



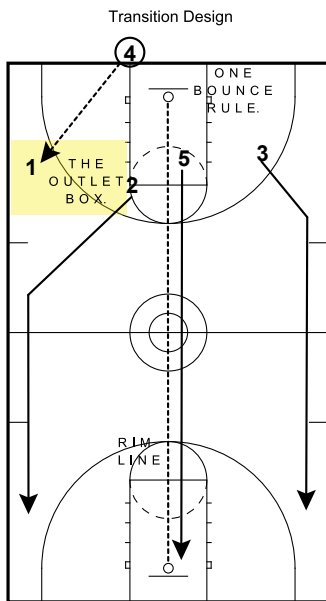
# 2018-19 Offense



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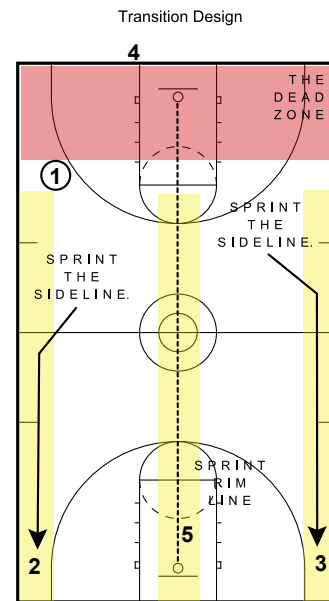
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# Transition



Transition Design - "The Outlet".

- A. The Outlet Box - On Every Make or Miss the Point Guard is sprinting to the 'Outlet Box' nearest to the Basketball. On Makes it will ALWAYS be on the right hand side out the court.
- B. One Bounce Rule - The 4 Man will always take the ball out of bounds on makes. This rule gives the 4 Man "One Bounce Only" to grab the ball & get it inbounds.
- C. The Rim Line - This is an imaginary line from Rim to Rim. The 5 Man must Sprint this line hard every possession looking to get a Pitch Ahead & Easy Score.



Transition Design - "Running Lanes".

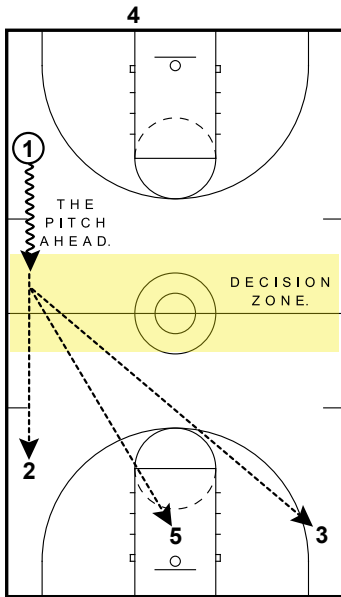
The Dead Zone - The Ball must be passed to the outlet above the "Dead Zone" in order to keep the transition opportunity alive.

Running Lanes:

1. 2/3 Men are Sprinting Wide on Sidelines.
2. The 5 Man is Sprinting the Rim Run.
3. The 1 Man Makes his Reads.
4. The 4 Man will become the Trailer

# Transition

Transition Progression

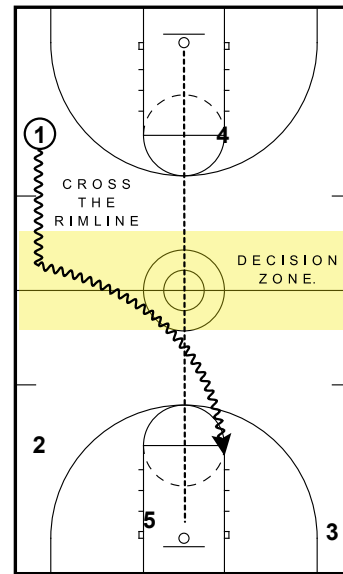


1. Transition Design - "The Pitch Ahead".

The Decision Zone - The decision to Pitch Ahead needs to be made before half court. Two hard Dribbles to advance the ball and then the read needs to be made.

