## Pressure Man Defense

Radius Athletics August 9, 2022



## Pressure Man Defense



01

02

03

#### **MACRO**

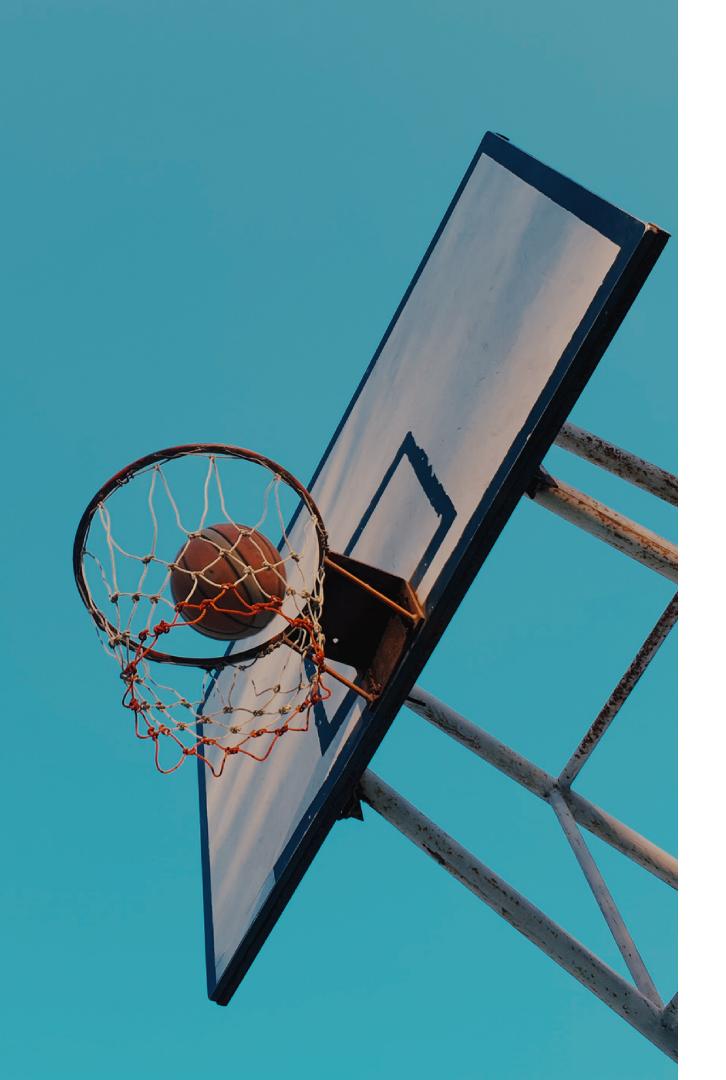
"Zoomed out" discussion of pressure man defense

#### **MICRO**

Technical details and teaching progression

#### **Q & A**

Your chance to ask questions and offer input



## INTRO

Where you coach... Why are you here?

## Pressure vs. Containment

Pressure Containment



## Pressure vs. Containment

#### No Escape

There is no escaping the reality of this tradeoff

### **Direct Expense**

Pressure comes at the direct expense of containment. And vice versa



## Macro Principles of Offense (Disruptions)

#### 01 Ball Movement

Reduce if not cease ball movement via the pass with denial

### O3 Player Movement

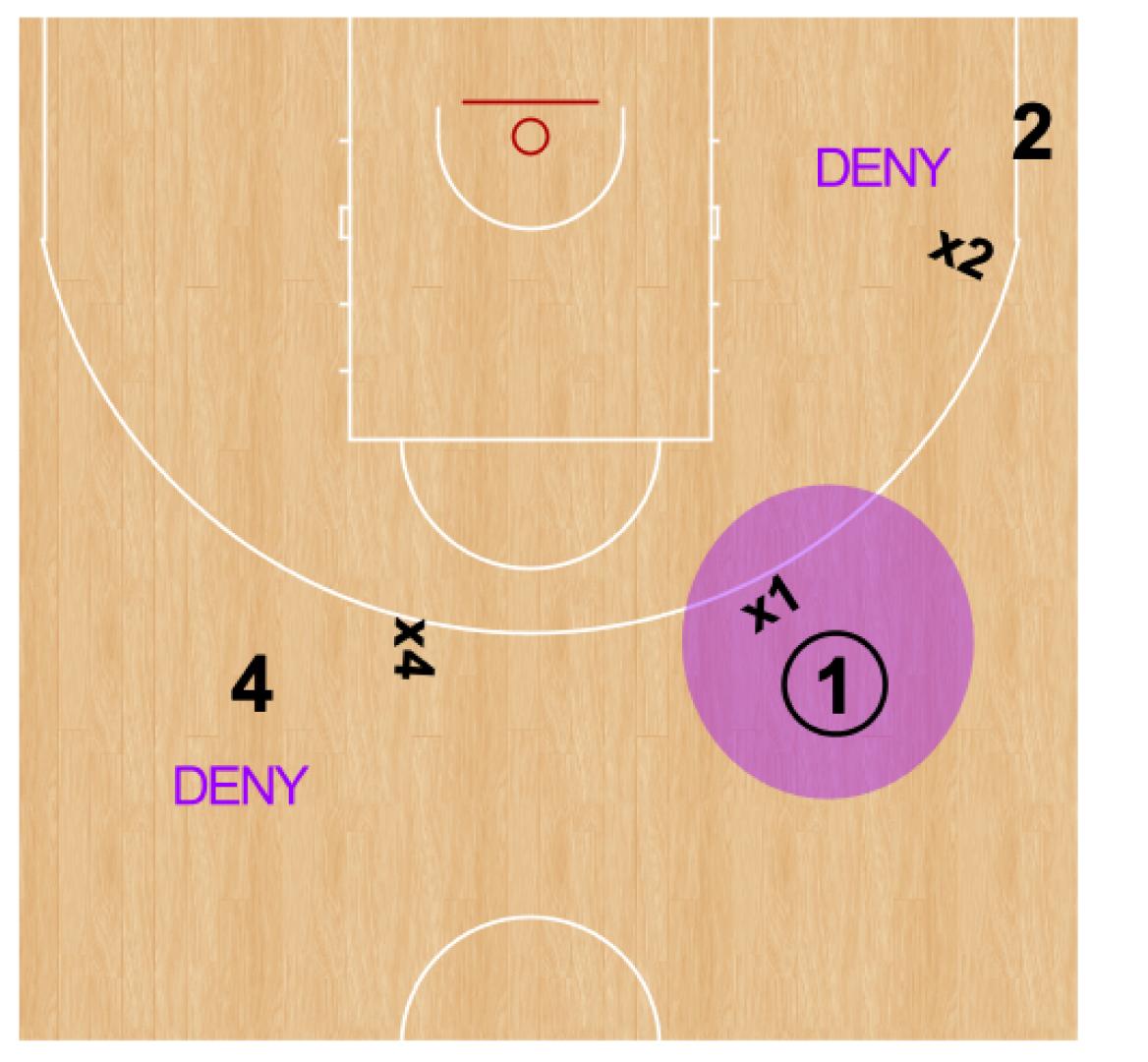
Fronting cuts and denying ball flashes.

### O2 Timing

Disrupting the timing and sequencing of the offense by keeping them "off schedule"

### O4 Space

Restricting the space around individual players. Restricting floor space.



