

The Renegade Offense

**for
8-Man
Football**

By Robert B. Babcock

8-Man Football's Renegade Offense

This booklet contains a series of plays that we developed or modified for certain spread sets. We use the Shotgun extensively with these plays but it would not be too difficult to adjust them for more conventional sets. In fact, most of these plays were derived from conventional sets to start with.

Over the course of several years our offense was undergone an extensive evolution. We started off in double tight sets and advanced to the Wing. From the Wing we went to Slot then to Twins. We advanced from the Twin set to Trips and from Trips to Trips motion. From there we went to the Shotgun and have ended up with the spread shotgun motion offense which we call the X Offense. Although new plays were added with each new generation of formations many of the old plays carried over as well. Some were slightly modified and some needed no modification at all. This gave the old play a different look and usually provided for great counters with the new plays that the new formation made possible.

A large number of defensive coaches have looked at offenses that employ multiple formations and have come to the conclusion that those offenses are simply putting a new look to an old play in an effort to confuse the defense. From the outside looking in it may seem that offensive coaches do these types of thing to disguise the true nature of the play. However, there are even better reasons to do so. Formation changes force defensive personnel into alternate positions. This can give the offensive coach an opportunity to take advantage of his own personnel characteristics. This gives the play a much better chance to succeed.

I decided, prior to working on this booklet, that I would not waist time discussing each little detail of every play. Each coach knows his team better than anyone else. How his players get the job done is not as important as the fact that they get the job done. Every coach has his own teaching methods, style, and terminology. I am not trying to change any of that.

The Renegade is an action packed offense that can strike any area of the field. It is easy and fun to run. The players love it and opponents hate it. It would easily be a great stand alone offensive scheme. However, we have always used it in conjunction with other

plays and formations including conventional sets. It pays to be versatile. We have all seen teams go down because they simply could not alter their schemes effectively during a game. We also like to teach the conventional sets first because we feel it gives the players a workable knowledge of the offense. They understand why something works not just the fact that it does.

One question I feel that I should address prior to getting started with the playbook section is why we hand the ball off in front of the Quarterback instead of behind him. Over the years this has become the most frequently asked question. It is a good question because anyone can see the benefits of the back handoff. I hope I have a good answer.

- 1) Our motion is very fast. The Quarterback and motion man mesh at such a high speed that it is next to impossible for the defense to determine who has the ball at first glance.
- 2) The timing of the series is much easier with the front handoff. The Quarterback merely holds the ball in front as the motion man jets through. As they mesh the Quarterback will twist his body (not his head) with the motion man whether he makes the handoff or not. The motion man will slap his bicep or chest if he is not getting the ball.
- 3) The likelihood of a fumble is greatly reduced with the front handoff.
- 4) The front handoff is quicker (in general) than the back handoff.
- 5) On play-action passes the Quarterback is in a better position to make his reads.

As mentioned before we do not limit ourselves or this series of plays to the Renegade formation. However, some of the plays depend on similar formations or are more effective from similar formations.

I hope you enjoy the booklet. I encourage you to take from it what you will. Adapt what you can use to your offense and to your formations. We originally designed this series to take advantage of our small quick linemen and to get our team excited. I am a firm believer in adapting your offensive philosophy to the gifts that your players have. Putting your players in the best possible position for success is the mark of a good coach.

The Renegade Series

48/49 Monster Crack

131Q

158in

222 Hex

222 Tilt

TRZ & FLZ

16/17 Monster Crack

216/217 Maxx

48/49 Reverse

58/59 Monster Crack

78/79 RZ or LZ

75 T or F Swing Crack

58/59 Monster Blast

- A Renegade formation call is automatically set up with the short slot on the right. A Renegade Left call would set up the short slot to the left.
- There are many team routes and individual routes that can be added to this set.
- If the QB & motion man miss the exchange they can simply run the QB Blast play which is a formidable play in itself.
- Our players are lettered. The "T" stands for the Tailback. He will be the Tailback no matter where we line him up. The "F" stands for the Fullback. The "R" stands for the Right End and the "L" stands for the Left End. We do this so that we can run any number of individual routes to any receiver.
- Many of these plays require motion to run. A "motion" call means that the "F" will go in motion. He always lines up to the right in Renegade. "T motion" means the Tailback will motion. They will always motion towards the QB unless they get a "motion away" call which is very rare. If we want them to motion through we will say "motion through." This type of motion is also rare.

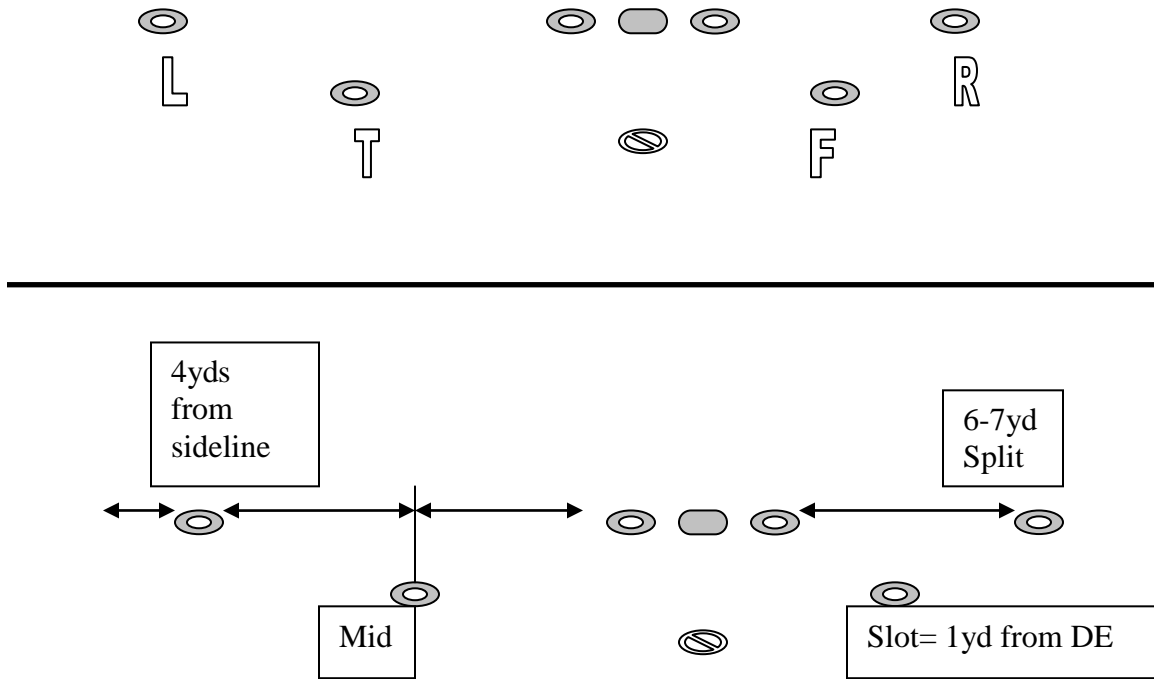
A regular call on a wristband would look something like this

