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Dribble Drive Offense
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I. Offensive Philosophy

Main Idea:

Develop Skilled Players and then give them space in which to create and use the advantage

Advantage States:

- Neutral - Offensive Player are in Chest to Chest position
 - Small Advantage - Offensive Player is in Shoulder to Shoulder, or Shoulder to Chest position
 - Big Advantage - Offensive Player has beaten their defender (or has space to shoot)
1. Quick Action to create an advantage
 2. Then Dribble Drive to keep the advantage

Core Principles of Play:

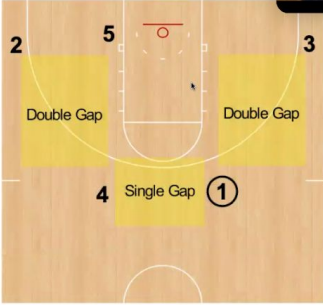
1. Catch to Shoot
2. React to Attack
3. Pass to Where the Help Came From
4. Sprint to Re-Space
5. Penetrate - Pass - Pass

II. Spacing & Spots

- Guards (1-4) fill the rails and corners to start, they will eventually use the wings as well.
- 5 Man is below the block opposite the ball at all times.
- Goal of our spacing is to create double and triple gaps to attack.
- If we have single gap spacing

Spacing + Spots

- Guards (1-4) fill the rails and corners to start - they will eventually use the wings also
- 5 man, be below the block, opposite the ball at all times
- Goal of our spacing is to create double and triple gaps to attack
- If we have single gap spacing, we pass and cut to create a double gap



III. Penetration Reaction

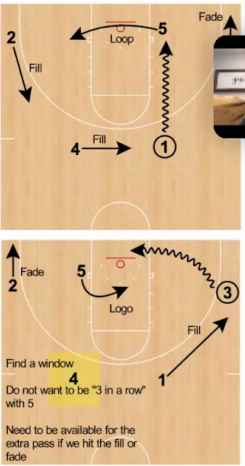
- If it is driven in your direction = fade away one spot.
- If the ball is driven in the direction away from you = fill behind one spot.
- 5 should be opposite the ball below the block = loop
- If the ball is driven at you on the baseline = get to the logo

→ They do not use the traditional Drop Zone, Rack Zone, Read Zone language that most DDM teams use.

→ Do not get to “3 in Row” - find a window for the drop pass.

Penetration Reaction

- If the ball is driven in your direction, fade away one spot
- If the ball is driven in the direction away from you, fill behind one spot
- 5 be opposite the ball below the block = loop
- If the ball is driven at you on the baseline, get to the logo



IV. Passing & Cutting Rules

RULE #1 - We pass and follow with a Cut to the Corner on the same side of the pass.

RULE #2 - If you are in front of the drive, push away and be patient.

RULE #3 - Elbow Drives, move away from the ball and stay spaced (Elbow Drive Diagram)

RULE #4 - If a bottom player Catches they either SHOOT it or make the ONE MORE pass.

REC

Passing + Cutting Rules

Passing + Cutting

Rule 1: We pass and follow with a cut to the corner on the same side as our pass

If you are holding the corner, lift up to the wing once your teammate is headed to fill your space

Single Side Drive

This drive occurs when we drive the ball into the gap created by the first pass and cut.

Rule 2: If you are in front of the drive, push away and be patient. If you are behind the drive, pull behind and fill early.

2 Side Drive

4 kicks to 3 and fills to that side corner per our rule.

Now 3 is driving to the 2 player side.

When we are driving to the 2 side, our rules are to have the players ahead of the ball be patient to stay spaced.

2 Side Drive

If 3 kicks to the top guard on the two side, we are right back to the start of the offense.

If 3 drives deep and kicks to 1 in the corner, she will still fill out to the corner on that side, however she should exit slowly.

Rule 4: If a catch is made by the bottom player on a 2 player side, she must shoot it or swing it up.

- SINGLE GAPS - they want to pass and cut through single gaps.
 - DOUBLE & TRIPLE GAPS - they want to drive into.
 - GENERAL RULE - cut in the direction of your pass.... This opens the double gap.
 - 5 MAN - Always Opposite the ball, but look to DUCK IN when the ball is skipped or “Thrown Back”
- Exception to the Rules - when the ball passed out of the corner, the player should space back to the corner, rather than cutting somewhere.

Coach Thoughts & Q/A:

That the more decisions there are to be made, the slower the reactions are for the players. So they are actively trying to eliminate the number of decisions that have to be made.

They will continue to run DDM against zones, simply emphasizing the “Throw Downs” while maintaining their passing & cutting rules.

Talked about the ability of other teams to switch BALL SCREENS.... They felt their players would be good enough to beat their man 1/1 without bringing the ball action to the basketball.

V. Varying the Flow

Main Idea - Defending the Middle Drive will be easily defended if it is the only thing you do. You need to add **other elements to compliment the Middle Drive.**

- As you get more comfortable with playing this way, it is important to add variance.
- Playing with the players behind you.
- Dribble Post (BARKLEYS)
- Second Cutting
- Dribble on Top (DOT Action)..... DHO Essentially.
- Back Doors = (*If see see shoulders, cut back door*)
- Actions to create quick advantage

→ Dribble on Top Concept - used to combat defenders who are sagging off.

→ Back Door Cue - "Tapping of the Head" is a cue to cut back door, usually for a corner player.

VI. Teaching Offense & Decision Making

- As you work on your SKILLS, you are working on OFFENSE.
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KEY SKILLS:

1. Finishing
2. Starting & Stopping
3. Driving vs Dribbling
4. Playing with the Players Next to you & Behind You

Driving & Finishing Techniques that they teach....

- 6 Finishes
 - Outside reach
 - Inside reach
 - Reverse
 - Power
 - Step thru
 - Back pivot
- Dribble Post
 - Flip Hips
 - Can I get Middle

→ They do spend time teaching these finishes "On Air", they will eventually get to adding defenders.

Offensive Drills:

Blind 1/1 - Ball on the back of the defensive player, once the offensive player goes it's live. This gives the offensive player a "Big Advantage".

- They are hunting a Reach Lay Up
- If they can't get a reach lay up they need to get into a Dribble Post Up

Pass 2/1 - Offense is on the Point & the Wing, Defense is under the hoop. Defense passes to the point, the point then swings it to the Wing....

- The Defensive Player closes out to the Wing & 1/1 ensues
- Working on attacking the closeout.

2/2 with a Coach - Coach places the ball in "Inside Hand" or "Outside Hand" and this shrinks and extends the advantage for the offense.

- Coach on the Wing
- Pair of Players on the baseline
- Pair of Players on the opposite wing