



SEPYTFL
Playbook
Rev. 3.3

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Updated 2018





Standard Formations

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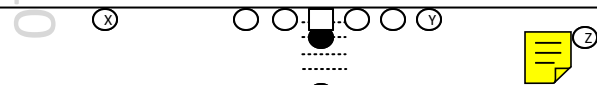
X Receivers are always on LOS. Z line up 1 yard deep of LOS.

FB is 5 yds deep in the offensive backfield. HB is 1 yrd deeper than FB.

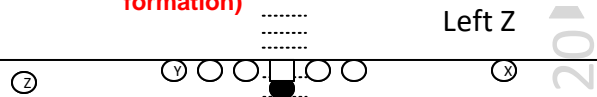
OL should be lined up with their feet even with the centers heels, no deeper.

Z must be lined up outside of Tackles (depending on formation)

Right Z



Left Z



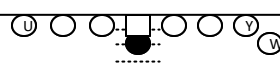
Tight Right Z



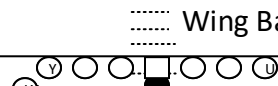
Tight Left Z



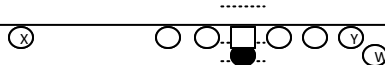
Wing Base Right



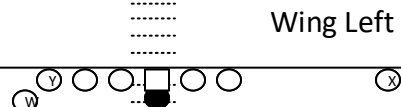
Wing Base Left



Wing Right



Wing Left

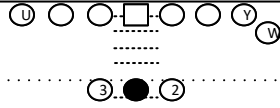




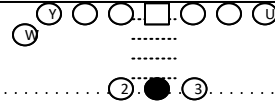
5/6 Only Formations



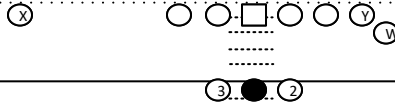
Shotgun Wing Base Right



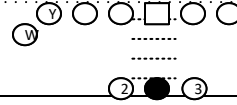
Shotgun Wing Base Left



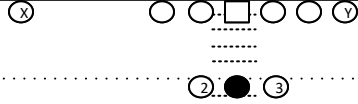
Shotgun Wing Right



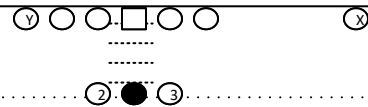
Shotgun Wing Left



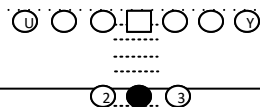
Shotgun Right Z



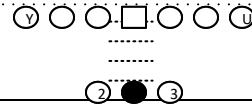
Shotgun Left Z



Shotgun Tight Right Z



Shotgun Tight Left Z



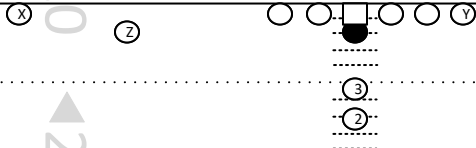


5/6 Only Formations

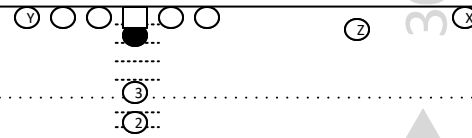
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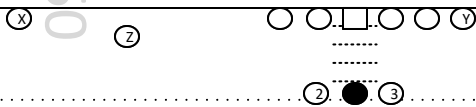
Rip Z



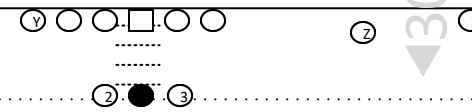
Liz Z

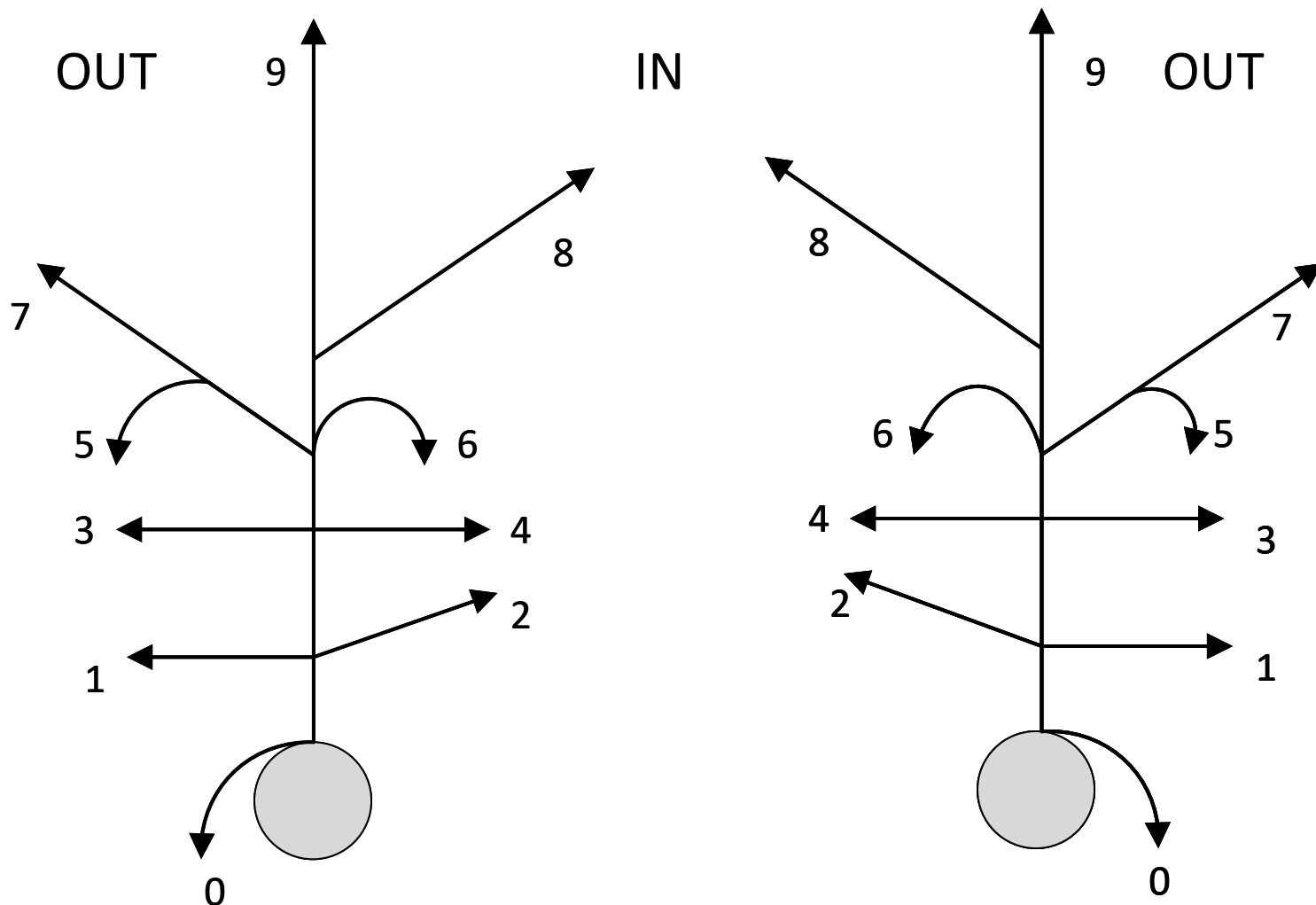


Shotgun Rip Z



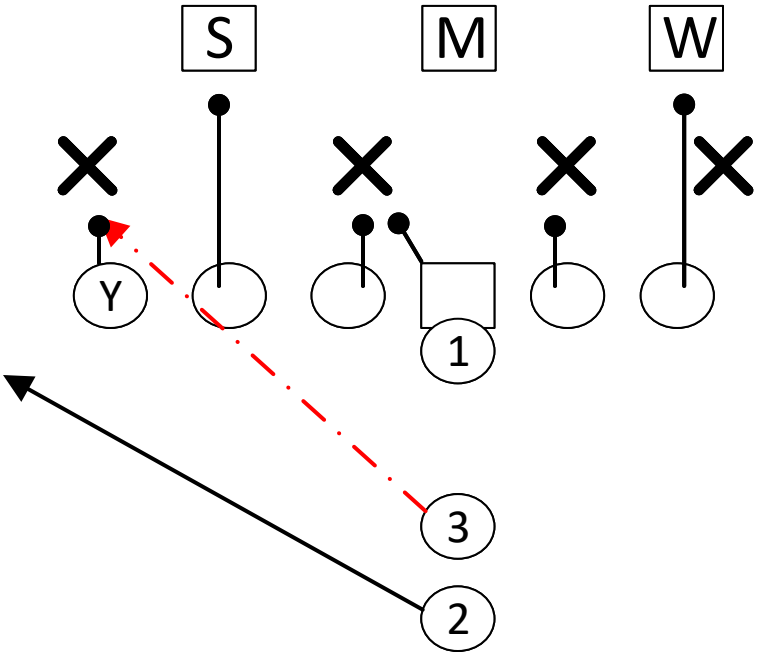
Shotgun Liz Z



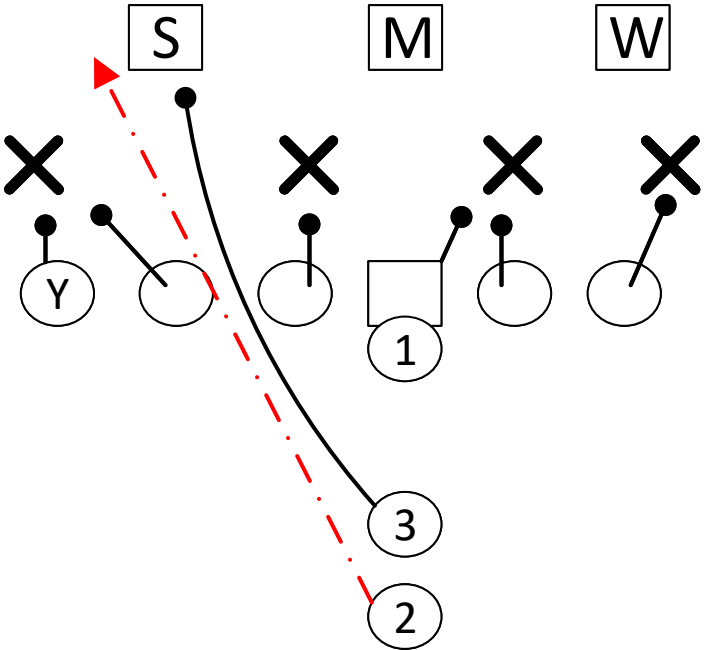


- 0 – SCREEN
- 1 – FLAT
- 2 – SLANT
- 3 – OUT
- 4 – IN
- 5 – HITCH
- 6 – CURL
- 7 – FLAG
- 8 – POST
- 9 – GO

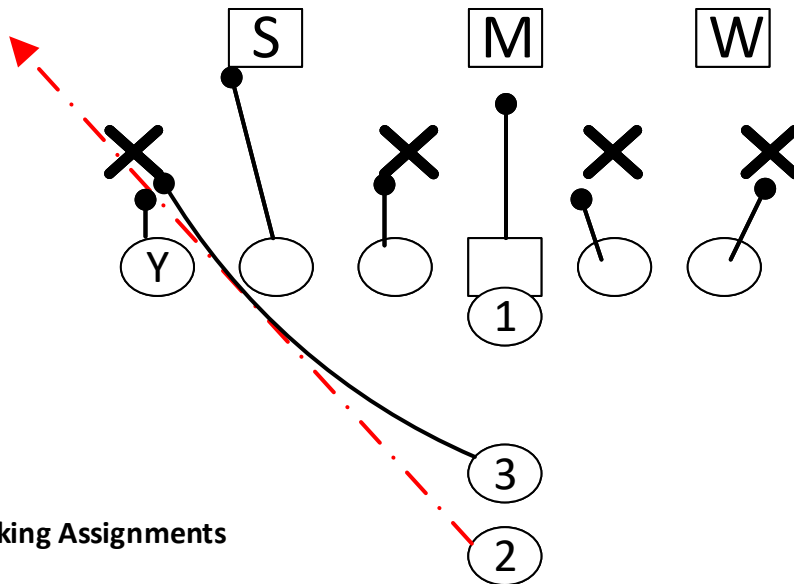
Any Standard pass formation can use any route from the passing tree for the TE(s)/WR(s). RBs may not use the passing tree routes.



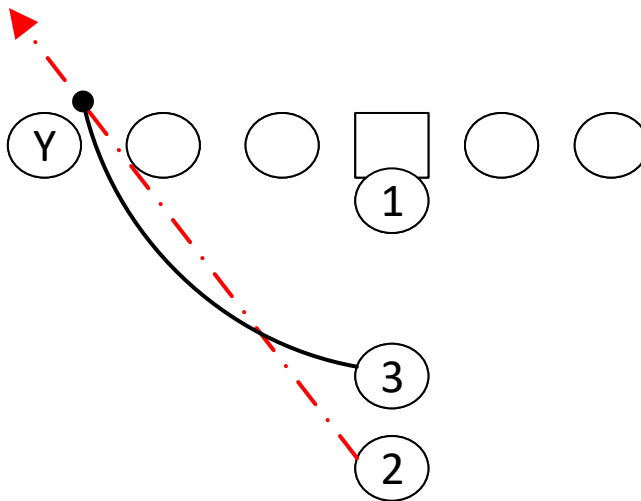
G Blocking Assignments



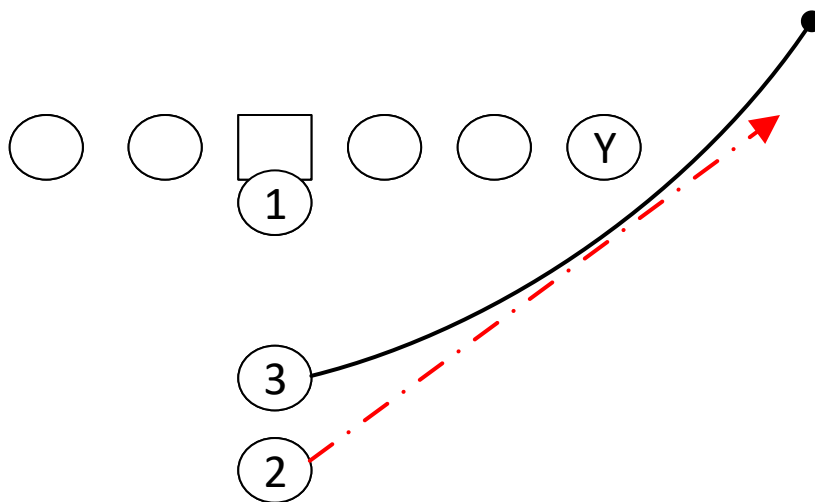
ISO Blocking Assignments



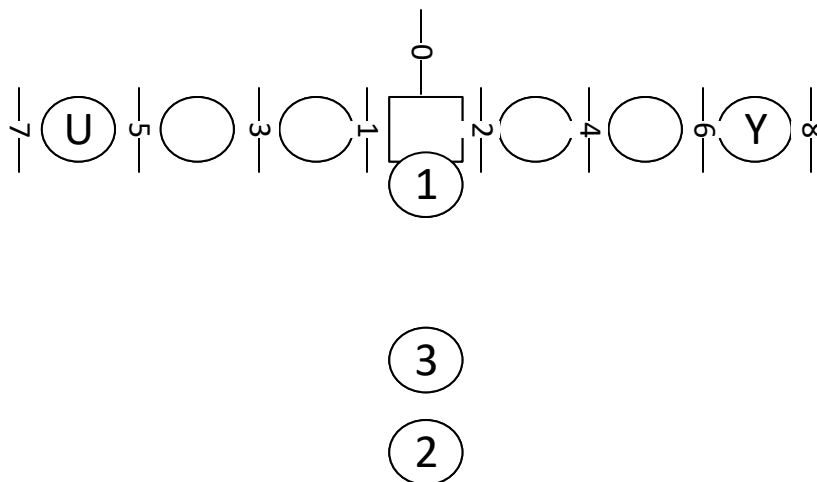
Power Blocking Assignments



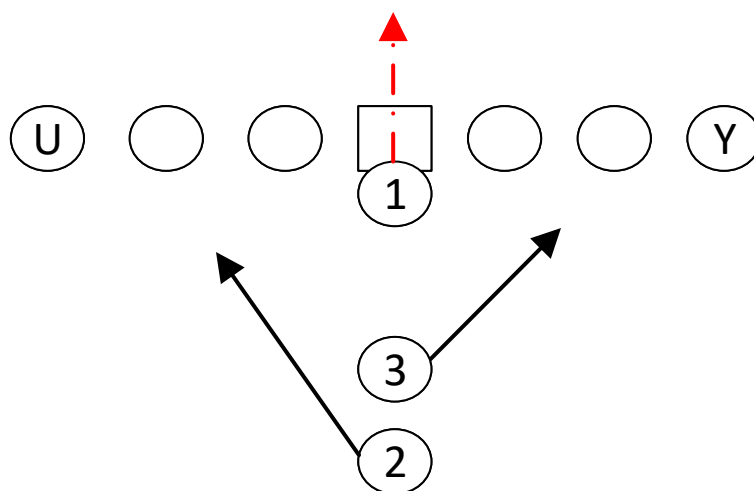
Left 27 Power



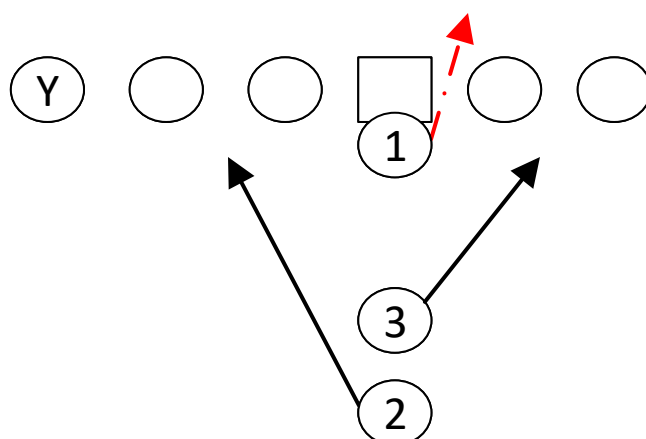
Right Z 28 Toss



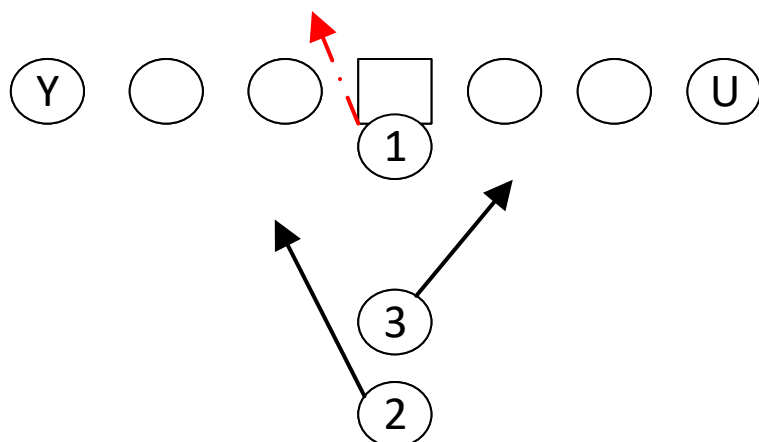
Run Lanes



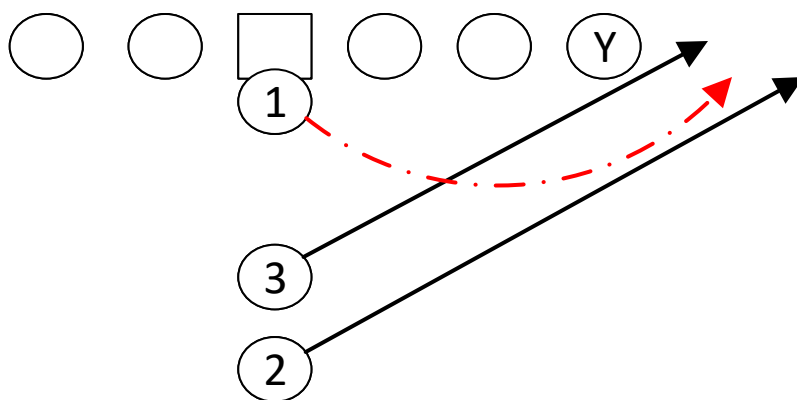
Tight Right 10
(QB Sneak)



