to work against each type of defensive front and you will be well on your way to an explosive run game.



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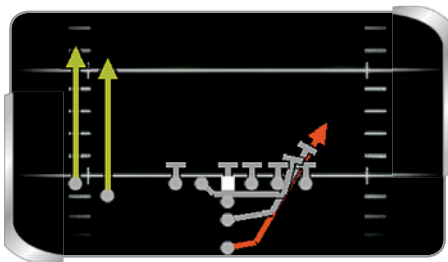
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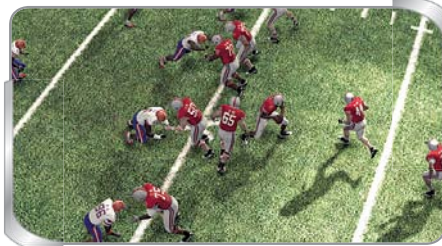
## Power O



Power O

This is one of the more common run plays in the NFL. Teams in the college game make good use of it as well. The Power O is based around one simple concept: You want to get the most men possible at the point of attack (POA). In this play, the backside guard will pull to the play side. You have a cross block up front to trap the interior linemen as they come upfield. Be sure to stay with your guard, as he is your lead blocker in this play. The cross blocking and trapping up front will get you a nice crease inside to pound out some much-needed yards. This isn't an every down play, but it is a great choice to mix into your rotation if you have an agile guard who can quickly lead into the hole.

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Number 65 pulls to lead block on the play

Our pulling guard gives us a co-op block at the point of attack. We also have our FB leading the way into the hole. You must read the guard and stay close to his rump. This is an excellent shot of the line work.



Our blockers seal the edge

Now that you have a great seal, get your behind downfield! This play sets up nicely and gives you the option to work inside to outside.

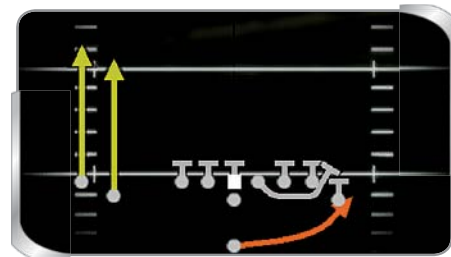
If your hole is initially filled, just work straight to the outside.



Breaking into the secondary

Now it's time to open it up and get what you can.

## HB Toss



HB Toss

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The HB Toss has also improved from what we have seen in the past. Now you get a guard to pull with you on the toss. The key to the toss is getting to the perimeter where you have fewer men to block. When you get outside you have to like the matchup with a 200-plus-pound back against a 180-pound DB. Blocking rule wise, the guard has to kick out on the EMOL. You have to be careful, though, because the guard will bail on the pull if he reads inside pressure. If there isn't any pressure he will kick out to block the EMOL. The goal of the pulling guard is to get maximum numbers at the point of attack. What good is he just blocking an area you aren't even running to?



*A nice double-team to prevent penetration*

You can see that the guard is pulling while your tackle blocks to the play side. The guard is looking to kick out on the last man on the line.



*Number 70 seals the edge for our runner*

This perfect block gives us a great seal on the outside.



*Our HB is off to the races*

You can see now how few defenders are able to get outside. This is why it is so important to attack the flanks. Be successful and you will open things up in the middle of the box.





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## PASSING CONTROLS

To have any success in the passing game, you must first master all of the passing controls. This will be a quick refresher course for those of you who have played the *NCAA Football* series in the past.

## Bullet/Lob Pass

**Xbox 360:** **A**, **B**, **X**, **Y**, or **LB**

**PlayStation 3:** **X**, **▲**, **●**, **■**, or **L1**

On pass plays, the QB has most of his special moves disabled. Instead, five buttons on the controller correspond to five available passing routes. Hold the button down for a longer period of time to throw a bullet pass. Just tapping the button results in a lofted touch pass.

## Pass Lead

**Xbox 360:** Left, right, up, or down on the left thumbstick

**PlayStation 3:** Left, right, up, or down on the left thumbstick

Pass lead allows you to squeeze a ball into a tight spot or to lead a receiver away from an oncoming tackler. To use pass lead press on the directional pad or analog stick in the

direction you want to throw in.

## Pump Fake

**Xbox 360:** Left, right, up, or down on the right thumbstick

**PlayStation 3:** Left, right, up, or down on the right thumbstick

When you're controlling the quarterback on pass plays, this button executes a pump fake designed to freeze the defenders. It can be useful to free up a receiver by getting the safeties to bite.

## Sprint

**Xbox 360:** **RT**

**PlayStation 3:** **R2**

Auto-sprint is still in effect with the QB, but you can override the controls and force your QB to sprint. The Sprint button is very effective when rolling out with the QB to pass or take off and run the ball.

## Throw Away

**Xbox 360:** **RB**

**PlayStation 3:** **R1**

You can throw the ball away to avoid getting sacked, but you must make sure that you

scramble outside the pocket before doing so—otherwise, you'll be called for intentional grounding.

## Quarterback Slide

**Xbox 360:** Tap **X**

**PlayStation 3:** Tap **■**

One of the most overlooked passing controls is the QB slide. Rather than taking a hit, use the QB Slide button get the quarterback to the ground quickly and avoid being injured.

## PRE-SNAP CONTROLS

This section covers the game's offensive pre-snap controls.

## Switch Player

**Xbox 360:** **○** to select player, then left or right on the left thumbstick

**PlayStation 3:** **●** to select player, then left or right on the left thumbstick

Before the snap, you can switch to another player to put in motion by pressing the Switch Player button. Many players like to send a receiver in motion to tell what the pass coverage is or to add an extra pass blocker.

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
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## Audible

**Xbox 360:**  to open Audible menu**PlayStation 3:**  to open Audible menu

When you press the Audible button, a menu appears providing you with the five default team audibles (or the ones that you selected for your team). Pressing one of these buttons changes your offensive call on the fly. You usually call an audible to take advantage of (or to compensate for) an unexpected defensive formation on the other side of the ball. In addition, you can flip your current play or make use of one of four formation audibles using the right thumbstick. Pressing up calls a quick pass play, pressing right calls a deep pass play, pressing down calls a run play, and pressing left calls a play action play.

## Fake Snap

**Xbox 360:** **PlayStation 3:** 

The fake snap control works as advertised. The QB makes a hard count, and the camera quickly zooms out to simulate the start of a play. This control is a great way to get a human opponent to jump offsides if he or she is aggressively controlling a defender near the line of scrimmage. There is one downside to this control: It is possible that one of your own offensive linemen may move before the ball,



causing a false start and setting you back 5 yards.

## Coach Cam

**Xbox 360:** **PlayStation 3:** 

If you don't remember the routes for your play call, pressing the Coach Cam button will show your play art on-screen. This allows you to view your pass routes, read the outside coverage, get a look at the fatigue levels of your players, and potentially bluff your opponents by showing them fake play art.

## Hot Routes

**Xbox 360:**  then the receiver's icon to open up the Hot Route Select menu**PlayStation 3:**  then the receiver's icon to open up the Hot Route Select menu



If you notice before the snap that there is a weak spot in the defensive coverage, you can change the route of one of your receivers to exploit the coverage. The available hot routes include the streak, curl, in, out, drag, slant in, slant out, and fade. In addition, you can direct a player to pass block to the left or to the right.

## Quiet the Crowd

**Xbox 360:** Press down on the right thumbstick**PlayStation 3:** Press down on the right thumbstick

If your home crowd is getting too loud you may want to quiet them down with this control. This allows your receivers to hear your audibles and hot routes. Conversely, if you're on defense and you want the crowd to make a lot of noise, you can pump up the crowd. If they are loud enough, they will make it difficult for the opposing QB to function effectively.

## Slide Protect

**Xbox 360:**  then up, down, left, or right on the right thumbstick**PlayStation 3:**  then up, down, left, or right on the right thumbstick

If your opponent is generating a lot of heat on defense and you are having a hard time protecting your QB, try using slide protection. You can have your line slide left, slide right, pinch, or block aggressively to help slow down the pass rush.

## UNDERSTANDING COVERAGES

As an offensive player, your job is to recognize these coverages and attack them where they are weakest. In the "Defensive Fundamentals" chapter of the guide, we really go into detail about the different coverages in the game.

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For this section, we just want to give you a quick overview of the basics.

Being able to read the defense before the snap can greatly improve your QB rating and increase your chances of winning more games. Several tip-offs in *NCAA Football 11* allow you to read what your opponent is calling. Knowing what each key is allows you to know who to throw to before you even snap the ball.

**Attacking the Cover 1 Defense**

With Cover 1 you will see one safety dropping deep with man-to-man coverage all around. Your opponent often will have sent one or more blitzers after you.



*A good route combination against Cover 1*

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*Hitting the crossing route*

**Attack Plan:**

- Stretch the defense vertically with multiple deep receivers.
- Crossing routes are effective.
- The post corner route is solid.
- Look for RBs isolated against linebackers.
- Send a receiver on a post route to draw the safety over to create one-on-ones to either side.

**Attacking the Cover 2 Defense**

With Cover 2 both safeties drop deep and to the outside. This coverage scheme is strong against the short passing game because it allows for up to five underneath. The CBs can move up and jam the receivers at the line, disrupting the timing of the play. The short flats can be reasonably locked down as well.

This scheme can be vulnerable to fades and deep middle routes. A post corner route can also cause trouble for this scheme. Strong-side run support is weaker than with the Cover 1 because the SS must play the pass first.



*Using Four Verticals to attack Cover 2*



*Lots of open space on the sideline*

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**TOP 15 PROGRAMS****Attack Plan:**

- Stretch the defense vertically with multiple deep receivers.
- Crossing routes are effective.
- Run fade and corner routes.
- Attack the deep middle with post routes.

**Attacking the Cover 3 Defense**

Against Cover 3 defense you will see three defenders dropping deep into coverage. This can be two safeties and a corner, or both corners and one safety. Having three men in deep zones helps cover the entire width of the field. You will have to deal with the SS providing strong-side run support if he is not involved in the three-deep coverage. Be on the lookout as the defense can either rush a safety or a cornerback while still getting good deep coverage.

Flood routes to either side can be difficult to defend with this scheme. If the defense attacks with four players vertically, you can get outmanned at the point of attack. Flats attacks to the side with the CB in deep coverage and in routes over the middle are effective against this scheme.

*Flooding the right side with routes**Working the inside hitch route***Attack Plan:**

- Have multiple deep receivers in one zone.
- Use floods with deep, medium, and short routes to one side.
- Run out routes away from the safety's rotation.
- Use deep curl routes.
- Throw screen passes.

**Attacking the Cover 4 Defense**

The Cover 4 defense comprises four defenders dropping deep into coverage. The corners and safeties will split the coverage duties by dividing the field into four quarters. This defense provides excellent deep coverage. Against two-wide-receiver sets, the safeties can provide double coverage on the deep routes. The corners can jam at the line knowing they have help from the safeties over the top.

The flats areas on either side are vulnerable in this scheme. Safeties can be fooled by play action, causing a breakdown deep. Sending multiple receivers to one side can nullify the benefits of over-the-top double coverage.

*A quick screen to beat the deep coverage*



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*Just follow your blockers to a big gain*

## Attack Plan:

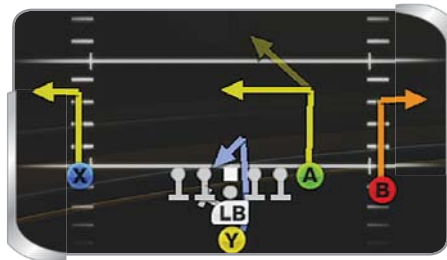
- Send multiple deep receivers to the deep sidelines.
- Attack the flats areas.
- Use short routes to the outside.
- Use play action and attack the deep middle.
- Be patient against this defense; it is geared to stop the long ball.
- Throw screen passes.

## PASSING CONCEPTS

Most plays in *NCAA Football 11* feature a common passing concept. What is a passing concept, you ask? Think of a football field as a flat, two-dimensional plane. You attack defensive coverages horizontally or vertically along a line on this plane with different types of

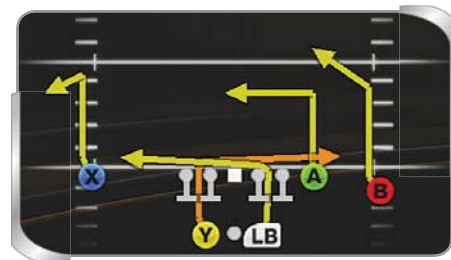
pass routes and pass combinations from the passing tree. Here we delve into the passing game to show you how you can defeat a number of coverages with tried-and-true route combinations.

## Bench



The Bench concept is a version of the Smash concept that features a high-low read. One receiver will run a quick out towards the bench, while the other receiver on the same side runs a corner route. Your first read should be to look at the deeper receiver. If he is covered, look for the low read. This concept is effective against both man and zone coverage. Generally, against Cover 2 and Cover 3 zone coverage, the receiver running the corner route will be open. If Cover 4 coverage is called, look for the receiver running the out route. If man coverage is called, both may be open.

## Bucks Cross



The Bucks Cross concept is an excellent way to attack man coverage defenses with two fast running backs running crossing routes out of the backfield. Dual HB packages can make this play even more effective. Before the snap, try to get a feel for which defenders are covering the running backs so you can make an early read. Once the ball is snapped, wait for the running backs to cross. Once they do, one if not both of them should be able to gain separation from the defender covering him. This concept can also be effective against soft zone coverages because the running backs often run their crossing routes underneath the first layer of coverage.



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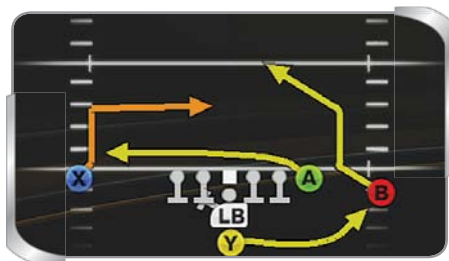
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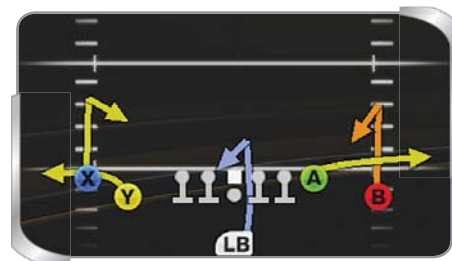
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**TOP 15 PROGRAMS****Bubble Screen**

The Bubble Screen concept is a wide receiver screen where the receiver actually bubbles away from the line of scrimmage and the quarterback. The offensive linemen release to clear a path for the receiver. The advantage of the Bubble Screen is it's a low-risk pass play that works against both man and zone coverage. The downside is that it's a timing-based pass play. Watch for a defensive end dropping into coverage to mess up the timing. If this happens, the result could be a sack, an incomplete pass, or an interception.

**Cross In**

There are several versions of high-low passing concepts in the game. A good example is the Cross In. This high-low passing concept has one receiver running a drag route while another receiver is running a dig route. Ideally the drag route will force the hook zone defender in his area to cover him, allowing the receiver running the dig route to get open over the top of the hook zone defender. Now this is not always the case, so make sure to watch what the hook zone defender does. If he covers the low read, throw to the high read. If he covers the high read, then throw to the low read.

**Curl Flats**

This is a very popular horizontal stretch passing concept among *NCAA Football* players because of the simplicity. Despite its ease of use, it can be very dangerous against both man and zone coverage. The idea behind this concept is to have one receiver run a flat route, while the other receiver runs a curl. If zone coverage is called, look to the flat route first. If no defender covers the flat, then the ball should be thrown immediately to him. If the flat route is covered, then look at the receiver running the curl route. If he is open, throw him the ball.

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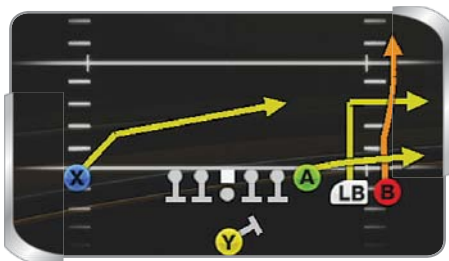
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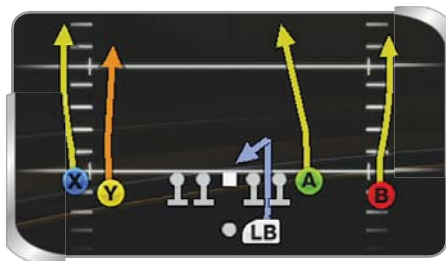
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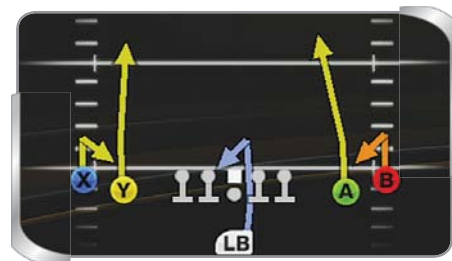
Formation Adjustments

**TOP 15 PROGRAMS****Flood**

The Flood concept vertically stretches the defense when zone coverage is called. One of the more common Flood passing concepts has one receiver running a flat, another running a 10-yard out, and a third receiver running a go route. The out route is the primary receiver. The idea behind it is to have the receiver running the flat route occupy the defender covering the flat area. The receiver running the go route will force the pass coverage to that side of the field to drop back to cover him. This will open things up for the out route. You typically also have a backside slant route that you can hit against man coverage.

**Four Verticals**

This passing concept stretches the defense vertically by sending four receivers deep. It does an excellent job of attacking Cover 2 and Cover 3 coverages because the receivers outnumber the deep defenders four to two (Cover 2) or four to three (Cover 3). Against Cover 2, the safeties tend to cover the inside receivers running streaks because the outside receivers are slow to get into their routes since they are jammed at the line of scrimmage. When making the pass to the outside receivers, try pass-leading them towards the sideline for best results. If Cover 3 coverage is called, look for one of the receivers down the seams. Watch to see where the safety plays the deep middle.

**Hitch Seam**

This concept is very effective against Cover 2 and Cover 4. The outside receivers run hitch routes, while the inside receivers run seam routes. If Cover 2 coverage is called, look for one of the inside receivers running seam routes to get open. If Cover 4 coverage is called, look for one of the outside receivers running the hitch routes to be open. If Cover 3 coverage is called, the seam and hitch routes will be covered in most cases. If the play call has a back running an underneath route, he should be the open option.

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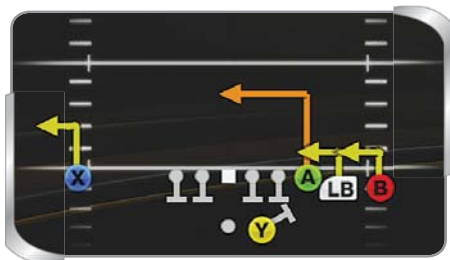
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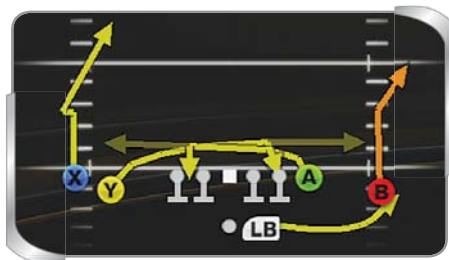
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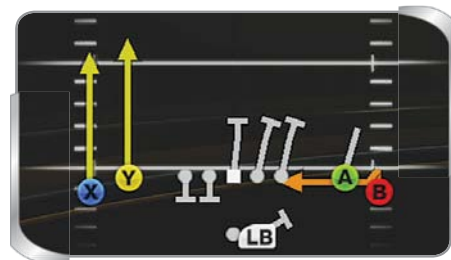
Formation Adjustments

**TOP 15 PROGRAMS****Levels Switch**

Levels is another high-low passing concept for attacking zone coverage by attacking the defenders at two different levels on the field. One receiver runs a deep in route while the other receiver runs a short in route. As the receivers run their routes, they force the isolated defender to cover the high receiver or the low receiver. As with all high-low concepts, the defender will most likely cover the deeper receiver, leaving the shallower one open.

**Mesh**

Mesh is a versatile passing concept used to beat both man and zone coverage. It has two receivers running across the field from opposite sides and crossing within inches of each other a few yards past the line of scrimmage. Once the two receivers have meshed, they look to settle in the open area vs. zone coverage or keep running to the sideline vs. man coverage. In NCAA, they don't settle in the open area against zone coverage; instead they keep running their routes towards the sideline. By default, neither of receiver is the primary receiver, but they are the best options.

**Middle Screen**

The Middle Screen is like the Bubble Screen, except instead of the play being executed to one side of the field, the receiver continues his route to the middle of the field. The linemen release to the middle of the field in front of the receiver. If the defense likes to bring a lot of heat up the gut, the Middle Screen is a strong choice to chew this defensive scheme up. You may need to sprint the quarterback a few yards back to avoid being sacked while the screen is being set up.

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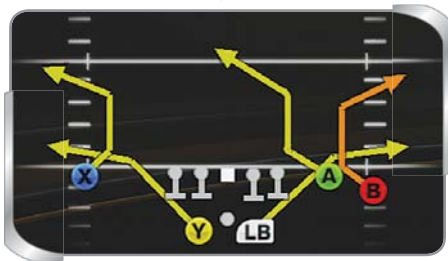
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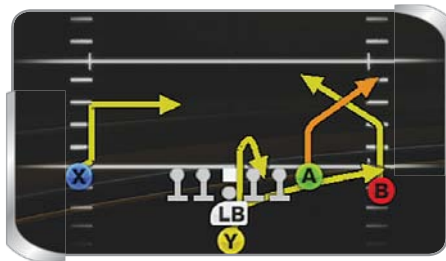
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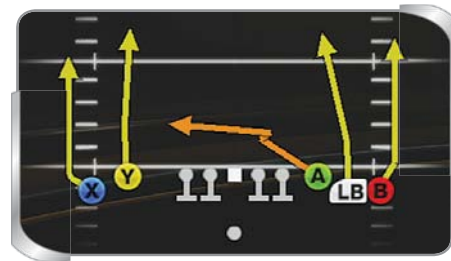
Formation Adjustments

**TOP 15 PROGRAMS****Post Corner High-Low Isolation**

You will find plenty of plays in the game called Corner Strike. The name of this pass concept is Post Corner High-Low Isolation. The two outside receivers essentially run post corner routes. These pass routes are commonly known in the gaming community as backwards C routes. Two inside receivers run flat routes. Ideally, your first read should be the outside receivers once they break to the corner. If a blitz is called, look to throw to them before they break towards the corner or look to throw to one of the receivers in the flats.

**Scissors**

The Scissors passing concept is designed to attack zone coverage deep by having two receivers run deep routes down the same side of the field. The inside receiver runs a corner route, while the outside receiver runs a post. Both receivers will break on their routes at the same depth. How the safeties play coverage determines which receiver will be open. If a safety is playing the deep middle, the inside receiver running the corner route will be open. If no safety plays the deep middle, then the outside receiver running the post will be open.

**Shake**

A great passing concept to attack man coverage with is the Shake. This passing concept has one receiver running a shake route while the other receivers run deeper routes over the top. This allows the receiver to be isolated in one-on-one coverage with a defender. Ideally, you want to get a fast receiver matched up with a slower defender to maximize this passing concept's effectiveness. You will find this concept in several playbooks throughout *NCAA Football 11*.

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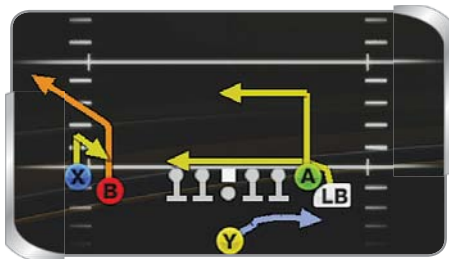
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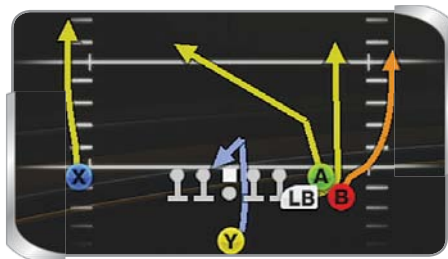
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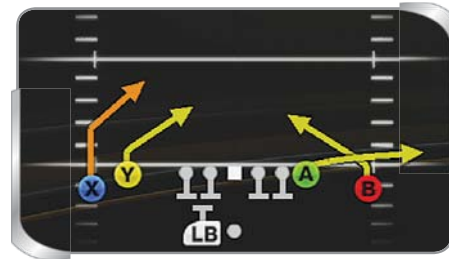
Formation Adjustments

**TOP 15 PROGRAMS****Smash**

The Smash concept is very popular among college and professional teams. It is designed primarily to beat Cover 2 zone coverages. It attacks one of Cover 2's biggest weaknesses, the deep outside area from the hash to the sideline. Two routes make up the Smash concept: You typically see a corner route and some type of underneath route, such as a hitch, that runs beneath the receiver running the corner route. If the cornerback takes away the hitch route, then work your way towards the corner route. If the cornerback drops back in deep coverage, then look for the hitch route underneath.

**Seattle**

Seattle or Verticals is another vertical stretch concept that sends four receivers deep. As with the Four Verticals concept, the idea is to outnumber Cover 2 and Cover 3 coverages by sending more receivers vertically than the defense can cover. In a bunch formation the outside receiver on the bunch side runs a wheel. The inside slot receiver runs a seam. The inside receiver on the bunch side runs a deep crossing route. He is the concept's primary receiver. The backside receiver runs a go route, clearing out the safety on his side for the receiver running the crossing route to get open. The halfback runs a check-down curl route out of the backfield. Look for him if nothing opens up deep.

**Slants Middle**

The Slants Middle sends multiple receivers on slant routes over the middle of the field. This concept works particularly well against zone coverages where only one or two defenders drop back into hook zones. For instance, the Nickel 3-3-5—Cover 3 drops only one defender in a hook zone over the middle. The Slants Middle concept will eat this type of coverage up. This passing concept is also highly effective against man coverage. The receiver we generally look for first if man coverage is called is the inside receiver. We then work our way to the outside receivers.



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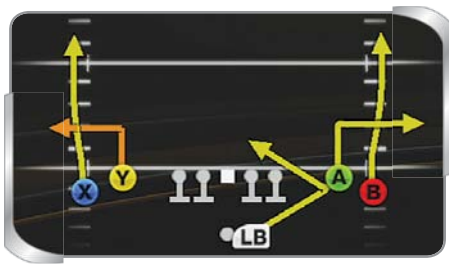
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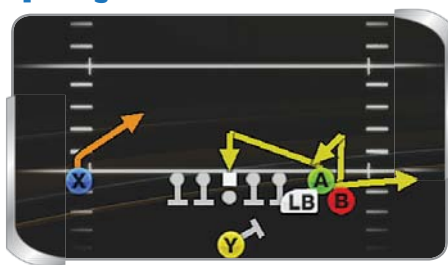
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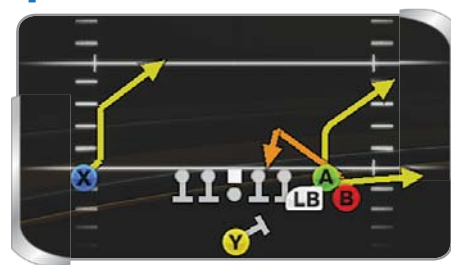
Formation Adjustments

**TOP 15 PROGRAMS****Slot Outs**

The Slot Outs is a universal passing concept where the two inside receivers run quick out routes, while the outside receivers run go routes. Try to get a good pre-snap read on the pass coverage. If it looks like Cover 0 or Cover 1 coverage is called, there may be an opportunity for a big play to one of the outside receivers running a go route. If your receivers have more speed than the cornerbacks, there is a good chance they may be open deep. If Cover 2 man coverage is called, look to throw to one of the slot receivers running the quick outs.

**Spacing**

Spacing (Mini Curls) is another passing concept that many players have found very effective. With multiple receivers horizontally stretching the defense by running short (mini) curls, one of them is bound to be open against both man and zone coverage. This concept is not designed to pick up a ton of yardage; instead it is designed to pick up 3-5 yards. The receivers that are open often against zone coverage are the ones running the mini curls between the numbers. The defense just doesn't have enough defenders to defend all the receivers underneath.

**Spot**

Many think that the Spot concept is actually designed to beat zone coverage, but its primary use is to beat man coverage. The receiver to look for first is the receiver running the flat route. He will run his route over the top of the receiver running the spot route. This route combination has the potential to cause natural picks between the two receivers. If a blitz is called, throw to the flat first and then look for the spot route. The ball can be thrown before or after the receiver spots up towards the QB.

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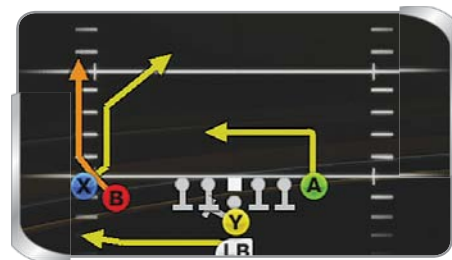
Formation Adjustments

**TOP 15 PROGRAMS****Stick**

One of our personal favorite passing concepts in the game is the Stick concept. It attacks both man and zone coverage. It is a half-field read that attacks the defensive under curl/flat zone area. The play's primary receiver is not the receiver running the stick but the receiver running the flat. If the flat is open the ball should be thrown to that receiver first. If the flat route is covered, then work your way back to the stick route, which should be open underneath against most zone coverages in the game.

**Texas**

The Texas passing concept is used extensively with teams that run some form of the West Coast Offense. A running back runs an angle route while another receiver, generally the TE, runs his route over the top. The idea is to create a two-on-one isolation against the defender dropping back in a hook zone in the area of the field where those receivers run their routes. The defender will look to cover the receiver running the over-the-top route, leaving the angle route run by the running back open for a quick bullet pass underneath. Consider using a Dual HB package with this passing concept.

**Wheel Out**

Another popular passing concept used to beat zone coverage is the Wheel Out. You may not see this play's name in a lot of playbooks, but you will see the passing concept if you look closely at play diagrams. The outside receiver on the same side runs a wheel route. If Cover 2 zone is called, the outside receiver running the post will be open. If Cover 3 coverage is called, the inside receiver running the wheel route will be open.

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## NO HUDDLE OFFENSE

The no huddle offense is a very exciting and productive style of offense. It can be employed in just about any offensive system, whether it be lining up under center, running the Pistol, or going with a Shotgun formation. In the world of video game football, many players look down on the no huddle offense—they feel it takes advantage of the computer AI. Those who feel that had better get over it really fast because the EA SPORTS *NCAA Football 11* team made the no huddle offense a key part of the game's new feature set.



*The new No Huddle Play Call screen*

## Advantages of Running the No Huddle Offense

There are many advantages to running the no huddle offense:

- The fast pace increases panic for the defensive player, who is forced to make the defensive call quicker.
- In a fast-tempo type of no huddle, the player controlling the defense has less time to manually make adjustments or move players around.
- If you are playing in an Online Dynasty league, your opponents must prepare differently for you than for players who run a more conventional offense. They can't just sit in practice mode and learn to defend the no huddle offense. They either have to play another human who will run it on them or go up against the CPU playing a no huddle team.
- It limits defensive substitutions.
- The no huddle offense controls the speed and tempo of the game.
- Teams that actually run the no huddle offense don't fatigue as quickly as teams that don't. For instance, Oklahoma won't wear out as fast as Illinois would. This means that if you are planning on running

the no huddle offense, you should look for teams that actually run it. You will then have a fatigue advantage over the defense.



*A quick-tempo offense like Oklahoma's is deadly*

## Types of No Huddle

There are two types of no huddle offense in the game:

**Aggressive:** These teams want to quickly get up to the line of scrimmage and run the next play without wasting too much time off the clock. Teams such as Oklahoma and Auburn run an aggressive no huddle offense.

**Traditional:** A traditional no huddle offense takes its time between plays. The offense gets to the line of scrimmage but waits while the QB makes adjustments based on what the defense is showing before the snap of

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the ball. Michigan and Mississippi State are good examples of traditional no huddle offenses.

**Quick Tips**

Here are some quick tips when it comes to running the no huddle offense:

- Players do fatigue quicker on both sides of the ball when running the no huddle offense.
- Teams that are set up to run no huddle have an advantage in that they do not fatigue as quickly as a team that is not a no huddle team. This represents that this team is used to dealing with the faster pace.
- When facing a no huddle team that puts a lot of pressure on you, it is advantageous to hold the ball more with a conservative attack to keep their offense off the field.
- Both the offense and defense can select plays from any formation when no huddle is called. However, no substitutions or packages can be used.



