

Offensive Playbook

Run Game: 4/5, 14/15 Inside Zone



Run Game Organization

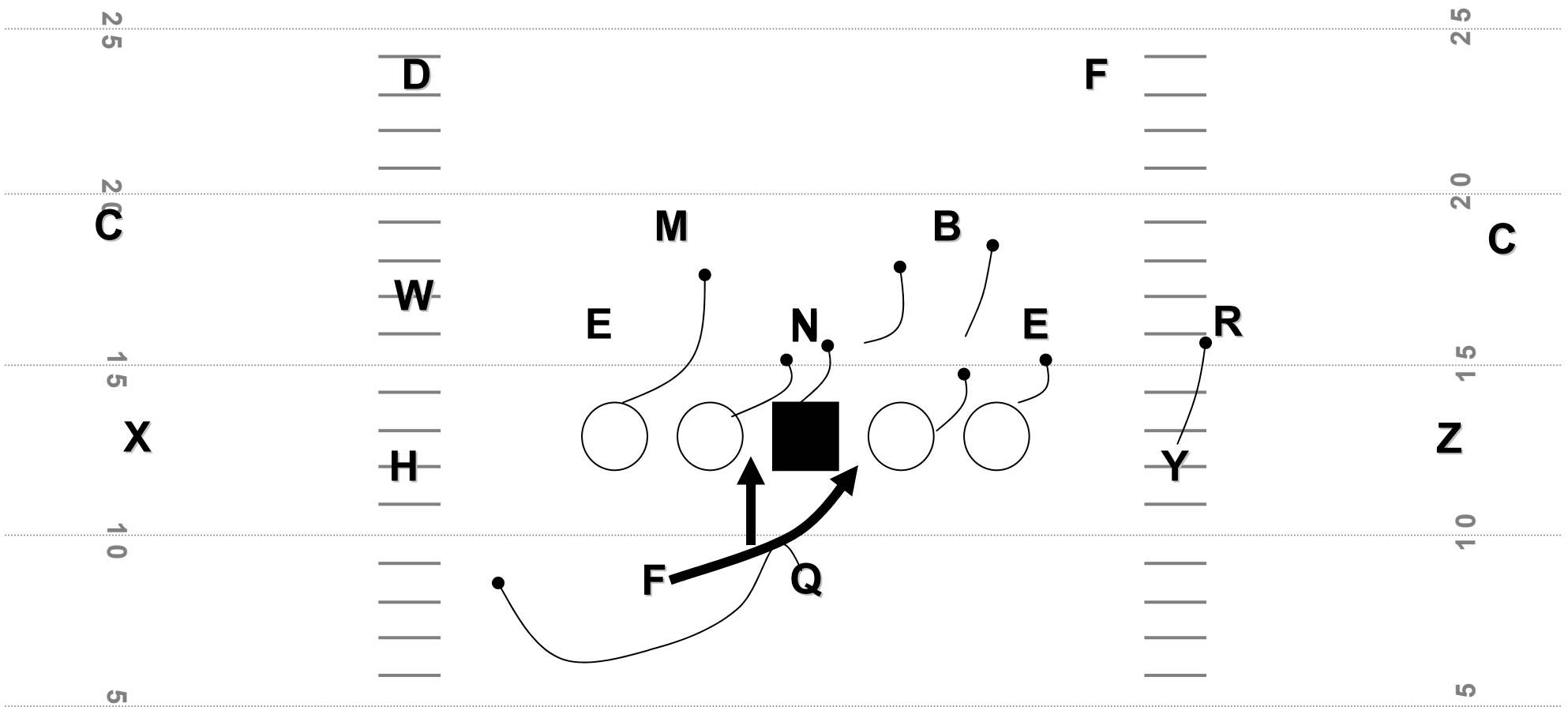
Series	Description
0 - 9	1-Back Zone
10 - 19	Lead Zone
20 - 29	Power Series
30 - 39	Split Flow Zone
40 - 49	Gap & Triple Option

4 & 5

Inside Zone Run to the right (4) or left (5).