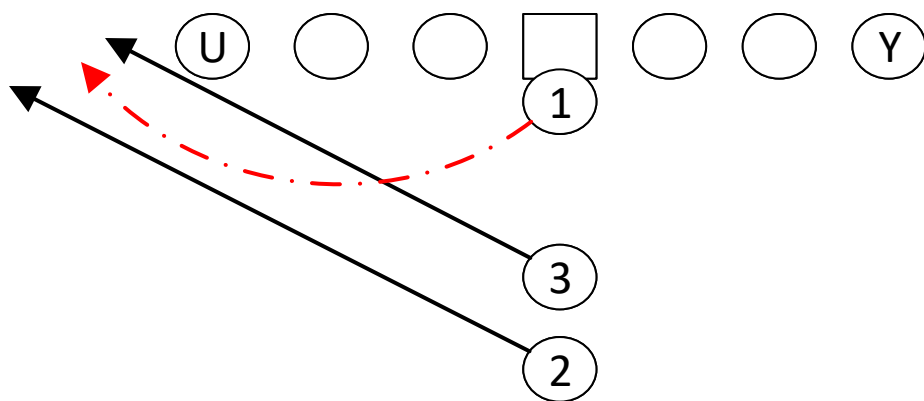
Left Z 12



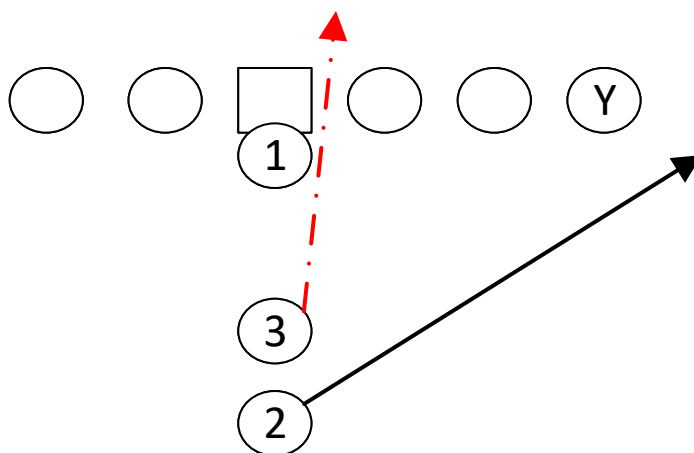
Tight Left 11



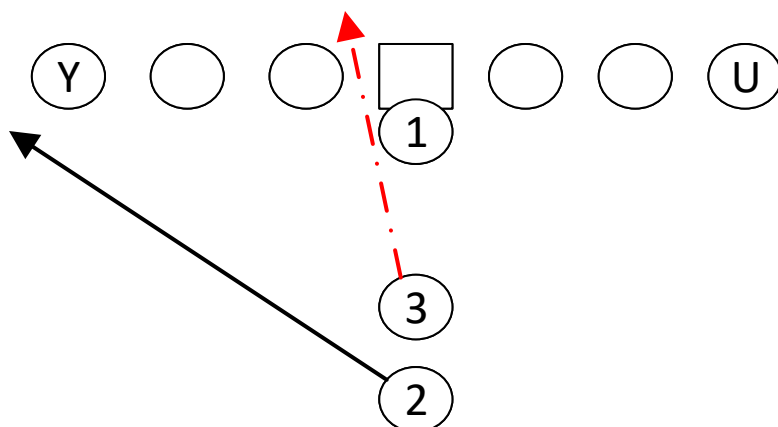
Right Z 18



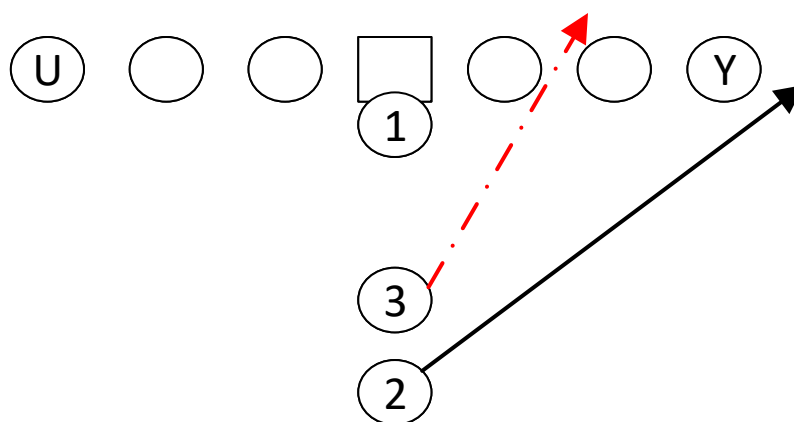
Tight Right 17



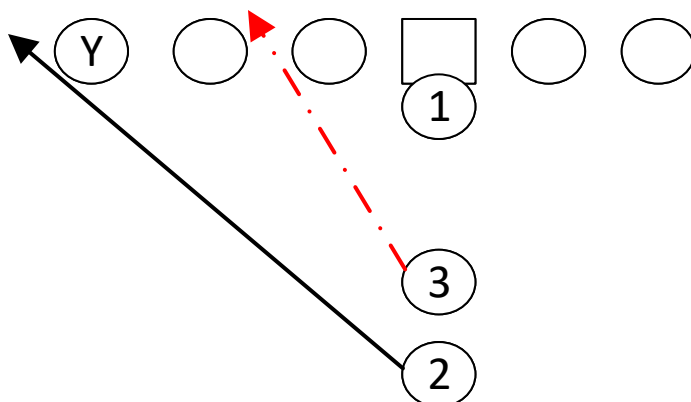
Right Z 32



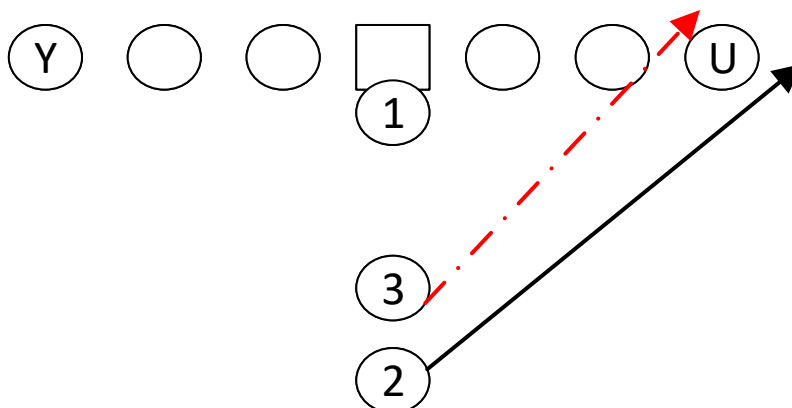
Tight Left 31



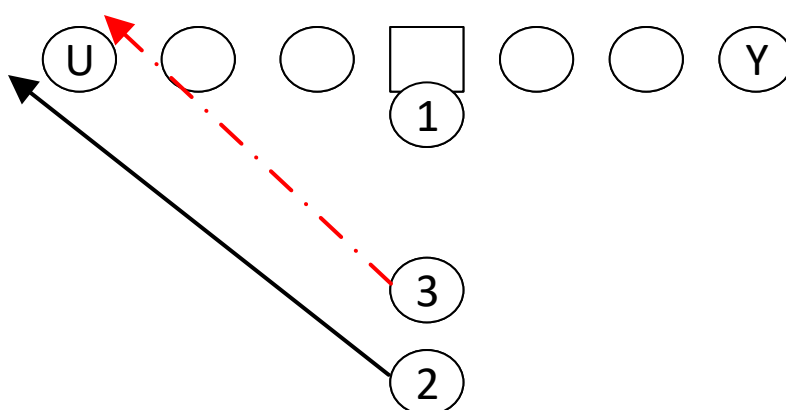
Tight Right 34 G



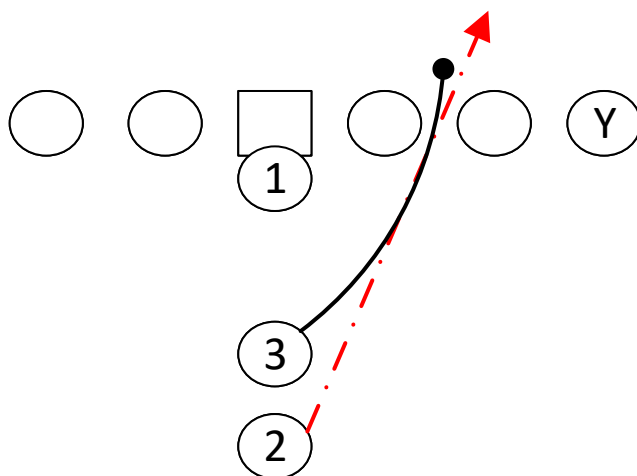
Left Z 33 G



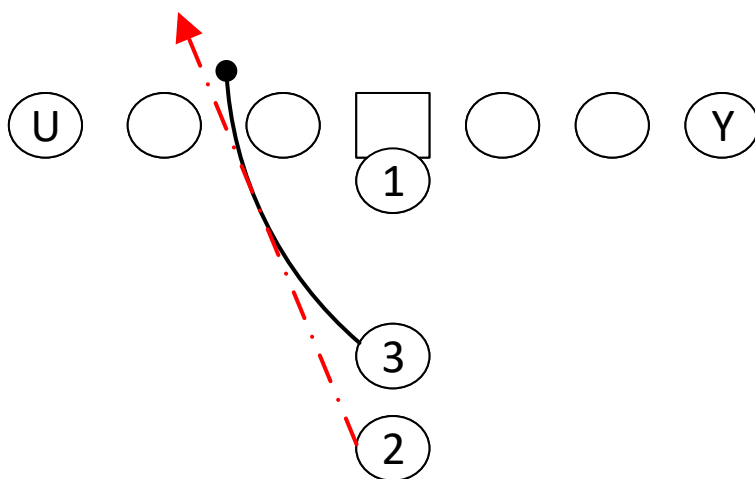
Tight Left 36 G



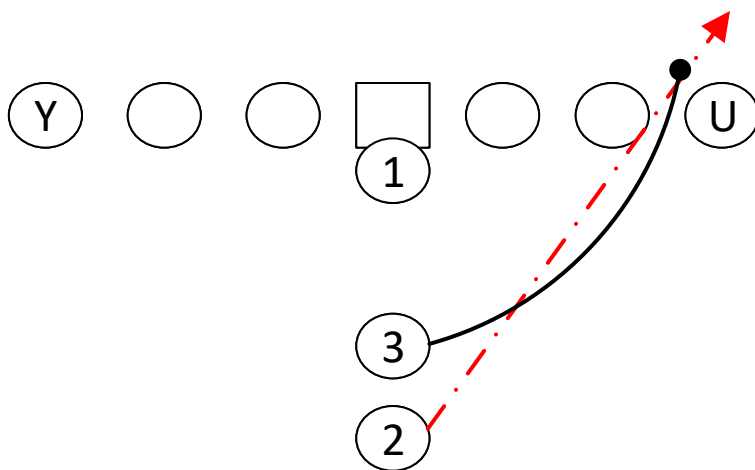
Tight Right 35 G



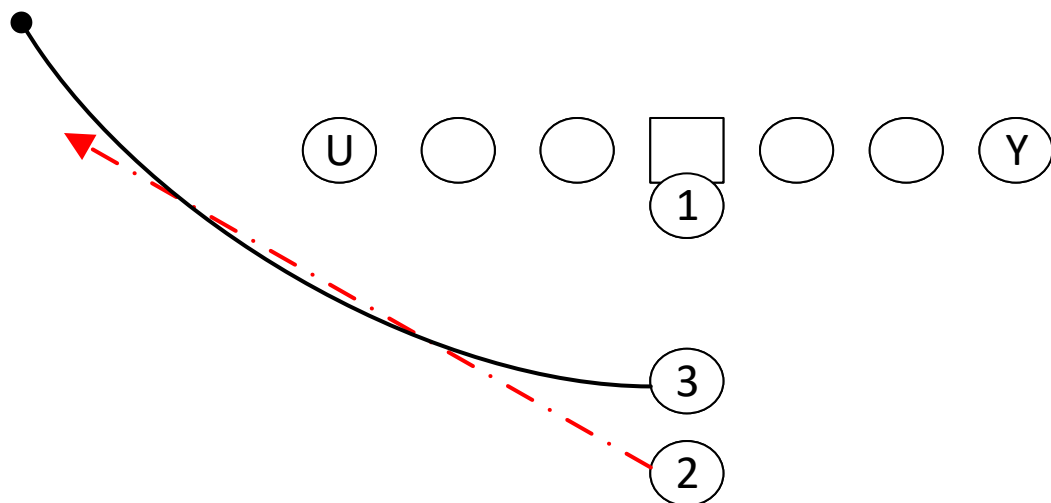
Right Z 24 ISO



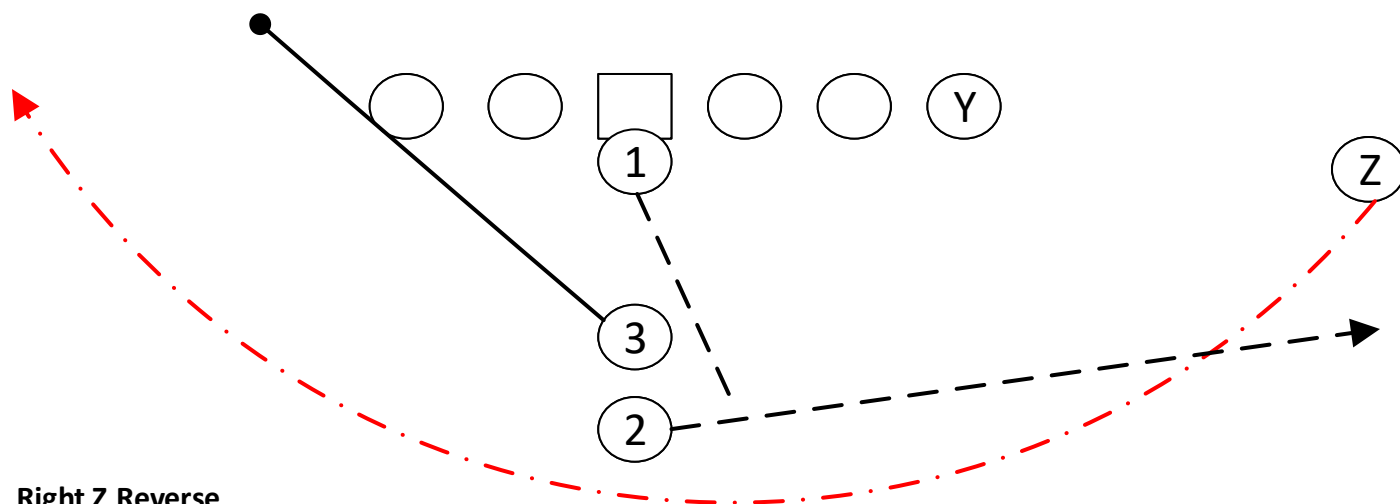
Tight Right 23
ISO



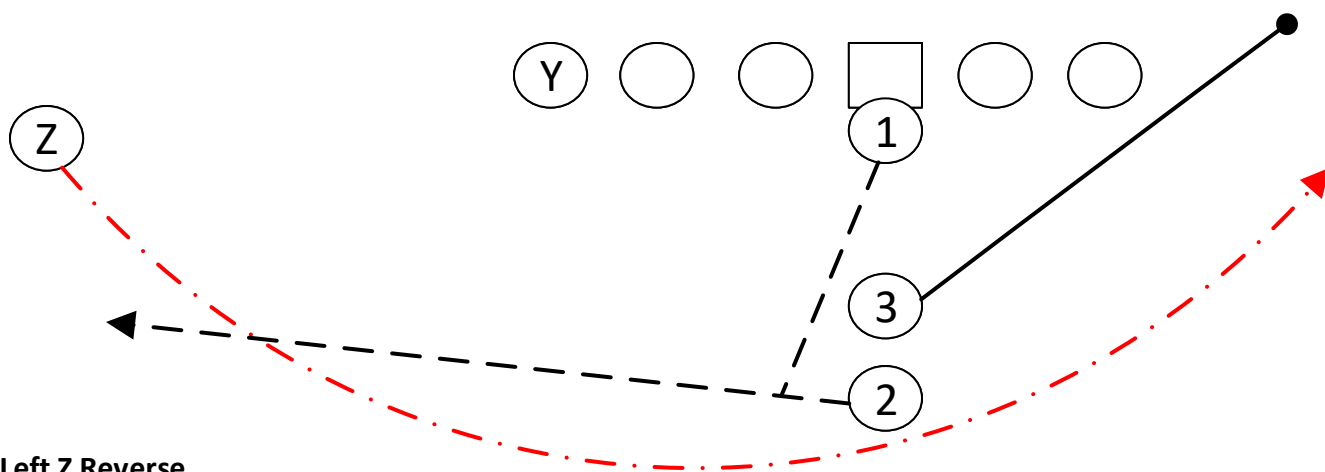
Tight Left 26 Power



Tight Right 27 Toss

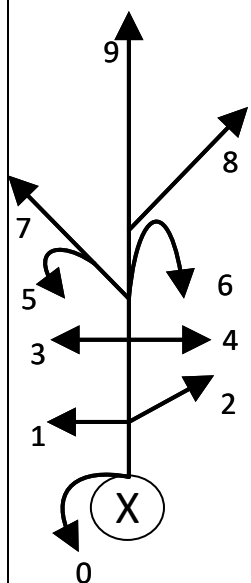


Right Z Reverse

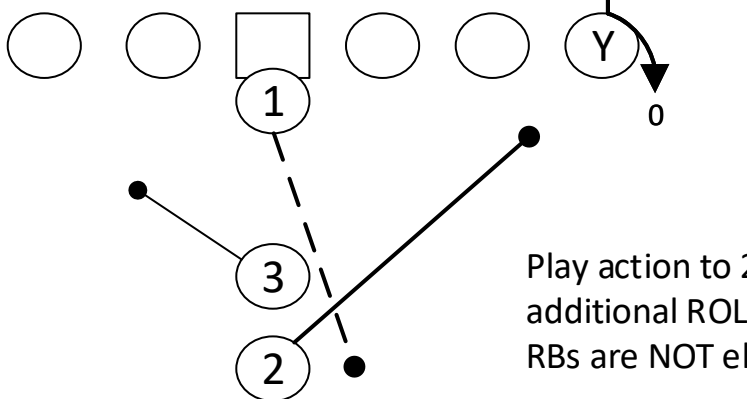


Left Z Reverse

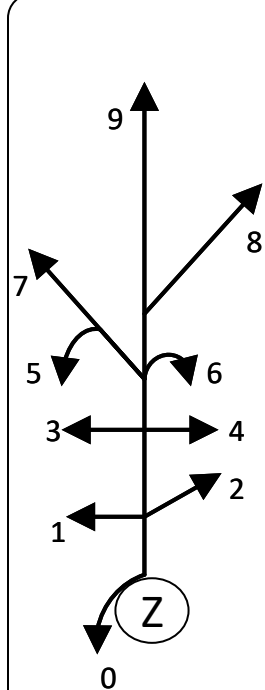
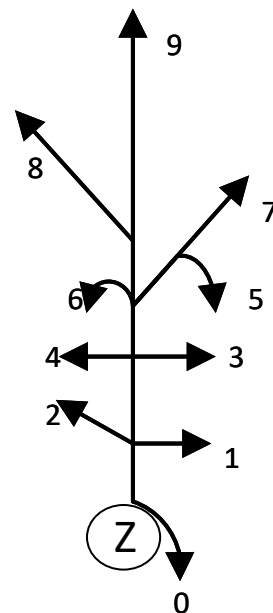
THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



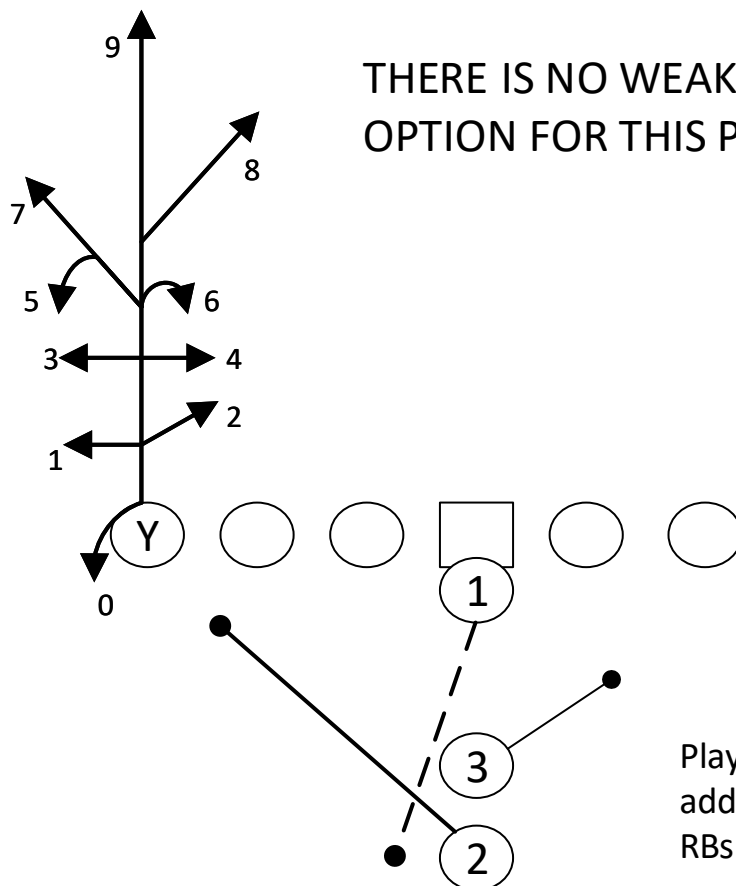
Right Z 126



Play action to 2 back – NO
