

How to watch
and enjoy
FOOTBALL

O'Keefe's
BREWING COMPANY LIMITED

Joe Krol of Toronto Argonauts has played on five Grey Cup Championship Teams. Awarded the Lou Marsh Memorial Trophy (outstanding Canadian Athlete) in 1946.



Foreword

This book is written to help increase your spectator enjoyment of the game of football.

Of course, you don't need a guide to thrill to a long run or a driving tackle, and certainly football supplies plenty of this kind of excitement. But the game today depends so much on speed and deception that there's extra enjoyment for the fan who knows where to look for it.

In the following pages we'll try to explain what there is to be seen . . . what the players do, and why they do it . . . to help you get that extra enjoyment from watching the game. We hope that from reading this booklet you'll get more fun out of Canada's favourite Fall pastime.

Joe Krol

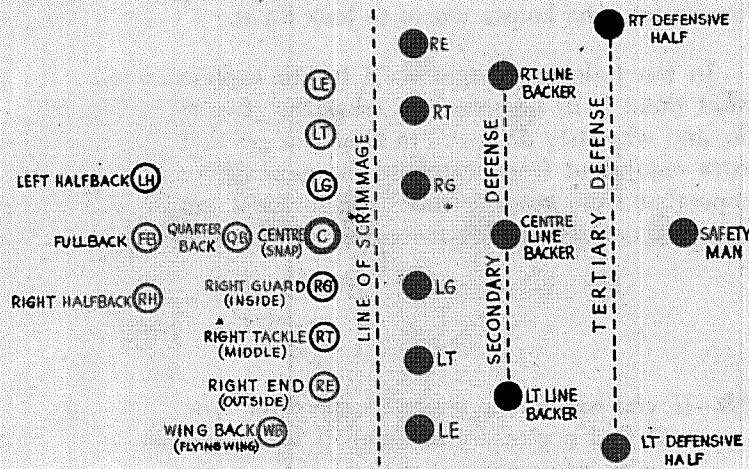
P.S.—If you are not a seasoned spectator, you will find a glossary of football terms and penalty information at the end of the book.

To begin, let's imagine you're at the stadium, waiting for the game to start. Now . . . while the players are on the field warming up . . . is the time to make the best use of your program. Try to remember the players by their numbers or appearance . . . especially the ones you've heard or read about . . . before the game gets under way. Later, there won't be much time for checking your program without missing some of the excitement.

And now the warm-up is over. The twelve men who make up each of the starting teams assemble at midfield and toss a coin for the kick-off. The team you're cheering for wins the toss and elects to receive. Both teams line up . . . the whistle blows . . . the ball is kicked off downfield, and the game is on.

OFFENSIVE PLAY

Let's assume that your team received the ball and ran it back to their own 35 yard line. On their first play both teams will line up something like this. Your team is on the left, the defending team is on the right.

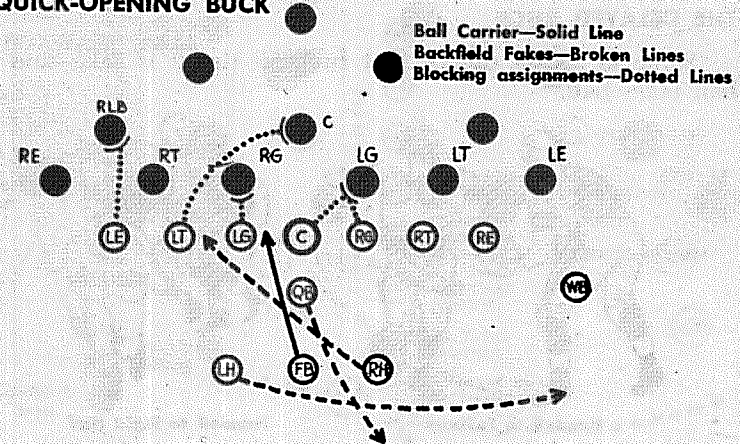


This arrangement of the offensive players is known as the "T" formation, and gets its name from the position of the left half, the full back, the right half and the quarterback. The 12th man (wingback) may be in any other position in the backfield, or even on the line of scrimmage, depending on the play about to take place. We use the "T" formation in all our examples because most Canadian teams use it now, and therefore it's the type of formation you're most likely to see.

