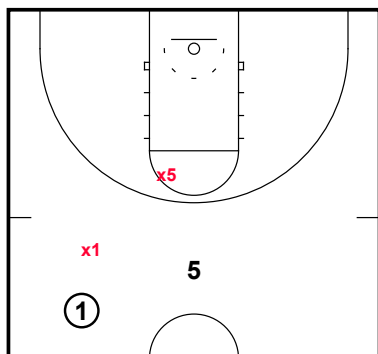


Pick and Roll Defense

Non-Scoring Area Coverage

Pick and Roll Defense- Guarding the
"Non-Scoring Area" Ball Screen
Frame 1

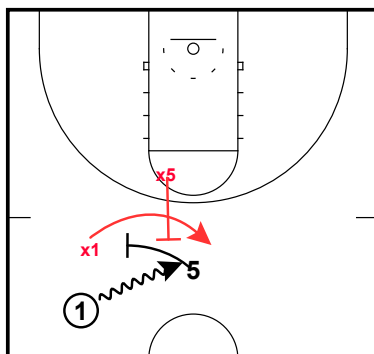


This coverage may be used as an exception when the ball screen and ball are out of a "scoring area". This area can be defined by a line on the floor or a developed judgment call by the big.

This is designed to stay soft and keep ball in front of the defense.

An example of this would be a transition drag screen or sometimes a late clock play.

Pick and Roll Defense- Guarding the
"Non-Scoring Area" Ball Screen
Frame 2

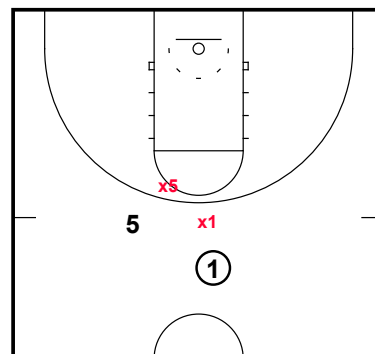


As the screen is happening, x5 is communicating to x1 the action that is happening. Normally he would call "screen [direction]" and then get into his normal screen coverage.

Due to the location of the screen, he is now communicating a little differently. He is still calling "screen [direction]", but now he is also directing x1 to go "under" the screen.

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

Pick and Roll Defense- Guarding the
"Non-Scoring Area" Ball Screen
Frame 3



With ball back in scoring area, the defense will revert back to their standard ball screen defense rules/principles.