

# Installing The Diamond Offense

## Benefits of Using the Diamond Formation:

**Mismatches on the Perimeter:** With nine players in the box (five offensive linemen and four backs) defenses are sure to load the box by playing 8-man fronts or locking down the perimeter. Once the defense loads the box, you get one-on-one coverage with the outside receivers.

**Extra Hats = Extra Gaps:** Whether you specialize in man, zone or gap run schemes, the extra blocker coming from the backfield is a big bonus. You can run inside zone and still have a lead blocker (by having the backside back cut off the C gap). You can run Power and have the backside back pull and lead through or you can simply run your isolation schemes and send both backs through the point of attack. It's a terrific equalizer to teams that will try to put eight or nine defenders in the box – you have eight to block them.

**Three-Back Offensive Sets:** You get the opportunity to have three of your better athletes on the field at one time and really develop your run game concepts by distributing the football.

**Balances Up the Defense:** You force defenses to declare their strength pre-snap by setting their front and their coverage. Once they tip their hand, you can run Power or Isolation either way (with the QB checking which side). A balanced offense makes it difficult for an even front defense to set its strength and it allows teams to audible and run at the 1-tech or 3-technique. You can run the same plays both directions without shifts/motions.

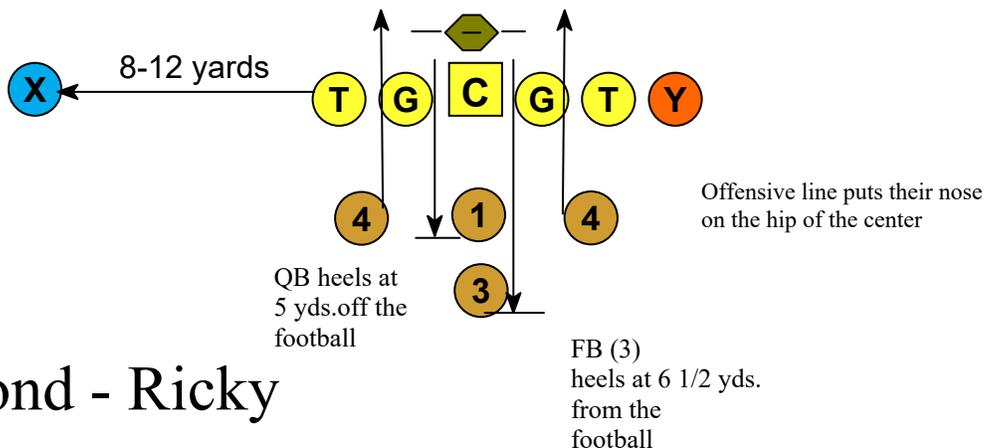
**Instant Misdirection:** We all know how difficult it is for defenses (particularly at the high school level) to diagnose misdirection schemes efficiently. The three-back set up in the diamond formation provides you with misdirection on any run scheme, because chances are you need only two backs at the point of attack – you can send the other one away. Gap schemes tend to work best because you don't need to pull an offensive lineman. Many of the coaches we spoke with also believe that it eliminates defender's ability to cross read vs. schemes like the inside zone and allows offenses to effectively run the inverted veer with the QB play side.

**Pre-Snap Motions and Shifts:** Once you start in the diamond formation and defenses declare, it's similar to empty where you can move and motion to get the numbers advantage you want. They can't overload the box because now they're forced to expand a defender out of the box.

# Formation Identification

Diamond Reno = (Tight End Right)  
 Vegas = (Tight End Left)

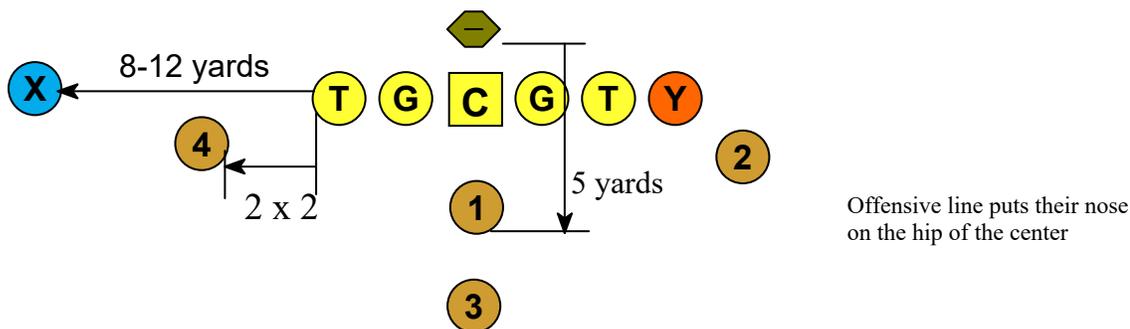
If You're Going To Be Different,  
 Then You Have To Act Different