It should be remembered, that, from the particular formation shown, your team can run a whole series of plays, every one of which looks the same to the opposition (and, probably, to you in the stands) although each is quite different. The effect is that the defending side . . . with just split seconds to solve the play and try to stop the ball carrier . . . can often be fooled into wasting strength on a player who only *appears* to have the ball, while a team mate gets into the clear for a long gain in another direction.

To illustrate, let's examine three plays that could develop from this "T" formation, with the wingback wide to the right. Note: Always imagine yourself behind the teams we are talking about.

THE QUICK-OPENING BUCK

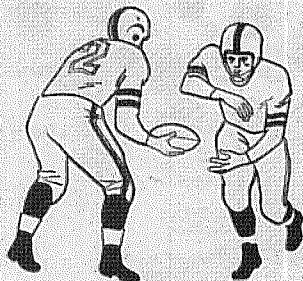


The fullback carries the ball on this one. When the ball is snapped to the quarterback he pivots to his left and hands the ball to the fullback, who drives through the hole made by the centre and right guard and the left guard. (More about this line work later). After handing the ball off to the fullback the quarterback fakes to the right halfback who runs off left tackle. He then continues on back, fakes a pitch-out to the left halfback who is running to his right and then the quarterback, still faking possession of the ball, goes through motions of throwing a forward pass. The diagram will show you the movement of each of the players.

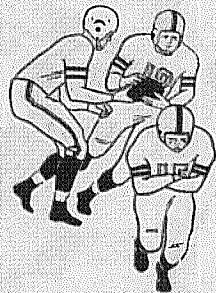
You might wonder why the backfielders continue to fake after the ball has been handed off to the fullback. That's where the speed and deception we mentioned pays off. The play is moving so fast that the defending team can't be sure that the fullback really has the ball. Instead, if your team's deception is good, it looks as though the right half, then the left half, and finally the quarterback might have it. The right half's fake causes the defensive right tackle to hesitate for a moment; and the threat of a forward pass keeps the tertiary defence from closing in as quickly as they could. In short, the split-second of indecision caused by the faking means fewer players are in position to stop your fullback, so his chances of shaking loose for a gain are much better.

THE DELAYED BUCK

Same as above except that fullback thrust is fake—and right half takes ball.

