

TRAINING RESOURCES


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\(\left.$$
\begin{array}{|c|l}\hline \text { Line of Scrimmage } \\
\text { (LoS) }\end{array}
$$ \quad \begin{array}{l}An imaginary line across the width of the field of play beyond which a team <br>
cannot pass until the next play has begun. Play begins with a snap on this <br>

imaginary line with the ball in the middle of the field.\end{array}\right\}\)| Wide Receiver |
| :--- |
| (WR) |$\quad$| Receives passes from the Quarterback and runs pass routes trying to evade |
| :--- |
| defensive players. |



Route Tree


QB



## Levels

The Levels concept has the receiver furthest inside running a dig route. The two outside receivers next him both run short in routes. The Levels concept does an excellent job at attacking zone coverage.


## Flood

A popular way offense like to attack zone coverage is flood one side of the field with multiple receivers. The Flood concept does this by having three receiver running pass routes towards the same of the field. A common Flood concept would be to have one receiver run a flat, second receiver runs a deep out, and the third runs a go route such as shown in the diagram below.


## Mesh

The Mesh passing concept has two receivers running shallow crossing route but from opposite directions. Against man coverage, their pass routes create a rub or natural pick on defenders covering. Generally, one of them gets open once they cross each other.


## Spacing

The Spacing concept has the two outside receivers both run comeback routes with the inside receiver running a flat as shown in the diagram. The two comeback routes must be deep enough for the flat to pass underneath and a few yards apart. This concept is great at beating zone coverage by spacing out the defense to attack spaces between the shallow zones.



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