OFFENSIVE PLAYBOOK

Learn how Brad Underwood brought analytics into his offensive and defensive scheme this season

CHRIS FILIOS

Illinois Playbook

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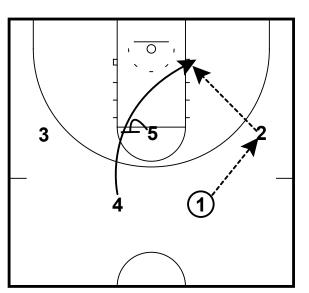
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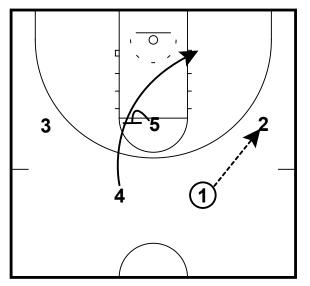
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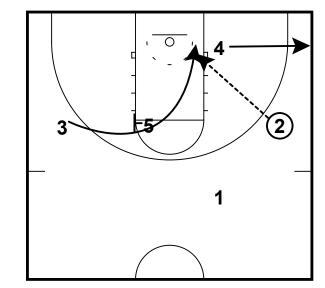
Spread First Cutter Half Court Man Offense- Sets

Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

Spread Second Cutter Half Court Man Offense- Sets Spread Second Cutter Half Court Man Offense- Sets

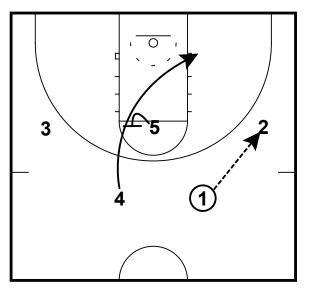


Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

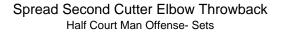


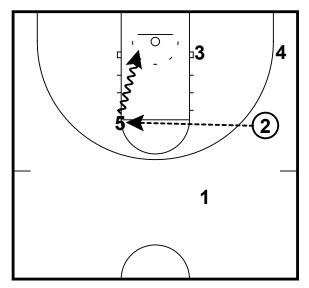
4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block.

Spread Second Cutter Elbow Throwback Half Court Man Offense- Sets

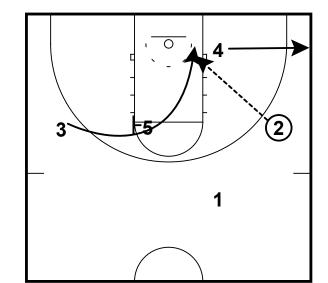


Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.





2 passes to 5 whose man is helping on 3's cut. 5 shoots or drives to rim.

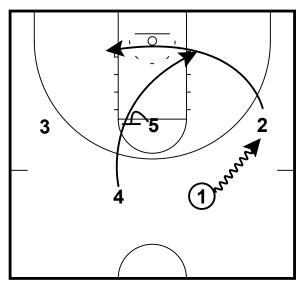


Spread Second Cutter Elbow Throwback Half Court Man Offense- Sets

4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block.

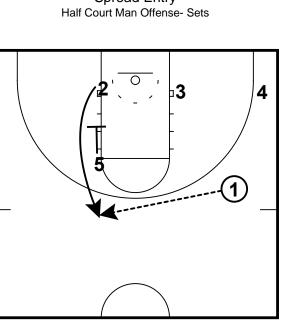
Spread Entry Half Court Man Offense- Sets



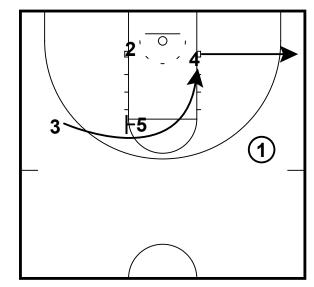


Spread set. 1-4 are interchangeable pieces. 1 dribble enters to wing. 2 cuts to opposite block. 5 back screens for 4 to ball side block.

Spread Entry

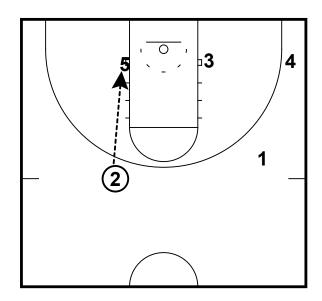


5 pins down for 2.



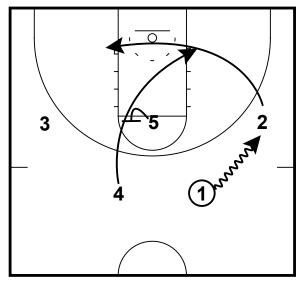
4 pops to corner. 5 sets shuffle screen for 3. 3 cuts to ball side block.

Spread Entry Half Court Man Offense- Sets



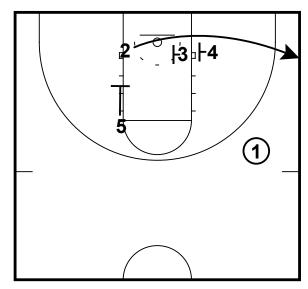
Spread Entry Misdirection 3 Half Court Man Offense- Sets



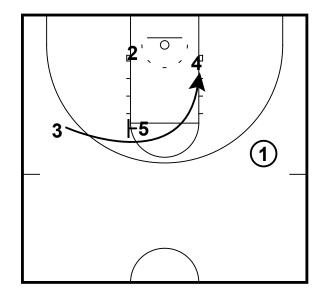


Spread set. 1-4 are interchangeable pieces. 1 dribble enters to wing. 2 cuts to opposite block. 5 back screens for 4 to ball side block.



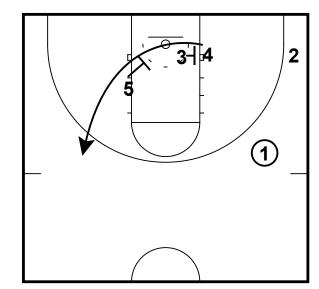


3 and 4 set stagger for 2.

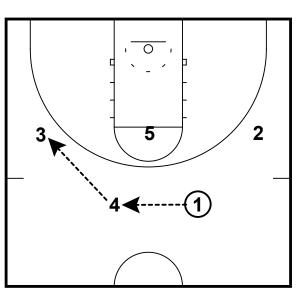


5 sets shuffle screen for 3. 3 cuts to ball side block.

Spread Entry Misdirection 3 Half Court Man Offense- Sets

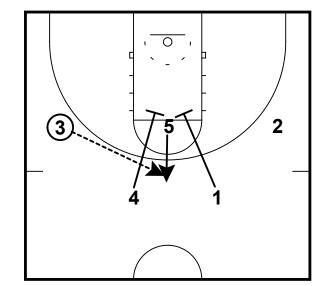


3 and 5 stagger screen for 4.



Spread 5 Elevator Half Court Man Offense- Sets

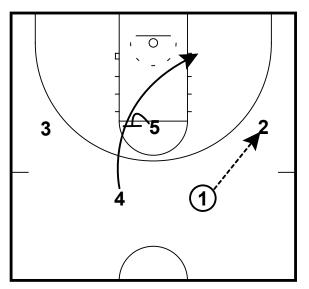
Spread 5 Elevator Half Court Man Offense- Sets



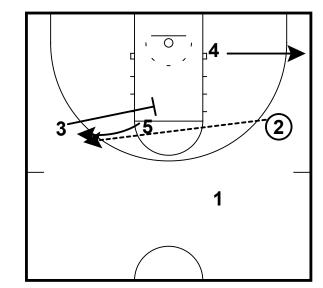
4 and 1 screen down. 5 pops back for shot.

Ball is reversed through 4 to 3.

Spread 5 Flare Half Court Man Offense- Sets Spread 5 Flare Half Court Man Offense- Sets



Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.



3 flares for 5.

Spread 5 Lob

Half Court Man Offense- Sets

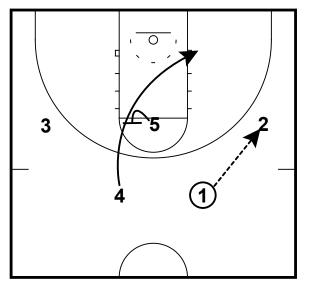
Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

4 fills out to corner. 3 sets back screen for 5. 5 curls back screen to rim for lob.

Spread 5 Lob Half Court Man Offense- Sets

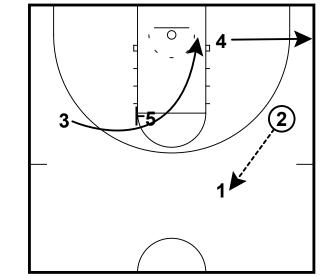
Spread Elbow Pick and Roll Half Court Man Offense- Sets



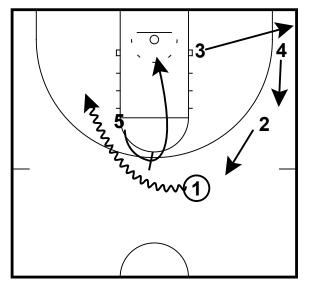


Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

Spread Elbow Pick and Roll Half Court Man Offense- Sets

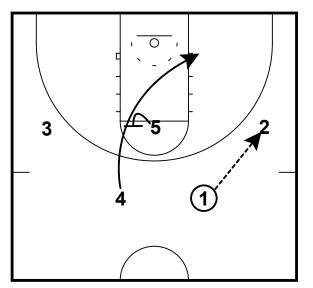


4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block. 2 passes to 1.

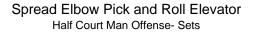


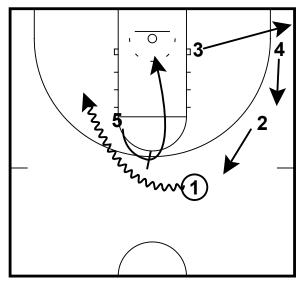
5 steps up and sets ball screen. 5 rolls to rim. 3 fills out to corner. 2 and 4 fills up.

Spread Elbow Pick and Roll Elevator Half Court Man Offense- Sets



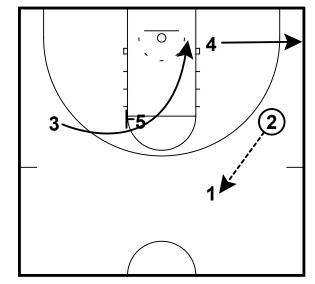
Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.





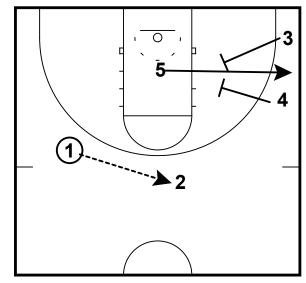
5 steps up and sets ball screen. 5 rolls to rim. 3 fills out to corner. 2 and 4 fills up.

Spread Elbow Pick and Roll Elevator Half Court Man Offense- Sets



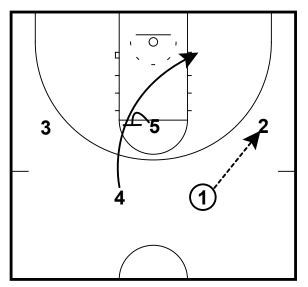
4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block. 2 passes to 1.

Spread Elbow Pick and Roll Elevator Half Court Man Offense- Sets



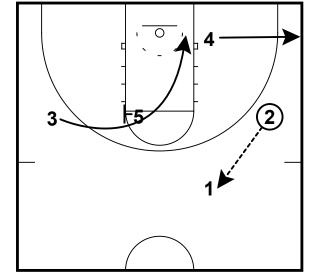
1 passes to 2. 3 and 4 set elevator screen for 5.

Spread Elbow Hand Off Half Court Man Offense- Sets Spread Elbow Hand Off Half Court Man Offense- Sets



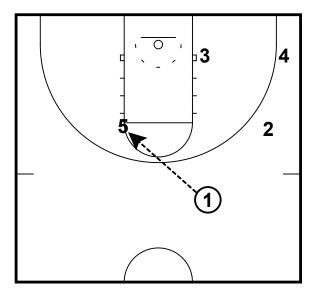
Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

Spread Elbow Hand Off Half Court Man Offense- Sets

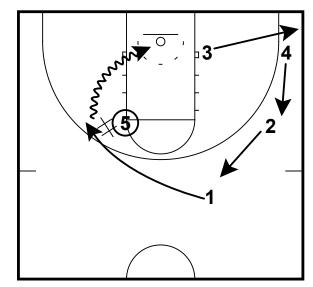


4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block. 2 passes to 1.

Spread Elbow Hand Off Half Court Man Offense- Sets

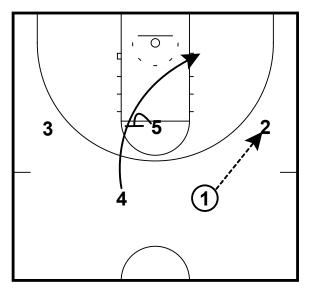


1 passes to 5.



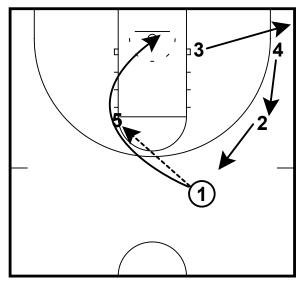
1 cuts off 5 for hand off. 3 fills out. 2 and 4 fill up.

Spread Elbow Hand Off Keep Half Court Man Offense- Sets Spread Elbow Hand Off Keep Half Court Man Offense- Sets

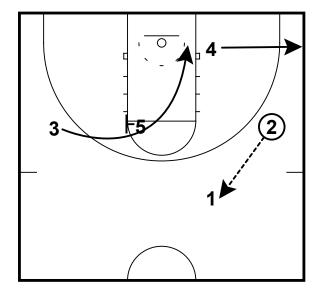


Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

Spread Elbow Hand Off Keep Half Court Man Offense- Sets

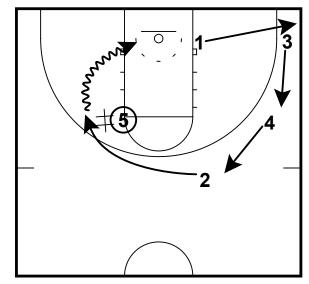


1 passes to 5. 1 cuts off 5. 5 fakes hand off. 3 fills out to corner. 2 and 4 fill up.



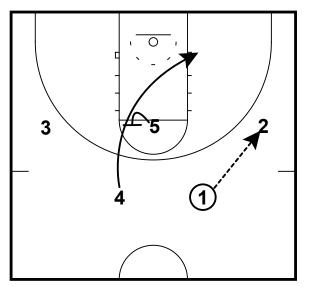
4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block. 2 passes to 1.

Spread Elbow Hand Off Keep Half Court Man Offense- Sets



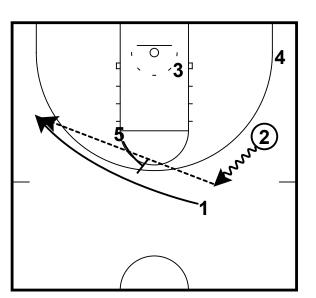
2 cuts off 5 for handoff. 1 fills out to corner. 4 and 3 fill up.

Spread Push Flare Half Court Man Offense- Sets Spread Push Flare Half Court Man Offense- Sets

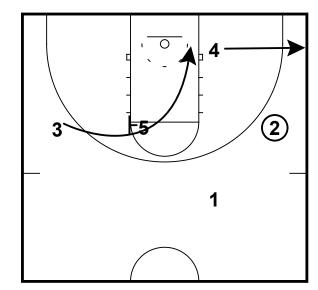


Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

Spread Push Flare Half Court Man Offense- Sets

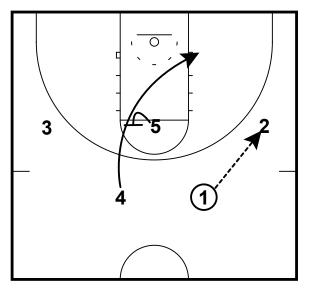


2 dribbles up. 5 sets flare screen for 1.



