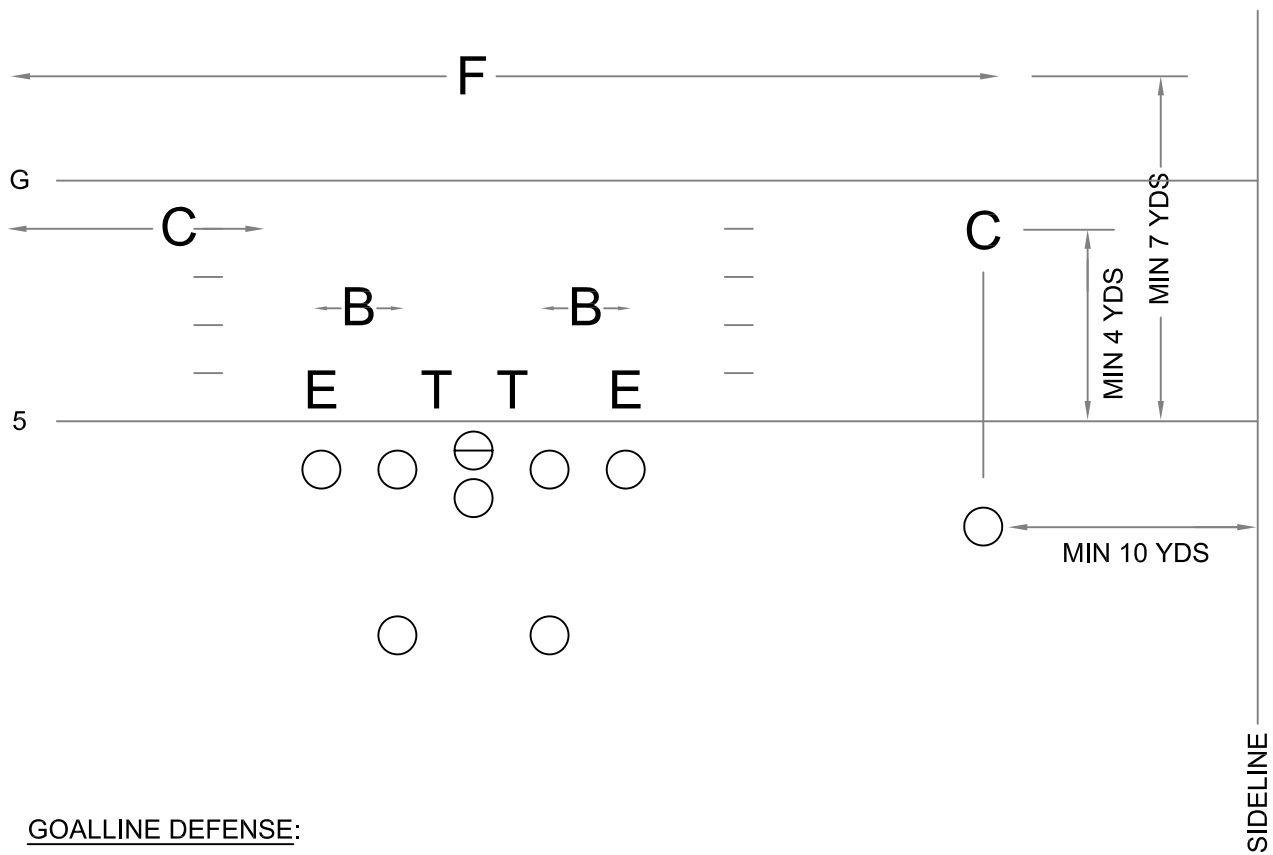


OFFENSE:

1. Lineman splits must be no more than 3 feet.
2. X-men must be at the guard or center positions. For teams with more than 3 X-men, the remaining must be at the tackle positions.
3. RB's must align at least 1 yd deeper than the QB's feet and no wider than the inside leg of the tackle.
4. Flanker must align at least 1 yd behind the line of scrimmage. Flanker must align at least 1 yd outside the tackle, and must be at least 10 or more yds from the sideline (no extra wide flanker splits).

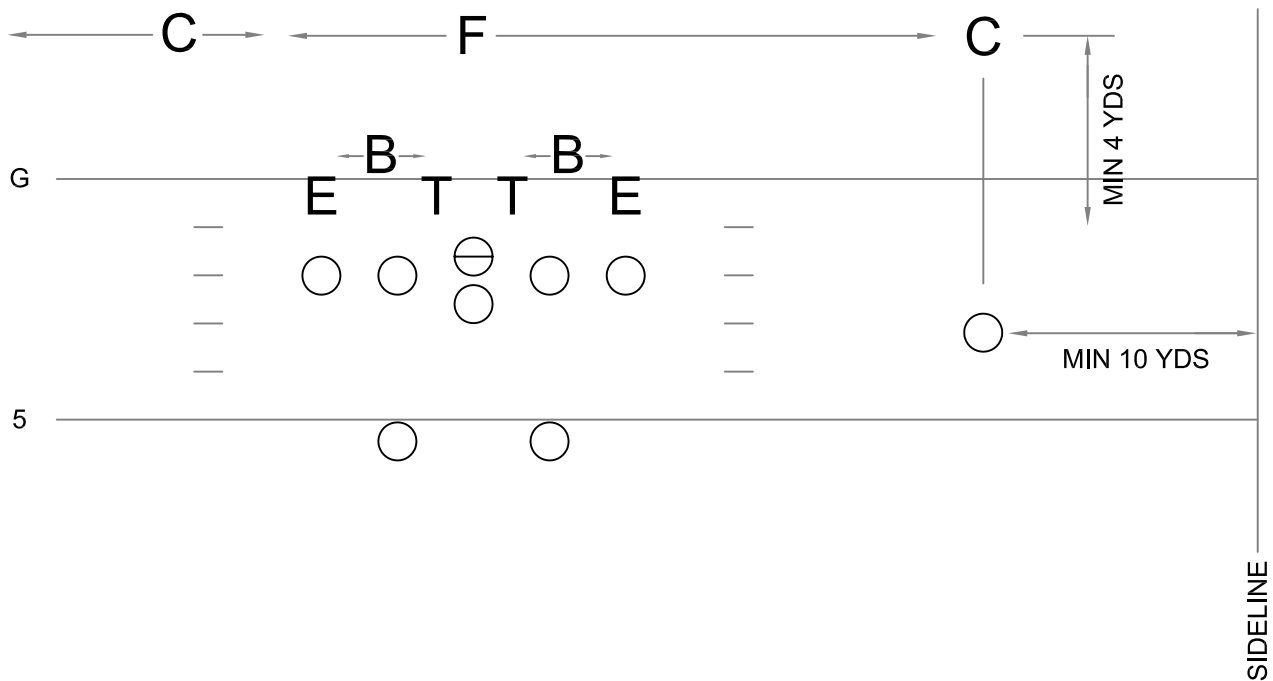
DEFENSE:

1. X-men must be at the tackle or linebacker positions. For teams with more than 4 X-men, the remaining must be at the defensive end positions.
2. Tackles: align head up the guard in 3 or 4 point stance.
3. Ends: align head up the tackle in 3 or 4 point stance.
4. Linebackers: align anywhere from head up the guard to head up the tackle to their respective side no closer than 4 yds from the line of scrimmage.
5. Free safety: align anywhere on the field, no closer than 7 yds from the line of scrimmage.
6. Strong side corner: align head up the flanker no closer than 4 yds to line of scrimmage.
7. Weak side corner: align outside of defensive end and no closer than 4 yds from the line of scrimmage. Note - corners may flip to formation or remain right/left.
8. Short yardage: when the offense has less than 4 yards to go for a first down, the two linebackers may line up as close as the first down line, but never closer than 2 yards from the line of scrimmage.

