

PASSING GAME OFFENSE

There are three important factors in the passing game:

1. Passing
2. Movement
3. Screening

Passing game entails all three and they are points of concentration. The passing game is a passing offense, a motion offense and a screening offense.

There is no predetermined order of movement. It's constant movement of the ball and people. Move the ball and move people. The more rules, the closer you get to a pattern offense. You're structuring and this is what the passing game doesn't need. The player's movements should depend on "reading the defense". Intelligent movement is the key. Read the defense and learn to make use of the opportunities presented by the defense. Any rules you install will affect the structure of your offense.

ADVANTAGES OF A PASSING GAME

1. Player's like.
2. Encourages individual play.
3. Adjustment can be made to suit your talent.
4. Results in good percentage shots when executed.
5. Adaptive style to fastbreak, control and delay.
6. Emphasizes team concepts.
7. Takes advantage of poor defensive player's by creating visual problems.
8. Helps teach your own team M-M defense.
9. Requires conditioning.

DISADVANTAGES

1. Difficult to predetermine who will shoot.
2. Conditioning - if you use less than 8 players.
3. Loose defensive balance.

POINTS OF EMPHASIS

Head Coach must emphasize offense goals over and over again.

Get free without the ball - that's how offense works.

If we execute, we'll score.

If your next logical receiver and don't get the ball, you must move -- go away. Set a screen or cut to the basket.

Be aware of defensive balance.

You'll need 2, 3 or 4 basic alignment to run out of. You must create problems for the defense.

You shouldn't restrict alternatives on offense initiation - it doesn't matter, because ball will be passed to an area where you can initiate.

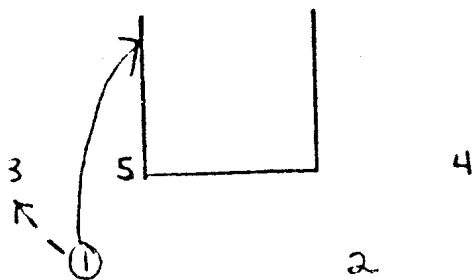
Be patient - it takes time.

Never say "set it up".

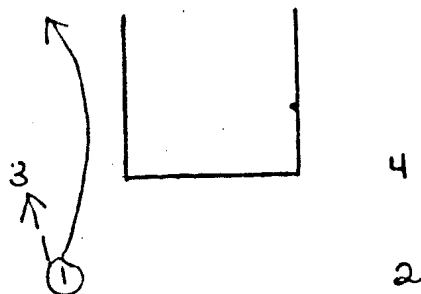
RULES

1. You must move every time a pass is made.
2. Don't make 2 consecutive cuts in the same direction.

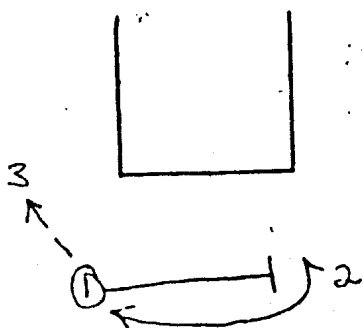
(A) Pass and cut to basket:



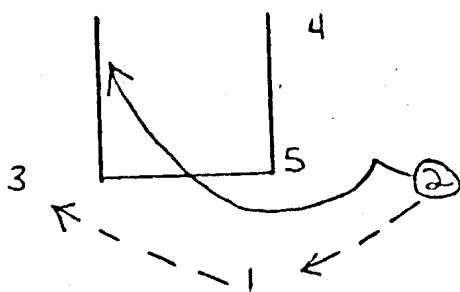
(B) Pass and make direct inside cut to baseline:



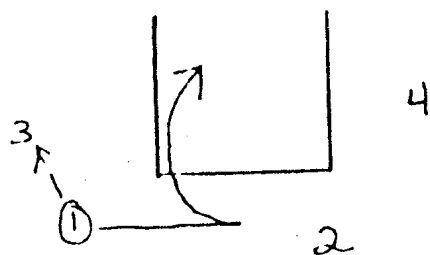
(C) Pass and screen away:



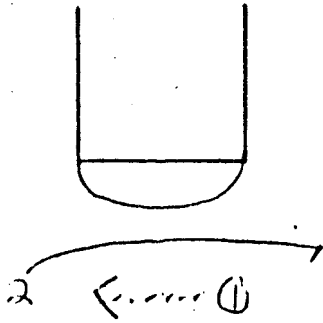
(D) If there is a high post, pass and shuffle cut:



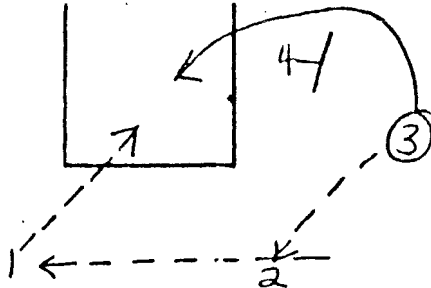
(E) Pass, start to screen away, and cut to basket:



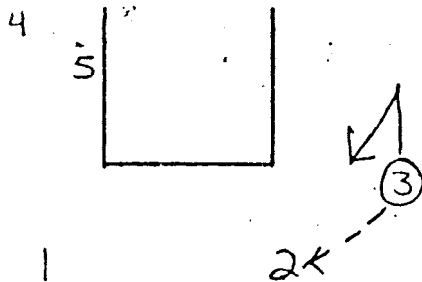
(F) Banana cut - to release initiation pressure:



(G) Duck under:



(H) Replace yourself - flare:



3. Upon receiving a pass, turn and square to basket and hold ball for 2 count. Develop a sense of "ball rhythm" after squaring up. Make fakes to keep defense occupied.
4. Maintain 15 to 18 feet spacing.
5. Look below you to screen and carry all screens to the baseline.
6. Avoid dribbling - dribble only to:
 1. Bring it up against pressure.
 2. Drive.
 3. Improve passing lane.
 4. Change court location of the ball.

In the Passing Game, there are 6 major areas of teaching:

1. Alignment/initiation.
2. Passing.
3. Cutting.
4. Screening.
5. Ball possession.
6. Posting.

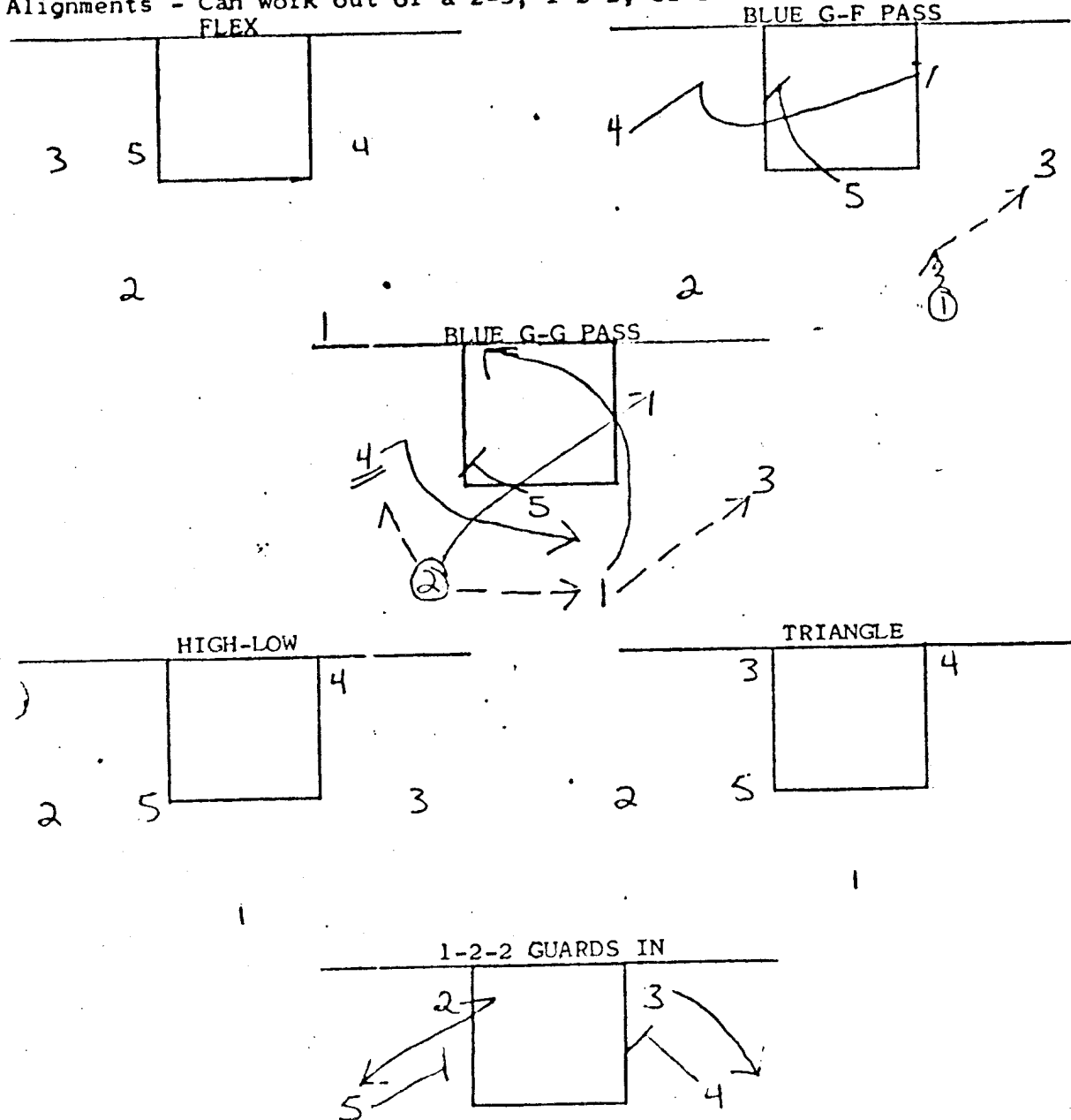
1. Alignment/initiation:

Only 1 rule - post man must be in post area. Post area is no more than 3 feet from

As ball crosses midcourt, all players must begin movement.

V cuts - always set defensive man up before moving to receive a pass - with or without the aid of a screen. Take defensive man away from direction you want to cut (at least 2 or 3 steps and then break back hard).

Alignments - Can work out of a 2-3, 1-2-2, or 1-3-1 set:



Initiation:

Breakdown V cut drill for guards and forwards.

Banana cut.

Forwards stack, cross, line.

Dribble entry.

After receiving a screen you can: 1. Fill, 2. Flare, 3. Flick, 4. Flop.

After you receive a pass you can:

1. Shoot.
2. Drive for a score.
3. Pass.
4. Dribble.

Concentrate on developing a sense of "ball rhythm".

Dribble only to:

1. Drive.
2. Bring it up against press.
3. Improve passing lane.
4. Change court location of the ball.

OFFENSIVE MOVES:

Must develop move according to type of shot offense provides.

Shooting drills:

- Jump shot.
- Curl back.
- 1 dribble power lay-up.
- 2 dribble power lay-up.
- Reverse - dribble jump shot.

6. POSTING:

Development of offensive moves.

How to "post up".

How to move without ball - V cuts in lane.

How to screen (and roll back).

IDEAS

Begin teaching by showing basic movement.

3 on 3, 4 on 4, and 5 on 5.

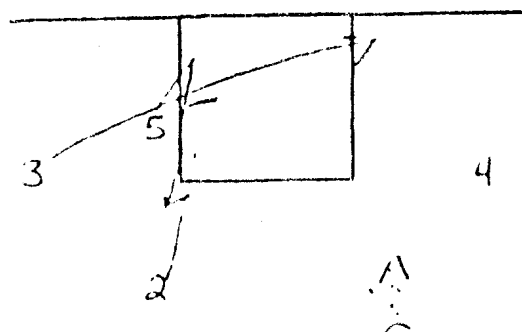
Passing game becomes your "control" game.

Designate a shooter.

1 point for defense if you throw less than 6 passes, 1 point for offense if more.

MOTION

Flex - Guard Screens to the baseline:



Post feed.

Combination entry drills.

Give and go cut.

2. PASSING:

Perimeter passes are:

Pass over, pass down, pass out, pass in.

Post passes are:

Pass down, pass out.

Concentrate on teaching what is a good pass. Throw passes only to a man who is ready and can do something with it.

Pass away from defense.

On guard - forward pass, always "cover the Pass". Throw all passes to the outside. Do not follow your pass.