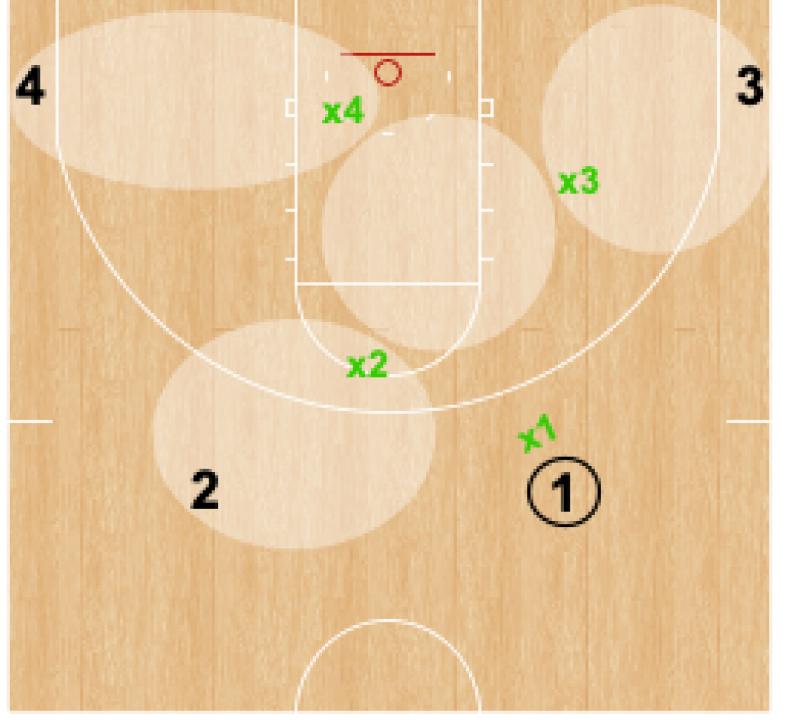
## Principle of Isolation

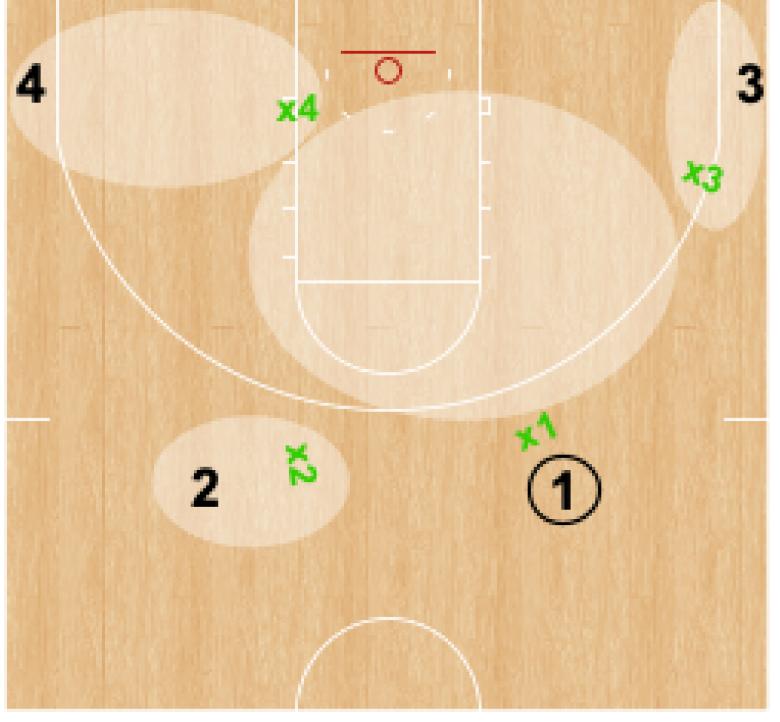
Using denial to isolate the ball.

This "disconnects" the player with
the ball from his/her teammates.



### Visual Tool: Pressure vs. Containment & The Law of Space





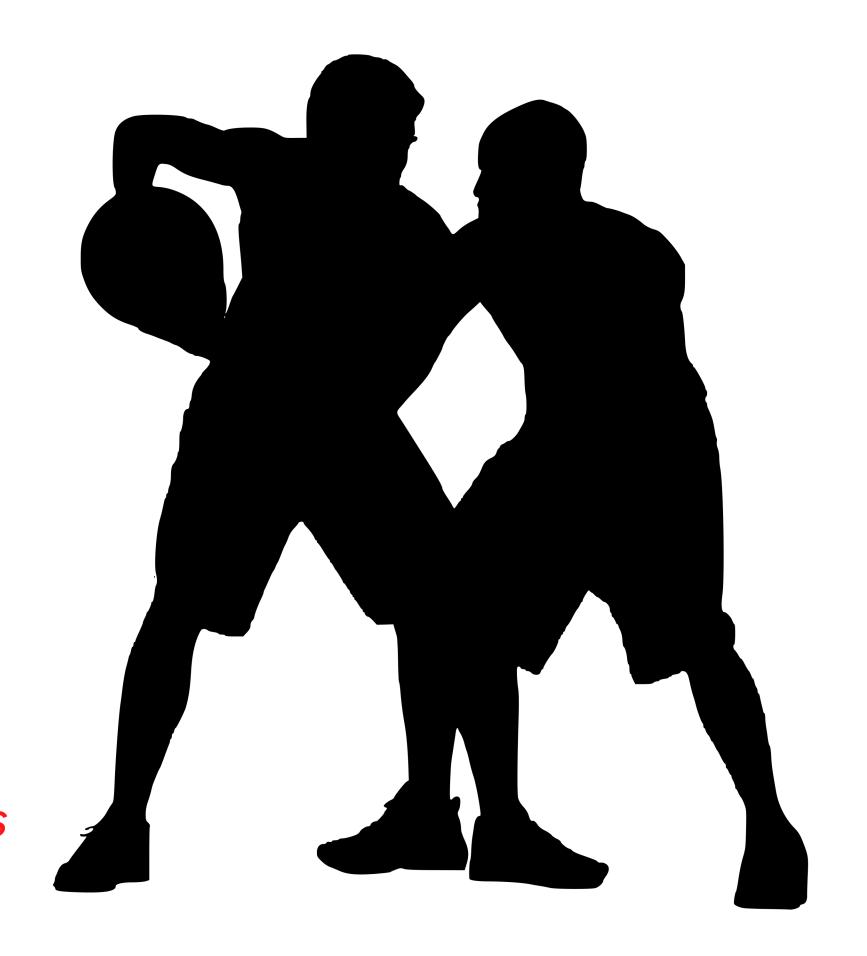
RVDIUS

Containment Presssure



We had a good defense, but I found out we didn't have good defensive players.

