

SAMPLE PRACTICE PLAN, 1.5 hours

Activity	Time	Who	What
Warm Up Stretch	5	All	2 MVP of last game lead stretching, pushups, jumping jacks. Take it serious – promote team spirit, unity. Use this time to share practice plan, let Asst Coaches or Parents know how they can help
Jingle/Jangle w Ball	5	All	Good warm up, good way to work on hands, cuts.
Toss/Hand-off Drill	5	All	Builds fitness, ball handling, lets kids who never carry the ball feel a part of the offense.
Full team Protect QB	10	D/O Lines	QB (coach/parent) takes the ball and stays behind line, see if they can protect from D line for 5-10 seconds.
Flag Pull 1-1	5	All	Kid on one side of chute takes ball and runs towards D who must pull flag before he clears. TEACH THEM TO STEP IN FRONT, AND GRAB FLAGS WITH TWO HANDS.
Flag Pull 2-1	10	All	Same with a blocker.
Flag Pull 2-2	10	All	Same with blocker and another defender.
Flag Pull/Lanes	10	All/Split	Teach kids to stay in lanes on ST. Crucial.
Scrimmage	20	OFF/DEF	
Race To Cone	8	All/Split	Fun way to end practice. Make sure to pit similar speed kids against each other.
Coaches Talk:	2		Spend 5 minutes at the end of practice discussing the highlights of practice, what we learned, and what time you want them at game.

Drill #1

Warm-Up Drill: "Jingle-Jangle"

This is a good way to begin practice. After a short stretching period, this drill gets players loose and warmed up, while also helping them practice their agility and footwork.

Purpose:

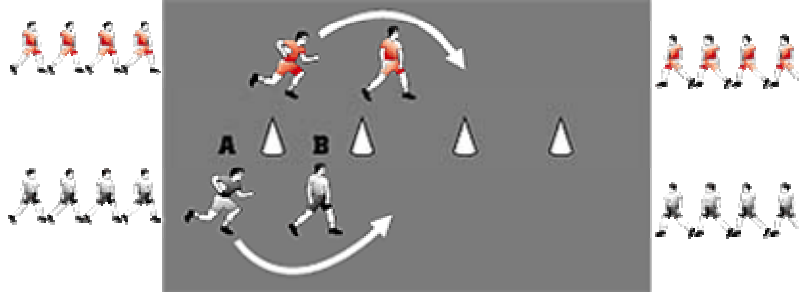
Improve balance, footwork, and change of direction.

Drill Outline :

- Place cones at corners of 15-yard square. Line up players at one corner of square. Players then:
 1. sprint to first cone
 2. side-step to second cone
 3. backpedal to third cone
 4. sprint back to beginning of line.
- Throw a football to each player as he or she finishes the drill. Repeat drill to other side after everyone has had a turn.

Drill #2

Centre QB Exchange



Purpose: To develop proper snapping technique.

Organization: Set out a 20 x 20-yard area. Divide teams into even groups and place in even lines. Place cones in middle of drill four yards apart. One football per team; the entire class can participate.

Drill Outline:

- This is a relay race.
- The quarterback (A) and centre (B) on each team start the race.
- The centre (B) snaps directly to the QB(A). The centre will stand still while the QB runs to the next cone.
- The previous(A) snaps to (B), then (B) snaps to (A) and so on, until course is completed.
- The race is continued until each participant gets a turn.

Progression: Shotgun snap.

Key Coaching Points:

- Centre must place the ball on the ground before snapping.

Drill #3

Passing Drill: Progressive QB

This drill helps refine and improve passing technique by concentrating on proper arm and hand movement.

Development Goals

Perfect throwing motion while using only the throwing arm.

Coaching Points

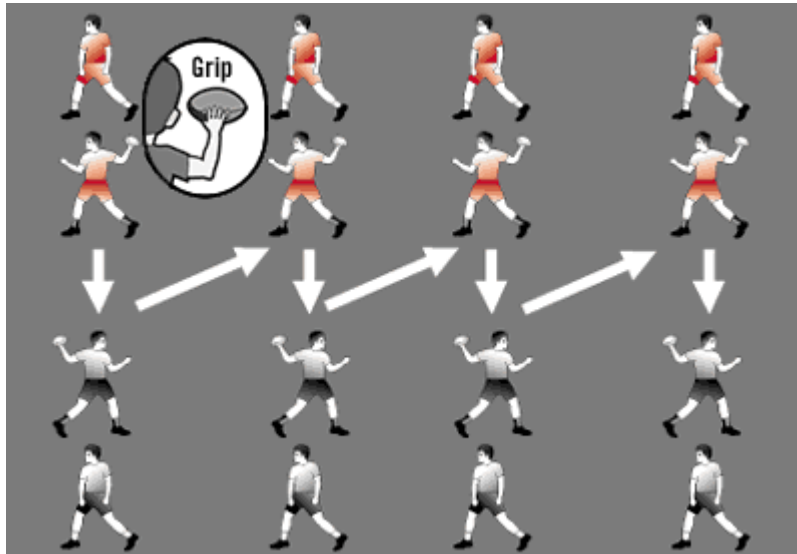
Pair off participants into two parallel lines. Players start on both knees, throwing to their partners five yards away. Show players how to follow through with their arm, so that their thumbs end up pointing down. Have each player begin with football held above his or her waist. Demonstrate how to throw from no higher than their ear.

