

# **VOLUME 20**

**Hully Gully's  
Defending Empty, Unbalanced/FIB , 2 Minute, and End of  
Game**



# FIB AND EMPTY

- **The number one job of a Defensive Coordinator is to create a system where adjustments and checks to Hully Gully's are available in a pre-determined toolbox. Therefore, we are not a big "Gameplan" team when it comes to these circumstances because our answers were installed on Day 1 with the calls. If teams live in FIB or EMPTY, we need more calls to keep them off balance. Our plan usually has two to three answers per week**

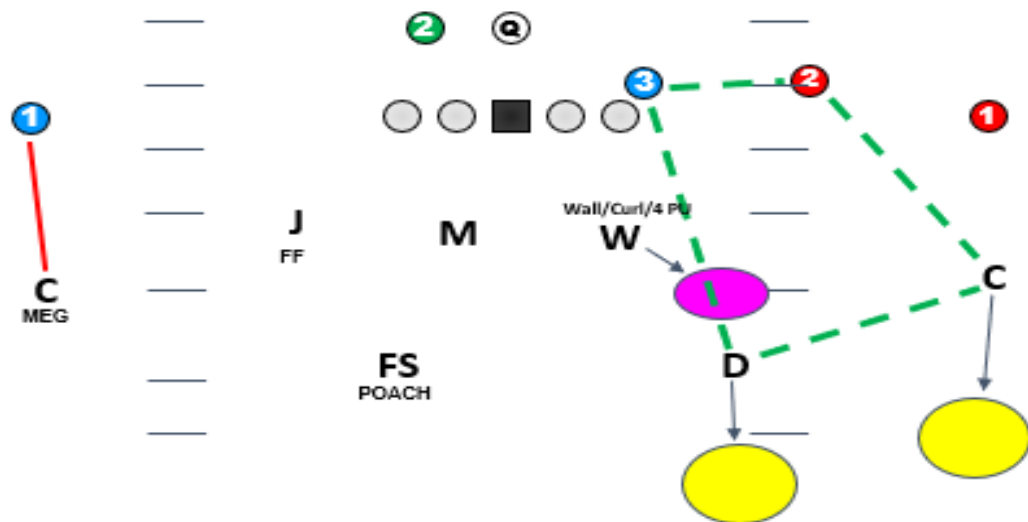
## 4 Alert Examples

- **FIB: Check "Fist" in All Cover 4 and "Bump" Backers with Motion (T.B.S. System >>>> Volume 3)**
- **Empty: "Mids" or "Latch" depending on width of the x3 side to field (Volume 11). Palms or Meg to the x2 side to boundary. If FIB ...Play Reverse Mids**

## C3 Examples

- **All Country 3s can play if the color is called. Sound to all calls. BUMP if rotation is away from passing strength. Can also SPIN to fix math**
- **Empty- Play Weak Rotation - BLUE, BLONDE, or GOLD based on Width of Boundary (Volume 2/3)**
- **Spin in all "Trojan" calls. (C3 check system >>>> Volume 10)**

## BASH 4 ALERT (CK FIST)



# FIST

- Provides immediate cloud support on quick screens to boundary.
- Allows overhang (Will or Bandit) to still relate heavier to #3. Can play tighter to fit.
- Can sort out two or three verticals with secondary players. No carry of the wheel required by LB UNLESS it is #4
- Backside safety (FS) can still lean to the field, and joker can play hipped. Therefore, the Field Corner IS NOT isolated.
- Not our only FIB adjustment! Can play all Cover 3s or super rotate to boundary as well (Dog Safety down). This is the camp rule for all Split Field.

### FIST RULES

FIST IS A FSL TRIPS CHECK.  
IT IS A 'PALMS' COVERAGE CONCEPT.

Boundary Corner: will read the #3 and #2 receivers.  
- If either go out, he will play it just like a PALMS corner.  
- If both stay vertical, he will play man on #1

Dog Safety: will read the #3 and #2 receivers.  
- if either go out, he will play Post/Man on #1 just like in PALMS.  
- If both stay vertical, he will take #2 vertical.