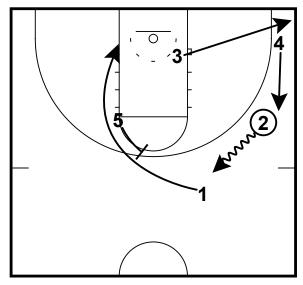
4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block.

Spread Push Flare Pick and Roll Half Court Man Offense- Sets



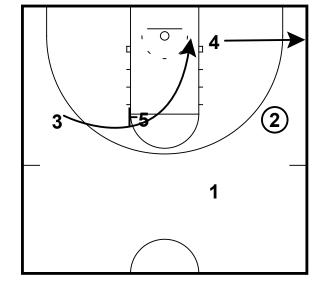
Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

Spread Push Flare Pick and Roll Half Court Man Offense- Sets



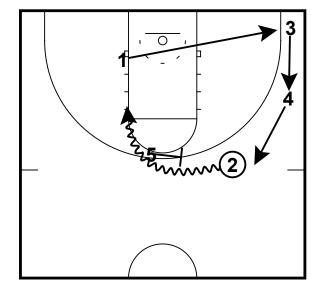
2 dribbles up. 5 sets back screen for 1. 3 fills out and 4 fills up.

Spread Push Flare Pick and Roll Half Court Man Offense- Sets



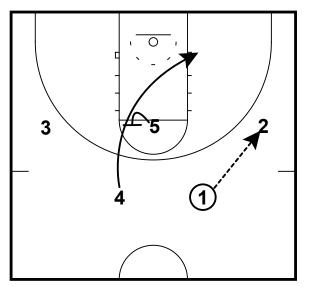
4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block.

Spread Push Flare Pick and Roll Half Court Man Offense- Sets



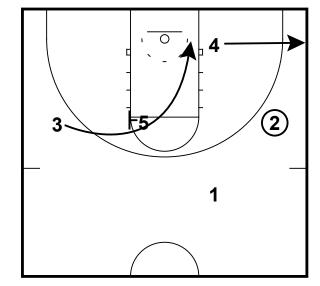
5 sets ball screen. 1 fills out to corner. 3 and 4 fill up.

Spread Guard Post Half Court Man Offense- Sets Spread Guard Post Half Court Man Offense- Sets



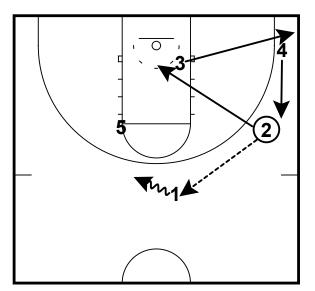
Spread set. 1-4 are interchangeable pieces. 1 passes to 2. 5 back screens for 4 to ball side block.

Spread Guard Post Half Court Man Offense- Sets

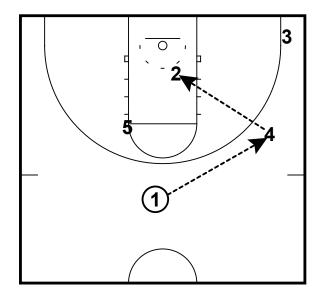


4 fills out to corner. 5 sets shuffle screen for 3. 3 curls screen to ball side block.

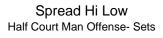
Spread Guard Post Half Court Man Offense- Sets

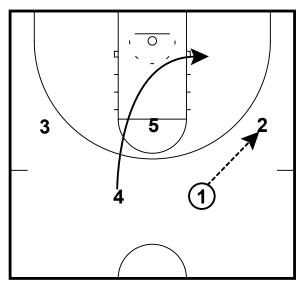


2 passes to 1. 2 cuts to head of rim. 4 fills up. 3 fills out to corner.



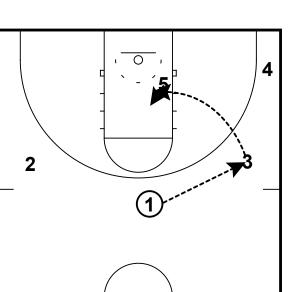
Spread Hi Low Half Court Man Offense- Sets



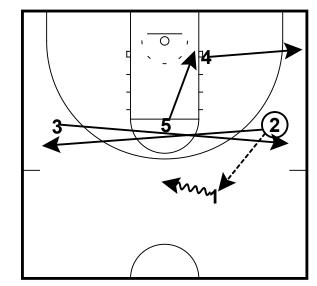


1 passes to 2. 4 cuts to block.

Spread Hi Low Half Court Man Offense- Sets

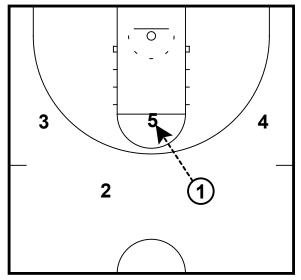


1 passes to 3. 5 post pins. 3 passes to 5.

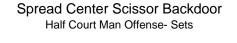


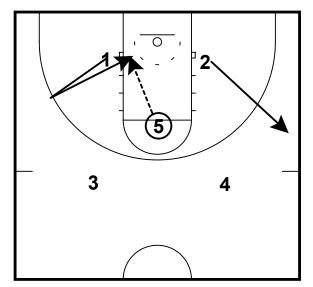
2 passes to 1. 2 and 3 cross. 4 pops to corner. 5 dives to block.

Spread Center Scissor Backdoor Half Court Man Offense- Sets Spread Center Scissor Backdoor Half Court Man Offense- Sets

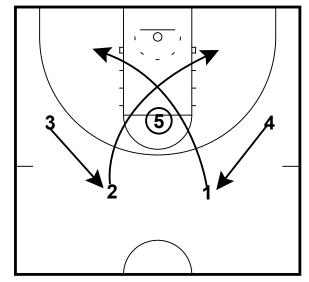


1 passes to 5.



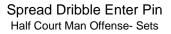


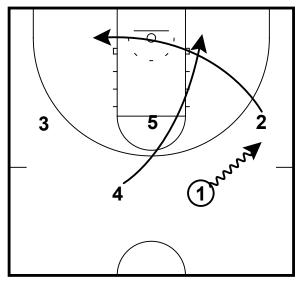
1 and 2 pop out. 1 goes back door on over play.



1 and 2 scissor cut off of 5. 3 and 4 lift up.

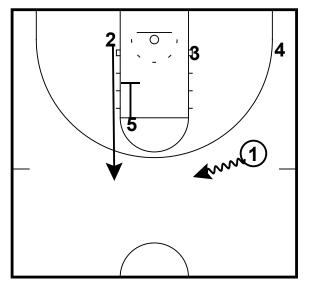
Spread Dribble Enter Pin Half Court Man Offense- Sets



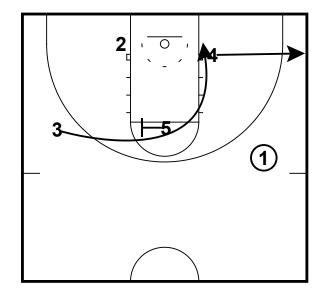


1 dribble enters. 2 cuts through to opposite block. 4 cuts off 5 to ball side block.

Spread Dribble Enter Pin Half Court Man Offense- Sets

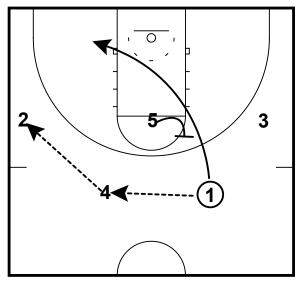


5 pins down for 2.



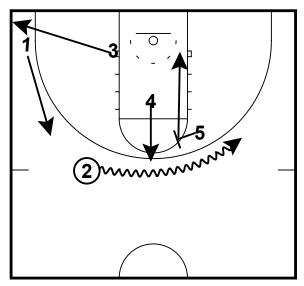
4 pops to corner. 3 curls off 5 to ball side block.

Spread High PNR Half Court Man Offense- Sets Spread High PNR Half Court Man Offense- Sets

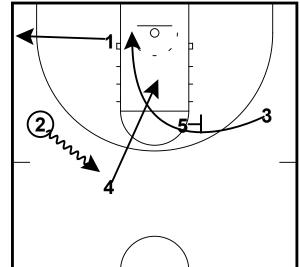


1 passes to 4. 4 passes to 2. 5 sets back screen for 1. 1 cuts to rim.

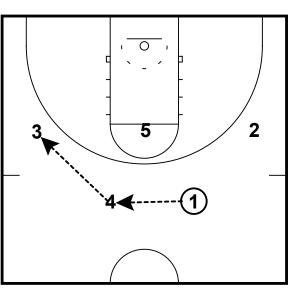
Spread High PNR Half Court Man Offense- Sets



5 sets high PNR for 2. 4 replaces up. 3 spaces to corner. 1 spaces up.



1 spaces to corner. 3 curl cuts off 5 to block. 4 dives to middle of paint.

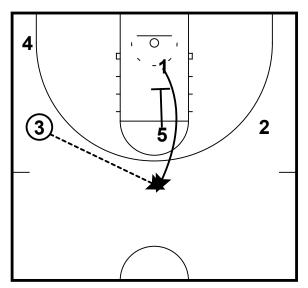


Spread Ricky Post

Half Court Man Offense- Sets

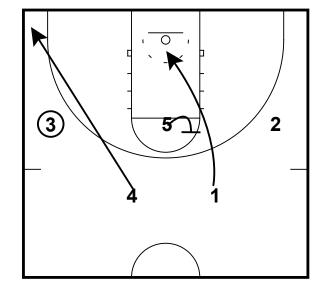
1 passes to 4. 4 passes to 3.

Spread Ricky Post Half Court Man Offense- Sets



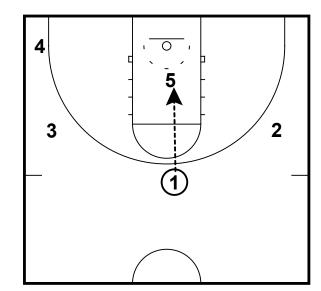
5 pins down for 1. 3 passes to 1.

Spread Ricky Post Half Court Man Offense- Sets



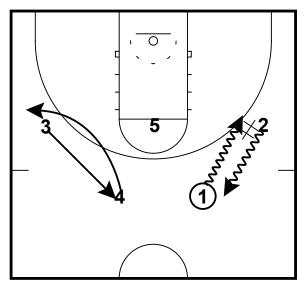
4 cuts corner. 5 back screens for 1.1 cuts to rim.

Spread Ricky Post Half Court Man Offense- Sets



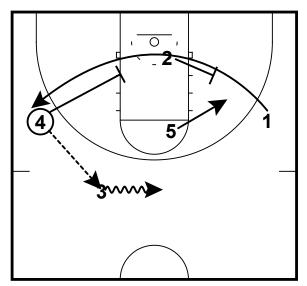
1 shoots or passes to 5 on hi-lo.

Spread Single-Double Half Court Man Offense- Sets Spread Single-Double Half Court Man Offense- Sets

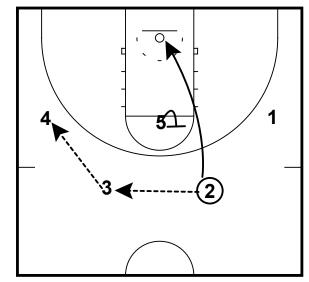


1 DHO 2. 3 and 4 exchange.

Spread Single-Double Half Court Man Offense- Sets

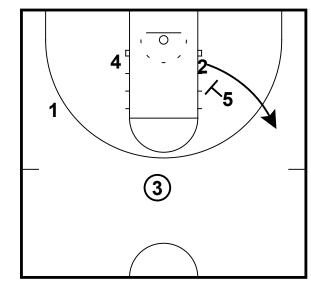


4 passes to 3. 2 and 4 stagger for 1.



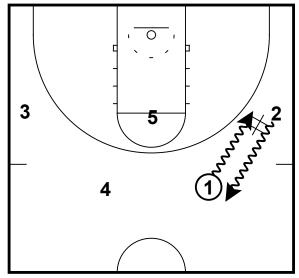
2 passes to 3. 3 passes to 4. 5 back screens for 2.

Spread Single-Double Half Court Man Offense- Sets



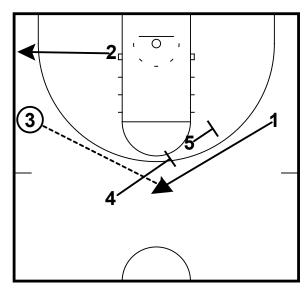
5 pins for 2.

Spread Stagger Step-Up PNR Half Court Man Offense- Sets Spread Stagger Step-Up PNR Half Court Man Offense- Sets

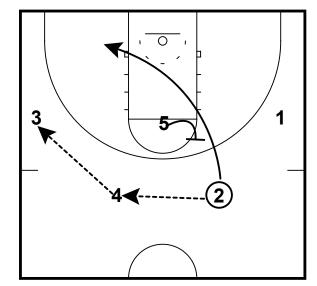


1 DHO 2.

Spread Stagger Step-Up PNR Half Court Man Offense- Sets

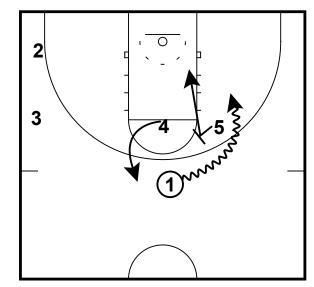


4 and 5 stagger away for 1. 3 passes to 1.



2 passes to 4. 4 passes to 3. 5 sets back screen for 2. 2 cuts to basket.

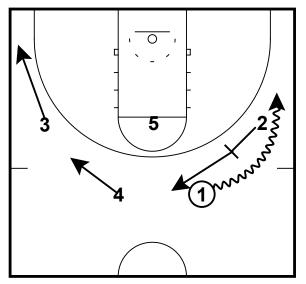
Spread Stagger Step-Up PNR Half Court Man Offense- Sets



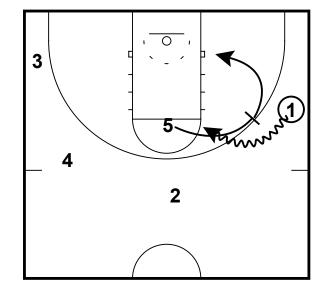
5 sets step up PNR. 4 replaces behind the screen.

Spread Step-Up Wing PNR Half Court Man Offense- Sets

Spread Step-Up Wing PNR Half Court Man Offense- Sets

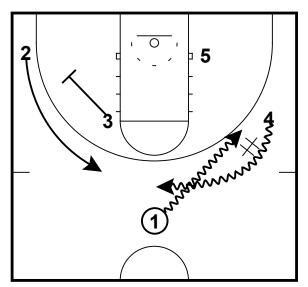


2 sets step-up screen for 1. 3 and 4 space away on weak side.



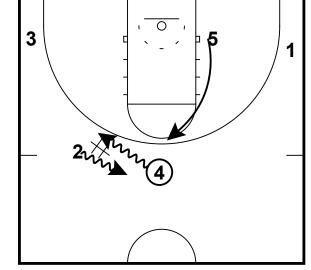
⁵ sets wing PNR for 1.

