



# 2016 Late Game Situations



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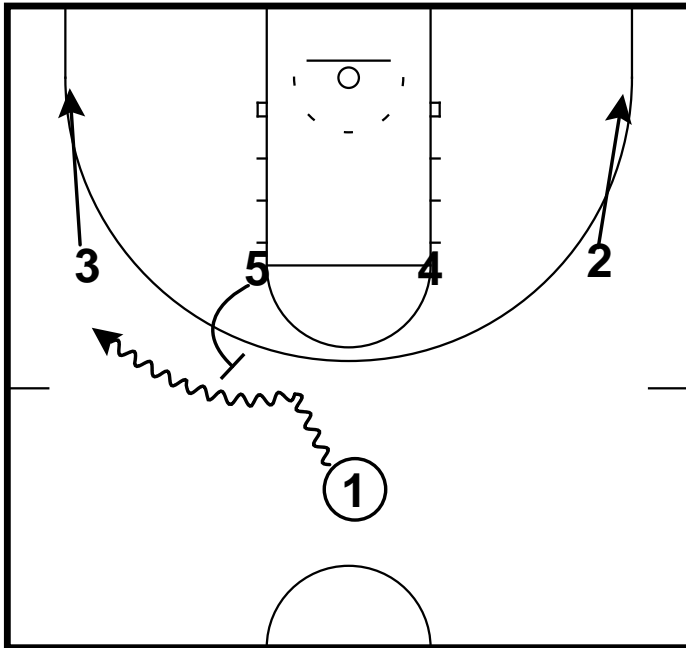
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# 2016 Late Game Situations

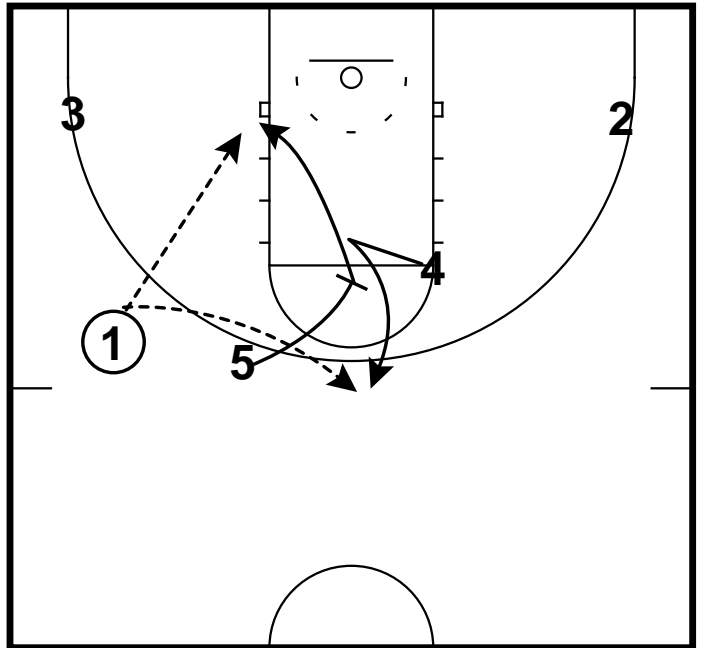
## Need a 2

1-4 High - Post Down



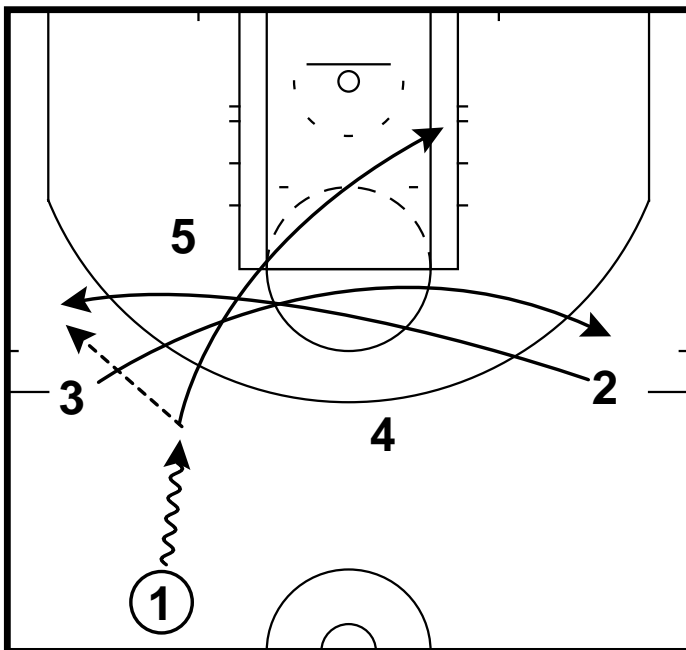
1 dribbles to the left wing off of a screen from 5.  
3 and 2 slide to the corners.

1-4 High - Post Down



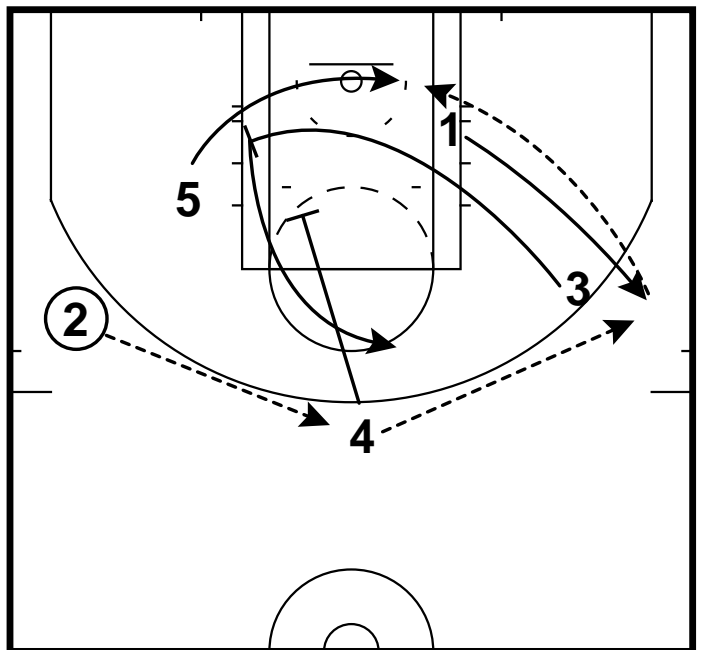
Once 1 gets to the wing, 5 screens down for 4 who pops up for a shot.

35 Power



2 & 3 exchange, 1 hits 2 and cuts through the lane.

35 Power

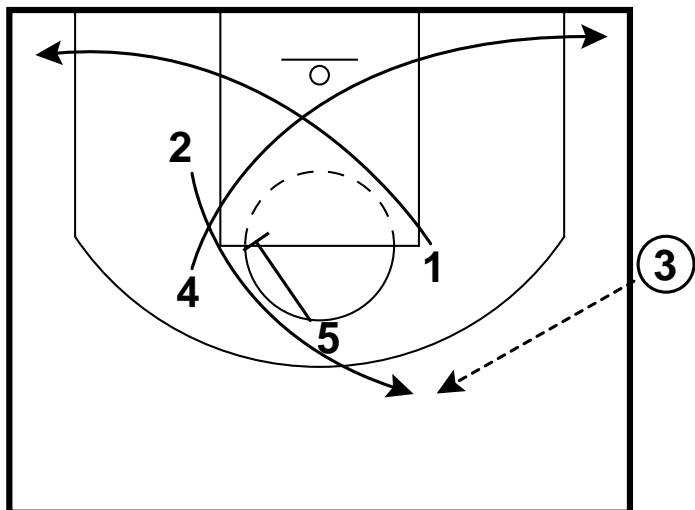


1 pops out to the wing as 2 passes to 4. As 4 is passing to 1, 3 cuts through and cross screens for 5. 4 pins down on 3.

# 2016 Late Game Situations

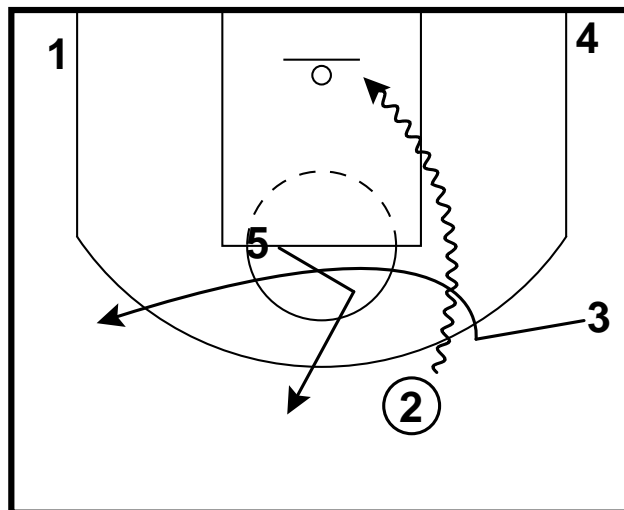
## Need a 2

Boston Celtics "AI Brush"



5 screens for 2 who catches the inbound pass. 1/4 cross to opposite corners

Boston Celtics "AI Brush"



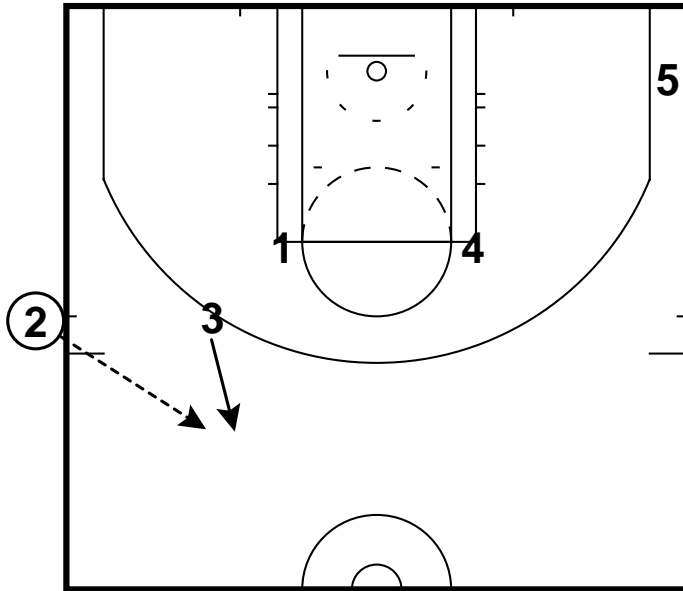
3 cuts through the action as a brush screen as 2 attacks the rim hard.