- A. Check the Rim Runner Sprinting.
- B. Check the Sideline Pitch Aheads.

Transition Progression

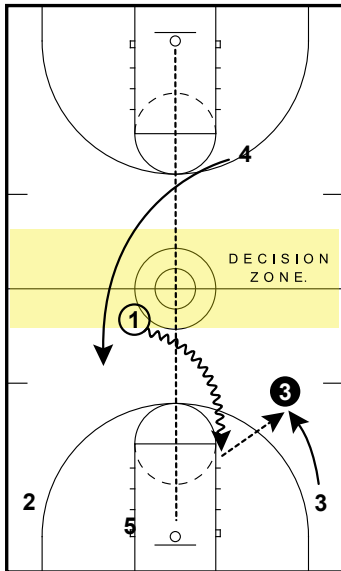


2. Transition Design - "Attack the Rim".

The Decision Zone - The decision to Attack the Rim needs to be made before half court. If there is no Pitch Ahead available then Cross the Rim Line & Attack the Basket.

- A. Attack the Rim Looking to Score first.
- B. Make Appropriate Pass is Helps comes.

Transition Progression

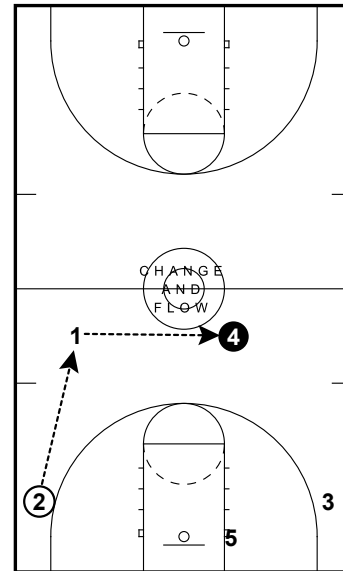


3. Transition Design - "Flip to a Trailer".

The Decision Zone - The Ball Handler has attacked through the Rim Line, but penetration has been stopped. He now looks to "Flip to a Trailer".

- A. Attack the Rim Looking to Score first.
- B. Make Appropriate Pass is Helps comes.

Transition Progression

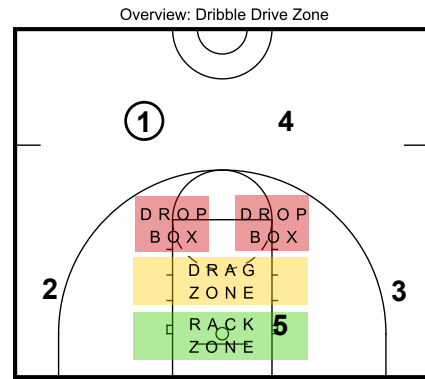
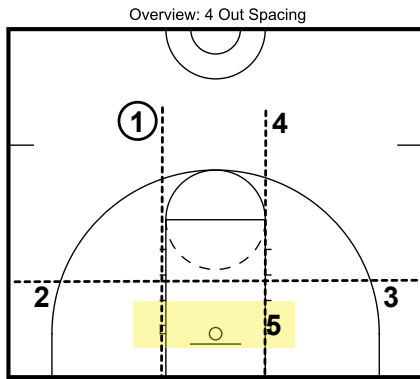


4. Transition Design - "Return Pas on Pitch Aheads".

The Return Pass - Any time the Ball is Pitched Ahead the 1 and 4 Should settle into the Slots. If No Shot is Taken the Ball is returned to the Slot & Changed.

