



VOLUME 19

RIP/LIZ MATCH

“AUTO” AND “MATCH” CALLS

THE MODERN MULTIPLE DEFENSE

Rip/Liz Match

POST-SAFETY DEFENSE

“Auto”- Base

“Match”- Nickel and Dime



WHAT IS IT GOOD AGAINST?

- **RIP/LIZ Coverages** fix the basic vulnerabilities of **Country Cover 3 (colors)** by pattern matching vertical and flat concepts, which are no longer vulnerable to seam routes or horizontal stretch routes such as flat curl.
- **When eligible receivers are in the core, indicator key. Great against 2 Back and II P Sniffer Formations.**

WHAT IS ITS WEAKNESS?

- **Like all Man-Match concepts, the ability of the defender is the biggest contingency as to whether or not the coverage works. CAN YOU GUARD YOUR MAN?! Also, pattern match coverages require EVEN MORE pre and post snap communication. Handling Fast #3 and Bunch/Stacks sets are more difficult to handle.**

WHERE ARE OUR ADJUSTMENTS?

- **Like all Cover 4 and Cover 3 check systems, we have a system for all 3x1 coverages that go along with basic Match/Mix calls. Smoke and Flame are Rip/Liz 3x1 specifics.**
- **All Empty in Match Coverage check GOLD/ BLONDE**
- **All Bunch and Condensed Check “Area”. The country cover 3 rotation based on formation. Ex: Triple Width = Ck Black**

Rip/Liz Match



WHAT ARE THE QUESTIONS?

- **CHINA RULES OR NOT ?** We choose to play a Bail Mod Technique with the Corner and slow-sit on Hitches and Top Slants of #1. This means you must carry 2 and 3 vertical and assume no help on Corner Routes from SCIF defenders . If you major in Rip/Liz, you should have them!
- **Fast 3 or Fast 4 (3x1)-** We make a call. “FAST” tells ALL DEFENDERS to the side of a fast player to ZONE their side. Every player is responsible for echoing the call!
- **Condensed or Bunch Sets-** The benefits of R/L are the vulnerabilities of Country Cover 3. However, multiple in cuts and crossing routes can cause major issues if you try to play them out like man. When in these situations we make “AREA” calls that get us in Country Cover 3 with the R/L rotations (weak to 2 x 2 , strong to 3 x 1)
- **In-Cuts-** We use the word “PIZZA” to Deliver In-Cutting routes. What this means is that the men to the “PIZZA” side are now in Zone and it is an alert for the Hook players to carry “3 Thru”. (EXPLAINED IN THE ROUTES)
- **Handling Motions-** SPIN ROTATION when the strength of the formation changes or it goes back to 2 x 2.
- **EMPTY- CHECK GOLD OR BLONDE (WEAK COUNTRY 3)**

AUTO



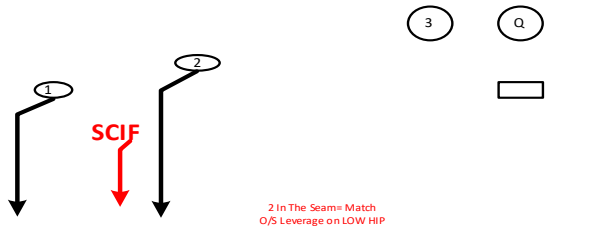
- **Ran to solve Country 3 Coverages and GAP OUT the front on early downs.**
- **Great to 2 Back, and IIP Sets.**
- **In IIP, our Joker is a Matchup Player with the TE. Therefore, we are now a Formation Based Alignment and not a Field Based Alignment.**
- **The Joker Alignment Progression is...**
 - A) **2 Back**
 - B) **TE unless he is #1**
 - C) **3 Strong**
 - D) **2 Weak**
 - **The Safety opposite of the Joker will now SCIF #2. If the Joker is lined up to a x3 side, the Safety will rotate inside or outside of him. Dictated by Matchup.**
- **Other than alignment rules, from a post-snap perspective, AUTO and MATCH carry the same rules.**



