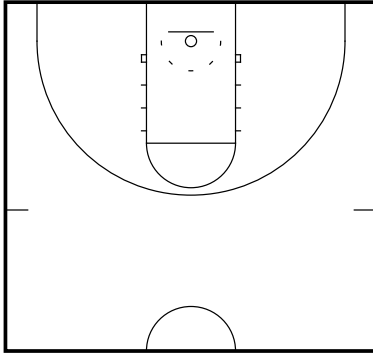


Pick and Roll Defense

"Ice" Coverage

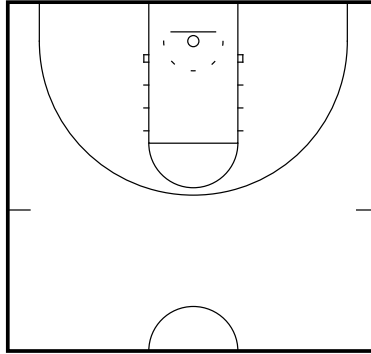
Pick and Roll Defense- "Ice"
Frame 1



"ICE"

A side pick-and-roll defense in which the on-ball defender forces the ball-handler toward the sideline and keeps the ball out of the middle of the floor.

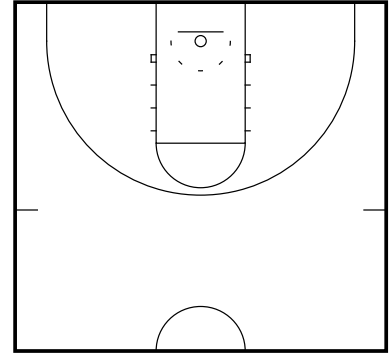
Pick and Roll Defense- "Ice"
Frame 2



Synonyms:

- "Down"
- "Blue"
- "Push"
- "Channel"

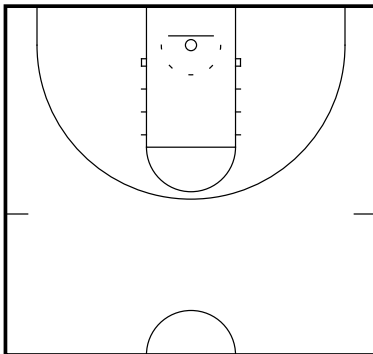
Pick and Roll Defense- "Ice"
Frame 3



Advantages:

- Keeps ball out of middle of the floor
- Eliminates the screen
- Could force ball handler to use weak hand
- Break rhythm of the offense
- May force post player into making decisions
- Requires less helpside defensive help

Pick and Roll Defense- "Ice"
Frame 4



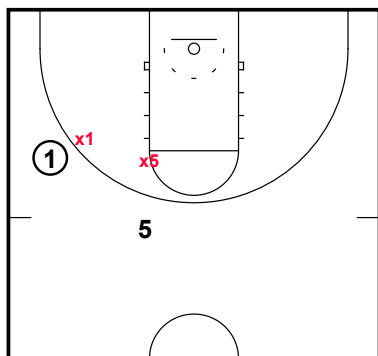
Disadvantages:

- Possible pop back jumper for big
- Pressure on the defensive big to contain the ball handler
- Opportunity for ball handler to have open drive to the rim
- Midrange jumper on short roll

Pick and Roll Defense

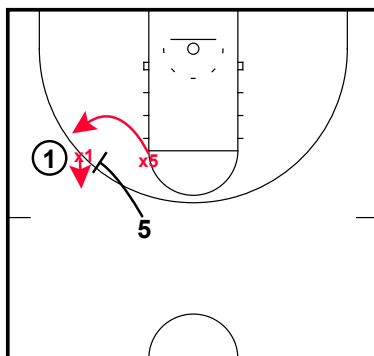
"Ice" Coverage

Pick and Roll Defense- Breakdown Wing
Ball Screen (Ice)
Frame 1



"ICE" (or "Down") pick and roll defense eliminates the ball screen and keeps the basketball pinned on the sideline.

