

# 6 Approaches to Installing Midline Explained In Detail

Once again the inside jersey number of the 2 or 3 technique dictates the give or pull read. The give read happens when the quarterback sees the inside jersey number coming down to attack the dive or he can see the white of the number moving towards him. By reaching the ball back as deep as possible for a longer ride invites the down defender to make a decision one way or the other such as, he decides to play the quarterback. The key to keeping the defender from playing soft in the hole is to keep the quarterbacks momentum moving downhill. If the ride is shorten then the defender plays softer, if the ride is longer it usually brings the defender towards the dive (Fullback).

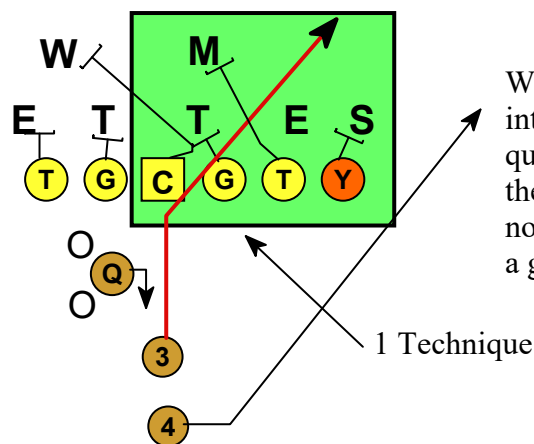
I want to talk about the "Third Hand" whenever the quarterback receives the ball from the center he wants to bring the ball up through his belly button which we call the "Third Hand" this keeps the reach back through the ride much smoother. What the quarterback doesn't want to do is bring the ball back with a stiff arms because this doesn't bait the read defender as much as bring the ball up through his "Third Hand".

Another key coaching point with any dive mesh is to tell the running back to run with his eyes and head up as he runs through the hole. Whenever the back drops his eyes and head as he goes through the mesh it makes him clamp harder on the ball, if he runs with his eyes and head up it makes for a softer pocket, a smoother exchange and a better mesh between the fullback (dive back). Something that I like to tell our backs as they go through the mesh and ride is to show their jersey number to the linebackers this to, will facilitate a softer pocket and mesh ride by the quarterback. Whenever the quarterback gets the give read have him continue to carry out his fake whenever possible a point of reference here is this I have our quarterback whenever possible to carry his fake out 15 yards down the field. Also a point to remember if the 2 or 3 technique continues to play up the field run the trap.

Whenever the quarterback gets the pull read he will want to replace the three technique while running downhill. Make sure that the quarterback takes his path out at an angle off the outside hip of the second tracker (blocker). If the quarterback cuts his path up field to soon he will over run his blocker thus, allowing the scraping linebacker to make the play. You might suggest that the quarterback take his path out at a 45 degree angle until he can break the perimeter.

Running midline into a 1 technique turns this play into a veer. Whenever faced with running midline into a 1 technique I would rather have our quarterback check us into the veer because of the blocking scheme for our offensive line.

Whenever running midline into the 1 technique you will need to teach your fullback to cut his path off the down block by his guard and to the outside.



When running midline into a 1 technique the quarterback will now read the 5 technique which normally always turns into a give read.

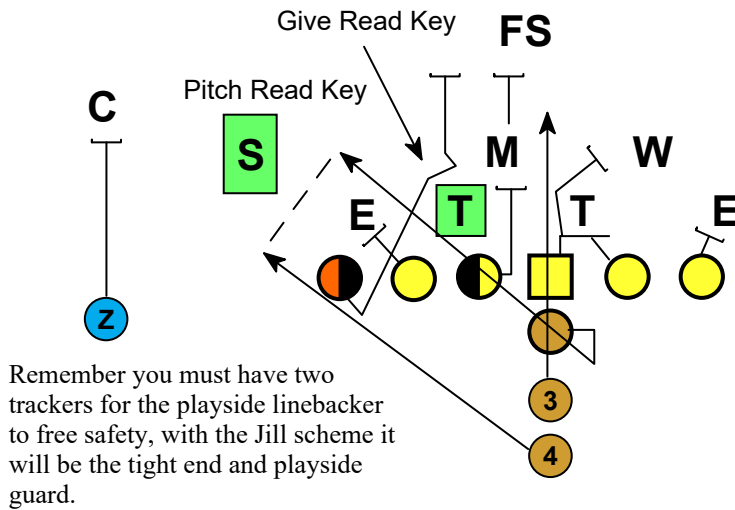
The reason I have our quarterback check us into the veer is because of the blocking scheme. The inside veer is best run into a 1 technique so, why not run the veer. In order to keep my offensive line in quality reps for this play I don't want to teach all the what if's to them so, why not check this play into the veer because the veer blocking scheme is something that practice each day. Thus, I don't want to incorporate the blocking scheme for the midline vs a 1 technique.