Progressions

After several throws, have players switch to kneeling on right knee. Then after several throws that way, have them switch to left knee. Next, have them throw standing up with feet together. Finally, have them practice a three-step drop, then a five-step drop before throwing.

Drill #4

Passing



Purpose: To develop proper passing technique.

Organization: Set out a 20 x 20-yard area. Divide teams into even groups and place players opposite from each other about 3 yards apart. The entire class can participate if there are enough footballs. With a limited amount of footballs, place students behind each other and have them wait for a turn or pass the footballs available in a zig-zag pattern. (Shown above.)

Drill Outline: Participants pass the football back and forth to their partner.

Progression:

- Begin with the participants on both knees facing each other.
- Kids throwing from their knees will focus on the throwing motion without the use of their legs.
- Progress to right knee up and then switch to left knee up.
- Next, have players stand straight up and pass with feet apart.

Key Coaching Points:

- Passing motion is the same as throwing a baseball, javelin, or handball.
- The hand without the football points to the target or the receiver.
- Make sure kids follow through on their throws.
- Point - step - throw.
- The receiver forms a target with both hands, palms facing out with thumbs and pointing fingers touching.
- The receiver's fingers should form a triangle.

Drill #5

Individual Pass Patterns



5 Yard Curl:

The WR runs up the field 5 yards, stops, and returns back towards the QB.



5 Yard Out:

The WR runs up the field 5 yards and cuts to the sideline.



8 Yard Post:

A WR runs up field 8 yards and cuts toward the centre of the field on a 45-degree angle



Streak:

The WR runs straight up the field as fast as possible.



Post Corner:

The WR runs up the field. At 8 yards he cuts toward the centre of the field and after 2 yards runs towards the corner of the end zone.



5 Yard Smash:

The WR runs up the field 5 yards and then turns toward the QB and side shuffles with body facing the QB.

Drill #6

Passing and Receiving: Run & Shoot

This drill helps players understand simple passing routes, from the perspective of both quarterback and receiver.

Development Goals

Passers: accuracy and how to lead receivers Receivers: how to run pass routes Defensive Backs: how to watch receivers and cut to the ball.

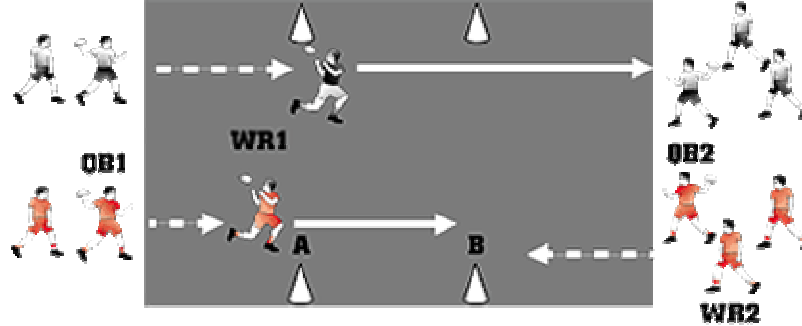
Coaching Points

Divide your team into three groups. The first player in line is the first passer; the second goes out to play defensive back; the third is the receiver. The outside groups run simple 10-yard square-out patterns, while the middle group runs 10-yard turn-ins or buttonhooks.

Rotate each line this way: After passing, the quarterback becomes the next receiver; the next player in line becomes the passer; the first receiver becomes the defensive back; and the first defensive back moves on to the next group. Make sure players get chances at all three positions.

Drill #7

Passing & Receiving



Purpose: To develop running, passing, and receiving skills.

Organization: Set out a 20 x 20-yard area and divide the team into even groups. Set cones 5 yards from each end line and 10 yards apart. Each team requires one football so the entire class can participate.