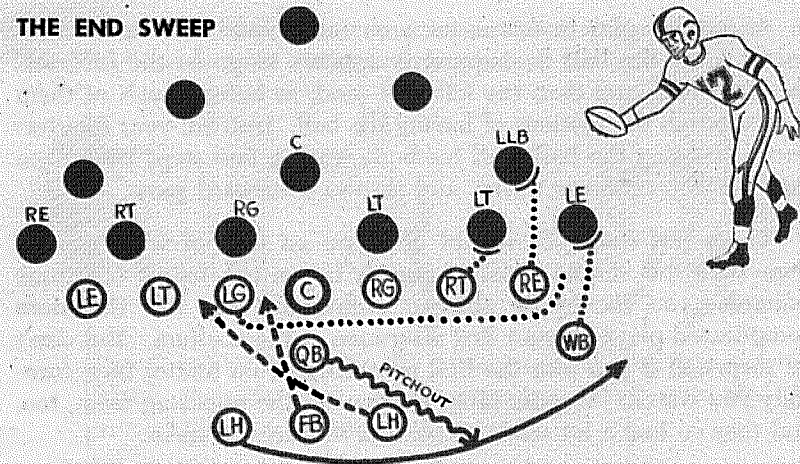


Handoff to Fullback



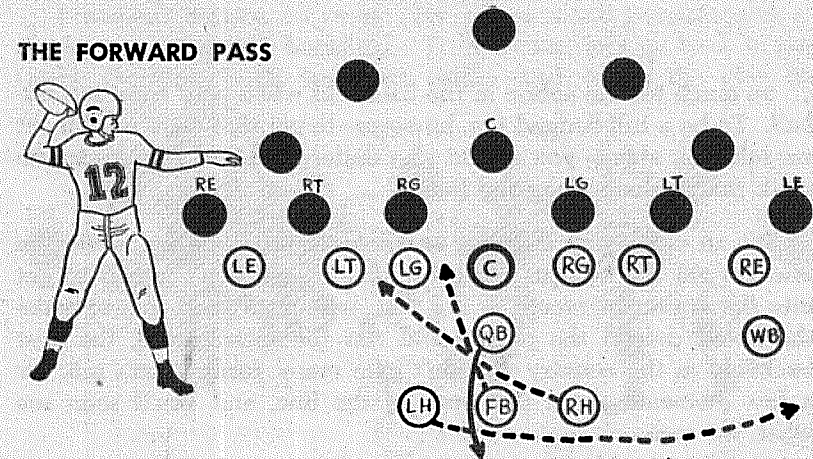
Handoff to Right Half

THE END SWEEP



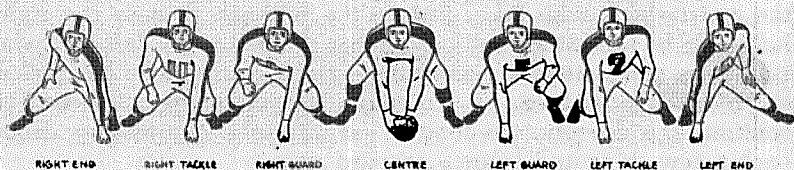
It's easy to see how . . . as a third play in this series . . . your team can set up an end sweep. As before, the ball is snapped to the quarterback who fakes first to the fullback then to the right halfback; he then steps out and pitches the ball to the left half who is already moving to the right behind the leftguard who has pulled out to block downfield. To complete his part of the play—and to continue the deception as long as possible—the quarterback drops back a few steps and fakes a forward pass.

THE FORWARD PASS



As another play in this series, your team could throw a forward pass. After the ball is snapped it appears to go to the fullback, the right half, and then the left half—and, as before, each of them goes through the motions of having the ball. Instead, your quarterback, shielding the ball with his body, runs a few steps back from the line of scrimmage, turns, and throws a forward pass.

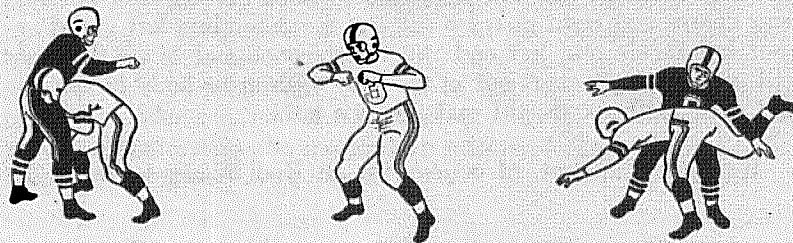
These few examples should give you an idea of what can be done with this simple series of plays. If you can follow our three examples you should be able to understand any but the more complicated plays on your first afternoon at the stadium. But don't be surprised if you lose the ball occasionally, no matter how carefully you watch. It quite often happens to the opposing team, too, and they've had a lot more practice at it than you have.



So much for the action in the backfield when your team has the ball. To be a full-fledged fan, however—to get that extra enjoyment we told you about—you should also understand and appreciate the work that is done along the line.

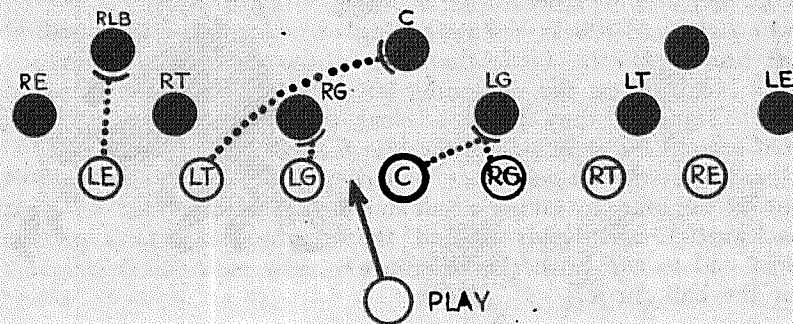
It's an old saying that the backfielders get the glory while the linemen get the bumps. As a backfielder, we don't intend to get into the argument except to say that, without a good line to make the holes, defend the passer, and run the interference, the best backfield in the country wouldn't gain many yards. Let's talk for a few moments about the work of the line, and you'll soon see what we mean.

