SFL

COACH SHAWN KIRKPATRICK

"HOW TO PLAY ELECTRIC FOOTBALL"

1978
SEASON

COACHES MANUAL

BY

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Kaysville, Utah

ABOUT THE AUTHOR

Brian Hanline has organized the Electric Football League and in the four years that the league has been in existence he has the best won/loss record in the league. The following pages will describe to you the best offensive and defensive principles he has achieved through four years of practice and study.

INTRODUCTION

Electric Football is an exciting game -- one that holds a thousand challenges for the person who wants to become a real pro. And by using Tudor's new control bases, you can develop offensive and defensive strategies that have all of the suspense and competition of a real game of football.

The fun of real football is right here, if you know how to use your players and how to plan your attack.

That's why we've developed this booklet on "How to Play and Win at Electric Football" -- to help you become a champion in your neighborhood.

The offenses and defenses shown have been tried and tested under actual game conditons and will help you gain that winning edge over your opponent. They are the result of four years of constant play and revision.

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CHAPTER I

BASIC OFFENSIVE STRATEGY

With your Total Team Control® Bases, you can develop a wide variety of offensive running and passing plays. The deception of your offensive attack will, of course, depend on how well you know and use your Bases in the running back positions.

So our first job is to find out which Bases will make good running backs.

Picking the Bases for Your Runningbacks

First, let's take a Base and think of it as a car in the middle of a parking lot. When the driver turns the wheels of the car as far as he can to the left or right, the car will turn in a full circle, as shown in Figure 1.

Your Bases are just like the car. When you turn the prongs of a Base all the way to the left or right, place it on the playing field, and turn your set "on" -- the Base will make a full circle, just like the car.

Now, let's take all of your Total Team Control Bases and give them a test to see how big of a circle each one makes. Some will make big circles, others will make small ones.

Place your Bases -- one at a time -- on the 50 yard line. Turn the prongs all the way to the left and turn your set "on" at medium speed. Record the gain that is made. Then turn the prongs of the Base all the way to the right and do the same thing. Record the results again. Also record the time it takes each Base to complete the circle.

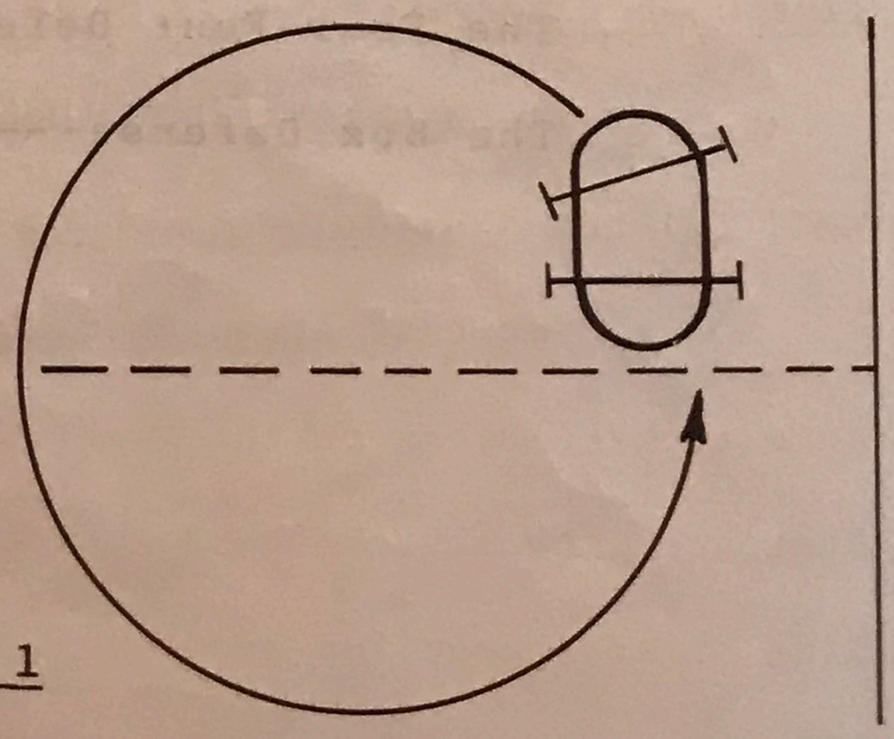


Figure 1

The fastest Bases that make the smallest circles should be your offensive runningbacks. Here's why.

1. By positioning your runningbacks backwards to the line of scrimmage with the prongs turned all the way to the left or right, these Bases will make a circle just like a power sweep in a real football game (Figure 2).

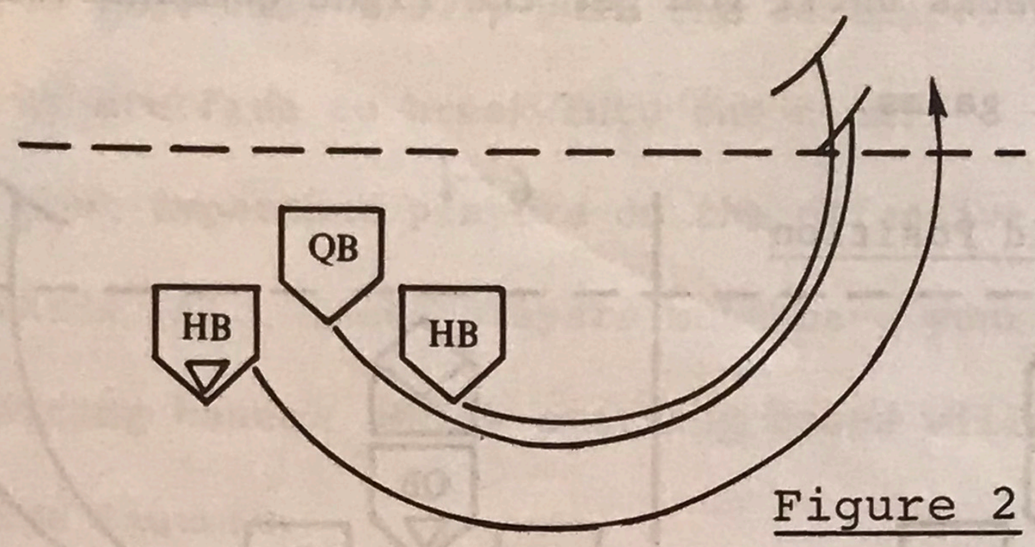


Figure 2

2. By adjusting the prongs of these Bases somewhere between maximum and straight, you can change the power sweep from very wide to in close.

3. And best of all, your opponent cannot tell which direction or amount of sweep you have planned, so you now have the element of surprise in your offensive attack.

Setting Up Your Backfield

As we just learned in Figure 2, placing your runningbacks backward to the line of scrimmage with the prongs turned all the way to the left or right will produce a circle. Let's see how we can use this idea in your backfield.

Figure 3 shows the Center (C), Quarterback (QB), and two Halfbacks (HB) in a typical pro set. Notice that all three runningbacks are facing away from the line of scrimmage.

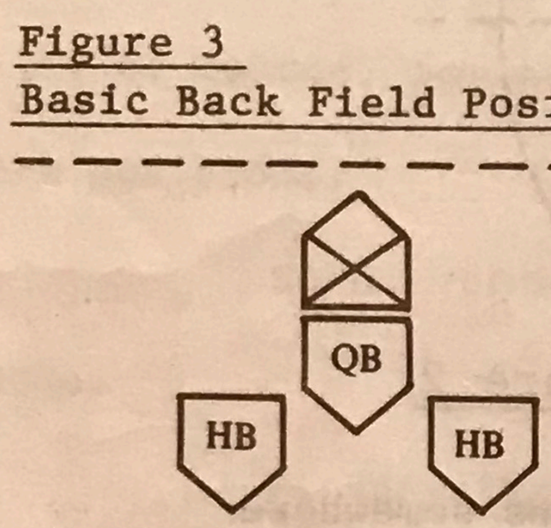
In this position, the QB has the option of (1) handing off to the LHB, (2) the RHB, or (3) keeping the ball himself.

Set this arrangement up on the 50 yard line and turn the prongs on all three backs to the right. Turn your set "On" and watch what happens. That's right, all three backs will loop out to the right and go across the line of scrimmage for about a 10 to 15 yard gain -- with the HB's running

interference for the QB. Let's call this play the QB Power Sweep Right. As you can see, we can get the same results with a QB Power Sweep Left simply by turning all of the prongs to the left. See Figure 4.

NOTE: You will have to experiment with the Bases you selected to be your runningbacks until you get the right combinations that will produce the biggest gains.

Figure 3
Basic Back Field Position



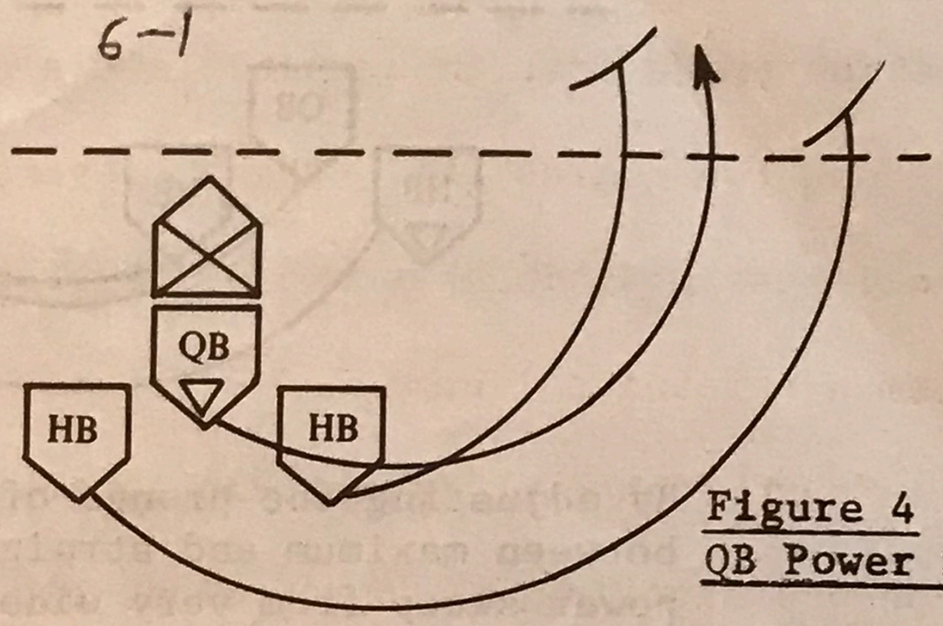


Figure 4
QB Power Sweep Right

Changing Your Backfield

Once you have established the basic QB Power Sweeps Right and Left, you are ready to develop the rest of your offensive running attack. You can develop hundreds of exciting running plays simply by doing these two things.

1. Adjust the amount of left or right turn to the prongs of your runningbacks bases.
2. Change the position of your runningbacks from backwards to frontwards.

Figures 5, 6, and 7 show three good examples of how to change your backfield. After you master these running plays and their options, design some plays of your own and give them a try. That's where the real fun comes with Electric Football because you are the Head Coach.