Establish drills for passing properly. Teach passing and catching.

3. CUTTING:

Cuts through the middle occur after you "read the defense" or on initiation of the offense.

Avoid 2 cutters in the same direction.

Avoid diagonal cut away from the ball.

Cuts through the middle should be ballside to the buffer and then away if a problem occurs.

4. SCREENING:

3 types of screens:

1. Down screen (vertical screen) - screener goes towards baseline to screen.
2. Cross screening (horizontal screening) - screener and cutter are on same plan.
3. Up screen, back pick or duck under. When cutter is above screener.

Always pick a man who is in position to be picked effectively. If a man is below you, down screen. Up screen ball side, down screen away, screen away in low post area.

Be able to see ball after you set a screen. Particularly on inside screen - screen and roll back to ball.

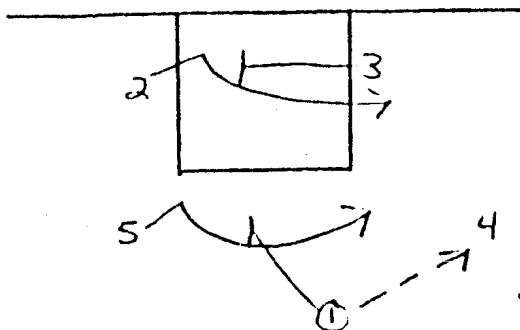
Wait on screen don't move too early.

If defensive man comes man side of screen, cut off tight.

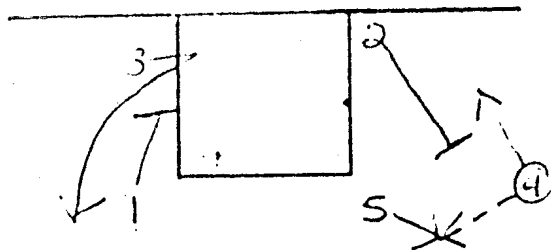
If defensive man stays ballside of screen, cutter flares.

Against switching teams players should screen and step back to ball thus becoming a primary receiver. Emphasis cross screens and back screens.

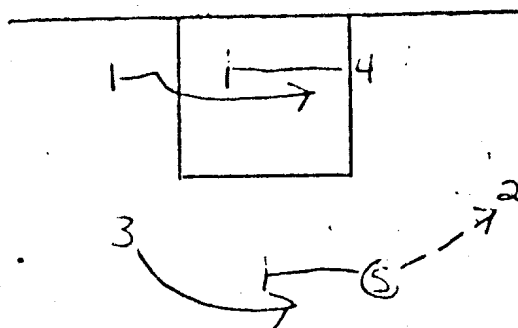
Pass Down, Screen Over:



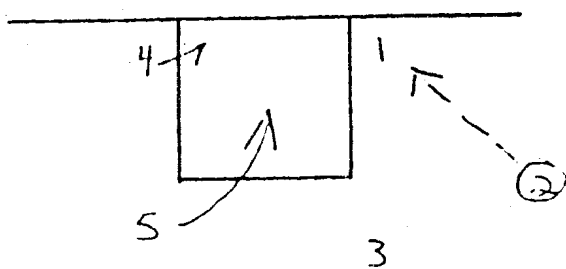
Pass Out, Up Screen Ball Side, Down Screen Away:



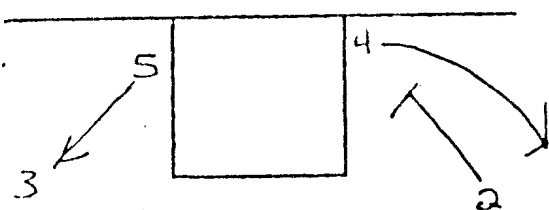
Pass Down, Screen Over:



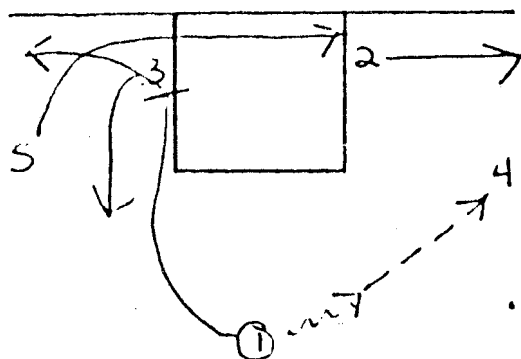
Post Feed:



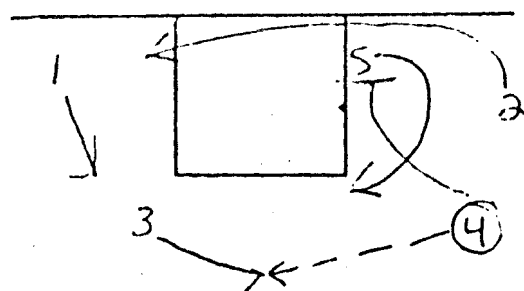
1-2-2 Set - Down Screen To Initiate:



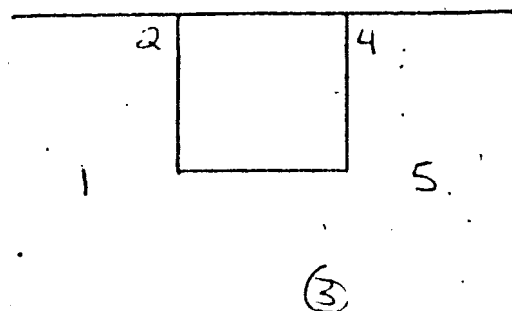
Pass Over - Flex:



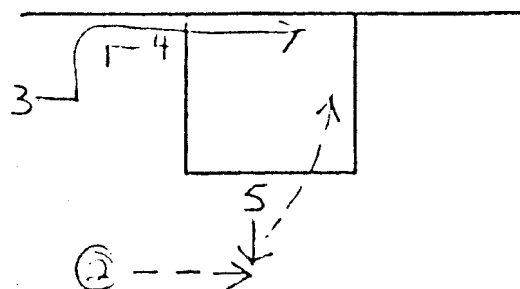
Flex:



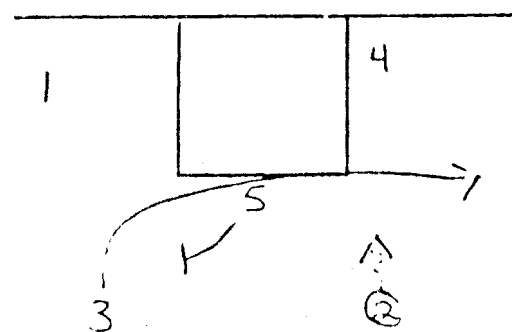
Original Set:



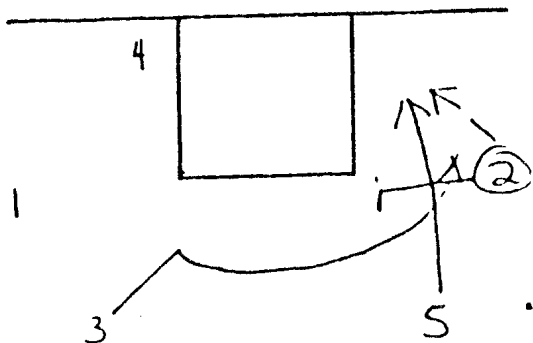
Use horizontal pick of low post - duck under:



Use highpost to create lead:

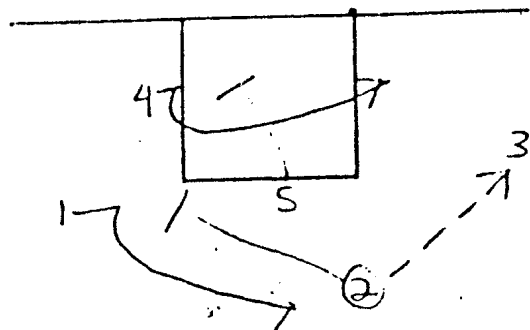


Get ball to low post and split:

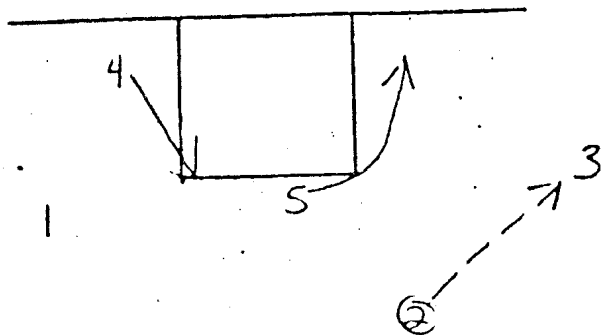


HIGH POST RULES:

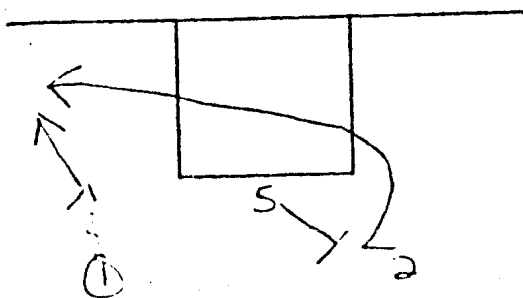
1. High screen for low:



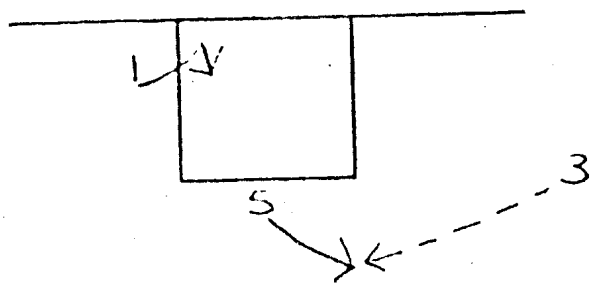
2. Slide low (ball side):



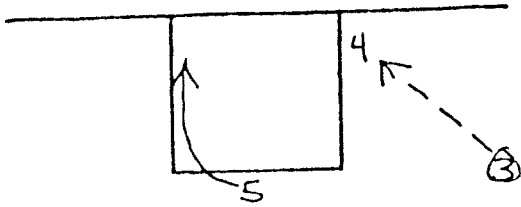
3. Screen for 1, 2 or 3 men to start motion:



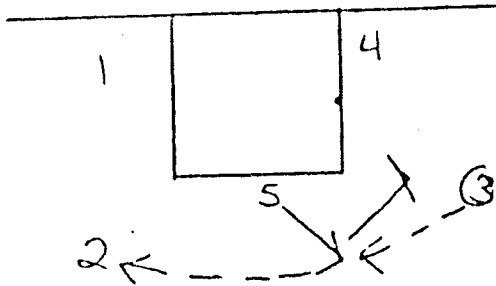
4. Pass to low from High:



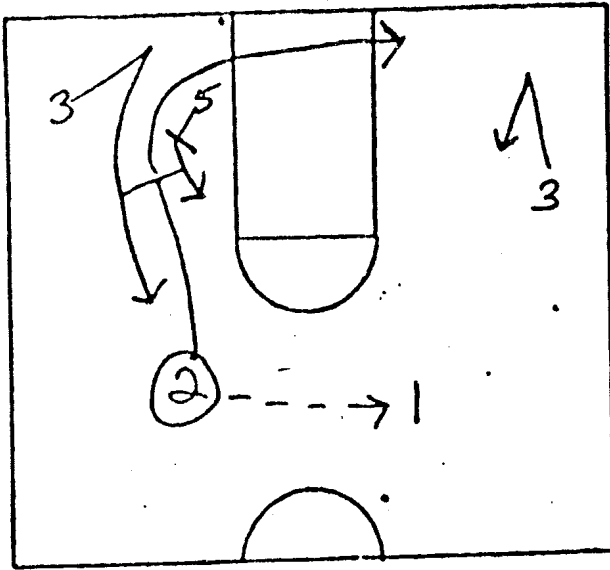
5. High goes low if ball goes low:



6. Step out and relay ball and screen:



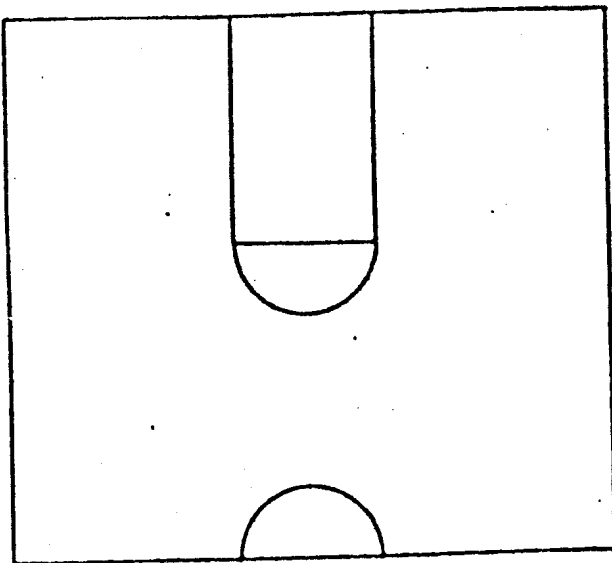
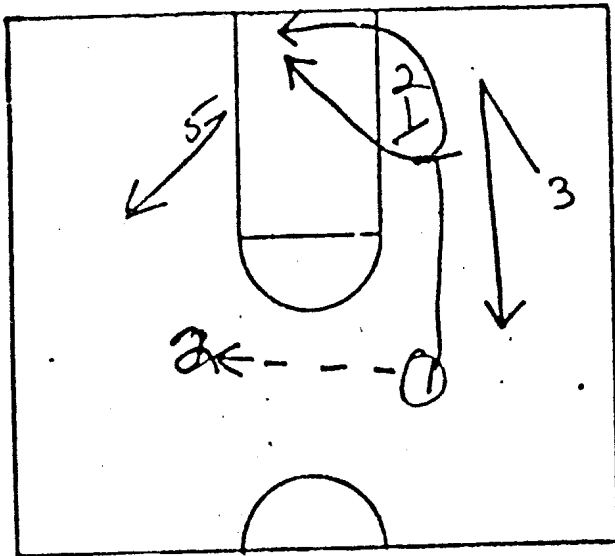
PASSING GAME



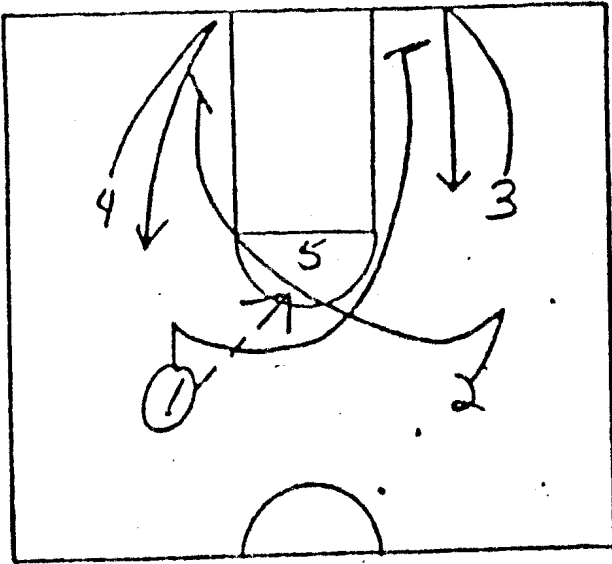
Variation of Flex

Guard Release

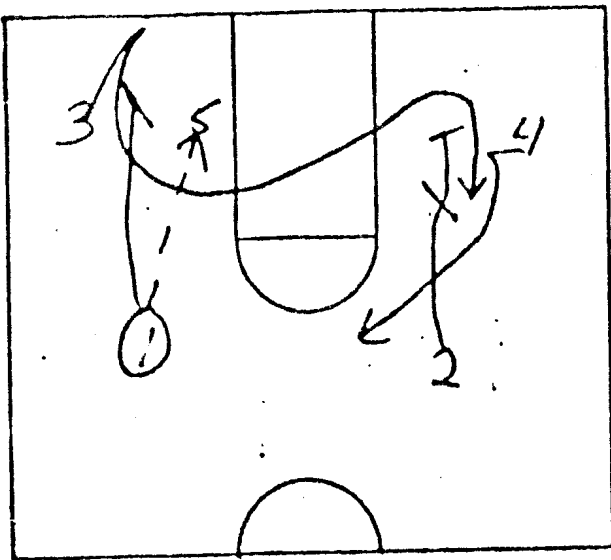
Pass over, screen down and release



PASSING GAME



H-P split



Low post split

