

DEFENSE "BLITZ"

AAA – ALIGNMENT, ASSIGNMENT & ADJUSTMENT











WHAT IS BLITZING?



WHAT IS THE BLITZ?

- Blitzing, also known as 'rushing', is a tactic used to put pressure on the opposing Quarterback, with the aim of pulling their flag prior to them releasing the ball. This is called a 'sack'
- If the Quarterback is sacked, the ball is spotted at the point their flag was pulled, moving the offense backwards.
- The player who attempts to remove the flag of the Quarterback is called the blitzer (or rusher).

BLITZING



BLITZERS

- Blitzers are players on defense.
- Blitzers must be at least 7 yards away from the line of scrimmage at the snap and signal their intention to blitz by raising an arm.
- The Blitzer can attempt to sack the Quarterback as soon as the ball is snapped and can cross the line of scrimmage
- Once the ball is handed off (or the handoff is faked) all defenders may cross the line of scrimmage.

BLITZING



RIGHT OF WAY

- A legal blitzer signal (raised arm) gains the blitzer the right of way.
- If the blitzer is deliberately obstructed, this is a shielding foul (5 yard penalty) by the offense.
- If the blitzer leaves their direct route to the spot where the quarterback was standing at the snap, they lose their right of way.
- There is no limit to the number of players who can blitz the Quarterback

BLITZING



ADJUSTMENTS

- A blitz can be performed from an angle to avoid the quarterback from rolling out to their preferred side (the side of their throwing arm).
- The quarterback lining up in shotgun, scrambling and faking handoffs to a running back can help evade a blitzing defender or at least slow them down.

GLOSSARY



<u>Adjustments</u> - When defenders change their position (alignment) in reaction to the offensive formation

Alignments - Defenders positioning pre-snap.

<u>Assignments</u> – Defenders responsibilities on a play.

Backfield – The part of the field directly behind the line of scrimmage.

<u>Blitzers</u> – The defensive player assigned to rush the quarterback to prevent them from passing the ball by pulling their flags or by blocking the pass.

<u>Coverages</u> – How the defence deploys its defenders to defend the pass.

Goal line – The line separating the field and the scoring zone.

GLOSSARY



Man coverage - Defenders mark a runner/receiver.

<u>Pass clock</u> - The Quarterback has a 7 second "pass clock". If a pass is not thrown within those 7 seconds, the play is ruled dead.

<u>Sack</u> – A sack occurs if the quarterback's flags are pulled behind the line of scrimmage.

<u>Short yardage</u> – When the offence has less than 2 yards to make a 1st down or to score a Touchdown.

Shotgun – When the Quarterback is lined up 5 yards behind the center.

Zone coverage – Defenders mark a space, not a person.



ALIGNMENTS











ALIGNMENT: ALL-5

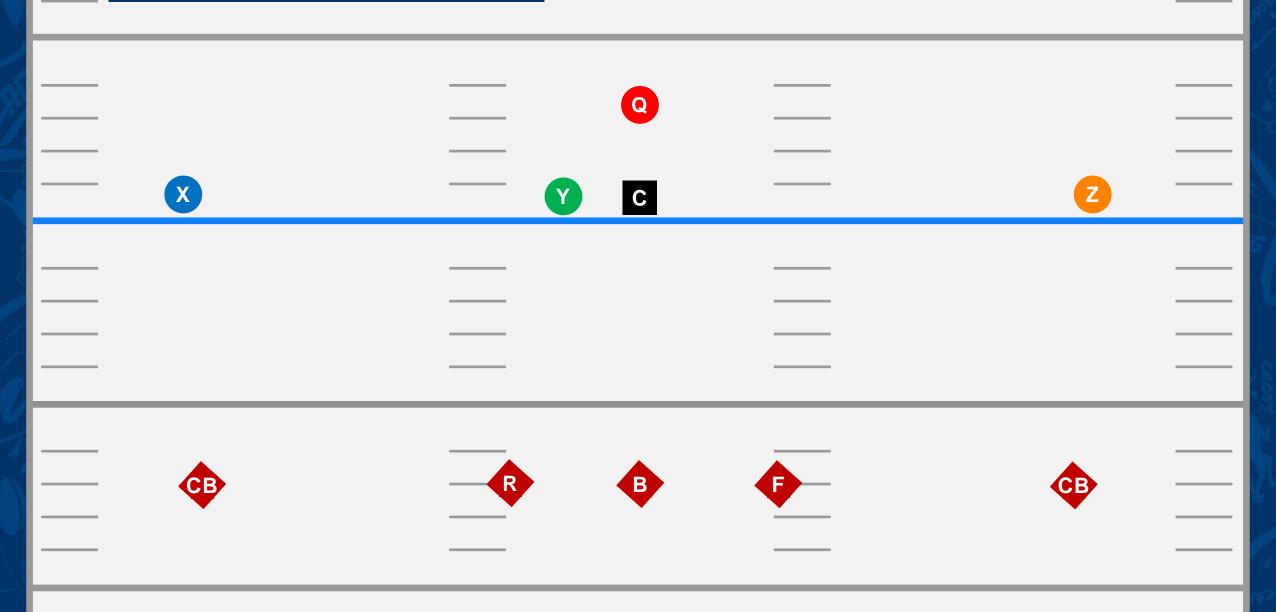
*The number denotes the distance in yards from the line of scrimmage at which the defensive players stand