My view is that pressure man-to-man is a "player development defense"



# Building a Pressure Man Defense

We start from the ball and build outward





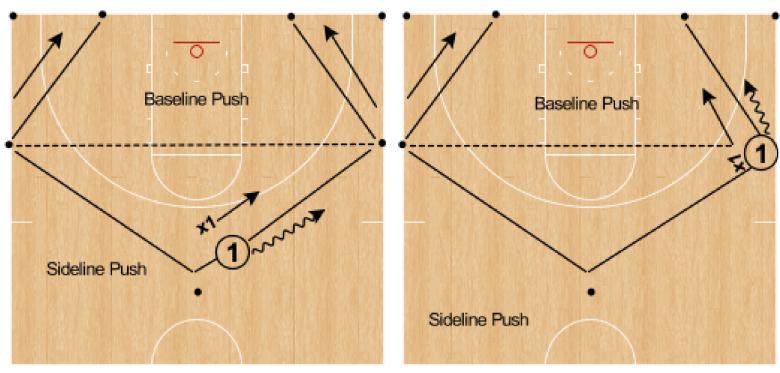
## Sideline Push FTLE X Half Court MIDDLE X

## "Checkpoints"

- Determine stance angle
- Nose on chest
- Drag Hand, Lead Hand
- Ball above FTLE = **Sideline Push**
- Influencing the ball away from middle of the floor
- Keeping hips closed
- Protecting middle



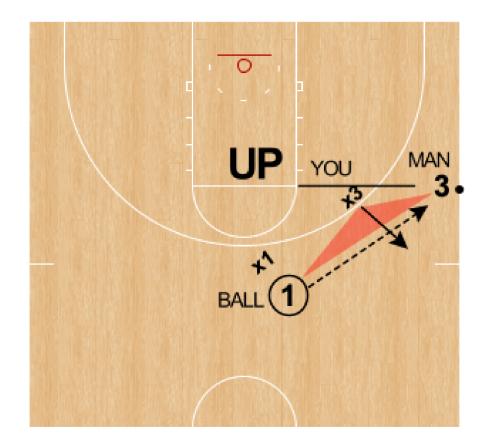


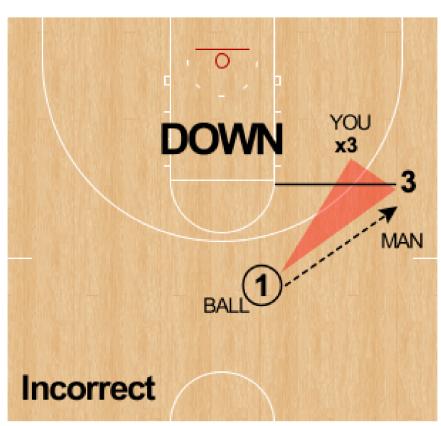


## "Checkpoints"

- Determine stance angle
- "High Side"
- Drag Hand, Lead Hand
- Ball FTLE = **Baseline Push**
- Influencing the ball toward baseline, NO MIDDLE!







## One Pass Away

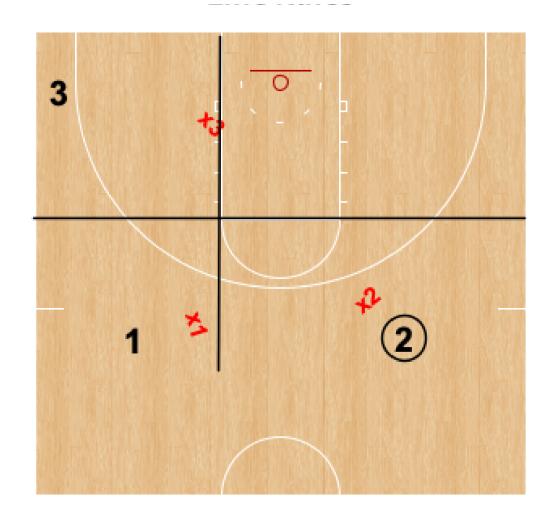
- Deny the lifeblood of PM2M
- Chin on shoulder "split vision"
- Palm away, thumb down, pinkie up
- Hand and foot in passing lane, butt to ball
- Feet in line with the rim
- No standstill easy catches
- Catch ball going away from the basket
- GET UP! Above your man

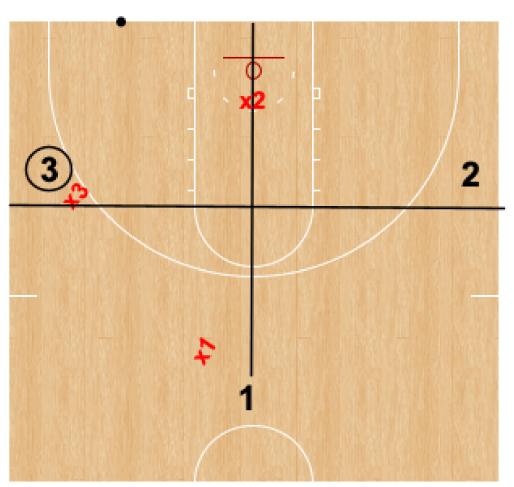


# HELPSIDE I LOW I x2 TOP I

## The Helpside I

Top I and Low I form the Helpside I. Low man helps.

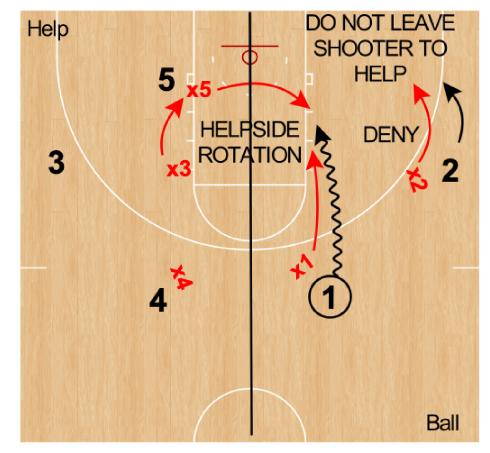


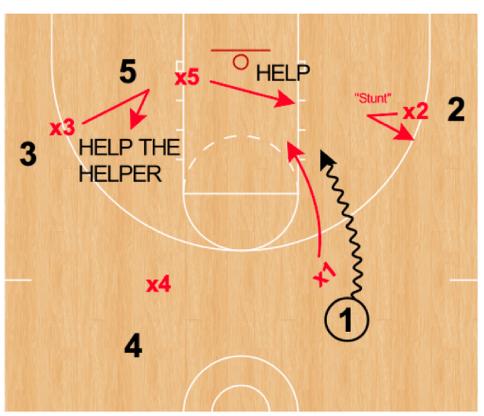


## Help Defense

- Line Rules
- Two or more passes away, ball above
   FTLE = LANE LINE (Frame 1)
- Two or more passes away, ball below
   FTLE = MIDLINE (Frame 2)
- "Boxer's Stance"
- Pluck the ball line
- Liberal use of arm bar if some tries to cross our face and flash to ball
- Ball moves, you move. Man moves, you move.





