

PIRATE FOOTBALL

PALATINE HIGH SCHOOL

Head Coach Rick Splitt

DEFENDING THE PASS

and RUN

COVER 2

PIRATE FOOTBALL

PALATINE HIGH SCHOOL

Cover 2 – outline of presentation

1. Foundation of our Cover 2 scheme
Why we use it!
2. **Base** Alignment, Responsibility, Technique
3. How we teach it
4. Formation coverage – route recognition

PIRATE FOOTBALL

PALATINE HIGH SCHOOL

- Foundation of Cover 2
 - Coach Joe Petricca
 - Simple
 - One coverage – no confusion
 - Base rules
 - Philosophy of our defense – Force to the sideline/Alley
 - Athletic ability can vary
 - Adjustments – This is how we play cover 2 in this situation.

Cover 2 Corners

- SC (field corner/formation corner)

- WC

(1. ...)

Cover 2 Corners

- Technique
 - SEE QB at all times – see the ball.
 - **Flat step read**, inch back technique. The Deeper the alignment – flat step read.
 - **Shuffle read step** - shuffle until vertical threat or run read
 - Hand / sled technique to force alley

Cover 2 Corners

Responsibility

- Run – Force to Alley nothing gets outside, weak side rule 21 pursuit.
- Pass – Vertical threat of #1 – Read #2 receiver for flat adjustment. “Throttle” on any threat of the flat even hitch by #1. corner needs to play underneath corner/smash route.

SEE THE CD on the left

Cover 2 Safeties

- FS - Field safety / formation safety
- WS – Boundary safety / box safety

Interchangeable ideal – we interchange our Safeties based on their abilities vs our opponent.

- FS – Speed, great deep coverage, alley tackler, Intelligence in the game of football.
- WS – Great Tackler, ability to play in the box,
- Stance: Shoulders square to L.O.S – inside foot up. Athletic position.
- Alignment: 8-14 yards off the L.O.S. - Spread

Cover 2 Safeties

Technique:

- Flat step read, we do not want backpedal immediately. Depth helps us to read (flat step), React, and cover the field.
- 1 -1,000 count before we react back, forward – coaches will count out loud during drills.
- Know your weakness, ability – formation for alignment.
- Back pedal, angle back (weave), angle forward.
- SEE The QB

Cover 2 Safeties

Responsibility

- Run - Alley force (depends on LB alignment) or replace corner, backside replace/pursuit.
- Pass - Deep $\frac{1}{2}$ of Field. Deepest man on field. Read your #2 receiver vertical, inside leverage. #2 breaks out – angle depth to #1 receiver.
- See the QB – React to QB

Cover 2 Linebackers

- B (Butkus) Middle LB
- W (Will) Weak side LB
- P (Pirate) Field LB / Formation LB

- Pirate / Will interchangeable in our scheme. Spread formations and motions, they have to be able to adjust and play in space.
- Pirate – we teach them how to play our cover 2 technique

Cover 2 Linebacker's

Responsibility

- Pass –Run read, react to pass.
- Immediate threat – alignment based on #2 receiver in relation to the 10-12 yard stop/curl route of #2.
- Depth off L.O.S varies – immediate alignment allows LB to tackle slant route and in the path of curl route.
- Base rule – alignment depth is more important than width. ***
in space.

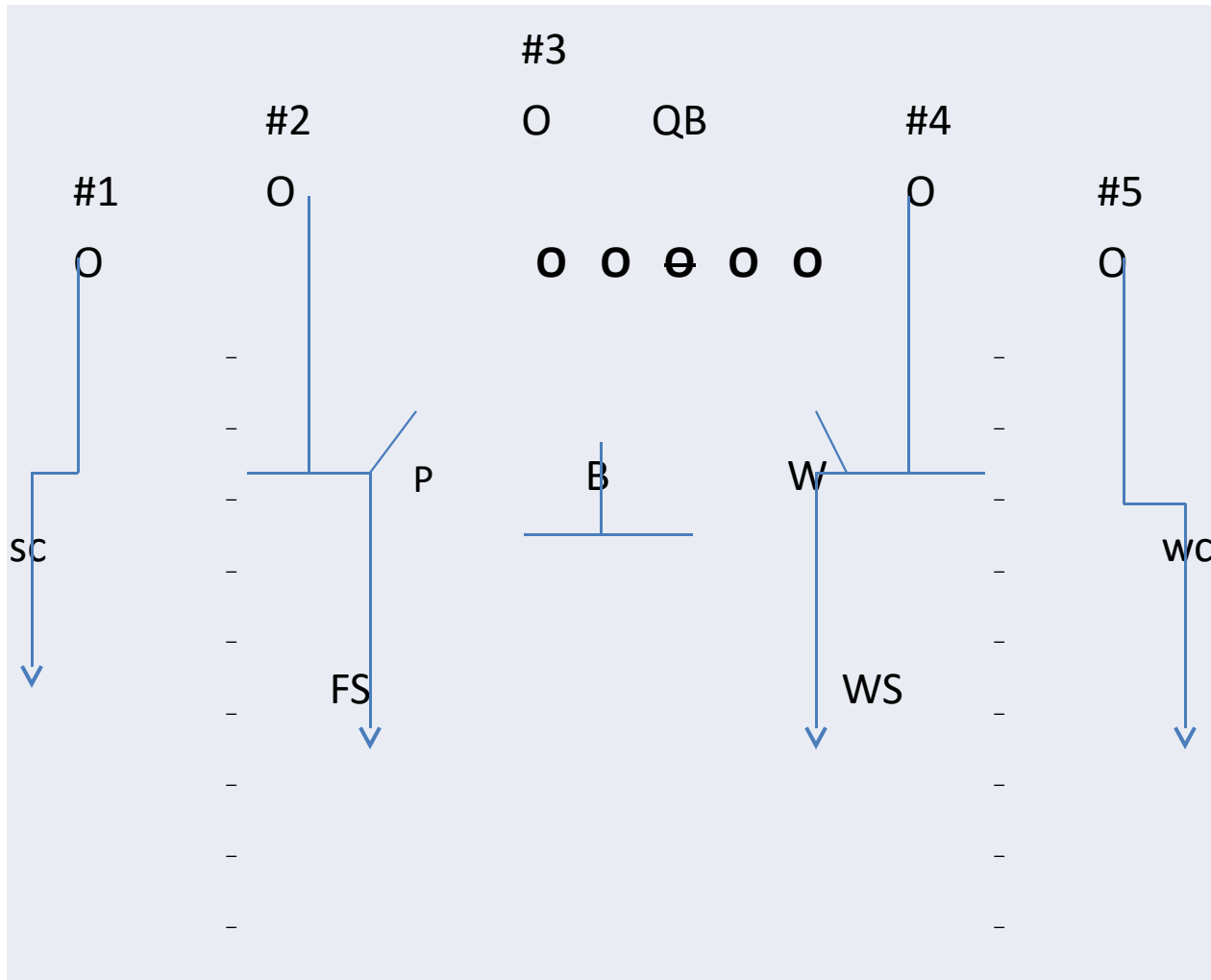
HOW WE TEACH COVER 2

- Philosophy of the defense – we make things bounce to the alley/sidelines.
- LB's / Safeties fill the Alley
- Corners – force the ball to the alley, not allowing ball to sideline.
- We count receivers from Field / strength 1 - 5. Makes it simple on formation recognition.
(Northwestern)

