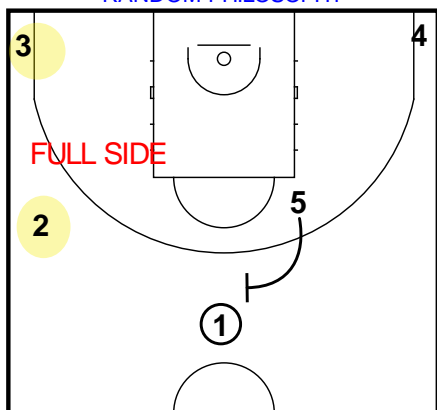


# NEXT & HOT DEFENSES

RANDOM PHILOSOPHY

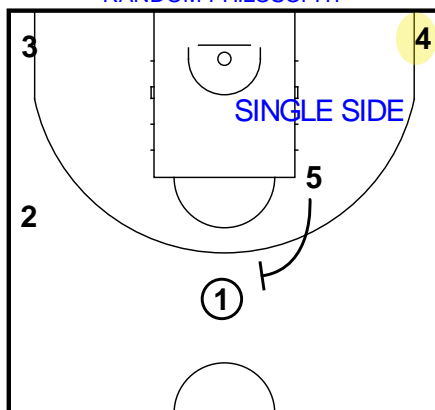


**"RANDOM PHILOSOPHY"**

**Full side:** side of the court with more than one player.

**"Random defenses"** means that when the Big man guarding the P&R listens to certain words, he can choose among certain Defenses.

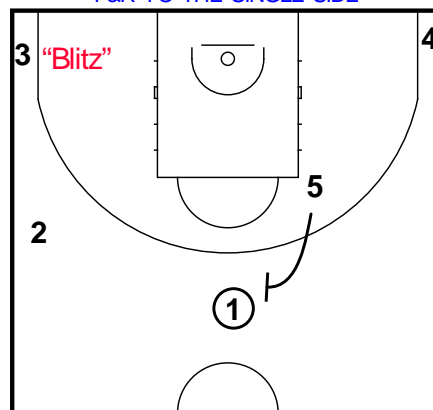
RANDOM PHILOSOPHY



**"RANDOM PHILOSOPHY"**

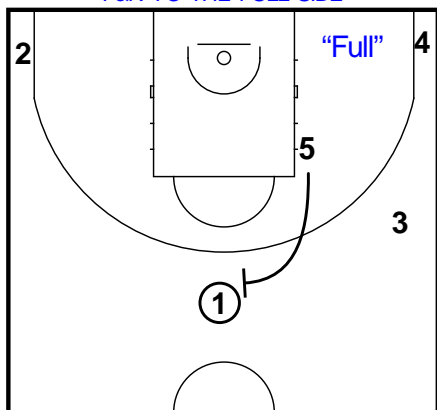
**Single side:** side of the court with one player.

P&R TO THE SINGLE SIDE



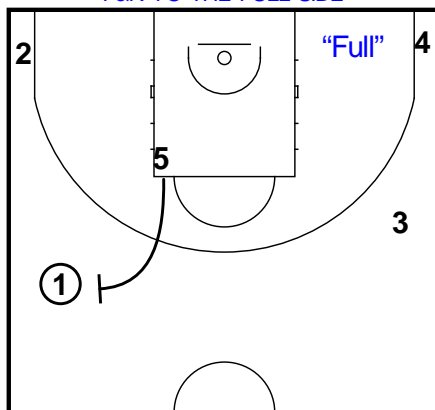
If the ball goes to the SINGLE SIDE, the bottom player in the full side must say **"BLITZ"**. Now, the big man defending the P&R can choose among certain P&R coverages.

P&R TO THE FULL SIDE



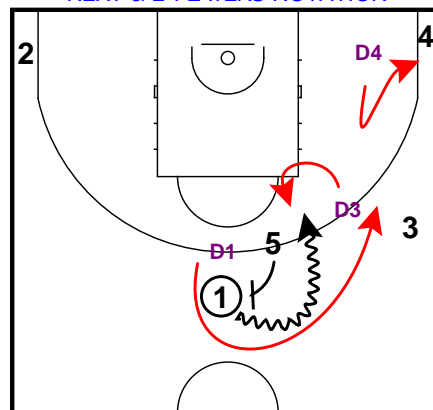
If the ball goes to the FULL SIDE, the bottom player in the full side must say **"FULL"**. Now, the big man defending the P&R can choose among certain P&R coverages. In this case **NEXT** or **HOT** defenses are allowed, complementary to whatever P&R defense the biga may call.

P&R TO THE FULL SIDE



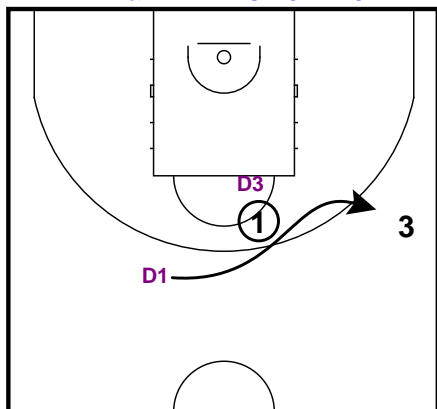
When the P&R is lateral, most of the times, the ball is moving to the FULL SIDE, to Next or Hot defenses are allowed. The distances make the defense a little harder, but is still possible.

