Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Switch Outs
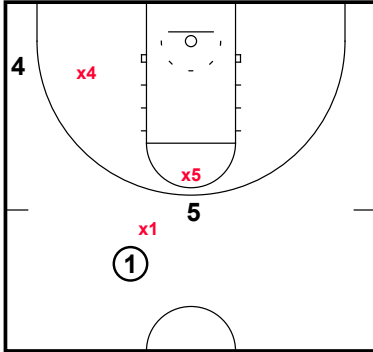Frame 1

Pick and Roll Defense- Switch Outs
Frame 2

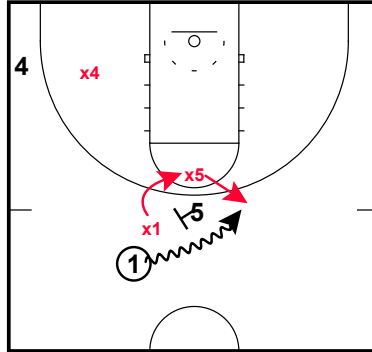Pick and Roll Defense- Switch Outs
Frame 3

Switch-outs

Switching the pick and roll and then an off-ball switch onto the roller to get a more favorable match-up for the defense- usually switching a bigger guy onto the roller and the guard veers off to take his man.
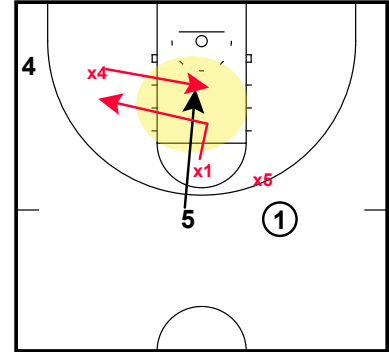
This defensive coverage requires a high level of communication and basketball IQ.

x1 and x5 switch the high ball screen. x5 jumps out and not allows 1 to just turn the corner. x1 slides to the screen where he makes contact and then quickly slides under the screener.
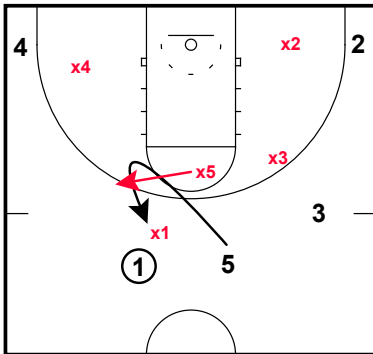
As 5 rolls to the rim, x4 sees the mismatch and communicates the "triple switch" to x1 and takes on the roll man. x1 will then veer out and take 4.
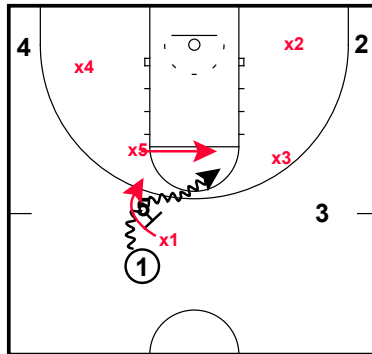
Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Guarding the Ball Screen Area Switch Out (Post PNR)
Frame 1

5 is setting a twist drag screen on the break.

Pick and Roll Defense- Guarding the Ball Screen Area Switch Out (Post PNR)
Frame 2

The defense is in a "drop" coverage. The ball handler will snake the ball screen and try to create a 1 v 1 situation with x5.

Due to x1 having to chase over the top of the screen and trailing so far behind the ball handler, x1 chooses to "veer back" switch the screen and take to screener.

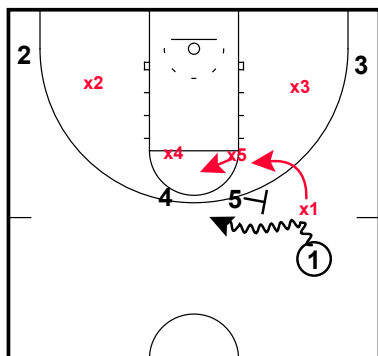Pick and Roll Defense- Guarding the Ball Screen Area Switch Out (Post PNR)
Frame 3
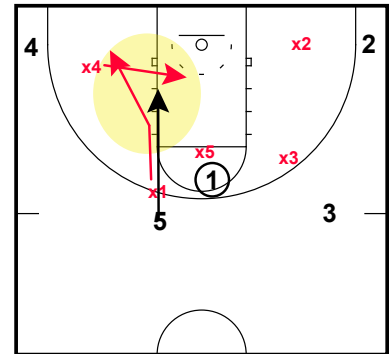
On the roll, x4 will area switch with x1 to create a better defensive match-up both to defend the post up and rebounding.

Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Guarding the Ball
Screen Area Switch Out (Post PNR)
Frame 1

Pick and Roll Defense- Guarding the Ball
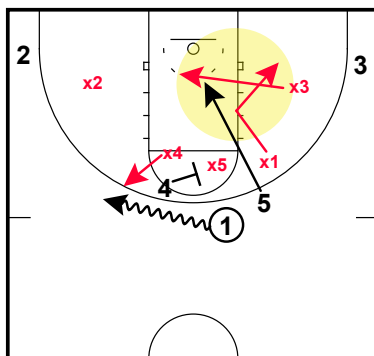Screen Area Switch Out (Post PNR)
Frame 2

Pick and Roll Defense- Guarding the Ball
Screen Area Switch Out (Post PNR)
Frame 3

Offense is running double high ball screen. The defense is in switching 1-5 pick and roll coverage.

1 comes off first ball screen. x1 slides under screen and x5 slides over to take the ball.

As 1 comes off the 2nd ball screen, x4 jumps out to switch onto the ball and x5 switches onto the screener.

As 5 rolls to rim, x3 recognizes mismatch of x1 guarding the big and "area switches" with x1. x3 will slide over and take the roll man and x1 push out and take 3 creating a better match-up for the defense.
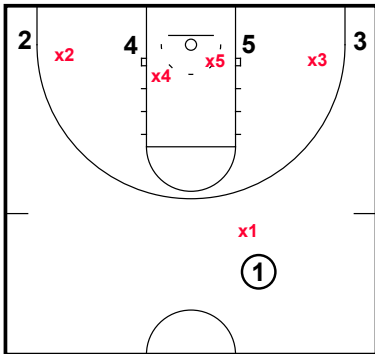
Pick and Roll Defense
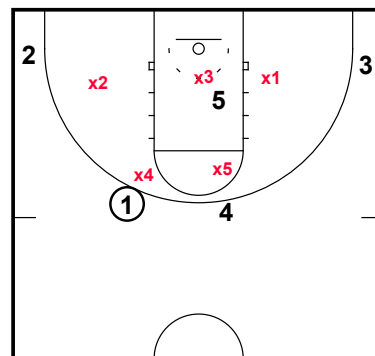
"Switch Outs"

Pick and Roll Defense- Guarding the Ball
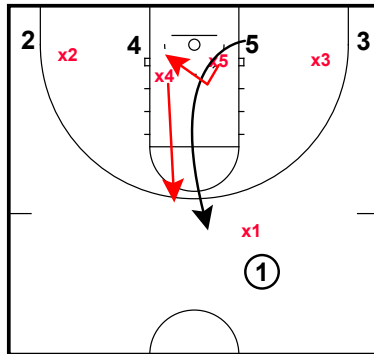Screen Area Switch Out (Post PNR)
Frame 1

The **"AREA SWITCH OUT"** has been
popularized by several NBA teams the past
several years.

This action is used by teams that look to switch
the late clock ball screen. It is designed to create
a defensive match-up advantage or at least
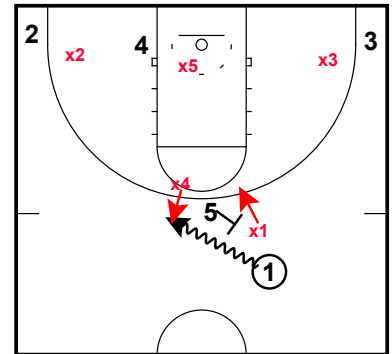eliminate what would be deemed a major
disadvantage.