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ALIGNMENT: ALL-7





ALIGNMENT: ALL-10



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ASSIGNMENT: COVERAGES







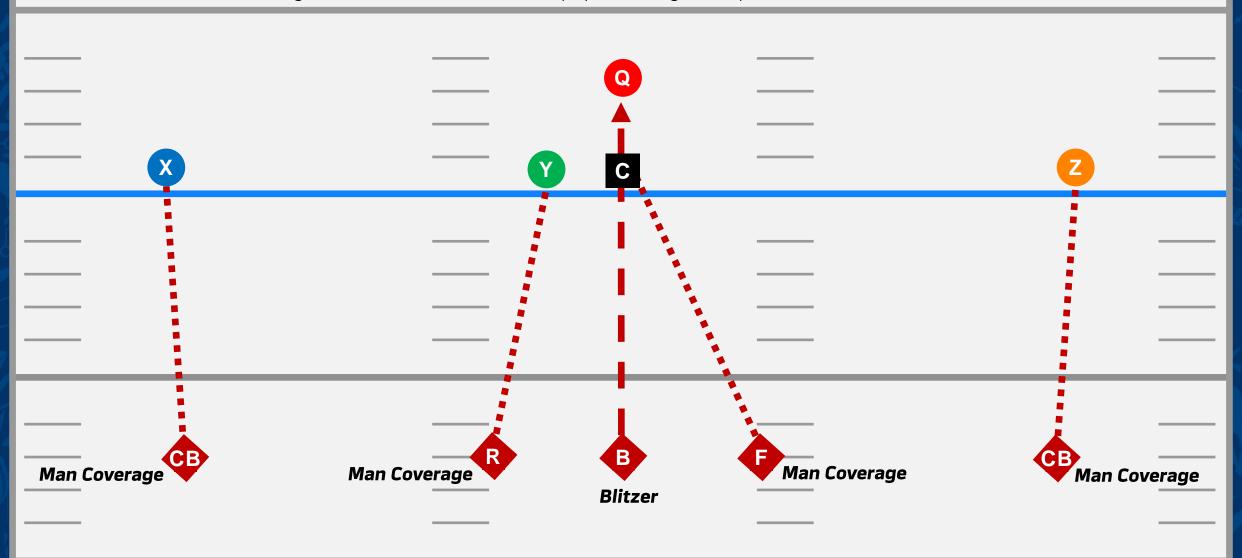




ASSIGNMENT: ALL-7 - COVER 1 (MAN)

