

## **Leonzo - Offensive Philosophy**

*Give skilled players space to create and use advantages*

### **Skills create space:**

- Can't use space if we do not possess skills
- Skills directly affect how much space we have to use
- Lack of skill hurts space - inaccurate passing, inability to shoot, slow cuts, etc
- Shooting, passing, and intelligent movement off the ball create space

### **Spacing before advantage:**

- We want to keep the floor open so that we have space to use our skills, and also put the maximum stress on the defense
- It does not matter if an advantage is created when there is not space to use that advantage
- Does my teammate need space or support?

### **Advantage before shot:**

- Shooting is the last act - "how good" a shot is will be dictated by decision making, passing, cutting, spacing, screening, etc.
- Good shots are shots that are taken after an advantage is created
- We do not want to shoot prior to an advantage being created

## **Concepts**

### **4 out spacing (Double gaps):**

- We want double gaps scattered all over the floor so that there is space to drive the ball
- 4 out spacing creates double gaps naturally
- Double gaps allow us space to use the advantages that we have created and to seamlessly incorporate our principles of play.

### **Ball screens:**

- Every good offense needs a "trigger" action to create an advantage. I believe that ball screens are the best way (but not the only way) to do this.
- By using ball screens we can create advantages via mismatches, long closeouts, forcing the defense to scramble, and giving players space to use their skills.

### **Off-Ball movement:**

- Spacing is the first and foremost priority - only cut if it is a better choice than spacing.
- A good guide is to watch the player in front of you and play off of them.
- Additionally, do not cut off the ball if the ball is not in position find you when you cut.
- Examples of positive off ball movement: back cut, screening in, weak side exchange

**Penetration reactions:**

- When penetration occurs via the dribble, we want the 4 other players to automatically move to spacing spots that stress the defense.
- For perimeter players: if the ball is dribbled in your direction, space, space, space. If the ball is dribbled opposite you, fill behind. Additionally, on a baseline drive we want the opposite corner filled.
- For the inside player, if the ball is driven from above you, space to the opposite side. If the ball is driven from below you, circle to the front of the charge arc.

**Seamless flow:**

- The speed of which we move from transition to half court offense is more important than the speed of transition itself.
- We want there to be no dead space between these two phases of attack.

**Defensive Transition:**

- Who is getting back? Who is going to OREB? Leave on the raise of the shot.

**Principles Of Play****Catch to shoot:**

- The most open you will be is right off the catch.
- Plan to shoot with your hands, feet, and footwork on the catch.
- If you are in range, open, and on-balance, shoot the ball.

**React to attack:**

- If you are not open to shoot because of how close the defender is to you, react to the pressure and drive the basketball.

**Pass to where help came from:**

- If your drive is stopped, pass to the teammate who is open because their defender left them to stop you.
- This pass must be on time and on target in order for the advantage to be maintained.

**Sprint to space:**

- After you pass the ball, re-space as quickly as possible to get outside the 3pt line.
- This will create more space in the paint, and also force the defenders to defend the entirety of the court.

**Penetrate, pass, pass:**

- If you catch the first pass out of penetration, shoot the ball or pass the ball immediately. The defense will be rotating and we want to keep them in rotation.
- A drive followed by a drive takes the ball into a defense that is already collapsed.