NEXT & 2 PLAYERS ROTATION



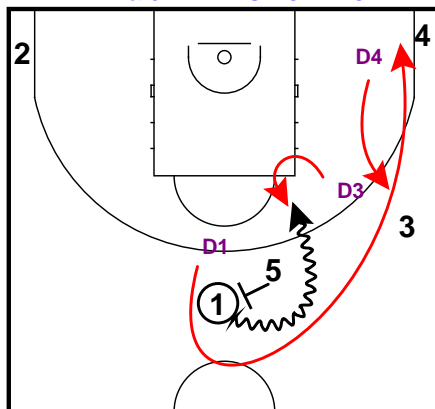
**"NEXT" & 2 PLAYER ROTATION.-** Ball goes to the FULL SIDE, D4 calls "FULL", so D3 knows that there is a teammate in his back. If #1 drives into the 3pt line, D3 can switch with D1. D4 fakes the help and recovers to his guy.

NEXT & 2 PLAYERS ROTATION



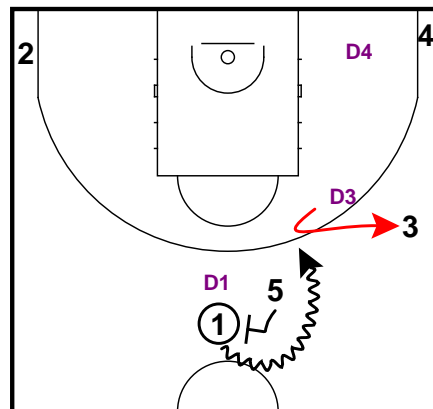
D1 Must go over the P&R and also over #1. When he runs to rotate to #3, he can try to steal the ball from behind the ball handler before adjusting to #3.

NEXT & 3 PLAYERS ROTATION



**"NEXT" & 3 PLAYER ROTATION.-** Ball goes to the FULL SIDE, D4 calls "FULL", so D3 knows that there is a teammate in his back. If #1 drives into the 3pt line, D3 can switch with D1. Now, D4 rotates to #3, making sure that his body is in the pass line #3 to #4.

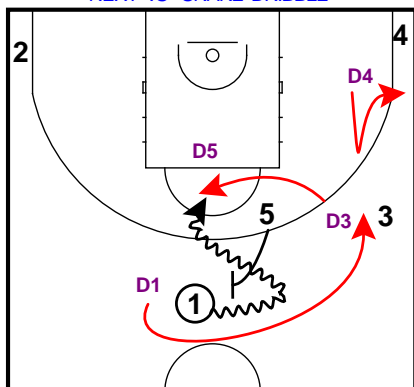
FAKE NEXT



**FAKE "NEXT"** If the ball doesn't go into the 3 pt line, D3 only fakes the Next defense and recovers to his man in pass line.

# NEXT & HOT DEFENSES

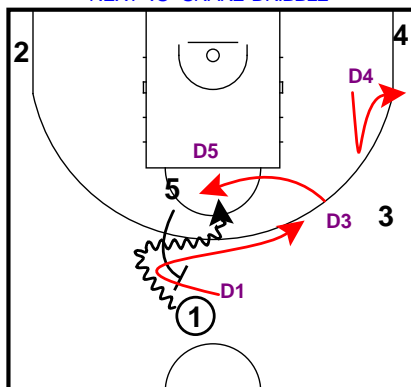
NEXT VS "SNAKE DRIBBLE"



**"NEXT" VS "SNAKE DRIBBLE". -**

It doesn't matter if the ball goes to the full or the single side, if the defenders realize that the Ball handler is attacking the P&R coverage using the "snake dribble", they are allowed to run the Next concept.

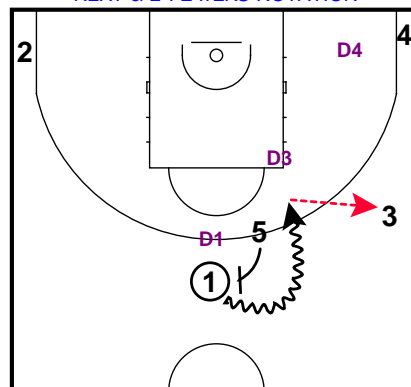
NEXT VS "SNAKE DRIBBLE"



**"NEXT" VS "SNAKE DRIBBLE". -**

In this case, even though the P&R goes to the single side, D3 can act by reading, calling the SWITCH.