Line play of the offensive team features three variations of "blocking"—each with a distinct purpose, as follows:



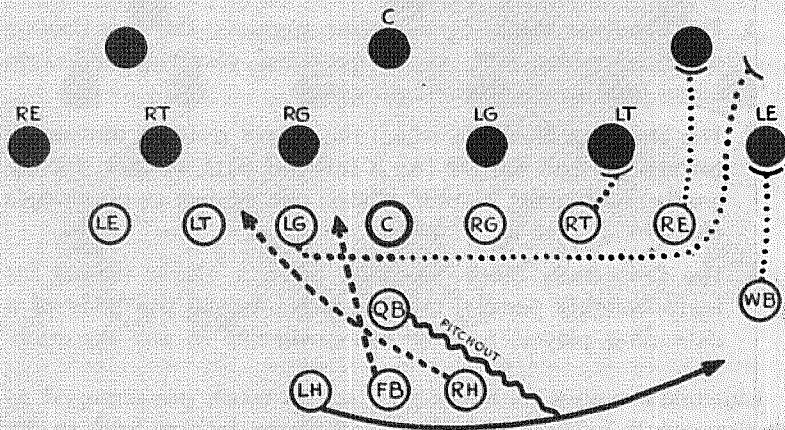
1. **The Shoulder Block**—As the name suggests, this is a driving block, shoulder first, at an opposing player—intended to move him in any desired direction.
2. **The Standing Block**—In which the player resists a movement toward the ball carrier (on a forward pass, or kick, for example) by bracing himself, elbows out, against an opponent's charge.
3. **The Cross-Body Block**—So-called when a player throws his body—roughly parallel to the ground—across the body of a defending player, to stop his movement in any direction.

Linemen's actions on every play are as much pre-arranged as the movements in the backfield. To illustrate, let's go back to the Quick Opening Buck described earlier—and watch the play on the line this time.

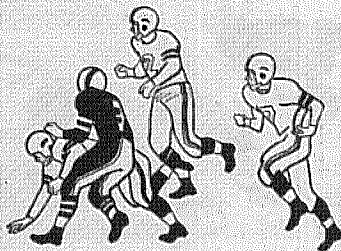


You will remember that the play goes between Left Guard and Centre. Immediately the ball is snapped, your left guard throws a shoulder block at the defending right guard driving him out . . . your centre and right guard block out the defending left guard . . . your left tackle and left end run interference and block the right and centre line backers out of the play with cross-body blocks . . . and your fullback should make a nice gain.

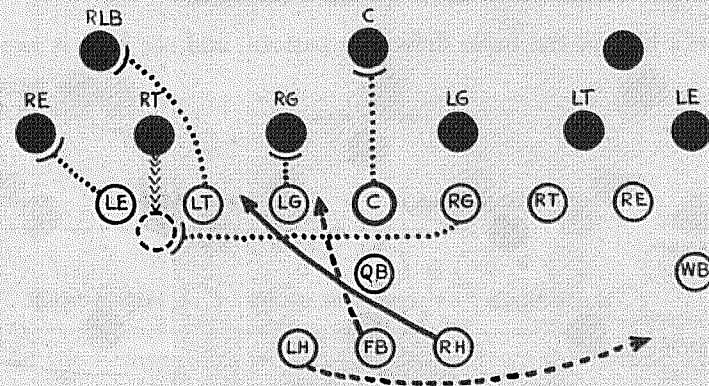
It's quite different, of course, for an End Sweep to the right.



