

OFFENSIVE SYSTEM

The material previous to this section is the foundation on which all basketball is based and therefore it is integral that players are familiar with these concepts before implementing offensive systems. If players are taught offensive systems prior they will lack in:

- **Handling pressure situations** – where the defence takes away the pattern. Good offences always have pressure releases (a back-door cut when denied, etc.).
- **Knowing about dynamic one-on-one situations** – where players take advantage of bad close outs, utilize opportunities to attack the open basket with a cut and how to seal inside.

When you first move to a new city the drive home can be very draining. You must pay attention to every street sign, looking for the ones that correspond to your directions. Eventually as you drive the route more often you begin to relax and take notice of stores along the street. You find yourself saying; "I never noticed that before." One day you drive home and you do not even remember how you got there. The route has become part of your subconscious.

This is the same for players when learning an offensive system. Each time the coach puts in a new "set" or play it is like driving in a new city for the first time. The player has to concentrate on the directions and they cannot see what else is happening around them. When you teach by concepts the players will take time to learn the route, but once it is part of their subconscious they can focus on other things as they play, such as reading the defence.

Coach Pasquali

The system that is used should:

- Have the players play multiple positions.
- Be used only to initiate the offence. The pattern is not as important as the concept of creating a one-second advantage.
- Flow from transition.
- Teaches the players to read
- Create quality shots based on the one-second advantage and the abilities of the players.

OFFENSIVE SYSTEM (RULES)

Four Plus One (Four Perimeter Players and One Inside Player)

The player may stay in the post for one possession or players may move from the inside to outside during a single possession but this is not a permanent post player.

Post-up Game for Every Player

Every player has the opportunity to seal and play inside.

Back Screen

This is the first screen that is taught. The reason is that it fits with the overall offensive concepts –

First option is always to get the ball in the paint and second option is to shoot the three point shot.

Dribble Drive Penetration

For the same reason as the back screen this method gets the ball into the paint and for a kick-out and three-point attempt.

Pick-and-roll

This should be the last option taught to the players.

Offensive Flow

In any good offensive system, each action connects – as one is finishing, the next is occurring. On an inconsistent team, the action stops, then starts.

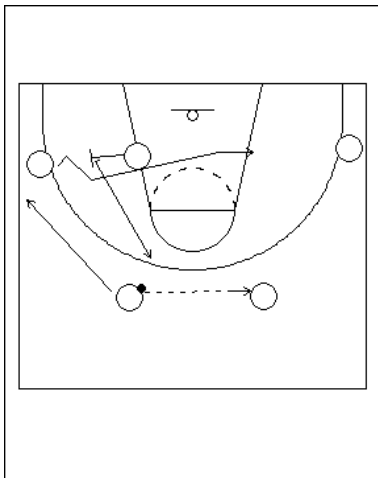
Offensive Tempo

The offence must reflect the opposite tempo of the defence. If the defence wants to slow down the offence should go faster and if the defence is trying to press, play should be slowed down.

Offensive Rhythm

Timing and spacing must be maintained throughout the entire shot clock.

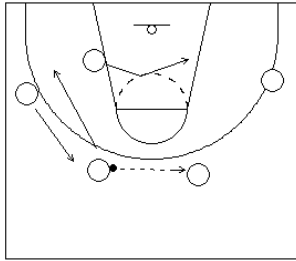
OFFENSIVE SYSTEM - EXAMPLE #1



Basic Move

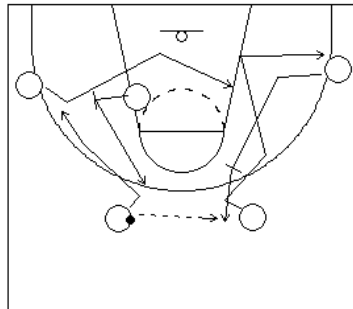
The basic set that the players flow into is with one post player on the ball-side and four perimeter players; two in the guard spots and two wings or forwards.

On a guard-to-guard pass, the post sets a back screen for the wing player. The post immediately faces up to the guard spot. The guard who made the pass flares to the wing spot.



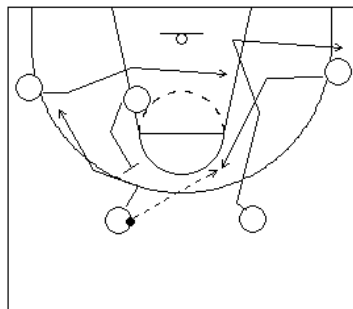
Post Stays

The post has the option of following the ball if there is a mismatch. In this case the wing and the guard exchange spots.