# Six Permitter Blocking Schemes For The Midline

<p><b>Jill</b></p>	<p><u><b>Assignment</b></u></p> <p>The Jill scheme is a fold scheme that puts your tight end and tackle incorporating a folded block which puts the tight end and playside guard as the two trackers.</p>	
<p><b>Base Compliments the Jill Scheme</b></p>	<p>The base call is incorporated into the Jill scheme whenever a defense moves into a 4-3 scheme or 7 defenders in the box. Whenever the tight end and tackle can't fold (Jill) the tight end will alert base thus sending your tailback tracking the middle LBer.</p>	
<p><b>Army</b></p>	<p>The Army scheme puts your tackle and tight end trying their combo outside towards the outside invert. Army puts you Tailback or second tracker on the playside LBer.</p>	
<p><b>Mike</b></p>	<p>The Mike scheme gives you the ability to get the ball pitched behind the L.O.S. whenever the outside invert is falling in on the QB when running the Jill Scheme.</p>	
<p><b>Navy</b></p>	<p>The Navy scheme incorporates the Jill scheme with the tight end wrapping around his tackle tracking the outside invert. The Tailback is the second tracker for the playside LBer with his guard.</p>	
<p><b>Falcon</b></p>	<p>The Falcon scheme incorporates the Jillscheme with the tight end tracking the playside LBer to the free safety. The Tailback now works off the outside hip of the tight end as he tracks the outside invert.</p>	

# 10 - 11 Jill

## Left 11 Jill

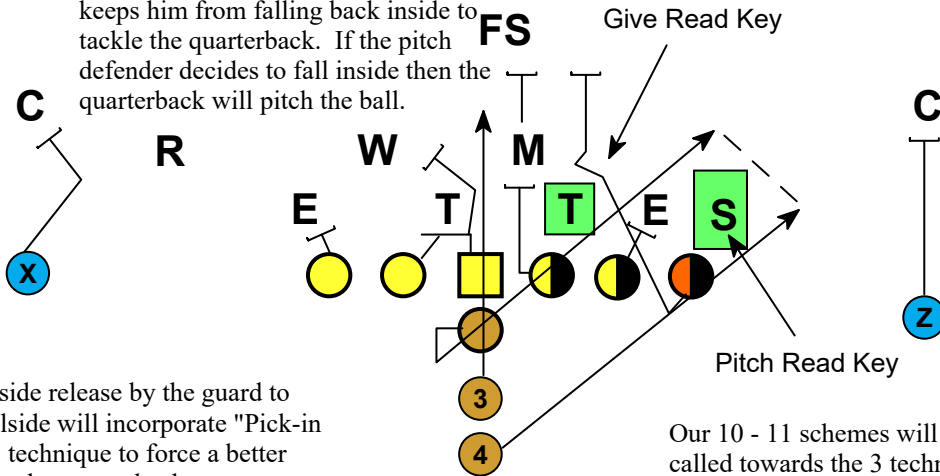


The fullback must run at the mid-point of the center, the offensive line will use the near ear of their down linemen for helmet placement.

It should be noted that when calling this play you don't have to add the Jill alert because it is automatic unless another blocking scheme for the midline is needed or added.

## Right 10 Jill

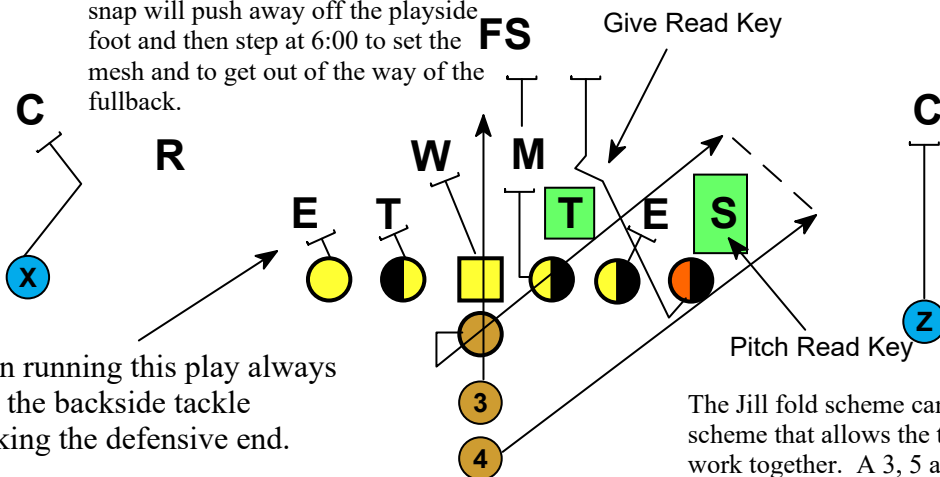
The pitch back must run at the outside jersey number of the pitch defender, this keeps him from falling back inside to tackle the quarterback. If the pitch defender decides to fall inside then the quarterback will pitch the ball.



Our 10 - 11 schemes will always be called towards the 3 technique. Quarterback will read inside jersey number for give or keep read.