Pick and Roll Defense- Breakdown Wing
Ball Screen (Ice)
Frame 2

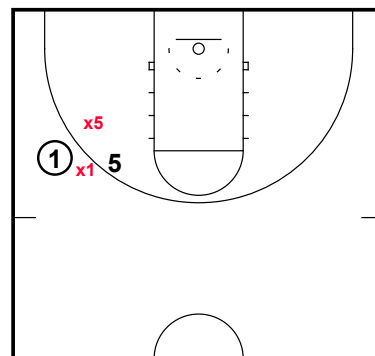


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

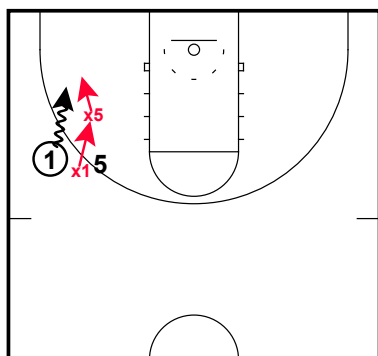
On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

Pick and Roll Defense- Breakdown Wing
Ball Screen (Ice)
Frame 3



x1 should be parallel to the sideline and x5 square to the ballhandler.

Pick and Roll Defense- Breakdown Wing
Ball Screen (Ice)
Frame 4



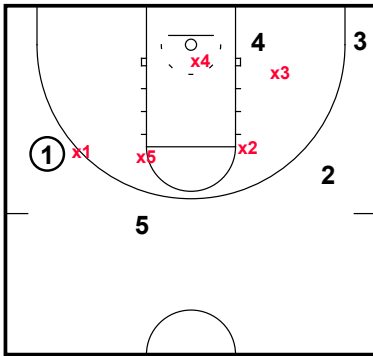
x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

Pick and Roll Defense

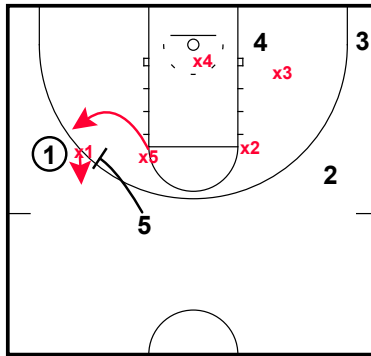
"Ice" Coverage

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Non-Perimter Threat (Ice)
Frame 1



"ICE" (or "Down") pick and roll defense eliminates the ball screen and keeps the basketball pinned on the sideline.

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Non-Perimter Threat (Ice)
Frame 2

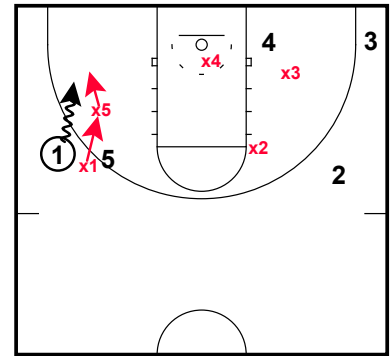


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

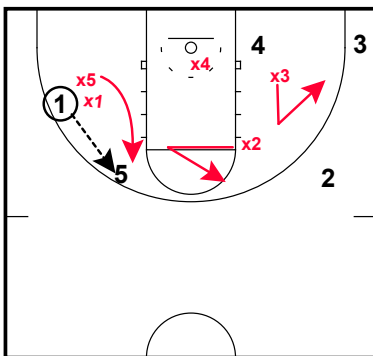
Pick and Roll Defense- Guarding the Wing
Ball Screen vs Non-Perimter Threat (Ice)
Frame 3



x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Non-Perimter Threat (Ice)
Frame 4



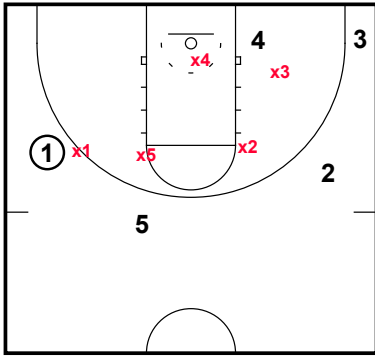
If 5 is a non-perimeter threat...