additional ROLL OUT
RBs are NOT eligible receivers

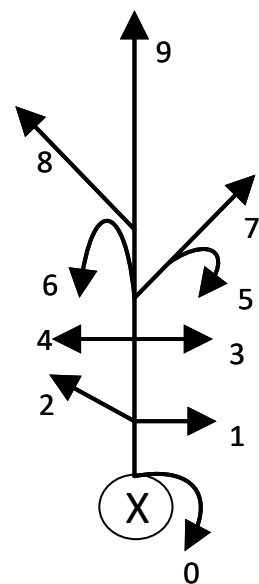


Left Z 127

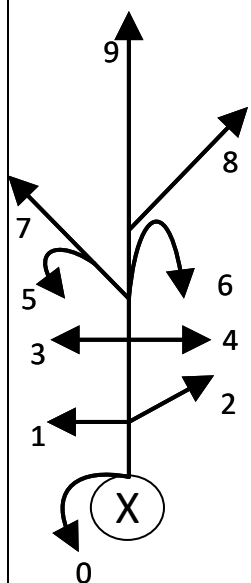


THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY

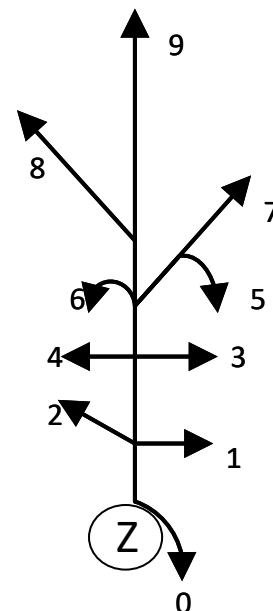
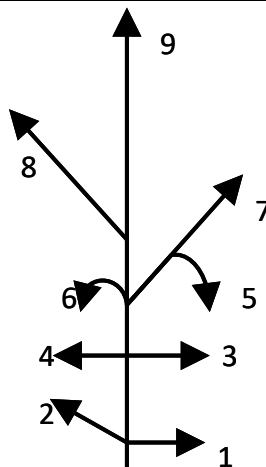
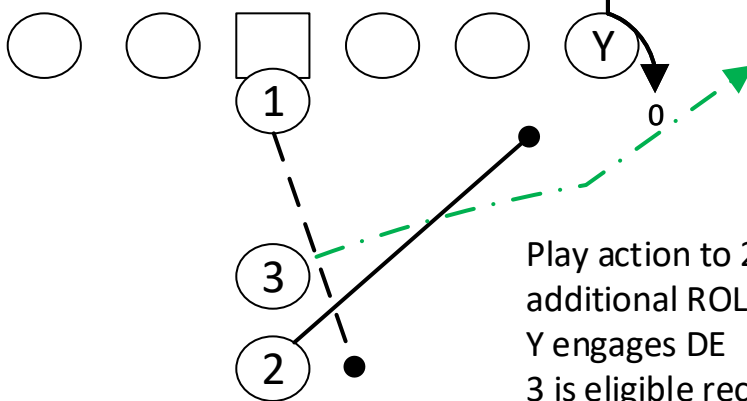
Play action to 2 back – NO
additional ROLL OUT
RBs are NOT eligible receivers



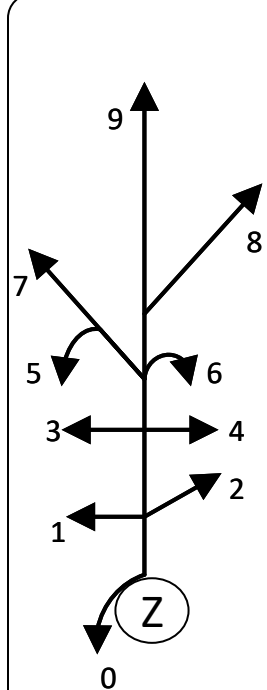
THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



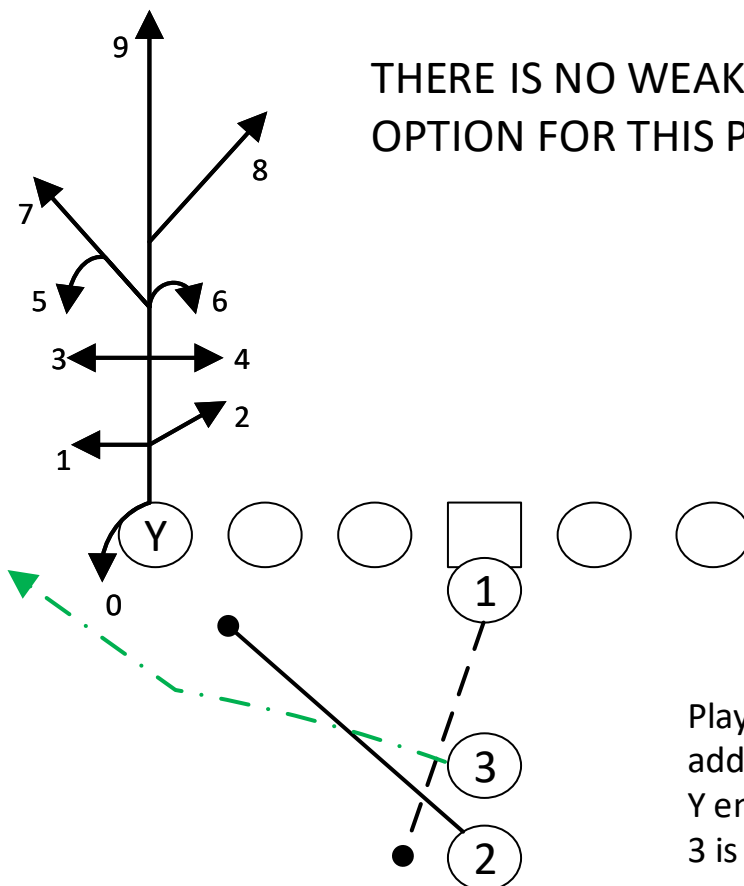
Right Z 126 Power



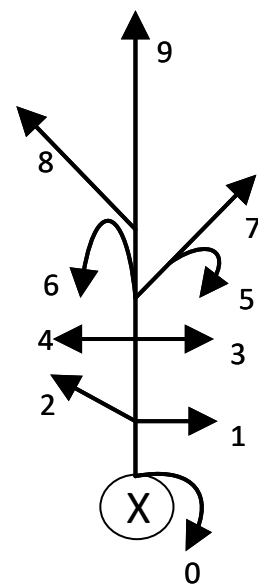
THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



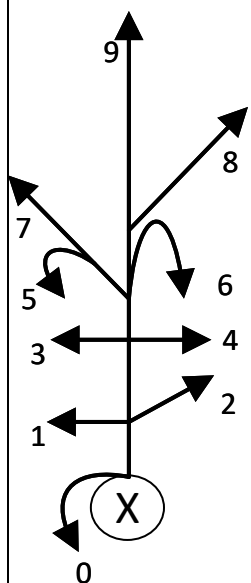
Left Z 127 Power



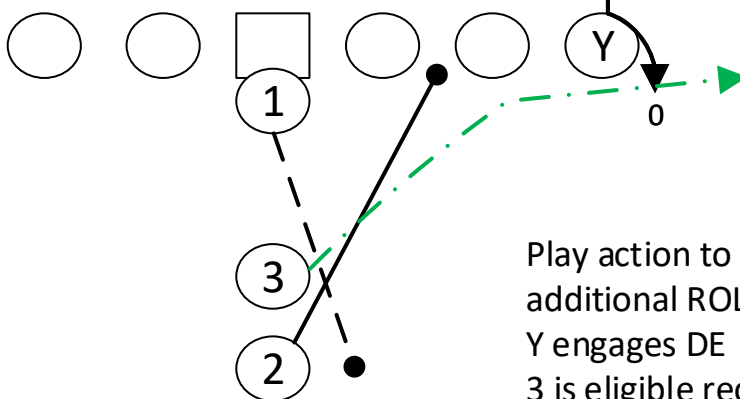
Play action to 2 back – NO
additional ROLL OUT
Y engages DE
3 is eligible receiver



THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY

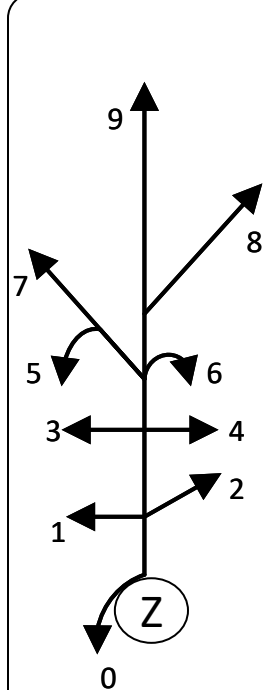


Right Z 124 G

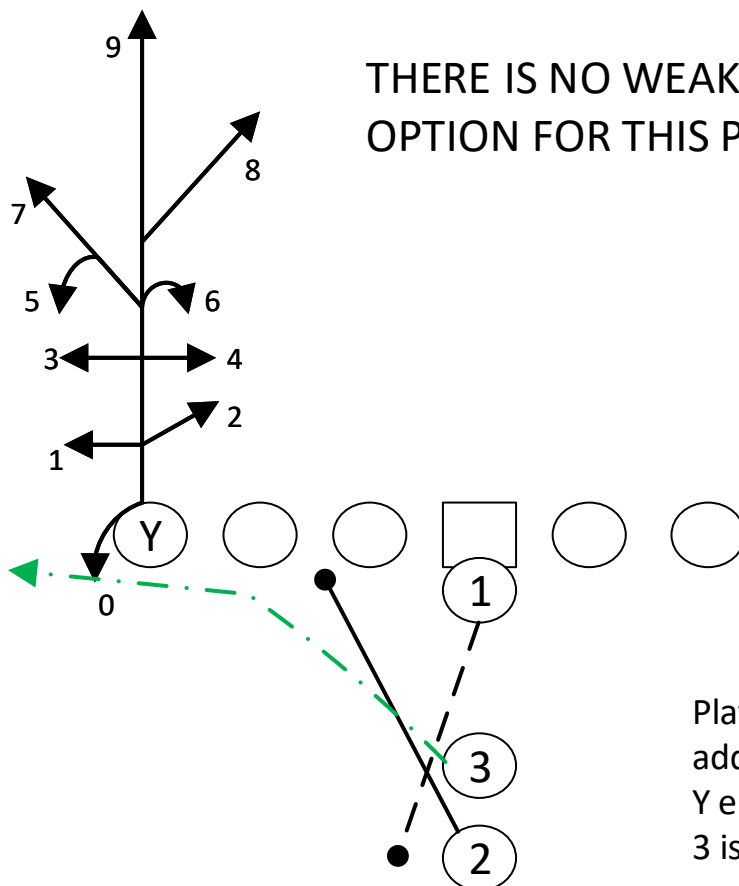


Play action to 2 back – NO
additional ROLL OUT
Y engages DE
3 is eligible receiver

THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY

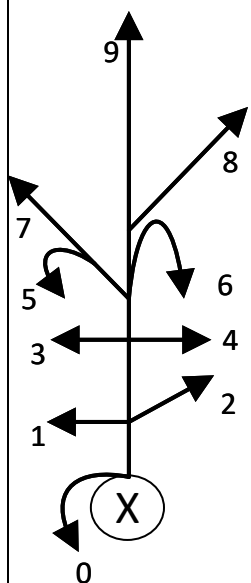


Left Z 125 G

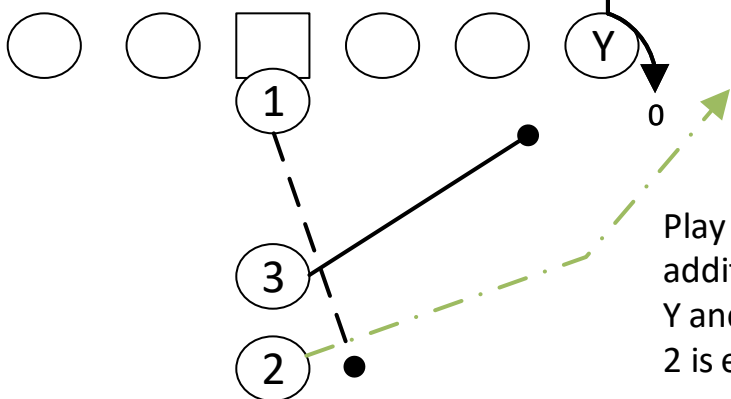


Play action to 2 back – NO
additional ROLL OUT
Y engages DE
3 is eligible receiver

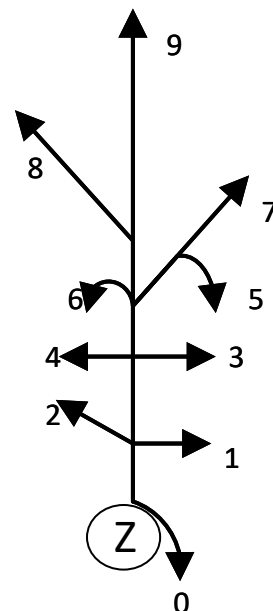
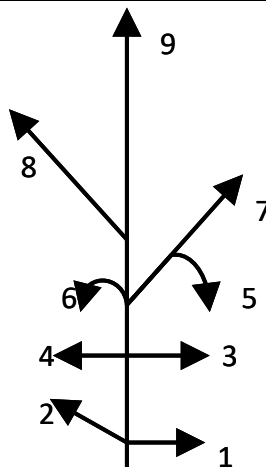
THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



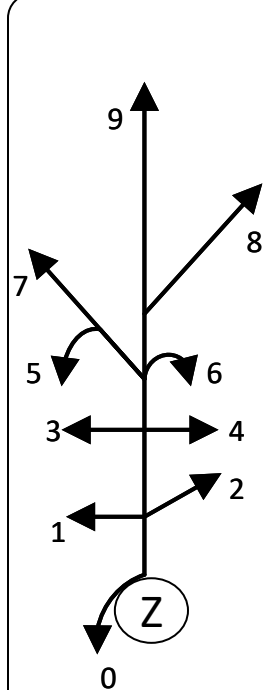
Right Z 136 G



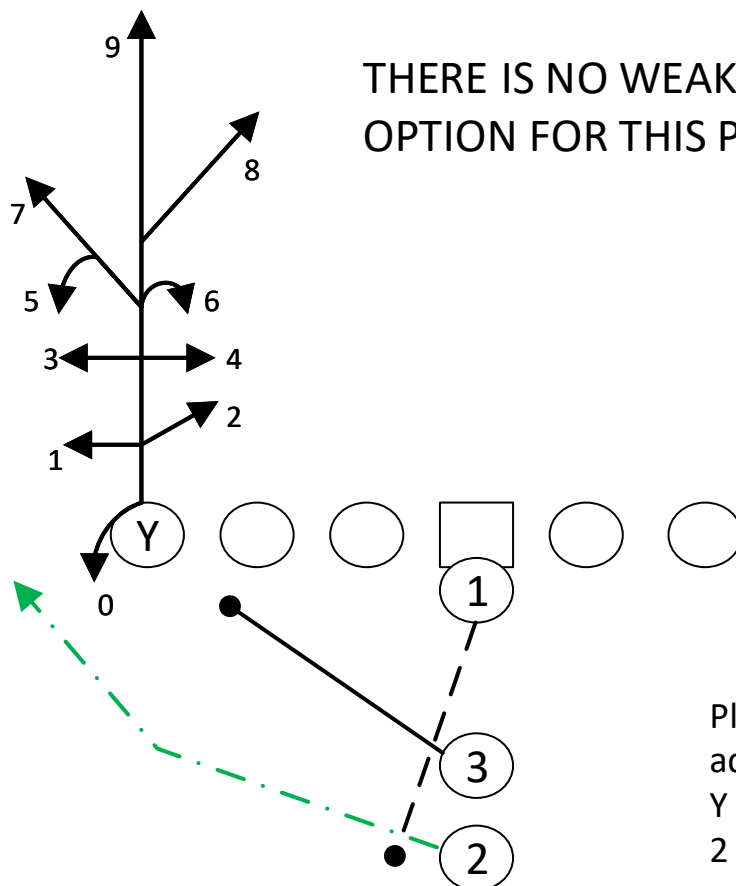
Play action to 3 back – NO
additional ROLL OUT
Y and 3 engage DE
2 is eligible to receive



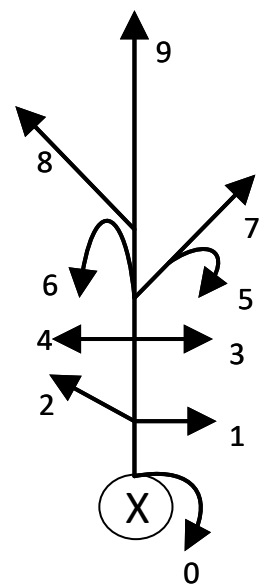
THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



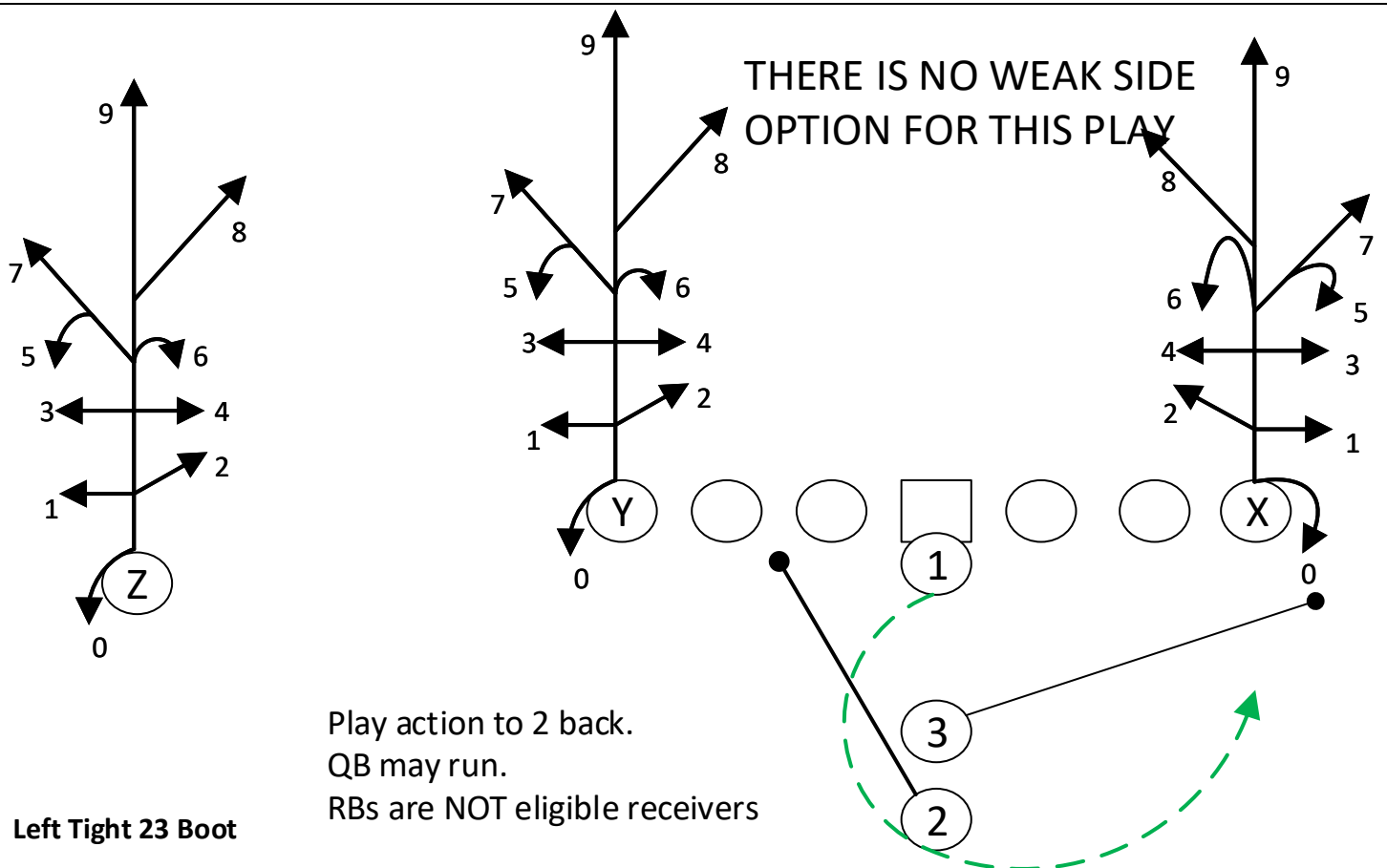
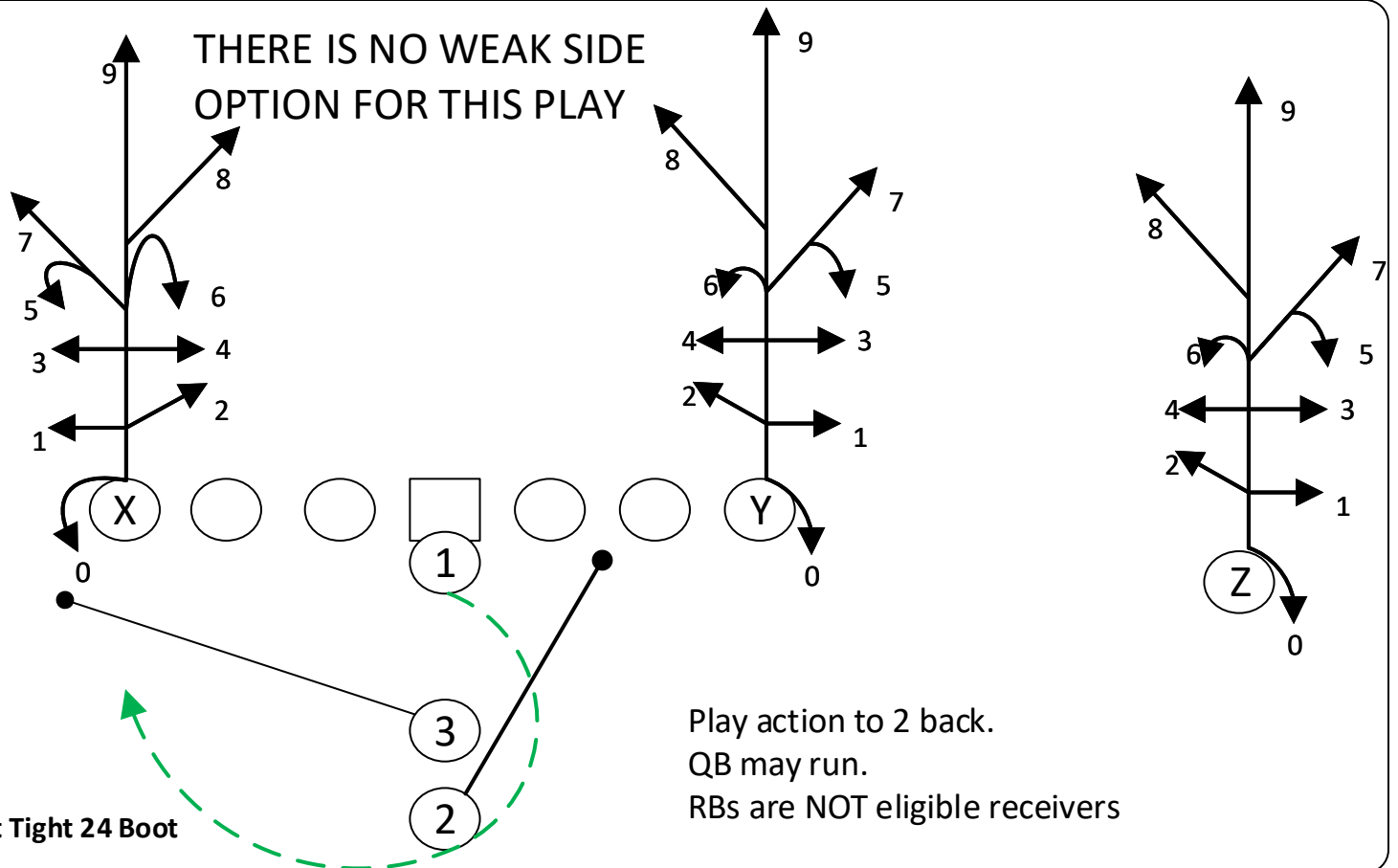
Left Z 137 G



Play action to 3 back – NO
additional ROLL OUT
Y and 3 engage DE
2 is eligible to receive

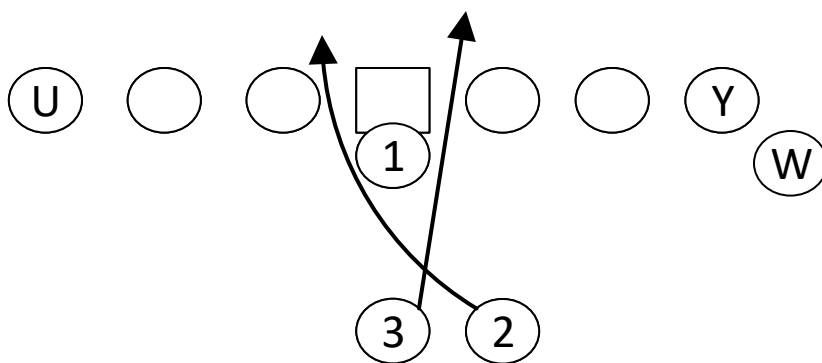




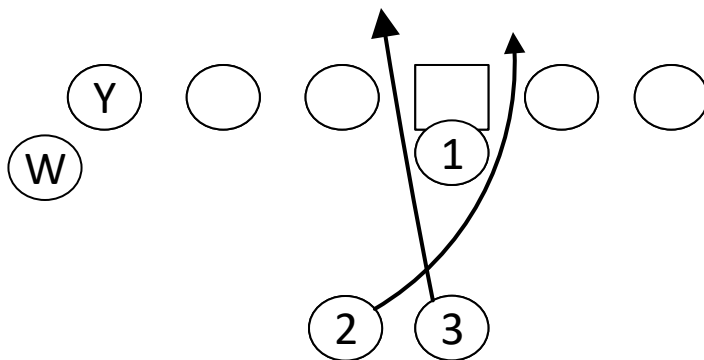


Crossbuck can execute ANY standard run.

All standard run plays may be executed from the Wing T formation.

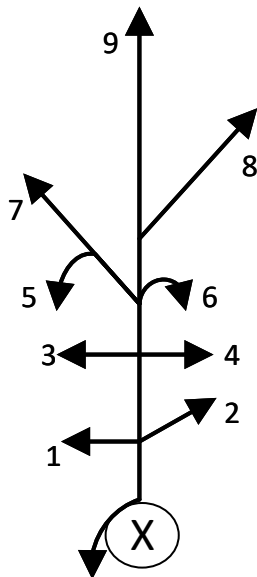


Wing Base Right Crossbuck



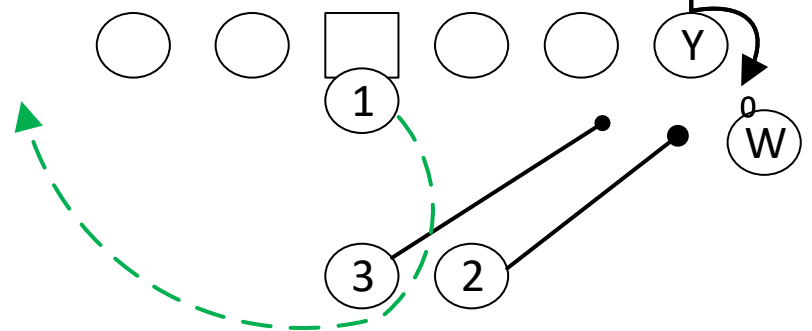
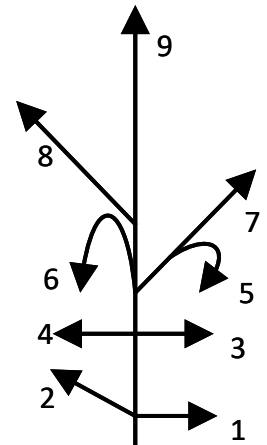
Wing Left Crossbuck

THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY

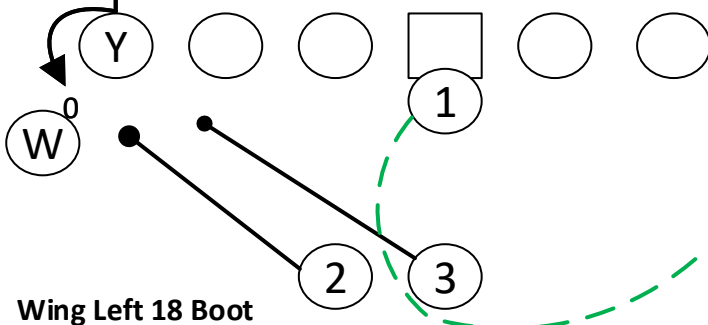
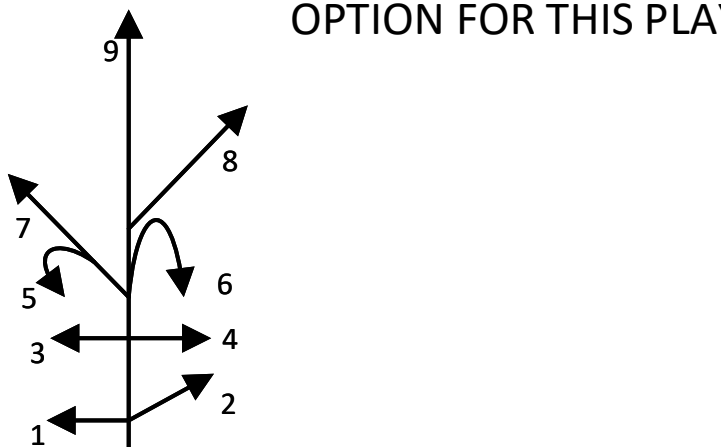