*Right back to the line as soon as the play ends*

**No Huddle Teams**

Aggressive	Normal
Arizona State	Baylor
Auburn	Bowling Green
Central Michigan	Buffalo
Cincinnati	Clemson
ECU	Connecticut
Florida Atlantic	Duke
Houston	FIU
Louisiana Tech	Iowa State
Mid Tenn State	Kent State
Missouri	Marshall
New Mexico	Michigan
Northwestern	Mississippi State
Notre Dame	North Texas
Oklahoma	Rutgers
Oklahoma State	Temple
Oregon	Texas
Rice	UAB
Southern Miss	UL Lafayette
Texas A&M	UL Monroe
Texas Tech	Vanderbilt
Toledo	Washington State
Troy	West Virginia
Tulsa	
Wyoming	



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College football has always been one of our favorite sports due to the vast variety of playing styles. While the NFL is mostly a copycat league, college football is anything but. Different levels of talent and resources cause college coaches to be very creative in their quest to develop an effective offensive scheme.

On any given Saturday, you will see Georgia Tech running the Flexbone, Florida executing from the Spread Option, and Texas Tech airing it out all over the field. Every year, the EA SPORTS team has worked diligently to make sure that all the different styles of offense are represented in the game. Well, the playbook team really put it into overdrive this year. With the mantra “120 Ways to Win” as their guide, every team’s playbook received special attention. Combine this with the new Assignment AI blocking schemes in the game, and you can run just about anything you see in the college game.

In this section of the guide, we will dive into the eight major offensive styles featured in *NCAA Football 11*. We’ve included a list of the EA SPORTS development team’s favorite playbooks for each style:

## Spread

Cincinnati  
Missouri  
Mississippi State

## Pro Style

Miami  
North Carolina  
San Diego State

## Air Raid

Arizona  
Houston  
Troy

## Run and Shoot

Hawaii  
SMU  
Run and Shoot

## Option

Air Force  
Navy  
Option Run

## Multiple

Florida State  
Kansas State  
Oklahoma

## Pistol

Nevada  
Indiana  
Ohio

## One Back

Alabama  
Idaho  
UTEP

The concept behind the Spread offense involves spreading the field horizontally using three-, four-, and even five-receiver sets. The key objective of the Spread offense is to open up multiple vertical seams for both the running and passing game to exploit, as the defense is forced to spread itself thin across the field to cover everyone. This is known as horizontally stretching the field. In the process, the QB looks for one-on-one matchups that favor the offense. Once the QB finds the matchup he likes, he attacks that defender or area of the field. If he doesn’t see a matchup he likes, he may audible to a run play.

There are several versions of the Spread offense throughout the game. The Spread Passing offense is heavily weighted towards passing the ball. The QB must be exceptional at reading the pass coverages before and after the snap for this type of Spread offense to succeed.

Another form of the Spread offense is the Spread Option offense. Over the last few years, this type of Spread offense has really taken off; many teams now employ a run-first mind-set as their means of moving the ball.

## SPREAD OFFENSE

Many college teams run some form of the Spread offense, and it is well represented in the playbooks found in *NCAA Football 11*. In fact, at least 75 percent of the FBS (Football Bowl Subdivision) teams run some form of the Spread offense at times. In *NCAA Football 11*, 37 teams are designated as Spread offense squads.

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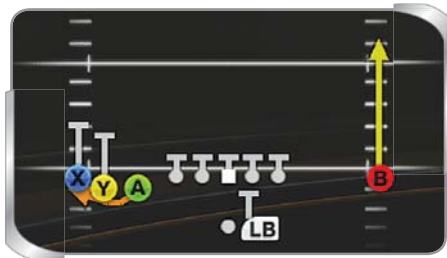
## TOP 15 PROGRAMS

In this section of the guide, we showcase a few plays from each of these Spread offense families.

## Spread Offense Playbooks

Auburn	Michigan	Toledo
Baylor	Mississippi State	Tulsa
Bowling Green	Missouri	UAB
Buffalo	New Mexico	UL Lafayette
Central Michigan	New Mexico State	UL Monroe
Cincinnati	North Texas	USF
Clemson	Northwestern	Utah
FIU	Notre Dame	Utah State
Florida	Oregon	Vanderbilt
Iowa State	Rice	West Virginia
Kent State	Southern Miss	Wyoming
Louisville	TCU	
Marshall	Texas	

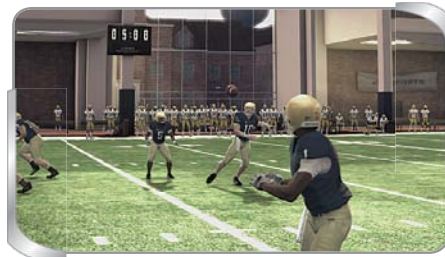
## Shotgun Trips Open—Bubble Screen



Shotgun Trips Open—Bubble Screen

The Spread Passing offense has the QB reading the coverage before the snap. He attempts to predict the coverage based on the alignment of the safeties and cornerbacks.

There are three key components for the Spread Passing offense to succeed: game planning, having speed to cause matchup problems, and possessing a QB able to execute and make it all work. The Bubble Screen out of the Shotgun Trips Open is an excellent play that showcases these three components.



The QB whips a quick pass to the flat

This play has three receivers lined up on the left. The inside slot receiver is bubbling out towards the sideline. The outside and middle receivers block for him. On the other side, the flanker runs a streak. Your first read is the bubble route run by the inside slot receiver. Throw to him before he gets too near the

sideline. Once the catch is made, watch to see how the blocking shapes up and adjust accordingly.



Room for the WR to run.

Another way to run this play is to hot route the outside receiver on a curl route. You still get the bubble route run by the inside slot receiver, but you also get the outside receiver running a curl route. This creates a curl-flat concept, which is effective against many of the zone coverages found in the game.

The downside is, there is one fewer receiver to block for the screen. A final adjustment to consider making is to hot route the halfback on a curl route. That way if the bubble route is covered, the halfback becomes a solid secondary option. One final note: Some bubble screens work better than others. It just depends on the formation.

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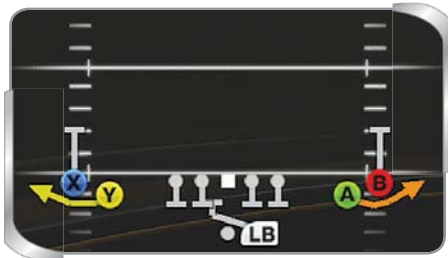
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**TOP 15 PROGRAMS****Shotgun Spread—PA Bubble***Shotgun Spread—PA Bubble*

Another Spread Passing offense play that many teams run is the PA Bubble, which is essentially the same play as the Slant Bubble. The only difference is the QB fakes a handoff to the halfback, performs a rocker step, and then looks to throw to one of the slot receivers running the bubble routes. Instead of the outside receivers running slant routes, they look to block the outside corners or any defender covering the flat areas.

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*Getting it out to the bubble receiver quickly*

The downside of having the outside receivers blocking is that if the slot receivers are covered, there will be no other option to throw to. This means you have a choice. You can either eat the ball and take the sack, or you can try to take off with the QB and pick up what you can on the ground. You can always hot route the outside receiver on another route,

such as a slant or a curl, to give your QB options.

This play is highly effective against man coverage, making it money for online play. Don't forget; if you want to cancel the play action, you can do it by hot routing the HB to pass block or run a pass route. The Read Option is a good run play to work in conjunction with the PA Bubble.

*Nice block by WR#3*

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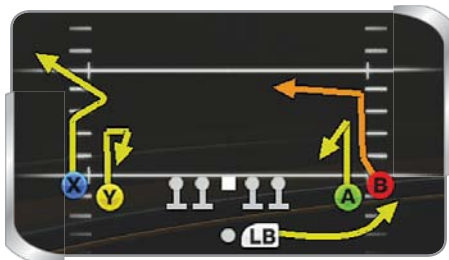
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**TOP 15 PROGRAMS****Shotgun Spread—Post Hi Lo***Shotgun Spread—Post Hi Lo*

Another popular Shotgun spread play is the Post Hi Lo. This play features the flanker as the primary receiver. He is running a dig route about 10–12 yards down the field. The right slot receiver runs a curl route underneath him. His route is designed to hold the hook zone defenders underneath, allowing the split end's route to get open over the top. The halfback's swing route is designed to hold any defenders playing the flat.

*Throwing a dart over the middle*

If the flanker or right slot receiver is covered, then look for the halfback in the flat. If man coverage is called, look for the left slot receiver. His hook route is often open once he shows his numbers. The split end runs a deep post corner route and is the play's only deep option. If Cover 2 zone coverage is called, he will

be open once he breaks towards the corner. However, there is a catch; he generally will be jammed at the line of scrimmage by the cornerback lined up across from him. This will slow him down in getting out on his pass route. If the defense has any type of pass rush, there more than likely won't be time to make the throw.

*A strong catch with a defender in tight coverage*



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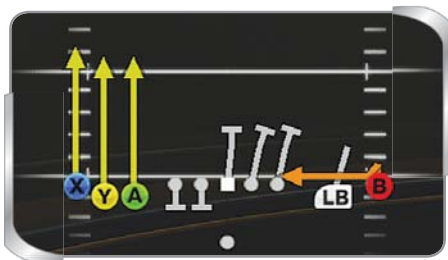
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**TOP 15 PROGRAMS****Shotgun 5WR Trips—Middle Screen***Shotgun 5WR Trips—Middle Screen*

Another low-risk pass play we really like to run is the Middle Screen. This play has the flanker coming towards the middle on a screen route. The center, right guard, and right tackle set up the screen over the short middle of the field. Once the catch is made, look for them to set up the blocking, while maneuvering the flanker to pick up positive yardage.

*Setting up the screen*

This play is effective against the blitz or all-coverage defensive schemes. If an inside blitz is called, you may need to sprint the QB a few yards back to buy some extra time for the screen to set up. Some players like to hot route the three receivers lined up on the left on drag routes if zone coverage is called. They do this so all three of them will run towards the middle on their drag routes. Once the flanker gets over the short middle, not only will he have

the three offensive linemen to block, but also he will have those three receivers to block. With that amount of run blocking out in front, you can see why we like this play so much. If man coverage is called, you don't want to hot route those three receivers on drags because they will bring their men over towards where the middle screen is being set up for the flanker.

*Lots of daylight in front of the receiver*

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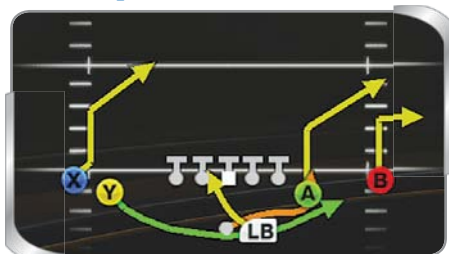
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**TOP 15 PROGRAMS****Shotgun Normal Flex Wing—  
Motion Option Pass***Shotgun Normal Flex Wing—Motion Option Pass*

We could have easily run the Motion WR Option play. However, we like the Motion Option Pass better as it gives us the same rushing possibilities with the option to also throw the ball. What we see before and after the snap determines if we plan on throwing the ball or not. The Motion Option Pass is more effective against man coverage because the receivers draw defenders away from where the option is being run.

*The QB meshes with the runner*

If zone coverage is called, there is a good chance the defenders are in position to defend the option. One thing to remember about this play is that it has automotion built into it. You should definitely use other automotion plays, such as the Jet Sweep, so you don't tip your opponent off. There is one downside to this play; you cannot hot route any other receivers when running this play. Once the ball is

snapped, read the pass coverage. We like to roll the QB to the right as we work our way from right to left. First we look at the flanker, who is running an out route. If he is open, we throw to him. If not, then we look for the corner route run by the tight end. If he is not open, the last read we make is the split end running the deep post route.

*Our receiver is wide open*

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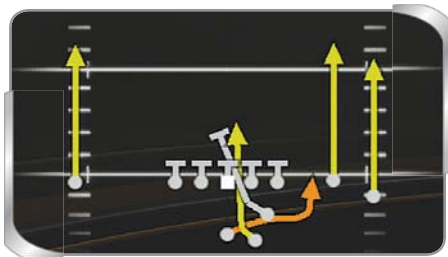
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**TOP 15 PROGRAMS****Shotgun Wing Offset—  
Read Option***Shotgun Wing Offset—Read Option*

The Spread Option offense is based on the concept of defensive isolation. The offense spreads the defense out by having three, four, or five receivers lined up wide. It uses two or fewer running backs in the backfield, while setting the QB back in the Shotgun. By forcing the defense out to defend more of the field, it isolates the defenders in space. To take advantage of this, offenses employ double or triple option plays that further curb the defenders' aggression and force them to play their assignments. When used in combination with a consistent passing game, the Spread Option offense can yield strong results.

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*The QB makes his read...*

with your QB. If you see that the unblocked backside defensive end sits back and stays home then you hand off to your running back. As long as you make the right read, this makes this run play very difficult to defend even if the defense knows it is coming towards them. For more details about the Read Option, see our breakdown of the Assignment AI.

The means by which option plays are run from the Spread Option offense vary greatly from team to team. The Read Option is one of the most popular Spread Option plays. With the right personnel it is one of the most lethal plays in college football. This run play is effective but easy to run. If you see that the unblocked backside defensive end crashes down, you keep the ball and take off

*...and decides to keep the ball*



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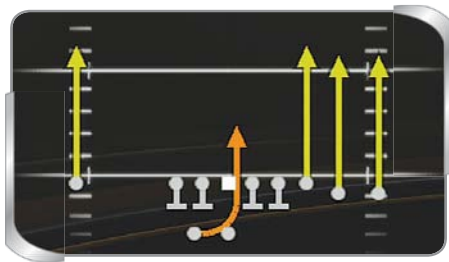
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**TOP 15 PROGRAMS****Shotgun Y-Trips HB Wk—  
HB Mid Draw***Shotgun Y-Trips HB Wk—HB Mid Draw*

Let's face it; HB Draw plays in previous years have been hit or miss. For a lot of users it was mostly a miss accompanied by much frustration. This year the EA SPORTS *NCAA Football* team made it a point to improve blocking on draw plays. Run blocking on this play has been redone to truly emulate a pass. You now will see the pocket starting to form because the defensive ends will drive the offensive tackles into the backfield while the defensive tackles try to drive the guards and center into the face of the QB. This opens up big holes for the running back to go through when you make the handoff.

*The offensive line takes the pass*

Combine the new blocking schemes with the defense's reaction to the draw plays this year (defenders actually drop back into coverage as if it's a pass play) and you have a real formula for success when you call a draw vs. a pass defense. Teams that run the Spread Option offense use draws such as the Shotgun Y-Trips HB Wk—HB Mid Draw. Since draws are much

more formidable this season, third and medium to long has become a lot more precarious for the defense because they will have to respect the threat of the draw. Look for formations that have bubble screens and draws within them—you can pick up significant yardage by running the bubble play first and then the draw play.

*Number 77 is leading the charge for our runner*



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## PRO STYLE OFFENSE

For many years the Pro Style offense was considered the best style for a QB who planned on one day going to the NFL. This offensive style is not deemed Pro Style because of the plays in particular, but more because of the terminology and the sequence in which the plays are called.

As the game of football continues to evolve we are seeing the Pro Style offense take a back seat to the ever-popular and simple-to-learn Spread or Shotgun offenses. Don't think for a moment that there is anything wrong with that; no matter what your preference is, the goal is to reach the end zone. The popularity of these offenses, however, is making the use of the Pro Style offense more attractive because it is not as widespread as the other styles of play. In *NCAA Football 11*, 38 teams are designated as having Pro Style offenses.

Once main facet of the Pro Style offense is the tendency to run plays with the QB directly under center. The main criticism that was thrown out all over the airways prior to the NFL Draft was how *NCAA Football 11* cover athlete Tim Tebow would adjust to a Pro Style offense and taking snaps from under center. We believe that given his work ethic and character, nothing is impossible for him to achieve.

To make sure the QB has success, his coaches need to make sure they provide him with the tools that will put him in position for success. Here we give you the building blocks for success using this style of offense. Our offense will be able to handle the blitz, whether with man or zone coverage behind it, and also be able to change the tempo of the game based on our QB's drop and/or the running plays we use.

## Pro Style Playbooks

Akron

Arkansas

Boise State

Cal

Colorado

Colorado State

Connecticut

Florida Atlantic

Fresno State

Georgia

Illinois

Iowa

Kentucky

Maryland

Miami

Michigan State

Minnesota

Nebraska

North Carolina

Ole Miss

Pittsburgh

Rutgers

San Diego State

South Carolina

Stanford

Syracuse

Tennessee

Texas A&amp;M

Tulane

UCF

UCLA

USC

Virginia

Virginia Tech

Washington

Western Kentucky

Western Michigan

Wisconsin



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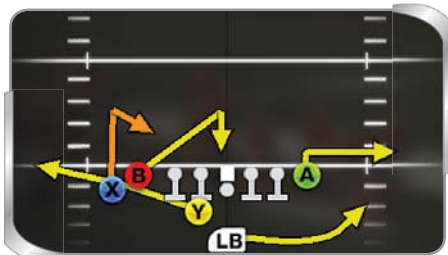
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**TOP 15 PROGRAMS****Weak I Close Twins—Spacing***Weak I Close Twins—Spacing*

The easiest way to help a QB have success is to establish a solid run game. The passing game may put up the numbers and fill the seats with students, but we must also run the ball.

Having said that, too many players start possessions or run the ball on first down. The numbers are starting to show that offenses that pass the ball on first down have a higher completion percentage. This makes it a wise decision to pass on first down or the first play of the possession.

*Standing up in the pocket*

There are some rules that we need to consider if we plan to take to the air right away. First, we should use a quick-passing, three-step-drop play. This is the reason we like Weak I Close Twins—Spacing. This play gives us an opportunity to get our QB an easy completion and help set his rhythm.

Short passing plays are perfect counters to blitzing defenses. If we give the QB a chance to get the ball out of his hands on his third step, the only real chance a defense has at getting to our QB

is if they get pressure through our center. Since most human players will test you right away with a blitz, having a quick passing play ready will help you set the tone for the rest of the game.

When running this play, immediately look to see where the pressure is coming from. If pressure comes from the middle, then throw to the inside twins receiver; if it comes from the edge, go to the FB or TE for an easy completion.

*Gunning the ball to the receiver*

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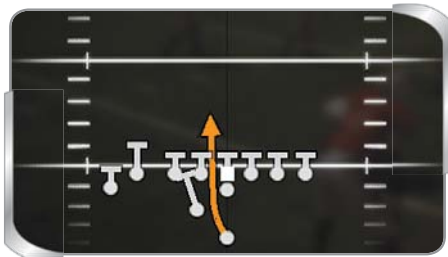
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**TOP 15 PROGRAMS****Weak I Close Twins—HB Dive***Weak I Close Twins—HB Dive*

Short passing is a great help to our offense and very useful on first down, but nothing can truly substitute for the running game.

The run is our way of establishing the line of scrimmage. Even though it may sound silly to think that you can enforce your will on a defense in a video game, you can. Many players get totally frustrated when facing a powerful rushing attack.

A powerful rushing attack is not just the use of Power O or Off Tackle plays. Instead, it means using a variety of running plays in a way that keeps the defense off balance and vulnerable to the run.

In our first play we took a look at the Weak I Close Twins—Spacing. The Spacing play gave us quick-passing options to handle any

situation the defense presents to us. We will build on the success of our first down play by adding the HB Dive to the equation.

We expect the defense to either sit back to protect against the quick pass or still play aggressive and leave themselves open for the pass again.

*Finding room to run*

Given our success on the previous play we will attack them by running the ball to the B gap. This passing lane was where we threw the ball on first down, so a nice run here will start to make these linebackers cheat up to the line of scrimmage.





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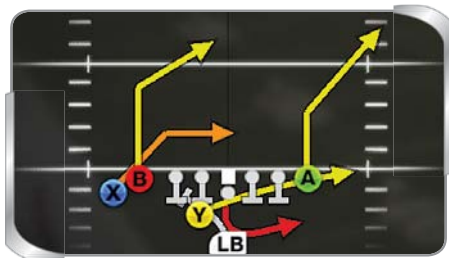
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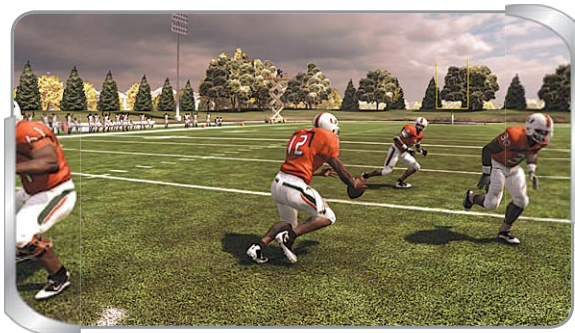
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**TOP 15 PROGRAMS****Weak I Close Twins—  
PA Boot Slide***Weak I Close Twins—PA Boot Slide*

Now that we've started to establish a rhythm and are moving the ball rather easily off of the previous two plays, we can now further complicate things for the defense.

The better the defense is, the more likely it is that they will react to our initial movements. So if we are running the ball, a good defense will read the QB turning, the guard to see if he's pulling, and then the running back. By the time the defender reads all of this, he should be in position to meet the running back at the line of scrimmage. Because we respect our opponent's preparation, we like to use play action to slow down the pass rush and get the second-level defenders out of position so we can get open passing lanes.

*Faking the run action**Our receiver is open deep*

The Weak I Close Twins—PA Boot Slide sets the defense up with the same post-snap movement as the HB Dive. Only this time we have all of our receivers running pass routes to the right side.

As soon as the QB makes the fake to the running back and whips his head around, look immediately to the seam. The defense should leave one of our twin receivers open. If they cover the split end then the flanker will be open. On this play we took the flanker for the deep touchdown.

This play will let us win vs. man and zone coverage. This time we torched a zone blitz.



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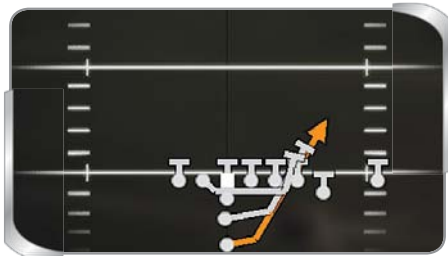
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**TOP 15 PROGRAMS****I-Form Tackle Over—HB Power O***I-Form Tackle Over—HB Power O*

We've beaten the defense up enough in the Weak I Close Twins; now let's move on to another formation so we can really have some fun with them.

As much as we like to run out of the Ace formation, we want to focus on a more conventional style of pro offense. The I formation has a storied history, but in recent years it has been used less and less. We find some of our best running plays in this formation and can easily control the pace of the game by using this set.

We will come to the field running the HB Power O out of the I-Form Tackle Over. Last year proved to be the year of the Off Tackle running play, so we keep this play in mind as a go-to play to establish a nice run game.

*The QB hands the ball off*

The defense will try to slow down our offense by coming out in a 4–4 Split alignment. This formation has given many defenses a chance to wreak havoc on the offense, but we're not worried about it one bit.

The beauty of the Tackle Over alignment is that it allows us to take advantage of the defense no matter what. If they shift to our strength we can run to the back side; if they stay as is, then we will punish them all day.

That's what happens here. The defense stayed basic, and once we put the play in motion we slid an extra blocker to the second level. Now our back is off to the races.

*Looks like we can break it outside*

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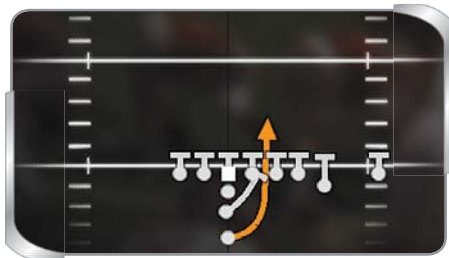
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**TOP 15 PROGRAMS****I-Form Tackle Over—HB Slam***I-Form Tackle Over—HB Slam*

Running the ball off tackle is very effective, especially if the team you're using has a fast running back. If we plan to have a sustained rushing attack we can't just rely on speed and being able to get to the edge. We have to make sure we focus on the inside and constantly dominate the run between the tackles to wear the defense out and keep them open to be exploited later on in the game.

For years the HB Slam has been a productive running play. When in the I-Form Tackle Over this play can turn the expected 3–4 yard gain into a touchdown. The offensive line is going to block everything down and collapse the defense into the center of the field. This is a B gap rushing play that works well even when the defense sends pressure to the A gap.

*A strong double-team block up front*

One of the most frustrating things that can happen to a defense is feeling the perfect play call was made and then seeing it get blown up. The defense comes out in the 4–4 Split again, but this time they are running the LB Fire. They intend to send both inside linebackers into the A gap, hoping to disrupt our running play in the backfield.

It doesn't work. Our offensive line gets a beautiful double-team on the defensive end that springs our running back for the touchdown.

Running from the I-Form Tackle Over gives us various opportunities to take advantage of double-teams because of our extra blocker.



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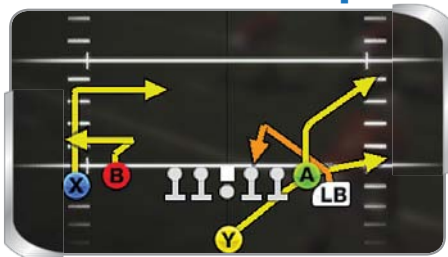
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**TOP 15 PROGRAMS****Ace Twin TE Flex—TE Spot***Ace Twin TE Flex—TE Spot*

As much as we like to stay in conventional under-center formations, we really enjoy the flexibility of the Ace sets. Not only do these formations give you the best of the Shotgun alignments, but they also give you some of the best run alignments in the game.

One of the Ace formations that we love to run plays from is the Twin TE Flex. This formation gives us pair tight ends to one side of the field and twin receivers to the opposite. This makes it easy for us to set up a series to attack the defense and puts the defense in a position where, based on our alignment, they don't know where the ball is going. Any time we can create a situation where the defense has to guess or play passively, it will lead to positive yards.

Our initial play of choice is the TE Spot. This play showcases another reason why we like using the Ace formation: It allows us to use route combinations as easily as when we are in Shotgun formations.

To our pair tight end side we have a smash-corner-flat route combination by the tight ends and running back. On the twin receiver side we have the slot running a whip route and the flanker running a deep cross.

*The QB throws a dart outside*

The defense is in a 4-3 Prowl look. As soon as we hike the ball and see multiple defenders coming, we dump the ball off to our running back. He gets to the sideline and escapes towards the end zone.





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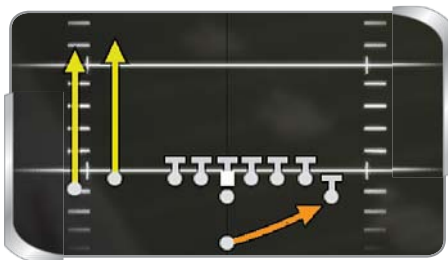
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**TOP 15 PROGRAMS****Ace Twin TE Flex—HB Stretch***Ace Twin TE Flex—HB Stretch*

As we come to the end of our Pro Style offensive section we want to take another look into the Ace Twin TE Flex formation to focus on a play that has helped us dominate defenses for years. The HB Stretch is similar to the Off Tackle, but when used out of the Twin TE Flex the tight end and receiver alignments make this running play productive to both sides.

The defense has come out on the field with a 4–3 Normal—Edge Sting play call. The purpose of this normal alignment is so that our offense doesn't have a pre-snap advantage of hot routing to the unshifted side. We purposely put our offense in a tight situation to make sure we get quality practice reps.

It really doesn't matter what the defense does, because this running play is a threat no matter what. There are ways to stop everything, but this is a play that will take more than a few adjustments to shut down. As soon as the defense overcommits to stop the stretch, we will air it out on them.

The defense cheats and brings the safety down to help prevent our back from breaking off another

*The safety is down in the box**It doesn't matter; our HB is gone*

big run. When we start to see adjustments like this, we know that if we put any of our receivers in motion then we can dominate the defense.

We trust our blocking assignments. Our running back reads his blocks and hits the sideline for another touchdown.

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## AIR RAID OFFENSE

How many times have you played *NCAA Football* games and aired the ball out 65–80 percent of the game? You are not alone because that's how most of us play video game football. Sure—a lot of us want to be able to pound the rock and be more balanced, but when you get behind or the game is on the line, most of us will abandon the run and look to throw. Louisiana Tech head coach Tony Franklin, who is a disciple of Air Raid founder Hal Mumme, makes no bones about it; he is going to throw the ball and throw it often. Forget about the run—his offense uses the short, high percentage pass plays to substitute the run. Think West Coast Offense, but even less running.

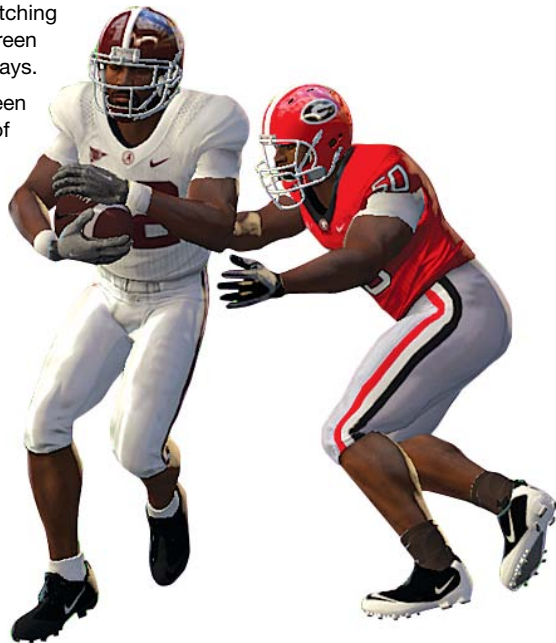
The Air Raid style of offense is assumed to be very complex. Although this is not entirely true, because the receivers need to know relatively few routes, the complexity comes from the different formations, personnel groupings, and the passing routes that are run out of the system.

Another misconception is that running backs are not used all that much. Nothing could be further from the truth. In the Air Raid offense, running backs serve a useful role by catching passes out of the backfield, running screen routes, and carrying the ball on draw plays.

In *NCAA Football 11*, 10 teams have been designated as using the Air Raid style of offense. In this section of the guide, we show two Air Raid schemes that can be run to move the ball through the air while still mixing in run plays in to keep the defense off-balance.

## Air Raid Playbooks

Arizona  
Arizona State  
BYU  
ECU  
Houston  
Louisiana Tech  
Mid Tenn State  
Oklahoma State  
Texas Tech  
Troy





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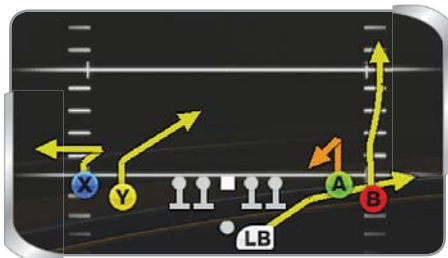
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**TOP 15 PROGRAMS****Shotgun Spread Flex—Y Stick***Shotgun Spread Flex—Y Stick*

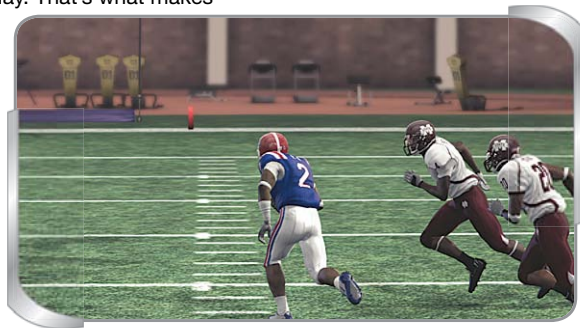
A staple Air Raid passing concept is the Y Stick. For our breakdown of this concept pass, we are going to run it from a 2 × 2 set out of the Shotgun spread Flex. The right slot receiver is running a stick route. He runs up the field approximately 5 yards, turns around quickly, and shows his numbers to the QB. He is the receiver to throw to first.

*The receiver sits down in the zone*

Notice that the hook zone defenders drop too far back to have any chance of defending this play. That's what makes it so effective. Generally expect to pick up 5–7 yards.

If the right slot receiver is not open, look for the running back, who is working his way to the flat. The flanker runs a fade route, drawing some of the pass coverage away from the right slot receiver. In other

formations that have a tight end in them, he generally runs the stick route. The left slot receiver runs a mini post and the flanker runs a whip route. The left slot receiver's route works well against both man and zone coverage. The flanker's whip route is effective against man coverage. Several other formations run the Y Stick passing concept, so be sure to utilize this play as one of your main ways to move the ball effectively and consistently.

*A quick turn and he advances for extra yardage*

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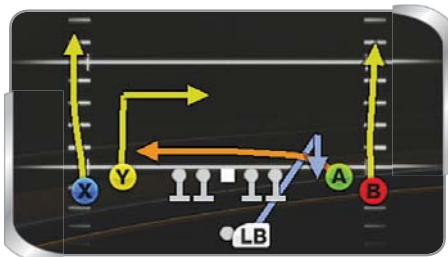
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## Shotgun Double Flex— Y Shallow Cross

*Shotgun Double Flex—Y Shallow Cross*

Another staple passing concept that Air Raid teams like to employ in their offense is the Y Shallow Cross. The right slot receiver runs a shallow cross, while the left slot receiver runs a 10-yard in route. His pass route generally draws the hook zone defenders back towards him, allowing the right slot receiver running the shallow crossing route to get open for a quick pass. If the hook zone defender jumps the right slot receiver's shallow drag, then the left slot receiver's in route should be open.