On air time of pass, x2 and x3 start stunt. x5 closes back out to his man on ball pick up or pass (if trap or semi trap).

Pick and Roll Defense

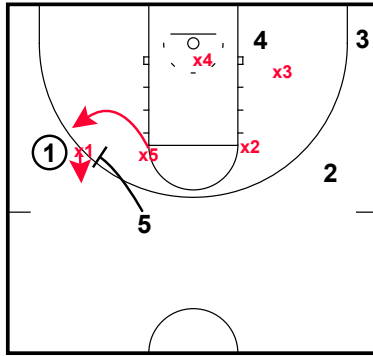
"Ice" Coverage

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Jump Shooting Big
(Veerback)
Frame 1



"ICE" (or "Down") pick and roll defense eliminates the ball screen and keeps the basketball pinned on the sideline.

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Jump Shooting Big
(Veerback)
Frame 2

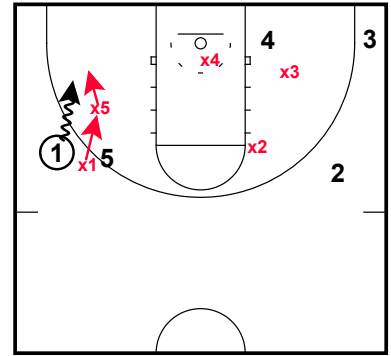


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

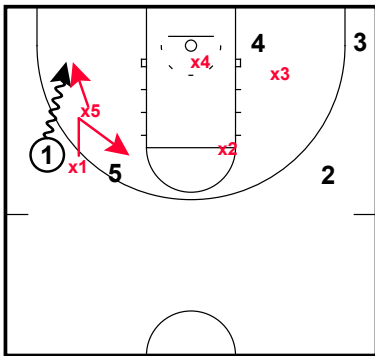
Pick and Roll Defense- Guarding the Wing
Ball Screen vs Jump Shooting Big
(Veerback)
Frame 3



x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Jump Shooting Big
(Veerback)
Frame 4



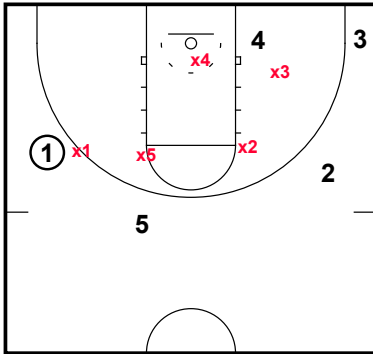
If you are playing a great shooting big that is setting the ball screen:

Switch out of the Ice. As soon as ball handler takes a couple of dribbles away from screen or breaks 3 pt line, x1 will veer back and take the pop.

Pick and Roll Defense

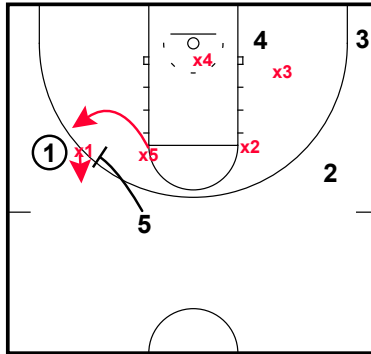
"Ice" Coverage

Pick and Roll Defense- Guarding the Wing Ball Screen vs Jump Shooting Big (Ice and Rotate)
Frame 1



"ICE" (or "Down") pick and roll defense eliminates the ball screen and keeps the basketball pinned on the sideline.

