PASSING TREE & ROUTE DEFINITIONS

The **Passing Tree** is a numbering system used to define passing routes for receivers. This diagram shows generally excepted routes and terms. Not all coaches adhere to this system, expect changes.

Typically the passing tree system is designed so that all even-numbered routes (2,4,6,8) are run towards the middle of the field and all odd-numbered routes (1,3,5,7,9) are be run towards the sideline.

These routes are used for all positions on the field. Running Back have routes to, typically they are always be referred to by name.

Since the ball is always placed in the middle of the field, the center faces the dilemma, and all of the center’s routes should be based on the play design.

1. **QUICK-OUT** > 5 TO 7 YDS FORWARD, BREAK TO SIDELINE LOOKING FOR THE BALL
2. **SLANT** > 3 YDS FORWARD, BREAK TO THE MIDDLE OF THE FIELD LOOKING FOR THE BALL
3. **DEEP-OUT** > 10 TO 15 YDS FORWARD, BREAK TO THE SIDELINE LOOKING FOR THE BALL
4. **DRAG IN** > 5 TO 8 YDS FORWARD OR BEHIND THE LINEBACKER’S (LB) THEN TRAIL ACROSS THE MIDDLE OF THE FIELD AT A 90 DEGREE ANGLE
5. **FLAG** > 10 TO 15 YRDS FORWARD, THEN BREAK TO CORNER OF THE ENZONE WHERE THE MARKER MIGHT BE A FLAG/CONE
6. **CURL** > 5 TO 8 YRDS FORWARD STOP AND TURN BACK TO THE QUARTERBACK (QB)
7. **HITCH** > 10 TO 12 YRS FORWARD BREAK TOWARD THE FIELD GOAL POST FOR A FEW STEPS THEN BACK TO THE ENDZONE CORNER
8. **POST** > 10 TO 15 YRDS FORWARD –BREAK TOWARD THE FIELD GOAL POST
9. **FLY** > STRAIGHT DOWN THE FIELD, LOOKING FOR THE BALL AFTER 7 TO 10 YARDS