*The QB drops back with time to pass*

You will find many high-low reads throughout many of the passing styles in the game. If neither receiver is open, look for the running back, who is running a delayed check-down route out of the backfield. The ball can be thrown before or after he curls

back towards the QB. Some players like to throw to him before so that he catches the ball on the run. Others wait until he curls back to make sure he is open. The split end running a deep post may also be an option if the coverage dictates it. Watch to see if a safety plays the deep middle or not. If one does play the deep middle, chances are he won't be open.

*He throws a bullet pass to the receiver*

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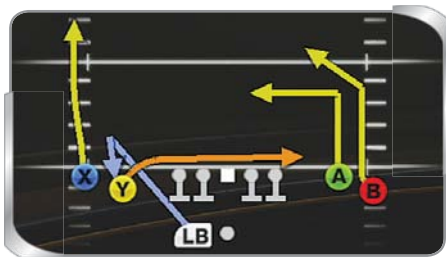
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**TOP 15 PROGRAMS****Shotgun Spread Flex Wk—H Shallow Cross***Shotgun Spread Flex Wk—H Shallow Cross*

Much like the Y Shallow Cross, the H Shallow Cross gets the ball out quickly to a receiver running a shallow crossing route. In this case it's the left slot receiver. The receiver that gets him open underneath is the right slot receiver, who is running a dig route. His route will draw the hook zone defenders away from the underneath routes. If the hook zone defender comes to cover the left slot receiver, then look for the right slot receiver on the dig route.

*WR#19 crosses over the middle of the field*

This is a very common high-low read that many teams use when throwing the ball. If the left and right slot receivers are not open, look for the halfback running a delayed check-down route out the backfield. The split end runs a go route, and the flanker runs a deep post. His pass route may

be open against Cover 3 if the deep safety comes up to cover the right slot receiver's dig, but don't count on it. This play is effective against man coverage, but the right slot receiver needs speed and acceleration to get away from the defender covering him. Make sure you put one of your fastest receivers in the right slot to get the most out of this play.

*The pass hits him right in the hands*



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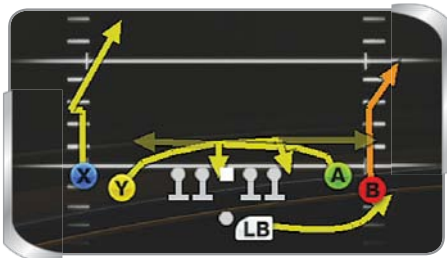
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## Shotgun Spread Flex—Mesh



Shotgun Spread Flex—Mesh

The Mesh passing concept can be found in pretty much every style of offense. Shotgun spread Flex has two slot receivers running the Mesh. A new wrinkle has been added to the Mesh passing concept in *NCAA Football 11*. Now two receivers will run their shallow crossing routes all the way across the field if man coverage is called. If zone coverage is called, they will find the soft spot in the underneath zone coverage and spot up, thus making the Mesh very difficult to defend.



The defenders are trailing our receivers



We hit the first open target

If neither of the slot receivers is open, then look towards the halfback running the swing route on the right. He is a solid third option. The split end runs a corner post and may be open against Cover 2 coverages. The flanker runs a corner route, and although he is the play's primary receiver, he is generally the last pass option we look to throw to when using this play. While the Mesh is not a staple passing concept of the Air Raid offense, it's one that is often used and must not be overlooked.

Of all the passing concepts found in the game, this one may have some of the easiest reads as the receivers will adjust their routes based on the coverage. For those of you who are struggling with the passing game, the Mesh is a good choice to help get your aerial attack on track and moving in the right direction.



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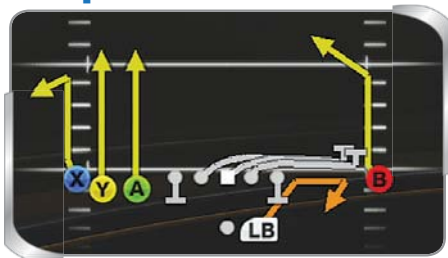
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**TOP 15 PROGRAMS****Shotgun Trips Open—  
HB Slip Screen***Shotgun Trips Open—HB Slip Screen*

A pass play that many Air Raid teams use to get their backs involved in the game is the screen. Not only is it valuable for moving the ball down the field, but it also forces the safeties to move closer to the line to defend it. When the defense does bring the safeties up closer to the line of scrimmage, that's when offensive coordinators will dial up plays to go deep, such as using the Four Verticals passing concept.

*Number 22 catches it with blockers in front of him*

The Shotgun Trips Open—HB Slip Screen has a 3 x 1 alignment. Three receivers line up on the left side, while the flanker is the lone receiver on the right. The halfback lines up next to the QB on the right. The left guard, center, and right guard pull to the right to set up the screen for the halfback. The two inside receivers on the left run streaks, while the split end runs a deep hitch. Advanced players will hot route all three of them on drags if zone coverage is called. They do this to add extra

blocking once the halfback makes the catch. Instead of having just three blockers, there are now six, making this HB Slip Screen even more effective than it already is. If man coverage is called, do not hot route the three receivers. Instead have them run their default routes. Once the catch is made, follow your blocks and head down the field for positive yardage. If you are having problems running the screen, try motioning the halfback to the left. He now will line up to the left of the QB.

*Look at that huge running lane*

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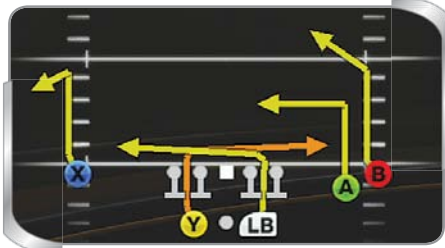
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**TOP 15 PROGRAMS****Shotgun Split Slot—Backs Cross***Shotgun Split Slot—Backs Cross*

Another play that we use to get the running backs involved in the offense is the Backs Cross. This passing concept is very effective against man and zone coverage. The formation we use for this breakdown is the Shotgun Split Slot. We use the Dual HB package. We do this because we want our fastest running backs on the field. The real key to this play working is having running backs with high speed and acceleration ratings.

The running backs both run their routes through the offensive line and then cut towards each other. Once they make their cuts, they can accelerate away from their defenders. At some point, they will cross each other. If man coverage is called, their routes cause a rub between them, forcing the defenders covering them to run into each other.

50

*The QB has plenty of time in the pocket*

Watch to see which one gets open. Once you spot the open running back, throw him a hard bullet pass. If zone coverage is called, the slot receiver's in route will draw the hook zone defenders away from the running backs, allowing them to get open underneath. The flanker runs a deep post route and is the play's only deep option. The split end runs a hitch route. Most players

hot route him on a streak or fade. They do this to clear out room for the halfback on the right once he comes all the way to the left side of the field.

*Number 23 is wide open for the catch*

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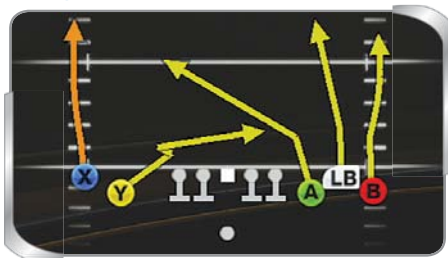
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**TOP 15 PROGRAMS****Shotgun 5WR Trio—Four Verticals***Shotgun 5WR Trio—Four Verticals*

One last play we want to show for our Air Raid breakdown is the Four Verticals out of the Shotgun 5WR Trio. This play has a great route to run if the defense likes to play a lot of man coverage. The left slot receiver runs a shake route. This route is one of the best in the game when it comes to beating man coverage. It doesn't take a long time for the receiver to get going. Once he makes his cut to the inside, the defender covering him won't be able to stick with him. As soon as you spot him open, throw him a hard bullet pass.

*The QB makes his reads down the field*

Consider taking control of the left-side receiver and motioning him to the right. After he takes one or two steps, snap the ball. This allows him to get even more separation from the defender covering him. The Four Verticals concept is highly effective at beating any zone coverage in the game as long as the right reads are made. The shake route will be open because the right inside slot receiver runs a deep post.

*Always take what you can get*

Often his pass route will lift the hook zone coverage over the top of the shake route. If the hook zone defenders don't back up to cover the left inside slot receiver's route, he will be open if Cover 2 or 3 coverage is called. Watch the deep safety for Cover 3 coverage before making the throw.



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## RUN AND SHOOT OFFENSE

The Run and Shoot offense is another spread-the-field offensive style that generally has four fast receivers lined up in  $2 \times 2$  sets, although SMU will use some  $3 \times 1$  sets to throw different wrinkles at the defense. The Run and Shoot does not have a fullback or tight end on the field. This limits the running opportunities in this offense; however, since the Run and Shoot offense is primarily a passing offensive system, that doesn't affect it all that much.

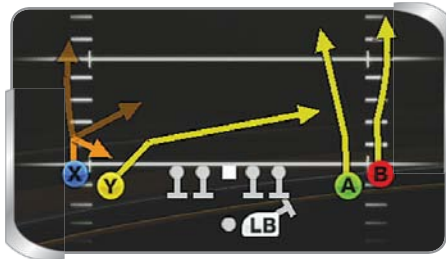
Most Run and Shoot offenses use a lot of motion, although SMU's head coach June Jones doesn't use as much motion in his offense as he once did. Instead, he prefers to have his team come to the line of scrimmage and quickly run the play. The Run and Shoot offense uses a lot of option routes. The CPU-controlled receiver decides what route he is going to run based on the pass coverages. Since the CPU decides what routes to run, they may not always run the correct one. With that said, option routes destroy man coverage. If your opponent is playing a lot of man coverage, option routes are a good choice to run. You as the quarterback must also read the coverage and be on the same page as the receivers running the option routes. Hopefully

the receiver runs the correct route; otherwise you may be a sitting duck in the pocket because you may not have time to look for another receiver.

## Run and Shoot Playbooks

Hawaii  
SMU

## Shotgun Spread—60 Streak X Option



Shotgun Spread—60 Streak X Option

The Shotgun spread—60 Streak X Option is a perfect example of the plays that are drawn up by coaches who run the Run and Shoot style of offense. The play's primary receiver is the split end, who is the X receiver. Notice that he has the option to run one of three routes depending on the pass coverage. His default

route is a curl. We didn't see him run that route once against all the coverages we tested. His other two routes are the streak and slant. If Cover 0 is the coverage, he will run the streak route.



The QB reads the left side of the field

Against all other pass coverage types he runs a slant route. As we already mentioned, option routes are very effective against man coverage. Notice how the split end gains some separation on the right cornerback once he makes his break inward on his slant route. Once we see this, we throw a hard bullet pass towards the split end. Once the catch is made, we look to head down the field for yardage. If for some reason the split end is covered, we then look for our second option, the left slot receiver, who is running a shallow crossing route. Look for him against both man



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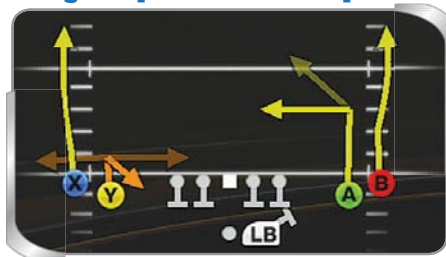
## TOP 15 PROGRAMS

and zone coverage. The right slot receiver runs a skinny post, while the flanker runs a go route. The right slot receiver should be open if Cover 2 zone coverage is called. The Shotgun spread—60 Streak X Option should be one of your stock pass plays if you plan on running the Run and Shoot offense. Make sure you spend some time in practice mode learning the ins and outs of it.



*The QB likes what he sees and fires a bullet pass*

## Shotgun Spread—60 H Y Option



*Shotgun Spread—60 H Y Option*

Another staple play of many Run and Shoot offenses is the 60 H Y Option. This play has the left slot receiver running an option route. By default he runs a short curl route, which essentially is a stick route. If zone coverage is called, you can bet he is going to run this route. As soon as he sets and turns around, throw him a hard bullet pass. If man coverage is called, he runs either an in or out route. From what we have seen, most of the time he will run the in route even if a defender is playing the middle. For instance, since the halfback doesn't go out on a pass route, if the middle linebacker is covering the halfback, he will spy the quarterback. If the left slot receiver runs an in route, the linebacker will be in position to help defend it.



*Number 11 works hard to get open over the middle*

However, if the halfback is hot routed to run a pass route, then the linebacker will cover him, leaving the left slot receiver to work one-on-one underneath with his man. Another option route to keep an eye on is the right slot receiver. He runs either his default in route or his option post route. If a safety plays the deep middle, look for him on the in route. If a safety does not play the deep middle, look for him to run the post.



*The QB rewards him with an accurate pass*

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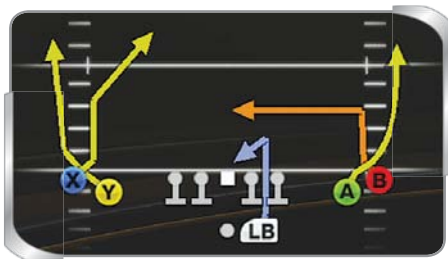
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## Shotgun Spread—RNS Switch Dig



Shotgun Spread—RNS Switch Dig

There are several plays in the SMU Shotgun spread formation that we really like. Five plays in the formation begin with RNS, which stands for “run and shoot.” These plays were designed by the EA SPORTS NCAA playbook team based on their film study of the Run and Shoot style of offense. Let’s take a look at one of our favorites, the RNS Switch Dig. This play is very effective in beating zone coverage. On the right side, the wheel-post route combo run between the left slot and split end does an excellent job at attacking most zone coverages in the game.



Our receiver heads out on his wheel route

If Cover 2 zone coverage is called, look for the post route run by the split end. If Cover 3 coverage is called, look for the left slot on the wheel route. On the right side, the wheel-dig route combo is also effective against zone coverage. Watch for the right slot’s wheel route to get open once the flanker runs his dig route to the inside.

The left cornerback tends to drift slightly inward, leaving the right slot just enough room open down the sideline to squeeze the pass in. Watch for defenders dropping back in buzz zones—they tend to cover the wheel routes. If nothing opens up deep, then look for the halfback running a delayed curl out of the backfield.



We decide to go over the top

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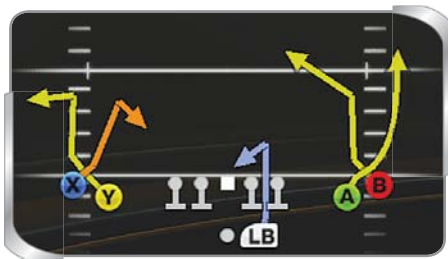
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Shotgun Spread—  
RNS Switch Curl Post*Shotgun Spread—RNS Switch Curl Post*

The Shotgun spread—RNS Switch Curl Post is an effective man and zone beater. On the left side, the split end and left slot run a route combo that typically beats any type of man coverage. If normal man coverage is called, the left slot receiver will be open before he breaks towards the sideline, because he runs his route underneath the curl route run by the split end. If you choose not to throw to the left slot receiver, then you can wait for the split end to curl back. He will be open once he shows his numbers. If bump-n-run man coverage is called, the left slot receiver will not be open. The split end will be, but the passing window is tighter to make the throw to him.

*The QB stands tall in the pocket*

On the right side, the right slot receiver runs a wheel route while the flanker runs a post route. If soft zone coverage is called, the right slot receiver will be open for a quick pass. If Cover 3 coverage is called, he will be open once he breaks down the sideline, because the left cornerback will go inside to cover the flanker's post, thus allowing the left slot

receiver to get open. If Cover 0 with bump-n-run man is called, the right slot receiver won't be jammed at the line of scrimmage. If he has the speed and acceleration to beat his defender, he will be open for a deep pass down the sideline.

*The QB fires a strike to WR#11*



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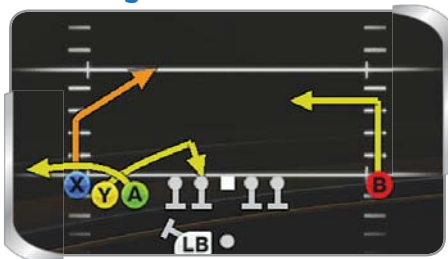
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## Shotgun Trips Open Str—Mustang Switch



Shotgun Trips Open Str—Mustang Switch

We are going to break down our next three Run and Shoot plays using the Shotgun Trips Open Str (left) formation. It's time to showcase three plays from the Mustang series. The first one is called Shotgun Trips Open Str—Mustang Switch. This play has the split end running a deep post route as the play's primary receiver. The switch in the play's name occurs between the middle and inside slot receivers on the trips side. The middle receiver runs a spot route, while the inside slot receiver runs a flat.



Number 26 sits down in the zone

The way we like to run this play against zone requires some hot and smart routing. First, hot route the split end on a curl. Also hot route the running back on a curl. We then smart route the back to extend his curl route. Once the ball is snapped, we have several options we can throw to. First, we look to the flat to see if the inside slot receiver is open. If he is, we throw him a bullet pass. Next, we

read the spot route run by the middle slot receiver. The running back's curl route will force the hook zone defender to cover him, allowing the middle slot receiver to get open once he spots up. Our final read is the split end running the curl route. There is a good chance he will be open if the flat receiver is covered.



An easy pitch-and-catch for this team



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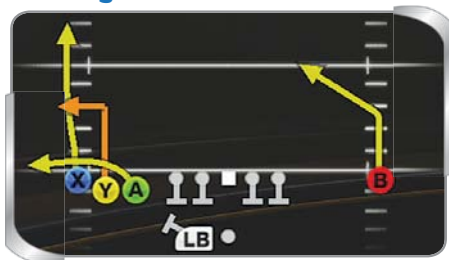
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## Shotgun Trips Open Str—Mustang Flood

*Shotgun Trips Open Str—Mustang Flood*

The Shotgun Trips Open Str is a  $3 \times 1$  formation many Run and Shoot offenses like to run. Three receivers line up on left side, while one lines up wide on the right side. The running back is lined up on the left side of the quarterback. The second of the three plays we are going to show from this formation is the Mustang Flood. This play works exceptionally well against most zone coverages in the game. The primary receiver is the split end running an out route. The middle receiver runs a streak, while the inside receiver runs an out route.

*WR#18 breaks hard on his route*

By design, if Cover 3 coverage is called the streak route run by the middle receiver draws the right cornerback inside. The out route run by the inside slot receiver holds the flat defender. These two routes work in combination to get the split end open once he breaks towards the sideline on his out route. One thing to look for is any defender dropping back into

a buzz zone. If a defender does drop back, he will be in position to defend the out route. The flanker on the back side runs a deep post. Consider hot routing him on a drag route so he can be a check-down option underneath if the split end is not open.

*The QB throws a perfect ball*

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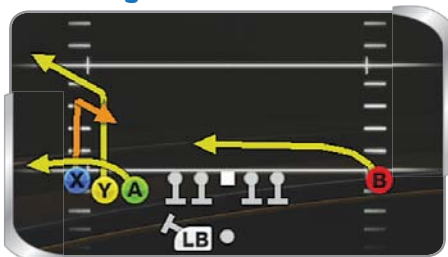
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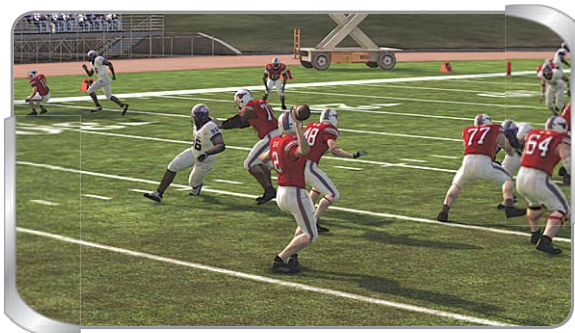
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**TOP 15 PROGRAMS****Shotgun Trips Open Str—  
Mustang Curl Corner***Shotgun Trips Open Str—Mustang Curl Corner*

The last play out of the Shotgun Trips Open Str is the Mustang Curl Corner. As with the Mustang Flood, two routes work in conjunction to open up another route. The split end is the play's primary receiver. He runs an 8–10 yard curl route. The middle slot receiver runs a deep corner route, while the inside slot receiver runs a flat route. The middle slot receiver's deep corner route forces the deep pass coverage on his side of the field to drop back. The flat route run by the inside slot receiver holds the flat defender.

*The receiver finds a weak spot in the coverage*

These two routes allow the split end's curl route to get open once he curls back towards the QB. When making the reads, we normally look for the flat receiver first; if he's open, we throw him the ball. If not, we look to throw to the curl route. Watch for a defender dropping back in a buzz

*The pass is right on the money*

zone. If one does, he will be in position to cover the curl route run by the split end. The flanker runs a shallow cross from the side. He is a good option if neither the flat nor the curl route is open. His pass route is also a good option to look to first if man coverage is called.

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## OPTION OFFENSE

The Option offense has developed over time from a combination of other offensive styles. The Wishbone offense was the foundation for what became the Flexbone offense. Later, the Run and Shoot and the Sprint Out were added to provide passing plays so the defense couldn't just line up to stop the run. If you think about it, the Flexbone is actually run the same as the I formation (I-Form). For instance, the Flex Normal has two A backs set up in wing positions next to the left and right tackles. To achieve the I-Form look, one of the A backs is quickly motioned behind the fullback (B back), who is the featured back in the Flexbone offense.

The Option offense allows several different running backs to have a chance to carry the ball, making it very hard for defenses to focus in on just one player. In *NCAA Football 11*, you will find many flex formations that have different alignments and personnel groupings to give the defense various looks. A few Flexbone formations besides the Flexbone Normal that can found in the Georgia Tech playbook are the Close, Twins Over, Wing, Slot Left, Trio Right, and Trips Left. We are going to look at seven Flexbone Normal plays in the Georgia Tech playbook that we feel can generate positive yardage if run correctly.

## Option Playbooks

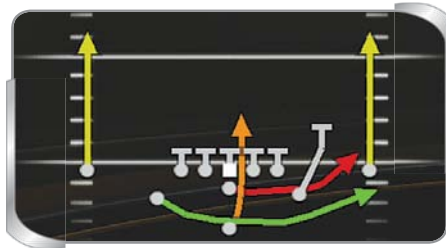
Air Force

Army

Georgia Tech

Navy

## Flexbone Normal—Tr Option Str



Flexbone Normal—Tr Option Str

The most common play typically run in Option offenses is the Triple Option. Georgia Tech runs this play roughly 20 percent of the time. The Triple Option, as the play name suggests, is three plays put into one power package. The QB has the option to hand off to the fullback, toss it to the pitch man, or keep it himself. The one downside to running the Flexbone Normal—Tr Option Str is that it has the left wingback sent in motion. This motion tells the defense which side the Triple Option is going to be run towards, which can make it more

difficult to run from the Flexbone.



The QB keeps it to the right side of the formation

With that said, make sure you mix in other run plays with the same automation so that your opponent won't be able to sit on the Triple Option. While the left wingback is still in motion behind the fullback, the ball is snapped. Next, the fullback either takes the football from the QB or fakes that he has received the ball. If the fullback takes the football, he will run straight through the line of scrimmage to gain yardage. If the fullback does not take the football, then the QB sprints parallel to the line of scrimmage with the left wingback trailing him. The QB can either turn downfield or pitch the football to the trailing wingback. The key to the Triple Option's success is the QB's read of the play-side defensive end. If the end commits to stopping the

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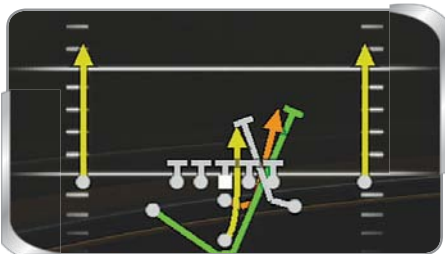
**TOP 15 PROGRAMS**

wingback on the pitch, the QB will take the ball downfield himself.



*He cuts downfield through the hole*

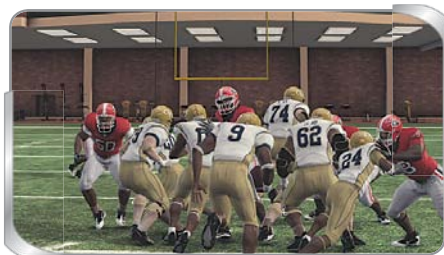
## Flexbone Normal—Midline QB Iso



*Flexbone Normal—Midline QB Iso*

The Midline QB Iso (Option) has the QB reading an interior lineman (instead of the play-side defensive end)—the first down

lineman from the guard out, who is usually a defensive tackle. The Midline QB Iso that is found in the game has a QB-FB option. The left A back goes in tail motion before the snap before becoming a blocker on the play. You can see the defensive tackle being unblocked by the guard and going for the fullback. The guard makes sure he releases inside and then proceeds to block the closest linebacker to the play. Or, as in our example, the linebacker blows him up. Not every block is perfect! The two wingbacks become lead blockers for the QB and take on any defenders coming up to play run support.



*The QB follows his blockers into the line*

So how does the Midline QB Iso complement the rest of the playbook? The Spread formation stretches the defense from sideline to sideline, and having four potential downfield

receiving threats stretches the defense vertically. The central theme of any Spread offense is to force the other team to defend the whole field. The Triple Option is such a great play in part because it attacks three different areas at once, putting pressure on the defense. Defenses that are a little too aggressive in flowing outside to stop the Triple Option can find themselves a little soft up the middle. By running the Midline QB Iso you force the defense to account for different gaps than for the Triple Option. This two-play combo is a real nightmare to defend.



*He squeezes through a crack into the second level*



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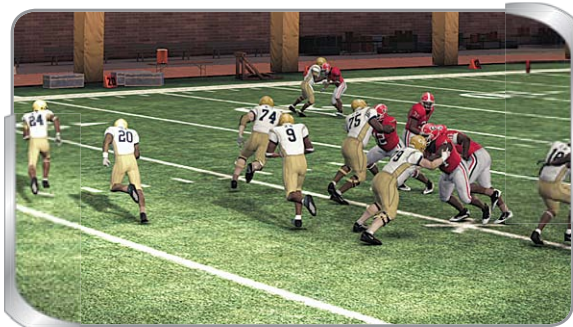
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**TOP 15 PROGRAMS****Flexbone Normal—Trap Option***Flexbone Normal—Trap Option*

One of the more unusual plays in the Flexbone Normal is the Trap Option. The Trap Option calls for the QB to open up to one side of the formation, where he then fakes it to the fullback before he pivots and rotates counter-clockwise to go in the opposite direction. The backside wingback serves as his pitch man. The play gets the name Trap Option from the fact that the backside guard pulls and trap blocks the play-side defensive end. For the defensive end, this play begins looking like our normal Triple Option play, but it attacks the opposite side of the field instead.

*The QB rolls around the left side of the line*

The left wingback goes in motion and instead of becoming the pitch man as he would if the Triple Option were run, he instead becomes the lead blocker on the outside for the right wingback if the ball is pitched his way. Keep in mind that if the QB sees room inside, he can always hand off to the fullback. There might not be much running room in the middle since the right guard typically pulls

to the opposite side, leaving a big gap for a linebacker to shoot through to blow up the fullback before he gets going.

*Making the pitch to the running back*

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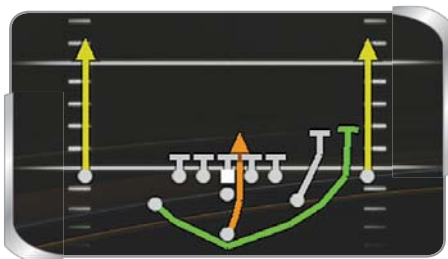
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**TOP 15 PROGRAMS****Flexbone Normal—FB Dive***Flexbone Normal—FB Dive*

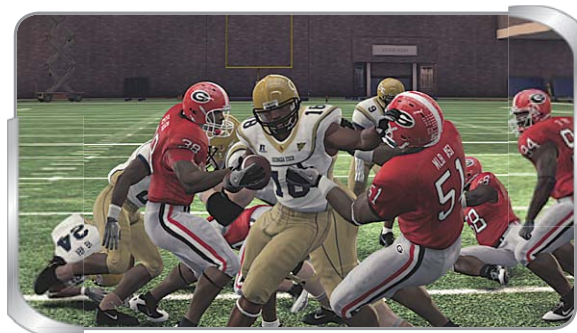
The fullback is the featured player in the Flexbone offense. The FB Dive is the simplest play to run and doesn't require much practice time to perfect. Despite its simplicity, it's an effective inside play that must be used in any Flexbone scheme if you plan on having any success. We say this because it will keep your opponent from sitting on other plays such as the Triple Option.

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PRIMA Official Game Guide | [primagames.com](http://primagames.com)*The fullback runs a quick hitter into the line*

The fullback takes the handoff from the QB and looks to run inside between the center and left or right guard. Which side depends on if you have the play flipped or not. Once through the line of scrimmage, try using the Stiff Arm button to pick some extra yardage. This play isn't going to net you any big yardage all at once but will pick up positive

yardage almost every time. Make sure you mix this play in with the PA Switch—they are linked together as a nice two-play combo.

*A wicked stiff arm by the fullback*

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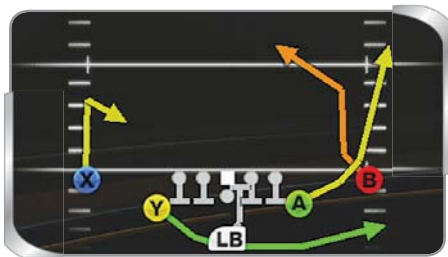
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**TOP 15 PROGRAMS****Flexbone Normal—PA Switch***Flexbone Normal—PA Switch*

The Flexbone Normal—PA Switch works in conjunction with the Triple Option and FB Dive. The right wingback runs a wheel route, while the flanker runs a deep post. This route combination is known as the wheel-post. The flanker's post route will be open if Cover 2 zone coverage is called. If Cover 3 coverage is called, the right wingback will be open on the wheel route once he breaks down the sideline. He is so open because the cornerback will drift inside to cover the flanker.

*The QB rolls out of the pocket*

The left wingback, who is sent in automotion, runs a flat route and makes for a good check-down receiver. The split end by default runs a curl route. We prefer to hot route him on a slant or drag route to provide our team with a solid backside option. Once the ball is snapped, the QB fakes the handoff to the fullback. Hopefully, the play fake will get a few of the defenders to bite and move out of position. After the play fake, we like to roll the QB to right, making

*This QB can really throw it well on the run*

it look like we are running the option. While rolling out, we look for the post or wheel route. The pass coverage determines where we throw the ball. If neither of our deep options is open, we look to throw to one of our underneath options. Overall, this is one of the better passing plays out of the Flexbone Normal. Without a doubt you should add it to your play calling.



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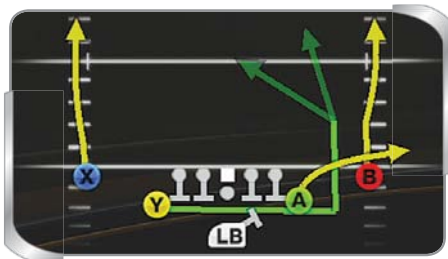
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**TOP 15 PROGRAMS****Flexbone Normal—60 Go***Flexbone Normal—60 Go*

Much attention was also paid to the passing game portion of the Flexbone offense this season. When you open up the playbook you'll notice that most of the running plays have some sort of play action complement that starts out looking just like that run play. You will find a mixture of your more traditional play action passes along with option passes. We have already mentioned the PA Switch, in which the outside receiver runs a post route and the wingback runs a wheel route down the sidelines. This is a common scheme in the Flexbone offense. However, other great passing plays can be found out of the Flexbone offense, such as the two run-and-shoot pass concepts: 60 Go and 60 Choice.

*The receiver is breaking open over the middle*

In these two plays the left wingback goes in motion to the right slot, which forms a trips alignment. For the 60 Go, the outside receiver on the trips side runs a streak route, the motion wingback runs an option route where he can take it to the post or go straight upfield, and the right wingback runs to the flat. The

*A perfect pass meets him in stride*

goal is to read the curl/flat defender. If he jumps the flat route, the QB should be able to make a quick throw to the option route. If the defender jumps the option route, then the QB makes a quick throw to the flat.



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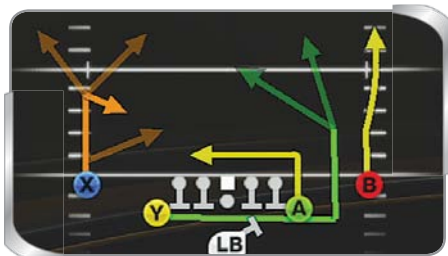
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## Flexbone Normal—60 Choice



Flexbone Normal—60 Choice

The Flexbone Normal—60 Choice uses the same motion as the 60 Go. The left wingback runs the same option routes. If Cover 2 zone coverage is called, look for the left wingback down the seam. The right wingback runs an in route and will be open underneath if zone coverage is called. The split end, who lines up on the left side, runs an option route as well. He will run a curl, post, or corner route, depending on the pass coverage. If Cover 0 is called, look for him to run a corner route. If Cover 1 or Cover 2 man coverage is called, look for him to run the post. If Cover 2 zone coverage is called, he will run a post. If Cover 3 or Cover 4 coverage is called, expect him to run the curl route. The flanker, who is lined up on the right, runs a streak route. Unless the defense is playing Cover 0 coverage, he more



A quick drop and a throw over the middle



Getting yards after the catch is key on this play

than likely won't be an option you look for. The fullback pass blocks to the right.