MATCH

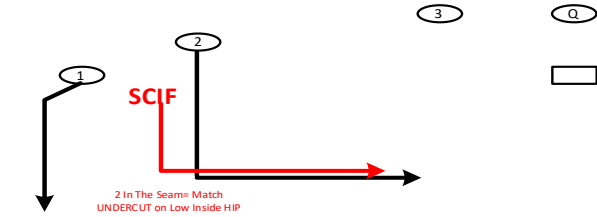
- **Played in a Nickel Subpackage where we are still field-based .**
- **We feel we can run MATCH to any personnel grouping, but it is done primarily to 11 and 10.**
- **In MATCH, we are still field-based in our alignments. Our Nickel will line up to the wide-side of the field or make a middle hang calls. Safeties will then rotate based on the offense's formations.**

RIP/LIZ TECHNIQUES (SCIF #2) (Scope #3 I/S SCIF)



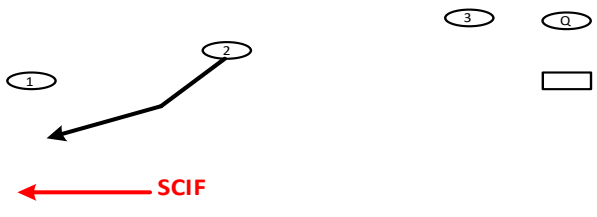
2 In the Seam

1. Key 2 to 3 to QB
2. #2 in SEAM = Match
3. Get in low hip trail. You have help inside



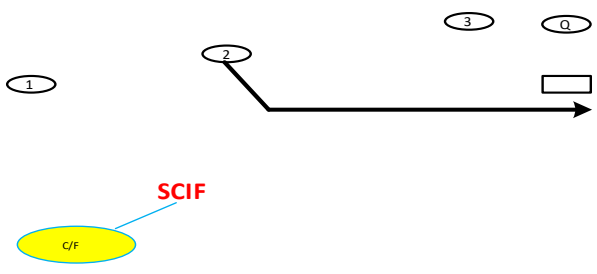
2 in. Seam/Curl

1. Key 2 to 3 to QB
2. #2 in Seam/ Curl=Match
3. Get in low hip trail. You have help inside



2 in the Flat

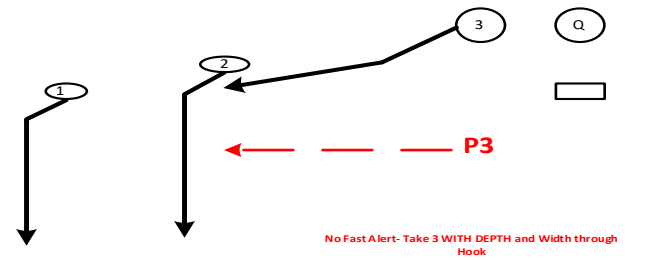
1. Key 2 to 3 to QB
2. #2 in Flat- Match w/ Depth.
3. Carry Wheel



2 Shallow

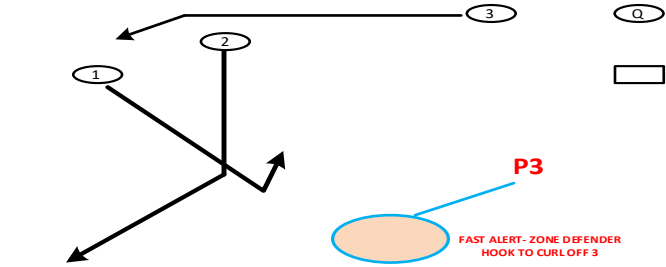
1. Key 2 to 3 to QB
2. #2 Shallow/In- CURL/ FLAT
3. Zone- VISION AND BREAK

RIP/LIZ TECHNIQUES (PUSH 3/3 THRU)



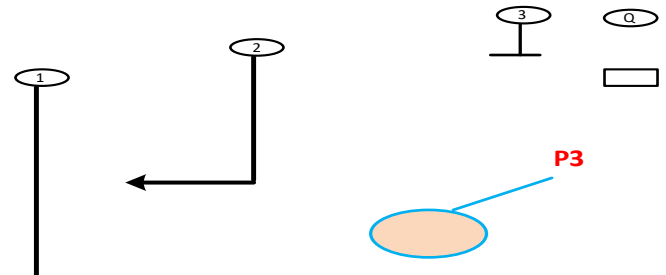
3 in Flat = No FAST ALERT

1. KEY #3. If three goes up or out you must take him if no fast alert call.



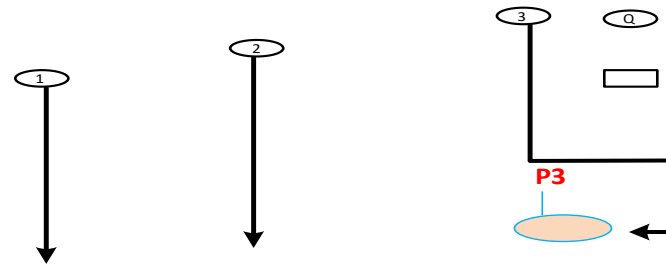
FAST ALERT

1. Key #3. IF "FAST ALERT" was called pre snap or BOUNCE motion occurs then "Fast" occurs. SCIF player now plays Flat Force and P3 plays ZONES Hook to Curl.