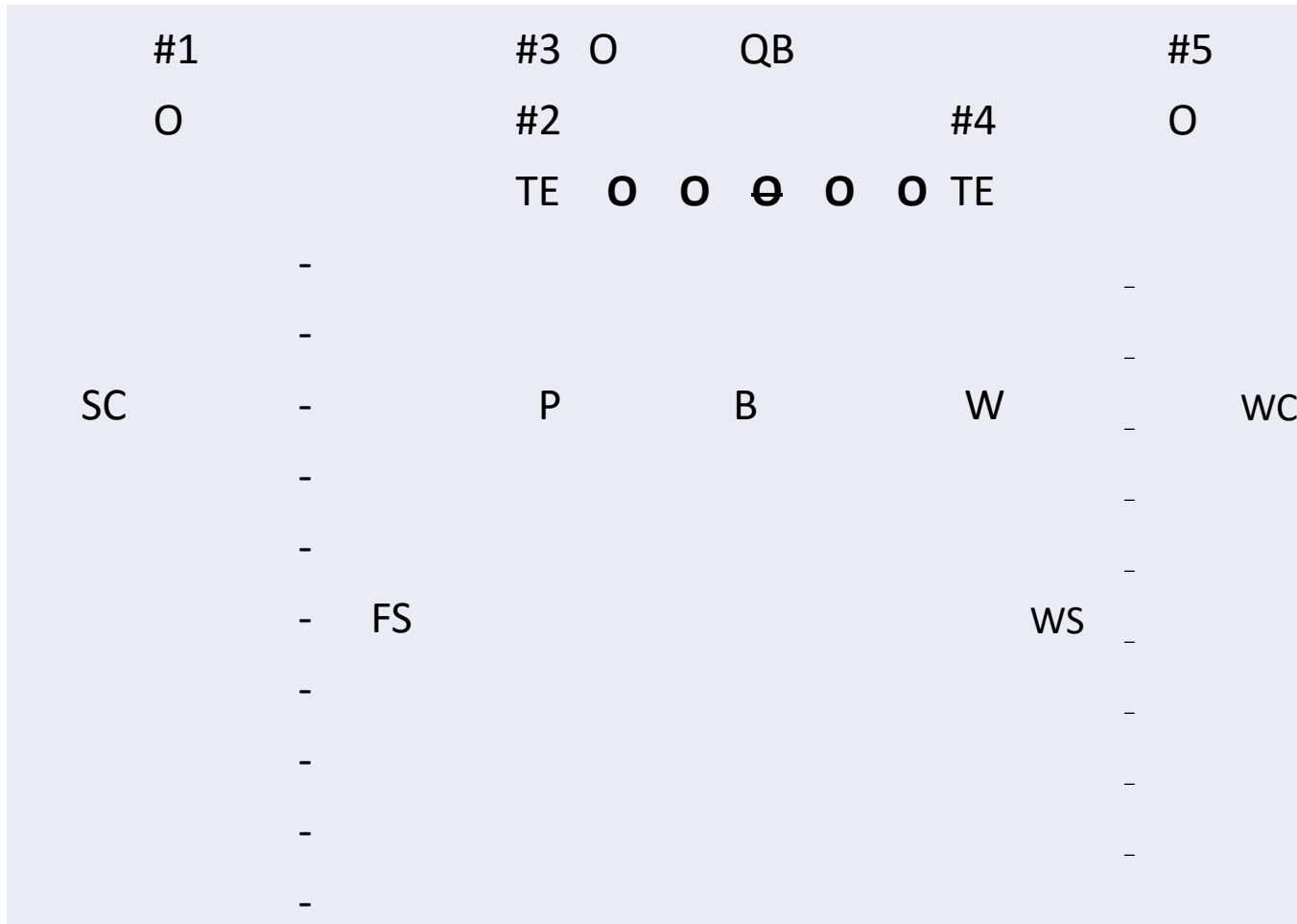
BASE COVER 2

WE NUMBER RECEIVERS #1-#5 - NO CONFUSION. This helps with formation recognition, route combos, and responsibility.