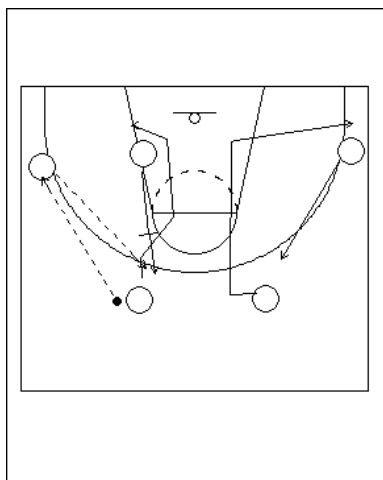
Weak-Side Back Screen

If the opposite guard is being denied, the weak side wing can set a back screen for the guard. If the wing makes a cut in the direction of the basket first it creates a better angle for the screen. On the guard-to-guard pass, the post sets the back screen and the guard flares.



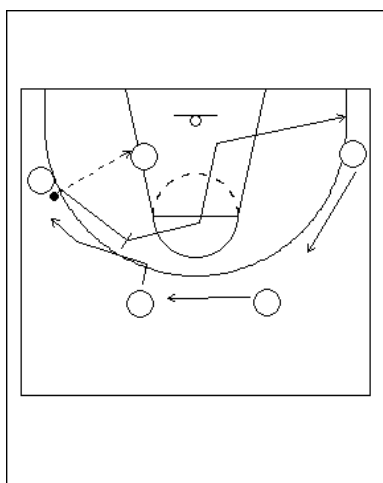
Weak-Side Back-Door, Strong-Side Back Screen

To initiate action the weak-side guard goes back-door, while the weak-side wing cuts to replace. This allows for the guard-to-guard pass. Instead of back screening for the wing, the post sets a back screen for the guard. The ball-side wing makes a hard basket cut to the opposite post to create the open space for the post-to-guard back screen.



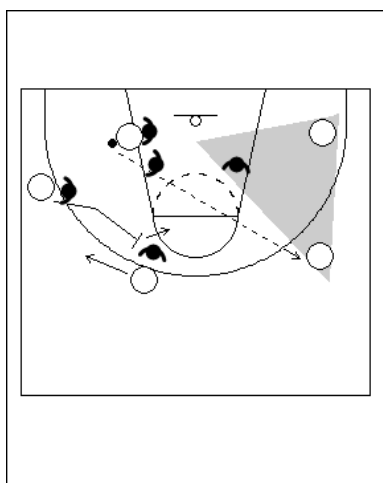
Pass to the Forward

If the ball is passed to the forward the post sets a back screen for the ball-side guard. The weak-side players exchange.

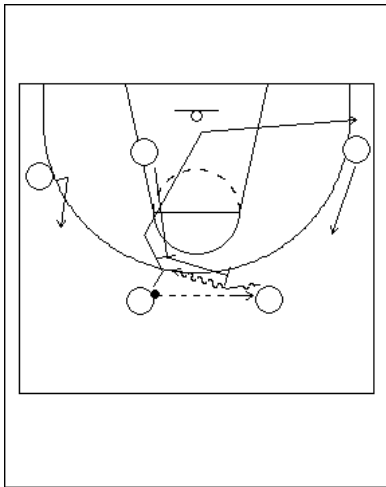


Ball into Low/Post

When the ball is passed to the post the perimeter players must move to create the idea of spacing. The wing passer can screen for the ball-side wing. After screening, this player cuts through. The other players spot-up. The key is not to fill the ball-side corner when the ball is in the post as it makes it difficult for the post player to see all players on the floor at one time.



If teams double the post, players need to look to pass the ball to create a two-on-one.



Pick-and-Roll

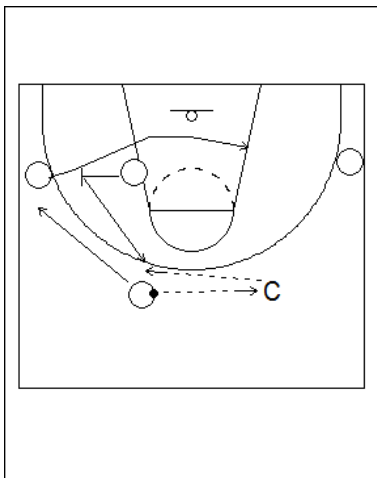
It is important to note that when players are setting a ball screen that there is screen-action first. The ball is passed guard-to-guard while the post-up screens and then immediately sets the ball screen. This makes it difficult for the post player's defender to be involved in the ball screen defence.