3 Blocks

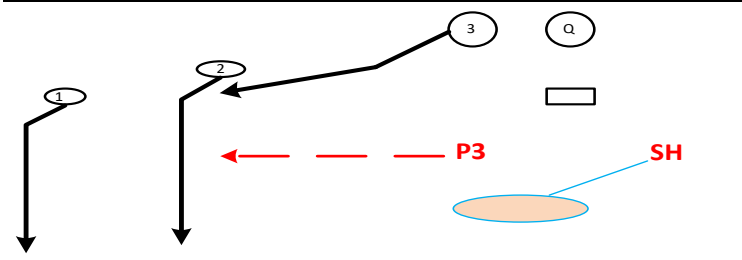
1. Key #3. IF he blocks....ZONE HOOK to Curl



3 Crosses

1. Key #3. Will match up and out and deliver Back. When 3 crosses face back inside DELIVER to Strong Hook Player
2. After Delivering Eyes bounce between Vision and Break and 2Wk and 2 Str.

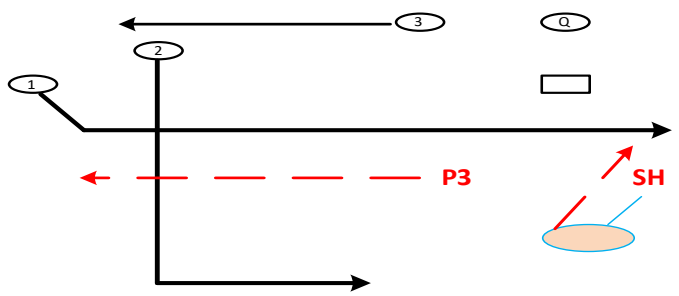
RIP/LIZ TECHNIQUES (STRING HOOK 3 UP)



3 AWAY- Melt off the Push 3 Player

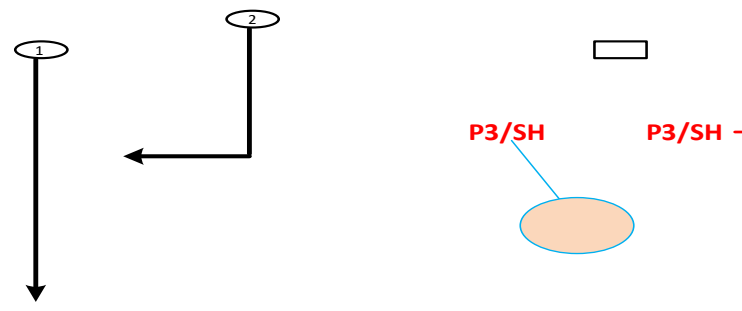
1. Key # 3. If 3 is away then P3 player should match him. MELT to the middle off the string of the P3 player.
2. Be Ready to TAKE BACK Crossers

3 AWAY with a new 3



1. Key #3. IF 3 is away then the PH player will match him. Melt off the p3 player and look for crosser.
2. Match the crosser (new 3)