Drill Outline:

- This is a relay race.
- The object is for QB 1 to pass to WR 1, who has run to cone (A) to catch the ball.
- The second participant in line is WR 2.
- WR 2 runs to cone (B) and repeats the drill.
- The drill is repeated until every participant has a turn.
- If the ball is dropped, the WR picks it up and continues with the drill.

Key Coaching Points:

- WR must stop and completely turn around giving the QB a big target.
- WR must give a solid handoff to the QB when returning to line.
- After each relay race, a WR becomes the new QB.

Drill #6

Passing and Receiving: Run & Shoot

This drill helps players understand simple passing routes, from the perspective of both quarterback and receiver.

Development Goals

Passers: accuracy and how to lead receivers Receivers: how to run pass routes Defensive Backs: how to watch receivers and cut to the ball.

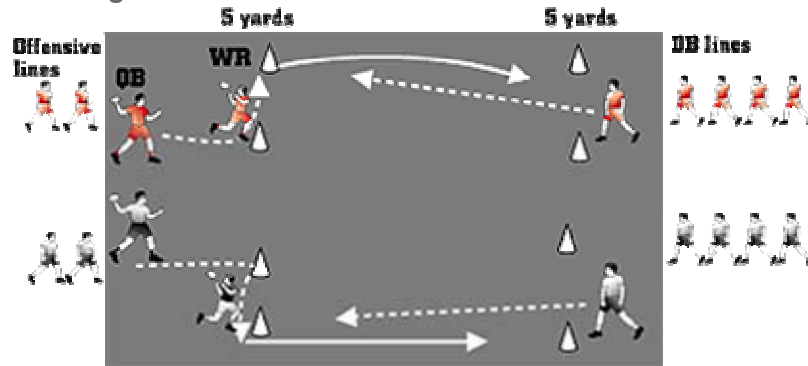
Coaching Points

Divide your team into three groups. The first player in line is the first passer; the second goes out to play defensive back; the third is the receiver. The outside groups run simple 10-yard square-out patterns, while the middle group runs 10-yard turn-ins or buttonhooks.

Rotate each line this way: After passing, the quarterback becomes the next receiver; the next player in line becomes the passer; the first receiver becomes the defensive back; and the first defensive back moves on to the next group. Make sure players get chances at all three positions.

Drill #9

Passing & Receiving



Purpose: To develop proper pass patterns and defensive skills.

Organization: Set out a 20 x 20-yard area and place two sets of cones on either end of the drill, 5 yards off the end line. Divide into two equal teams. One half of each team starts on offense, the other half starts on defense. Each team has a football. Use the entire class in one drill.

Drill Outline:

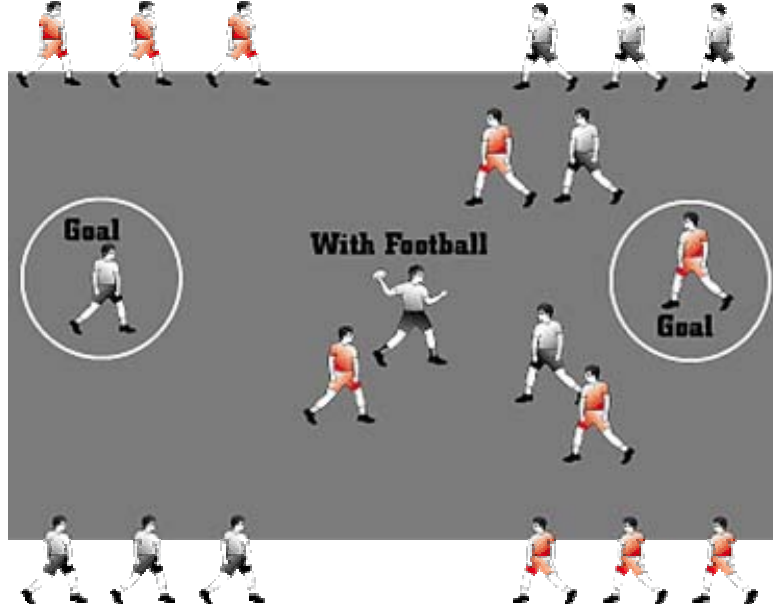
- The WR snaps the football to the QB and the WR runs a 5-yard "out" pattern. The cones are set out to indicate direction.
- When the ball is snapped, the DB runs to the area where the WR will try to catch the football.
- If a catch is made, the WR must then try to run past the DB and score without having his/her flag pulled.
- The WR then goes to the end of the DB line and the DB goes to end of the offensive line on their own team.
- The WR will give the football to the DB after the drill. The DB will hand the football to the QB in the DB's new line.
- 6 points are awarded for each TD. The coach keeps score.