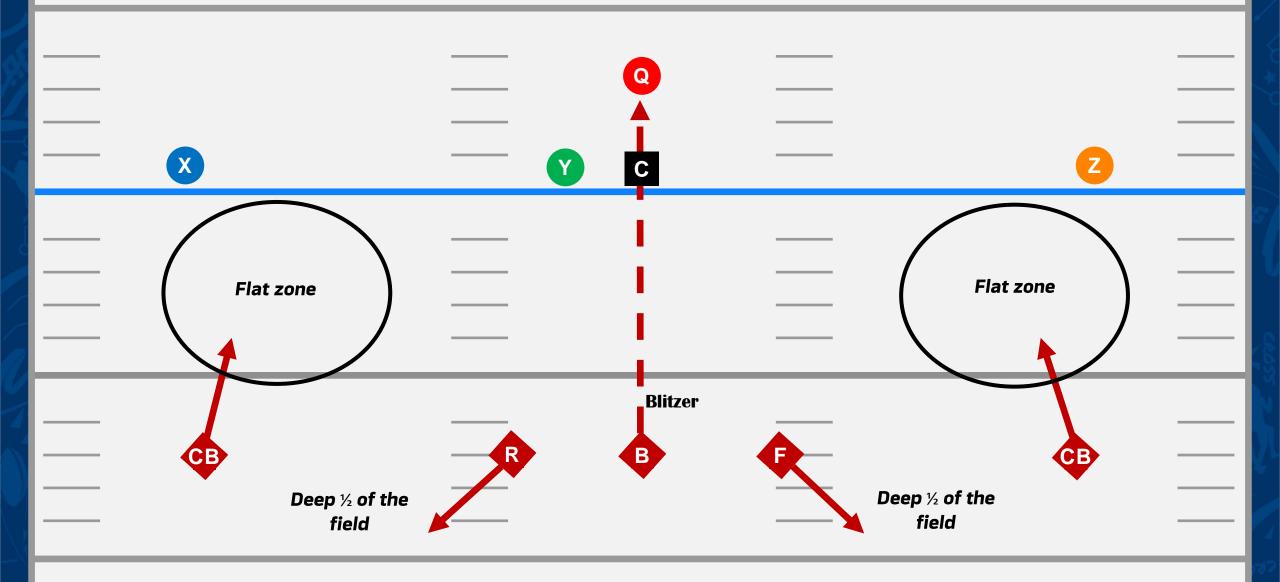


*The number of the coverage denotes the number of defensive players covering the deep zones on the field