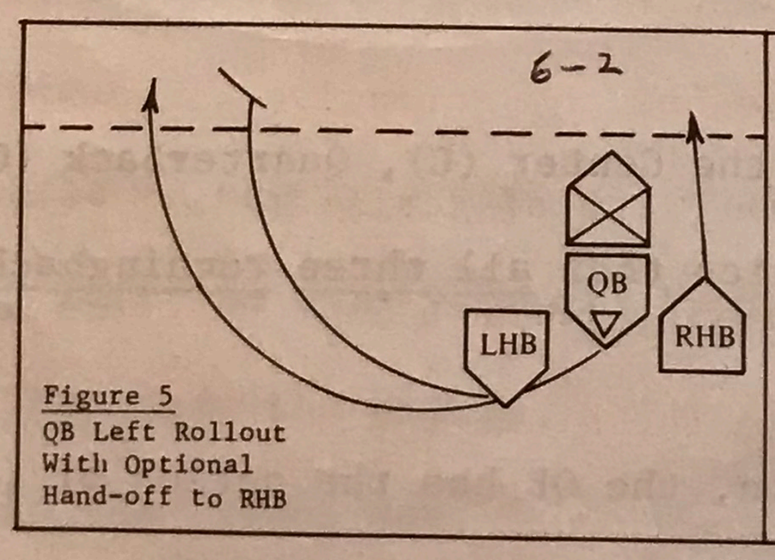


Figure 5
QB Left Rollout
With Optional
Hand-off to RHB

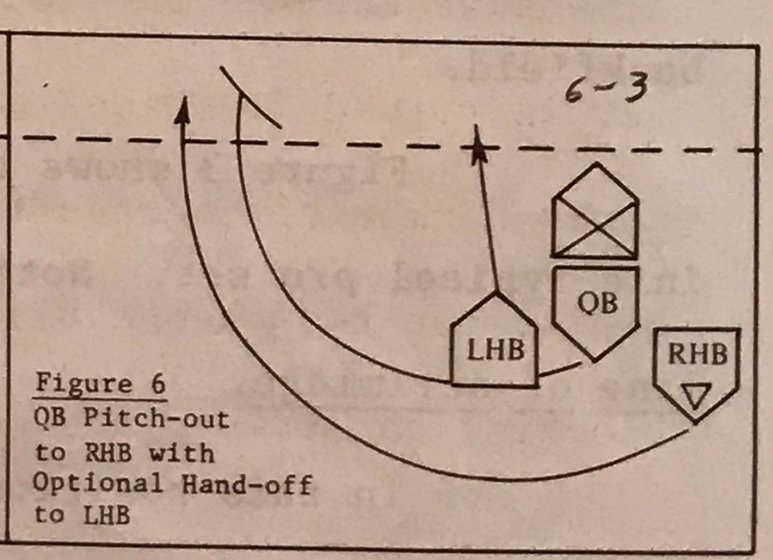


Figure 6
QB Pitch-out
to RHB with
Optional Hand-off
to LHB

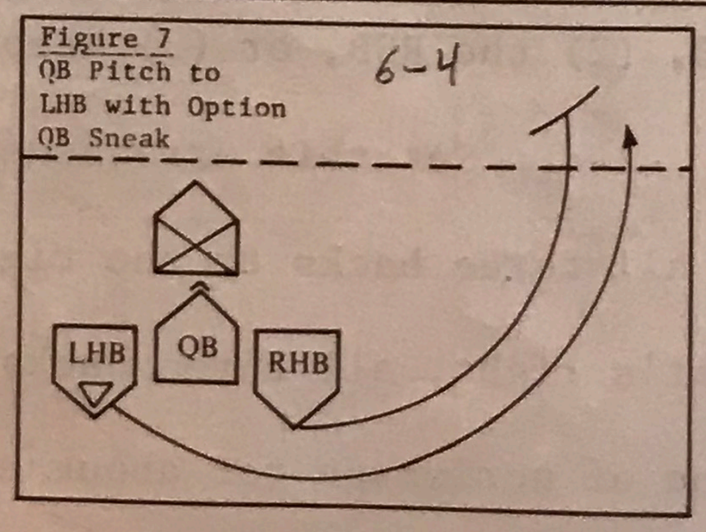


Figure 7
QB Pitch to
LHB with Option
QB Sneak

Setting Up Your Offensive Line

The offensive line in Electric Football is different from real football. The idea is not to open holes in the line for your runningbacks--this is almost impossible. In Electric Football the important thing is to have a wall of blockers that will slowly push the defensive line backwards until your runningbacks are free to break into the clear.

The three most important players on the offensive line are the center (X) and two guards (G). These players must have your most powerful bases and your quickest starting bases. Quick-starting bases will also let you double-team a defensive lineman.

Your offensive linemen can attack the defense in these three ways: (1) one-on-one blocking, (2) two-on-one blocking, and (3) roll-out blocking.

1. One-on-one Blocking -- This will be your basic offensive attack on the line. Simply adjust the prongs on your linemen to move straight ahead and make direct contact with the defense. This type of blocking will keep the defensive players from penetrating the line of scrimmage.

2. Two-on-one Blocking -- Take a look at Figure 8. The prongs on your center have been turned so that he will team up with the LG and push the defensive Lineman back and out of the way for the runningback. When your set is turned "On," notice how the defensive lineman in front of the center moves harmlessly across the line of scrimmage as the HB moves for a big gain behind the two-on-one blocking (Figure 9). Of course, the same two-on-one blocking can take place on the other side of the line.

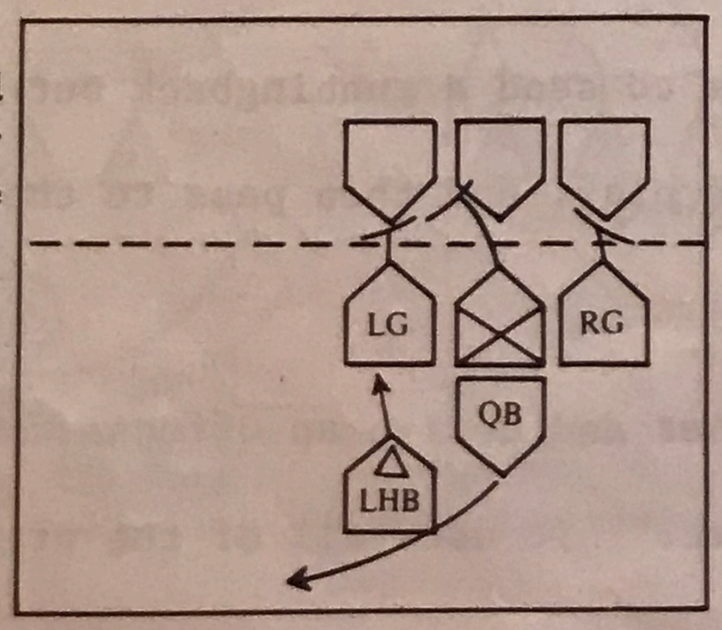


Figure 8
Center and LG Set for Two-on-One Blocking

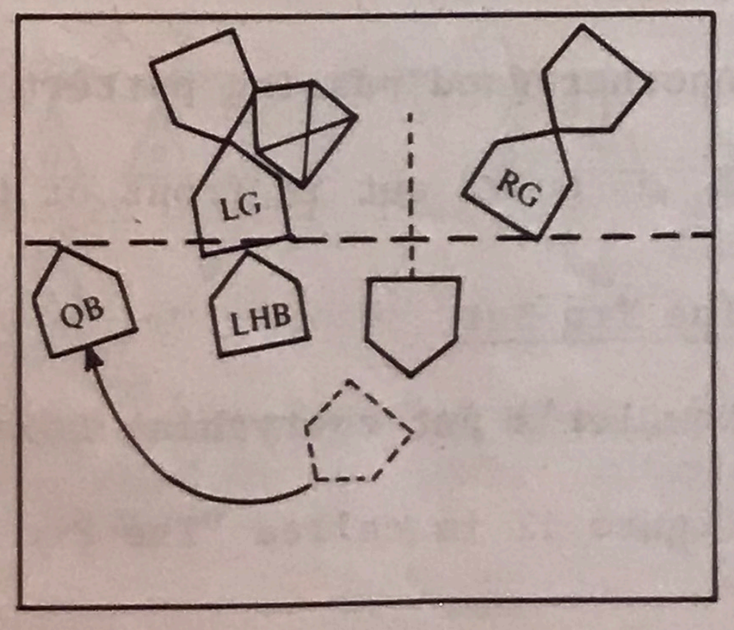


Figure 9
Defensive Lineman Moves Across Line of Scrimage While HB Makes Gain Behind Two-on-One Blocking

Here's a special point to remember on two-on-one blocking: When running through the center of the line, run behind the outside man of the double team. This will give your runningback the added option of slipping to the outside and hopefully making an even longer gain.

3. Roll-out-Blocking -- So far, our blocking has been restricted to the middle of the line. Now let's pull an offensive lineman so that he can block in front of a sweep. All you have to do is turn one of the offensive linemen around backwards. Take a look at Figure 10.

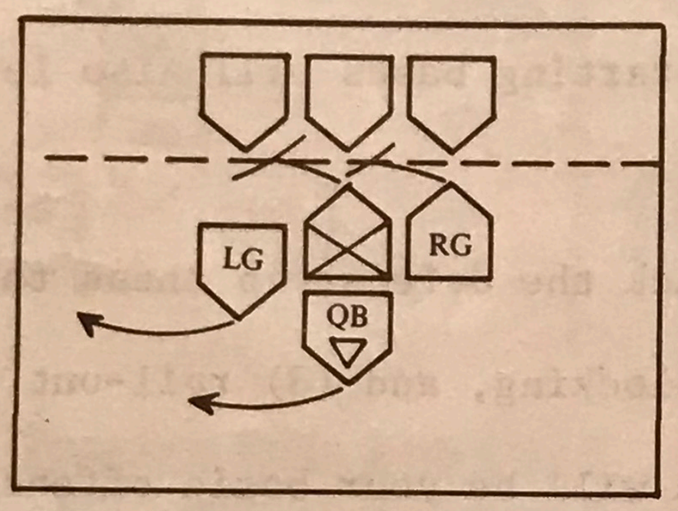


Figure 10 - LG Set to Pull Out and Block for Sweeping QB. Notice How Center and RG Move to Left to Seal the Line as LG Pulls.

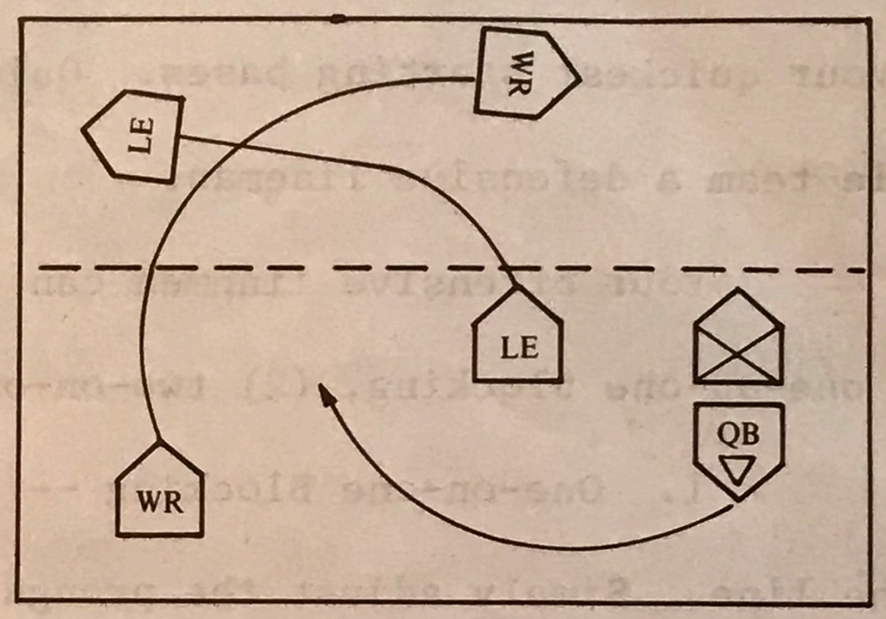


Figure 11 - Crossing Pattern for Passing

The Receivers

Your pass catchers will be the two Offensive Ends (E) and a Wide Receiver (WR). Your most dangerous and successfull passing attack will be the crossing pattern shown in Figure 11.

With the crossing pattern in Figure 11, the QB can roll out and produce a very effective weapon because (1) it gets the QB closer to the receivers ensuring a shorter pass which has a greater chance of completion, (2) it gets both receivers into a position where one can block for the other, and (3) the QB can run if a receiver is not in the clear.

Another good passing pattern is to send a runningback out into the flat, pull a guard out in front of the play, and then pass to the back.

The Pro Set

Now let's put everything together and design an offense. The offense shown in Figure 12 is called "The Pro Set." It uses all of the prescribed

principles in the offensive part of this manual. Below and on the next page are a series of plays using "The Pro Set."