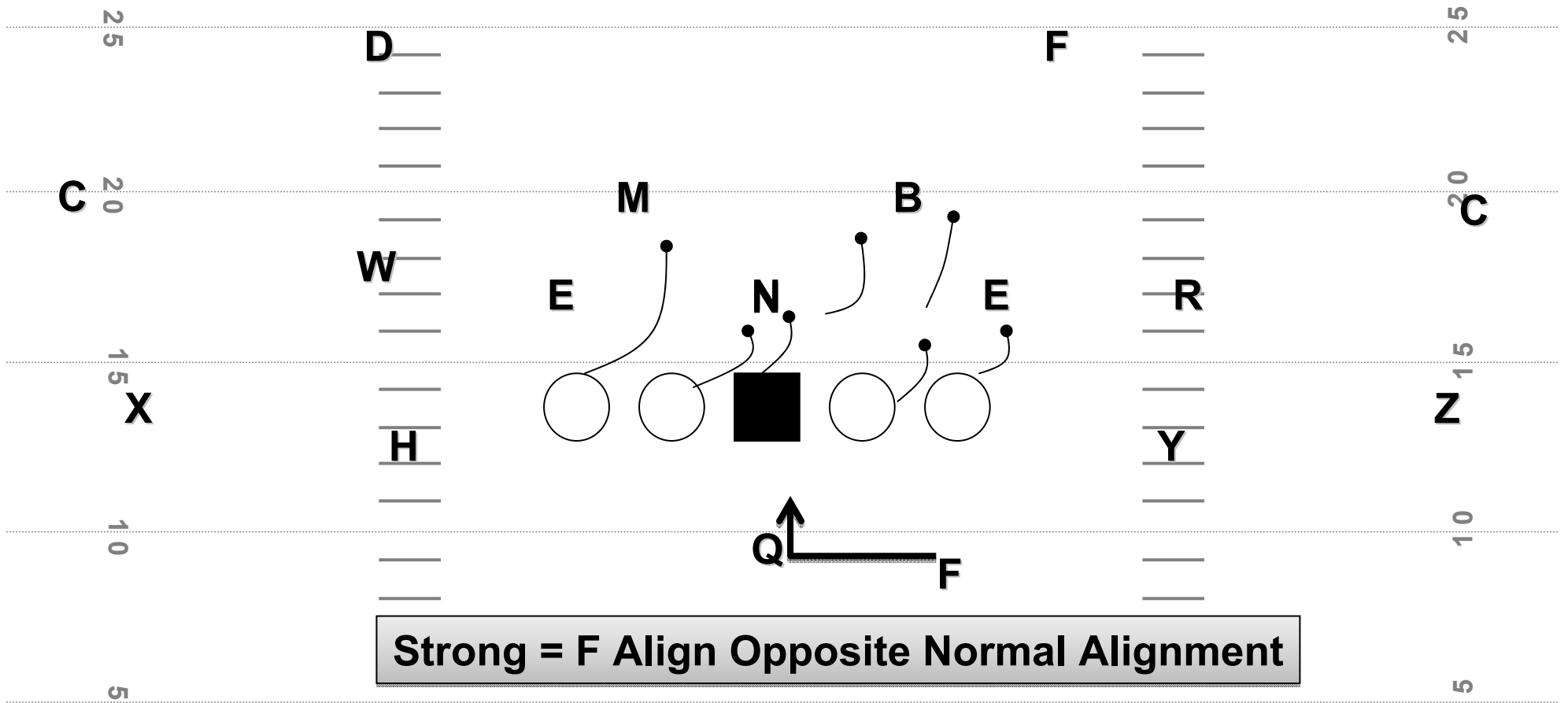
Position	Base Rules
WRs	<ul style="list-style-type: none">▪ Playside: Block the Most-Dangerous Man (MDM)▪ Backside: Block MDM▪ Stay alert for Bubble Tags or Audible
OL	<ul style="list-style-type: none">▪ Zone Combo – Covered / Uncovered Rules
F	<ul style="list-style-type: none">▪ A-Gap to A-Gap run▪ Primary 1-back formation▪ Open flat, cross QB at inside hip of playside guard▪ Read zone combo on 1st DL playside▪ Run downhill▪ “Strong” tag means same-side zone
QB	<ul style="list-style-type: none">▪ Read the backside DE/edge player to determine whether to give the handoff or pull and keep it