Weave Pistol Half Court Man Offense- Sets Weave Pistol Half Court Man Offense- Sets

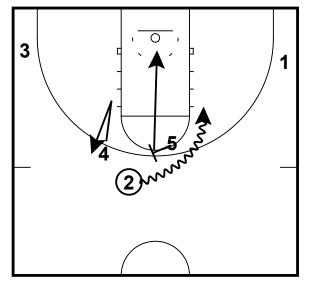


1 DHO 4. 3 pins for 2.

Weave Pistol Half Court Man Offense- Sets

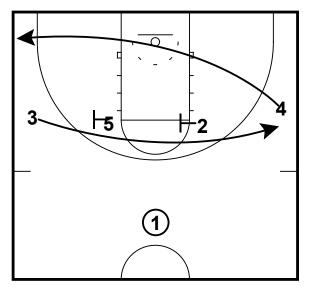


4 DHO 2. 5 lifts.



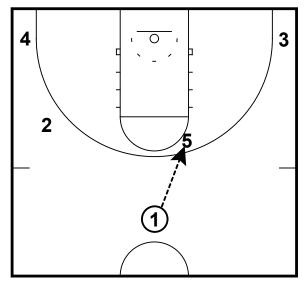
5 sets high PNR for 2. 4 replaces.

Iverson Elbow Pistol Half Court Man Offense- Sets

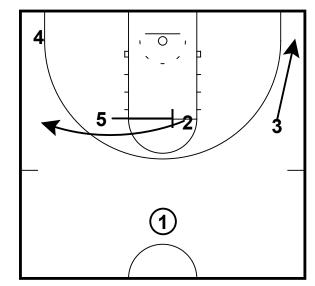


3 lverson cuts over top of 2 and 5. 4 cuts underneath to opposite corner.

Iverson Elbow Pistol Half Court Man Offense- Sets



1 passes to 5.

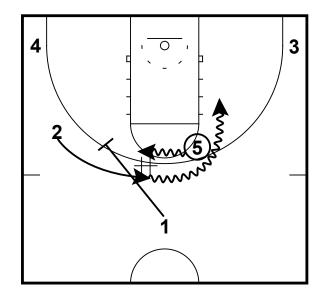


Iverson Elbow Pistol

Half Court Man Offense- Sets

5 screens 2 out. 3 spaces to corner.

Iverson Elbow Pistol Half Court Man Offense- Sets



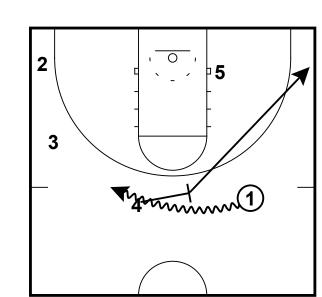
1 pins for 2. 5 DHO 2.

Pistol

Half Court Man Offense- Sets

1 dribble enters. 2 cuts through.

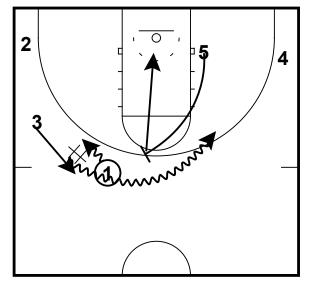
Pistol Half Court Man Offense- Sets



Pistol

Half Court Man Offense- Sets

4 sets BS for 1 and pops to corner.

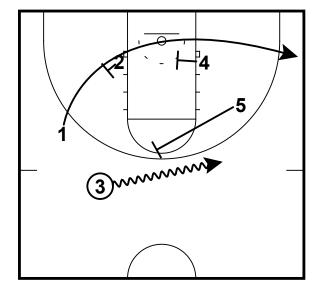


1 DHO 3. 5 sprints and sets high PNR for 3.

BS Stagger Half Court Man Offense- Sets

1 dribble enters to wing. 1 DHO 3. 4 and 5 staggers for 2. 2 curls the stagger.

BS Stagger Half Court Man Offense- Sets



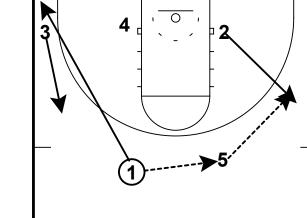
5 sets high pick for 3. 2 and 4 stagger for 1.

Ghost Wing PNR

Half Court Man Offense- Sets

5 sprints up and ghost screens for 1.

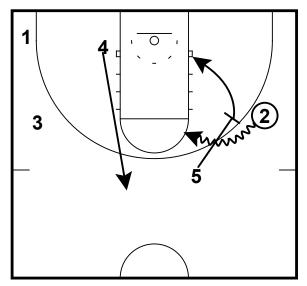
Ghost Wing PNR Half Court Man Offense- Sets



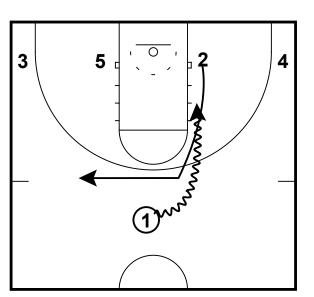
Ghost Wing PNR

Half Court Man Offense- Sets

1 passes to 5 and cuts to weak side corner. 2 pops out. 5 passes to 2.



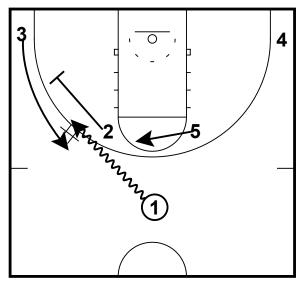
5 sets wing PNR for 2. 4 lifts up.



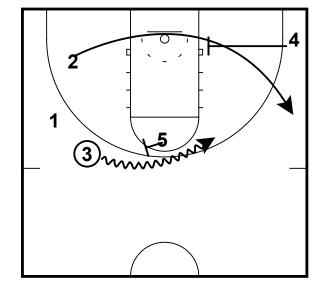
Ghost BS Iso Drive Half Court Man Offense- Sets

2 sprints up and ghost screens for 1. 1 drives open lane.

Dribble Chase Pistol Pin Half Court Man Offense- Sets Dribble Chase Pistol Pin Half Court Man Offense- Sets

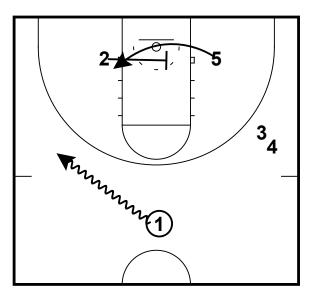


2 pins for 3. 1 dribbles at pin. 1 DHO 3.

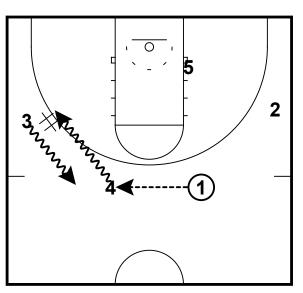


5 sets PNR for 3. 2 sprints off 4 pin in.

Cross Screen Half Court Man Offense- Sets



1 dribble enters. 2 cross screens for 5.

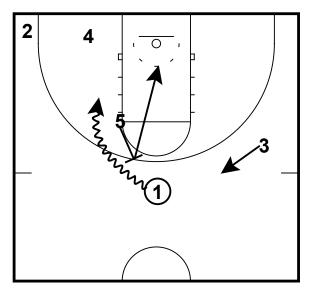


Distort High PNR

Half Court Man Offense- Sets

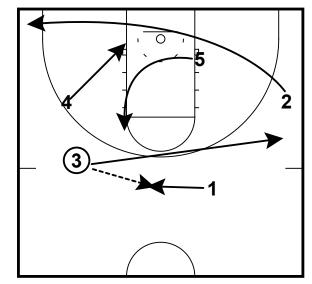
1 passes to 4. 4 DHO 3.

Distort High PNR Half Court Man Offense- Sets

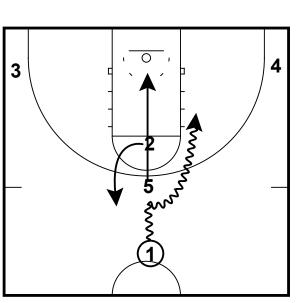


5 sets high PNR for 1. 3 fills behind.

Distort High PNR Half Court Man Offense- Sets



1 follows pass. 3 passes back to 1. 2, 3, 4 and 5 all cut to distort defense.



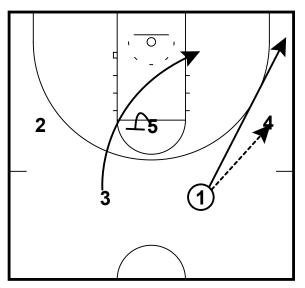
Stack Drive Half Court Man Offense- Sets

1 drives off stack. 5 dives and 2 replaces up opposite of the drive.

Chin Slice Half Court Man Offense- Sets

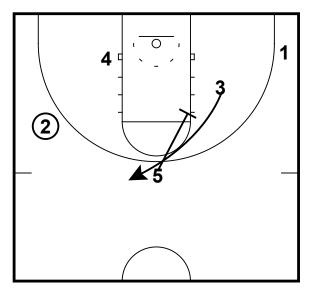


Chin Slice

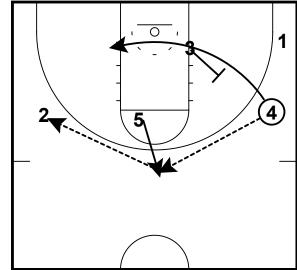


1 passes to 4 and cuts to ball side corner. 5 back screens for 3. 3 cuts to ball side block.

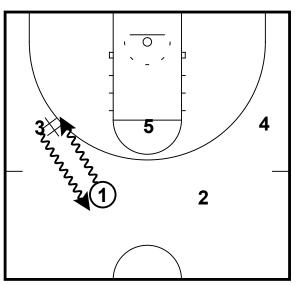
Chin Slice Half Court Man Offense- Sets



5 pins down for 3.



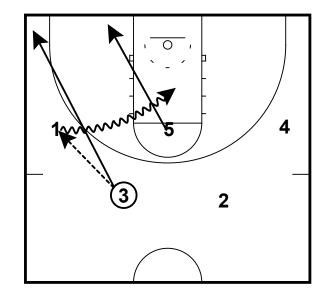
4 passes to 5. 5 passes to 2. 3 sets shuffle screen for 4.



Double Blur Drive

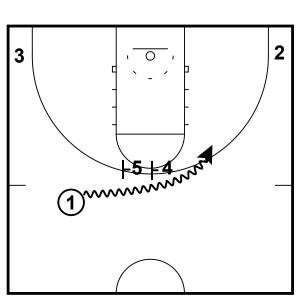
Half Court Man Offense- Sets

Double Blur Drive Half Court Man Offense- Sets



3 passes to 1. 3 and 5 blur cut. 1 drives off of blur cuts.

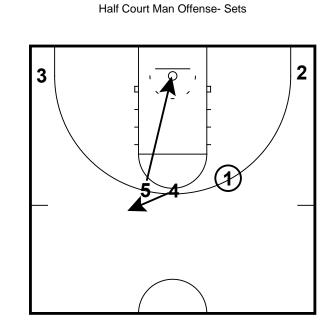
1 DHO 3.



Double BS

Half Court Man Offense- Sets

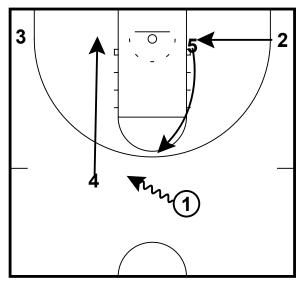
4 and 5 set double ball screen for 1.



Double BS

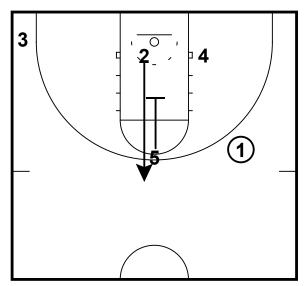
5 rolls and 4 pops.

Dribble Enter T Action Half Court Man Offense- Sets



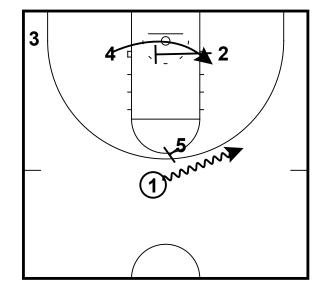
1 dribble enters. 4 back cuts. 5 lifts up. 2 cuts in to block.

Dribble Enter T Action Half Court Man Offense- Sets

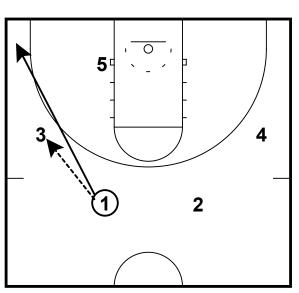


5 pins down for 2.

Dribble Enter T Action Half Court Man Offense- Sets



5 sets high BS. 2 cross screens for 4.

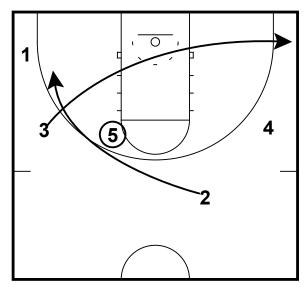


Elbow Pistol

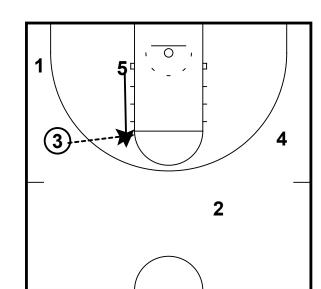
Half Court Man Offense- Sets

1 passes to 3 and cuts ball side corner.

Elbow Pistol Half Court Man Offense- Sets



3 back cuts. 2 cuts off 5.

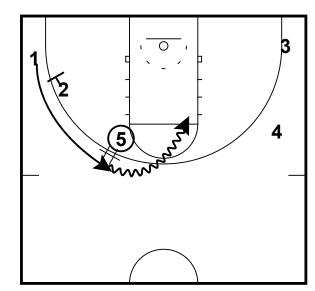


Elbow Pistol

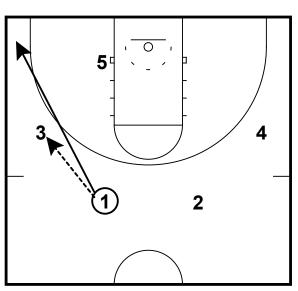
Half Court Man Offense- Sets

5 flashes to elbow. 3 passes to 5.

Elbow Pistol Half Court Man Offense- Sets



2 pins for 1. 5 DHO 2.

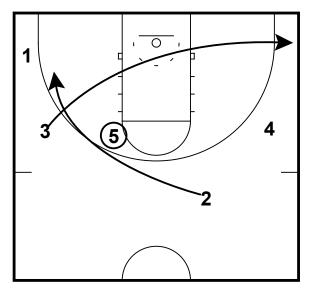


Elbow Pistol Curl

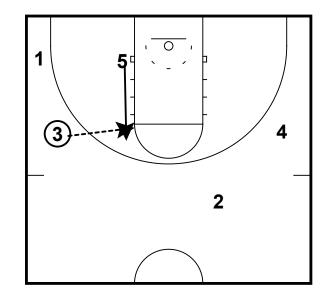
Half Court Man Offense- Sets

1 passes to 3 and cuts ball side corner.

Elbow Pistol Curl Half Court Man Offense- Sets



3 back cuts. 2 cuts off 5.