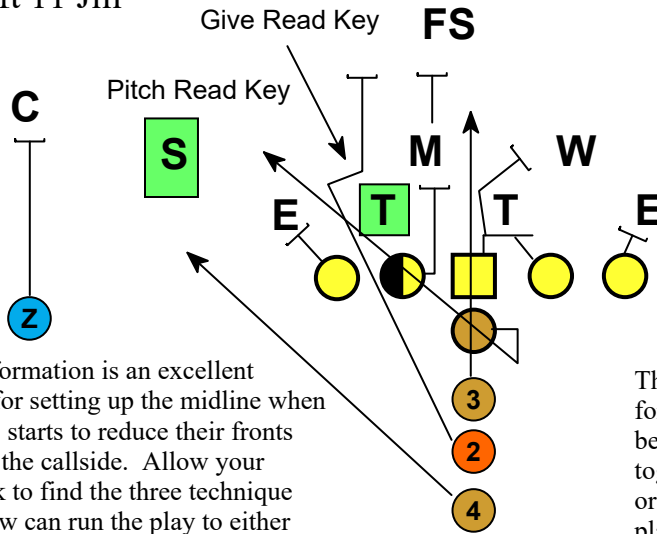
## Right 10 Jill

The quarterback upon receiving the snap will push away off the playside foot and then step at 6:00 to set the mesh and to get out of the way of the fullback.



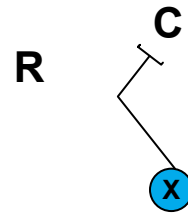
The Jill fold scheme can be run with any scheme that allows the tackle and tight end to work together. A 3, 5 and 9 combination is good to run towards.

Stack Left 11 Jill



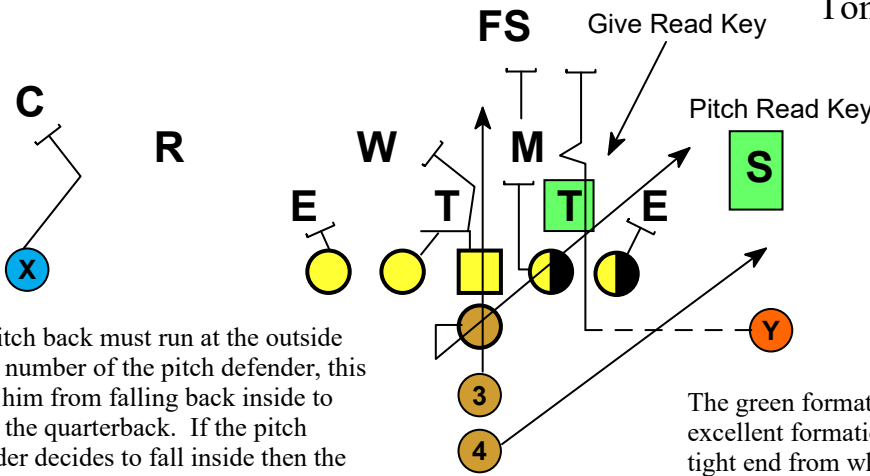
The stack formation is an excellent formation for setting up the midline when the defense starts to reduce their fronts away from the callside. Allow your quarterback to find the three technique and you now can run the play to either side without motioning the tight end.

Stack Formation



The Stack formation is a good formation for the midline because when pairing 10 - 11 together you need no motion in order to get two trackers for playside linebacker and free safety.

Green Right Tom 10 Jill

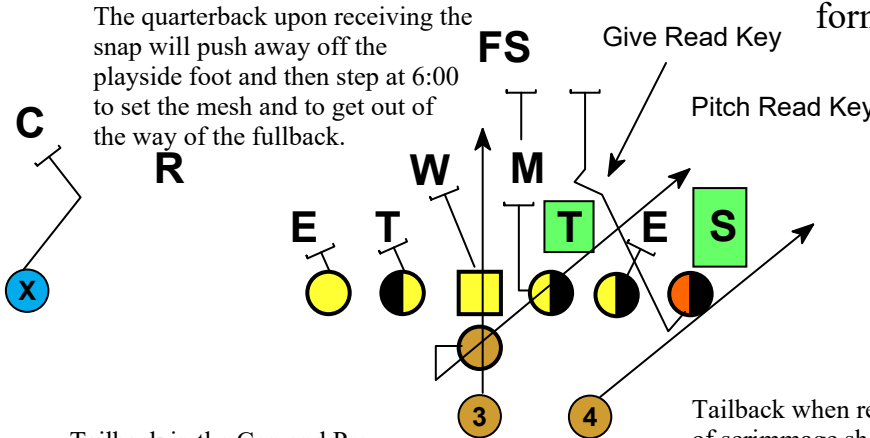


The pitch back must run at the outside jersey number of the pitch defender, this keeps him from falling back inside to tackle the quarterback. If the pitch defender decides to fall inside then the quarterback will pitch the ball.

Green Formation with Tom motion.

The green formation is an excellent formation to motion the tight end from when tracking and locating the 3 technique.

Con Right 10 Jill



The quarterback upon receiving the snap will push away off the playside foot and then step at 6:00 to set the mesh and to get out of the way of the fullback.