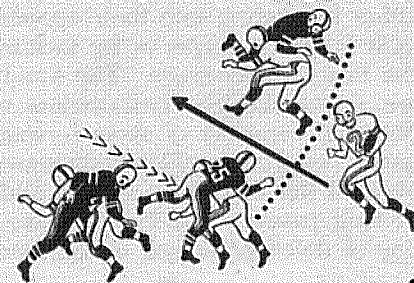
In this play the emphasis is on the right end and wingback. Note how your right end blocks the defending left line backer in, while the wingback blocks in on the defending left end. Together they leave a clear field around the right side of the line. Meanwhile your left guard has "pulled out" of the line (by taking a half step backwards) and heads around the right end to run further interference for the ball carrier.



To illustrate the blocking for the Delayed Buck we have to explain a manoeuvre called the Mouse Trap—just about the prettiest piece of line play of all, and one of the most difficult to see. To understand it, you must remember that the defending lineman's training—from the time he first pulls on a cleat—is to get into the other team's backfield and pull down the ball-carrier before the play gets under way. It's this instinct, plus an apparent opportunity to do so, that makes the mouse trap effective. You will remember your opposing lines look like this:



The right halfback will carry the ball off left tackle. From your diagram you'll note that your left guard takes the defending right guard in . . . the centre goes through to block the middle line backer . . . and your left tackle goes through to take out the defending right line backer. And now for the Mouse Trap. The movements so far apparently leave the defending right tackle free to drive into your backfield—but not for long. As he charges across the line he is taken out solidly by your right guard, who has pulled out of the right side of your line to come over and throw the key block. A tough play to time—and hard to spot even in the stands—but a real ground-gainer when it works. Watch for it.

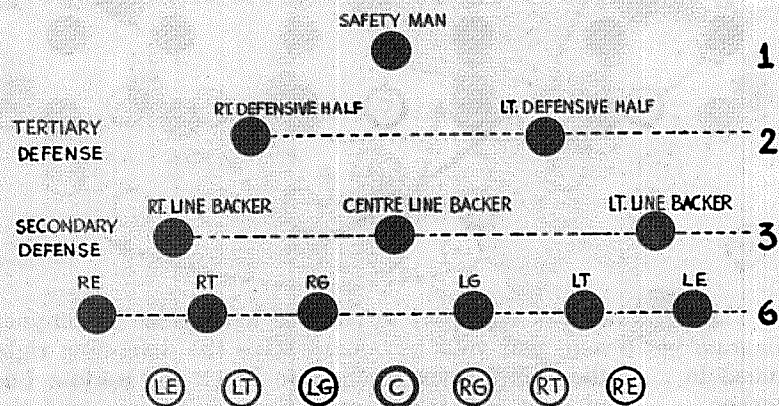


THE DEFENCE

So far you've learned to watch and enjoy the offensive play. Now we'll discuss how the twelve men on the opposing side of the line try to stop the plays we have described—or any one of the scores of different plays possible from the "T" formation.

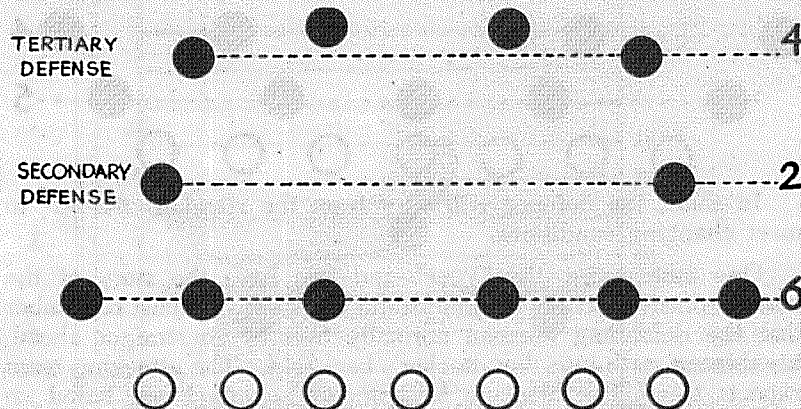
The Defence in football, though less complicated than the attack, is just as well-planned and co-ordinated. It depends upon certain simple patterns—a basic one, for general purpose defence, plus a few variations to meet special conditions.

Let's look at the basic defensive pattern, and see how it works.