Free Safety: is responsible for the 3-lane vertical.

Field Corner: Man on #1

Overhang defender (Will/Bandit) will reroute #3

Mike will drop into the hook based on the release of #3.

BOX is a basic cover 4 zone drop.

### Verblage

"Quarter it off"- Your MOD has disappeared shallow or outside right now so sink off to your deep zone.

"China" - A smash or hitch alert call for Corner to quarter it off and FF player to buzz to #1 on #'s.

### 3 x 1 Checks

"POACH" - Backside safety eyeballs #3 across formation. He will take vertical. 3 receiver side plays base call off #1 and #2

"MIDS" - Frontside check where 2 D/C players play split 1/2's on #1 and #2 to trips side. Frontside force player plays first to flat and carries wheel. 1 Backside of coverage plays MEG or CONE.

"Tiny" - Frontside coverage check where Corner plays Bail MOD on #1.. Force player keys 3 to 2 and will take 3 to the flat first and clamp on #2 if he doesn't go out. Safety will key #3 to #2. Will take 3 vert. If 3 disappears then quarter off on #2.

### MOTION Checks

Check Poach/Mids/Tiny when strength goes from 2x2 to 3x1.

### Bunch/Stack Checks/Nub

Vs Bunch: Check to BOX  
(Tight bunch = POACH for Dog safety)  
(Wide bunch = MEG/CONE for Dog safety)

Vs Stack: Play PALMS

# **PRESSURE PHILOSOPHY**

## **EMPTY AND FIB**



- **Some of our base pressures are unsound to FIB or Empty (ex: 2 Trap). But many can play. Often, Offensive play-callers want to get you into these circumstances to “Base You Up.” We try to follow to principle of not playing “Defensive Defense.” Pressures like 3 Deep/ 3 Under, C-0, or Man Heaters are great answers to Empty.**
- **Being able to systematically “flip” pressures based on F/B, Far/Away, ect keeps our gamete Team Pressures available in FIB. Our pressure percentages were only 4% lower to FIB than they were to conventional formations**

# ADDITIONAL EMPTY IDEAS



- **Distort the front – Q Run issues! Interior gap problems in Even Spacing (Okie or Shaded Fronts)**
- **Cloud Coverages or Cover 2- Ball is coming out typically quick and short. More bodies underneath = less space for offense to maneuver**
- **6 Up Read Pressures (see Volume 20)**



# UNBALANCED

- **Pretty simple add-on to our traditional T.B.S. philosophy to even the math (see Volume 3)**
  - **Travel- In “Man” to even the math**
  - **Bump- In “Split Field” bump to even the math**
  - **Spin- In “Cover 3” spin to even the math**
  - **Super Rotate- If the extra gap is being created in the core of the formation in “Split Field” (EX: 1 or 2 TEs/Sniffer)**
- **If the line is truly unbalanced (ex: 5-man surface or TOWER), we can “Noc” or “Screw”.**
  - **Noc = New Center. Everyone kickover one man. Treat Guard as “New Center”.**
  - **Screw= Trigger OLB or ILB down on LOS to the unbalanced side. Has to be ran with a “Spin” or “Super Rotate” concept.**