Pick and Roll Defense- Guarding the Wing Ball Screen vs Jump Shooting Big (Ice and Rotate)
Frame 2

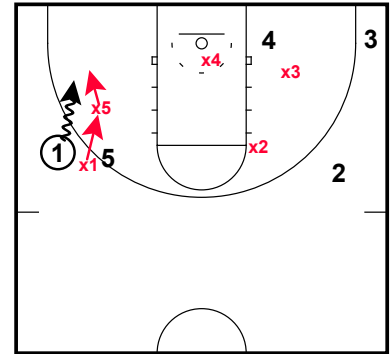


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

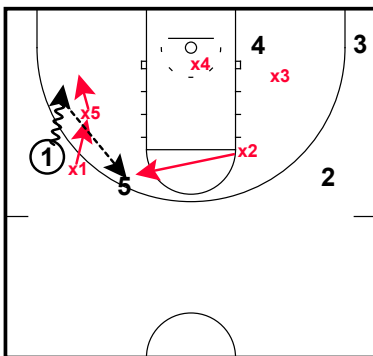
Pick and Roll Defense- Guarding the Wing Ball Screen vs Jump Shooting Big (Ice and Rotate)
Frame 3



x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

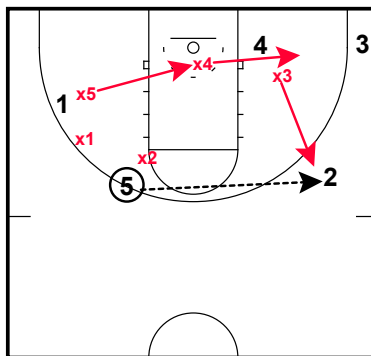
Pick and Roll Defense- Guarding the Wing Ball Screen vs Jump Shooting Big (Ice and Rotate)
Frame 4



If you are playing a great shooting big that is setting the ball screen:

Full rotation. x2 would rotate to take the screener on the pass back. x5 would then open up and evaluate where to recover to.

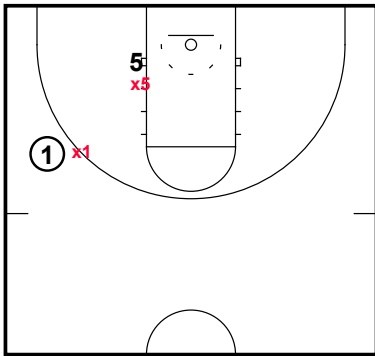
Pick and Roll Defense- Guarding the Wing Ball Screen vs Jump Shooting Big (Ice and Rotate)
Frame 5



Pick and Roll Defense

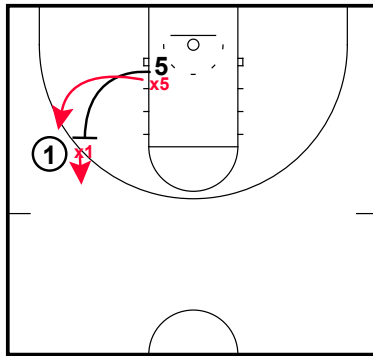
"Ice" Coverage

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Step-Up BS (Ice)
Frame 1



A popular offensive counter to the defense "Icing" the wing ball screen is to set step-up ball screens.

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Step-Up BS (Ice)
Frame 2

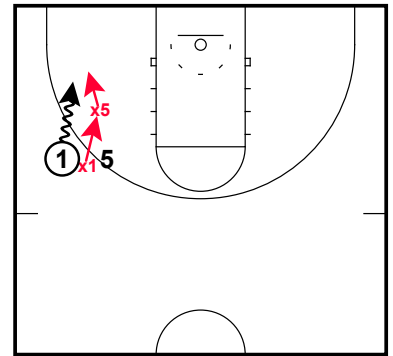


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

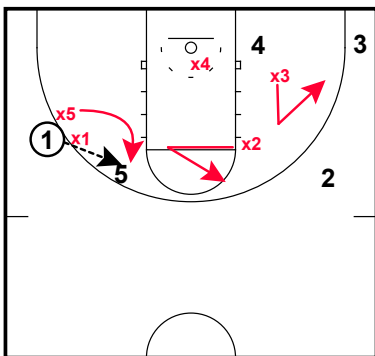
Pick and Roll Defense- Guarding the Wing
Ball Screen vs Step-Up BS (Ice)
Frame 3