# 2016 Late Game Situations

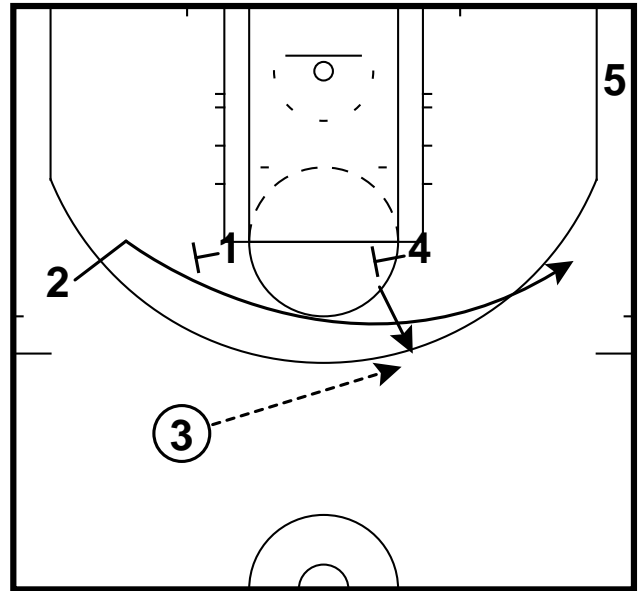
## Need a 2

Cleveland Cavaliers - EOG Iverson Lob



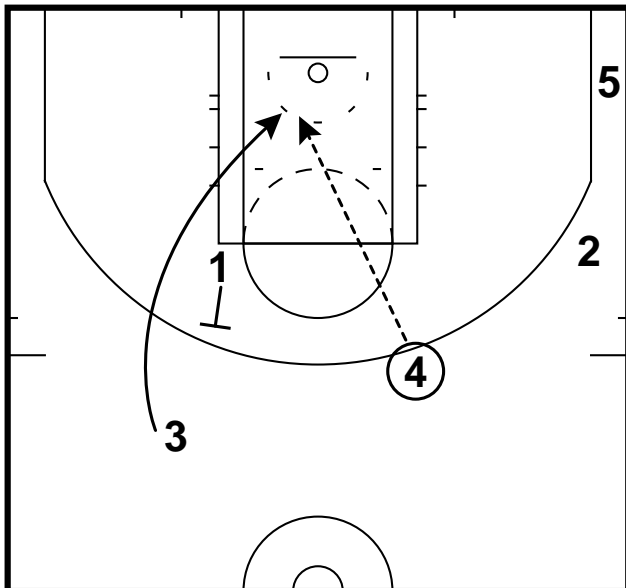
3 pops to ball. 2 inbounds to 3.

Cleveland Cavaliers - EOG Iverson Lob



1 & 4 set stagger screen for 2. 2 makes an Iverson cut to opposite wing. 4 pops out to elbow extended after screen. 3 passes to 4.

Cleveland Cavaliers - EOG Iverson Lob

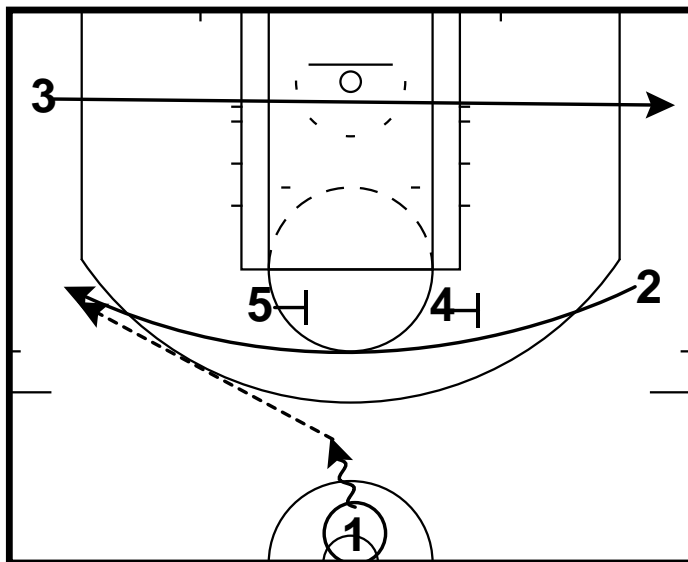


1 sets back screen for 3. 3 cuts to rim. 4 lobs to 3.

# 2016 Late Game Situations

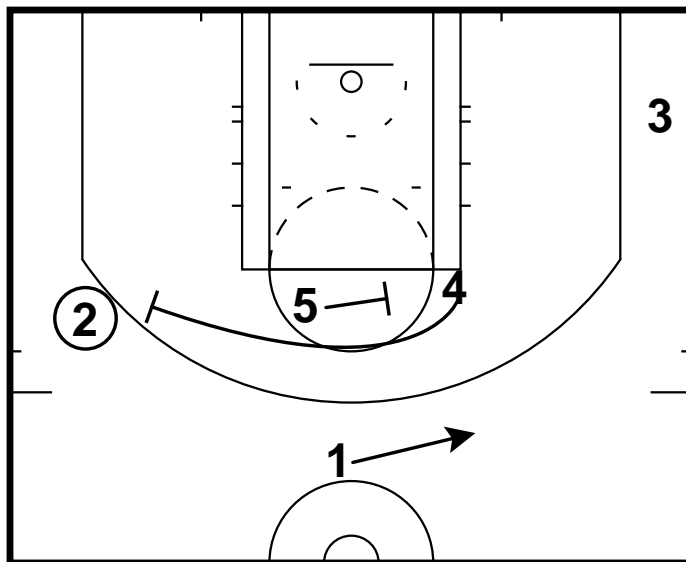
## Need a 2

Dallas Mavericks - "Dallas Action"



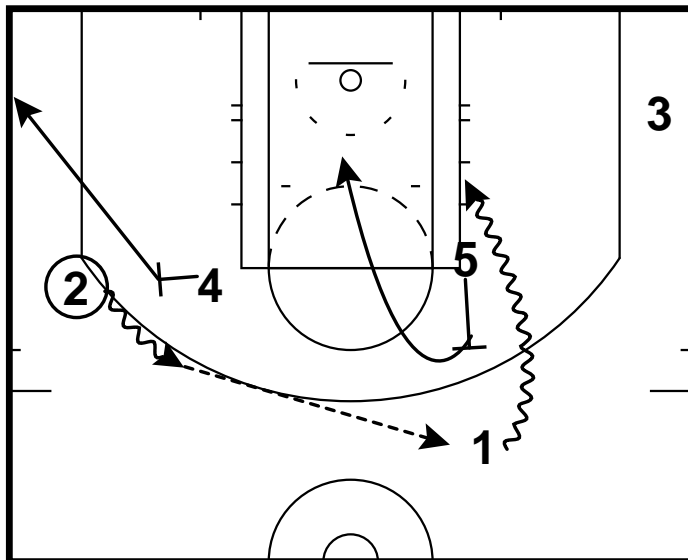
- 4 & 5 set Iverson screens for 2.
- 3 gets to opposite corner.
- 1 passes to 2.

Dallas Mavericks - "Dallas Action"



- 5 screens 4 into a ballscreen
- 1 spaces to even with lane line.

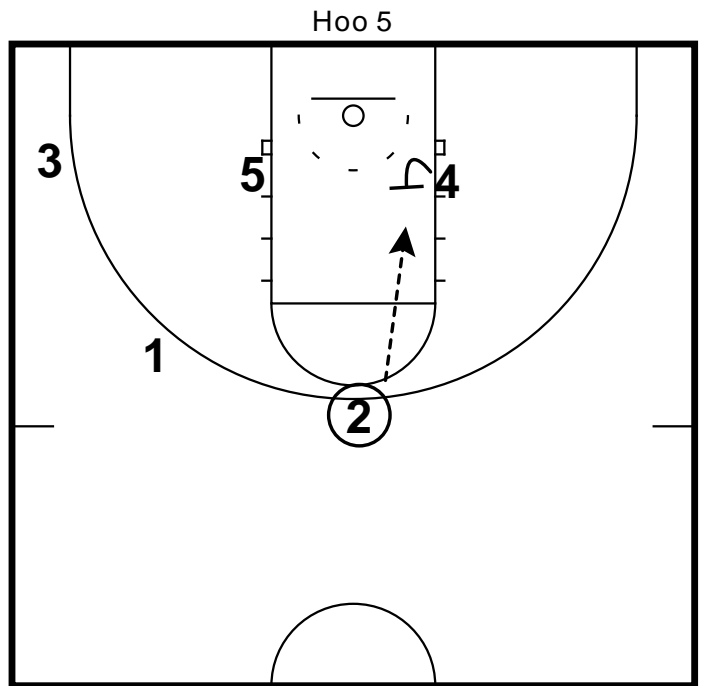
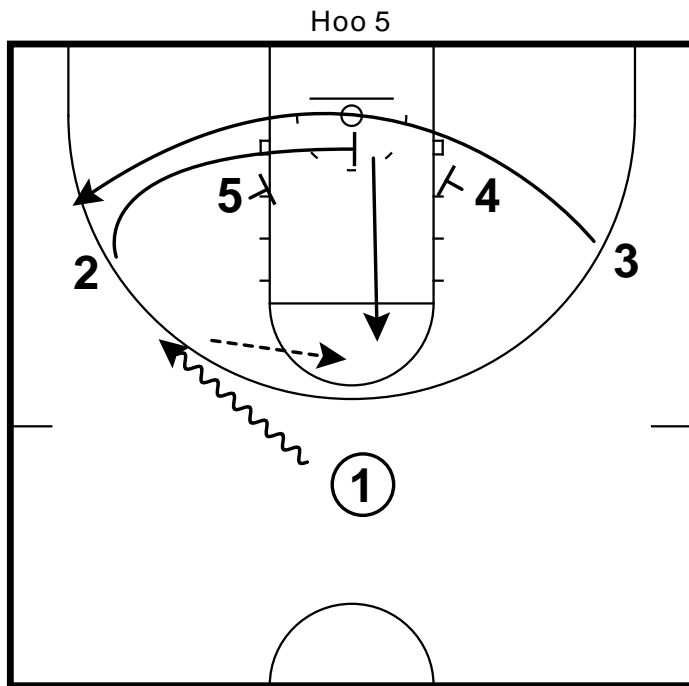
Dallas Mavericks - "Dallas Action"



- 4 sets a ballscreen for 2.
- 2 takes one dribble off of screen and hits 1.
- 5 sets a step up ballscreen for 1 and then rolls to basket.