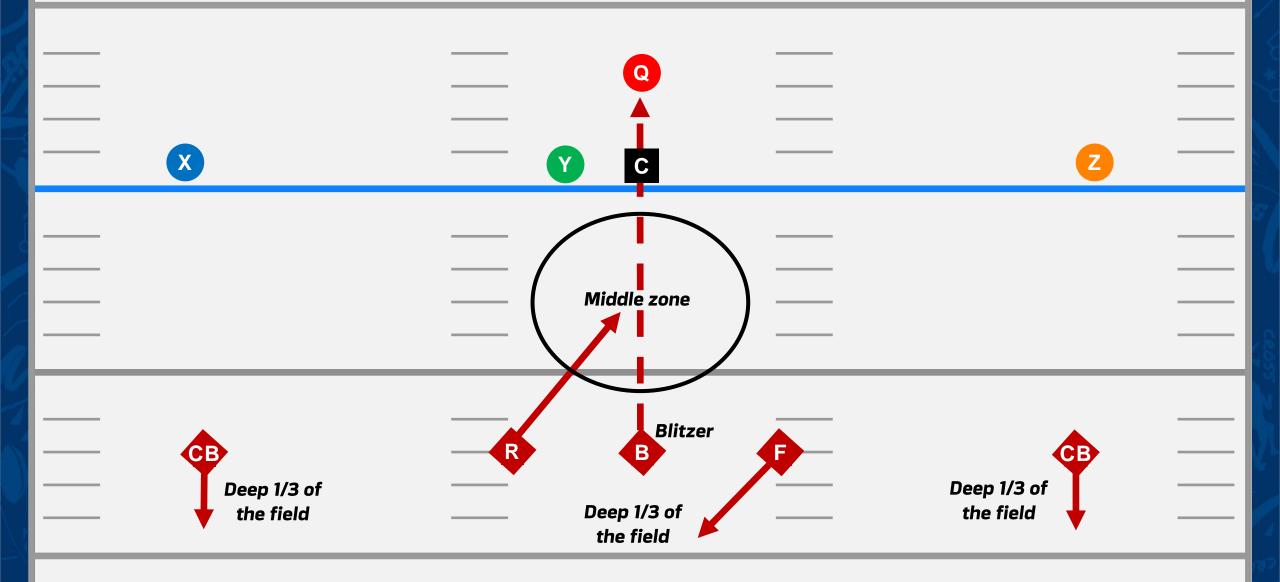
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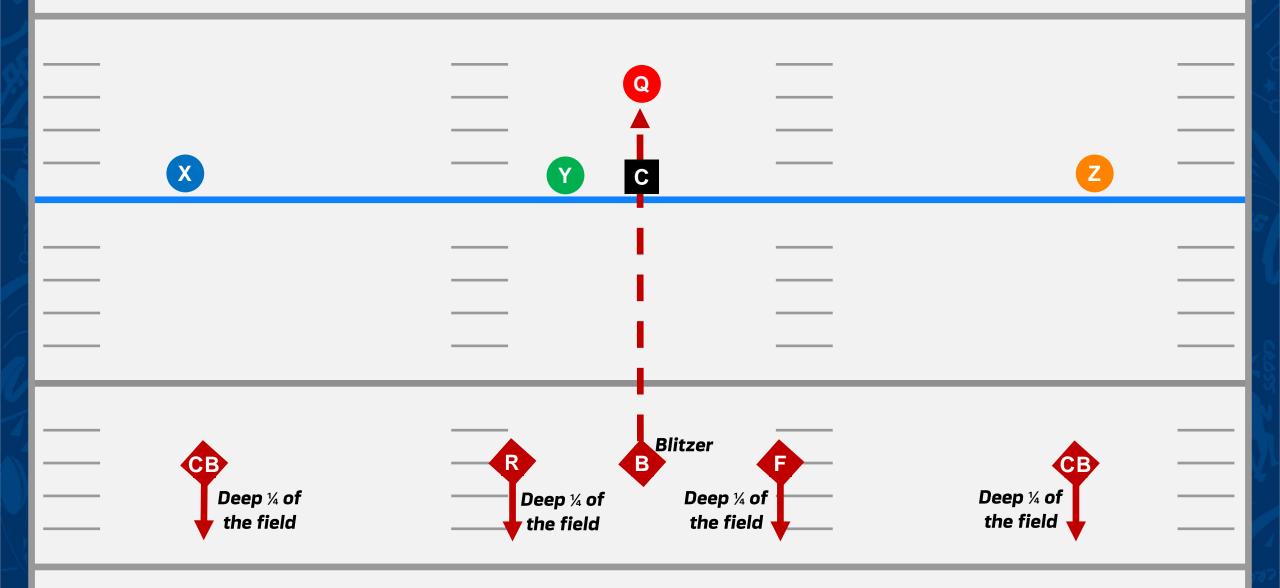
ASSIGNMENT: ALL-7 - COVER 3 (ZONE)





ASSIGNMENT: ALL-7 - COVER 4 (ZONE)