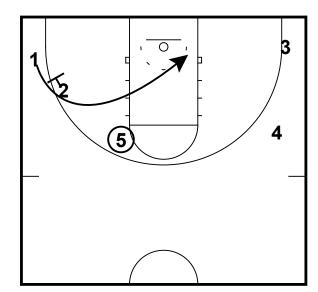


Elbow Pistol Curl

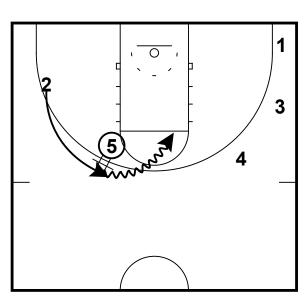
Half Court Man Offense- Sets

5 flashes to elbow. 3 passes to 5.

Elbow Pistol Curl Half Court Man Offense- Sets



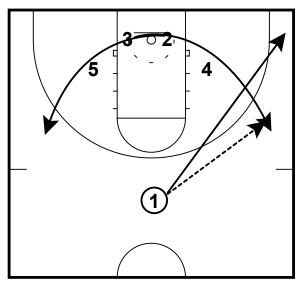
2 pins down for 1.1 curl cuts the screen.



Elbow Pistol Curl Half Court Man Offense- Sets

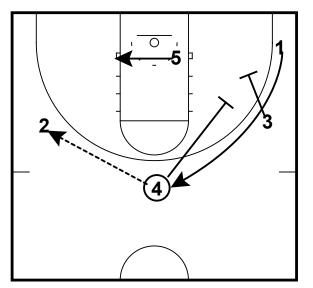
5 DHO 2.

Hi-Lo Stagger Half Court Man Offense- Sets



4 and 5 set floppy action. 1 passes to 3 and cust to ballside corner.

Hi-Lo Stagger Half Court Man Offense- Sets



4 looks hi-lo and then swings to ball to 2. 5 goes block to block. 3 and 4 stagger for 1.

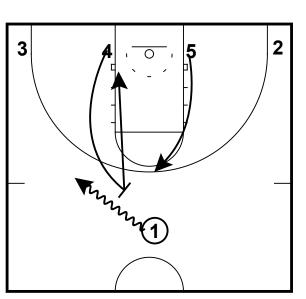
Half Court Man Offense- Sets

3

Hi-Lo Stagger

4 cross screens for 5. 4 flashes high. 3 passes to 4.

2

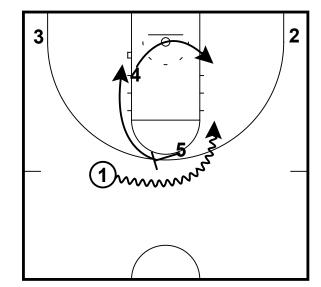


High Mix BS

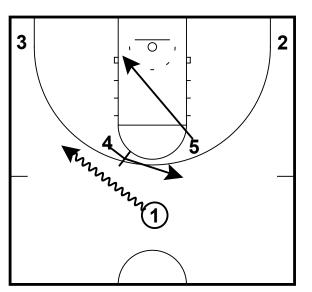
Half Court Man Offense- Sets

4 sprints high and sets PNR for 1.5 sprints up behind.

High Mix BS Half Court Man Offense- Sets

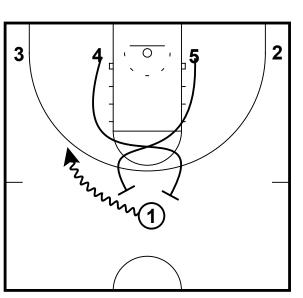


5 sets high PNR for 1. 4 loops to ball side block.



Horns Dive Opposite Half Court Man Offense- Sets

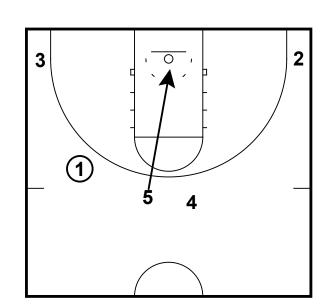
4 and 5 set Horns PNR for 1. 1 comes off 4. 4 pops and 5 dives.



Horns Sprint

Half Court Man Offense- Sets

4 and 5 sprint high and set Horns PNR for 1.

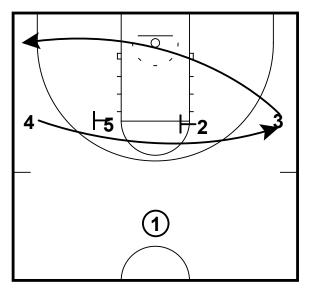


Horns Sprint

Half Court Man Offense- Sets

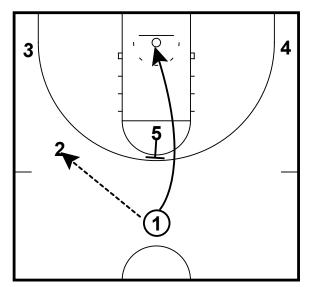
5 dives and 4 pops.

Iverson BS Pin In Half Court Man Offense- Sets



4 liverson cuts over top of 2 and 5. 3 cuts under to opposite corner.

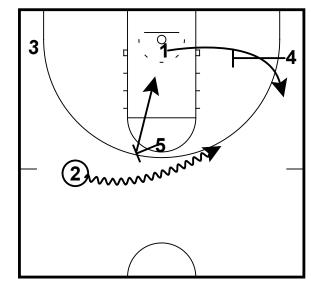
Iverson BS Pin In Half Court Man Offense- Sets



1 passes to 2. 5 back screens for 1.

5 screens out for 2. 4 slides to corner.

Iverson BS Pin In Half Court Man Offense- Sets

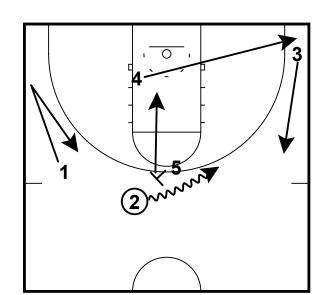


5 sets high PNR for 2. 4 pins in for 1.

Loop 5

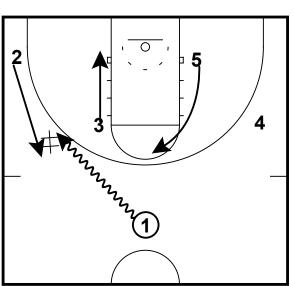
Half Court Man Offense- Sets

1 dribble enters. 4 and 5 staggers for 2. 2 zippers to top. 5 loops up with zipper cut. 1 passes to 2.



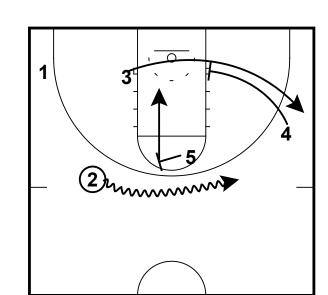
4 cuts to corner. 3 lifts. 5 sets high PNR for 2.

Loop 5 Half Court Man Offense- Sets



Half Court Man Offense- Sets

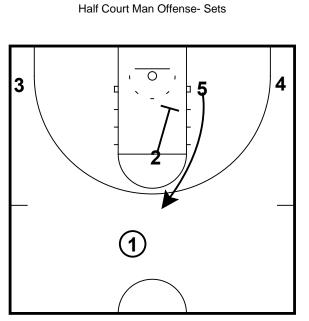
Pistol Pin



Pistol Pin Half Court Man Offense- Sets

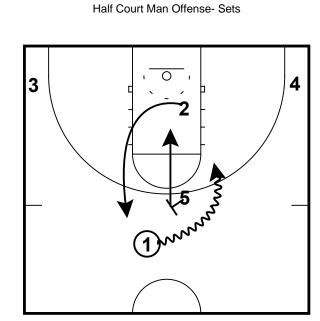
5 sets high PNR for 2. 4 pins in for 3.

1 DHO 2. 3 slides down. 5 lifts.



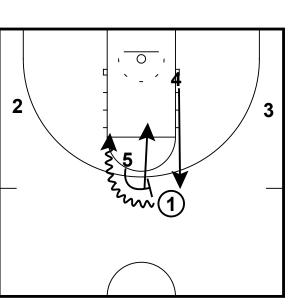
Ram RR

2 ram screens for 5. 5 sprints high.



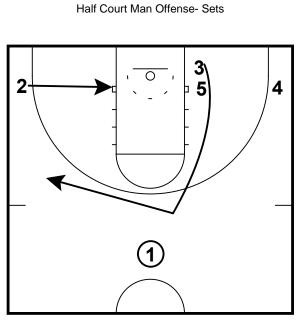
Ram RR

5 sets high PNR. 2 replaces.



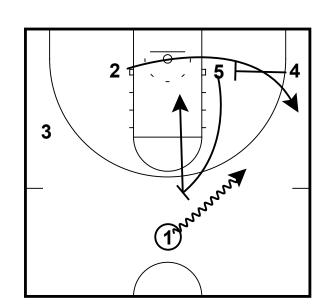
Roll & Replace Half Court Man Offense- Sets

5 sets high pick and roll. 4 replaces up the lane to top.



Stack Slide Pin

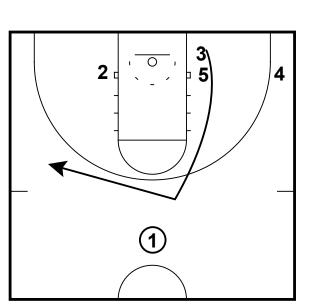
3 sprints up and sets slide screen for 1.



Stack Slide Pin

Half Court Man Offense- Sets

5 sprints behind 3 and sets high PNR. 4 pins in for 2.



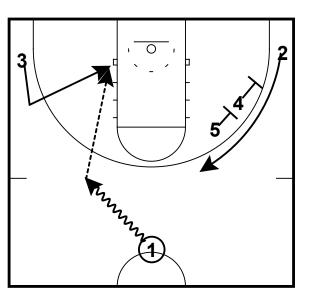
Stack Slide RR

Half Court Man Offense- Sets

3 sprints up and sets slide screen for 1.

5 sprints behind 3 and sets high roll-replace for 1. 2 replaces.

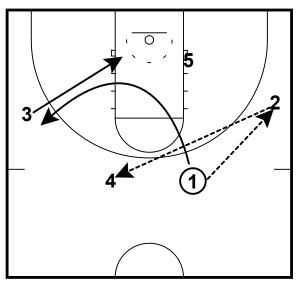
Stack Slide RR Half Court Man Offense- Sets



Stagger Backdoor Half Court Man Offense- Sets

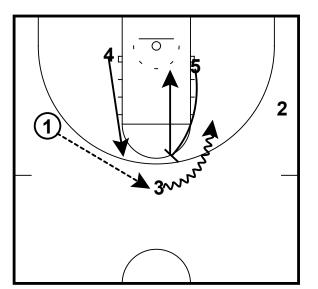
1 dribble enters. 3 lifts and back cuts on overplay. 1 passes to 3 for layup. 4 and 5 stagger away for 2.

Thru Slice RR Half Court Man Offense- Sets Thru Slice RR Half Court Man Offense- Sets

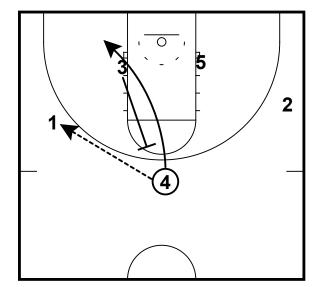


1 passes to 2 and cuts through. 3 cuts to block. 2 passes to 4.

Thru Slice RR Half Court Man Offense- Sets

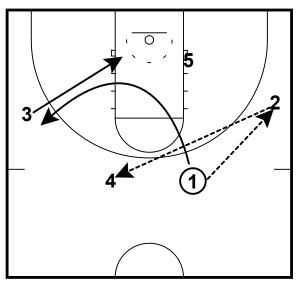


1 passes to 3. 5 sets roll replace for 3.



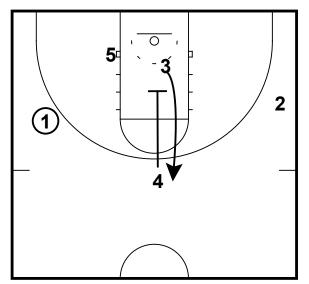
4 passes to 1. 3 slice screens for 4.

Thru T Action Half Court Man Offense- Sets Thru T Action Half Court Man Offense- Sets

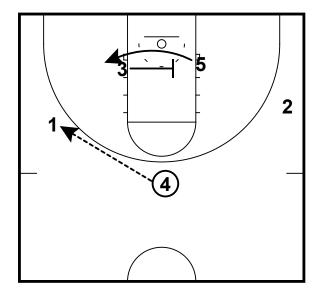


1 passes to 2 and cuts through. 3 cuts to block. 2 passes to 4.

Thru T Action Half Court Man Offense- Sets

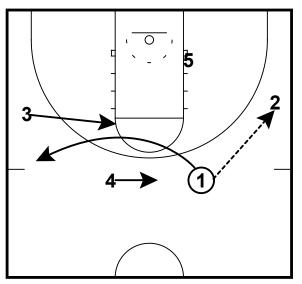


4 pins down for 3.



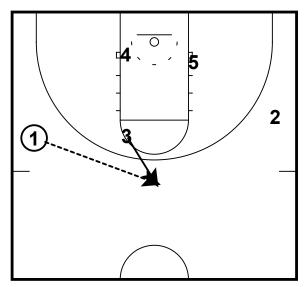
4 passes to 1. 3 cross screens for 5.

Upscreen RR Half Court Man Offense- Sets Upscreen RR Half Court Man Offense- Sets

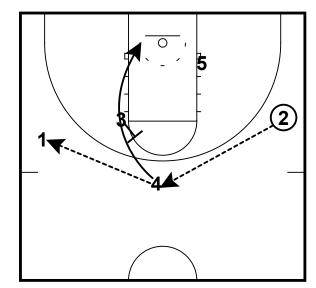


1 passes to 2 and shallow cuts to opposite wing. 3 goes to elbow.

Upscreen RR Half Court Man Offense- Sets

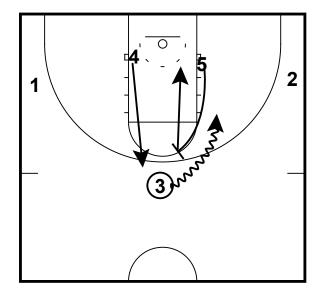


3 pops. 1 passes to 3.



2 passes to 4. 4 passes to 1. 3 sets upscreen for 4. 4 cuts to rim.

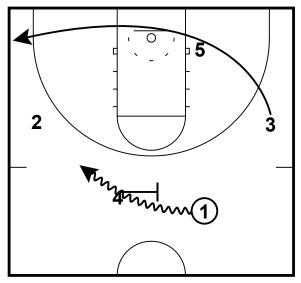
Upscreen RR Half Court Man Offense- Sets



5 sets high RR for 3.

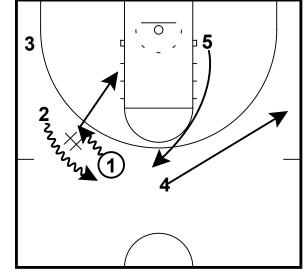
Weave Pistol Half Court Man Offense- Sets



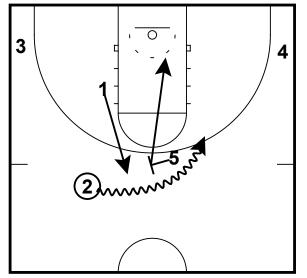


3 cuts through. 4 sets BS for 1.