x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

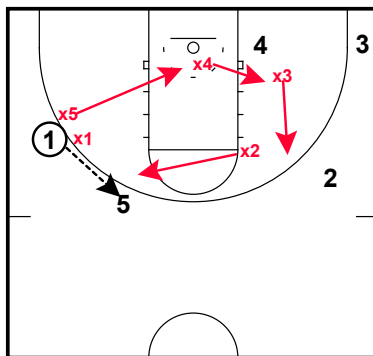
Pick and Roll Defense- Guarding the Wing
Ball Screen vs Step-Up BS (Ice)
Frame 4



If 5 is a non-perimeter threat...

On air time of pass, x2 and x3 start stunt. x5 closes back out to his man on ball pick up or pass (if trap or semi trap).

Pick and Roll Defense- Guarding the Wing
Ball Screen vs Step-Up BS (Ice)
Frame 5



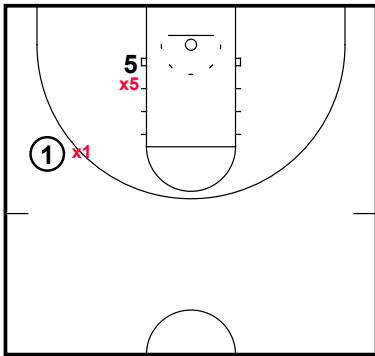
If 5 is a perimeter shooting threat...

Full rotation. x2 would rotate to take the screener on the pass back. x5 would then open up and evaluate where to recover to.

Pick and Roll Defense

"Ice" Coverage

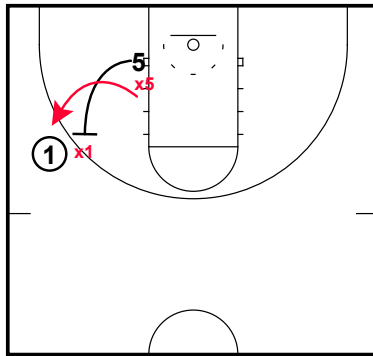
Pick and Roll Defense- Guarding the Wing Ball Screen vs. Step-Up BS (Ice to Blitz)
Frame 1



Some teams that "Ice" the wing ball screen will have different coverages (within Ice) based on the spacing of the offense.

For example, they will trap/blitz out of "Ice" coverage if the corner is empty. They will do this so that the guard cannot attack and drag out the defensive big.

Pick and Roll Defense- Guarding the Wing Ball Screen vs. Step-Up BS (Ice to Blitz)
Frame 2

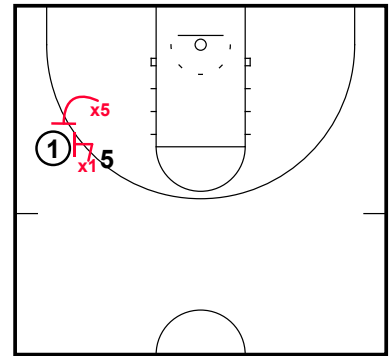


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

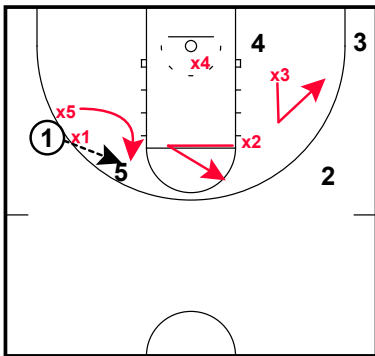
Pick and Roll Defense- Guarding the Wing Ball Screen vs. Step-Up BS (Ice to Blitz)
Frame 3



x1 and x5 will trap the ball handler forcing him to pass out of the trap. They must be shoulder to shoulder and not allow the ball handler to dribble out of the trap.

x1 and x5 must have hands high making the pass more difficult or deflecting the ball.