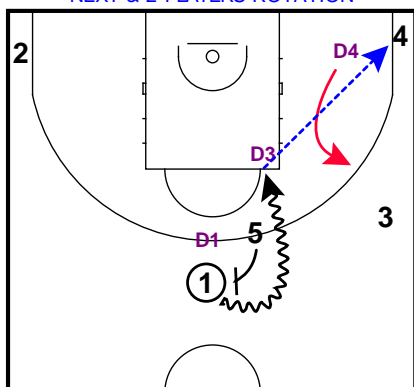
NEXT & 2 PLAYERS ROTATION



**"NEXT": COMMON MISTAKES**

"Help given" position too deep. If D3 is showing his defensive intention too early, being too deep, the pass to the shooter is too easy.

NEXT & 2 PLAYERS ROTATION

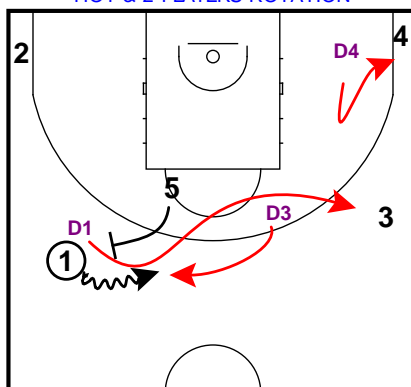


**"NEXT": COMMON MISTAKES**

Early rotation.

Sometimes, the corner defender anticipates the passer's intention, and he falls into a "no looking pass" trick. The rotation must be ALWAYS in the airtime of the pass, not when the passer still has the ball in his hands.

HOT & 2 PLAYERS ROTATION

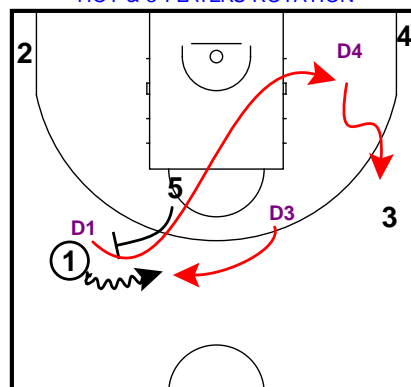


**"HOT" & 2 PLAYERS ROTATION.-**

Ball goes to the FULL SIDE, D4 calls "FULL", so D3 knows that there is a teammate in his back. As soon as #1 uses the P&R, D3 has to be right in front of him, almost trapping, with his back in the pass line to #3 and using his arms to deflect a quick pass.

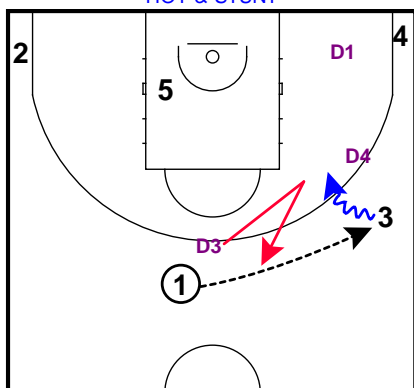
D1 goes over the pick, but UNDER #1, going the fastest and most straight line to adjust #3.

HOT & 3 PLAYERS ROTATION



**"HOT" & 3 PLAYERS ROTATION.- ...**

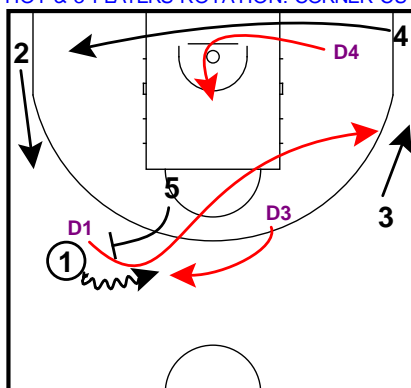
HOT & STUNT



In the airtime of the pass, D3 must adjust his position, because #3 can attack the close out, beating the corner denial position of D4.

If that happens, D3 must help and recover or even switch and rotate with D4, going into the SCRAMBLE DEFENSE RULES.

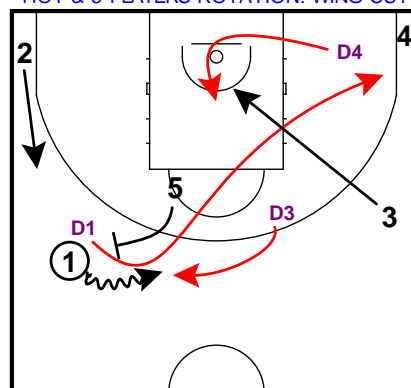
HOT & 3 PLAYERS ROTATION: CORNER CUT



**"HOT" & 3 PLAYERS ROTATION: CORNER CUT**

If the offense reacts to this defense by cutting from the guy in the corner, D4 must advise his teammate by saying "CORNER", that means that D1 must rotate straight to the corner, becoming a 2 men rotation. In all cutting situations, the corner defender gets the cutter and everybody reacts to a 2 men rotation.

HOT & 3 PLAYERS ROTATION: WING CUT



**"HOT" & 3 PLAYERS ROTATION: WING CUT**

If the offense reacts to this defense by cutting from the guy in the wing, D4 must advise his teammate by saying "CORNER", that means that D1 must rotate straight to the corner, becoming a 2 men rotation. In all cutting situations, the corner defender gets the cutter and everybody reacts to a 2 men rotation.