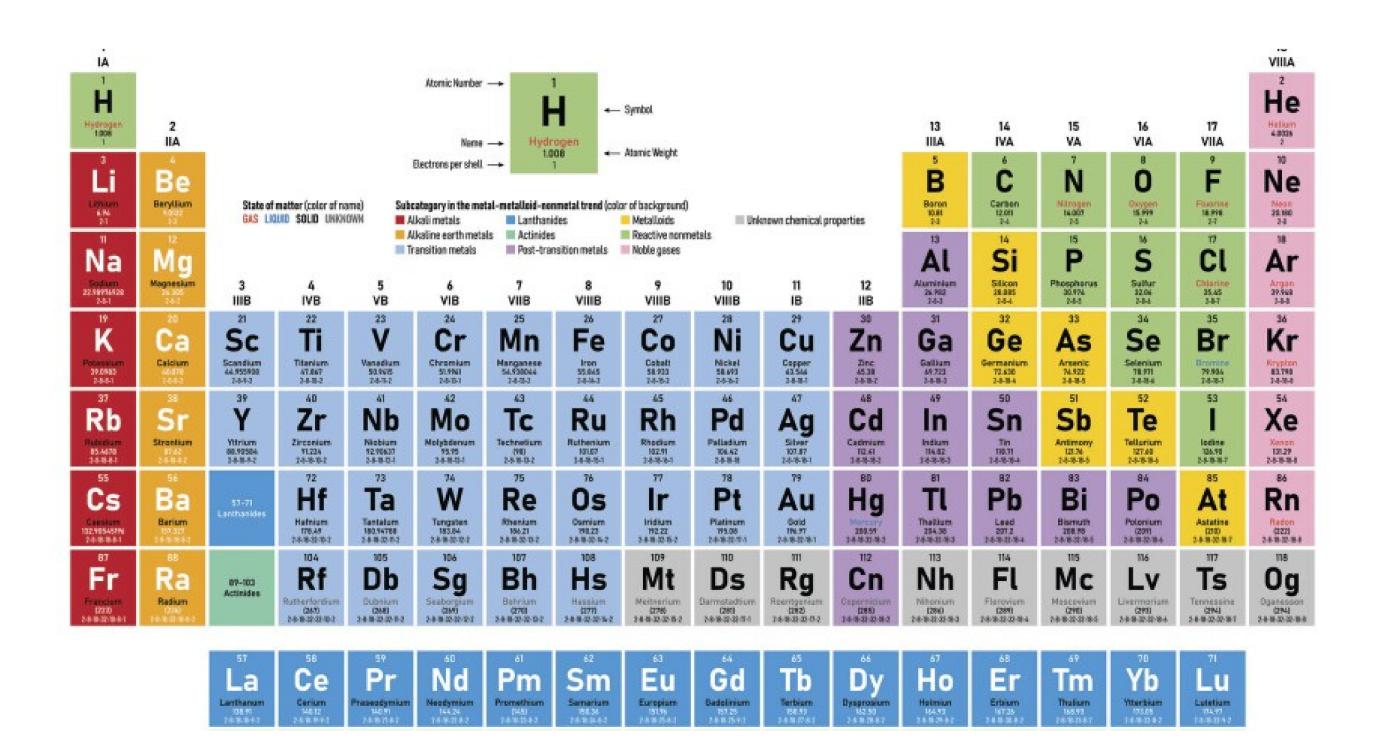


## Help Defense (Drives)

- No help ball side. All help comes from help side... hence the name!
- Low I helps, Top I helps the helper
- Attack pentration outside the paint
- OVERHELPING is a malady
- We only help when a drive threatens the rim
- Ball moves, you move. Man moves, you move.



## Defending Common Actions



Periodic Table of Elements

# Defending Common Actions





#### **Elements**

All of what we call "offense" is comprised of only a handful of actions



#### **Disruption**

The goal of PM2M is not to "defend" offenses, but disrupt them



#### Consistency

We defend actions the same way. Impacts scouting.



#### **Philosophy**

Decisions we make on how we defend actions are in line with PM2M themes

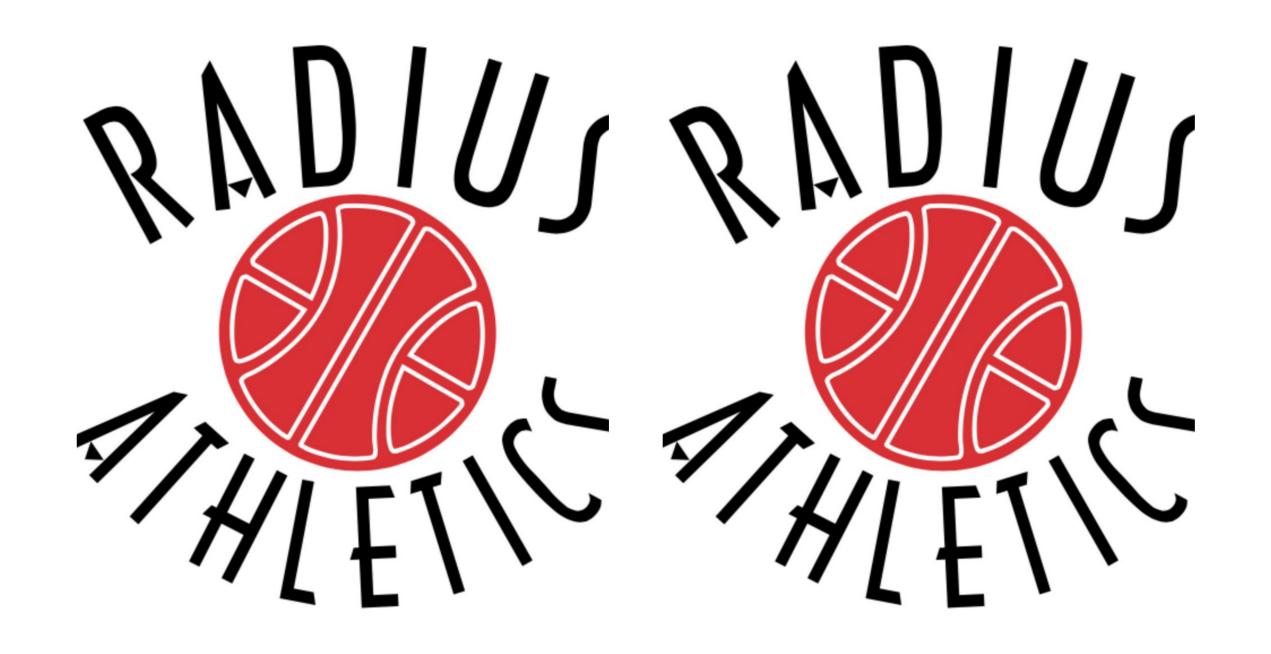
## Options to consider:

Switching screens (on and off ball)
Switching handoffs
Shooting the gap
Icing ball screens
Trapping ball screen
Hedging - hard or flat

This as an area for some customization. I tended to go the more aggressive route.



# Q&A - Open for any questions



#### Concerns

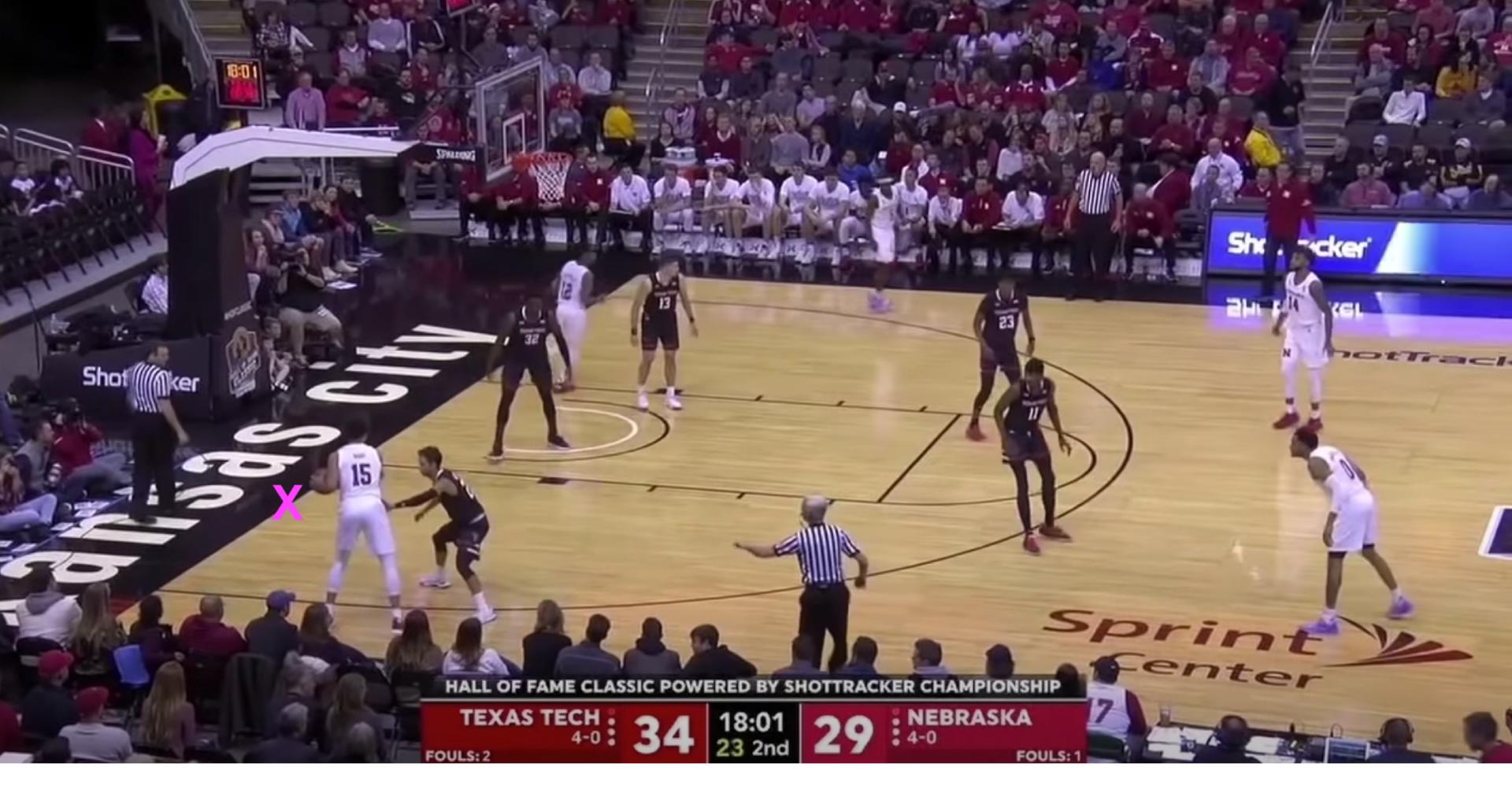
What are your biggest concerns?