Ren Tmo 48mon cr

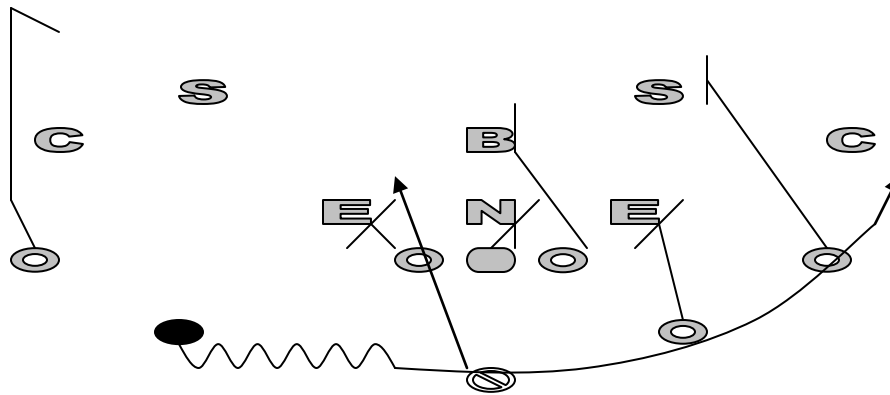
Renegade T Motion 48 Monster Crack

The Renegade Formation

Alignment and Position

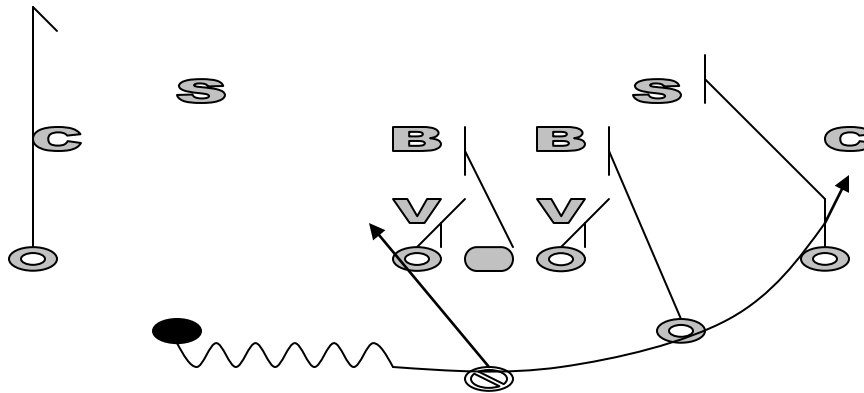


The Renegade formation uses a short slot to one side and a "Mid" set to the other. On the "Mid" side the Left End (L) is lined up about 4yds from the sideline. The Tailback (T) is splitting the distance between the Guard and the "L." On the short slot side the Right End (R) lines up about 6 to 7yds from the Guard. The Slot (F) lines up in a position where he can crack back block or seal the DE. Usually the F needs to be at least one yard outside the DE. Some teams have refused to let us lineup outside their DE. If we see this we will simply call running plays to the inside until they honor them. Also the DE will lose some effectiveness on his pass rush with an outside alignment.



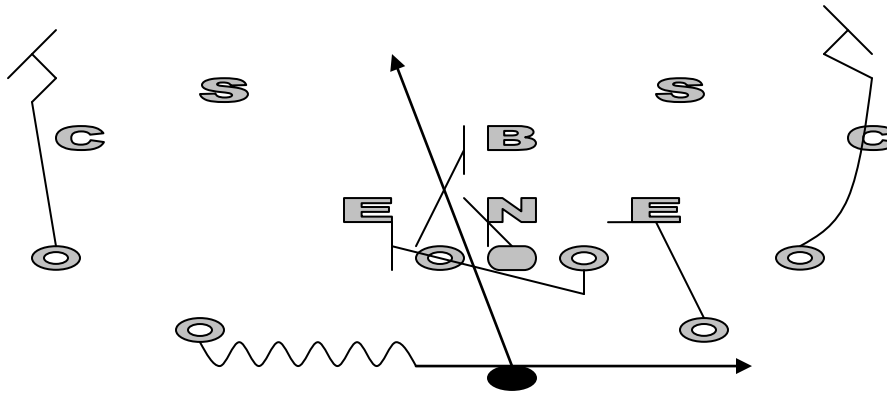
Renegade Tmo 48 Monster Crack

- The only play more basic to the Renegade formation is 58/59 Monster Crack. This play is extremely quick hitting. It places an enormous amount of pressure on the defense.
- You can see the double crack back blocks on the short slot side. We know that many times the personnel we have will not be able to defeat the players we are asking them to block. They do not need to. They simply must deny the defender quick access to the ball carrier.
- We teach our crack back blockers that the block is more important than getting an ear-hole block on the defender. Everyone wants to put on the big hit. If the hit is there we tell them to take it but it is much more important that they make the block.
- Most of the time our blockers will get into a position to seal the defender to the inside. We want to force the defender to defeat the block to get to the ball carrier or to give ground. If he gives ground he may make the tackle but each yard he gives up gives us several.



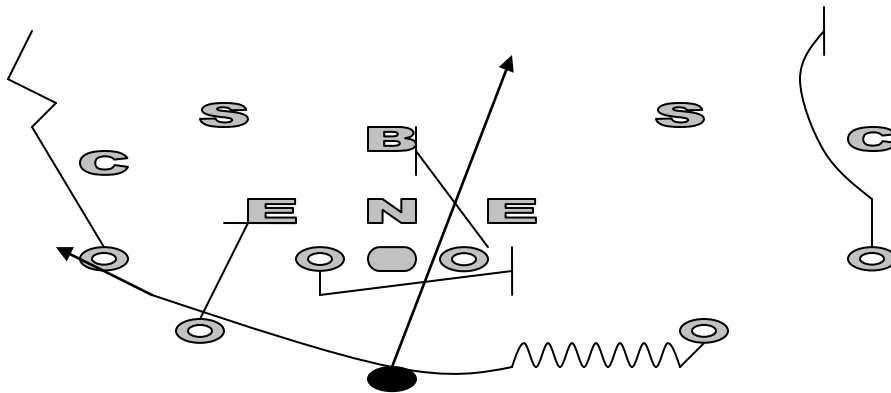
Renegade Tmo 48 Monster Crack vs. 2-2 Box

- The last couple of years we have seen more and more of the 2-2 Box defense against our spread sets. It is a sound defense but has a weakness to the outside running game.
- Here everyone blocks down much like they did against the 3-1. One adjustment here is that the slot (F) will actually block whatever defender comes to the outside whether it is the 2 tech. or the LB.
- Our R will usually take a couple of steps downfield before cracking down on the Safety. This usually loosens the play of the CB. If the Safety is in a close alignment we do not take these steps.
- The QB fake is very important in the success of the Monster Crack Sweep. The QB can freeze the entire backside of the defense. They must honor him because if they do not the counter to this play could very well score.