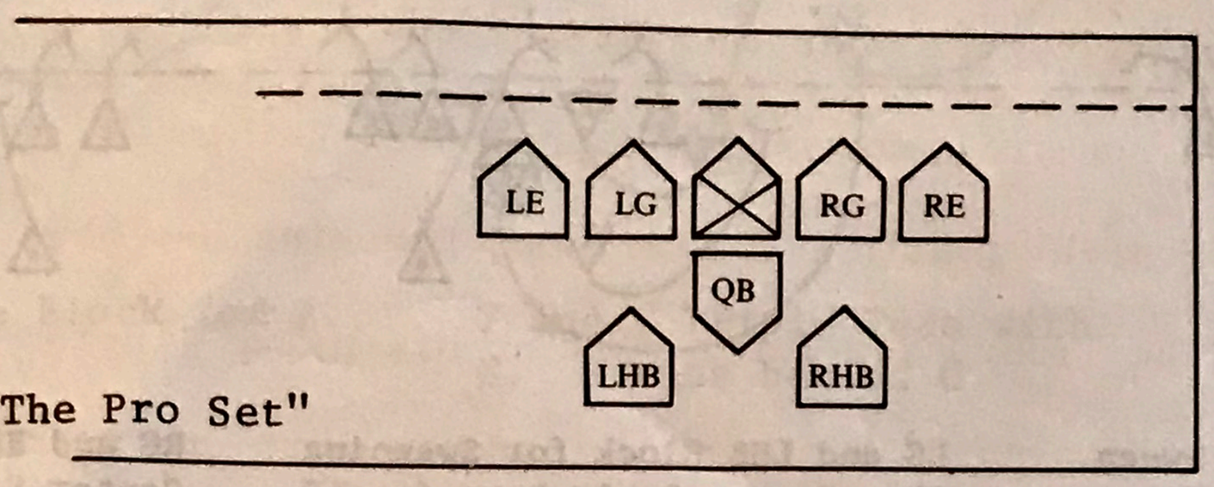
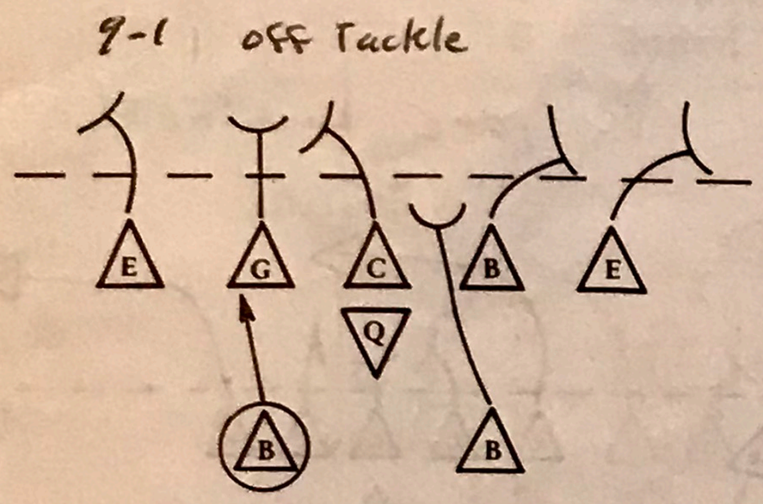
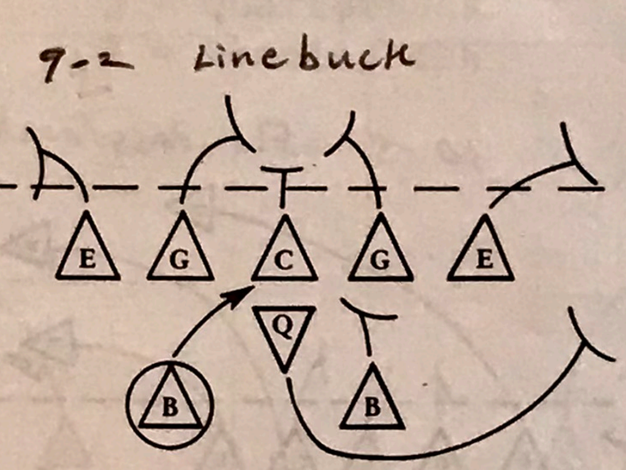


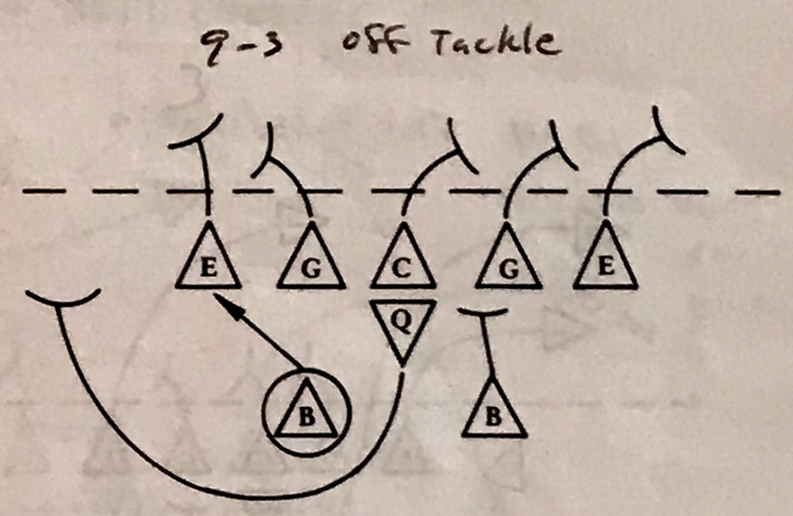
Figure 12 "The Pro Set"



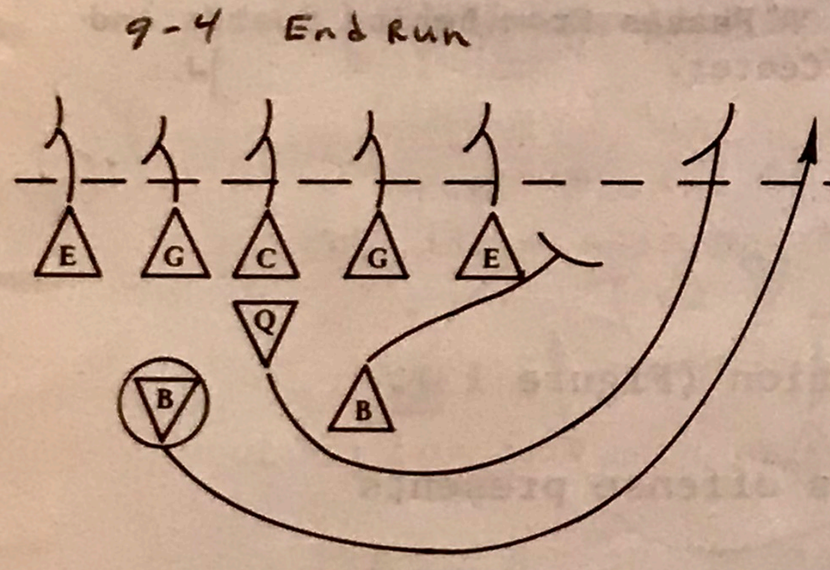
Center and LG Two-on-One Block for LHB. LHB Runs Behind LG.



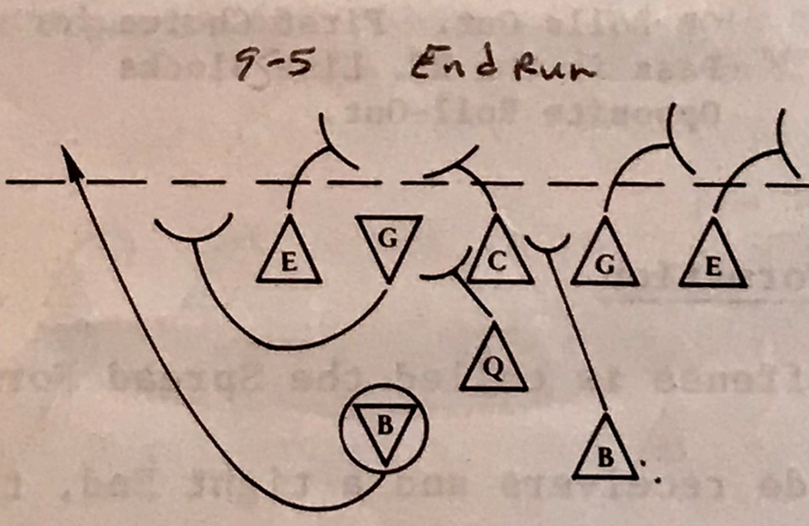
Both Guards and Center Triple Team Center's Man; HB Runs Behind Center.



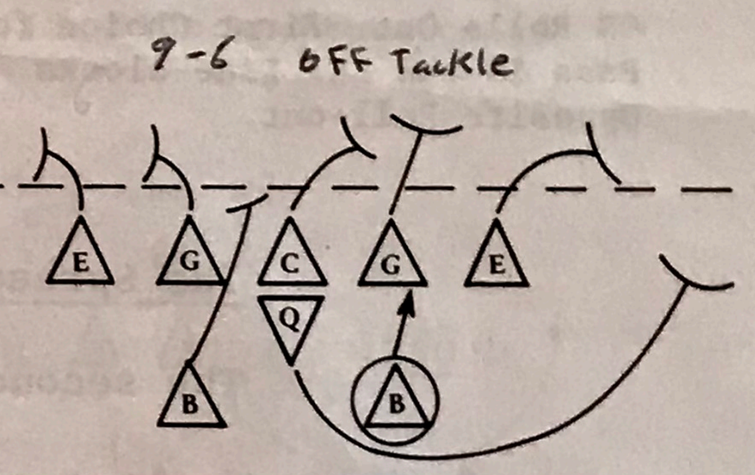
LG and LE Two-on-One Block for LHB. LHB Runs Behind LE; QB Blocks Defensive End.



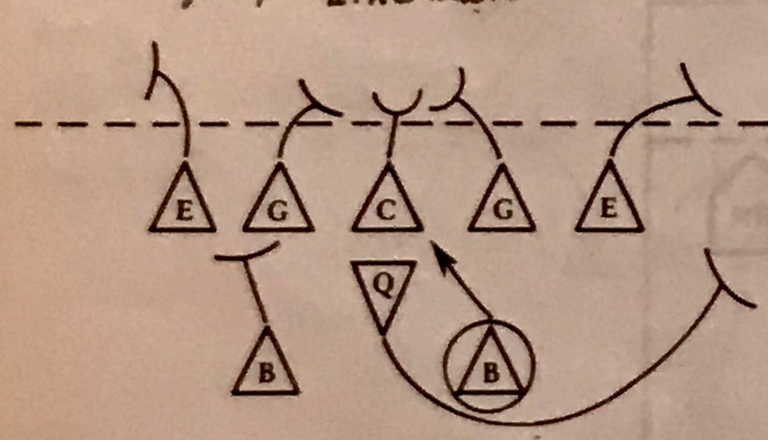
Line Blocks Opposite of Sweep. QB Blocks for Sweeping LHB.



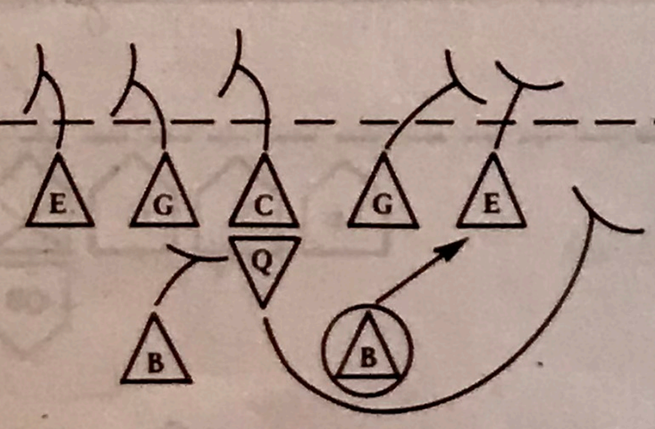
LG Pulls and Blocks for Sweeping LHB. Center Seals Down for LG.



