

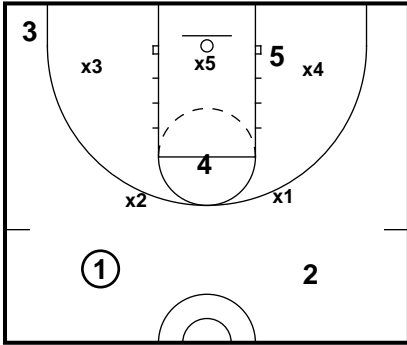
X-Cut Zone Offense vs 2 - 3 Zone

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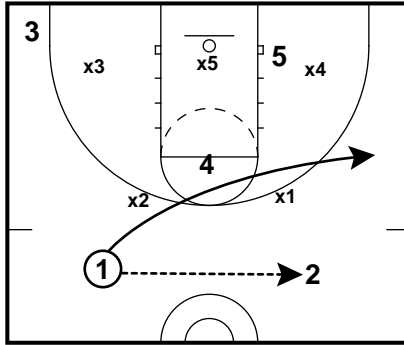
Xavier vs 2-3 Zone



Shape rules

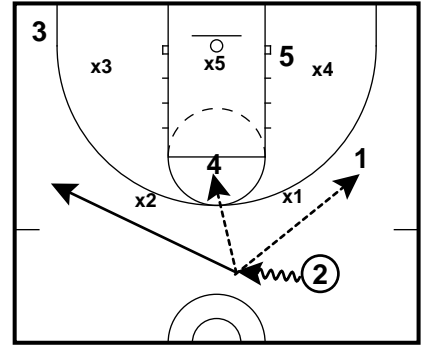
- 1 and 2 are at the slot
- 3 is in the corner opposite of the 5
- 4 is at the high post
- 5 is in the short corner opposite of the 3 in the corner

Xavier vs 2-3 Zone



- 1 Passes to 2
- 1 Cuts behind the x1 to FTLE

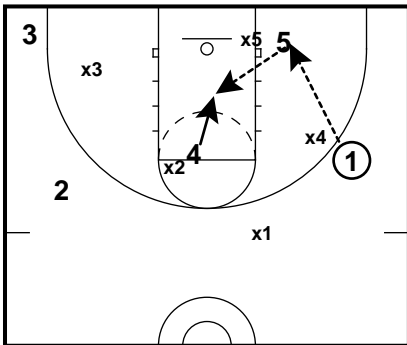
Xavier vs 2-3 Zone



- 2 Takes 2 dribbles to the middle to engage x1
- 2 reads x2

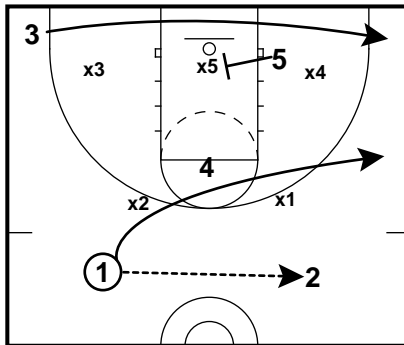
When x2 attacks 2, then 2 passes to 4
When x2 stays on 4, then 2 looks to pass to 1

Xavier vs 2-3 Zone



When 1 receives the pass, 1 will read x4. ...

Xavier vs 2-3 Zone



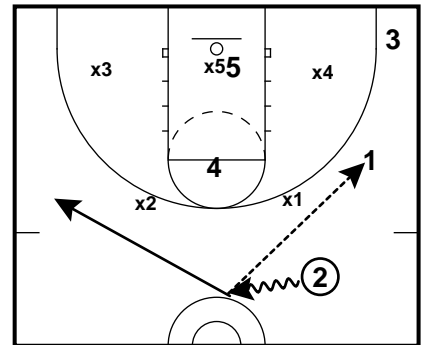
3 Baseline Runner Rules

When 1 passes to the 2, 3 can run baseline to the ballside corner.

When 3 runs to the ballside corner, 5 must set a screen on x5 to seal for a possible post entry feed.

If 5 misses the seal, then 5 must go to the opposite block of the 3

Xavier vs 2-3 Zone

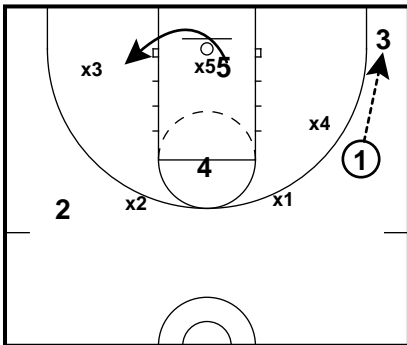


2 must take 2 dribbles to the middle to engage the x1 defender.

2 reads the defense

When 1 passes to the 1, 2 spaces away to the opposite wing.

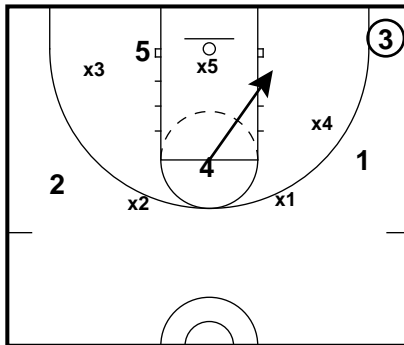
Xavier vs 2-3 Zone



1 reads the x4

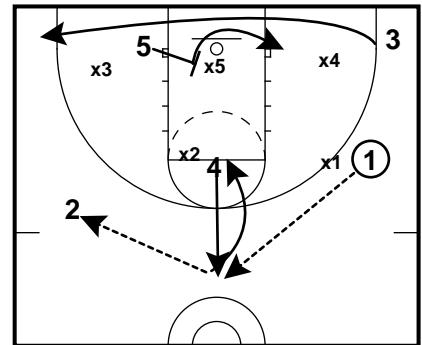
When x4 comes to defend, 1 passes to 3
When x4 defends 3, 1 looks to shoot or attack the rim, or looks inside to the 5 sealing x5

Xavier vs 2-3 Zone



When the 1 passes to the 3, 4 dives to the ball side block and seal x5, if x5 stays in the paint.

Xavier vs 2-3 Zone



Ball Reversal Rules

If the defense defends all opportunities, then the 4 will step up to the top of the key for a reversal.

When the 4 receives the pass, the 4 will read the defense.

4 can attack the middle of the zone, shoot the 3pt shot, or swing the ball to the 2