- A. We now Flow into Half Court Offense

# Half Court Offense Overview

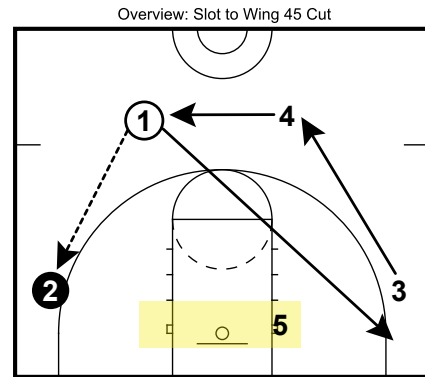
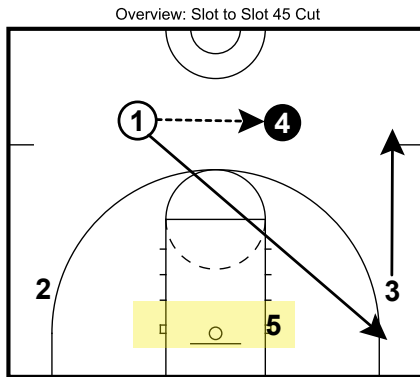


The Slots: Are located along the Extended Lane Lines, and approximately on the NBA 3 Point Line.

The Wings: Are Located directly across from the Rim, a step beyond the Three Point Line.

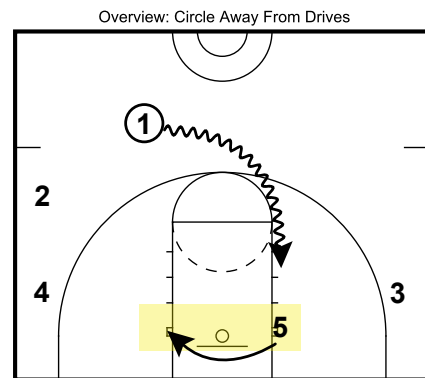
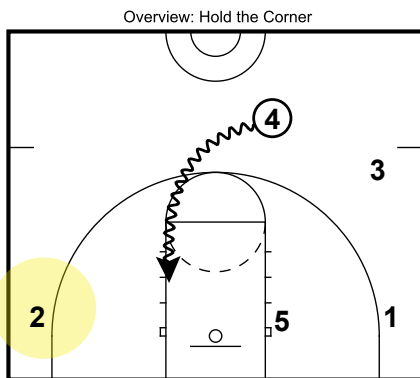
The Clean Up Spot: This is One Step Outside of the Paint Stretching from Block to the other.

Drop Box = Dribble Drives should "Drive Through" or "Bounce Out" from Here.  
Drag Zone = Failed Drives May "Stride Stop" Here, or Use other "Protection Plans"  
Rack Zone = Ball is Driven for a Lay-Up



Any time there is a Slot to Slot Pass made, a 45 Cut is made to the Ball Side Corner.

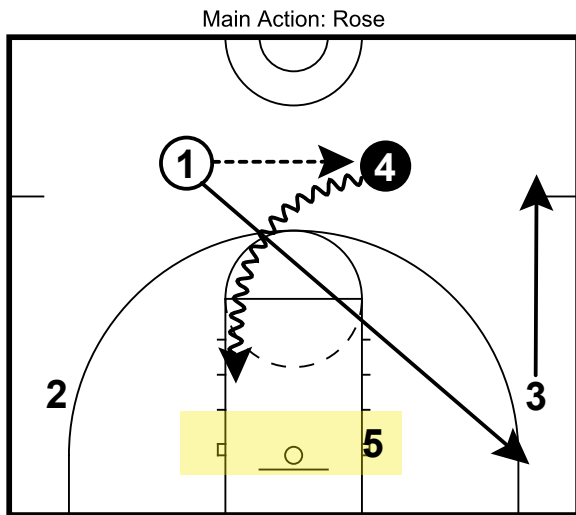
If a Pass is Made from the Slot to the Wing, then the Passer makes a 45 Cut away from the Basketball. Other Player Fill Up to Open Slots.