## Diamond - Ricky

Flex Reno = Huddle Call  
 Vegas = (Tight End Left)

If You're Going To Be Different,  
 Then You Have To Act Different



## Flexbone Pistol - Reno

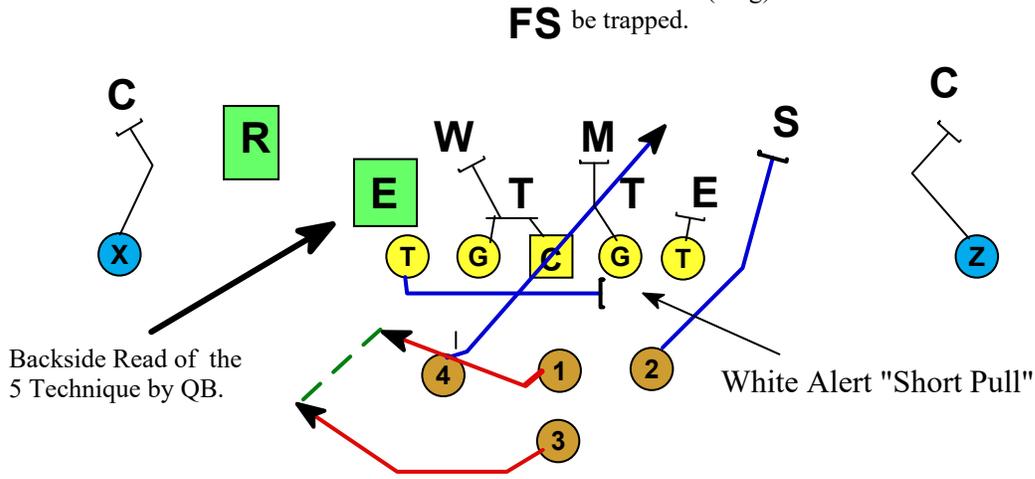
Coaches an important point to remember is I have given formations none traditioal names to compliment the no-huddle approach. All formations are alerted out loud thus, the reason for the non-traditional formation names.

As you install your offense the formation names can be anything you would like to call them as long as you are comfortable with them.

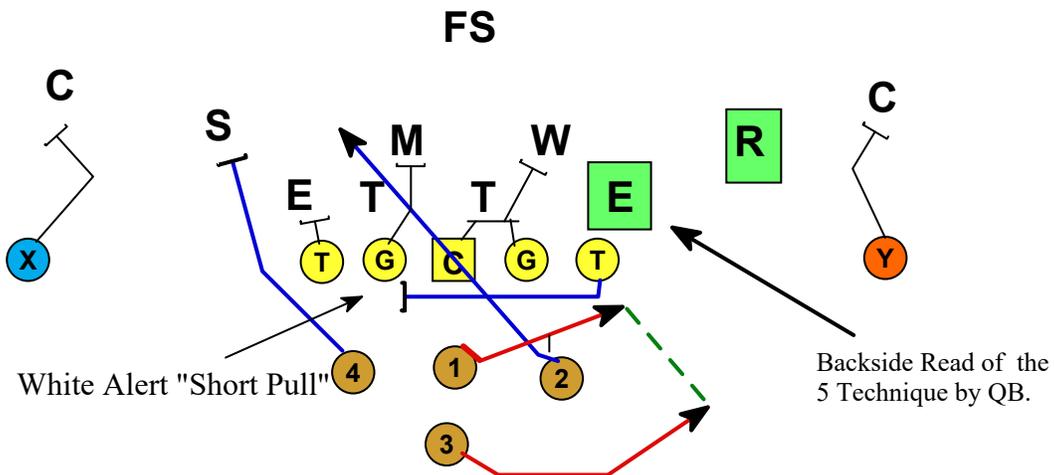
# 10 - 11 Tackle Trap

## Apache Rt. 10 Tackle Trap

The tackle trap will trap the first defender on or past the guard. The offensive line will use their "White" (short) and "Black" (long) alert for the location of the defender to be trapped.



