



# **SPARTAN'S YOUTH FOOTBALL**

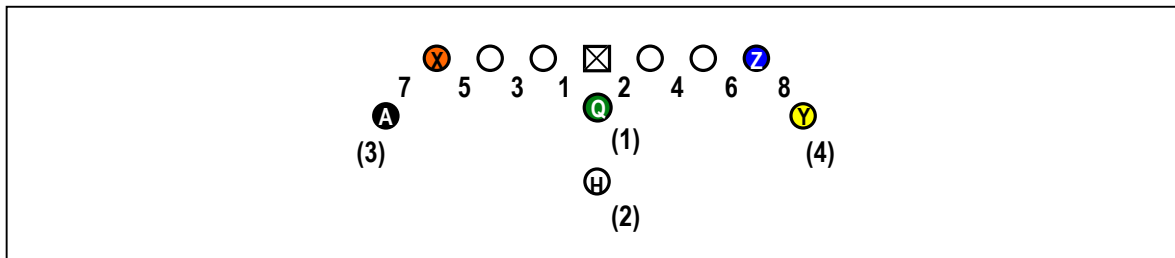
**4<sup>th</sup> & 5<sup>th</sup> Grade**

**OFFENSIVE PLAYBOOK**

# OFFENSIVE PLAYBOOK

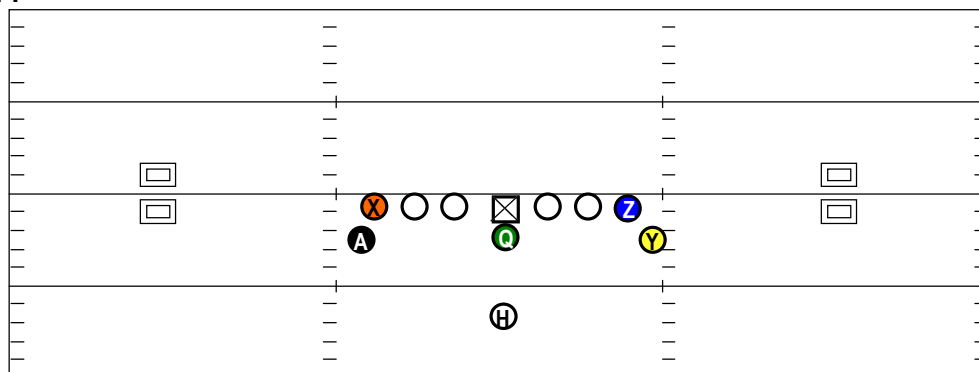
## I. OFFENSIVE POSITION IDENTIFICATION & HOLE NUMBERING:

### A. Position Identification & Hole Numbering

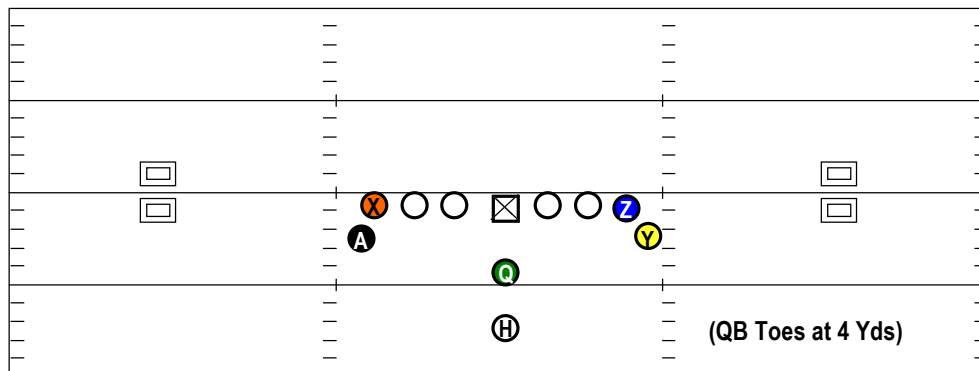


## II. OFFENSIVE FORMATIONS:

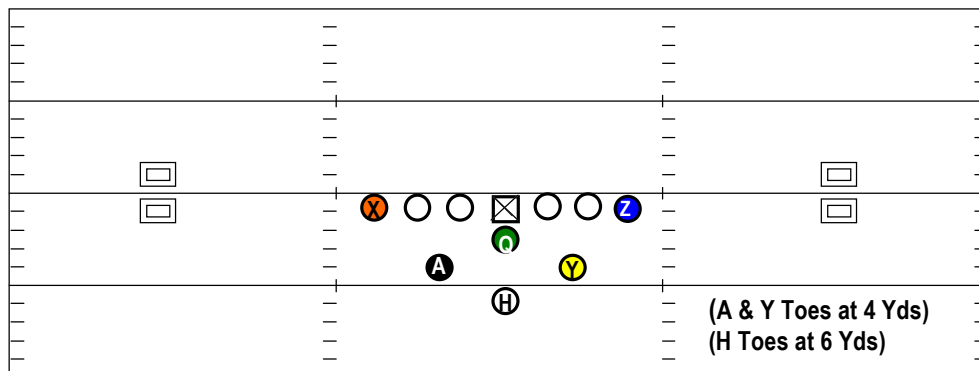
### A. Quads TYT



### B. Quads TYT – Shot Gun

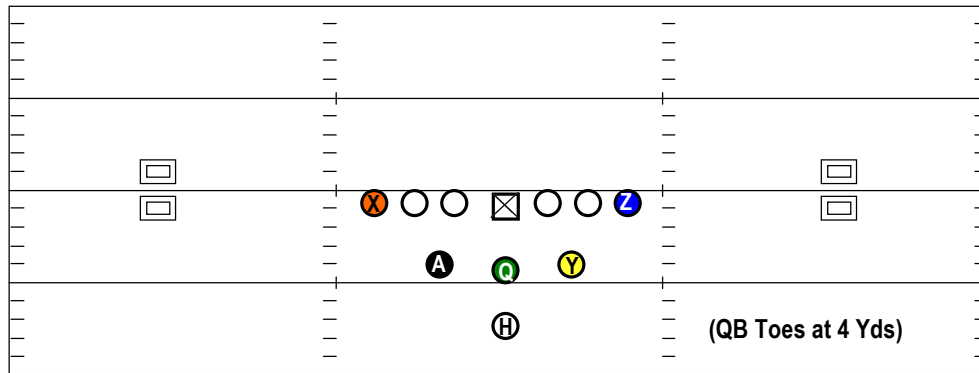


### C. RHYNO



# OFFENSIVE PLAYBOOK

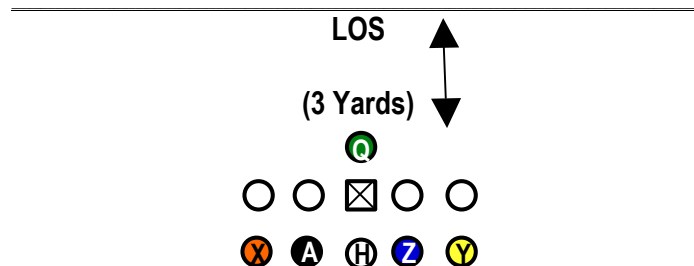
## D. RHYNO – Shot Gun



## III. PLAY CALLING SYSTEM:

### A. Huddle Formation:

1. Center always sets the Huddle 3 yards from the ball.
2. Be in a position to see and hear the QB.
3. The QB has complete control of the huddle.



### B. Huddle Play Calling:

1. Play calling will be communicated by the Coach in the following manner:
  - a. The Offensive Coach while in the huddle will call out the play verbally with snap count and play twice (i.e. Quads TYT 22 Indy (Dive) on One, Quads TYT 22 Indy (Dive) on One).
  - b. The Offensive Coach can call out the name of play and snap count without showing play once coach feels team is ready.
2. The Coach and Quarterback are the only persons that talk in the huddle and will call the play once in the huddle and the snap count twice.
3. Plays will be called in the following order:
  - a. Formation - Strength - Play - Snap Count
4. Run Plays, Play Action Pass, and Sprint Out Pass Plays
  - a. First Number - identifies ball carrier or the ball carrier that's getting the fake.
  - b. Second Number - identifies hole assignment.
5. The Coach and Quarterback will break the huddle by saying "Ready!" and the team responds with "Break!" Clapping in UNISON!!
6. Cadence will be called by the Quarterback in the following order:
  - a. Down - Set - Hut

## IV. SNAP COUNT:

### A. We have the ability to snap the ball during any part of our cadence.

1. 1<sup>st</sup> Sound = Down (First Sound)
2. 2<sup>nd</sup> Sound = Set (Second Sound)
3. 3<sup>rd</sup> Sound = Hut
4. On 2 = Hut, Hut



# OFFENSIVE PLAYBOOK

## RUNNING PLAYS

### I. Formation Options:

- A. QUADS TYT
- B. (Shot Gun) QUADS TYT
- C. RHYNO
- D. (Shot Gun) RHYNO

### II. Running Plays:

#### A. QUADS TYT:

- 1. HOUSTON: Sneak
- 2. INDY: Inside Zone (IZ)
- 3. TAMPA: Toss
- 4. JERSEY: Counter
- 5. VEGAS: Trap

#### B. (Shot Gun) QUADS TYT:

- 1. INDY: Inside Zone (IZ)
- 2. TAMPA: Toss
- 3. JERSEY: Counter
- 4. VEGAS: Trap

#### C. RHYNO:

- 1. WINDSOR: Wedge
- 2. INDY: Inside Zone (IZ)
- 3. SEATTLE: Outside Zone (OZ)
- 4. SEATTLE Q: QB Outside Zone (OZ)
- 5. VEGAS: Trap

#### D. (Shot Gun) RHYNO:

- 1. WINDSOR: Wedge
- 2. INDY: Inside Zone (IZ)
- 3. SEATTLE: Outside Zone (OZ)
- 4. SEATTLE Q: QB Outside Zone (OZ)
- 5. VEGAS: Trap



