

Ballsceenoffense i.f.o

SPACING



PAST



PRESENT

2 men game



5 men game

1 dimensional



Multiple options

- Scoring
- Creativity
- Insideplay
- Etc...

Use of ballscreen

Why? *To create an advantage for*

- The ball handler
- The screener
- The 3 other players

- + Freedom & decision-making of the player
- + Less machinery → No fixed positions
→ Reading
- + Creating more open shots (3pt.shots)
- + Strong off. rebounding presence due to defensive rotations
- + A good offensive floor balance

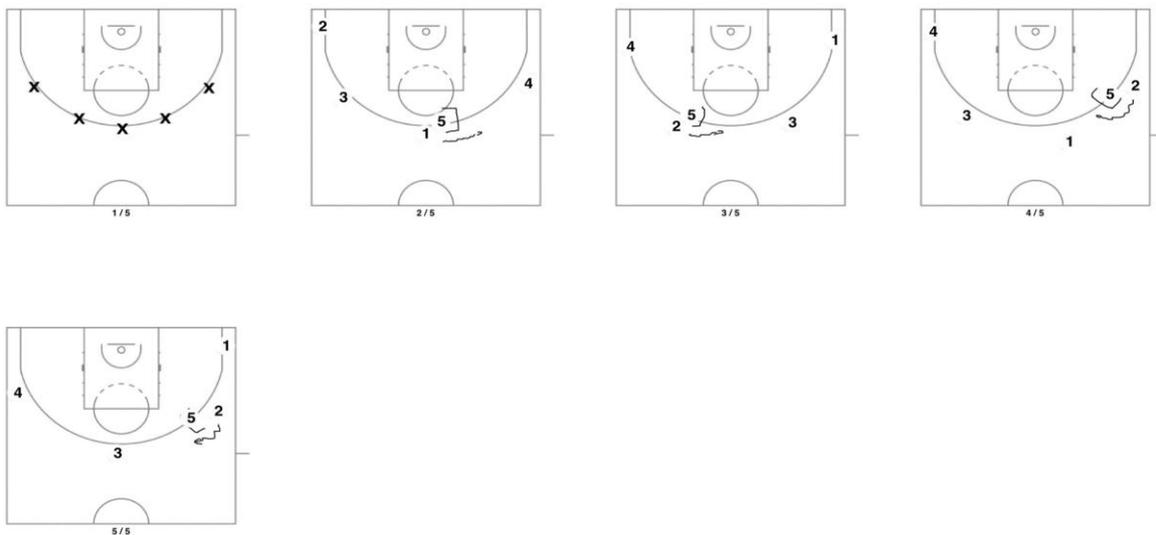


A good defensive transition!!!

Ballscreen concept

- Location = Spots
- Angles = Screening-angles
- Spacing = 5 meter in between players
Use 3pt. line as a tool
- Personel = Players- quality