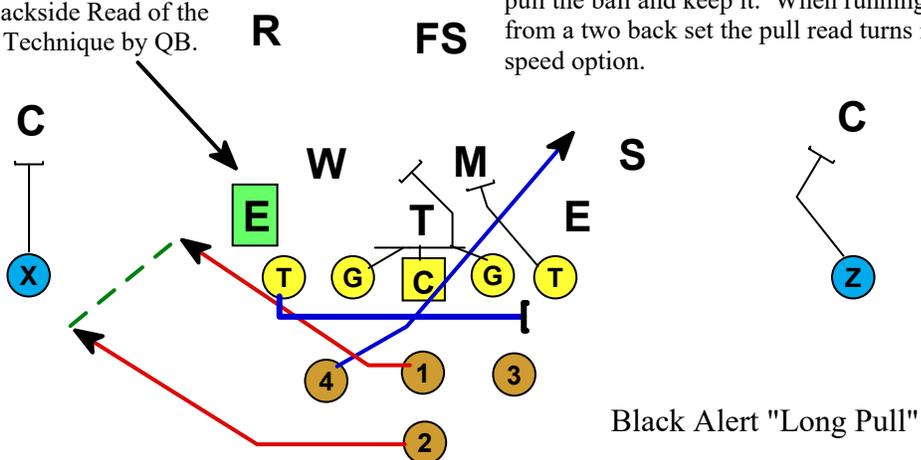
## Apache 11 Tackle Trap



## King Lt. 10 Tackle Trap

If the 5 technique plays down the L.O.S. reacting to the running back the QB will pull the ball and keep it. When running from a two back set the pull read turns into speed option.

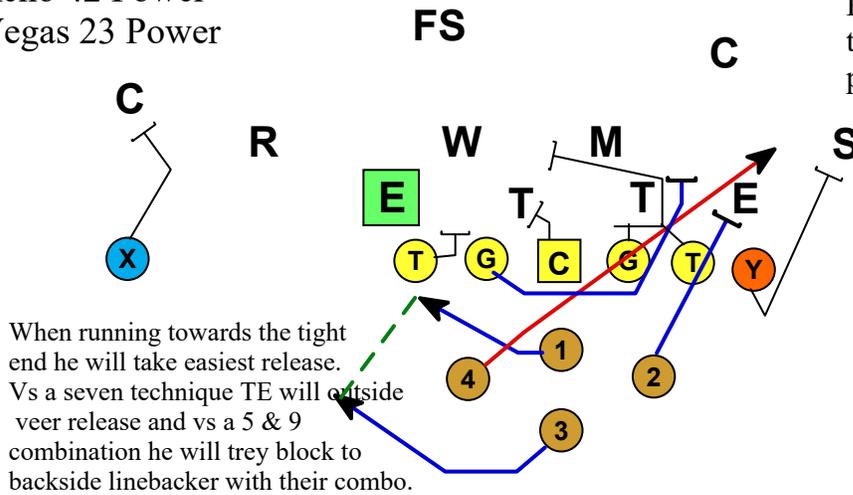
Backside Read of the 5 Technique by QB.