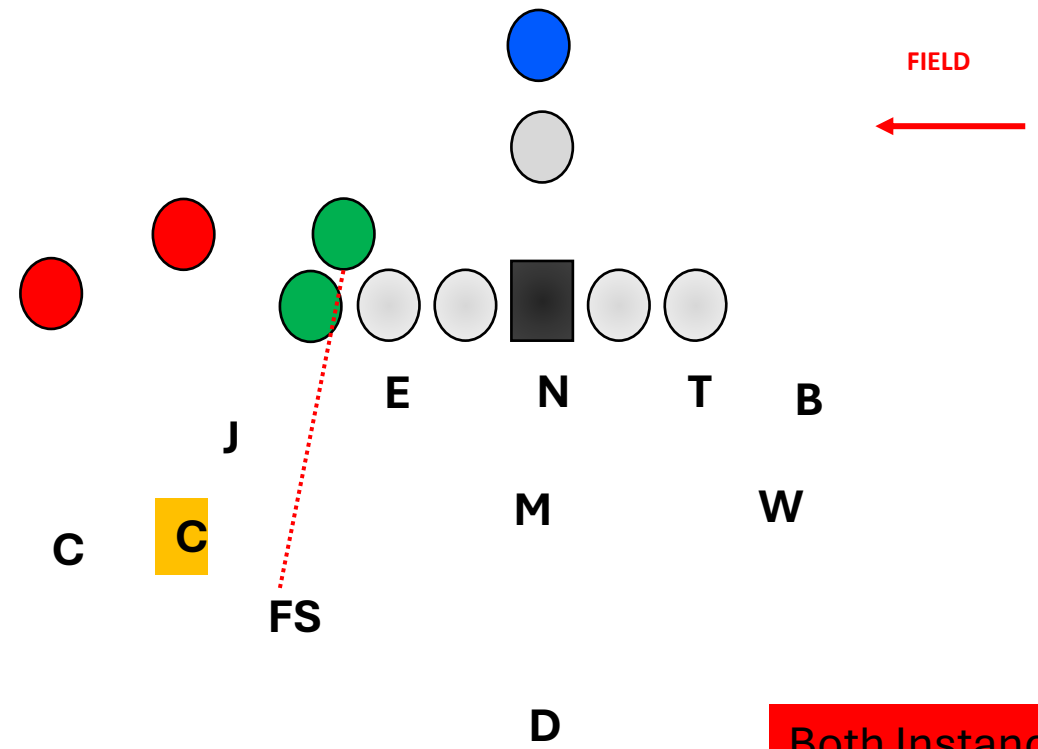
# **PRESSURE PHILOSOPHY UNBALANCED**



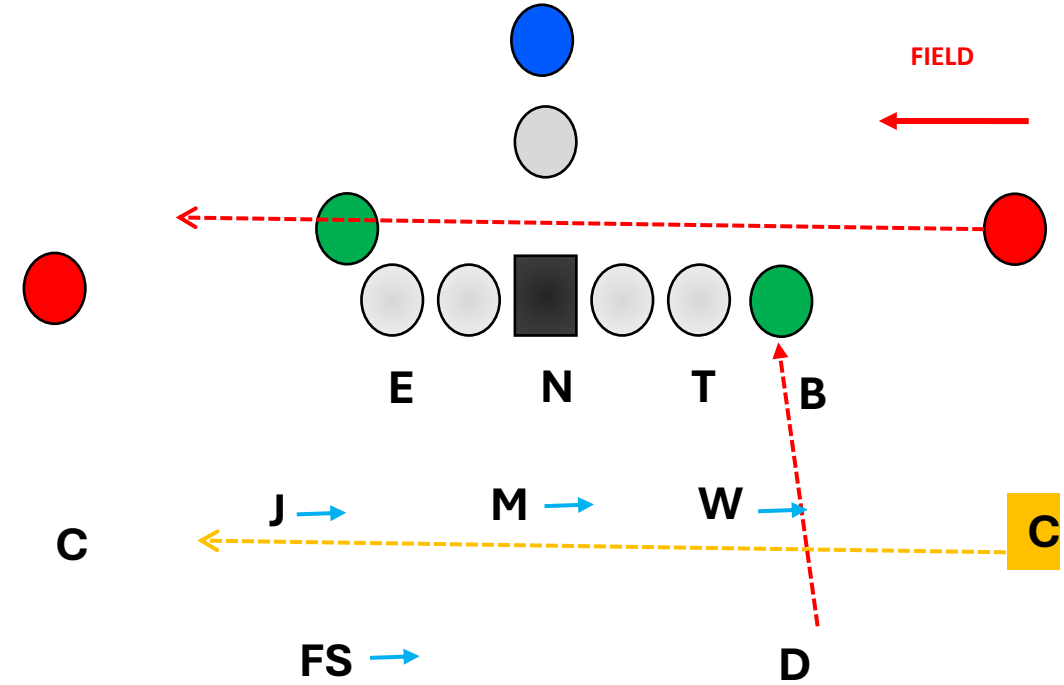
- **Pressures, by rule, play vs Unbalanced. We will gameplan our way out of ones we really don't like vs specific formations.**
  - **As you install during the week, ask yourself... "What is this against their hully gully's?" If it causes major issues against empty, unbalanced, and FIB, it's probably not making it into the plan.**
- **We like strong (Long Edge) and weak (Short Edge Pressures)**
- **Again, have multiple options. NO DEFENSIVE DEFENSE.**