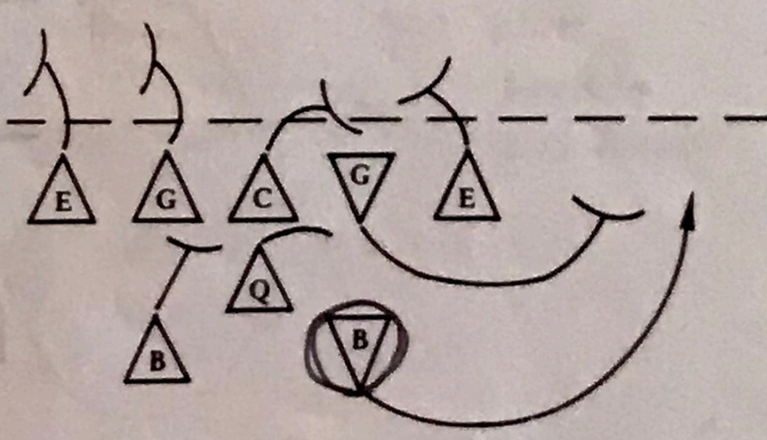
Center and RG Two-on-One Block for RHB. RHB Runs Behind RG.



Both Guards and Center Triple Team Center's Man. RHB Runs Behind Center.

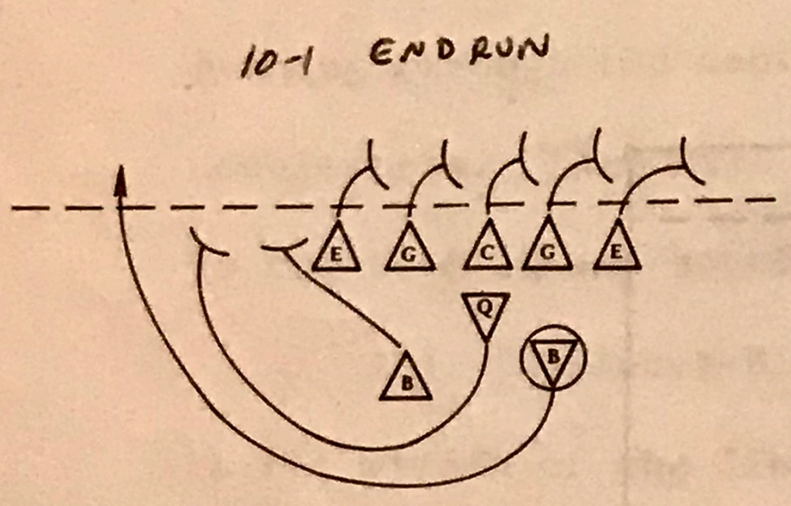


RG and RE Two-on-One Block for the RHB. RHB Runs Behind RE. QB Blocks Defensive End.

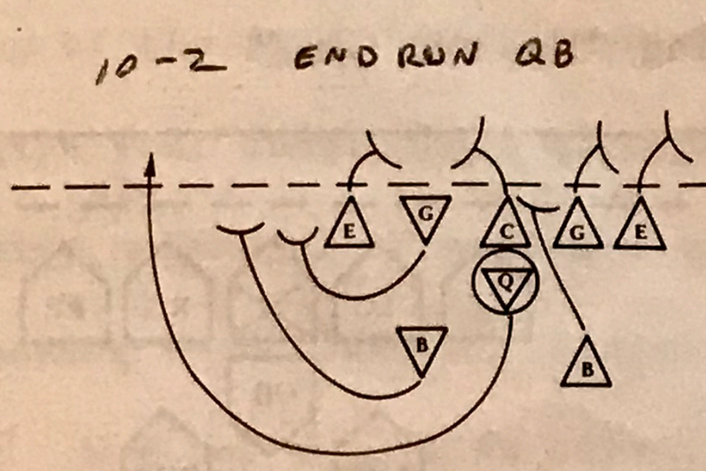


RG Pulls and Blocks for Sweeping RHB. Center Seals Down For RG.

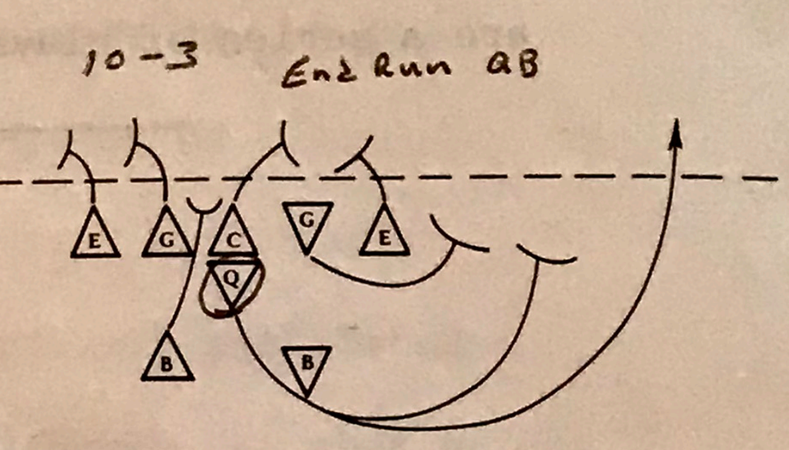
The Pro Set (Continued)



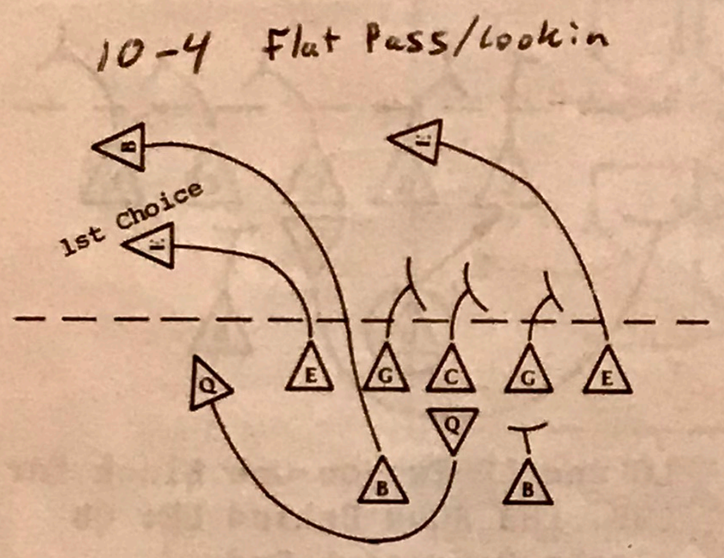
Line Blocks Opposite of Sweep. QB Blocks for Sweeping RHB.



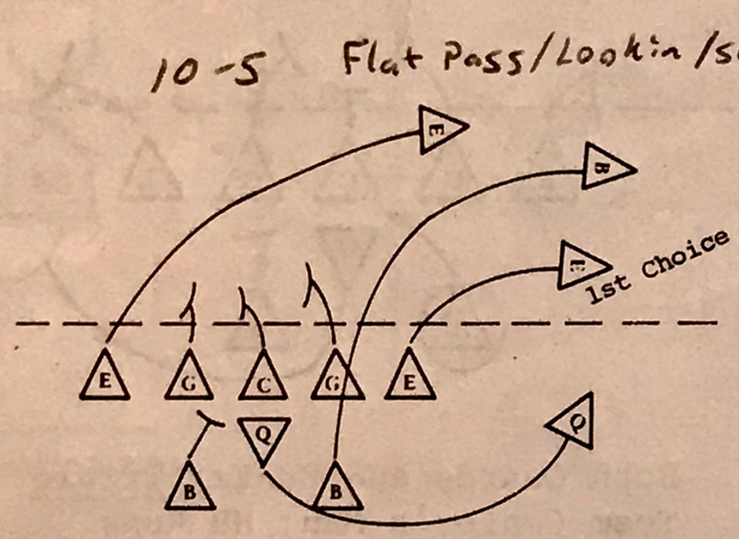
LG and LHB Block for Sweeping QB. Center Seals Down for LG.



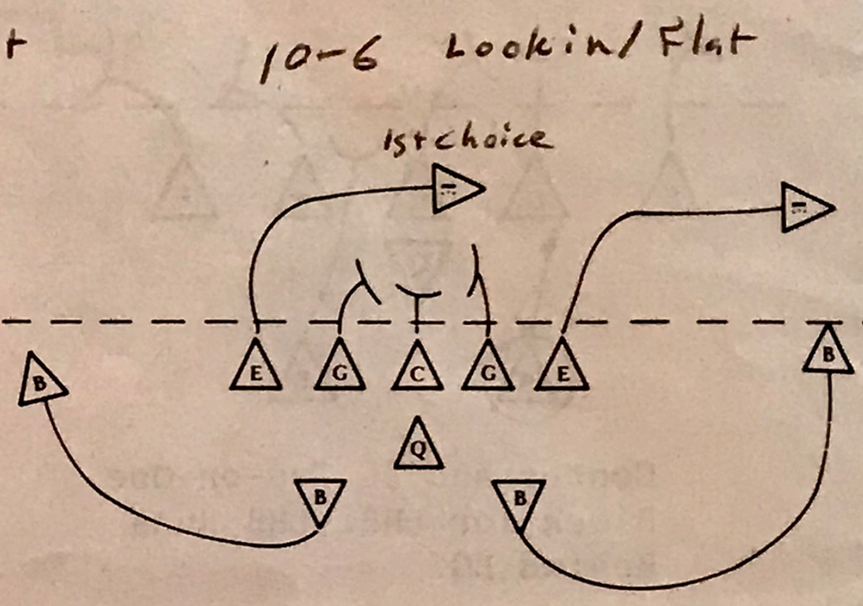
RG and RHB Block for Sweeping QB. Center Seals Down for RG.



QB Rolls Out. First Choice for Pass is the LE. Line Blocks Opposite Roll-out.



QB Rolls Out. First Choice for Pass is the RE. Line Blocks Opposite Roll-Out.



QB Passes From Behind Guards and Center.

The Spread Formation

The second offense is called the Spread Formation (Figure 13). Because of the two wide receivers and a tight End, this offense presents an awesome passing threat. Below and on the next page are a series of plays using the Spread Formation.