# 2016 Late Game Situations

## Need a 2



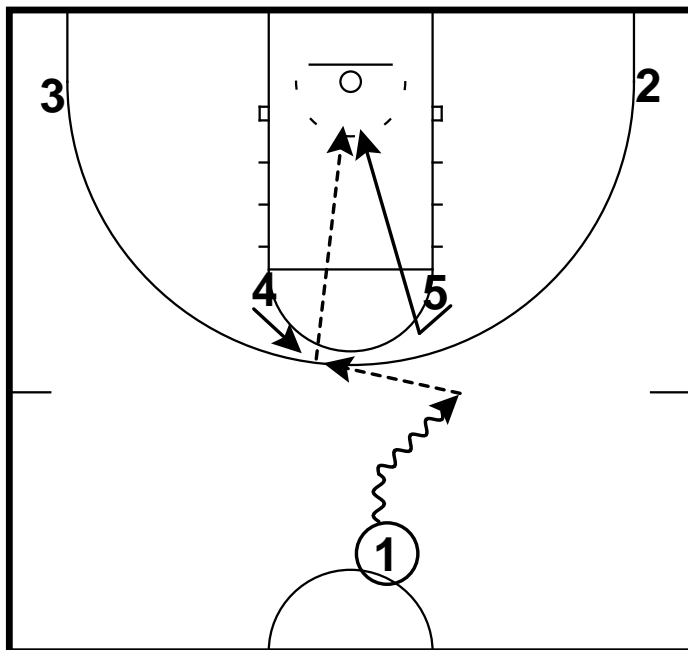
- \*\*late game when we need a 2
- 2 and 3 cross through lane and one player screens for the other (2 screens for 3)
- 1 dribble enters
- 2 pops high
- 1 to 2

- 4 ducks in hard
- 2 to 4

# 2016 Late Game Situations

## Need a 2

Horns - Quick Post

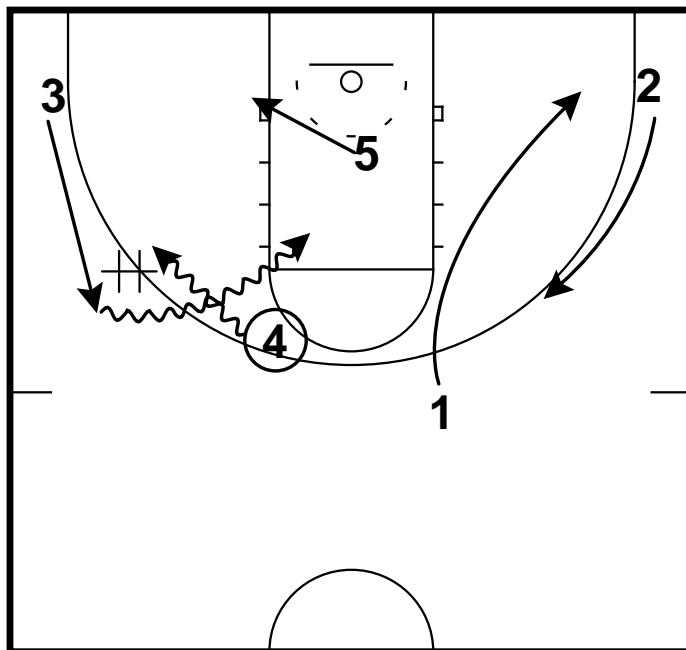


5 and 4 step towards 1 as if setting ball-screens in the horns set.

1 passes to 4.

4 quickly turns and passes to 5 cutting to the basket.

Horns - Quick Post



If 5 isn't open, 1 clears to the corner as 2 moves up to the wing.

4 can pass to 2 or 5.

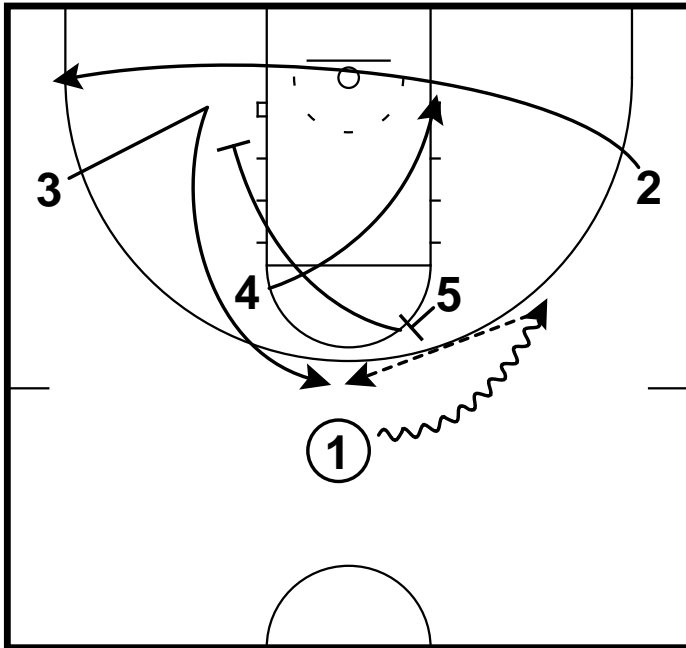
If neither are open, 4 dribbles toward 3 and gives the ball to 3 on a dribble hand-off.

3 drives to the lane looking to score or pass out for a 3-point shot.

# 2016 Late Game Situations

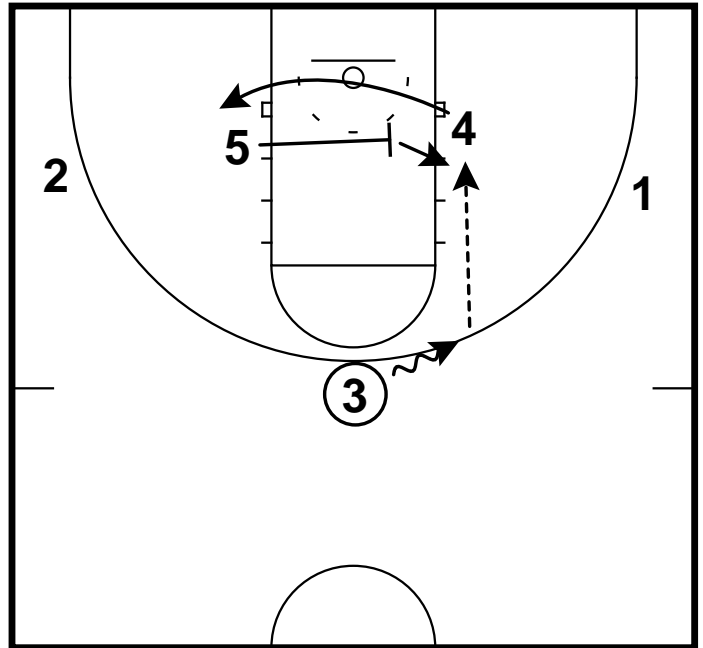
## Need a 2

Horns Power



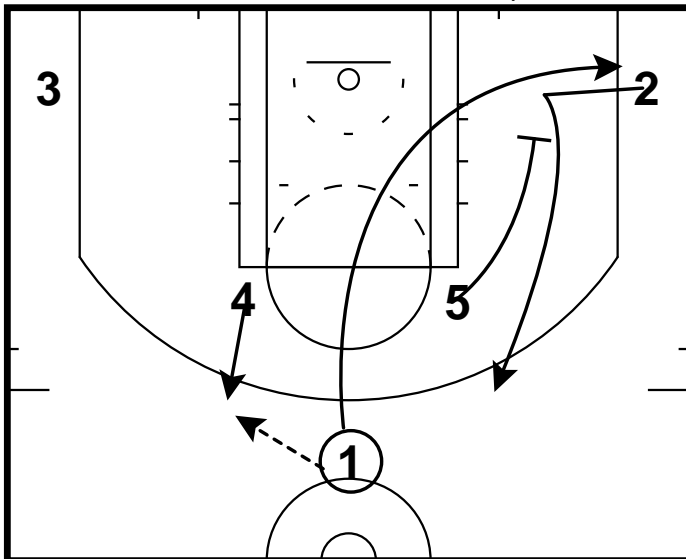
5 sets pick & roll for 1. As 5 rolled, 4 X'd off to the block. 5 pinned down for 3 and 2 sprinted opposite. 1 threw back to 3.

Horns Power



5 cross screened for 4 and then ducked in hard looking for post-up.

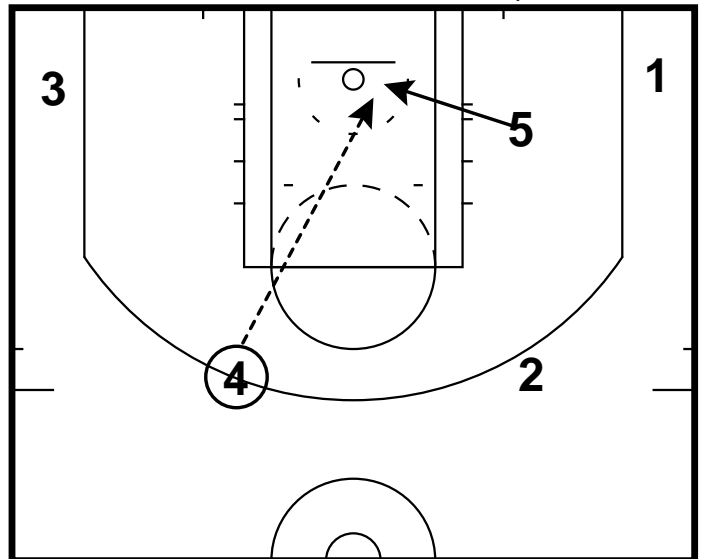
Houston Rockets Curl Slip



1 passes to 4 at the high post then cuts through the lane to the right corner.

5 sets a down-screen for 2.

Houston Rockets Curl Slip

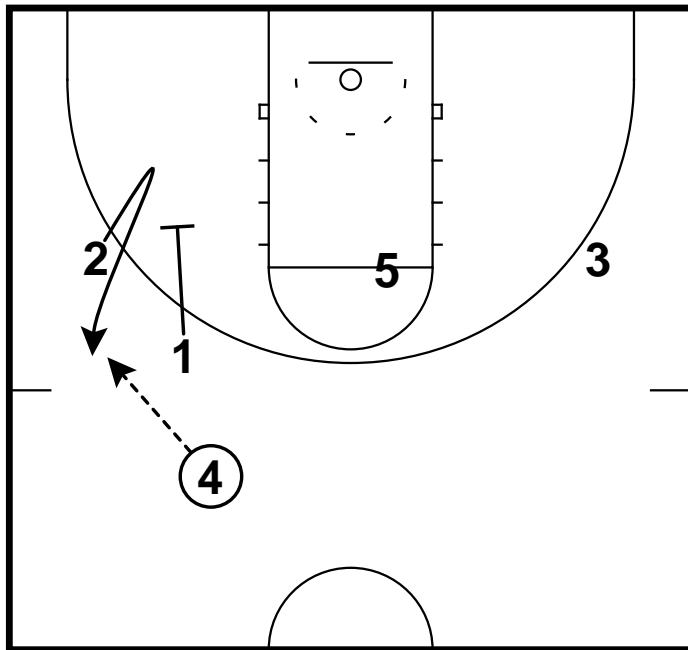


If 5's defender shows on the down-screen, 5 slips to the rim.