# MATCH CHANGING ADJUSTMENTS- TRAVEL

\*Travel typically occurs in Man or Man Match Coverages  
 \* It forces defenders across the field to adjust



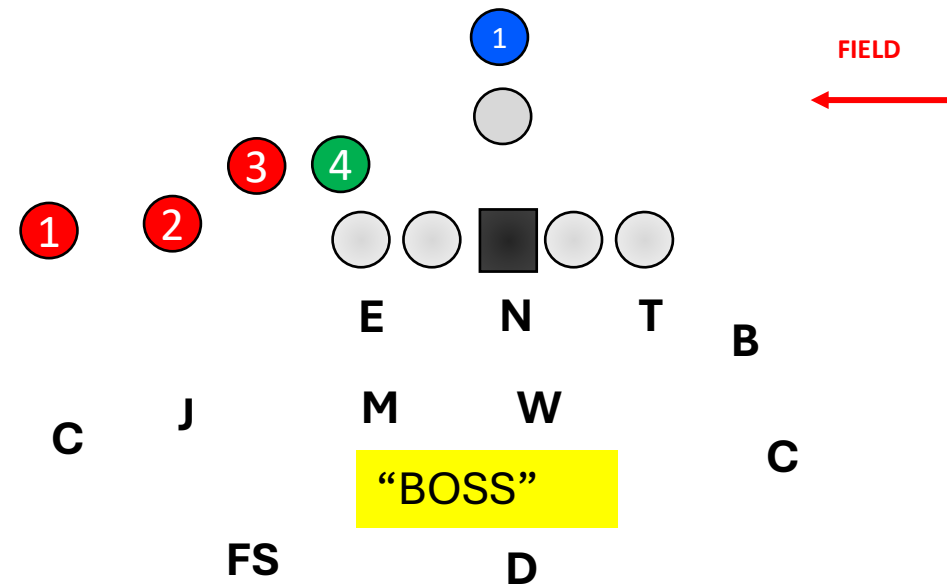
“TRAVEL, TRAVEL”  
 Over Communicate in MAN!!!