2 x 2 Formation
ALL VERTICAL ROUTES



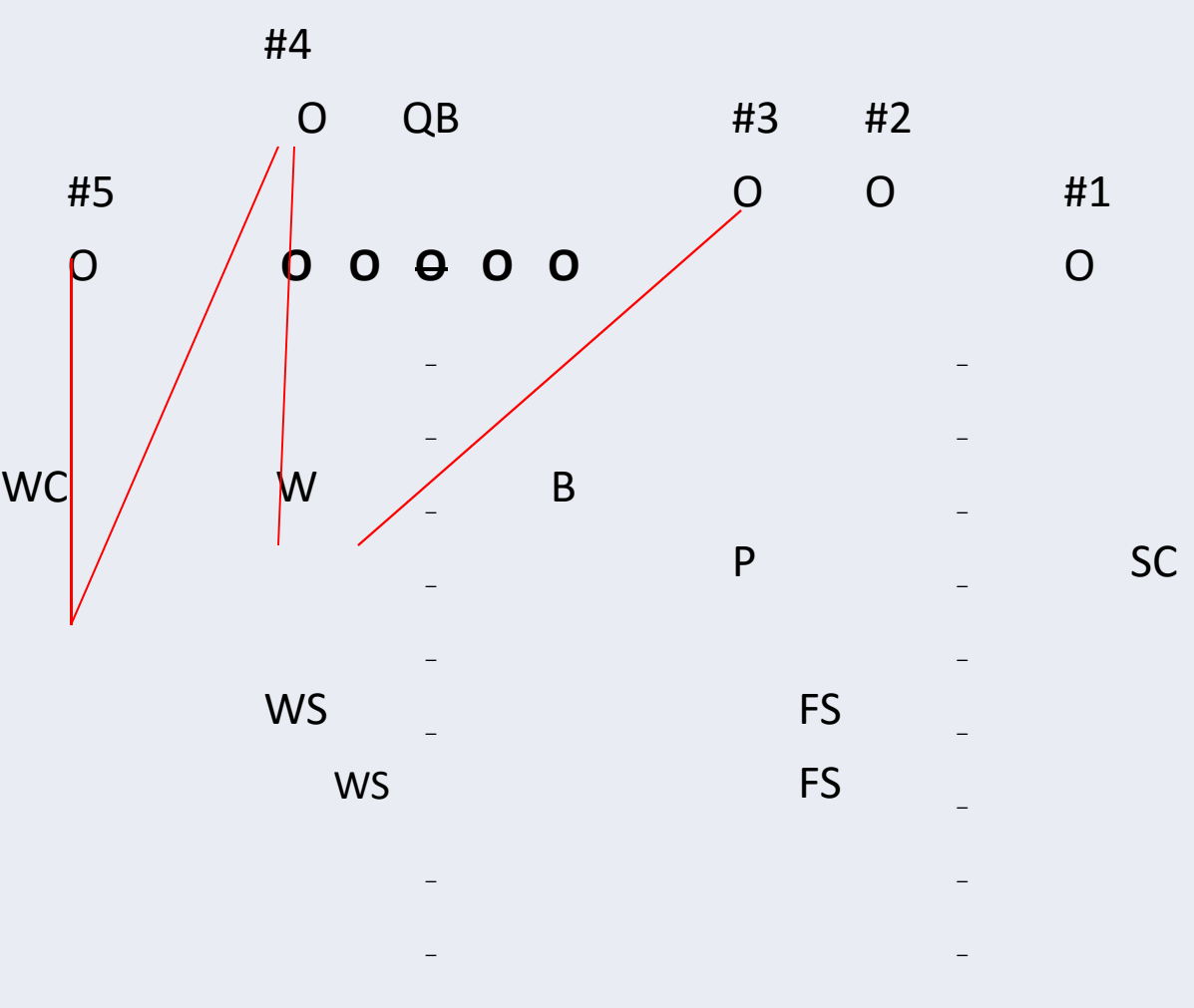
Cover 2 vs. Dbl Tight



Double Tight Formation spreads our safeties out of the box, Run Support becomes a challenge for safeties.

Base Cover 2 – Trips

Depending on spacing of receivers - safeties will adjust, depth #3 vert is difficult, depth has helped us. Alignment we always adjust to weakness of the coverage



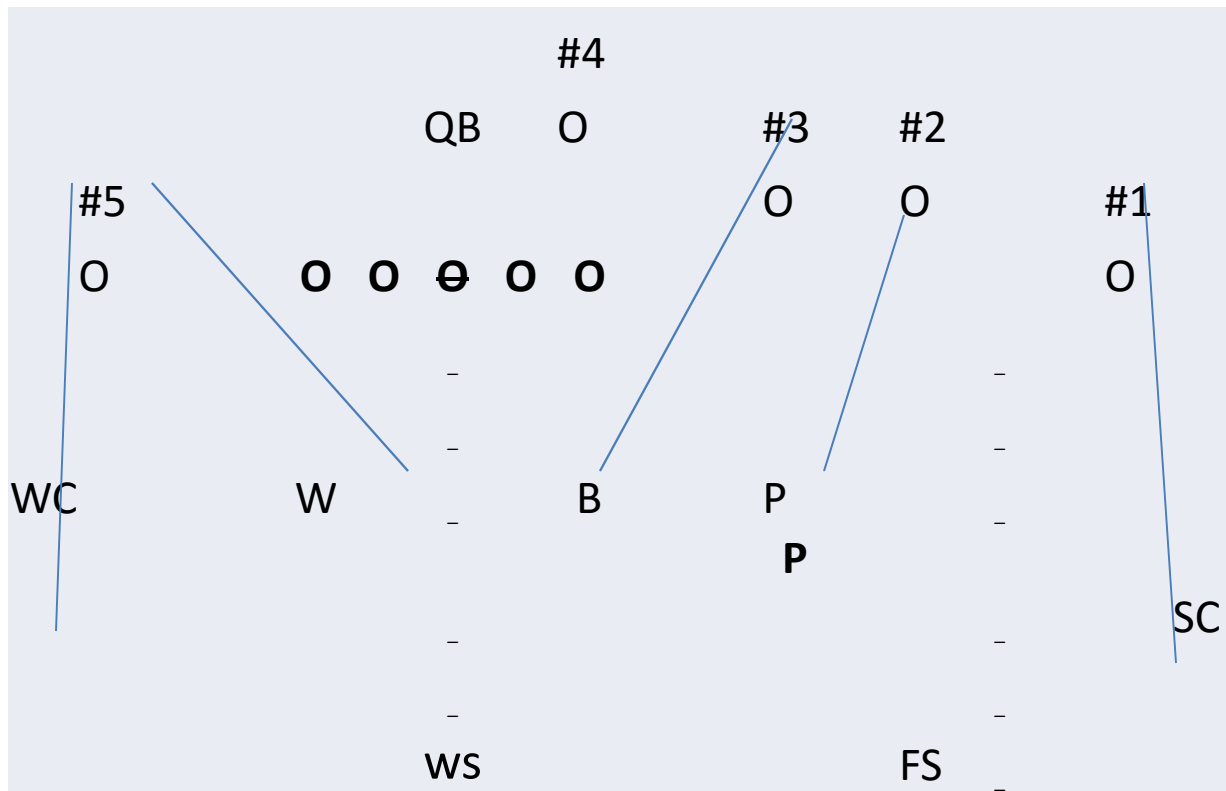
Base Cover 2 - Trips

No matter formation, all receivers are assigned a number. This helps with all players knowing which two players are primary responsibility.

We would adjust our Defensive Front on a 4 receiver look

Adjustments - Pirate and SC depth - no immediate movement backwards, see the play and react

Butkus – moves to edge to seal off #3/#4.