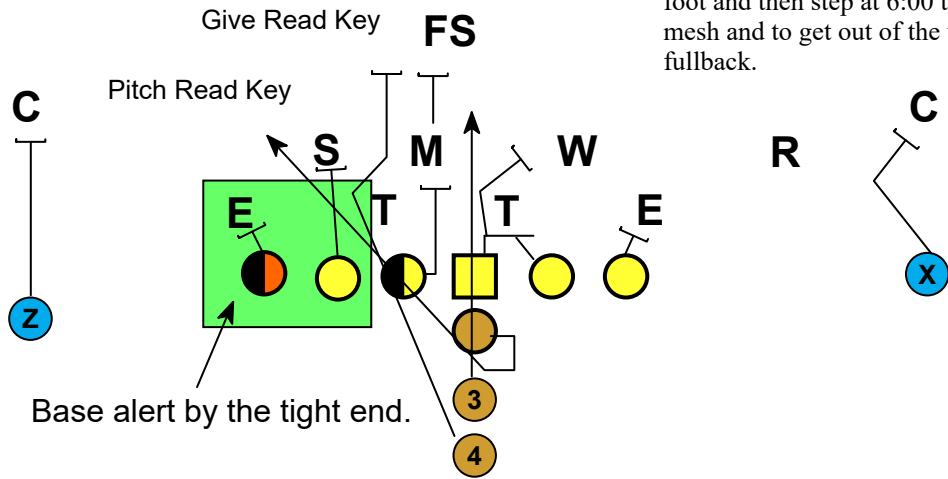
Midline from the Con formation.

Tailback in the Con and Pro formation aligns his heels at the same depth as the fullback.

Tailback when reaching the line of scrimmage should start to alert Ball, Ball, Ball to draw the attention of the outside invert.

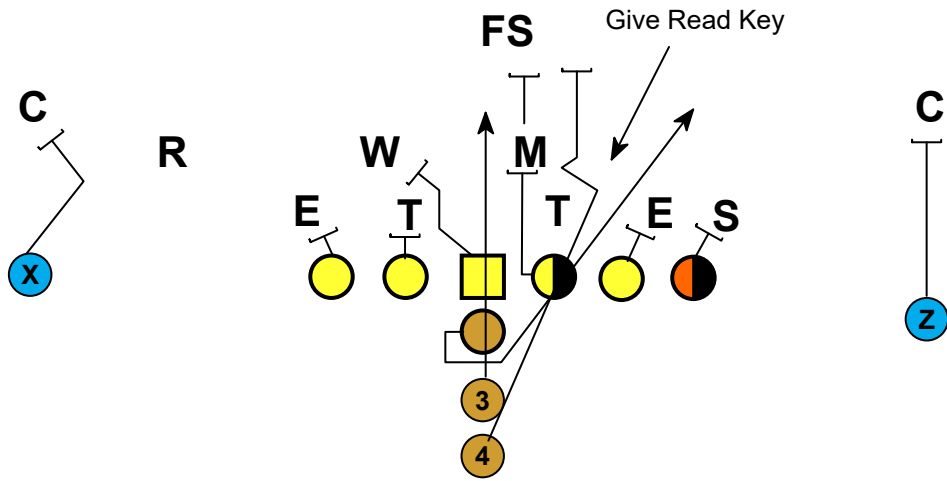
# 10 - 11 Base

## Left 11 Jill

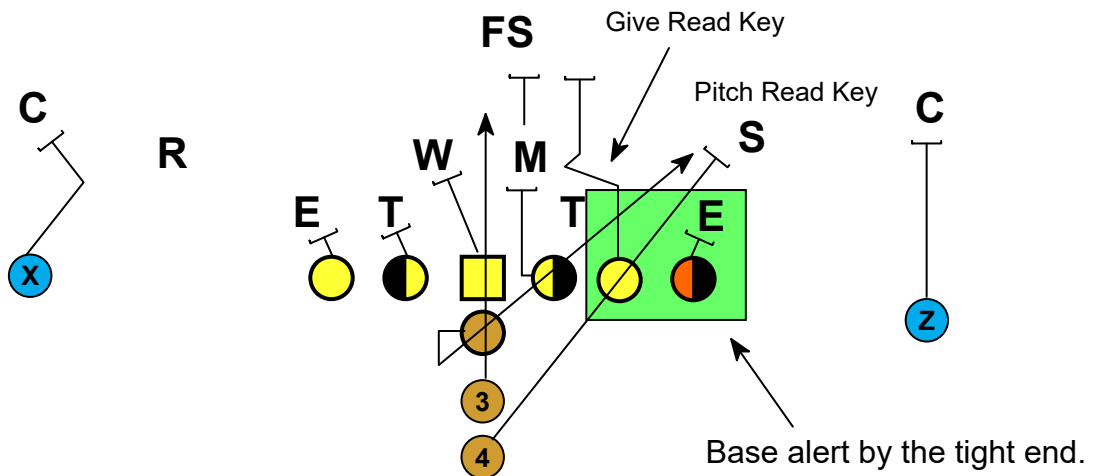


The quarterback upon receiving the snap will push away off the playside foot and then step at 6:00 to set the mesh and to get out of the way of the fullback.

