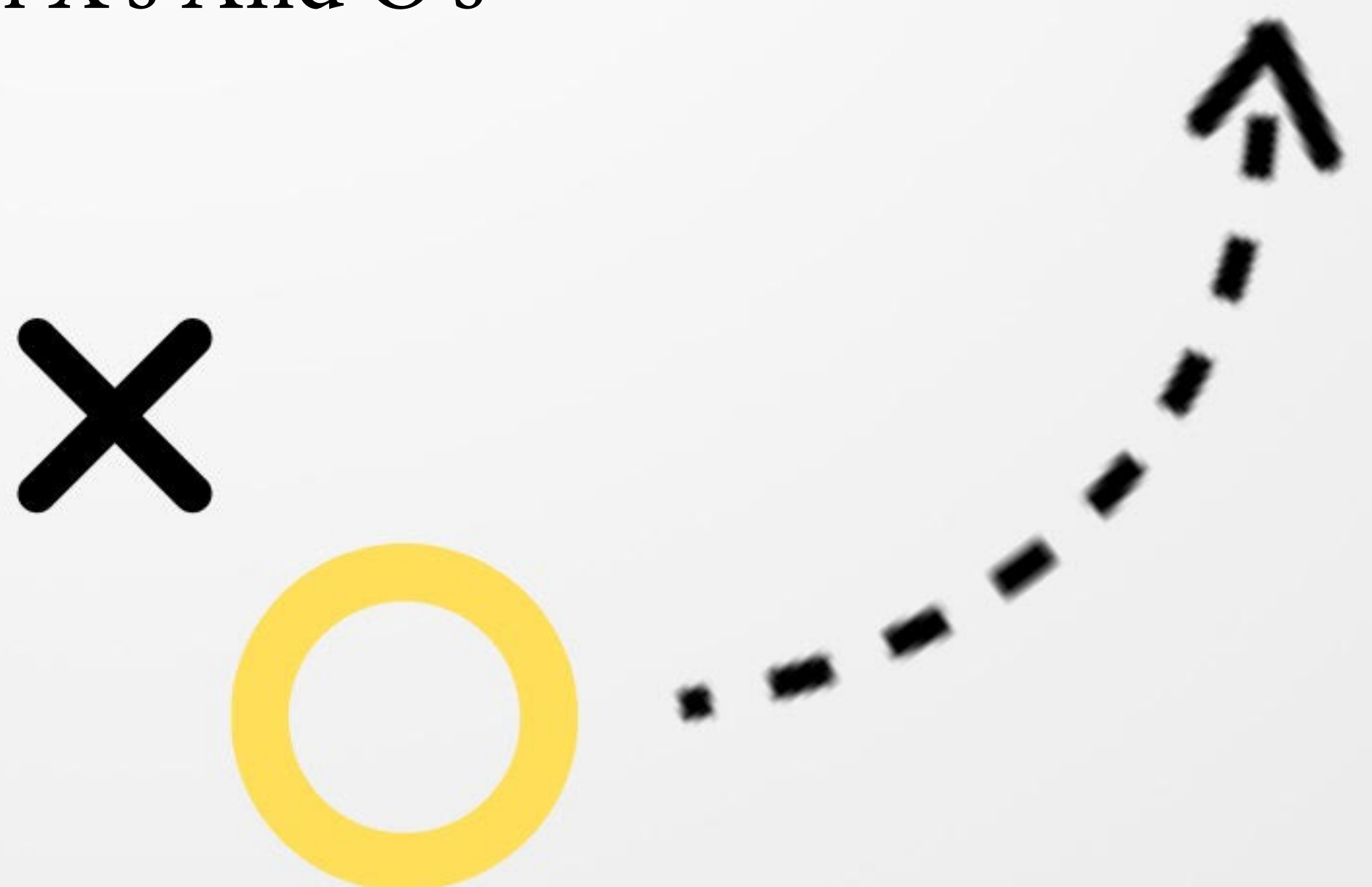


THE ULTIMATE GUIDE TO:

DRIBBLE DRIVE OFFENSE

LEARN, UNDERSTAND AND IMPLEMENT A DRIBBLE
DRIVE STYLE OF OFFENSE WITH YOUR TEAM

System X's And O's



BY JOHN LEONZO

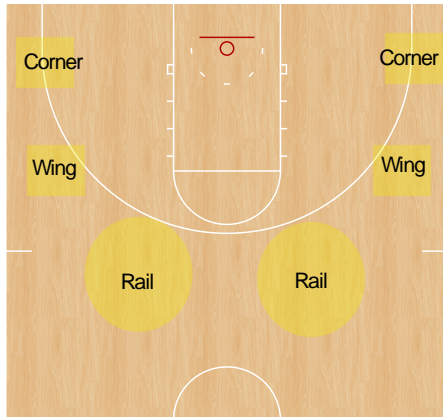
The Ultimate Guide To Dribble Drive Offense

Table of Contents

1.	The Ultimate Guide To Dribble Drive Offense	
2.	Spacing + Gaps	2
3.	Penetration Reaction Rules	3
4.	Passing + Cutting Rules	4
5.	Terminology + Starts	6
6.	Secondary Attacks Out Of Dribble Drive	7
7.	Create Actions	10

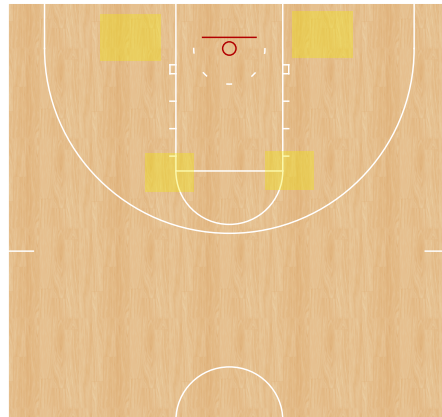
The Ultimate Guide To Dribble Drive Offense