How We Teach Cover 2

- Slot Drill - establish our triangle concept
 - 2 receivers concept and see the ball (QB)
 - All formations we teach the concept of covering 2 receivers.
 - We do this too eliminate the confusion of mass formations.
 - Route read - SEE THE TRIANGLE
 - Base Alignment / Base responsibility is instructed from the 1st day of summer – throughout season.
 - Cover 2 beaters - we teach our players the weakness of our coverage from day 1. We teach angles to tackle/defend routes that are tough to cover

How We Teach Cover 2

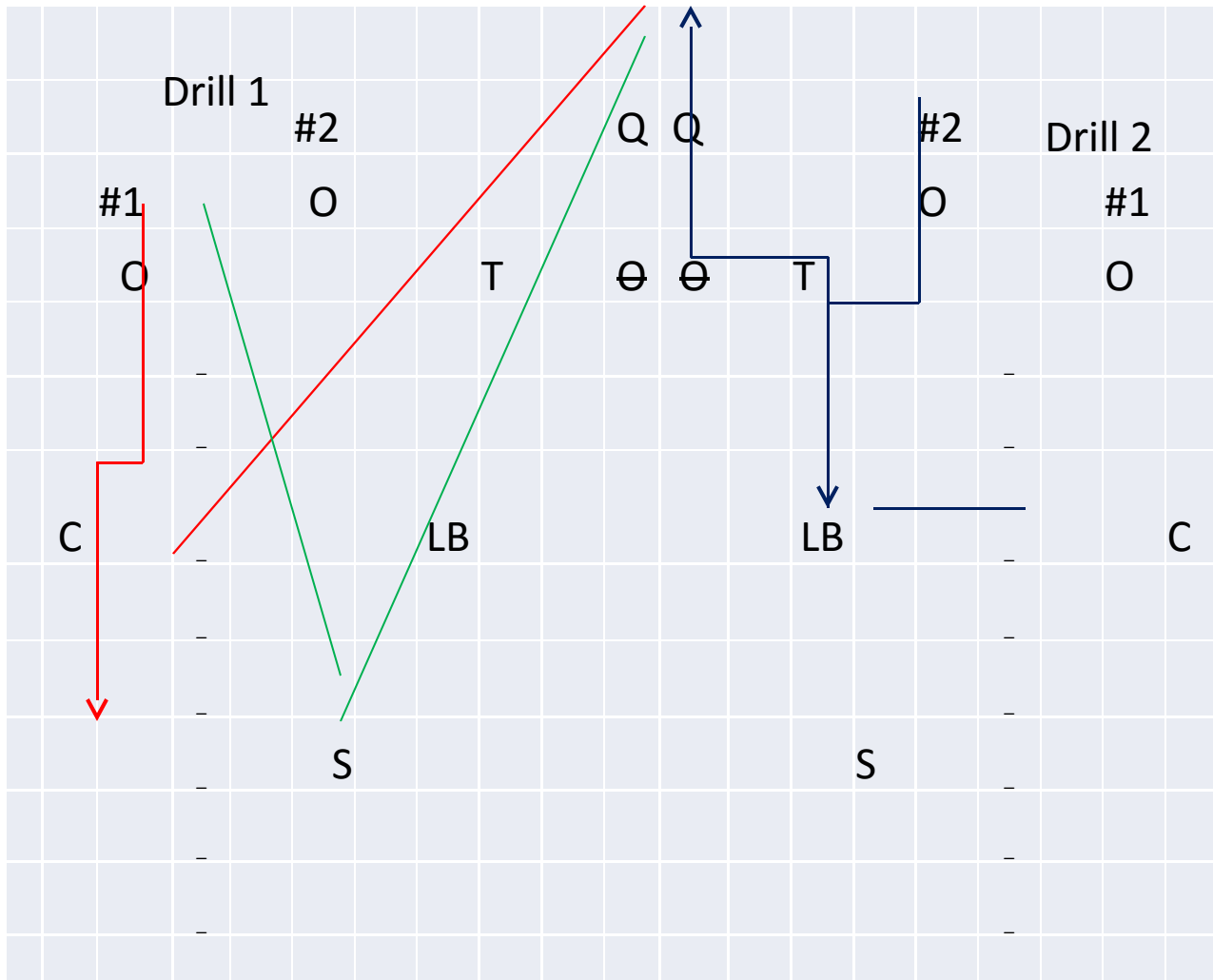
- Slot Drill - we reinforce daily.
 - No ball – route recognition
 - With QB (coach) no ball
 - With QB (coach) throw ball
 - 2 drills alternative sides - 10 minutes – 25 reps.
 - Use booklet of cards for players to run their own scout reps...
 - line of receivers rotate to Def.....