Play action to 2 back. 0
QB may run.
RBs are NOT eligible receivers

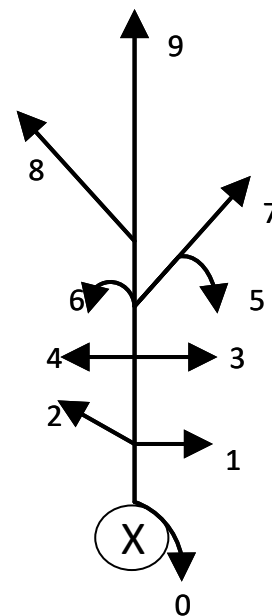
Wing Right 17 Boot



THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



Wing Left 18 Boot



Play action to 2 back.
QB may run.
RBs are NOT eligible receivers

X

Z



Y

1

3

2

Rip 32



Y



X

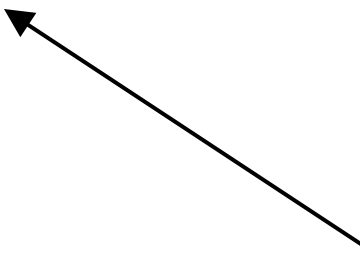
1

3

2

Liz 31

Z



Y



X

1

3

2

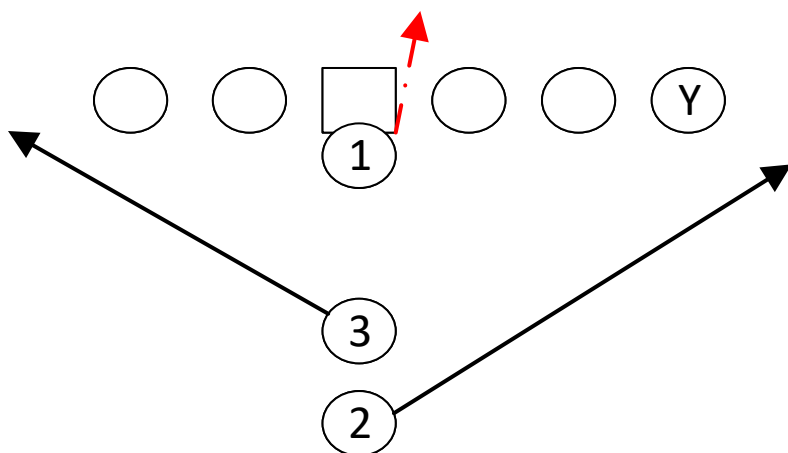
Liz 18

Z



X

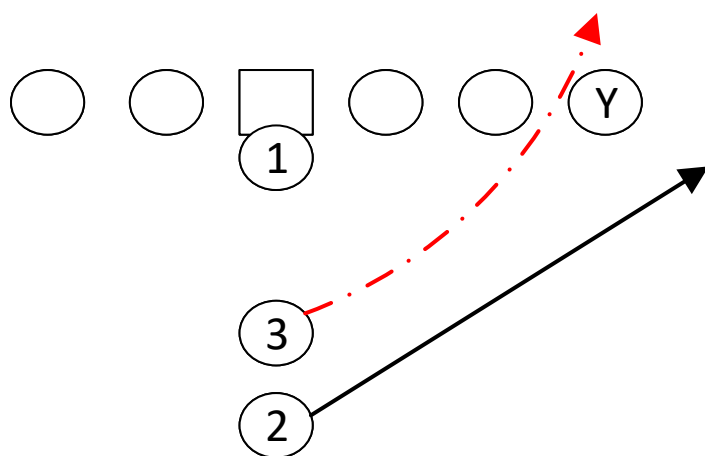
Z



Rip 10

X

Z



Rip 36 G

Y

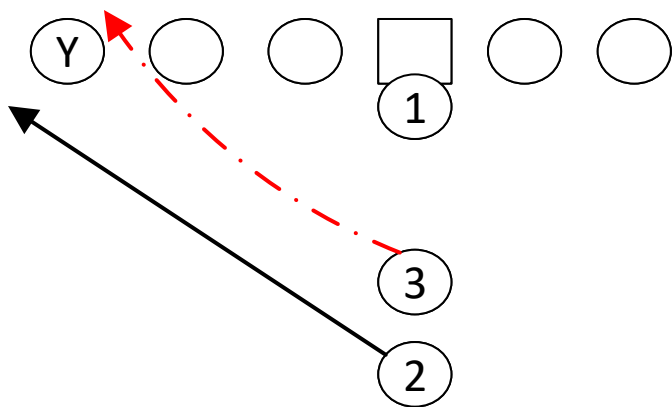
1

3

2

Z

X



LIZ 35 G

X

Z



Y

1

3

2

Rip 24 ISO

Y



1

3

2

Liz 23 ISO

X

Z

X

Z



Y

1

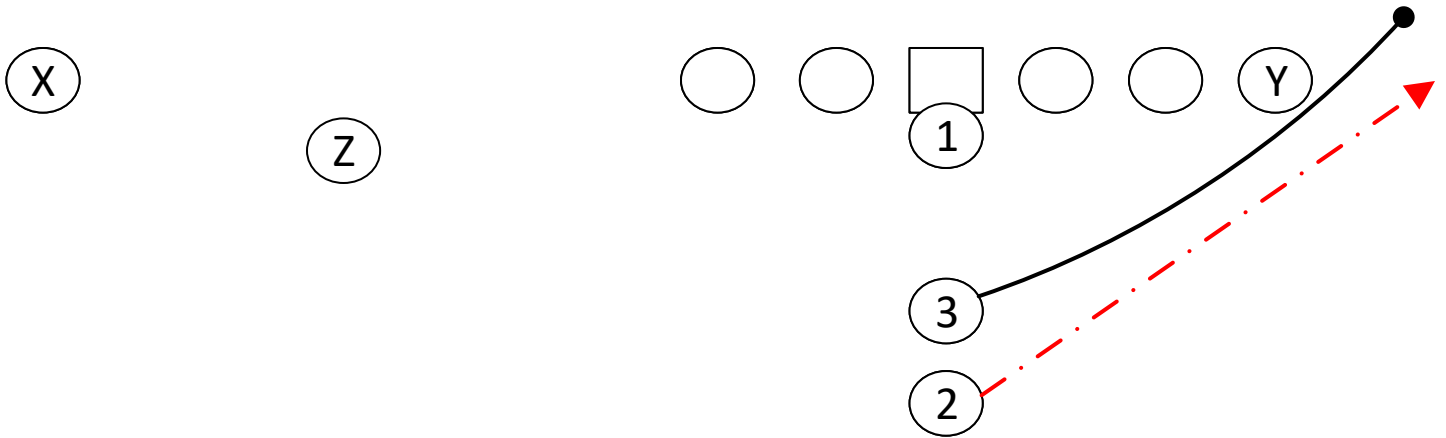
3

2

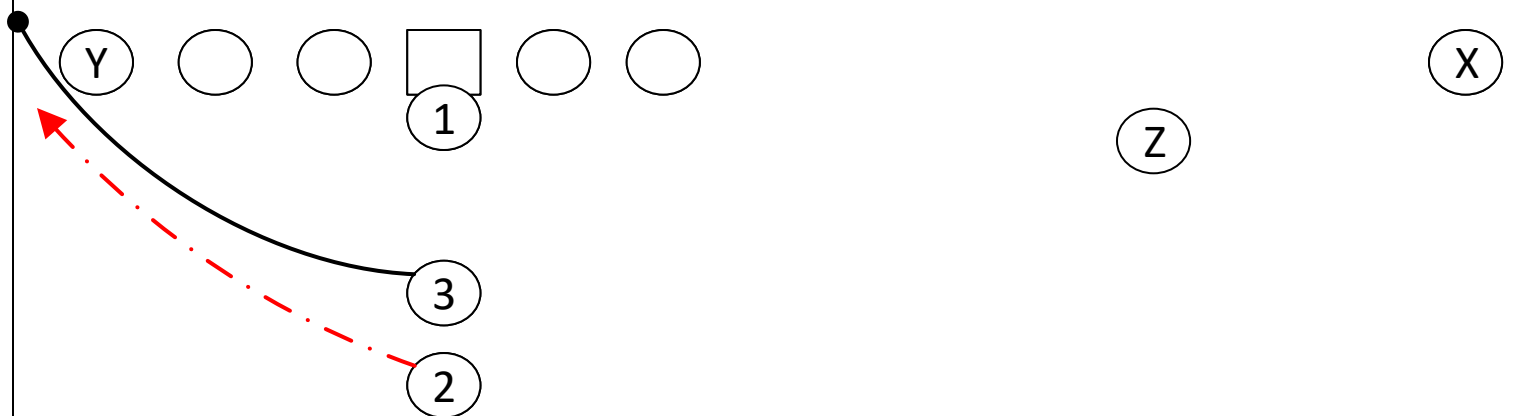
Rip 26 Power



Liz 27 Power



Rip 28 Toss



Liz 29 Toss

THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY

Play action to 2 back – NO
additional ROLL OUT
RBs are NOT eligible receivers

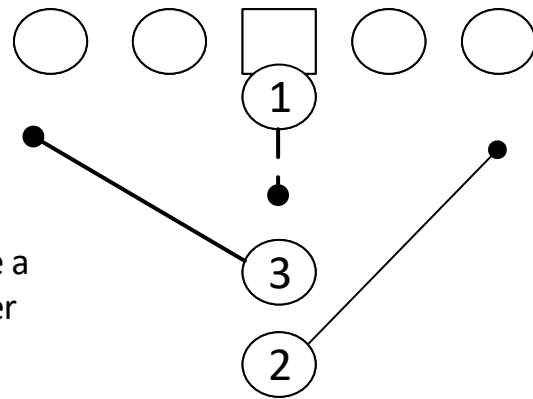
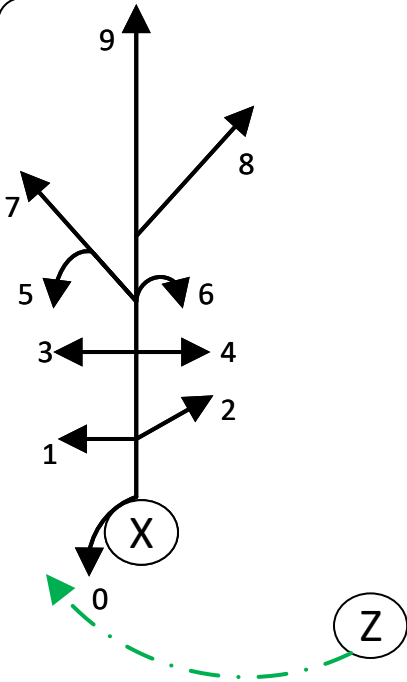
Rip 126

THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY

Play action to 2 back – NO
additional ROLL OUT
RBs are NOT eligible receivers

Liz 127

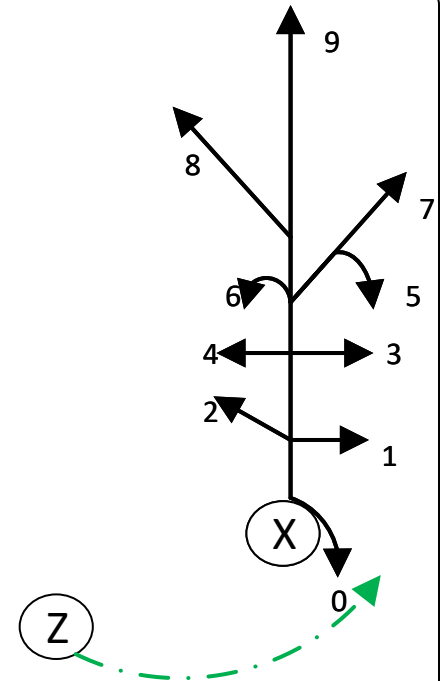
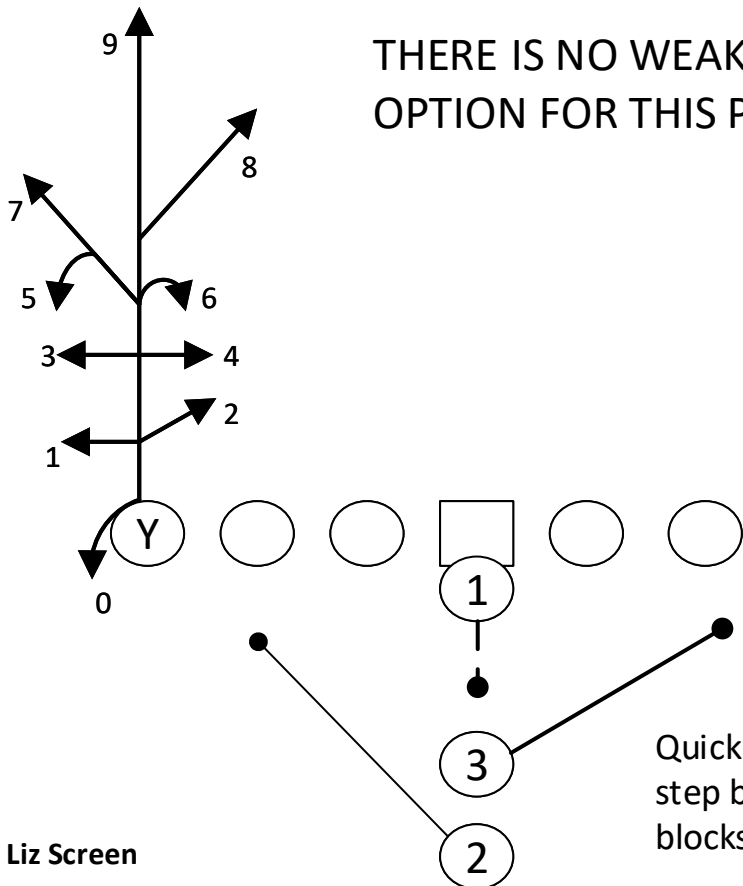
THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



Quick Drop – Z may either take a
step back or not move. X either
blocks CB or runs route.

Rip Screen

THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY



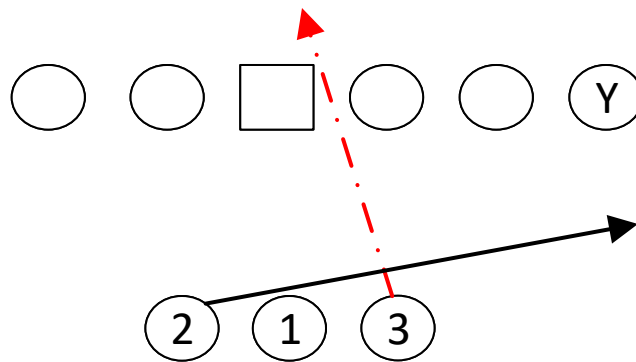
Quick Drop – Z may either take a
step back or not move. X either
blocks CB or runs route.

Liz Screen

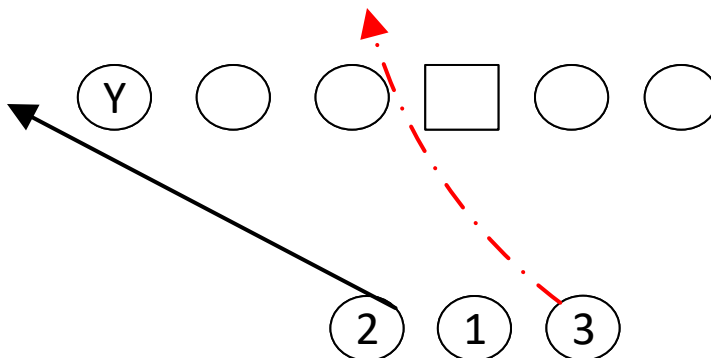


5/6 ONLY!

Shotgun can be used as a modification for ANY formation. QB lines up 5 yards behind center. Backs must be split lining up to the left and right of the QB directly 5 yards back from either guard. ANY standard run or pass play may be used from the Shotgun. Only QB can take the snap. No direct snap to a RB will be allowed. Shotgun can only be used by 5/6 teams.