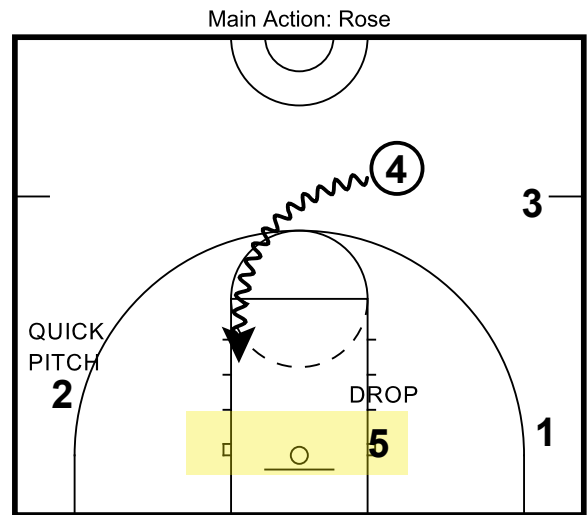
Players on the Ball Side Corner should "Hold the Corner" until the ball has stopped. Then they can "Second Cut".

Any time a Drive head towards the Center, he should "Circle Away from the Drive" and look for the Drop Pass or Offensive Rebound.

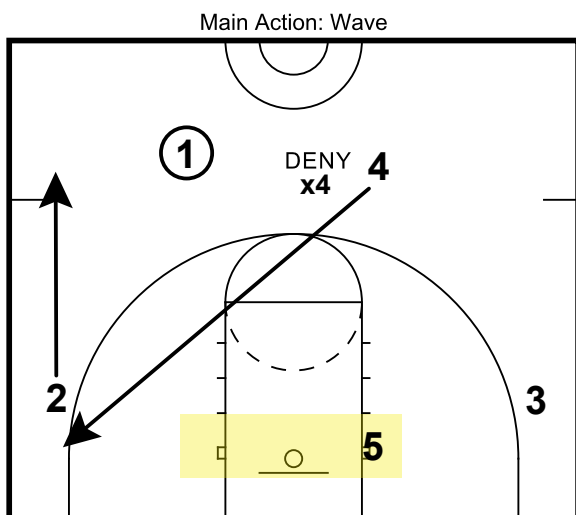
# Main Actions



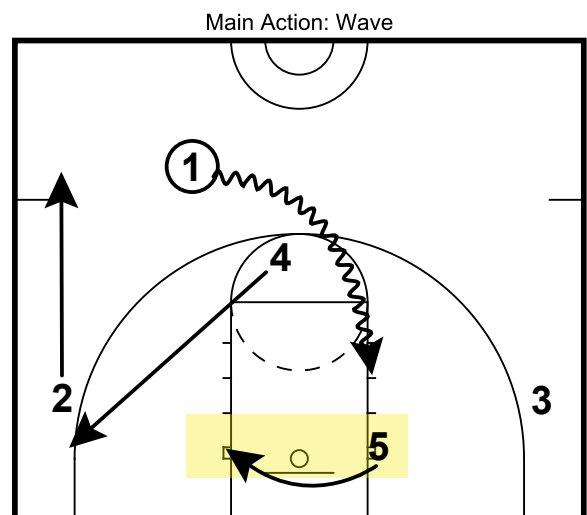
1. Change Pass is Made
2. 1 Makes 45 Cut
3. 4 Drives off the 45 Cut



- 1st Option: Rack the Basketball  
 Read Option: Drop to the Center  
 Read Option: Quick Pitch to the Corner