## Right 10 Jill

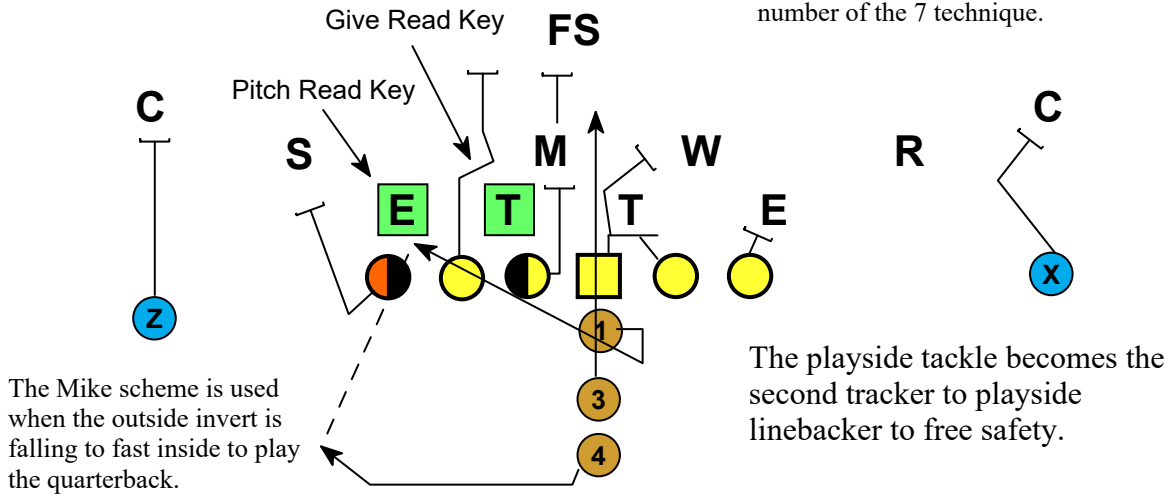


## Right 10 Base

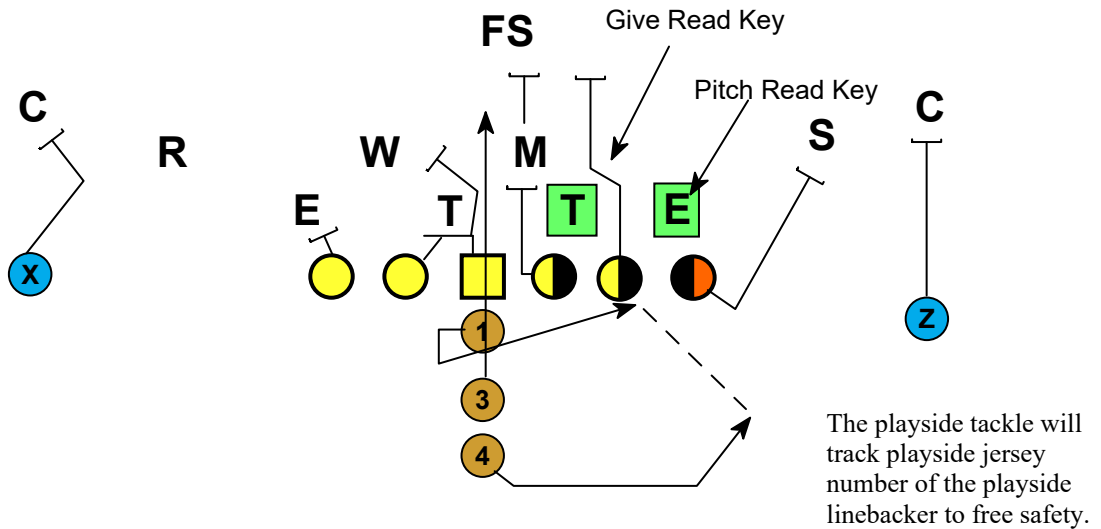


# 10 - 11 Mike

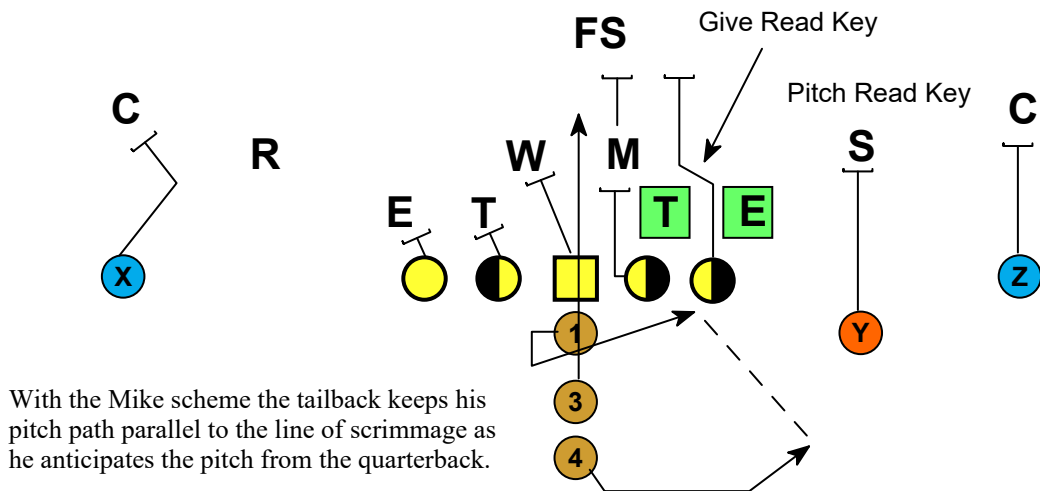
## Left 11 Mike



## Right 10 Mike

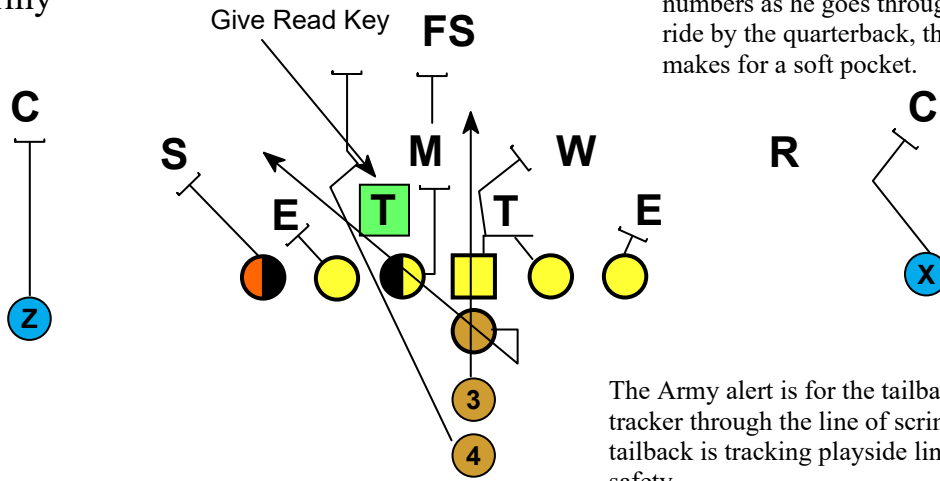


## Green Right 10 Mike



# 10 - 11 Army

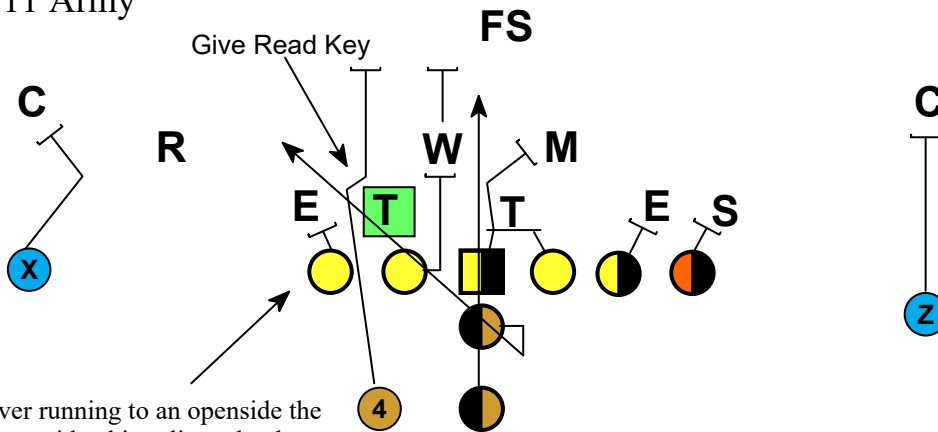