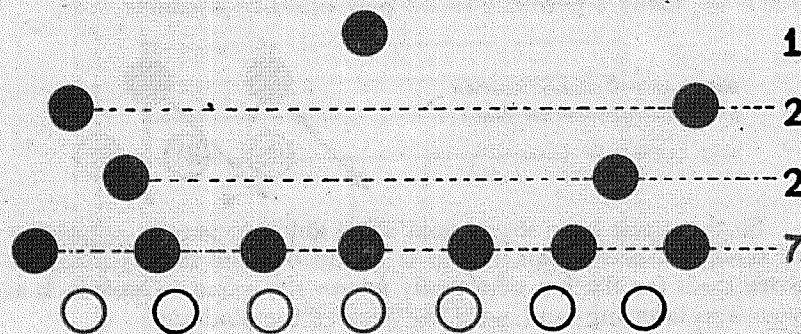
This is how your team is likely to line up when the opposition has the ball. The forward line, of course, tries to stop the attack either by getting into their opponents' backfield to upset the play as it is taking shape, or by tackling the ball carrier as he crosses the line of scrimmage. The line-backers (or secondary defence) are responsible for ball-carriers who penetrate the line, or the potential receivers of short forward passes. The Defensive Half-backs (on Tertiary Defence) guard against ball-carriers who have avoided the Secondary and, in addition, try to prevent completion of long passes. The Safety Man, as the name implies, is the last line of defence, as well as the receiver of kicks.

As the game progresses, however, the Centre Line Backer (who usually master-minds the defence) may decide that this pattern isn't satisfactory. For example—the offensive team may be making large gains with a long forward-passing attack. If such is the case, the Centre Line Backer will likely call for a 6-2-4- defence, which looks like this.

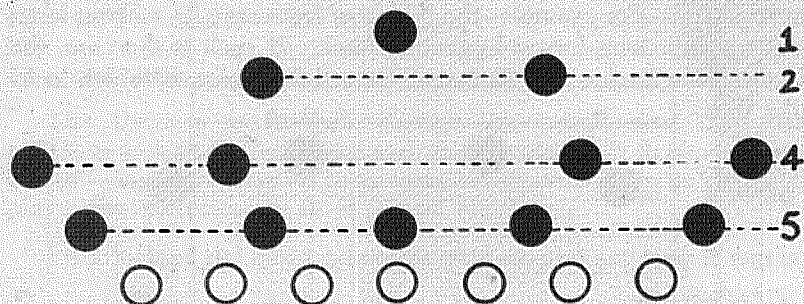


As you can see, this weakens the team down the middle against a ground attack, but gives strength against long passes as there are 4 men deep to guard against them.

If, however, the attacking team starts to make gains through the line, the defence would likely become 7-2-2-1.



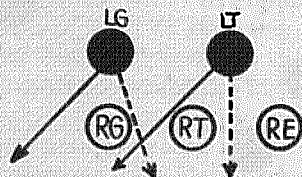
Again, if the attack starts to run the ends, the defence could change to a 5-4-2-1-, to give strength where needed, like this.



