



PLAY CALLING PHILOSOPHY



-ROULETTE PLAY CALLING PHILOSOPHY

“PUT THE BULLET IN THE CHAMBER & SHOOT.”

-WE WANT TO KEEP THE OFFENSE OFF BALANCE WITH DIFFERENT PLAY CALLS, PACKAGES, COVERAGES, ALIGNMENTS & MOVEMENTS. THIS WILL NOT LET AN OFFENSE GET A BEAT ON WHAT WE ARE GOING TO CALL IN ANY GIVEN SITUATION. THIS NEUTRALIZES OFFENSE.

“ONE PLAY CAN’T STOP EVERYTHING, BUT WE HAVE ANSWERS & FLEXIBILITY TO DISRUPT OFFENSIVE FLOW.”



#OrganizedChaos 

#TapTheRock


VILLANOVA FOOTBALL

DEFENSIVE SITUATIONAL
PHILOSOPHY



*"It's not what you know, it's what
you can execute in the moments that
matter the most."*



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#TTR  




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- Red Zone
- Goal Line / Short Yardage
- Backed Up
- 4 Minute
- 2 Minute
- No Huddle
- Protecting A Lead
- Overtime



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Efficiency Down & Distance Philosophy



1ST Down:

-Hold opponent to 3 yards or less

2nd Down:

-Hold opponent to half the yardage to gain or less

3rd Down:

-Get off the field

4th Down:

-Get off the field

-Wins / Overall Plays = Efficiency





3rd Down Philosophy



Communication and Confidence are a must!

WHAT TO BE AWARE OF

1. Why are they playing how they play?
2. What is the context?
3. Do you know who you're playing against?

KEY STATS

- *Offenses with higher 3rd down % - Win 64% of the games
- *On 3rd down – down and distance increase the probability of converting
decrease

WHO AND WHAT TO ATTACK

- Players not plays
 - Stop the offenses best players
 - Attack their worst players (Pick on personnel)
- Force & dictate pass protection (Paint a picture/Presentation)
- Pass rush mismatch (There's an OL we can win against, find him)
- No layups; Body on a body

WHAT TO STOP

PHILOSOPHIES (FINGERPRINTS)

- How do they break up yards to go?
- Sticks/sticks element, protection, empty, shots, sub, run, etc.
- Does the RB always stay in protection? When does the RB free release?
- What is the favorite pass protection vs. Pull/Up/Down/Even?

PERSONNEL

- Group
- Specific Players
- Specialty Players (Pringle, McClenton)

GAMEPLAN SPECIFIC VS. DO WHAT THEY DO

GOT TO HAVE IT (GTHI) – GO TO PLAYS





3rd & 1-2 Down Philosophy



Our Defensive Mindset:

- Get Off The Field!
- Ear Muffs/Hard Count
- Stop The Run!
- Whatever It Takes
- Big Personnel Ready

What to Expect from Offense:

- Run (IZ/Gap Schemes/QB Keep)
- Play Action Pass/FB Flat
- Shift/Motions (Hit/Orbit/Float)
- Unbalanced

Play Calling:

- Lock
- 4 (Star)
- Hot
- Badge

***3rd and 3 Depending On Tendencies**





3rd & 4-6 Down Philosophy



Our Defensive Mindset:

- Get Off The Field!
- Ear Muffs/Hard Count
- DL Hands Up
- Challenge Short Passes/No Freebies
- Leverage The RB In M/M
- Heavy Creepers/SIMS

What to Expect from Offense:

- Quick Passes/Free Release RB
- Stacks/Bunches (Stationary Vs. Motion)
- Zoom Motion (Man Or Zone Preview)
- Be Aware Of 4 Down Territory (Run)

Play Calling:

- Max Badge (SIMS)
- Special/Chevy/2 Mug/Bracket (SIMS)
- 3 Jam/2 Slice (Creepers)
- 4 (Shoot)/Disguised

***3rd and 3 Depending On Tendencies**





3rd & 7-10 Down Philosophy



Our Defensive Mindset:

- Get Off The Field!
- Ear Muffs/Hard Count
- Dismantle The Pass Protection
(Level Of aggression Based On QB Clock)
- Take Away Best WR
- Heavy Man/Zone Pressure
- Creepers/SIMS As Change Ups

What to Expect from Offense:

- Play Designed For Best WR
- Throw To The Sticks/Sticks Element
- Zoom Motion (Man Or Zone Preview)
- Empty
- Be Aware Of 4 Down Territory (Run)

Play Calling:

- Badge/Twin Badge (SIMS)
- Choice/Twin Choice (Creepers)
- Special/Bracket/2 Mug/Chevy (SIMS)
- 2 Slice (SIMS) / 2 Jam
- Lock





3rd & 11+ Down Philosophy



Our Defensive Mindset:

- Get Off The Field!
- Ear Muffs/Hard Count
- Surround The Best WR (Zone > Man)
- Play Sticks From The Top Down (Rally)
- Knock The Run Game Down
- Max Zone > Max Man Coverage

What to Expect from Offense:

- Play Designed For Best Player
- Catch & Run
- Screens/Draws
- Max Protection

Play Calling:

- 3 Jam (Loose) / 2 Jam (Loose)
- 4 (Cloud/Cut/Shoot)
- Choice/Twin Choice (Creepers)
- Max Badge (SIMS)
- 2 Mug/Special/Bracket (SIMS)