SLOT DRILL = see the QB

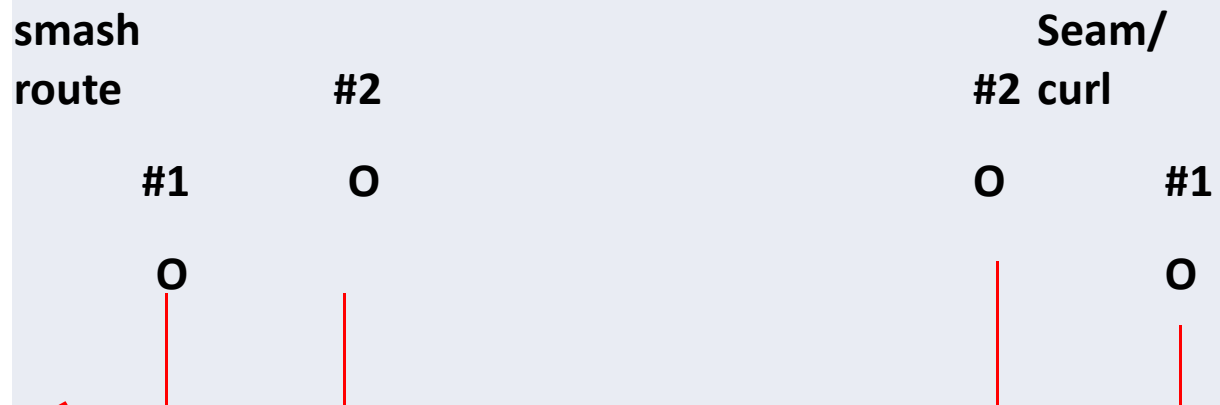
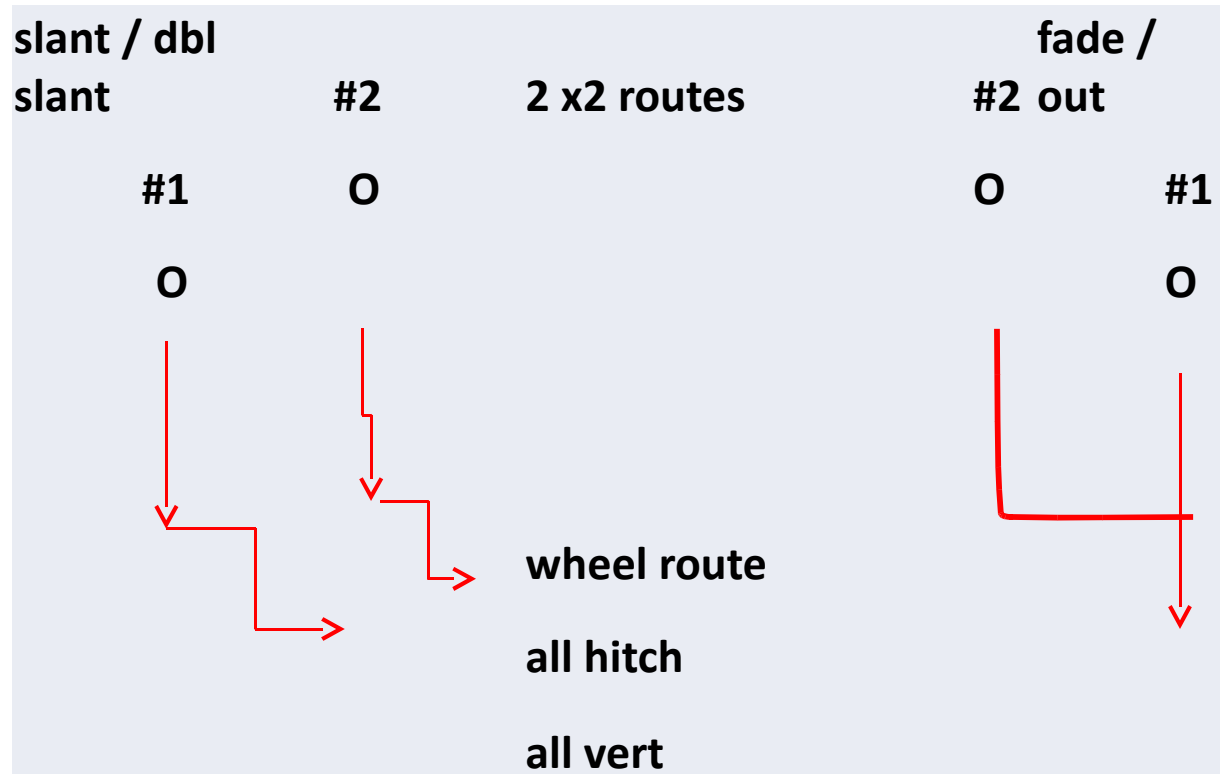
C = #1 vert – until threat