# 2016 Late Game Situations

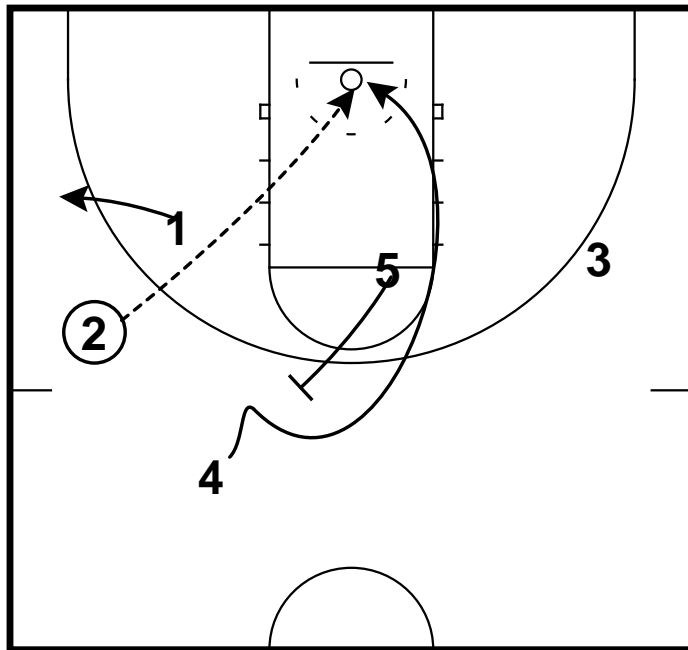
## Need a 2

Nova Quick Lob



4 passes to 2 cutting off of a down screen from 1.

Nova Quick Lob

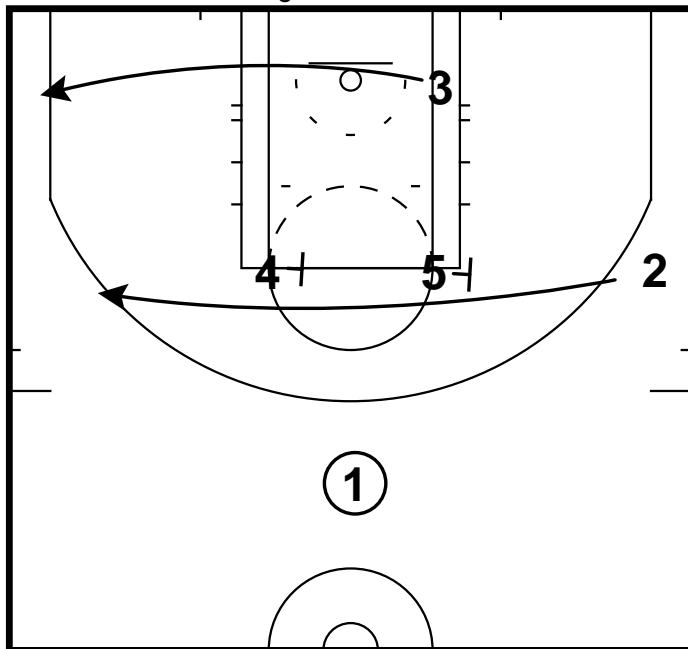


1 clears out to the wing.

5 sets a back-screen for 4.

2 makes the lob pass to 4 for a dunk.

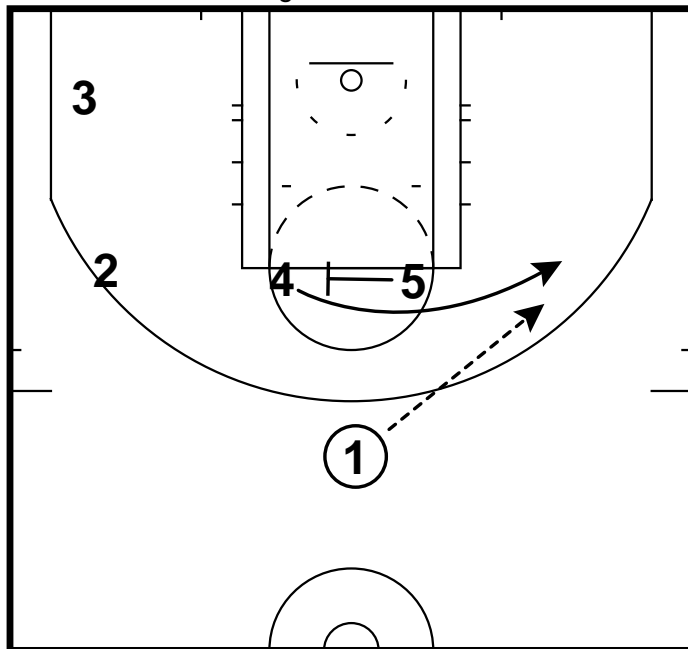
Orlando Magic - Iverson Cross Iso



3 cuts to the corner.

2 across screens from 5 & 4.

Orlando Magic - Iverson Cross Iso



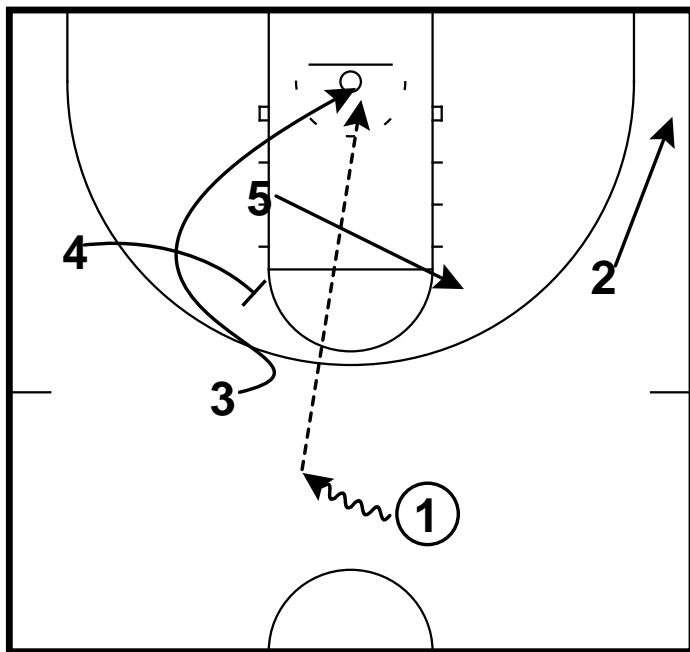
5 screens for 4.

1 passes to 4 for the isolation to go one on one.

# 2016 Late Game Situations

## Need a 2

Quick Lob

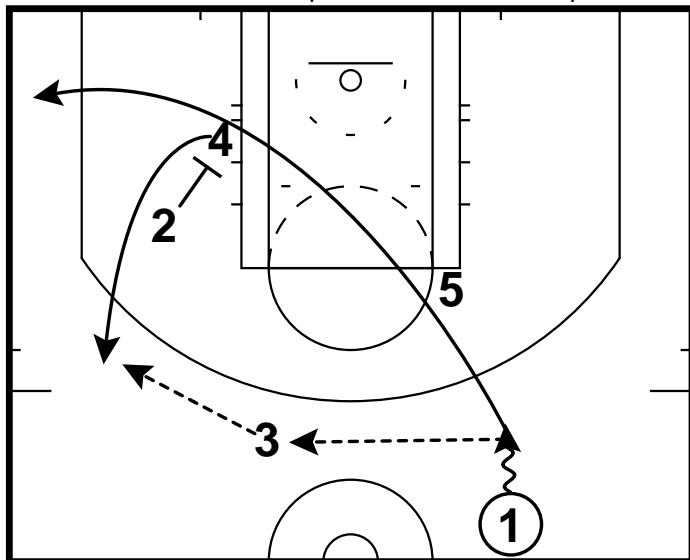


1 dribbles left as 4 sets a flare-screen for 3.

5 moves to the ball-side elbow.

1 makes the lob pass to 3 at the basket.

San Antonio Spurs - ATO Thru Rip

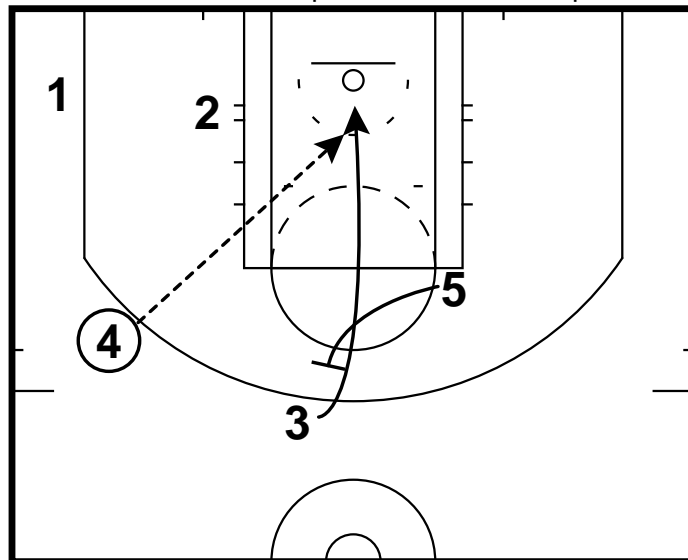


- 1 pass to 3 & cuts thru.

- 2 screens 4.

- 3 pass to 4.

San Antonio Spurs - ATO Thru Rip

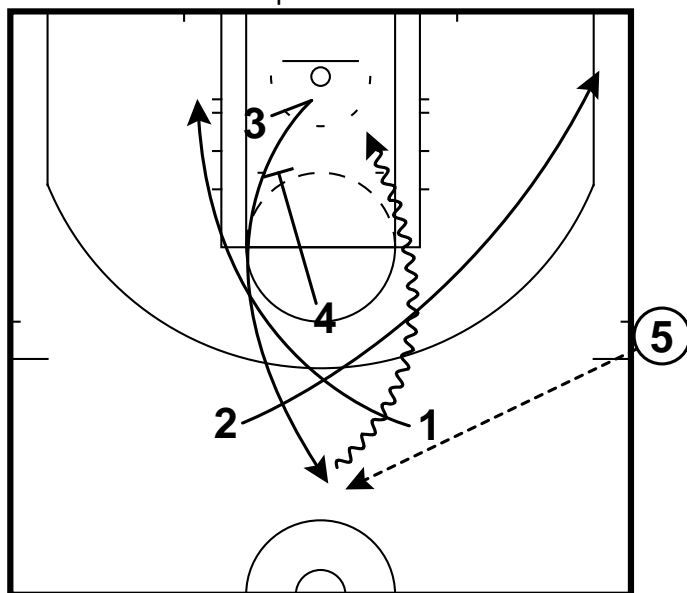


- 5 sets backscreen for 3.