Concepts to remember:

- Let the players feel free to play after a few passes (cut, penetration, spacing), in order to see the players potential talent.
- The execution of the system has to be flexible.
- The coach may change the offensive options after timeout.

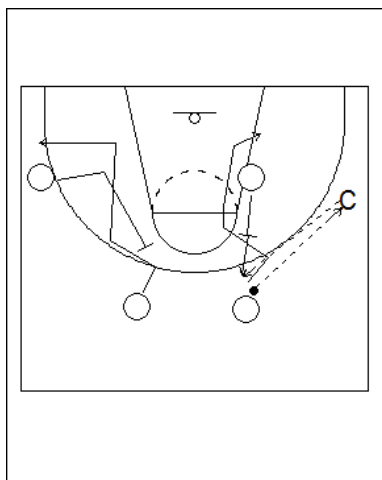
Four versus Four Breaking Down the Offensive System

The following are four-on-four drills to work on various components of the offensive system.

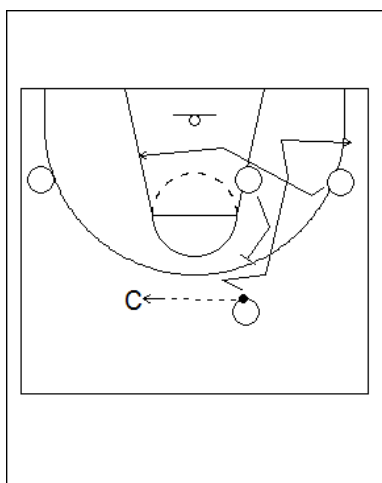


Guard to Guard Pass

In this drill the coach acts as the second guard. The players are working on reading off the back screen flare action and move into pass and replace and penetration.



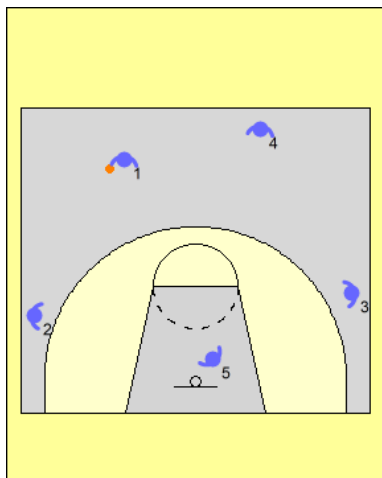
In this drill the coach is working on back screens for the guard when the ball is passed to the forward.



In this drill players are working on the back-cut by the forward followed by the back-screen for the guard.

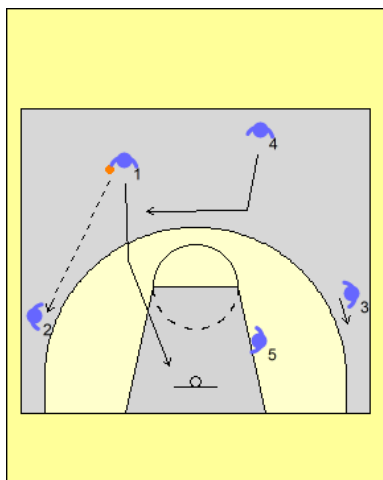
OFFENSIVE SYSTEM – EXAMPLE 2

In this example, the offence can easily flow from transition into the set. The post exits and cuts away from the ball to create a natural double gap on the ball-side. It is important to remember that the only purpose of the set is to create a one-second advantage. Players play free once that occurs.

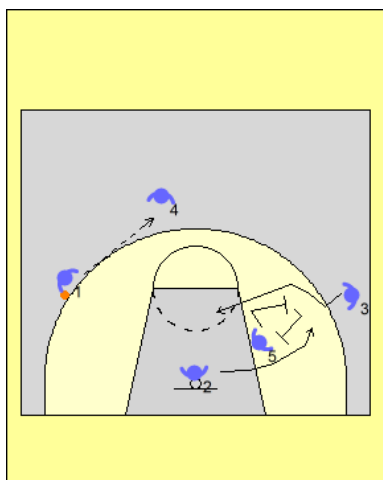


Initial Spacing

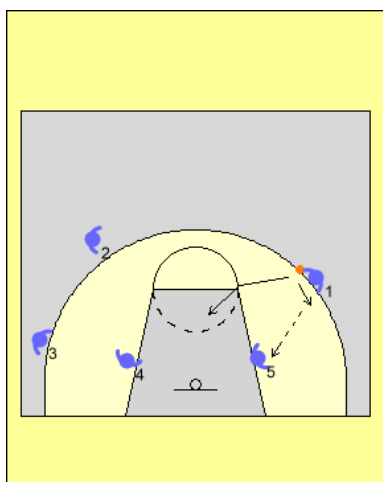
The players flow in transition to *Player Four* out player one in set, with the post exiting away from the ball.



