

Kickoff Return

Middle Wedge

Front Line: Line up with ball in the middle of the field . Center should align facing and slightly turned to the direction of the kick offset approximately 1 yard to the opposite side of the direction of the kick. Guards line up on the hash marks. Tackles align with inside foot on top of the numbers. Everyone face the ball

Counting from the right , Center blocks R-5 Right Guard R-4 Right Tackle R-3 Left Guard L-5 Left Tackle L-4

After you pick out your blocking assignment, sprint back to the 30 yard line. Work top maintain inside leverage on your blocking assignment by looking over your shoulder as you retreat. At the 30 yard line, set up and block your man out. If your man eludes you block the next man. NEVER move backwards towards the wedge.

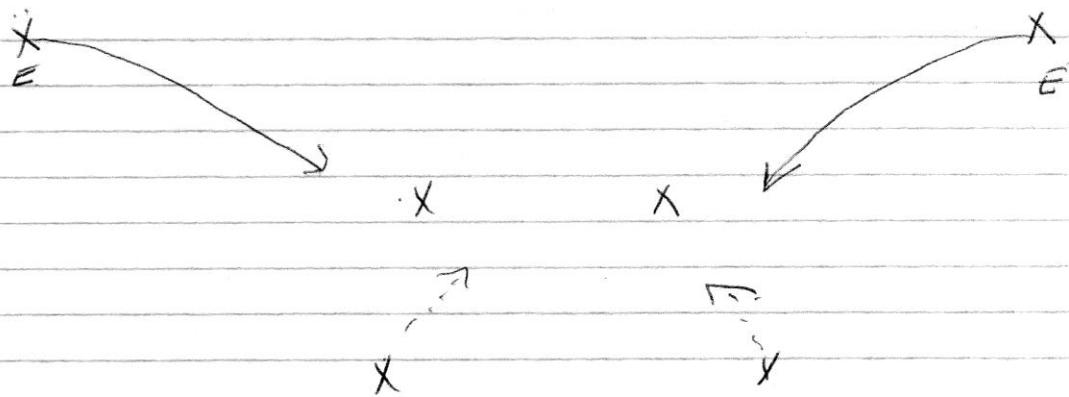
Ends: Line up on the top of the numbers at the 35 yard line. Do not cross the 30 yard line until the ball is in the air.

Up backs: Line : line up on the hash marks at the 20 yard line

Safeties : Line up just inside the hash marks. Depth will be determined by how deep the kicker kick the ball. One safety will be designated to call the ball by shouting YOU YOU or ME ME . The safety who does not receive the ball will join the wedge as the end man on the left side. Join the wege on the right side if the ball is between the left hash and the sideline.

The Wedge: the wedge will be formed by both ends, both up backs, and the safety not returning the ball. After the is kicked, the designated wedge captain will run to a position 12 yards in front of the ball . Never cross the 10 yard line, even if the ball is kicked into the end zone. All members will join the captain and stand side by side in a good hit position. Everyone except the wedge captain should be facing opposing team even before the wedge is set in motion.

① Kick RETURN ②
 1 2 3 4 Middle WEDGE 4 3 2 1
 X X X X X X X X X X X X ✓
 L-4 L-5 R-5 R-4 R-3



KICKOFF RETURN PRINCIPLES, ALIGNMENTS & ASSIGNMENTS RIGHT & LEFT RETURN

PRINCIPLES:

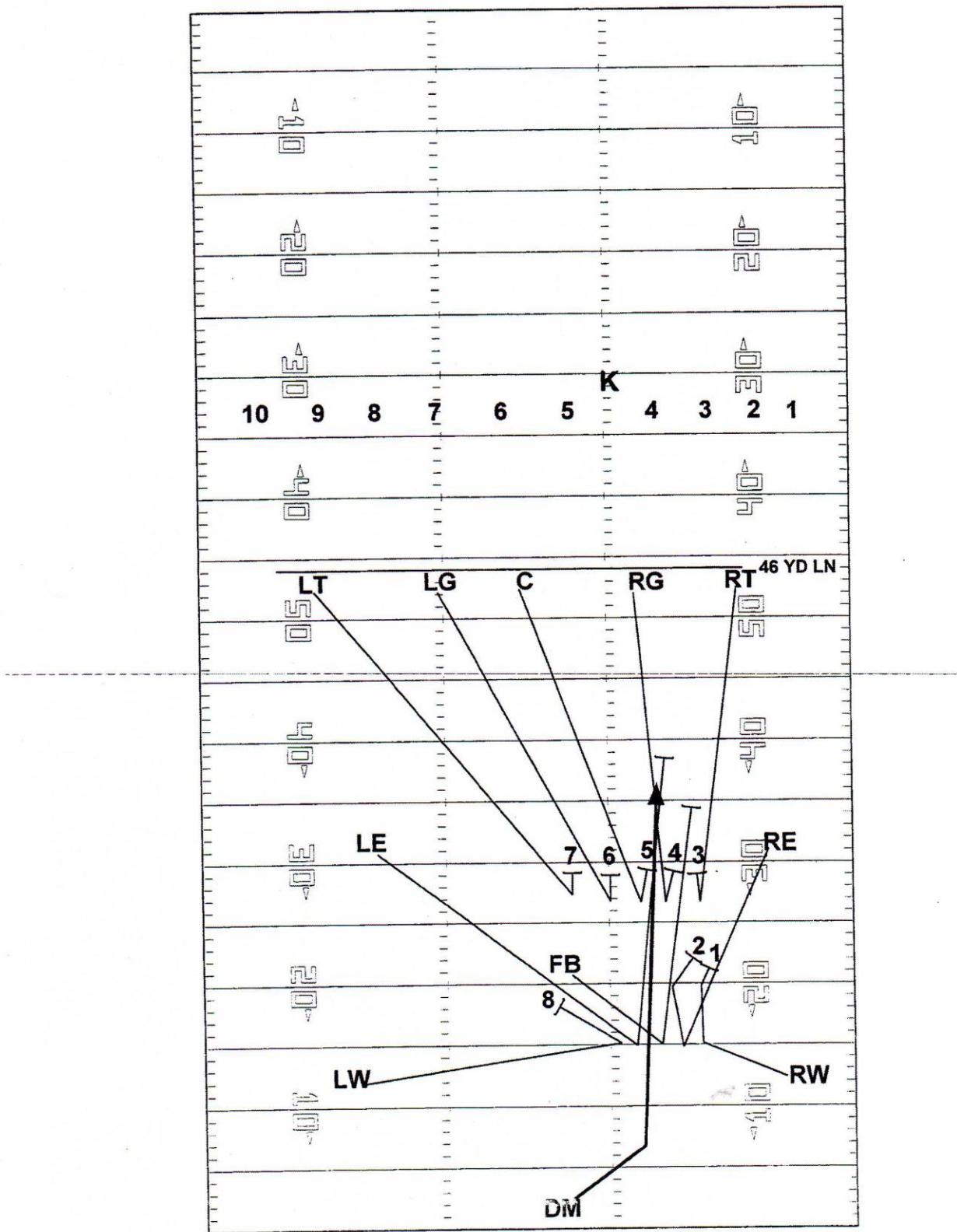
1. THIS RETURN ATTACKS & HITS IN THE CENTER – FRONT SIDE GUARD GAP.
2. FRONT (TACKLES, GUARDS, CENTER) SNAP KEY DM FOR DIRECTION, DRIVE FOR DEPTH, GET BALL SIDE OF YOUR MAN. GET IN A POWER STANCE, FEET ALIVE, KNEES BENT SHOULDERS SQUARE.
3. FRONT 5 – YOUR MEN (3,4,5,6,7) NEVER TOUCH THE SACRED GROUND INSIDE THE 25 YARD LINE.
4. WEDGE (ENDS, WINGS, FULLBACK) FULL SPEED ON “GO” CALL YOU NEVER STOP TO BLOCK ANYTHING IN YOUR PATH.
PSW-PSE: DON’T DIVIDE OFF UNTIL 1 OR 2 THREATEN THE WEDGE.
FB-BSE: RUN & REEM OUT A HOLE.
FB: BETWEEN FSG & FST.
BSE: BETWEEN C & FSG.
BSW: SEAL 8 OR BACKSIDE LEAKAGE.