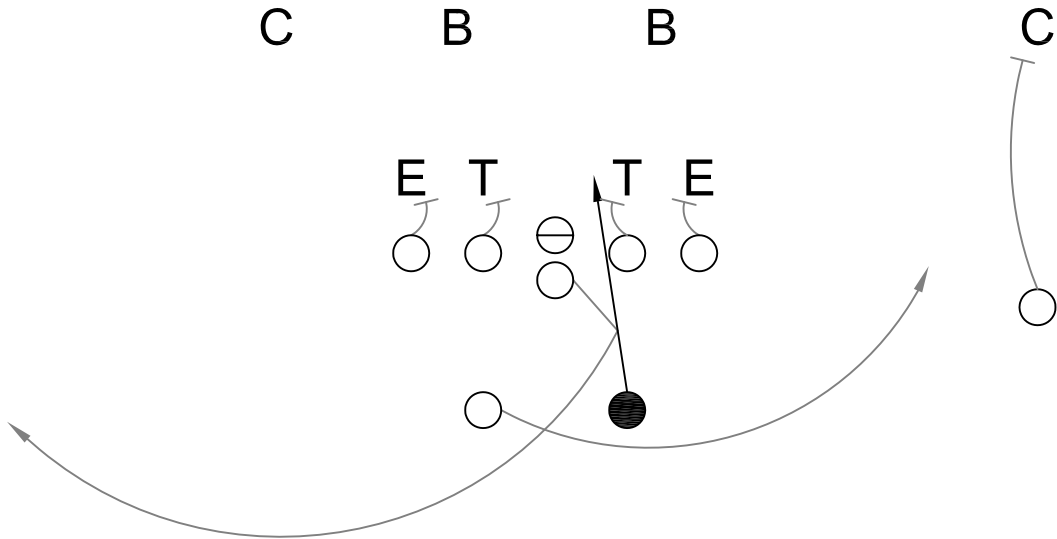


GOALLINE DEFENSE:

1. When the ball is at or inside the 5-yard line, the defense may move the defensive tackles into A gap in lieu of being head up on the offensive guard; and the two linebackers may line up as close as 2 yards from the line of scrimmage. All other defensive rules remain the same.
2. When the ball is at or inside the 2 yard line, the linebackers must be at or behind the goalline; and the free safety may be as close as 4 yds from the line of scrimmage.



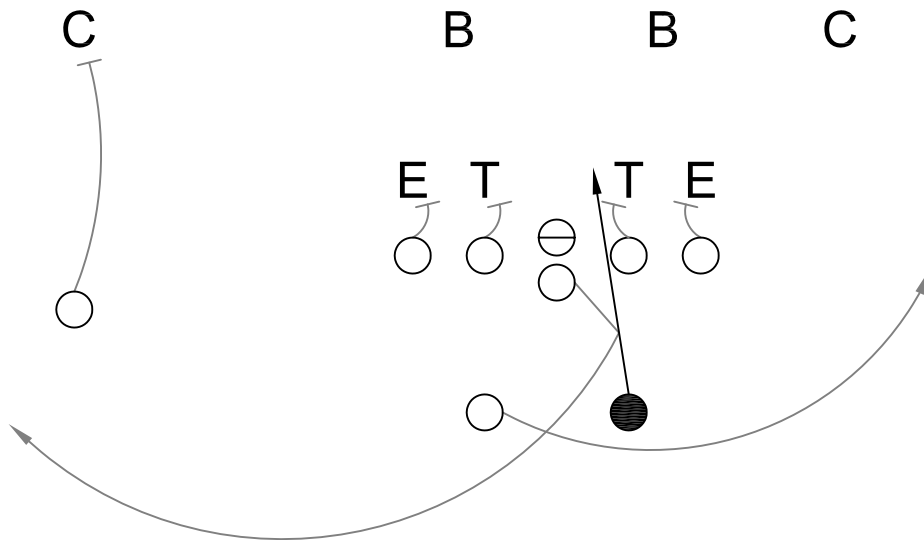
F



FLANKER RIGHT, DIVE RIGHT:

1. Dive behind right guard or in A-gap.
2. QB fakes handoff for sweep right and continues fake of bootleg.

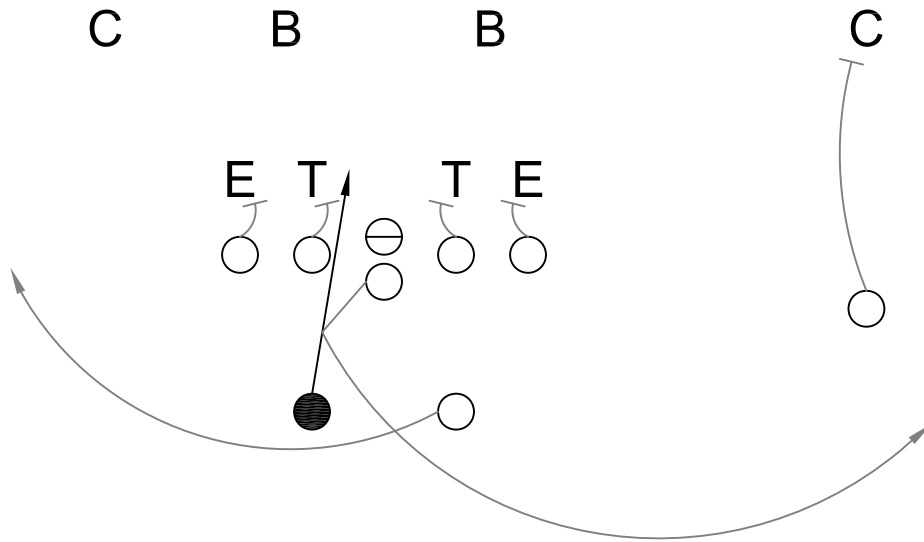
F



FLANKER LEFT, DIVE RIGHT:

1. Dive behind right guard or in A-gap.
2. QB fakes handoff for sweep right and continues fake of bootleg.

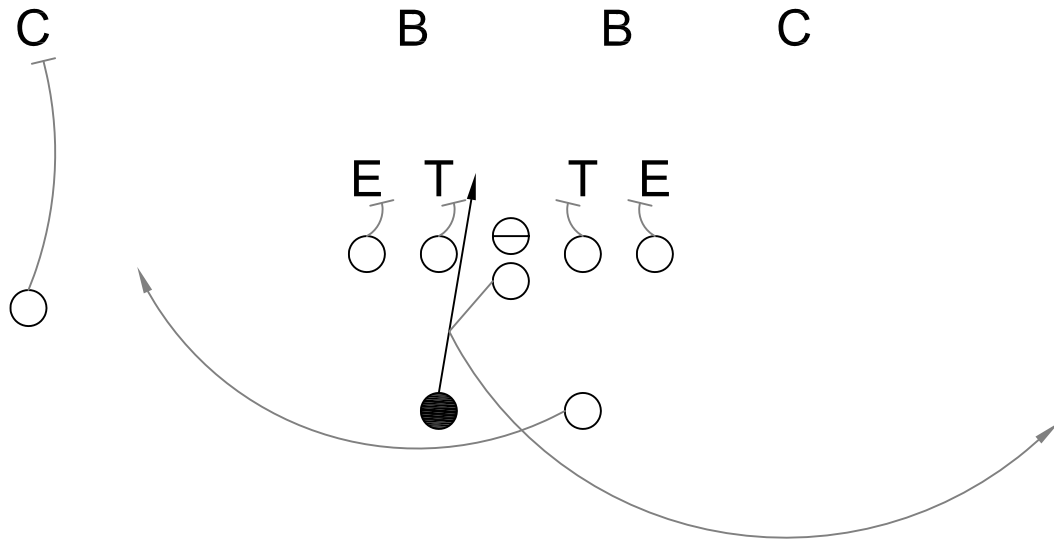
F



FLANKER RIGHT, DIVE LEFT:

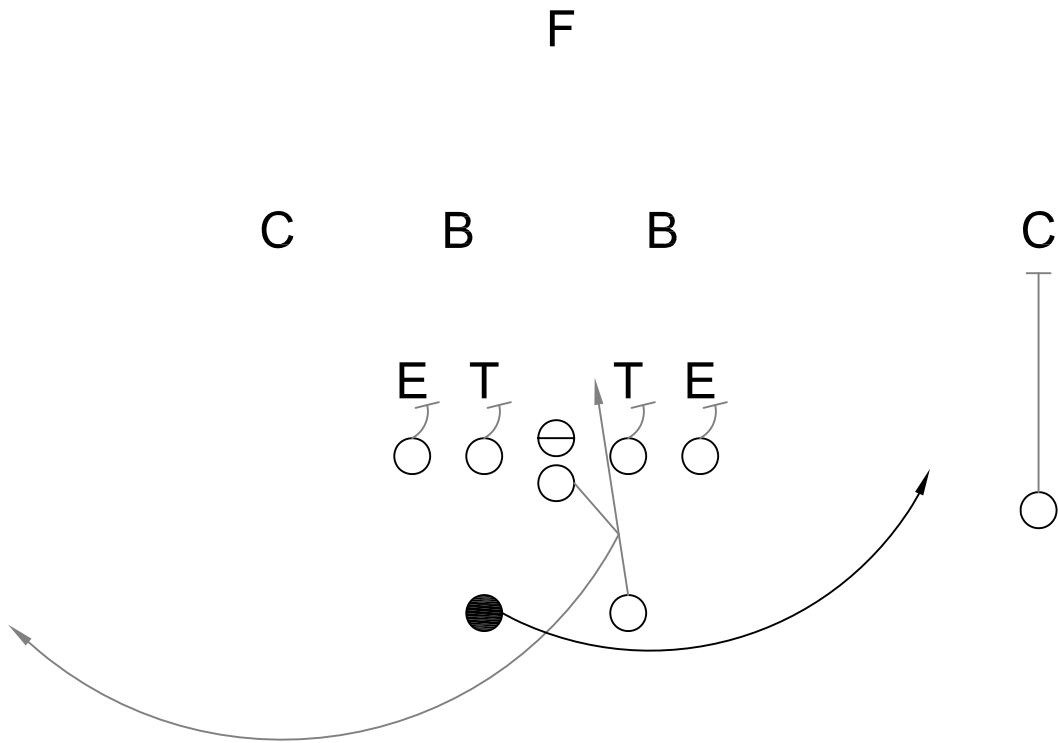
1. Dive behind left guard or in A-gap.
2. QB fakes handoff for sweep left and continues fake of bootleg.