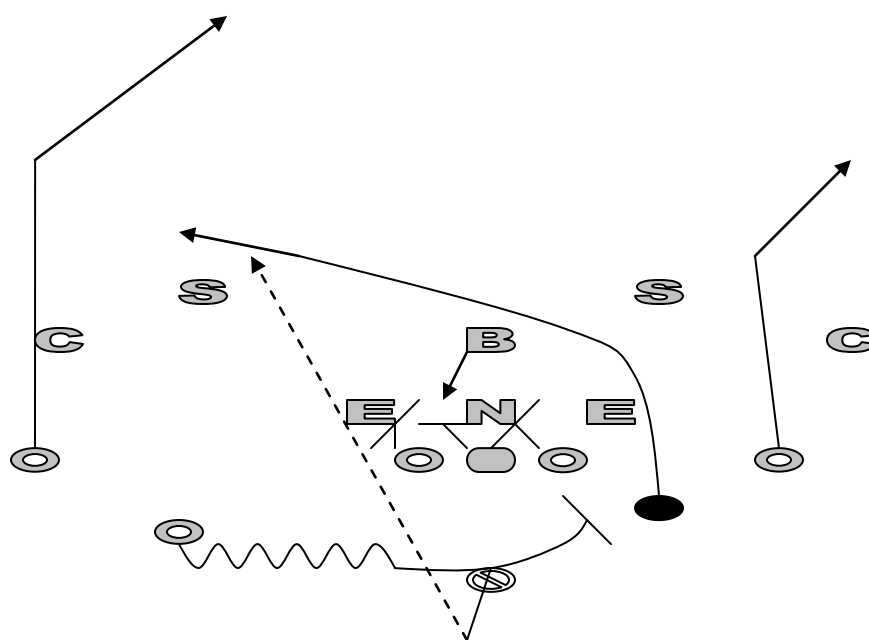
Renegade Tmo 131 Q

- 130 and 131 are our basic trap plays in conventional sets. In conventional sets the ball is given to the Fullback (F). Here we have added Q to the play which simply tells the offense that the QB will be running the trap play instead of the F.
- This is a great counter to 48/49 Monster Crack.
- It is very important that the motion man carry out a good fake each and every time that this play is run.
- The trick here is to have the motion man simulate the sound of the handoff by slapping his bicep or tapping his chest as he meshes with the QB.
- There are other great counters to the Sweep play but this one has been the most lethal of all.
- As with any trapping play the pulling Guard must be quick and have sound trapping technique when he gets to the DE.
- If the DE has decided to follow our Left Guard down to the MLB our trapping Guard will simply log the DE down and the QB will pop outside of the block.



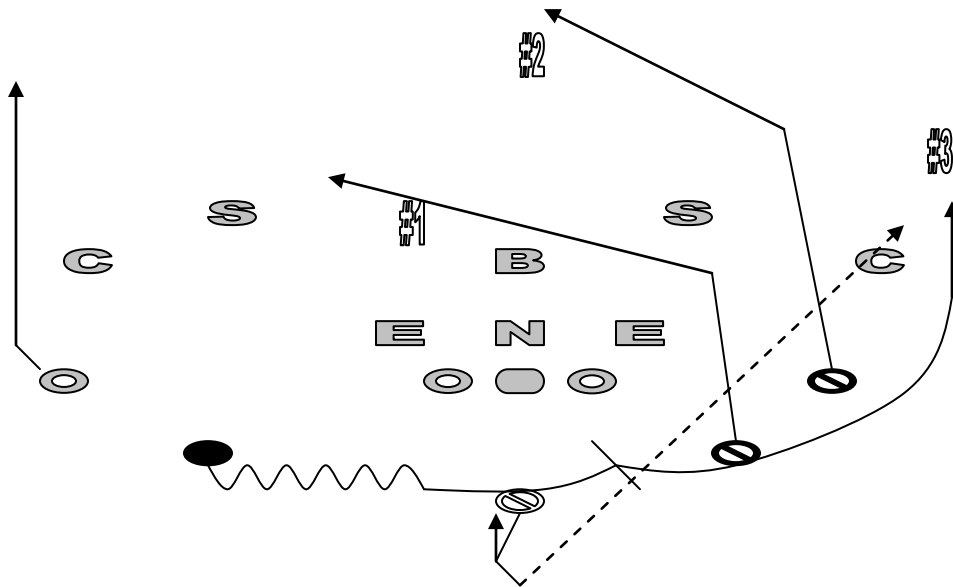
Renegade Left Mo 158 In

- 158 and 159 are our QB traps from conventional sets. If we add the word "In" to the end of the traps it means that we will run the inside trap.
- Here we use the same blocking scheme as 131Q but to the other side.
- We could call this play 130Q instead of 158 In but we have always remembered it better when we associate it with the conventional play by the same name.
- The Slot (T) needs to block the DE to prevent him from following the pulling G. By bringing him down we also simulate the start of the crack on the DE making him weary of the outside sweep.
- The timing of the snap on plays like these is crucial. Fortunately the timing is not hard to get down if the QB follows this one rule. Snap the ball when the motion man is even with the area the TE would be lined up in if the formation had a TE.
- The QB must remember to focus on the snap right after he has given the signal because the ball does not take long to get there. Over the years we have had more bobbled snaps due to lack of focus than we have had stray snaps.