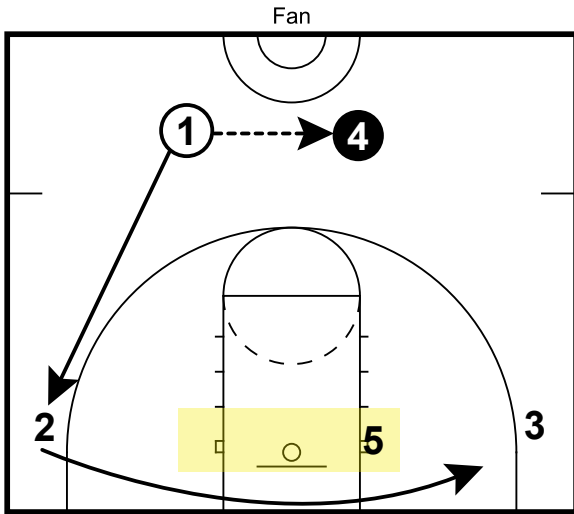


1. 1 "Waves" 4 Through if Change Pass Denied
2. Makes the 45 Cut



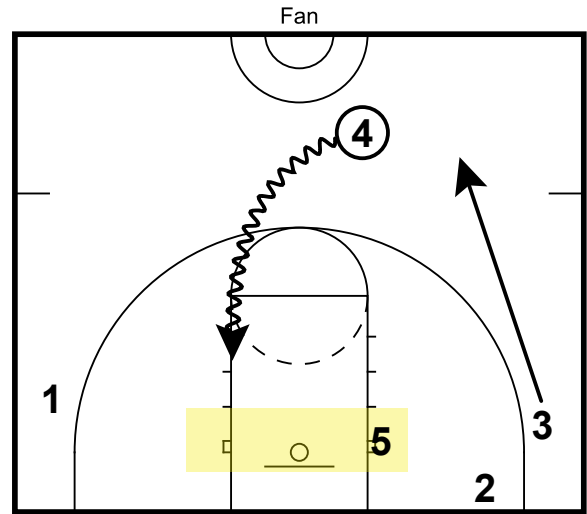
1. 1 Drives off the 45 Cut
2. 5 "Circles Away from the Drive"
3. 2 Fills the Vacated Slot

# Main Actions



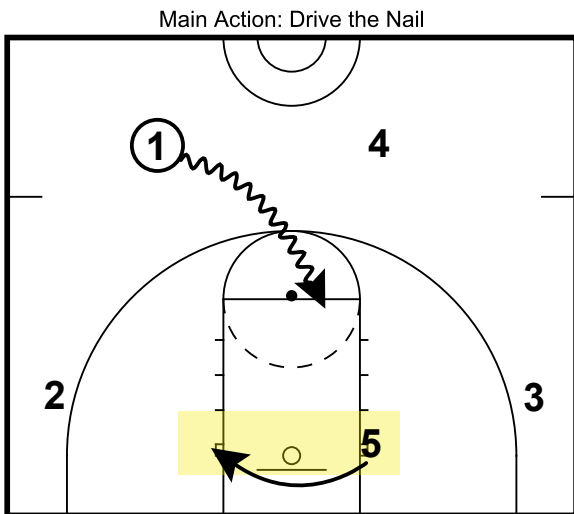
"Fan"

1. 1 Changes it to 4
2. 1 Then Cuts to the Corner
3. 2 Cuts Through to Opposite Corner

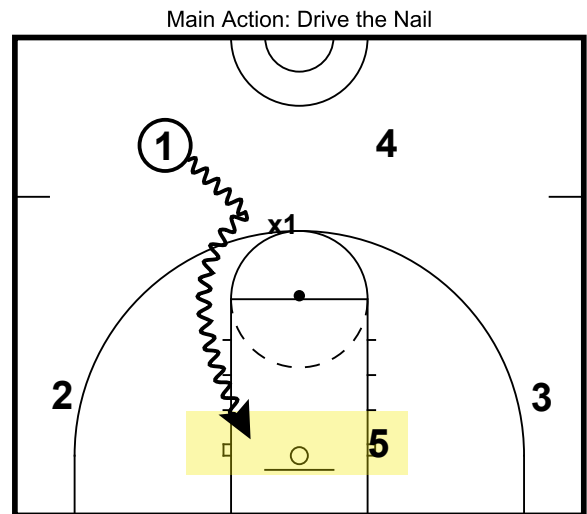


"Fan"