Key Coaching Points:

- QB passes to where the WR will be at end of his/her pattern. LI>WR looks back for football when he makes the turn to the second cone.
- DB watches WR's hips for any fakes, not the shoulders or head.

Drill #10

Passing & Receiving



Purpose: To develop proper receiving and passing skills. Teach participants how to spread out and use the entire field.

Organization: Set out a 40 x 40-yard area. Divide teams into even groups and place players opposite each other across the field. The entire class can participate.

Drill Outline:

- Eight to ten participants start on the field, the remaining players stand on the sidelines.
- This game concept and playing area is similar to basketball, but without the baskets or dribbling.
- The ball starts with one player at the center of the field.
- The object is to throw the football to a teammate in the circle or goal.
- The player with the ball has to pass to his/her teammates inside the game or can get assistance from teammates on the sidelines.
- The player with the ball can only take two steps, similar to basketball. The players in the playing area without the ball are free to move around.
- The ball must be passed within 10 seconds or the other team gets possession of the ball.
- The idea is to try to knock down or intercept a pass. If the ball is dropped or intercepted, the team on defense is awarded possession of the football.
- 6 points are awarded each time the ball is passed to a player in the goal area. The player in the goal cannot leave that area.

Progression:

- Add players to the field, one per team.

Key Coaching Points:

- Stress the importance of spreading out and being in position to receive a pass from a teammate.

Drill #11

Pass Pattern Combinations



Streak Out:

#1 WR runs a 5-yard out toward the sideline and WR #2 runs a streak.



Streak Curl:

#1 WR runs a streak and #2 WR runs a 5 yard-curl inside.



Post Out:

WR #1 runs a post and WR #2 runs a 5-yard out.



Corner Smash:

WR #1 runs a corner and WR #2 runs a 5-yard smash.



Curl Post Corner:

WR #1 runs a 5-yard curl and WR #2 runs a post.



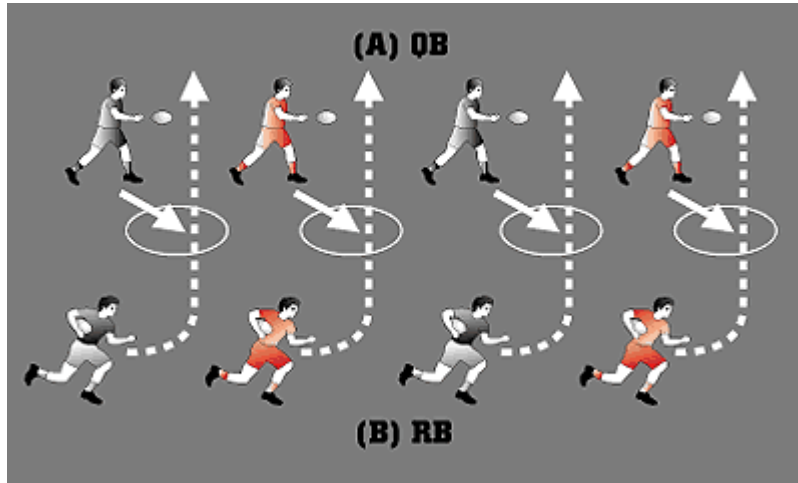
Twin Curl:

WR #1 and WR #2 both run 5-yard curls. This play is used in short-yardage situations.

*On all these patterns, #1 is an option if #2 is covered, and vice versa.

Drill #12

Tossing the Ball



Purpose: To develop proper tosses or pitches.

Organization: Set out a 20 x 20-yard area. Divide teams into even groups and place players opposite each other across the line about 5 yards apart. Players on Team A are the quarterbacks. The players on the B team are running backs. They will switch positions after each turn. Footballs for each pair are recommended and the entire class can participate if space permits.

Drill Outline:

- The QBs will have their backs to the RBs.
- The first several practices, the instructor will call the cadence, "SET GO." The instructor will then choose a QB to call out the cadence.
- Each QB holds the football in front of them with their knees bent and their feet apart.
- On the QB's "SET GO" the RB moves to the right to take the pitch from the QB at a distance of 3-5 yards.
- The first time through the drill, have players move in slow motion to get the feel of the drill.
- Switch positions; the QBs are now RBs and vice versa.
- The players now run half speed through the drill to the left.
- The players switch positions again and run through the drill at full speed.

Key Coaching Points:

- The QB will look at the stomach area of the RB when making the pitch it to that area.
- The toss or pitch is similar to passing in Rugby.

Drill #13

Running with the Ball



Purpose: To develop running skills.

