

Short Routes

These are all routes that are not designed to stretch the defense, but to give the QB relatively quick options.

Curl - Receiver runs upfield and then stops

Comeback - Receiver runs upfield and then breaks back towards the sideline

Jerk - Receiver runs upfield, turns back to the QB as if he is running a curl, and then continues going to the middle of the field

Out - Receiver runs upfield and breaks directly towards the sideline

Over Ball - Slot or Tight player runs to the middle of the field and settles in an open zone

Whip - A route where the receiver begins breaking one way horizontally and then cuts back to the other

Vertical Routes

These are all routes that are designed to get downfield and stretch the defense vertically.

Go/Fly - Receiver runs straight downfield

Fade- Receiver runs downfield and the QB throws to his outside shoulder towards the sideline

Fade - Back Shoulder: A fade where the QB throws the ball slightly behind the receiver making him come back to the ball

Seam - Receiver runs upfield trying to split defenders

Post - Receiver runs upfield and breaks towards the goal post.

Corner - Receiver runs upfield and breaks at roughly 45 degrees towards the sideline

Crossing Routes

These are all routes that start on one side of the field and have the receiver heading horizontally across the field.

Drag - Receiver runs a shallow crossing route

Dig - Receiver runs upfield and breaks in at almost 90 degrees.

Deep Cross - Receiver crosses the opposite hash at least 9 yards downfield

Slant - Receiver runs up field and then breaks at a 45 degree angle towards the middle of the field

Interior Routes

These are all routes that are generally run by RBs and TEs. They can be run by anyone but they are predominantly run from the interior of the offensive formation.

Angle - Receiver runs a 45 degree angle toward the sideline and then breaks 45 degrees back to the middle

Beneath - Receiver crosses the ball directly underneath the LOS

Check & Release - Receiver checks whether he needs to block before releasing

Chips - Receiver hits a rushing defender before going out on his route

Flat Left/Right - Receiver runs towards the sideline without any other breaks

Leak - Similar to a wheel, except the receiver crosses the field before running up field

Swing Left/Right - Receiver bubbles out toward the sideline

Wheel - Receiver begins running towards the sideline and then breaks upfield

Screen Routes

These are all routes that are designed to get the receiver the ball in space

Beneath - a receiver or running back immediately crosses the center behind the offensive line and aims for the flat.

Bubble - a receiver opens to the quarterback and flares out to the flat. It is usually an inside receiver, but this is also used to describe a running back flaring out to the flat immediately.

Drag - a receiver runs a shallow crossing route, usually at about 0-3 yards depth, in order to receive a pass on the opposite side of the center with blocking set up in front of him.

Quick - a receiver opens to the quarterback and does not flare out to the flat. It is usually an outside receiver. The offensive line will not be blocking for the receiver.

Shovel - any type of screen design in which the quarterback targets the receiver with a shovel pass (i.e. the quarterback pushes the ball forward by extending his arm from his core, rather than throwing it).

TE - a player lined up as a tight end gives a delay or blocking fake and then turns around to face the quarterback with the OL screen blocking for him.

Tunnel - a receiver aggressively comes back to the quarterback with the intent to receive the ball behind offensive linemen who are releasing to block the screen.

RB - a running back gives a delay or pass blocking fake and releases into a screen route with the OL screen blocking for the RB. This also usually involves the quarterback giving the appearance of dropping back to pass.

Jet Sweep Pass - A receiver in jet sweep motion receives a quick shovel pass from the QB

Double Moves

These are all routes where the receiver will initially make one move and then make a second in order to try and catch the defender off guard.

Corner Post - Receiver runs upfield, breaks toward the sideline for a few steps and then breaks up and to the post

Post Corner - Receiver runs upfield, breaks toward the middle of the field for a few steps and then breaks out at close to a 45 degree angle toward the sideline.

Hitch & Go - Receiver runs the first part of his route like a hitch or curl, but will only hitch for a step or two and then go deep

Out & Up - Receiver runs the first part of the route like he is running an out route and then breaks up the field

Sluggo - Receiver begins his route like he is running a 'Slant', but after just a few steps, he breaks up the field

Stick-Nod - Route is run up the field to about 5-8 yards and then a step or two stem to the outside and then break up the field toward the post

Coverages

Cover 1 - a man- or man-matched, middle-of-the-field-closed (MOFC) coverage with one deep middle defender gaining depth at the snap. This can be played with a middle hook defender, but teams can also run it behind a 5-man pressure.

Cover 2 - a zone or zone-matched, middle-of-the-field-open (MOFO) coverage with two deep half defenders gaining depth and width at the snap. This is usually a 2-deep 5-under coverage, but teams can pressure or blitz out of it.

Cover 3 - a zone or zone-matched, middle-of-the-field-closed (MOFC) coverage with one deep middle defender gaining depth at the snap. This is usually a 3-deep, 4-under coverage, but teams can run it behind a 5-man pressure or a 6-man blitz.

Cover 4 - a zone, zone-matched, or man-matched, middle-of-the-field open (MOFO) coverage with two safeties playing flat-footed or gaining depth but not width at the snap.

2-Man - a man or man-matched, middle-of-the-field-open (MOFO) coverage with two deep half defenders gaining depth and width at the snap and 5 underneath defenders playing man against the 5 eligible receivers. This is usually played behind a four-man rush, but teams can rush fewer in order to have someone play a middle hook or spy.

Cover 6 - a zone, zone-matched, or man-matched, middle-of-the-field open (MOFO) coverage with one side of the defense playing Cover 4 and another side playing Cover 2 or 2-Man.

Cover 0 - a man blitz coverage with no deep defenders.

Tampa 2 - a zone or zone-matched coverage similar to Cover 2, except that an underneath middle defender will open and run vertically to fill the seam between the two safeties, creating what can resemble a 3-deep shell.

Prevent - a situational coverage in which 3 or more defenders are lined up extremely far away from the LOS in order to defend a potential Hail Mary or very long third down conversion.

Spike - used on plays where the ball is spiked.

Combination - used to designate Cover 4 family coverages that use man principles on one side of the formation. This is often seen versus bunch formations, for example.

No Video - video is either poor, insufficient, or nonexistent, and the coverage cannot be diagnosed accurately.

Other - any situation not covered by the other categories. This is usually reserved for plays in which there appear to be multiple missed assignments.