

SEVEN MAN CREW - RECEIVER COVERAGE

RULES & KEYS FOR DIFFERENT FORMATIONS

All assignments are based on the “*snap shot*” = where the receivers are at the time of the snap. Receivers are counted from the outside-in. If there is motion – it’s still where the receivers are at the snap (*snap shot*).

- Stay with your key(s) as long as you can. Know where the ball is and when or if thrown.
- Don’t guard air. Always pick up another receiver or another key if you switch off yours.
- Officiate the play. Have a feel for the game.
- Ball in the air – all eyes go to the football.

LINESMAN

BACKS IN BACKFIELD

2 Backs
1 Back
1 Back
1 Back
0 Backs

RECEIVERS TO YOUR SIDE OF FIELD

Pro Set / Slot (1 or 2)
1 (Trips away)
2 (Balance / Twins)
3 (Trips to your side)
4 (Quads)

YOUR RESPONSIBILITY

Near Back
Back
#2
#3
#4

LINE JUDGE

2 Backs
1 Back
1 Back
1 Back
0 Backs

Pro Set / Slot (1 or 2)
1 (Trips away)
2 (Balance / Twins)
3 (Trips to your side)
4 (Quads)

Near Back
Back
Back
#3
#4

BACK JUDGE

2 Backs
1 Back
1 Back
0 Backs

Pro Set / Slot (1 or 2)
Balance / Twins
Trips
Quads

#2 – 2 Receiver side
#2 – LJ side
#2 – Trips side
#2 & 3 – Quads side

SIDE JUDGE / FIELD JUDGE

Widest receiver to your side of field at snap = #1

Note: If receivers are stacked – Line of scrimmage receiver is #1, player stacked behind him is #2, next stacked receiver is #3, etc.

PRO SET

33 44
10
87 75 64 51 61 70 89 24
87 = 1 89 = 2 24 = 1

BALANCE / TWINS

20
39 17 91
87 75 64 51 61 70 89
87 = 1 39 = 2 89 = 2 91 = 1

QUADS

13 32 45 17
87 75 64 51 61 70 89
87 = 1 89 = 4 32 = 3 45 = 2 17 = 1

SLOT

32
49
29 11
87 75 64 51 61 70 89
87 = 1 29 = 2 89 = 1

TRIPS

32
23 44 19 89
87 75 64 51 61 70
23 = 1 44 = 2 87 = 3 89 = 1

STACKED

Can be
TWINS/TRIPS/QUADS
21
44
12
87 15 89
87 = 1 12 = 2 44 = 3 21 = 4 89 = 1