

# **Special Teams**

# **Edwardsville High School**

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Head Football Coach

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# Staffing Special Teams

- Defensive Staff with special teams that give the ball to the opposing team
- Offensive Staff with special teams that receive the ball from the opposing team
  - How we teach everything is:
    - Whole, Part, Whole
    - Indi, Group, Team

# Staffing Special Teams

- Punt Return/Block
  - L2 & R2 Coach Bailey
  - R1, R3, R4, R5 Coach Pickering
  - L1, L3, L4, L5 Coach Holler
  - Returners Coach Jones
  - Scout Team Coach Heinz/Coach Steward

# Staffing Special Teams

- Punt

- Snappers Coach Heinz
- Right Side Coach Bailey
- Left Side Coach Steward
- Shield Coach Pickering
- Punter Coach Martin
- Scout Coach Holler

# Staffing Special Teams

- Kickoff
  - R1, R2, R3, R4, R5      Coach Jones
  - L1, L2, L3, L4, L5      Coach Holler
  - Kicker                      Coach Pickering
  - Scout                         Coach Heinz/Coach Bailey

# Staffing Special Teams

- Kickoff Return

- T, G, C, G, T

Coach Heinz

- TE's & FB's

Coach Bailey

- Returners

Coach Jones

- Scout

Coach Holler/Coach Pickering

# Staffing Special Teams

- FG/PAT

- O-Line

Coach Heinz

- Wings

Coach Steward

- Holders

Coach Bailey

- Kickers

Coach Pickering

- Scout

Coach Jones

# Staffing Special Teams

- FG Block
  - Right Side Coach Martin
  - Left Side Coach Pickering
  - Scout Coach Heinz/Coach Bailey



# Staffing Special Teams

- Why we do this
  - A true emphasis in the importance of S.T.
    - Players & Coaches
  - Ownership as a whole staff
  - More individual coaching
    - Limited amount of practice time, make the most of it
  - Utilizing all coaches
    - No standing around

# Practicing Special Teams

- Monday
  - Snap, Kick, Catch
- Tuesday
  - Kickoff, Punt, FG/Extra Point
- Wednesday
  - Kickoff Return, Punt Return, FG/Extra Poing
- Thursday
  - All in Game script

# Game Management

- One coach dedicated to handle all special teams on game night
- Head Sophomore Coach
  - Handles injuries
  - Handles substitutions
    - We have 1 to 2 subs per position. Example would be on kickoff, we have one or two backups for the front wall. This applies to all special teams.
  - Gets each group together before they take place
    - Most importantly Punt and Punt Return 2<sup>nd</sup>/3<sup>rd</sup> Down
    - Anticipate 2 point Situation

# Determining Our Special Teams

- Kickoff
  - Find a Kicker
  - What can we do (Long, Short, Directional)
  - What Type of Speed do we have
  - Alignment by numbers
  - Onside kicks

# Determining Our Special Teams

- Kickoff Return
  - Must have return men who will catch the ball
  - What Type of Speed do we have
  - How will we block (Wedge, Middle, Ally)
  - Can we block on the fly
  - Trick
  - Hands Team
  - Type of Kicker we face
  - Personnel (Blockers vs Returners)

# Determining Our Special Teams

- Punt
  - Find a Punter
  - Find a Long Snapper, Find an Athlete
  - What can we do (Long, Hang Time, Directional)
  - Must be able to Tackle
  - What type of Speed do we have
  - Type of Blocking Scheme (Spread, Tight)
  - Fakes

# Determining Our Special Teams

- Punt Return/Block
  - Must have return men who will catch the ball
  - What type of speed do we have
  - Alignment (One Deep, Two Deep)
  - What type are we (Block, Return, Both)
  - Types of Return (Wall, Middle, Cross)
  - Types of Blocks (Left, Right, Middle)
  - Trick
  - Punt Personnel (OL who can't tackle in space)
  - Double Team Playmaker

# Determining Our Special Teams

- Field Goal/Extra Point
  - Find a Kicker (Can we Kick)
  - Find a Long Snapper
  - Find a Holder
  - Blocking
  - What is the Range
  - Fakes
  - Fires

