

11. MAKING ADJUSTMENTS

Our opponents will have different styles of play and this offense is tailored to be flexible enough to hurt a variety of styles. Here are some common attempts by opponents to throw our offense out of rhythm and how we adjust.

Switching Ball Screens We like to slip a lot against teams that switch in an effort to take advantage of miscommunications and lazy play. The main counter to beating teams that switch is punishing the mismatches. If guards are switching onto forwards there should be a healthy effort to explore the post up options in the offense. Also, guards should look to attack the forwards off the dribble. Another thing we teach against switching is a high early seal by our forwards. To execute, our forward will reverse pivot before screening and start to seal the switched defender, usually a guard. The forward starts his pin around the 3-point line and tries to seal off to allow as much space as possible for the other forward to fit a lob pass in on a high/low pass. The early pin concept is very advanced and requires a lot of practice. All these options are contingent on the fact that through scouting we will know that the team we are playing likes to switch most ball screens.

Switch and Deny Paired Side This is hard for a defense to execute but can foul us up big time if executed properly. The best counter to this is to change up the cuts. If we run the same cut at the top paired spot, the defense will begin to adjust. Also, we can use the screen in cut and look for chances to slip when the defense gets too high in their switch attempt.

Extreme Sag There is no substitute for making shots. Against teams that sag we like to have our best shooters ready to shoot the gap shot behind the screen and to receive skip passes to shoot the ball. The other counter we use is the “speed version” of the offense, as discussed earlier in the guide, in an effort to narrow the focus of what we are looking for within the offense to make it more effective. Speed Wave works well against sagging defense.

Hard Hedging Ball Screens Against teams that hard hedge we like to use a hard go off the ball screen to get the ball reversed as quick as possible so we can look high/low. We also want the guards to be prepared to split the hedge if the forward’s defender gets too high. If the forwards can shoot and dribble, a screen and pop works great against a hard hedge. The guard should use a hook pass to throw the pass back to the back side of the play to the forward who should have a good amount of space to work with on the catch.

Trapping Ball Screens Just like teams that hard hedge, against teams that trap ball screens we like to use a hard go off the ball screen to get the ball reversed as quick as possible so we can look high/low. We should also be ready to use the pull

and pivot technique to create time and space for our teammates to get open. Against traps we like to have a forward pop quickly as a pressure release since that is a long rotation for the defense to make with no defender on the strong side of the court.

Denying the Reveral Man We don't mind seeing this at all. Teams think they are fouling us up but really they are just pouring gasoline on the fire. It opens up gigantic driving gaps off the ball screen so we want the ball handling guard to be aggressive trying to get in the paint. We can also continue to run our offense by skipping the ball to the weak side wing and executing a hand Off to the player lifting from the corner. Also, a hard, well timed back door cut can burn the defense.

ICE Ball Screen Coverage "ICE" is a common technique at the higher levels of basketball to defend ball screens but we have only seen it a few times at the high school level. It is an advanced technique which requires the guard defending the ball screen to square parallel to the sideline to take away the middle. While this is happening the defending forward drops off to control the baseline. Against this technique we will change our ball screen angle to make the screen flatter in an attempt to attack the defending forward off the dribble. Against this technique it is hard to attack middle and it forces the action the baseline. Once the ball is reversed, we like to use our dribble hand off because it is near impossible to ICE.

