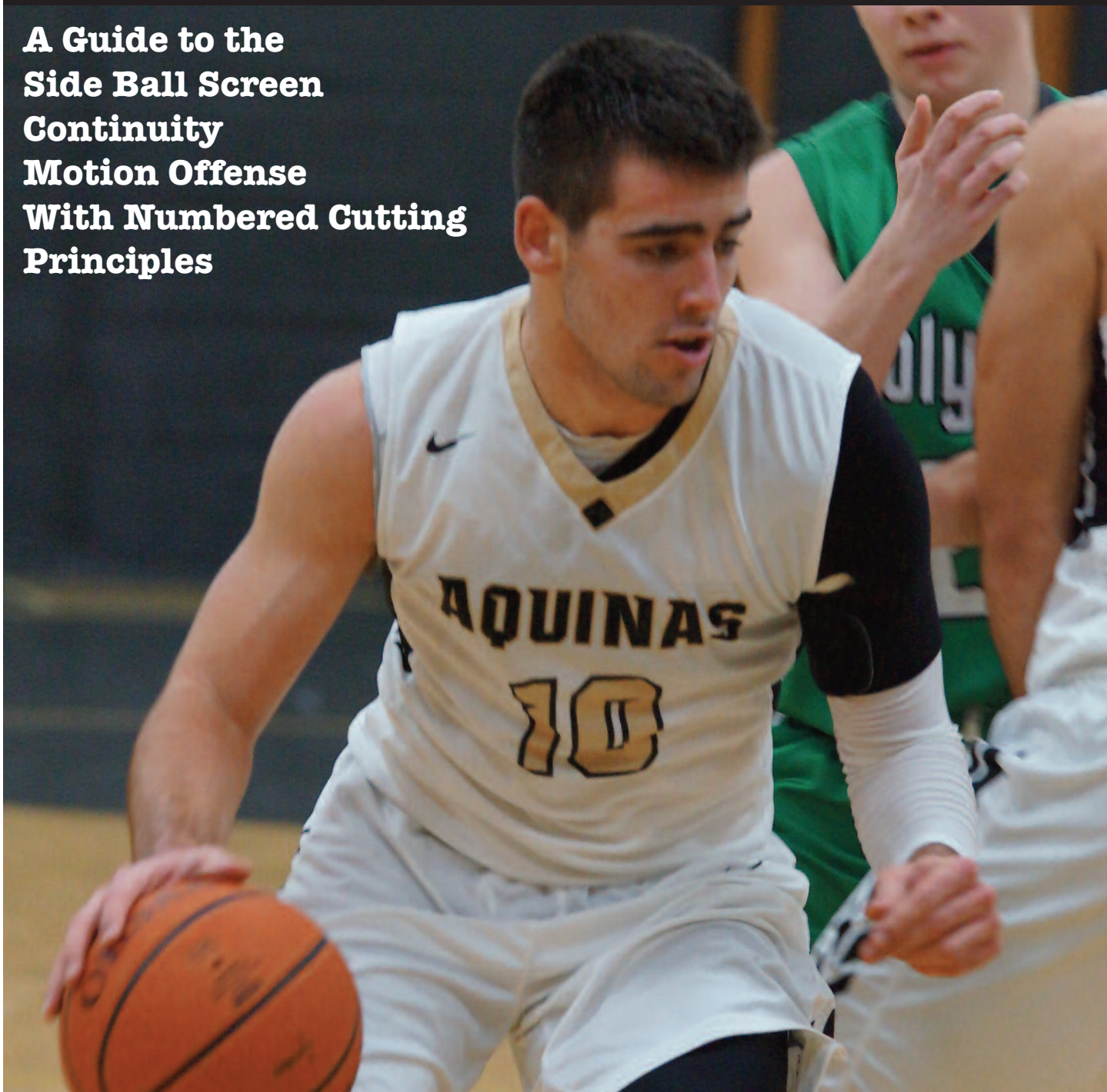


WAVE

**A Guide to the
Side Ball Screen
Continuity
Motion Offense
With Numbered Cutting
Principles**

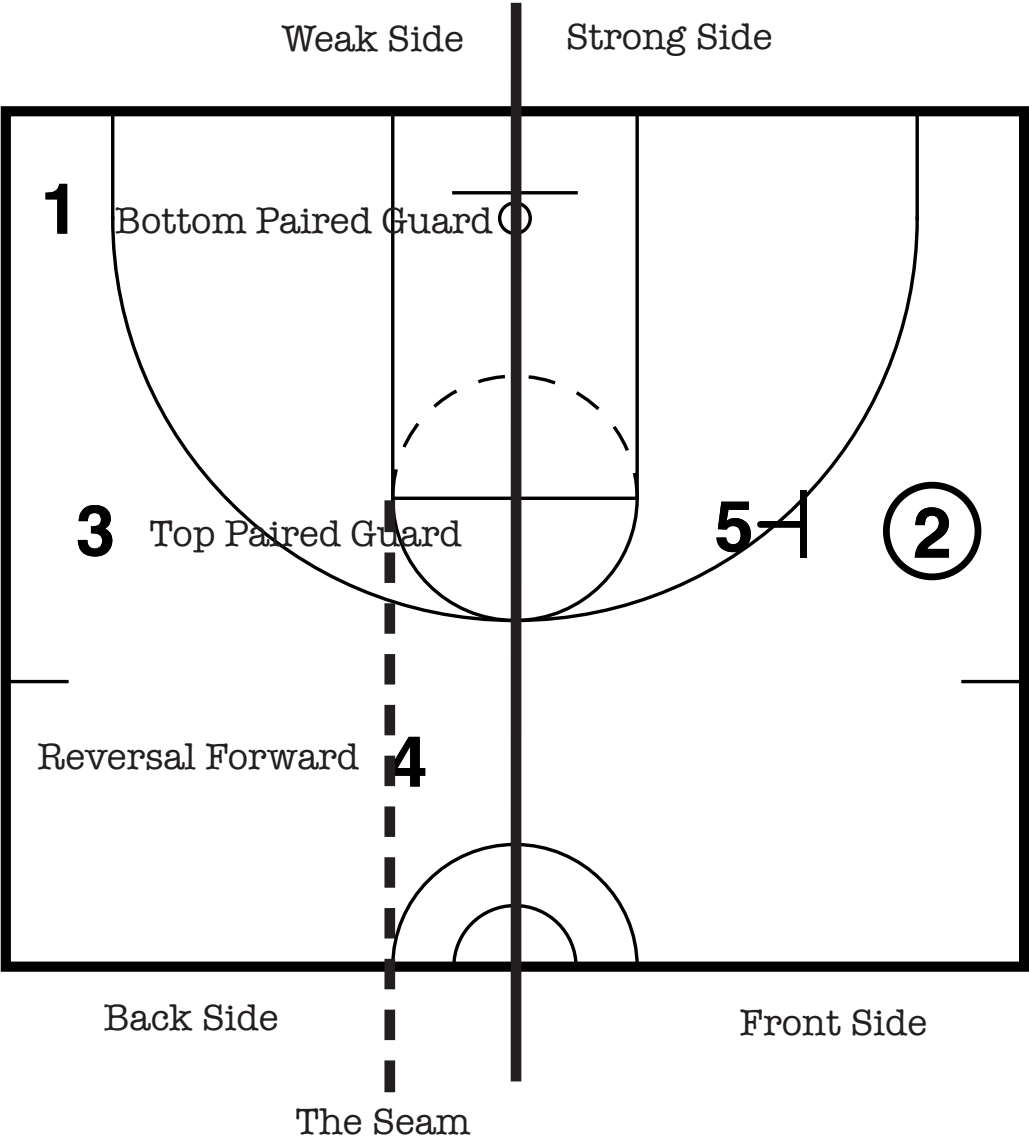


2nd Edition

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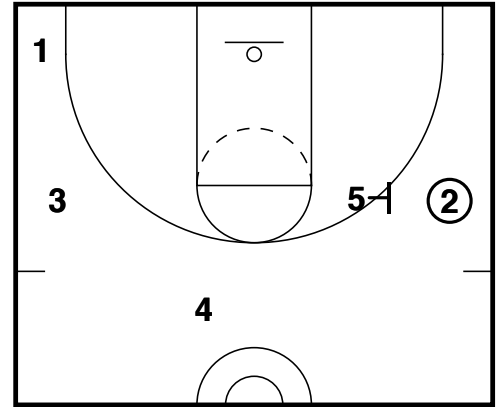
The Side Ball Screen Continuity Motion Offense “WAVE”

1. Basic Action
2. Basic Entries
3. How to Use a Ball Screen
4. How to Set a Ball Screen
5. Getting Open - Reversal Forward & Bottom Paired Guard
6. Top Paired Motion Options
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1. BASIC ACTION

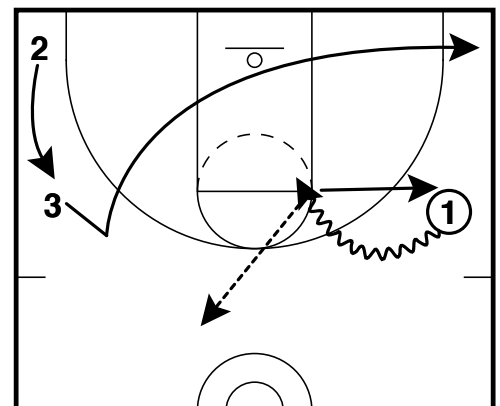
We can have various options, entries, special plays and actions but with Wave, we are trying to teach our players to be playmakers out of one basic