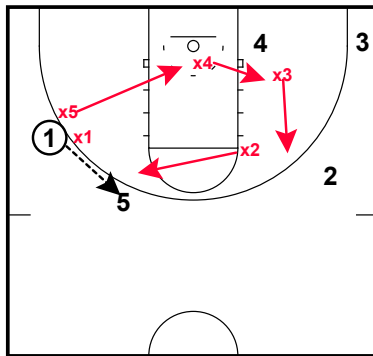
Pick and Roll Defense- Guarding the Wing Ball Screen vs. Step-Up BS (Ice to Blitz)
Frame 4



If 5 is a non-perimeter threat...

On air time of pass, x2 and x3 start stunt. x5 closes back out to his man on ball pick up or pass (if trap or semi trap).

Pick and Roll Defense- Guarding the Wing Ball Screen vs. Step-Up BS (Ice to Blitz)
Frame 5



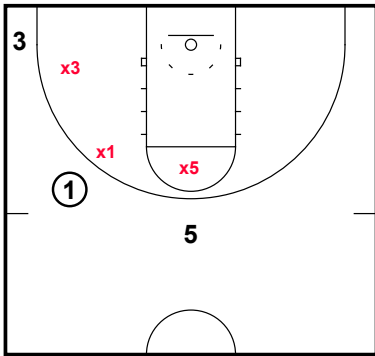
If 5 is a perimeter shooting threat...

Full rotation. x2 would rotate to take the screener on the pass back. x5 would then open up and evaluate where to recover to.

Pick and Roll Defense

"Ice" Coverage

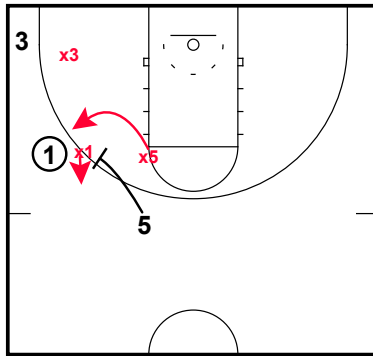
Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Filled (Ice)
Frame 1



Some teams that "Ice" the wing ball screen will have different coverages (within Ice) based on the spacing of the offense.

For example, they will play standard "Ice" coverage if the corner is filled.

Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Filled (Ice)
Frame 2

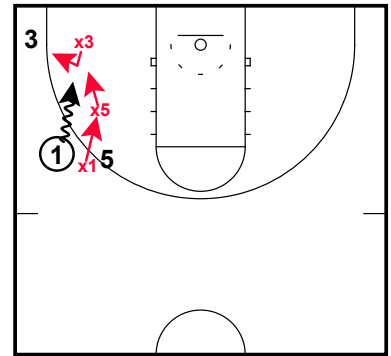


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

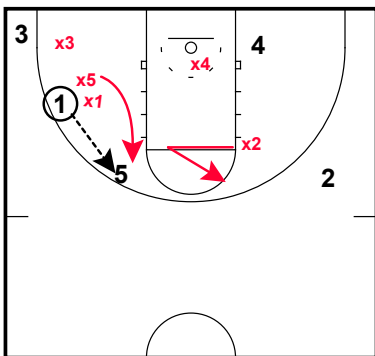
Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Filled (Ice)
Frame 3



x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

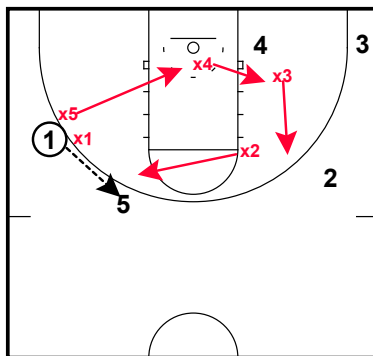
Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Filled (Ice)
Frame 4



If 5 is a non-perimeter threat...