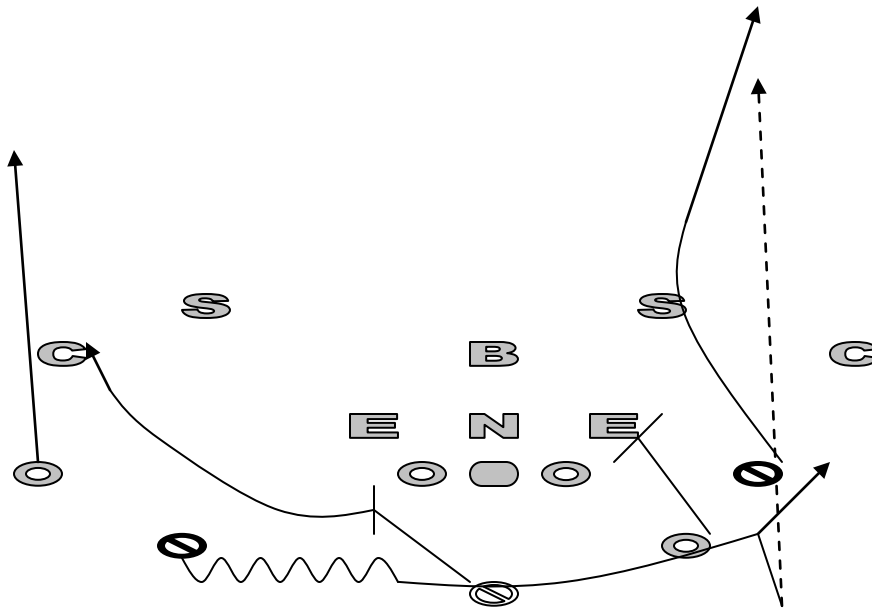
Renegade Tmo 222 Hex

- Of all the plays in our inventory the Hex has become the most hated over the years. It is admittedly more lethal from a double tight set when ran in conjunction with the Lead or Power play. However, in the Renegade formation it mimics the Monster Sweep and counters it nicely.
- Our 200 series is our play-action pass series. The 22 tells the T that he will fake a handoff to the right.
- The T will motion to the fake then go to a "Rico" block. "Rico" simply means that he will pass block the outside rush threat (DE) to the right. This allows for blitz pickup by the O Linemen.
- Three receiver routes like this one are not too hard to block for if the backs do a good job of pass blocking the outside threat. This requires a little extra time working with the running backs on pass block.



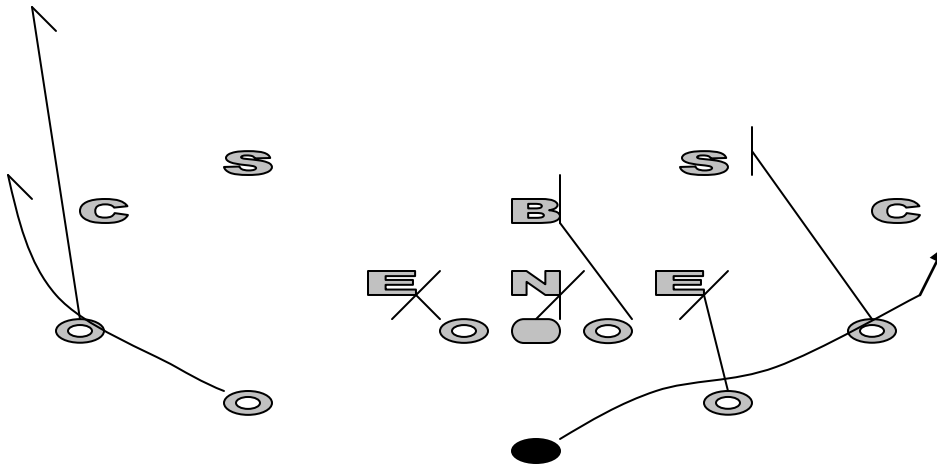
Renegade Tmo 222 Tilt

- This is another great play-action counter. Just like 222 Hex the Tilt doubles as a counter to the Jet Sweet with spread sets and the Lead with conventional sets.
- This play is a great ace in the hole when you need it. We like to drop this on tough opponents when we need something positive. We rarely run it if we do not have to because it is almost guaranteed to work if the defense has never seen it.
- This play is lethal because it counters the Hex as much as it counters the Jet Sweep crack play. The MLB, who will (in general) be asked to cover the delay by the T is also thinking he has to help with the Hex route by the F.
- If the MLB decides to blitz the QB will quickly pass the ball to the F in the hook curl zone.
- This play is usually good to run twice versus a good opponent if it has been set up with the Hex and the Jet Sweep crack play.



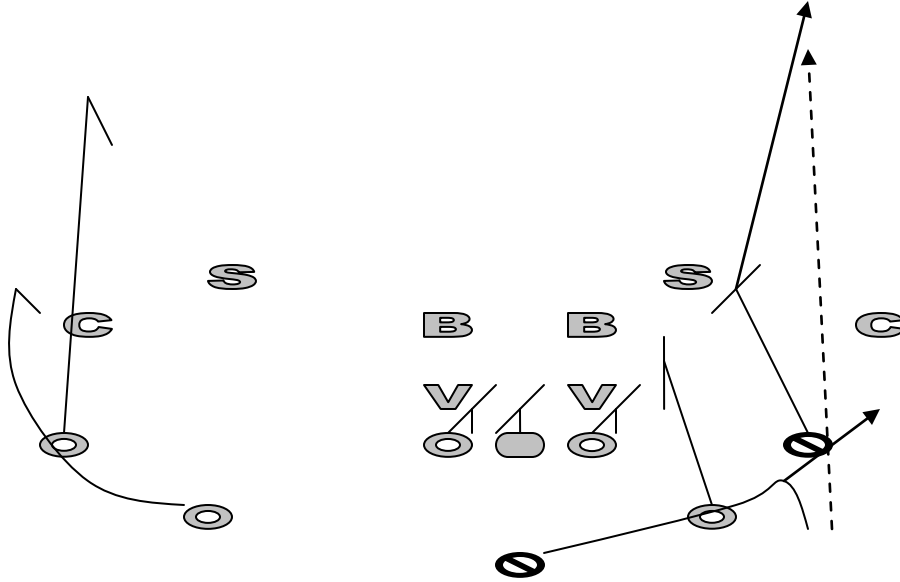
Renegade Tmo TRZ

- This play combines the sweep play with the half back pass. It gives the motion man the option to pass or run. We call this option the "Zoom" Option.
- The T stands for the Tailback who will run the Zoom Option.
- The R stands for the Right End who will fake his crack just like he does on the regular 48 Monster Crack play then proceed up the field on a deep bend route (dull flag).
- The Z stands for "Zoom" (pass/run option).
- This same play to the other side would be called Renegade Left Mo FLZ.
- This is a great play to take advantage of a CB that wants to get into the action on the Sweep play. The safety sees a crack coming and usually steps up to take it on giving the R the deep route.
- The QB will look to block a motion blitz first then run a rail route to the backside. If no one goes with him we will call the throwback later. The throwback play keeps the MLB from throwing his wrench into the Zoom Option. The throwback is called "Renegade Tmo 48 throwback."