Be sure to look at the other pass plays in this formation to keep the defense off-balance. One thing to remember about both these plays is that there are no other run or pass plays in the Flexbone Normal that use the same motion. If you are playing the CPU, this isn't a big deal as the computer won't be tipped. However, if you are playing against a human opponent, he or she will catch on to what you are doing, so don't overdo things.

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## MULTIPLE OFFENSE

The Multiple offensive style is just what the name suggests: an offense that runs multiple plays from multiple formations. The advantage of running a Multiple offense is that the defense can't practice against just one style of offense. For instance, your first drive you may decide to run a Spread Option offense. On your next series, you can run more of a Pro Style offense with I-Form formations. On your third series you come out in the Pistol and run plays from that style of offense.

If there is a downside to the Multiple offense, it is that there just aren't as many plays to choose from each individual style of offense. As you can see, the Multiple offensive style can be very frustrating to defend if you are playing on the defensive side of the ball. Sixteen teams in the game run the Multiple offense. One is LSU. We are going to take a look at seven plays from their playbook. If you look hard enough in the *NCAA Football 11* playbooks, you will find plays named after the school, such as the Shotgun Tight—LSU Bench. These plays have been specifically created for the game based on film-room study. You may want to check these plays out to get a better understanding of how they work.

## Multiple Playbooks

Arkansas State

Duke

Florida State

Kansas

Kansas State

LSU

NC State

Northern Illinois

Ohio State

Oklahoma

Penn State

Purdue

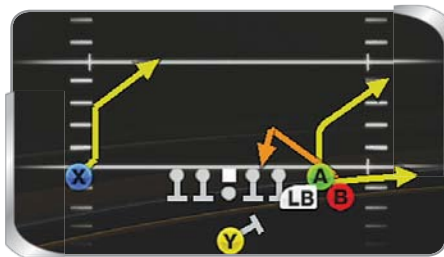
San Jose State

Temple

UNLV

Wake Forest

## Ace Bunch—Z Spot



Ace Bunch—Z Spot

The Ace Bunch is a compressed formation with three receivers tightly clustered on one side of the field. What we like about this formation is that it's very easy to tell if man or zone coverage is called without the use

of motion. Throw in the fact that there are plenty of plays in the formation that can be run to beat both man and zone coverage, and you have a nice set. One of the plays we like to run to beat man and zone coverage is the Z Spot. This play has the tight end running a flat route. The middle receiver runs a corner route, while the Z receiver (flanker) runs a spot route. If zone coverage is called, we hot route the middle receiver on a curl route and extend it (using a smart route). We do this to force the hook zone defender to cover him. This allows the flanker to get open underneath once he spots up.



The middle is clearing out for #34

When running this play, watch to see if the flat opens up first. If it does, throw to the tight end. If not, wait for the flanker to spot up

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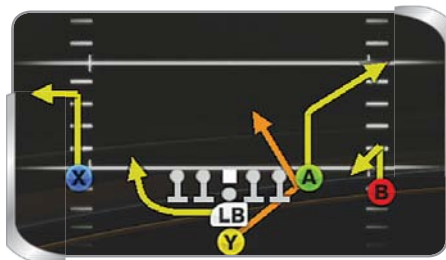
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**TOP 15 PROGRAMS**

and then throw him the ball. If man coverage is called, the flanker runs his spot route underneath the middle receiver. The flanker is the last receiver to go out on his route. If bump-n-run man coverage is called, we like to motion the flanker to the left. Once he takes one or two steps, we snap the ball. Because we do this, he won't be jammed at the line of scrimmage. Before he spots up, we throw him the ball.



*Easy catch with the opportunity for more yards*

**I-Form Normal—Angle**

*I-Form Normal—Angle*

There are five I-Form formations in the LSU playbook. One of them is the I-Form Normal. This formation has the fullback and halfback lined up directly behind the QB, giving an "I" look. The flanker lines up wide on the right, while the split end lines up on the left. The tight end lines up next to the right tackle. This formation is balanced as far as running and passing the ball is concerned. One of the pass plays we like from this formation is one that many players run because of the angle route by the halfback. The name of the play is Angle. If zone coverage is called, we like to hot route the tight end on a slant route. If you are familiar with the West Coast Offense, then you know what the Texas passing concept looks

like. The routes run by the halfback and tight end give us the Texas passing concept.



*Number 8 is just making his break to the inside*

The idea is to get the hook zone defender to cover the tight end, allowing the halfback to get open on the angle route once he breaks towards the short middle of the field. Once he's open we want to throw him the ball. If man coverage is called, we run the play as is. If the halfback has high speed and acceleration ratings, he should be able to gain a few steps on his man once he makes his break. The other passing options are the flanker running a short curl, the split end on an out, the fullback in the flat, and the tight end on a corner route.

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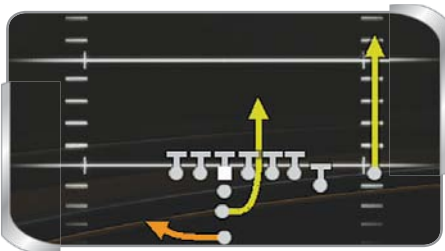
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*The ball is thrown right on time*

## I-Form Tackle Over— FB Fake HB Flip

*I-Form Tackle Over—FB Fake HB Flip*

The I-Form Tackle Over is a brand-new formation in the game this year. It is an unbalanced formation that has the left tackle lined up next to the right tackle. The tight end moves to the left tackle spot next to left

guard. Both receivers also line up on the same side as the left tackle. As you might expect, this unbalanced formation creates plenty of running possibilities to that side where the left and right tackle are lined up.

Because of this alignment, the defender often will overload that side of the field to help defend against the run. With that said, there is one run play that runs to the opposite of the field without actually run flipping the play call. That play is the FB Fake HB Flip. This play is highly effective against man coverage and must be used to keep your opponent from overloading with defenders to the unbalanced side.

The play begins with the QB faking the handoff to the fullback. The idea behind the fake is to get some of the defenders to bite inside, providing more running room for the halfback once he receives the flip from the QB. If the halfback has any type of speed, you should gain at least 5 yards before any defender has a chance to tackle him. If zone coverage is called, things get a bit dicier. Generally, if the

cornerbacks are playing the flats, they will be in position to shut this play down. If they are not playing the flats, then they won't.

*The QB fakes the handoff to the fullback**I-Form Tackle Over—FB Fake HB Flip*



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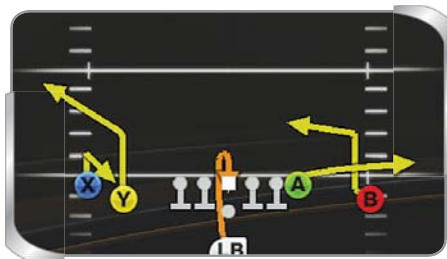
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**TOP 15 PROGRAMS****Pistol Slot—Middle Hook***Pistol Slot—Middle Hook*

As we mentioned, the Multiple offense is about running different formations and styles. The Pistol set can really throw your opponent off-balance. We suggest coming out in it first to make your opponents think you are running a Pistol playbook. They will start thinking they have to game plan for it, and then next time you come out in the I-Form. Talk about really throwing your opponent for a loop.

*The QB stands strong in the face of pressure*

One of the passing plays we like from the Pistol set is the Pistol Slot—Middle Hook. This play has the running back executing a hook route out of the backfield. The route that helps springs him open is the dig run by the flanker. His route forces the hook zone defenders to drop back to cover him, allowing the running back to get open once he hooks back towards the QB.

Over on the left side of the field, a Smash concept is being run

between the slot and split end, giving you two more options. The tight end runs a flat route. If no defender covers the flat, he is a good choice. One aspect of the Pistol that we prefer over the Ace is that the QB is lined up 3 yards behind the center. If your opponent knows how to bring A gap heat, being set back 3 yards will help buy some extra time as opposed to being lined up directly behind the center.

*The QB slings an accurate pass to his receiver*

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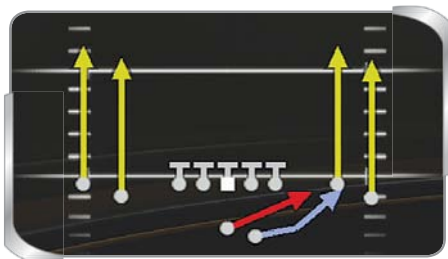
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**TOP 15 PROGRAMS****Shotgun Spread Flex—Speed Option***Shotgun Spread Flex—Speed Option*

Another style of offense you will see Multiple offenses run is the Spread Option out of the Shotgun. The Shotgun spread Flex formation has the left slot and flanker lined up off the line of scrimmage, while the split end and right slot line up on the line of scrimmage. There are two plays in the Shotgun spread Flex that showcase the Spread Option style of offense: the Read Option and Speed Option.

We have already broken down the Read Option in this guide, so now we will take a look at the Speed Option. It's a simple double option that most offenses use against defenses that blitz a lot. The Speed Option is not a complicated read for the QB to make. The end man (defense) on the line of scrimmage is to be blocked. He would normally be the defender that the QB reads to determine whether to keep the ball or pitch it off.

The QB receives the snap and runs towards the play-side tackle's outside hip. He attacks the inside shoulder of the defender being read. The QB reads his shoulders. If he can see the defender is attacking, he should pitch. If the defender is not attacking, but waiting, the QB should keep the rock and run the ball himself. The faster the QB and the running back are, the better the chance of success with the Speed Option. Don't forget to mix in the Read Option.

*The QB darts outside next to his pitch man**The QB keeps it and cuts downfield*

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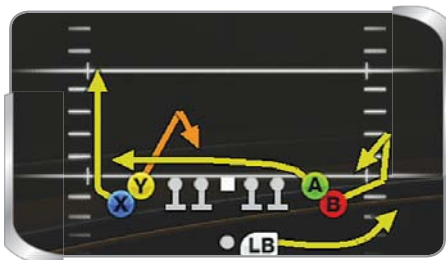
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**TOP 15 PROGRAMS****Shotgun Tight—Frisco***Shotgun Tight—Frisco*

The Shotgun Tight one of the more popular formations that top players use due to how easy it is to read the pass coverage before the snap. Throw in the fact that this formation has plenty of high-percentage passing plays that can beat most pass coverages in the game, and you can understand why so many players gravitate towards this formation.

The Shotgun Tight is a  $2 \times 2$  formation that lines two receivers up tight on each side to the tackles. The split end and flanker both line up off of the line of scrimmage, while the two inside slot receivers line up on the line of scrimmage. One of our favorite plays from this formation is called Frisco. This play is effective against both man and zone coverage. If man coverage is called, look for the right slot on the shallow cross or the halfback on the swing route. If bump-n-run man coverage is called, the flanker won't be jammed at the line of scrimmage. If Cover 0 or Cover 1 is called, try lofting the ball over the top so that he can go get it. Keep in mind that this needs to be done rather quickly to pull it off. If the ball is thrown late, the flanker will curl back. Against zone coverage, look for the left slot receiver running the spot route. Consider hot routing the split end on a curl route and then smart routing it. This helps open up the left slot spot route even more. You may also want to hot route the left slot receiver on a curl to open up the flanker's curl route.

*Cocked and ready to fire the pass**Right on the money with this bullet pass*



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**TOP 15 PROGRAMS****Shotgun 4WR Trio—Scat***Shotgun 4WR Trio—Scat*

The Shotgun 4WR Trio has three receivers lined up on the right side of the field. The running back lines up on the opposite side from those three receivers. On the back side, the split end is lined up wide by himself. There are plays built into the playbook that isolate him in one-on-one man coverage, such as Spacing, SE Drag, and PA WR In.

One play in particular that we really like isolates him in one-on-one coverage: the Scat play. Notice how he lines up tighter inside near the left tackle. There is only one other play where the split end lines up like this and that's the Inside Smash, which by the way is also a nice passing play since he runs the same route.

*Throw when the receiver starts his break*

His pass route is money against man coverage once he shows his numbers. Granted, he may only pick up 5 yards once the catch is made, but in our book, we will take that any time we can get it. Even if bump-n-run man coverage is called, the split end will be open, although the pass coverage is tighter. Another route worth noting is the bubble route run by the inside receiver. If no defenders

are playing in the flat look for the bubble route. As much as we like this play, you more than likely will only be able to run it once or twice a game since your opponent can tell it's coming. But if you need a critical first down or are near the goal line, this a great play to call.

*Perfect timing on this throw*



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## PISTOL OFFENSE

The Pistol is spreading through the college ranks quickly. Since Coach Ault installed it at Nevada they have been among the college ranks in rushing yards for the past few years. With the Pistol formation, you have the best of both worlds. Your QB is at Shotgun depth, but you don't lose the ability to have a north-south rushing attack. This allows you to be a threat to run or pass on any given down. You can really put the defense in major trouble by adding the option into the mix.

You can't defend all attacks the same way. Now the defense has to be more selective as to how they generate pressure on you. You have more time because of the depth of the QB. When you have a team with a speedy QB and a dangerous running back, you can really drive your opponents crazy trying to contain your attack. The Pistol isn't an offense in and of itself. The Pistol is a formation that supports any offensive attack that you want to use. Because some teams using this formation exclusively, it has now been labeled as a system, as opposed to just being known as a formation. Three teams are designated as using the Pistol offensive style in *NCAA Football 11*, but many other playbooks have at least one Pistol set in them as well.

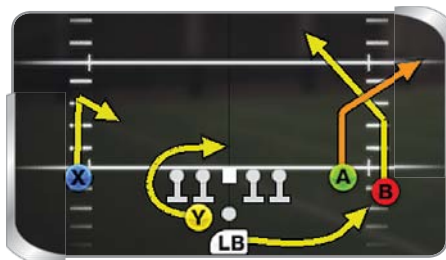
## Pistol Playbooks

Indiana

Nevada

Ohio

## Pistol Weak H Slot—Corners



Pistol Weak H Slot—Corners

The Corners from the Pistol Weak H Slot is a play that can beat both man and zone coverage. This play can also carve up any players who bring inside heat. Your backs give you two hot reads in case pressure comes. You have a corner-post combo to the right side of the field. It is hard to defend a corner and post route to the same side of the field. Your first read should always be your backs. Hitting them early and often will open up your other routes over time.

In our example the defense is running two deep safeties in zone with man coverage underneath. This means that you can hit the post or the corner route if you have time. Now let's pretend you have heat inside. Look at the routes of the HB and FB. Our two built-in hot reads will make getting pressure on us very difficult.



Number 29 breaks open for the catch

The circle route out of the backfield is one of the hardest routes to defend. Your opponents will have to sit on this route if they want to consistently stop it. Once they do you can attack other areas of the field. If you have time, make a quick read downfield. The post-corner combo should start to get open for you now. Finally, you have an isolated receiver on the right side that you can hot route to your favorite route as your check down.

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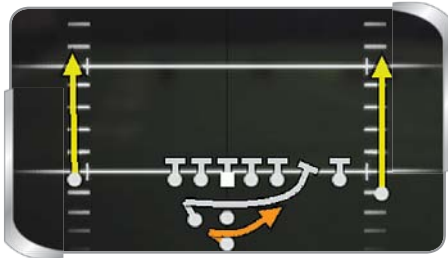
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**TOP 15 PROGRAMS****Pistol Weak H Slot—Counter Str***Pistol Weak H Slot—Counter Str*

Some counters require you to pull a lineman, but in this play your FB will swing around to be your lead blocker. Both the HB and FB influence the blockers by taking a fake step away from the point of attack. You will get an inside seal with zone blocking concepts, and the lead back pulls to the play side to provide outside containment for your play. You have two wideouts outside that can block downfield for you. You can package in a TE to ensure you can get a better run blocker out there as well.

You see that the line is double-teaming inside, while the outside is sealed nicely by your wideouts. The influence of the pivot step by the back sucked in the linebackers so they can't get inside penetration to break up the play.

You have great blocking downfield and have served notice that you can attack the perimeter. This is the weakest area of any defensive scheme. Just after these first two plays you can see the two-headed monster that is the Pistol formation. You can pass and run well out of this set. With that said, this isn't a play that you should go to too often. It is a great call against zone, odd fronts, and man coverage. If you read man just motion the slot over to the other side so you can remove a man from that area. This play works very well if you have a regular counter to the weak side of the formation along with play action passing.

*The fullback lead blocks to the outside**Our HB has plenty of running room*

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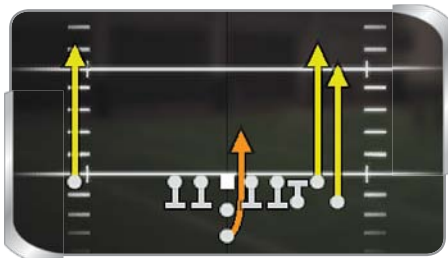
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**TOP 15 PROGRAMS****Pistol Bunch—HB Draw***Pistol Bunch—HB Draw*

The best running play from this set is the HB Draw. One key that defenses tend to pick up on is offensive tendency. Quality opponents will pay close attention to your motion and formations. The Bunch set allows you to do a lot of different things to hide your tendencies. You can beat man with picks and rubs from route combos. Then you also have natural floods against zone coverage. The Pistol gives you more time to get the ball off than an under-center formation. It's time to use all of these components to our advantage. First, we put our flanker in motion. Hike the ball once you can't see him on the screen anymore. Just don't allow him to set, because you want him in motion when you hike the ball. It is our objective to force our opponent to click on a defender to cover him manually.

*A gigantic running lane opens up for a back**We are into the secondary and headed to the end zone*

Most people you face will follow your motion. We want them to move someone over there so we can have fewer men in the box. This particular play allows us to break through the middle or get outside behind our trips receivers.

We get a solid gain on this play inside. Because you are showing a passing formation, you typically will get better fronts to rush against. The defense will have to empty out the box to cover all the options. Always get what you can, and take advantage of pass-based defensive schemes. The draw allows you to just read and hit the holes.



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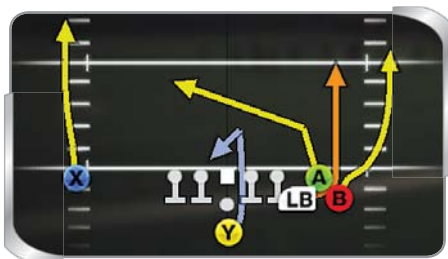
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**TOP 15 PROGRAMS****Pistol Bunch—Seattle***Pistol Bunch—Seattle*

In the Seattle play, we are going to use the same motion as the HB Draw to set up our play. This play works very well against man or zone. The delay routes are very hard to stop, especially the delay curl run by the HB. Your reads will be the motion FL doing the fade, then the dig route for the SL, and lastly the fade run by the TE. The SE is isolated and often will be in one-on-one coverage. This backside clearout concept is key to running Trips and Bunch formations. If you miss all of your reads you will have the HB sitting in the middle because of the delay.

*A look at the pre-snap coverage**An easy catch on the sidelines*

Since you have shown that you will burn the defense with the HB Draw, they will be less likely to empty out the box in response to your motion. This is great because zone coverage can't check the fade route when the receiver is put in motion. If you read man you look for the crossing route over the middle immediately. If you miss the fade then the seam is open with the TE.

This is a top DB in the game who has been beaten badly on this play. The defense is focused on not being beaten deep. So when you used the motion the DB dropped back because of the seam route of the TE. You want to make everything look the same but attack different areas.



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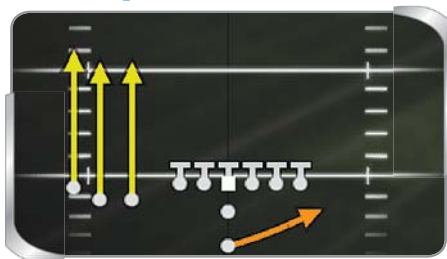
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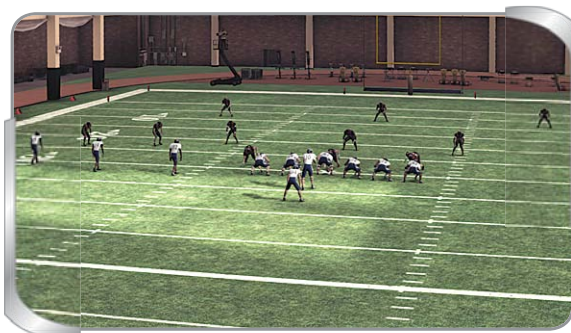
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**TOP 15 PROGRAMS****Pistol Trips—HB Stretch***Pistol Trips—HB Stretch*

The HB Stretch play in this set is such a solid run choice. If you read man the formation alignment will force defenders over to cover the wideouts. If it's zone you just motion a wideout to the outside to block the edge defender. You just want to account for the DB on that side. You will have zone blocking up front where everyone will reach block a defender. If it's an odd front you will see a double-team block followed by the linemen pushing to the second level.

*Look how open the box is**Our HB breaks into the secondary*

In this example the defense is matched up in man coverage. We should be able to get our running back out to the edge. All we need are solid blocks on the edge and we can reach the perimeter. Stretch plays also give you the option to cut back inside as well. So in essence you get a two-for-one with this play. Also, if you read zone you can flip the run to the trips side if your wideouts are matched up against defensive backs. This play doesn't work well with WR vs. linebacker matchups.

Don't forget the potential cutback lanes with this play. If you set things up, read your blocks, and get more men blocking at the point of attack than you have defenders, you will see success with this play. When you use zone blocking it's about reading your blocks and waiting for your hole to open. Don't get into a mad rush and miss your holes.

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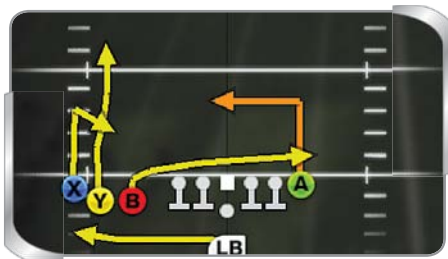
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**TOP 15 PROGRAMS****Pistol Trips—TE In***Pistol Trips—TE In*

If you decide to use some Trips formations, make sure you have at least one play where the HB runs a route to the trips side. Every so often you want to get a massive overload to one side. This will force the defense to account for everyone. Against zone you will have a four-way flood in one area. Against man coverage, you will get picks and rubs to get a player open. On the opposite side you should have your TE isolated against a linebacker or small DB. The TE In is one play in the Pistol Trips formation that allows you to get the best of both worlds.

*Zip the ball in as soon as the TE makes his break*

One area that is very difficult to defend properly is the seam. When you read zone defenses, learn from Drew Brees. The Saints attack the seam and make the seam route the first read in their progression. The reason is that when pressure is generated it's one of the hardest spots to fill because the defender who would

have been there is rotating or coming with the pressure. For this play, read the flat, then the seam.

In our example, we make the perfect read and catch the ball for a nice gain. In another example, pressure is coming, but this time the seam has been picked up. But when the defense gets the seam, who is left to cover the HB or TE?

*The TE gets great separation from his defender*

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**TOP 15 PROGRAMS****Pistol 4WR Trips—Middle Slant**

This plays works similarly to the TE In. It is important when running Trips sets to find a play that allows the HB to release on the same side as the wideout overload. You have to take advantage of this because it will put the defense in conflict. This play shows you how to take advantage of picks and rubs vs. man coverage to get players open from the offensive overload.

The LB was picked by the SL wideout running a drag route. That split second can be huge in getting your much-needed first down or push for the touchdown. This is a natural pick that was generated by route combos working with one another. This concept also works very well against press coverage. The split second delay is more than enough time to get a sizable gain.

Your opponent at this point might be very confused as to why your player is getting open when they press you or run man. Against zone coverage you have a four-way flood to one side and a great backside C route being run by the SE. You should read the drag, flat, slant, curl, then C route. This progression is very quick and easy to learn. This play also works well against opponents who like to bring pressure with man coverage behind it.

**Pistol 4WR Trips—Power Option***Pistol 4WR Trips—Power Option*

If you're not a big option person but want a safe one to run, try the Power Option or Speed Option. You have only one read, and that's the invert/edge defender. You have zone blocking up front with the linemen reach blocking the play side. The key here is to try to get your fast QB outside with his HB in pitch relation with him. Having trips to one side is going to give you a big advantage. If you have good blocking wideouts or are facing dime/nickel personnel you will get a nice wall of blockers out in front of you using this play.

*Perfect pitch relationship with the HB*

In this example we have a solid wall of blockers ahead of our player. All of the defensive linemen have been accounted for except for the DT. This is when having a speedy QB comes in handy. Never outrun your pitch relation with your HB. Stay with him until you get into open space. If the defenders collapse on you, pitch the ball to the HB.



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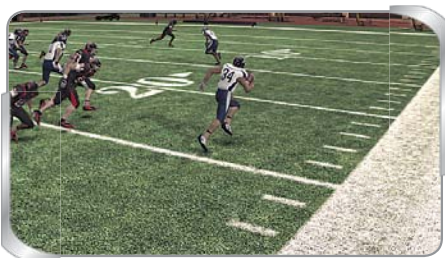
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**TOP 15 PROGRAMS***Draw in the defenders and make the pitch*

Now you're outside and you have attacked the flank. Hold on to the ball and draw the defenders to you for the pitch.

*Our HB is off to the goal line*

When the option is run correctly, you will see positive yards on the ground again and again. The keys to running the option are reading the line, being patient, and keeping your pitch relationship

with your back. Let the defense commit to you, and then flip it out to your HB for a big gain.

**ONE BACK OFFENSE**

The One Back formation has a large family. Offenses can line up in an H-Back formation, two-wide-receiver two-tight-end formations, three-wide-receiver one-tight-end formations, and finally four-wide-receiver sets. You don't see Ace backfields as much in college anymore, as more and more teams are going with the Gun. In fact, there are only 10 teams in *NCAA Football 11* that are designated as One Back teams. The teams that do run it typically trade out a fullback for a wide receiver or tight end who is a better pass catcher.

The defense has to respect the run as well as the pass against these teams. Teams with speedy tight ends who can catch and block really help the One Back offense succeed. Spreading the defense out forces linebackers to play wider and out of their comfort zone. Safeties often have to come down in the box and help defend against the run. Alabama uses a lot of two-tight-end sets and a lot of motion. Last season, they won the BCS National Championship with the One Back offense.

The offense wasn't very exciting, but it got the job by running the ball and using play action. We are going to look at some of the better One Back formations as well as break down a play action/run combo that works really well together. With all the A and B gap heat in the game, you have to run and use play action if you plan on succeeding running the One Back offense in *NCAA Football 11*. If you try to run standard pass plays all day, you can expect to have a long afternoon on the cyber gridiron.

**One Back Playbooks**

Alabama

Ball State

Boston College

Eastern Michigan

Idaho

Memphis

Miami University

Oregon State

UTEP

Washington State



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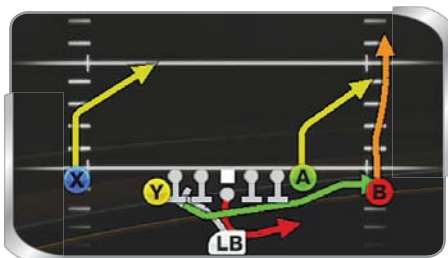
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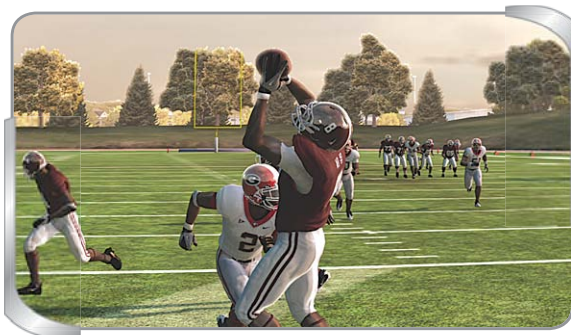
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**TOP 15 PROGRAMS****Ace Big Wing—PA F Slide***Ace Big Wing—PA F Slide*

The Ace Big Wing has one tight end lined up next to the left tackle and the other one lined up next to the right tackle. The left tight end is lined up in a wing position (off the line of scrimmage). The split end is lined up out wide on the left and the flanker is lined up out wide on the right. The PA F Slide and Zone Weak are two plays that are linked together. The PA F Slide has the left tight end going in automotion. Once the ball is snapped, he runs towards the right flat. Look for the flanker first on the streak. If he has one-on-one coverage and no safeties are playing deep, you may be able to hit the home run ball. If not, look for the left tight end in the flat. The tight end on the right runs a corner route and may also be another option. He should be your third option.

*The QB's arm is locked and loaded**Excellent catch by our receiver*

The Zone Weak has the left tight end going in automotion to the right. Once the ball is snapped, he should be somewhere between the left tackle and left guard. He will be the running back's lead blocker. The play is designed to have the running back run between the left tackle and left guard. Look to run in between them and pick up that needed tough yardage on the ground.

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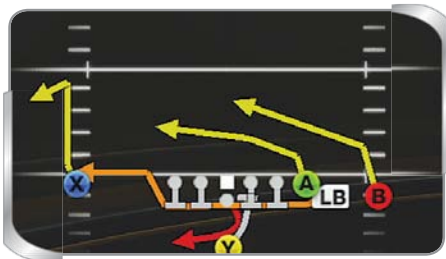
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**TOP 15 PROGRAMS****Ace Twin TE—PA Boot Lt***Ace Big Twin TE—PA Boot Lt*

The Ace Big Twin TE features both tight ends lined up on the same side, making it a strong formation to that side of the field. The flanker lines up out wide on the right, while the split end is out wide on the left. A two-play combo that we like from this formation is the PA Boot Lt and HB Stretch. The PA Boot Lt has the inside tight end running a shallow cross, while the flanker runs a deeper cross. The outside tight end runs a flat route towards the left. The split end runs a deep hitch.

*The QB put it over the linebackers in the middle*

The QB fakes the handoff to the running back, who is going to the right. After the play fake, the QB bootlegs to the left. The first read that should be made is the tight end running the flat route. If he is open, throw him the ball. If not, then look for the tight end running the shallow cross and then finally the flanker running a deeper crossing route. One suggestion we have to make is to hot route the split end on a streak. This will help force some of

the coverage deeper on his side of the field, giving the other receivers more room to operate. The HB Stretch works with the PA Boot Lt. The exchange between the QB takes some time, so while this is going, look to see how the run blocking is setting up. Look to bounce it outside of the two tight ends and pick up positive yardage.

*Nice leaping catch by the receiver*

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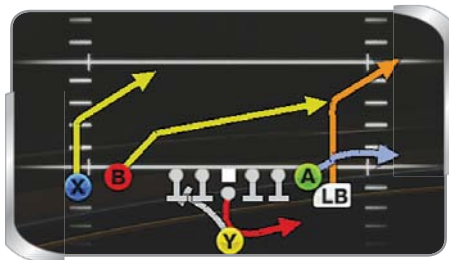
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## TOP 15 PROGRAMS

Ace Twin TE Flex—  
PA Boot Corner*Ace Twin TE Flex—PA Boot Corner*

The Ace Twin formation makes it really easy to tell if man or zone coverage has been called, provided that the defense comes out in some type of base formation such as the 4–3, 3–4, or 4–4. If the left cornerback lines up across from the flanker in the slot, then man coverage has been called. If the left cornerback lines up on the right side just outside of the outside tight end, then zone coverage has been called.

A two-play combo we like is the PA Boot Corner and HB Slam. The PA Boot Corner has the flanker running a crossing route. He is not the play's default primary receiver, but he is who we look to throw to first. The split end runs a post route. The outside tight end runs a corner route and is the play's default primary receiver. The inside tight end runs a delayed

flat to the right. He should be your second option if the flanker is not open on his crossing route.

The play begins with the QB faking a handoff to the running back, who is going to the left side. After the play fake, the QB rolls to the right. At this point, watch to see if the flanker is open. If he is covered, look for the inside tight end running the delayed flat, then the outside tight end running the corner route. The run play that works off of the PA Boot Corner is the HB Slam. The play is simple; it is designed to have the running back run inside between the center and left guard. Use it to set up the play action pass.

*The QB bootlegs out to the right side**The QB lets loose with the throw*



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**TOP 15 PROGRAMS****Ace Bunch Base—PA Counter Str***Ace Bunch Base—PA Counter Str*

Of all the One Back formations found in the Alabama playbook, the Ace Bunch Base has the most automation plays inside it. For this reason, we are going to show two combo plays we like run from it that we feel are very effective. The Ace Bunch alignment is set up somewhat the same as the Ace Twin TE, but with one difference: The flanker lines up tighter next to the tight ends. This is where the formation gets the Bunch designation.

The first two-play combo is the PA Counter Str and H Counter Str. The PA Counter Str has the inside tight end going in automation to the left.