F



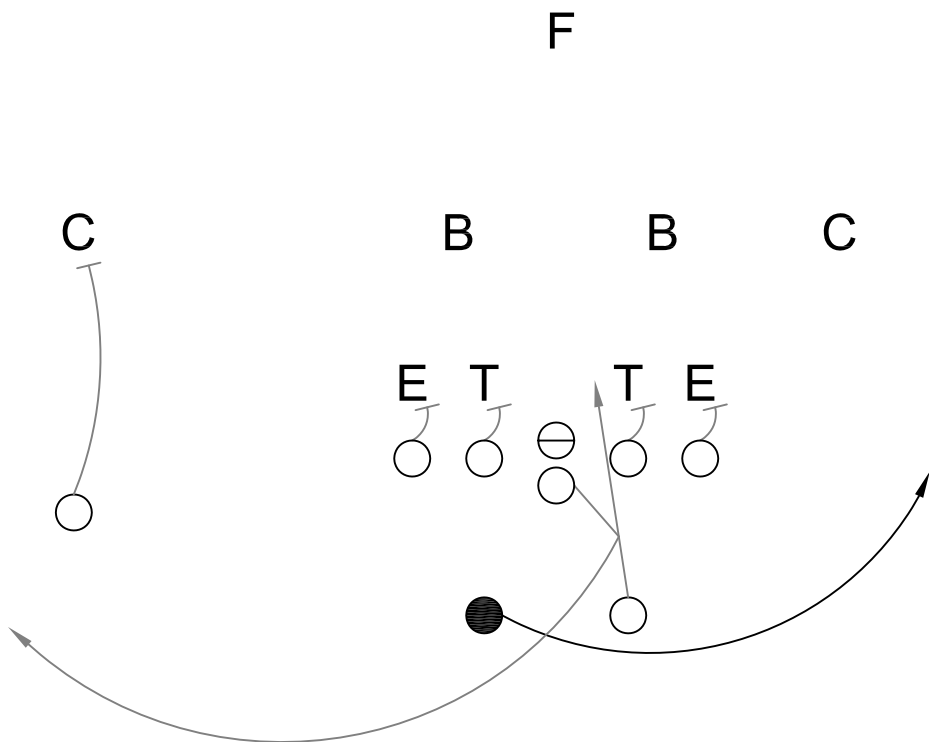
FLANKER LEFT, DIVE LEFT:

1. Dive behind left guard or in A-gap.
2. QB fakes handoff for sweep left and continues fake of bootleg.



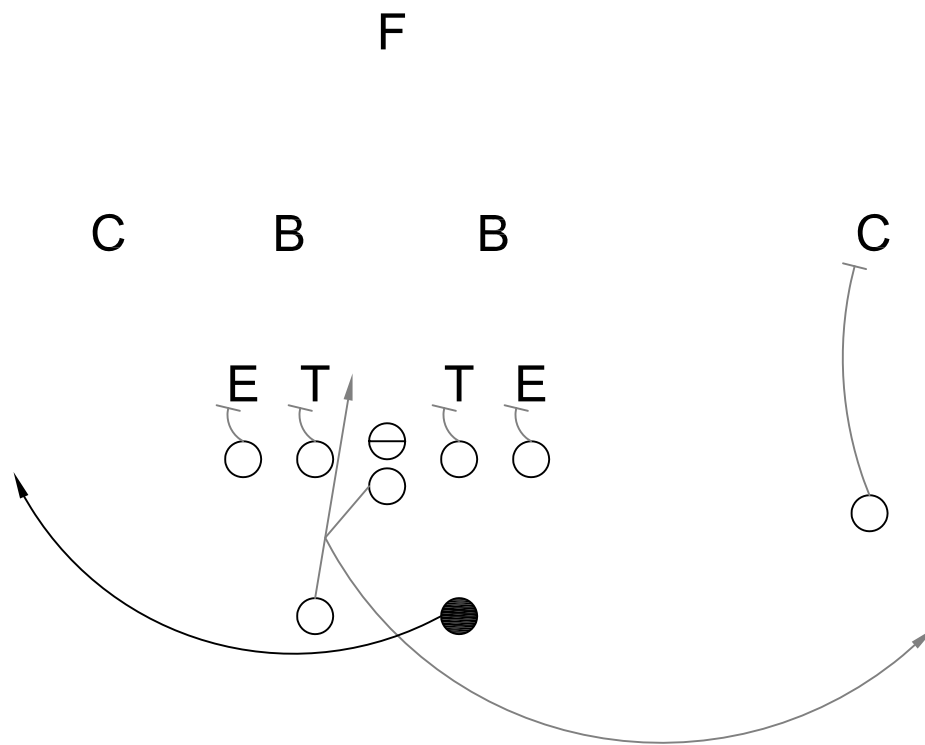
FLANKER RIGHT, SWEEP RIGHT:

1. QB fakes dive handoff and continues fake of bootleg.
2. Crack-back blocks from the flanker are not allowed.



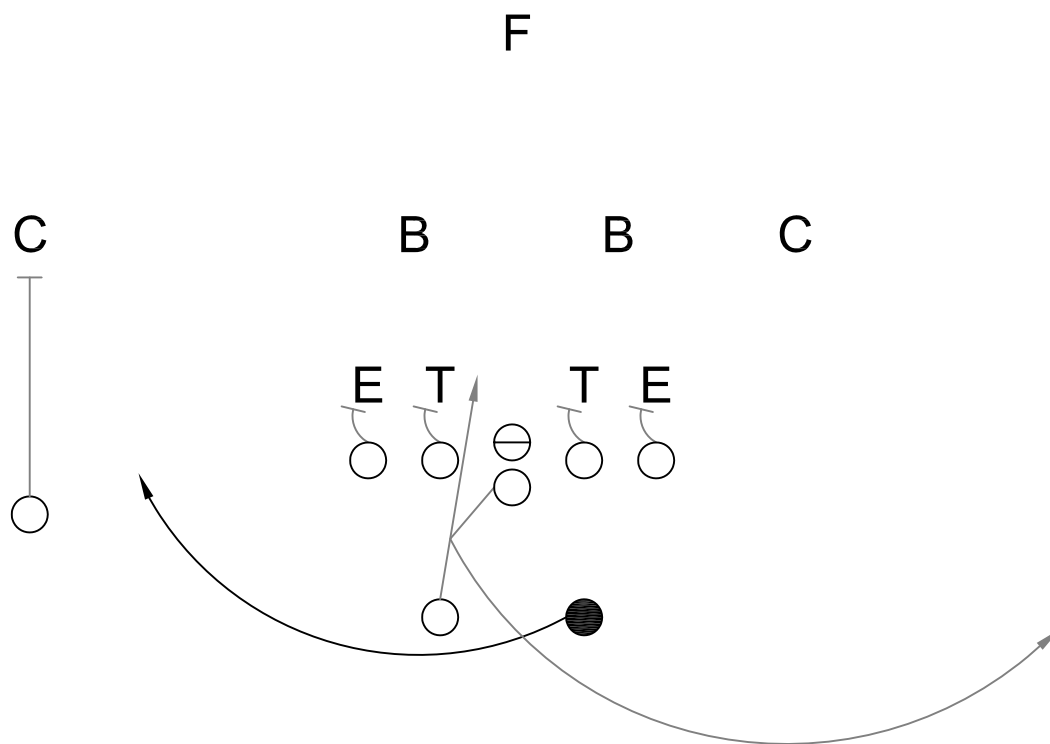
FLANKER LEFT, SWEEP RIGHT:

1. QB fakes dive handoff and continues fake of bootleg.



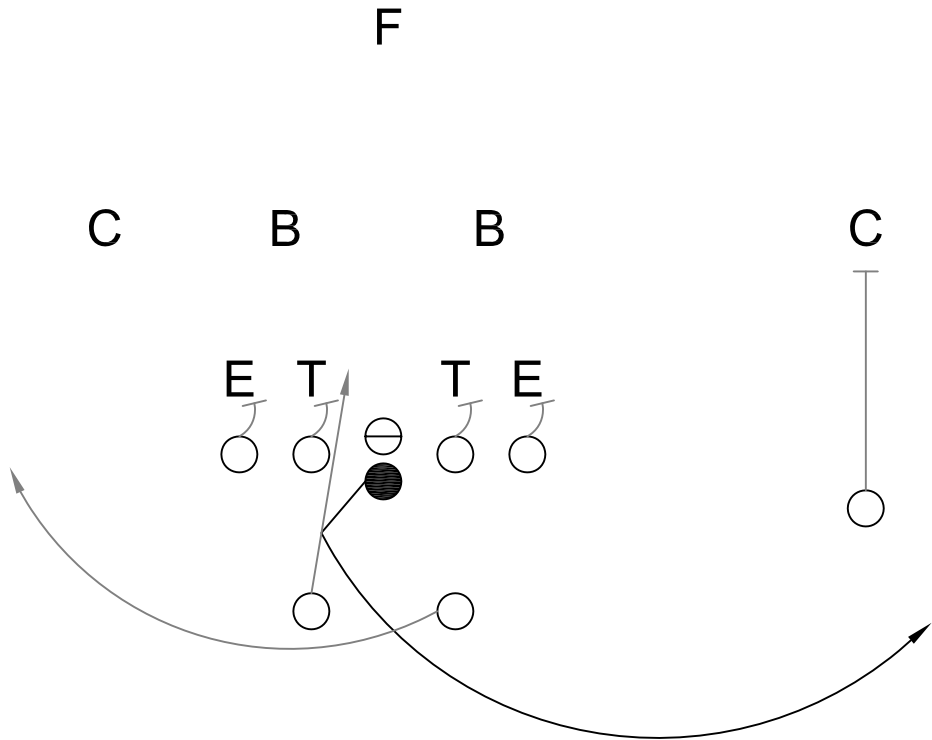
FLANKER RIGHT, SWEEP LEFT:

1. QB fakes dive handoff and continues fake of bootleg.



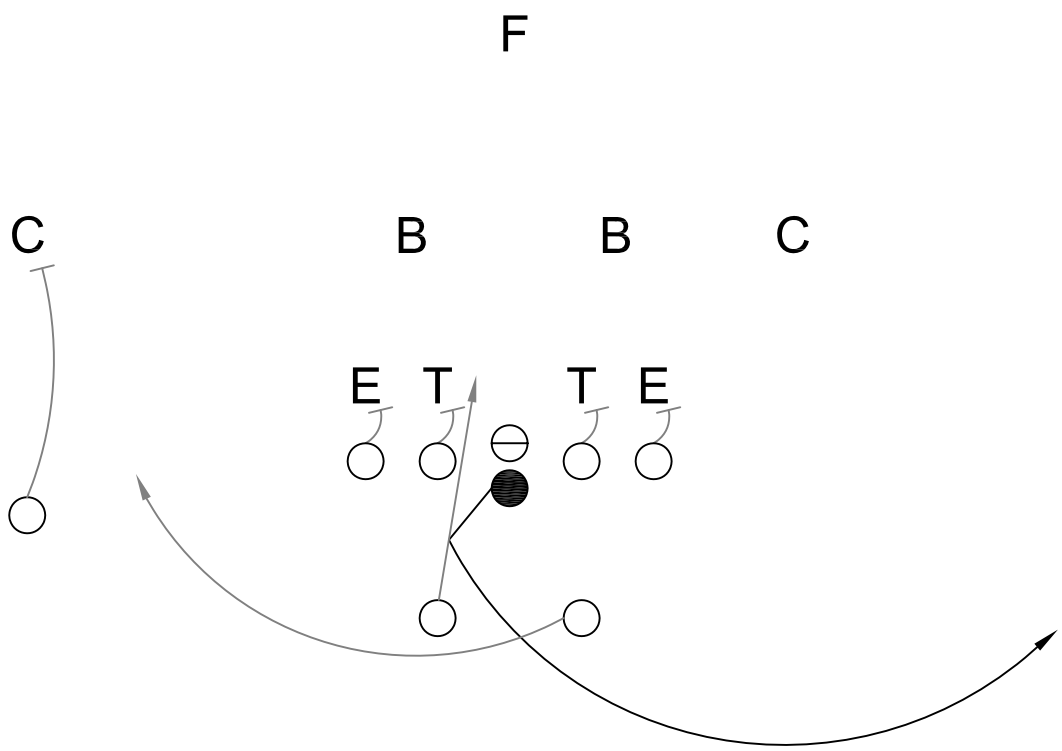
FLANKER LEFT, SWEEP LEFT:

1. QB fakes dive handoff and continues fake of bootleg.
2. Crack-back blocks from the flanker are not allowed.



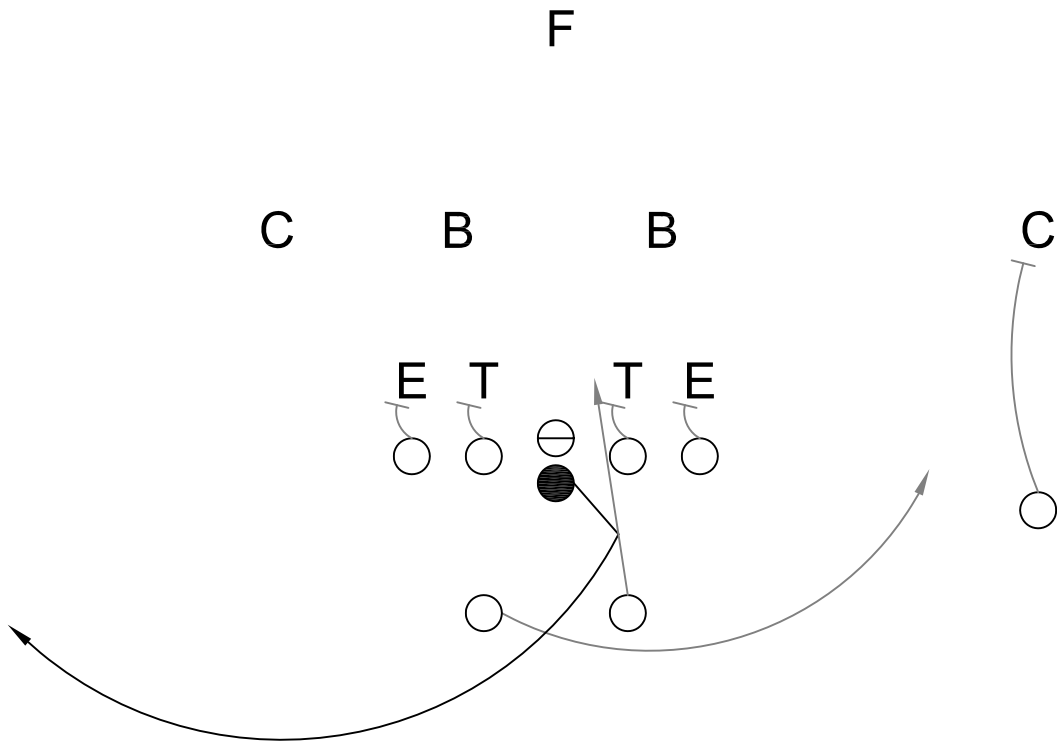
FLANKER RIGHT, BOOTLEG RIGHT:

1. QB fakes dive and sweep handoffs.
2. Crack-back blocks from the flanker are not allowed.



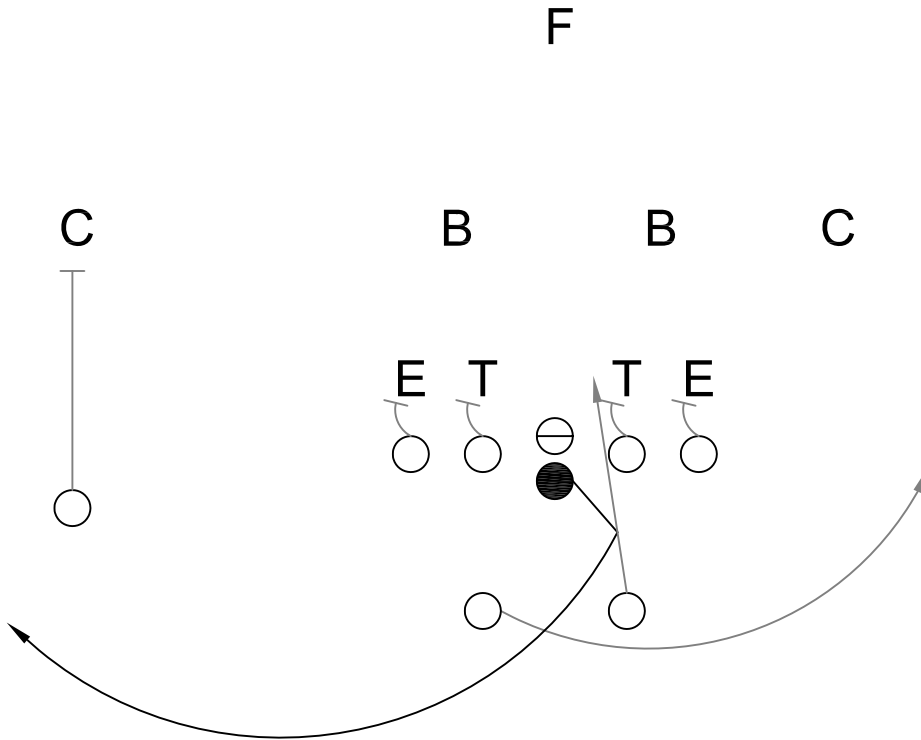
FLANKER LEFT, BOOTLEG RIGHT:

1. QB fakes dive and sweep handoffs.



FLANKER RIGHT, BOOTLEG LEFT:

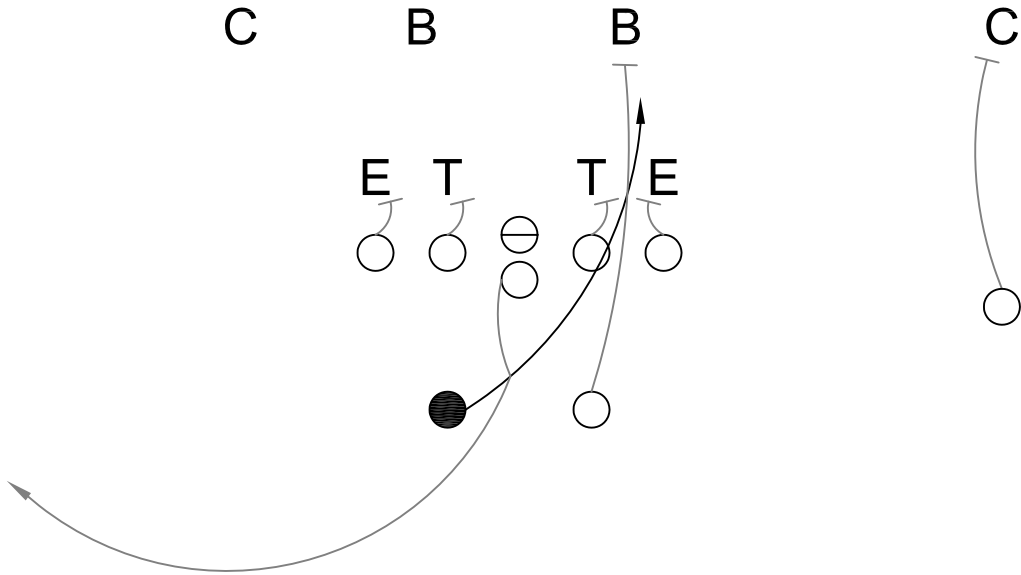
1. QB fakes dive and sweep handoffs.



FLANKER LEFT, BOOTLEG LEFT:

1. QB fakes dive and sweep handoffs.
2. Crack-back blocks from the flanker are not allowed.

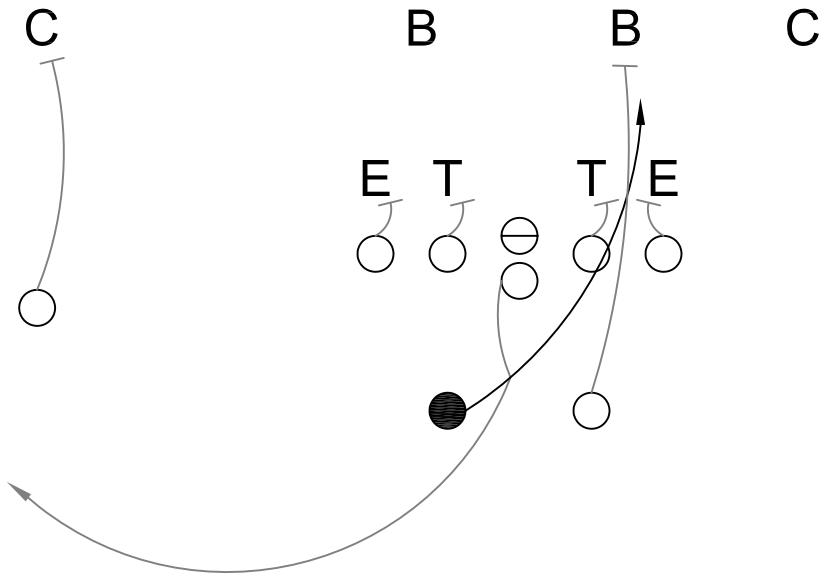
F



FLANKER RIGHT, SMASH RIGHT:

1. QB reverses out and continues bootleg fake after handoff.

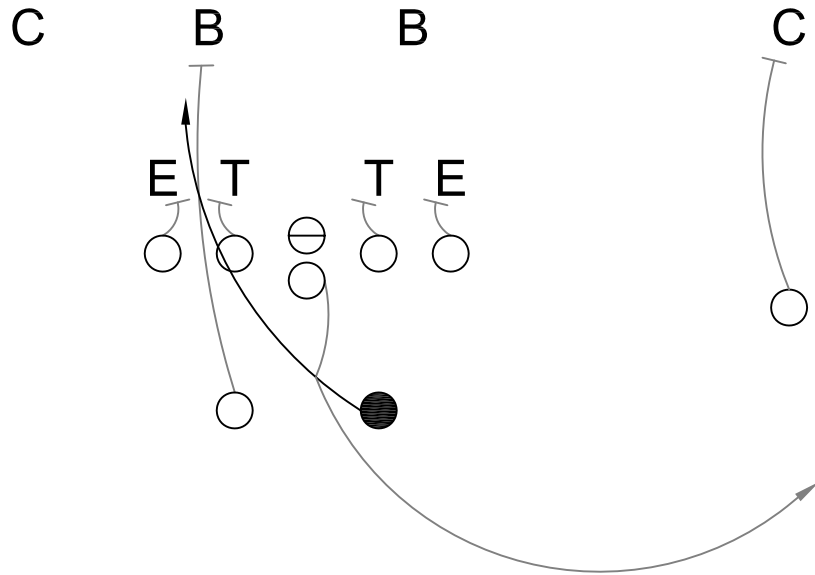
F



FLANKER LEFT, SMASH RIGHT:

1. QB reverses out and continues bootleg fake after handoff.

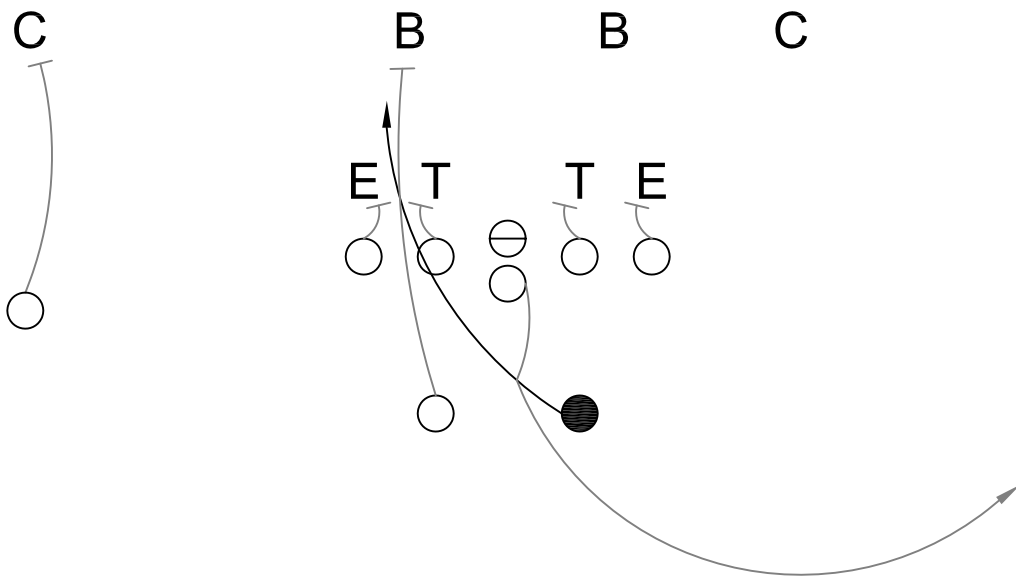
F



FLANKER RIGHT, SMASH LEFT:

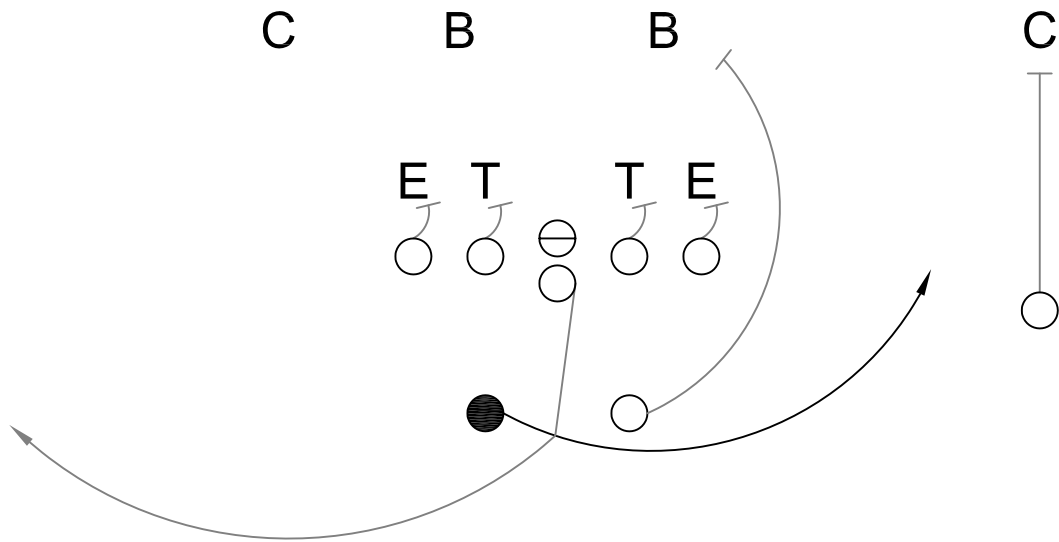
1. QB reverses out and continues bootleg fake after handoff.