3 HOME or In Pistol



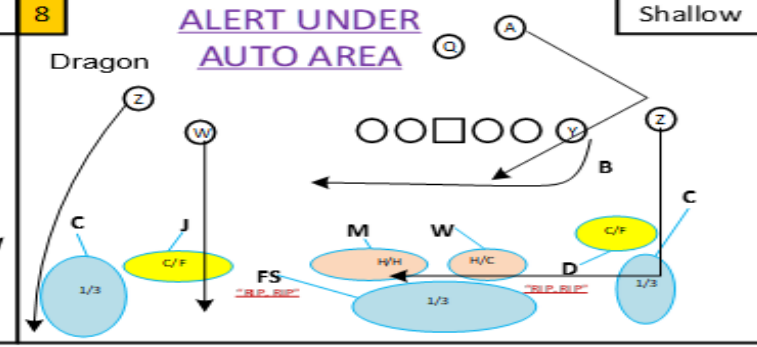
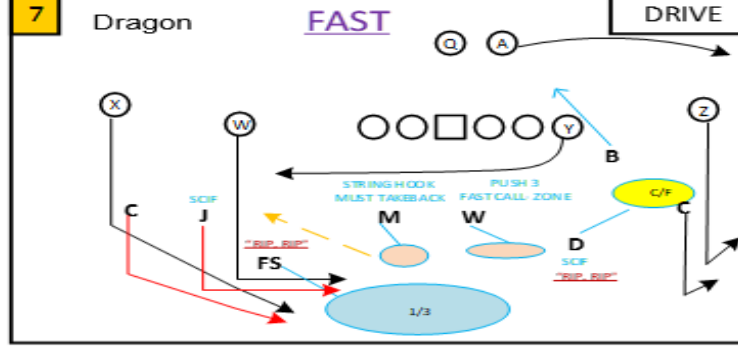
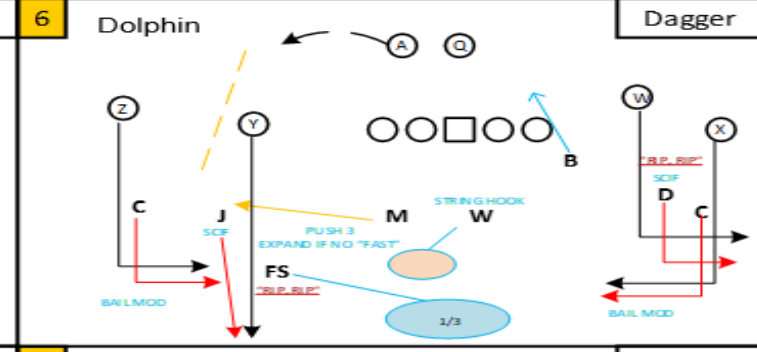
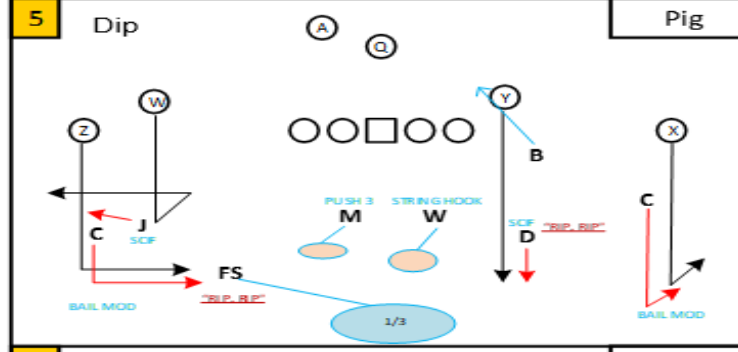
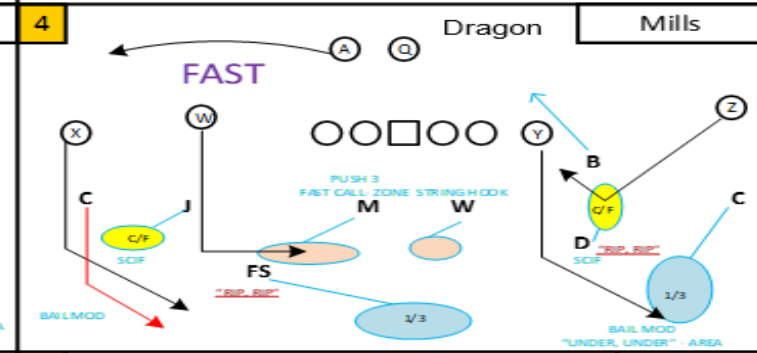
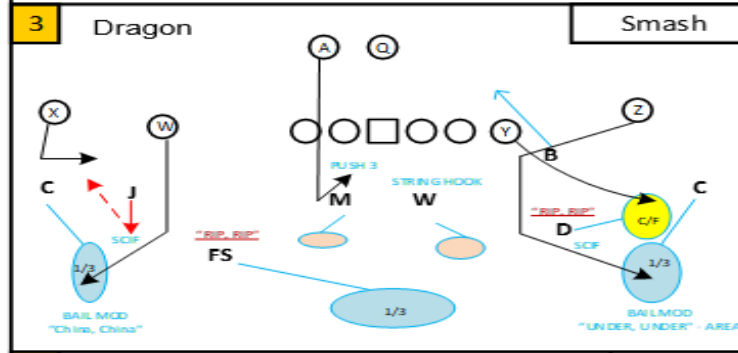