Both Instances = 6.5 vs 6.5 to Field/  
 4.5 to 4.5 in Boundary

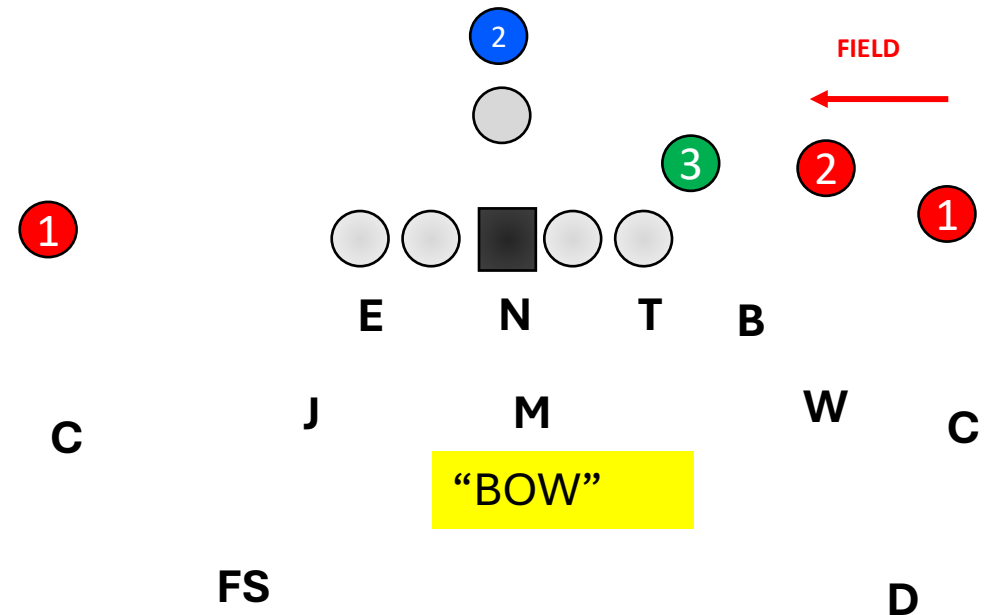
# MATCH CHANGING ADJUSTMENTS- BUMP

- \*Bump occurs in Split Safety Defense Primarily.
- We will move Backers to BOSS (Backers over Strong) or BOW (Backers over Weak)



Slightly outnumbered to field 6.5 to 6 to field. Able to play 3 over 2 and 2 over 1 in secondary.

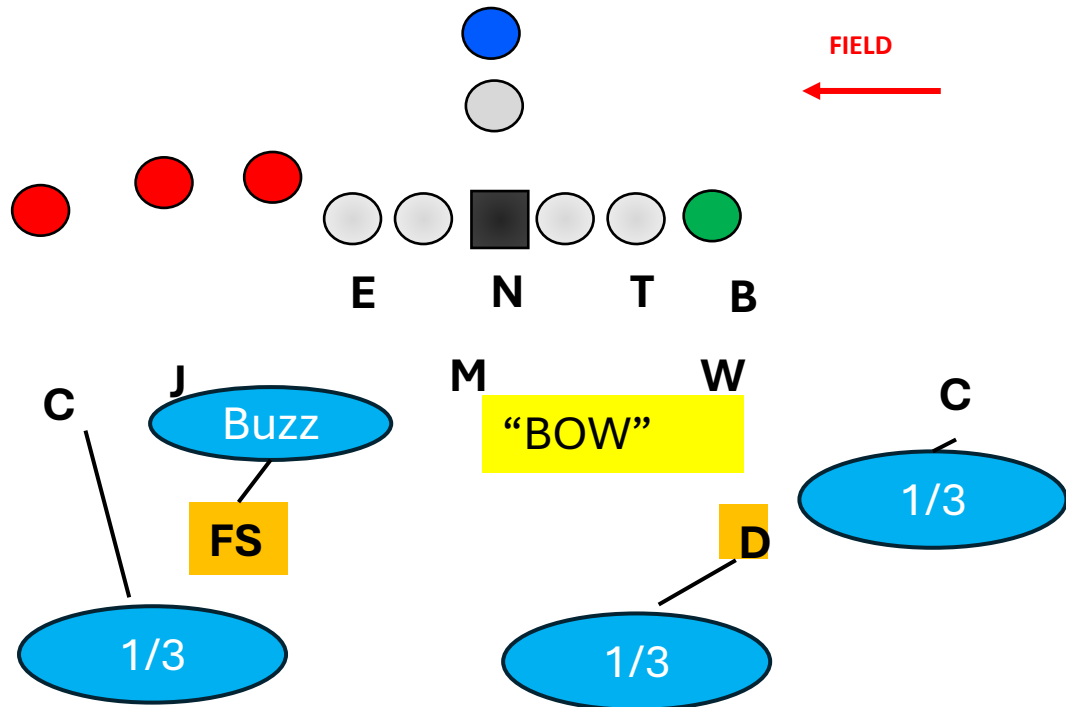
- BASE ALIGNMENT RULES- Mike aligns shading 3 Str/ Will aligns shading 2 Weak
- Note- The Back is included in this Base count