*The QB leads our receiver with the ball**The receiver catches it in stride*

Once the ball is snapped, he runs back towards the right and runs a flat route. The play's primary receiver is the split end, who runs a crossing route. He is the receiver we look to throw to first. If he is open, we throw him the ball. If, not we look for the tight end in the flat. Our third option is the tight end running the post route. Look for him if Cover 2 zone coverage is called, as he should be open over the deep middle. The run play we mix in with the PA Counter Str is the H Counter Str (imagine that). The inside tight end performs the same motion. The right guard pulls to the right to add some extra blocking outside.



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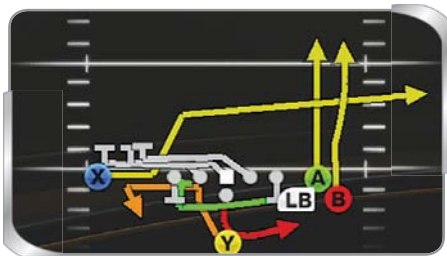
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## TOP 15 PROGRAMS

## Ace Bunch Base—PA Boot Screen

*Ace Bunch Base—PA Boot Screen*

Another two-play combo that we like to run from the Ace Bunch Base is the PA Boot Screen and H Power Toss. The PA Boot Screen has the inside tight end going in motion to the left. Once the ball is snapped, he stops and sets up to pass block. The QB fakes the handoff to the running back, who is going to the left. The QB then rolls out to the right. After the play fake, the running back goes out to the left to set up the screen. Three offensive linemen set up blocking for the running back.

Once the catch is made, watch to see how the blocking sets up and follow your blocks to pick up positive yardage. If for some reason the screen doesn't look like it's going to work, look for the split end on the crossing route.

*The ball is already on its way before the back turns*

Another option is to take off and run with the QB to pick up what you can. The H Power Toss works in conjunction with the PA Boot Screen. The inside tight end is sent in automation to the left. He becomes the running back's lead blocker along with the pulling left tackle. The split end looks to block inside to help seal off the edge so that the running back can get outside.

*Gotta love that wall of blockers up front*

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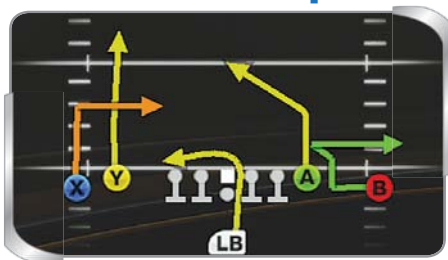
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**TOP 15 PROGRAMS****Ace Slot Flex—PA Deep In***Ace Slot Flex—PA Deep In*

The Ace Slot Flex has the slot receiver flexed at the line of scrimmage. The split end lines up to the outside on the left, and the flanker lines up outside right. The tight end lines up next to the right tackle. The two-play combo we are going to showcase from this formation is made up of the PA Deep In and HB Dive.

The PA Deep In has the split end as the play's primary receiver. We don't normally look for him if man coverage is called, because the right cornerback has good position when covering him. Instead we look for the flanker, who is sent in automation to the right. Once the ball is snapped, he will make a couple of moves to shake his defender before breaking towards the sideline on an out route. If he is able to shake his defender, throw him the ball.

*The QB gets ready to fire a bullet**The pass hits the receiver right in his hands*

We like to roll out towards his side because it makes the throw shorter.

If zone coverage is called, we look for the halfback once he breaks towards the left side. He usually will be open because of the in route run by the split end. The run play we use in conjunction with the PA Deep In is the HB Dive. This is another straightforward running play that has the running back working inside between the center and right guard. Once through the line of scrimmage, try using a stiff arm to pick up some extra yardage.

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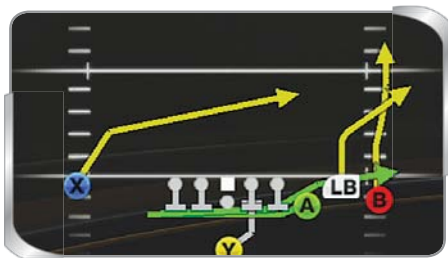
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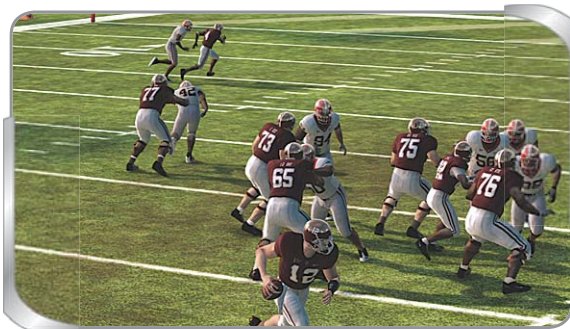
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**TOP 15 PROGRAMS****Ace Wing Trio—PA Power O***Ace Wing Trio—PA Power O*

The Ace Wing Trio has the tight end, slot, and flanker lined up on the same side. The split end lines up on the outside to the right. The two-play combo we like the most from this formation comprises the PA Power O and the HB Power O. The PA Power O has the tight end going in automotion to the left. Once the ball is snapped, he runs towards the flat. The other receiver we look to throw to when running this play is the split end, who is running a crossing route from left to right.

*The QB rolls out after the play fake**Solid grab on the play by WR#4*

If man coverage is called, he should be able to gain some separation from his defender. Make sure you wait for him to see if he gets open or not. The slot receiver may be an option to look for, and should be the third read of your progressions. The HB Power O uses the same motion. The tight end becomes the lead blocker for the running back, who looks to run outside. The left guard also pulls to the right to add his run-blocking services. This play should pick up some positive yardage and is worth adding to your playbook.

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## Basic Pre-Snap Controls

## Excite Crowd

**Xbox 360:** Push the right thumbstick up**PlayStation 3:** Click the right thumbstick up

Use this control to get the fans involved in the game. The more you pump the crowd up, the louder they get.

## Receiver Cam/Play Art



**Xbox 360:** (RT) and then up (show real play art), left (bluff), down (bluff), or right (bluff) on the right thumbstick

**PlayStation 3:** (R2) and then up (show real play art), left (bluff), down (bluff), or right (bluff) on the right thumbstick

With the receiver cam you can see where each defender's pass rush and pass coverage assignments are on the field. You can also view the receivers' pass icons.

## Switch Player

**Xbox 360:** (LB)**PlayStation 3:** (L1)

There are two ways to switch players in *NCAA Football 11*. The most common way is to keep pressing the Switch Player button to cycle through the players. The other way is to hold down the Switch Player button and then press the left thumbstick up/down or left/right until you reach the player you want to control.

## Post-Snap Controls

## Disengage/Special Move



**Xbox 360:** Push the right thumbstick up, down, left, or right

**PlayStation 3:** Push the right thumbstick up, down, left, or right

Engaged blockers can use this control to swim/rip/bull rush their way through blockers to get to the ball carrier.



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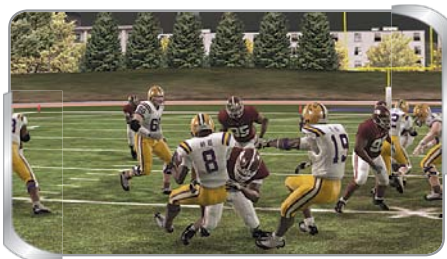
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**TOP 15 PROGRAMS****Tackle/Dive****Xbox 360:** ⓧ**PlayStation 3:** ■

Use the Dive button to make a tackle on the ball carrier. Learning to make user tackles takes some practice, but once you get it down you will be making tackles all over the field.

**Hit Stick****Xbox 360:** Push the right thumbstick down**PlayStation 3:** Push the right thumbstick down

By pressing the right thumbstick down, you can deliver crushing hits to tackle the ball carrier. A solid hit stick tackle often results in a fumble.

**Strafe****Xbox 360:** (LT)**PlayStation 3:** (L1)

Use the Strafe button to get your defender squared up to the line of scrimmage. This control is useful when you are lining up a hit or getting in position to make a play on a pass. *NCAA Football 11* includes an auto-strafe helper.

**Strip Ball****Xbox 360:** (RB)**PlayStation 3:** (L1)

When the ball carrier is close, try using the

Strip Ball button to wrestle the ball out. This takes some timing and a little luck. The downside of using the strip is that if you don't strip the ball, you may not be able to tackle the ball carrier. It is best used when you have backup.

**Switch Player****Xbox 360:** ⓧ**PlayStation 3:** ●

When the Switch Player button is pressed, you will change to the defender closest to the ball.

**Catch/Intercept****Xbox 360:** ⓧ**PlayStation 3:** ▲

Use the Catch button to attempt to intercept the pass. If you are able to strafe into position, you will have a better chance of making the pick.

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## Swat

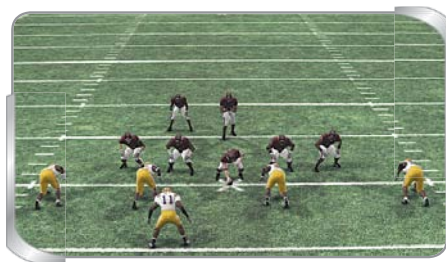
**Xbox 360:** (LB)**PlayStation 3:** (L1)

Use the Swat button to knock the ball away from the receiver. You must spend a great deal of time in practice mode to become comfortable with manually defending receivers.

## Defensive Line Shifts

Defensive line shifts are an excellent method for disrupting the offensive line's run- and pass-blocking assignments. The Assignment AI will cause the run-blocking schemes to adjust, but you can still gain positional advantages with the correct shift calls. Many top players use defensive line shifts when coming up with their blitz schemes. In *NCAA Football 11*, there are several uses for defensive line shifts. This section covers how they work and some of their pros and cons.

## Spread Defensive Line

**Xbox 360:** (LB) then up on the left thumbstick**PlayStation 3:** (L1) then up on the left thumbstick

## Pros

- The defensive ends get a better pass rush angle at the quarterback.
- Spreading the defensive line allows the defensive ends to be in better position to stop outside run plays such as tosses, pitches, and options.

## Cons

- It's not very stout against the inside run.
- The ends must have good speed to make this line shift adjustment effective.

## Pinch Defensive Line

**Xbox 360:** (LB) then down on the left thumbstick**PlayStation 3:** (L1) then down left on the left thumbstick

## Pros

- Pinching clogs up the inside running lanes, making it difficult for running backs to find holes to run through.
- The defensive line tends to tip more passes over the middle, because they are congested in the center of the line.

## Cons

- It's not a good outside run defense.
- You won't be able to contain the quarterback in the pocket.

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**TOP 15 PROGRAMS****Defensive Line Shift Left****Xbox 360:** **(LB)** then left on the left thumbstick**PlayStation 3:** **(L1)** then left on the left thumbstick**Pros**

- This adjustment creates an overload to the weak side of the offensive line.
- It places the SDT over the C, shielding the MLB so he can make plays.

**Cons**

- Pressure to the strong side of the offensive line is somewhat limited. You can blitz the LOLB to keep it more balanced on both sides.
- Strong-side runs tend to give the defense problems when you're overloading the weak side. Watch for the run playmaker flip.

**Defensive Line Shift Right****Xbox 360:** **(LB)** then right on the left thumbstick**PlayStation 3:** **(L1)** then right on the left thumbstick**Pros**

- This shift creates an overload to the strong side (the side of the TE) of the offensive line. This gives the defense more pass rushers than the offensive line can block.
- It places the WDT over the C, shielding the MLB so he can make plays.

**Cons**

- Pressure is somewhat limited from the weak side of the offensive line.
- Weak-side runs tend to give the defense problems when they're overloading the strong side. Watch for the run playmaker flip.

**Linebacker Shifts**

Not only do top players use defensive line shifts to create pressure, but they all use linebacker shifts. There are four linebacker shifts in *NCAA Football 11*.

**Spread Linebackers Out****Xbox 360:** **(RB)** then up on the left thumbstick**PlayStation 3:** **(R1)** then up on the left thumbstick**Pros**

- This allows linebackers to get better blitz angles for rushing the QB.
- It does a good job of stopping the outside run.

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## Cons

- Inside running lanes are open, since the linebackers are spread out.
- The pass rush through the middle is weaker, since the OLBs are spread out. Only the MLB is a threat to come up the gut on a blitz.

## Pinch Linebackers In

**Xbox 360:** **[RB]** then down on the left thumbstick**PlayStation 3:** **[R1]** then down on the left thumbstick

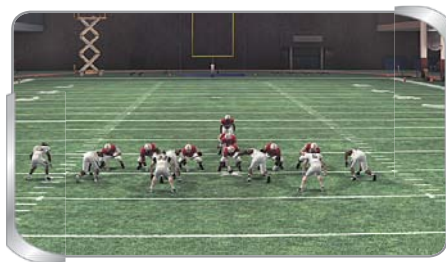
## Pros

- The pinch is good at stopping the inside run.
- It can bring pressure up the gut because three or four linebackers could blitz.

## Cons

- This is not something to run if you plan on stopping the outside toss, sweep, pitch, or option.

## Shift Linebackers Left

**Xbox 360:** **[RB]** then left on the left thumbstick**PlayStation 3:** **[R1]** then left on the left thumbstick

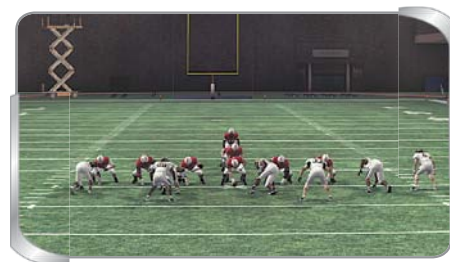
## Pros

- The ROLB will have a better pass rush angle for sacking the QB off the LT's side.
- The LOLB can cause some havoc because now he can blitz between the RG and RT.
- It's good at stopping weak-side toss plays.
- It's good at stopping inside run plays to the strong side.

## Cons

- It's weak against toss plays to the strong side.
- The LOLB may not have as good a coverage angle on the TE.

## Shift Linebackers Right

**Xbox 360:** **[RB]** then right on the left thumbstick**PlayStation 3:** **[R1]** then right on the left thumbstick

## Pros

- The LOLB will have a better pass rush angle for sacking the QB from the RT's side. He may need to get by the TE.
- This shift is good for stopping strong-side toss plays.
- It's good at stopping inside run plays to the weak side.

## Cons

- It's weak against toss plays to the weak side.

## Coverage Audibles

The secondary is the defense's bread and butter when it comes to stopping the



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pass. Fortunately, in *NCAA Football 11*, the secondary is well equipped to defend the pass with eight different pass coverage adjustments that can be made on the fly.

## Loose Coverage



**Xbox 360:** ⬆ then up on the left thumbstick

**PlayStation 3:** ▲ then up on the left thumbstick

## Pros

- Loose coverage works well against the deep pass. Use this coverage audible if your DBs are slower than the receivers they are covering.
- The philosophy is “bend but don’t break.” The defense wants the offense to make a mistake.

## Cons

- Slants, outs, hitches, and screens will beat this type of coverage all day long.

## Bump-N-Run Coverage



**Xbox 360:** ⬆ then down on the left thumbstick

**PlayStation 3:** ▲ then down on the left thumbstick

## Pros

- Bump-n-run throws timing routes off.
- It buys time for the defense to get pressure on the QB.
- This is an aggressive, in-your-face style of play.

## Cons

- You can be burned deep once the receivers break the jam at the line of scrimmage.
- WRs can lock onto the defenders better in the run game, keeping the defensive backs from getting free to make tackles on the perimeter.

## Man Shift



**Xbox 360:** ⬆ then right on the left thumbstick

**PlayStation 3:** ▲ then right on the left thumbstick

## Pros

- Defenders are in better position to cover receivers, backs, and TEs in man coverage.

## Cons

- It tips off the offense as to your pass coverage.

## Fake Blitz



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**Xbox 360:** ⏏ then left on the left thumbstick**PlayStation 3:** ▲ then left on the left thumbstick

## Pros

- The fake blitz is good at stopping the inside run.
- It puts the safeties in the box for potential sack opportunities.
- It's an aggressive defensive play.

## Cons

- The outside run game will kill this defensive scheme. The safeties often get lost in the clutter and can't get outside to stop the runner.
- You need safeties who can drop back in pass coverage quickly or you risk giving up the deep play.

## Shift Zone Coverage Out

**Xbox 360:** ⏏ then up on the right thumbstick**PlayStation 3:** ▲ then up on the right thumbstick

## Pros

- This shift covers the sidelines with better coverage.
- Use this coverage against players who like to have their receivers run corners, fades, and wheel routes.

## Cons

- The deep inside area of the field is not well covered and can be exploited with seam and post routes.

## Shift Zone Coverage In

**Xbox 360:** ⏏ then down on the right thumbstick**PlayStation 3:** ▲ then down on the right thumbstick

## Pros

- This covers the deep inside area with better and tighter coverage.
- It does a good job of covering seam and post routes.

## Cons

- Corner, fade, streak, and wheel routes can exploit this coverage.

## Shift Zone Coverage Right/Left

**Xbox 360:** ⏏ then left or right on the right thumbstick**PlayStation 3:** ▲ then left or right on the right thumbstick

## Pros

- This shift allows the defensive backs to cheat towards the left side of the field.
- Use it to put the secondary in better position to cover top end receivers over the top on that side of the field.

## Cons

- It can be misused, leading to blown coverages.

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## Individual Defensive Playmaker


The individual defensive playmaker controls have their pros and cons. Although there are more pros than cons, if it's abused or used the wrong way players will find themselves out of position on many plays. These functions are not meant for 11-man blitz assignments or 11-man zone assignments. Instead, use them to make adjustments that suit your style of play. When used with proper respect, the defensive playmaker is a great tool. It will make your zones 100 percent better and add unexpected heat to your blitzes. We beg you to use this option wisely or you will find yourself being carved up by an opponent's offense. Here's a good example: If you drop 11 men in zone coverage, you can bet the quarterback will run straight up the middle or around the corner on you to pick up yardage. Blitz 11 men or 10 out of 11 and watch how easy the offense scores on you. This is still a game based on football principles, and if you play it that way it will reward you.


The fun starts in pass defense when you're playing an opponent and start to pick up on his or her play call tendencies. Let's say a player likes to run plays where the wideouts run streaks to force the flat area open for a running back coming out of the backfield. Now, instead of having to cover that area yourself,

any defender on that side of the ball can be hot routed to the flat, solidifying the defense.

You also have the option of spying the QB or dropping back in zone. If your opponent likes to drop back and then take off, the spy is a great way to keep the QB in check without having to call a defense that's designed for it. There are tons of different combinations, so there should never be a problem with disguising your coverage and tipping off the offense.

## Hook Zone

**Xbox 360:**  then up on the left thumbstick

**PlayStation 3:**  then up on the left thumbstick

**Color Indicator:** Yellow circle


This control puts the defender in a hook zone. It's good against pass routes over the short to middle parts of the field.



In this screenshot, the linebacker has been hot routed to a hook zone. Notice that he moves up as he sees the flanker coming across the middle on a shallow crossing route.

## Deep Zone

**Xbox 360:**  then up on the right thumbstick

**PlayStation 3:**  then up on the right thumbstick

**Color Indicator:** Dark blue circle

This individual playmaker control puts the defender in a deep zone. It's good against pass routes over the mid-to-deep right, middle, and left portions of the field. You can now create a Cover 2 Buc coverage by putting the LB in a deep zone.



When running Cover 2 type zone defenses, we often will hot route a linebacker to drop back in a deep zone

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over the middle to help defend the pass over the deep middle. In the screenshot, notice that a linebacker is dropping back over the deep middle to cover the slot receiver running a deep post.

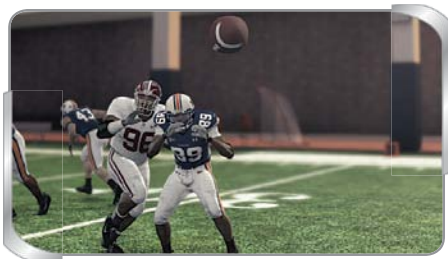
## Flat

**Xbox 360:**  then right on the right thumbstick

**PlayStation 3:**  then right on the right thumbstick

## Color Indicator: Blue


Put any defender in the flat with this control. It's good against pass routes in the flat and does a good job of putting a defender in the flat to help keep QBs from taking off to the outside.




Dropping a defensive end into the flat is an excellent way to defend wide receiver screen passes. Often the defensive end will get out fast

enough and be in position to make a tackle as soon as the receiver makes the catch.

## Curl/Hook/Flat

**Xbox 360:**  then right on the left thumbstick

**PlayStation 3:**  then right on the left thumbstick


## Color Indicator: Purple


This control puts the defender in the curl/hook/flat (buzz zones). It's good at taking away corner routes or intermediate pass routes near the sideline.



Many top players like to hot route the cornerbacks into buzz zones when calling Cover 2 man and zone defenses. They do this so that not only are corner routes covered, but if a pass is thrown into the flats, the buzz defender will come up quickly and make the tackle on the receiver.

## Blitz

**Xbox 360:**  then down on the right thumbstick

**PlayStation 3:**  then down on the right thumbstick

## Color Indicator: Orange arrow

Send the defender on a blitz with this control. It's good for rushing the QB or stopping the run. If this control is used on a defensive lineman, he will pass rush straight upfield.



Blitzing a defender who by default is dropping back in coverage helps free up another defender to get pressure on the QB. In the screenshot, we hot routed a linebacker to blitz. Notice how he takes up one of the blockers, allowing the nickelback to get a clear path to the QB.



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**TOP 15 PROGRAMS****QB Contain****Xbox 360:** **A** then down on the left thumbstick**PlayStation 3:** **X** then down on the left thumbstick**Color Indicator:** Black arrow

This puts the defender in QB Contain and keeps the QB from taking off out of the pocket.

In the screenshot, the right end has been hot routed into QB Contain. The quarterback



tries to take off and run, but the right end is in position to cut him off before he picks up any yardage.

**QB Spy****Xbox 360:** **A** then left on the right thumbstick**PlayStation 3:** **X** then left on the right thumbstick**Color Indicator:** Orange circle

This puts the defender in QB Spy coverage. It's a good call to keep the QB from taking off.



We like to put a fast defender in QB Spy; that way if the QB has speed, he won't be able to outrun our defender. Here, we hot route the strong safety. The QB finds it very hard to outrun him and pick up yardage.

**Specific Man Coverage Assignment****Xbox 360:** **A** then left on the left thumbstick and then the receiver's icon button.**PlayStation 3:** **X** then left on the left thumbstick and then the receiver's icon button.**Color Indicator:** Red arrow pointing to the receiver

Puts a defender in man coverage on any eligible receiver you choose. You can put as many defenders on a receiver as you like. Defensive linemen cannot be put in man coverage.



We hot routed the free safety to double up the split end. The QB will not be able to use him as his go-to receiver.

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## DEFENSIVE FORMATIONS

Now that you have a good feel for the different controls available to you, it's time to look at the variety of fronts you can use in *NCAA Football 11*. Let's kick things off with the 3-4 defense.

## 3-4 Defense



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The 3-4 defense has started to take over football on every level. It used to be that only a handful of teams ran the 3-4, but with offenses having so much success in the air, the 3-4 is starting to charge back because of the way the defenders are aligned pre-snap. Just looking at the personnel shows that the defense is in better position to make a play vs. passing sets.

Having only three down linemen on the field does put a lot of pressure on our linemen to hold their ground, but the benefit of adding another linebacker in place of a lineman will make up for the loss in size with speed.

You always want to put your best players on the field, and with the 3-4, you have a better opportunity to match up against the offense, while keeping enough speed on the field to stretch out any runs that the offense attempts.

The perfect time to use the 3-4 is when drives start in any compressed area situation. By having four linebackers spread across the field we will make the offense second-guess the use of any timing or quick pass routes. A base 3-4 call will effectively eliminate the slant and crossing routes. If the offense tries to take advantage of our three down linemen by running inside, then we have two athletic linebackers who will be able to stuff the run as well as shift between the tackles to create pressure based on alignment. The 3-4's many variations allow you to create unique pressure schemes when playing *NCAA Football 11*.

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## 4-3 Defense



4-3 Normal



4-3 Over



4-3 Under

The most common defense is the 4-3. This defense utilizes four defensive linemen and three linebackers. The big bodies up front make this a defense built on beating the man in front of you. This is the front that many players feel the most comfortable with when trying to stop the run. When you have a

dominant player on the line, especially at the nose tackle position, this defense can wreak havoc on an offense. Normally, inside pressure from the 4-3 results in the offense needing to use double-teams in the interior of the line. When this starts to happen the offense is at a disadvantage because of the extra lineman who will come free and the linebacker who plays behind him.

This defense is also perfect against the spread formation because of the width of the outside linebackers and their ability to roll up and cover the flats or drop off into hook or curl zones.

In *NCAA Football 11* we typically like to go with the 4-3 as our base run defense vs. the standard Pro Style offenses. When teams start to bring in three-receiver sets then we shift to an over or under look based on which side of the field the receivers are on (shift towards the side with the most receivers). We don't need to break this formation unless the offense starts to get matchup advantages with one of our linebackers against their backs or receivers. We only do this because we don't want to cause a liability. We will more than likely check to a Nickel set as an easy transition.

## 4-4 Defense



4-4 Split

The 4-4 defense is an attacking-style defense that is primarily used to stop the run. There is no way we can have eight men near the line of scrimmage and allow the offense to have any success running the ball. When playing the run, the defense is designed to create a wall at the line of scrimmage and prevent the running back from succeeding inside. The defensive line is responsible for crashing the line down and letting the linebackers play over the top to make the tackle if the back tries to break outside.

This defense is also great against the pass because of the spacing of our defenders and the many different packages we can put together when attacking the offense. Our base defense for the 4-4 front is the Cover 3. We have the corners and safety drop out in deep thirds and have the four underneath backers handle any of the short-to-medium passing routes. We

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do not want to use this defense as a pure coverage defense. Our strength in this front is to handle the short-to-medium passing game. If we don't get pressure then we will be open for big play opportunities.

When playing the 4-4 defense in *NCAA Football 11* the easiest way to be successful is to use one of the linebackers. If you are in control of an inside linebacker, make sure you blow up any inside running play and let your outside linebacker cover the outside. If you drop in coverage, as a rule of thumb you don't want to go farther out than the hash mark.

## 46 Defense



46 Bear

One of the most famous defenses in all of football, the 46 defense is a 4-3 but with the strong safety up near the line of scrimmage. Back when it was first used, it created matchup problems for the offense because they didn't know who to block. This defense is much like the 4-4 in that it is geared to

stop the run. The other side of the 46 is that it really wants to get to the opponent's quarterback and in the process tackle anyone who has the ball.

With any high-pressure defense we're giving the offense the opportunity to have a big play. However, if we do our job, the offense will get negative yardage more often than not. One of the things to keep in mind when running the 46 defense is that it is not the best defense for the quick-pass game. As a rule of thumb, use this defense against opponents who like to throw the ball downfield or at least take five-step drops. If we run the 46 vs. the quick-pass game, even if we have success we're risking giving up a game-changing play.

When using the 46 in *NCAA Football 11*, the key to success is getting aligned properly. Identify the strength of the formation: tight end and wideout or two receivers. If the offense has trips on the field, check out of the 46. Once we identify the strength we shift the linebackers to the strength and the defensive line to the weak side. Keep this basic fundamental concept in place and you will always be ready for success.

## Nickel Defense



Nickel Normal



Nickel Strong



Nickel 3-3-5

The Nickel defense is one of your standard defenses to counter the pass. It uses four down linemen, two linebackers, and five defensive backs. On passing downs you are constantly hearing about the Nickel package. Most of the time the defense will run some sort of Nickel personnel on third down with



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4 or more yards to go for the first. We keep a respectable run defense on the field by having four down linemen, but we can also defend the pass because we have an extra defensive back on the field.

This defense is becoming almost extinct in the competitive playing field because many opponents feel the Nickel sacrifices too much in the run game. This thought process is completely flawed. When running plays from the Nickel formation it is easy to establish a solid pass and run defense. The basic setup vs. the run would be to manually play the nickelback and roam him inside but behind the linebackers. By moving the nickelback inside we have created a 4-3 look and can treat the offense as if we were in the 4-3.

When the offense goes to pass against our Nickel formation we have an extra defensive back on the field and should be able to handle whatever they throw at us. The only potential for disaster that we see is if the offense comes out in a Shotgun or Trips formation and runs at our Nickel. Most times the third cornerback is not the best tackler, so manually control this defender to prevent the opponent from exploiting a potential mismatch.

## 3-3-5 Defense



3-3-5 Across



3-3-5 Bear



3-3-5 Split



3-3-5 Stack

The Nickel 3-3-5 is one of the most popular defensive schemes for handling the no huddle and spread offenses. This defense is extremely versatile and gives us the opportunity to counter anything the offense can throw at us.

We are fond of it right out of the box, because of how similar it is to the 3-4. We have the same base personnel on the field, but we drop off a linebacker and bring in a nickelback. This one change makes it possible for us to eliminate the matchup problems that we have when running the 3-4 as well as to get a faster player on the field whom we can use in the blitz game.

This defense also gives us versatility against the run. If the offense is starting to pound the ball inside, we can bring a linebacker down to the line of scrimmage and create a four-man line. We don't lose any strength by doing this and can actually start to change the offense's blocking assignments just by showing certain shifts.

Versus the pass the 3-3-5 can give us the same look as our 3-4 if we shift the linebackers. When playing NCAA Football 11 this has the advantage of hiding our formation and personnel by giving the same look. We already know

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this defense can handle the slants and curls, but in its base alignment we can now man up the slot receivers and make passing to the flat or inside a challenge.

## 4-2-5 Defense



4-2-5 Normal

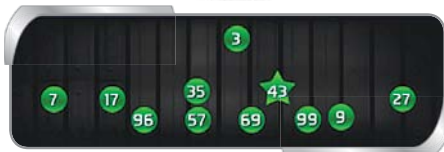


4-2-5 Bear



4-2-5 Over

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4-2-5 Under

The name of the game is speed. With all of the rules in place to help the offense be successful, the defenses are starting to have to rely on designing coverage schemes that can counter the speed, use of the no huddle, and zone read plays by college offenses. The 4-2-5 defense is a hybrid of the 4-3 and the 4-4. This defense allows us to stay versatile against a team that may like to run the ball more than what we see from most no huddle teams.

If the offense sees our personnel and chooses to run the ball, all we need to do is shift the nickelback inside or the safety down to create a basic 4-3 look. We can also bring a safety down and the nickelback inside to create a 4-4 look. The luxury that we have is that we can easily jump into our basic run-defend formation while in this defense and the offense would have to start changing how they want to block us.

Most of the time the offense forces us to adjust to their package, but by running the

4-2-5 and using multiple shifts we can force them to identify if we are still running a 4-2-5 or if we have changed to our 4-3 or 4-4 package.

The other main benefit to the 4-2-5 is that it is great against Trips formations. If the offense comes out in Trips we can easily run a split coverage scheme and zone up the trips side while playing man to man on the backside. The bottom line is that versatility helps us win the game.

## Dime Defense



Dime Normal



Dime 3-2-6

When we face an opponent who is going to abandon the run or throw the ball close to 70

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percent of the time, then it's time to bring out the Dime defense. For years teams have used the Dime as a basic pass defense, because it's fairly simple to teach and is basically a prevent-the-pass defense. This defense uses four down linemen, one or two linebackers, and six defensive backs. It started off as a four-down-linemen formation, but some versions have now incorporated a three-man line.

The Dime is a great defense for countering a pocket-passing quarterback. If we see that our opponents are not going to threaten us with a lot of scrambling or running out of their passing formations then we want to go to this package. Many players want to work route combos, and if they get caught up in relying on those route combos then our two defensive backs and one safety to each side will make it close to impossible to consistently complete a pass.

The pressure set in the Dime formation comes from the 3-2-6 alignments. This formation uses line stunts and multiple defensive backs in blitz schemes to throw the QB off and make him hesitate throwing the ball. If blitzing is your thing, the Dime 3-2-6 is stocked with zone blitzes; in fact, almost every play brings pressure. Don't worry, though; if you want to play a bend-but-don't-break defense, the 3-2-6 has a few pure drop-back and QB Contain zones for you.

## PASS DEFENSE TIPS

Defending the pass is a vital part of every defensive scheme. There is nothing wrong with being stronger at one thing than another, but you must be at least fundamentally sound in all areas of defense. Moving the ball on the ground is good, but most video gamers prefer to score through the air. The way football has evolved, it is becoming more and more beneficial to have a good passing game over a strong run game. Thus we must have a solid pass defense. Let's go into a few fundamental rules before getting into the basic strategy of pass defense.

## Pass Defense Rules



*The linebacker shoots the A gap to get pressure on the QB*

The defense must generate a pass rush. Limiting the amount of time the QB has to throw will benefit the defense in the long run. The QB can't get into his comfort zone if he has to constantly worry about the pass rush and making the proper downfield reads. Also, the defensive backs don't have to hold their coverages as long when the rush is there.



*The right cornerback jams the split end at the line of scrimmage*

Second, the defense must delay the receivers from getting off the line and into their patterns. This gives the defensive line more time to get pressure and hopefully sack the QB. Bump-n-run coverage helps you lock down receivers and throw off the QB's timing.