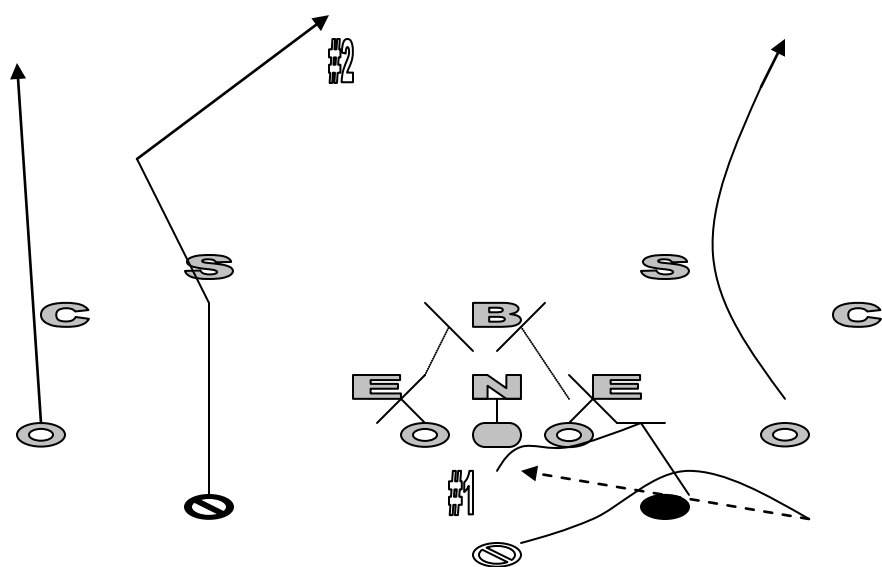
Renegade 58 Monster Crack

- Here the Monster Crack blocking scheme is applied to the QB sweep play. This play is very easy to run and puts the ball in the hands of the QB. The blocking scheme is simplistic and the formation isolates a large portion of the defense.
- At first glance you would think that the CB would easily make the play but experience has proven that often this is just not the case. The CB is forced to consider his pass responsibilities and will probably be stepping back with the R. Even after recognizing the run the CB is still on an island where he is forced to make a one on one tackle on you QB.
- A missed tackle on this play usually results in a score or at least huge gain.
- This play is deadly when run in conjunction with the 78 RZ play.



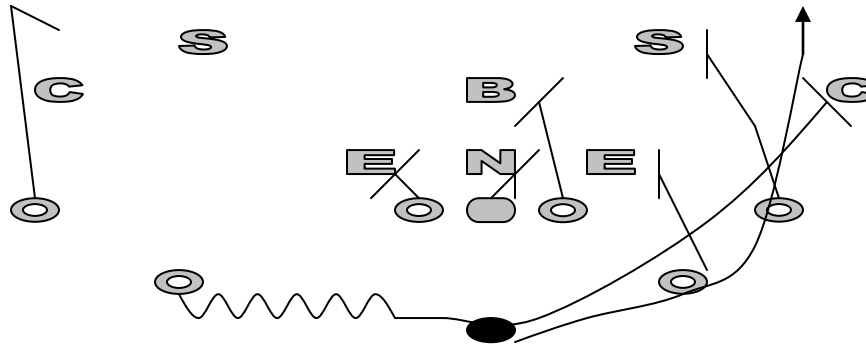
Renegade 78 RZ

- This is the counter to 58 Monster Crack.
- Our 78 and 79 pass plays make up the rollout series of our offense.
- The R stands for the Rt End who will fake the crack before releasing on his route.
- The Z simply stands for the "Zoom" Option. The QB has the pass or run option on this play.
- The same play to the other side would be called "Renegade Left 79 RZ."
- 58 & 59 Monster Crack and 78 & 79 RZ and LZ make for a killer combination of plays. Believe it or not this series has a counter of its own in the form of the middle screen.
- You can change things up a little by running the same Zoom with the F rather than the R. However, I think the next play in the series counters the scheme much better.



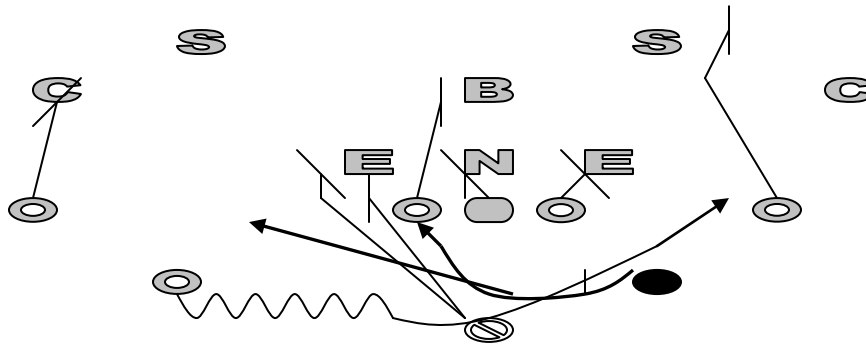
Renegade 78 F Middle Screen

- This play fits in nicely with 58 Monster Crack and 78 RZ.
- This play also takes advantage of an active LB who is trying to help with either the QB Sweep or the RZ route.
- A blitz can also be taken advantage of by this play.
- The linemen will hold their blocks for 2 seconds before releasing them and turning to the MLB.
- The F will also delay on the DE for a 2 second count before setting up behind the center.
- The QB will roll to his right and must sell the QB Sweep or the RZ. We usually have him pump the ball to the R (Right End) prior to throwing the screen.
- It is very important that the QB give the screen enough time to develop. If he does not there will be defensive linemen in position to break up the screen or pick off the pass.
- I have drawn a 2nd option into this play. If the QB is incapable of completing the screen he has the option of throwing to the F on the Inverted Diamond Route (Flag Post). This gives the play a short and deep threat. However, it will have to be adjusted if you plan to run the screen on a short field.



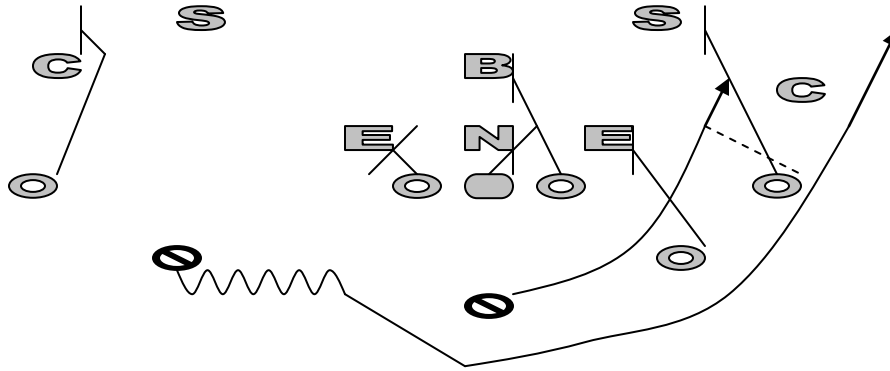
Renegade Tmo 58 Monster Blast

- Monster Blast just adds the lead block from the motion man, in this case the Tailback, to the Monster Crack blocking scheme.
- This is also the automatic play we run if we get a bobbled snap and miss the handoff on other motion plays.
- This play is very good versus the motion blitz.
- We do not usually fake the sweep play prior to running this Blast type play. We concentrate on getting the QB wide as quickly as possible and try to force the CB to make an outside or inside charge. The T will block the CB whichever way he want goes but will not let the CB change his mind. If the CB drops he is just giving us extra yardage.
- As with the other plays that use the Monster Crack blocking scheme it counts on the perimeter players getting good cracks or at least temporary seals. We try to isolate the outside defender by setting up a temporary wall.