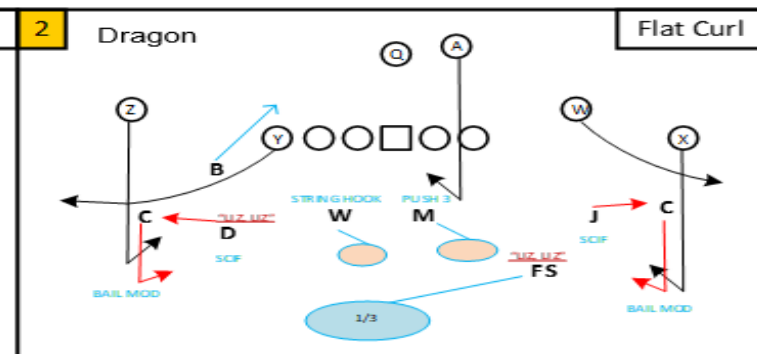
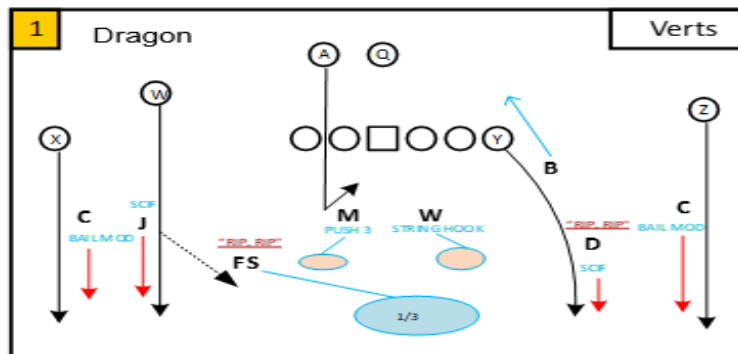
1. #3 is HOME. So the P3/SH distribution is not predetermined.
2. Release of 3 determines job. If 3 releases weak then SH player becomes p3 and p3 becomes string hook