# 2016 Late Game Situations

## Need a 2

San Antonio Spurs - EOG Scissor 43 Go



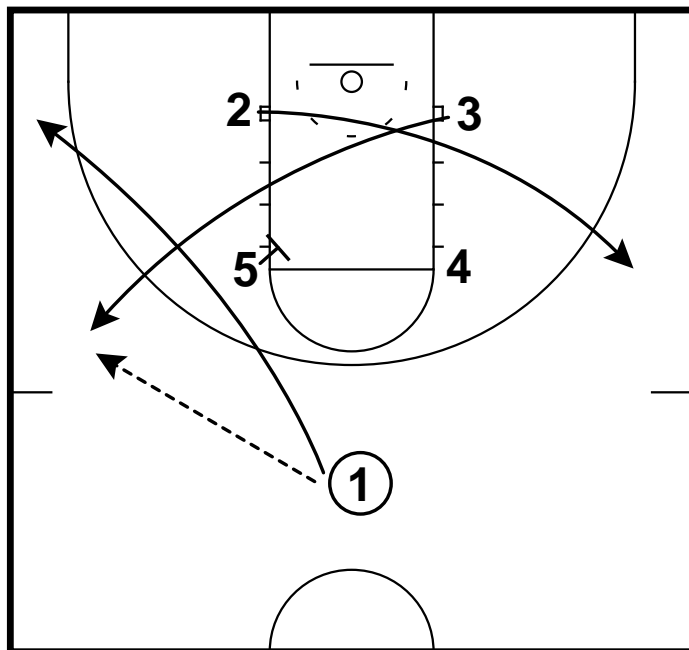
1 & 2 run scissor cut off of 4. 1 & 2 exit to corners after cut.  
4 sets down screen for 3. 3 cuts to top. 5 inbounds to 3. 3 attacks to basket on catch.



# 2016 Late Game Situations

## Need a 2

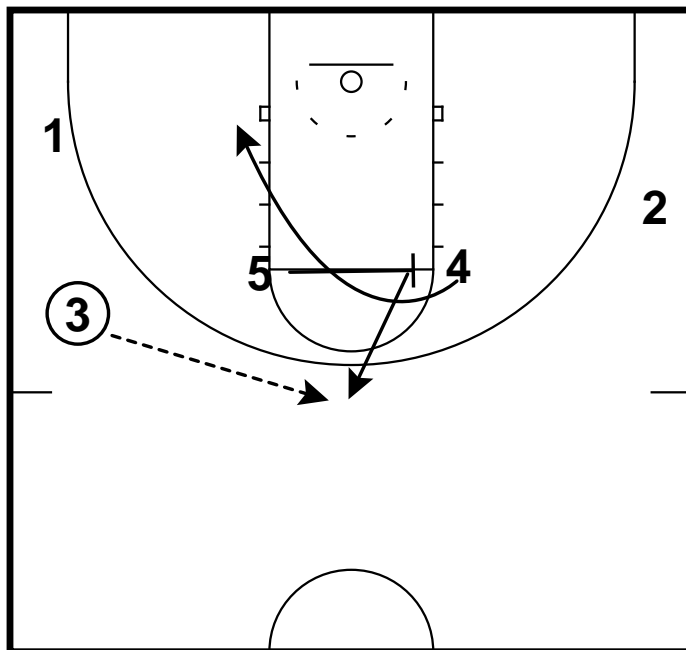
SFA Box Cross



SFA Box Set

- 1 passes to 3 coming to the wing off an elbow screen from 5
- 2 crosses over to the weak side wing
- 1 makes the pass and cuts strong side

SFA Box Cross



SFA Box Set

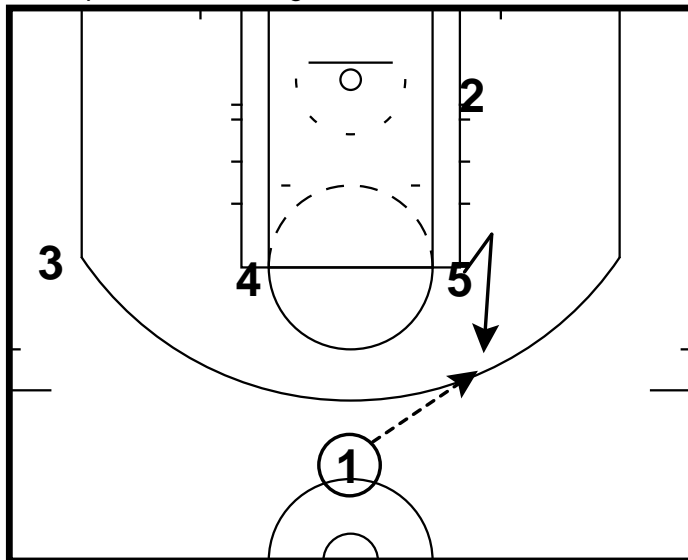
- 5 screens across for 4 who cuts to the ball side block
- 5 steps out after screening and receives the pass from 3
- 5 takes a one dribble pull-up jumper

(TJ Holiday had been the leading man all day for SFA and in this situation needing a basket, they went to him out of this box set-up)

# 2016 Late Game Situations

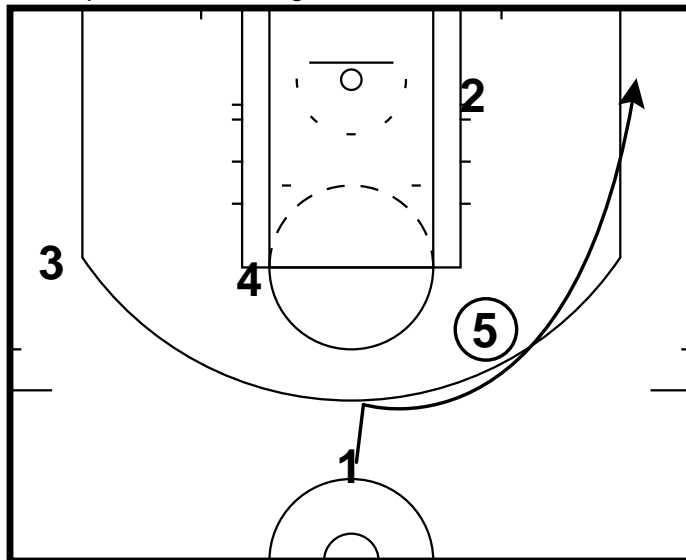
## Need a 2

Spurs Double High Post Screen the Scorer



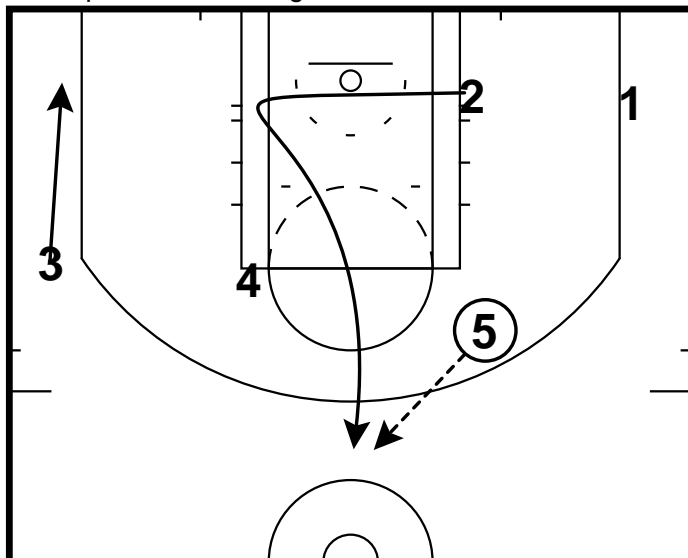
1 passes to 5 at the high post.

Spurs Double High Post Screen the Scorer



1 then loops around 5 looking for a quick pass back or hand-off for a shot.

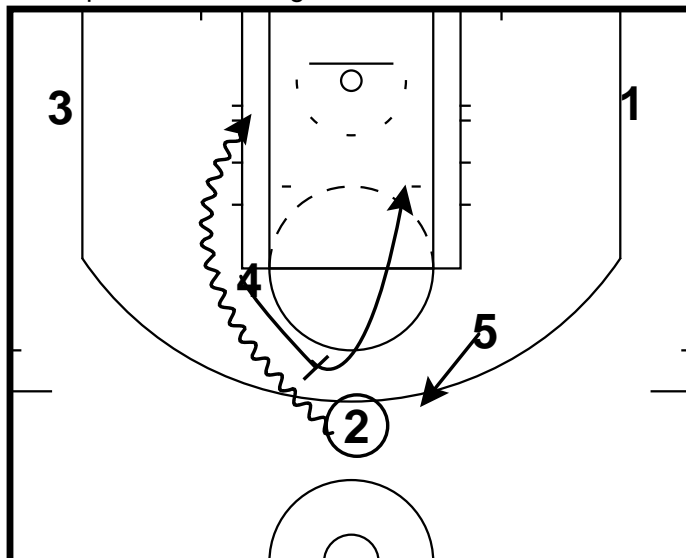
Spurs Double High Post Screen the Scorer



If 1 isn't open, 2 cuts up the lane to the top of the key.

5 passes to 2.

Spurs Double High Post Screen the Scorer



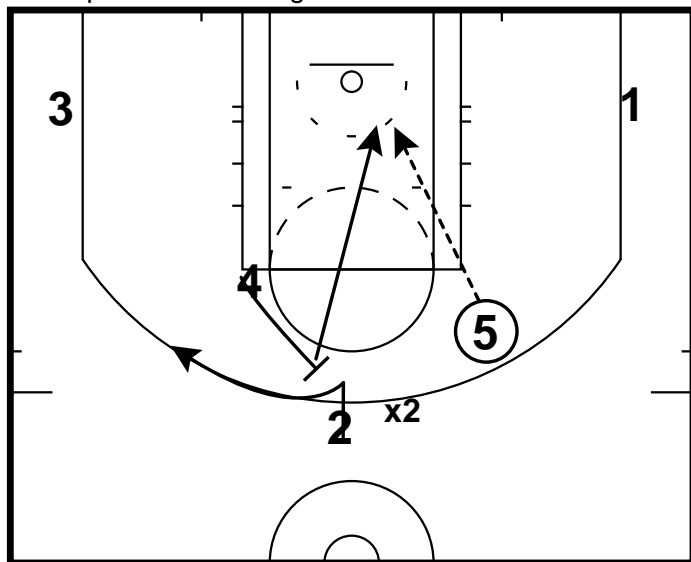
Once 2 has the ball, 4 sets a ball-screen.

On a small/big switch, 4 will roll and 5 will replace 4 staying high for a shot.

# 2016 Late Game Situations

## Need a 2

Spurs Double High Post Screen the Scorer

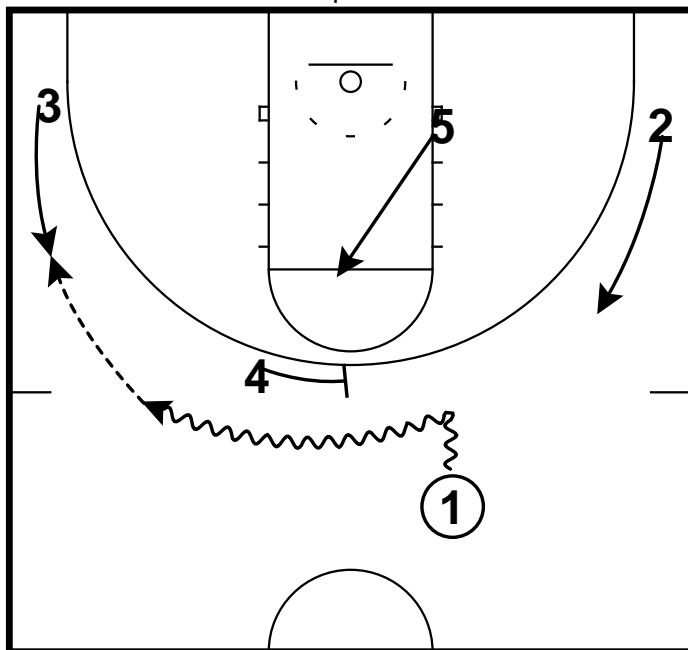


If 2 is denied the shot and there is a small/big switch, 2 flares for a shot and 4 slips to the rim.