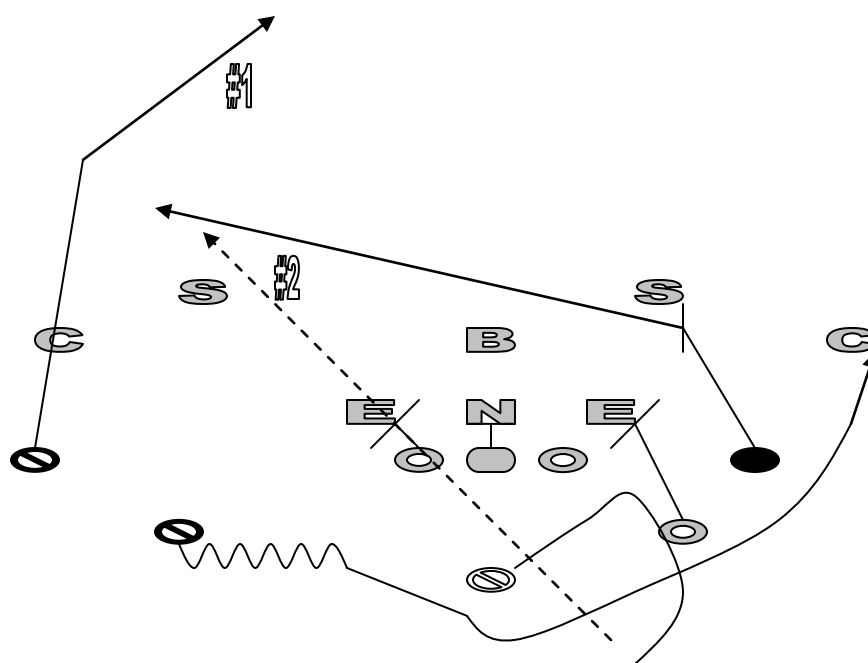
Renegade Tmo 48 Reverse

- This reverse play will often result in a big play if called at just the right time. However, it requires more work and practice time than almost any other play in our playbook.
- We have found that it is best to practice this play late in practice when the players are tired and their focus is waning. This is closer to the type of conditions they will find in a game.
- The play starts just like 48 Monster Crack (Sweep Play). The QB gets the snap and hands the ball to the motion man (T). The T will hand the ball with a back handoff to the F. It is important that the F hesitate before turning to take the handoff. If he does not the timing is just too fast and the ball is very likely to end up on the ground.
- The QB will plan on blocking the DE to the reverse side. If the DE is in a position to get hooked he will hook him and if he is in a position to get trapped he will trap him. The F must read the block of the QB.
- This play is extremely fast and requires precision handoffs. We have also added a pass play to this look but we rarely run it.
- This is a good play to run late in the year.



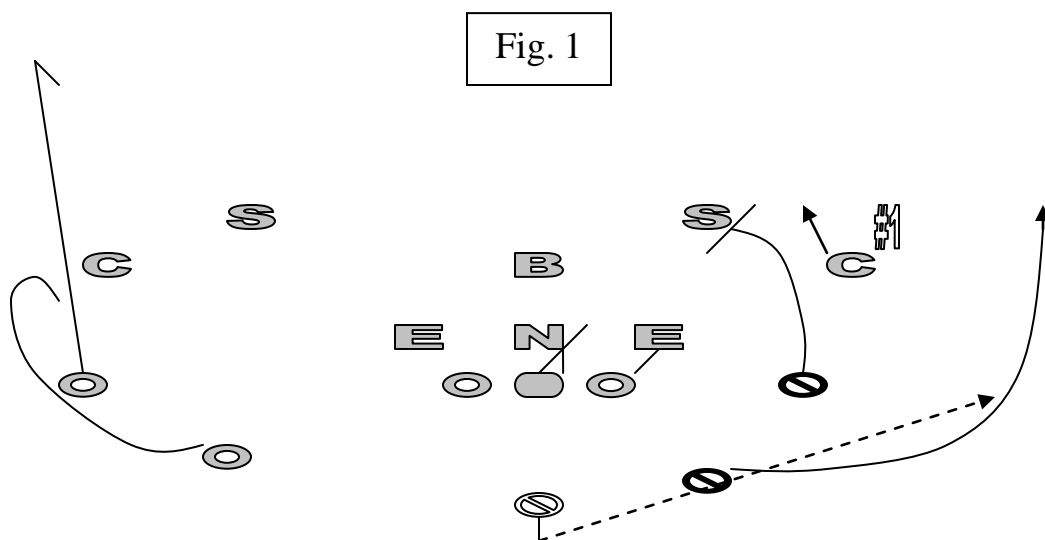
Renegade Tmo 16 Monster Crack

- Here the speed option is added to the Monster Crack blocking scheme. If all the blocks are made the QB should be able to pitch off the CB.
- This is an easy way to run the option from the gun and fits into the overall blocking scheme very well.
- Through experience we have learned not to have the motion man alter his motion path until the last second. Some teams will read the deeper motion and determine that the option is coming before the snap is even made. Instead, have the motion man jump to a deeper trajectory as the ball is being snapped. It takes the QB just enough time to get a handle on the ball to allow the motion man to become a pitch man.
- As with any outside option play the QB will keep the ball about as often as he is forced to pitch.
- This play will work to the short side of the field but it is more effective if you run it to the wide side of the field.



Renegade Tmo 216 Maxx

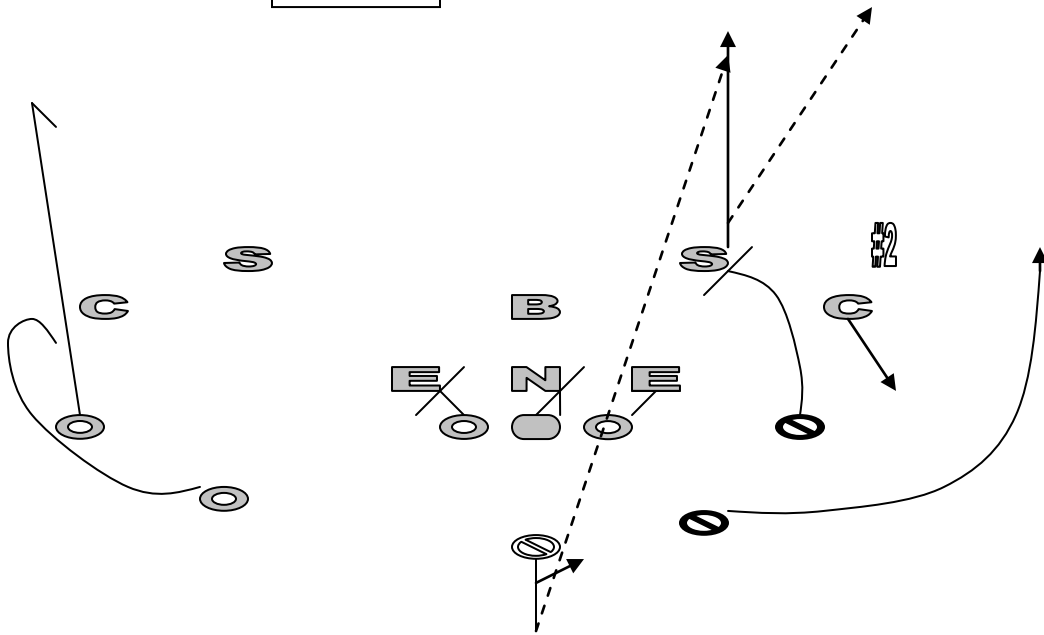
- This is the counter play to the 16 Monster Crack (shotgun option).
- As with many other play-action pass plays in this scheme this one was originally run from the double tight "I" formation where it is a very formidable play when countering the option.
- The QB will fake the option before dropping to make his reads. He will look first to the L running a deep post and second to the R running the "Squashed Post."
- Prior to running his route the R will fake the crack to his inside. We generally tell him to run the route two yards behind the LB and to continue on an angle that will make the route deeper as he crosses the field.
- One important point here is that a blitzing LB from the 3-1 defense should result in a quick read and pass over the middle. We call this type of play a "Look." However, a single LB blitz from a 2-2 (Box) defense would require no adjustment.