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*The defense has all levels of the field covered with their zone coverage concept*

Next, the defense needs to make sure that they cover all areas or zones of the field. Having a good pass rush and being able to stall the receivers from getting into their patterns means nothing if the defense leaves an open area for the offense to attack. Even though the defense can't possibly defend every area of the field, making sure that every zone is accounted for will allow the defense to make a play on the pass without giving up any yards after the catch.



*The weak-side defensive tackle gets his hands up to make it harder for the QB to complete the pass*

The defensive linemen must get their hands in the air when the QB is getting ready to pass. Doing this prevents clear looks through the passing lanes and increases the chance of a tipped pass and/or a blind throw by the QB. When rushing the passer, the defensive ends must be aware of maintaining contain on the QB without creating running lanes for the QB to exploit if the play breaks down.

## Swat vs. Interception

We covered the defensive Swat and Intercept buttons in the "Defensive Controls" section. In this section, we take a deeper look at them to help you understand situations to use each one in.



*The left cornerback goes up high to pick the pass off*

Each player has a different philosophy when it comes to defending the ball once it's in the air. However, all players believe it is most important to make sure the offense doesn't complete a pass when one of the defenders is in position to make a play. So the goal is to first stop the completion, and then if the defensive player is in good enough position he can try for the interception. In *NCAA Football 11* the most consistent way to defend the pass is to swat the ball down. Not only does the swat allow a player to make a play on the ball, but if the defender misses the swat he is still in position to tackle the receiver.

For the advanced player, going for the interception is almost a given. Any errant pass will be intercepted more often than not by an aggressive ball-hawking defender. If you are



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not good with manually controlling a defensive back then let the computer handle it for you. Players would rather give up a few yards than a touchdown because of bad cornerback play. So between the two ways to defend a ball in the air, there really is no best way. It's more a matter of taking advantage of the opportunity that the offense presents you.



*The defensive back is in good position to swat the ball away from the intended receiver*

Swatting the ball away gives the offense another down, whereas intercepting the ball puts our team back on offense. Aggressive players go for interceptions and conservative players swat the ball down. The toughest defender can do both successfully.

**COVERAGE TYPES**

It is essential that you have at least a basic understanding of the coverages when you pick your pass defense. Let's take a look at the most common ones.

**Cover 0**

*No safety is playing deep; the QB had better get rid of the ball quickly*

A Cover 0 defense has no safeties playing the deep middle of the field. This is perfect for aggressive players who like to constantly put pressure on the opposing QB. To run this defense, you need to have cornerbacks with speed and acceleration who can man the outside in one-on-one coverage. If you don't have these types of corners, don't overuse Cover 0 coverage. Many of the inside blitz schemes we have found have Cover 0 coverage behind them.

**Cover 1**

*The free safety drops over the deep middle looking for any receivers coming in his area*

The Cover 1 defense is a man defense with one of the safeties playing back in deep middle zone coverage. This scheme is most successful when used by a team with good corners, or when playing against an offense whose wide receivers are overmatched by the corners. This is a very aggressive defense that dares the offense to get a pass off before the pass rush arrives.

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*Both safeties drop back deep in their halves of the field*

The Cover 2 defense scheme is a two-deep half-field defense. The safeties generally split the field in half from sideline to goalpost to prevent any receiver from getting deeper than they are. This scheme is normally used with teams that have slower corners and teams that are trying to defend the short passing game. This coverage forces the receivers into deep routes to the middle or the outside of the field. The thought process is that by the time the receivers get to the open spots the pass rush should generate pressure or a sack on the QB. There are two types of Cover 2: one where the corners and linebackers play in man coverage, and one where the corners and linebackers play in underneath zones.

**Cover 3**

*The strong safety rotates over the deep middle to help guard against the long ball*

The Cover 3 defense is a three-deep scheme with three defenders splitting the field in thirds: sideline to hash, hash to hash, and hash to sideline. The base Cover 3 defense has both the outside corners in deep third zones and the free safety in the deep middle, creating the three-deep defender look. In *NCAA Football 11* the majority of the heavy blitz packages or plays in the game are run with Cover 3 zones. This gives good coverage behind eight-man blitzes. You will from time to time encounter a Cover 3 where one cornerback and two safeties make up the coverage.

**Cover 4**

*With four defenders dropping back deep, the QB looks underneath for an open receiver*

Cover 4 defense is a four-deep zone coverage. More often than not the corners as well as the safeties drop straight back, not allowing any receiver to get deeper than they are. Most teams use this coverage to prevent the deep ball or against an end-of-the-half pass. In general, the defense will allow the underneath patterns and never allow any route to be completed behind them.

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## BLITZING 101

Most top players know that bringing pressure on their opponent is the best way to force turnovers. In *NCAA Football 11* plenty of defensive schemes can be created to generate heat on the opposing the QB.



*The defenders shoot the gaps to put pressure on the QB*

As much as we like bringing the heat, it is a high-risk, high-reward strategy. All-out blitzing is definitely not for the faint of heart. The purpose of blitzing is to disrupt the timing of the pass and force a hurried throw into coverage, hopefully forcing a turnover. Generating a sack is the next best result from pressure. With different fronts and coverages mixed in, well-conceived blitz schemes can wreak havoc on unprepared offenses.

## BLITZING



*The QB sees the blitz and looks to get rid of the ball quickly*



*One of the pass rushers gets to the QB as he is about to throw the ball*

*NCAA Football 11* offers several blitz schemes. Each one brings pressure on the QB from different areas of the field. You can call a play designed to blitz and run the play according to the design, or you can run a play where you pull a player who's not designed to blitz and manually blitz him.

Players will also overload one side of the offensive line to bring more blitzers than there are blockers so that one defender will get through to make the sack on the QB. These blitzes all require some type of coverage to support them.



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*An overload has been created by the outside linebacker and nickelback*

Most blitz schemes have Cover 0, Cover 1, or Cover 3 behind them, although you will also find some with Cover 2 coverage. The three most common types of blitz schemes are inside, overload, and outside. We will explain what they are and show a few different blitzing plays from each type.

## Quick Tips

- Blitzing is used not only to put pressure on the QB, but also to stop the run. For example, some of the same defenses that are set up to bring inside heat can stop inside run plays.
- Look for the defenders with high shed block ratings (85 or better). Those defenders are the ones you should look to blitz with when setting up your blitz schemes. If they get blocked, they have a better chance of

shedding the block than defenders with lower shed block ratings.

- The more speed the defender has, the quicker he will get to the QB.
- Test blitz packages in game mode. A blitz that works in practice mode may not always work the same way in regular game mode. Once you feel you have some good packages, try them in a real game situation to test them.

## INSIDE BLITZES

Of all the blitz schemes, the inside blitz is the most sought after. Most inside blitzes are known throughout the *NCAA Football* community as nanos or enhanced blitzes. They are called this because they are generally the quickest way to bring A and B gap heat on the QB.



*The middle linebacker is ready to bring pressure through the A gap*

The A gap is between the center and guards on both sides of the ball. The B gap is between guards and tackles on both sides of the ball. By creating A and B gap pressure, you can really diminish the QB's ability to step up in the pocket and throw.



*The center and guard leave a gap open for the middle linebacker to shoot through*

Some blitz schemes require manually moving one or more defenders around. Sim-style players may frown upon these schemes because they consider them to be taking advantage of the AI.



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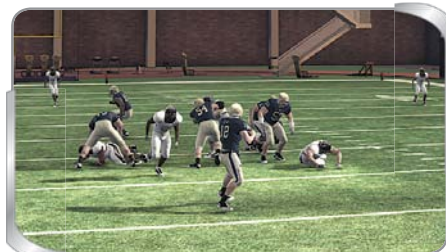
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*The QB senses trouble as he is about to be pressured*

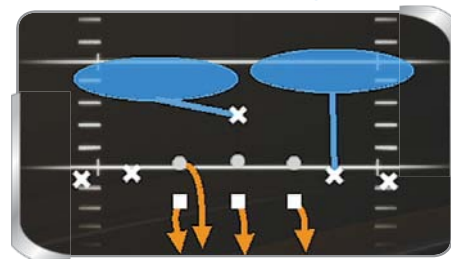


*There's not much open deep down the field for the QB to throw to*

Inside blitz schemes can be set up with either man or zone coverage behind them. Most of the inside blitz man schemes have either Cover 0 or Cover 1. Most of the inside blitz zone blitz schemes have Cover 3 behind them. The biggest key to bringing A or B gap pressure is having a fast defender ready to shoot through the gap to apply pressure on the QB.



The defenders who are usually used for A and B gap blitz schemes are linebackers and safeties. We focus on inside blitz schemes because those tend to be the ones most players are looking out for. Here are eight inside blitz schemes to help you get started.

**3-3-5 Bear—Middle Plug**

*3-3-5 Bear—Middle Plug*

The 3-3-5 Bear—Middle Plug is very simple to set up because it requires no manual movement of any defenders. This makes it very hard for a human opponent to tell if a blitz is coming or not. If you can find these types of blitz schemes, you will make it that much harder for your opponent to beat you. By looking off the play diagram, you can tell right off the bat that the middle linebacker is going to bring the heat.

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*The defenders are set up and ready to bring A gap heat*

The pass coverage is Cover 0, meaning no safeties are playing deep. Six defenders rush the QB while the other five play man coverage. To set this defense up, all we need to do is hot route the outside linebackers to blitz. We can do this two ways. The first way takes more time, plus it may tip off your opponent to what you are doing; just take control of each outside linebacker and hot route him to blitz.



*A big gap is created between the center and right guard*



*The middle linebacker uses his speed to get to the QB in a hurry*

The second way is much quicker and won't tip your opponent off. First, press the Linebacker Shift button, then press left on the right thumbstick. The right outside linebacker will blitz. Press the Linebacker Shift button again, and then this time, press the right thumbstick to the right.

The left outside linebacker will now blitz. This step should take less than two seconds to do. The only other step we suggest is to call bump-n-run man coverage to help slow down the receivers' release into their routes. Once the ball is snapped, the middle linebacker will shoot through the A gap untouched between the center and right guard. Once through, he will have a clean shot at putting pressure on the QB.

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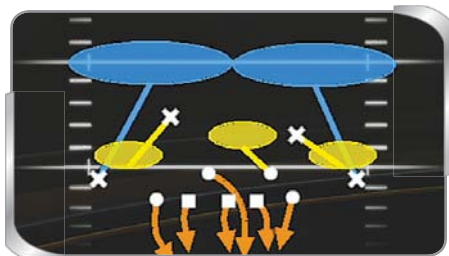
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## 3-4 Over—Sting Pinch Zone

*3-4 Over—Sting Pinch Zone*

The 3-4 Over—Sting Pinch Zone is a Cover 2 zone blitz scheme that brings A gap heat from the right inside linebacker. The right and left cornerbacks play two-deep coverage. The free safety, strong safety, and left inside linebacker play hook zones. Six defenders rush the QB; this includes the right and left outside linebackers and the right inside linebacker.

*The QB won't have much time with this blitz setup**The QB drops back as the right inside linebacker sets his sights on him*

If no adjustments are made before the snap, the right inside linebacker will shoot through the A gap between the center and right guard. The only way he won't is if the outside linebackers line up farther out wide. For example, if there is a slot receiver lined up outside, the outside linebacker on his side will shift out.

To prevent this, use the man shift coverage audible to bring him back inside. The way we like to enhance this inside blitz scheme is to hot route the nose tackle to blitz and then take control of the right inside linebacker and manually move him behind the nose tackle. Once the ball is snapped, he will shoot through the A gap between the center and right guard to generate inside pressure. If you can't get the blitz to work because the left guard slides inside, try hot routing the right outside linebacker to blitz and moving him next to the right end.



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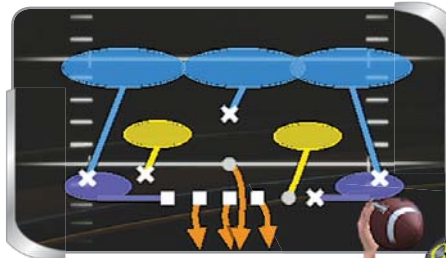
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**TOP 15 PROGRAMS****4-2-5 Bear—Zone Dog 3**

*The QB is left unprotected and must get rid of the ball quickly to avoid the sack*

This will prevent the left guard from blocking inside. If you don't do this, chances are the right outside linebacker will bring the pressure. The downside to this blitz is that the flats are not covered. Try to get a feel for the offense you're facing. Does your opponent like to throw to the flats? If so, consider not running this defense unless the offense is in a long yardage situation.



**4-2-5 Bear—Zone Dog 3**

The 4-2-5 Bear—Zone Dog 3 has the middle linebacker sent in on a blitz. The problem with this play is that he isn't going to get any pressure with the default setup. To get him truly involved, we need to make a few changes. As far as the coverage is concerned, the free safety and cornerbacks drop back in three-deep coverage.



*The right inside linebacker is in position to register a sack*

Four defenders play underneath pass coverage. The right end and safety on the right play the flats. The strong safety on the right and the left outside linebacker drop back in hook zones. To get inside pressure, we need to hot route two of those four defenders.





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*There are not enough offensive linemen to fend off all the pass rushers*



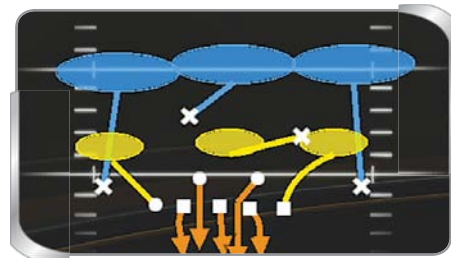
*The right tackle is unable to slide back to block the pass rusher*

For this example, we hot route the two flat defenders to blitz. The only adjustment we need to make is to be sure the middle linebacker doesn't move too close to the line of scrimmage. If he does, we need to move him back a few yards and make sure his blitz angle is still shooting through the A gap between the center and right guard. Once the ball is snapped, the middle linebacker will shoot through the A gap and apply quick pressure on the QB. If you would rather have the flats covered, then hot route the hook zone defenders to blitz. You may also want to hot route a hook zone defender to one side and the flat defender on the other side to blitz.

Finally, you can try this if you would rather not leave the pass coverage vulnerable: Hot route the weak-side defensive tackle and left end to blitz. Make sure the middle linebacker doesn't move up to the line of scrimmage. If the QB lines up under center, there is a chance the middle linebacker

will sack the QB before he is blocked. If the QB lines up in the Shotgun, chances are the MLB will be blocked.

### 4-3 Over—Smoke Mid Zone



*4-3 Over—Smoke Mid Zone*

One popular 4-3 Over zone blitz scheme that brings A gap heat is the Smoke Mid Zone. This defense isn't as effective as in previous years because the right tackles are quicker to block the left outside linebacker. If you look at the defense, you will notice the left end is playing a hook zone, but before he drops back in a hook zone he fake blitzes. Last year, the right tackle would have first looked to block the left defensive end and then worked inward to block the left outside linebacker.

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*The QB scans the defense to see where the pressure is coming from*



*The right guard and center block the strong- and weak-side defensive tackles*

This year he just blocks inside and disregards the left end. To create A gap pressure, we must hot route the left end to blitz. Notice we still have five defenders dropping back in pass coverage. Two defenders play hook zones while three others play three-deep coverage.

To set the defense up, we hot route the weak-side defensive tackle to blitz. His blitz angle will shoot straight at the center. We then take control of the left end and hot route him to blitz. Finally, we move the left outside linebacker so he is stacked behind the strong-side defensive tackle. Once the ball is snapped, the center will block the weak-side defensive tackle and the right guard will block the strong-side defensive tackle.



*The QB is about to get pounded to the ground*

The left outside linebacker will shoot through the A gap between the center and right guard. He then will go straight after the QB. As in many of the zone blitz schemes we show, the flats are left uncovered. Make sure you mix in other non-blitzing defenses that cover the flats. Be sure to set these coverage defenses up the same way as your blitz schemes in regards to moving players. That way your opponent doesn't know if you are bringing the heat or not.

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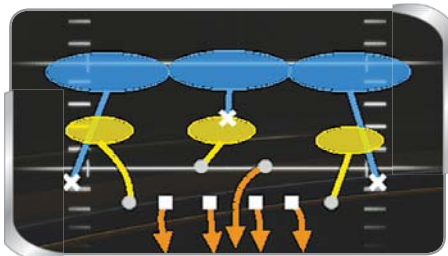
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**TOP 15 PROGRAMS****4-4 Split—Crash 3***4-4 Split—Crash 3*

Several 4-4 Split defensive blitz schemes can be modified to bring inside pressure from man coverages. Make sure you spend some time checking out the FS Blitz, LB Fire, and Crash Gold. For this 4-4 Split breakdown, we show you how to set one up using zone coverage.

*The defense overloads the interior offensive line with multiple defenders**Both backs go out on pass routes, leaving the QB unprotected in the backfield*

The name of the defense is Crash 3. This defense sends five pass rushers after the QB while dropping six defenders back in zone coverage. As the play's name suggests, the pass coverage is Cover 3, which is provided by the RCB, FS, and LCB. The three underneath defenders are the right outside linebacker, right inside linebacker, and left outside linebacker.

The left inside linebacker and four defensive linemen provide the pass rush. To set the defense up, we need to add one more pass rusher. There are two different defenders we can use to blitz. For now, we are going to hot route the right inside linebacker to blitz and then manually move him across from the center.



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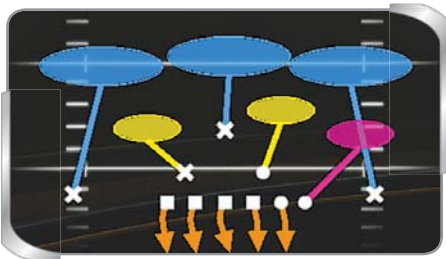
## TOP 15 PROGRAMS



*The linebacker has a free shot at getting to the QB before he has time to throw the ball*

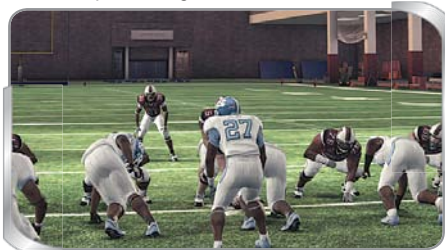
The left inside linebacker's blitz assignment has him shooting the A gap between the center and right guard. He will be the defender who brings the inside heat on the QB.

## 46 Bear—Wall Slide



*46 Bear—Wall Slide*

This inside blitz doesn't require many steps, but it does require moving one defender. The 46 Bear—Wall Slide sends five pass rushers after the QB, with five offensive linemen blocking. Don't expect to get much with the default setup. The pass coverage behind it has a Cover 3 shell. The right cornerback, free safety, and left cornerback drop back in three-deep coverage.



*The free safety lines up near the line looking to pressure the QB*

The strong safety and middle linebacker drop back in hook zones. The right outside linebacker drops back in a buzz zone. To get A gap heat, we take control of the free safety and hot route him to blitz. We then want to move him between either the center and left guard or the center and right guard. For this breakdown, we move him between the center

and right guard. By hot routing the free safety to blitz, we left the deep middle of the field uncovered.



*A gap is created for the free safety to shoot through*

We like to shade the left and right cornerbacks inside so that their deep zone coverage assignments cover more towards the deep middle of the field. We now have a Cover 2 shell. Once the ball is snapped the center and right guard will block the strong-side defensive tackle and left end. The free safety will shoot through the A gap between the center and right guard and go straight after the QB.



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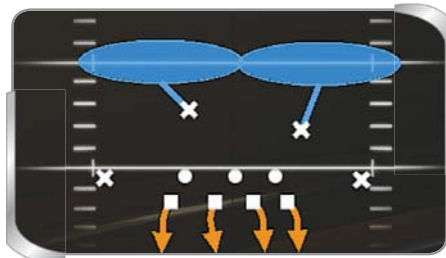
## TOP 15 PROGRAMS



*The pass coverage is solid down the left side, making it hard for the QB to throw in that direction*

If you would rather not have the free safety blitz so he can defend the deep ball over the middle, you can always hot route the strong safety instead. Once you do, move him into one of the A gaps. If you do this, you take away some of the underneath pass coverage. It is best not to do this if the offense comes out in a Spread offense; instead you are better off running it against base formations such as the I-Form.

## Nickel Normal—Over Storm Brave



*Nickel Normal—Over Storm Brave*

Nickel Normal—Over Storm Brave is a man coverage inside blitz scheme that has been used frequently during the last several years by top players. There are a few different versions out there. The one we show is one of the more common setups.



*The linebackers are lined up tightly near the line of scrimmage*

Six defenders rush the QB, including the right outside linebacker, the middle linebacker, and the four defensive linemen. The pass coverage behind the blitz scheme is Cover 0. All five defensive backs are in man coverage and are in one-on-one coverage. To set this defense up, we pinch the linebackers. We then re-hot route the linebackers to blitz, which we can do two ways.



*The right outside linebacker uses his speed to blast through the open gap*

We can do it either individually or globally. To do this globally press the Linebacker Shift button, then down on the right stick. They both will now blitz. Their blitz angle should be shooting the A gaps between the center and guards. Once the ball is snapped, the center will look to block the middle linebacker. The left guard

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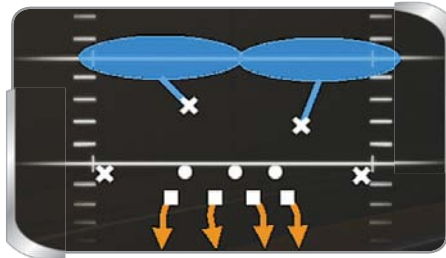
**TOP 15 PROGRAMS**

will look to block the weak-side defensive tackle. The right outside linebacker will shoot through the A gap between the center and left guard. He then will go straight after the QB and apply pressure.



*The QB stares down the pass rusher coming straight at him*

Consider calling bump-n-run man coverage. This helps slow down the receivers trying to get out in pass routes, thus giving the right outside linebacker time to put pressure on the QB. Something else we like do when running this blitz is to control the defender covering the running back if a Shotgun formation is called. If the running back stays in to pass block, we can either drop back in pass coverage or blitz the QB.

**Nickel 2-4-5—DT Blitz**

*Nickel 2-4-5—DT Blitz*

The Nickel 2-4-5—DT Blitz is a Cover 0 blitz that brings A gap pressure from the right inside linebacker. We like this setup because it requires no manual movement, making it an Online Dynasty-friendly blitz scheme. Six defenders rush the QB: two defensive tackles and four linebackers.



*The QB looks over the defensive front to see where the pressure is coming from*

The five defensive backs on the field are all matched up in one-on-one man coverage. To set this defense up, all we need to do is hot route the strong-side defensive tackle to blitz. His blitz angle will now be shooting straight at the right guard. Next, use the fake blitz coverage audible to bring safeties down in the box. When you do this, the left and right inside linebackers will shift to the left of your screen.

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*A big gap is created inside for the linebacker to come through*



*The pass coverage is tight by the defenders in man coverage*

The left inside linebacker is lined up over the center, while the right inside linebacker is lined up between the left guard and left tackle. Once the ball is snapped, the left inside linebacker forces the center to block him while the weak-side defensive tackle engages the left guard. The right inside linebacker stunts behind the weak-side defensive tackle and shoots through the A gap between the center and left guard. He then goes straight after the QB. Keep in mind that you can't use bump-n-run man coverage when running this defense since the fake blitz coverage audible is used. This means the receivers will release off the line of scrimmage without getting jammed, allowing them to get out on their routes quickly. Check your defensive backs' speed and acceleration ratings to see if they can match up with your opponent's receivers. That way you know if they can handle being left in one-on-one coverage or not.

**OVERLOAD BLITZES**

Another common blitz concept is to overload one side of the offensive line with multiple pass rushers. The idea behind this scheme is to send more defenders in on the blitz than the offensive line can block.



*The left side of the offensive line is overloaded with multiple defenders*

On the other side of the formation, there are multiple defenders either playing man or dropping into zone coverage. In *NCAA Football 11*, most of the overload blitz schemes have zone coverage behind them, primarily Cover 3, but there are man overload blitz schemes as well.



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*The nickelback eyes the QB as he drops back to pass*



*No offensive linemen block the nickelback as he comes off the edge*

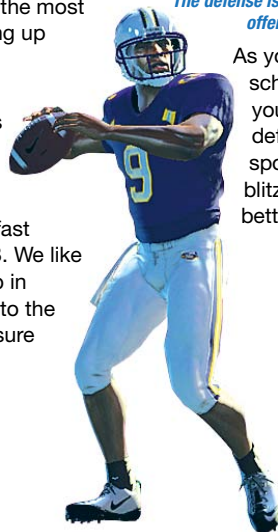
A common tactic for creating overload blitz schemes is to shift either the defensive line or linebackers to one side. From there players can hot route the defensive end or a linebacker on that side to blitz. Players then can bring another player over and hot route him to blitz to create an overload. As with the inside blitz schemes, speed is the most crucial attribute to setting up overload blitz schemes.

Without speed, chances are the overload blitz scheme won't work because the primary blitzing defender is not fast enough to get to the QB. We like to either package or sub in defenders with speed into the spots we want the pressure from.



*The defense is set up to overload the left side of the offensive line with multiple rushers*

As you read through all the blitz schemes we show, make sure you are putting your fastest defenders in the primary blitz spots; that way when you try the blitz schemes out, you will get better results.





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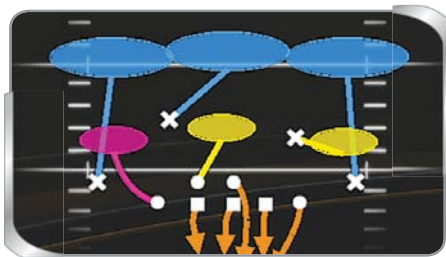
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**TOP 15 PROGRAMS****3-4 Even—Trio Sky Zone***3-4 Even—Trio Sky Zone*

One of the better overall defenses in the game as far as putting pressure on the QB goes is the Trio Sky Zone. You will find this defense in a few different 3-4 formations. We show a version out of the 3-4 Even that we like to use to apply pressure by overloading the left side of the offensive line. The first thing we do is flip the defense at the Play Call screen.

*The blitz is set up for the right outside linebacker to get pressure on the QB**The center comes out to block the linebacker in front of him*

Once on the field, you will see there are five defenders rushing the QB. The other six drop back in pass coverage. Three of the defenders play underneath coverage while the other three play three-deep coverage. To set this defense up, we only need to make a few adjustments. First off, if the defense comes out in a Spread offense we need to make sure that the outside linebackers line up closer to the offensive tackles. To ensure this, we use the man shift coverage audible to bring them back inside. Next, we hot route the right outside linebacker to blitz.

Finally, we hot route the left inside linebacker to blitz and then move him over the top of the center and 5-6 yards off the line of scrimmage. Once the ball is snapped, we want him to take a step or two forward. Once the center commits to block him, we drop him back in hook zone coverage. With the

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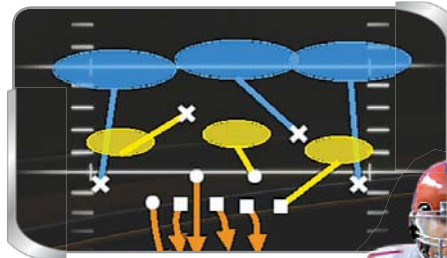
**TOP 15 PROGRAMS**

center now out of the way, this leaves four offensive linemen to block five pass rushers.



*The offensive line is overwhelmed and cannot keep the pass rushers off the QB*

The one defender who is not blocked is the right outside linebacker, who shoots in from the left side of the offensive line and applies pressure on the QB. With this setup, we achieve pressure on the QB without sacrificing the pass coverage.

**4-3 Over—Zone Blitz**

*4-3 Over—Zone Blitz*

The 4-3 Over—Zone Blitz overloads the left side of the offensive line by having four pass rushers matched up against three offensive linemen. The problem is, the right guard can slide over fast enough to block the blitzing right outside linebacker. We are going to show you a simple way to help prevent this from happening, but first we want to break down the coverage of this zone blitz scheme.



*The linebackers are set and waiting or the snap*

The right cornerback, strong safety, and left cornerback drop back in three-deep coverage. The free safety, left outside linebacker, and left end play hook zones. The four defenders that create the overload on the right side of the offensive line are the right end, weak-side defensive tackle, right outside linebacker, and middle linebacker. To prevent the right guard from sliding over to block the right outside linebacker, we need to occupy him with another defender.

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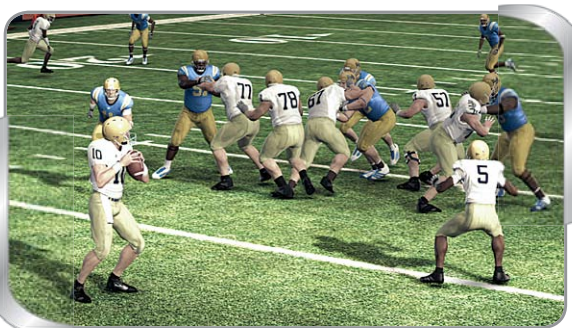
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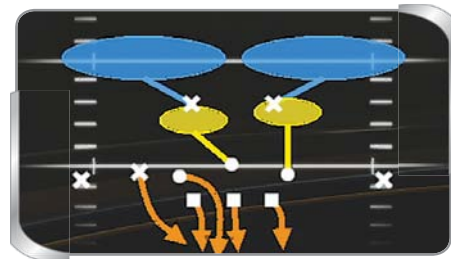
*The offensive line is confused about their blocking assignments*



*The right outside linebacker is not blocked as he looks to pressure the QB*

We could hot route the left end to pass rush. This would force the right tackle to block him, and the right guard then would have to block the strong defensive tackle. Rather than doing that, we hot route the left outside linebacker to blitz. However, we are not going to blitz him; instead we are going to fake blitz. We need to make sure the left outside linebacker is lined up across from the right guard and about 5 yards off the line of scrimmage.

Once the ball is snapped, we want to have the left outside linebacker take a few steps forward. This action will prevent the right guard from sliding over, or at least hold him long enough for the right outside linebacker to apply pressure to the QB. Once the right guard does commit to the left outside linebacker, we want to drop him back in pass coverage while we are in control of him. We still get pressure on the QB, but we keep our coverage intact.

**Nickel 3-3-5—3 Overload Fire**

*Nickel 3-3-5—3 Overload Fire*

The Nickel 3-3-5—Overload Fire creates an overload to the left side of the offensive line. The defender that generally gets the pressure on the QB is either the right outside linebacker or the nickelback. The deep pass coverage is a Cover 3 shell. The right cornerback, strong safety, and left cornerback drop back in three-deep coverage. The free safety, left end, and left outside linebacker drop back in hook zones.



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*The QB lines up in the gun waiting for the snap*



*Even while in the Shotgun, the QB doesn't have much time to scan for an open receiver*

Looking at the play diagram, notice that the right end and nose tackle slant towards the right side of the offensive line. We prefer to have them blitz straight down. That ensures that the right tackle has to slide all the way across to the other side to block the nickelback or the right outside linebacker. To accomplish this, we hot route them both to blitz. Their pass rush angles should now shoot straight down at the left tackle and center. One other step we take is to call bump-n-run coverage.

We call press cover so that the nickelback will line up closer to the line of scrimmage. He can now get to the QB quicker. Once the ball is snapped, the center, left guard, and left tackle will be overwhelmed by the number of pass rushers coming towards them. The right guard and right tackle will slide over to help but won't be able to get over fast enough to hold off the nickelback. The only way for the QB to avoid the pass rush is to slide to the right.



*The QB forces a bad pass as the pressure is about to get to him*

The pass coverage is pretty solid with the three hook zone defenders playing underneath and the three defenders playing deep over the top. The flats are left wide open. Don't forget to flip the defense so that the pass rush comes from the other side. Set it up the same way, but instead hot route the left end and nose tackle to blitz.



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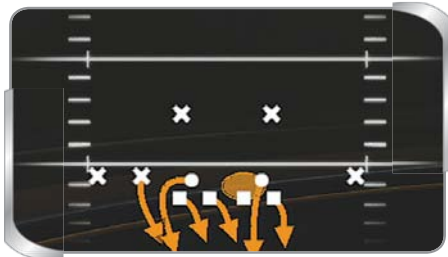
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**TOP 15 PROGRAMS****Nickel Normal—Prowl Spy Man***Nickel Normal—Prowl Spy Man*

Some new defensive plays have been added to the game this year. Most of them are found in the Nickel Normal or Nickel 2–4–5. Look for plays with Prowl or Spy in the name to identify the ones that are new. The Nickel Normal—Prowl Spy Man has the right end, strong-side defensive tackle, and left end all standing up, while the weak-side defensive tackle remains in a two-point stance. The strong-side defensive tackle is put in spy coverage.

*The right end is standing up, making it hard for the left tackle to tell if he is blitzing**The confusion prevents the offensive line from picking up the blitz*

There are four defenders in man coverage, meaning one of the eligible receivers is left uncovered. As far as setting up this defense, there aren't really any pre-snap adjustments. The only adjustment we might suggest is to call bump-n-run man coverage. If you want to call delayed bump-n-run man coverage, come out in a zone defense, call bump-n-run, and then audible into the Nickel Normal—Prowl Spy Man.