Pick and Roll Defense- Guarding the Ball
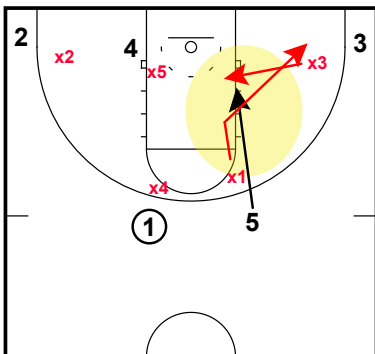Screen Area Switch Out (Post PNR)
Frame 2

On the sprint up, x4 will area switch with x5 and
chase the screener high.

Pick and Roll Defense- Guarding the Ball
Screen Area Switch Out (Post PNR)
Frame 3

x4 will switch the ball screen with x1. x1 slides
under the ball screen on the switch.

Pick and Roll Defense- Guarding the Ball
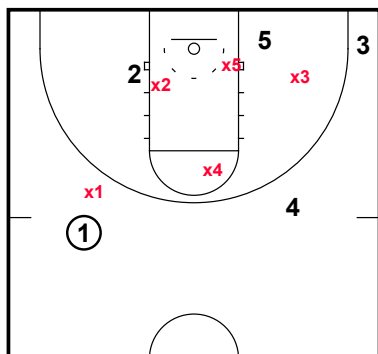Screen Area Switch Out (Post PNR)
Frame 4

On the roll, x3 will "area switch" with x1 to create
a better defensive match-up.

Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Guarding the Ball
Screen Late Clock Area Switch Out
Frame 1

Pick and Roll Defense- Guarding the Ball
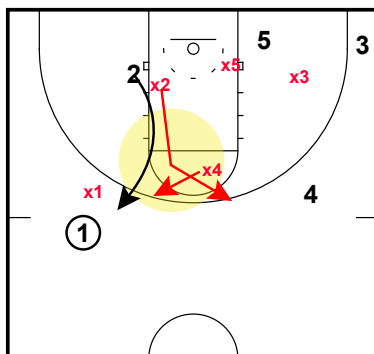Screen Late Clock Area Switch Out
Frame 2

Pick and Roll Defense- Guarding the Ball
Screen Late Clock Area Switch Out
Frame 3

The late clock area switch out has been popularized by several NBA teams the past several years.

This action is used by teams that look to switch the late clock ball screen. It is designed to create a defensive match-up advantage or at least eliminate what would be deemed a major disadvantage.
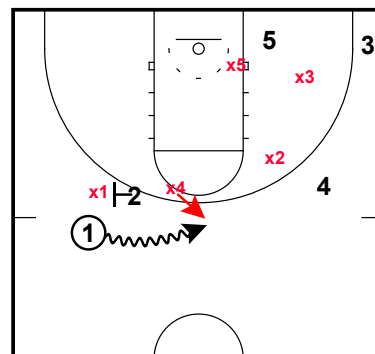
To avoid x2 having to switch onto 1...as 2 sprints up to set the pick, x4 will area switch onto 2. x2 will break off and switch onto 4.

This is an action you see the Warriors try to employ when playing the Cavaliers. Often times, the Cavs will have whatever player Stpeh Curry is guarding set the high ball screen to force the defensive switch. This puts the Warriors at a major disadvantage by having Curry on Lebron (or Kyrie in the past). To counter, the Warriors will some times try to "area switch" before the pick to get a bigger, better defender onto the screener giving them a more advantageous defensive match-up.
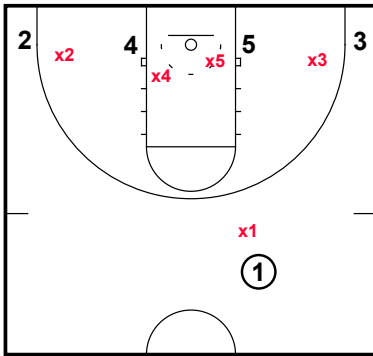
x4 will switch the ball screen.
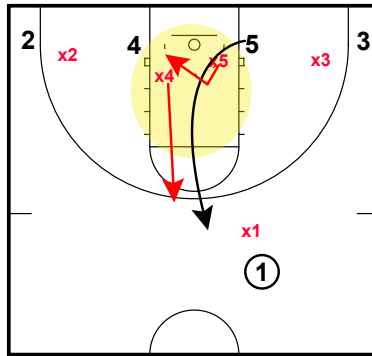
Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 1

The late clock area switch out has been popularized by several NBA teams the past several years.
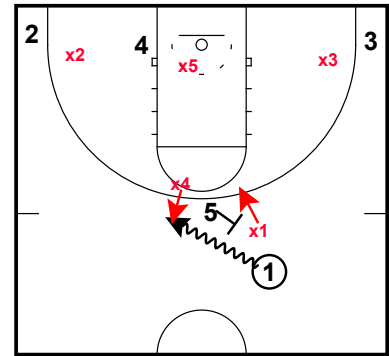
This action is used by teams that look to switch the late clock ball screen. It is designed to create a defensive match-up advantage or at least eliminate what would be deemed a major disadvantage.