# **Quads TYT - Formation**

## **Under Center & Shot Gun**

**HOUSTON = Sneak**

**INDY = IZ**

**TAMPA = Toss**

**JERSEY = Counter**

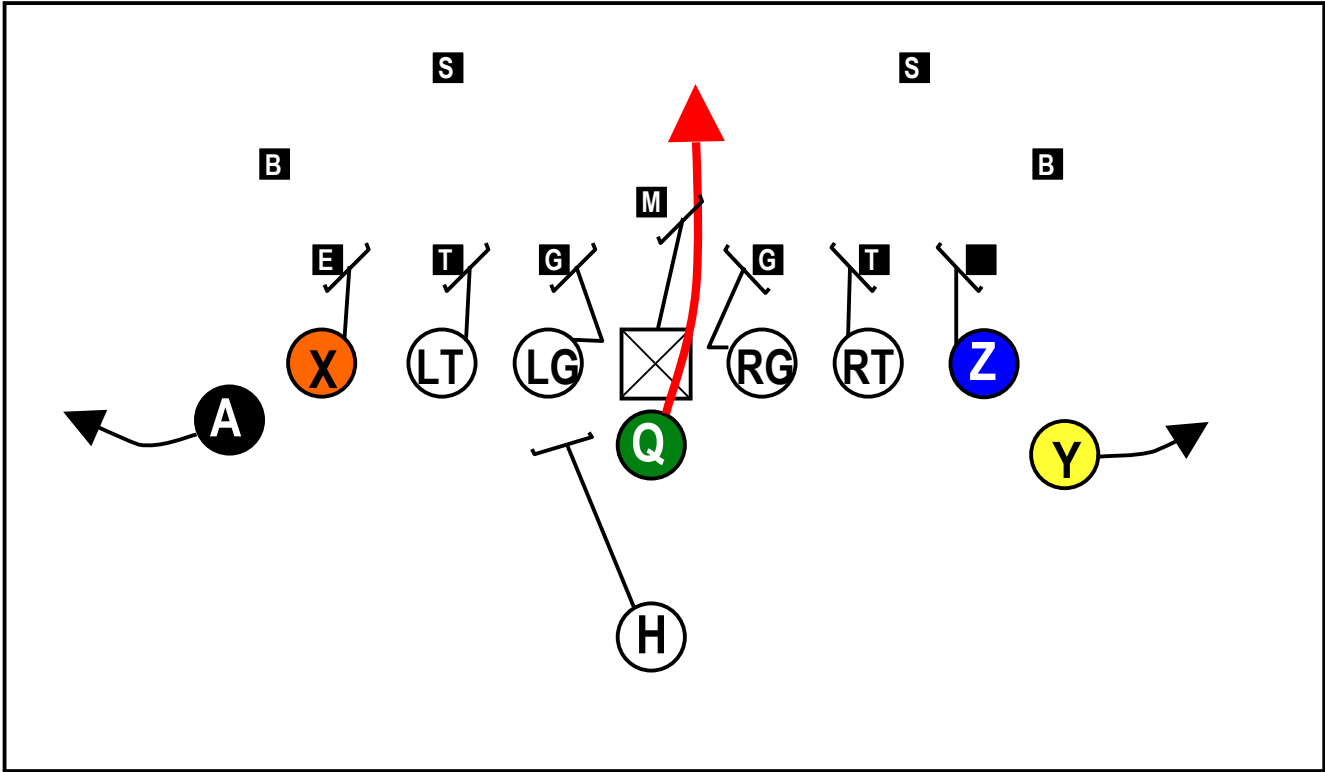
**VEGAS = Trap**



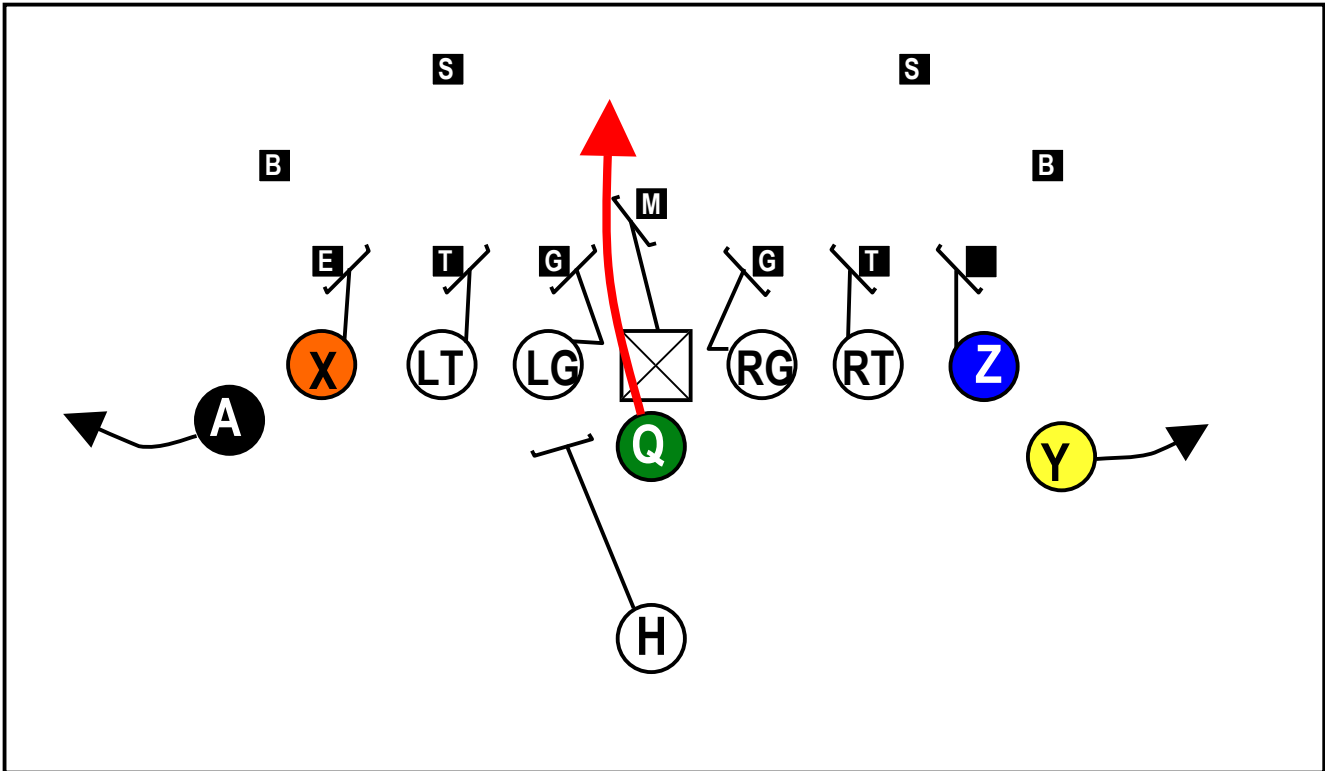
# OFFENSIVE PLAYBOOK

## HOUSTON = Sneak

QUADS TYT HOUSTON

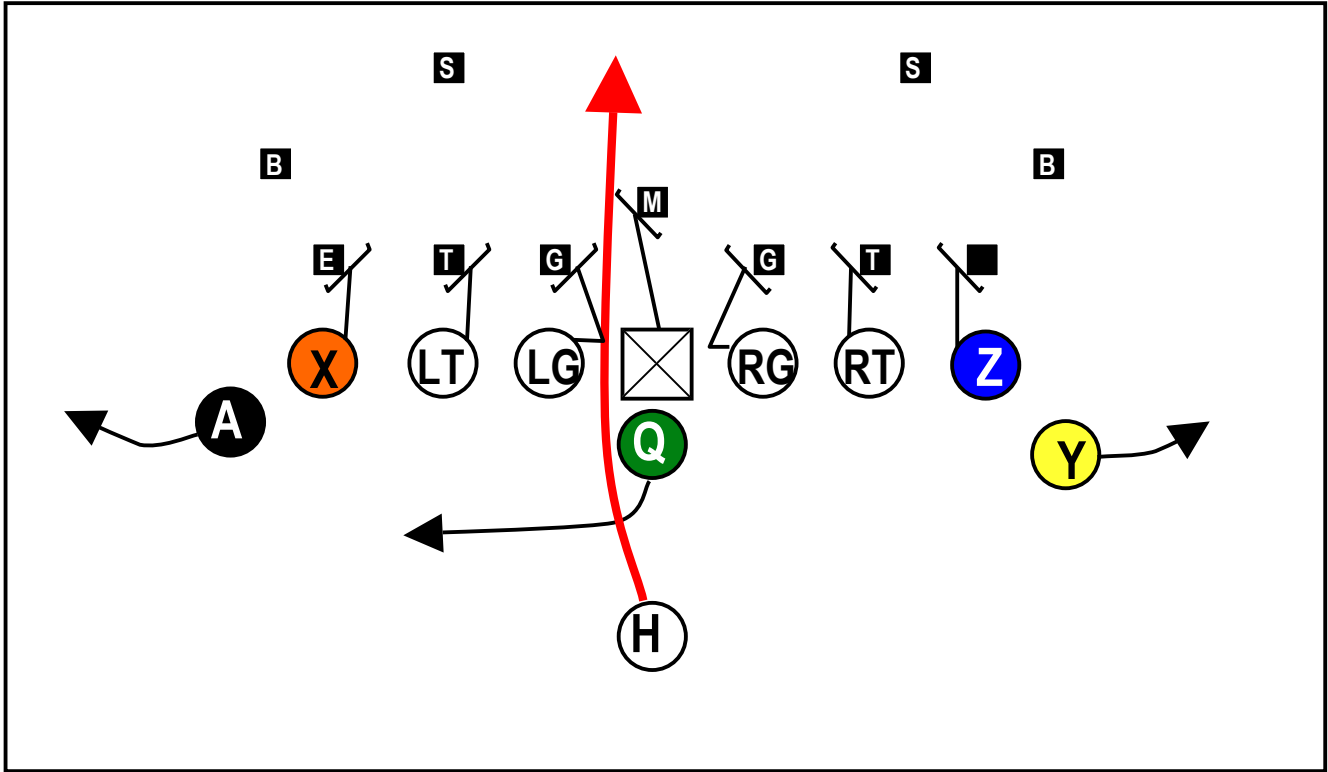


QUADS TYT HOUSTON

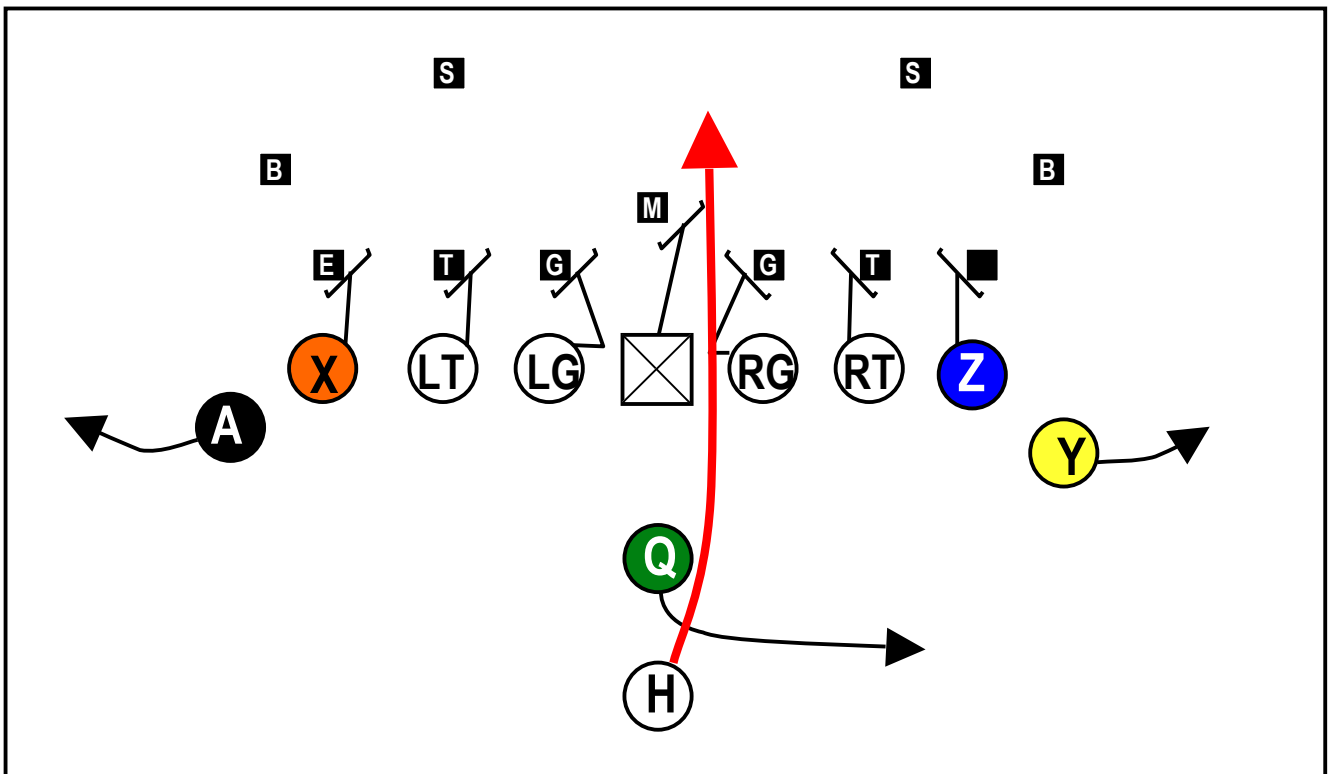


# OFFENSIVE PLAYBOOK

## INDY = 12

QUADS TYT 21-22 INDY

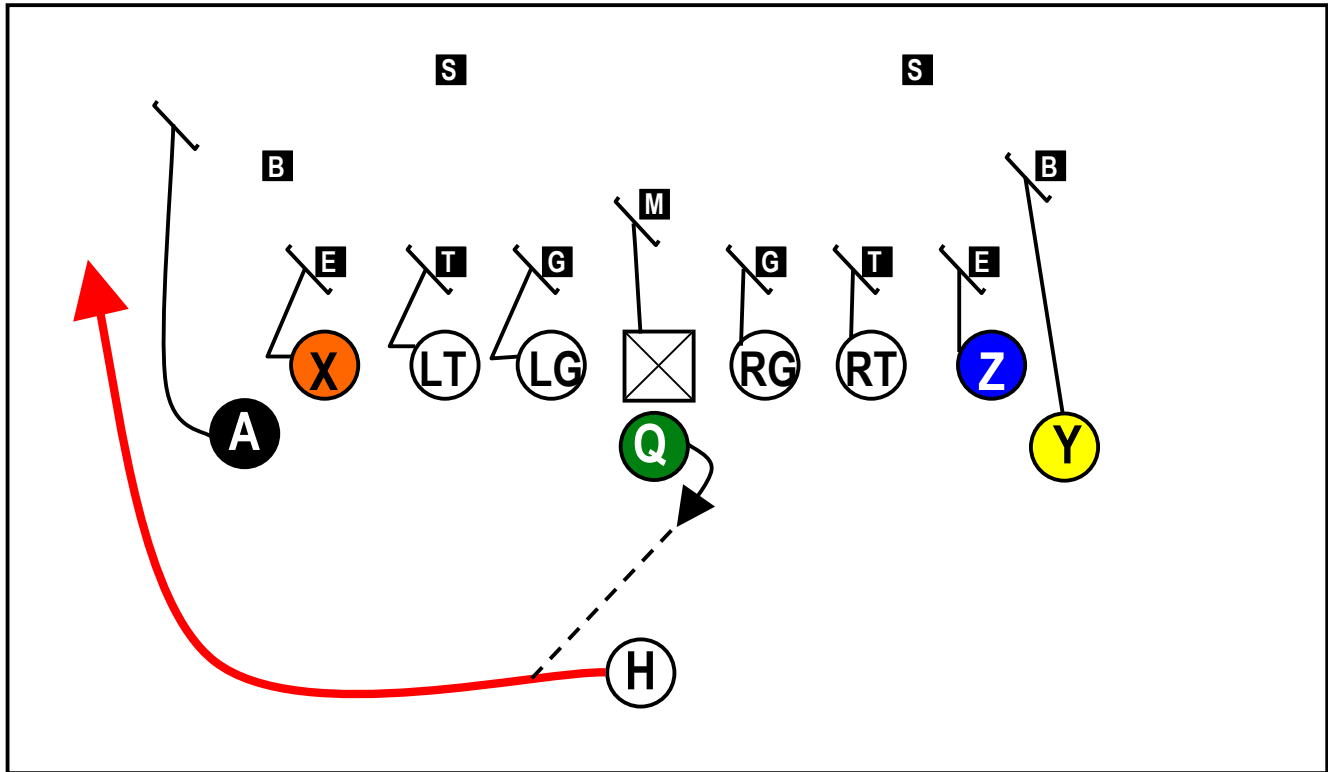
**(Shot Gun) QUADS TYT 21-22 INDY**



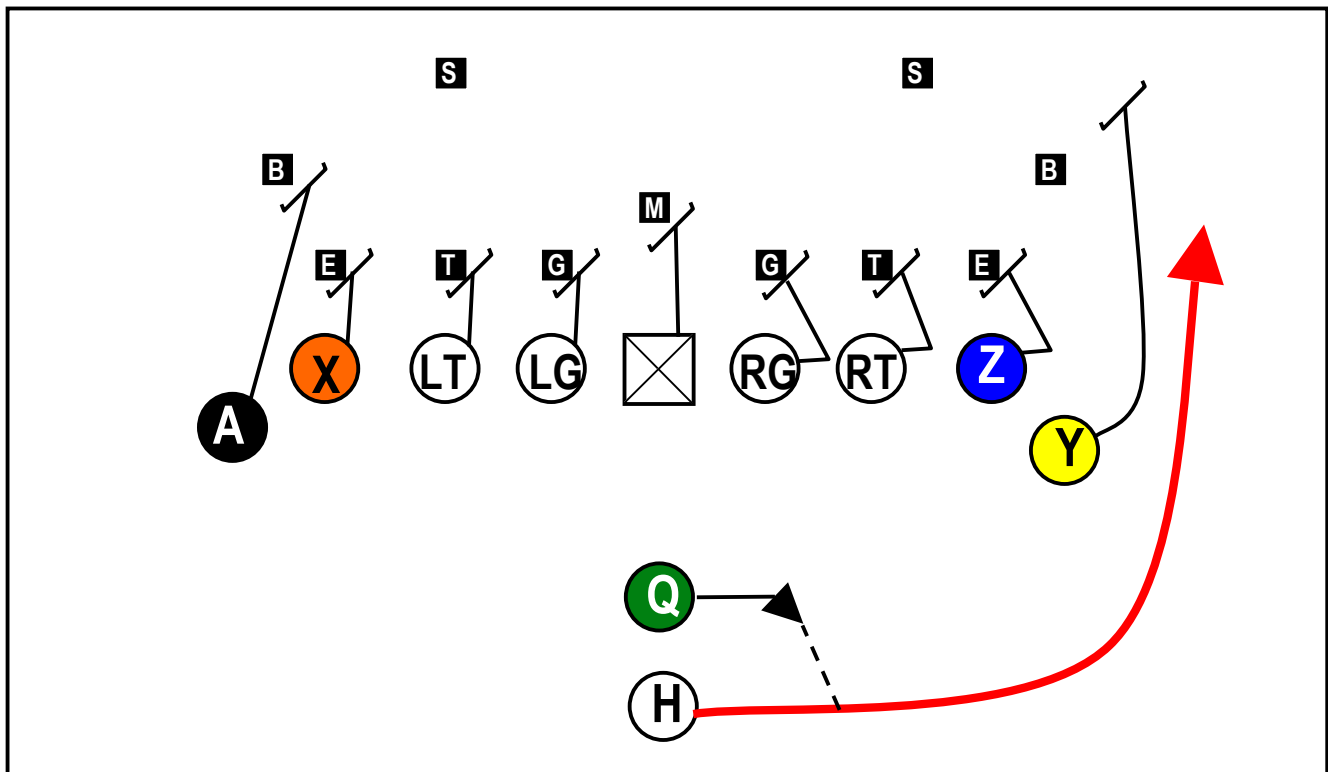
