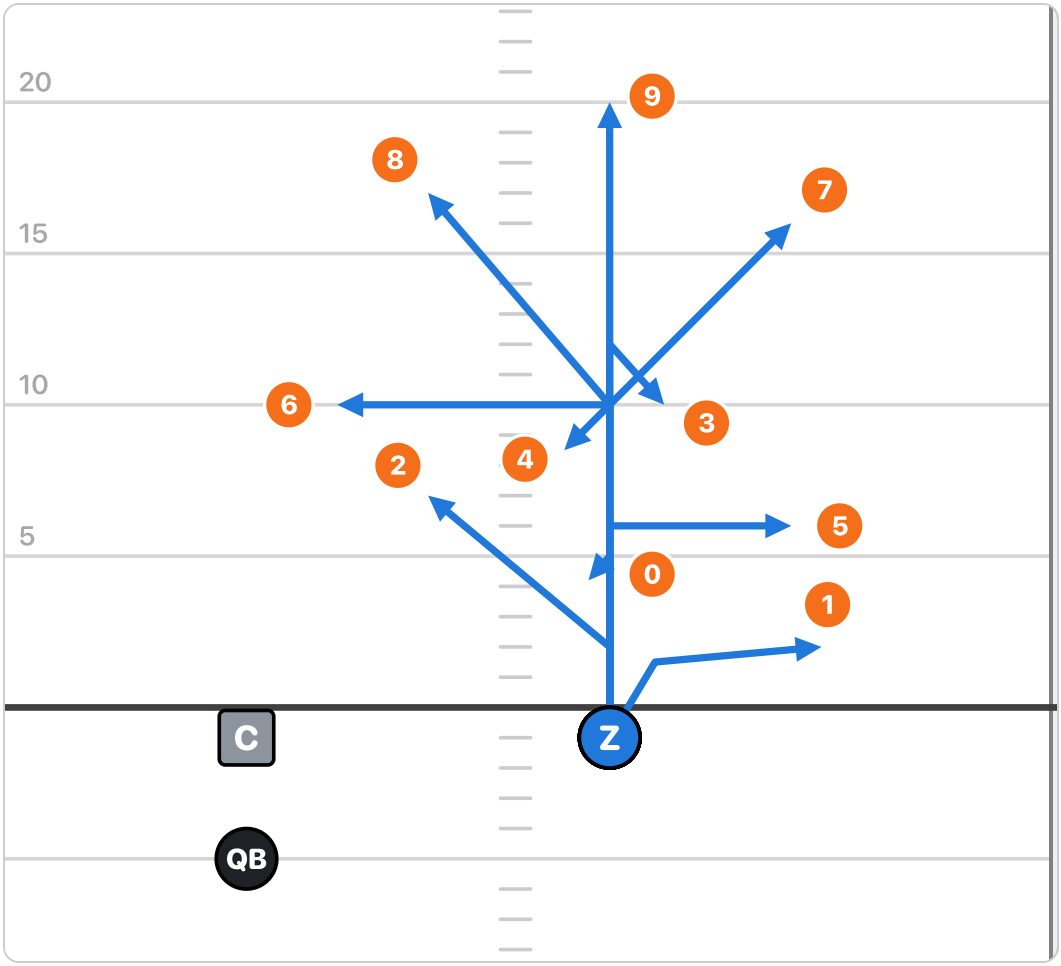
# The Football Route Tree (0 to 9)



Every route from one spot, for a receiver lined up on the right. Odd numbers break outside toward the sideline, even numbers break inside, 9 goes straight. Numbering varies by program: write yours on page 3. Watch the routes animated: open the team link.




| | ROUTE | BREAKS | HIGH SCHOOL (YDS) | 7V7 (YDS) | 5V5 / 6V6 FLAG (YDS) |
|---|---|---|---|---|---|
| 0 | **Hitch** | In | 5 | 4.5 | 3.5 |
| 1 | **Flat** | Out | 2 | 1.5 | 1.5 |
| 2 | **Slant** | In | 2 | 1.5 | 1.5 |
| 3 | **Comeback** | Out | 12 → 10 | 10 → 8.5 | 8 → 6.5 |
| 4 | **Curl** | In | 10 → 8.5 | 8.5 → 7 | 6.5 → 5.5 |
| 5 | **Out** | Out | 6 | 5 | 4 |
| 6 | **Dig** | In | 10 | 8.5 | 6.5 |
| 7 | **Corner** | Out | 10 | 8.5 | 6.5 |
| 8 | **Post** | In | 10 | 8.5 | 6.5 |
| 9 | **Go** | Straight | Deep | Deep | Deep |

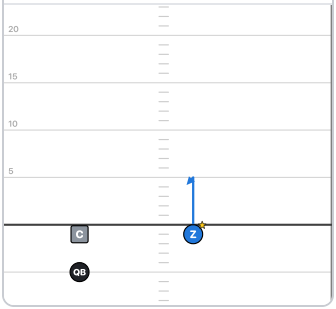
# The Football Route Tree (0 to 9)

Every route, one at a time

High school depths, measured from the line of scrimmage. The star marks the receiver.