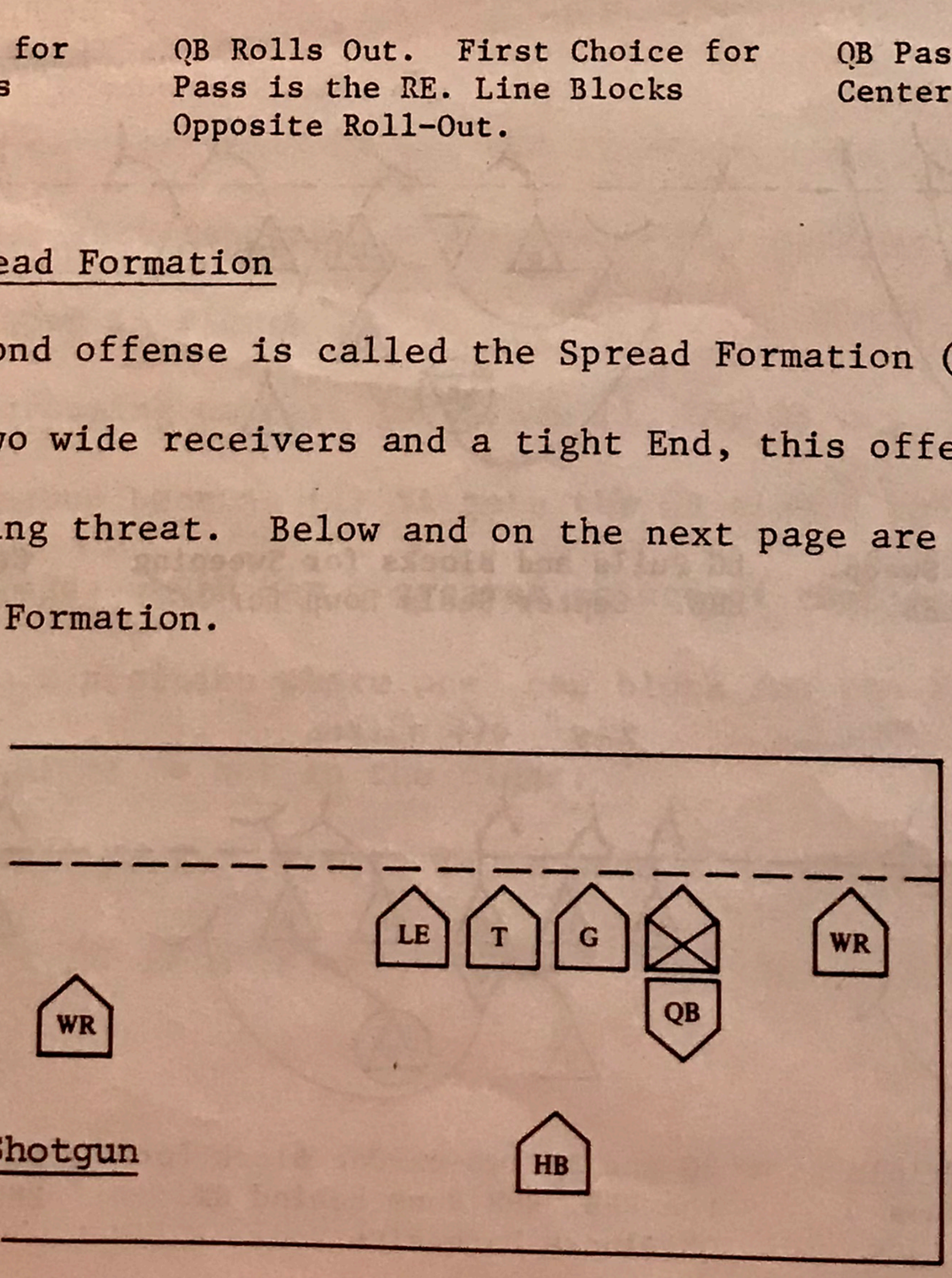
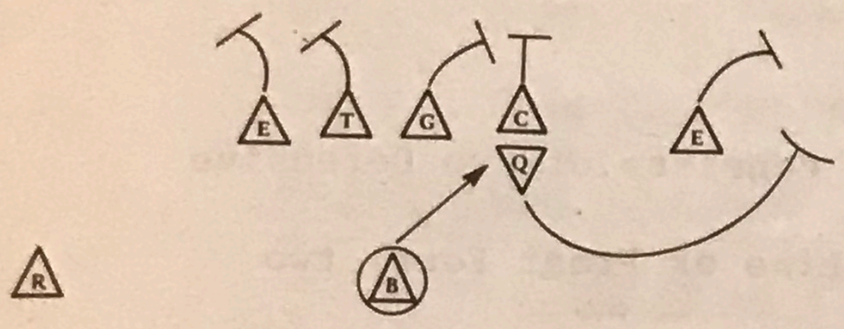


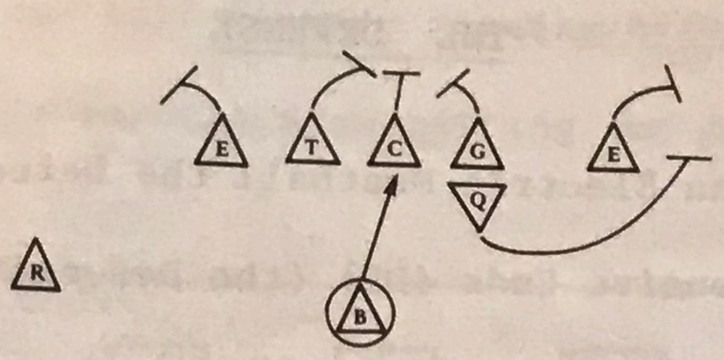
Figure 13 - The Shotgun

11-01 Linebuck



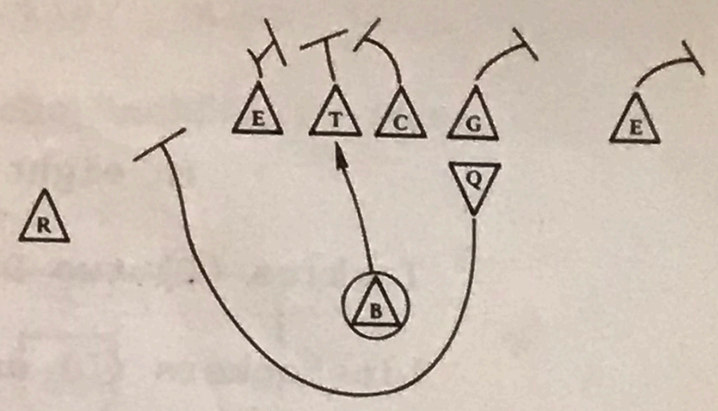
G and C Two-On-One Block for B. B runs behind C.

11-02 Linebuck



T and C Triple Team with G. B runs behind G.

11-03 Linebuck



C and E Triple Team with T. B. Runs behind T.

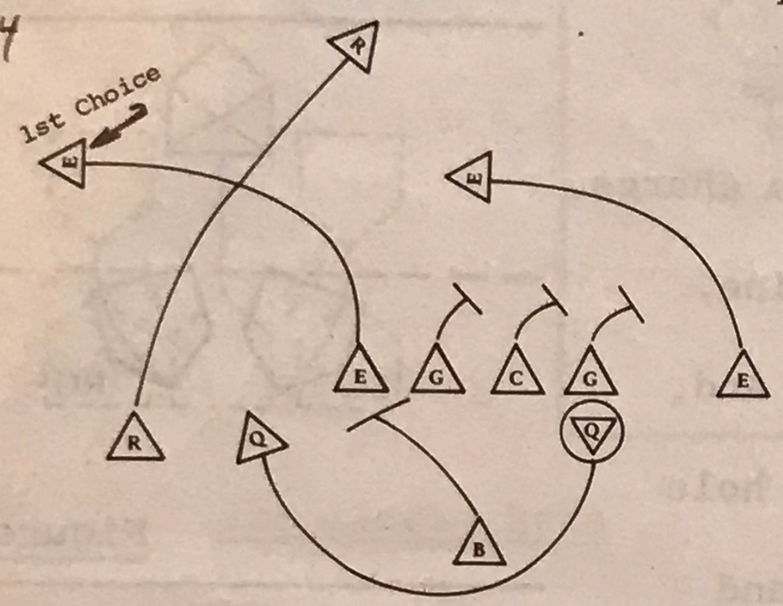
E = End
T = Tackle
G = Guard

C = Center
Q = Quarterback
B = Runningback

R = Receiver
(B) = Ball Carrier

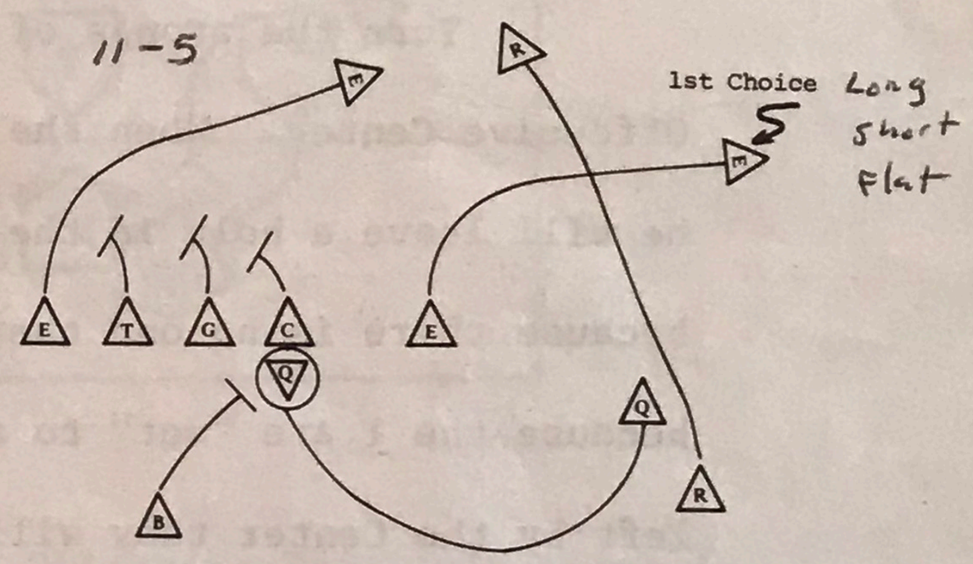
11-04

Long
Short
Lookin



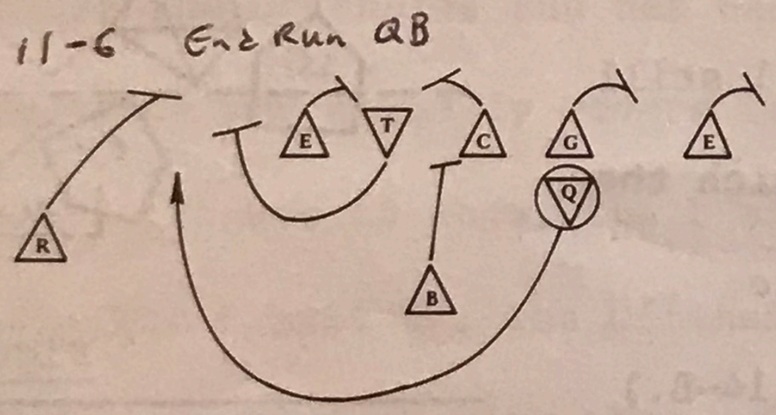
Q rolls-out Left. First Choice for Pass is LE. Line Blocks Opposite of Roll-out.

11-5



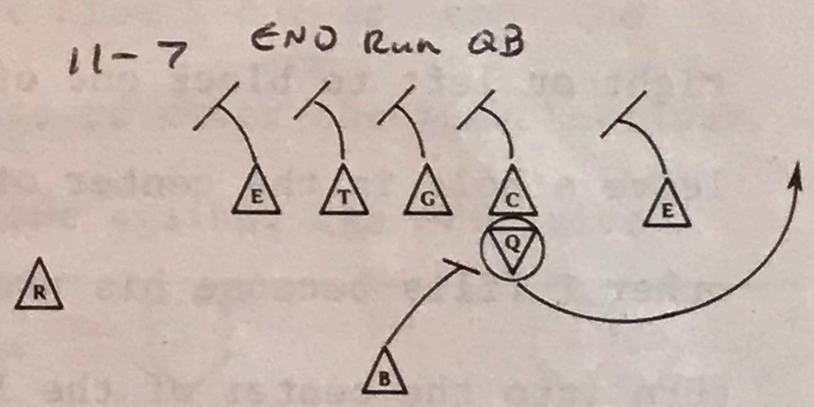
Q Rolls-out Right. 1st Choice for Pass is RE. Line Blocks Opposite of Roll-out.

11-6 End Run QB



T Pulls and Blocks with R for Sweeping Q. G Seals Down for T.

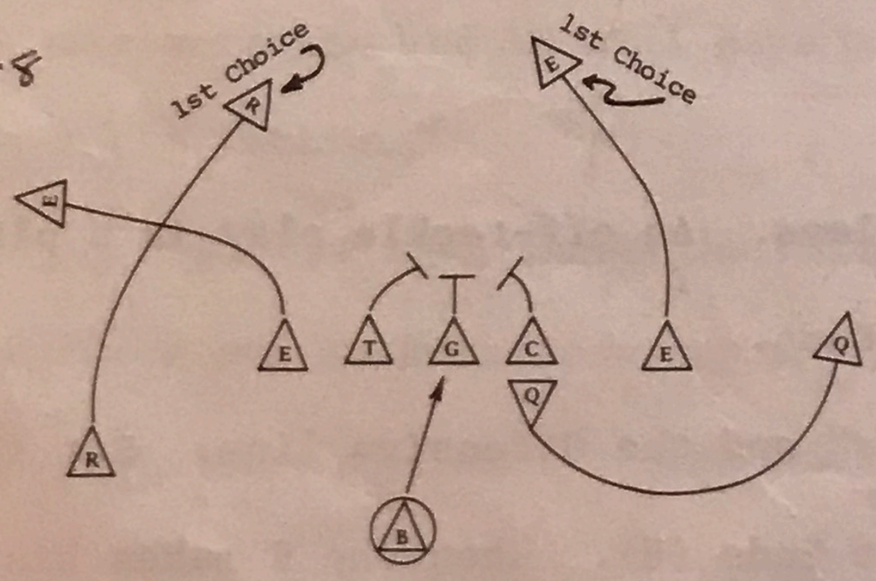
11-7 END Run QB



Line Blocks Opposite Sweep. Q Sweeps Around Right End.