BOW alignments occur in FSL AND Strong Rotated Post Safety Defenses

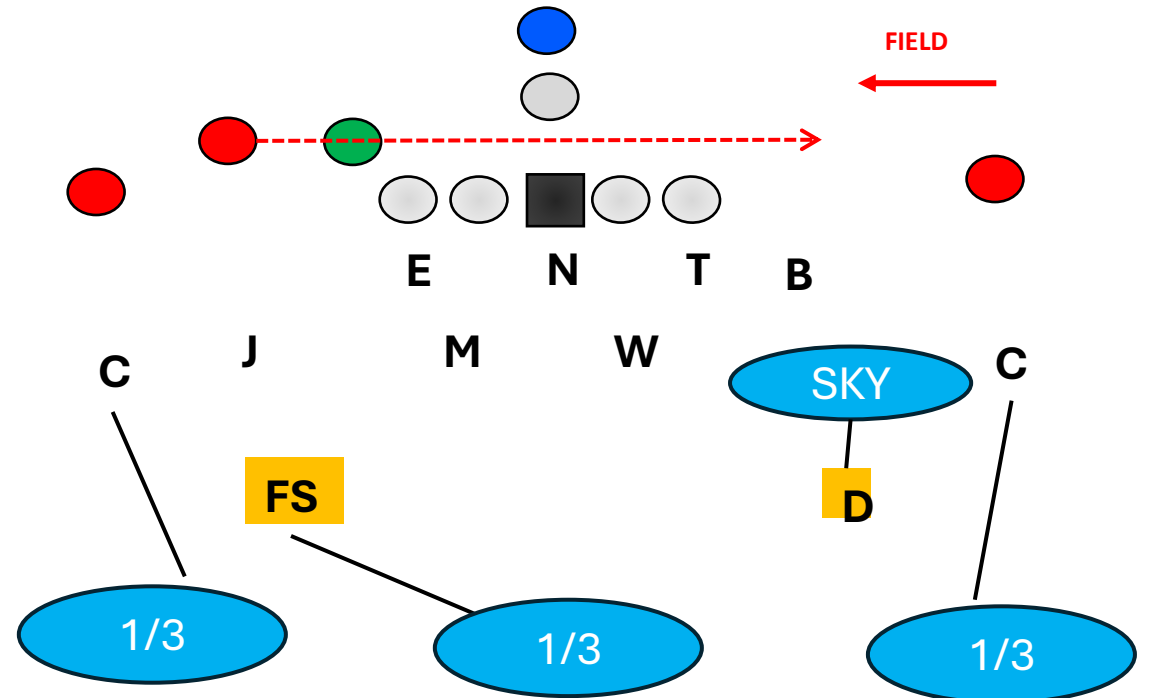
# MATCH CHANGING ADJUSTMENTS – SPIN

\*Spin occurs when we are in a Post- Safety ZONE Defense WITHOUT pre-determined rotation. (C3 CK SYSTEM, Match) . We are evening the Math with Safeties



Creating a 1/2 a man with a Post Safety. Outmanning them to strong side. A hat short to the Boundary! Note: Junk the Front or set front to short side!

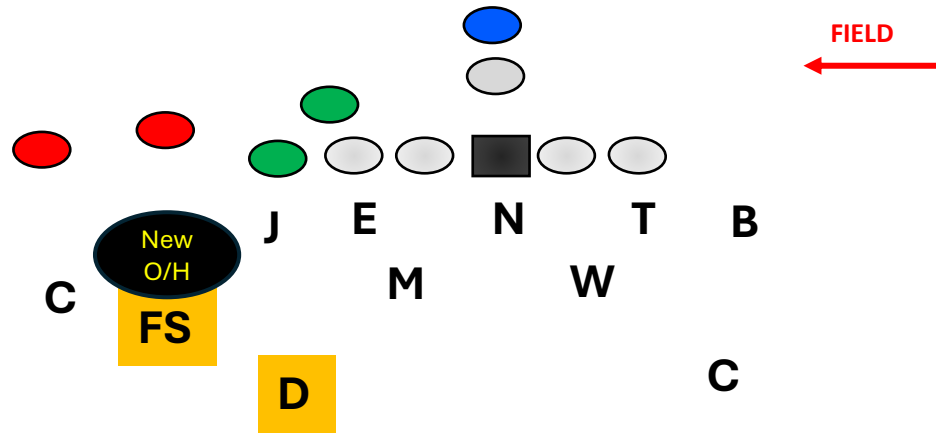
\*In our C3 Check System, Rotations are based on the Formation at the Snap. 2x2 and 2x1 formations we go weak. 3x1 we will rotate strong.