Ace 4 vs. 3-4



F Reads First DL Playside (Nose) for Bang, Bend, or Bounce

Ace 4 "Strong" vs 3-4



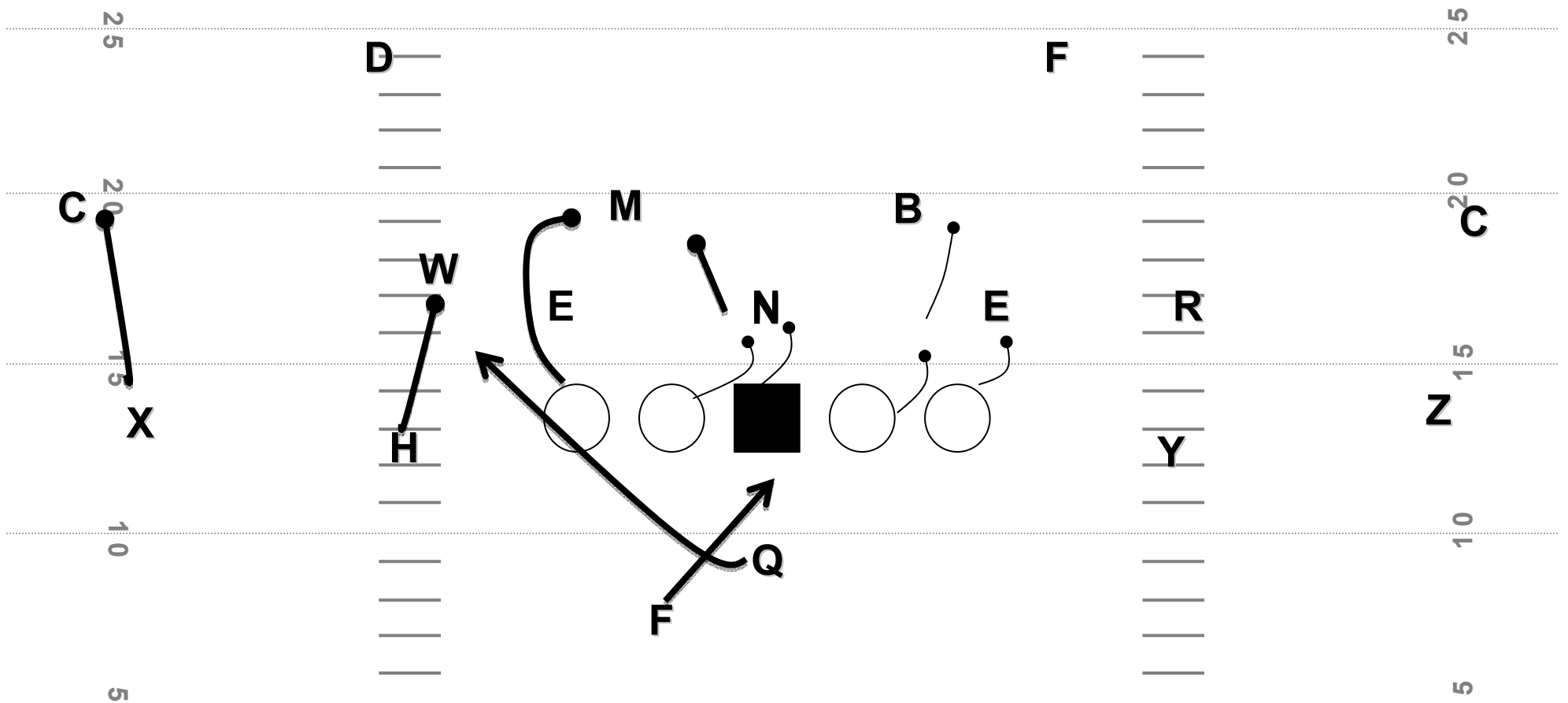
F Reads First DL Playside (Nose) for Bang, Bend, or Bounce

4 & 5 "Bee"

Run versus a 3-man front. Same rules as 4/5 *except*:

- **Backside Tackle:** Outside release, block backside OLB
- **Backside Guard:** Automatic pinball vs Okie. If covered, has the DT by himself.
- **QB:** Reads the B-gap DE for the give/pull

Ace 4 Bee vs 3-4



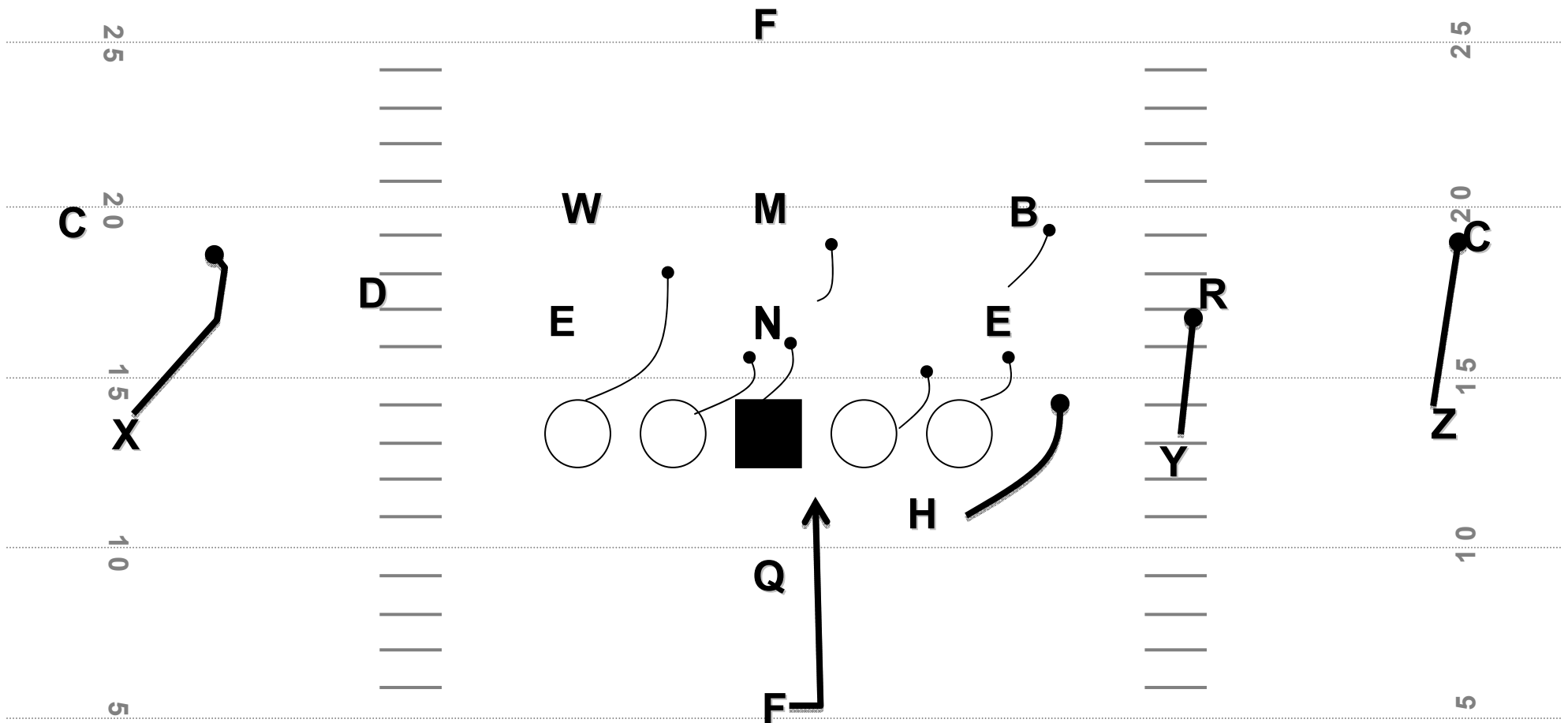
F Reads First DL Playside (Nose) for Bang, Bend, or Bounce

14 & 15

Inside Zone Run to the right (14) or left (15) w/ a lead blocker.