# OFFENSIVE PLAYBOOK

## TAMPA = Toss

QUADS TYT 27-28 TAMPA



(Shot Gun) QUADS TYT 27-28 TAMPA



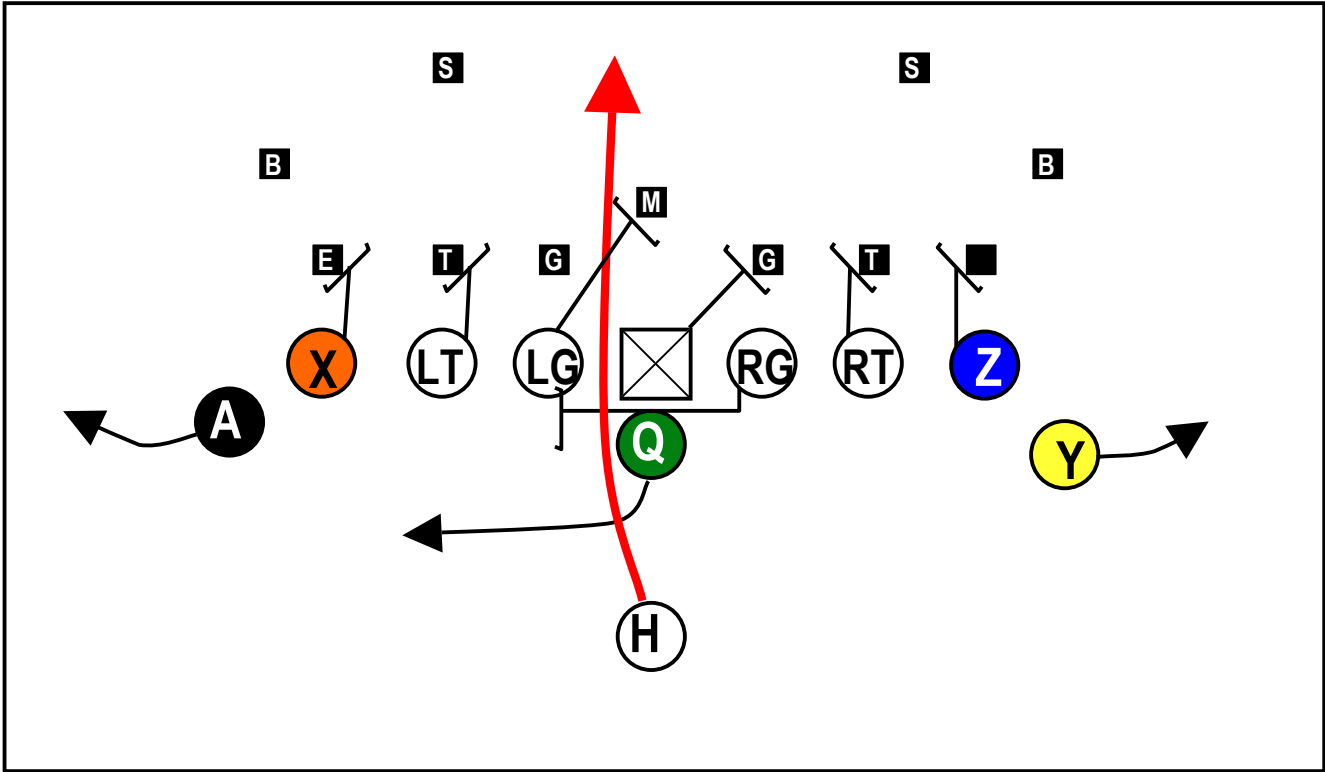




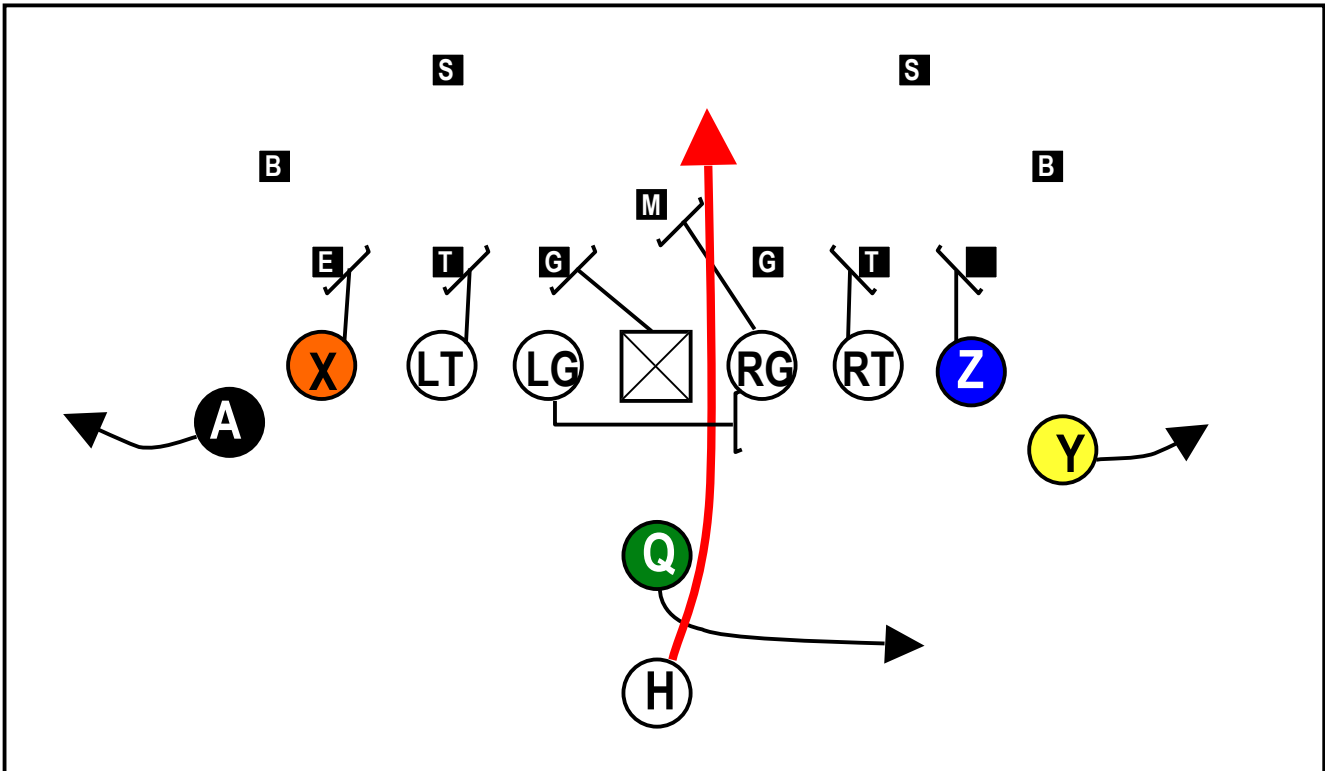
# OFFENSIVE PLAYBOOK

## VEGAS = Trap

QUADS TYT 21-22 VEGAS



(Shot Gun) QUADS TYT 21-22 VEGAS



**RHYNO – Formation**  
**Under Center & Shot Gun**

**WINDSOR = Wedge**

**INDY = IZ**

**SEATTLE = OZ**

**SEATTLE Q = QB OZ**

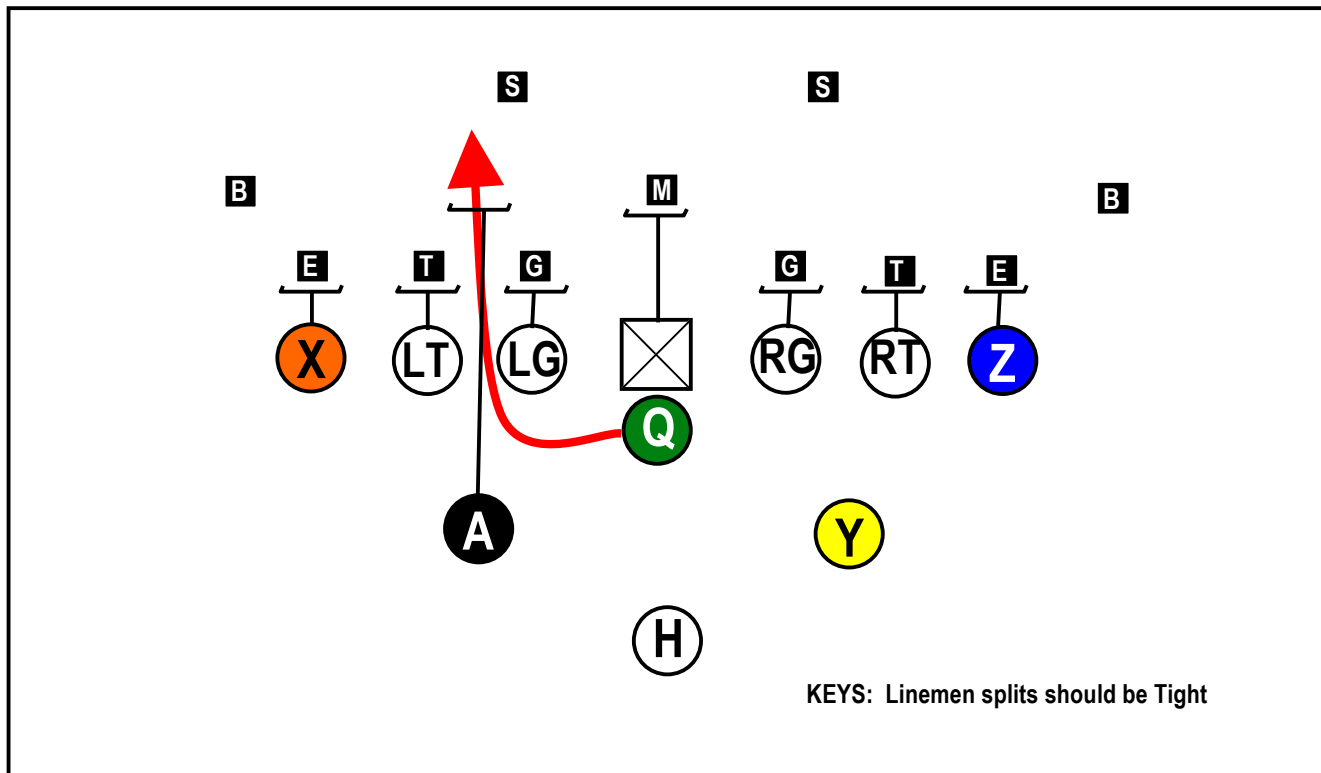
**VEGAS = Trap**



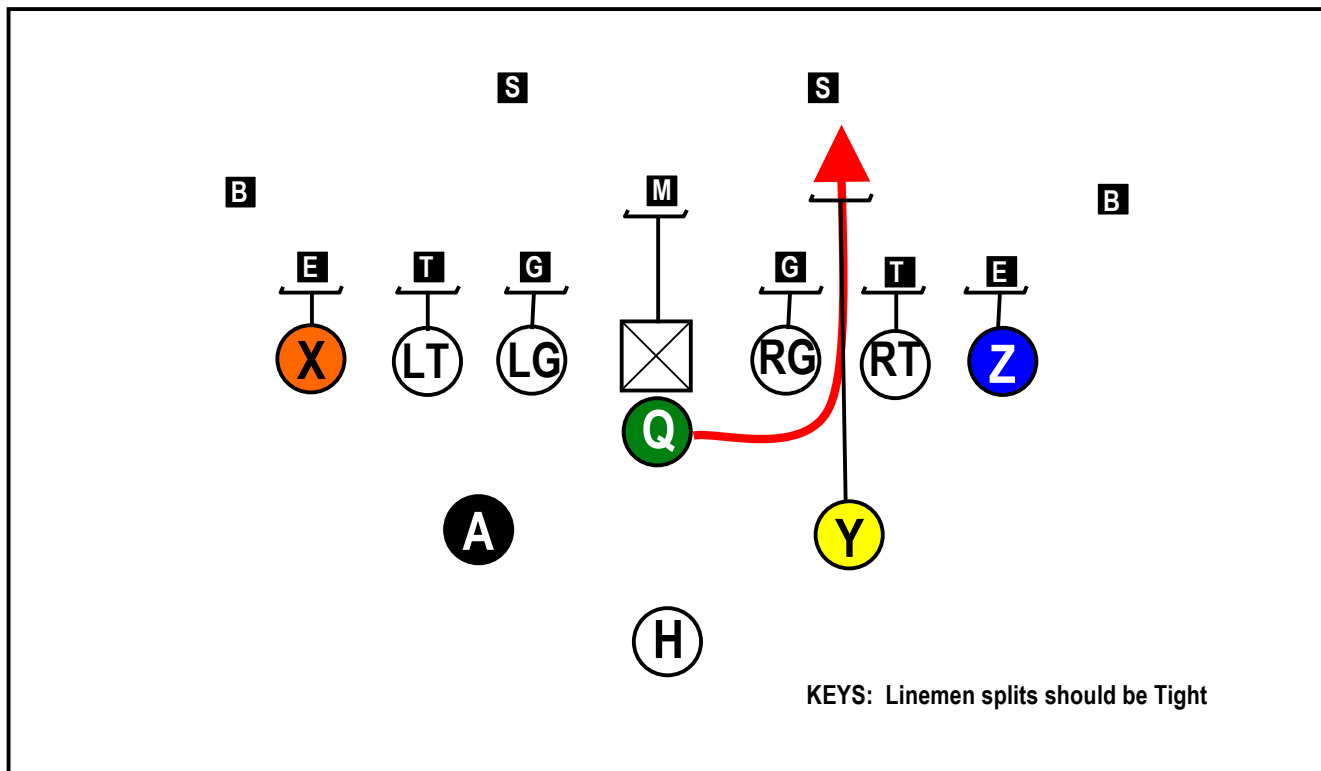
# OFFENSIVE PLAYBOOK

## WINDSOR = Wedge

### RHYNO 13 WINDSOR



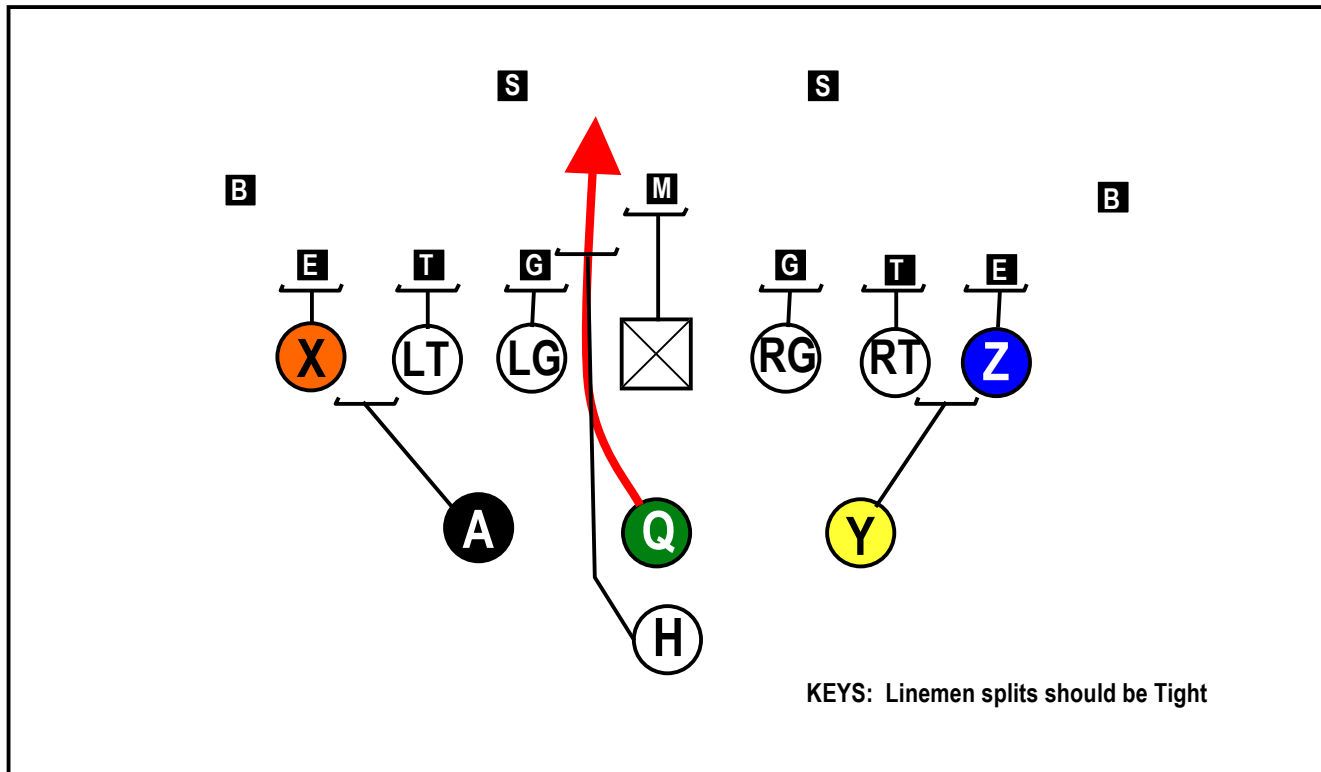