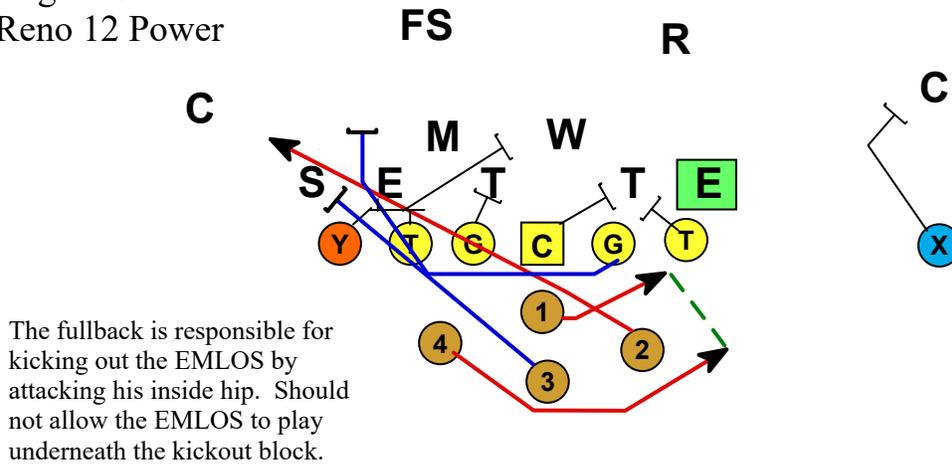
# 42 - 23 Power 12 - 13 Power Read

Reno 42 Power  
Vegas 23 Power

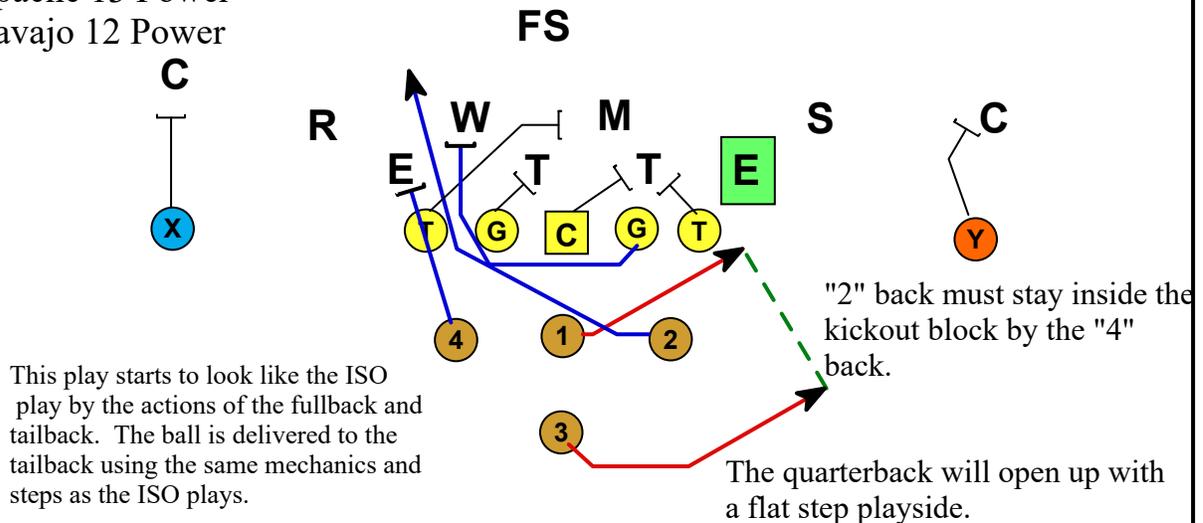
Power plays are designed to take advantage of the soft play of the EMLOS.