# 2016 Late Game Situations

## Need a 2

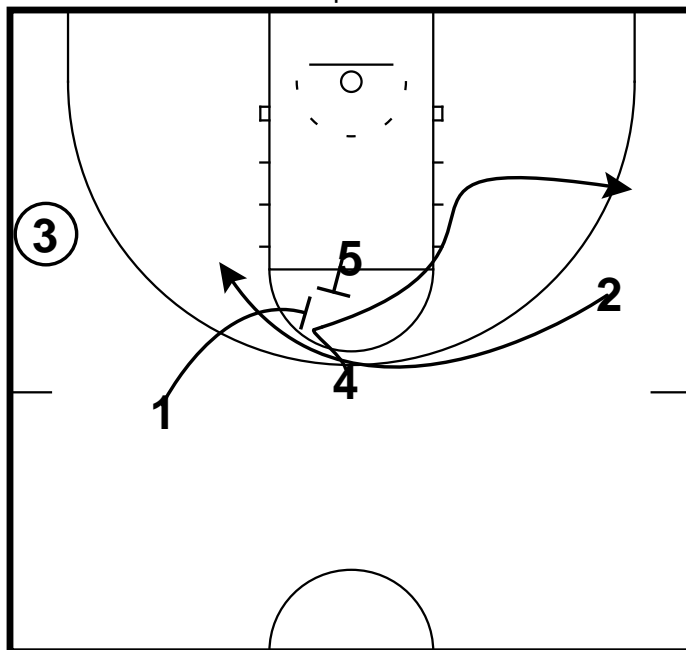
Top Fist



1 dribbles off of a high ball-screen from 4 then passes to 3 on the wing.

5 moves up towards the free-throw line.

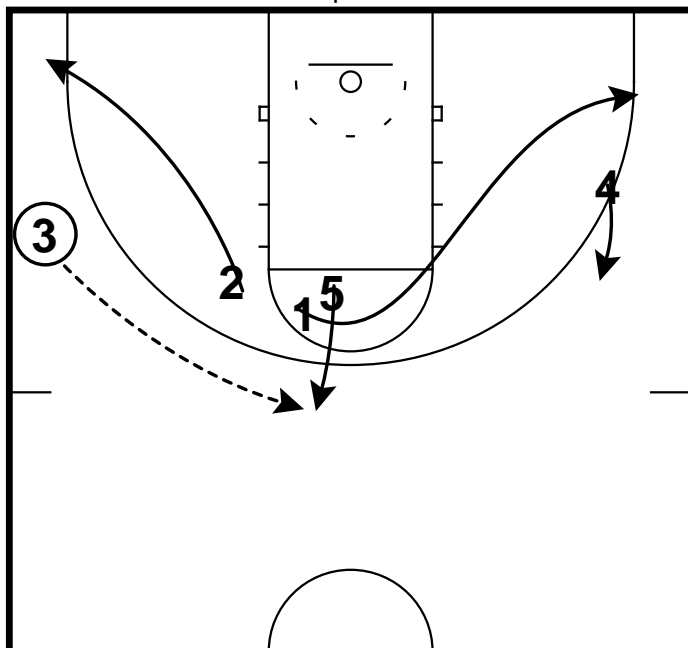
Top Fist



5 sets a screen for 4.

2 curls around a screen from 1.

Top Fist

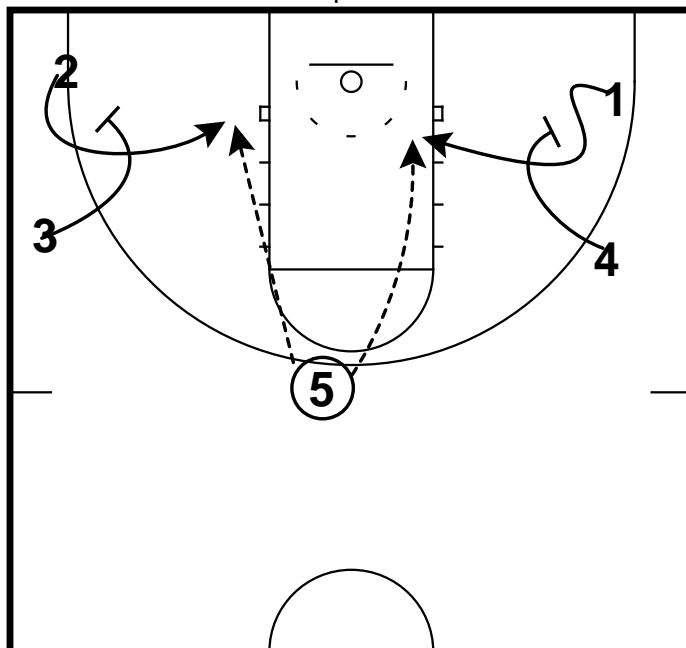


If 2 isn't open he cuts to the corner.

5 steps out and gets the ball from 3.

1 moves out to the corner.

Top Fist

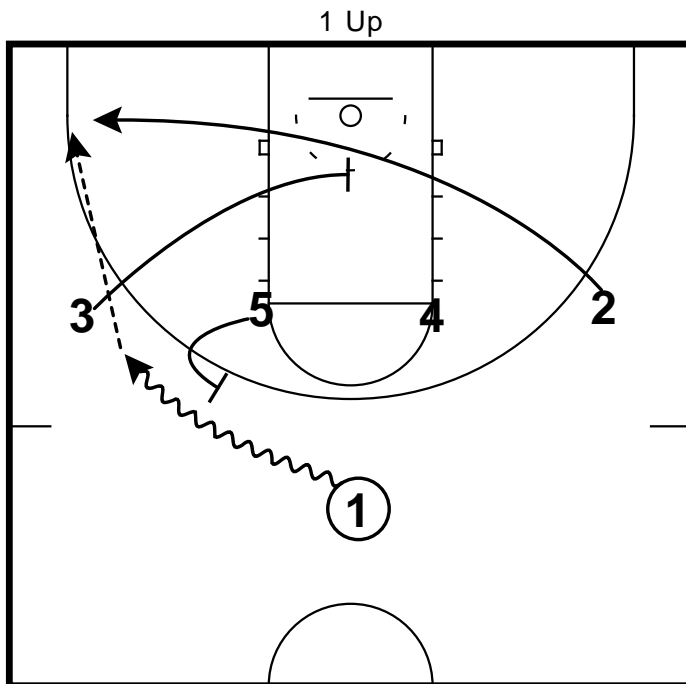


Once 5 has the ball, 4 and 3 set down-screens for 1 and 2 in the corners.

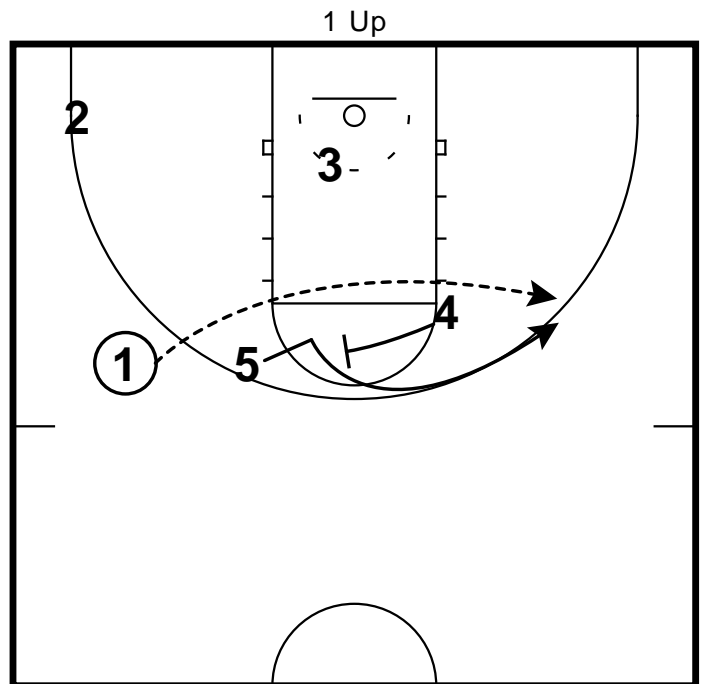
5 looks to pass to 1 or 2 for a shot.

# 2016 Late Game Situations

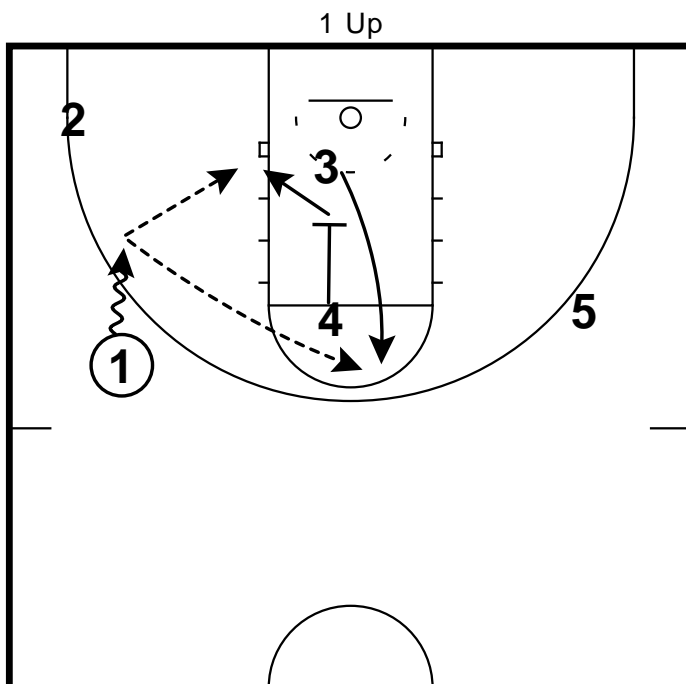
## Need a 3



5 steps up and screens for 1.  
3 screens across the lane for 2 who cuts to the corner.



If 2 isn't open, 4 sets a screen for 5 who fades to the opposite wing.