### RHYNO 14 WINDSOR



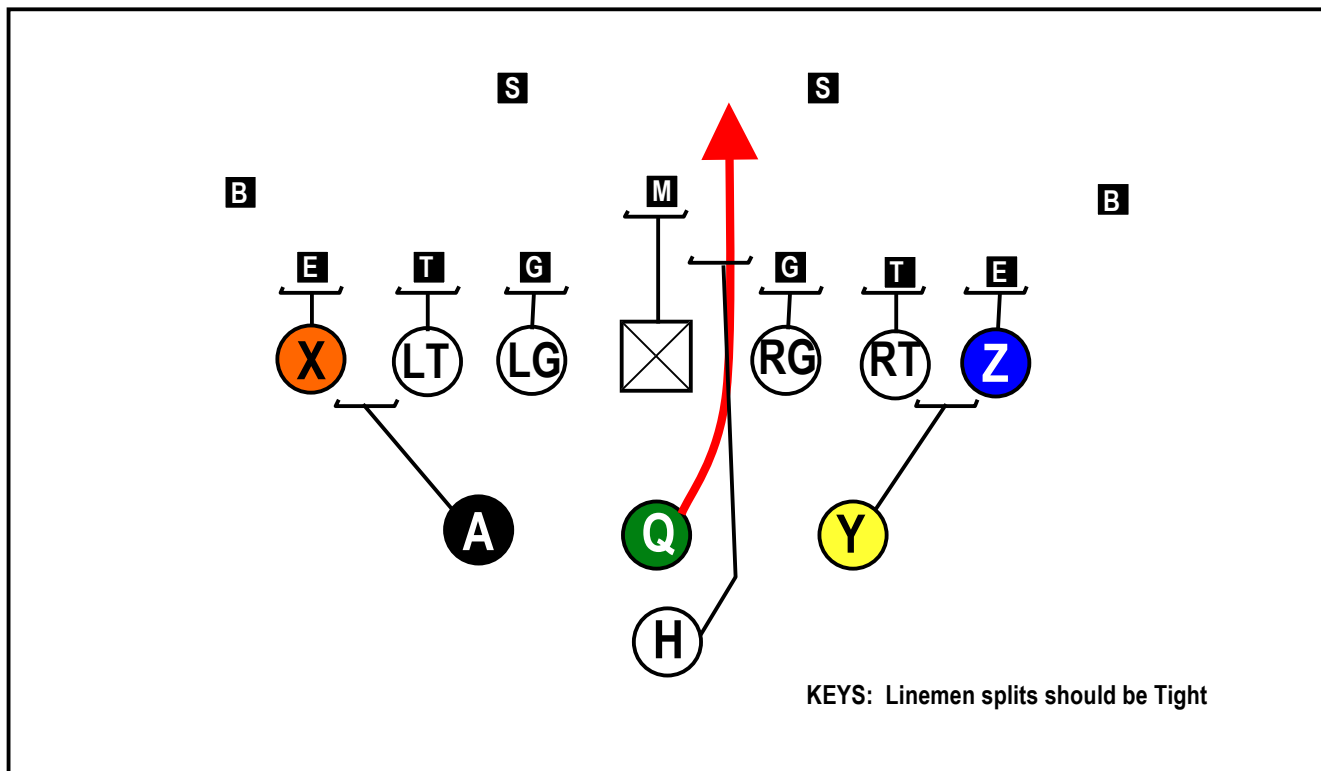
# OFFENSIVE PLAYBOOK

## WINDSOR = Wedge

(Shot Gun) RHYNO 11 WINDSOR

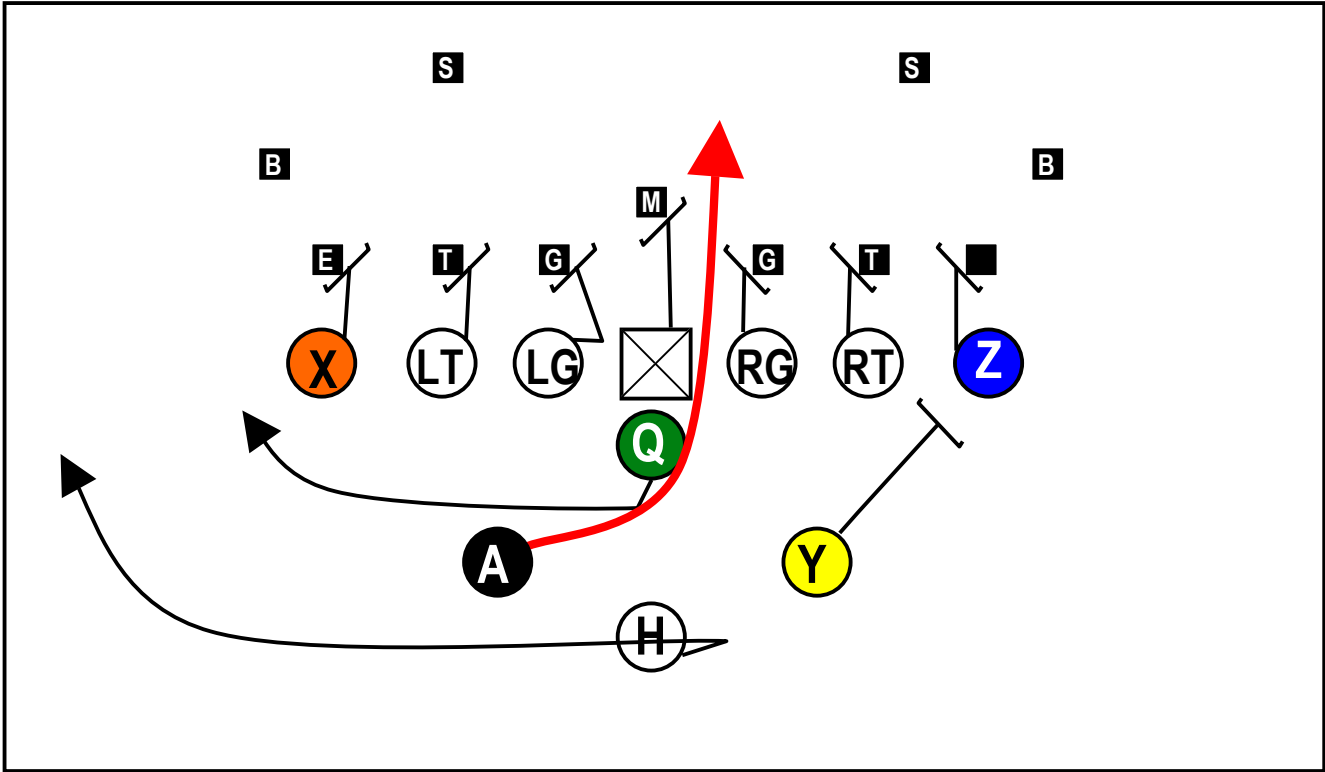


(Shot Gun) RHYNO 12 WINDSOR

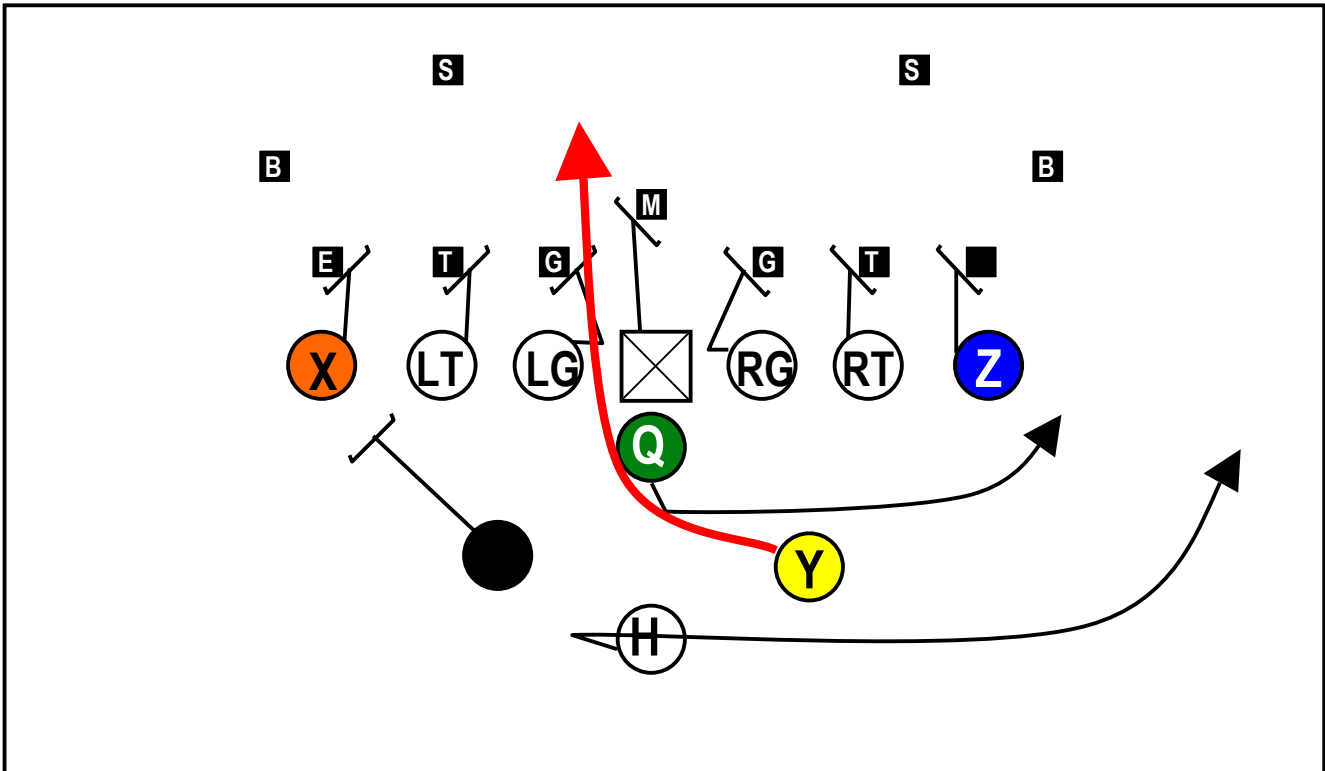


# OFFENSIVE PLAYBOOK

## INDY = IZ RHYNO 32 INDY



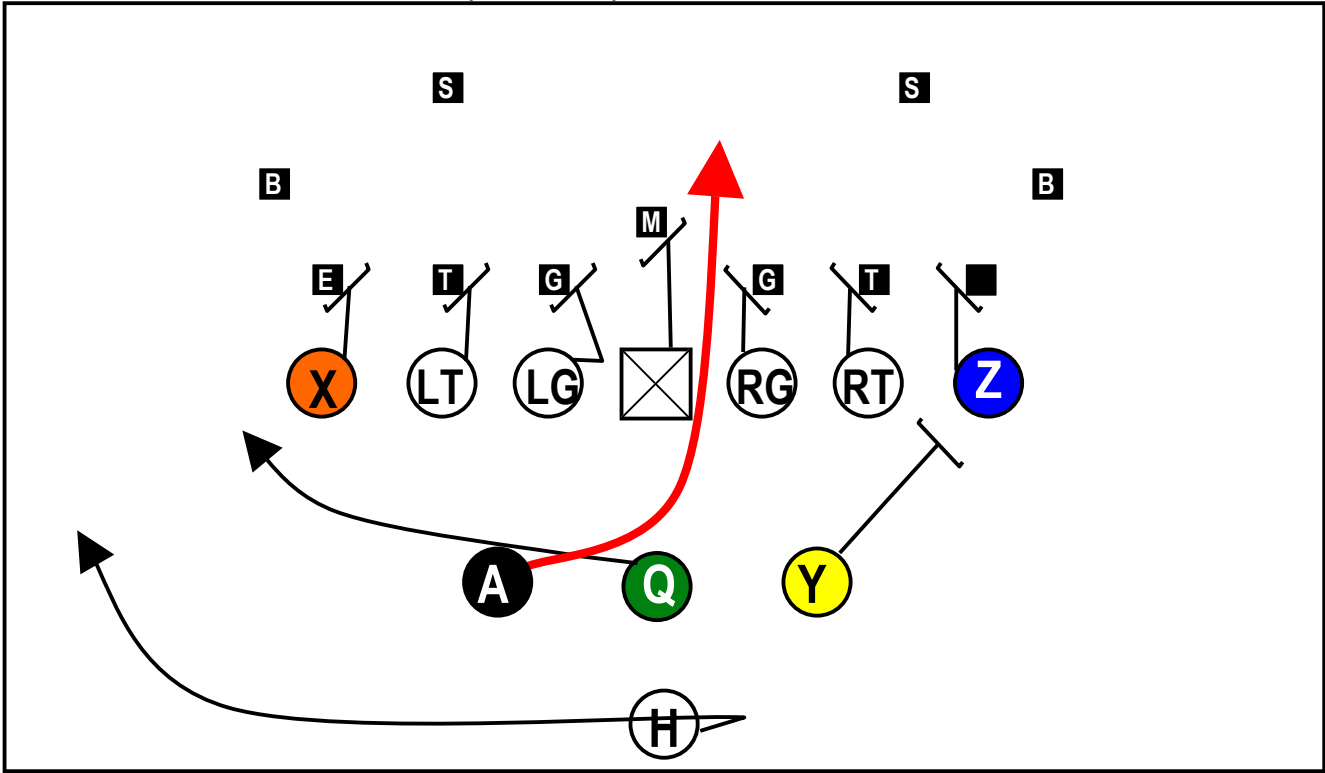
## RHYNO 41 INDY



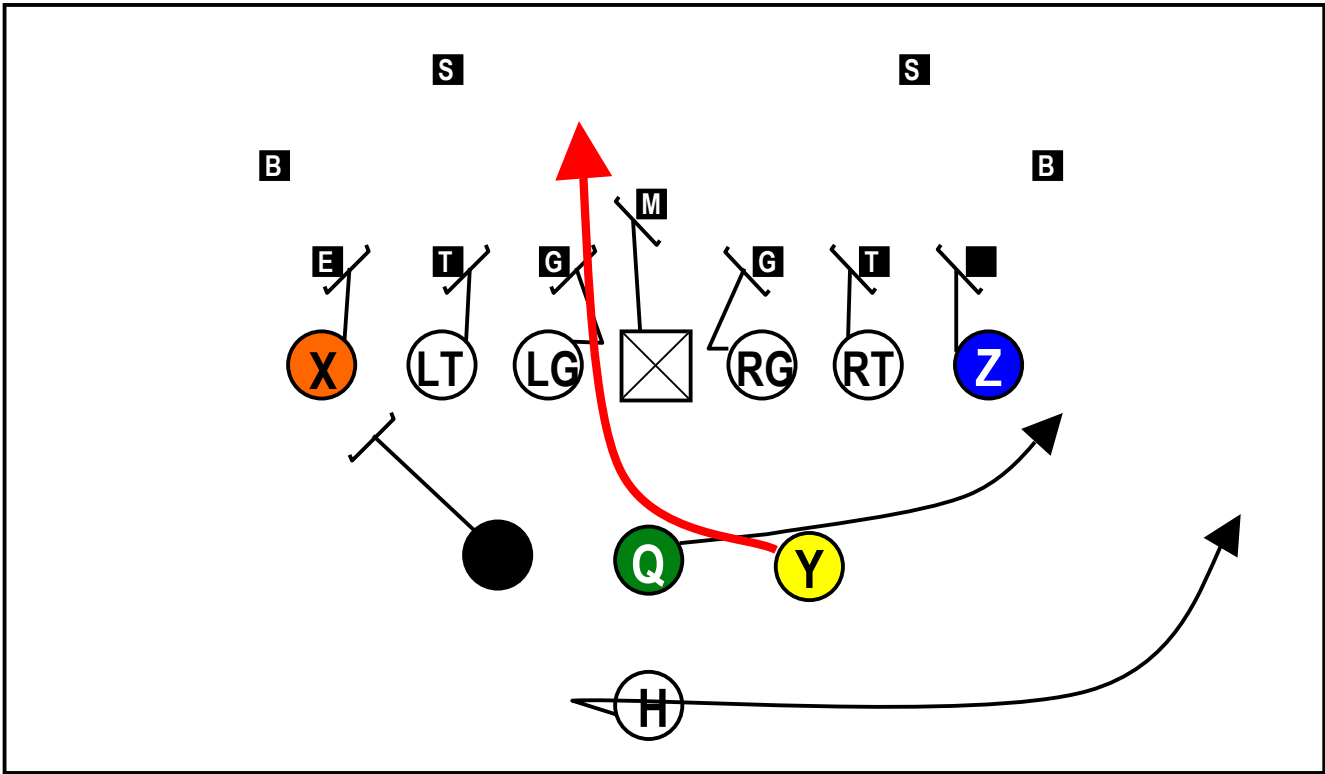
# OFFENSIVE PLAYBOOK

## INDY = IZ

(Shot Gun) RHYNO 32 INDY



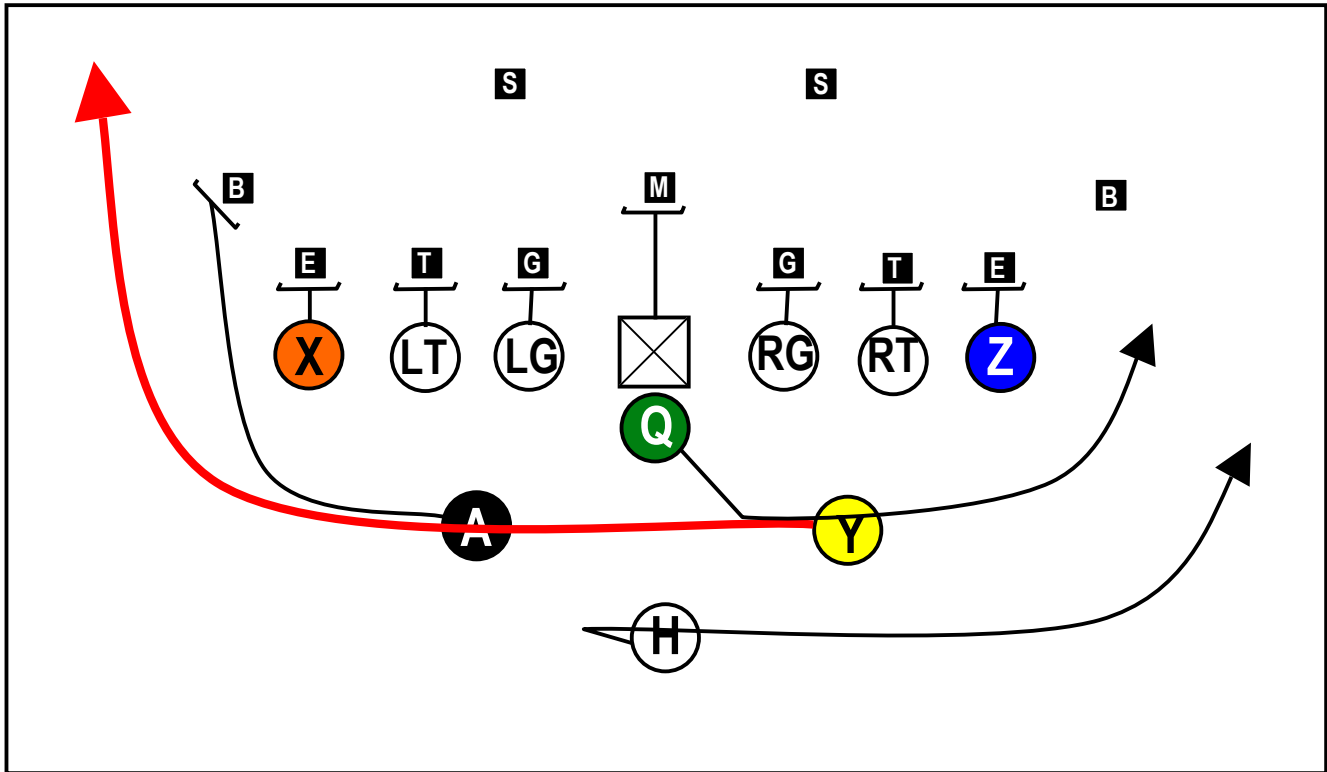
(Shot Gun) RHYNO 41 INDY



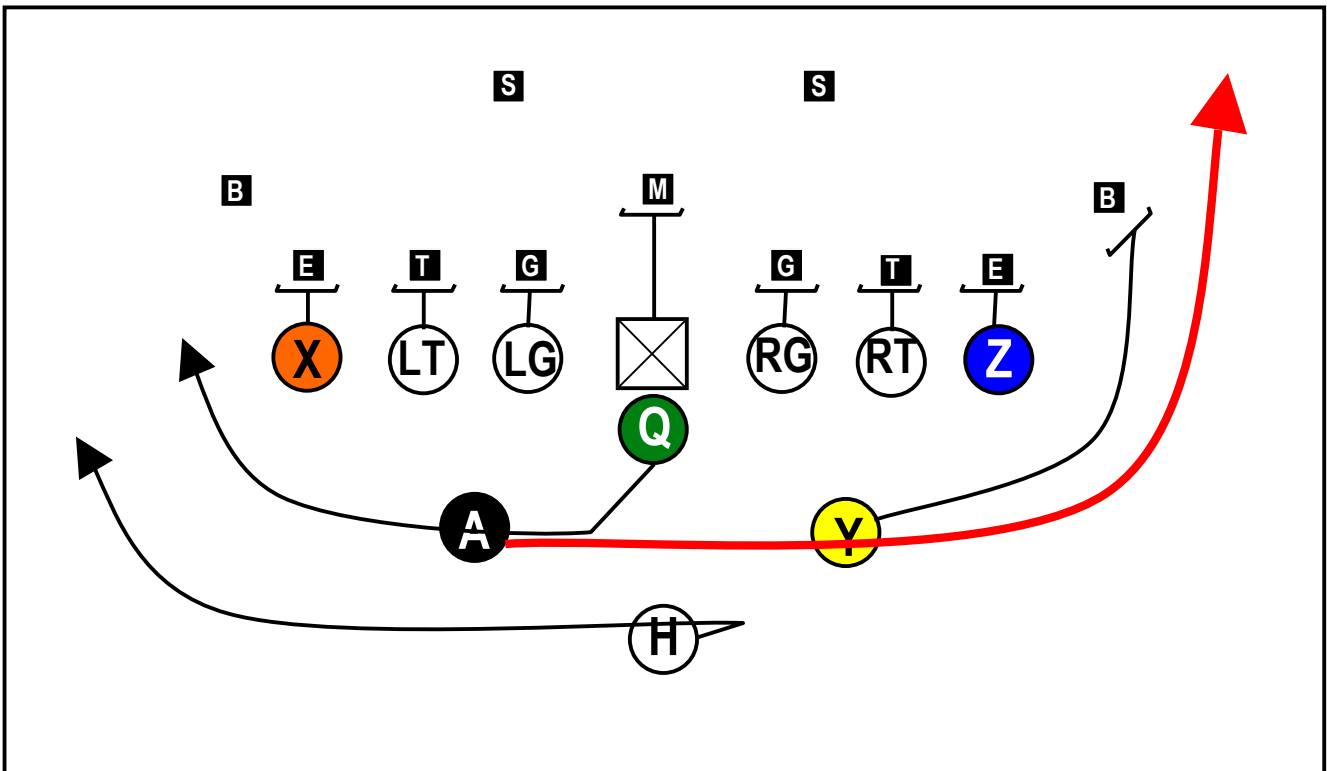