Spacing + Gaps
Frame 1



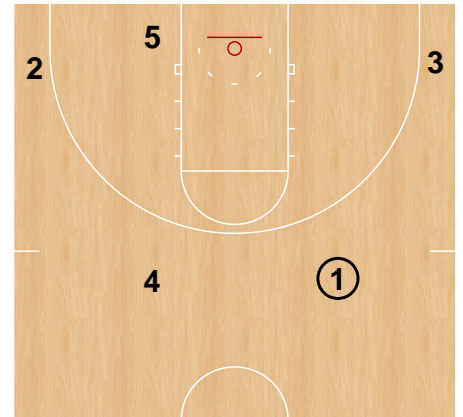
Perimeter Player Spots

Spacing + Gaps
Frame 2



Post Player Spots

Spacing + Gaps
Frame 3



Alignment

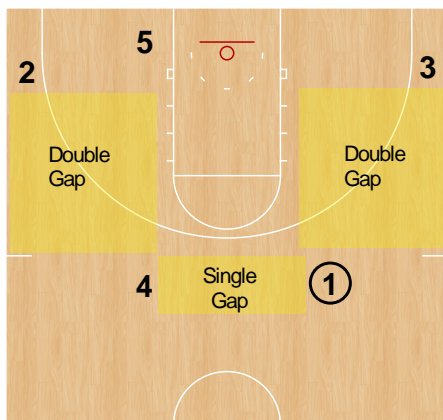
1 and 4 occupy the rails

2 and 3 occupy the corners

5 is opposite the ball in the low post

Players 1 - 4 will use all the various spots

Spacing + Gaps
Frame 4

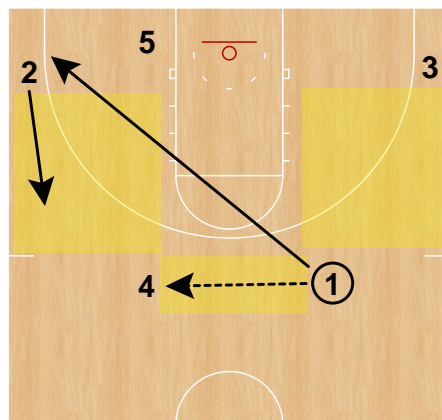


Understanding Gaps

A single gap exists when there is no open perimeter spot between perimeter players. Here, the single gap is between 1 and 4 because both spots are filled side by side.

A double gap exists where there is one open perimeter spot between perimeter players. Here double gaps exist between 4 and 2, as well as between 1 and 3 because the wing area is open.

Spacing + Gaps
Frame 5

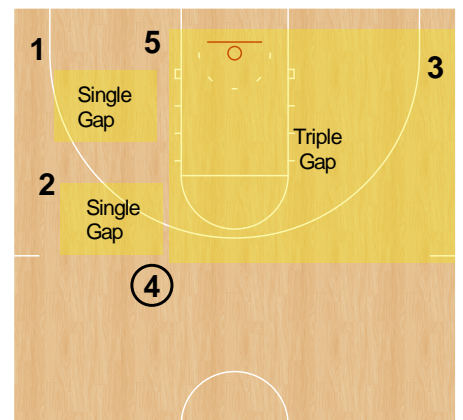


Understanding Gaps

Big Idea: Pass and cut through single gaps, drive through double and triple gaps.

Here 1 passes to 4 and cuts through the paint rather than trying to drive through the single gap.

Spacing + Gaps
Frame 6



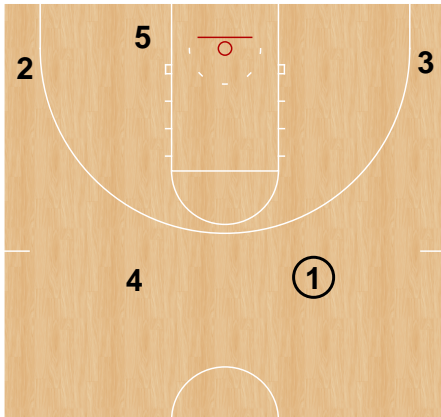
Understanding Gaps

When we pass and cut through a single gap, we often create a triple gap. The compression of space behind the ball (4) creates two single gaps, but also creates a triple gap ahead of the ball.

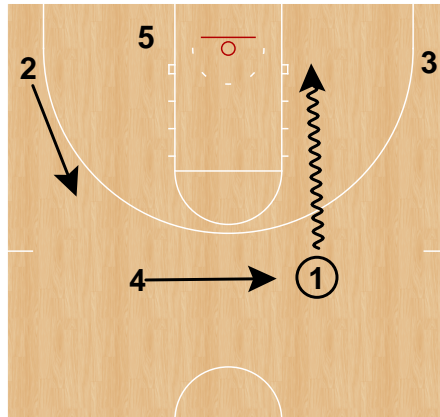
We want our players to understand gaps and see them so we can drive the ball through the largest amount of space.

The Ultimate Guide To Dribble Drive Offense

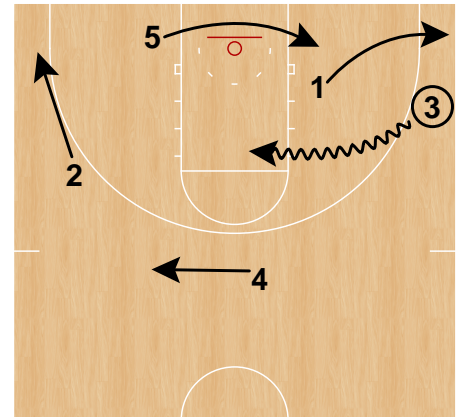
Penetration Reaction
Frame 1



Penetration Reaction
Frame 2



Penetration Reaction
Frame 3



Three big rules:

- 1: If the ball is being driven at you, push away one perimeter spot and be patient.
- 2: If the ball is being driven away from you, fill behind one perimeter spot as early as possible.
- 3: 5 man always be opposite the ball, below the block

Here the ball is being driven at 3, because there is no perimeter spot for her to push away to, she just stays.

The ball is being driven away from 4 and 2, so they fill behind the ball one perimeter spot.

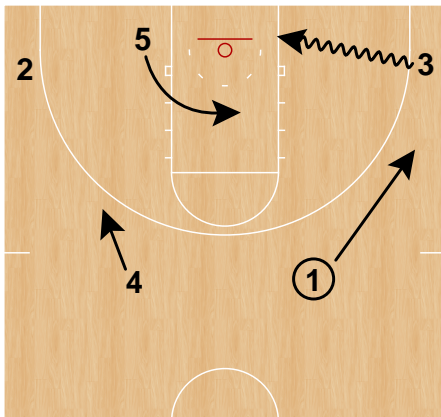
5 is opposite the ball.

