

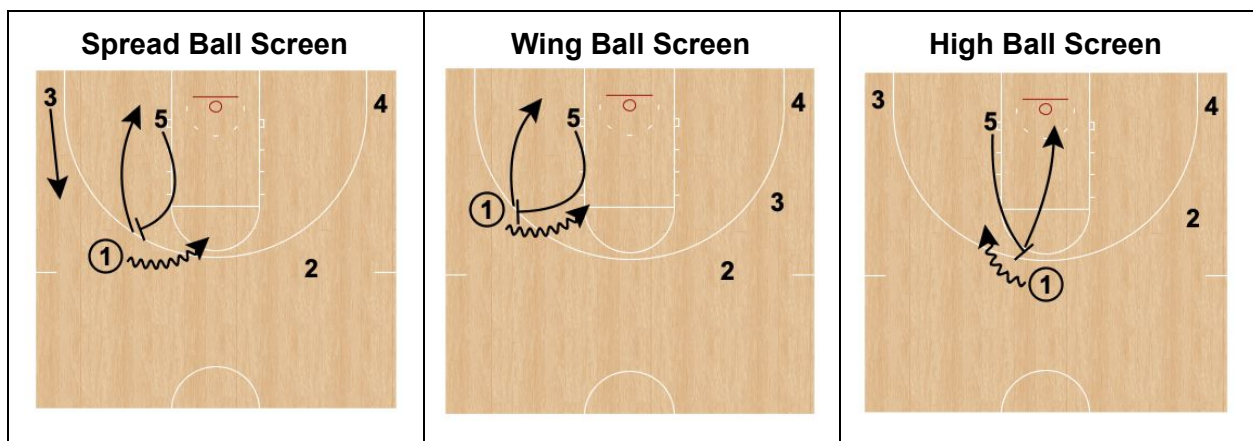
## Creating & Using Advantages With Ball Screen Offense

**Offensive Philosophy:** *Develop skilled players and give them space to use those skills by creating and using advantages*

### Examples Of Advantages:

- **Mismatch:** Slow player guarding fast player, small player guarding a tall player, etc
- **Long closeouts:** Player having to cover lots of space before defending a shot/drive
- **Scramble Situations:** Forcing the defense to play 3v2 or 3v4
- **Space To Make Plays:** Putting your best players in positions to use their skills

### 3 Types Of Ball Screens:



*Ball screens create advantage situations easily, but also give the space needed to use the advantage throughout the possession. Spacing must come before the advantage is created.*

### Using Advantages - 5 Offensive Concepts:

- **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 The 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 force that rotation to occur fully. A drive followed by a drive takes the ball into a defense that is already collapsed.

### **Ball Screen Fundamentals (Ball Handler)**

- **Set Up:** Be a threat to score before the ball screen is even set. This is done by facing the basket and being a threat to shoot or drive. This will force the defense to guard you, making them easier to screen. If the defender cheats to beat you over the screen early, refuse the screen.
- **See:** Once you have set up the ball screen, locate and observe the screeners defender. If the defender is dropped lower than the level of the screen, plan to attack off the dribble. If the defender is at the level of the screen, plan to attack with the pass.
- **Separate:** According to where the screeners defender is located, make the appropriate play (dribble attack or pass attack) as quickly as possible.

### **Ball Screen Fundamentals (Screener)**

- **Sprint:** By sprinting to screen you will either leave your defender in the paint (no coverage on the ball screen) or you will make the defender arrive without balance (making the coverage very hard). This is imperative to creating an advantage.
- **Split:** Set the screen so that the on-ball defenders shoulder splits your chest. The goal is to hit the lead leg of the defender that you are screening.
- **Separate:** Once the contact is made, separate quickly via a roll or pop in order to force the defense to enter their coverage. It is important to roll quickly and let the ball find you.