# OFFENSIVE PLAYBOOK

**SEATTLE = OZ**

RHYNO 47 SEATTLE



RHYNO 38 SEATTLE

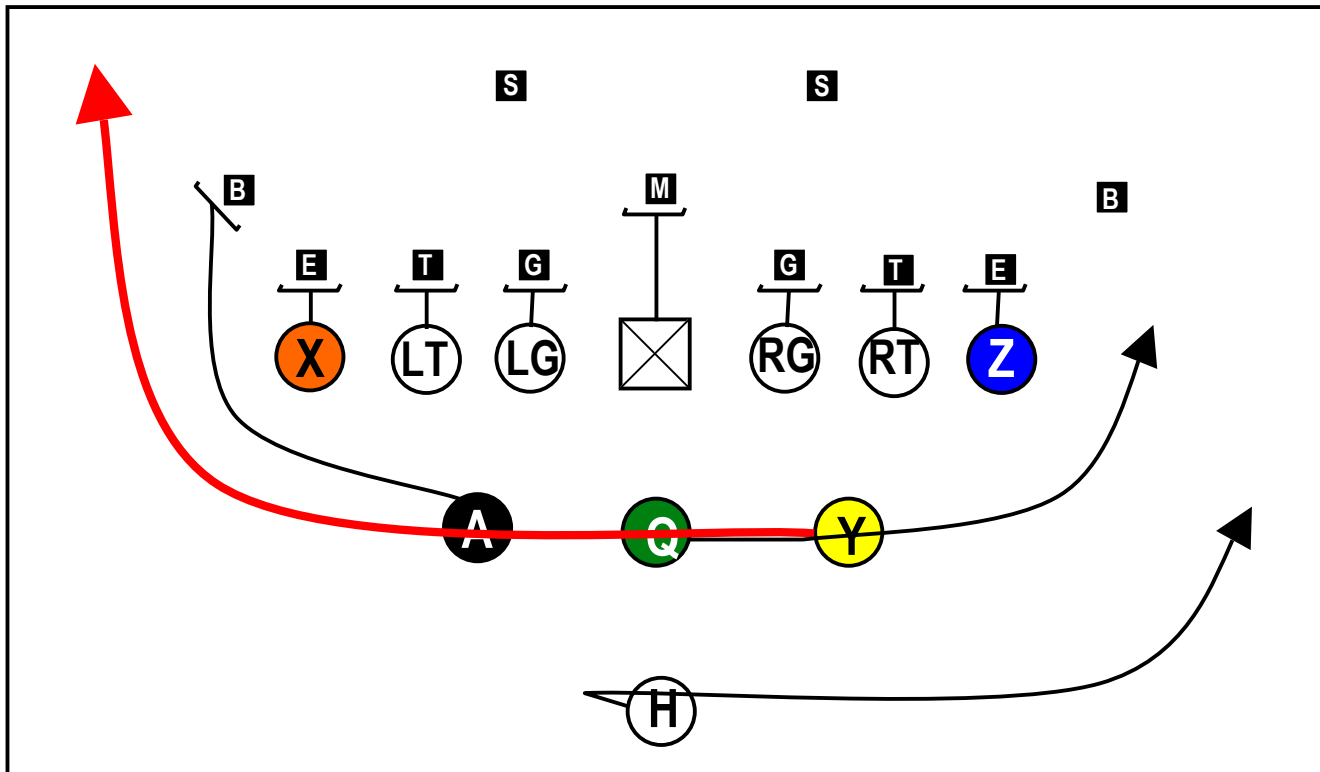




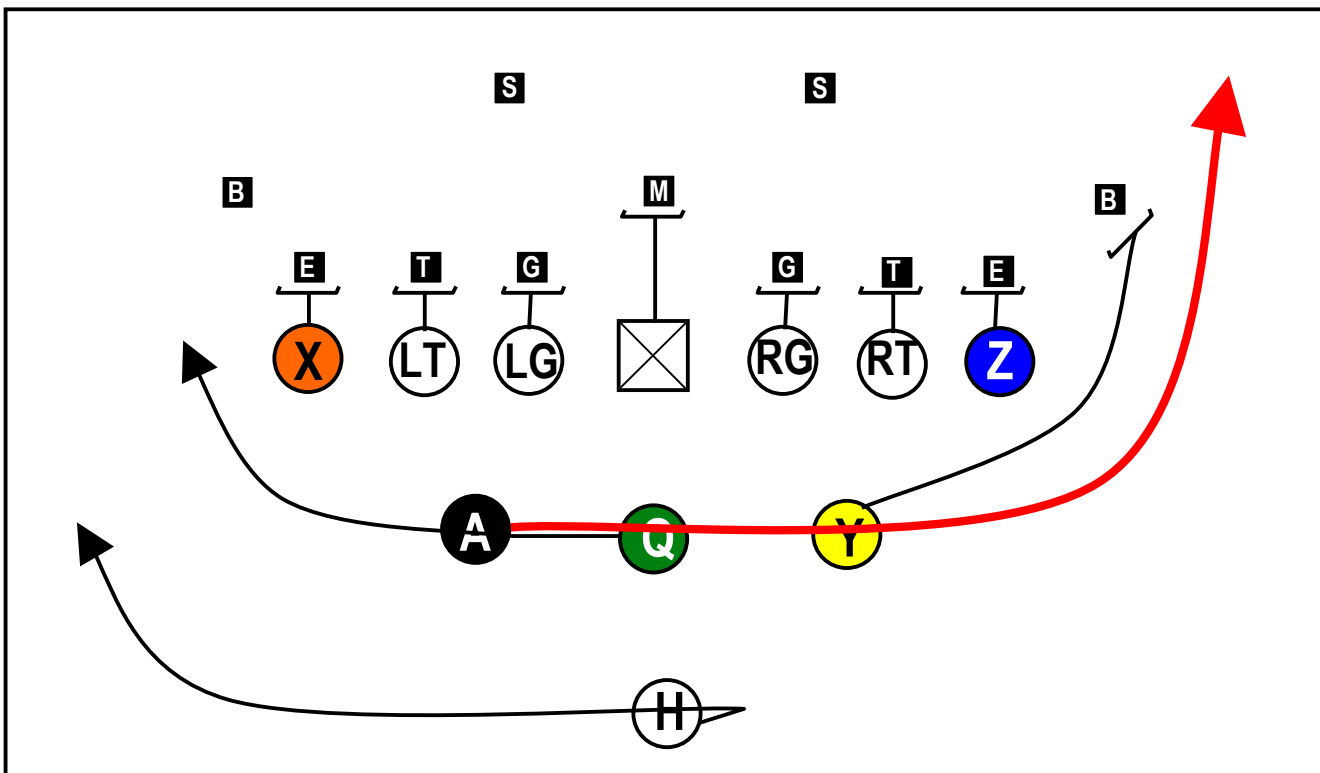
# OFFENSIVE PLAYBOOK

## SEATTLE = OZ

(Shot Gun) RHYNO 47 SEATTLE



(Shot Gun) RHYNO 38 SEATTLE

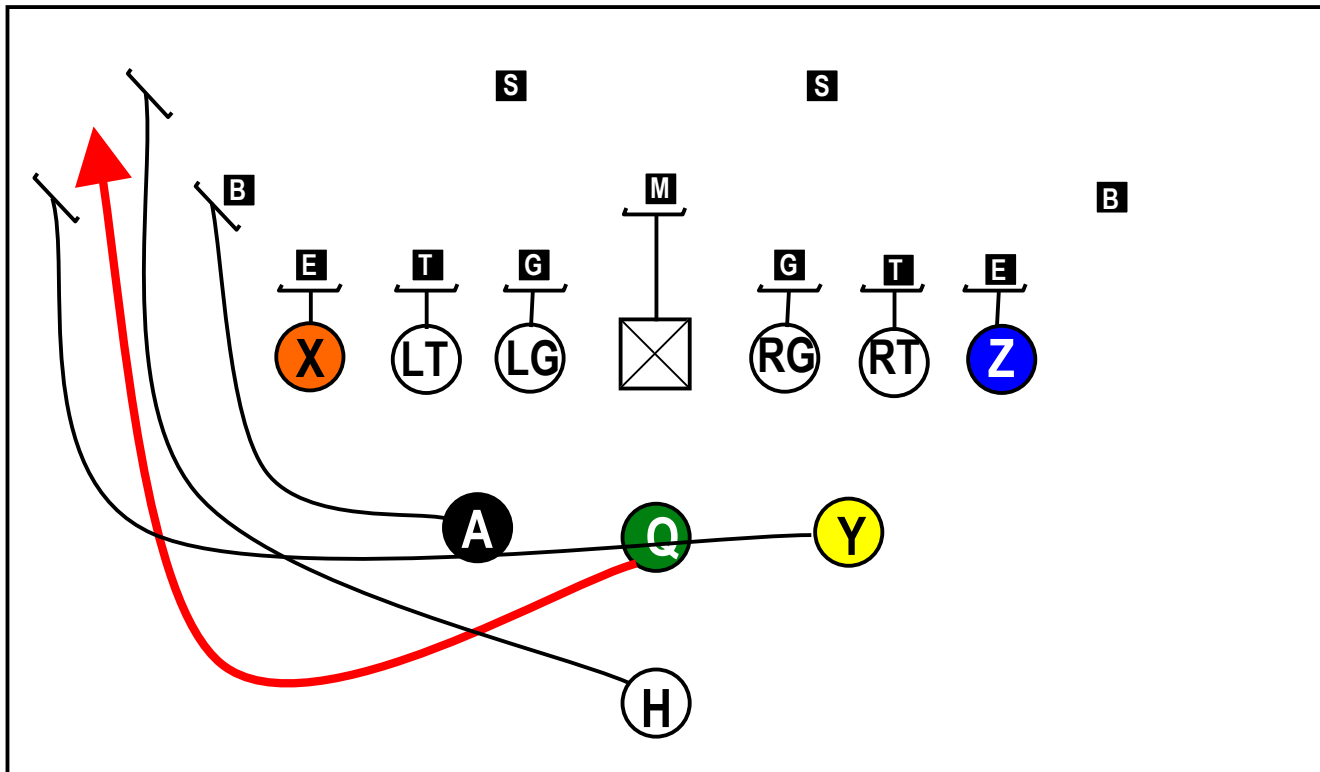




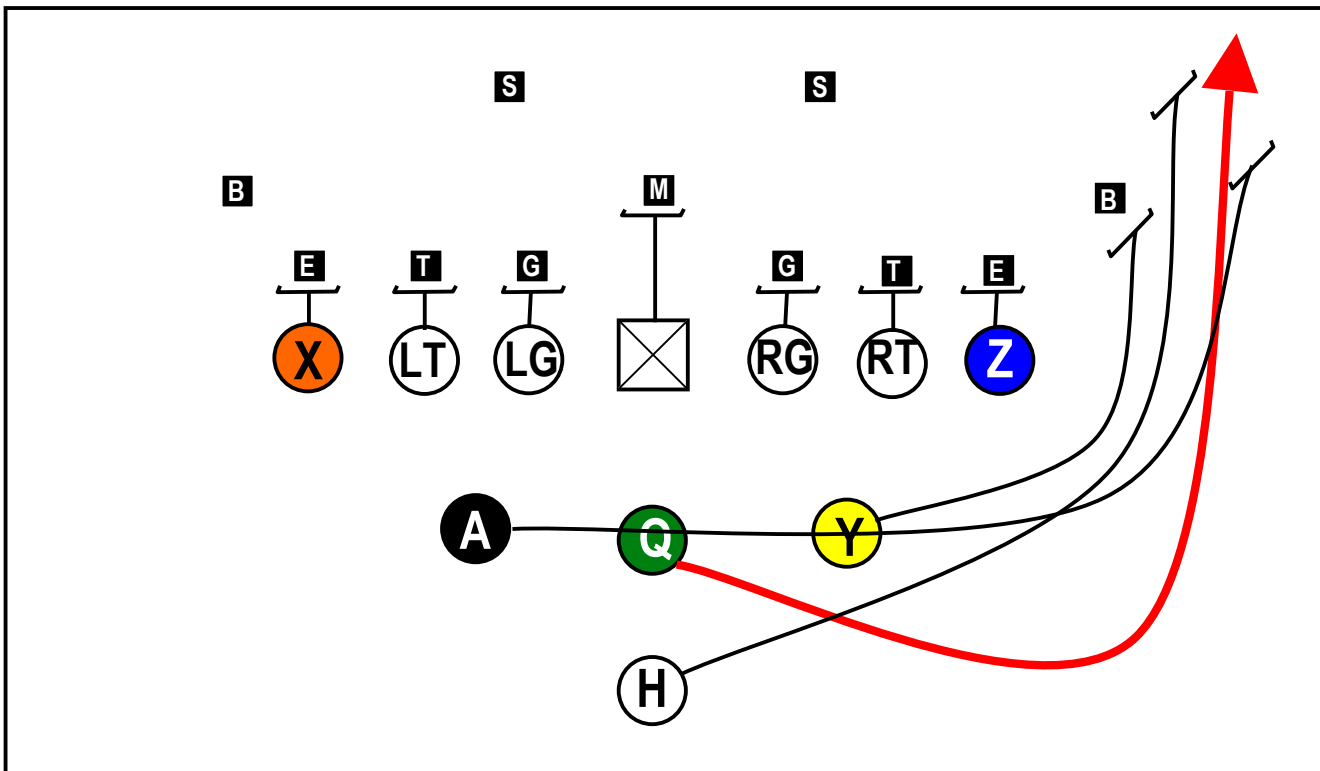
# OFFENSIVE PLAYBOOK

## SEATTLE Q = QB OZ

(Shot Gun) RHYNO 17 SEATTLE Q



(Shot Gun) RHYNO 18 SEATTLE Q



**VEGAS = Trap**  
**RHYNO 21-22 VEGAS**



## PASSING PLAYS

### I. Passing Plays:

#### A. Quads TYT Formation Pass Plays:

- |                               |                                            |
|-------------------------------|--------------------------------------------|
| 1. BANDIT:                    | Bubble                                     |
| 2. DROUGHT:                   | Fade – Out                                 |
| 3. DROUGHT Switch:            | Out – Fade                                 |
| 4. WAVE:                      | Speed Out – Corner (Backside: Post – Drag) |
| 5. WAVE Sprint:               | Speed Out – Corner (Backside: Post – Drag) |
| 6. WAVE Sprint (Play Action): | Speed Out – Corner (Backside: Post – Drag) |