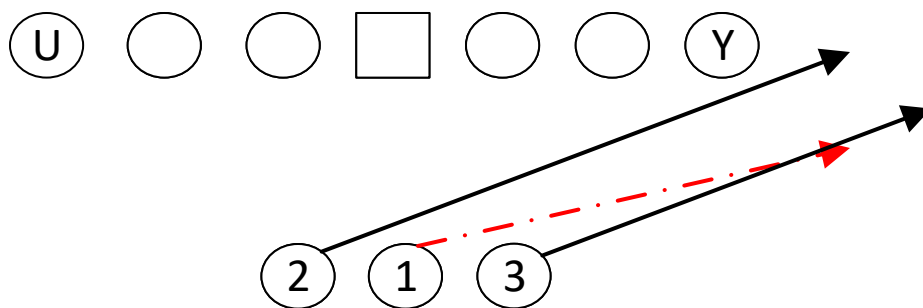


Shotgun Right Z 32

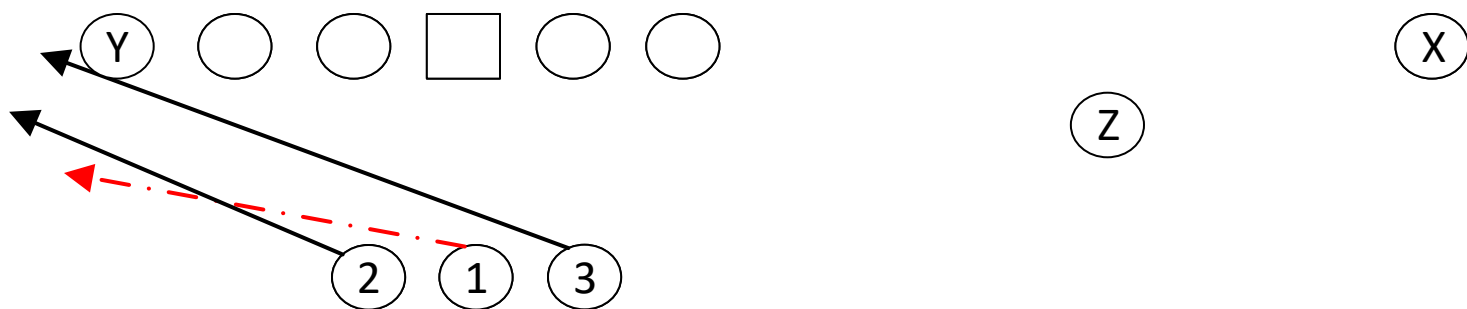


Shotgun Left Z 31

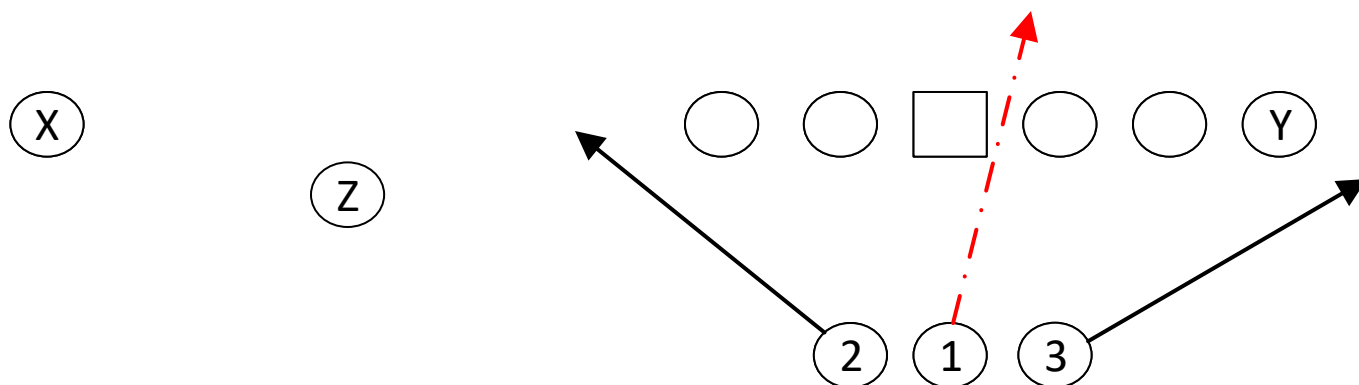
5/6 ONLY!



Shotgun Tight Right 18

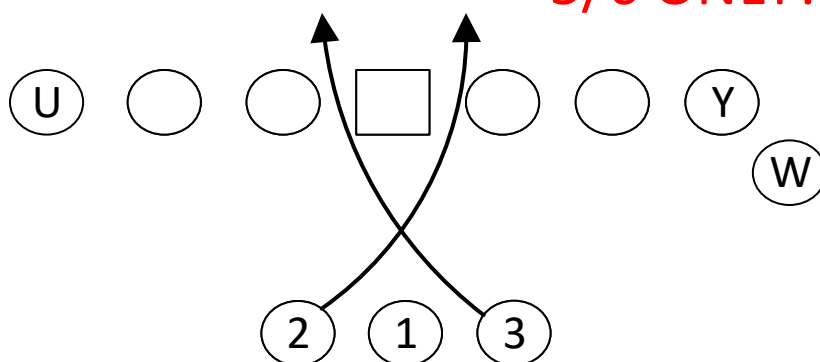


Shotgun Rip 17

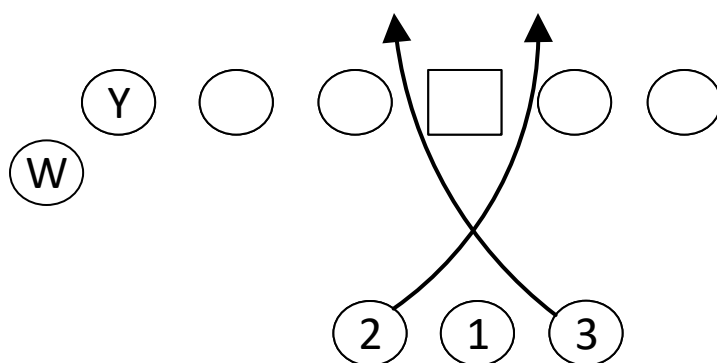


Shotgun Liz 12

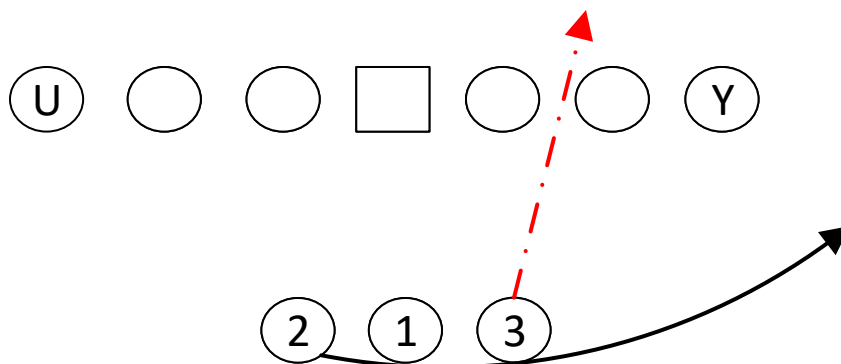
5/6 ONLY!



Shotgun Base Right Cross

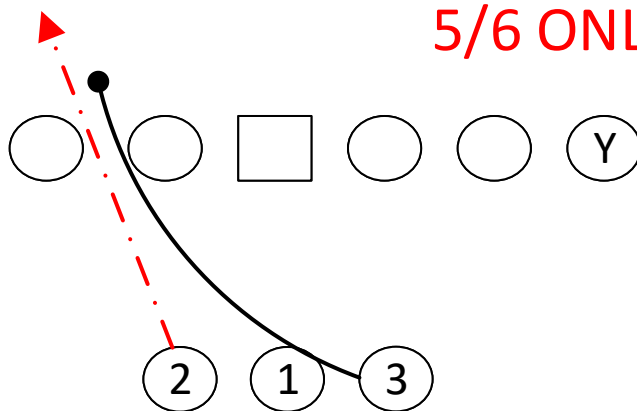


Shotgun Wing Left Cross

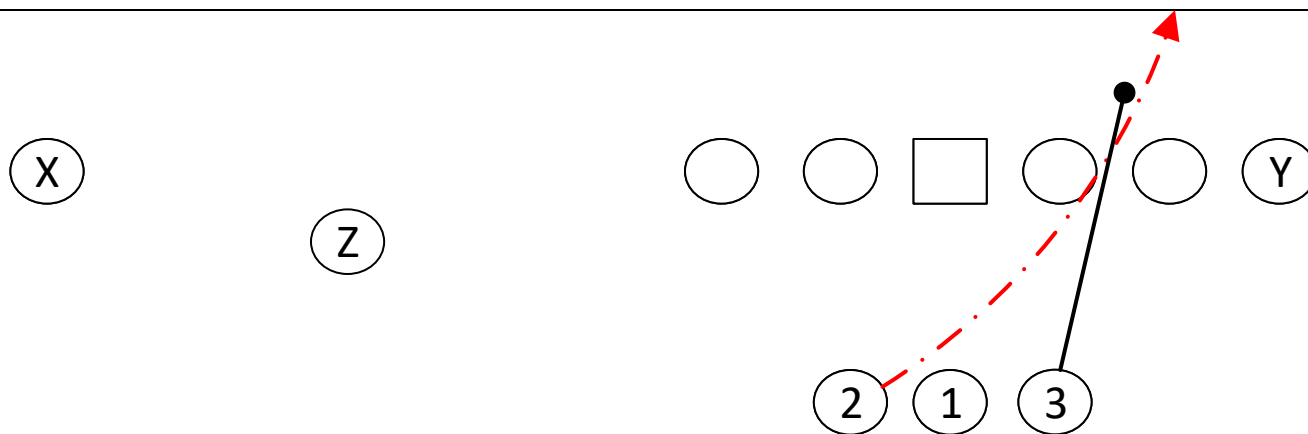


Shotgun Tight Right 34 G

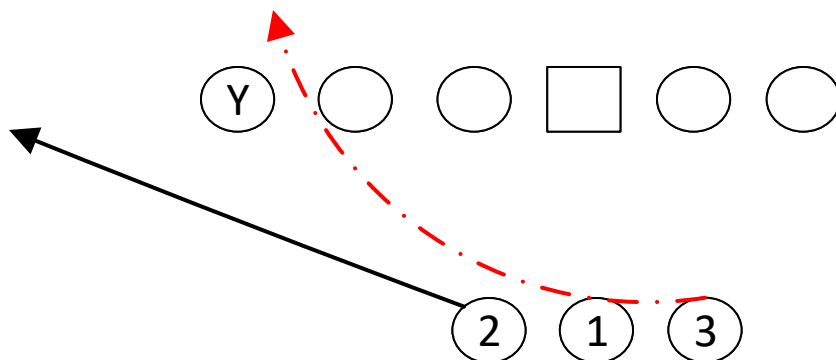
5/6 ONLY!



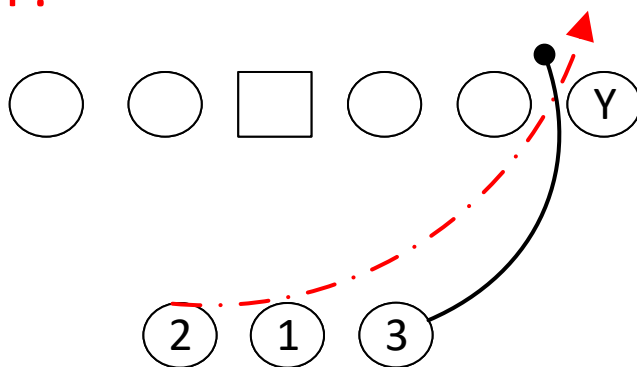
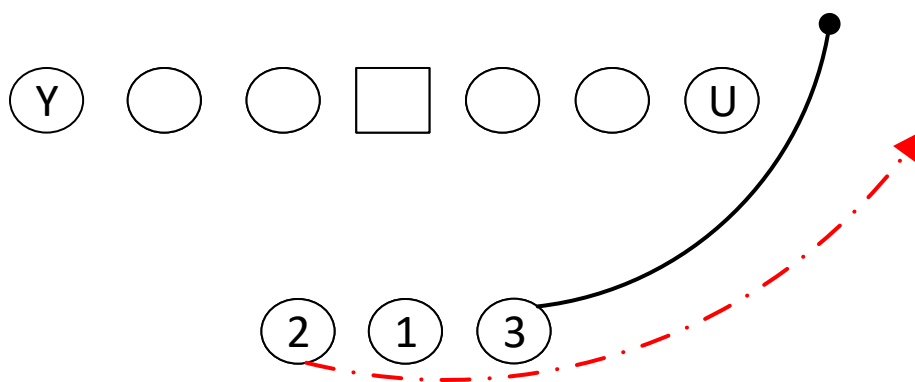
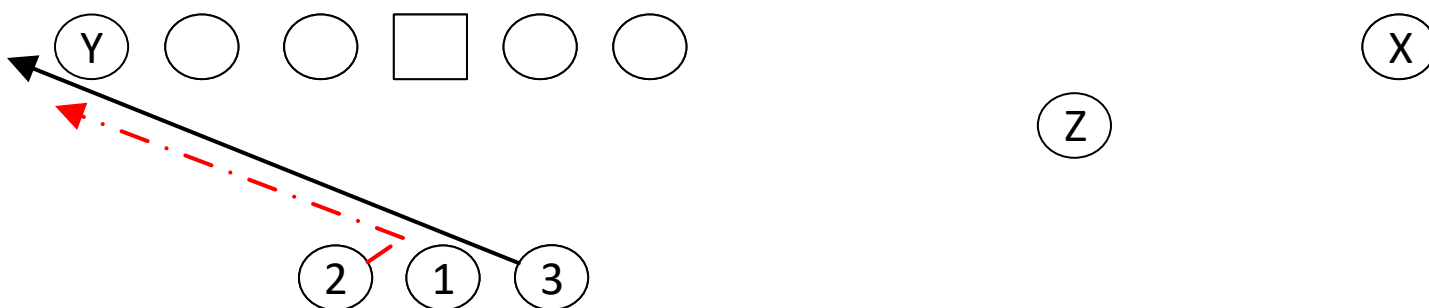
Shotgun Right Z 23 ISO



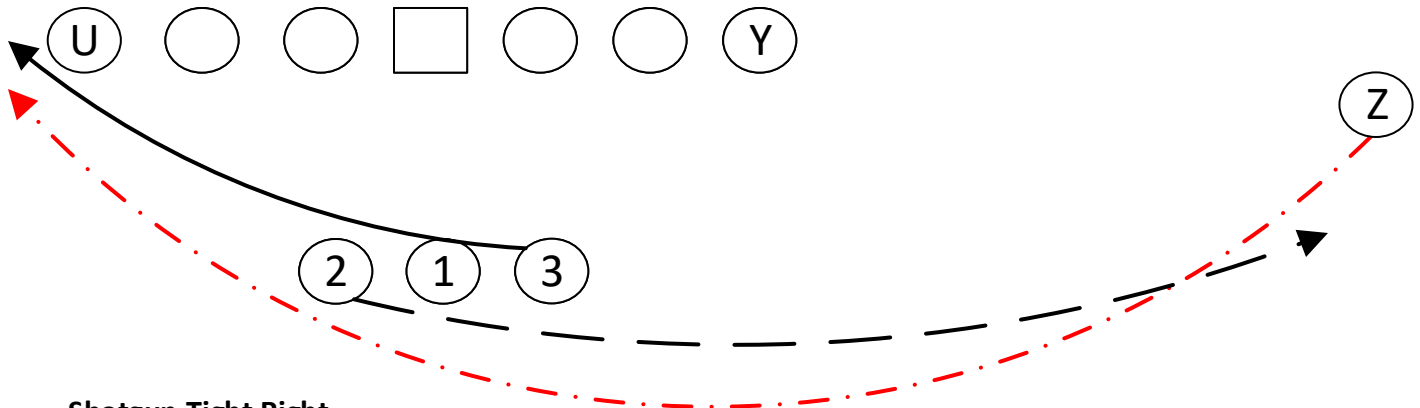
Shotgun Liz 24 ISO



Shotgun Left 35 G

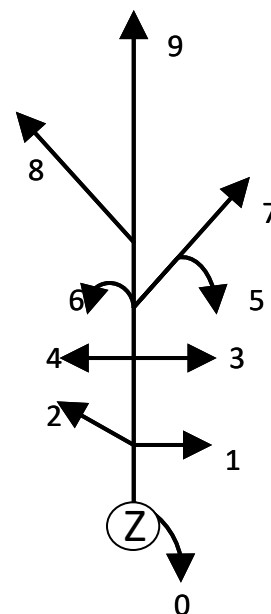
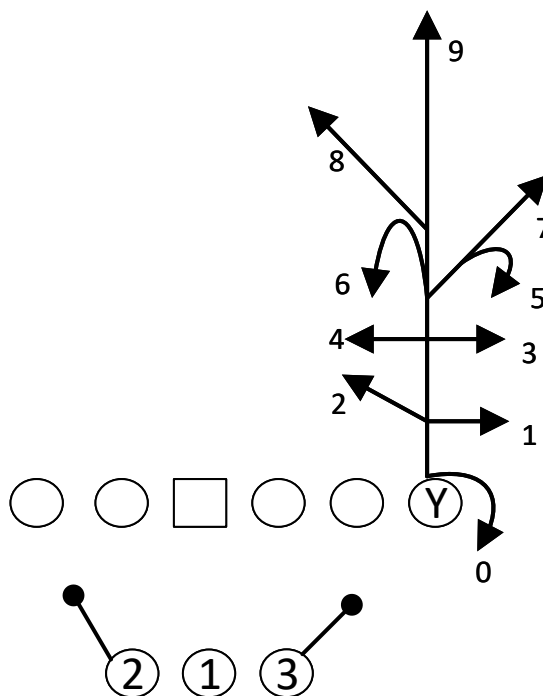
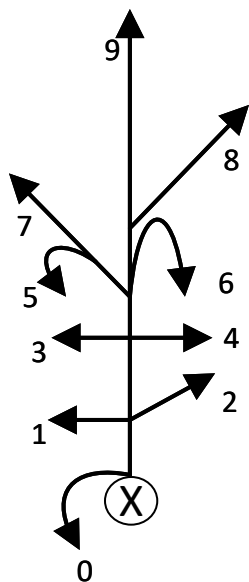
5/6 ONLY!**Shotgun Right Z 26 Power****Shotgun Tight Left 28****Shotgun Rip 27**

5/6 ONLY!

