

Screenshots from the YouTube video [Tyler Lyndsey 5-out Drive and Space Offense](#).

Tyler Lyndsey 5 out Drive and Space Offense

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Origin/Credit

- Mike Neighbors
- Mark Cascio
- Doug Novak
- John Leonzo
- Nate Oats
- Marc Hart
- Bob Richey
- Mike Budenholzer (and the rest of the NBA)
- Randy Sherman
- And many, many, many others!

HENRIETTA BASKETBALL

H

Marc Hart

Tyler Lyndsey

9:39 / 1:00:04

Tyler Lyndsey 5 out Drive and Space Offense

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Misconceptions

- Not entirely DDM
- Not entirely true motion
- Not entirely R&R
- Not "pass and cut"
- And, my personal favorite, we do have structure and rules.

HENRIETTA BASKETBALL

H

Marc Hart

Tyler Lyndsey

12:35 / 1:00:04

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What Do We Believe In?


- Two-Sided Break, Rebounder Pushes
- First good look possible
- Two clap decision making
- Creating multiple closeouts per possession
- Playing with great pace on both opponent makes and misses
- Putting pressure on the defense with great ball movement, then player movement
- "Key, Three, Free" philosophy
- Exploiting the manipulation of defensive bodies with the drive
- Pass through single gaps, pressure the defense through double gaps and EXPLOIT TO SCORE through triple gaps.
- Letting players showcase their hardwork and talent, instead of me showcasing my ability on a whiteboard.



15:09 / 1:00:04


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Style

- Live Ball Turnover or Missed Shot
 - We rely on our transition game to put pressure on the defense and create an advantage. We use our rules, but nowhere near the amount we use in HC or dead ball situations.
- Deadballs
 - We call an action (Pitch, Punch, Boomerang, Give, etc.) to begin the possession which lets our players know what we will be starting the possession with to create the advantage. From there, we use our rules to react and keep the advantage.
- After Timeouts/Special Situations
 - Usually in these situations, we will go to one of our quick hitters we run or anticipate a change of defense from opponent and call a certain action or combo of actions to exploit the necessary scoring avenue.



18:28 / 1:00:04

Tyler Lindsey 5 out Drive and Space Offense

THE BASKIPEDEA

Alignment

Corner Corner

Stretch Stretch

Slot Slot

Marc Hart

Tyler Lindsey

20:50 / 1:00:04

Tyler Lindsey 5 out Drive and Space Offense

THE BASKIPEDEA

Gaps/Spacing

- Number of cones between offensive players define what type of gap exists between the two.
- Pass through single gaps;
- Use doubles to put pressure on defense;
- Exploit triples!

2 5

1 4

3

2 5

3 4

1

4 5

2 3

1



Marc Hart

Tyler Lindsey

23:24 / 1:00:04



Tyler Lyndsey 5 out Drive and Space Offense

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How Do We Get There?

- 2 Sided Break
 - Rebounder pushes (with no pressure); first two players down fill corners, ball finds a slot and we fill spots from there.
 - Wide, THEN deep when we run.
 - HUGE teaching point for us; get heels to sideline.
 - Love to pitch the ball ahead from the back court to front court and get our players sprinting into our actions.
 - Prefer to go across the court, but willing to go up the court if it is quicker/more efficient.
 - ALWAYS READY TO SHOOT ON THE CATCH.



24:37 / 1:00:04

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Rules

- We are always looking to cross the floor right after we cross half court (throw "across the street").
- If we can hit multiple sides in a possession, our FG% goes up tremendously.
- If the ball is skipped, nearest person to the receiver cuts through to the other corner and everyone else fills.
- If we cannot go slot to slot with the pass, or skip it, we throw "down the street."



27:30 / 1:00:04



Rules



Credit to Randy Sherman @RadiusAthletics, for the great FastDraw design and playbooks!



28:09 / 1:00:04

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Rules



Credit to Randy Sherman @RadiusAthletics, for the great FastDraw design and playbooks!



28:30 / 1:00:04

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Rules



- If we cannot get into our actions with a pass, we go right into a DHO (either a "Pitch" or a "Give")
- Pitch = Slot to Slot DHO
 - Looking to get downhill into a triple gap
 - Allows us to get into a possession with a lot of DDM principles
- Give = Slot to Corner DHO (Weakside)
 - Gives us an opportunity to set up an automatic on backside
 - Love this if our best shooter OR best attacker is in backside corner



Rules

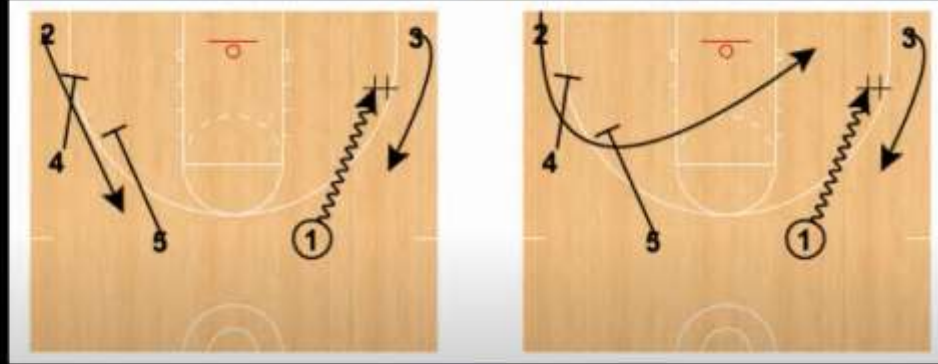


"Pitch"





Rules



"Give"

44:21 / 1:00:04



Rules



- If the ball is brought up the strong side (3 person side), we then react and play from there.
 - Slot to Slot Pass
 - 45 cut through to the corner
 - Treated the same as any other slot to slot pass
 - Player in stretch stays on an immediate drive, fills up on a catch and hold
 - Dribble At= Slot to Corner DHO, with Stretch "Blast cut"
 - Automatic for us with Slot reversal being denied
 - Love this action against teams that pressure a lot



45:25 / 1:00:04



Rules



Final Basic Rules



- Push/Pull on Drives
 - Most drives, we are pushing if the ball is driven at us, and pulling if it is driven away. Exception is if you are in corner and ball is driven at you. We do allow for second cut if you see defender get lost.
- Dribble At
 - If defender denies, automatic blast cut. We do not fight or negotiate defensive coverage. Take what they give you, make them pay.
 - If defender is off receiver or in the gap, take the DHO.
 - Only exception is Slot to Stretch Dribble At, which is an automatic blast cut into a DHO with corner.
- Use Common Sense and Do What You Do
 - We stress make the quickest, simplest play possible.
 - Play to your strengths; Shooters look to shoot first, Drivers swing quickly until a double or triple gap appears.





What Makes IT Work?



- **SKILLED PLAYERS!!!**
 - We believe in targeted skill development.
 - We do not do drills just to do them. Everything is directly game applicable, from warm up drills to get loose, to SSG's, to our 5v5 live stuff.
 - We shoot more than 98% of teams
 - You are good at what you practice, so we shoot and shoot and shoot. Approximately 45-60 minutes a day is spent on shooting game like shots at game like spots.
- **Player Empowerment**
 - We trust our players to go be great.
 - Once you have put the work and time in to develop the skills, we empower our players to go out and put them to use.
 - Confidence is the great equalizer!



52:15 / 1:00:04