



Playing and Practicing No Huddle

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Columbus East High School

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- 1485 Students – 5A Classification
- 45 Minutes South of Indianapolis

Last 10 Years

123-12

2013 (4A), 2017 5A State Champions

2016 5A State Runner-up

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My Goal is to share with
you real information, not
just Clinic Talk.

I hope you can use a few
ideas!

Have a Philosophy

- Think it through
- Does it fit what you believe in?
- Why the no-huddle and playing fast?
- Do your practice play scripts reflect what you run on game day?
- If you are in, commit to your style!

I'm going to tell you

- What we do
- Why we do it
- How we do it
- I hope you take something you can use

Why is Simple

- We want the DC to go into the panic mode when they start to prepare
- We want to force them to only do it against us (more are doing now)
- We want to set the tone early in the football game
- We convince our Team that we are the best at playing Fast (Whether we are or not)

We Never Huddle

Indiana has the 40 second clock

Everything is “Up Tempo!”

- Start with a meeting daily
- Hit the field running!
- Promotes: Intensity and focus
- Conditioning happens during practice (not after)

“Attention to Detail”

- Accountability
- Coaches
- Players

Team Concepts

- Use the same football “Verbage” in all drills and communication
- Alignment, Gaps, Player names, Formations
- Defense must commit to playing fast well – they never huddle
- Special Teams (harder to do)
 - Punt/Punt Return
 - KO/KOR Huddle on sideline

Simple Concepts

- Multiple, Simple
- We want to play fast
- Run the Ball, High % Pass, Eliminate mistakes
- Fundamentals – If you don't leave, you don't have to go back
- Execution beats scheme

Our Team Goals Reflect

- 10 on Offense, Defense and Special Teams
- The philosophy of the goal is the same
- All Team awards (Only if we win)
- The most important thing is that our players know them, and work to attain

Game Day Goals

- Play Fast
- Put the pressure on the defense (get them to line up in base)
- Wear them down (Find the guy with hands on his knees and go at him)
- Execute (Execution beats scheme)
- Be Efficient (move the ball)
- Score

There are some things that we
believe you need to commit to:
Practice and Play Fast

Playing Fast Execution

- Pre-snap communication (Formation, Play, and snap count)
- LOS communication – who are we blocking?
- Play every play like the one that is going to win the game
- Finish, get the ball back to the official, go again.

The player with the ball is responsible to get the ball to the referee.

It takes No Talent to
Hustle!

Get back to your
position – Run!

Verbalize Snap Count

- We want to use the snap count to our advantage
- Colors
- Numbers
- Names
- Vary the snap count from day one!

Formations

- We name our personnel groupings
- Basically a 2 TE Group, 1 TE Group, No TE Group
- Our back-up QB signals
- It is the players responsibility to see the signal and get in the game

Play Calling

- Don't trick yourself – Make sure we know the play
- We do it every day, every snap in practice
- Closest player to sideline echoes from OC, to LOS, to far sideline
- We use numbers, colors, College names

Play Call Examples

- 2 is Inside Zone to the right, 3 left
- 6 is Outside Zone to the right, 7 left
- We teach passing game concepts that can be applied to all formations
- Several passes are 1 color or one word
- We use lots of college names to call plays
- Our players say lots of college names that mean nothing

Practice

- Offense is always responsible to get the ball
- Each group getting reps is responsible to have a ball with them.
- Skill guys run all day!
- O-line – Gain ground (10 yds. on all runs)