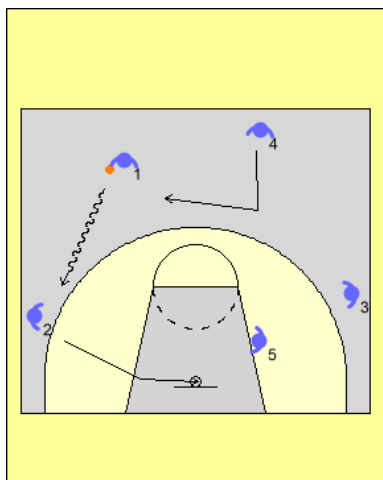
In this drill the ball is pushed in transition to the ball-side wing. After passing *Player One* keeps on attacking the basket, while *Player Four* looks to cut to receive the reversal pass.



In this motion, the pass to *Player Four* makes *Player Five* set a back screen for *Player Three*; to cut to the basket. *Player Five* continues to set a pin-down screen for *Player One* who cuts off the screen to the wing.



This concept shows *Player One* looking to feed *Player Five* in the post. The remaining players play free using their post principles of play.

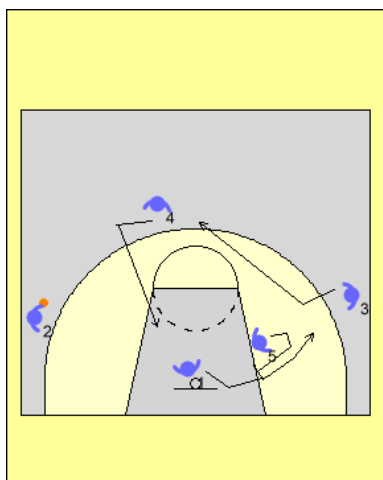


Pressure Releases

In order to maintain flow, all offensive systems must contain pressure releases. The players must anticipate these actions by the defence and respond accordingly with no disruptions.

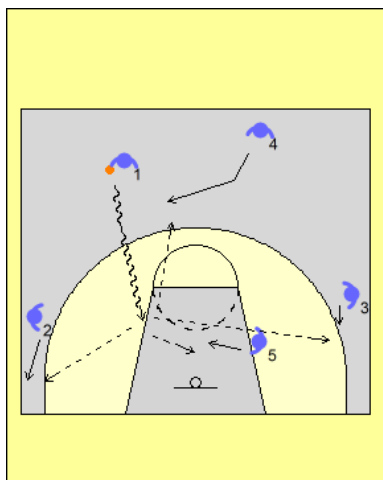
Dribble Entry

If the wing push to *Player Two* is not open, *Player One* can push *Player Two* through with a dribble. *Player Four* cuts to receive the reversal pass. On the pass to *Player Four* the same action continues where *Player Five* sets the back screen for *Player Three*; followed by a pin-down screen for *Player Two*.



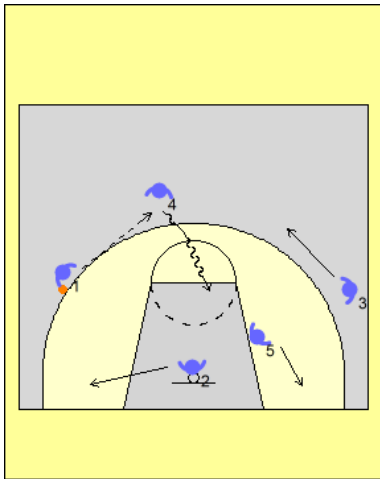
Reversal Denied

If the reversal pass to *Player Four* is denied at the top, *Player Four* cuts back-door. *Player Three* fills the reversal spot and *Player One* uses the pin-down screen from *Player Five*.



Play Free – Penetration

Player One beats their check into the natural double gap. The other players forget the pattern of the offence and play free using the penetration principles.



Play Free – Dynamic One-on-One

In this scenario, if the catch is made at the top, *Player Four* can attack their check with the crossover or the curl. The other players respond to the penetration. The offence is not reset.

These examples can be utilized for pressure releases and opportunities to play dynamic one-on-one. It is important for the players to explore these opportunities by using break down drills that use all four phases – on air (A), coach guides (B), live defence (C) and competition/scrimmage (D).