F



FLANKER LEFT, SMASH LEFT:

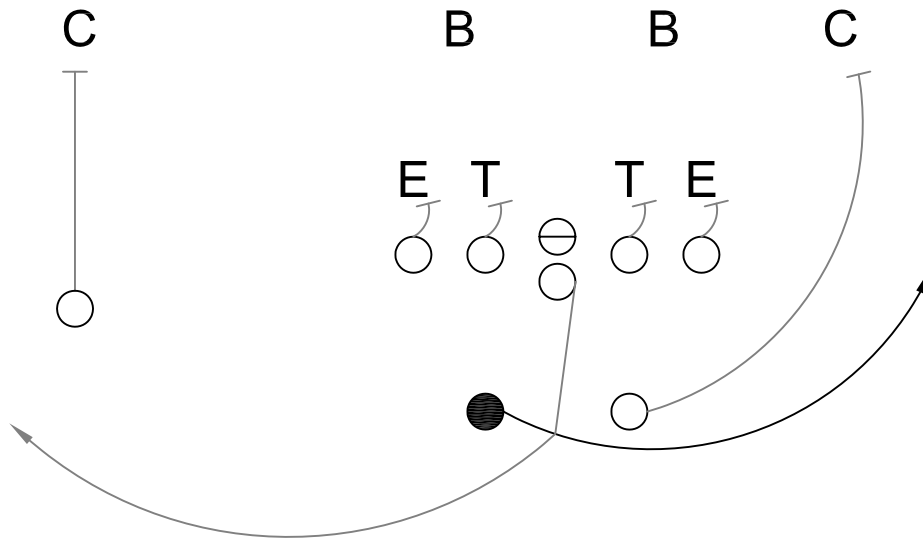
1. QB reverses out and continues bootleg fake after handoff.



FLANKER RIGHT, LEAD SWEEP RIGHT:

1. QB hands off to running back and continues fake of bootleg.
2. Crack-back blocks from the flanker are not allowed.

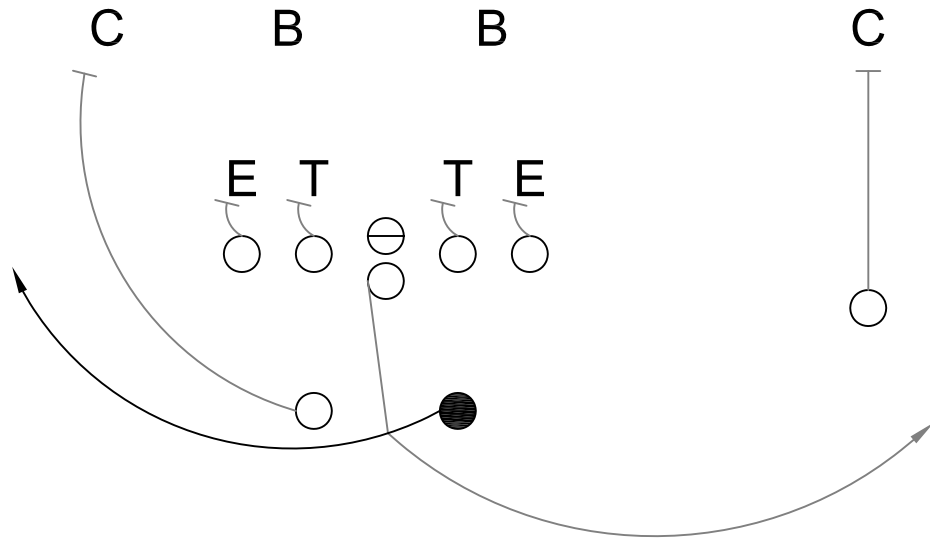
F



FLANKER LEFT, LEAD SWEEP RIGHT:

1. QB hands off to running back and continues fake of bootleg.

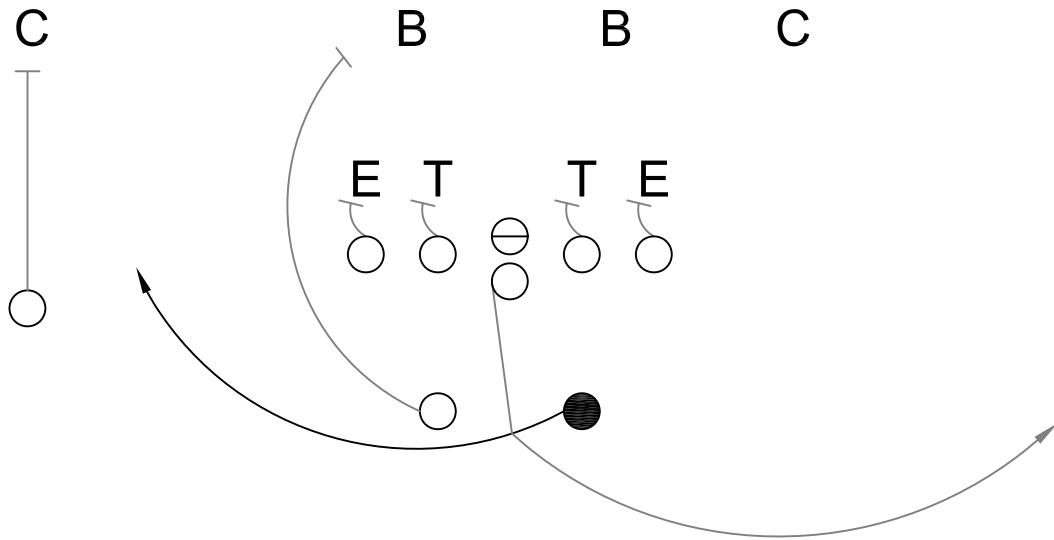
F



FLANKER RIGHT, LEAD SWEEP LEFT:

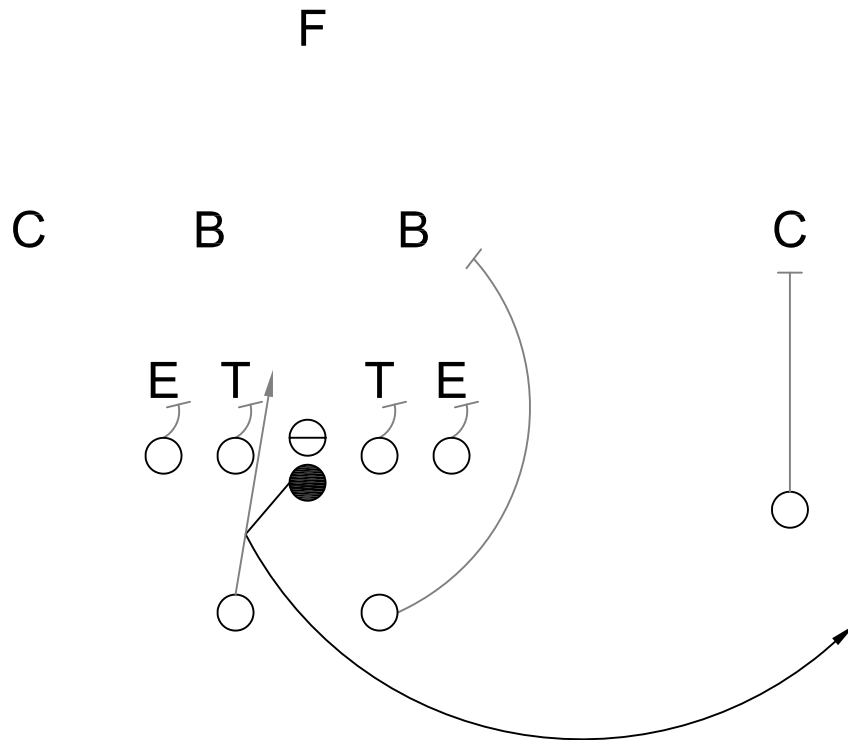
1. QB hands off to running back and continues fake of bootleg.