Vegas 13 Power  
Reno 12 Power

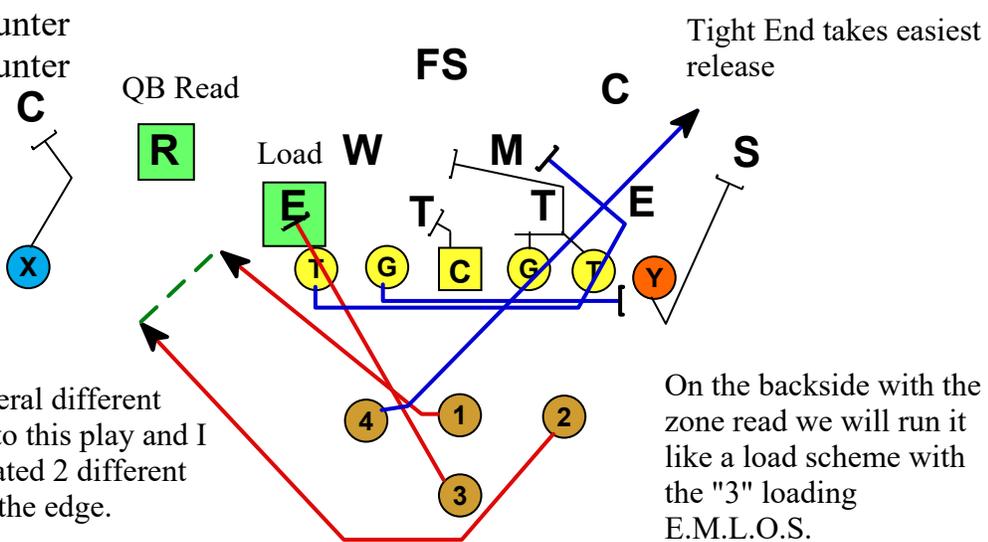


Apache 13 Power  
Navajo 12 Power



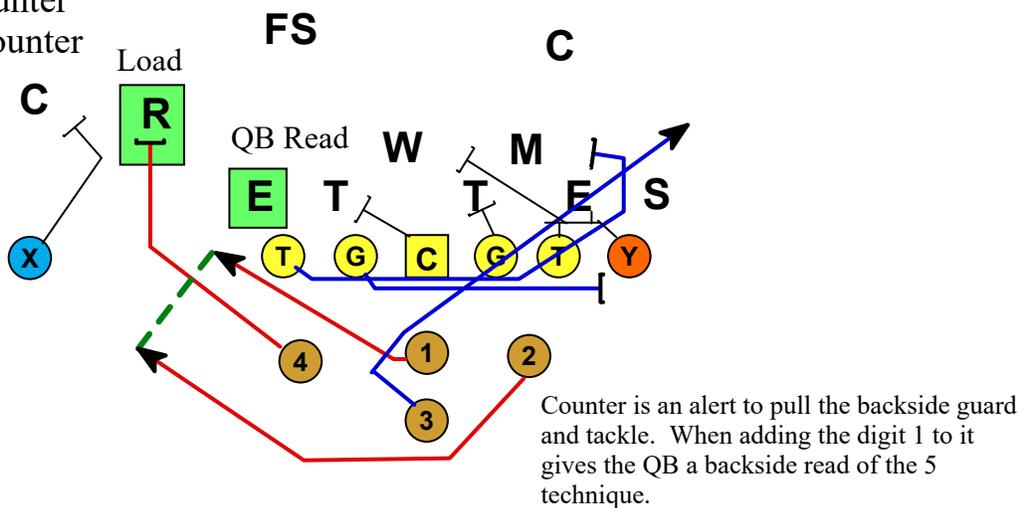
# 42 - 23 Counter 12 - 33 Counter Read

Reno 42 Counter  
Reno 12 Counter

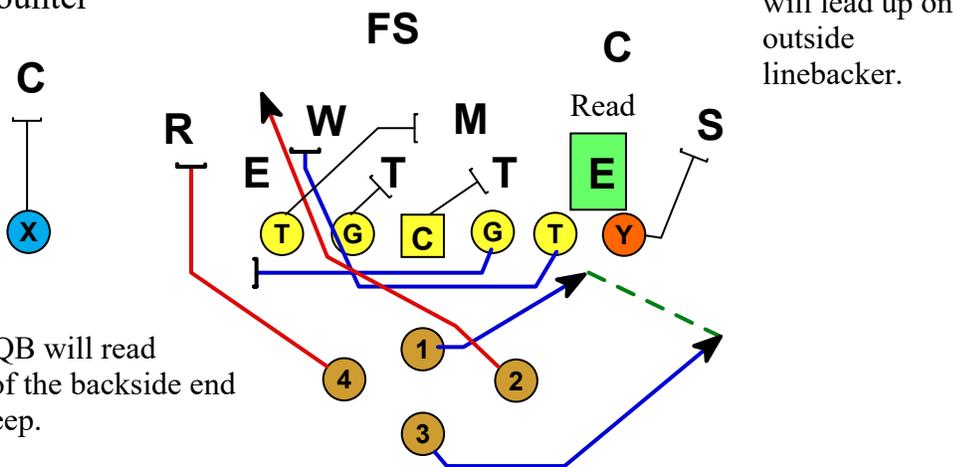


There is several different approaches to this play and I have illustrated 2 different schemes on the edge.