#### B. RHYNO Formation Pass Play:

- |              |       |
|--------------|-------|
| 1. POP PASS: | Fades |
|--------------|-------|



# **Quads TYT - Formation**

## **Under Center & Shot Gun**

**BANDIT**

**DROUGHT**

**DROUGHT Switch**

**WAVE**

**WAVE-Sprint**

**WAVE-Sprint (PA)**

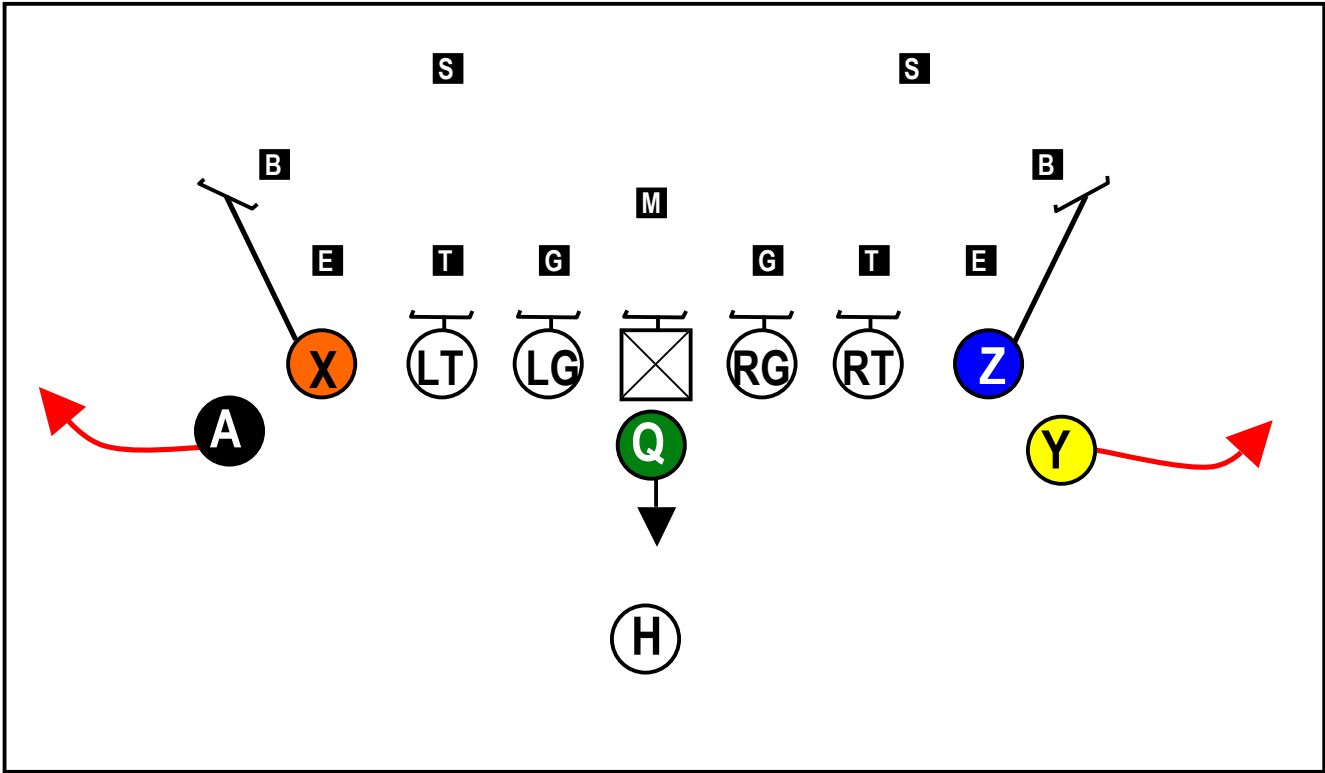
**POP PASS**



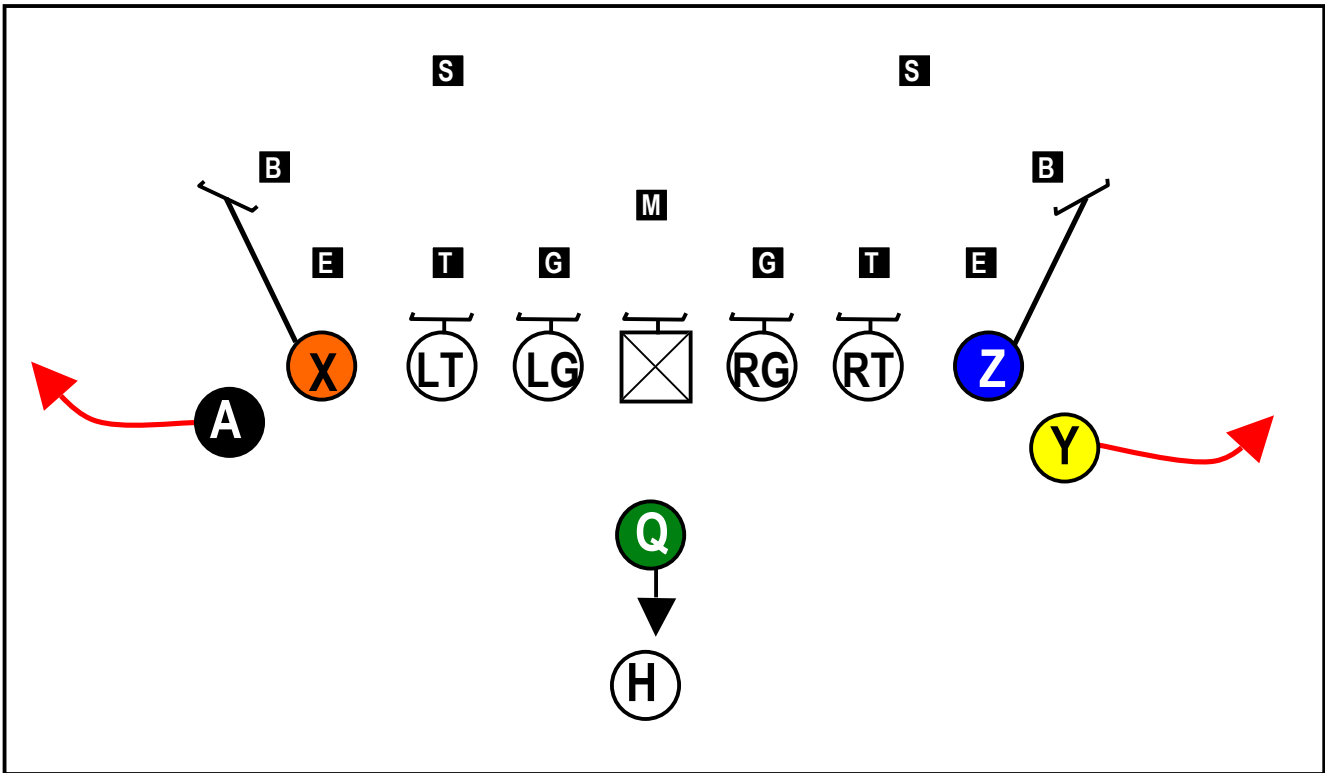
# OFFENSIVE PLAYBOOK

## **BANDIT = Bubble**

### QUADS TYT BANDIT



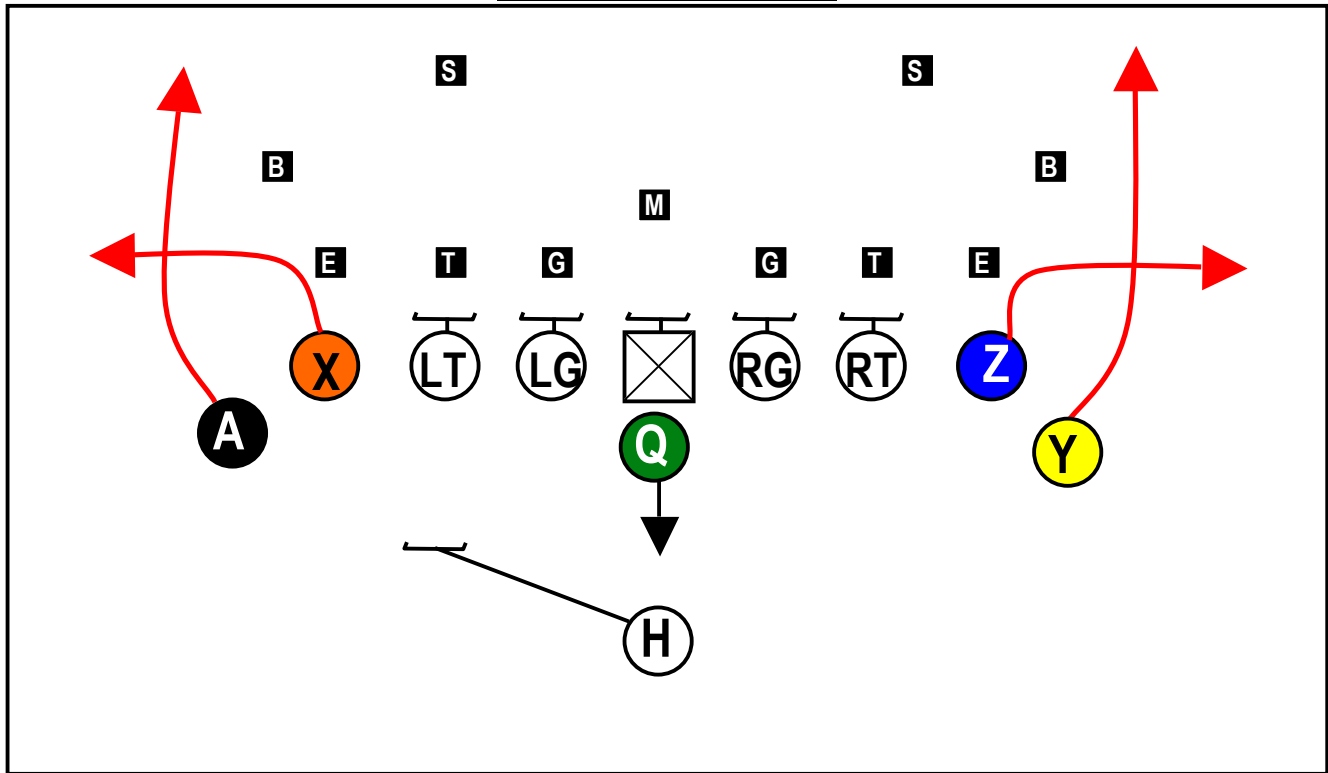
### (Shot Gun) QUADS TYT BANDIT



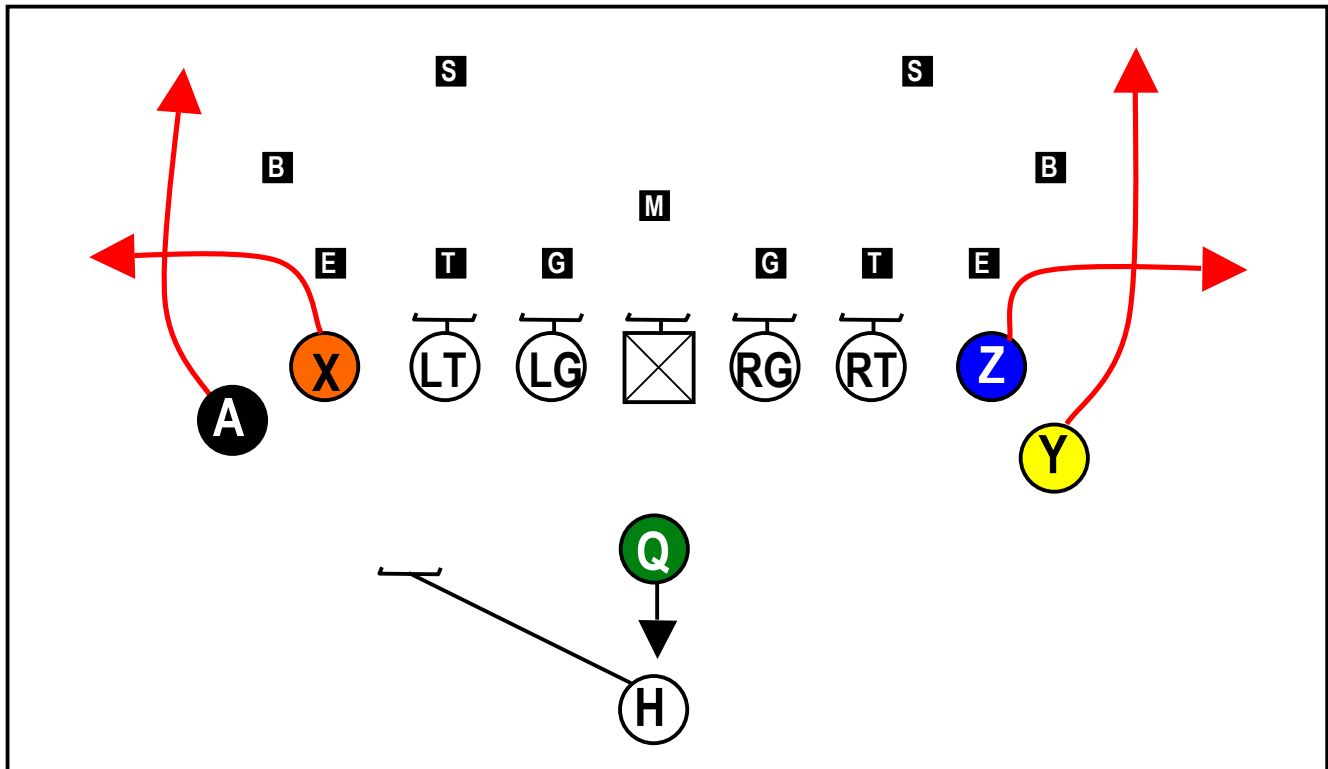
# OFFENSIVE PLAYBOOK

## **DROUGHT = Fade - Out**

### QUADS TYT DROUGHT



### (Shot Gun) QUADS TYT DROUGHT

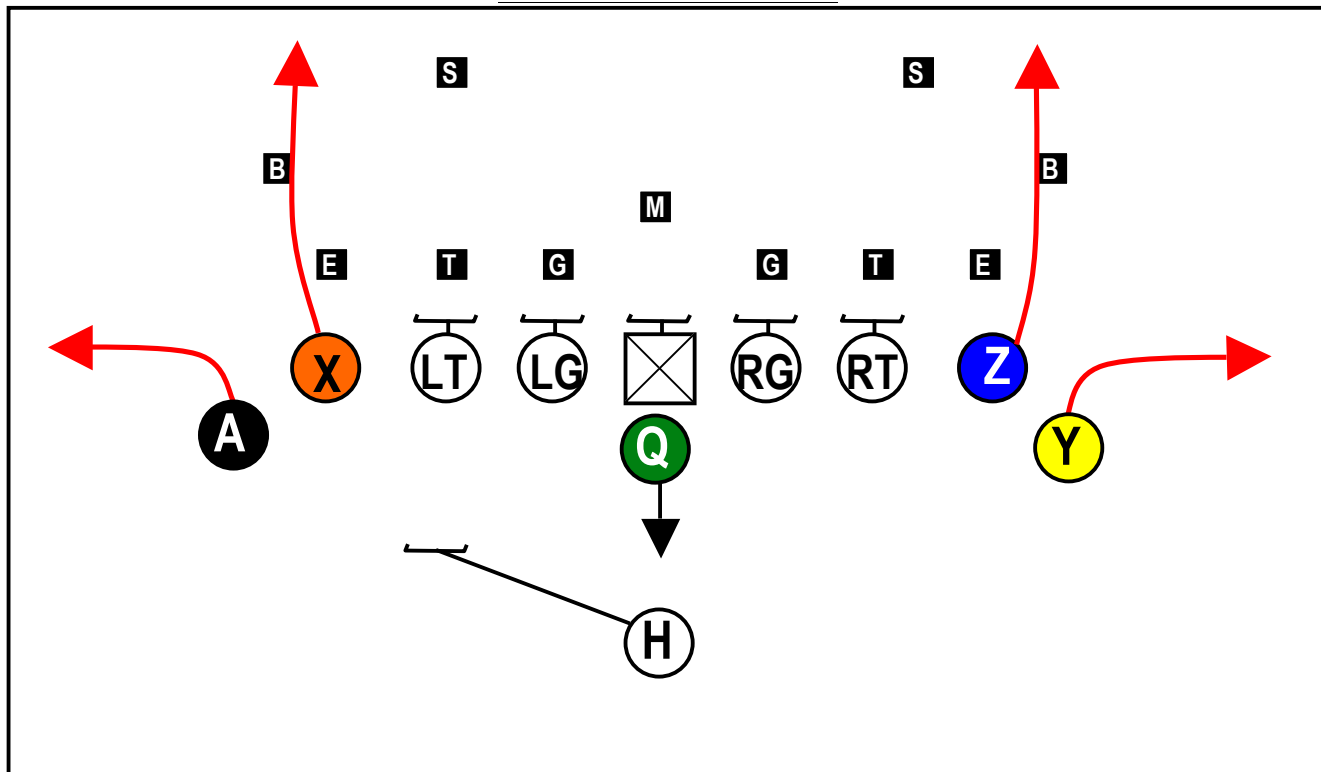




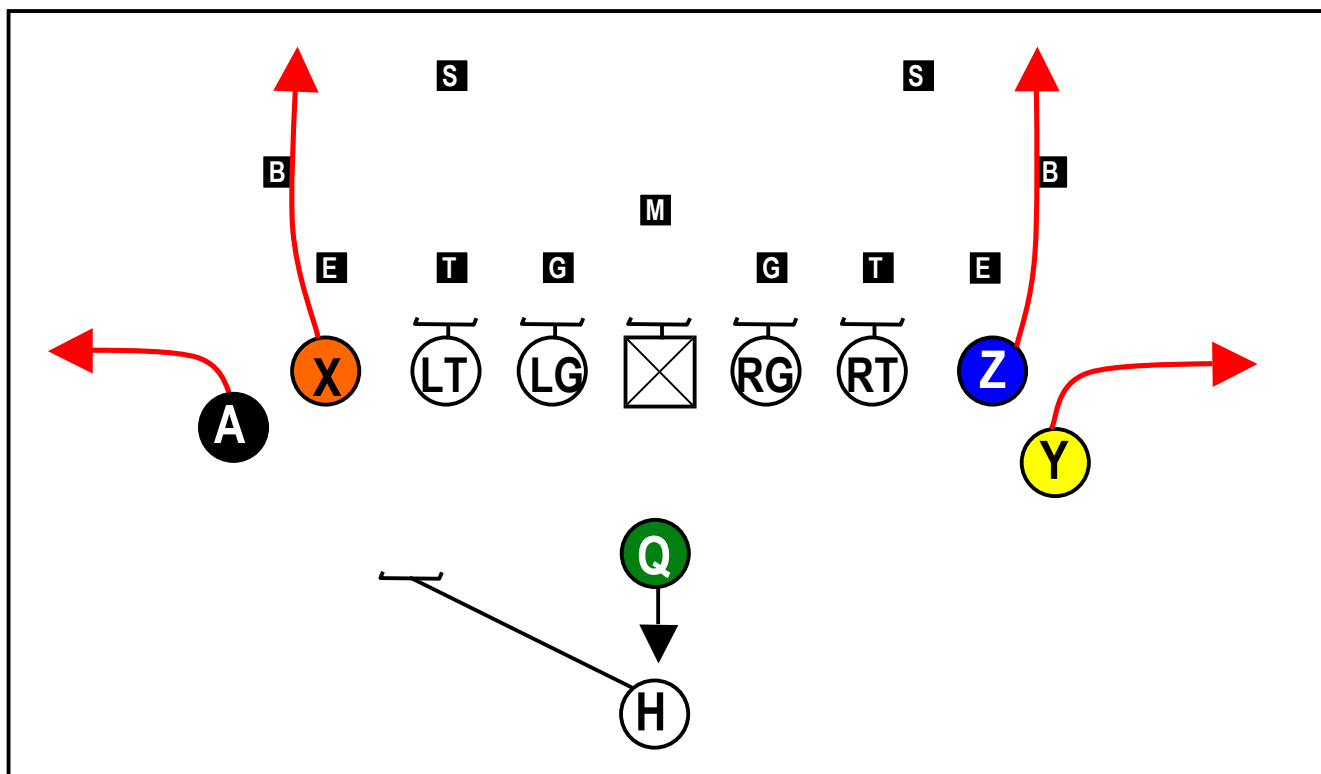