Here the ball is being driven at 4 and 2, so they both push away one perimeter spot.

The ball is also being driven at 5, so she cuts under the rim to be opposite the ball.

Because the ball is being driven away from 1, she will fill behind.

Penetration Reaction
Frame 4



Baseline Drive

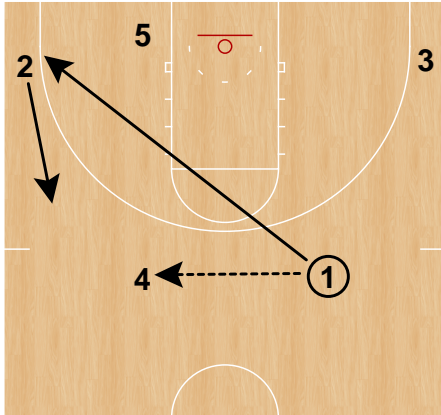
Now the the ball is being driven, 2 is ahead of the ball and will push away to the corner. 4 will push away as well to find an open window.

Because the ball is going away from 1, she will fill behind.

If the ball is being driven at 5 on the baseline, have her cut to the front of the rim.

The Ultimate Guide To Dribble Drive Offense

Passing + Cutting Rules
Frame 1



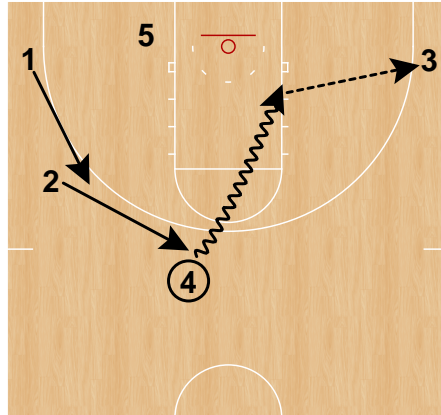
One Big Rule: Cut To The Corner In The Direction Of Your Pass

This rule will lead to two basic types of drives:

- Drives to a single player side
- Drives to a double player side

Because 1 is cutting to the spot 2 is in, 2 raises to the next open spot.

Passing + Cutting Rules
Frame 2

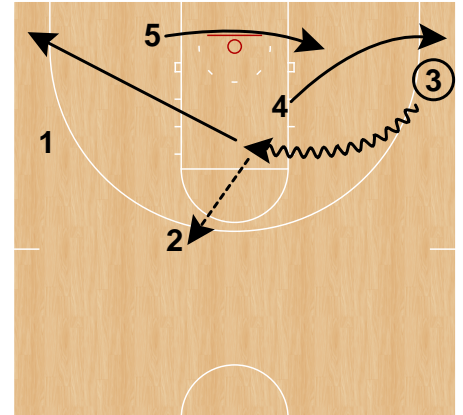


Single Side Drive:

4 looks to drive the triple gap

1,2,3, and 5 all use their penetration reaction rules.

Passing + Cutting Rules
Frame 3



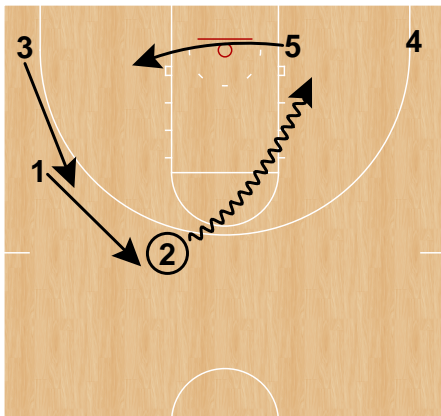
Double Side Drive:

4 passes to 3 and cuts to the corner in the direction of their pass

3 looks to attack the big gap in the middle of the floor.

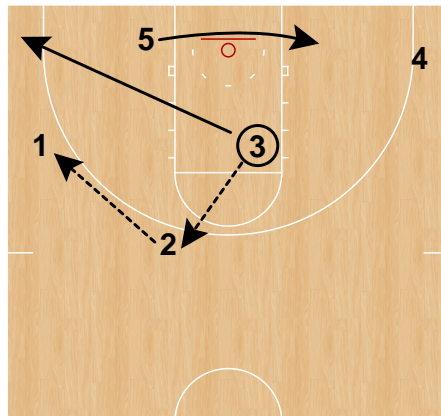
5 gets opposite of 3s drive

Passing + Cutting Rules
Frame 4



Driving pattern continues to repeat itself as the players follow the penetration reaction rules/pass + cut rules

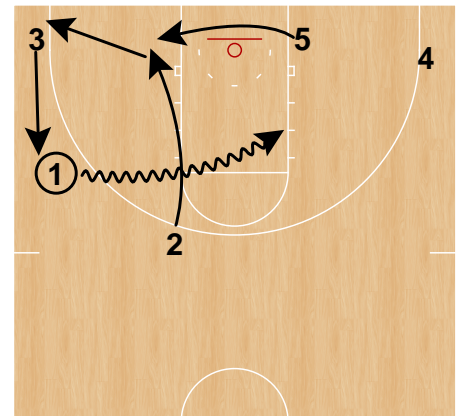
Passing + Cutting Rules
Frame 5



If the rail player opts to reverse the ball rather than drive the triple gap, that is ok. She will reverse the ball to the player behind her and still cut.

This will create a quadruple gap.

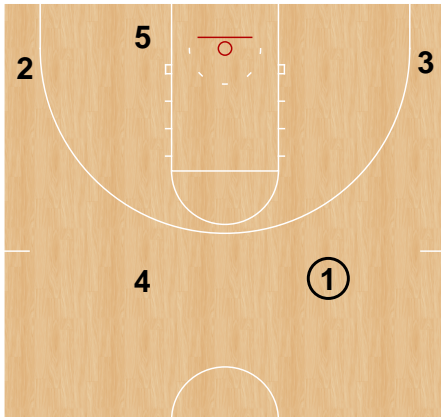
Passing + Cutting Rules
Frame 6



Quadruple gap created.