The cornerbacks are lined up at normal depth but still will jam the receivers once the ball is snapped. Notice how the right end slants inwards. His rush angle will force the left tackle to block him. This allows the nickelback to come freely from the left side of the offensive line and have a clear shot at sacking the QB.

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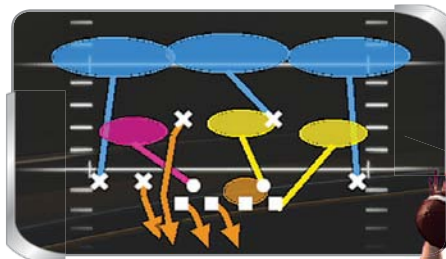
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**TOP 15 PROGRAMS****Nickel Normal—Prowl Spy 3***The strong-side defensive tackle is spying the QB*

Don't run this defense against any five-wide-receiver sets, since one receiver is left uncovered. If the QB finds the uncovered receiver, it's an easy six for the offense. Instead, run it against base, three-receiver, and four-receiver formations to make it more difficult for the QB to spot the open receiver and to minimize the risk. The other option is to hot route the strong-side defensive tackle into man coverage on the open receiver. The problem, though, is that the defensive tackle isn't fast enough to cover a receiver, which limits what you can do with him.

*Nickel Normal—Prowl Spy 3*

Another new defense added to the game this year is the Nickel Normal—Prowl Spy 3. This defense is the zone version of the Prowl Spy Man found in the same formation. One of the cool things we noticed about this defense was the automatic shift by the safeties before the snap. The free safety, who is blitzing, moves up to the line of scrimmage, while the strong safety shifts over the deep middle.

*The free safety sneaks up to the line, ready to blitz*

The nice thing about this play is, we don't have to press any buttons for the shift to take place, allowing us to make other pre-snap adjustments if needed. The one pre-snap adjustment we make is to take control of the middle linebacker and hot route him to blitz. Next, move him across from the center. He needs to be lined up 5–6 yards off the line of scrimmage.



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*The linebacker draws the center out after him*

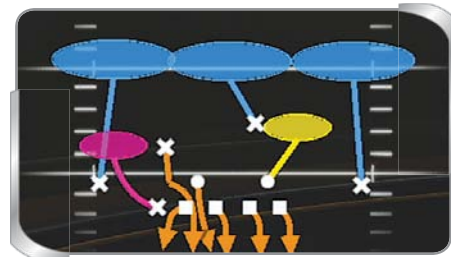


*The QB is about to be sacked from his blind side as two defenders close in*

With this setup there is an overload on the left side of the offensive line. The nickelback and free safety are lined up next to each other, and both are blitzing off the edge. The right end is standing up and slanting inside towards the left tackle. The strong-side defensive tackle is playing QB Spy. Once the ball is snapped, we want the middle linebacker to take a few steps towards the line of scrimmage.

This action keeps the right guard and right tackle from being able to help block the nickelback or the free safety. One of them should get a clean shot at the QB without being blocked. If you would rather hot route the strong-side defensive tackle to blitz instead of the middle linebacker, that's fine, but you must also hot route the right end to make sure the blitz still works. If not, chances are the nickelback and the free safety will be blocked.

## Nickel Strong—FS Snake Blitz 3



*Nickel Strong—FS Snake Blitz 3*

Another Nickel defense that brings overload heat quickly is the Nickel Strong—FS Snake Blitz 3. This defense has the free safety's default blitz assignment shooting through the B gap between the left guard and left tackle. With the proper setup, this defense can bring B gap pressure. By default, the pass coverage has three defenders playing three-deep coverage.



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**TOP 15 PROGRAMS***Our defender waits for his chance to attack the QB**The free safety shoots past the left tackle*

One defender drops back in a hook zone while the other drops back in a buzz zone. We are going to show how to get overload pressure from this play: First, manually move the free safety 3 yards outside of the right end and down to the line of scrimmage. Then hot route him to blitz. We also might take control of the right end and hot route him to blitz.

Once the ball is snapped, the left tackle blocks the right end. The left guard and center are occupied by the weak-side defensive tackle and right outside linebacker. The free safety shoots in cleanly and goes straight after the QB. The pass coverage is not very strong underneath, since there are only two defenders playing in those areas of the field, so watch for quick passes underneath. When setting up overload blitz schemes, try setting them up on the side opposite to where the running back lines up if a Shotgun formation is called.

*The QB has no idea he is about to be sacked from behind*

Some players leave the running back in to pass block. If he does stay in on the same side as the blitz is set up, there is a good chance he will block the blitzing defender. Setting up the blitz on the opposite side lessens the chance he will block the blitzing defender.



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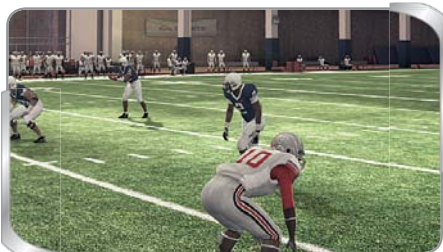
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## OUTSIDE BLITZES

Most players who set up outside blitz schemes use them to prevent QBs from rolling out of the pocket in either direction. Usually these blitz schemes have the outside cornerbacks blitzing or a combination of an outside/inside defensive back along with a linebacker or two inside defensive backs.



*The cornerback is eyeing the QB and ready to surprise him on a blitz*

For example, one side may have a defensive back blitzing while on the other side a linebacker is blitzing. Just as with inside blitz schemes, there is always man or zone coverage behind it. Outside blitz schemes are used not only to put pressure on the QB from the outside, but also to stop outside runs such as tosses, pitches, and option plays.



*The cornerback uses his acceleration to quickly go after the QB*

Some outside blitz schemes can be created on the fly. For instance, say you come out in the 3-4 Normal—Cover 2. The cornerbacks are covering the flats. Instead of having them cover the flats, you can hot route them both to blitz. You still get the linebackers dropping back in buzz zones, and they do a solid job of covering the flats. Be creative when creating blitz schemes, no matter if the original play was designed to bring heat from the inside, overload, or outside.



*The QB rolls out to the left where the cornerback is blitzing*

Some of the outside blitz schemes use zone blitzing principles that rely on confusing the offensive linemen by making them believe that the defensive ends and defensive tackles will rush the passer.



*The QB is sacked by the right cornerback*

By using a zone blitz to generate

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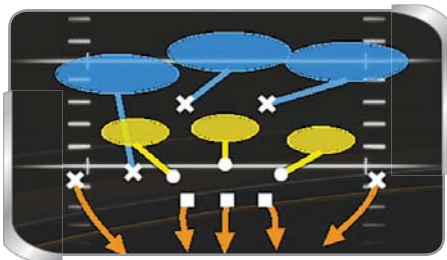
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outside pressure, the defense throws off the blocking assignments of the offensive line by switching the responsibilities of a defensive lineman with those of a linebacker or defensive back.



*3-3-5 Stack—CB Dogs Blitz*

### 3-3-5 Stack—CB Dogs Blitz

A solid outside blitz to keep the QB in the pocket out of the 3-3-5 Stack is the CB Dogs Blitz. This defense sends the two outside cornerbacks in on a blitz. If the QB tries to roll out, they will be in position to make a sack or tackle. The pass coverage behind this blitz is solid, with the linebackers dropping back in hook zones while all three safeties drop back in three-deep coverage.

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*The cornerback looks like he is covering the receiver in front of him*

When running this defense, making a few adjustments with the defensive linemen can enhance it. For instance, the left and right ends can be hot routed into different assignments. Some players hot route them into QB Contain to force the QB to stay in the pocket. Others hot route them to play the flats or curl/flat zones. The idea here is to confuse the QB while preventing him from rolling out in the pocket.



*Once the ball is snapped, the QB rolls to the right*

Make sure to use the man shift coverage audible; otherwise the safety lined up on the left will shift out over the top of the split end. This gives away the pass coverage, plus your intention to blitz. Some players even come out in the 3-3-5 Stack—Cover 2 Man and hot route the cornerbacks to blitz.



*The cornerback is in position to make the sack on the QB before he has time to do anything*

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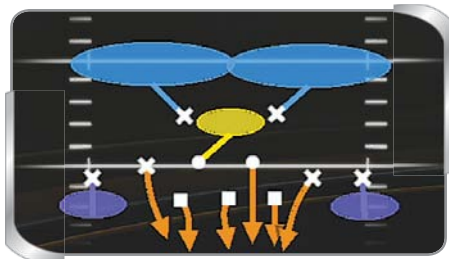
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If they do this, they are risking leaving the outside receivers open, but on the other hand, their opponent might not expect it. They could very likely roll the QB out into one of the blitzing cornerbacks. If this happens, it's well worth the risk. Keep in mind, there are a good number of formations in the game that have the cornerbacks blitzing from the outside. Be sure to look for them and decide which ones you want to run.

**Dime 3-2-6—Lightning 2***Dime 3-2-6—Lightning 2*

The Dime 3-2-6—Lightning 2 sends the inside defensive backs in on a blitz. Generally one of them almost always gets in unless the offense has called some type of max protection. As far as the pass coverages are concerned, this is a Cover 2 zone defense with both the safeties splitting out wide to cover the deep halves of

the field. The left and right cornerbacks play the flats while the right outside linebacker plays a hook zone.

*The inside defensive back sets up across from the slot receiver*

We set this defense up by slanting the defensive line to the left. We also call bump-n-run coverage. Doing this ensures that the left inside cornerback can apply pressure on the QB. The left tackle blocks the right end to open things up. He tries to block inside first and is a step too slow getting out to block the left inside cornerback.

*The inside defensive back comes off the line of scrimmage quickly*

The right inside cornerback gets in because the left end forces the right tackle to block him. The right guard looks to block the middle linebacker. If the offense comes out in a Spread offense the slot receivers are open for a quick pass. To solve this issue, we take control of the safeties and bring them up closer to the line of scrimmage.

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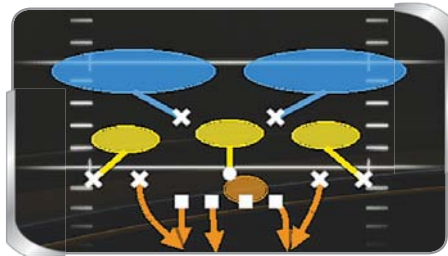
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**TOP 15 PROGRAMS****Dime Normal—Strike 2 Spy**

*The QB scans the field but doesn't see he is about to be sacked*

Of course this all depends on if we have time or not. In most cases you should have the time needed. As with all Cover 2 zone defenses, the other spot that is vulnerable is the deep middle. It's important that the inside cornerbacks get to QB quickly for this outside blitz concept to be effective.



*Dime Normal—Strike 2 Spy*

The next outside blitz is one that many players run online, so you can expect to see it more than a few times. The name of the defense is the Dime Normal—Strike 2 Spy. This defense sends the inside defensive backs on a blitz from both sides of the offensive line. The strong-side defensive tackle drops back in QB Spy. The linebacker and the left and right cornerbacks play hook zones. The free safety and strong safety play two-deep coverage.



*The inside defensive back sets up to rush the QB*

To set this defense up, we make two adjustments. First, we call bump-n-run coverage to bring inside cornerbacks closer to the line of scrimmage. This way we get a few steps closer to the QB before the ball is even snapped. Next, we take control of the linebacker and then hot route him to blitz. While in control of the linebacker we want to make him back off the line of scrimmage 5 or 6 yards.



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*The linebacker fakes a blitz and then drops back in pass coverage*

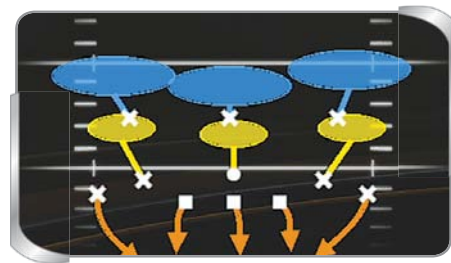


*The QB is in trouble but can't find anyone open*

Once the ball is snapped, we want him to take a few steps forward. This will draw the center out towards him. As soon as we see this, we take control of the linebacker and drop him back in a hook zone. This is to prevent the center from sliding out to block one of the inside blitzing defensive backs. At least one of them will get pressure on the QB from the outside.

The only other adjustments some players make with this defense, provided they have time, is to hot route the outside cornerbacks into buzz zones, because they do a better job of defending the sidelines and flats than hook zones do.

## Quarter 3 Deep— CB Dogs Blitz Zone



*Quarter 3 Deep—CB Dogs Blitz Zone*

The last outside blitz we show is from the Quarter 3 Deep. This formation is used specifically to defend the pass, so don't even think about using it against the run, because you will be in for a lot of punishment. This defense sends the two outside cornerbacks in on a blitz, preventing the QB from rolling out to either side of the field.

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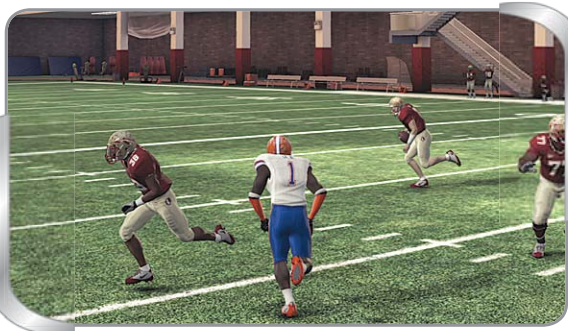
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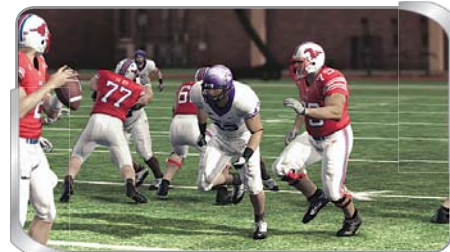
*The left cornerback stands as if he is going to drop back in pass coverage*



*The QB rolls to the right side looking to throw the ball*

The pass coverage is solid with three defenders playing hook zones underneath and three defenders playing three-deep pass coverage. Many players will do some hot routing with the defensive line. A common setup is to hot route the defensive ends into QB Contain while hot routing the nose tackle into QB Spy.

Against this type of defense, there is no way the QB is going to be able to take off and run. We recommend using the LB Pass Rush package to get faster linebackers in the game by replacing the defensive ends. We have seen players put the defensive ends in man coverage on specific receivers in long yardage situations to make it that much more difficult to complete a pass.



*Before he has time to throw, the QB is sacked by the blitzing cornerback*

As you can tell, there are many combinations that can be used to keep the mobile QB in the pocket; it's just a matter of how creative you want to be. The Quarter 3 Deep—CB Dogs Blitz Zone is just one example of the defenses that can be used to throw off your opponent.

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No matter how well prepared you are when the ball is kicked off, you are always going to have to adapt your game plan based on what your opponent does. We have discussed already the different formations, shifts, and audibles you can use to move your defenders around and put your best personnel matchups on the field. We also gave you a stockpile of blitz schemes that you can use to put pressure on the QB and force mistakes from your opponent. Now it's time to talk about how you can put it all together and create an impenetrable defensive wall.

We took some time as we put this guide together to discuss the different philosophies that our staff writers have in regards to putting together their defensive schemes. Opinions varied, but some standard concepts were agreed upon across the board.

Begin by seeing if your opponent can handle the heat. Dial up your best blitz packages and throw them at the offense right at the start. If your opponent rushes throws or makes bad reads, continue to pound blitz after blitz. Typically, the first response you will see is a ball thrown out in the flat. Use hot route

adjustments with players not involved in the blitz to defend the flats. See if your opponent can make another read. The flats might not be that player's bailout solution, but after a couple of plays you should know what he or she likes to do. Continue to hit the offense with blitz after blitz until your opponent crumbles.



*Will pressure force mistakes from your opponent?*

If your opponent deals with your pressure, then you are going to have to back off and play coverage. Start calling base man and zone defenses like Cover 2 Man and Cover 3 to see where your opponent likes to attack. Again, put your defensive hot route adjustments to work to take away favorite parts of the field. Drop a linebacker into a zone in the favored

area of attack, or manually control a defender and sit on the preferred routes. Most players are very one-dimensional. Take away their bread-and-butter play and they will struggle mightily.



*Will your opponent be calm when the heat is on?*

In this chapter, we will take you through multiple adjustments you can make to deal with just about any scenario you will face on defense. Included in each scenario is a sample play breakdown that you can use to get started off on the right foot.



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## ADJUSTMENTS FOR THE RUN GAME

### Defending the Inside Running Game

Many adjustments can be made to prevent players from running the ball through the middle of your line. To guarantee success in this area, you need to get more players at the point of attack than there are blockers. The main key on defense is forcing your opponent to change up the game plan rather than just abusing you all game long in one area.

#### Option 1—Pinch the Defensive Line

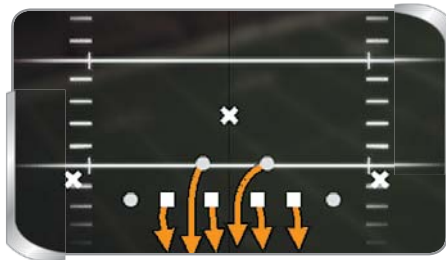
Pinching your defensive line can force your opponent to bounce the ball outside by closing off the inside running lanes. Pinching your line also makes it difficult for the interior offensive line to get double-team blocks. The problem with this adjustment is that it's hard to contain the cut outside. If the offense sees you make this adjustment, they can check out of the play to an outside run. In an accelerated clock game, you can hold your adjustment a couple of beats so that your opponent doesn't have time to audible before getting a delay of game penalty.

#### Option 2—Pinch Your Linebackers and Blitz

With the new double-team blocking in *NCAA Football 11*, your linebackers will often be

called on to make the play. This adjustment will force the offensive linemen to play the gaps instead of double-teaming the line. Win your individual matchups and you will put the running game on lockdown.

### 4-4 Split—LB Fire



4-4 Split—LB Fire

Let's take a look at one defensive scheme we have had success with when defending the inside run.

This defense is great for plugging the middle without tipping off your hand. You're sending more defenders than the offensive line can handle. Your MLBs are on a slanting stunt inside to generate pressure up the middle.



Here comes the MLB

The double-team block comes, but you have the MLBs crashing the inside lane to fill the middle. Your defensive ends give you nice edge support.



Not much running room to be found here

The middle is stuffed without having to make any adjustments that tip off the person you're playing against. As we mentioned before, this



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play's success is predicated on sending more men than the line can account for.

## Defending the Toss/Pitch

Most players you encounter will not have the patience to stick with an inside running game. Their focus is going to be on getting to the perimeter. The toss/pitch is one of the best ways to get this done. Fortunately, there are some minor adjustments you can make to prevent them from abusing you on the edge.

### Option 1—Put Your Defensive Line on an Outside Stunt

Use your playmaker feature to have your defensive line take an outside rush. This option will have your DTs and DEs flare outside. They will take an angle to prevent the offensive linemen from reaching them and work to cut the runner off. The problem is, the middle is left wide open.

### Option 2—Spread Out Your Defensive Line

Spreading your defensive line out changes their positions, not their rush angles. Their new locations will change up the line's run-blocking assignments and show your opponent you are committed to stopping the outside run. As with the previous adjustment, you do open up the middle for attack.

### Option 3—Rush Your OLBs/DBs

Using this option, you can keep your defensive linemen in position to stop the inside run. Your outside linebackers and/or defensive backs are faster than your linemen and should be able to cut off the outside running lanes. The downside to this option is that you will lose some pass coverage because more players are rushing into the backfield instead of dropping into coverage.

## 4-4 Split—Monster Green



*4-4 Split—Monster Green*

Let's take a look at a scheme you can use to defend the outside run. The Monster Green is a zone blitz with a rusher coming from the edge to prevent outside running or PA boot-type plays. This particular blitz can be very confusing to the blocking assignments of the offensive line. You just have to sit on one side yourself and allow the heat from the other side to contain that edge.



*Our defender gets a free run off the edge*

The DE dropping back in coverage confuses the TE and gives the rushers room to get in off the edge.



*The running back is crushed for a loss*

Free blitzers coming off the edge are the death knell for an outside running attack. In this example, our defense stops this play cold in the backfield.

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## Defending the Option

On option plays, the offense bases their point of attack on their read of the defense. So you must play good, solid rule-based defense if you want to contain the offense. Get too aggressive in your pursuit of the QB and the option will light you up. Zone coverage-based plays tend to help slow down the option because you have every area accounted for. To determine how best to defend the option, you have to look at the type of option play you are most often facing.

## Read Option

Keep your ends coming upfield and send pressure from the back side. If the QB sees the backside DE crashing in on the play, he will keep the ball and run into the area the lineman just vacated. If you also bring heat from the back side, the QB will run right into the teeth of the blitz.

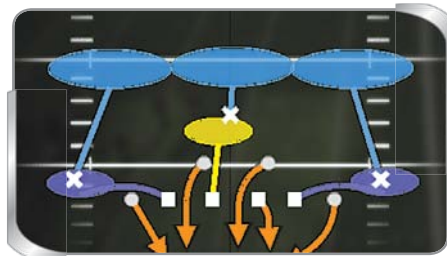
## Speed Option/Power Option

Run a base zone blitz and take control of the MLB. Your job is to disturb the pitch relationship between the QB and the HB. Try to get in the way and force the QB to keep the ball and run into the strength of your defense.

## Triple Option

To stop the triple option, you need to run a solid zone blitz that brings pressure from both the inside and outside. Get your DEs attacking upfield with some a rush off the edge to mess up the pitch relationship between the QB and HB. Here is a play you can use to accomplish this task.

## 4-4 Split—Dogs Zone Blitz



4-4 Split—Dogs Zone Blitz

The inside pressure generated by this play call typically will prevent the inside handoff and often will blow up the play at the point of attack.



The QB makes the pitch to the back

The defenders do a nice job of covering the edge and maintaining their containment position on both the QB and the HB.



The running back isn't going anywhere

In this example, the QB was able to make the pitch, but the play was dead in the backfield. Great job all around by the defense.

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## Adjusting to Cover the Flats

No matter what we do on defense there will always be an open area, and no matter what the offense runs, we will always have an opportunity to make a play on the ball. The beauty of the game of football is the matchup between the two and seeing what side comes out on top.

Most offenses have quick-pass, safety-valve routes that they rely on when faced with the blitz. We want to look at ways to prevent the offense from beating us in the flats because of the pressure that we keep getting on them. There are a few ways we can do this without needing to sacrifice our blitz defenders.



*The cornerback sits down in the flat*

The most common way to handle the flats is to run some sort of Cover 2 zone defense. There is a big difference between the Cover 2 zone and Cover 2 man defenses. The Cover 2 zone will keep a cornerback in the flat area to defend both the flat and the curl routes. If consistency is our plan, this is the best type of zone to cover the flats.



*The outside linebacker shifts out to guard the flat*

The other option that we have when trying to defend the flats is to call any defensive play that puts an outside linebacker, nickelback, or dimeback in the flat. We can use this as a way to alter our blitz and actually send the corner while having the linebacker drop out to the void. When the QB sees this, he will usually throw to the hot receiver and give us a clear play on the ball.

## Adjusting to Cover Screen Passes

One of the best offensive schemes to counter the blitz is the screen pass. When the offense finds that the defense is overly aggressive they will try to slow the defense down by running screen pass plays at it.

As a defense we can't play passively but we also can't blitz 100 miles per hour on every play and constantly let the offense dump the ball off just as we get near the quarterback. When trying to defend the screen and bring pressure we like to run a man-style defense. Running zone sounds better, but zones tend to leave too many voids open, and we want the offense to feel pressured into forcing a throw, instead of waiting for a receiver to clear a zone.



*Our defensive end rushes the passer*

One of the best shut-down defenses to



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use against the screen is the Nickel 3-3-5-DE Contain. We can set up our manual blitz and let the computer handle the rest for us. This defense works well vs. any screen that we have thrown at it. The defensive ends take a solid outside rush angle and get in the passing lane to prevent the quarterback from attempting the throw.



*This receiver is about to get smashed*

There is also another great play concept that we can use to help defend against the screen pass, and that is the LB Contain. When looking for this play in your defense it will be a Cover 4 zone with both outside linebackers playing contains and both defensive ends dropping into the flats. This is one of the safest zones to use when playing any type of WR or HB screen.

## Adjusting to Cover Slants and Crossing Routes

There are certain pass routes that we must think of shutting down before we can even think of running a successful blitz scheme. Slants and crossing routes are the offense's best friend and most reliable ally when it comes to working against the blitz.

If we plan on having success against these routes we need to make sure we come out in formations that give the offense problems when they're attempting to rely on them. For starters, we know slants and crossing routes are timing-based routes. So the first thing we must do is disrupt the timing of the routes.



*The corner locks up the receiver in press coverage*

The easiest way to do this is just to call bump-n-run coverage. Press coverage can easily defeat many passing plays, especially

if we have a solid blitz dialed up for the play. Any delay by the quarterback will result in a sack, interception, or bad throw. The benefit to this coverage is that if we run it with a good blitz package we will make the quarterback anxious. Over time our opponent will feel that he must rush every throw.



*Whoops, that pass shouldn't be going to the white team*

Another way we can play these routes when we blitz is by flooding the middle of the field with defenders playing different types of zones. The bunched coverage in the middle of the field combined with a zone blitz will throw off the quarterback's reads and force him into a bad throw. If we keep mixing our schemes up by dropping different defenders into coverage and blitzing from a variety of angles, we should be able to shut down the slants and crossing routes.



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## Adjusting to Cover Streaks, Fades, and Seam Routes

The one thing we can never allow on defense is the big play. No matter what team we play, even if it's the best team in the country with the best quarterback and the best wideout, we still cannot let the offense ever beat us deep with a streak, seam, or fade route.

Defending these routes is not just a matter of calling the proper defense; it has to be a mind-set in your defensive scheme that you will never let an opponent beat you deep on a streak, fade, or seam route. Big plays are the result of undisciplined play. We will not let any team line up against us and call us undisciplined.

*Tight man coverage on the receiver*

One way that we like to prevent the big play when blitzing is to run some kind of man coverage. This is a great tactic, but we have

to make sure we have the personnel to rely on this coverage. A good corner in a Cover 2 man will jam the receiver at the line of scrimmage and then turn and run with him step for step downfield.

*Dropping back into a deep zone*

Another way we can prevent the offense from burning us when blitzing is to run a Cover 3 or Cover 4 shell defense and let our defensive backs keep all the pass routes underneath and inside of them. If we're forcing the receivers inside, then any throw will be into coverage. As a defense all we need is for the offense to give us an opportunity to get our hands on the ball and we can do the rest from there.

## FORMATION ADJUSTMENTS

### Adjustments vs. Trips Personnel

Many of the pass-happy offenses that have exploded onto the scene lately are using a heavy Trips package at some point in the game. Defending the Trips passing attack can be a nightmare for a defense to handle. This package really stresses our coverage, and one fundamental mistake can lead to the offense racing to the end zone for an easy score.

*Zoning up vs. Trips personnel*

When facing Trips personnel, we usually begin by throwing a zone defense at our opponent. In this case we call a Cover 4 scheme using Quarters personnel. This defense allows you to shift to the trips side without putting the defense in position to give up a big play. The 4 Deep Quarters also allows us to use

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hook, curl, and flat zones underneath so that we can counter the common passing routes that a Trips set would send at us.



*Watching the eyes of the quarterback*

We're running the 4-3 Normal—4 Deep Quarters in this example. Because it is such a strong defense we can give you the key to continued success when running it. The first thing we do is manually control the linebacker away from the trips receiver side. In this case it's the right outside linebacker. At the snap all we need to do is drop back and cut off any route that the backside receiver may run—but don't move any farther than the hash mark. This will put us in position to always make a play on the ball.

## Adjusting to Spread Offenses

Passing the ball is the staple of the current college game. Many teams design game plans specifically around the pass. Because there is so

much of an aerial attack in the regular game of football, it trickles down to the virtual field as well.

We are firm believers in defensive alignment to defend anything that the offense throws at us, but when facing the Spread offense we need to worry not only about alignment but also the tendencies of our opponent.



*Cover 2 zone press coverage*

If our opponent comes out in a balanced four-wide-receiver set then we want to make sure we have the slants protected as well as the quick outs. A perfect defensive coverage scheme for this is the Cover 2 Buc zone. The zone press will cause all the cornerbacks to bump the outside receivers and disrupt the timing of the pass routes. We intend to have pressure, so this zone with bump-n-run will work perfectly for us.



*Here comes the pass rush*

When the offense goes to five wide receivers we need to try a combo coverage scheme that will use both man and zone to protect us from getting abused by man/zone beaters. One play that we have a lot of success with when facing the five-wide formations is the Dime 3-2-6—Lightning 2. This is a zone blitz defense, but it brings intense pressure on the quarterback while challenging the outside routes as we would in man coverage. We can decide to man up any of the blitzing defenders and let two come with one in man coverage all the time. The more flexibility we have when attacking these sets, the easier it will be to keep the offense from taking advantage of us on defense.

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## Defending Double TEs

Any offense that can effectively use two tight ends on the field at the same time can put our defense into all sorts of matchup problems. The benefit of the offense running two tight ends is that it lets them control the spacing on the field. If the offense sends both tight ends on streak routes down opposite seams, it can force the defense to play the safeties in tight or risk giving up a play downfield. Our main concern on defense is the presence of twin tight end sets, because of the run and pass threat they present when the offense lines up.

*Laying a big hit on the TE**The lineman has dropped back into QB Spy*

The first thing we have to worry about stopping is the shallow underneath pass. This is really a decision point, because if the offense has to continue to throw shallow routes, then sooner or later we will have a chance to force a turnover. The only problem with defending this way is that we can easily get frustrated by the dink and dunk passes and overplay an underneath route. This opens us up to getting burned deep.

The easiest way to handle this would be to run a scheme where one of the defensive linemen is in QB Spy coverage. The play that we're running and having success with is the 4-3 Normal—Weak Slant 3 Spy. This play runs a line stunt blitz and drops the weak defensive tackle into zone. The defensive tackle prevents the offense from relying on the tight end to run off the linebacker and sneak an underneath pass into a crossing receiver.



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## Defending Empty

Even the best defensive game plan and blitz package can be tested when the offense decides to go empty backfield on us. This style of offense may seem easy for us to attack because of the lack of blocking, but if a quarterback knows how to make pre-snap reads of our defense then we could be in for a long day trying to slow this aggressive offense down.

The one thing we know about this offensive style is that it is based on timing quick reads. As a defense, if there is any way for us to have success we need to make sure we disrupt the receivers as they try to run their pass routes. Having the personnel to run bump-n-run pass coverage is a key to having consistent success vs. the five-wide or empty set.

*Running step for step with the receiver**Using the Quarter 3 Deep—Man Short Zone*

After making sure we use bump-n-run coverage we can also benefit from running combo coverage. The Quarter defensive formation has a lot of solid man and zone combo coverages that will confuse the quarterback's reads when combined with bump-n-run.

We are using the Quarter 3 Deep—Man Short Zone for this play example. Our goal when running this play is to man up and press the outside receivers and run zone on both hash marks with the deep middle safety providing protection between the hashes. It works like a charm, and when mixed in with other combo coverage plays it can be a part of a very successful defensive scheme.