Weave Pistol Half Court Man Offense- Sets

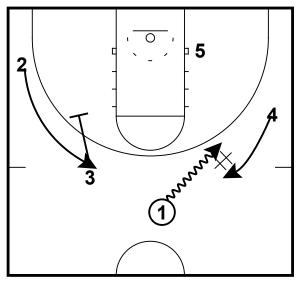


1 DHO 2. 4 spaces and 5 lifts.



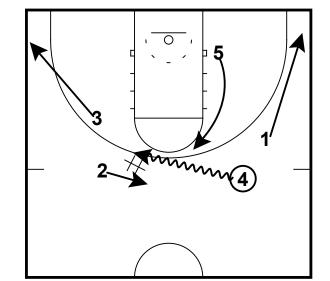
5 sets high PNR for 2. 1 replaces behind.

Weave Pistol Half Court Man Offense- Sets Weave Pistol Half Court Man Offense- Sets

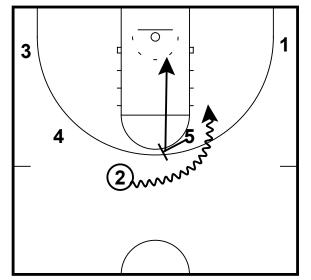


1 DHO 4. 3 pins for 2.

Weave Pistol Half Court Man Offense- Sets

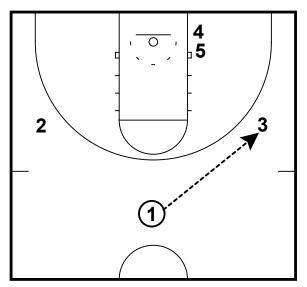


4 DHO 2. 1 and 3 spaces to corners. 5 lifts up/



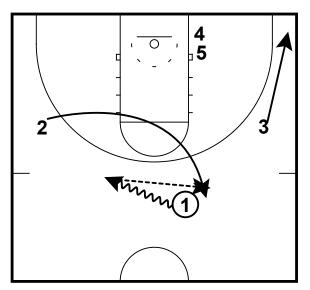
5 sets high PNR for 2.

Shallow High Ballscreen Half Court Zone Offense- Sets Shallow High Ballscreen Half Court Zone Offense- Sets

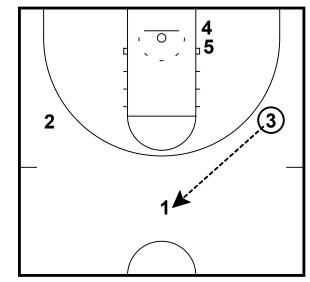


1 passes to 3.

Shallow High Ballscreen Half Court Zone Offense- Sets

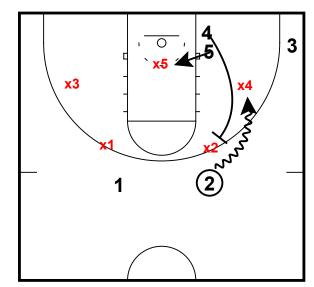


1 dribble enters. 2 shallow cuts to the top. 3 spaces to corner. 1 passes to 2.



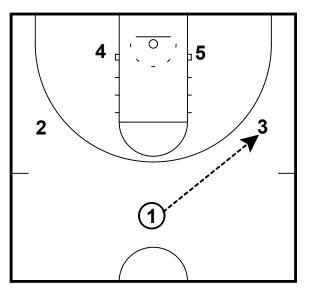
3 passes to 1.

Shallow High Ballscreen Half Court Zone Offense- Sets



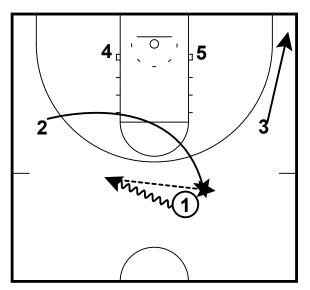
4 sprints up and sets high BS for 2.5 ducks in on middle man.

Shallow Flash Half Court Zone Offense- Sets

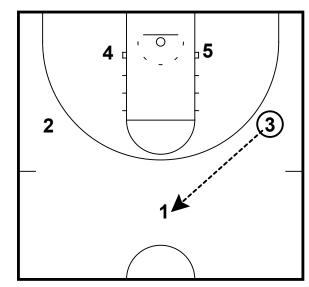


1 passes to 3.

Shallow Flash Half Court Zone Offense- Sets



1 dribble enters. 2 shallow cuts to the top. 3 spaces to corner. 1 passes to 2.

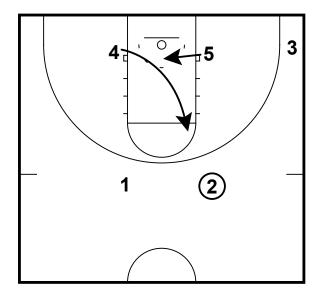


Shallow Flash

Half Court Zone Offense- Sets

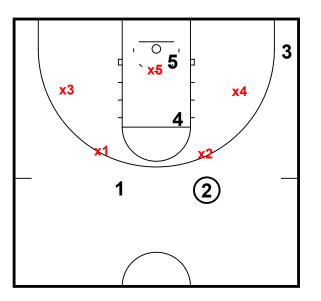
3 passes to 1.

Shallow Flash Half Court Zone Offense- Sets

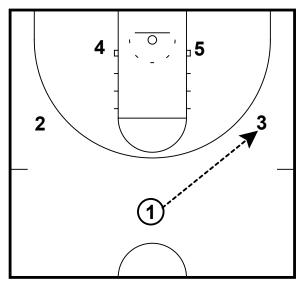


4 flashes to elbow and 5 ducks in on middle man.

Shallow Flash Half Court Zone Offense- Sets

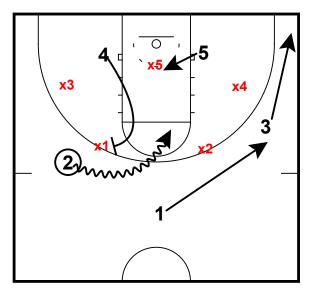


Overload Ballscreen Half Court Zone Offense- Sets Overload Ballscreen Half Court Zone Offense- Sets

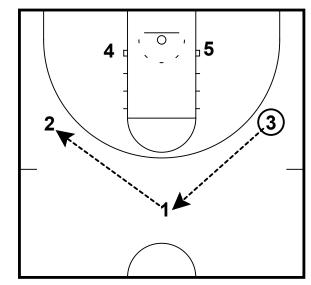


1 passes to 3.

Overload Ballscreen Half Court Zone Offense- Sets



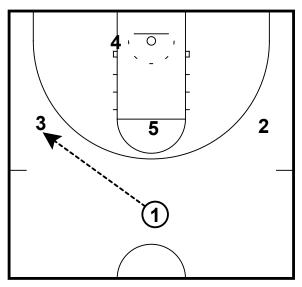
4 sets high BS for 2.5 ducks in on middle man. 1 and 3 space.

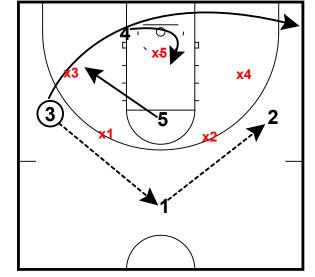


3 passes to 1. 1 passes to 2.

Overload Half Court Zone Offense- Sets



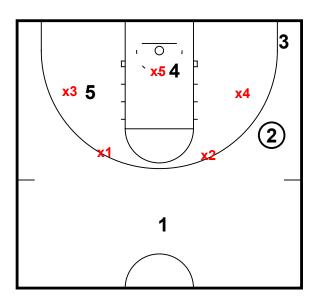


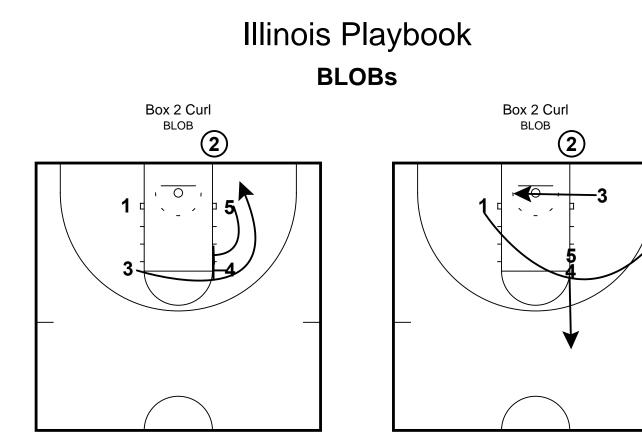


3 passes to 1 and sprints through to opposite corner. 1 passes to 2. 5 seals x3 and 4 curls around to seal x5.

1 passes to 3.

Overload Half Court Zone Offense- Sets

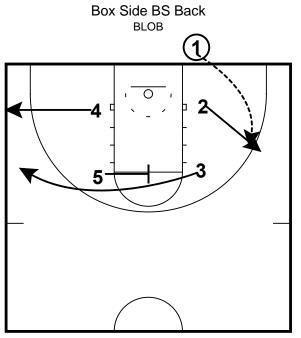




4 and 5 double for 3. 3 curls the stagger.

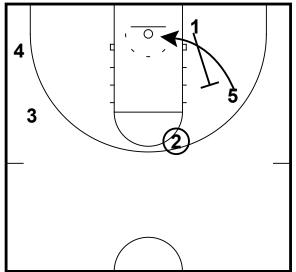
4 and 5 double screen for 1. 4 pops and 5 dives.

Illinois Playbook BLOBs



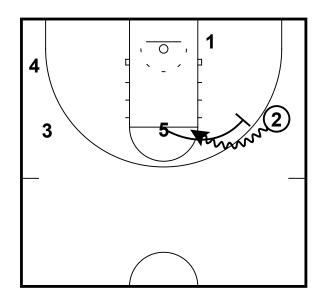
4 pops. 5 back screens for 3 to opposite wing. 2 pops for catch.

Box Side BS Back BLOB



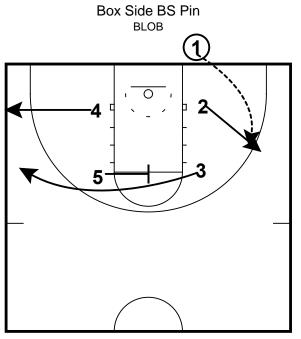
1 back screens for 5.

Box Side BS Back BLOB



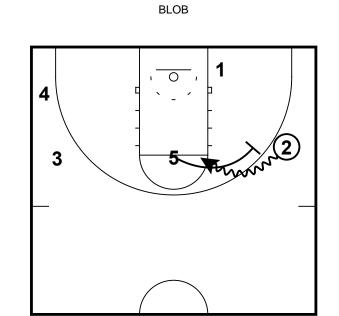
5 sets wing ball screen for 2.

Illinois Playbook BLOBs



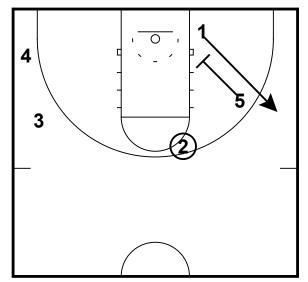
4 pops. 5 back screens for 3 to opposite wing. 2 pops for catch.

Box Side BS Pin BLOB

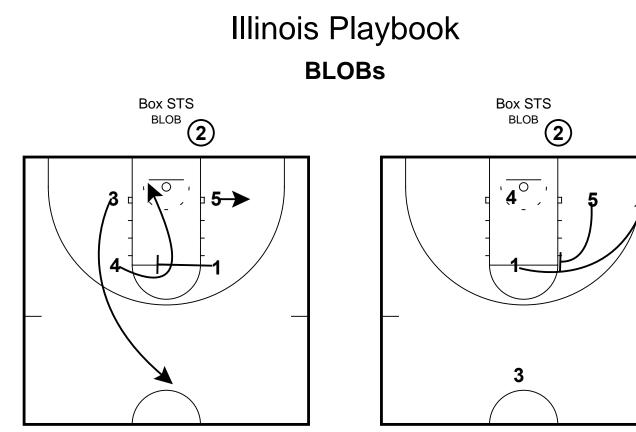


Box Side BS Pin

5 sets wing ball screen for 2.

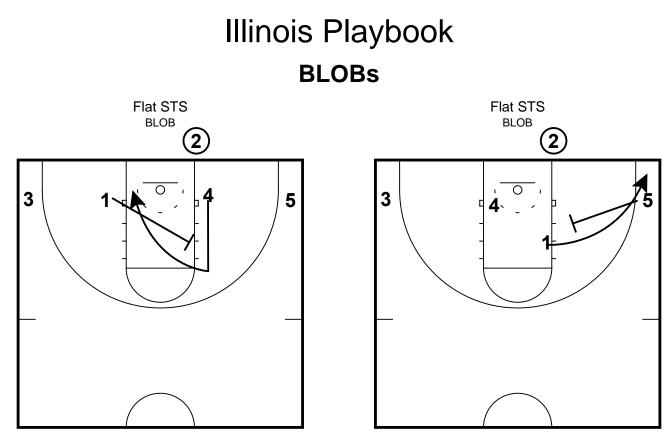


5 pins down for 1.



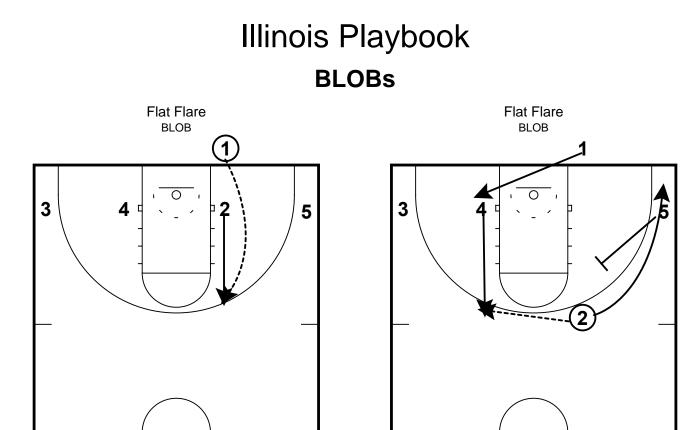
5 pops. 3 lifts to to top. 1 cross screen for 4. 4 curls to rim.

5 pins in for 1.



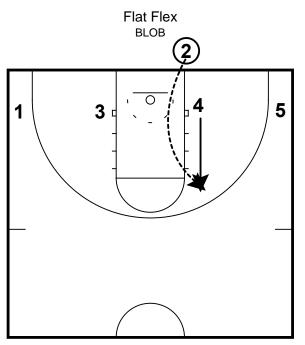
4 pops up lane. 1 sets slice back screen for 4.

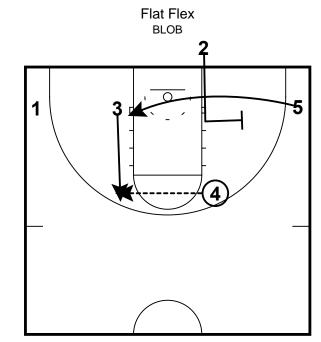
5 pins in for 1.



2 pops. 1 passes to 2.

4 pops up lane. 5 flares for 2.

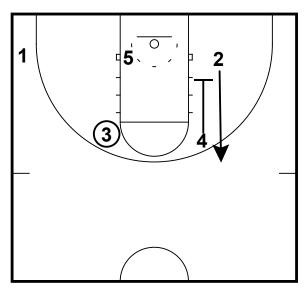




3 pops up lane. 4 passes 3. 2 sets flex screen for 5.

4 pops. 2 passes to 4.