The Ultimate Guide To Dribble Drive Offense

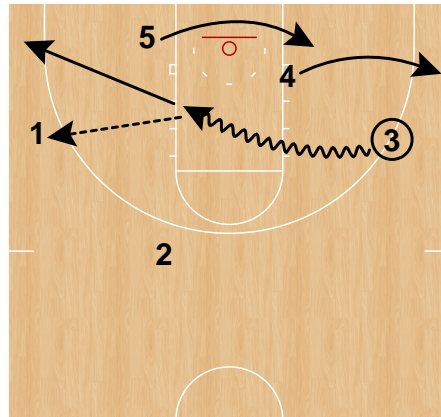
Passing + Cutting Rule Exceptions
Frame 1



There are two instances where a player will not cut after making a pass to a perimeter player:

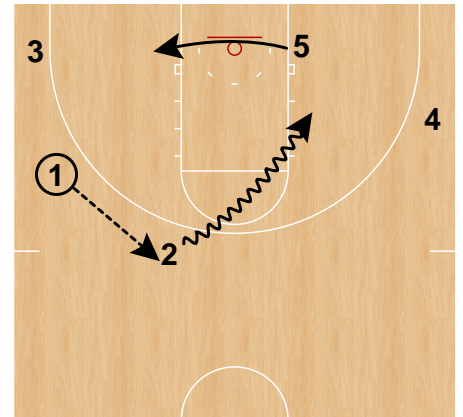
1. If they pass the ball to a player "above" them
2. If they pass to a player filling behind them on a drive

Passing + Cutting Rule Exceptions
Frame 2



The first exception will almost always take place on double side drives where the driver hits the player on the wing or corner rather than the high player on the rail.

Passing + Cutting Rule Exceptions
Frame 3

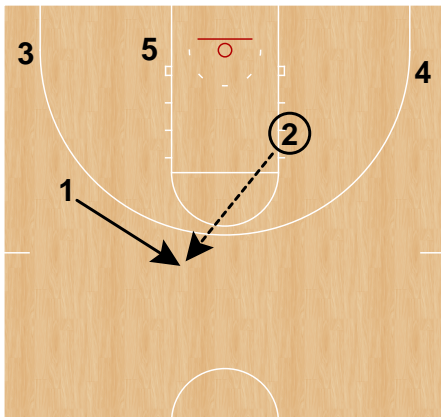


When we hit this player, we want the receiver (1 shown) to either shoot it (if open), or swing it up.

We want this to occur because there is a single gap on both sides of 1.

Because 1 passes to a player above her, she will not make a cut. When this pass is made, we have a triple gap created for a single side drive.

Passing + Cutting Rule Exceptions
Frame 4

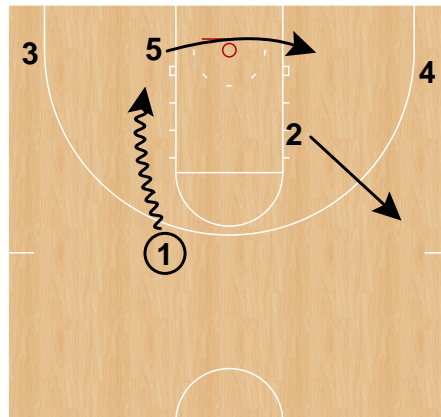


The second exception will take place in two main instances:

- 1) Single side drive where the driver throws to the fill
- 2) Double side drive where the driver throws to the fill

Both would be instances where we are throwing the ball to a player "behind us" on a drive

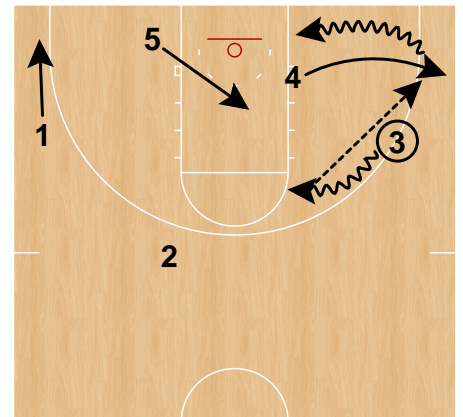
Passing + Cutting Rule Exceptions
Frame 5



After throwing to the player behind them, 2 would just space to the side of the floor she is already on.

Now 1 will attack the double gap to their left - this completely reverses the flow of the offense, which will help you be harder to guard.

Passing + Cutting Rule Exceptions
Frame 6



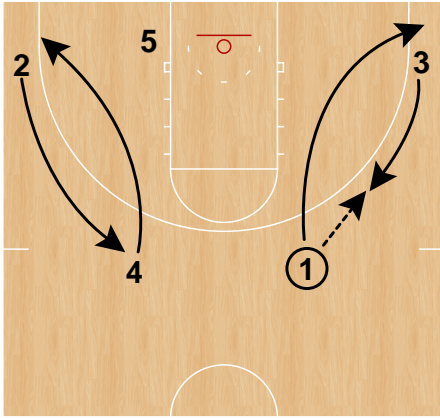
Another scenario the second exception can occur is when the driver headed towards a double side throws to the teammate filling behind (4 shown)

Now the receiver (4) can drive baseline if they chose, or swing it back to 3 who spaces to the wing.

All other players react to penetration via their rules.

The Ultimate Guide To Dribble Drive Offense

Terminology
Frame 1

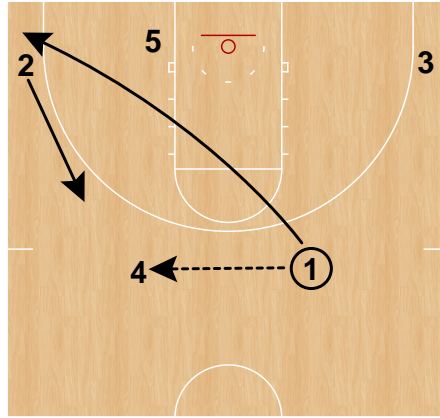


"Loop" Start

"Loop" is an action where the ball handler on the rail passes to the player below them and cuts.