alignment. That alignment is side ball screen on the strong side with the corner, wing and free throw line extended (“*the seam*”) filled on the weak side. This is a continuity offense that perpetuates a 2-man game on the strong side. We preach to our players that if we can make the defense defend three 2-man actions on one possession, it is highly likely we get a great shot. We encourage ball reversals and discourage forcing the issue in the first 2-man action - only great opportunities. The initial 2-man action is the least common time we can exploit the defense as all the defenders should have proper vision and should be loaded to the strong side. As a principle, we want our best scorer using the second ball screen in the offense to take advantage of the ball reversal and movement we’ve created. The first ball screen is optimally ran by our smartest and surest ball handler.



This offense gives GREAT ball reversal opportunities, has solid spacing for shooting and driving and also allows players to play to their skill set with its *Motion Offense* principles.

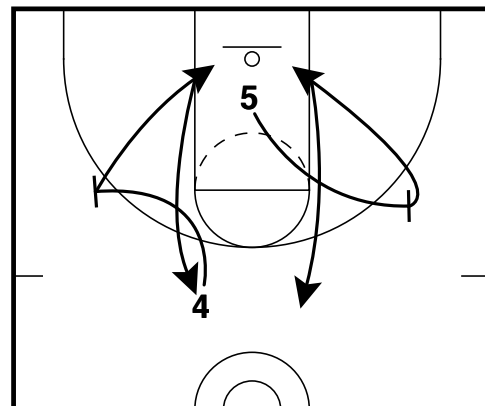
In Wave, two forwards work in tandem and three guards work as a unit. And the guards and the forwards work together in 2-man actions. In the fully evolved version of Wave, there are rules to follow and spots to fill, but anything beyond that is determined by the strength of the player and the options the coach gives any particular player. No matter what options a player is given, they should be drilled repeatedly before they are ever attempted in a game setting.