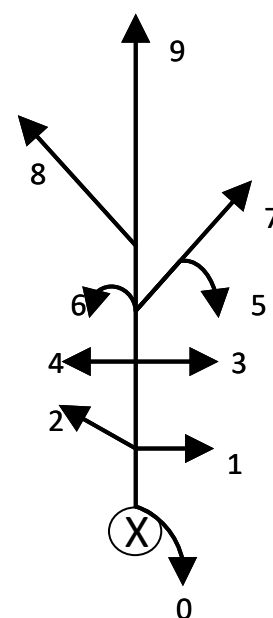
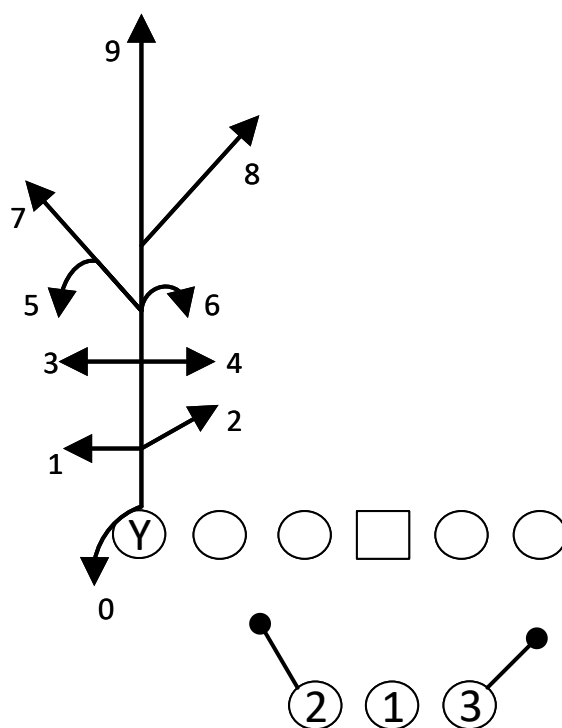
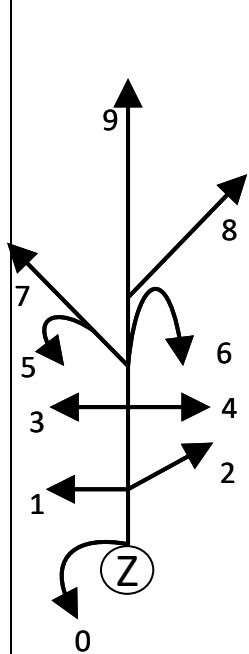


**Shotgun Tight Right
Reverse**

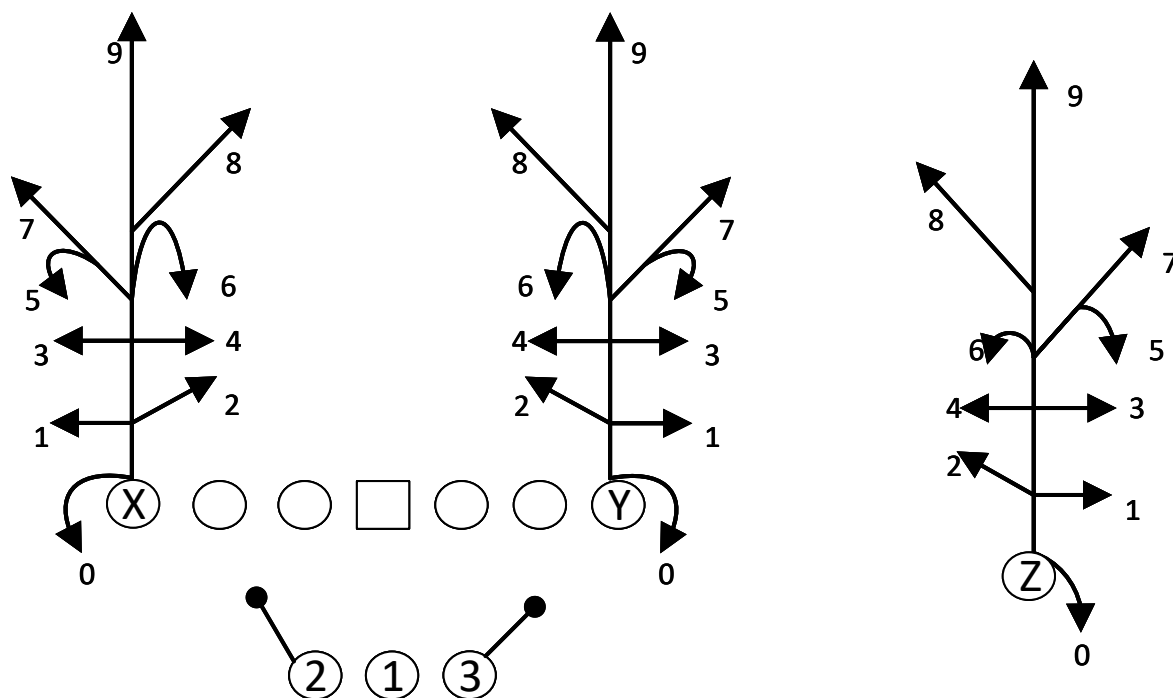
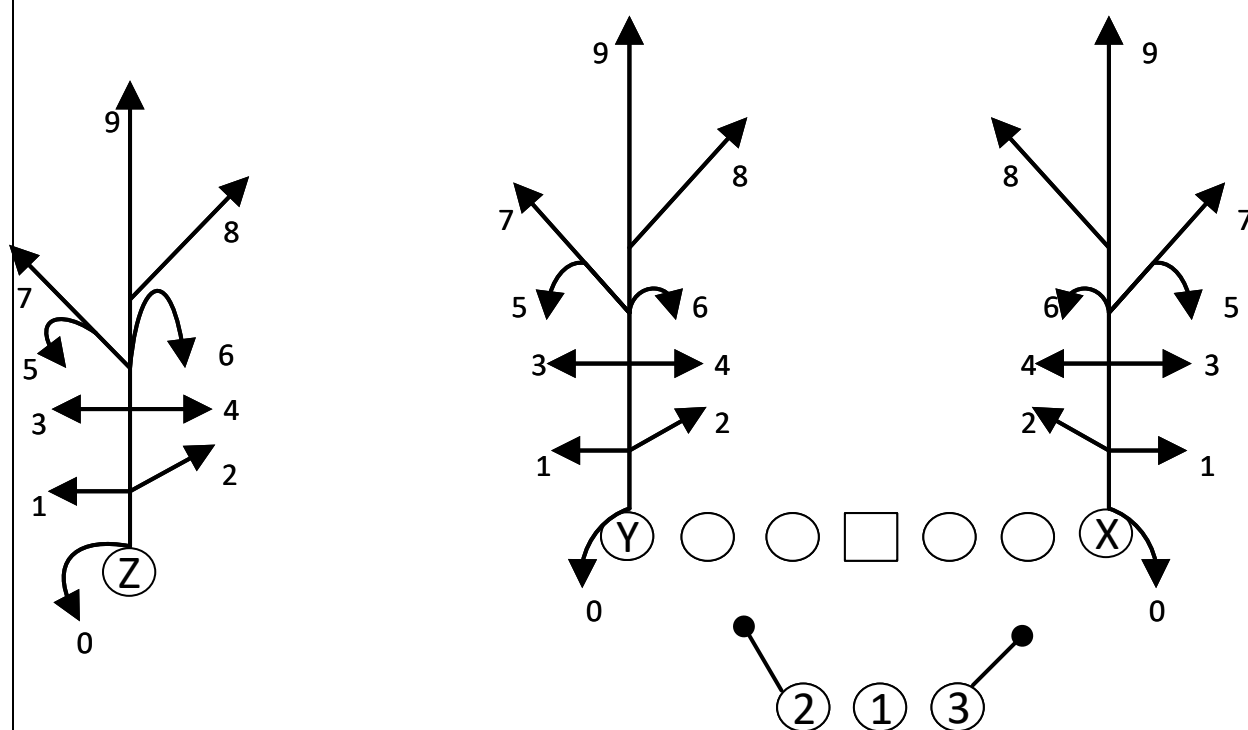
5/6 ONLY!



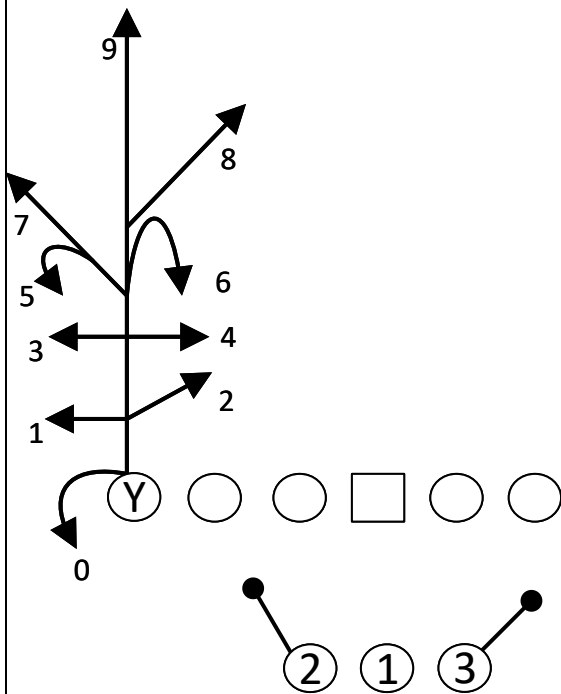
Shotgun Right Z TE OUT



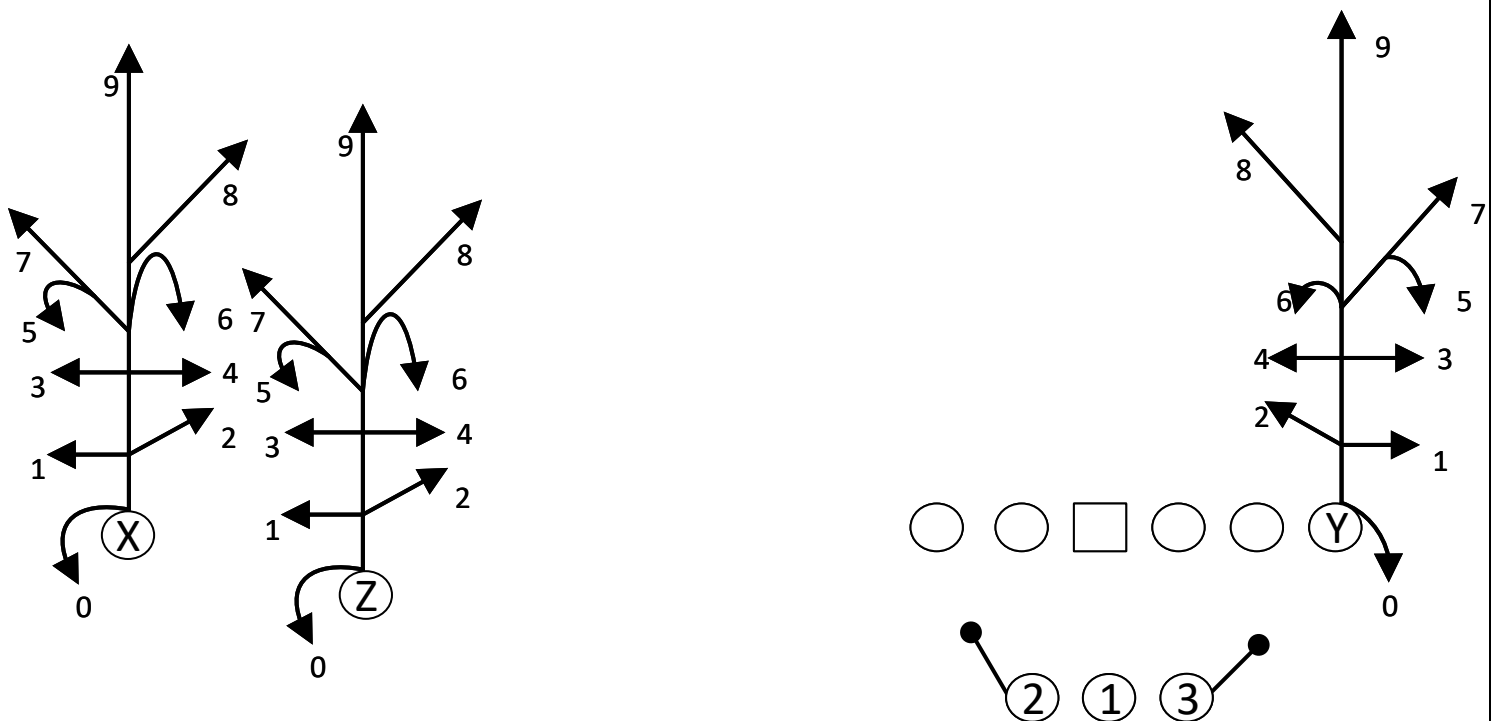
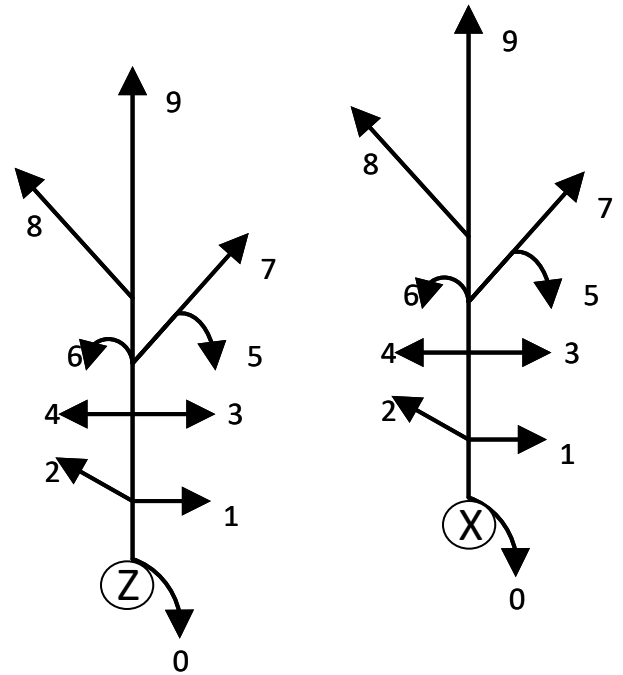
Shotgun Left Z TE OUT

5/6 ONLY!**Shotgun Tight Right****Shotgun Tight Left**

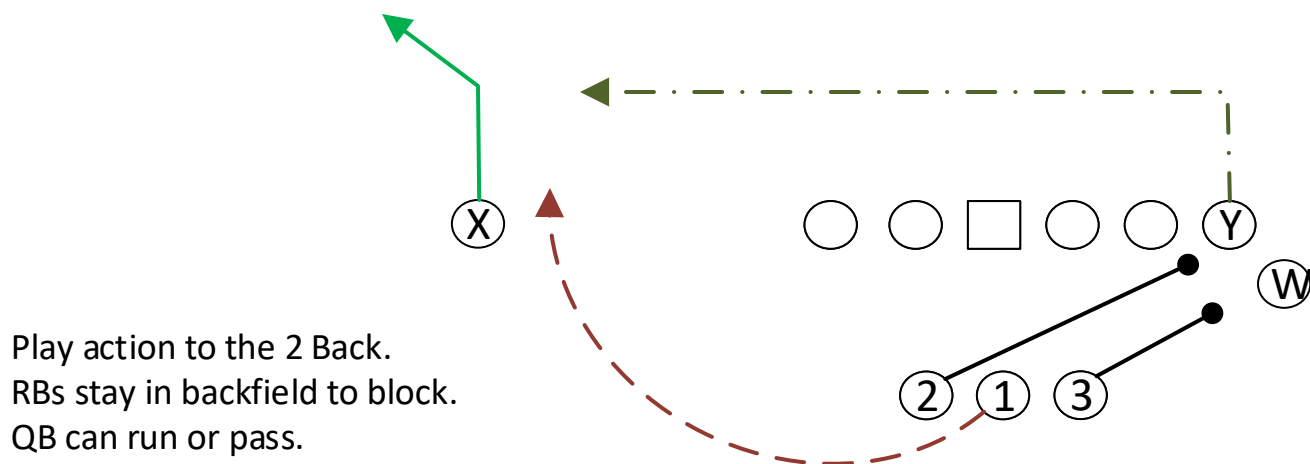
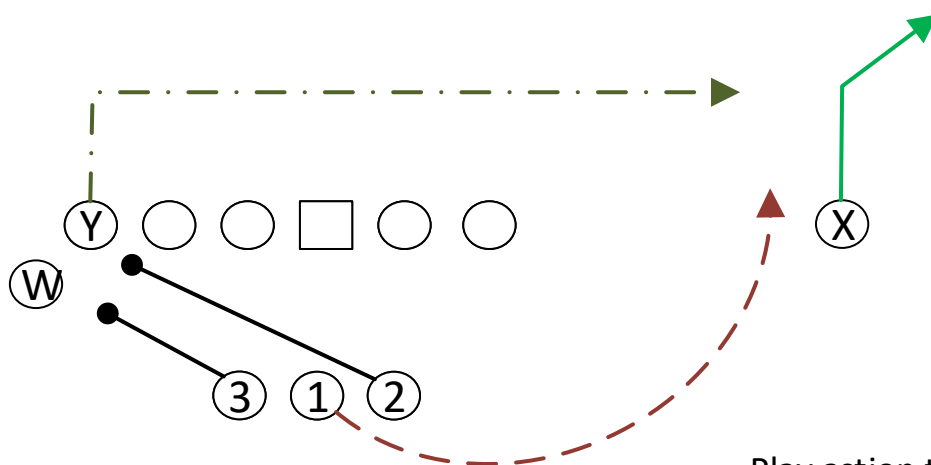
5/6 ONLY!

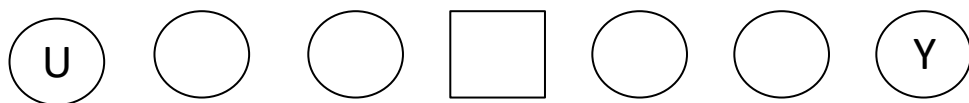


Shotgun Liz



Shotgun Rip

5/6 ONLY!THERE IS NO WEAK SIDE
OPTION FOR THIS PLAY**Shotgun Wing Right 19 Boot**THERE IS NO WEAK SIDE
OPTION FOR THIS PLAYPlay action to the 2 Back.
RBs stay in backfield to block.
QB can run or pass.**Shotgun Wing Left 18 Boot**



3

Z

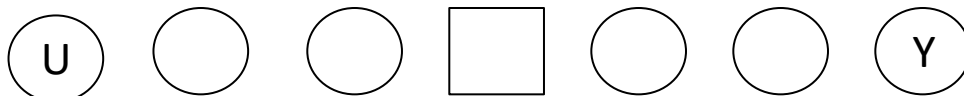
2

K

K lines up 10 yards back from LOS.