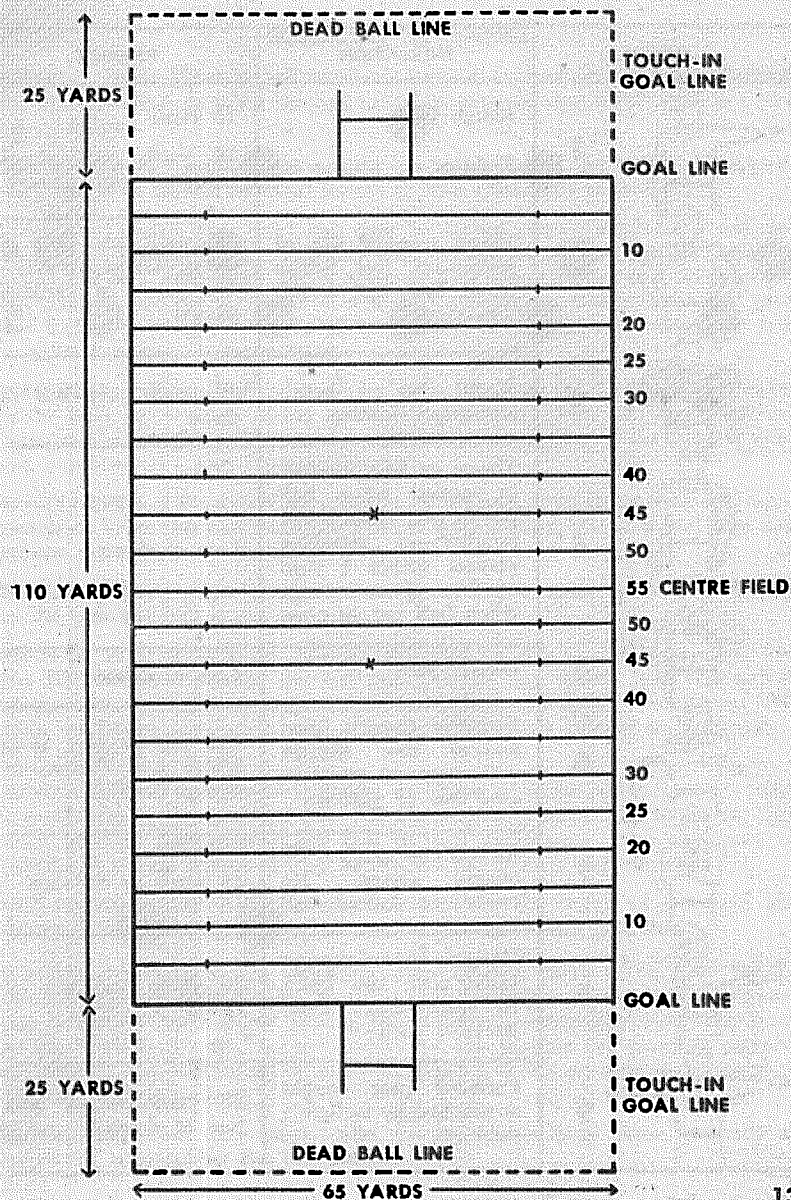
In short, the defence will vary from the standard 6-3-2-1- to meet changing conditions.

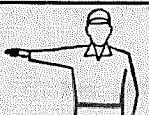







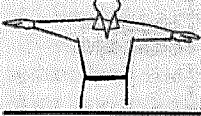
One more point—the “Veer”—and you have the story of the basic defensive tactics. To understand the veer, you must remember that the defending lineman normally tries to go straight ahead, his shortest path into the attacker’s backfield. The attacking team expects this. The blocking assignments on attack are based on this normal movement. Occasionally, however, in addition to setting up one of the defensive patterns we’ve shown you, the Centre Line Backer may call for a veer, either to the left or to the right, depending on the situation. As a result, the attacking blockers have a tougher job carrying out their assignments because the men they planned to block aren’t where they are expected to be or moving in the direction they normally would. If you watch closely, you’ll see many a perfectly-timed play upset by a simple veer.

Dotted Line—Ordinary Direction
Solid Line—Direction on Veer



So there you have it . . . your short guide to greater enjoyment of the game of football. Keep it handy because there’s many an extra thrill for the fan who really *knows* the game. Good luck at your spectator-ing—and we’ll see you at the stadium.



SIGNAL	INFRACTION	PENALTY
	1 Rough Play Fighting	15 yards 25 yards and player banished from game
	2 Player crossing line of scrimmage just before or at time ball is put into play.	Offensive side—Loss of down. Defensive side—five yards or yardage gained
	3 Illegal use of hands and arms. Holding, etc.	10 yards and loss of down
	4 Player on line illegally in motion when ball put in play. Insufficient number of attacking players within 1 yard of line of scrimmage when ball put in play.	Loss of down
	5 Offside pass	Loss of down
	6 Illegally thrown pass and/or one thrown with apparent intent to save loss of yardage	Ball put in play from where ball thrown—as though tackled
	7 Kicked ball touched by offside player. "No yards" on kicked ball	15 yards or distance
	8 Illegal interference (Line men can block 10 yards down field. Backs—1 yard)	10 yards and loss of down
	9 Forward pass caught or touched by ineligible receiver	15 yard penalty and loss of down

GLOSSARY OF TERMS

ROUGE—1 Point—When a ball carrier is tackled or runs out of bounds behind his own goal line, or when the ball is kicked over the opponent's goal line and out of bounds.

