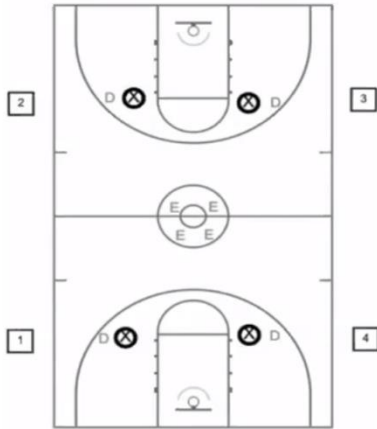


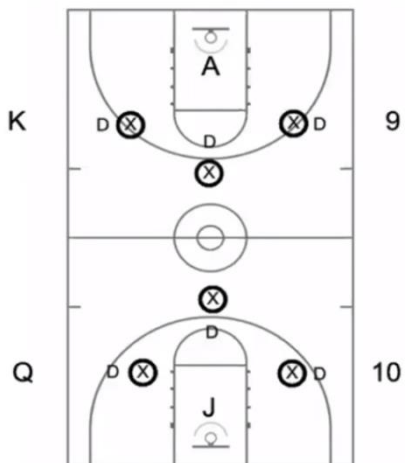
Aaron Fernandez – Small Sided Games

Virtual Webinar | March 22, 2020

- SSGs/Small Sided Games
 - Blocked vs. Random Practice?
 - “Anything taught out of context must be retaught in context”
 - Perception-Action Coupling
 - “Perception is a means to action and action is a means to perception”
 - Builds competitiveness, enjoyment and focus
 - Keeping track of Wins & Losses
 - Think about your own experiences
- 1v1 Doghouse

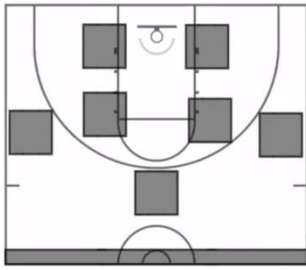


- Any defender who gets scored on goes to the dog house. A player from the dog house replaces them as a new defender.
 - If a defender gets a stop, they become the offensive player and the offensive player becomes the defender.
- Ace of the Court



- Each player draws a card at the beginning of practice to determine where they start.
- King of the Court rules
- If the offensive player scores, the defense gets a chance to match.
 - No match = move down a court
 - Score = move up a court
- Goal is to be the ace of the court
- If you get multiple groups stacked up at a basket, they play quick RPS to move someone to an open court

- Ultimate 1v1



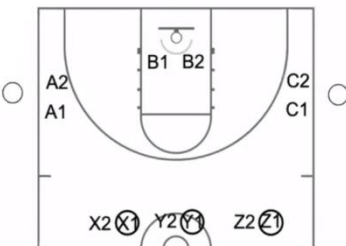
- Offense self-tosses to begin each possession from the different shaded areas
- Each player gets 3-5 offensive possession each (each made basket is worth 1)
- At the end of their possessions, they shoot 2 FT's (or a 1+1) for a chance to add on to their score
- Most points at the end is the winner

- 2v2 Sideways



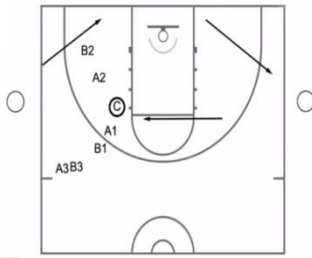
- Regular 2v2 between the mail and the side goal beginning with a jump ball
- Team that wins the tip can score on any goal first and that establishes the goals for that :60 segment
- Play between within the 2 outside lane lines
- 2 points for layups, 1 point for jumpers
- Foul = point value for shot and change of possession quickly
- Play for :60 and then switch teams
- Can play as a running score or each game separately
- Sideways concept is great for developing special awareness

- 2v2 Hornets



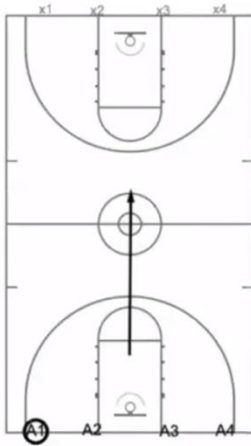
- 6 separate teams of 2; 3 on offense and 3 on defense
- Offensive teams can score on any basket and must call their score on each make
 - You get your ball back every time you score
 - You have to switch baskets after every shot
- Defensive teams can only defend at their basket
- Defense can become offense if they secure a ball in their area (rebound, steal, etc.)
- If an offensive team loses their ball to a defensive team, they replace them at that goal as the new defensive team
- Offense can switch attacking goals at any time and 2 or more teams can attack the same goal at any time

- 3v3 Triangle



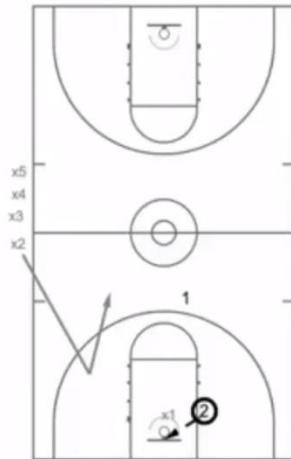
- 3v3; coach shoots the ball to begin the drill (at the side basket)
- Team that rebounds it gets to start on offense at the goal that was just shot on
- Make = keep possession
- Defensive rebound = move to the next goal
- Offensive rebound = keep playing at that goal
- Variations
 - Switch direction
 - Play at all goals
 - Make = whoever gets the ball gets to keep it

- Continuous 4v4



- Regular basketball rules (scoring, out of bounds, fouls, etc.)
- A team attacks X team
- If A scores, the next X team/subs take the ball out and immediately push in transition.
- If X gets a stop, they stay on and push in transition
- In other words: if you get score on, you're off and your subs come in
 - If you score, you are getting back on D
- Playing by quarters can allow teams to strategize, communicate and set their sub patterns
- Variations: shot clock, cutthroat, steals/deflections, call the score, celebration

- Build-Up



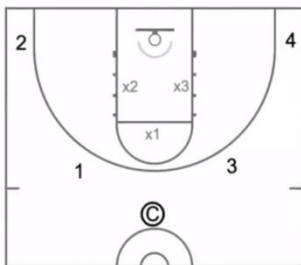
- 1v1 → 2v1 → 2v2 → 3v2 → 3v3 → 4v3 → 4v4 → 5v4 → 5v5
- Can also have it go opposite or go up and then back down

- Ping Pong



- 3 team continuous full court – keep the ball on a make
- Defense can press back to halfcourt

- Drive Kick Kick



- Coach start by throwing the ball to any of the 4 perimeter offensive players
- Offense is searching for “drive-kick-kick” 3-pointers (or layups)
- Defense gets a point for a stop and 2 points for a turnover
- Offense gets the normal point value of their shot

- Girls Game



- (Diagram is missing players)
- Begin with jump ball
- Team that gains control is playing 4v3
- On a miss or make, change possession
- The players can only stay on the side of the court they start on (always +1 offense)
- Hunting 3s and layups
- Timed quarters/mini game