2 up backs line up 2 yards. Last up back lines up 4 yards back.

Punt



3

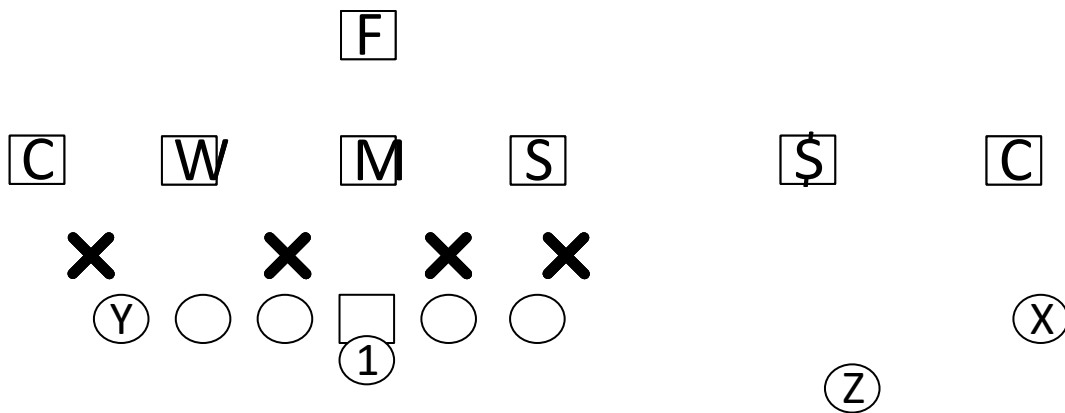
Z

H

H is at 7 yards

K

Field Goal – 5/6 ONLY



Notes:

③ DL/DE should line up "head-up" then shade to correct side based on line call. DL/DE shoulder is at the OL crutch.

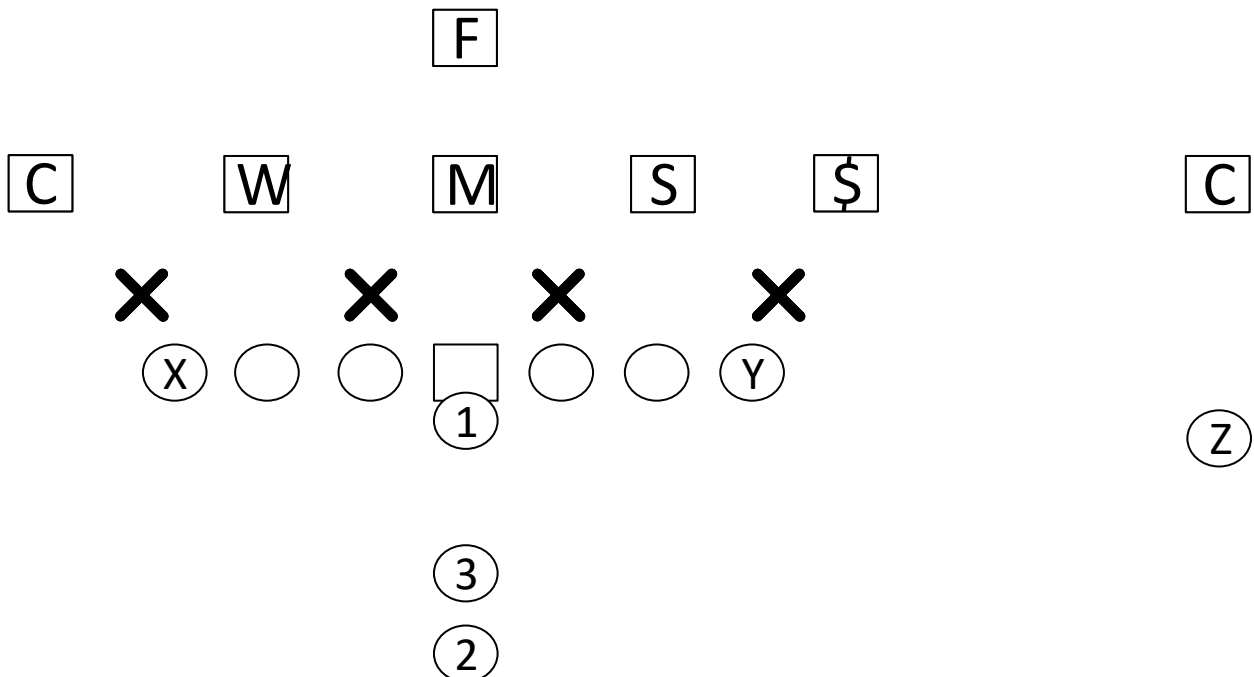
②

LB's are 5yds at their heels. Lined up "head up" on T, C, T

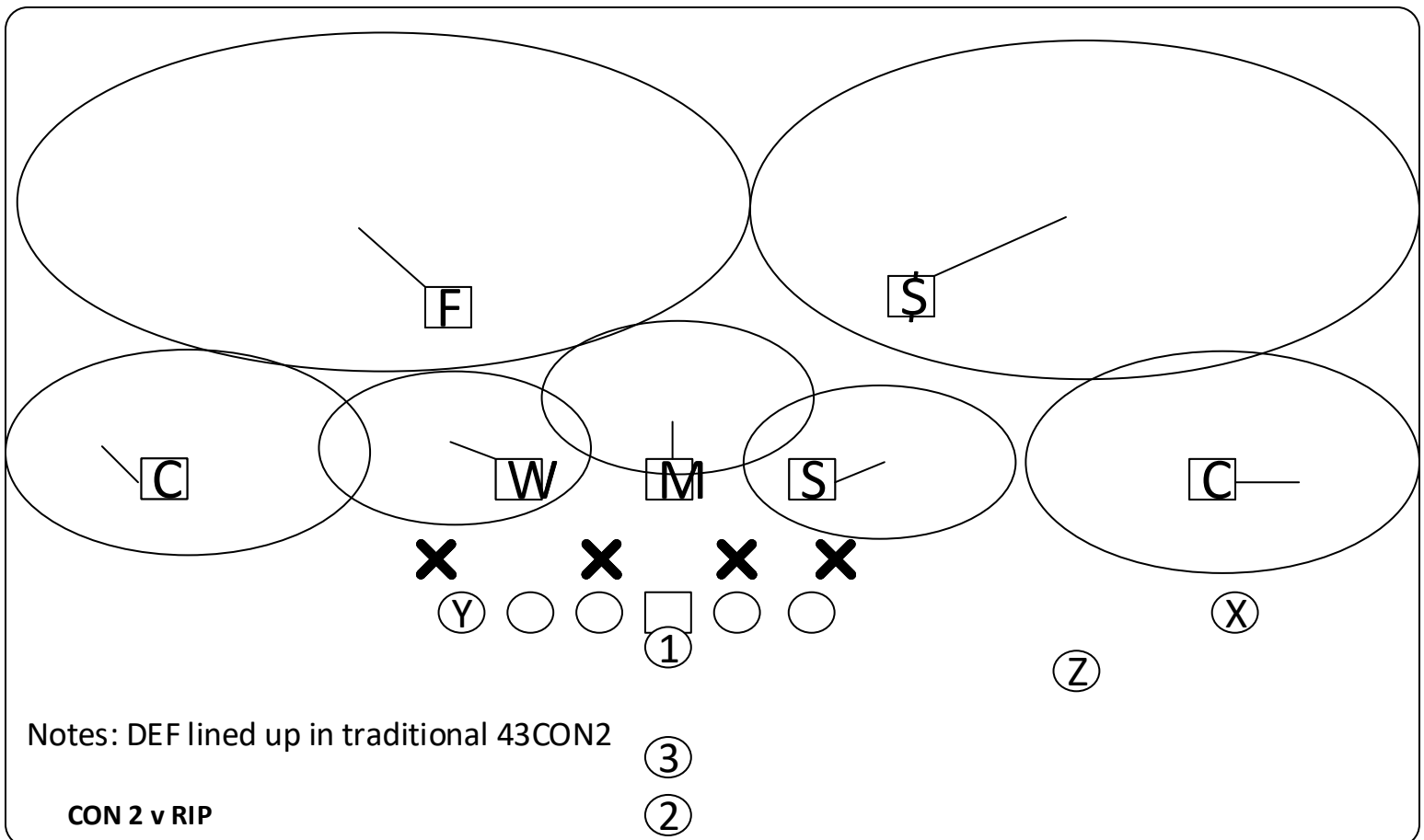
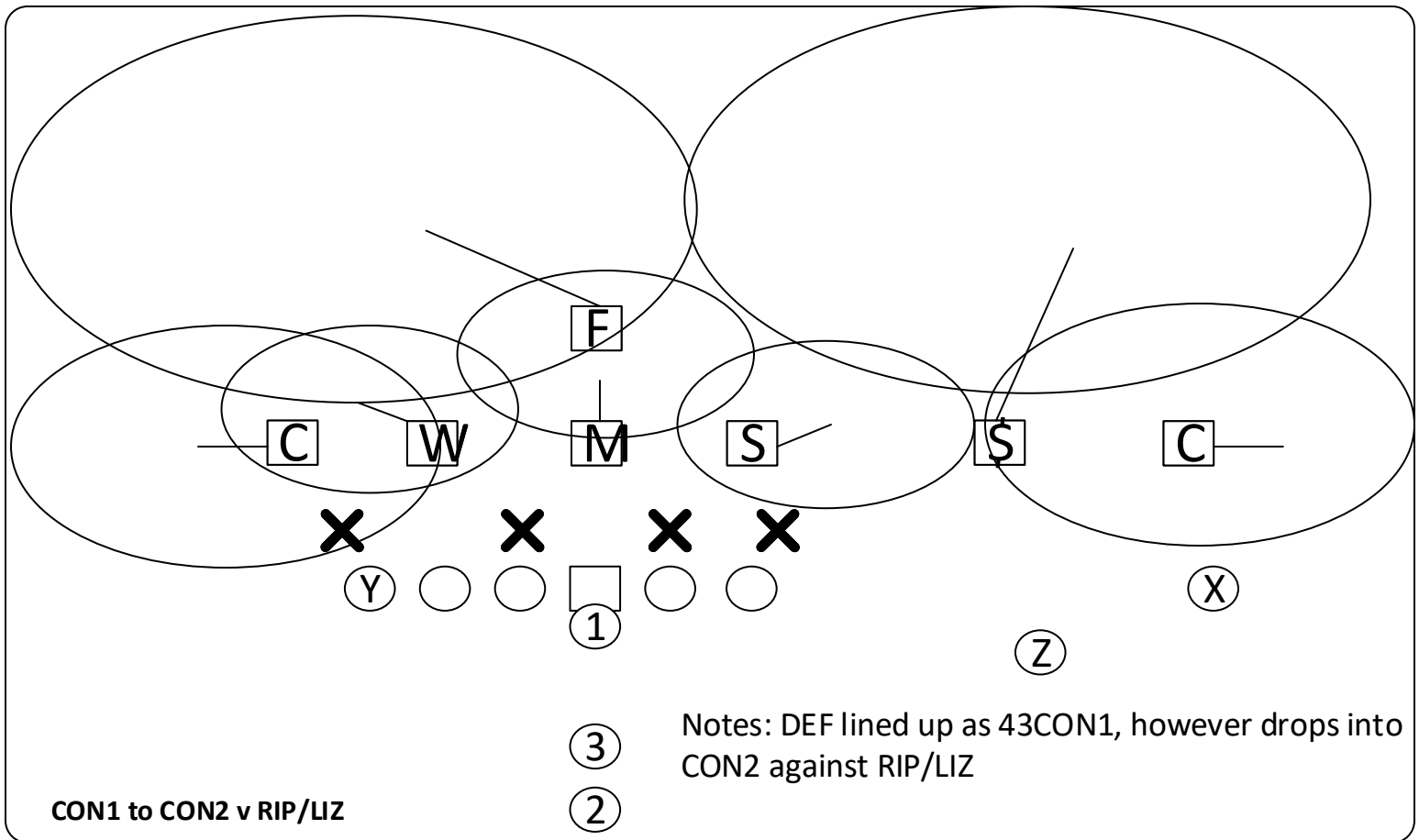
Secondary will employ a man coverage. CB's are minimum 5yds at their heels, shading to the inside forcing all routes outside.

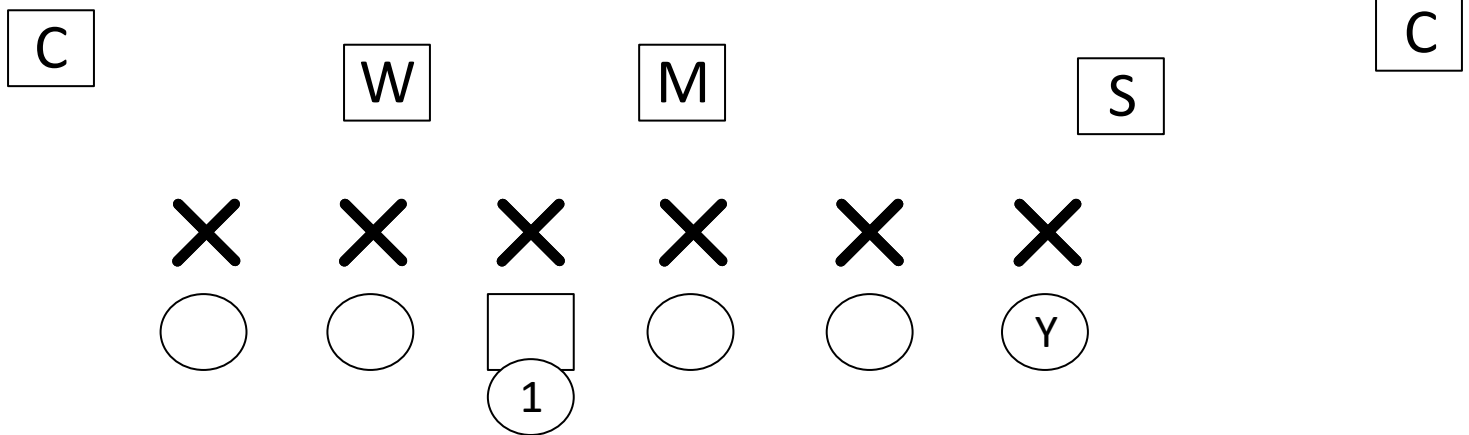
In CON 1 SS lines up as a 4th LB to the strong side or shading the TE. FS is 7 yds off the ball and centered in CON 1

Con 1 v LIZ



Con 1 v Tight

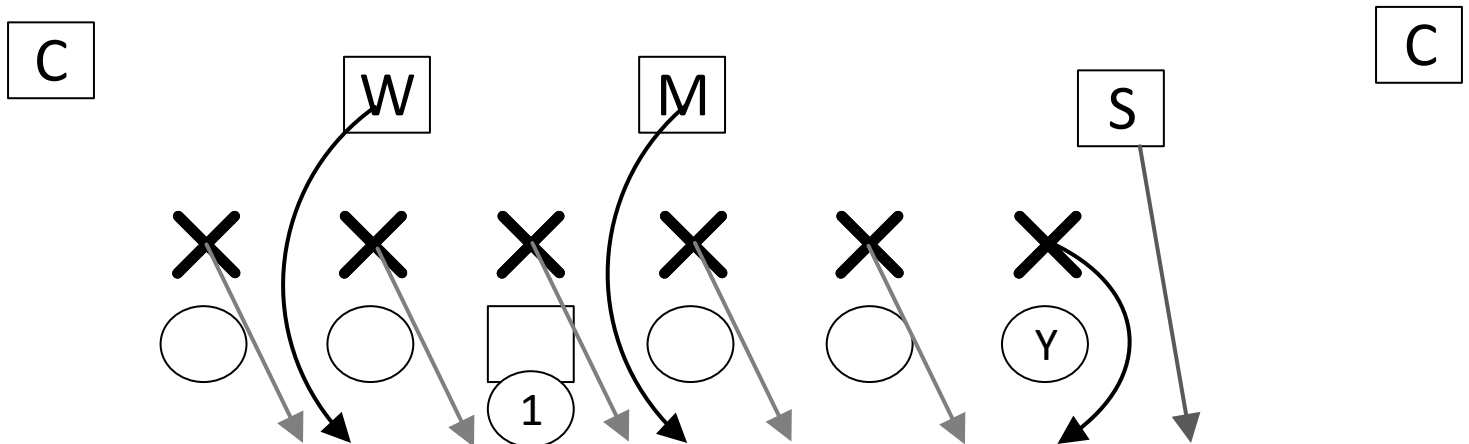




In the 65 Goal line, the safeties are pulled for more DL. Each DL aligns head up on the opposite OL.

LBs have GAP responsibilities and are positioned 2 yds at the heels. CB play pass first then run and are 3 yds at the heels.

65 Goal line



Example of GAP and Line play. DL is slant to strong side, W has BS B GAP, M has PS A GAP, S has OUTSIDE. PS DE is containment, BS DE is Pursuit.

65 Slant Strong

OL – Offensive Line
C – Center
G – Guard
T – Tackle
TE – Tight End
WR – Wide Receiver
Z – Primary WR
X – Secondary WR
Y – TE to the play side
U – TE to the non-play side
2 – Half Back
3 – Full Back
1 – Quarter Back

DL – Defensive Line
DT – Defensive Tackle
DG – Defensive Guard
DE – Defensive End
LB – Linebacker
MLB (M) – Middle (MIKE) linebacker
SLB (S) – Strong (SAM) linebacker
WLB (W) – Weak (WILL) linebacker
SS – Strong Safety
\$ - Strong Safety
FS – Free Safety
F – Free Safety
CB – Cornerback
C - Cornerback