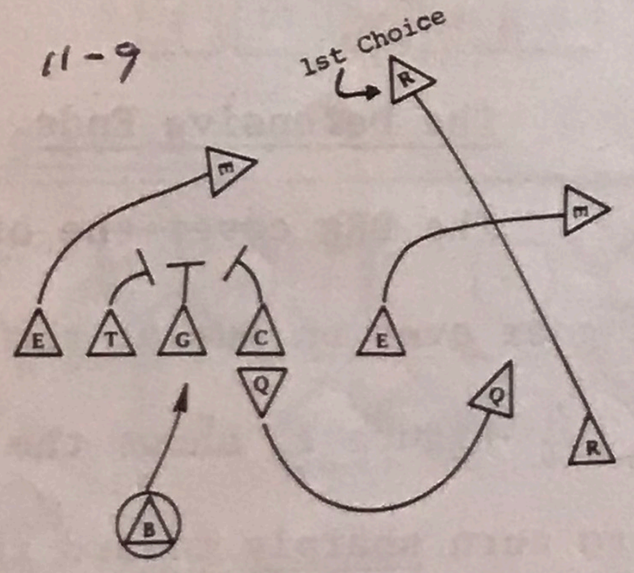
11-8

Long
Short
Linebuck



B Passes From Behind T, G and C. R and RE are First Choices for Pass.

11-9



Long
Flat
Lookin
Linebuck

B Passes From Behind T, G and C. R is First Choice for Pass.

THE DEFENSE

In eight man Electric Football the Defense consists of two Defensive Tackles (T) two Defensive Ends (DE) (the Defensive Line or Front Four) two Linebackers (L) and two Cornerbacks (C).

The Defensive Tackles

The T covers the run through the middle of the line. Figure 14 shows the two T and three Offensive Linemen, the Center and two Guards.

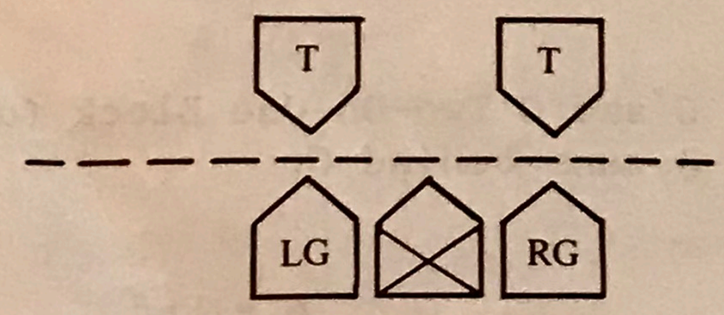


Figure 14

Turn the prongs of the T towards the Offensive Center. When the Center makes his charge he will leave a hole in the center of the line. because there is no one there to stop him. And, because the T are "set" to turn towards the hole left by the Center they will fill the hole and tackle any ball carrier running there. (Figure 14-A.)

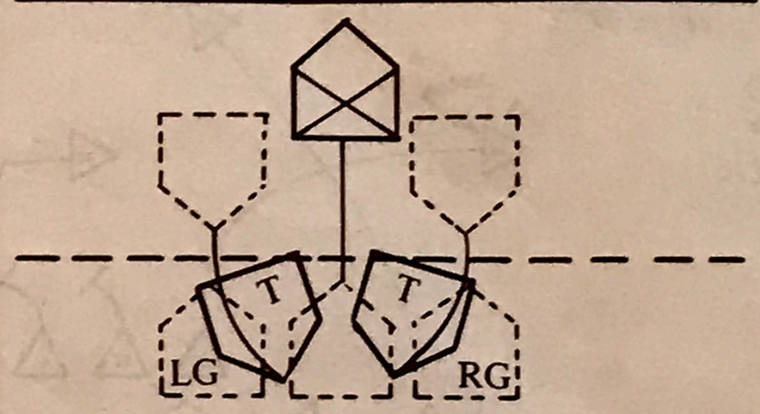


Figure 14 - A

If the Offensive Center is set to turn right or left to block one of the T he will still leave a hole in the center of the line, which the other T fills because his prongs are set to turn into the center of the line. (Figure 14-B.)

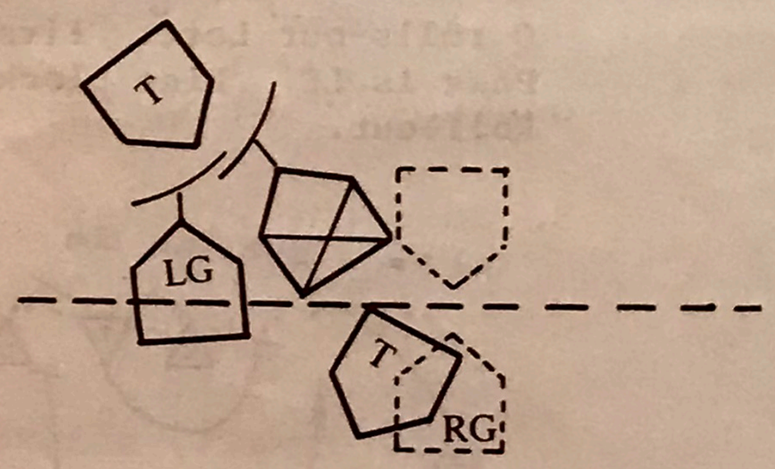


Figure 14 - B

The Defensive Ends

The DEs cover the off-tackle plays. An off-tackle play is a play that goes over on one of the Offensive Ends.

Figure 15 shows the "Front Four" and the Offensive line. Set the DEs to turn sharply toward the Offensive Ends (E). When the E makes his charge to block, or leaves to run a pass pattern (Figure 15-A) the DE will

take his place and tackle any ball carrier running off-tackle. Also, if a sweeping Half-Back or Quarterback is slow getting out of the backfield, the DE will catch him too.

Figure 15

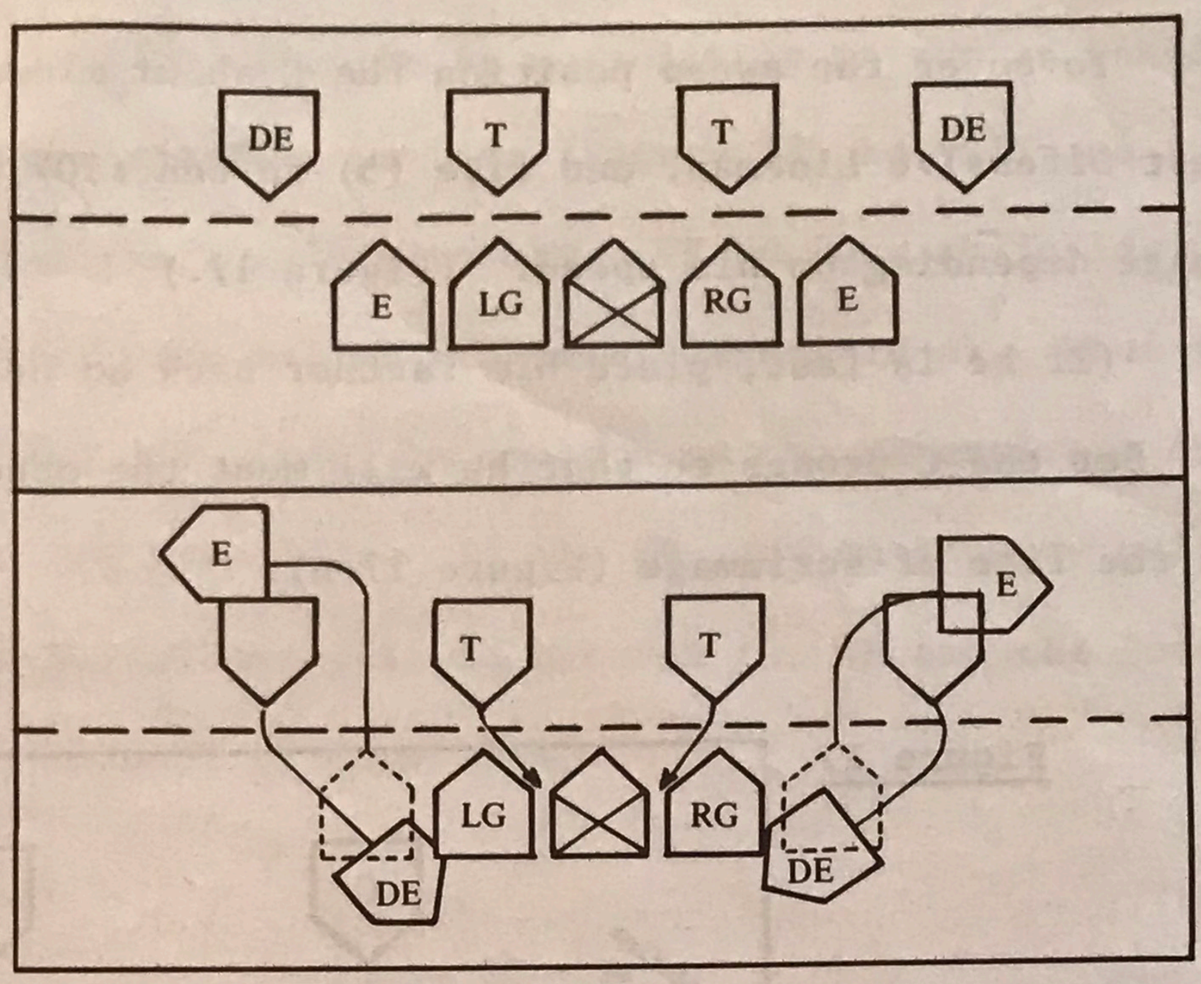


Figure 15 - A

The Linebackers

The L are responsible for covering the Offensive Ends. If there is one to cover; if there is no Offensive End, then the L has to cover the sweep. Because the Offensive End has been moved out to Wide Receiver and the Cornerback who normally covers the sweep now has to cover the Wide Receiver.

Figure 16 shows the L and the front four against the offensive line. The L must hit the Offensive Ends and stay in contact with them. Set the L about 7 yards off the line of scrimmage to make sure the the DE will have room to cover off tackle.

Figure 16-A shows the Offensive End moved out to Wide Receiver. The L now must cover the sweep. Set the L the same way the Cornerback is set to cover the sweep.