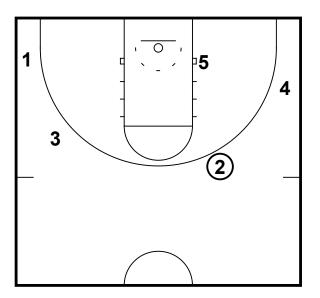
Flat Flex BLOB



4 pins down for 2.

4 pops. 2 passes to 4.

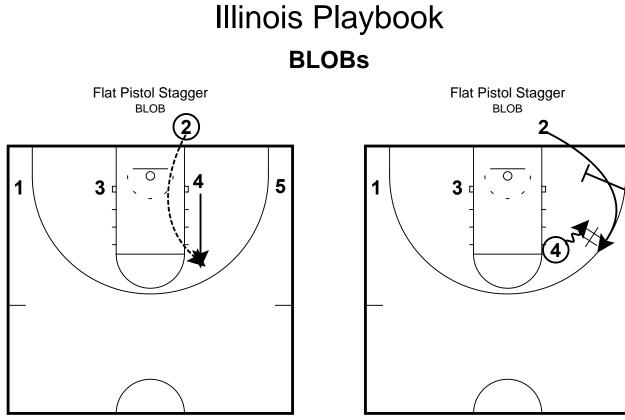
Flat Pistol BLOB



3 pops out. 5 pins in for 2. 4 DHO 2.

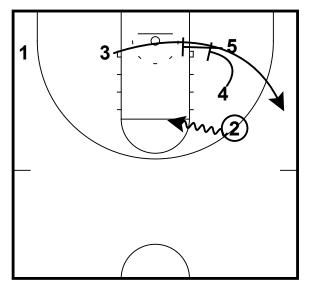
5

4



4 pops. 2 passes to 4.

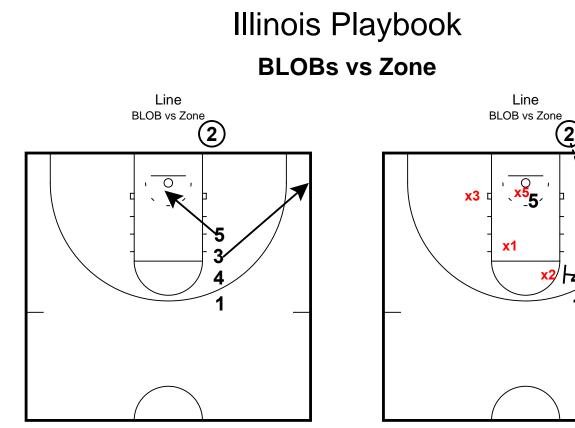
Flat Pistol Stagger BLOB



4 and 5 stagger for 3.

5 pins in for 2. 4 DHO 2.

5



5 dives to rim. 3 cuts to corner.

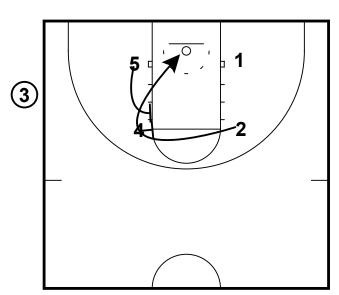
4 pins in for 1.

3

x4

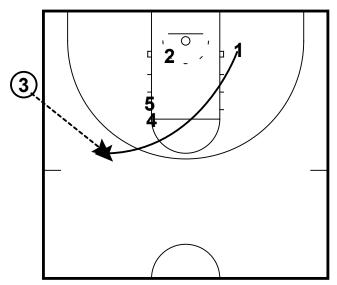
Box 2 Curl PNR SLOB

Box 2 Curl PNR SLOB



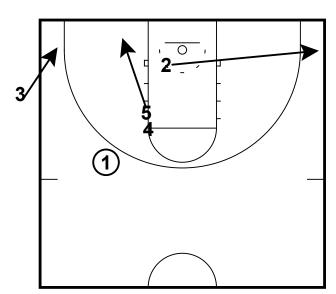
4 and 5 double screen for 2. 2 curls the screen to the basket.

Box 2 Curl PNR SLOB

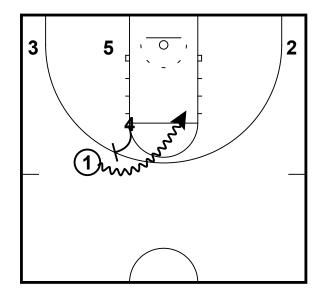


4 and 5 double for 1. 3 passes to 1.

Box 2 Curl PNR SLOB



3 cuts to corner. 5 dives down. 2 cuts to corner.



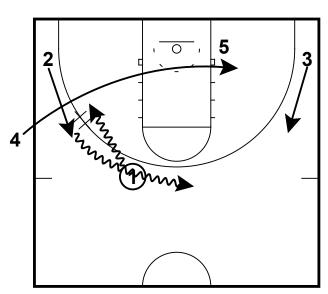
4 sets high BS for 1.

SLOB

Weave

1 pops. 4 passes to 1.

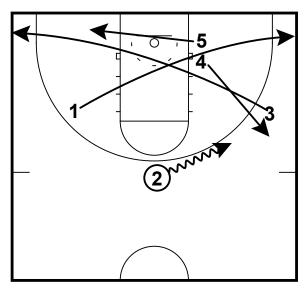
Weave SLOB



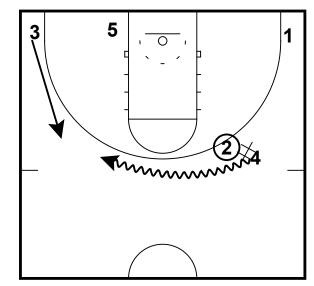
Weave SLOB

4 cuts through. 1 DHO 2.

Weave SLOB

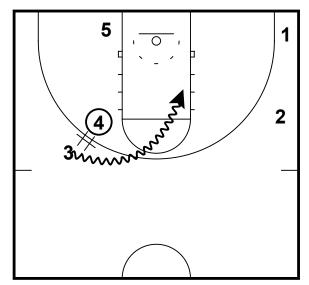


3 back cuts through to opposite corner. 5 goes block to block. 4 pops to wing. 1 cuts to corner.



2 DHO 4. 3 lifts.



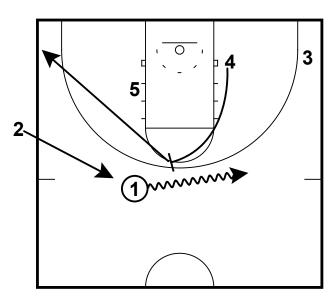




Zipper Mix BS SLOB

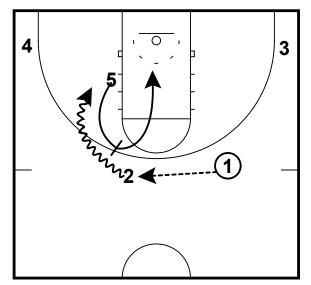
5 sets zipper pin down for 1. 1 zippers to top. 3 spaces to corner.

Zipper Mix BS SLOB



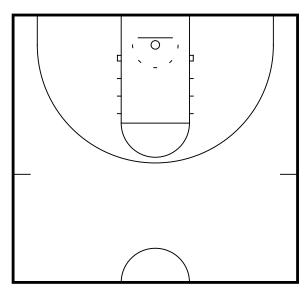
Zipper Mix BS SLOB

4 sprints up and sets high BS for 1. 4 cuts to weak side corner. 2 fills behind.



1 passes to 2. 5 sets step-up PNR for 2.

Statistical Comparison Concepts Statistical Comparison Concepts

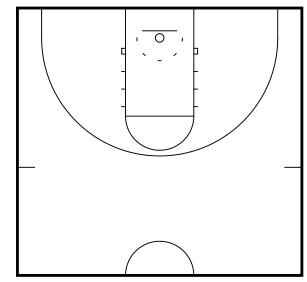


BEFORE (PRESSURE)- 2018:

AdjD: 103.0 (129) EFG%: 53.3% (282) TO%: 23.2 (4) OR%: 31.3% (288) FTR: 47.9 (350) 2P%: 54.1% (312) 3P%: 34.5% (137)

Category: Stat (Rank out of 353 schools)

*Stats taken from Kenpom.com

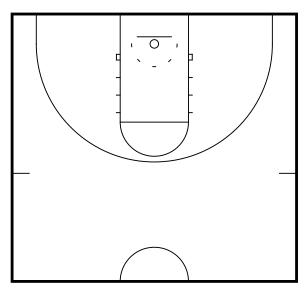


BEFORE (PRESSURE)- 2019:

AdjD: 101.1 (108) EFG%: 52.2% (245) TO%: 21.7 (24) OR%: 31.9% (307) FTR: 42.4 (338) 2P%: 53.6% (308) 3P%: 33.0% (91)

*Stats taken from Kenpom.com

Statistical Comparison Concepts Statistical Comparison Concepts

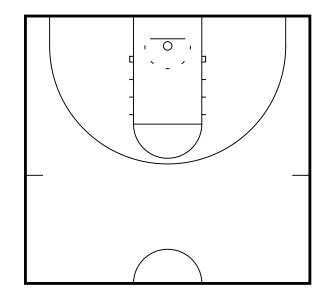


AFTER (PACKLINE)- 2020:

AdjD: 92.6 (25) EFG%: 46.5% (55) TO%: 16.9 (300) OR%: 25.1% (51) FTR: 23.1 (18) 2P%: 45.4% (52) 3P%: 32.4% (134)

*These are the numbers through 23 games.

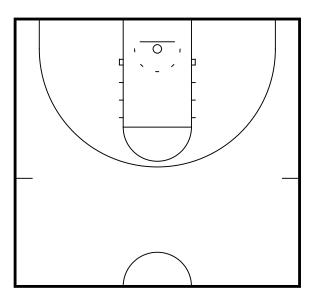
*Stats taken from Kenpom.com



The switch in defensive philosophy from an aggressive pressure denial defensive system to a more disciplined defense with packline principles has led some staggering defensive improvements.

While they are forcing less turnovers, they have greatly improved in every other major defensive metric.

Statistical Comparison . Concepts



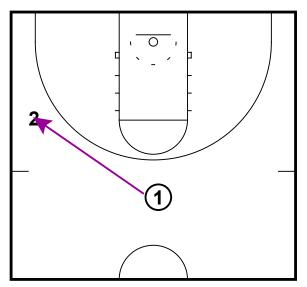
In short, the Illini are:

-giving up less points

-holding teams to lower shooting %s -giving up less off rebounds -less fouling

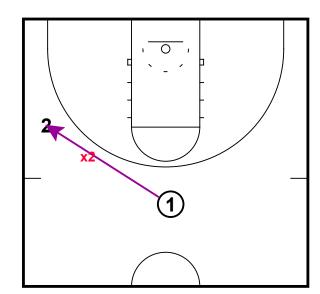
-keeping opponents off the free throw line

On the Line-Up the Line vs In the Gap Concepts



BEFORE (PRESSURE):

The "line" refers to the imaginary direct line between offensive players.



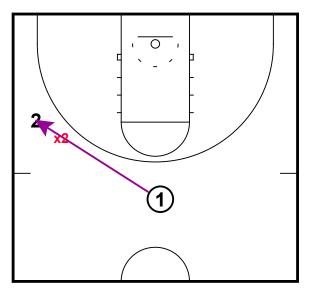
On the Line-Up the Line vs In the Gap

Concepts

BEFORE (PRESSURE):

This means that x2 is in a denial position on the direct passing line between the two offensive players.

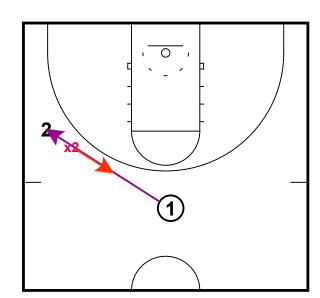
On the Line-Up the Line vs In the Gap Concepts



BEFORE (PRESSURE):

When guarding 1 pass away, the off ball defender is located "on the line, up the line."

This means that x2 is in a denial position on the direct passing line between the two offensive players.

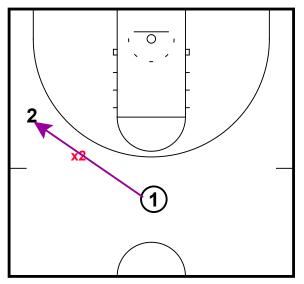


BEFORE (PRESSURE):

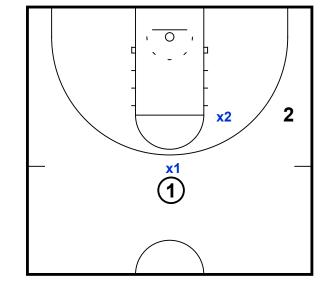
The defender also is "up the line." While on the line, the defender needs to be towards the ball, NOT hugging his man. Rather he is towards the man with the ball, about 1/3 of the way "up the line."

While this is not completely unique to pressure man defenses, it is a staple of the Brad Underwood defense.

On the Line-Up the Line vs In the Gap Concepts



On the Line-Up the Line vs In the Gap Concepts



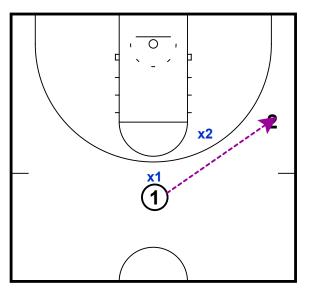
AFTER (PACKLINE):

Illinois' new more disciplined gap help based defense philosophy is designed to prevent penetration of the basketball.

Gap Integrity is most important part of this defensive philosophy.

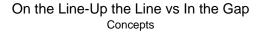
BEFORE (PRESSURE):

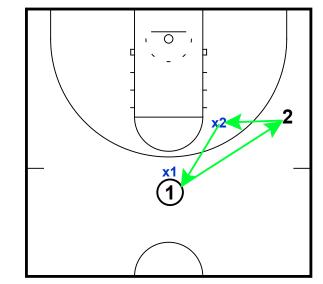
On the Line-Up the Line vs In the Gap Concepts



AFTER (PACKLINE):

 $\underline{\text{RULE}}$: If the player that you are guarding does NOT have the ball, you are below the line of the ball.





AFTER (PACKLINE):

Your <u>position is your help</u>. When your player does NOT have the ball on the perimeter, you are:

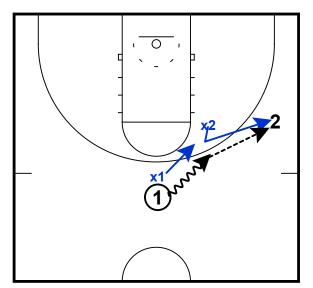
1. You are about half way between the ball and your player.

2. You are below the line of the ball that connects the ball to your man.

3. You are actively able to see ball and man.

This position is also referred to as the flat triangle.

On the Line-Up the Line vs In the Gap Concepts



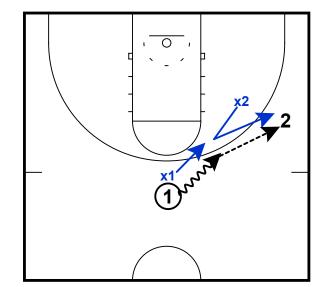
AFTER (PACKLINE):

Your position in early help is key!

By having good, early gap positioning, it provides:

1. Visual to offense that there is no open driving lane.

2. If the ball is driven, x2 is able to bluff- thus providing minimal help, and then being able to recover to own man and take away shot.