1. 4 Attacks the Double Gap
2. 1 "Holds the Corner"
3. 3 Fills the Vacated Slot

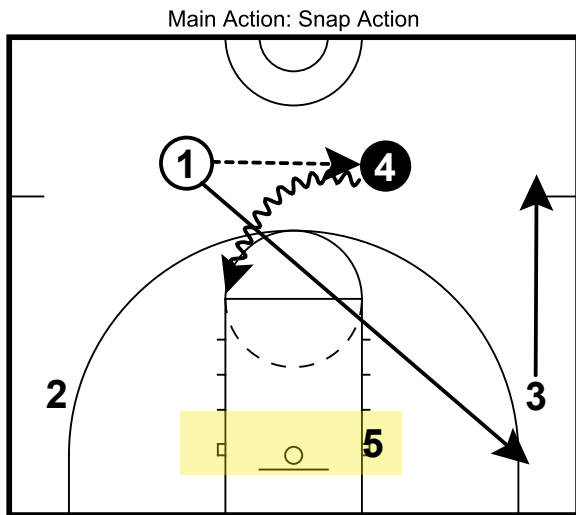


1. 1 Attacks "The Nail" off the Dribble
2. 2/3/4 Space Accordingly
3. 5 "Circles Away from the Drive"

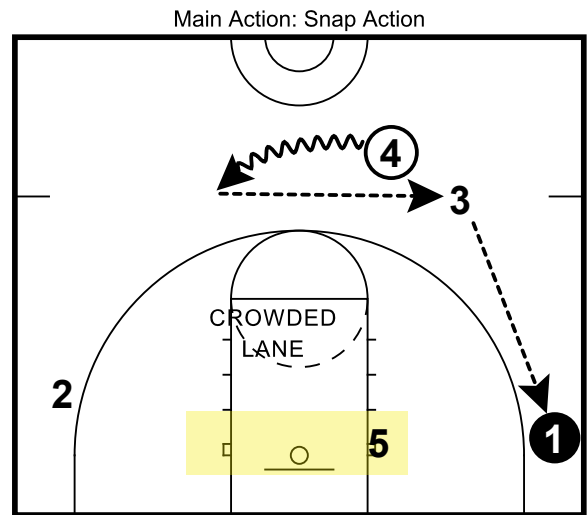


1. 1 Attacks "The Nail" off the Dribble
2. X1 Takes Away Nail
3. 1 Attacks Open Block

# Main Actions

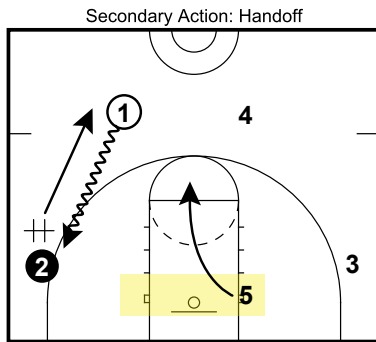


1. Change to 4
2. 45 Cut is Made
3. 4 Starts to Drive



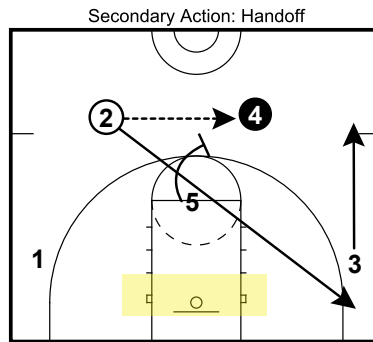
1. If you see a "Crowded Paint"
2. "Snap" back to 3, then to 1