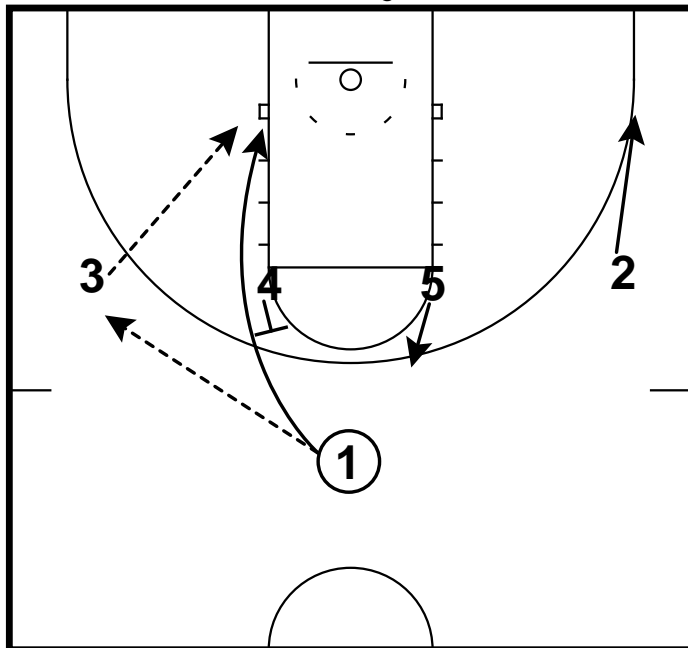


If 5 isn't open, 4 then sets a down screen for 3.  
1 dribbles toward the baseline and looks to pass to 3 off of the screen or to 4 on the duck-in.

# 2016 Late Game Situations

## Need a 3

1 - 4 High

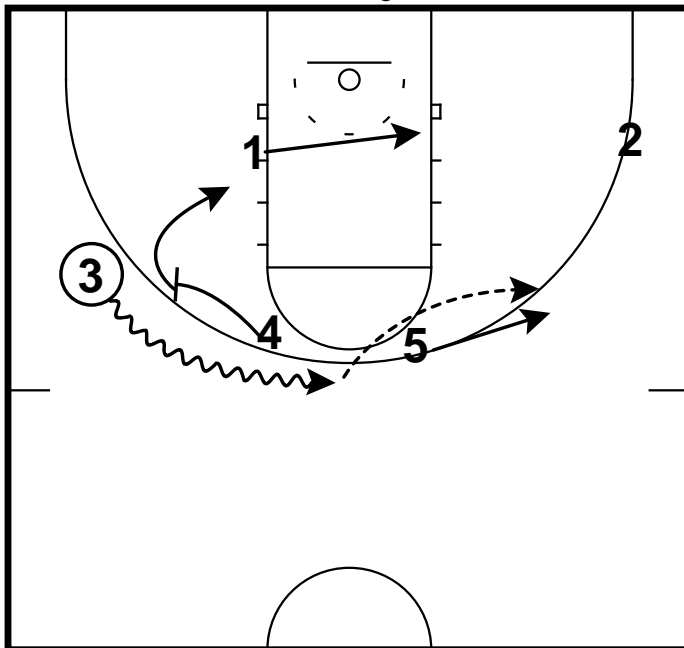


1 passes to 3 on the wing.

1 then makes a UCLA cut off of 4 to the basket.

3 looks to pass to 1 for the score.

1 - 4 High



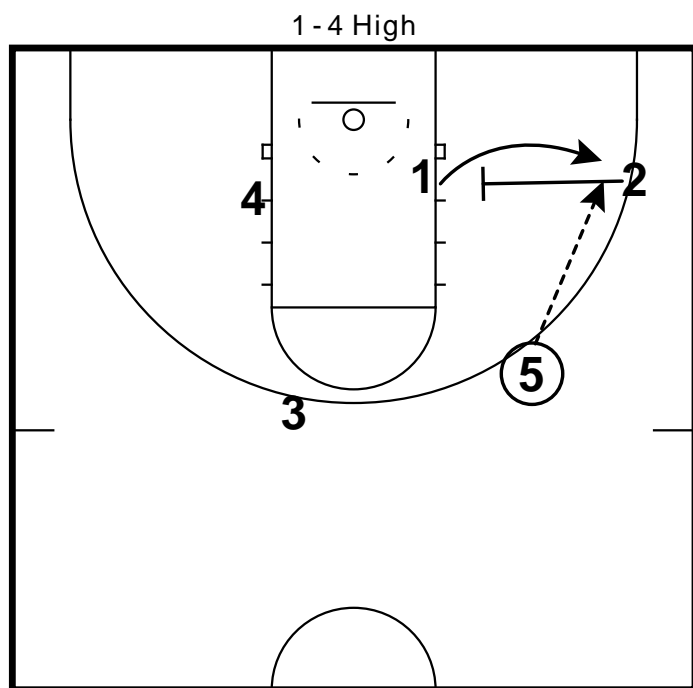
If 1 isn't open, 4 steps out to set a ball-screen for 3.

3 drives middle as 4 rolls to the basket and 1 moves across the lane.

3 passes to 5.

# 2016 Late Game Situations

## Need a 3



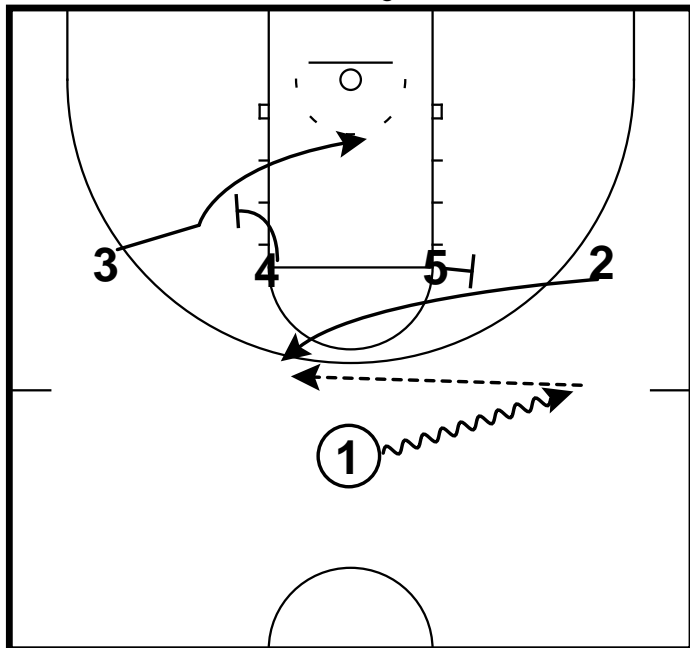
5 faces up and looks for a shot.

If 5 doesn't have anything, 2 screens for 1 who cuts to the corner for a shot.

# 2016 Late Game Situations

## Need a 3

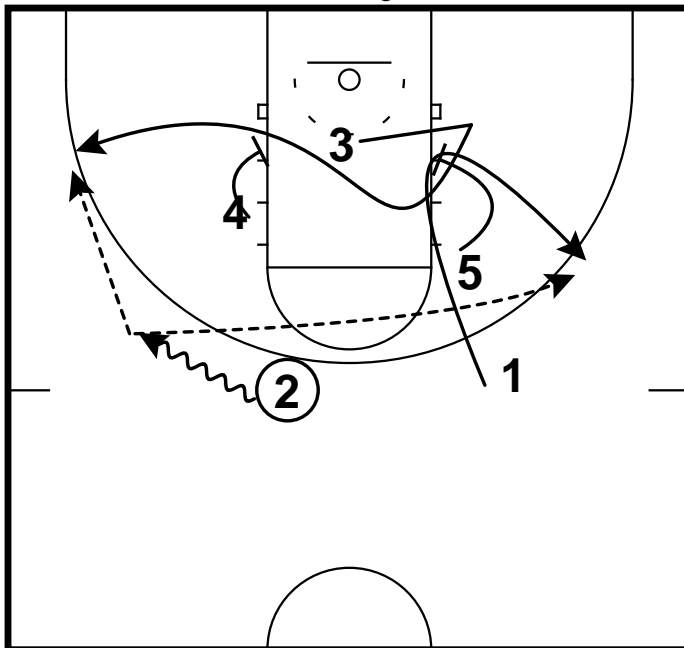
1 - 4 High



1 dribbles to the right wing as 3 cuts off of a screen for 4 and 2 cuts to the top of the key off of a screen from 5.

1 passes to 2.

1 - 4 High



Once 2 has the ball, 3 loops around 5 and cuts to the opposite corner off of a screen from 4.

1 circles around 5 to the wing.

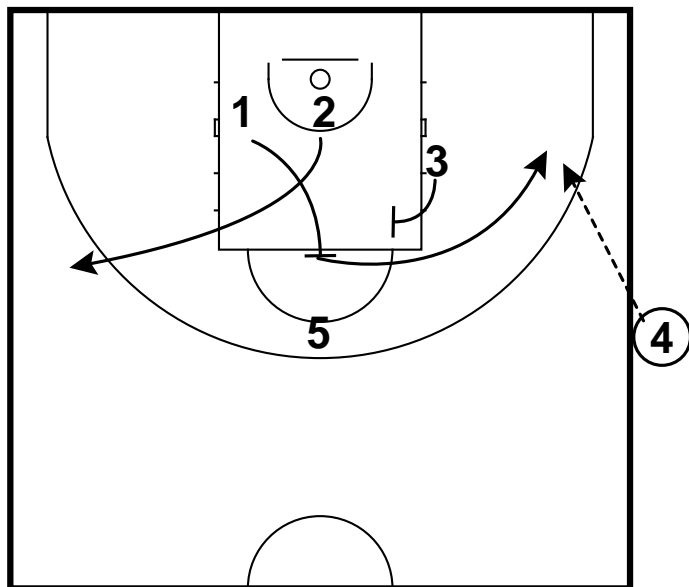
2 looks to pass to 3 or 1 for a shot.



# 2016 Late Game Situations

## Need a 3

Australia - EOG SLOB STS Hammer



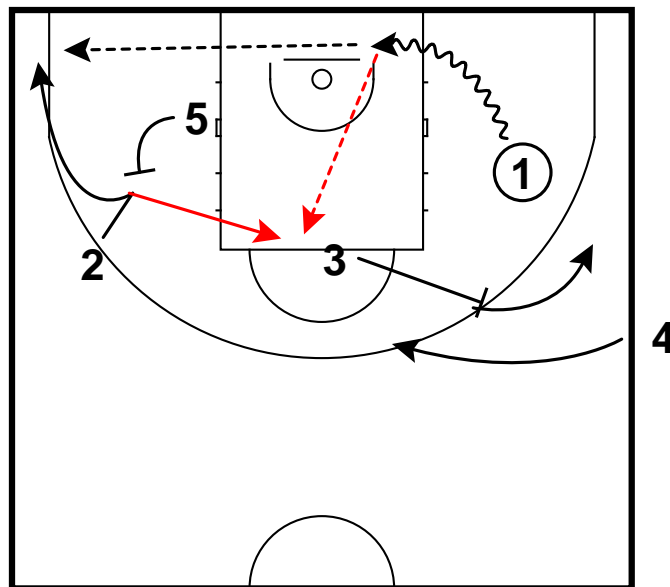
2 cuts to the wing.

1 sets a backscreen on 5.

3 screens for 1.

4 passes to 1.