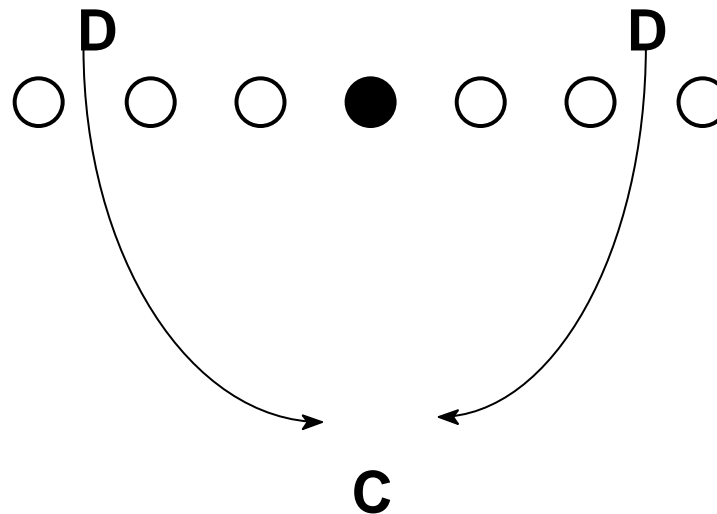


# Special Teams Circuit

## Block Party –

### •Coaching Points

- Superman
  - Get Off
  - Dip, Rip, Run
  - Take Ball off Foot
  - Scoop and Score
- 
- Use Snapper, soccer ball, dots, and tackling mat

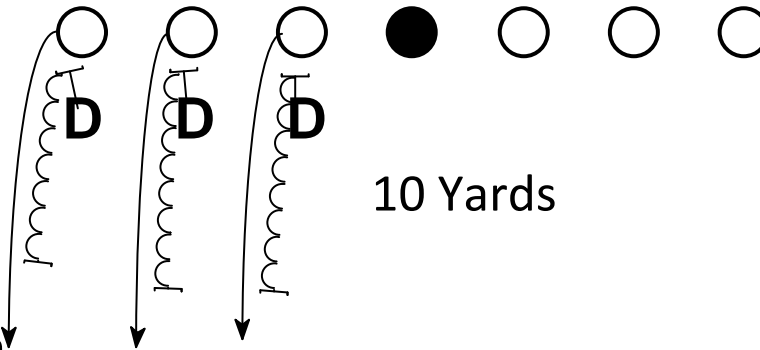


# Special Teams Circuit

## Shock and Shadow –

### •Coaching Points

- Get Off
- Attack V of Neck
- Hands on Numbers
- Hold up, Force Opp. Return
- Shadow is a hip Trail
- As Defender breakdown to tackle, you breakdown to block
- Mug or Mob Technique

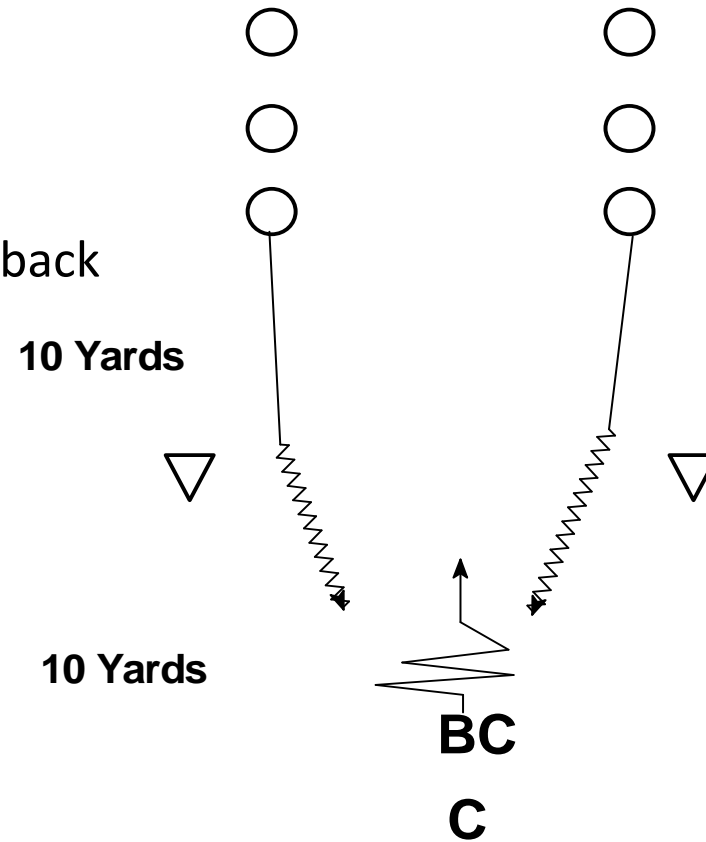


# Special Teams Circuit

## Inside and In Front –

### •Coaching Points

- Sprint
- Shimmy down with Outside foot back
- Keep inside and in front
- Fit up ball carrier
- Second Man in, strip ball