On 2 x 2 sets, we should have them outnumbered to the Boundary. With one of our men going to the post we are losing a 1/2 man to the field. Suggestion: Junk the front with a longstick stunt?!

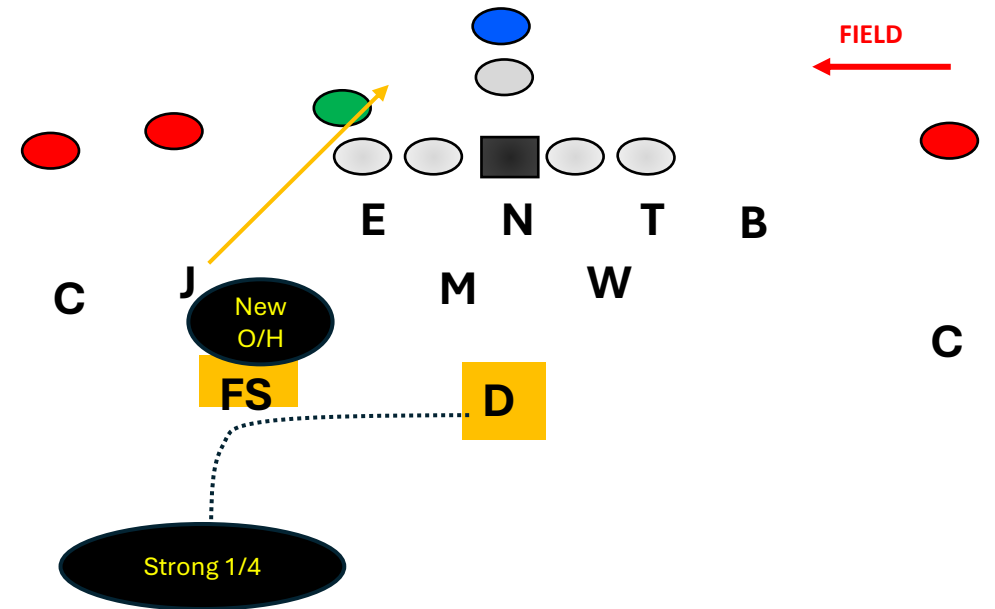
# MATCH CHANGING ADJUSTMENTS – SUPER ROTATE

\* Super Rotation is a great split field safety adjustment to unbalanced sets.



Super Rotating allows you to maintain Quarters integrity to dbl width sets while also getting the rotating safety in indicator key when the offense creates more gaps!  
\* It also allows corner to maintain b/s coverage on RB which keeps backers playing out of conflict

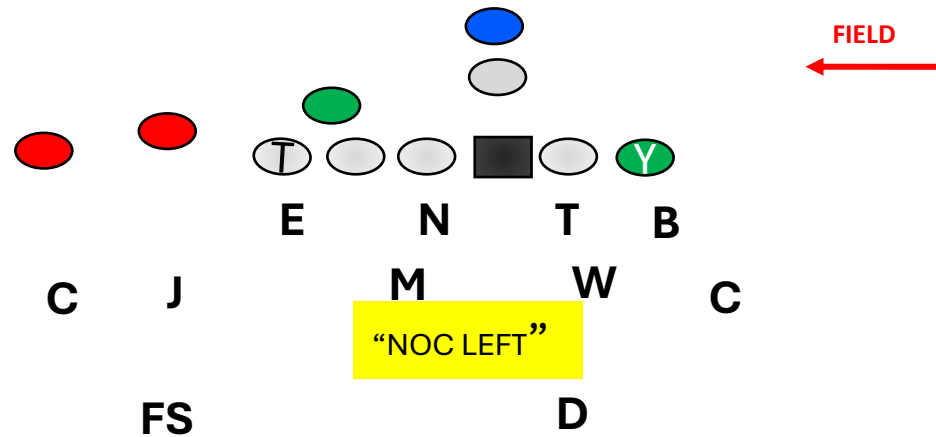
Super Rotation is also an adjustment for us in our C4 Weapons Pressures when we are bringing the Joker. This makes your O/H the Free Safety!