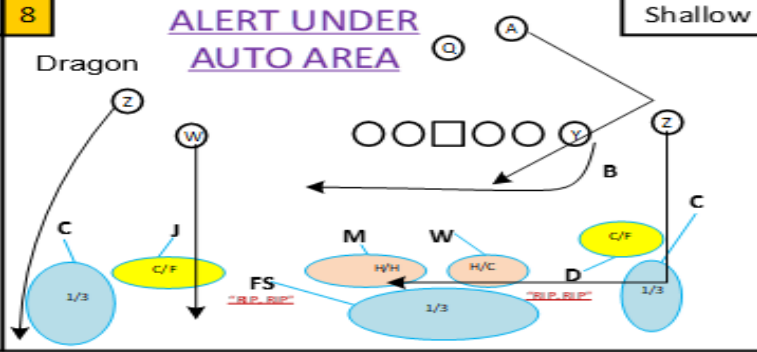
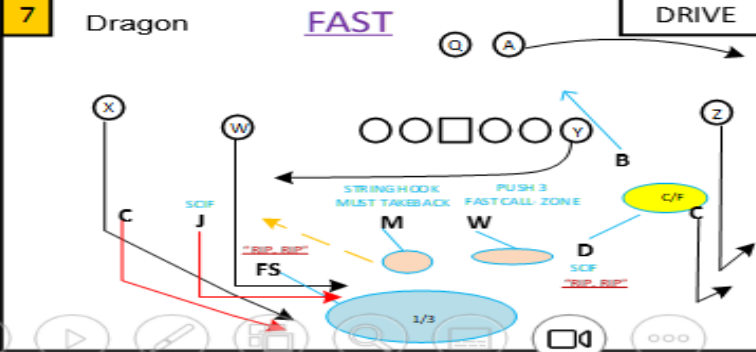
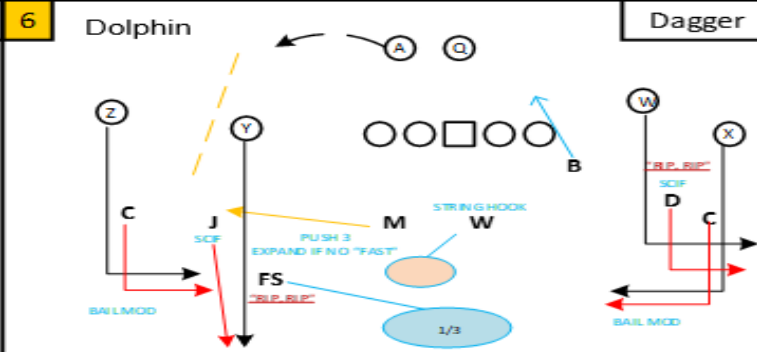
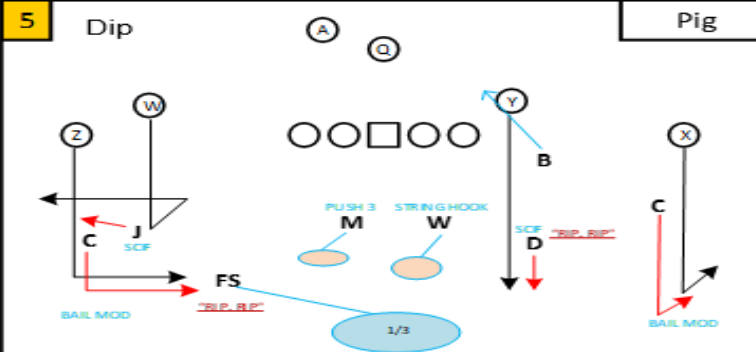
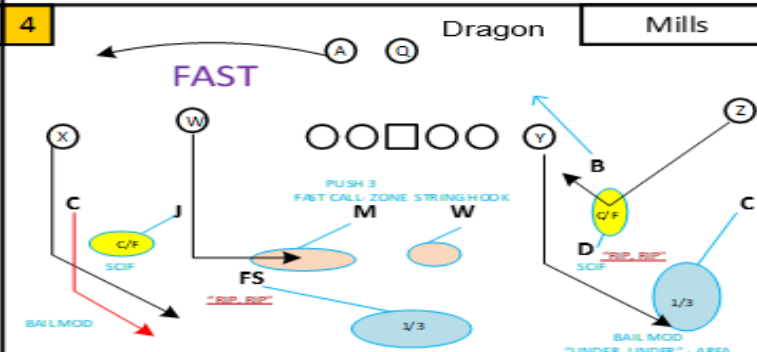
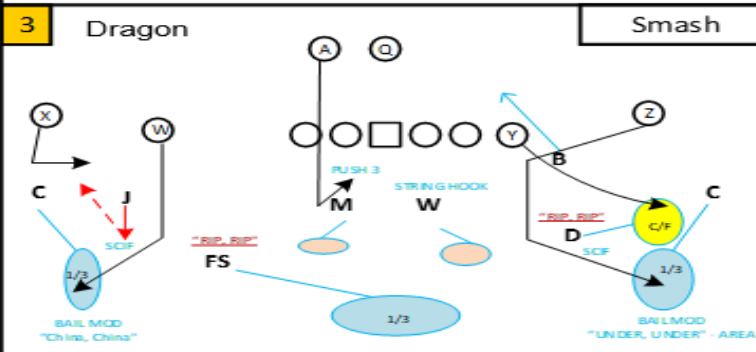
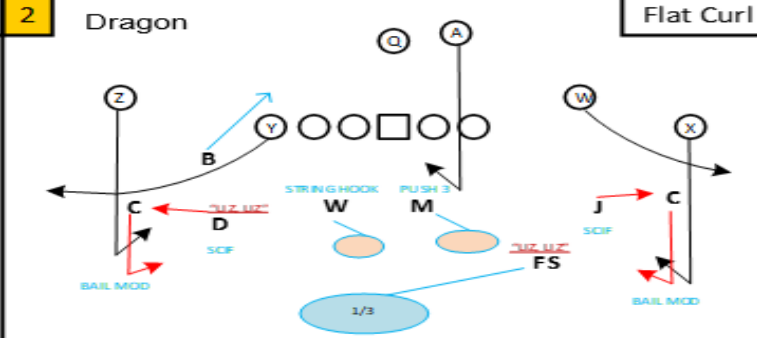
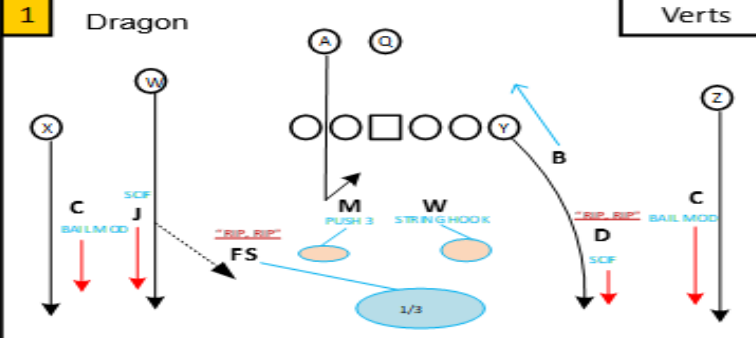
3 Crosses