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 2

On the sprint up, x4 will area switch with x5 and chase the screener high.

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
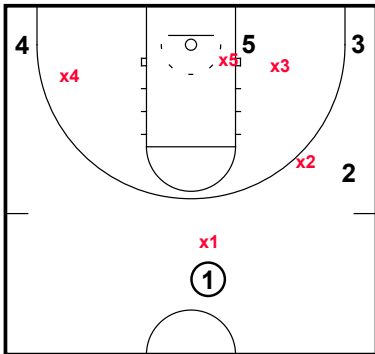#### Frame 3

x4 will switch the ball screen with x1. x1 slides under the ball screen on the switch.
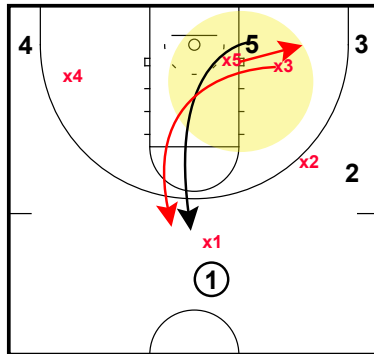
Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 1

The late clock area switch out has been popularized by several NBA teams the past several years.

This action is used by teams that look to switch the late clock ball screen. It is designed to create a defensive match-up advantage or at least eliminate what would be deemed a major disadvantage.

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
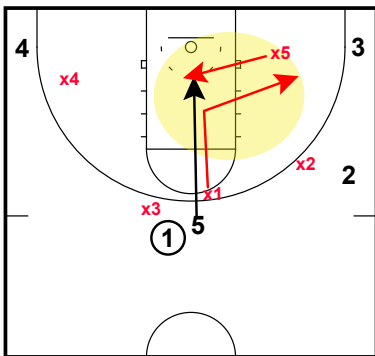#### Frame 2

As 5 sprints up to set the high ball screen, x3 will area switch with x5. x3 will chase the screener up and x5 will slide out to guard 3.

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 3
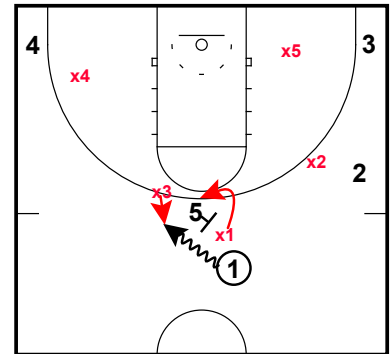
This allows the defense to switch the high ball screen late in the clock. As 1 comes off 5, x3 will jump out and switch on to the ball handler and x1 will slide underneath the screener.

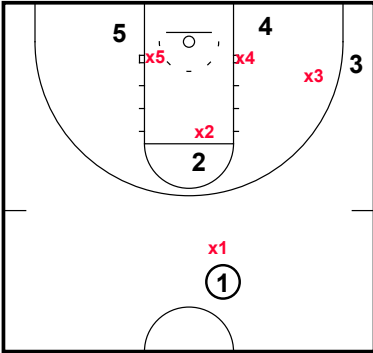### Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 4

On 5 roll to the rim, the defense can "area switch" the roll getting x5 back onto 5 and x1 pushing out to take a perimeter player.
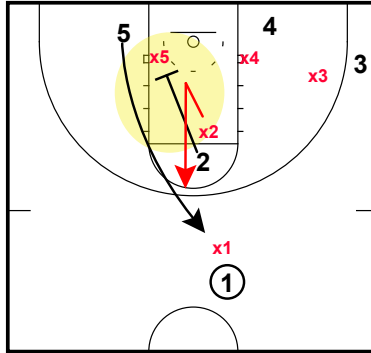
Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 1

The late clock area switch out has been popularized by several NBA teams the past several years.