S = read QB - #2 vert inside leverage. React to #1

LB = #2 threat – until #1 threat



COVER 2 ROUTE BEATERS



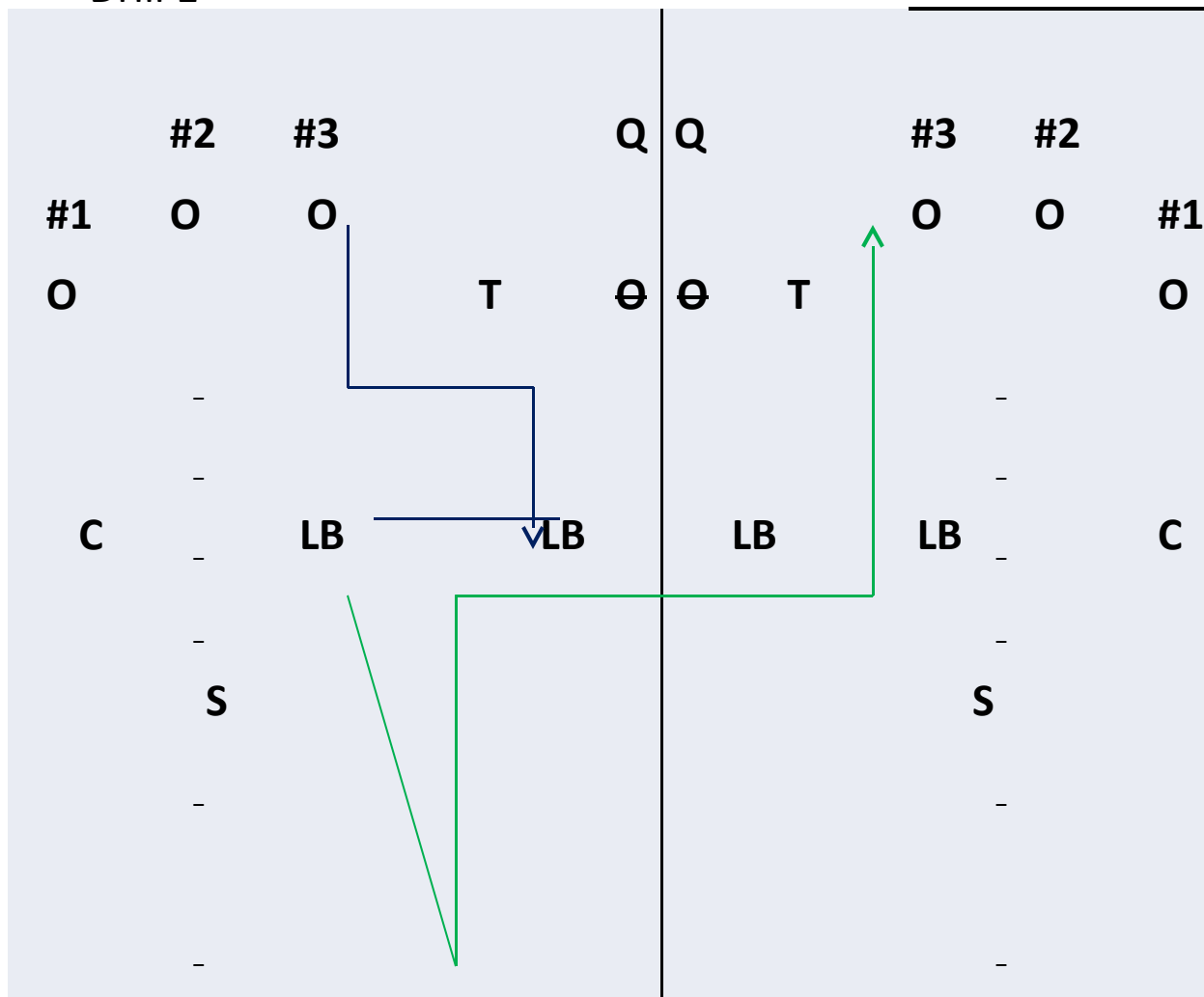
SLOT DRILL – TRIPS

same concept as slot drill – 2 receiver
combos

MLB - 2 receivers #3 / #2

single receiver backside - aggressive #2

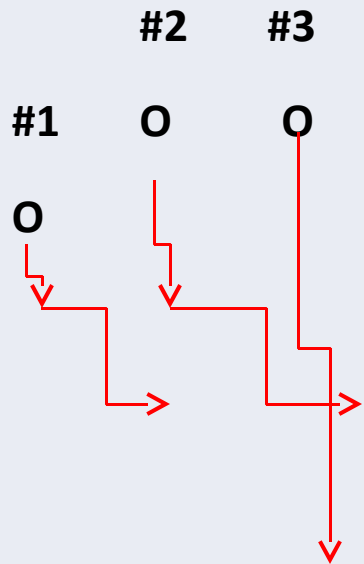
Drill 1



Cover 2 Route Beaters

3 receivers

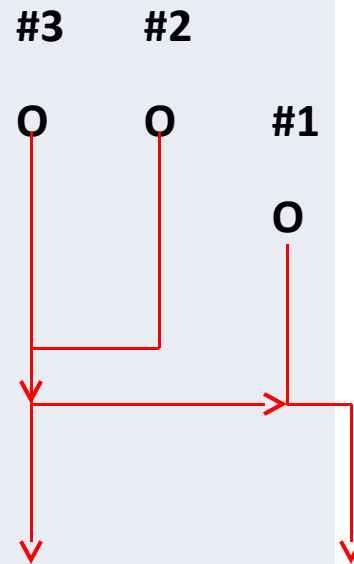
slant / double slant



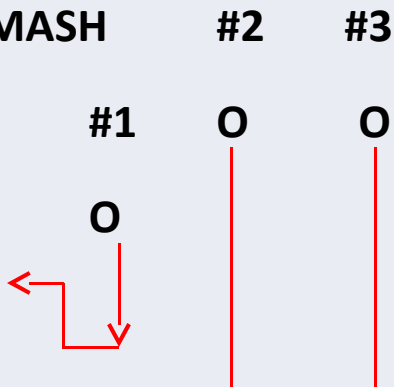
3 x 1 routes

wheel route
all hitch
all vert

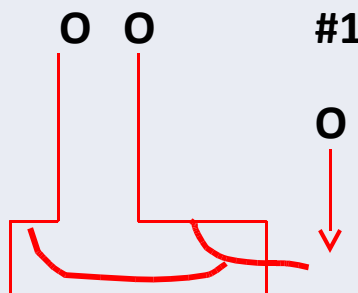
fade / out



SMASH



#3 #2 seam / curl



TRAP IT

This is how we teach them to sprint and close on the ball

quickly.

- Trap it is the concept of attacking and surrounding the ball carrier with 3 or 4 defenders.
- The force player (Corner) –
Outside defender that does not allow ball carrier to sideline.
- The Alley Player (LB / Safety) –
Defender that attacks the ball carrier.

Adjustments to Cover 2

- 0 coverage - man coverage. Very little
- Island coverage – we rotate our safeties to the field or formation. Backside corner plays man coverage. Will LB man on #4 weak side.
 - We never play island with 2 receivers to the weak side.
- Cover 12 – we rotate our safeties to the boundary or single receiver

COVER 12

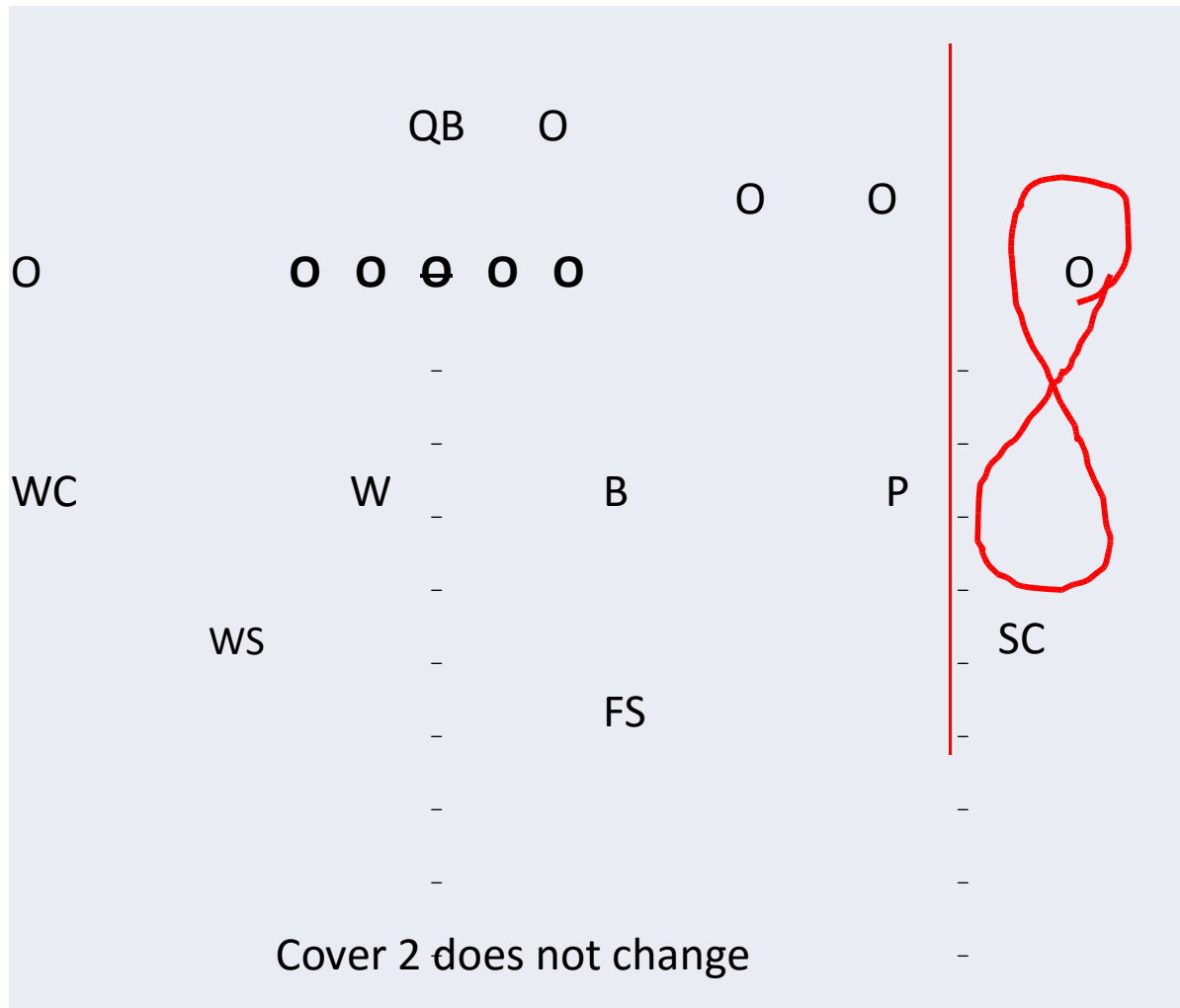
- SC - plays man coverage on #1 receiver.
- P - adjust to Outside leverage of #2, plays cover 2 corner technique.
- Safeties - adjust toward the single receiver / weak side. Safeties have same concept as base cover 2. They align in alley to help on slants.