Organization: Set out a 20 x 20-yard area. Cones are set 8 yards apart to simulate a mini-end zone. One ball per team. The entire class can participate. If cones are limited, use t-shirts, shoes, or tape on the floor as markers.

Drill Outline:

- This is a relay race between teams.
- The first participant in each line has a football and will run with the football around each cone and then come back to the beginning of his/her line.
- When the participant returns to the line, they will hand off to the next participant at the front of the line, then go to the back of the team's line.
- The race is won by the first team to have each participant complete the race.

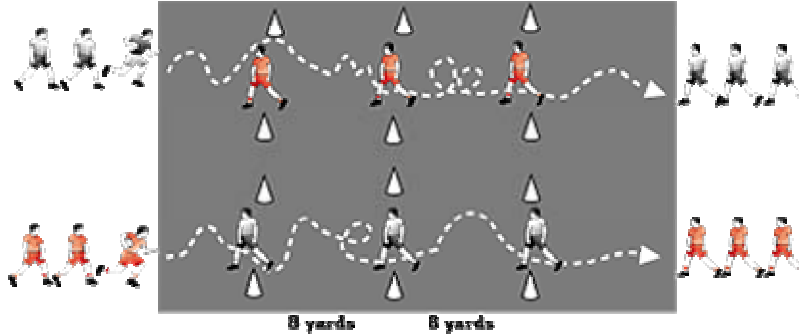
Progression: Have players backpedal or hop over the cones.

Key Coaching Points:

- Player switches arms carrying the football, with the football always carried in the arm nearest the sideline.
- Players cut on their outside foot, not crossing their legs over when they go around a cone.

Drill #14

Running with the Ball



Purpose: To develop running skills and avoid having the flag pulled.

Organization: Set out a 40 x 40-yard area. Place cones 8 yards apart to simulate a mini-end zone; one ball per team. The entire class can participate in one drill, or duplicate the cone set-up if space permits.

Drill Outline:

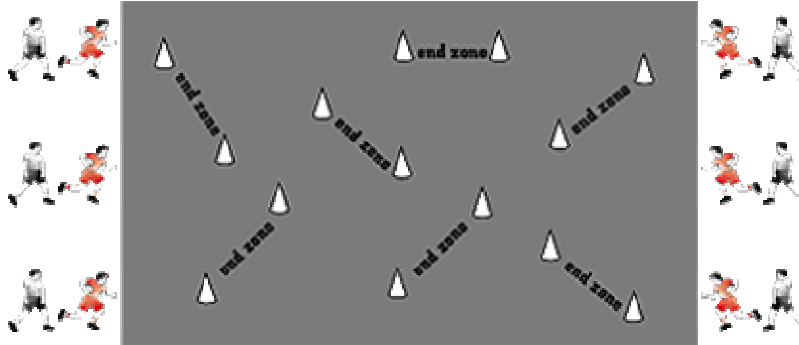
- Relay race between teams. Drill is completed when all RBs have run through the mini end zone once.
- There are 3 mini-end zones for the RB to run through.
- Offensive team has to play against the other team's defense.
- RB has to run through three mini-end zones and avoid the defenders in each.
- The DB attempts to pull the RB flag and stop him/her from scoring.
- DB's are awarded 3 points for each flag pulled. Points are counted after the race.
- The RB is awarded 6 points for each successful TD.
- The RB must run directly to the end of the line after handing off the football to a teammate on the other side of the drill.
- Offensive and defensive players are switched after each relay race is completed.
- If both RBs flags are removed before reaching the last DB, the RBs run back to the next RB in line and hands off the ball.

Key Coaching Points:

- RB plays with head up.
- DB watches the movement of RB's hips, not the head or shoulders.

Drill #15

Running With The Ball



Purpose: To develop running skills and avoid having the flag pulled.

Organization: Set out a 40 x 40-yard area. Place cones 2 yards apart to simulate a mini-end zone. Recommended for six pairs of players, the maximum number of kids is 20. If cones are not available, marks on the ground or floor, t-shirts, or tape can be used. Balls are optional.

Drill Outline:

- Pair players up - one as a RB and one as a DB. The DB is in back of the RB and chasing the RB from behind.
- RB's should carry a football (if available).
- Each RB starts off on the end line at either side of the playing area.
- The DBs start 5 yards behind the RBs.
- On the coach's whistle, the RBs attempt to cross through the mini-end zones without getting their flags pulled by the pursuing DBs.
- The DB must chase the RB.
- Both flags are pulled, RB is out. If one flag pulled, the RB keeps going.
- Any end zone can be crossed and there is no order in which the end zones have to be crossed.
- The drill lasts 45 seconds and then you switch RB's to DB and DB's to RB.