### Disagreements

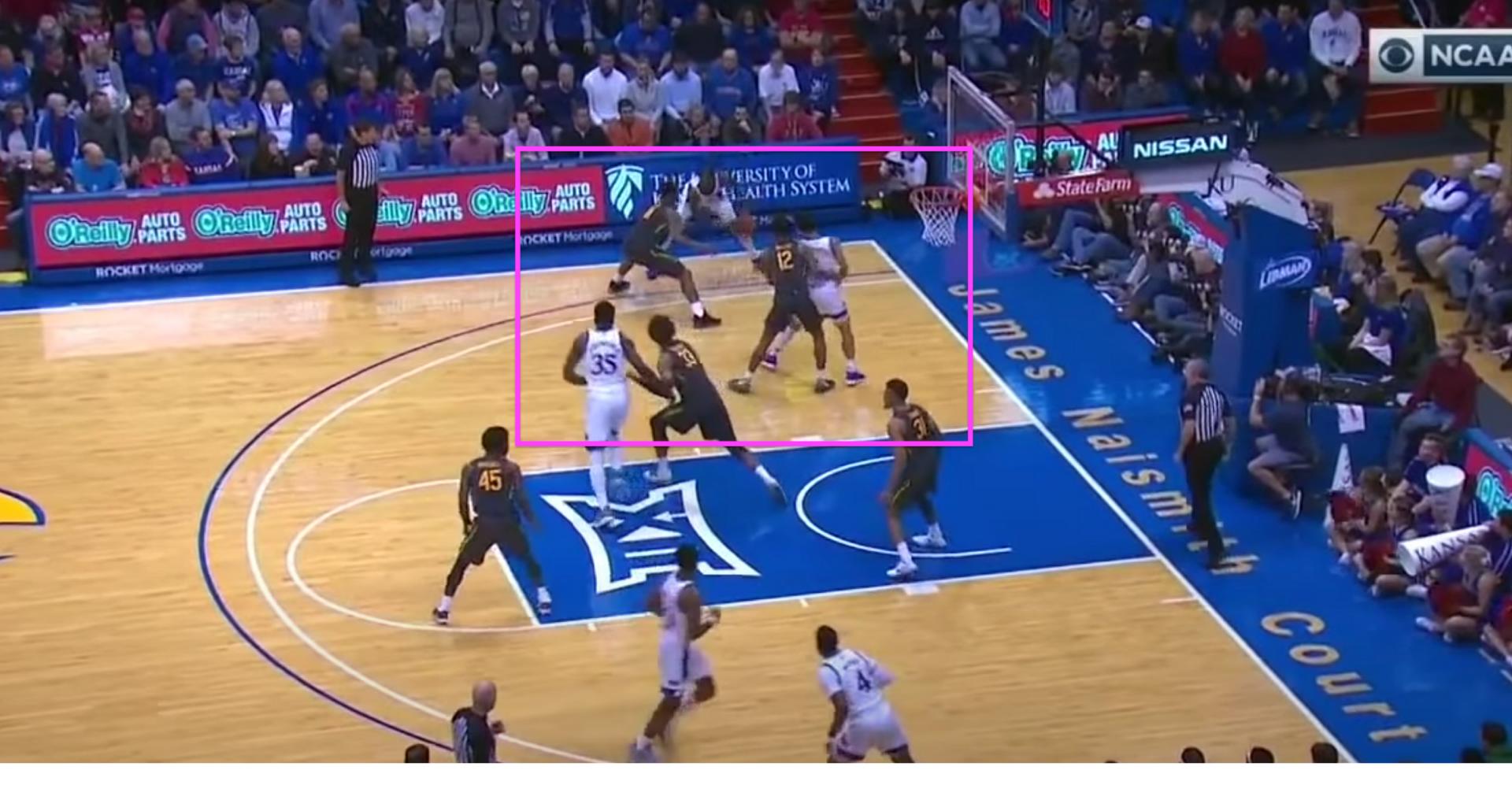
What do you most disagree with?