F



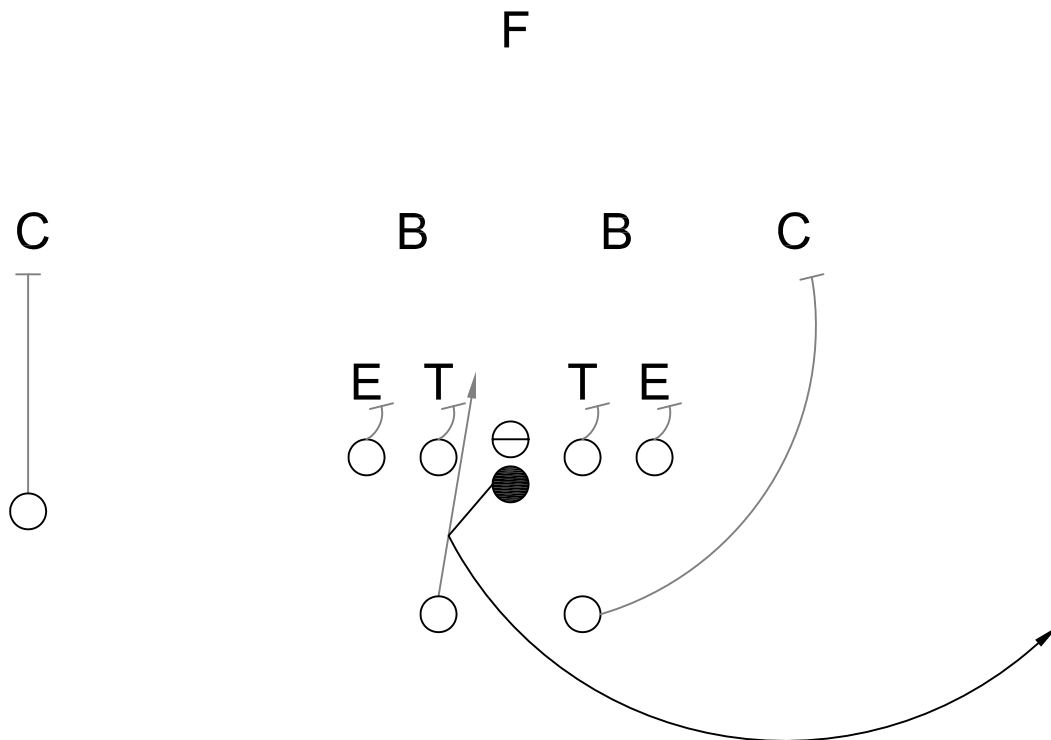
FLANKER LEFT, LEAD SWEEP LEFT:

1. QB hands off to running back and continues fake of bootleg.
2. Crack-back blocks from the flanker are not allowed.



FLANKER RIGHT, QB SWEEP RIGHT:

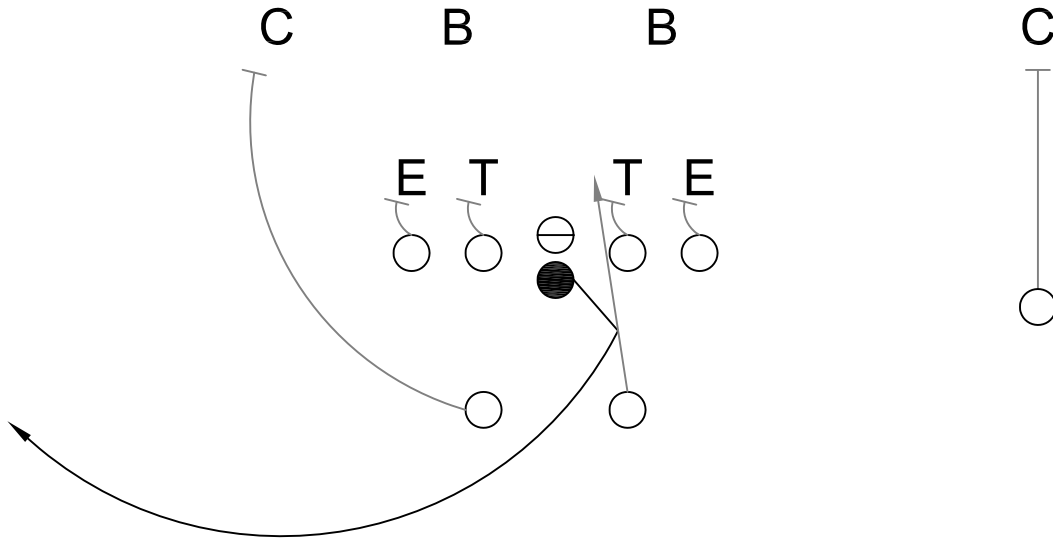
1. QB fakes dive and follows running back.
2. Crack-back blocks by the flanker are not allowed.



FLANKER LEFT, QB SWEEP RIGHT:

1. QB fakes dive and follows running back.
2. Crack-back blocks by the flanker are not allowed.

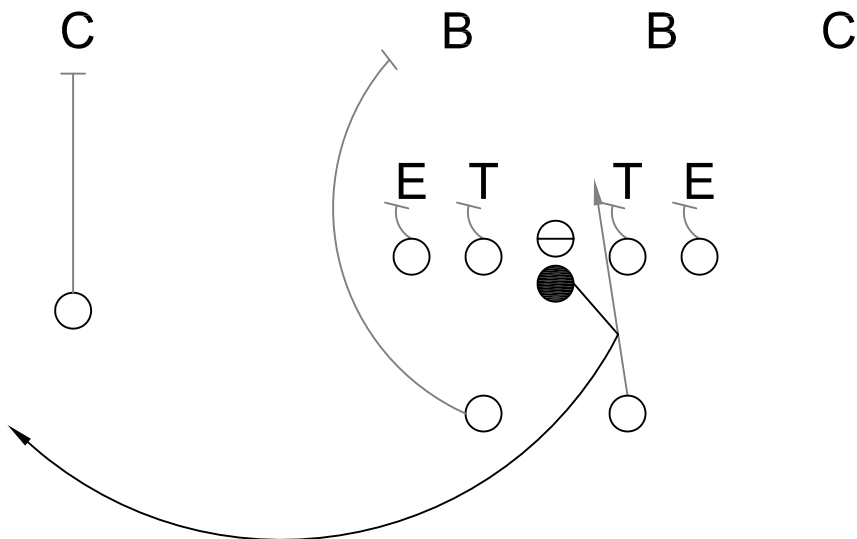
F



FLANKER RIGHT, QB SWEEP LEFT:

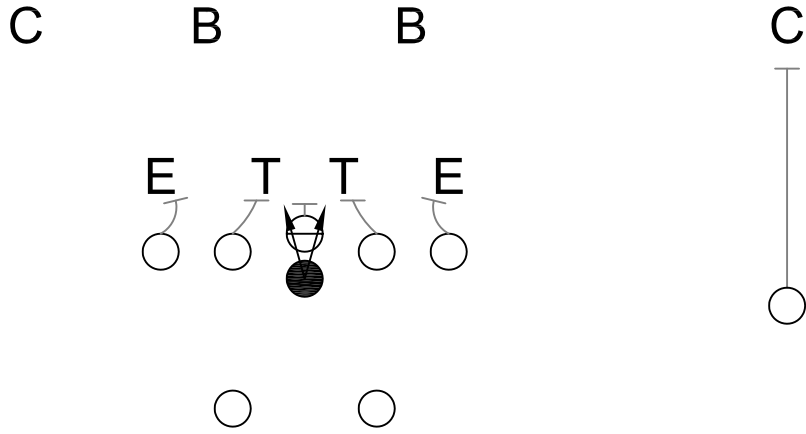
1. QB fakes dive and follows running back.
2. Crack-back blocks by the flanker are not allowed.

F



FLANKER LEFT, QB SWEEP LEFT:

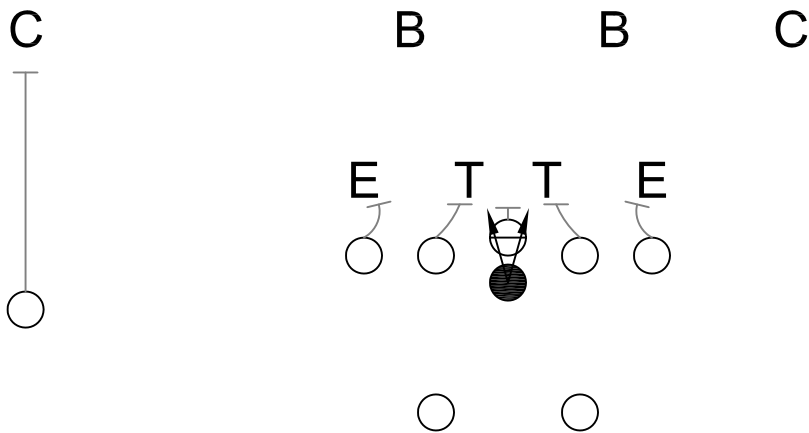
1. QB fakes dive and follows running back.
2. Crack-back blocks by the flanker are not allowed.