# Secondary Actions



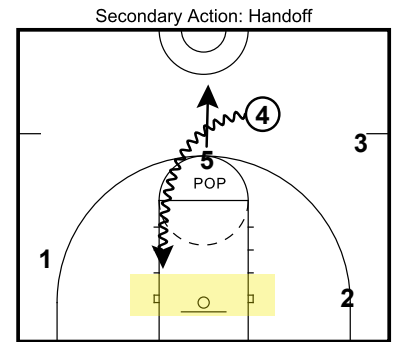
Slot to Wing DHO

1. 1 to 2 DHO
2. 2 Brings Ball Back to the Slot
3. 5 Flashes to the High Post



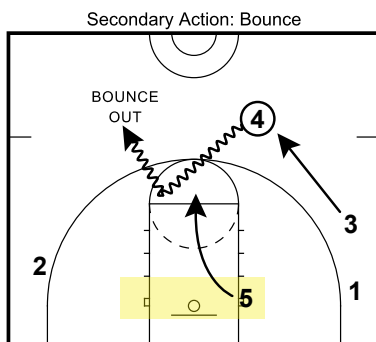
Change Pass & Cut

1. 2 Changes to 4
2. 2 45 Cuts
3. 5 Sets Screen for 4



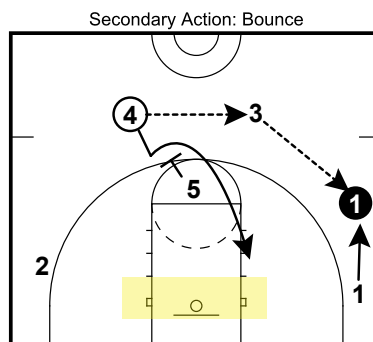
Ball Screen & Pop

1. 4 Drives to the Rack Zone
2. 5 Pops to the Top of the Key



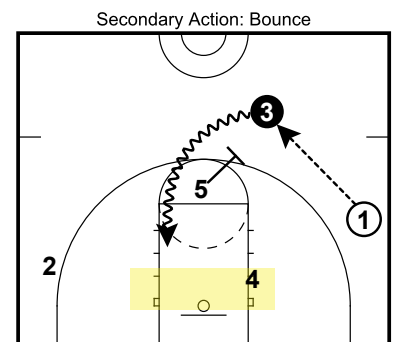
If a Bounce Out Dribble Occurs....

1. 5 Rises to the FT Line
2. 3 Backfills the Slot



First Option

1. Ball is Swung (Slot to Slot to Wing)
2. 5 Sets Back Screen for the "Bounce Out Man"
3. 4 Dives to the Rim



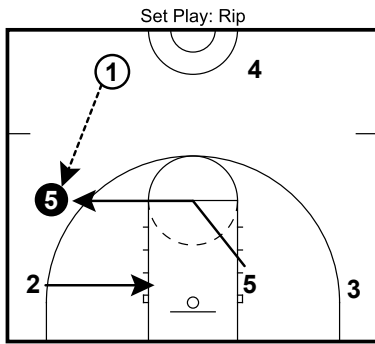
Second Option

If 4 isn't Open...

1. Ball is Passed to 3
2. 5 Sets the Ball Screen & Pops
3. 3 Attacks the Rack Zone

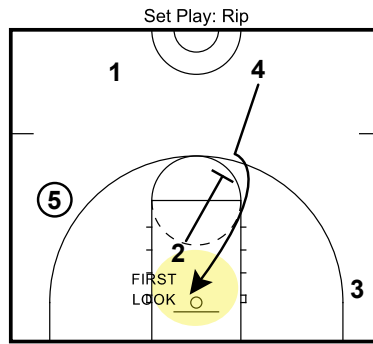


# Set Plays



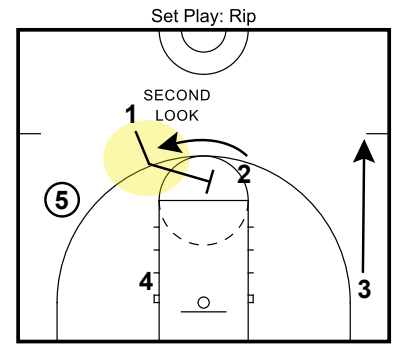
Rip

1. 5 Flashes to High Post & then Out to Wing
2. 1 Passes to 5
3. 2 Cuts to the Paint



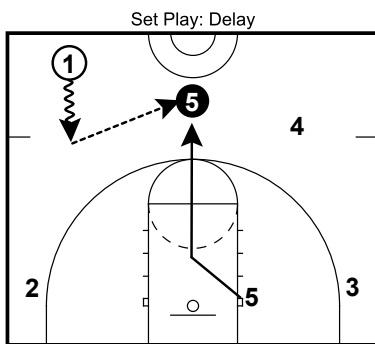
Rip (2)