TOUCHDOWN—6 Points—When a team has possession of the ball in its opponent's end zone for the required length of time (Referee's discretion)

CONVERT—1 Point—This point can only be scored after a touchdown and can be done in several ways. The ball must be kicked off the ground (either a placement or a drop-kick) and it must go over the cross-bar and between the uprights. A convert may also be scored by passing the ball into the end zone and having it caught by an eligible receiver, or a player can carry the ball over the goal line for the convert.

PLACEMENT—3 Points—When a player kicks the ball off the ground (either when held by another player or by drop-kicking) over the cross-bar and between the uprights. This can be scored from any place on the playing field—at any time on a play from scrimmage.

SAFETY TOUCH—2 Points—When a player by his own force or momentum passes, carries or kicks the ball from the field of play behind his own goal line and retains possession.

OFFSIDE—When a player crosses the imaginary line of scrimmage just before or at the time the ball is put into play.

RUNNING INTERFERENCE—On offence, the men on the line of scrimmage and the first halfback outside the last man on the line at the time the ball is snapped, may block any opponent with his body up to 10 yards down field from the line of scrimmage. All other backfielders are allowed to block only 1 yard ahead of the line.

DOWN—A team is allowed 3 downs in which to advance the ball 10 yards towards the opponent's goal line. If the attacking team fails to do so, they must give up possession of the ball to their opponents. The ball must be carried or passed and caught by an eligible receiver for that distance.

LINE OF SCRIMMAGE—An imaginary line running the width of the field and drawn through the tip of the ball nearest the opponent's goal line.

PLATOON SYSTEMS—In our Canadian game to-day, there is no limit to the number of times a player can go on and off the field. However, only 24 men can be dressed for any one game. This unlimited substitution invariably leads to the "Platoon System," where coaches use one platoon (or group of players) on defense and another on offense—although it is not uncommon to see some players playing both.

BLOCK—The action of a player who, by use of his body alone, prevents an opponent approaching the ball carrier.

GLOSSARY OF TERMS

BUCK OR PLUNGE—A charge by a ball carrier into the opposing line. In a cross buck, two backs cross behind the quarterback to opposite sides of the line. The quarterback can give the ball to either plunger.

DEAD BALL—A ball that has ceased to be in play.

DROP KICK—A kick made by dropping the ball to the ground and kicking it the instant it touches the ground.

END RUN—A play in which the ball is carried around the end of the line, rather than through the line.

FAKE KICK—An attempt to confuse the opponents by conducting a passing or running play from a kick formation.

FIELD GOAL—The kicking of the ball over the cross bar of the opponent's goal, either by a drop or placement kick.

FLAT PASS—A forward pass thrown toward the flank.

FORMATION—The defensive or offensive line-up of the team.

FREE (LOOSE) BALL—A ball which is in play but not in the possession and control of any player.

FUMBLE—A ball dropped to the ground.

HUDDLE—A grouping of the members of the attacking team, before lining up, for the purpose of getting the signal for the next play.

INTERCEPTION—The act of catching a lateral or forward pass thrown by an opponent.

INTERFERENCE—Tactics which send a player or players in advance of the ball carrier to prevent opponents from tackling the ball carrier.

PLACEMENT KICK—A ball kicked from the ground, held by a team mate.

POWER PLAY—An advance by means of sheer weight, or concentration of strength, usually through the centre of the line.

QUARTERBACK SNEAK—A snap to the quarterback, who plunges directly into the line. This play is used to gain a few yards before the defense is organized.

PUNT—A kick executed by dropping the ball from the hands and kicking it before it touches the ground.

QUICK KICK—A kick executed from close behind the line in the least possible time.

WINGBACK—An offensive backfield player, usually occupying a wide or flanking position in the formation, about one yard behind the line of scrimmage.



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