FLANKER RIGHT, QB SNEAK:

1. MAY ONLY BE USED INSIDE THE FIVE YARD LINE GOING IN.
2. Defense may line up tackles in A gaps when inside the five yard line.

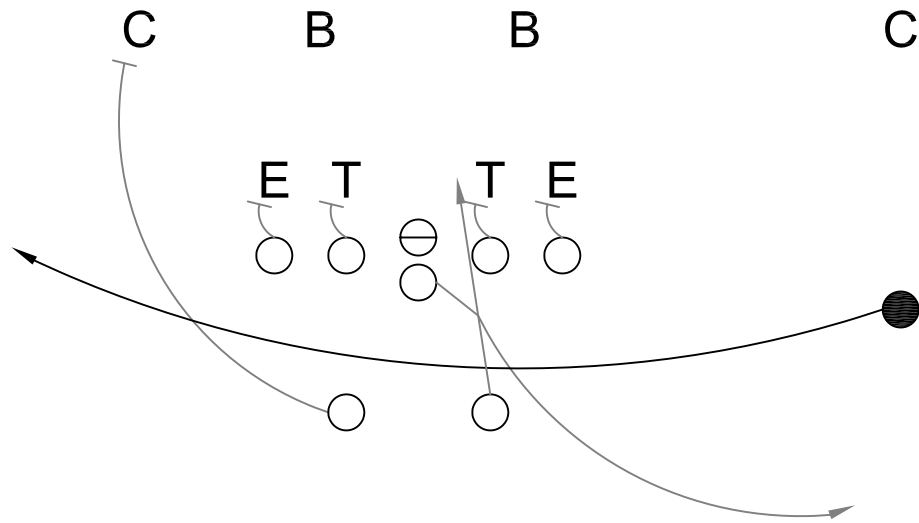
F



FLANKER LEFT, QB SNEAK:

1. MAY ONLY BE USED INSIDE THE FIVE YARD LINE GOING IN.
2. Defense may line up tackles in A gaps when inside the five yard line.

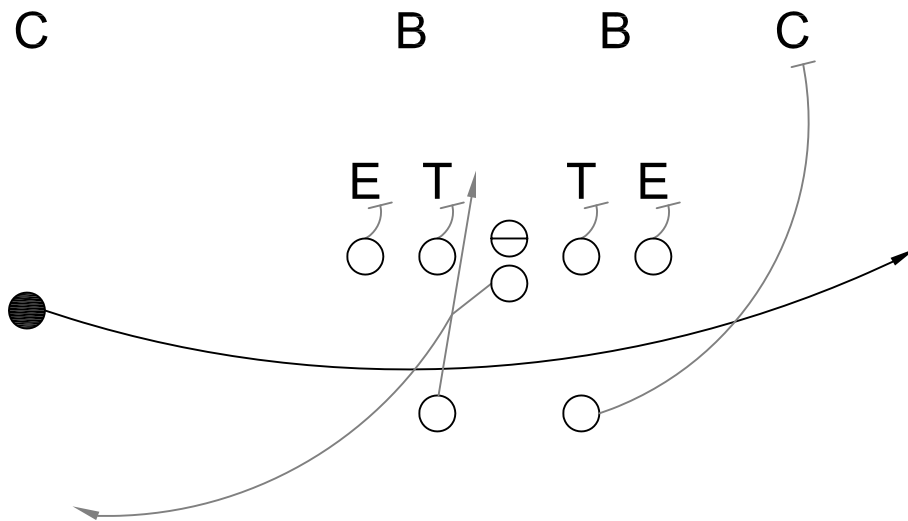
F



FLANKER RIGHT, REVERSE:

1. QB fakes dive handoff first then has outside handoff to flanker.
2. Only one reverse play per half is permitted.

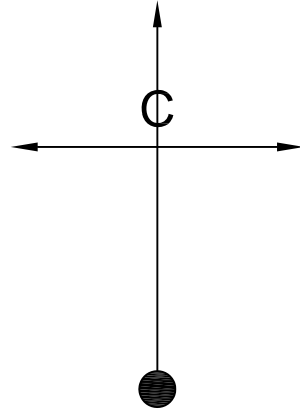
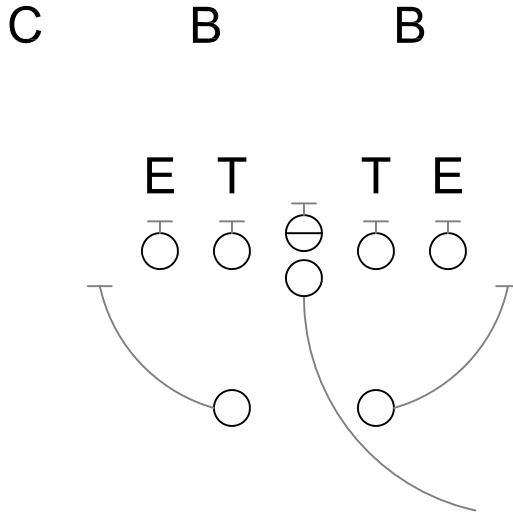
F



FLANKER LEFT, REVERSE:

1. QB fakes dive handoff first then has outside handoff to flanker.
2. Only one reverse play per half is permitted.

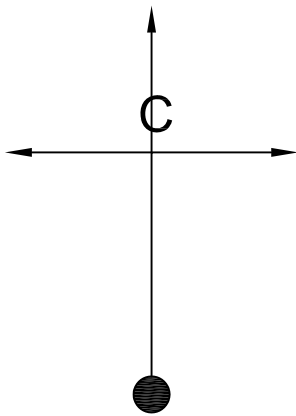
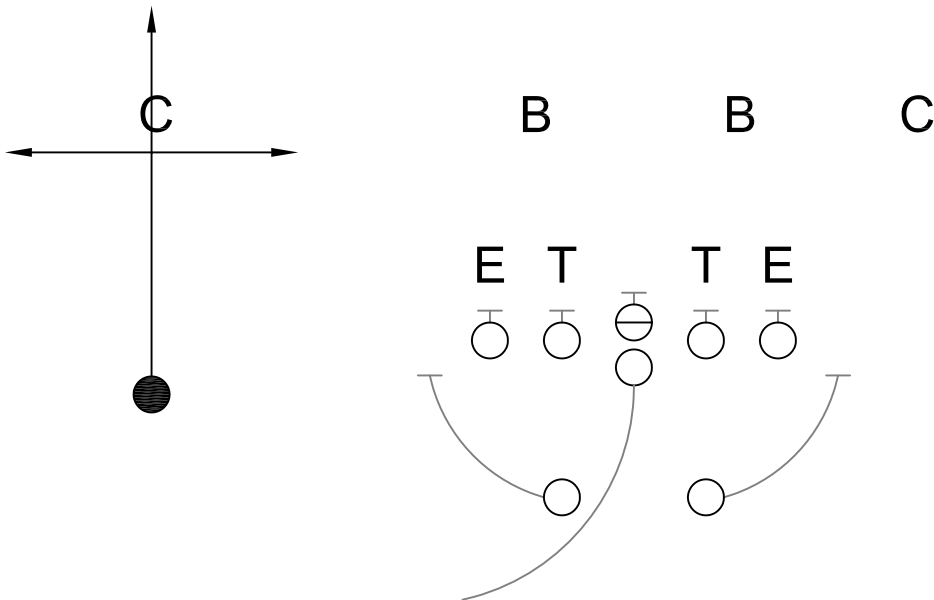
F



FLANKER RIGHT, PASS:

1. Flanker may run any of the three routes (square in, square out, go). Pattern must be called in huddle (no audibles allowed). In/out depth may be anywhere from 5-15 yds.
2. QB may do straight drop back or sprint out.
3. QB may run the ball if he receives pressure from the defense. The play is intended to be a pass and not a run play; however, the defense needs to cover the QB as a runner in addition to covering the flanker.

F



FLANKER LEFT, PASS:

1. Flanker may run any of the three routes (square in, square out, go). Pattern must be called in huddle (no audibles allowed). In/out depth may be anywhere from 5-15 yds.
2. QB may do straight drop back or sprint out.
3. QB may run the ball if he receives pressure from the defense. The play is intended to be a pass and not a run play; however, the defense needs to cover the QB as a runner in addition to covering the flanker.