Spots Middle/Elbows/ Side 45°

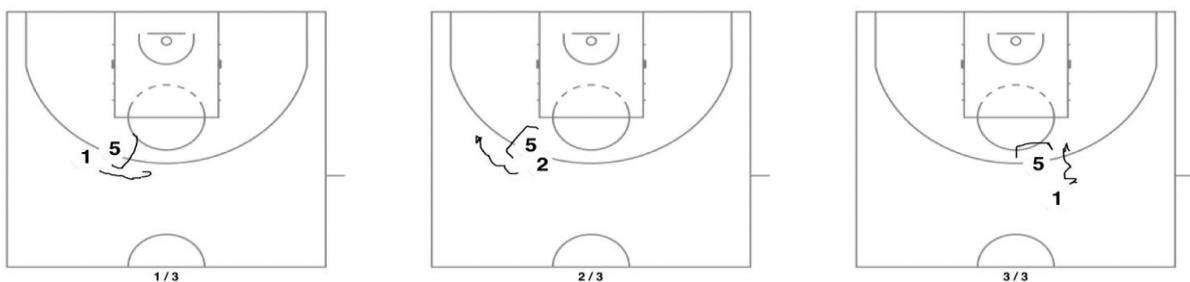


Screening-angles

Inside

Outside

Flat



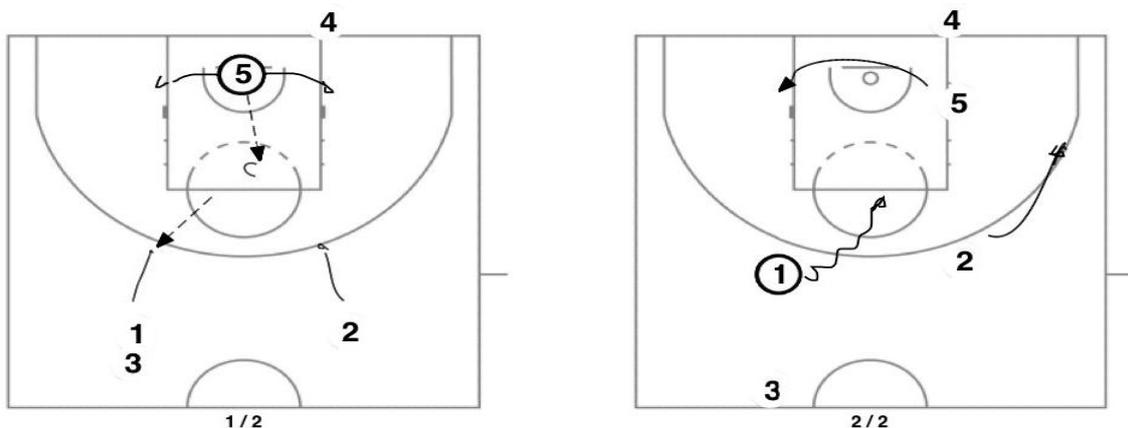
Spacing

- We insist on 5 meter (16ft.) between each player.
- *Action-Reaction*, one or more passes away, is very important to maintain proper spacing.
- The correct positioning of all players >>> players need to be available on the decisionmaking (on the 1st.dribble of the ballscreen use) of the ballhandler.
- More than with other concepts, all 5 players need to work with the same idea!!!

Drills for spacing

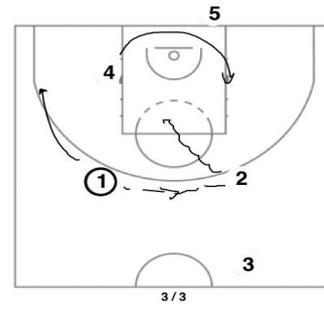
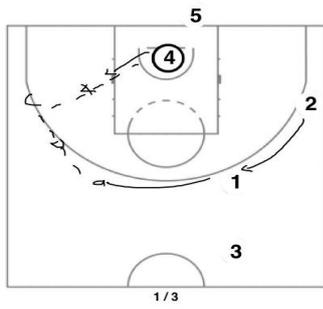
3 on 0

Action- reaction drills before we integrate the ball- screen



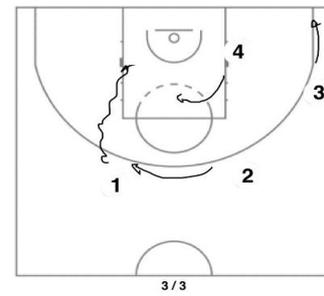
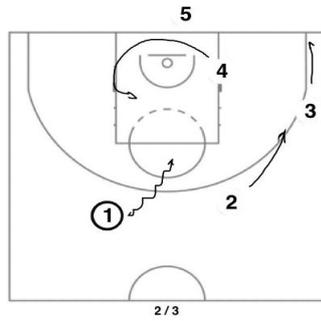
We let them square up and make them work on their footwork on the catch; being able to play on the catch → peripheral vision >>> eyes on the basket!!!

