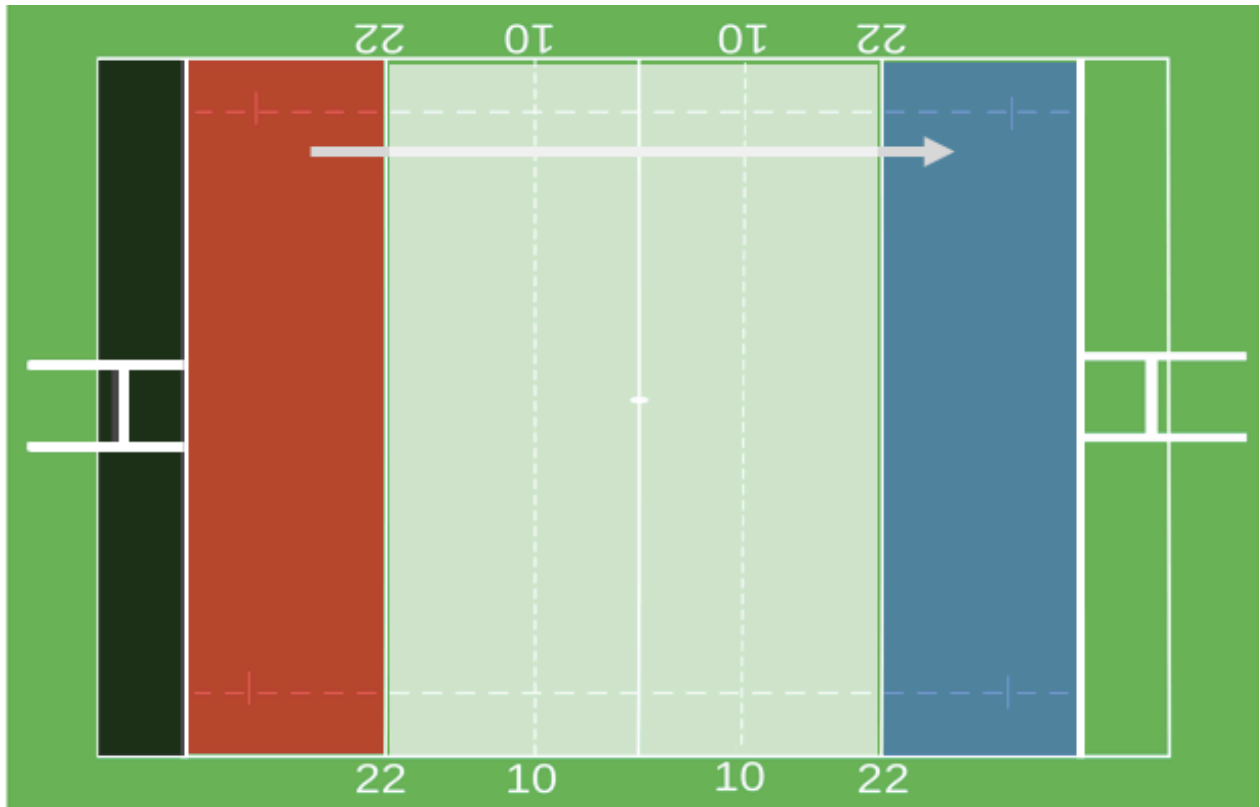


# OFFENSIVE PLAYBOOK



# 2021

## I. Black, Red, White, Blue, Green



### **BLACK:**

The Black Zone is the in-goal (end zone) we are defending. If the ball ever ends up free in this zone, we have to down it before the opposition does. From there we get a “22 Drop”. If they down it they get a Try.

### **RED:**

The Red Zone is a “2 Banger” or “3 Banger” that begins after we’ve been tackled the 1<sup>st</sup> time in this zone. A “Banger” means that the Scrum-Half will pass to a Forward who will run it straight until tackled. It should take no more than 3 Bangers to cross the 22 into the White Zone. If it looks dangerous in this zone, then the Fly-Half will stand safely back and call “Buzz” to get the ball and punt it as far into the White Zone as possible. Once punted, backs will chase downfield to get the ball or tackle the enemy who does get it.

### **White:**

The White Zone is a where the Backs primarily get to run with the ball and the Forwards primarily support in rucks and/or mauls. This is where White Zone plays are called.

### **BLUE:**

Ball movement in the Blue Zone is played much like it is in Red Zone. If one of our players is tackled in the Blue Zone then we begin running bangers from where we are tackled. The goal is to score through one of two ways: 1) bang through to score a Try or 2) draw the defense to focus on constant bangers to have a one or more Backs be open to take a pass out to score a Try.