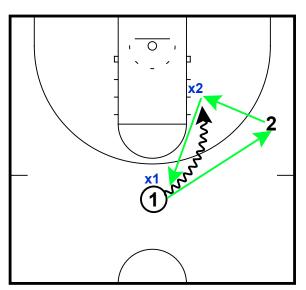
AFTER (PACKLINE):

If x2 is not half way between ball and man (too glued to man), on it:

1. Provides open driving lane to ball handler.

2. It puts x2 into a help and recover situation where alot of ground needs to be covered. It is really hard in this situation to help on the penetration and recover to own man to take away shot.

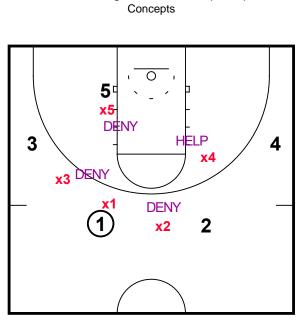
On the Line-Up the Line vs In the Gap Concepts



AFTER (PACKLINE):

If x2 is too deep in his positioning, also known as the "deep triangle"...the ball handler is able to get deep penetration of the ball and x2 is forced to "sell-out" in his help. This deep position is impossible to recover from when ball is kicked out to his man for shot.

Compare the triangle in this frame to the one in frame 3. It is much larger.



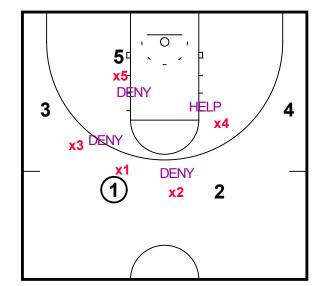
Positioning- Denial vs Gap Help

BEFORE (PRESSURE):

In Brad Underwood's pressure defense system the number 1 rule is extreme pressure on the ball at all times.

The number 2 rule is no direct passes.

Every player that is 1 pass away is in a "on the line, up the line" defensive position. The player positions themselves in a ball-you-man position in the direct line between the ball and the person they are guarding.



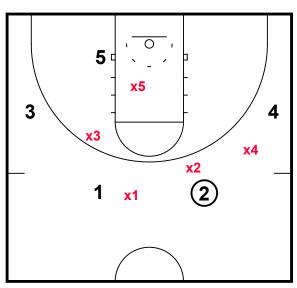
BEFORE (PRESSURE):

x1- on the ball.

x2- on the line, up the line in denial position with ball 1 pass away. x3- on the line, up the line in denial position with ball 1 pass away. x4- in help position communicating "help" with ball 2 passes away with at least 1 foot inside the paint.

x5- on top of post player and is up the line, on the line.

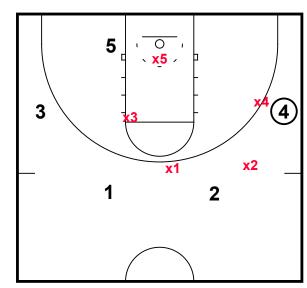
Positioning- Denial vs Gap Help Concepts Positioning- Denial vs Gap Help Concepts



BEFORE (PRESSURE):

x1- "Deny"

- x2- "Ball"
- x3- "Help"
- x4- "Deny"
- x5- "Help"

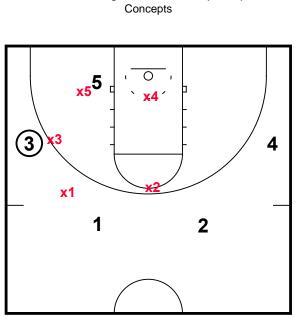


BEFORE (PRESSURE):

x1- "Help" x2- "Deny"

x3- "Help"

x4- "Ball" x5- "Help"



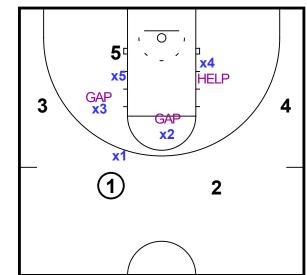
Positioning- Denial vs Gap Help

BEFORE (PRESSURE):

x1- "Deny"

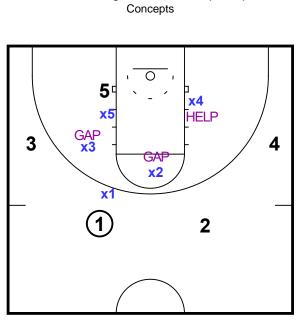
- x2- "Help"
- x3- "Ball"
- x4- "Help"

x5- Full Front Denial. No post entry. Dare x3 to throw lob pass over the top.



AFTER (PACKLINE):

In Brad Underwood's more disciplined, gap help based defense, ball pressure is still priority #1. However, instead of aggressive denials, off ball defenders are providing gap help to the ball.

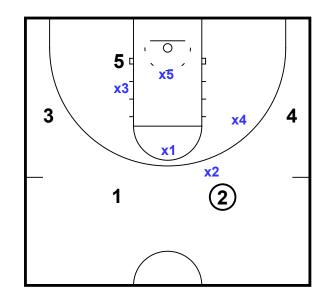


Positioning- Denial vs Gap Help

x1- on the ball.

x2- in gap position communicating "gap" with ball 1 pass away.x3- in gap position communicating "gap" with ball 1 pass away.x4- in help position communicating "help" with ball 2 passes away with at least 1 foot inside the paint.

x5- on top of post player and is up the line, on the line.



Positioning- Denial vs Gap Help

Concepts

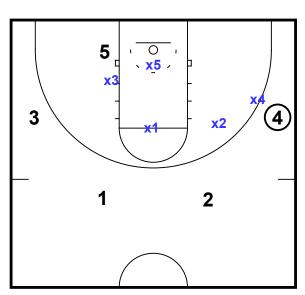
x1- "Gap" x2- "Ball"

x5- "Help"

x3- "Help"

x4- "Gap"

Positioning- Denial vs Gap Help Concepts Positioning- Denial vs Gap Help Concepts



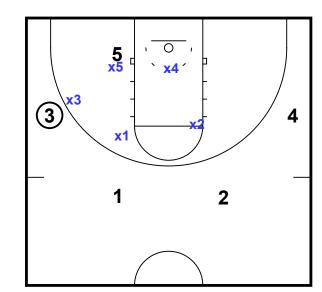
x1- "Help"

x2- "Gap"

x3- "Help"

x4- "Ball"

x5- "Help"



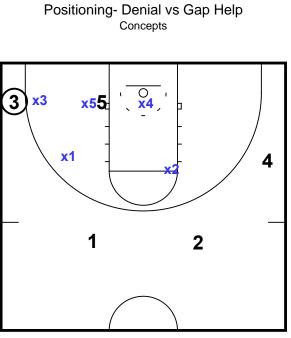
x1- "Gap"

x2- "Help"

x3- "Ball"

x4- "Help"

x5-3/4 post position with hand in the lane eliminating touch inside the post area.



x1- "Gap"

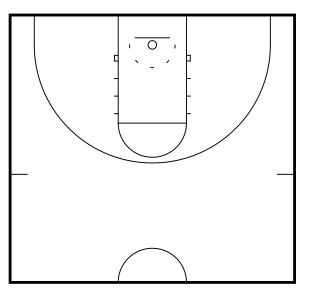
x2- "Help"

x3- "Ball"

x4- "Help"

x5- if the ball is as low or lower than the post player, the post defender will slide to full front (if in post box) or slide behind (if out of post box).

Middle Pick and Roll Coverage Concepts



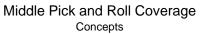
As with all the techniques in your defensive scheme, they need to be connected to each other and fit the overall defensive philosophy and personnel.

In Underwood's pressure system, the defense employed aggressive ball screen coverages- hard hedges and traps. He did this with smaller, more mobile defensive bigs.

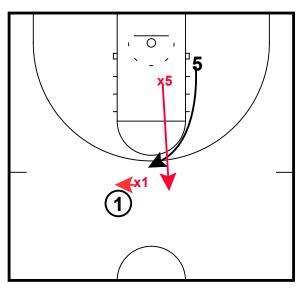
This is in contrast to the newly adopted less aggressive defensive style. With bigger personnel, the Illini have moved to ball screen coverages where the defensive big stays below the level of the screen and between the ball and the basket. x1 (1)

BEFORE (PRESSURE)- HARD HEDGE:

The most utilized coverage Underwood used in the pressure defensive system was the hard hedge.



Middle Pick and Roll Coverage Concepts

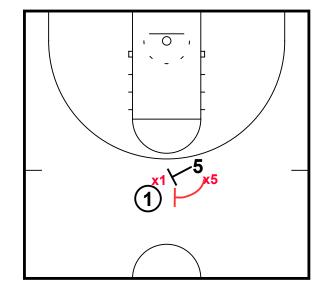




As soon as x5 recognizes that the offense is setting a ball screen, he immediately communicates with x1 by calling "screen [direction]".

When x1 hears x5 call out the screen, he immediately shifts his positioning to force the ball into the screen.





BEFORE (PRESSURE)- HARD HEDGE:

As 5 is going to set the screen, x5 steps up and positions himself early.

x5 positioning:

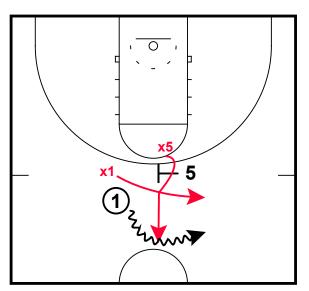
-chest parallel to the sideline

-low and wide stance

-"extension of the screen" --> inside hand on screener (5). Having a hand on the screener is key as it helps eliminate the chance of being split by the ball handler.

-high, wide arms/hands. This makes the show wider and eliminates the defender from picking up a cheap hand check foul.

Middle Pick and Roll Coverage Concepts



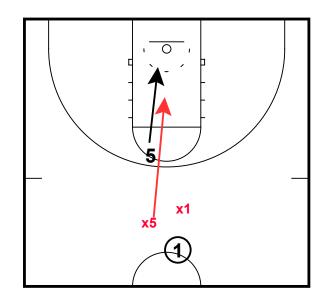
BEFORE (PRESSURE)- HARD HEDGE:

x1 forces the ball handler into the screen and the show man.

As the ball handler attacks, it is x5 job to drive the ball handler up the floor towards the half court line.

In a hard show, x5 will give at least 2 hard slides up the floor. He must be very careful as to not commit a blocking foul when sliding as the ball handler attacks. He must be in a stance with active feet, have arms out, and hands to the sky.

x1 goes over the screen and under x5 taking an angle to cut off the ball handler and square the ball up.



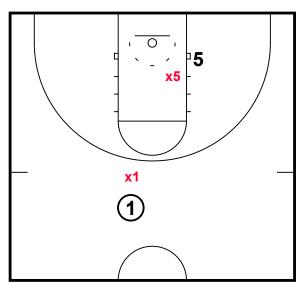
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x1 will square up the ball and x5 will recover.

x5 recovery will be based on communication from other big- he may recover to own man or they may have "x-out" (switch).

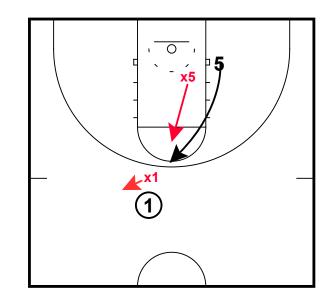
x5 sprints with high hands in recovery.

Middle Pick and Roll Coverage Concepts





The other option he used was the blitz coverage.



Middle Pick and Roll Coverage

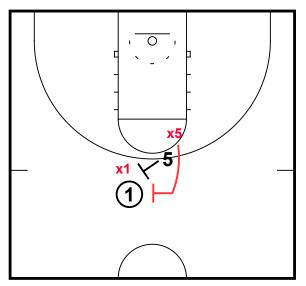
Concepts

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Middle Pick and Roll Coverage Concepts



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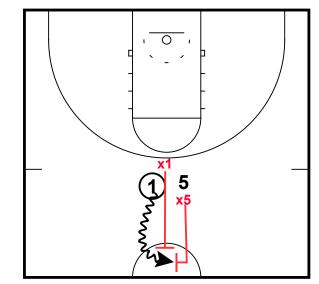
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-high, wide arms/hands. This makes the show wider and

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Middle Pick and Roll Coverage

Concepts

BEFORE (PRESSURE)- BLITZ:

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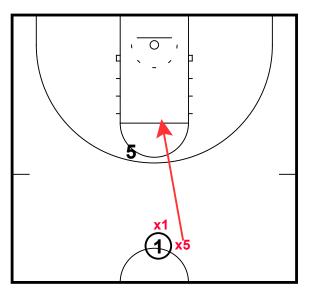
As the ball handler attacks, it is x5 job to drive the ball handler up the floor towards the half court line.

Much like a hard show, x5 will slide up the floor. He must be very careful as to not commit a blocking foul when sliding as the ball handler attacks. He must be in a stance with active feet, have arms out, and hands to the sky.

x1 goes over the screen and aggressively attacks the ball.

On the trap, x1 and x5 must be shoulder to shoulder as not to allow the ball handler split them with the dribble. That is the cardinal sin.

Middle Pick and Roll Coverage Concepts

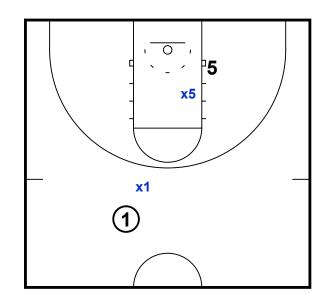


BEFORE (PRESSURE)- BLITZ:

x5 will stay with the trap until the ball is picked up. He does not need to stay with it even if the ball hasn't been passed. The ball handler is no longer a threat to make a play with the dribble or shot, x5 may recover.

x5 recovery will be based on communication from other big- he may recover to own man or they may have "x-out" (switch).

x5 sprints with high hands in recovery.



Middle Pick and Roll Coverage

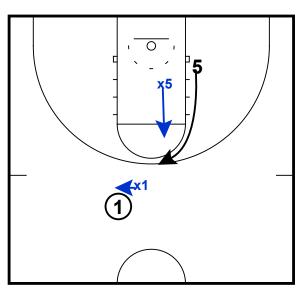
Concepts

AFTER (PACKLINE)- DROP:

As Underwood's team transition from ultra-aggressive to a more disciplined defense with bigger personnel, so did their defensive ball screen coverage. With the addition of bigger, less mobile, rim protectors, the scheme called for a "drop" or "catch" coverage.

"Drop" coverage is a pick-and-roll defense in which the defender guarding the screener greets the ball-handler at or below the level of the screen until the ball-handler's defender gets back in front of his original man.

Middle Pick and Roll Coverage Concepts



AFTER (PACKLINE)- DROP:

As soon as x5 recognizes that the offense is setting a ball screen, he immediately communicates with x1 by calling "screen [direction]".

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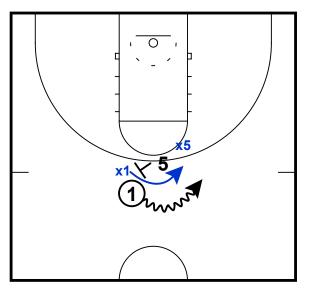
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The depth of x5 is determined based on x5's athletic ability. The more mobile he is, the higher he can come up the floor.

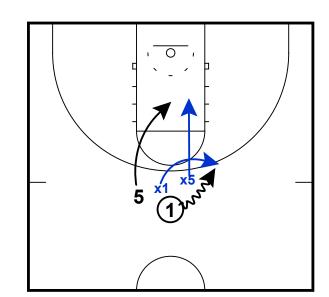
Middle Pick and Roll Coverage Concepts

Middle Pick and Roll Coverage Concepts



AFTER (PACKLINE)- DROP:

As 1 comes off the ball screen, x1 gets skinny to the screen and fights over the top. x5 stays between the ball and the basket and drops (or retreats) with the level of the roller.