ALIGNMENTS & ASSIGNMENTS:

- RT: ALIGN ON TOP OF #'S, ON THE 46 YARD LINE. THINK ONSIDE-SEE BALL KICKED, SNAP KEY DM, DRIVE FOR YOUR DEPTH & LEVERAGE ON YOUR MAN TO THE 27 YARD LINE.
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- RIGHT RETURN – BLOCK #3, COUNTING FROM THE RIGHT.
LEFT RETURN – BLOCK #7 COUNTING FROM THE LEFT, RUN THE HARD ANGLE.
- RG: ALIGN 2 YARDS OUTSIDE THE HASH, ON THE 46 YARD LINE. NEVER ALIGN WHERE YOU MIGHT BE HIT WITH THE BALL. THINK ONSIDE-SEE BALL KICKED, SNAP KEY DM, DRIVE FOR YOUR DEPTH & LEVERAGE ON YOUR MAN TO THE 27 YARD LINE.
- RIGHT RETURN – BLOCK #4, COUNTING FROM THE RIGHT.
LEFT RETURN – BLOCK #6 COUNTING FROM THE LEFT.
- C: ALIGN IN THE MIDDLE OF THE FIELD ON THE 46 YARD LINE. NEVER ALIGN WHERE YOU MIGHT BE HIT WITH THE BALL. THINK ONSIDE-SEE BALL KICKED, SNAP KEY DM, DRIVE FOR YOUR DEPTH & LEVERAGE ON YOUR MAN TO THE 27 YARD LINE.
- RIGHT RETURN – BLOCK #5, COUNTING FROM THE RIGHT.
LEFT RETURN – BLOCK #5 COUNTING FROM THE LEFT.