COVER 12

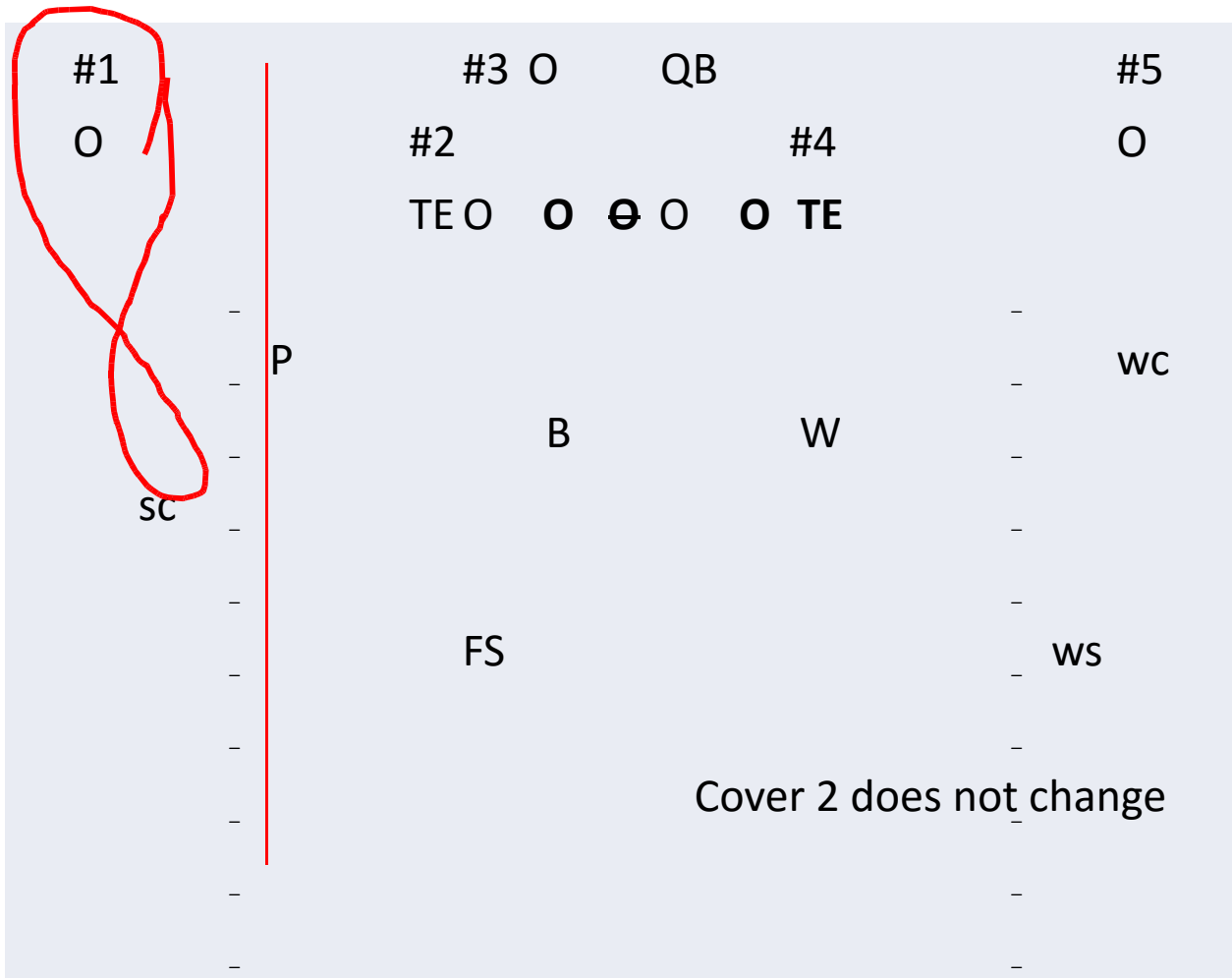
GUIDELINES FOR PLAYING COVER 12

- Alignment of #1 receiver is spread outside of numbers.
- Field side – typically
- If #1 / #2 receivers are both outside of the hash, typically do not play 12.
- Bunch Trips – Typically no Cover 12, however we use the concept to cover bubble and bubble fake.