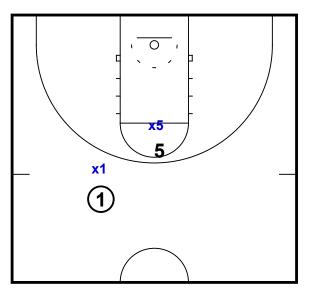
Middle Pick and Roll Coverage

Concepts

AFTER (PACKLINE)- DROP:

After fighting over the screen, x1 takes an angle and fights to get back in front of the ball. x5 will stay with the ball, giving ground to stay on level with roller, and will then recover to man when x1 recovers to the ball.

Middle Pick and Roll Coverage Concepts

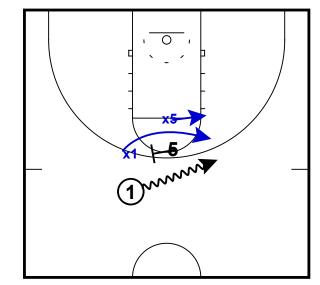




One wrinkle to this coverage that Illinois frequently employs is having the on-ball defender go under the pick and roll.

They use against non-perimeter scoring guards in attempts to keep the ball in front and out of the paint.



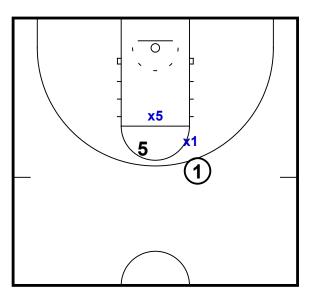


AFTER (PACKLINE)- DROP (UNDER):

As the screen is happening, x5 is communicating to x1 the action that is happening.

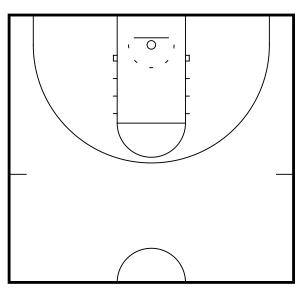
x1 forces ball into screen. x5 keeps ball in front. x1 then slides under screen AND under x5 quickly to cut off and square ball back up.

Middle Pick and Roll Coverage Concepts



AFTER (PACKLINE)- DROP (UNDER):

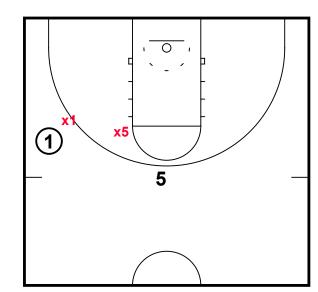
Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts



As with all the techniques in your defensive scheme, they need to be connected to each other and fit the overall defensive philosophy and personnel.

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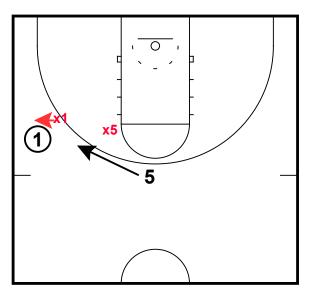
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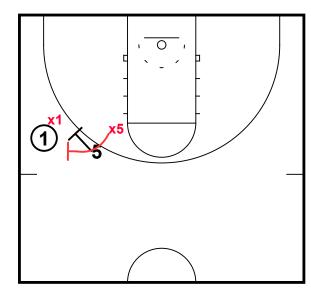
Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts





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x5 positioning:

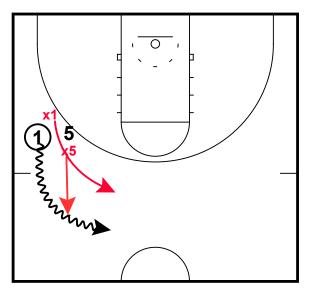
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Wing Pick and Roll Coverage Concepts



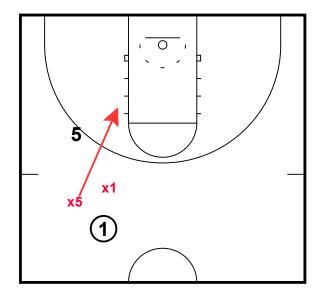
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Wing Pick and Roll Coverage

Concepts

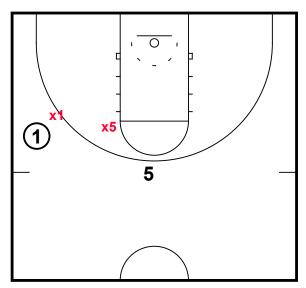
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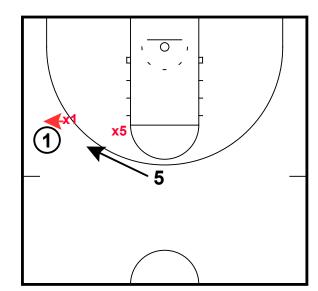
x5 sprints with high hands in recovery.

Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts





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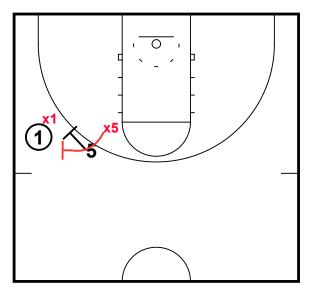


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Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts



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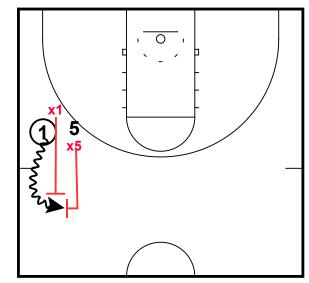
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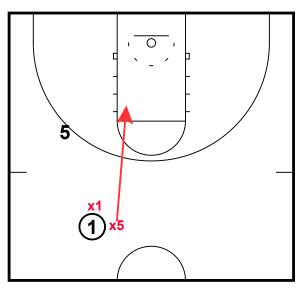
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Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts

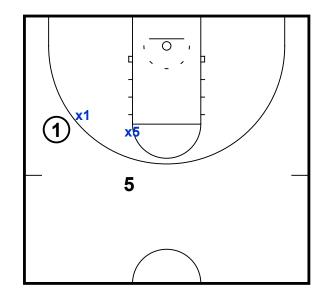


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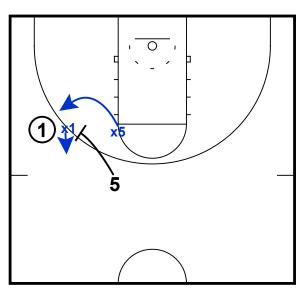
x5 sprints with high hands in recovery.



AFTER (PACKLINE)- ICE:

One of the major shifts in the defensive scheme is to move from the hard hedge or blitz to icing the wing pick and roll.

Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts

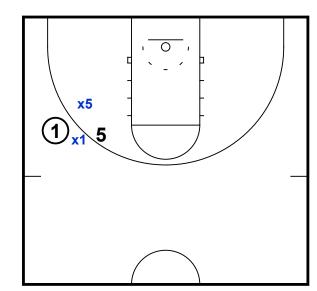


AFTER (PACKLINE)- ICE:

x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

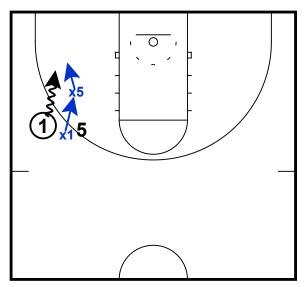
On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.



AFTER (PACKLINE)- ICE:

x1 should be parallel to the sideline and x5 square to the ballhandler.

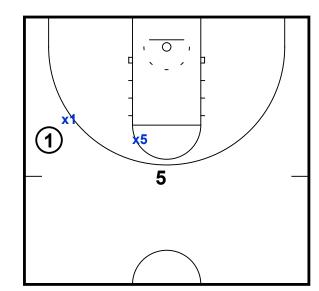
Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts



AFTER (PACKLINE)- ICE:

x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

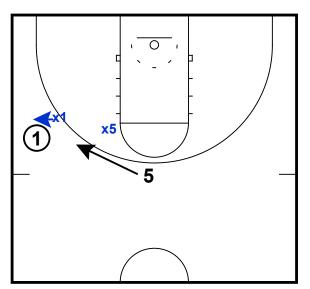


AFTER (PACKLINE)- DROP:

While the primary goal is to ice the wing pick and roll, there will be times where the guard is not able to get in position to force the ball handler to reject the screen. In those times, the big must be able to get himself in a position to corral the ball handler.

"Drop" coverage is a pick-and-roll defense in which the defender guarding the screener greets the ball-handler at or below the level of the screen until the ball-handler's defender gets back in front of his original man.

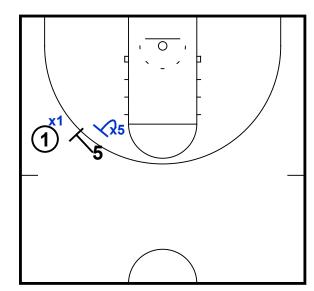
Wing Pick and Roll Coverage Concepts Wing Pick and Roll Coverage Concepts



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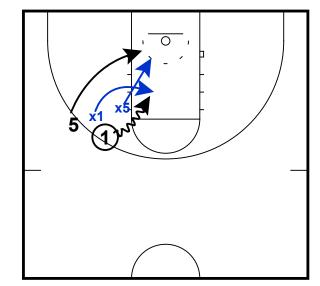
Wing Pick and Roll Coverage

Concepts

AFTER (PACKLINE)- DROP:

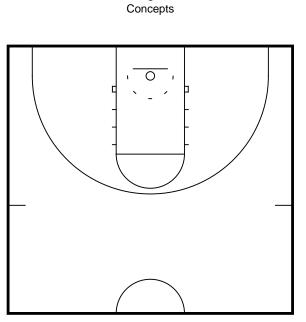
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Wing Pick and Roll Coverage Concepts



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After fighting over the screen, x1 takes an angle and fights to get back in front of the ball. x5 will stay with the ball, giving ground to stay on level with roller, and will then recover to man when x1 recovers to the ball.

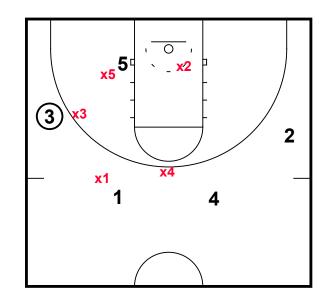


Defending the Post

Whether utilizing a pressure defensive system or a packline based system, Underwood's teams at Illinois have mainly "crowded" or "digged" on the post.

They have rarely ever doubled the post with exception of a few players they have faced.

While the digging on the post in both systems is similar, there are a few small differences.

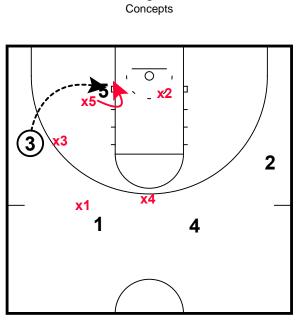


Defending the Post

Concepts

BEFORE (PRESSURE):

"Crowding" or "digging" on the post can make the post player feel uncomfortable without having to double, and take away open 3's.



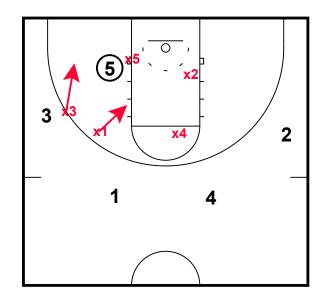
Defending the Post

BEFORE (PRESSURE):

In Underwood's pressure defense, the post defender (x5) is either in a full front or 3/4 front position. x5 is looking to deny any pass into the post. Just as the perimeter players that are 1 pass away deny, so too will the post defender.

The defense is daring the offense to throw a lob pass over the top of the post defense. x^2 is a help side defender playing like a safety breaking on the ball when the ball is lobbed in.

On the pass (if x5 can't deflect/steal the pass), x5 slides behind 5 to put his body between him and the basket.



Defending the Post

Concepts

BEFORE (PRESSURE):

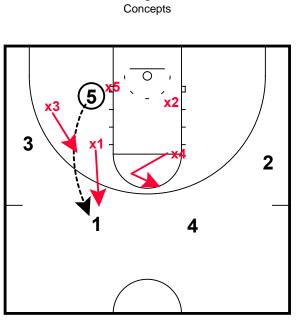
x3 and x1 will sink to about 1/2 way between ball and man playing cat and mouse with the post player.

x3 will get his "butt to the baseline" so that he can see everything above him.

All off-ball defenders must have an open stance so that they see ball and man.

They must have active hands and feet so they can properly react when ball is passed out.

The amount of help from off ball defenders can be dependent on strength of post player and perimeter player's ability to shoot.

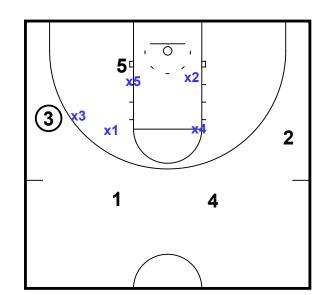


Defending the Post

BEFORE (PRESSURE):

The most likely pass out is to the top.

On the pass, all perimeter defenders actively jump to the ball. x4 bluffs and recovers providing some help and time for x1 to recover to his man.



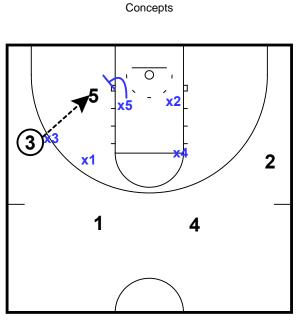
Defending the Post

Concepts

AFTER (PACKLINE):

Just as with the pressure defensive philosophy, the most popular defensive scheme on the post is "crowding" or "digging."

While it is pretty much the same technique, there are a few differences.



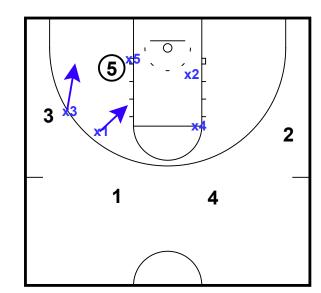
Defending the Post

AFTER (PACKLINE):

Here is where the biggest difference is between the two philosophies. While in the pressure system, the post defender will be in a full front or an aggressive 3/4 denial position.

Instead, x5 is on the 5 shoulder with a hand in the passing lane trying to push the post catch outside the post box. His goal is no easy catches. There is no aggressive plays on the ball in attempts to steal the pass. Make the catch tough, but stay between man and basket.

On the pass (if x5 can't deflect/steal the pass), x5 slides behind 5 to put his body between him and the basket.



Defending the Post

Concepts

AFTER (PACKLINE):

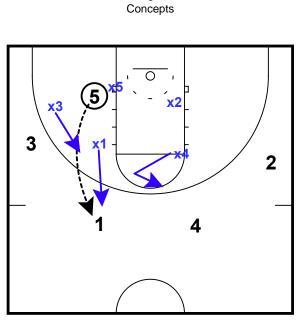
x3 and x1 will sink to about 1/2 way between ball and man playing cat and mouse with the post player.

x3 will get his "butt to the baseline" so that he can see everything above him.

All off-ball defenders must have an open stance so that they see ball and man.

They must have active hands and feet so they can properly react when ball is passed out.

The amount of help from off ball defenders can be dependent on strength of post player and perimeter player's ability to shoot.



Defending the Post

AFTER (PACKLINE):

The most likely pass out is to the top.

On the pass, all perimeter defenders actively jump to the ball. x4 bluffs and recovers providing some help and time for x1 to recover to his man.