- Shot
- Drive
- Pass



In this drill we ask them to play on the catch with verbals; **Drive /Pass/ Shot**

4 on 0



Attacking the ball >>> pass or drive into Action-Reaction into second penetration

How to implant the ball-screen???

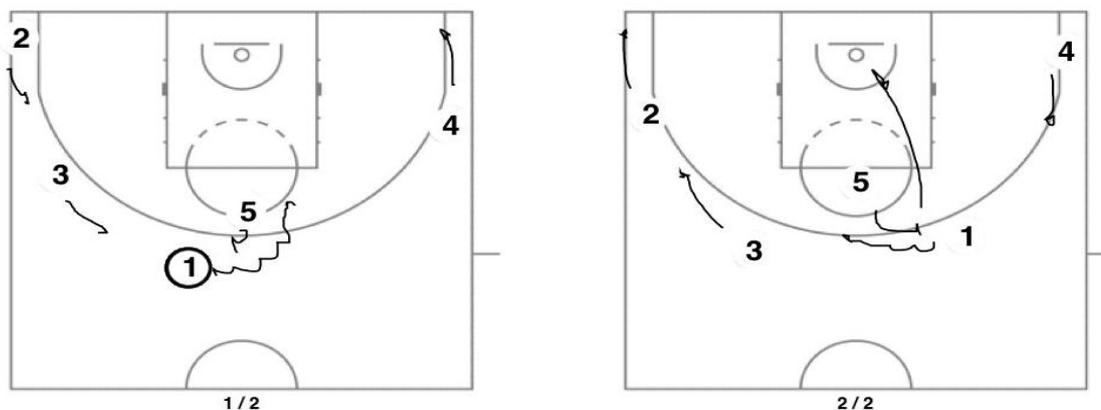
General ideas

- Create the best floorbalance with a lot of spacing
- Spots Middle/Elbows/ 45°
- Screening angles >>> Inside / outside
Far out >>> Flatscreens to penetrate
- We will try to attack the spacing when we dribble towards the single side.
- We will attack opposite side of the hedging X when we dribble towards the double side
- Out of our advantage we want to create the best possible shot for our team. (decision-making !!!)

Attacking different defensive concepts i.f.o SPACING

1. Inside-slide + Push up/ zoning
2. Over the top + (Hard) Hedging
3. Over the top + (Flat) Hedging
4. Topside X

1. Inneside + Push up/ Zoning

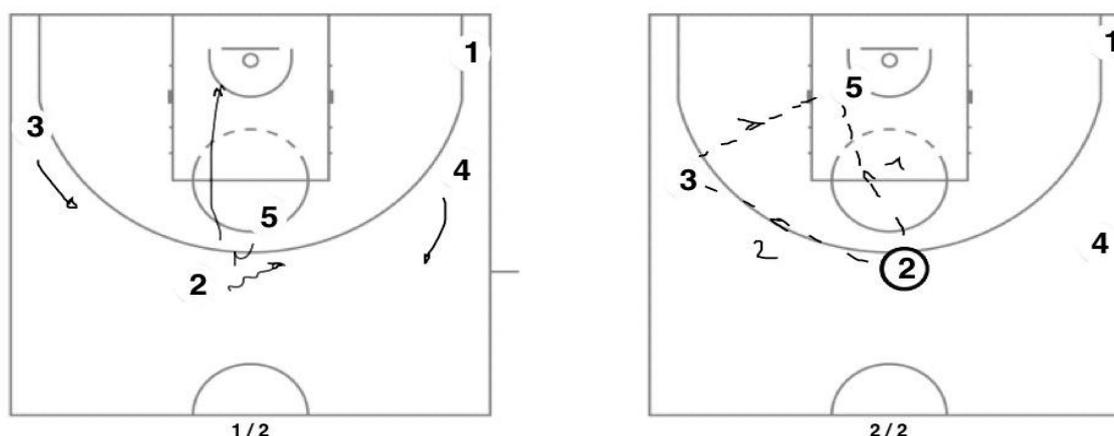


Against inneside we will try to use a Mid-ball screen towards the single side to optimize the spacing to penetrate.