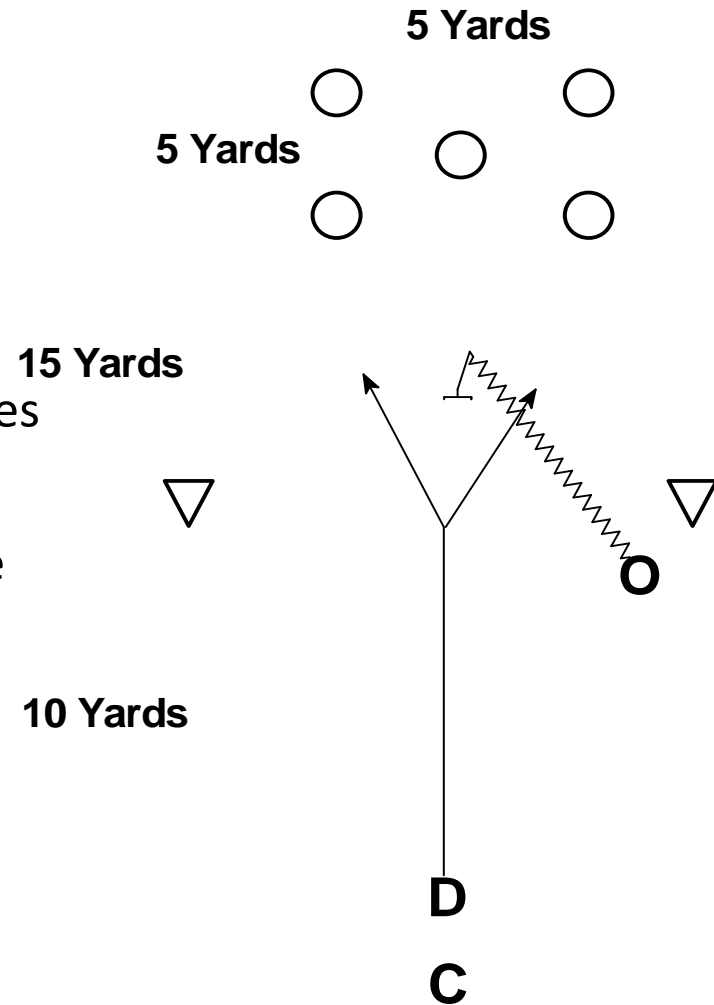


# Special Teams Circuit

## Lions & Gazelles –

### •Coaching Points

- Coach makes directional call
- Offense moves when Defense moves
- Offense drop 3 lines (15 Yards)
- Offense locks on Defense and force him wide, opposite of coaches directional call
- Defense tries to read the block and stay in his lane

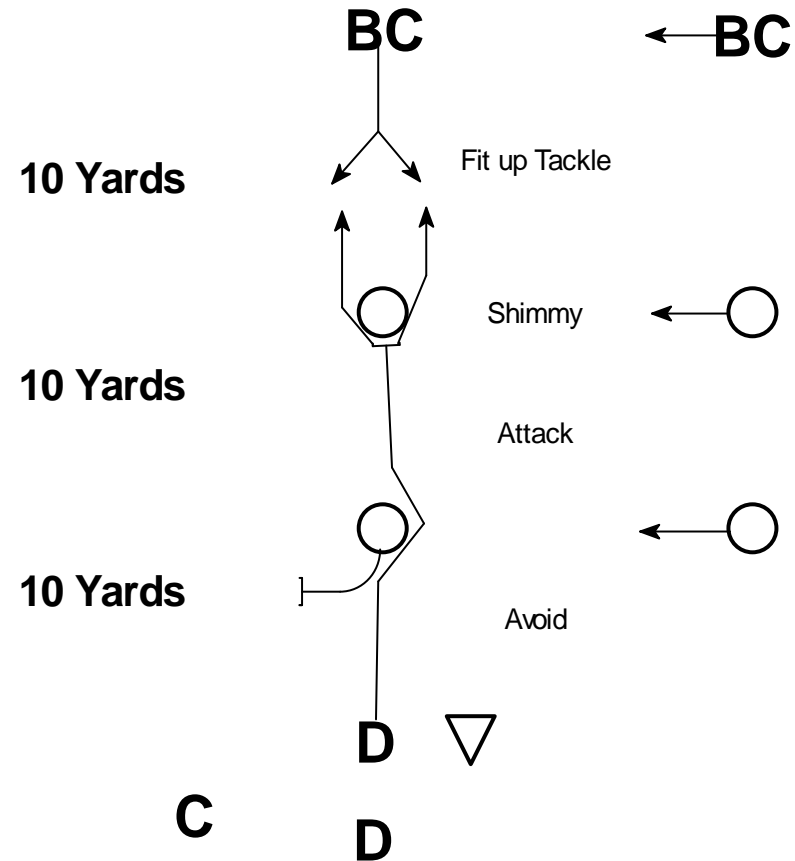


# Special Teams Circuit

## Kickoff Gauntlet –

### •Coaching Points

- Coach give direction
- Avoid 1<sup>st</sup> Block ball side
- Attack 2<sup>nd</sup> Block and Escape with a Rip or Swipe, Same arm same leg
- Shimmy down and form Tackle



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**Questions??**

**Thank you for your time**

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