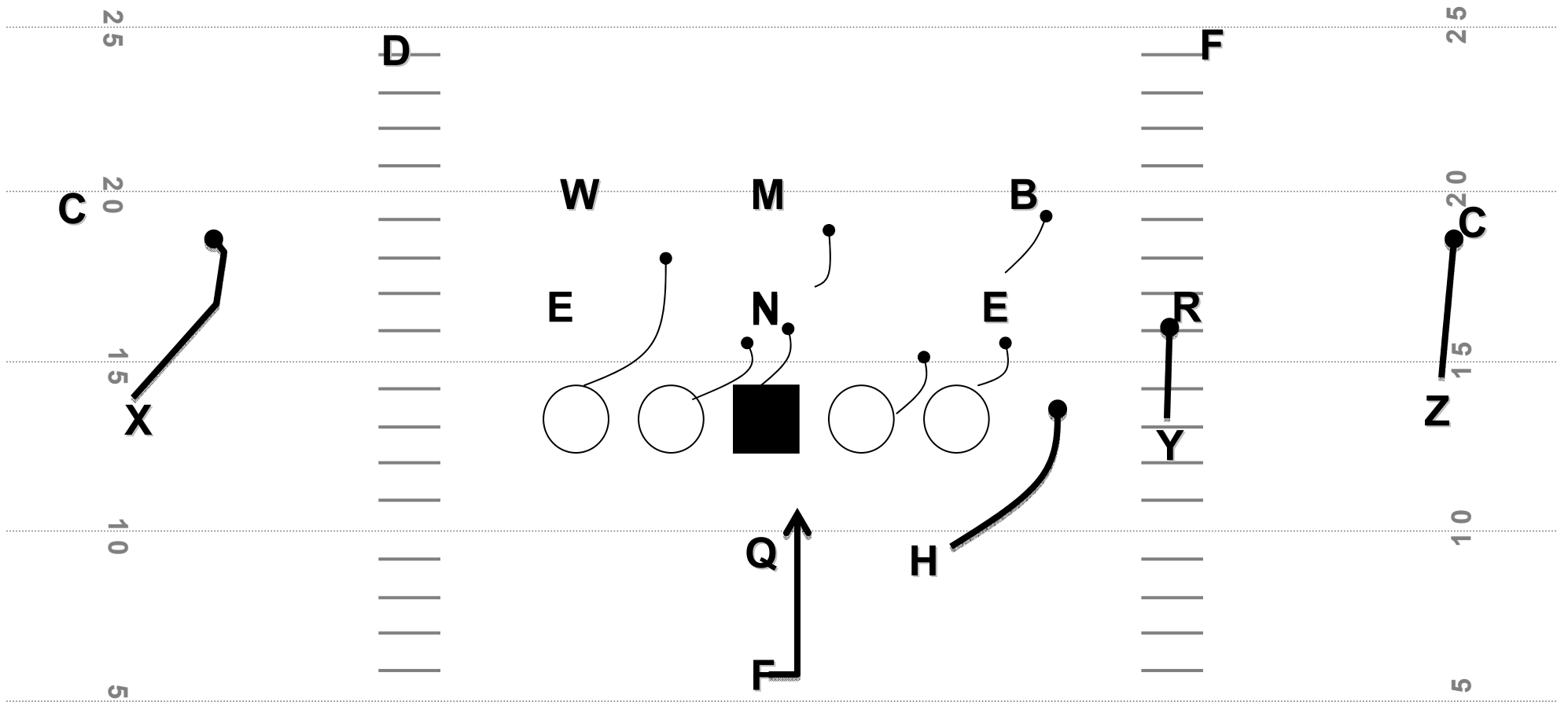
Position	Base Rules
WRs	<ul style="list-style-type: none">▪ Playside: Block the Most-Dangerous Man (MDM)▪ Backside: Cutoff▪ Stay alert for Bubble Tags or Audible
OL	<ul style="list-style-type: none">▪ Zone Combo – Covered / Uncovered Rules to Stack LB
H	<ul style="list-style-type: none">▪ Lead up, looking outside in
F	<ul style="list-style-type: none">▪ A-Gap to A-Gap run▪ Primary 1-back formation▪ Open flat, cross QB at inside hip of playside guard▪ Read zone combo on 1st DL playside▪ Run downhill▪ “Strong” tag means same-side zone
QB	<ul style="list-style-type: none">▪ Read the backside DE/edge player to determine whether to give the handoff or pull and keep it