## Left 11 Army



Fullback must show his jersey numbers as he goes through the ride by the quarterback, this makes for a soft pocket.

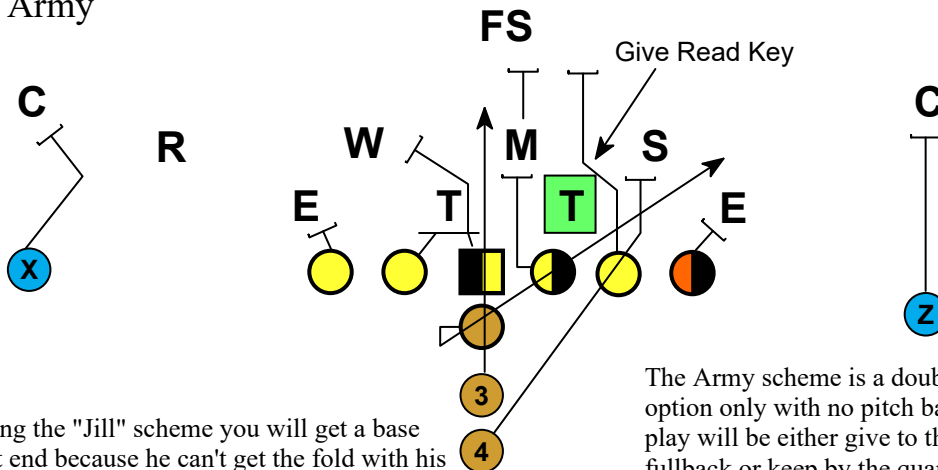
The Army alert is for the tailback to be the second tracker through the line of scrimmage. The tailback is tracking playside linebacker to free safety.

## Pro Right 11 Army



Whenever running to an openside the tackle can widen his split so that he can remove the 5 technique.