Pattern of Guards The three guards (1,2,3 as our numbering system works) follow the same pattern. Through various entries we are trying to get to one main alignment. That alignment has one guard on the wing in a 2-man game with a forward. The other two guards are on the weak side filling the wing and the corner. We want the guard filling the weak side corner to be as deep in the corner as possible, ready to catch and shoot or *lift*. We want the guard on the wing spaced wide to the side line, ready to step into a 3-point shot or to cut to the rim. Through motion principles these players will have options and reads to make but basic alignment stays the same through the continuity aspect of the offense.



Pattern of Forwards The two forwards are always opposite each other in Wave.

When one forward is high, the other is low. In general, forwards rotate between three places on the court - the low post as a spacer or scorer, the wing as a screener or scorer, and the seam as a reversal man or shooter. On the strong side, the forward plays a 2-man game with the guard, and the skill set of the player determines how much responsibility he has beyond that within the motion offense principles. The weak side forward sits on the seam and needs to make himself available to receive a reversal pass to



either shoot, pass high/low or reverse the ball. The forward as a reversal man is not a high quality driving position, but more of a shooter/screener position, however great driving gaps should not be ignored if it falls within a player's skill set.

In general, a post will start either high or low but end up screening on the wing, making their way down to the low post and filling high as a reversal man.

Requirements/Skills as a Guard (1,2,3)

The best guards in this offense can shoot, slash and read a ball screen. Selecting the appropriate position for a player can cover up skill deficiencies to an extent. If players lack the necessary skills (we probably shouldn't be running this offense!), they should compensate by playing smarter within the offense. There is nowhere to hide a completely unskilled player in Wave as all players, even the forwards, will handle the ball.

All three guards will be required to navigate ball screens but the 3 position usually handles the fewest. To master handling ball screens a player should be able to shoot off the dribble, use a floater in the lane, understand attacking down hill, be able change speeds with the dribble, and read multiple layers of a defense at one time.

By position

1 - Best ball handler, can make sure all the spots are filled to run the offense, can stabilize the offense at any breakdown point, can put his teammates in position to make plays based on his play calls

2 - Best scoring guard, usually second best ball handler, most of our entries use this position as the primary or secondary scoring option

3 - Best shooter, handles fewest ball screens of the three guards, a forward with guard skills can be slotted here because some post up options become available, a

spot to hide a defensive specialist

Requirements/Skills as a Forward (4,5)

Forwards need to be able to handle the ball. There is no hiding in Wave as forwards are crucial to ball reversals. At a bare minimum, forwards should be able to catch a pass, pivot, and make a pass with their outside hand to a player on the move. That is the bare minimum. Dribble hand offs can be very affective in this offense as an additional ball handling skill for a forward.

Before we get into scoring skills, we will discuss screening skills. Forwards must be able to set proper and legal screens at appropriate angles. With great screens, good guards should be able to create havoc on the defense. Players scared of the physical contact that setting a screen requires will have a hard time justifying their value as a forward in this offense.

Perimeter shooting is an added bonus when playing the forward spot as forwards are often open on ball reversals and off of screen and pop action to shoot. Some guards with weak ball handling skills but high level shooting skills can occupy the forwards spot, given that he can hold his own in physicality and on the defensive end. Finishing skills are very important, as players need to be able to finish on the move to be a legitimate ball screen threat rolling to the basket.

Playing as the reversal man, the reads are simple:

1. Be open to catch a pass
2. Catch and shoot 3-pointer (if in range)
3. Make the high/low pass to the other forward
4. Reverse the ball to the opposite side

Playing in a 2-man game:

1. Communicate and execute various 2-man game actions
2. Set proper and legal screens to help the guards make plays
3. Be a finisher from the positions your skill set puts you in

In summation, of the skills required to be a forward in this offense, two revolve around ball handling, two revolve around scoring and one is about the mastery of the fundamental of screening.

By Position

4 - More skilled of the two forwards, best shooting forward, best ball handling forward, can play a non-ball handling guard here

5 - Best screener, best post-up, best interior finishing forward, best rebounder