ADJUSTMENTS





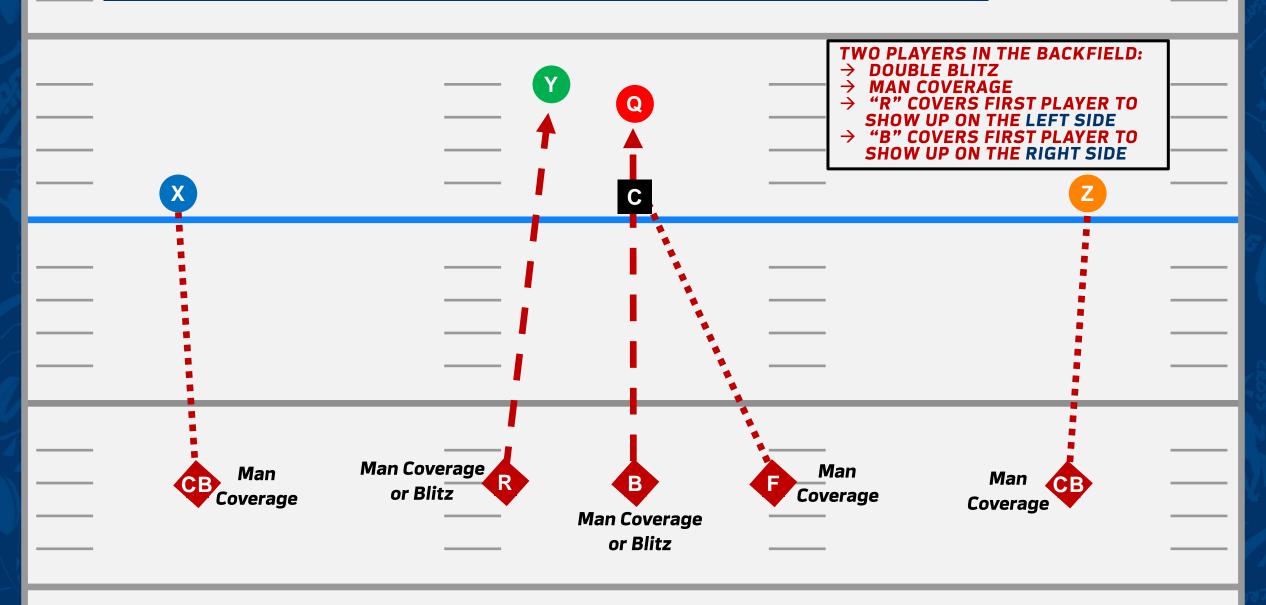






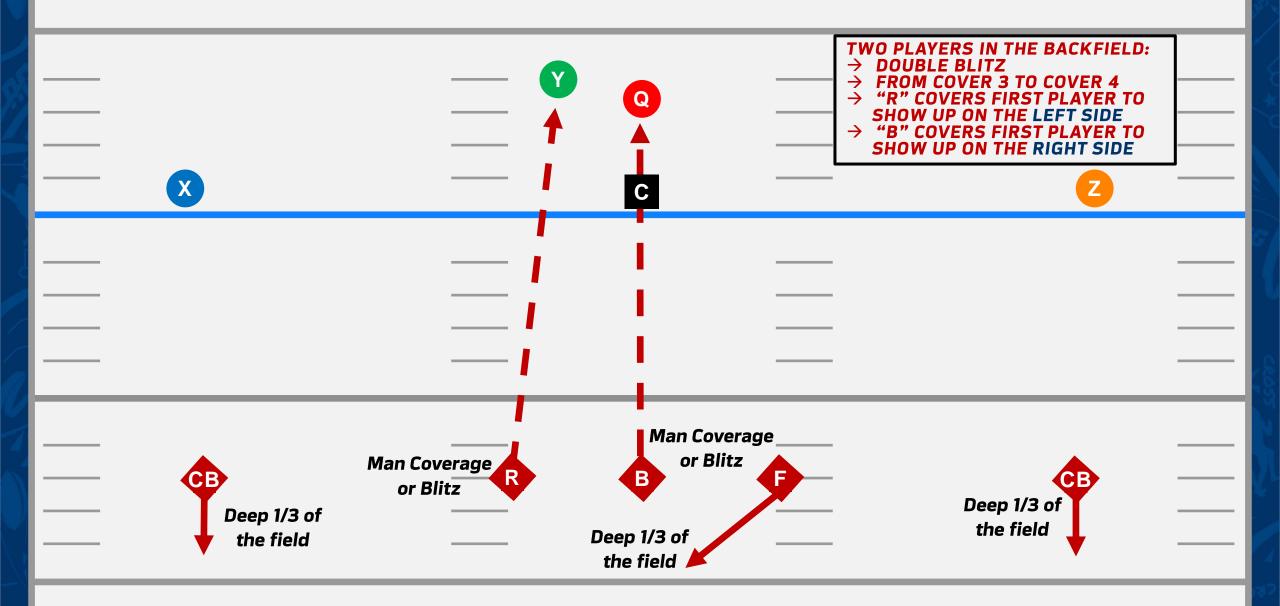
ADJUSTMENT: ALL-7 - COVER 1 (MAN)