Renegade F Swing Crack

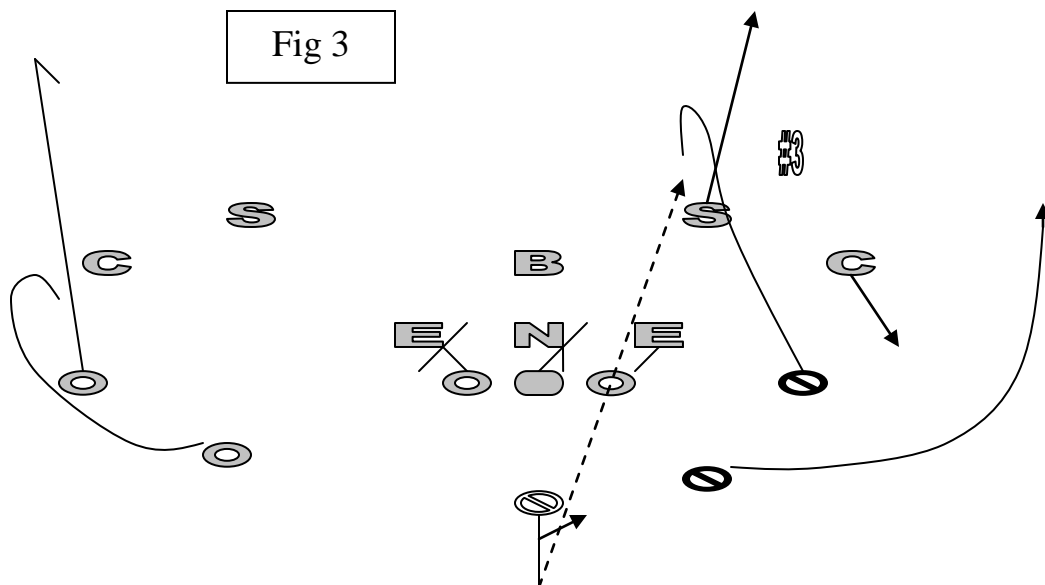
- This little play scheme does not really have much to do with the other plays in this book but it is so much fun that I decided to throw it into the playbook as well.
- The QB takes the snap and reads the CB. If the CB takes even one step back he will jet the ball to the F who is running the swing route playside.
- The R will pick the defender covering the F. This is legal because the play should be completed behind the LOS.
- The next options are on Figure 2.

Fig. 2



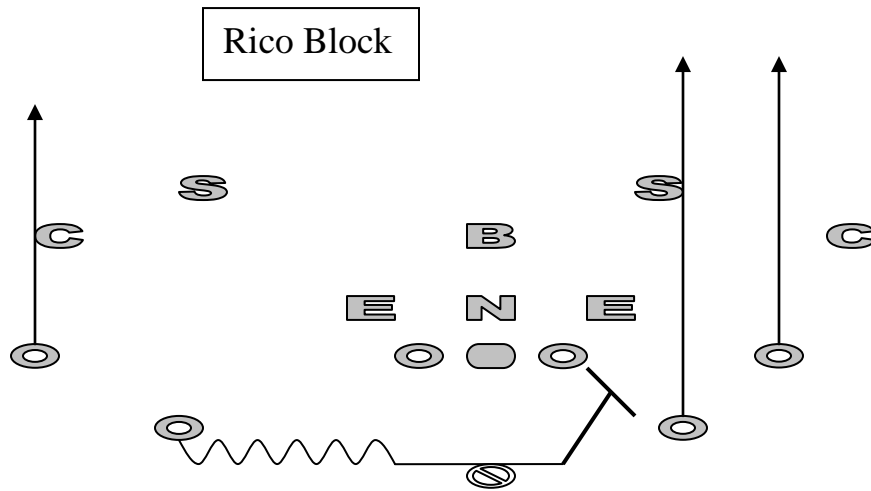
Renegade F Swing Crack (Continued)

- If the CB comes forward the QB will pump the swing route then look for a quick delay go route from the R. The R was originally looking to pick the defender covering the F on the swing. He will run the go route on the end of the pick whether the QB throws the swing or not.
- If the defense is using a deep safety the R must remember to bend his route toward the sideline to separate from the deep safety playing that half. Most defenses do not use this type of secondary coverage but it is quite possible that you will see this type of coverage against a 2-2 Box or a 3-2 Spread Zone. I have drawn the altered route with the dashed line.
- Some teams have tried to counter this play by backing the safety out whenever he sees a swing route. They will zone the short route with the CB and drop the safety to cover the deep. I have demonstrated our counter to this in Figure 3.