The opposite two guards will exchange as well

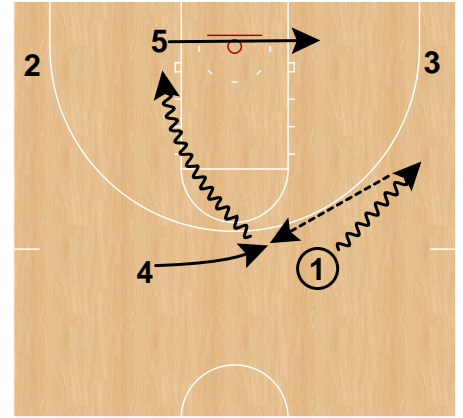
Terminology
Frame 2



"Toss" Start

"Toss" is an action where the ball handler throw it to the player on the opposite rail to start offense.

Terminology
Frame 3

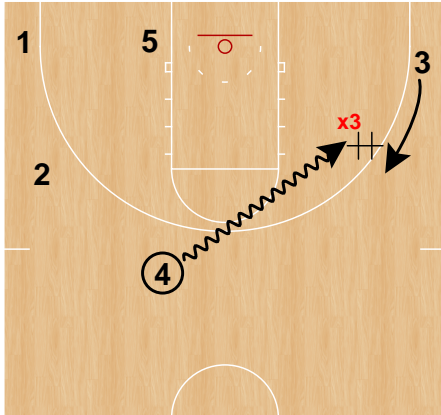


"Snap" Start

"Snap" is an action where the ball handler dribbles to the wing and throws it to the 4 filling behind. Now the 4 can drive it down the lane line, reversing the flow of the offense.

The Ultimate Guide To Dribble Drive Offense

DOT Action
Frame 1



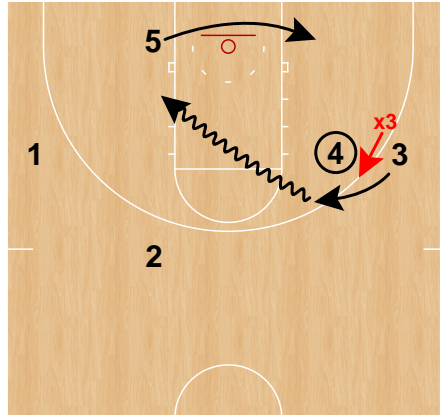
"DOT" = Dribble. On. Top.

This is an action we want to use when we lose our advantage on the drive early.

3 reads 4s shoulders on the drive and because they are facing her, she lifts up out of the corner.

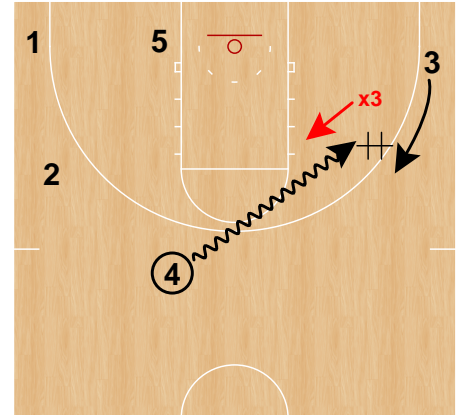
4 is now slowing her dribble down and trying to dribble right on top of x3.

DOT Action
Frame 2



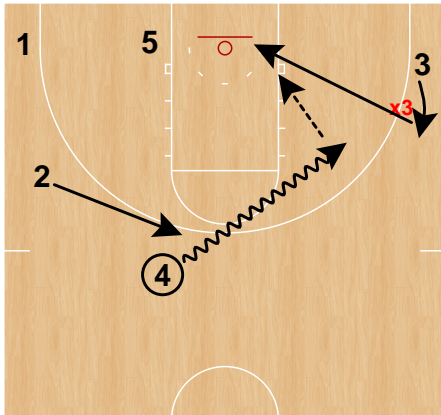
If x3 chases 3, 3 will take the ball from 4 and turn the corner to drive.

DOT Action
Frame 3



If x3 goes under 4, 3 will stop and shoot behind 4. 4 is screening x3 with her rear end, and handing the ball to 3 for a shot.

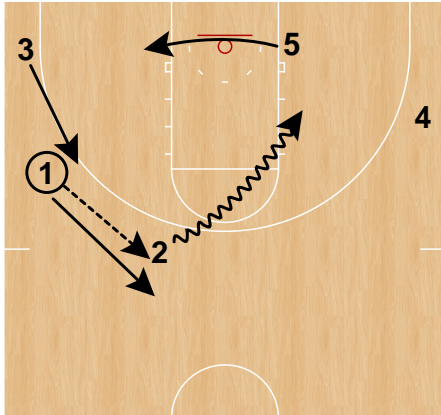
DOT Action
Frame 4



If x3 is aggressive and tries to beat 3 over the DOT, 3 will go back door. If she does not receive the ball, she goes all the way through to the other corner.

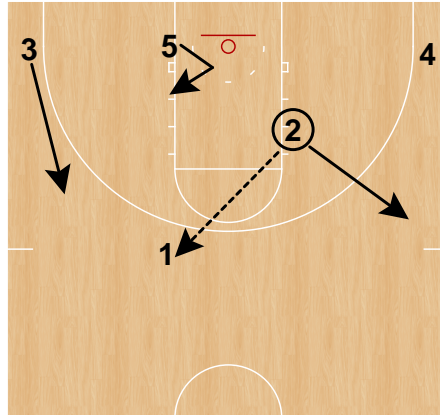
The Ultimate Guide To Dribble Drive Offense

Throw Back Post Up
Frame 1



If you have a strong 5 that you want to post up, you can make it an automatic rule that when you pass to the fill, you look to throw it in.

Throw Back Post Up
Frame 2

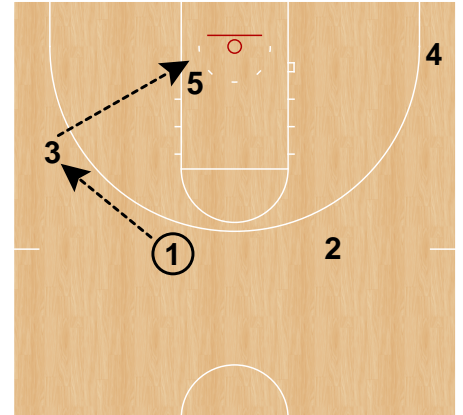


2 will space to her side per out pass + cut rules.