Vulnerable to Weakside Run! Stunting back AWAY from the Pressure will help you! Box the ball back to the HEAT

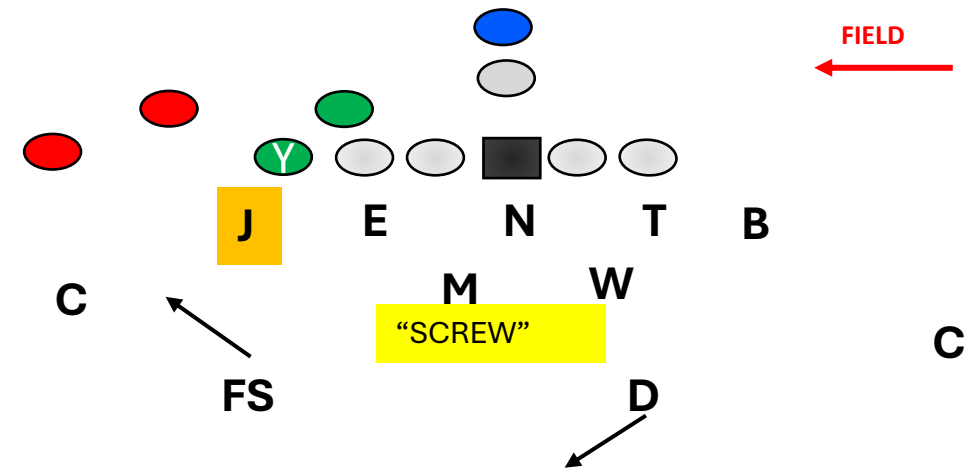
# MATCH CHANGING ADJUSTMENTS – NOC AND SCREW

## \*4 or 5 MAN SURFACE ADJUSTMENT- “NOC” THE FRONT



“NOC” means “New Center”. We like these to Tover Sets when in Split-Safety Coverage but can be ran with anything on the back end. The nose is no longer a ½ a man. We will treat the Frontside Guard as the center, and everyone adjusts off the call accordingly.

## 4 or 5 MAN SURFACE ADJUSTMENT- “SCREW” THE O/H. (SPIN AUTOMATIC)



“SCREW” down the Overhang if he can hold up to heavier 4-man surfaces or Tover sets! Screw gives us more body presence in the D gap area. We are in “SPIN” rotation when in a Screw Adjustment. Not great in C4...puts you in MEG (explained later)



# 2 MINUTE

## Overview

- **Have a clear understanding of what the offense needs or wants to accomplish in 2-Minute (ex: FG to win it, TD to tie it, end of half)**
- **Eliminate fatals and limit explosives**
  - **The ball cannot be thrown over our head.**
  - **The ball cannot advance drastically toward the side of the field.**

## What do we like?

- **Soft Squat Flat Defenders**
- **Deep Shell Protection**
- **Non-Conflict Defenders on the roof (Cover 2, Cover 3)**
- **Drop 8 with Front Distortion (No Run Chunk Plays)**
- **The Clock Running**
- **Each two-minute situation, let the defense know how to handle a turnover (Normal= Try to Score, Fall Down= Don't risk giving it back)**

# VICTORY



- **Win the game or end of half situations.**
- **The closer they are to the end zone, be willing to pressure the QB with four or five. Keeping the eligible offensive players from reaching the endzones is paramount. Less people = less chance of a tipped ball to an offensive player.**
- **We carry two into each week. Can be ran out of any personnel grouping. We practice these on Thursday and Friday.**
- **Father – True Offensive Desperation. QB most likely cannot get ball to End Zone**
- **Victory – Lt or Rt call based on where QB is likely to “Drop Roll” to.**

# FATHER

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