On air time of pass, x2 and x3 start stunt. x5 closes back out to his man on ball pick up or pass (if trap or semi trap).

Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Filled (Ice)
Frame 5



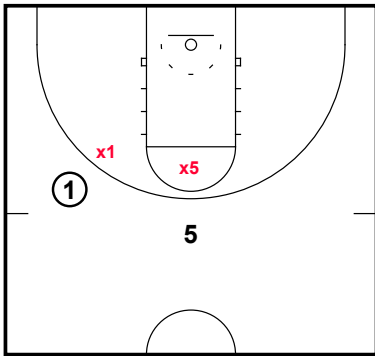
If 5 is a perimeter shooting threat...

Full rotation. x2 would rotate to take the screener on the pass back. x5 would then open up and evaluate where to recover to.

Pick and Roll Defense

"Ice" Coverage

Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Empty (Ice to Blitz)
Frame 1

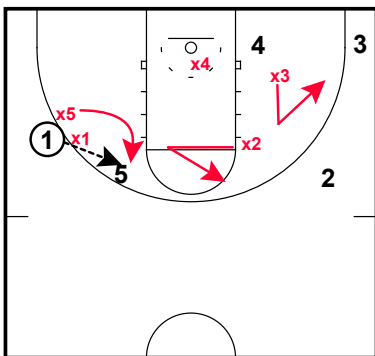


Some teams that "Ice" the wing ball screen will have different coverages (within Ice) based on the spacing of the offense.

For example, they will play standard "Ice" coverage if the corner is filled, but will then "Ice" into a "Blitz" if the corner is empty.

They will do this so that the defensive big does not get dragged out by the guard trying to drive the ball baseline.

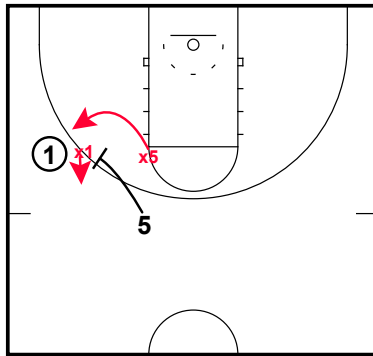
Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Empty (Ice to Blitz)
Frame 4



If 5 is a non-perimeter threat...

On air time of pass, x2 and x3 start stunt. x5 closes back out to his man on ball pick up or pass (if trap or semi trap).

Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Empty (Ice to Blitz)
Frame 2

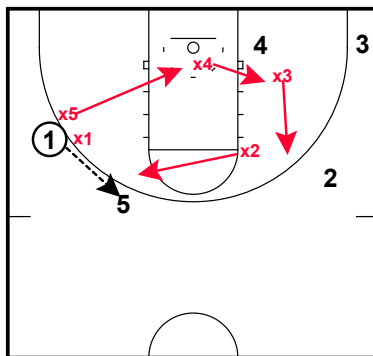


x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

x5 will slide down and position himself between the ball and rim.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

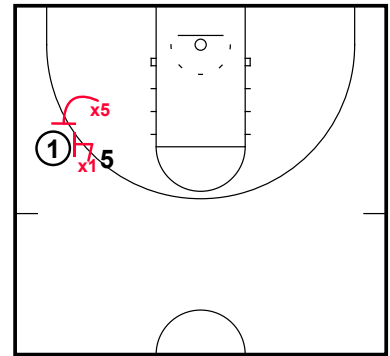
Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Empty (Ice to Blitz)
Frame 5



If 5 is a perimeter shooting threat...

Full rotation. x2 would rotate to take the screener on the pass back. x5 would then open up and evaluate where to recover to.