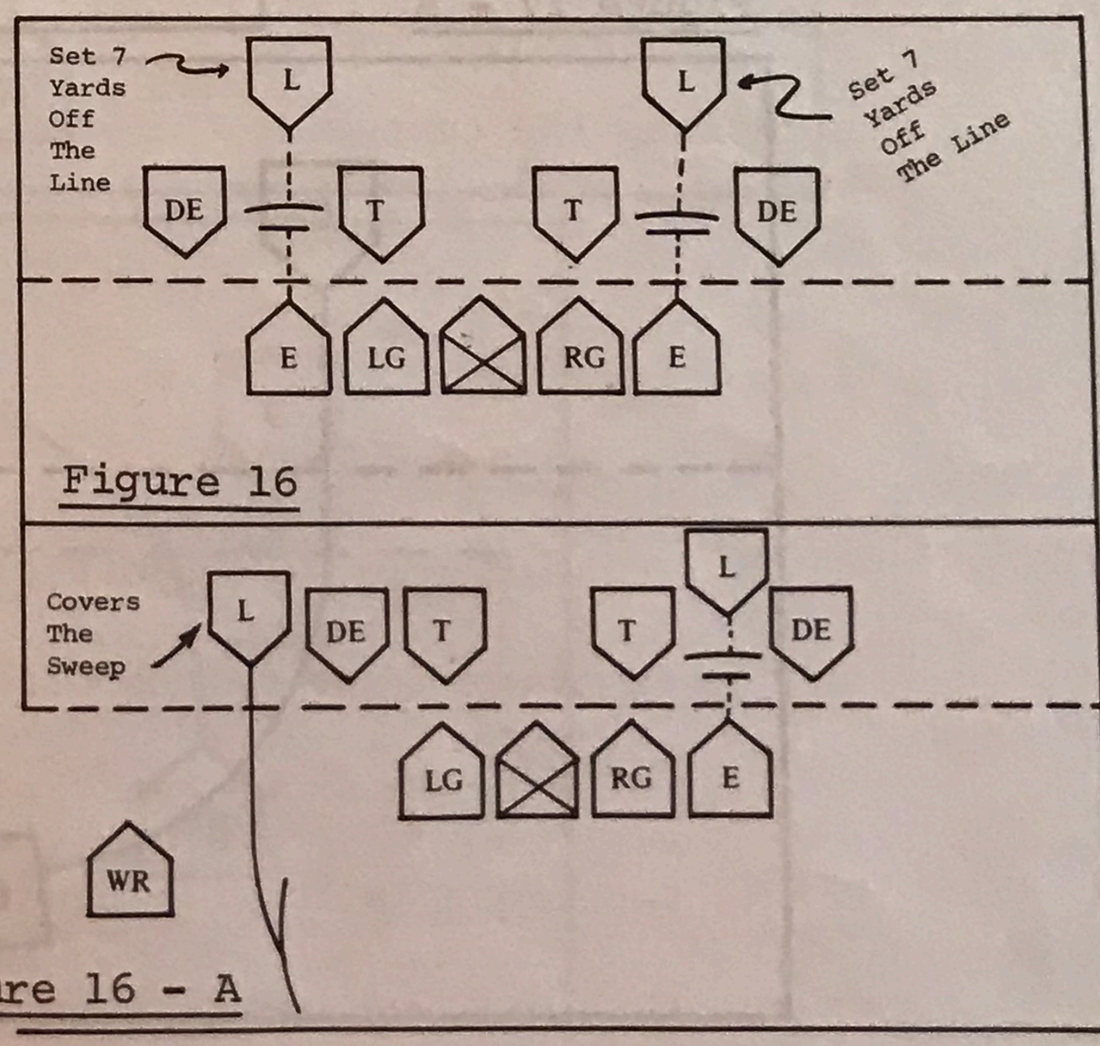


Figure 16

Figure 16 - A

The Cornerbacks

The Cornerbacks main job is to cover the sweep, but when there is a Wide Receiver, the C must forget the sweep and cover the Wide-Receiver.

To cover the sweep position the C about midway between the sideline and the last Offensive Lineman, and five (5) to ten (10) yeards off the line of scrimmage depending on his speed. (Figure 17.)

(If he is fast, place him farther back so he will not "overrun" the play.) Set the C prongs so that he will meet the other C fifteen (15) yards behind the line of scrimmage (Figure 17-A).

Figure 17

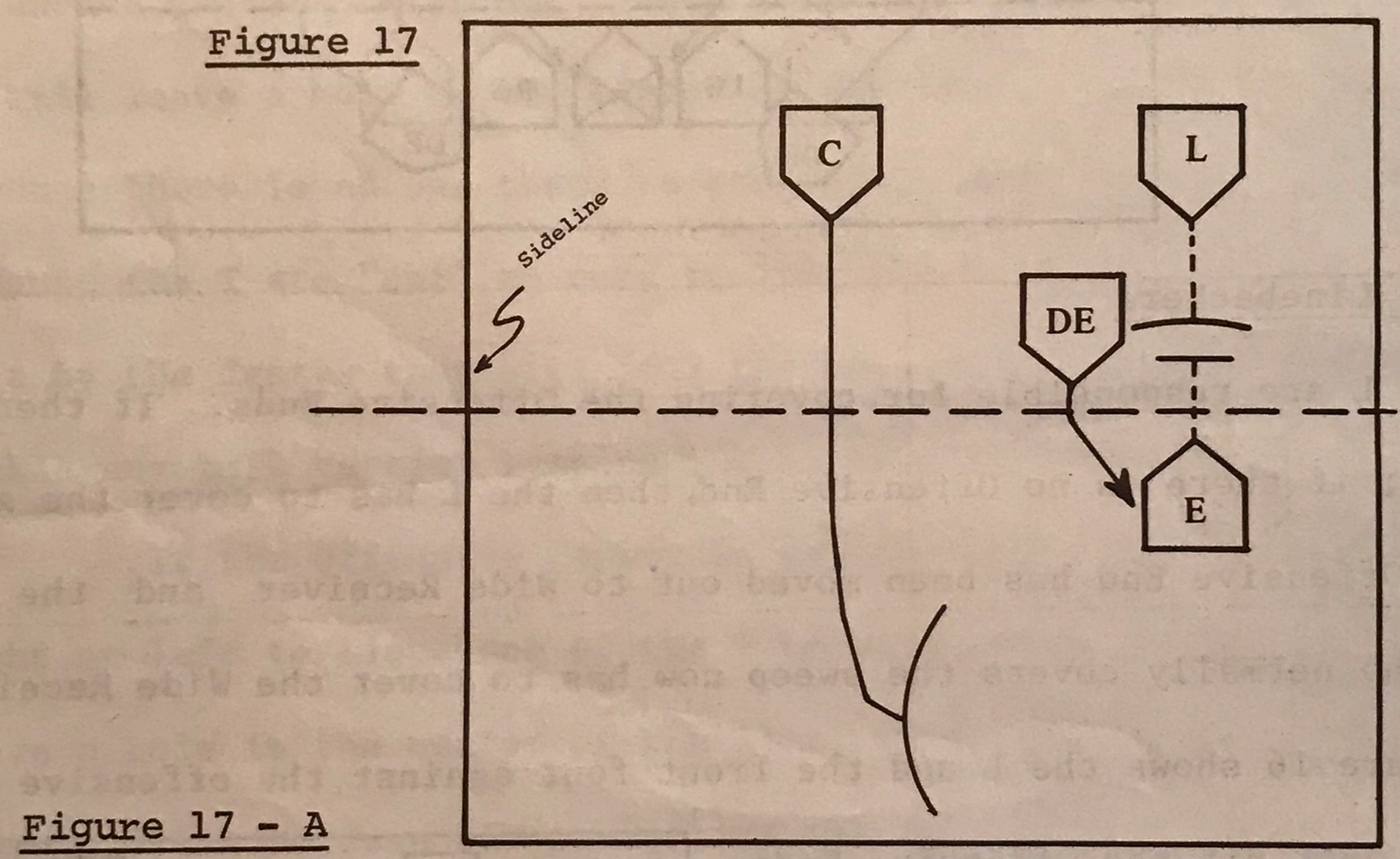
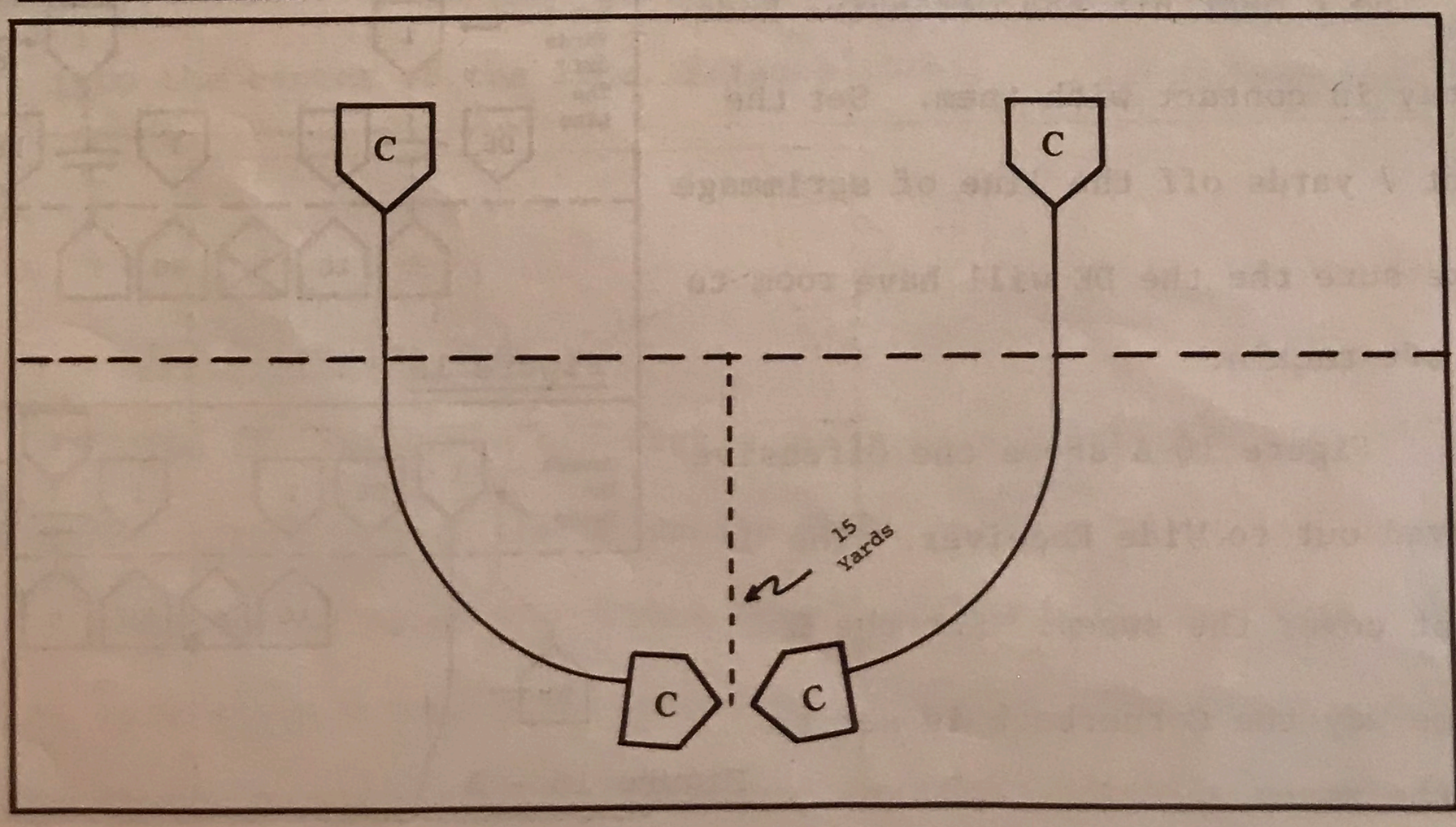


Figure 17 - A



When your C is covering a Wide Receiver (WR), that is closer to the sideline than the last Offensive Lineman, place him so that the outside edge of his base lines-up with the center of the WR base. Because if he is outside, close to the sideline, then he is more likely to run an inside pattern. If the WR runs a straight pattern (Figure 18) he will run into the C with half his base, but the C will have him. If he runs an inside pattern the WR will run into the C with all of his base (Figure 18-A). What if the C were set straight on the WR? Then, he would miss the WR entirely and the WR would be open for a long pass play. If the WR runs an outside pattern, the C will miss him but the Cornerback will be between the WR and the Quarterback until the WR runs out of bounds (Figure 18-B).