Orange 14 vs 3-5



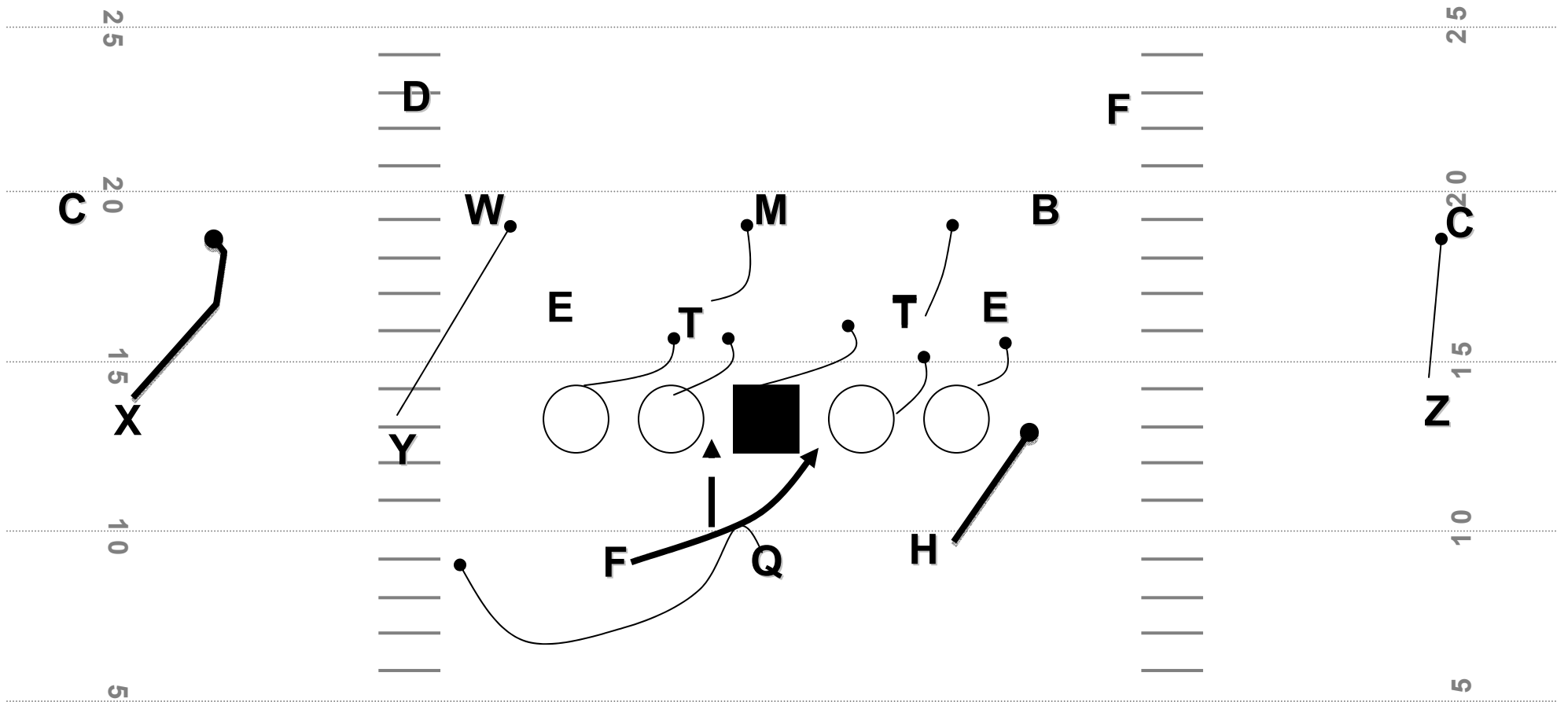
F Reads First DL Playside (Nose) for Bang, Bend, or Bounce