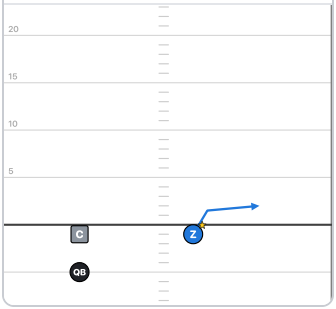
## 0 Hitch

In · 5



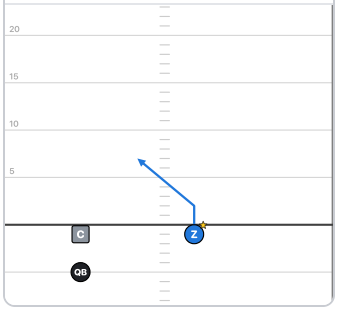

## 1 Flat

Out · 2



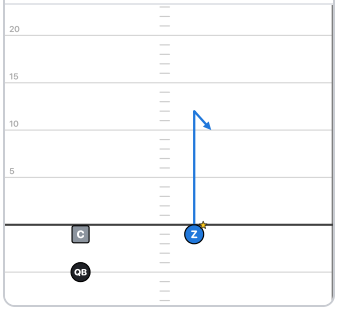

## 2 Slant

In · 2



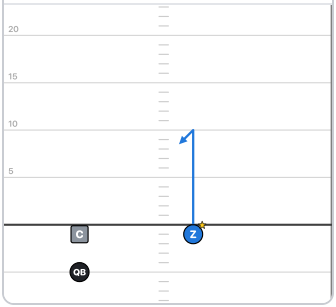

## 3 Comeback

Out · 12 → 10



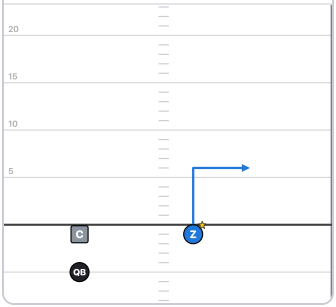

## 4 Curl

In · 10 → 8.5



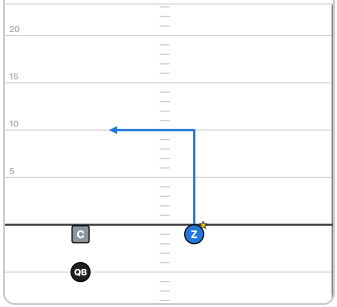

## 5 Out

Out · 6



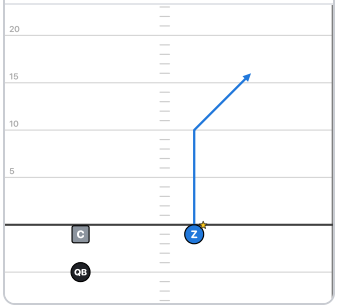

## 6 Dig

In · 10



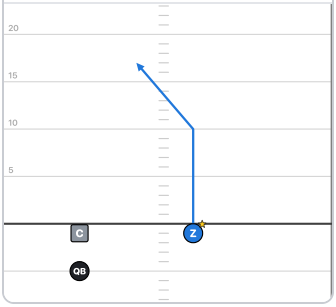

## 7 Corner

Out · 10



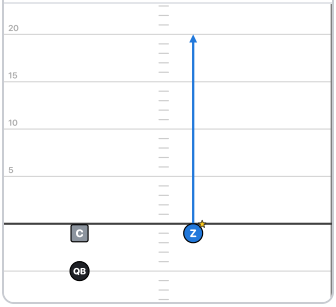

## 8 Post

In · 10




## 9 Go

Straight · Deep



# The Football Route Tree (0 to 9)

Coaching points

**Odd out, even in**

1, 3, 5 and 7 break toward the sideline. 2, 4, 6 and 8 break toward the middle. 9 is straight. A two-digit call like “92” gives two receivers their routes, in the order your program reads them.

**Same stem, every time**

Every route should look like a go for its first steps. Defenders read the stem; if the curl and the post start the same, he has to guess.

| | ROUTE | COACHING POINT | WHAT IT BEATS | OUR NUMBER |
|---|---|---|---|---|
| 0 | **Hitch** | Push hard to 5 yards like a go, then stop and turn back inside to the quarterback. The ball should be on its way as he turns. | Off coverage and soft zone | _____ |
| 1 | **Flat** | Get width fast: a quick step up, then flatten toward the sideline about 2 yards deep. Look for the ball early. | Zone; a defender who can’t get wide in time | _____ |
| 2 | **Slant** | Two hard steps upfield, then cut inside at an angle, about 45 degrees, and keep running. Catch it on the run. | Man with outside leverage; windows in zone | _____ |
| 3 | **Comeback** | Sell the go to 12 yards, then plant and come back toward the sideline to about 10. The ball should be there when he turns. | Off man; corners who bail deep | _____ |
| 4 | **Curl** | Run to 10 yards, then turn inside and come back a step or two toward the quarterback. Settle in the open window against zone. | Zone: sit in the hole between defenders | _____ |
| 5 | **Out** | Run to 6 yards, plant on the inside foot and break flat to the sideline. Square cut, no rounding. | Off coverage; corners playing deep | _____ |
| 6 | **Dig** | Run to 10 yards, then break flat inside across the field. Find the hole behind the linebackers and keep moving through it. | Zone, behind the linebackers; man on a hard break | _____ |
| 7 | **Corner** | Run to 10 yards as if going deep, then angle out toward the back corner of the end zone. The ball comes over the outside shoulder. | Cover 2; man with inside leverage | _____ |
| 8 | **Post** | Run to 10 yards, then angle inside toward the goalposts. Stay on the angle and run through the catch. | Two deep safeties (split them); man | _____ |
| 9 | **Go** | Win off the line and run straight up the field at full speed. Look back late; the ball should drop over the outside shoulder. | Press man; one-on-one with no deep help | _____ |