We try to multiply the options for the ballhandler; drive/shot

If X on the ballhandler can stop the penetration we will use the rescreen with our general ideas

2. Over the top + Hard Hedging



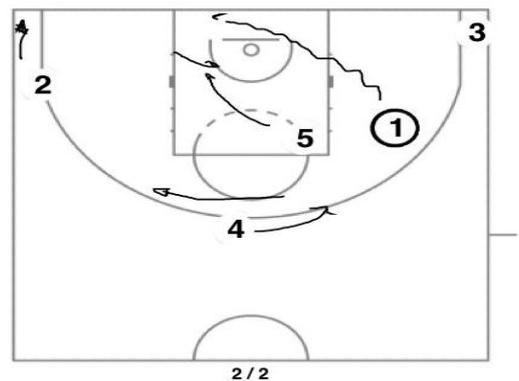
To attack this concept we will set the screen in that way, that the ballhandler dribbles towards the double side. When X screener is hedging, screener dives full speed towards rim single side. We look to make the direct pass. If not possible we will attack the opp. side of the hedging and create the advantage on the single side. Player that receives the ball has to decide on the catch **pass/shot/drive**

If the bottom X exaggerate in his helpside- pos. we attack him with quick passes (see below)



3. Over the top + flat hedging

Against this kind of concept, we will use more the elbow spots (towards the outside) to create the ball screen. The idea is to create more spacing if the ball handler wants to extend with an extra dribble. Using the ball screen towards the single side is the best way to multiply our options
 We ask our ball handler to extend the X and to attack the X screener.



4. Topside defense

Against Topside X we will use 3 different ways to attack this defensive concept.

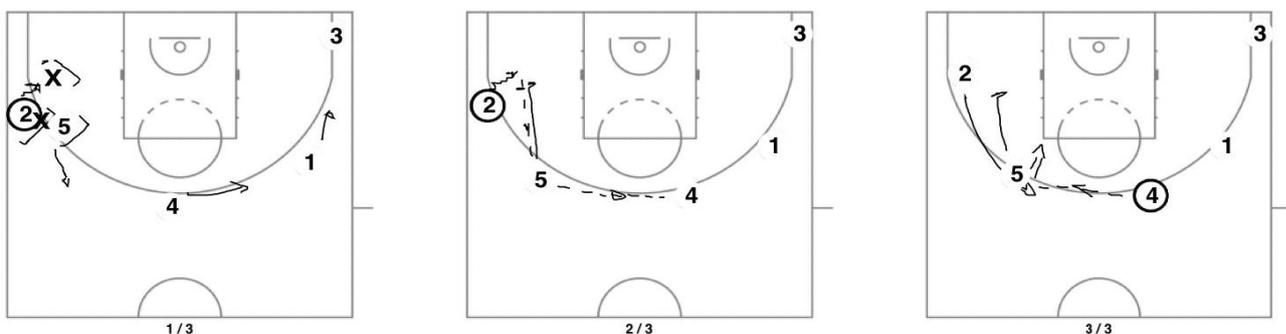
- We will use a rescreen (butt-screen) towards the single side. If the position of the X screener is too low, then we will use “turn the corner” (see diagram 2&3)



- We will use the step out + hand-off (if there is no spacing to use the rescreen) into ball screen



- On the 45°, we will use the topside X to create a good shot for our best shooter (see diagram below)



Resolution

What is very important to obtain success with this concept is constantly helping out players to learn them how to create an advantage and how to enlarge the advantage to the best possible option (high %shot) .Therefore players have to understand that there is 1 idea and that is our team-idea. They have a lot of freedom and that is why decision-making is so crucial. Because players can use a lot more creativity and taking more initiative on their own, you will have to guide and to explain them what you expect from each of them.

I hope I could give you a little extra to enlarge your knowledge about this subject.

Thank you for your attention

All the best,

Yves Defraigne