5 will duck in on the airtime of the pass from 2 to 1.

3 should be on the wing because she reacted to 2s drive.

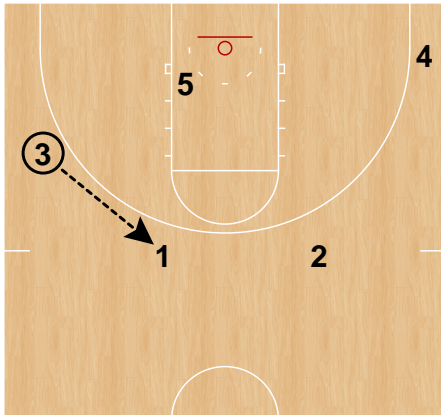
Throw Back Post Up
Frame 3



It is rare that 1 will have an angle to throw it in, so using 2 to help make the post feed will be essential.

From here 2, can drive baseline as well if she desires.

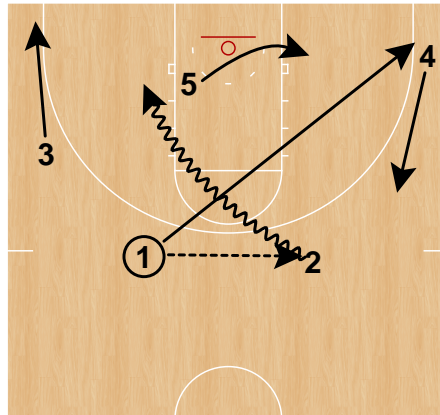
Throw Back Post Up
Frame 4



If 3 doesn't throw it in or drive, she will throw back to 1 and stay per the pass and cut rules.

1 has a single gap on her right and left also, so she should be thinking pass as well.

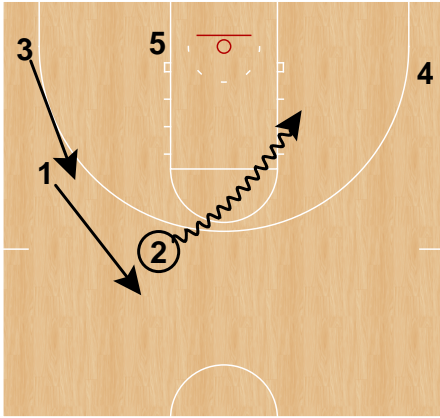
Throw Back Post Up
Frame 5



Once 1 passes and cuts, we are right back into our motion

The Ultimate Guide To Dribble Drive Offense

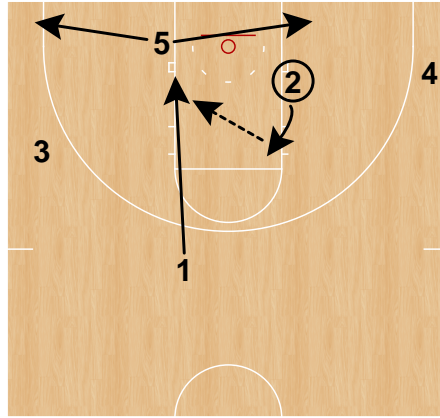
Second Cuts
Frame 1



A second cut can be a great way to attack if the driver (2) loses her advantage late.

The basic rule of thumb for the second cutter is for it to be the player filling to the top of the key, and she should not cut until eye contact from the driver.

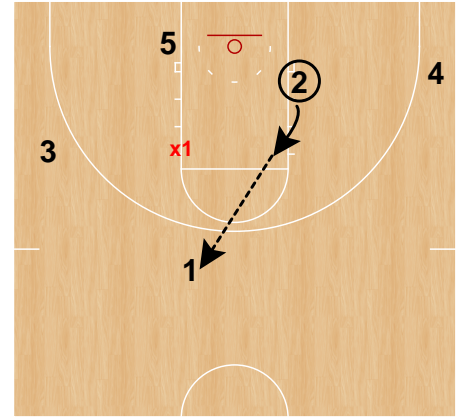
Second Cuts
Frame 2



As 2 pivots and turns back to see the fill player, the fill player (1) can cut to the rim and look for a pass from 2.

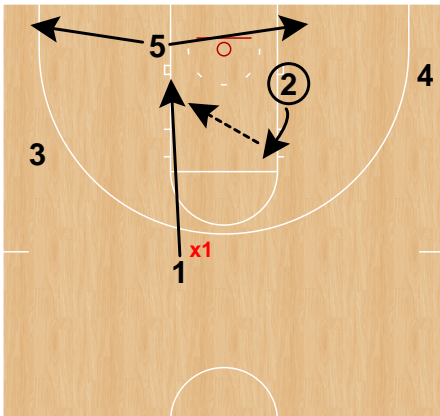
5 must get out of the way in order to create space. She can do this by drifting to the corner or diving under the rim (best bet).

Second Cuts
Frame 3



It is vital that the fill player only cut if they are pressured by their defender. If their defender sunk to help on the drive, stay spaced and be ready to shoot.

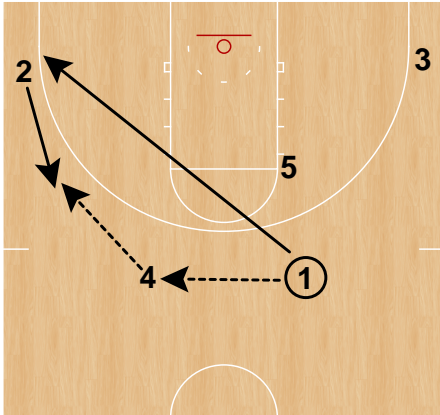
Second Cuts
Frame 4



If the fill player is being hugged by their defender, then a cut is a great option. The cutter must wait until 2 has vision on her.