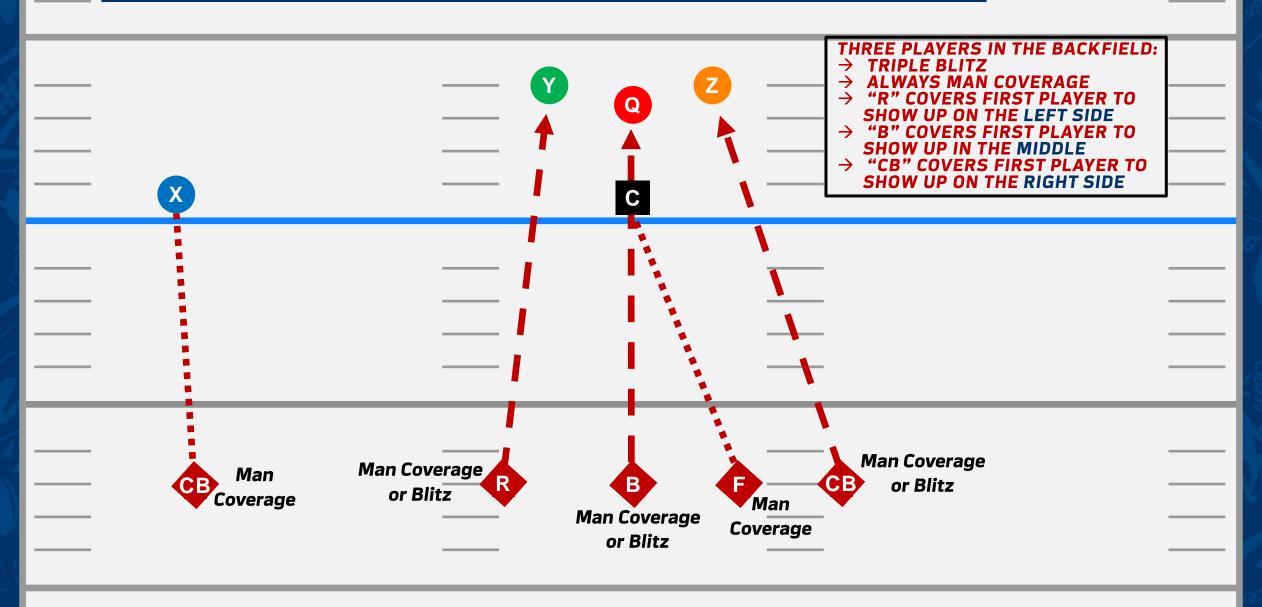
ADJUSTMENT: ALL-7 – COVER 4 (COVER 3)





ADJUSTMENT: ALL-7 - COVER 1 (MAN)







