

5 Game Rules

1. Proper spacing is important. We do not have traditional positions, rather 5 players who are interchangeable and will fill the spots. The 5 spots are top of the key, both wings and both corners. Use court tape to give players a visual.
2. Whenever the ball is passed from the top to the wing, screen at the opposite elbow. The wing will make 1 of 3 cuts. At the JV and varsity level the cut is a read based on what the defense is doing. At the 9th grade and middle school levels, the cut will be made based on the "offense" the coach calls. The "offense" is the same, but the cuts are different.
3. Regardless the cut off the elbow, the result will **ALWAYS** be the same, 1 player at the rim and 1 player coming to the ball at the top of the key.
4. The 3 cuts are: Curl, Slip, and Backdoor.
5. **Curl:** The wing curls the elbow screen all the way to the basket, since he is at the rim the screener squares back to the ball. At JV/V level this cut is made when defense is trailing the cutter.
Slip: This cut is made by the screener. He screens and as the cutter is coming to the screen the screener cuts to the basket. Since the screener is at the rim, the cutter comes to the ball at the top of the key. At the JV/V level this cut is made when the cutter's man moves "under" the screener to the midline. The screener cuts to the rim as soon as the defender moves past his face.
Backdoor: The cutter starts to use the screen then cuts backdoor to the rim, since the cutter is at the rim; the screener goes back to the ball at the top of the key. At the JV/V level this cut is made when the cutter's defensive man is "bodying up" or trying to beat the cutter over the top of the screen. It can also be made when the screener's man is sagging off near the rim, with the hope that the cutter takes his man and gets the screener's man to help, freeing the screener to be open on the square back.
6. Once you cut to the rim you stop and look to see which corner spot is unoccupied, you then cut to that corner. If at any time the spot in front of you (between you and the ball) becomes unoccupied, you cut to that spot. So as the wing player is cutting to the elbow to use the screen, the corner player is starting to move up to his spot. This will vacate his corner spot allowing the rim player to move to that spot. If the corner man will wait until the ball is passed from the opposite wing to the top of the key to move up then there will be more of a penetration gap for the player at the top of the key on the catch.
7. If you catch the ball at the top and do not have a shot we want the ball reversed to the other wing. There is also opportunity to drive, usually opposite of where the ball came from. The rim cutter also has an opportunity to post on that pass, sort of a high/low option.
8. If the ball goes to the corner from the wing, "face-cut" to the basket. A face-cut means attempting to cut between your man and the ball. Everyone else fills up to the open spot and the cutter at the rim would fill the opposite corner.
9. If the ball goes from corner to the wing we have no movement, we are trying to get the ball back to the top.

10. If the wing throws to the top of the key he may interchange or down screen with the corner player. Anytime you get to a spot 1 pass from the ball and are denied by the defender, backdoor to the basket and the other players fill up to the vacated spots.