Figure 18

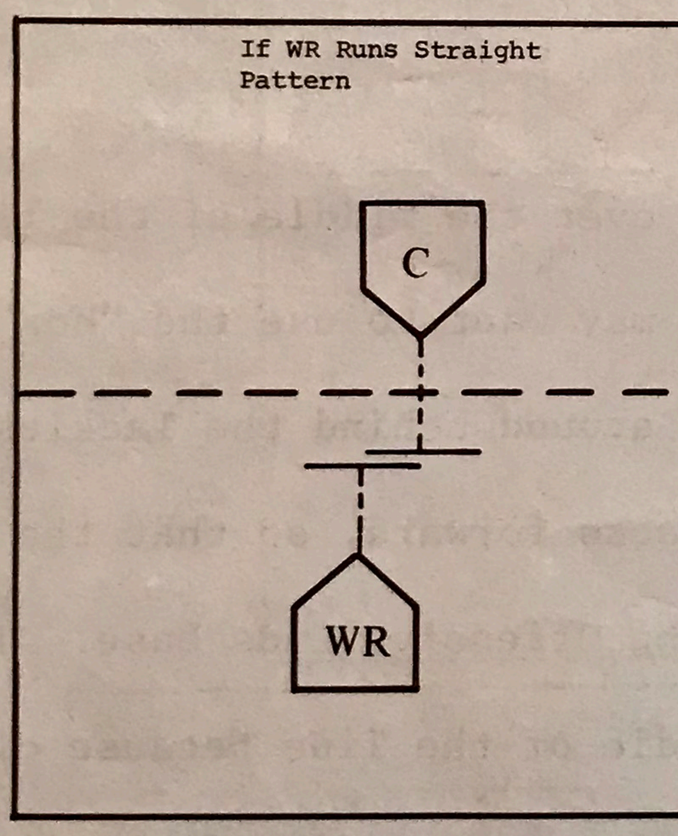
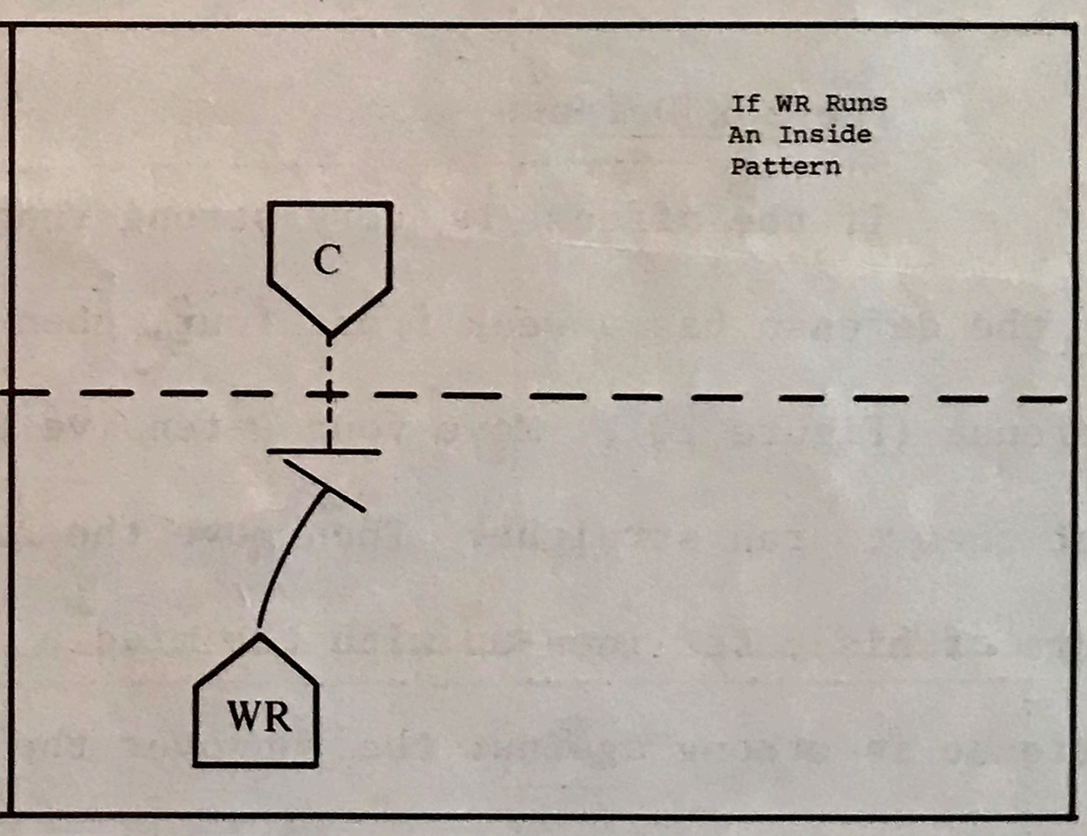


Figure 18 - A



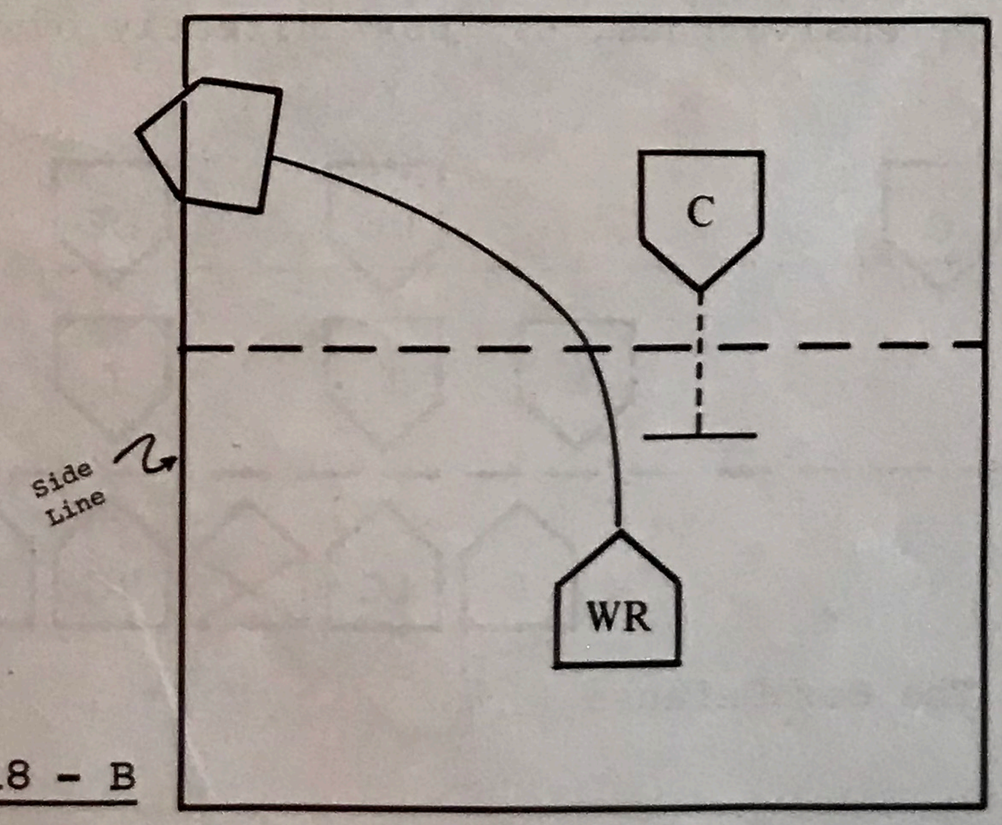


Figure 18 - B

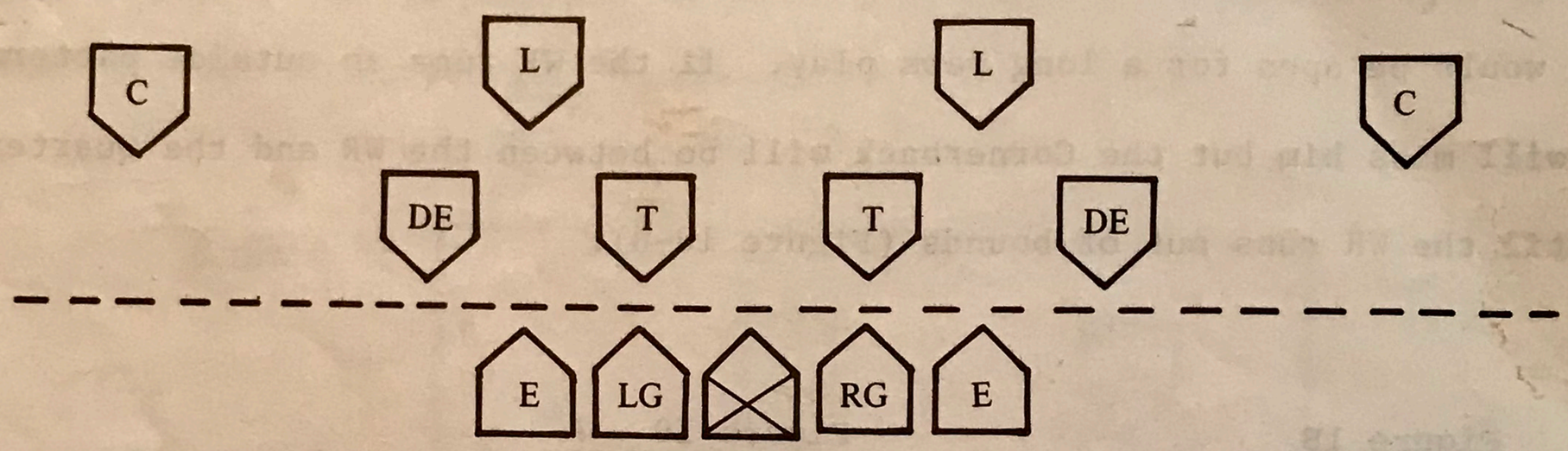
Two Defenses

Now that we have learned the basic defensive positions of eight-man electric football let's put together a defense.

The Four-Four Defense

The Defense shown in Figure 19 is called the Four-Four Defense. It is strong against passing and sweeping offenses because six (6) out of the Eight (8) players are outside of the offensive guards.

Figure 19 - The Four-Four Defense



The Box Defense

If the offense is very strong running over the middle of the line, or if the defense has a weak front four, then you may want to use the "Box" Defense (Figure 20). Move your Defensive Ends around behind the Tackles and set them to run straight. Then move the Linebacks forward, so that the inside edge of his base lines-up with the middle of the Offensive Ends base. This defense is strong against the run over the middle of the line because of the Tackles and Defensive Ends, or "Box" directly over the middle of the line.

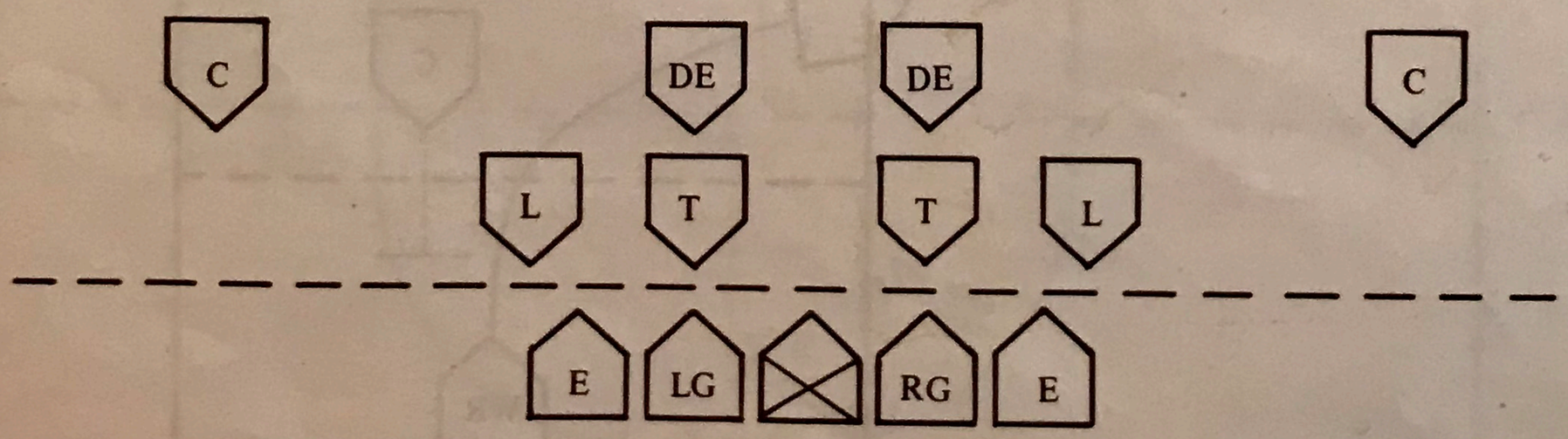


Figure 20 - The Box Defense