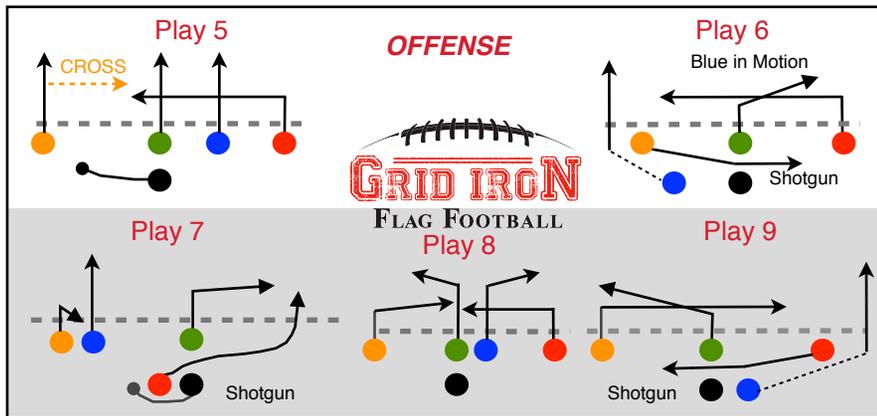
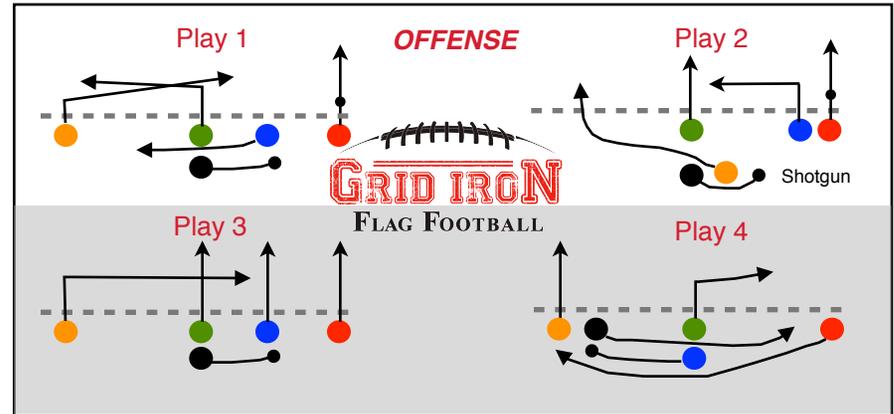
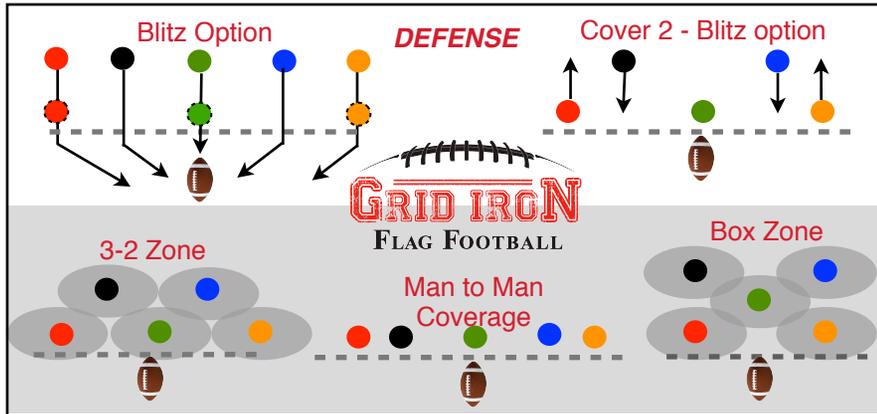


FLAG FOOTBALL PLAYS



Play Calling System for Any Team ... and Any Age.

Each Play is a multi-threat offense/defense. Every player has the opportunity to receive or run the ball based on the play called and the play action. Any player can blitz on defense.

Assign each Player a "color" for the day of the game. Colors can apply separately to offense and defense. (A player might be Red on Offense but Black on Defense)

OFFENSE - Play call of 5-Red, means that the QB's first look to pass to the under route Red player on Play #5 before looking to other players.

DEFENSE - 3-2 "Blue" means that the Blue Player is blitzing the QB out of the 3-2 formation

Make Up your own Plays / Naming Convention / Player Colors / and blitz codes to fool your opponent. This easy to understand color system can be used in all age divisions.



COACHES QUICK START GAME SYSTEM

Print this Page

When this page is printed on 8 1/2" x 11" paper, the boxes can be cut out and fit into the Grid Iron Youth Player wristbands (XL100). Your whole team will be in sync and have their playbook on their wrist during the game. Just give each of your players a "color" and they are ready to play!

Offensive Strategy for each player: Know your position and your mission for each play.
Defensive Strategy for each player: Nobody gets outside of you or behind you.

Game Strategy: Play with Focus, Give your Best Effort, and Show Good Sportsmanship.

Above all: HAVE FUN!!