1. Key #3. Will match up and out and deliver Back. When 3 crosses face back inside the p3 player will deliver back to you
2. Match. He's yours







3 x 1 ANSWERS-SMOKE AND FLAME

- **Smoke and Flame are 3x1 checks to Match Coverage.**
 - **Smoke- Strong Rotation**
 - **Can be Buzz or Sky based on Width of the formation to support side**
 - **Flame- Weak Rotation**
 - **Usually ran as Buzz support for Dog to be 3 up player and Will to become 4/1. Often times ran off of where the back is and what kind of receiver he is.**
- **The 3x1 check has been called in the playcall and by camp rule**
 - **Ex: “Match”- Play flame to 3x1 Trey Width. Play Smoke to 3x1 Triple Width**
 - **Ex: “Match Smoke”- Play Smoke rotation to all 3x1.**

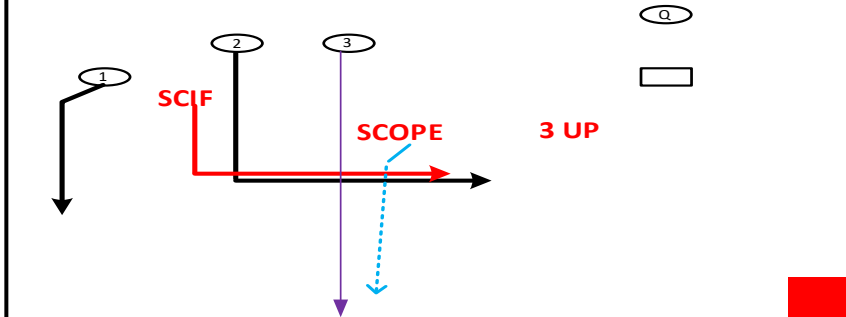


RIP/LIZ TECHNIQUES (SCOPE TECH.)



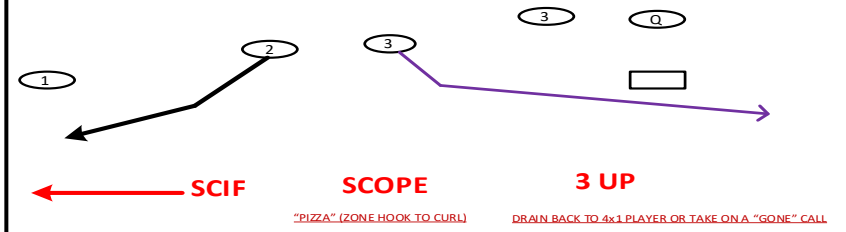
3 In the FLAT

1. Key 3.
2. Match with Depth and Width to Flat



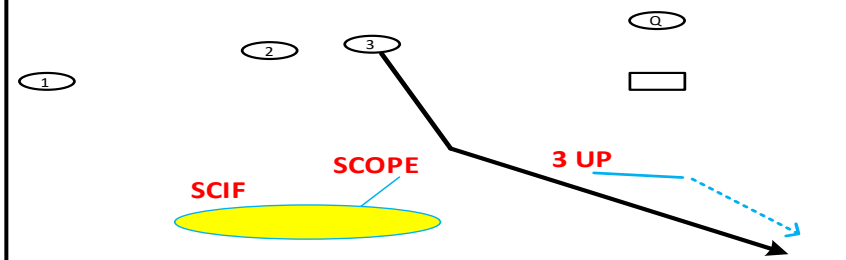
3 Vert in 3 Lan

1. Key 3
2. If 3 is Vert without crossing your face...stay on him
3. Match to Endzone including Corner Routes. May get help from CB on Sail but don't count on it.