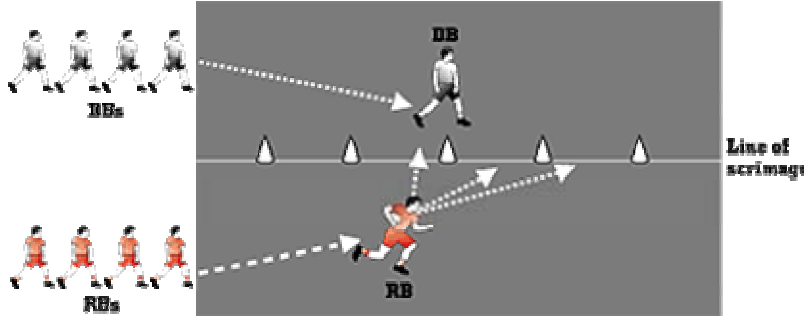
Progression: Shorten time to 30 seconds.

Key Coaching Points:

- RBs run plays with their heads up.
- DB watches the movement of RB's hips, not his/her head or shoulders.

Drill #16

Defense



Purpose: To develop defensive back skills.

Organization: Set out a 10 x 20-yard area. Place the cones five yards apart. One football is needed. The entire class can participate in this drill which, can be duplicated for more players if space permits.

Drill Outline:

- The object is for the RB to run along the line of scrimmage and select an area between the cones to run through.
- RB starts with the football. On coach's signal, RB begins running. The DB must mirror the RB and attempt to capture the RB's flag before the RB selects a hole between the cones.
- This drill simulates making a one-on-one flag capture. Progression: Progress to two defensive players.

Key Coaching Points:

- RB must keep head up and the football firmly tucked away.
- DB must keep shoulders square and head and eyes looking upfield.
- DB watches the RB's hips.

Drill #18

Defense



Purpose: To develop the defensive skills of pulling the flag and following a WR.

Organization: Set out a 20 x 20-yard area. Pair up 10-12 participants. The coach gives each team a name. The entire class can play, or duplicate drill if space permits.

Drill Outline:

- This is a mirror drill.
- Players must "mirror" and stay with the player lined up across from them.
- When the coach calls out a team name, that team becomes the offense and tries to score in the defensive team's end zone. A score is worth 6 points.
- If a player has his/her flag pulled they are out for that one drill.
- Defensive players can go after other offensive players if they have pulled the flag of their partner.
- Offensive players have 45 seconds to score. Each score is worth 6 points.

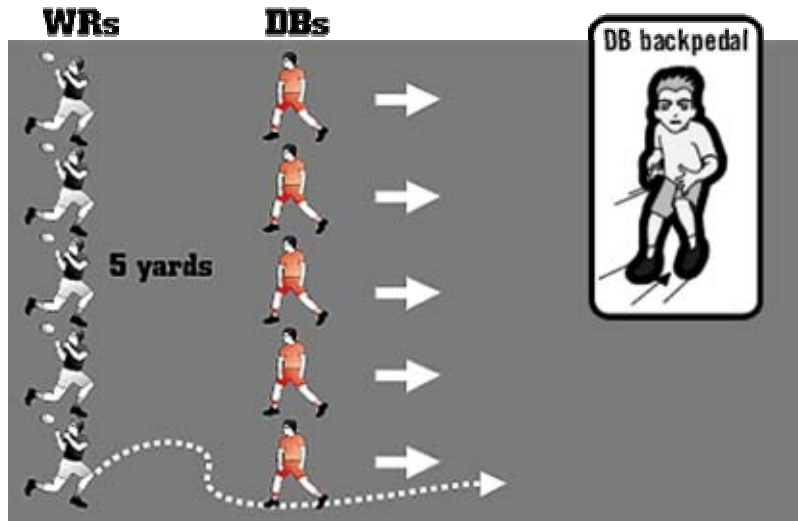
Progression: Coach will lower the time limit to 30 seconds. Coach keeps track of offensive player scores and subtracts 3 points for players who had their flags pulled.

Key Coaching Points:

- DB practices staying in front of offensive player.

Drill #19

Defense



Purpose: To develop defensive skills of backpedaling and pulling the flag.

Organization: Set out a 20 x 20-yard area. Pair up 10-12 participants or as many as space allows.