## Right 10 Army

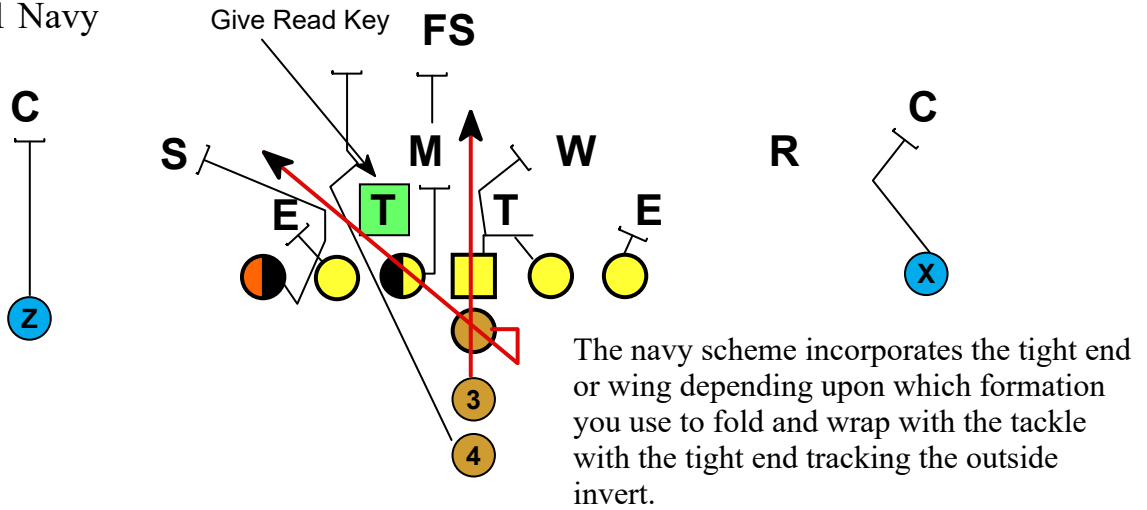


Whenever running the "Jill" scheme you will get a base alert by the tight end because he can't get the fold with his tackle, thus this play turns into an army scheme with the tailback tracking the Mike linebacker.

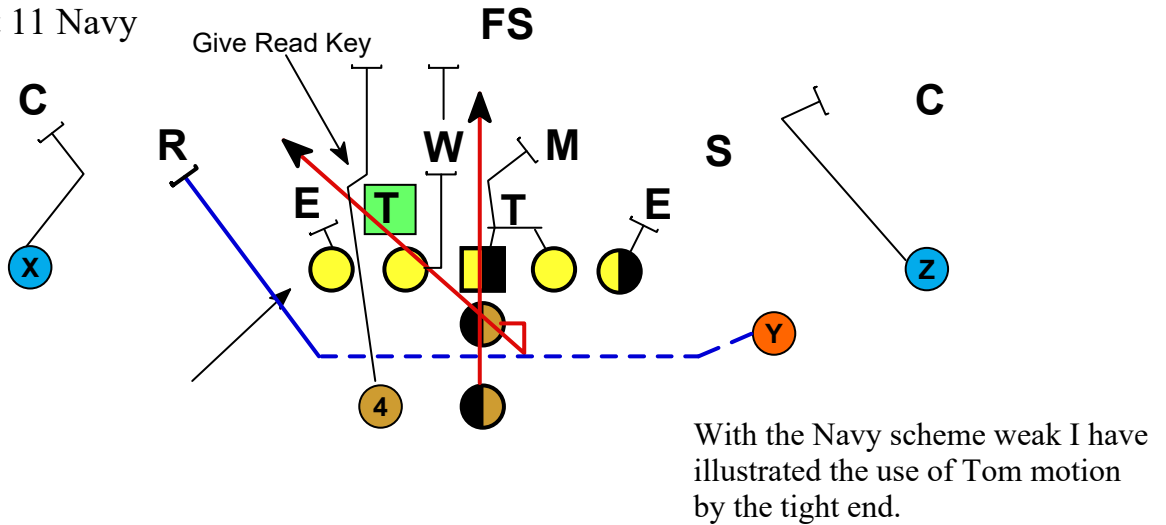
The Army scheme is a double option only with no pitch back, this play will be either give to the fullback or keep by the quarterback.