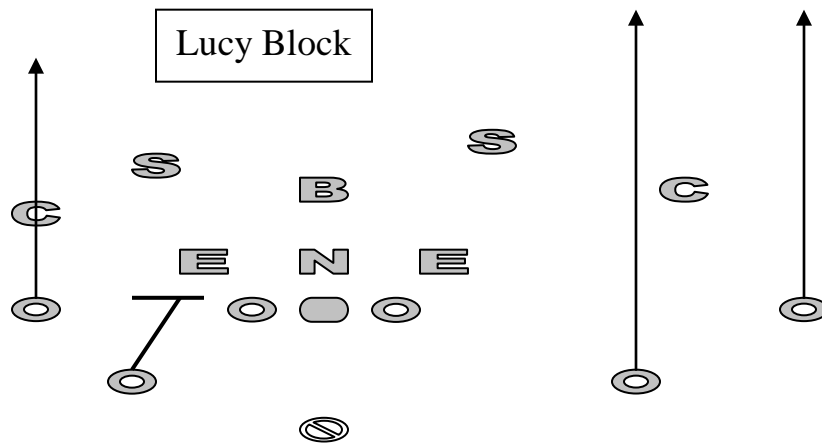


Renegade F Swing Crack (Continued)

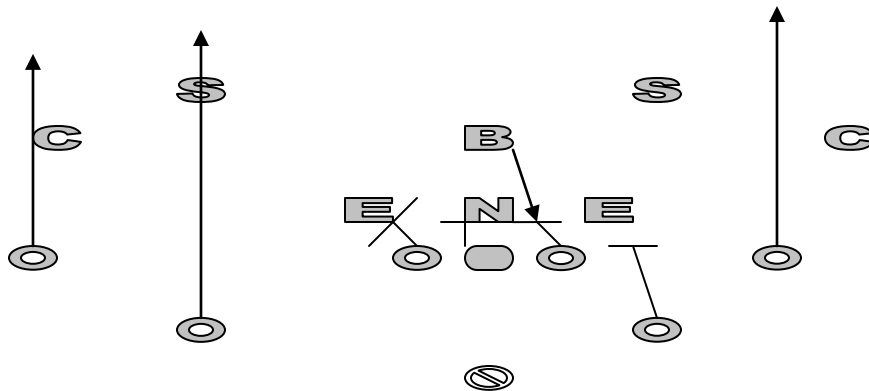
- Here the QB has seen the CB covering the swing route by the F, he has read the Safety dropping to cover the deep, and he simply delivers the ball to the R who sits on the vacated area left by the dropping Safety.
- The QB must be careful not to throw an interception to the MLB. The MLB would naturally be flowing to the swing side if there were not a reason to stay in the middle of the hook curl zone. For this reason we give him a reason. Running the QB trap the weak side out of this same look will do the trick nicely.
- This little swing scheme is easy to teach, very quick, great versus the blitz, and very fun to run. It does not require a large amount of blocking and can be run against almost any defensive scheme that the Renegade formation allows.



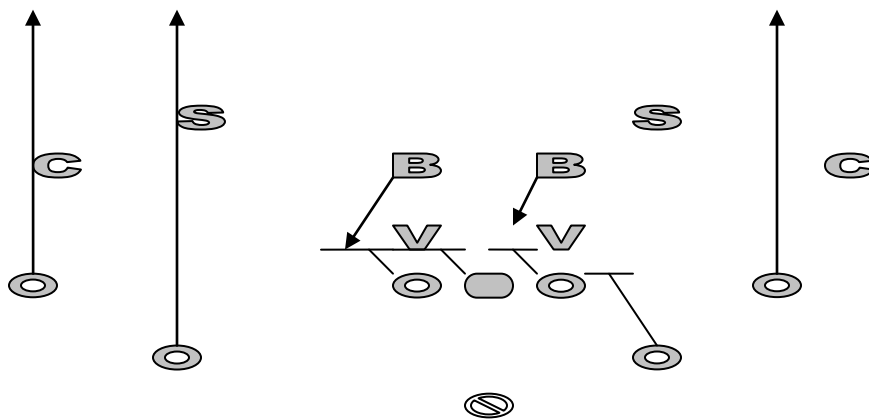
- This is an example of a “Rico” pass block. Rico simply tells the line that they will have help to the right. Help means that an end or back will pick up the outside man. In the figure above the T motioned to help right (Rico).



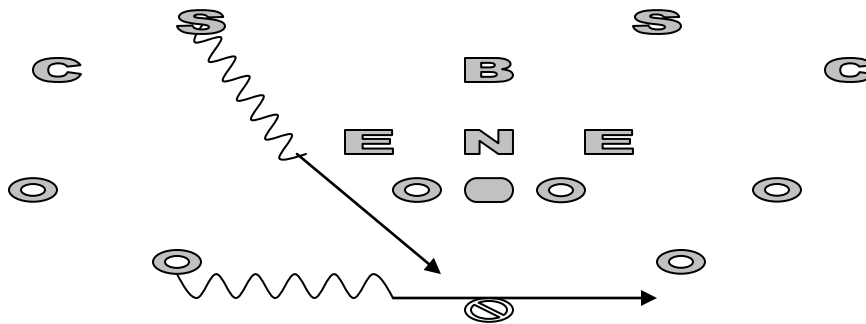
- This is an example of a “Lucy” pass block or help left. Here the T provides the help without motion because he started in this position.
- The player providing the help makes the call in the huddle.



- By providing help to one side or the other we pave the way for the O-Line to pick up the blitz. Here help was provided to the right (Rico) which allowed the Center and the RG to handle the blitz by the MLB.



- This is an example of a double blitz from the 2-2 Box defense. We prepare extensively for the blitz from all possible defenses because we are aware that many defensive coaches attack spread sets in this manner.
- A positive of the Renegade formation is that there are only a few sound defensive possibilities to prepare for. Teams will always try to hit you with new twists and we will always try to prepare for them or have contingency plans.



Motion Blitz

- This is an example of a “Motion Blitz.” This is one of the most common ways to attack the spread motion offense. The idea is to play the front side aggressively while blitzing the backside or where the motion came from. This pressures the sweep play and puts the blitz where the counter plays (QB trap) are run.
- The defense is told to blitz whatever defender is covering a motion man.
- Here are some ways to counter the Motion Blitz
 - 1) Run plays that run away from the blitz like 48,49,58,59 Monster Crack.
 - 2) Treat the defender on the blitz as a DE and trap him. This requires you to run and block underneath the blitz.
 - 3) Attack the backside (blitz side) with the pass.
 - 4) Pick up the blitz with the Guard or the QB after the handoff.
 - 5) From time to time you can run plays where the motion man motions through. This simply means that he motions across the formation and overloads the front side (away from the blitz).
 - 6) Motion through and screen pass to the strong side.

I hope that you have enjoyed this playbook half as much as I have enjoyed putting it together. I love this series and we developed a good deal of it by trial and error over the years. We were actually running these types of plays prior to ever hearing about the Jet or Laser Sweep plays that many college teams have developed. I feel that one of our biggest innovations to the offense was the inclusion of the QB trap as a counter to the sweep as well as the option and play-action pass plays.

As previously stated we run the Renegade formation in conjunction with other aspects of our Offense. However, most of the plays fit into our package universally without major modifications. The Renegade formation was chosen for this book because it does so many things so well.

With the right personnel a team could be very successful running these plays as an entire offense. The Combination Passing Game would make the Offense complete. I should be finished with an 8man version of the Combination Passing Game soon. You can check www.BigN2Football.com if you are interested in it or any other 8man titles that I am working on.

God Bless You
Robert B. Babcock
IGWT t 2k4

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