Brown 14



F Reads First DL Playside (Nose) for Bang, Bend, or Bounce

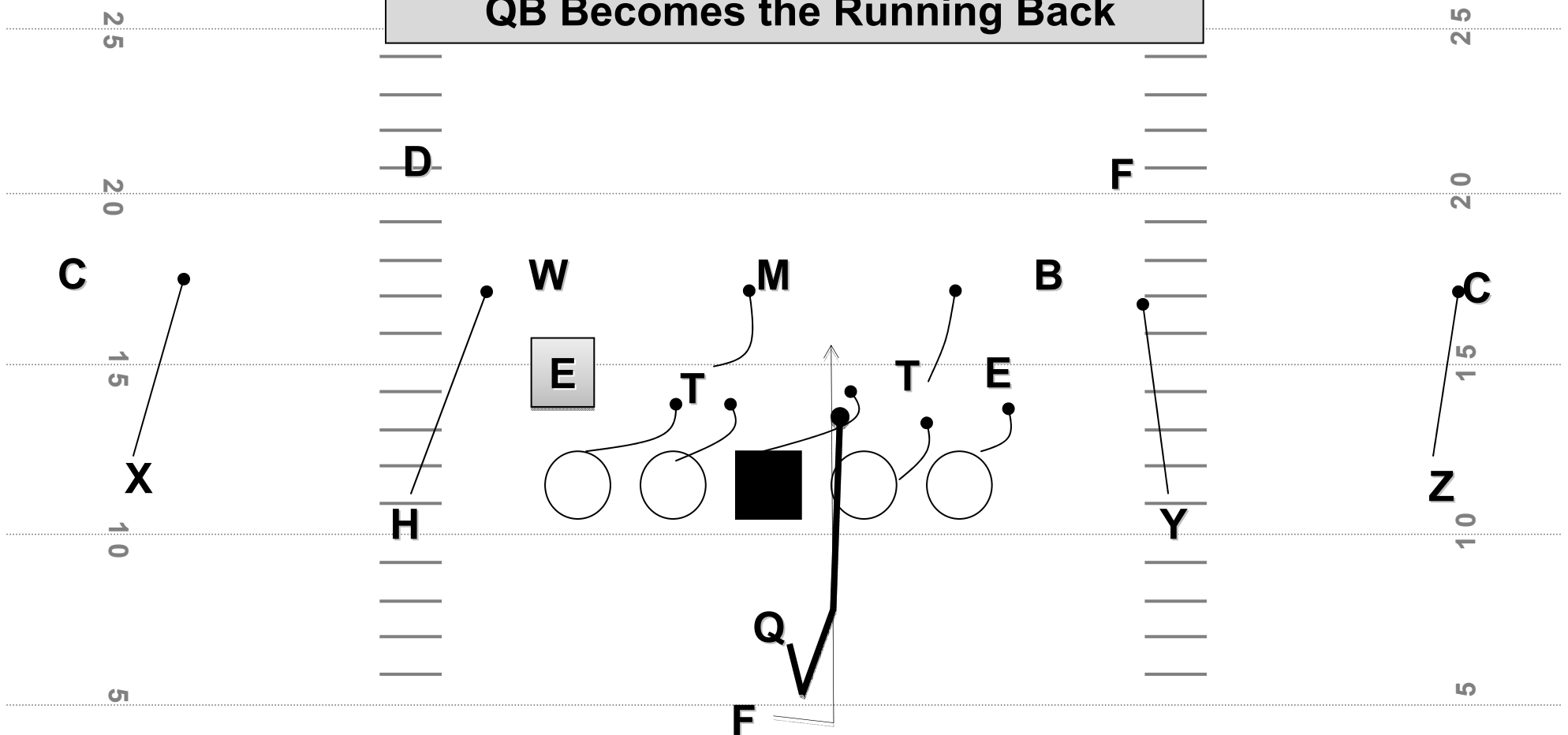
Left 14



F Reads First DL Playside (Right DT) for Bang, Bend, or Bounce

Variations - Ace 14/15

1-Back Concept (Ace, Jag, etc.)
QB Becomes the Running Back



QB Fakes to the F & Follows Him Looking for Bang, Bend or Bounce