# OFFENSIVE PLAYBOOK

## DROUGHT Switch= Out - Fade

### QUADS TYT DROUGHT



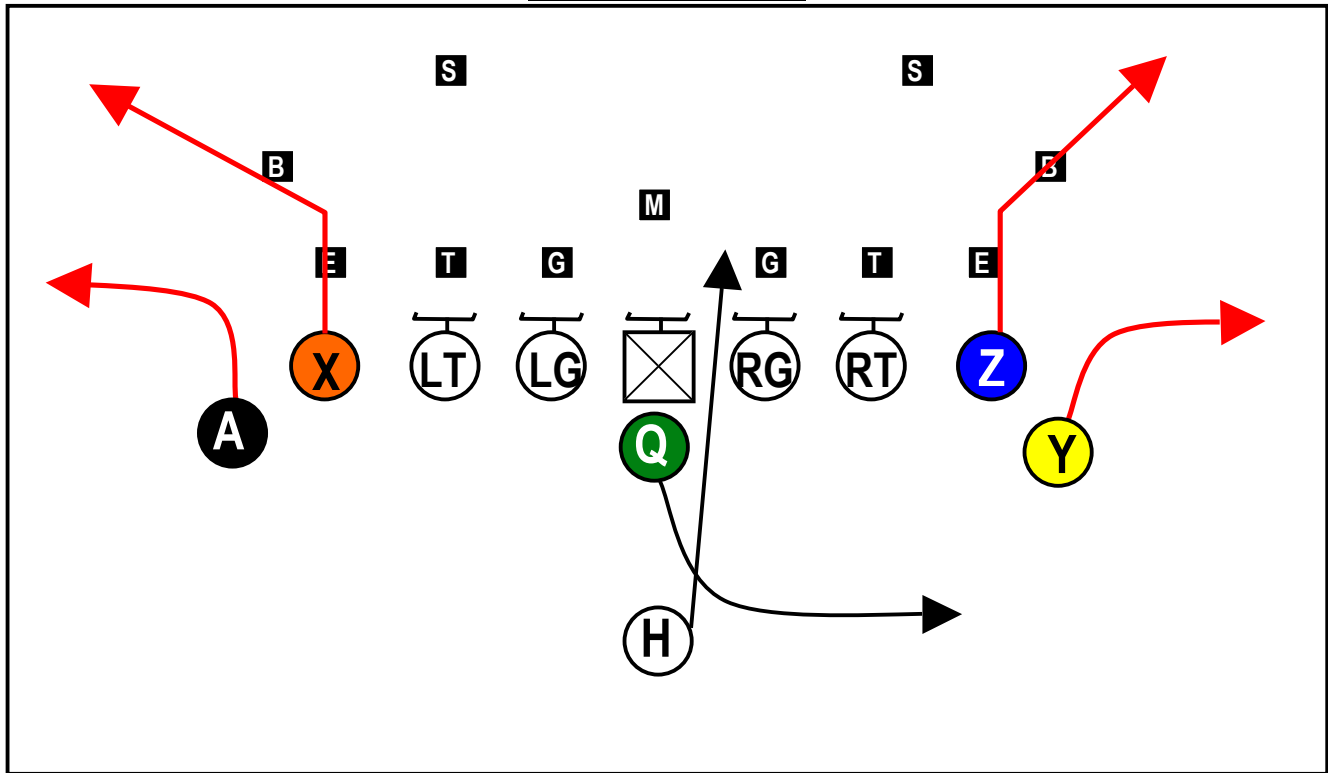
### (Shot Gun) QUADS TYT DROUGHT



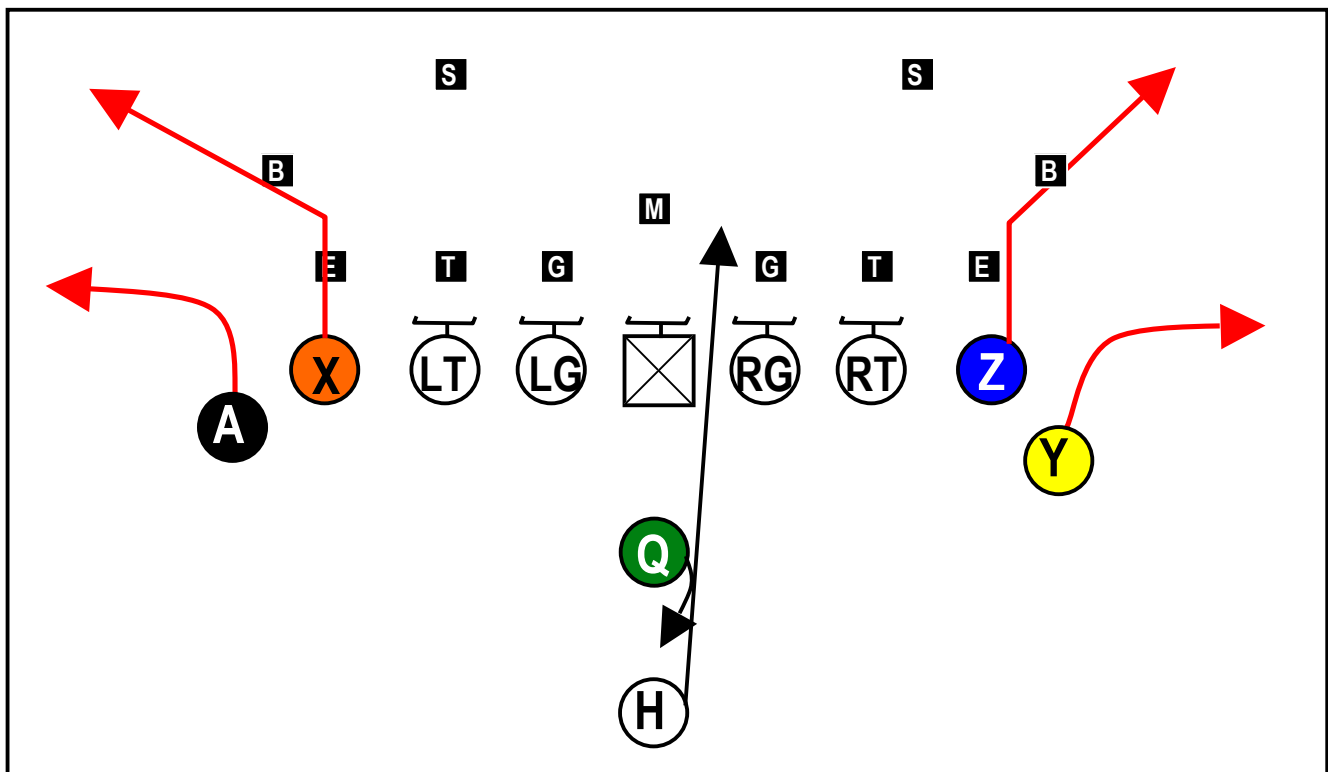
# OFFENSIVE PLAYBOOK

## WAVE = Speed Out - Corner

### QUADS TYT WAVE



### (Shot Gun) QUADS TYT WAVE



## SPRINT WAVE = Speed Out - Corner / Back Side = Post - Drag



## SPRINT WAVE = Speed Out - Corner / Back Side = Post - Drag

```

graph LR
    A((A)) -- B --> X((X))
    X -- E --> Z((Z))
    Z -- B --> Y((Y))
    Y -- S --> S1[S]
    X -- T --> T1((T))
    T1 -- G --> G1((G))
    G1 -- M --> M1((M))
    M1 -- G --> G2((G))
    G2 -- T --> T2((T))
    T2 -- S --> S2[S]
    H((H)) --> Q((Q))
    Q --> H
  
```



# OFFENSIVE PLAYBOOK

## POP PASS

## RHYNO POP PASS