1. 2 Sets a Back Screen for 4
2. 4 Cuts to Rim for First Look



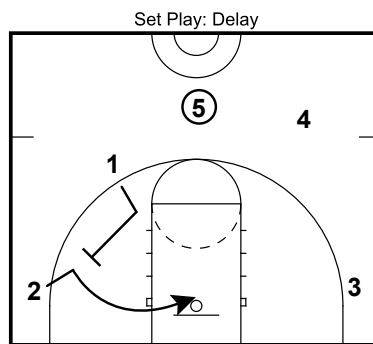
Rip (3)

1. 1 Sets a Down Screen for 2
2. 2 Comes Off the Screen for Second Look



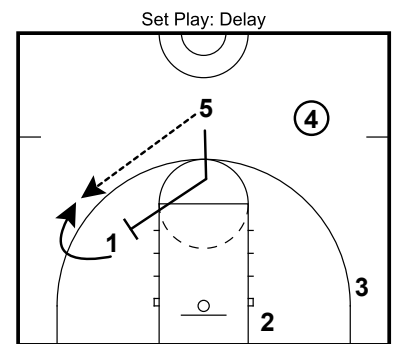
Delay

1. 5 Flashes to the Top of the Key
2. Pass is Made from 1 to 5



Delay (2)

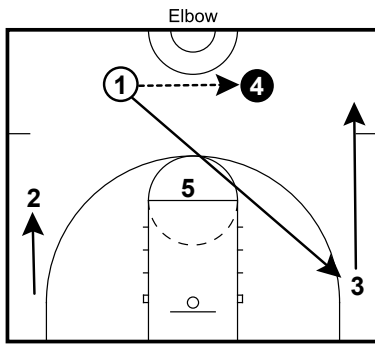
1. 1 Down Screens
2. 2 Conducts an Auto Back Door Cut



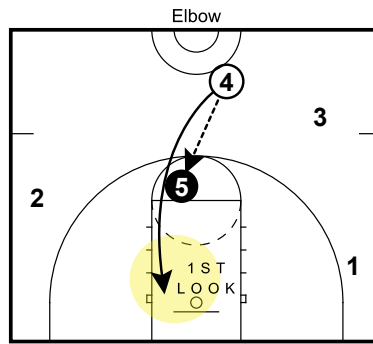
Delay (3)

1. 1 Shapes Up to the Ball
2. 5 Passes and then Follows into a Ball Screen

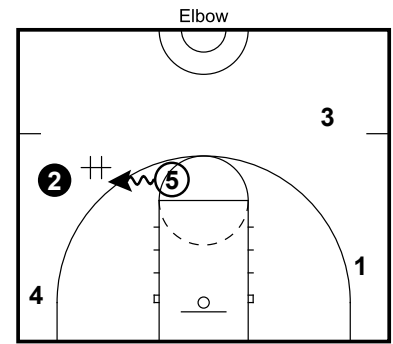
# Set Plays



- "Elbow": (Change Pass & Cut)**
1. Change Pass from 1 to 4
  2. By Rule 1 45 Cuts
  3. 3 Rises from the Corner
  4. 2 Rises to Elbow Extended

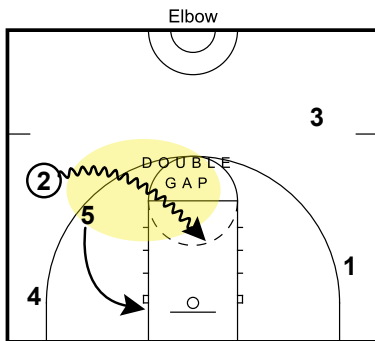


- "Elbow" - (Elbow Entry):**
1. 4 Enters a Lob Pass to 5 at the Elbow
  2. 4 Then Cuts off his Hip
  3. 5 Pivots into the Defender



- "Elbow" - (DHO or Pass and Ball Screen):**
1. If 4 is not Open, Kick Out to 2 & Follow into a Ball Screen.
  2. 5 Should then Roll to the Clean Up Spot

\*\*This May be a DHO vs Pressure Defense



- 'Elbow' - (Drive the Double Gap):**
1. 2 Drives the Double Gap off of 5's Cut
  2. 5 Rolls to the Clean Up Spot