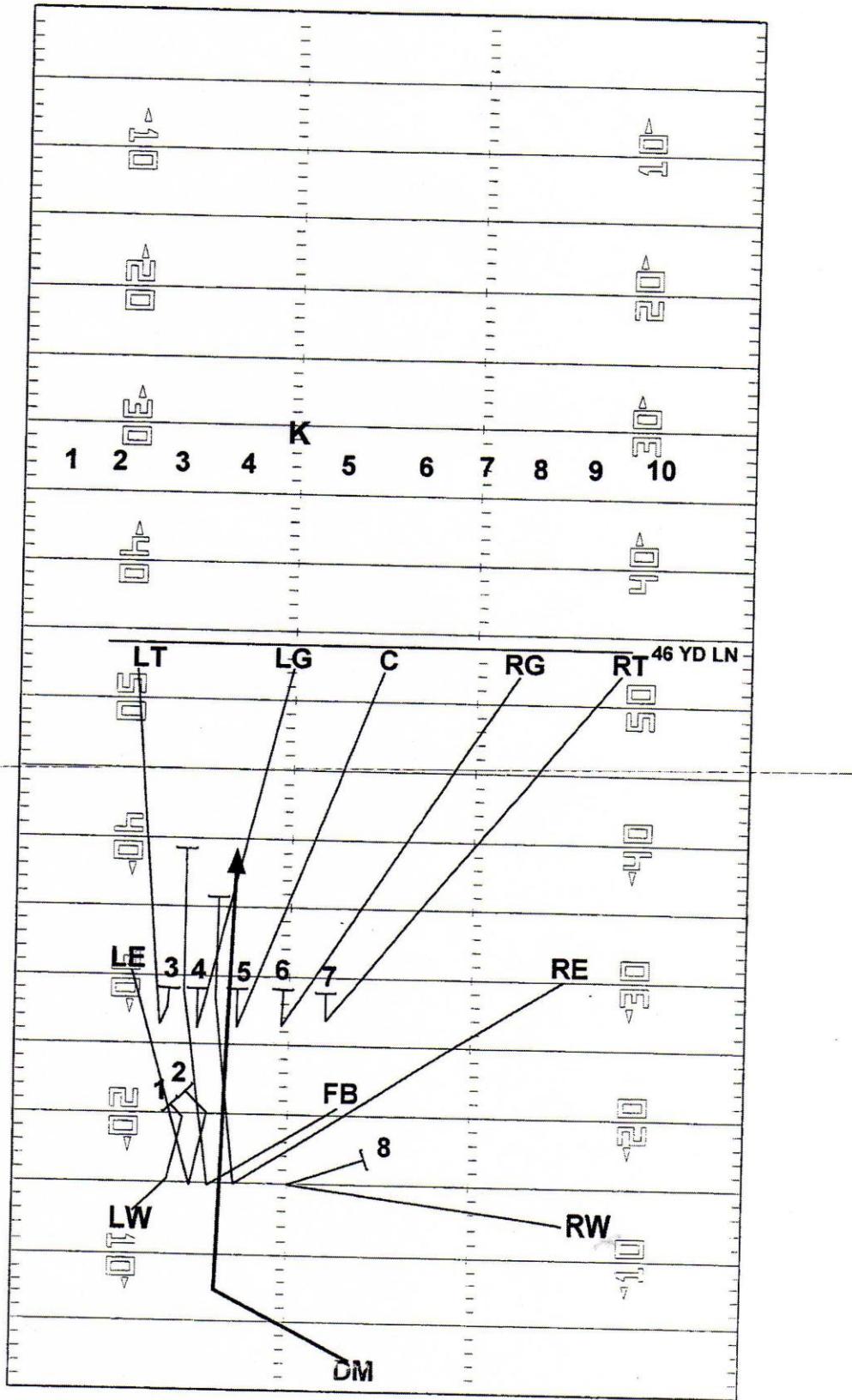
- LG: ALIGN 2 YARDS OUTSIDE THE HASH, ON THE 46 YARD LINE. NEVER ALIGN WHERE YOU MIGHT BE HIT WITH THE BALL. THINK ONSIDE-SEE BALL KICKED, SNAP KEY DM, DRIVE FOR YOUR DEPTH & LEVERAGE ON YOUR MAN TO THE 27 YARD LINE.
RIGHT RETURN - BLOCK #6, COUNTING FROM THE RIGHT.
LEFT RETURN - BLOCK #4 COUNTING FROM THE LEFT.
- LT: ALIGN ON TOP OF #'S, ON THE 46 YARD LINE. THINK ONSIDE-SEE BALL KICKED, SNAP KEY DM, DRIVE FOR YOUR DEPTH & LEVERAGE ON YOUR MAN TO THE 27 YARD LINE.
LEFT RETURN - BLOCK #3 COUNTING FROM THE LEFT, RUN THE HARD ANGLE.
RIGHT RETURN - BLOCK #7, COUNTING FROM THE RIGHT.
- LE: ALIGN 30 YARD LINE ON THE TOP OF THE NUMBERS. ALL BLOCKS ARE WITH YOUR LEFT SHOULDER. FAIR CATCH ANY POP UP KICK BETWEEN THE 30 & 45 YARD LINE. BALL KICKED DEEP SPRINT TO THE FULLBACK & JOIN HIM ON HIS LEFT SHOULDER & SQUARE UP.
LEFT RETURN - WHEN THE GO CALL IS GIVEN SPRINT FORWARD BLOCKING #2 KICK HIM OUT. MAKE SURE YOU BLOCK HIM WITH YOUR LEFT SHOULDER INSIDE OUT.
RIGHT RETURN - NEVER STOP YOUR FEET LOOKING FOR LEAKAGE OFF THE C & LG BLOCKING WITH YOUR LEFT SHOULDER. BLOW UP ANY OPPOSITE COLOR JERSEY. STAY ON THE MOVE.
- RE: ALIGN 30 YARD LINE ON THE TOP OF THE NUMBERS. ALL BLOCKS ARE WITH YOUR RIGHT SHOULDER. FAIR CATCH ANY POP UP KICK BETWEEN THE 30 & 45 YARD LINE. BALL KICKED DEEP SPRINT TO THE FULLBACK AND JOIN HIM ON HIS RIGHT SHOULDER & SQUARE UP.
RIGHT RETURN - WHEN THE GO CALL IS GIVEN SPRINT FORWARD BLOCKING #2 KICK HIM OUT. MAKE SURE YOU BLOCK HIM WITH YOUR RIGHT SHOULDER INSIDE OUT.
LEFT RETURN - NEVER STOP YOUR FEET LOOKING FOR LEAKAGE OFF THE C & RG BLOCKING WITH YOUR RIGHT SHOULDER. BLOW UP ANY OPPOSITE COLOR JERSEY. STAY ON THE MOVE.
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- FB: ALIGN ON IN THE MIDDLE OF THE FIELD ON THE 20 YARD LINE. EYES FOR THE WEDGE. ESTIMATE KICK DEPTH & SET THE WEDGE 12-15 YARDS IN FRONT OF THE DM. BALL KICKED OUTSIDE THE HASH SET THE WEDGE BETWEEN THE HASH & THE NUMBERS. WHEN THE "GO" CALL IS GIVEN SPRINT FORWARD NEVER STOPPING LOOKING FOR LEAKAGE BETWEEN THE CENTER AND THE PLAYSIDE GUARD AREA. BLOW UP ANY OPPOSITE COLORED JERSEY. STAY ON THE MOVE.
- PSW: ALIGN ON THE NUMBERS ON THE 12 YARD LINE. EYES FOR THE DM. GIVE THE DM A "STAY" OR "GO" CALL. IF HE IS IN THE ENDZONE "STAY" & PHYSICALLY FRONT HIM UP. BALL ANYWHERE ELSE YELL "GO" THEN GET ON THE WEDGE. RUN WITH THE WEDGE & SIFT BLOCK #1 INSIDE OUT.