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## Alabama Crimson Tide

PRESTIGE: ★★★★★★

OFFENSIVE STYLE: One Back

COACH PRESTIGE: A+

CONFERENCE PRESTIGE: A+

PROGRAM STABILITY: B+

PROGRAM TRADITION: A+



## Offensive Strength Chart

## Ace Set



## Defensive Strength Chart

## 3-4 Base



## Team Offensive Playbook

Ace Big  
 Ace Big Twins  
 Ace Big Wing  
 Ace Bunch Base  
 Ace Slot Flex  
 Ace Twin TE  
 Ace Twin TE Flex  
 Ace Wing Trio  
 Ace Y-Trips  
 I-Form Normal  
 Pistol Ace Twins  
 Pistol Twin TE Slot  
 Shotgun 4WR Trey  
 Shotgun 5WR Flex Trey  
 Shotgun Normal Flex  
 Shotgun Spread  
 Shotgun Trio  
 Shotgun Twin TE Flex  
 Shotgun Wild Tide  
 Shotgun Y-Trips HB Wk

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 60

RUN/PASS DEFENSE: 62/38

DEFENSIVE AGGRESSION: 60

CONFERENCE SEC (West) | LOCATION Tuscaloosa, AL

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #12	92	64	95	85	92
QB #10	86	64	80	87	90

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #22	98	90	88	88	89
HB #3	92	92	86	94	77
HB #42	77	88	88	75	76

## Fullbacks

Player	OVR	SPD	CTH	RKB	PBK
FB #33	75	70	55	74	75

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #8	97	88	97	87	94
WR #4	90	94	96	88	85
WR #15	89	87	84	84	94
WR #11	83	92	87	85	83

## Tight Ends

Player	OVR	SPD	CTH	RKB	CIT
TE #89	78	80	74	82	80
TE #85	75	82	77	72	78

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #77	95	96	92	92	89
LG #65	88	94	74	83	84
C #73	92	94	84	80	87

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #75	90	88	84	85	90
RT #76	89	94	80	83	90

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #57	95	76	95	89	81
DT #99	95	70	94	88	75
DT #64	90	60	93	84	67
LE #96	94	88	93	86	88

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
LOLB #5	95	85	93	93	83
MLB #35	95	93	94	89	86
ROLB #41	93	80	93	94	81
MLB #30	92	87	89	92	86

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #21	95	96	94	97	94
CB #1	91	92	95	95	92
CB #9	86	90	88	86	94
CB #22	85	97	85	93	82

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #23	94	96	96	80	66
SS #4	94	91	95	90	85
SS #18	88	91	88	92	90

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## Ohio State Buckeyes

PRESTIGE: ★★★★★★

OFFENSIVE STYLE: Multiple

COACH PRESTIGE: A+

CONFERENCE PRESTIGE: A

PROGRAM STABILITY: B+

PROGRAM TRADITION: A+



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Big  
 Ace Bunch  
 Ace Slot  
 Ace Twin TE  
 Ace Twin TE Slot  
 Ace Y-Trips  
 I-Form Normal  
 I-Form Tight  
 I-Form Twins  
 I-Form Y-Trips  
 Pony H Twins  
 Shotgun 5WR Flex Trey  
 Shotgun Ace  
 Shotgun Normal  
 Shotgun Normal Flex Wk  
 Shotgun Split  
 Shotgun Split Slot  
 Shotgun Trio HB Wk  
 Shotgun Y-Trips

## Coaching Philosophy

RUN/PASS: 45/55

OFFENSIVE AGGRESSION: 60

RUN/PASS DEFENSE: 42/58

DEFENSIVE AGGRESSION: 70

## CONFERENCE Big Ten | LOCATION Columbus, OH

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #2	94	91	86	90	83
QB #14	81	76	63	85	88

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #3	94	94	87	82	77
HB #1	92	90	93	84	80
HB #4	86	92	94	79	81

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #44	81	82	71	82	73

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #8	93	92	96	90	86
WR #12	91	88	94	78	89
WR #9	86	90	89	85	78
WR #5	85	92	95	82	76

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #11	82	86	83	74	85
TE #81	78	84	75	80	78

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #55	86	88	85	88	85
LG #65	92	90	86	92	92
C #50	94	94	89	86	90

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #70	91	95	83	84	90
RT #76	91	90	83	90	88

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #43	92	84	90	86	88
DT #72	94	62	92	88	78
DT #54	91	66	94	84	77
LE #97	95	75	93	90	83

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
LOLB #51	93	84	90	90	88
MLB #36	90	80	80	89	81
ROLB #6	89	88	80	88	89
ROLB #42	87	80	65	90	87

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #5	94	93	94	98	93
CB #10	88	94	88	94	90
CB #30	85	90	90	88	95
CB #18	79	92	87	85	85

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #7	89	90	87	87	91
SS #19	86	90	88	71	77
SS #26	85	92	75	85	87

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## Texas Longhorns

Overall

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Offense

94

Defense

92

PRESTIGE: ★★★★★★

OFFENSIVE STYLE: Spread

COACH PRESTIGE: A+

CONFERENCE PRESTIGE: B+

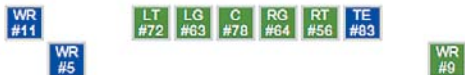
PROGRAM STABILITY: A+

PROGRAM TRADITION: A+



## Offensive Strength Chart

## Shotgun Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

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 Ace Twin TE  
 Ace Y-Trips  
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 I-Form Tight  
 I-Form Twins  
 Shotgun 4WR Trey  
 Shotgun 4WR Trey Str  
 Shotgun 5WR Flex Trey  
 Shotgun Ace  
 Shotgun Ace Twins  
 Shotgun Ace Twins Wk  
 Shotgun Double Flex  
 Shotgun Empty Trey Flex  
 Shotgun Normal  
 Shotgun Normal HB Wk  
 Shotgun Trips Over  
 Shotgun Trips TE  
 Shotgun Y-Trips  
 Shotgun Y-Trips HB Wk

## Coaching Philosophy

RUN/PASS: 52/48

OFFENSIVE AGGRESSION: 60

RUN/PASS DEFENSE: 44/56

DEFENSIVE AGGRESSION: 70

## CONFERENCE Big 12 (South) | LOCATION Austin, TX

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #12	92	64	95	85	92
QB #10	86	64	80	87	90

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #22	98	90	88	88	89
HB #3	92	92	86	94	77
HB #42	77	88	88	75	76

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #33	75	70	55	74	75

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #8	97	88	97	87	94
WR #4	90	94	96	88	85
WR #15	89	87	84	84	94
WR #11	83	92	87	85	83

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #89	78	80	74	82	80
TE #85	75	82	77	72	78

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #77	95	96	92	92	89
LG #65	88	94	74	83	84
C #73	92	94	84	80	87

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #75	90	88	84	85	90
RT #76	89	94	80	83	90

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #57	95	76	95	89	81
DT #99	95	70	94	88	75
DT #64	90	60	93	84	67
LE #96	94	88	93	86	88

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
LOLB #5	95	85	93	93	83
MLB #35	95	93	94	89	86
ROLB #41	93	80	93	94	81
MLB #30	92	87	89	92	86

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #21	95	96	94	97	94
CB #1	91	92	95	95	92
CB #9	86	90	88	86	94
CB #22	85	97	85	93	82

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #23	94	96	96	80	66
SS #4	94	91	95	90	85
SS #18	88	91	88	92	90

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## Oregon Ducks

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Spread

COACH PRESTIGE: B+

CONFERENCE PRESTIGE: B+

PROGRAM STABILITY: A

PROGRAM TRADITION: B



## Offensive Strength Chart

## Shotgun Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace F Pair Twins  
 Shotgun 4WR Trio  
 Shotgun 4WR Trio Str  
 Shotgun Ace  
 Shotgun Empty Trey  
 Shotgun Normal  
 Shotgun Normal Flex Wing  
 Shotgun Split Slot  
 Shotgun Spread  
 Shotgun Spread Flex  
 Shotgun Spread Flex Wk  
 Shotgun Trio HB Wk  
 Shotgun Twin TE Flex  
 Shotgun Wild Duck  
 Shotgun Wing Offset  
 Shotgun Wing Trio Wk  
 Shotgun Wing Trips Wk  
 Shotgun Y-Trips  
 Shotgun Y-Trips HB Wk

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 74

RUN/PASS DEFENSE: 58/42

DEFENSIVE AGGRESSION: 70

## CONFERENCE Pacific-10 | LOCATION Eugene, OR

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #8	92	85	85	85	89
QB #7	85	71	75	90	85

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #21	95	97	95	73	84
HB #24	89	92	89	90	77
HB #5	85	95	91	79	79

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #26	84	86	75	79	86

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #23	88	89	92	93	87
WR #10	88	90	93	87	82
WR #80	85	93	96	88	75
WR #4	81	88	93	87	74

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #42	82	85	68	85	63
TE #82	79	80	70	72	90

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #69	90	88	81	85	85
LG #77	87	87	88	84	83
C #54	87	86	80	81	80

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #79	82	92	78	89	86
RT #68	85	87	63	83	83

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #58	82	81	79	82	87
DT #88	91	77	83	84	83
DT #99	83	78	81	77	82
LE #45	83	79	81	79	86

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #55	90	81	88	91	89
ROLB #35	90	84	90	90	91
LOLB #11	86	85	74	88	86
LOLB #43	81	86	73	88	85

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #37	89	91	90	90	96
CB #3	83	89	87	84	95
CB #2	76	92	85	80	90
CB #31	75	92	86	80	84

## Safeties

Player	OVR	SPD	AWR	TAK	POW
SS #14	84	92	80	80	80
FS #20	81	91	71	72	71
SS #1	79	91	55	80	76



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90

## Boise State Broncos

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Pro Style

COACH PRESTIGE: A

CONFERENCE PRESTIGE: C+

PROGRAM STABILITY: A+

PROGRAM TRADITION: C+



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Big  
 Ace Big Twins  
 Ace Bunch  
 Ace Jumbo Z  
 Ace Slot  
 Ace Twin TE Slot  
 Ace Y-Trips  
 I-Form Normal  
 I-Form Twin TE  
 I-Form Twins  
 Shotgun 4WR Trey  
 Shotgun 5WR Trey  
 Shotgun Double Flex  
 Shotgun Normal  
 Shotgun Split Y-Flex  
 Shotgun Y-Trips HB Wk  
 Strong I Normal  
 Strong I Twins Flex  
 Weak I Normal

## Coaching Philosophy

RUN/PASS: 52/48

OFFENSIVE AGGRESSION: 60

RUN/PASS DEFENSE: 61/39

DEFENSIVE AGGRESSION: 50

CONFERENCE WAC | LOCATION Boise, ID

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #11	96	76	94	88	95
QB #7	72	62	70	80	79

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #27	90	91	92	68	81
HB #22	84	86	90	85	76
HB #6	82	93	87	77	77

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #39	72	80	59	78	79

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #4	95	93	96	88	88
WR #2	94	88	95	84	92
WR #89	80	86	87	80	78
WR #20	74	89	85	78	73

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #85	76	74	61	83	65
TE #80	76	82	75	72	82

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #73	94	94	96	95	88
LG #59	92	86	82	93	86
C #66	88	83	92	94	89

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #62	89	85	89	90	84
RT #54	86	82	87	86	92

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #98	91	78	83	85	88
DT #90	86	68	84	88	76
DT #97	86	60	81	92	77
LE #92	82	76	78	82	80

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #45	89	84	88	86	85
ROLB #36	84	76	89	88	81
LOLB #52	82	80	86	83	78
MLB #25	79	79	80	82	79

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #13	90	92	92	96	94
CB #10	83	95	89	85	87
CB #21	77	90	88	76	88
CB #37	70	86	88	80	77

## Safeties

Player	OVR	SPD	AWR	TAK	POW
SS #23	93	94	92	88	91
FS #8	90	95	93	78	58
SS #17	83	87	88	85	78

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## Florida Gators

Overall

92

Offense

92

Defense

92

PRESTIGE: ★★★★★★

OFFENSIVE STYLE: Spread

COACH PRESTIGE: A+

CONFERENCE PRESTIGE: A+

PROGRAM STABILITY: C+

PROGRAM TRADITION: A



## Offensive Strength Chart

## Shotgun Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

I-Form Normal  
I-Form Twins Flex  
Pistol Weak H Slot  
Shotgun 4WR Trio  
Shotgun 5WR Trey  
Shotgun Empty Trey  
Shotgun Empty Trey TE  
Shotgun Empty Wing Trio  
Shotgun Gator Heavy  
Shotgun Normal  
Shotgun Normal Flex Wing  
Shotgun Slot F Trips  
Shotgun Slot F Wing  
Shotgun Split Offset  
Shotgun Spread  
Shotgun Trio HB Wk  
Shotgun Wing Trio Wk  
Shotgun Y-Trips HB Wk

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 73

RUN/PASS DEFENSE: 52/48

DEFENSIVE AGGRESSION: 60

## CONFERENCE SEC (East) | LOCATION Gainesville, FL

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #12	86	73	75	91	86
QB #13	66	88	40	85	75

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #2	92	99	97	79	94
HB #21	87	88	91	85	78
HB #23	78	92	90	74	80

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #45	75	80	63	79	76

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #6	89	96	92	91	80
WR #3	88	96	98	78	77
WR #7	85	90	89	85	80
WR #82	85	91	94	84	83

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #80	78	88	80	69	81
TE #32	76	90	82	70	78

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #73	86	88	78	81	81
LG #57	92	95	87	90	94
C #55	95	91	86	91	91

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #66	85	87	50	88	88
RT #76	88	88	75	86	87

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #96	82	80	73	80	85
DT #99	91	62	91	88	80
DT #6	91	62	87	86	78
LE #94	90	82	80	85	88

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
ROLB #16	88	87	76	85	87
LOLB #40	87	87	71	88	88
MLB #43	87	84	72	84	94
MLB #52	84	86	66	86	84

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #1	91	93	89	95	93
CB #27	86	91	87	91	88
CB #28	83	89	86	89	90
CB #2	78	94	72	83	83

## Safeties

Player	OVR	SPD	AWR	TAK	POW
SS #35	93	93	88	88	90
FS #10	91	92	88	83	83
FS #13	85	91	66	84	86

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## Virginia Tech Hokies

Overall

90

Offense

96

Defense

88

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Pro Style

COACH PRESTIGE: A

CONFERENCE PRESTIGE: B

PROGRAM STABILITY: A+

PROGRAM TRADITION: B



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Big  
 Ace Big Twins  
 Ace Slot Flex  
 Ace Twin TE  
 Ace Twin TE Flex  
 Ace Y-Trips  
 I-Form Normal  
 I-Form Tight  
 I-Form Twins Flex  
 Shotgun Double Flex  
 Shotgun Normal Flex Wk  
 Shotgun Split  
 Shotgun Split Y-Flex  
 Shotgun Trio HB Wk  
 Shotgun Wild Turkey  
 Shotgun Y-Trips HB Wk  
 Strong I Normal  
 Weak I Twins Flex

## Coaching Philosophy

RUN/PASS: 45/55

OFFENSIVE AGGRESSION: 62

RUN/PASS DEFENSE: 44/56

DEFENSIVE AGGRESSION: 75

## CONFERENCE ACC (Coastal) | LOCATION Blacksburg, VA

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #5	92	82	80	94	84
QB #12	79	80	65	83	86

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #34	93	87	93	75	86
HB #32	92	83	89	87	80
HB #25	80	90	84	83	77

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #31	88	78	68	86	77

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #81	89	90	84	88	88
WR #19	88	82	96	78	92
WR #11	85	87	83	80	88
WR #7	80	94	75	88	78

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #88	88	68	70	85	72
TE #3	80	90	81	69	82

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #62	89	91	89	88	83
LG #75	81	87	75	81	84
C #60	86	86	78	80	84

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #68	88	90	86	83	88
RT #72	86	88	77	84	85

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #33	79	68	78	84	83
DT #91	87	70	85	85	78
DT #98	84	60	91	84	74
LE #82	79	84	76	82	84

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
ROLB #52	88	82	85	89	87
MLB #39	85	80	88	86	89
MLB #36	81	72	83	88	77
ROLB #51	80	78	80	84	82

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #21	88	91	89	95	88
CB #9	85	91	85	92	90
CB #20	83	96	92	90	85
CB #37	74	85	89	86	82

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #15	88	92	86	68	63
SS #2	87	93	90	80	86
FS #14	80	87	70	79	79

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90

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96

Defense

88

## TCU Horned Frogs

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Spread

COACH PRESTIGE: B+

CONFERENCE PRESTIGE: C+

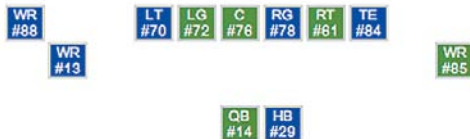
PROGRAM STABILITY: B+

PROGRAM TRADITION: B



## Offensive Strength Chart

## Shotgun Set



## Defensive Strength Chart

## 4-2-5 Base



## Team Offensive Playbook

Ace Big  
 Ace Big Twins  
 Ace Twin TE  
 Ace Y-Trips  
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 I-Form Twin TE  
 Shotgun Ace  
 Shotgun Ace Twins Wk  
 Shotgun Empty Spread  
 Shotgun Normal  
 Shotgun Normal HB Wk  
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 Shotgun Split Slot  
 Shotgun Split Twins  
 Shotgun Spread  
 Shotgun Trips  
 Shotgun Trips Open  
 Shotgun Wild Frog  
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 Shotgun Y-Trips HB Wk

## Coaching Philosophy

RUN/PASS: 45/55

OFFENSIVE AGGRESSION: 57

RUN/PASS DEFENSE: 42/58

DEFENSIVE AGGRESSION: 65

## CONFERENCE Mountain West | LOCATION Fort Worth, TX

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #14	93	81	89	88	89
QB #4	85	83	70	85	88

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #29	88	83	91	70	85
HB #34	83	90	95	67	88
HB #32	81	92	89	76	79

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #48	78	80	78	76	77

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #85	90	92	92	90	86
WR #88	88	93	88	87	84
WR #13	88	90	90	90	83
WR #6	84	87	80	84	90

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #84	86	76	86	88	72
TE #80	80	74	85	84	77

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #70	89	89	78	92	90
LG #72	92	88	85	91	89
C #76	97	90	96	88	90

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #78	89	89	86	86	85
RT #61	93	91	90	87	91

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #96	88	77	89	88	84
DT #57	88	56	90	89	77
DT #69	85	60	84	88	70
LE #99	84	79	80	86	86

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #43	89	73	89	88	89
ROLB #35	83	83	86	84	83
MLB #40	77	78	78	78	84
LOLB #51	74	74	74	84	77

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #7	86	93	93	95	90
CB #27	84	90	91	93	88
CB #15	80	87	85	90	84
CB #26	77	90	85	87	89

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #3	85	89	87	68	68
SS #9	84	91	88	80	78
SS #17	84	92	86	83	75



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## Nebraska Cornhuskers

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PRESTIGE: ★★★★★

OFFENSIVE STYLE: Pro Style

COACH PRESTIGE: B+

CONFERENCE PRESTIGE: B+

PROGRAM STABILITY: B

PROGRAM TRADITION: A+



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

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Ace Big Twins  
Ace Bunch  
Ace Jumbo Heavy  
Ace Jumbo Z  
Ace Slot Flex  
Ace Y-Trips  
I-Form Normal  
I-Form Tackle Over  
I-Form Tight  
I-Form Twins Flex  
Shotgun 4WR Trey  
Shotgun Ace  
Shotgun Ace Twins Wk  
Shotgun Double Flex  
Shotgun Normal Flex  
Shotgun Tight Slots  
Shotgun Trio HB Wk  
Shotgun Y-Trips  
Strong I Tight

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 70

RUN/PASS DEFENSE: 46/54

DEFENSIVE AGGRESSION: 75

CONFERENCE Big 12 (North) | LOCATION Lincoln, NE

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #5	88	80	80	88	85
QB #17	87	81	73	92	84

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #10	93	88	93	80	85
HB #22	88	90	88	88	83
HB #27	83	86	86	77	72

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #48	83	81	59	80	78

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #24	87	90	90	84	84
WR #84	83	85	93	89	80
WR #44	82	85	80	71	85
WR #11	80	96	74	88	80

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #49	84	80	84	79	78
TE #81	78	85	81	48	82

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #65	85	88	83	86	80
LG #68	86	90	80	87	83
C #58	84	96	78	82	85

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #74	81	85	73	83	87
RT #78	83	85	76	83	87

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #95	92	81	89	85	85
DT #94	92	62	92	88	71
DT #55	87	64	90	85	75
LE #34	85	74	75	88	84

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #51	87	81	80	85	80
ROLB #36	85	84	71	84	86
LOLB #42	78	81	78	84	81
ROLB #46	78	74	43	86	84

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #21	91	94	86	98	93
CB #15	88	91	85	96	94
CB #7	84	91	78	87	96
CB #5	82	86	85	88	89

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #3	87	80	90	80	80
FS #28	85	92	90	76	74
SS #13	84	90	78	80	86

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## Iowa Hawkeyes

Overall

89

Offense

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Defense

89

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Pro Style

COACH PRESTIGE: A

CONFERENCE PRESTIGE: A

PROGRAM STABILITY: A+

PROGRAM TRADITION: B+



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Big  
 Ace Big Twins  
 Ace Slot  
 Ace Twin TE  
 Ace Twin TE Slot  
 Ace Y-Trips  
 I-Form Normal  
 I-Form Tight  
 I-Form Twin TE  
 I-Form Twins  
 I-Form Y-Trips  
 Shotgun Empty Base  
 Shotgun Normal  
 Shotgun Normal HB Wk  
 Shotgun Y-Trips  
 Shotgun Y-Trips HB Wk  
 Strong I Normal  
 Weak I Twins

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 55

RUN/PASS DEFENSE: 67/33

DEFENSIVE AGGRESSION: 35

## CONFERENCE Big Ten | LOCATION Iowa City, IA

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #12	89	83	80	87	88
QB #16	78	66	65	83	87

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #32	90	87	88	76	82
HB #27	89	95	94	70	88
HB #3	88	91	90	85	88

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #36	71	80	70	68	66

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #15	88	85	95	80	86
WR #7	84	82	92	88	84
WR #22	82	90	75	82	80
WR #26	78	90	81	78	76

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #82	85	72	86	84	85
TE #39	80	81	80	80	77

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #77	93	95	94	88	93
LG #69	85	87	79	87	87
C #67	88	89	83	85	87

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #63	89	94	87	87	89
RT #56	82	87	80	82	87

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #91	78	81	82	80	82
DT #46	89	78	88	88	85
DT #95	81	76	79	87	75
LE #94	91	79	88	89	87

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
LOLB #45	85	82	84	89	80
MLB #57	82	73	78	88	77
MLB #48	82	78	85	85	76
ROLB #42	82	88	81	83	81

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #28	87	93	87	96	92
CB #4	85	90	92	93	89
CB #2	80	82	90	87	88
CB #10	77	92	90	85	85

## Safeties

Player	OVR	SPD	AWR	TAK	POW
SS #9	94	89	97	90	89
FS #30	92	85	95	80	70
FS #40	81	90	86	79	73

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## Wisconsin Badgers

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Pro Style

COACH PRESTIGE: A

CONFERENCE PRESTIGE: A

PROGRAM STABILITY: A+

PROGRAM TRADITION: A



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Big  
Ace Big Twins  
Ace Bunch  
Ace Jumbo Z  
Ace Slot  
Ace Twin TE  
Ace Twin TE Slot  
Ace Y-Trips  
I-Form Normal  
I-Form Slot Flex  
I-Form Tight  
I-Form Twin TE  
Shotgun 4WR Trey  
Shotgun Bunch HB Str  
Shotgun Spread Flex Wk  
Shotgun Wing Trips Wk  
Shotgun Y-Trips  
Strong I Tight  
Weak I Normal  
Weak I Twin TE

## Coaching Philosophy

RUN/PASS: 45/65

OFFENSIVE AGGRESSION: 64

RUN/PASS DEFENSE: 59/41

DEFENSIVE AGGRESSION: 70

## CONFERENCE Big Ten | LOCATION Madison, WI

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #16	89	77	88	85	88
QB #10	85	82	76	89	80

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #32	94	90	89	95	75
HB #28	86	93	95	66	81
HB #30	80	77	88	70	74

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #46	82	76	70	80	79

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #1	91	90	82	84	93
WR #6	84	83	92	87	88
WR #85	84	88	88	80	80
WR #3	80	97	73	87	80

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #84	88	80	77	85	70
TE #82	82	82	70	84	68

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #68	96	90	94	88	92
LG #74	92	86	88	87	90
C #66	93	86	90	86	93

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #70	94	90	87	85	90
RT #67	94	90	88	86	89

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #93	83	70	82	83	84
DT #95	88	65	94	85	77
DT #75	84	50	83	82	75
LE #99	88	66	92	88	82

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #15	90	82	89	91	85
LOLB #44	86	80	78	89	85
ROLB #53	85	72	78	89	88
MLB #9	81	75	70	87	88

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #10	84	91	87	91	87
CB #29	83	90	84	88	90
CB #26	80	84	78	86	93
CB #7	80	91	82	86	88

## Safeties

Player	OVR	SPD	AWR	TAK	POW
SS #2	90	91	90	90	86
SS #37	81	81	84	83	80
FS #22	80	84	76	68	68

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## Georgia Tech Yellow Jackets

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Option

COACH PRESTIGE: A

CONFERENCE PRESTIGE: B

PROGRAM STABILITY: B

PROGRAM TRADITION: A



## Offensive Strength Chart

## Flexbone Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Flexbone Close  
 Flexbone Normal  
 Flexbone Slot Left  
 Flexbone Slot Right  
 Flexbone Split  
 Flexbone Split Wing X  
 Flexbone Split Wing Z  
 Flexbone Tackle Over  
 Flexbone Trio Right  
 Flexbone Trips Left  
 Flexbone Trips Right  
 Flexbone Twins Over  
 Flexbone Wing  
 Flexbone Wing Trips

## Coaching Philosophy

RUN/PASS: 68/32

OFFENSIVE AGGRESSION: 45

RUN/PASS DEFENSE: 38/62

DEFENSIVE AGGRESSION: 60

## CONFERENCE ACC (Coastal) | LOCATION Atlanta, GA

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #9	90	76	90	94	76
QB #13	80	84	66	86	80

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #20	92	90	92	76	90
HB #24	88	94	94	69	90
HB #3	86	82	89	67	92

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #18	91	80	65	76	77

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #5	78	89	85	88	70
WR #84	78	92	85	88	70
WR #80	72	80	89	76	67
WR #83	69	84	87	75	66

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #17	76	90	70	75	61
TE #36	75	80	66	70	62

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #75	92	93	88	85	89
LG #62	86	89	82	82	87
C #79	87	88	84	80	87

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #74	86	88	78	83	86
RT #61	87	88	77	84	87

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #41	87	83	85	85	82
DT #90	88	65	87	88	75
DT #96	82	62	85	82	78
LE #56	88	81	80	84	80

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #51	90	85	85	89	84
LOLB #34	86	88	83	86	85
MLB #58	83	80	77	86	82
ROLB #12	80	85	82	85	75

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #2	89	92	89	94	94
CB #28	82	90	80	94	87
CB #37	79	89	80	87	90
CB #35	77	88	87	89	89

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #33	85	89	78	82	79
SS #4	82	88	85	77	61
SS #22	79	90	60	74	73



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## USC Trojans

PRESTIGE: ★★★★★★

OFFENSIVE STYLE: Pro Style

COACH PRESTIGE: A

CONFERENCE PRESTIGE: B+

PROGRAM STABILITY: B+

PROGRAM TRADITION: A+



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Big  
 Ace Big Twins  
 Ace Bunch  
 Ace Double Flex  
 Ace Slot Flex  
 Ace Twin TE  
 Ace Twin TE Flex  
 Ace Y-Trips  
 Empty Trips  
 I-Form Normal  
 I-Form Tight  
 I-Form Twin TE  
 I-Form Twins  
 Shotgun 5WR Flex Trey  
 Shotgun Y-Trips HB Wk  
 Strong I Normal  
 Strong I Twins Flex  
 Weak I Normal  
 Weak I Twins

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 70

RUN/PASS DEFENSE: 49/51

DEFENSIVE AGGRESSION: 75

CONFERENCE Pacific-10 | LOCATION Los Angeles, CA

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #7	86	75	76	90	85
QB #15	82	79	70	88	83

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #21	89	86	85	85	77
HB #2	84	95	96	75	88
HB #26	80	90	91	88	80

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #31	92	85	75	77	78

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #8	94	95	90	85	86
WR #19	87	97	76	88	82
WR #9	86	83	94	94	79
WR #22	80	90	94	93	78

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #88	88	88	85	79	77
TE #40	79	80	77	75	75

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #68	90	89	88	93	85
LG #74	86	89	87	88	92
C #61	96	92	97	90	92

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #72	82	86	81	85	82
RT #70	88	84	85	88	88

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #8	93	83	71	88	86
DT #44	90	67	87	85	76
DT #91	88	68	88	77	84
LE #94	85	74	86	82	82

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #54	90	84	90	85	87
ROLB #6	85	85	88	80	87
MLB #10	82	88	82	76	90
LOLB #17	80	78	76	70	93

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #24	95	96	96	96	95
CB #1	90	96	94	90	93
CB #9	87	88	85	88	95
CB #4	81	94	89	86	84

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #19	85	93	87	75	79
SS #7	82	86	86	80	74
SS #29	76	92	76	74	65

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# Miami Hurricanes

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PRESTIGE: ★★★★★

OFFENSIVE STYLE: Pro Style

COACH PRESTIGE: A

CONFERENCE PRESTIGE: B

PROGRAM STABILITY: B

PROGRAM TRADITION: A+



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Big  
Ace Big Flip  
Ace Big Twins  
Ace Bunch  
Ace Slot  
Ace Twin TE Flex  
Ace Y-Trips  
I-Form Normal  
I-Form Tackle Over  
I-Form Twins  
Shotgun Normal HB Wk  
Shotgun Normal Y-Flex  
Shotgun Split  
Shotgun Trio HB Wk  
Shotgun Y-Trips  
Strong I Normal

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 55

RUN/PASS DEFENSE: 44/56

DEFENSIVE AGGRESSION: 66

## CONFERENCE ACC (Coastal) | LOCATION Miami, FL

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #12	93	85	80	94	87
QB #11	73	80	67	82	72

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #2	92	85	88	84	93
HB #20	88	92	91	87	80
HB #6	79	90	93	77	84

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #30	78	75	70	81	81

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #85	89	90	93	87	82
WR #47	88	90	91	88	83
WR #3	87	92	95	90	77
WR #28	83	89	97	90	75

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #84	84	81	68	83	73
TE #80	69	80	66	65	78

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #55	86	86	83	83	87
LG #74	86	89	79	84	86
C #63	84	86	88	86	80

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #61	87	86	74	83	88
RT #78	86	87	82	80	87

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #97	88	65	85	85	84
DT #99	93	70	92	86	80
DT #92	87	60	90	83	75
LE #57	96	65	94	92	84

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
MLB #51	89	80	84	87	92
ROLB #31	87	80	87	85	89
LOLB #44	85	70	86	87	89
ROLB #45	84	70	83	88	86

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #1	88	93	92	95	89
CB #8	86	96	90	94	87
CB #13	80	88	90	80	90
CB #21	78	90	87	86	84

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #26	90	90	90	75	74
FS #15	86	95	70	84	72
SS #7	86	80	87	88	78

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Overall

94

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## Oklahoma Sooners

PRESTIGE: ★★★★★★

OFFENSIVE STYLE: Multiple

COACH PRESTIGE: A+

CONFERENCE PRESTIGE: B+

PROGRAM STABILITY: A+

PROGRAM TRADITION: A+



## Offensive Strength Chart

## 2-Back Set



## Defensive Strength Chart

## 4-3 Base



## Team Offensive Playbook

Ace Bunch  
 Ace Slot  
 Ace Spread  
 Ace Twin TE  
 Ace Twin TE Slot  
 Ace Y-Trips  
 I-Form Normal  
 I-Form Slot  
 I-Form Tight  
 I-Form Twins  
 I-Form Y-Trips  
 Shotgun 5WR Trips  
 Shotgun Normal  
 Shotgun Spread  
 Shotgun Trips  
 Shotgun Trips Open  
 Shotgun Trips Over  
 Shotgun Wing Trips Wk  
 Shotgun Y-Trips

## Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 65

RUN/PASS DEFENSE: 59/41

DEFENSIVE AGGRESSION: 80

## CONFERENCE Big 12 (South) | LOCATION Norman, OK

## Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #12	90	65	86	93	88
QB #15	79	77	60	87	85

## Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #7	95	82	97	84	95
HB #23	88	90	93	84	88
HB #17	81	91	88	85	80

## Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #48	80	80	60	83	80

## Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #85	95	83	97	90	96
WR #24	89	97	80	92	84
WR #8	86	84	90	90	84
WR #6	84	94	82	84	80

## Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #47	83	80	84	75	70
TE #69	76	79	72	77	68

## Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #76	89	92	85	87	83
LG #77	87	92	87	88	90
C #61	90	90	90	85	84

## Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #75	88	91	85	77	84
RT #70	90	88	80	85	90

## Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #84	87	72	83	91	79
DT #86	90	65	88	84	82
DT #97	85	64	86	86	78
LE #44	93	60	83	91	88

## Linebackers

Player	OVR	SPD	AWR	TAK	PUR
ROLB #28	94	80	90	90	93
MLB #21	89	70	83	91	86
LOLB #56	85	80	85	88	86
ROLB #55	84	82	79	85	85

## Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #3	88	88	85	96	91
CB #19	85	94	92	90	86
CB #32	84	98	89	88	89
CB #6	80	92	85	82	87

## Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #20	89	96	87	80	86
SS #27	88	94	87	85	85
SS #5	78	89	70	77	63

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**TOP 15 PROGRAMS**

# NCAA FOOTBALL 11

PRIMA Official Game Guide

WRITTEN BY: VG SPORTS

**Prima Games**

An Imprint of Random House, Inc.  
3000 Lava Ridge Court, Suite 100  
Roseville, CA 95661

[www.primagames.com](http://www.primagames.com)

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The VG Sports team is a hardcore group of gamers, real life football coaches, and tournament players.

Founded in 2002, the team has spent the last 10 seasons breaking down the X's and O's of the game while providing the cutting edge strategies players need to succeed in tournament and online play.

Whether you are a complete newbie to the game, or a grizzled veteran of many online battles, VG Sports will provide you with new tips and tactics you can use to elevate your game.

Prima Games and the authors would like to thank Ben Haumiller, Nathan Stewart, Moya Nickodem, La Trina Moss, Lorraine Honrada, Daniel Davis, Michelle Manahan, and Dave Swanson.

ISBN: 978-0-307-46957-1