The Ultimate Guide To Dribble Drive Offense

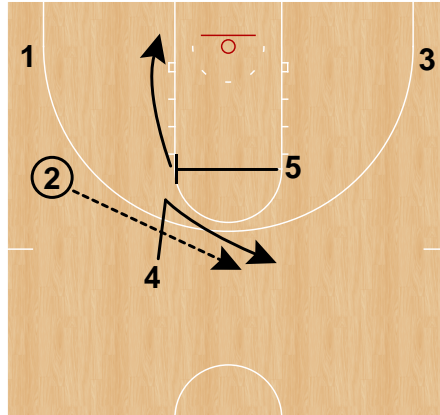
Create Actions: Chin
Frame 1



After a made shot, if the PG (1) hits the 4, you will be in chin.

1 cuts to the left corner after her pass, and 2 lifts to the wing to catch the full reversal from 4.

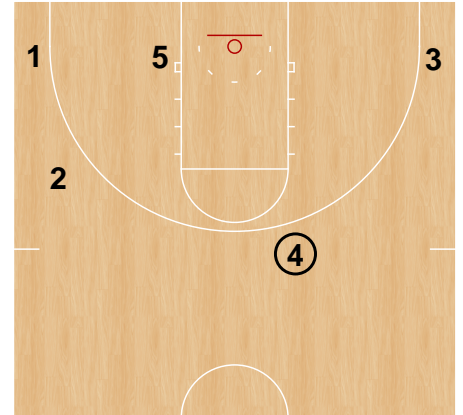
Create Actions: Chin
Frame 2



4 will then set up and use the flare screen from 5. If 4 is open, get her the ball for a shot or drive opportunity. 5 can slip as well if there is a switch,

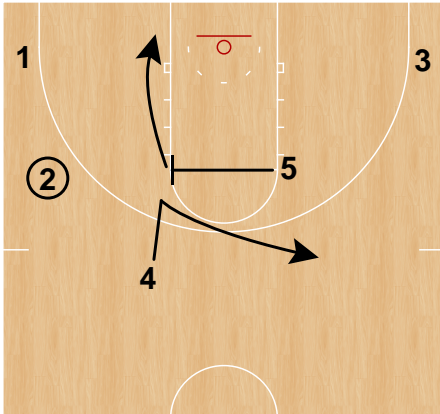
Regardless, 5 get to the block after screening.

Create Actions: Chin
Frame 3



Should the ball be passed to 4, she now has a shot or chance for a single side drive and we are in dribble drive.

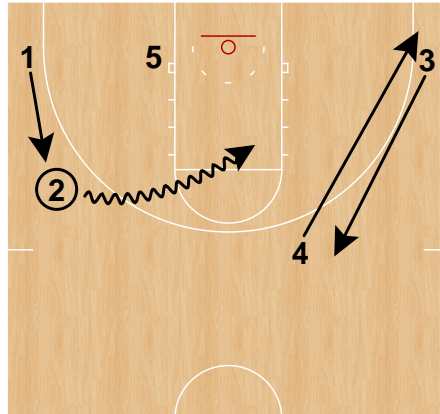
Create Actions: Chin
Frame 4



If 4 or 5 is not open, do not throw the ball.

4 will finish their cut and 5 will get to the block.

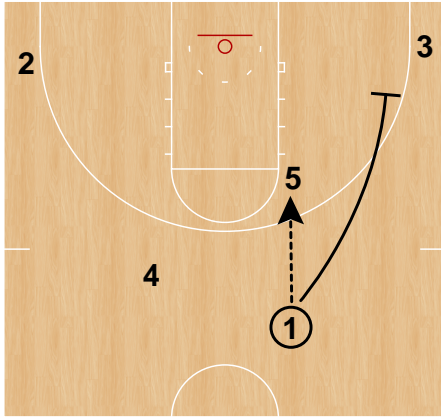
Create Actions: Chin
Frame 5



4 can hold her space or exchange with 3. 2 has a double side drive and we are right back into offense.

The Ultimate Guide To Dribble Drive Offense

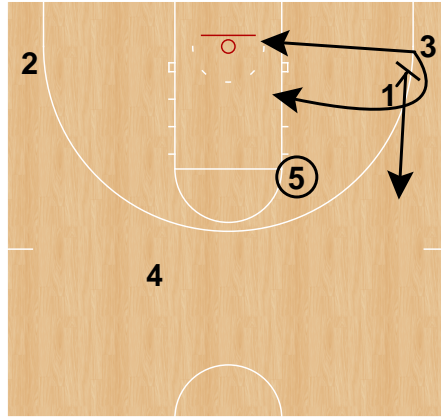
Create Actions: Over
Frame 1



Over is initiated when the ball is passed to the 5 at the elbow. Off this pass, 1 can cut over the 5 or away from the 5. If she cuts over the 5, we are in "over".

The passer will always be the screener in these actions.

Create Actions: Over
Frame 2

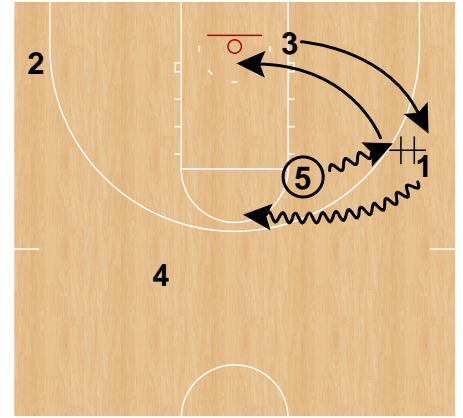


5 will turn to observe the screening action between 1 and 3. 3 will look to back cut if they are pressured by their defender, or curl to the rim if they are chased.

If 3 goes to the rim off either cut, 1 pops back to the wing.

5 hit 3 if she is open.

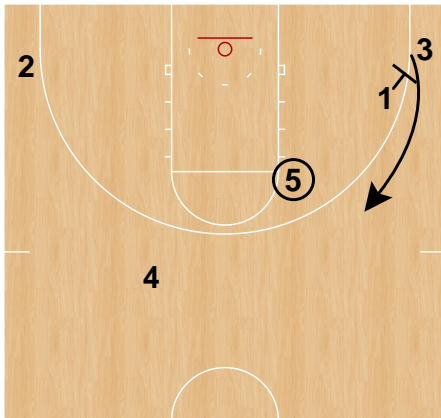
Create Actions: Over
Frame 3



If 3 is not open, 5 and 1 will either DHO or ball screen and roll.