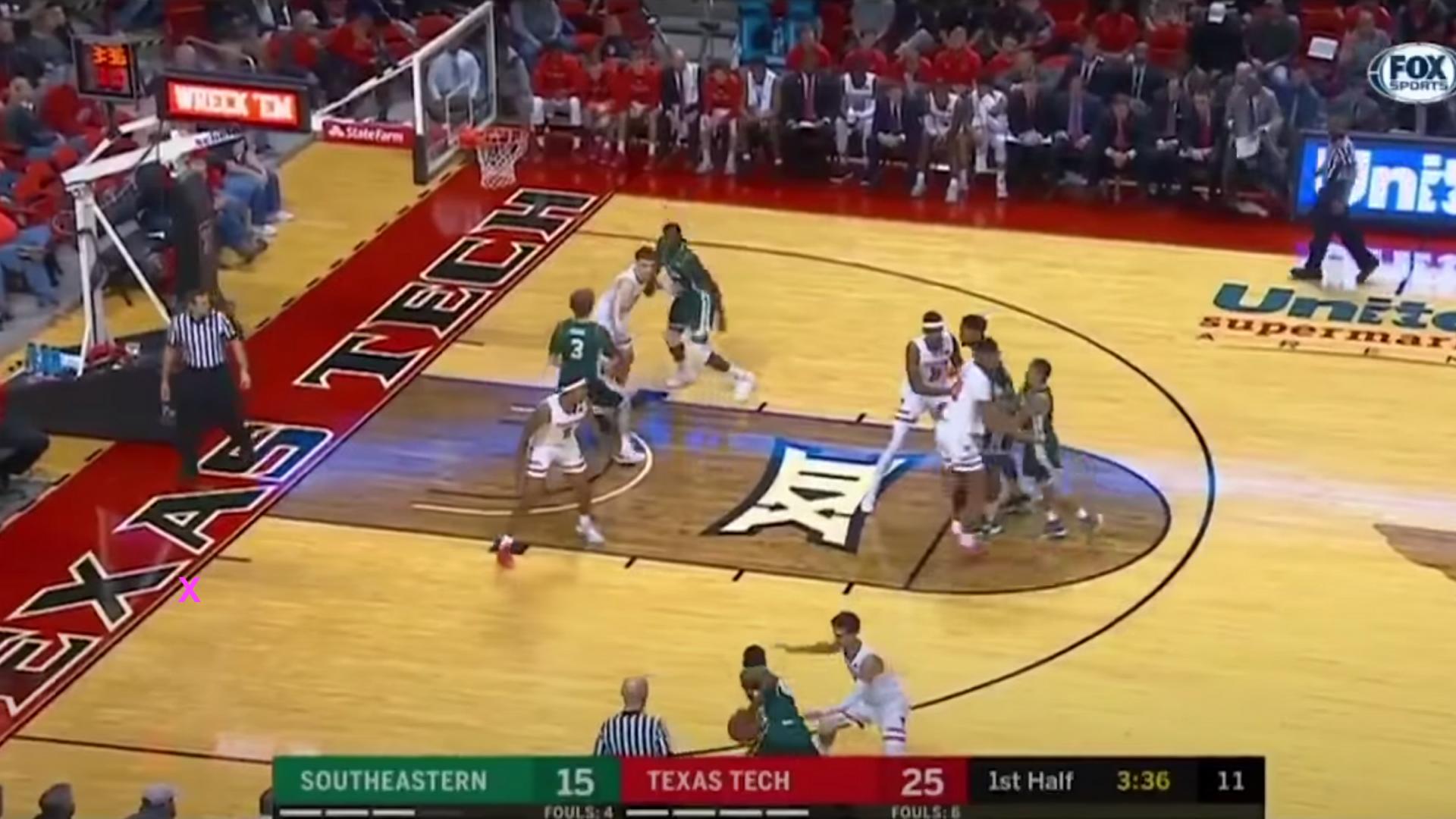
Baseline Push

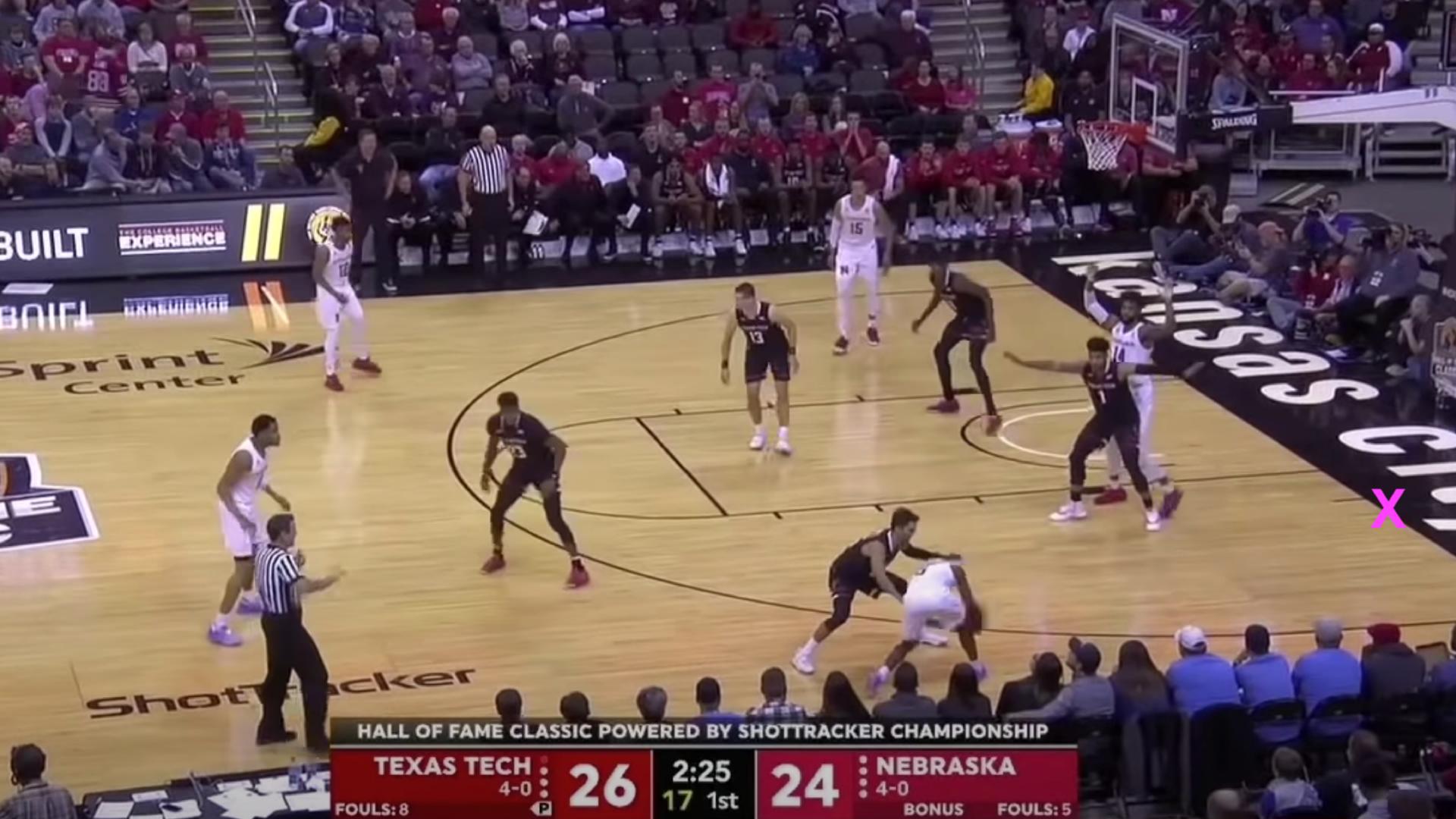


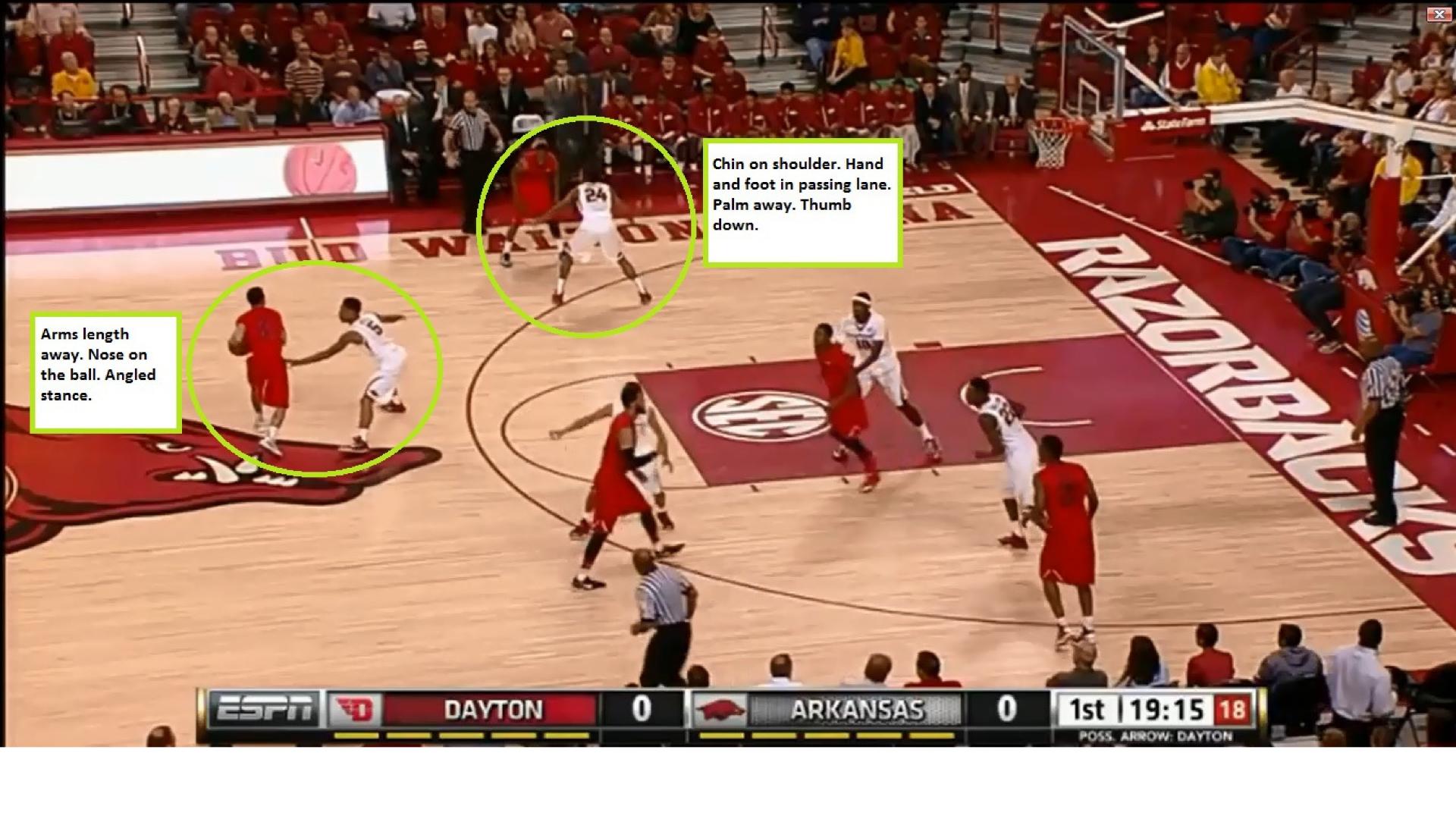