Reno 12 Counter  
Vegas 13 Counter



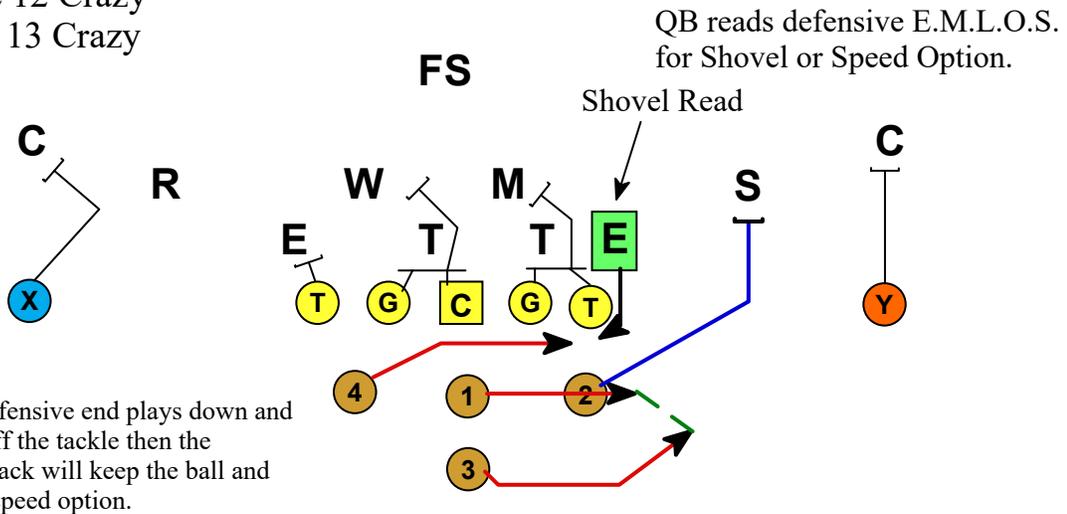
Ricky 13 Counter  
Linda 12 Counter



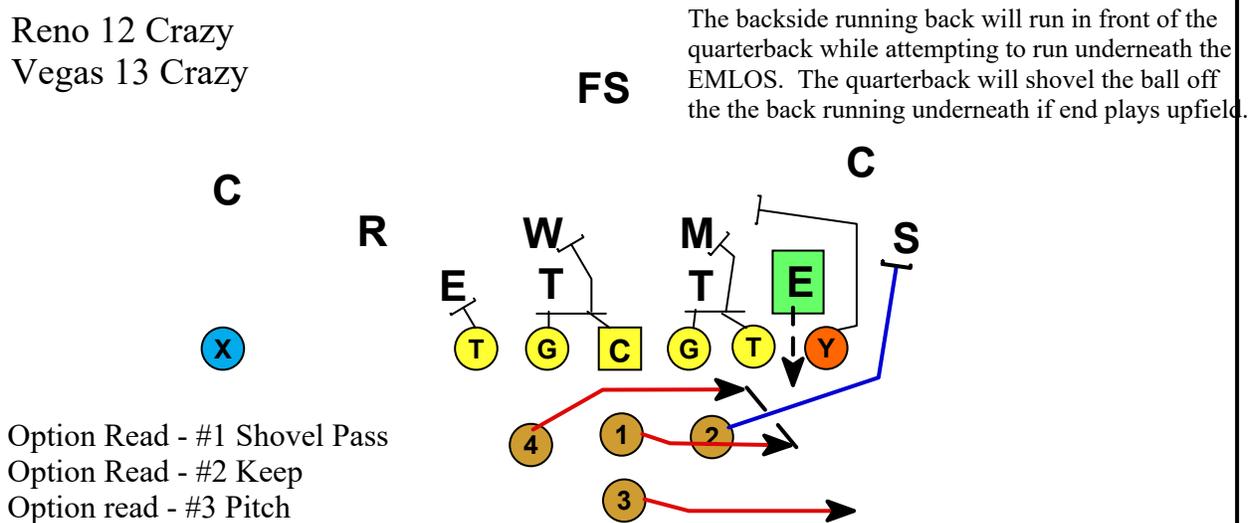
If zone read QB will read the reaction of the backside end for give or keep.

# 12 - 13 Crazy Option

Apache 12 Crazy  
Navajo 13 Crazy



Reno 12 Crazy  
Vegas 13 Crazy



Ricky 13 Crazy  
Linda 12 Crazy

