



Defensive Line Play

CORBY OSTEN
DEFENSIVE COORDINATOR
CORBY.OSTEN@CUNE.EDU
402-643-7195

PHILOSOPHY – ATTACKING D-LINE

- ▶ Must play physical, aggressive, fast
 - ▶ Take the fight to them
- ▶ Sound and Simple – (Know what to do and have a plan)
- ▶ Fundamentals – (Be Sound, Do the Little Things)
- ▶ Consistency – (technique needs to be second nature)
- ▶ Play run and react to pass (unless 3rd and long or passing down)

TECHNIQUE AND FUNDAMENTALS

▶ Stance

- ▶ Balanced – feet shoulder width with toe to heel instep
- ▶ Flat back
- ▶ 70% - 30% weight displacement (hand heavy)
- ▶ Down hand in front of facemask crowding line of scrimmage
- ▶ Off hand “catching eye”
- ▶ Eyes are focused on Aiming Point (OL hip)

▶ Get off

- ▶ Lead with hands
- ▶ Right side of ball = Left foot step
- ▶ Left side of ball = Right foot step
- ▶ Elbows tucked and thumbs up
- ▶ Stab and grab – near number to shoulder

TECHNIQUE AND FUNDAMENTALS

▶ Fit

- ▶ Hat and hands on aiming point with feet and shoulders square to LOS
- ▶ Eyes should never be above thumbs
- ▶ Roll hips
- ▶ 45 degree body lean
- ▶ Work to extension and create knock-em-back
- ▶ Work half a man to keep number advantage

PLAYING THE RUN

- ▶ Our focus is to attack the shoulder of OL and read the block
- ▶ Block Rec Rules
 - ▶ Reach = Press at 45 degrees (get Vertical)
 - ▶ Base = Squeeze to Cross face
 - ▶ Veer = Flat down LOS & Read triangle
 - ▶ Double = Sit, Hip, Rip
- ▶ Always fight the hard shoulder on run

AIMING POINTS

- ▶ Outside shoulder alignment (attack man on)
 - ▶ Step at the OL in front of you with near foot, Attack his number and shoulder and read his block
- ▶ Inside shoulder alignment (mirror inside OL)
 - ▶ Step with gap foot, throw hands at OL you are lined up on. Read the hip of inside OL and mirror his feet.
 - ▶ This helps undersized DL with down blocks

DRILLS – PRE PRACTICE

- ▶ Aiming point (Run and Pass)
 - ▶ Focus is on keeping palms together with elbows tucked and thumbs up
 - ▶ We stay square on run
 - ▶ Collapse wrist or elbow and finish with pass move on pass days
- ▶ Rabbit
 - ▶ Getting off ball and throwing hands at aiming point
 - ▶ D Lineman get in a stance across from the O Lineman
 - ▶ The O Lineman backpedals as fast as he can
 - ▶ On the O linemen's movement the D Lineman throws his hands at his aiming point and touches the O Lineman as fast as he can.

DRILLS – PRE PRACTICE

▶ Two Step

- ▶ The D Lineman gets into his stance with his toes touching a line.
- ▶ On ball movement the D Lineman takes one 6 inch step and throws his hands out and upward.
- ▶ The D Lineman's hands should hit palms together with thumbs up and elbows tucked
- ▶ The D Lineman will land on his chest.
- ▶ Check your feet before getting up. Feet should be just past the line.



RUN DRILLS

- ▶ Aiming point / Punch
 - ▶ 6 point
 - ▶ 3 point with knee down and drive
 - ▶ 3 point stance with drive
 - ▶ 3 on Lev Sled
- ▶ Pipes
 - ▶ Playing in good lean and fit
 - ▶ Staying square and moving laterally

PLAYING THE PASS

- ▶ Pass transition if not pass down
 - ▶ Make the O-lineman work. Don't run around
 - ▶ On pass work the soft shoulder
 - ▶ Get on skateboard and get skinny
 - ▶ Post – Rip
 - ▶ Post – pull
 - ▶ Post – swim
 - ▶ Bull
 - ▶ Get heel to heel after move so OL cannot reset
 - ▶ Accelerate through QB

PLAYING THE PASS

- ▶ Know the situation – down and distance or tendency
- ▶ Pre-snap reads
- ▶ Call
- ▶ Have move and counter move in mind
 - ▶ Work the move and let the counter happen
- ▶ Get off the ball
- ▶ Work $\frac{1}{2}$ man
- ▶ Work the arc

RUSH LANES

- ▶ A gap
 - ▶ Power move / 2 way go
- ▶ B gap
 - ▶ Push pocket – cannot widen
 - ▶ Plan for move on 2nd step
- ▶ C or D gap
 - ▶ Compress pocket
 - ▶ Contain (depending on call)
 - ▶ Plan for move on 3rd step

PASS DRILLS

- ▶ Aiming point with rip or swim (pre practice)
- ▶ Get offs
 - ▶ Three hard steps up field in gap and read OL
- ▶ Outside hand /outside shoulder
 - ▶ Adjust stance so feet and hands are working together
 - ▶ Swim
 - ▶ Rip
 - ▶ Crossface (counter)
- ▶ Inside hand / outside shoulder
 - ▶ Adjust stance so feet and hands are working together
 - ▶ Dent
 - ▶ Rip
 - ▶ Dent to rip(counter)
 - ▶ Spin (counter)