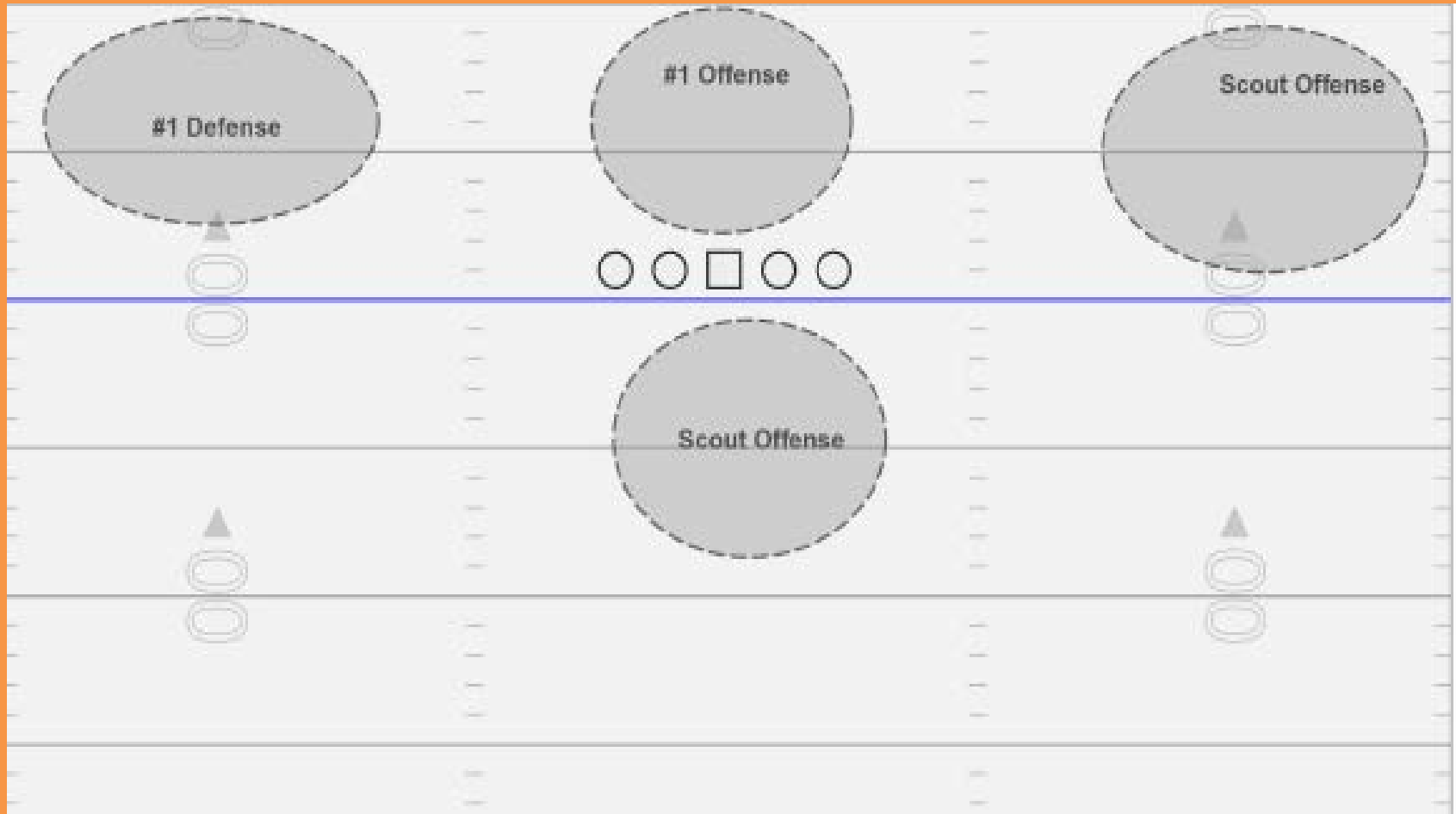
Practice Organization

- Group
- Inside Run
- Pass Skely
- Team

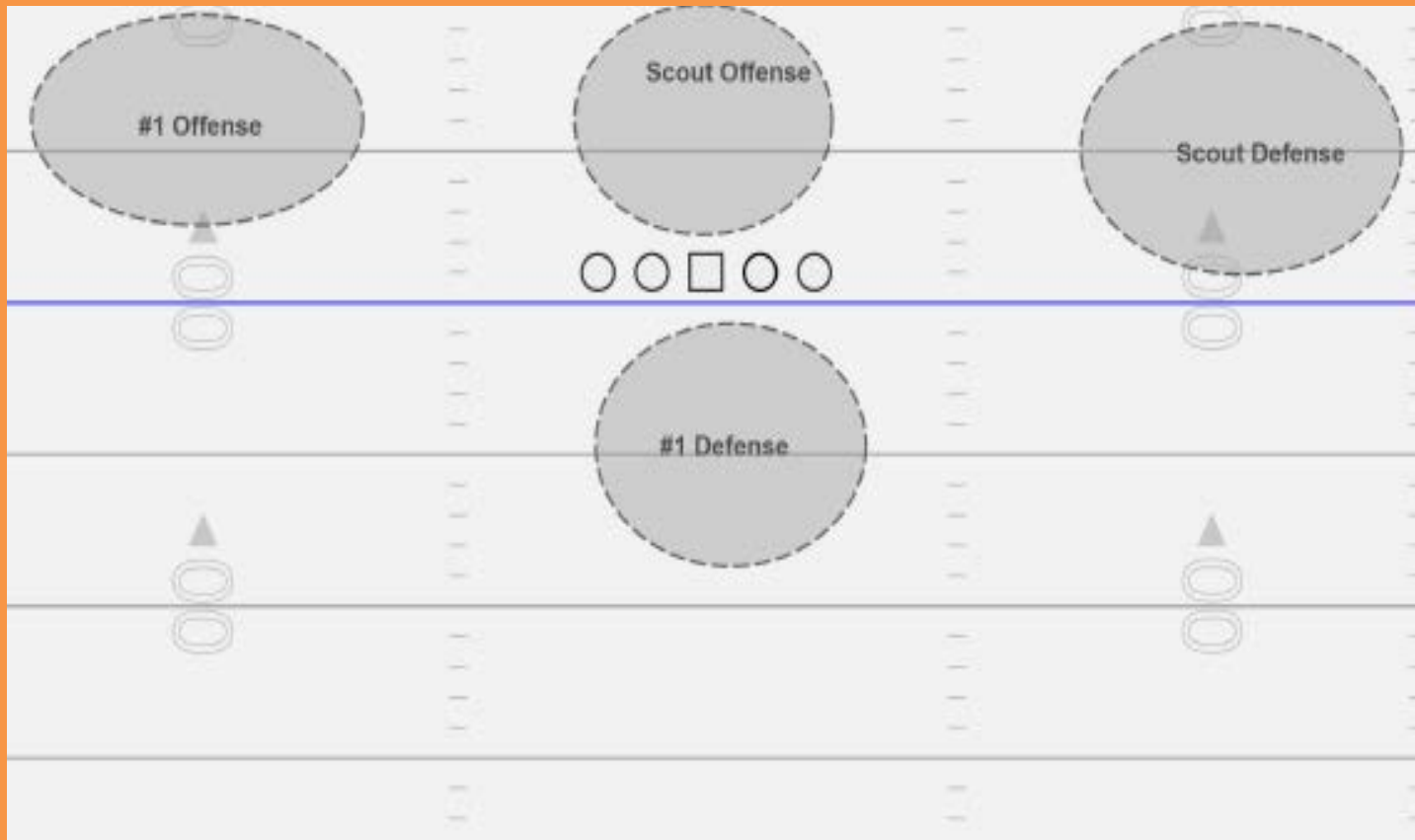
Coaches coach between reps

- Coaches are assigned to each groups
- Coach them during the play
- Coach them to get set, communicate, go and finish
- Coach them between series (Simulates game)
- Coaches script substitutions before practice

Offense Inside, Skely, Team



Defense Inside, Skely, Team



Inside Run and Skely

- Shorter series
- We always run 4 series of 3 plays
- We rotate the same way

Team Practice

- We run short series; 4 to 6 plays and rotate the defense in for their series
- 1st series is always on 10 yd line, 5, 3, 1 – We coach every snap finishing in end zone
- Next series, we flip the ball and move it down the field (4 series of 5 to 6 plays)
- Last series -\$\$\$- is D/D – 3rd -10, 3rd – 7, 3rd – 5, 4th -2, Last play is always 4th -5 (Same play all year)

Game Day

- We play the way we practice
- Going fast is not an issue, because we do it every practice
- Slowing down is an issue – If we want to use clock – our QB holds them up until 8 seconds
- We practice slowing down on the last series, every Thursday

Take a look at

- How many plays do you run in a game?
- How efficient are you?
- Can you get more snaps?
- Do your practice play scripts reflect what you run on game day?

Thanks!
Good Luck this
Season!
Call or email!