Tilburg Wolves
Defensive Playbook

A study in Wolf Pack Behaviour
Wolves Defensive Mission:

We will hunt you down!

We, meaning our entire pack, will never stop chasing you down. If you attack one of us, two will come after you. We have eyes everywhere. You cannot trick us, we have thought through all your moves. We will surround you, close in you, leave you no place to hide, nowhere to run. If not now, then next play. In the end, we will take you down together, share the prey and howl together. We will not leave anyone behind as they would do the same for us. We are... a PACK.
I have a very particular set of skills

skills that make me a nightmare for people like you
Tilburg Wolves intend to start their first competitive season in 2017. After over a year of preparation we will measure ourselves with other teams in the league. Some players will have more experience than others, but the fact is that a football defense can only succeed if 11 players work together.

One player cannot be successful without the other players each completing their own task. This playbook will be organically growing throughout our journey through Season I. It will be the guide to all terminology, a reference for all assignments, a dictionary for all calls.

Stuff may be added, may be changed, and even thrown out if deemed not applicable. Discuss it among your team mates. Check with the coaches if anything is unclear, we welcome your feedback.

This playbook is a base reference, it is not a bible. Though all defense players should read and learn and know it, there is no higher truth than coaches’ instructions on the field. No argument with a coach should start with ‘Yeah, but the playbook says…’
We assume any player suits up for the main purpose of **FUN**. If, at the end of the day, someone cannot see the fun in an action by a Wolves player or staff member, we should strive to solve this matter.

A Wolves defensive player is damn right to think he is the **BADDEST MF** that ever lived, for the duration of the drill, play, game. A Wolf should damn well **OWN** every square inch he deems his and **NOT** give up that inch without a **FIGHT**.

A Wolves defensive player will always give 100% of effort, he will never hesitate, rather than hesitating, choose the first option that comes to mind and commit to it. Half ass actions are **NEVER** an option.

If we let the Coaches do the coaching, let the Refs do the Reffing...the players can focus on playing. Do your own task.

Respect one another...Even if we play, win, lose, prank, tease, laugh or blame, do so with respect

**Harder, Lower, Faster**...always.
The terms “being injured” and “being hurt” are very different from each other. Being hurt means “having a sensation of pain, physically or mentally” while “injured” implies “to cause or do any kind of harm, such as a tear, severe sprain, etc.”

While the team may sometimes need you to play while hurt, nobody will ever ever let you play injured. While medical staff is available, YOU are the best judge in determining your level of pain and readiness to perform.
terminology

most dangerous man: Deepest threat in a zone OR the player pre-designated as 'dangerous'

inside / outside leverage: side to line up on, inside is ball side: outside is sideline. Nose to shoulder.

cushion: the distance kept between defender and receiver

x: Receiver that lines up outside the box, on the line of scrimmage

y: Tight end, lines up inside the box, on the line of scrimmage

z: Slot - receiver that lines up outside the box OFF the line of scrimmage

wing: Receiver/Running back that lines up directly outside the box OFF the line of scrimmage

outside contain: responsibility to force any play back inside (ball side)

high hat / low hat: read from O-line that gives away Pass (high) or Run (low) block

will / mike / sam: Weak Side, Middle, Strong side linebacker - determined by Strong Side Call
## Alignment by position

<table>
<thead>
<tr>
<th></th>
<th>Man</th>
<th>Cover 2</th>
<th>Cover 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corner Pass Strong</td>
<td>2-3 yd Inside Leverage</td>
<td>3-4 yd Outside Leverage</td>
<td>6-7 yd Outside Leverage</td>
</tr>
<tr>
<td>Corner Pass Weak</td>
<td>2-3 yd Inside Leverage</td>
<td>3-4 yd Outside Leverage</td>
<td>6-7 yd Outside Leverage</td>
</tr>
<tr>
<td>Free Safety</td>
<td>12-15 yd off center</td>
<td>11-12 yd deep 3 yd outside box</td>
<td>12-15 yd off center</td>
</tr>
<tr>
<td>Strong Safety</td>
<td>2-3 yd outside Leverage</td>
<td>11-12 yd deep 3 yd outside box</td>
<td>Halfway btw box and next rec. take away slant</td>
</tr>
<tr>
<td>SAM</td>
<td>strong C-gap / leverage on # 2 rec. / take away slant 5 yd deep</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MIKE</td>
<td>strong A-gap 5 yd deep</td>
<td></td>
<td></td>
</tr>
<tr>
<td>WILL</td>
<td>Weak B-gap 5 yd deep</td>
<td></td>
<td></td>
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</tbody>
</table>
**Zone boundaries / terminology**

