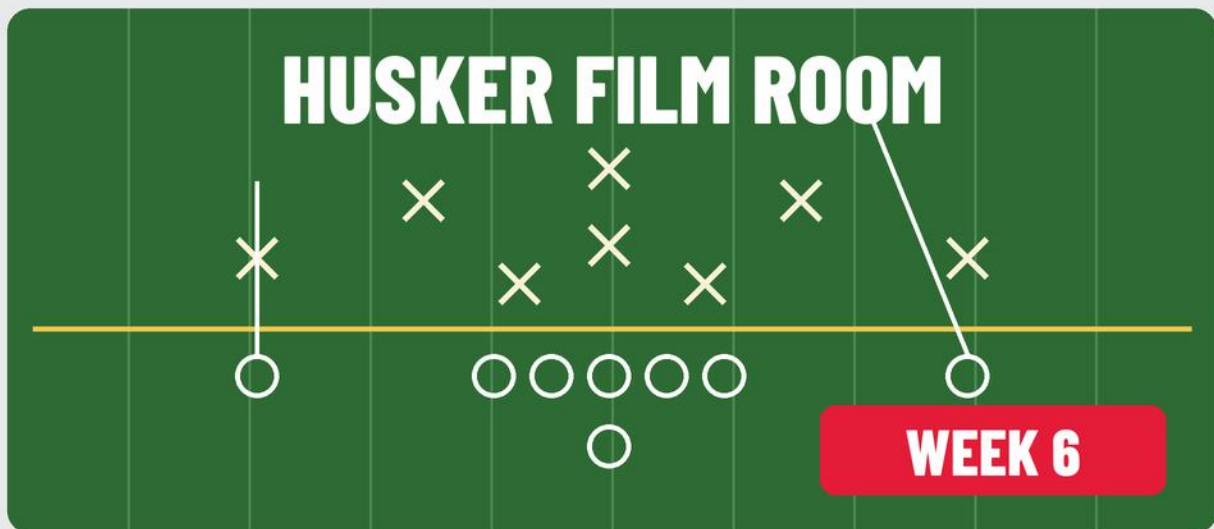


INDIANA OFFENSE: HUSKER FILM ROOM REPORT

SAT, OCT 10, 2026 • MEMORIAL STADIUM, LINCOLN



NEBRASKA

FIELD ZONES • DOWN & DISTANCE • TENDENCIES • TAP-A-PLAY

INDIANA

INDIANA OFFENSE • 2026 PRE-NEBRASKA GAMES: UNT, HOW, WKU, NW, RU • OFFICIAL PLAY-BY-PLAY

308

PLAYS
OFFICIAL PBP

60%

RUN RATE
186 RUN / 122 PASS

7.1

YDS / RUN
RUSHES

9.4

YDS / DROPBACK
INCL. SACKS

58%

SUCCESS
40/60/100 RULE

59

EXPLOSIVES
RUN 10+ / PASS 20+

HUSKER FILM ROOM

WEEK 6 OPPONENT OFFENSE • FAN EDITION

FAN EDITION

Unofficial fan analysis. Not affiliated with the University of Nebraska, Indiana University or the Big Ten.

229

plays charted

55% / 45%

run / pass

5.7 / 11.5

yds/play run / pass

60%

success rate (138/229)

23 of 42

3rd-down conv. (charted)

45-19-33

68-64

plays UNT-HOW-WKU-NW-RU

FIELD-ZONE TENDENCIES

Indiana driving left → right • dots = charted plays (charcoal run, scarlet pass)

1 OWN GL - 25

n=34

Run 50%

Pass 50%

Top: IZ 17, Dropback 10
Form: Gun 2x2 (29 of 34)

3 OWN 35 - 50

n=41

Run 44%

Pass 56%

Top: IZ 16, Dropback 14
Form: Gun 2x2 (35 of 41)

5 OPP 35 - 25

n=30

Run 60%

Pass 40%

Top: IZ 17, Dropback 8
Form: Gun 2x2 (24 of 30)

7 RED ZONE (20-5)

n=40

Run 72%

Pass 28%

Top: IZ 29, Dropback 7
Form: Gun 2x2 (34 of 40)

2 OWN 25 - 35

n=21

Run 48%

Pass 52%

Top: IZ 10, Dropback 7
Form: Gun 2x2 (18 of 21)

4 OPP 50 - 35

n=37

Run 38%

Pass 62%

Top: IZ 14, Dropback 9
Form: Gun 2x2 (32 of 37)

6 OPP 25 - 20

n=5

Run 40%

Pass 60%

Top: Quick 2, IZ 2
Form: Gun 2x2 (4 of 5)

8 GOAL LINE (IN 5)

n=21

Run 81%

Pass 19%

Top: IZ 14, Quick 4
Form: UC/Jumbo (13 of 21)

TOP FORMATIONS

success: 1st ≥40% of dist, 2nd ≥60%, 3rd/4th convert

Formation	Plays	% Snaps	Run / Pass	Favorite plays (count)	Avg Yds	Success
Gun 2x2	182	79%	63% / 37%	IZ 110, Dropback 32, Quick 23	+8.8	62% (113/182)
Gun 3x1 Trips	34	15%	0% / 100%	Dropback 23, Quick 6, Deep 4	+8.7	53% (18/34)
Under Center/Jumbo	13	6%	85% / 15%	IZ 9, QB Run 2, Quick 2	+0.9	54% (7/13)