GOALLINE/SHORT YARDAGE





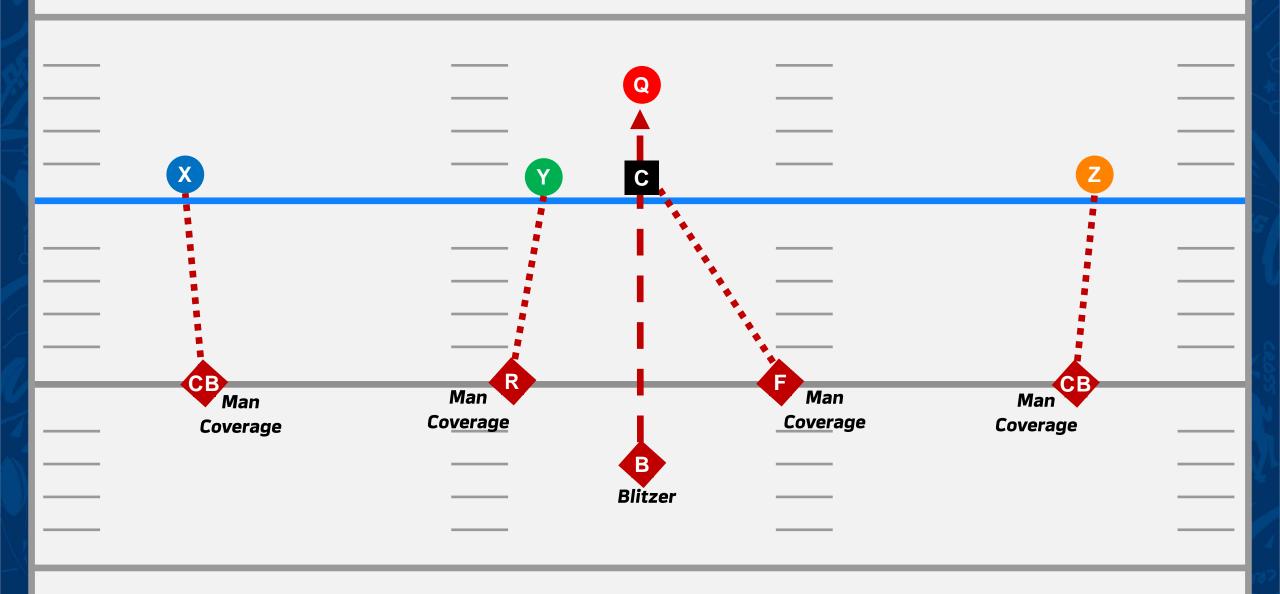






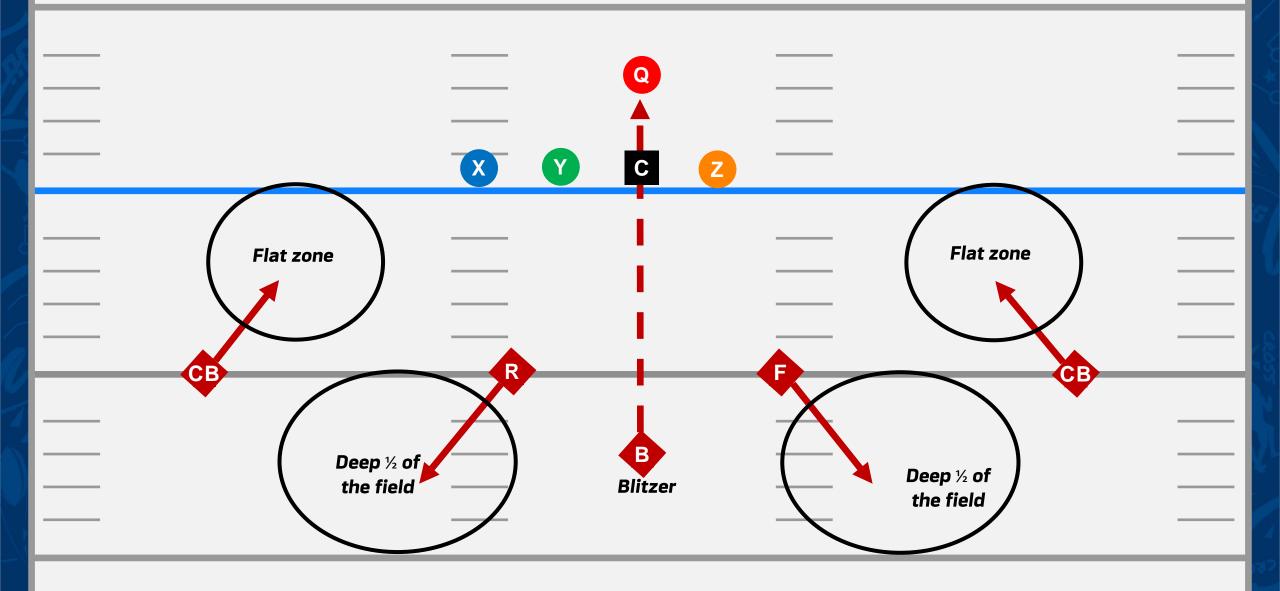
ASSIGNMENT: ALL-5 - COVER 1 (MAN)





ASSIGNMENT: ALL-5 – COVER 2 (ZONE)







THANK YOU