RIGHT RETURN



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LEFT RETURN



BSW: ALIGN ON THE NUMBERS ON THE 12 YARD LINE. EYES FOR LAUNCHING THE WEDGE. RUN TO THE FULLBACK WHILE WATCHING THE DM. INSURE THAT HE CATCHES THE BALL. WHEN THE BALL TOUCHES THE DM'S HANDS, YELL "GO", "GO", "GO"... TO LAUNCH THE WEDGE. RUN WITH THE FULLBACK THEN BREAK FROM HIM BLOCKING ANY BACKSIDE LEAKAGE OR #8 INSIDE OUT.

DM: ALIGN TO CATCH THE KICK. GIVE A "ME" OR "YOU" CALL VISUALLY & VERBALLY. CENTER UP ON THE BALL QUICKLY & CATCH IT YOUR WEIGHT FORWARD. BURST STRAIGHT UPFIELD REGARDLESS OF WHERE YOU CATCH THE BALL FOR YOUR FIRST 5 STEPS TO VERTICALLY SET THE COVERAGE. YOU SINGLE HANDEDLY ESTABLISH THE RETURN RELATIONSHIP (BALL TO BLOCKS, BLOCKS TO BALL). SET THE COVERAGE, SPEED THE BALL TO THE BLOCKS, SCORE WHEN YOU GET IN THE OPEN FIELD. SET-SPEED-SCORE! EXPLODE THE BALL UPFIELD TO DAYLIGHT & NEVER CUT UNTIL YOU HAVE TO BEAT A SAFETY 1-ON-1.

C.P.: IF YOU MAKE A "YOU" CALL REPLACE THE WING ON THE WEDGE AND BLOCK #1.