Pick and Roll Defense- Guarding the Wing
Ball Screen w/Corner Empty (Ice to Blitz)
Frame 3



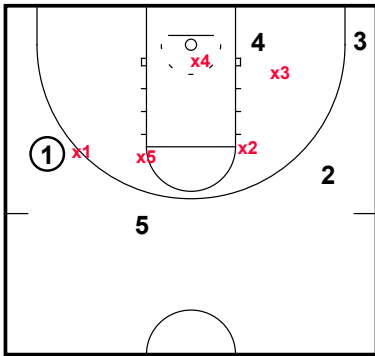
x1 and x5 will trap the ball handler forcing him to pass out of the trap. They must be shoulder to shoulder and not allow the ball handler to dribble out of the trap.

x1 and x5 must have hands high making the pass more difficult or deflecting the ball.

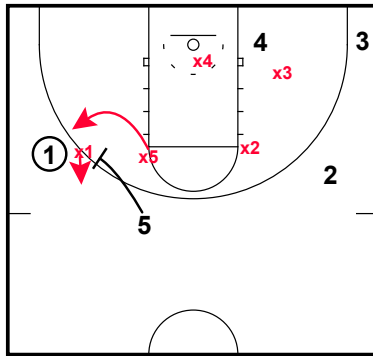
Pick and Roll Defense

"Ice" Coverage

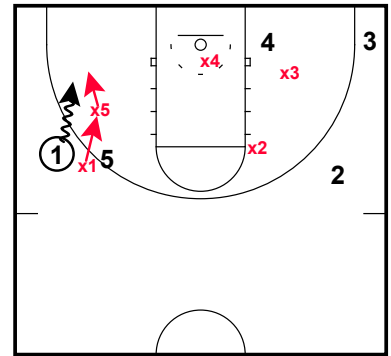
Pick and Roll Defense- Guarding the Wing
Ball Screen vs. the Dive (Ice)
Frame 1



Pick and Roll Defense- Guarding the Wing
Ball Screen vs. the Dive (Ice)
Frame 2



Pick and Roll Defense- Guarding the Wing
Ball Screen vs. the Dive (Ice)
Frame 3



x5 is responsible for communicating the screen is coming and the coverage to x1- "Ice/Down."

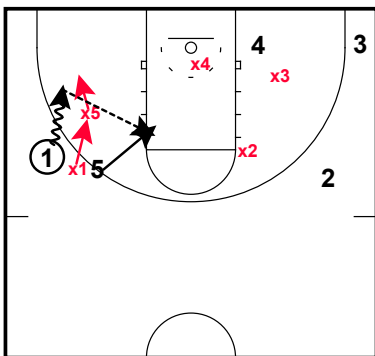
x5 will slide down and position himself between the ball and rim. How high he comes up is based on his ability to move. More athletic= higher up floor. Less athletic= deeper.

On x5's call, x1 will jump on top of ball handler (with pressure) to push ball into x5. He will straddle the top hand/leg.

x1 and x5 want to keep the ball pinned on the outside and not let it back to the middle of the floor.

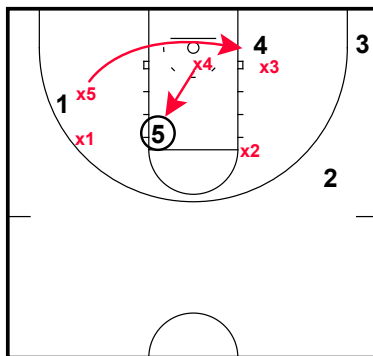
On recovery and ball pick-up, hands high making the pass more difficult or deflecting the ball.

Pick and Roll Defense- Guarding the Wing
Ball Screen vs. the Dive (Ice)
Frame 4



Versus the dive when in "Ice"...

Pick and Roll Defense- Guarding the Wing
Ball Screen vs. the Dive (Ice)
Frame 5



x4 will take on the roll man. x3 must be on top of 4 so that he takes away the dump down, yet can get out to 3 if the ball is kicked out.