Drill Outline:

- Pair up kids - one group is WRs, the other DBs.
- Each DB will backpedal and "mirror" the WR. All players will start in slow motion on the instructor's command.
- Switch, making WRs play as DBs. Progress to half speed.
- Switch positions again. Now go to full speed. On the instructor's whistle, the WRs will try to run past the DBs, who are backpedaling.
- During the drill, the instructor calls out "GO", the DB is now allowed to pull the flag of the WR who is still running for the end zone.
- The "GO" simulates the WR catching the football.

Progression: The coach will pass a football to an open offensive player when "GO" is called.

Key Coaching Points:

- DB stays in front of offensive player.
- DB watches WR's waist and hips.

Drill #20

NFL Ultimate



Purpose: To develop an awareness and feel for the flag football concept.

Organization: Set out a 20 x 40-yard area. Pair up 10 participants. Rotate players, or duplicate the drill if space permits.

Drill Outline:

- The concept is for the team with the football to pass the ball to teammates without dropping the ball, all the while moving the ball toward the end zone.
- The player with the football has 10 seconds to pass or pitch the ball to a teammate.
- The ball can be passed or pitched forward, sideways, or backwards.
- The player with the ball can only take 2 steps after catching the ball.
- The offensive players without the ball can move anywhere on the field.
- The ball always has to be passed toward the end zone - 6 points are awarded for a touchdown.
- After a touchdown, the team that was on defense switches to offense and takes possession of the ball on their own 5 yard line.
- If the ball is dropped or intercepted, play continues with the other team in possession of the ball from the point of the turnover.
- Each defensive player must stay at arms length from the player with the ball. The defensive play is similar to that of basketball.

Key Coaching Points:

- WRs must work to to get open and not bunch up.

Flag Pulling Drill

One flag pulling football drill we do that the kids enjoy is—marking off a zone maybe 7-8 yards wide by 15-17 yards (+/-).

I put a player in the middle (defense) and on each end are 3-4 kids (offense). An offensive player will try to make it past the player in the middle carrying the football. As soon as the defensive player either pulls the flag or gets beat, he has to get back into position and a runner takes off from the opposite end. The offensive player gets ready in line at the opposite they started.

I try and keep the pace moving along and it gives the defensive player a chance to experience runners with varying degree of skills. The player in the middle gets changed after he has faced all the runners from both ends.

Flag Tag

Coaching a young football team (5 and 6, most have never played before) requires fun football drills...they don't even know they're doing a football drill, they think they're just playing a game. Their favorite drills are flag tag—mark off a square, say go and let the tagging begin—blowing the whistle and stopping everyone when improper techniques (batting hands away, pulling clothes, out of bounds etc) are being used—once your flag is pulled—they retreat to the sideline and do 15 jumping jacks.

Angle Drill

I currently coach 5-7 yr old flag football. One of the big problems I have found is that they rarely take good angles to the ball carrier. I use this football drill at the end of every practice and it helps the kids in learning the proper angle to take while also conditioning them.

I hold two footballs. I throw one to the other end of the field. Each child has to chase the football and actually touch it. After they touch it I will run as if I am returning a kick in their direction, cutting, joking etc. Each child must touch the ball carrier in order for the practice to end. This teaches them how to take good angles.

It's another excellent conditioning drill and it also teaches them to never give up on a play. Hope this helps!!

Protect the Flag

A good drill for flag football coaching is Protect the Flag. Linemen need to learn to hold a block – both in pass protection and on run blocks. Flag Football Coaching

What you need – This is a football drill that can pit offensive and defensive linemen against each other. However, if you are trying to teach the basics of sustaining a block, you might try it with a coach, or with other offensive linemen.

How this drill works – To start, the defensive lineman (or coach) should line up opposite the offensive lineman. When the whistle is blown, the offensive lineman engages the defensive lineman and must protect the flag that is set up on a pylon behind him.

The offensive lineman continues to block and pancake the defender as long as he is coming after the flag. This will continue until the coach blows the whistle, or the defensive player gets the flag. The offensive lineman must follow the defensive lineman wherever he goes in order to protect the flag.

You can pit the offensive and defensive linemen against each other in a competition with this drill.

Result – Ideally, the result is to get the offensive lineman to maintain the block and stay prepared – even if their man is down on the ground. Protecting the flag for up to 10 seconds is a good way to reinforce that skill.

QB Reads

What you need – You can set this football drill up with your quarterbacks and 4 targets. The targets can start off as tackling dummies, and can eventually work up to live receivers.

How this drill works – In this drill, the QB is going to work on making progression reads and hitting the targets. At first the targets will not be moving, but as the QB progresses, the targets will be live.

On the snap of the ball, the quarterback will make his first read and then throw the ball. Then on the next snap, the QB will look at his first read, then progress to the second read and then throw the ball. Then progress to the third read, throw and so on – right to the fourth read and throw.