DOWN & DISTANCE

fav. = most frequent; 'mixed' = no call used twice

Situation	Plays	Run %	Favorite plays	Favorite formation	Avg Yds	Success
1st & 10	96	60%	Inside Zone (56), Dropback (17)	Gun 2x2 (95)	+10.7	68% (65/96)
1st & other	15	80%	Inside Zone (11), Dropback (2)	Gun 2x2 (12)	+4.9	73% (11/15)
2nd & 1-4	23	74%	Inside Zone (16), Quick Game (5)	Gun 2x2 (16)	+6.2	70% (16/23)
2nd & 5-9	32	50%	Inside Zone (16), Dropback (11)	Gun 2x2 (28)	+4.1	41% (13/32)
2nd & 10-14	12	50%	Inside Zone (6), Dropback (5)	Gun 2x2 (8)	+8.8	42% (5/12)
2nd & 15+	3	67%	Inside Zone (2), Deep Shot (1)	Gun 2x2 (3)	+16.0	33% (1/3)
3rd & 1-3	16	62%	Inside Zone (8), Quick Game (3)	Gun 2x2 (12)	+8.5	75% (12/16)
3rd & 4-6	8	0%	Dropback (5), Quick Game (2)	Gun 3x1 Trips (8)	+4.6	50% (4/8)
3rd & 7-10	15	7%	Dropback (8), Quick Game (4)	Gun 3x1 Trips (11)	+8.5	33% (5/15)
3rd & 11+	3	0%	Dropback (3)	Gun 3x1 Trips (3)	+15.0	67% (2/3)
4th down	6	50%	Inside Zone (3), Dropback (2)	Gun 2x2 (4)	+6.0	67% (4/6)

LOOKS INDIANA FACED

our 360p film study; defense tags are broad (front / shell / pressure), not exact coverage calls

FRONT

4-down 76% (173) 4-down nickel 21% (47)
Goal line 4% (9)

SHELL (unknown 117)

2-high 75% (84) 1-high 17% (19)
0-high 8% (9)

PRESSURE

4-man 93% (213) Blitz/Sim 7% (16)

INDIANA PLAY FAMILIES VS DEFENSIVE LOOKS

cell = avg yds • success % • n; '-' where n<2; color = success rate for Indiana

Play family	2-High 4-man rush (n=81)	1-High 4-man rush (n=17)	Blitz / Sim 5+ or sim, any shell (n=16)	All looks family total
Inside Zone run	+9.7 yds • 61% n=23	– (n=1)	+1.4 yds • 44% n=9	+5.7 yds • 59% n=119
Outside Zone run	–	–	–	+10.5 yds • 100% n=2
QB Run run	+3.5 yds • 50% n=2	–	+0.5 yds • 50% n=2	+2.0 yds • 50% n=4
Quick Game pass	+7.7 yds • 73% n=11	+4.8 yds • 60% n=5	–	+5.9 yds • 55% n=31
Dropback pass	+10.0 yds • 61% n=38 (1 sk)	+39.5 yds • 100% n=2	+5.8 yds • 25% n=4 (1 sk)	+11.1 yds • 64% n=55 (2 sk)
Play-Action pass	–	+22.8 yds • 100% n=4	–	+22.8 yds • 100% n=4
Deep Shot pass	+12.3 yds • 29% n=7	+41.0 yds • 100% n=5	– (n=1)	+22.7 yds • 57% n=14

Success scale 0% 70%+

Looks are mutually exclusive (by shell + rush).

WHAT WORKED FOR INDIANA

play x look, n≥3

- 1 Deep Shot vs 1-High (4-man rush)
+41.0 yds, 100% success (5 of 5); 3 TD
- 2 Play-Action vs 1-High (4-man rush)
+22.8 yds, 100% success (4 of 4); 1 TD
- 3 Quick Game vs 2-High (4-man rush)
+7.7 yds, 73% success (8 of 11); 1 TD

WHAT SHUT THEM DOWN

play x look, n≥3

- 1 Dropback vs Blitz / Sim (5+ or sim, any shell)
+5.8 yds, 25% success (1 of 4); 1 sack, 1 TD
- 2 Deep Shot vs 2-High (4-man rush)
+12.3 yds, 29% success (2 of 7)
- 3 Inside Zone vs Blitz / Sim (5+ or sim, any shell)
+1.4 yds, 44% success (4 of 9); 2 TD

TELLS – IF YOU SEE X, EXPECT Y

1	If you see GUN 2x2 on 1st & 10 → expect RUN – Inside Zone 56 of 95	61% 58 of 95
2	If you see TRIPS (3x1) on 2nd-4th down → expect PASS	100% 33 of 33
3	If you see 3rd/4th & 7+ → expect PASS	94% 17 of 18
4	If you see 12/22 personnel → expect RUN	91% 20 of 22
5	If you see UNDER CENTER / JUMBO → expect RUN	85% 11 of 13

RUN % HEAT GRID

cells n≥2

Situation	Own half	Opp half	RZ + GL
1st & 10	56% n=52	61% n=33	82% n=11
1st & other	50% n=2	–	85% n=13
2nd & 1-4	57% n=7	83% n=6	80% n=10
2nd & 5-9	29% n=14	45% n=11	100% n=7
2nd & 10-14	60% n=5	0% n=4	100% n=3
2nd & 15+	67% n=3	–	–
3rd & 1-3	33% n=3	57% n=7	83% n=6
3rd & 4-6	n=1	0% n=3	0% n=4
3rd & 7-10	14% n=7	0% n=4	0% n=4
3rd & 11+	0% n=2	n=1	–
4th down	–	0% n=3	100% n=3

all pass all run