3 IN or PIZZA from 1/2

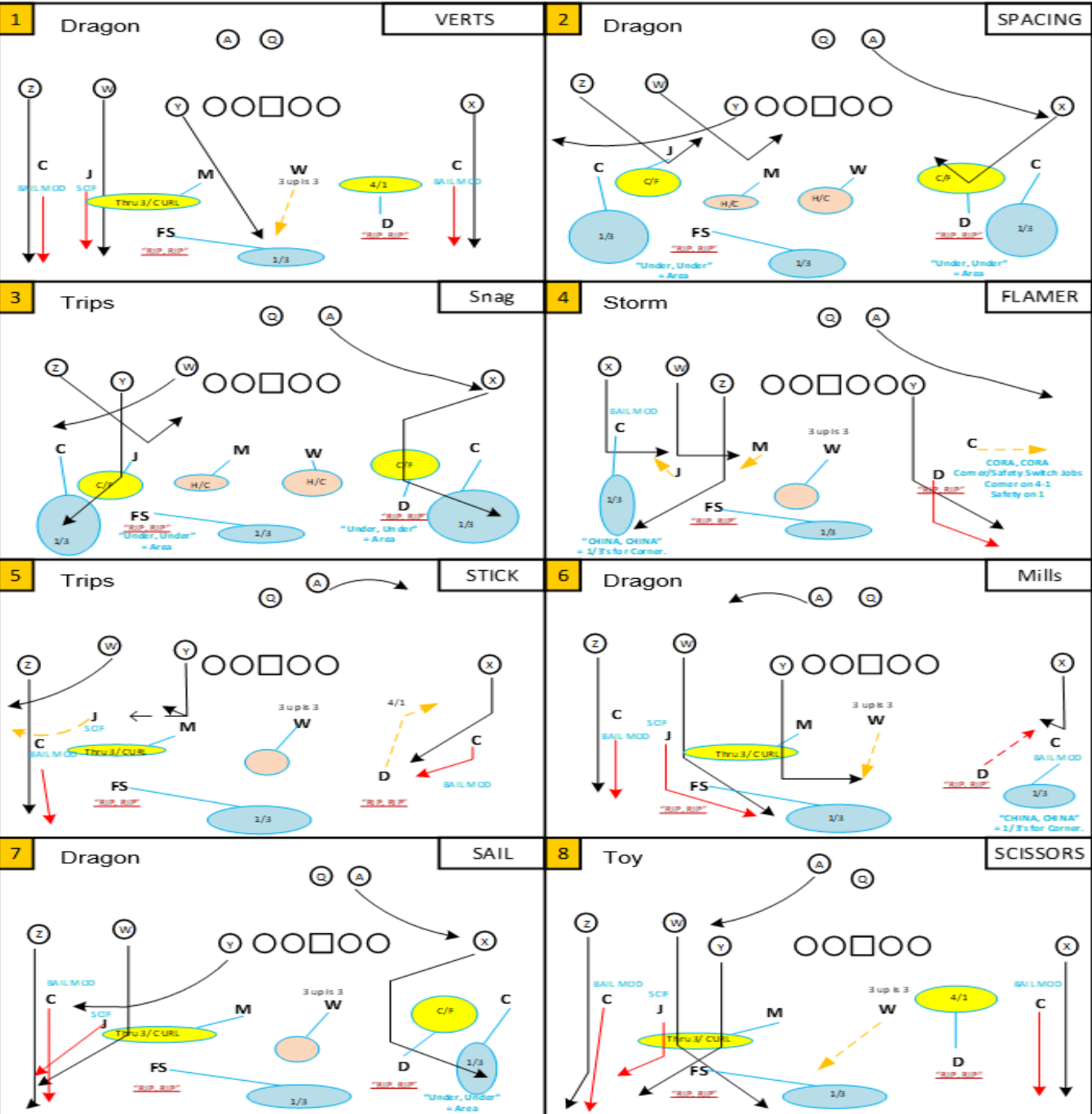
1. Key 3
2. Deliver "PIZZA" call or Receive Pizza Call from SCIF or CB



3- Dirty Cross

1. Key 3
2. Hardest look you'll get....pass off to 3 up player and Hard Buzz to curl area. Undercut 2 to 1 on Sail or Comeback

FLAME



SMOKE