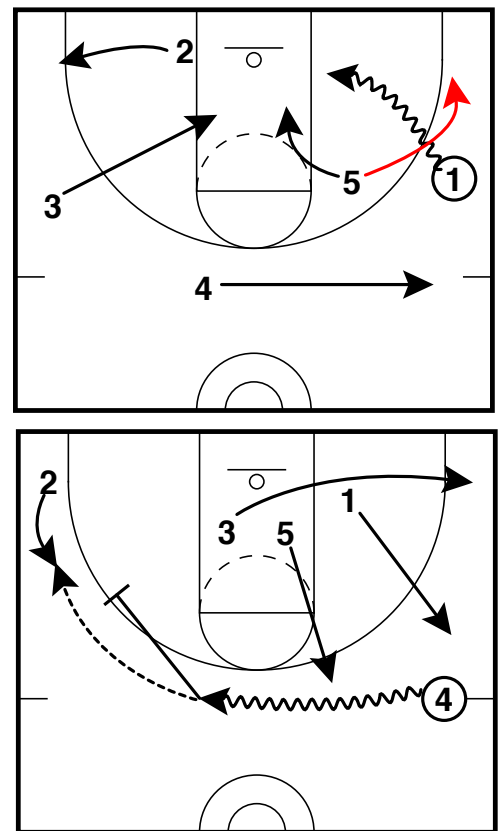
12. COMMON OFFENSIVE RESETS

Rejecting a Ball Screen

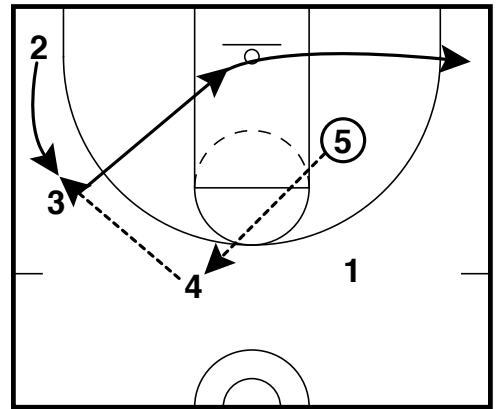
We want to have our players fully able to read the ball screens and take advantage of situations where they think they can make a play to the baseline side, rejecting a ball screen. The baseline reject is absolutely one of the best features within Wave. For the players and coaches to have confidence in this option, it needs to be structured and drilled how the offense will continue to flow if a player chooses to reject the screen but is unable to produce a scoring option. The players are taught that rejecting a ball screen should lead to a shot, either for the player with the ball or a direct pass from the player with the ball, but this is not always the case. Gaps can close quickly and defenses can recover but we need to be able to sustain offense when this happens.

The player setting the ball screen has two options when a ball screen is rejected, depending on his skill set. He can either dive to the hoop looking for a pocket pass while keeping spacing from the penetration, or he can curl behind the penetration for a jump shot. Curling behind is a great option as defenses are commonly taught to sink to the level of the ball. No matter which option the screener chooses, getting the ball reversed off of a stalled reject stays the same.

We teach the weak side bottom paired guard to hold his position, looking for a drift 3-point shot. We teach the top paired guard on the weak side to try to catch his defender turning his head to see the penetration and cut behind him to the rim for a drop off pass. The forward filing the reversal position on the weak side is key to getting the ball reversed and keeping the offense moving. He is taught to hold until the baseline drive is stalled (usually with a jump stop) and then sprint to the strong side sideline as a safety valve. Usually the baseline driver can skip a safe pass to him or sometimes the pass may come from the ball screener after he has curled behind the reject. Either way, when he gets the ball he should take 2-3 dribbles to center the ball and get it reversed, sideline to sideline, to the weak side guard who should be lifting from his bottom paired position. The passing forward should then follow the ball with a 2-man game to keep the play flowing, and this should leave us in our normal alignment with three players on the weak side and two man game on the strong side.



Look Back Option When we throw the ball to the post on a look back (“7-cut”), we want him trying to score. We wouldn’t be isolating him if we didn’t think he was capable of that. However, if he’s not feeling it, we keep the continuity going by reversing the ball to the other forward. On the catch by 5, the top paired wing should dive to the hoop and he will continue his cut to the corner. The bottom paired guard lifts, 5 fills high and we are right back into our continuity.



Denied Reversal Forward As we discussed in the Adjustments segment, we can continue to run our offense if the reversal forward is denied. We simply skip the ball to the weak side wing and then execute a hand Off to the player lifting from the corner. The wing then fills opposite and the forward that was being denied goes to the ball to run the side ball screen action.