Cover 12 vs Trips wide

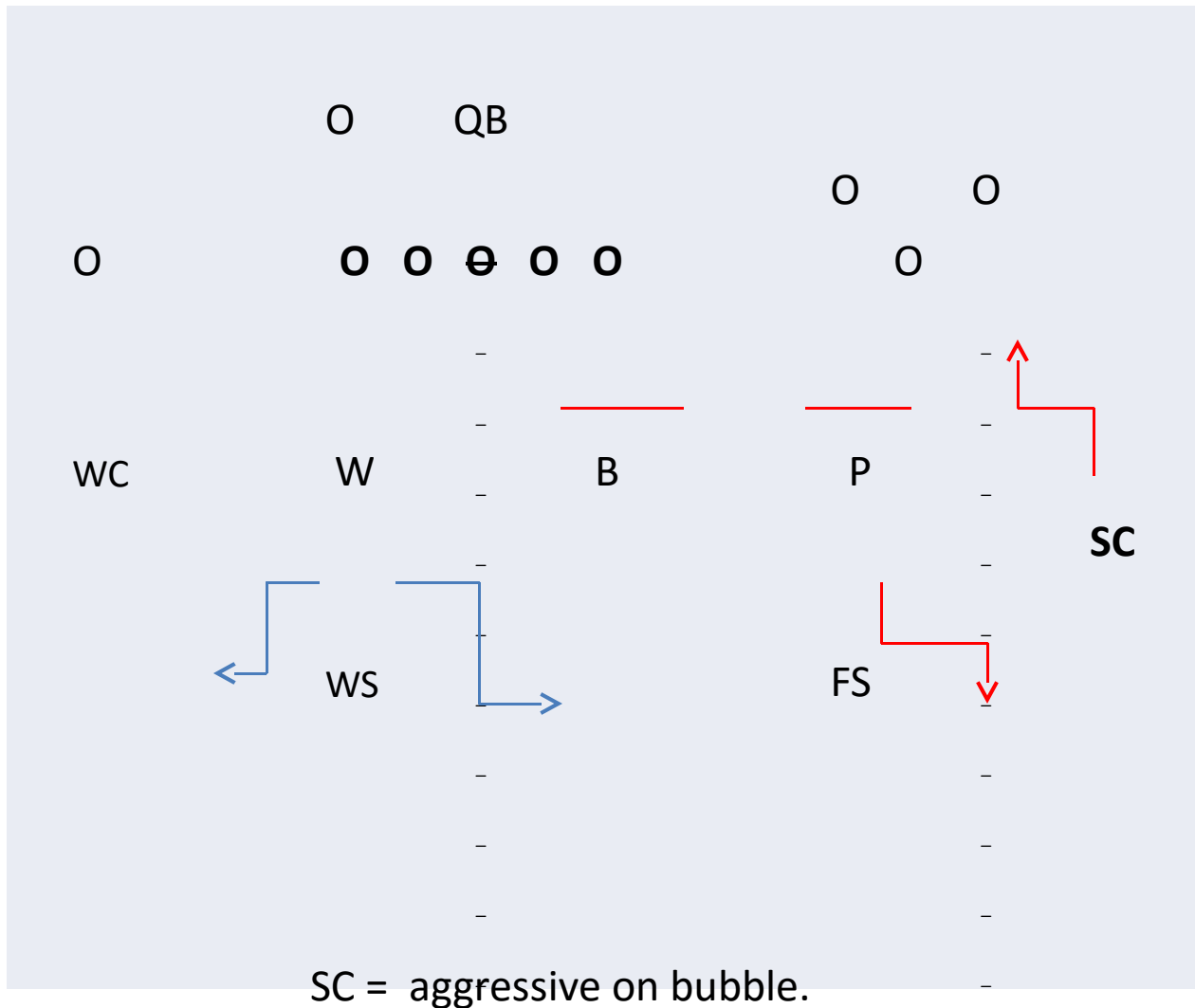


Cover 12 vs. DBL Tight

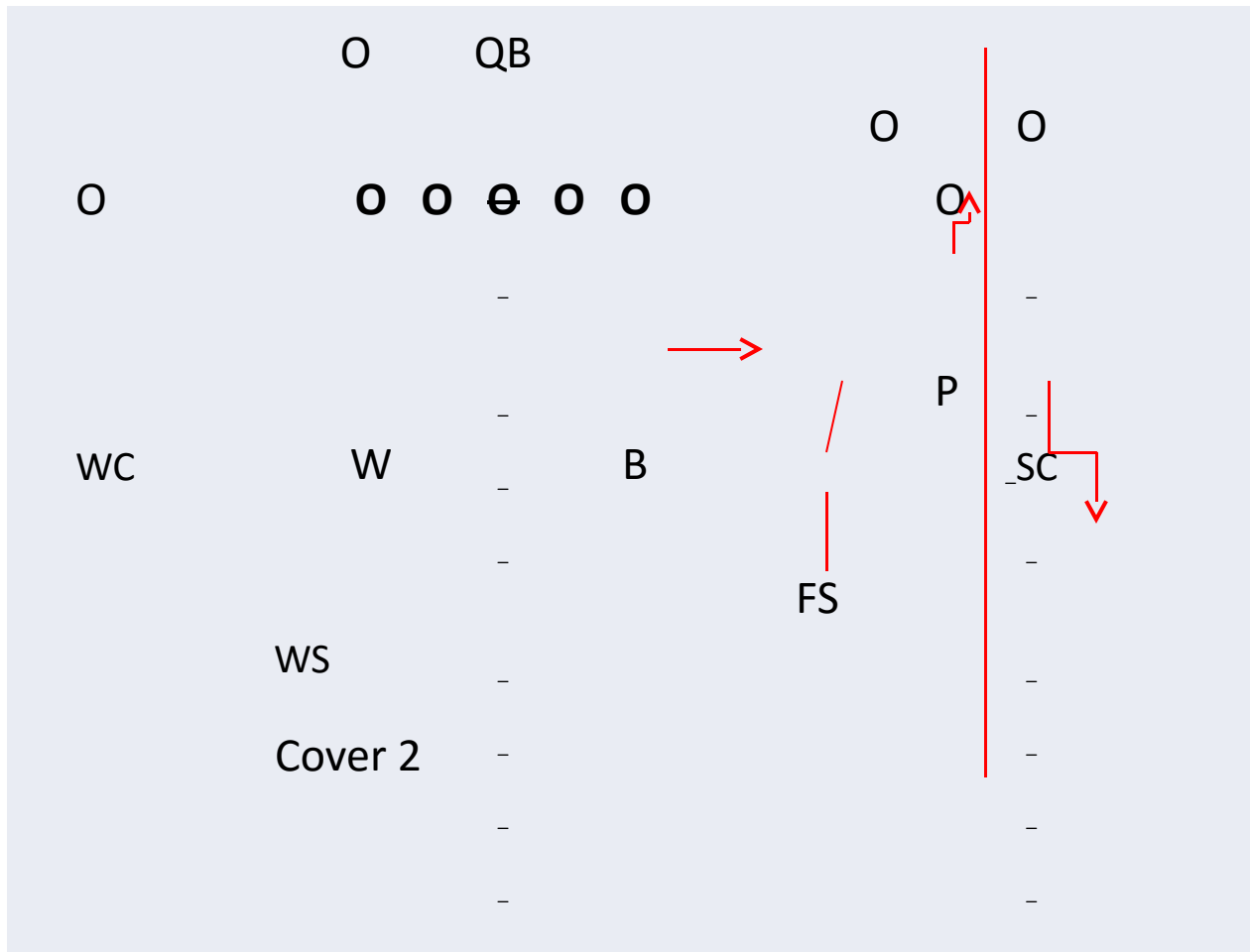


Cover 2 vs Bunch

Tight Bunch to Formation – WE press with Pirate. Tight Bunch away from formation we play normal base. We declare who is the bubble force and who is the bubble fake player. WE align the same, communication and game plan dictate which player plays aggressive and which one plays space.



Cover 12 vs Bunch



Adjustments Cover 2

- O coverage - we plan man to man with our corners, safeties.
- Loose - one of our ends will drop in coverage to help with stunts or empty formations.
- Power formations – we can bring in an extra box player and play coverage with two “pirates” corner techniques.