Baseline Push

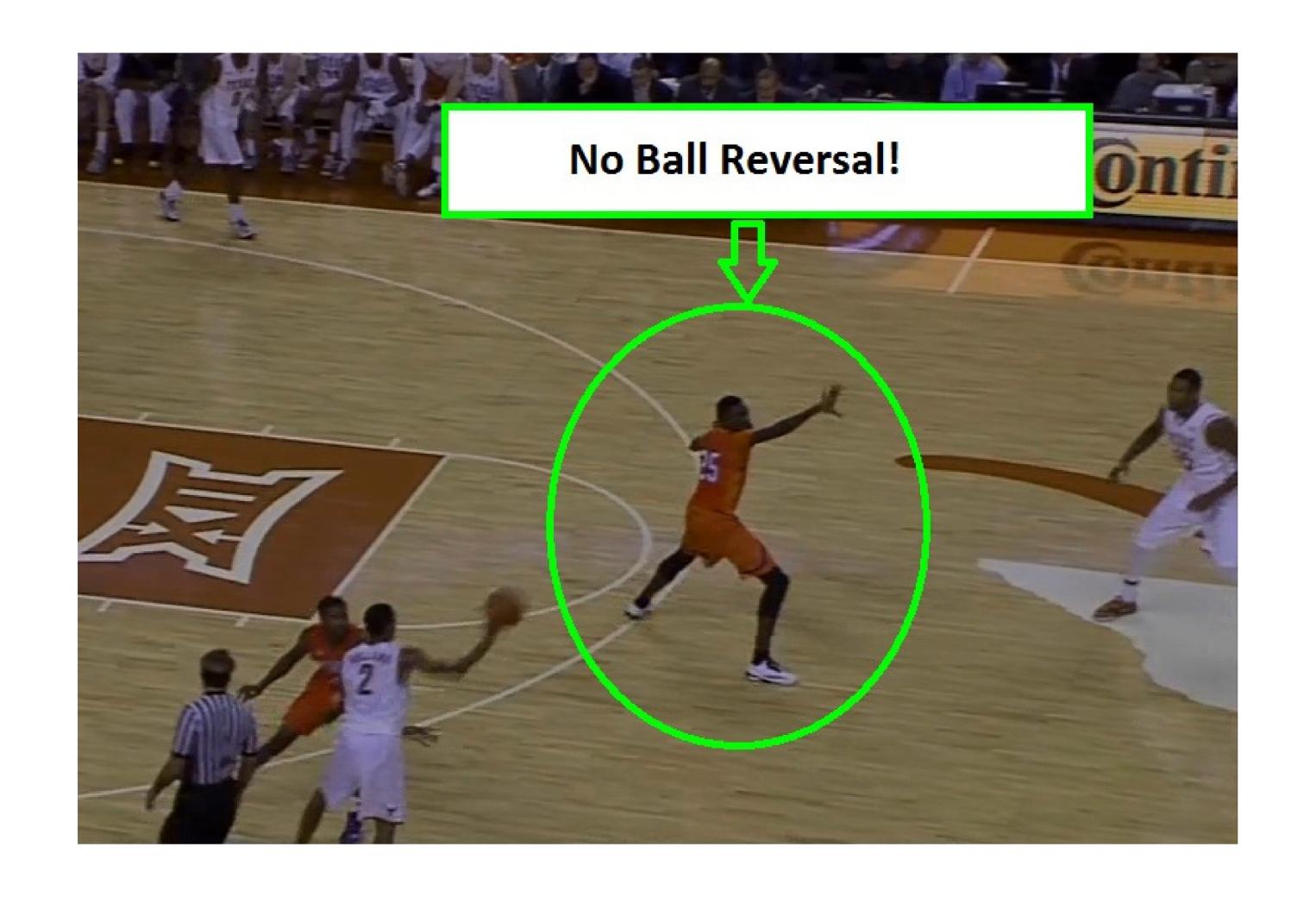


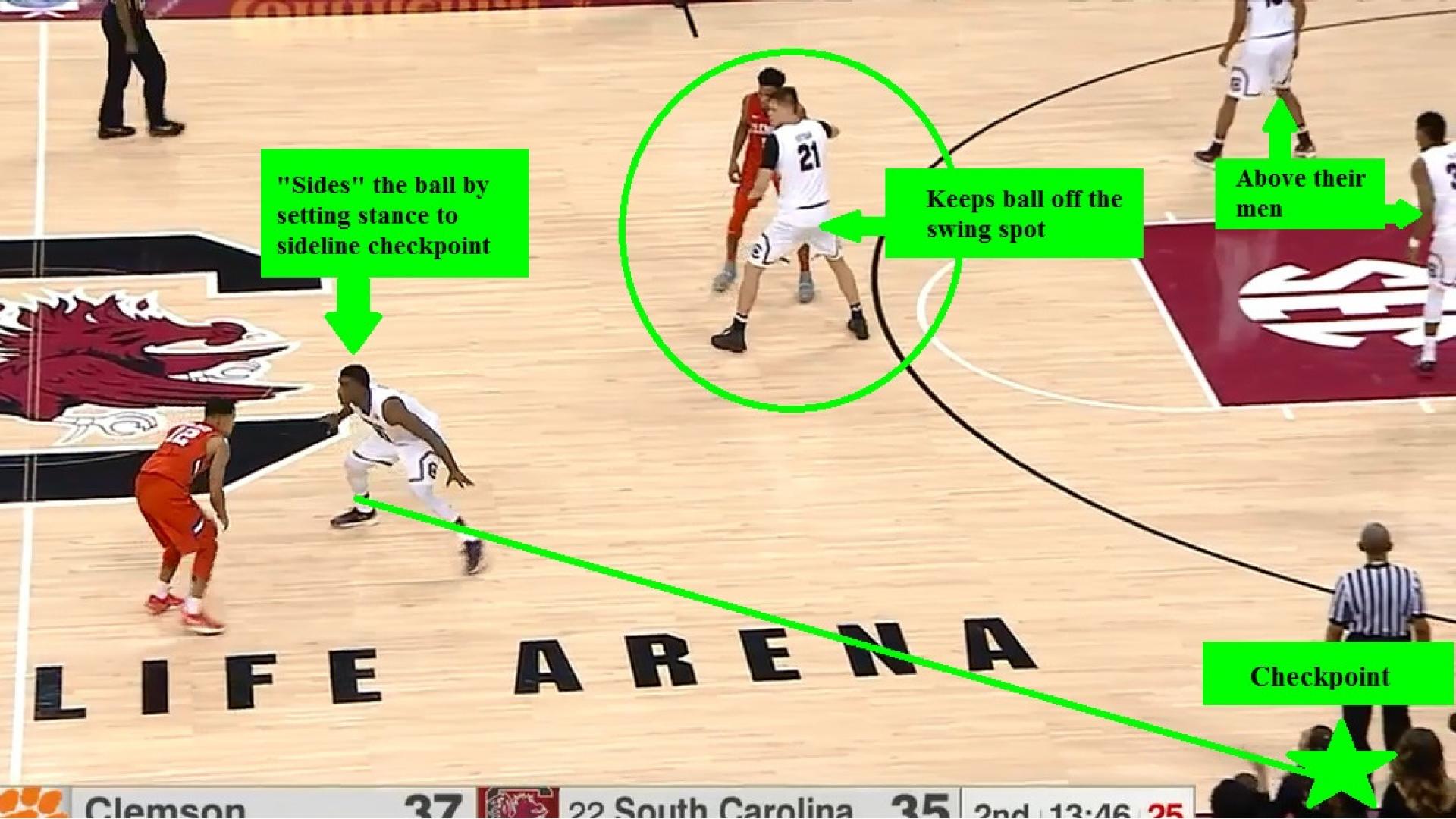
Baseline Push

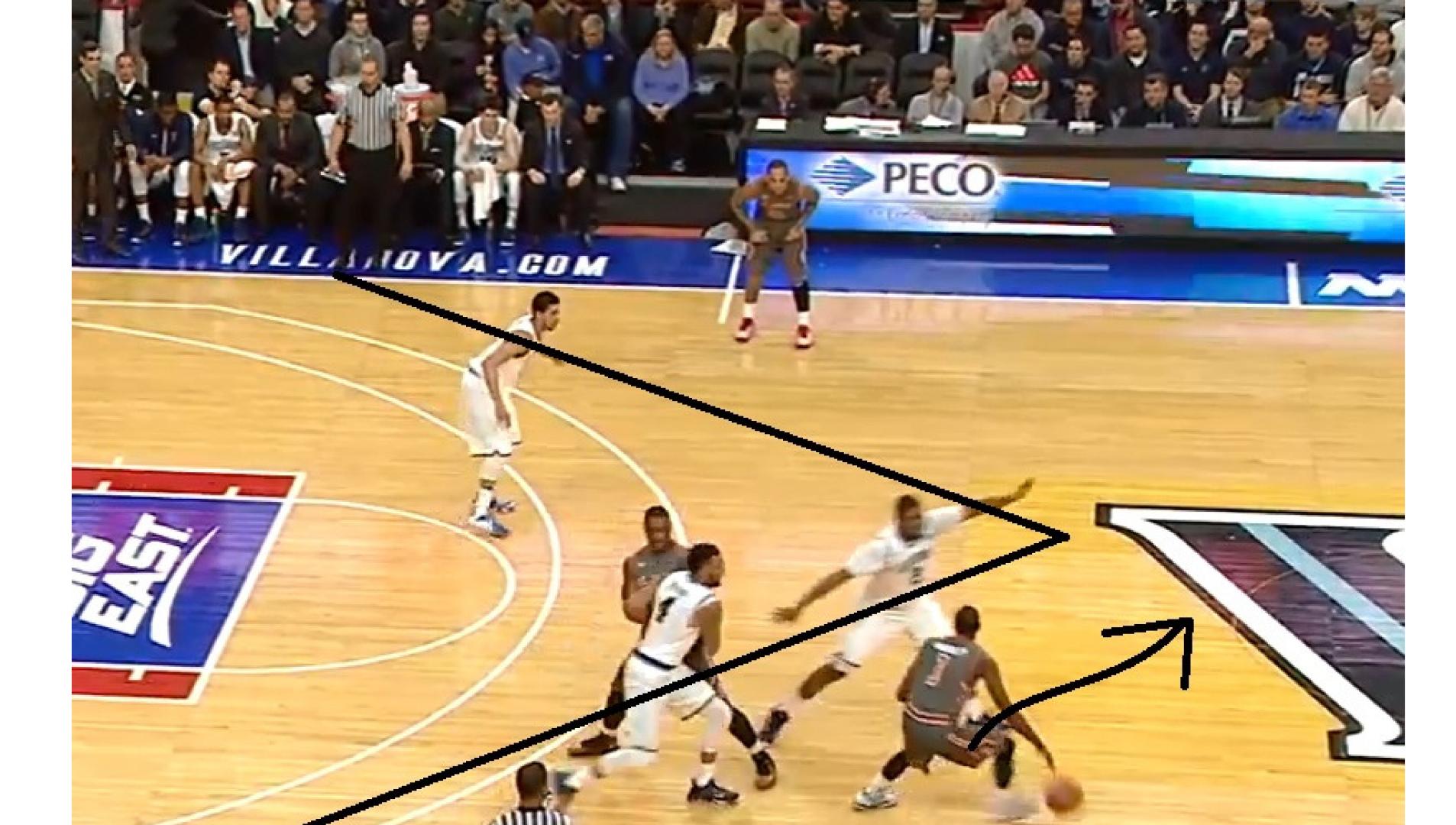










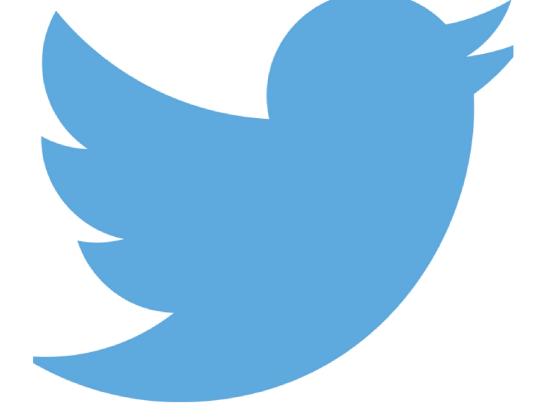


## Learn More:





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