**Flats:** Area delimited vertically from -1 yd of line of scrimmage to 10 yd deep horizontally: from outside pinkie toe of that side's Offensive Tackle to side line

**Deep Half:** From the center's nose to the side line, from 10 yd deep to back of End Zone

**Deep ⅓:** from 10 yd deep to back of end zone, split width of field in 3. Roughly: the outside pinkie toes of the Offensive Tackles will delimit middle ⅓

**Hook / Curl:** The epicenter of hook to curl zone is about the 5th step of a slant route by a receiver with a 3 yd radius.

**Hole:** is the wide seam between the safeties in cover 2. Defending low to high turned to Most Dangerous Man.

**Underneath/crossing/drag:** is the area where a TE runs right behind the D-line. We cannot let anyone cross this zone untouched. Taxes will be levied!

**Ome Joop regel:** Laat 'm nooooooooit achter je komen!
Cover 1 / MAN --
GOALLINE COVER

Never get beat deep
Cover 2 / zones

Deep ½ starting at 10 yd

FS
Deep ½ starting at 10 yd

FLAT (-1 to 10 yd)

FLAT (-1 to 10 yd)
Cover 4

Deep ¼ starting at 7 yd

FS
Middle ¼

SS
Middle ¼

Deep ¾ starting at 7 yd

FLAT (-1 to 10 yd)

FLAT (-1 to 10 yd)
Run strength: call: ‘strong Left’ / ‘strong Right’ → tight end side. If 2 TE or no TE: wide side of the field

Called by MIKE, repeated by Will and Sam, line up accordingly, check D-line for alignment

Pass strength: call: ‘Pass Left’ / ‘Pass Right’ → 2+ receiver side. Could be Slot and TE or Receiver and Slot  This determines the alignment of the Strong Safety and is called by FS and repeated by SS and Corners
On cover 1 and if we see a ‘double spread’ ( 2 rec. left and 2 rec right) the SS will pick the side of the most ‘dangerous’ receiver, usually where the 2 receivers are lined up more towards the side line.

Other informational calls:
‘Double Left’ (/Right) → called by Corner when he notices 2 rec. on that side.
‘Double Double’ or ‘Double Spread’ → when 2 rec. Left AND 2 rec. right
‘Trips’ → 3 receivers on one side
Defensive Line / LB alignment

Gaps and responsibilities are identified by LETTERS.

Alignments are identified by NUMBERS. There are multiple ways of numbering, Wolves will use this one.
Default Responsibilities

PASS: LB Zone cover

RUN: gap control

Outside Contain

Outside Contain
Stunts / Blitzes

- **Focus** Mike Lines up on the Line → double team on Center
- **Wide** Nose lines up weak B-gap (i.s.o. weak A)

- **Slant Strong** D-line attacks next gap towards STRONG side right after snap
- **Slant Weak** D-line attacks next gap towards WEAK side right after snap
- **Sam / Mike / Will Shoot** S/M/W shoot their run gap as blitz on snap
- **Sam / Mike / Will Twist** S and SE, M and N, W and WE switch gap both SHOOT on snap
Wide
Weak Shoot

Since WILL is gone → Mike has a larger Zone on PASS

Outside Contain

Outside Contain
Since WILL is gone → Mike has a larger Zone on PASS

Outside Contain

QB
Since MIKE is gone → Will and Sam have a larger Zone on PASS
ADJUSTMENTS
More and more teams get air headed and discard traditional TE formations.
If so: the strong side is still called to the WIDE side of the field.
The SE will move up towards the OT, Sam will step outside the box to honor the Y passing threat.
A wing may be placed behind the line of scrimmage directly outside the box. This does not change our D-Line formation. W and S should be more aware of the Slant out but line up just the same.
Triples

Trip formation is meant to cause chaos. But in the end it will only be one of a couple of options. Mostly it is two guys going specific directions and one will try to ‘hide’

On Trip formation, we will ALWAYS revert to a cover 2 where the Cornerback will line up in between the two outermost players. This is to prevent a bubble pass to the middle one.