This action is used by teams that look to switch the late clock ball screen. It is designed to create a defensive match-up advantage or at least eliminate what would be deemed a major disadvantage.
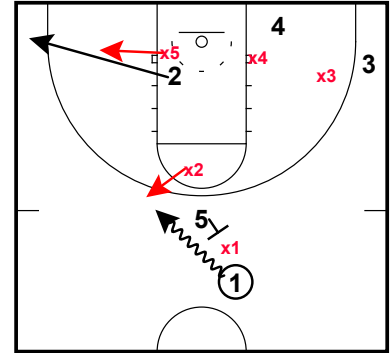
Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 2

The offense is running "Ram Action" into a high ball screen. This is a popular action as it creates a clean release and separation for 5. This action makes it hard for x5 to get into proper positioning to guard the pick and roll as he is screened and then has to chase.

A way to counter this action, especially late in the clock, is to switch the "Ram action." x2 will switch onto the ball screener as 5 is being screened.

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
Frame 3

By switching the "Ram action," it sets up the ability to then switch the ball screen. x2 will switch onto the ball handler and x1 will take the screener.

Pick and Roll Defense- Guarding the Ball Screen Late Clock Area Switch Out
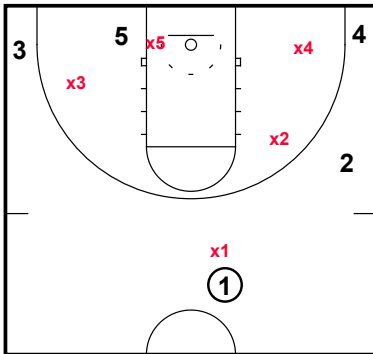#### Frame 4
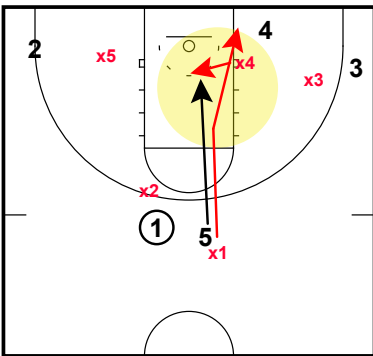
If the screener rolls and the defense feels at a disadvantage with x1 on him, the defense can then "area switch" by x4 switching on to the roll man and x1 taking 4.

Pick and Roll Defense

"Switch Outs"

Pick and Roll Defense- Guarding the Ball
Screen Late Clock Area Switch Out
Frame 1

Pick and Roll Defense- Guarding the Ball
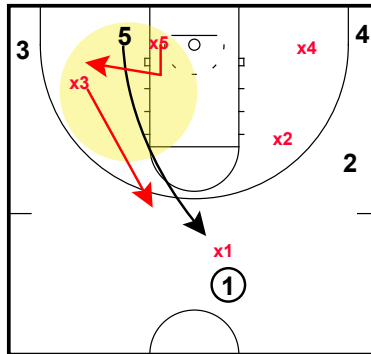Screen Late Clock Area Switch Out
Frame 2

Pick and Roll Defense- Guarding the Ball
Screen Late Clock Area Switch Out
Frame 3

The late clock area switch out has been popularized by several NBA teams the past several years.
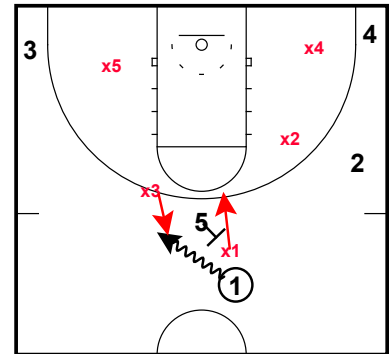
This action is used by teams that look to switch the late clock ball screen. It is designed to create a defensive match-up advantage or at least eliminate what would be deemed a major disadvantage.

As 5 sprints up to set the high ball screen, x3 will area switch with x5. x3 will chase the screener up and x5 will slide out to guard 3.

This allows the defense to switch the high ball screen late in the clock. As 1 comes off 5, x3 will jump out and switch on to the ball handler and x1 will slide underneath the screener.