Once you add live targets, this drill becomes more difficult, as the quarterback will have to make the read and then gauge the speed of the receiver to make the throw. The coach can place the targets where he wants, according to where a receiver might be on a set play.

Coaching Youth Football - Sharks and Minnows

01-14-2009

Coming up with new ideas when you're coaching youth football can be a challenge. Here is one football drill that has worked for me in the past.

This is an excellent football drill for 3 different skills:

- 1) Conditioning - the kids are running several sprints and they don't know it.
- 2) The kids are learning to tackle with a lot of other players around them.
- 3) It can be a great way to end practice and entice younger players to practice harder during your "real" practice.

I've found that it is a really good way to end practice and let the boys have a little fun.

I got this idea from a pee wee football coach whose team was made up of 3rd graders. Some parents will be scared to death to see this drill for the first time. Let them know their boys will be okay. CAUTION: If you have some big hitters, take them to the side and have them go lightly on some of the other boys. The big guys should concentrate on form tackling and not trying to "decleat" any of their teammates.

"Sharks and Minnows" Coaching Youth Football

Create an "ocean" by setting up four cones in a rectangle.

It should be roughly 20 X 30 yards.

Pick out one kid to be the initial shark. (You can use this honor as a reward for practicing hard that night, or for whatever you want to reward your kids for.)

Line up all the other players on one of the 20-yard end lines.

On the whistle, all the players attempt to "swim the ocean" without getting tackled and without leaving the "ocean."

Once you are tackled, you become a shark.

The last minnow "swimming" becomes the first shark in the next game.

Try it and have fun with it!

10 Free Flag Football Tips to winning!!!

There are many ways to win in the game of flag football. I have found that Dr G's winning strategy lays out 10 tips that will have your team at the top of your league.

1. Flag football playbook - an architect would never attempt to build a house without a blue print or "plans". Just the same, a team should never show up to a game without good plays or a game plan. Make sure you have a reliable flag football plays and your teammates have access to it.

2. Wrist bands - having your flag football playbook "portable" is also important. Determine what your top plays are and transfer them to your wristband. Not only will this help the hurry up offense, but it also reduces time in the huddle. Also, there is nothing like trying to verbally communicate while panting from the last play. Your plays should be numbered so you can refer to them quickly without confusion. If you have 8 plays, you really have 16, because you can "flip", where everyone one runs the same route, but to the opposite side of the field.

3. Pressure on the opposing QB- Even the best QBs play poorly when they get too much pressure. Get in there and get in there fast! Most interceptions are created by excessive defensive pressure. So often, the worst players are used to rush the QB. Send your best, most athletic players after that QB! Speed and agility are needed to really shake up that QB. Keeping "fresh legs" for rushers is also important, so plan on rotating rushers every few plays.

4. Pitch the ball! - In most flag football leagues, a fumble is a dead ball. Because of this, pitching the ball is a MUST. The risk-reward continuum is outstanding (in your favor) and your team should take full advantage of this. Flipping the ball is a team concept and everyone should be thinking "flip". Put it this way%u2026 the chance of you turning a short yardage play into a touch down far outweighs the possibility of a turn over.

5. Reliable teammates - First of all, make sure your teammates are committed to playing every week. If they plan to miss, they should let you know in advance. Make sure your phone and email list is up to date and make sure your team is deep enough to cover your back on light attendance weeks.

6. Cool headed teammates - Everyone has that loose cannon on their team. Decide first if they are worth keeping and if so make sure you know how to manage them. It never fails that the loose cannon comes unglued at the most in-opportune time.

7. Turnovers - Avoiding turnovers seems like a common sense tip, but it's perhaps the most critical component of the game. When the game begins, you can assume that your team will get 6 drives (possessions) and your opponent will get 6 drives. If you throw 2 interceptions, now they get 8 drives and you get 4. All things held equal, this is a tremendous obstacle to overcome. Since almost all turnovers are passes, just play smart. On those low percentage or broken pass plays, don't force that throw, but throw it away!

8. Time of possession - Is time of possession really that important in flag football? Well, it depends! If you are the underdog, then you want to reduce the total number of drives per team. If this is the case, burn that clock where you can.

9. Defensive audibles - Based on what the opposing offense comes to the line with, you need to be able to change your defensive plays on the fly. Take the time to create defensive plays and audibles just like you do your offensive plays and audibles.

10. Pulling flags- Every missed flag means 7 more yards for the other team. Make sure you practice grabbing flags. This is often overlooked, but very important in stopping your opponent's offense.