# 10 - 11 Navy

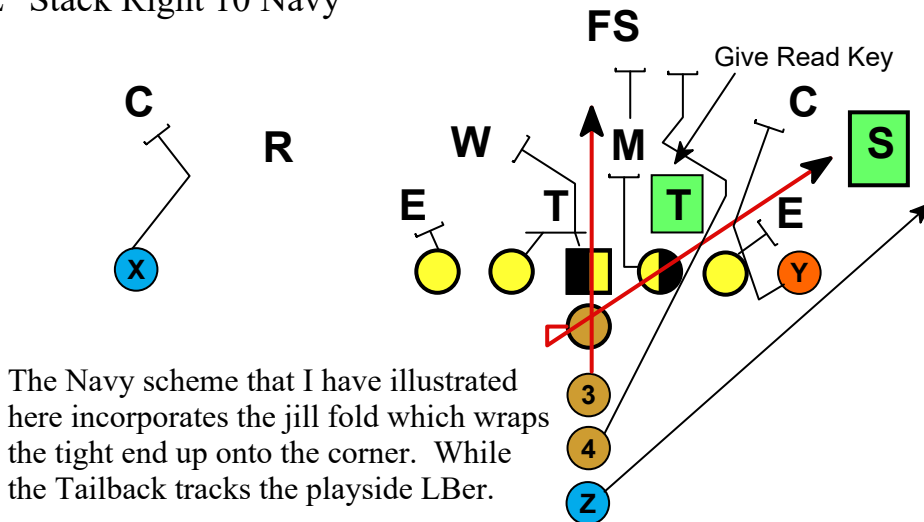
"I" Left 11 Navy



Con Right 11 Navy



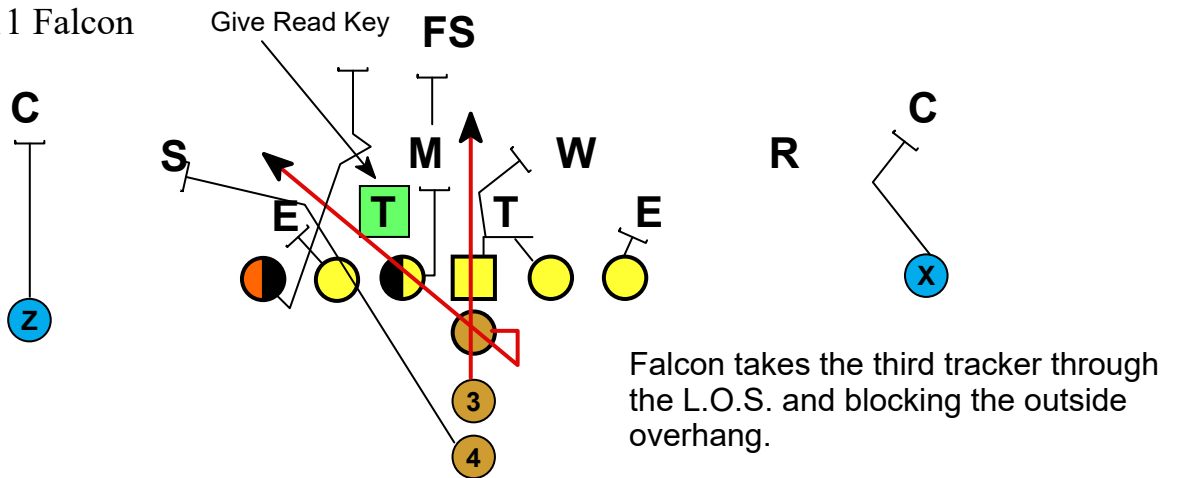
"Z" Stack Right 10 Navy



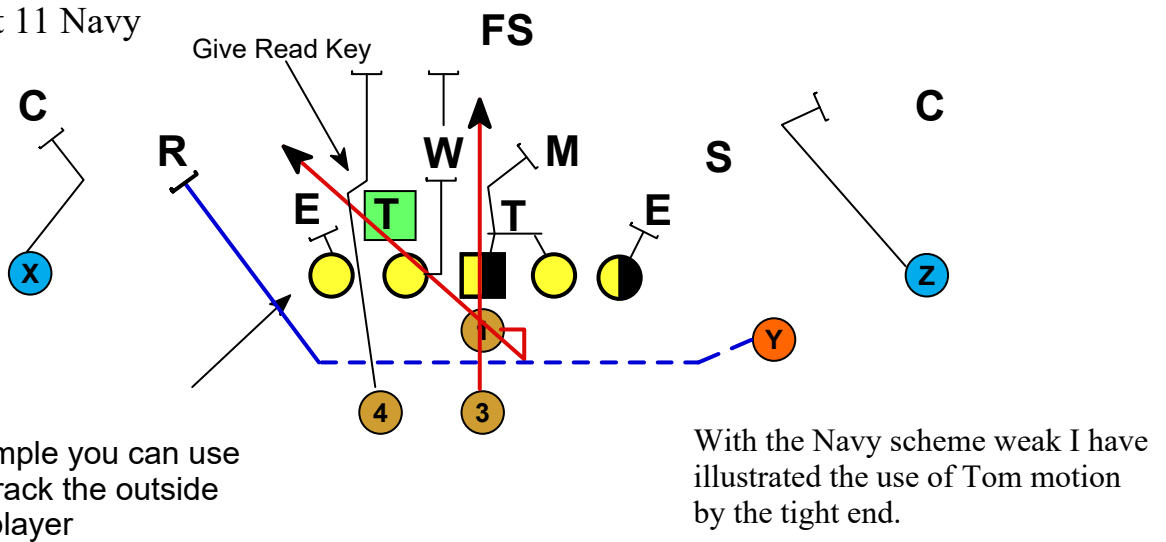


# 10 - 11 Falcon

## "I" Left 11 Falcon



## Con Right 11 Navy



## "Z" Stack Right 10 Navy