3 will work back to the wing as 1 dribbles off the DHO or ball screen.

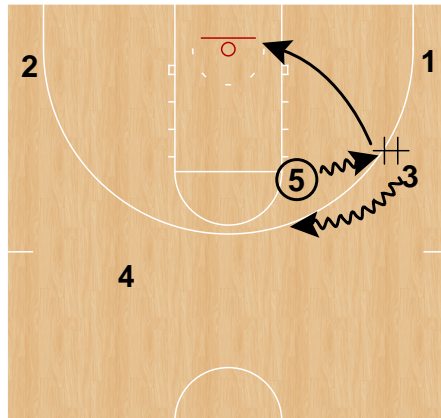
Create Actions: Over
Frame 4



Additionally, as 1 screens for 3, if x3 goes under, 3 can pop to the wing.

When this cut happens, 1 pops to the corner.

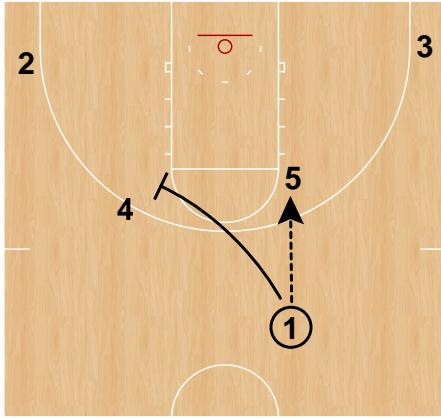
Create Actions: Over
Frame 5



Now 3 is the attacked in the DHO or ball screen, and 1 is the fill behind.

The Ultimate Guide To Dribble Drive Offense

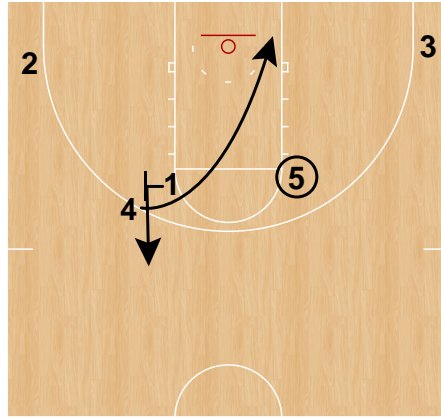
Create Actions: Away
Frame 1



Away is initiated when the ball is passed to the 5 at the elbow. Off this pass, 1 can cut over the 5 or away from the 5. If she cuts away from the 5, we are in "away".

The passer will always be the screener in these actions.

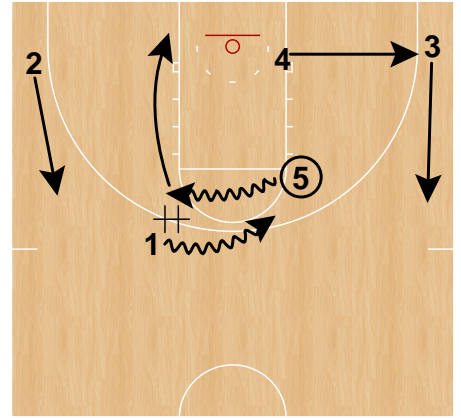
Create Actions: Away
Frame 2



In away, we always want 4 to cut to the rim and 1 to pop back. 4 can do this by a back cut or a curl.

5 look for 4 and hit her if she is open on the cut.

Create Actions: Away
Frame 3



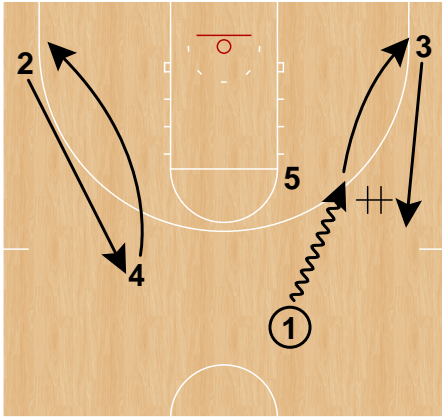
If 4 does not receive the pass on her cut, she keeps going to the corner. 3 will lift to the wing.

At the same time, 5 will either dribble handoff or ball screen with 1. Either way, 1 attacks and 5 rolls.

This action puts us right back in offense.

The Ultimate Guide To Dribble Drive Offense

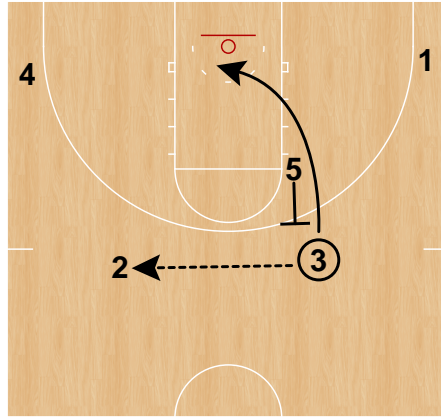
Create Actions: "Back"
Frame 1



Back is initiated when 1 passes or DHO with the 3 after a made shot by the opponent.

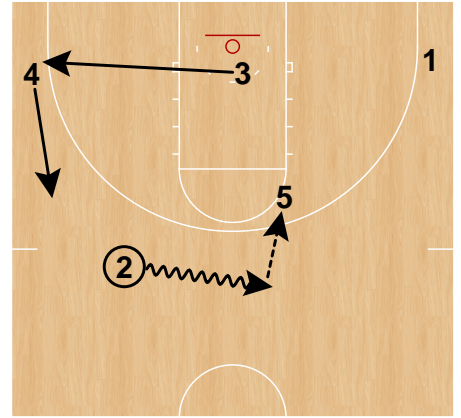
4 and 2 will exchange at the same time as 1 and 3.

Create Actions: "Back"
Frame 2



3 will throw to 2 and receive a back screen from 5. 2 will hit 3 on the back screen if she is open.

Create Actions: "Back"
Frame 3



If 3 does not receive the pass, she will keep cutting to the corner and 4 will lift up to the wing. From here, 2 will hit 5 and run either "over" or "away".