Australia - EOG SLOB STS Hammer

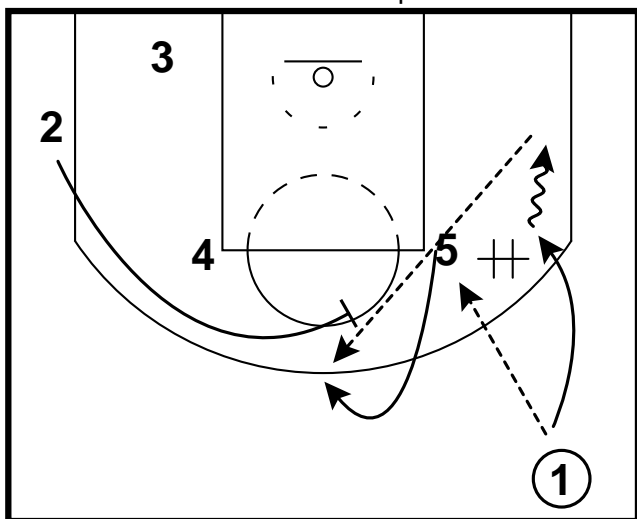


5 sets a hammer screen for 2.

3 screens for 4 and fills behind the ball.

1 passes to 2 in the corner.

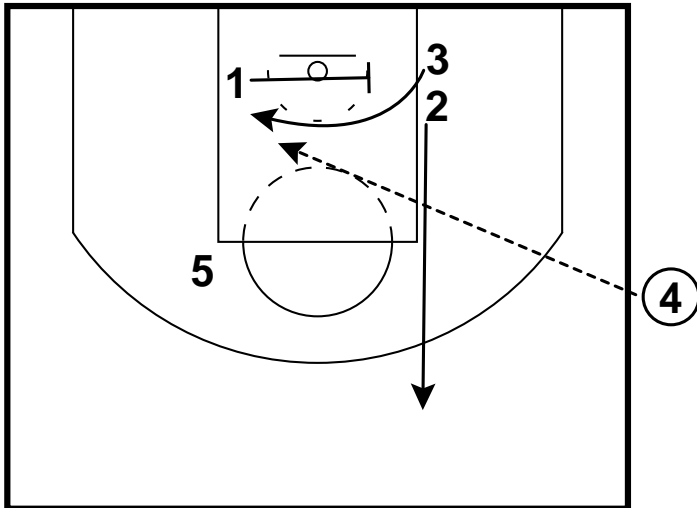
Boston Celtics "Flip Flare"



# 2016 Late Game Situations

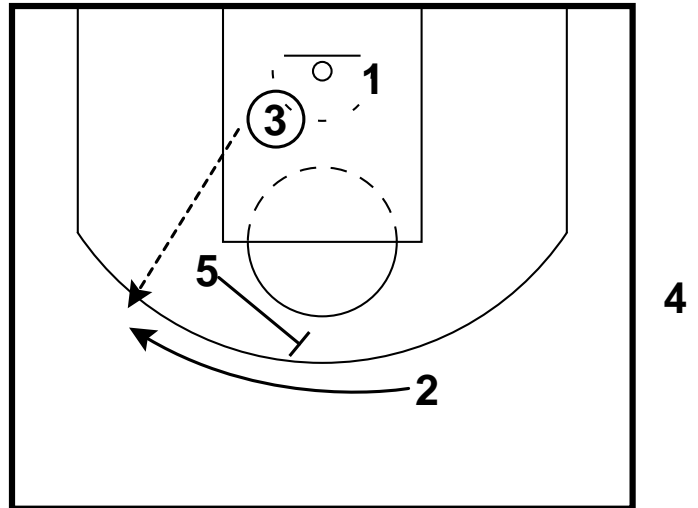
## Need a 3

Boston Celtics "Winner"



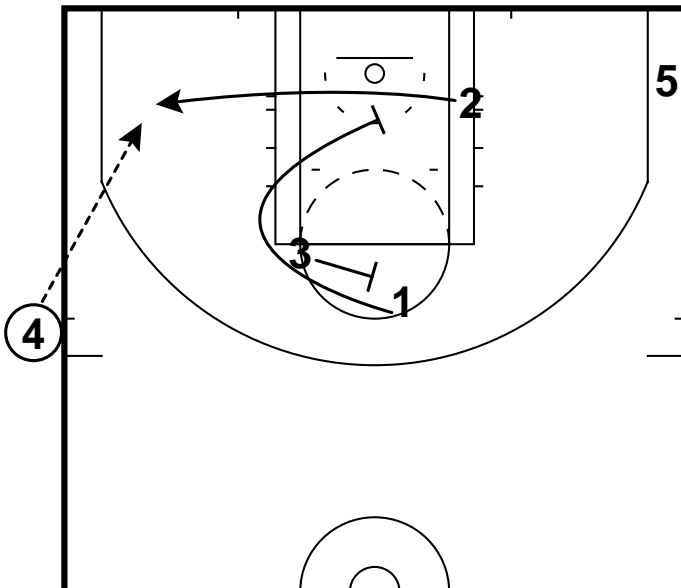
2 zipper cuts up the lane.  
1 backscreens for 3  
4 enters to 3

Boston Celtics "Winner"



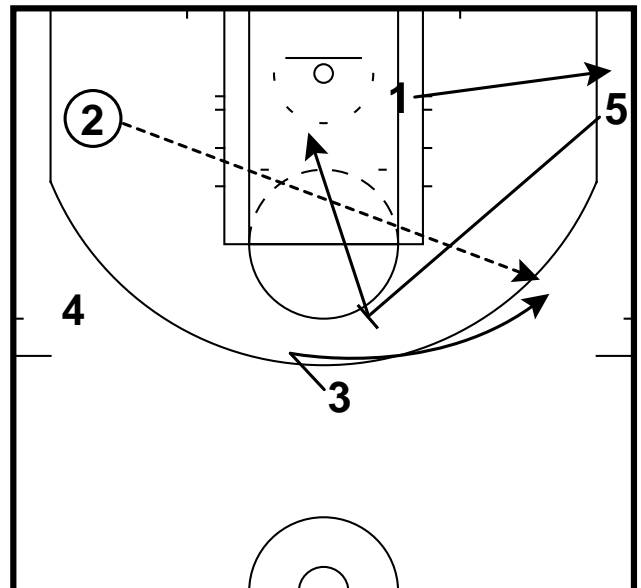
5 sets a screen for 2 coming towards the ball for a kick out 3.

Boston Celtics - EOG "Need 3"



3 sets screen for 1. 1 curls screen to basket and sets cross screen for 2. 2 cuts off screen to corner. 4 inbound to 2.

Boston Celtics - EOG "Need 3"

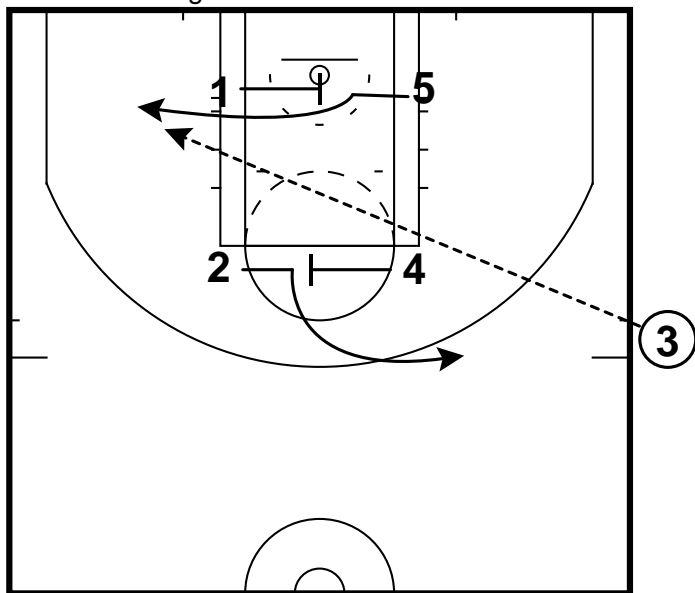


5 sprints to top and sets flare screen for 3. 3 fade cuts to wing. 1 replaces 5 in corner. 2 skips to 3 for shot.

# 2016 Late Game Situations

## Need a 3

Chicago Bulls - EOG Post Kickout 3

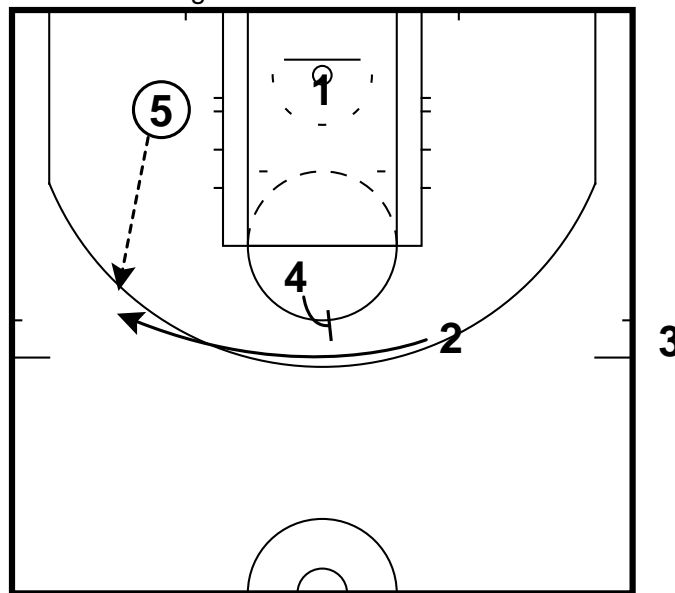


4 cross screens for 2.

1 cross screens for 5.

3 skip passes to 5.

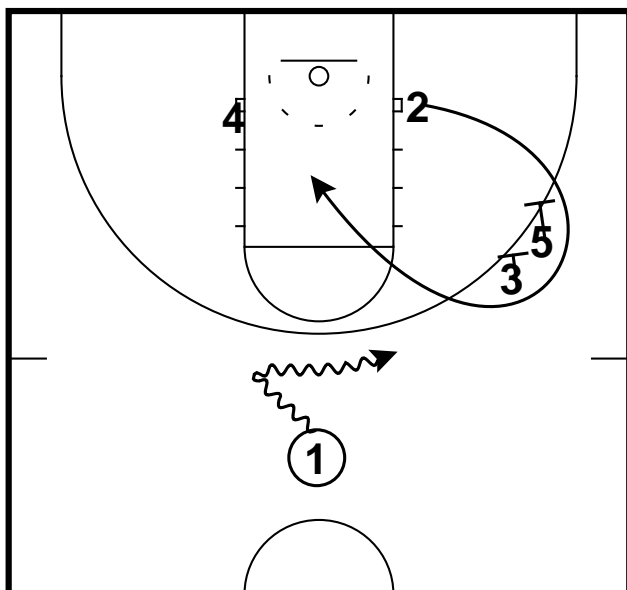
Chicago Bulls - EOG Post Kickout 3



4 rescreeens for 2.

5 passes to 2 for the 3.

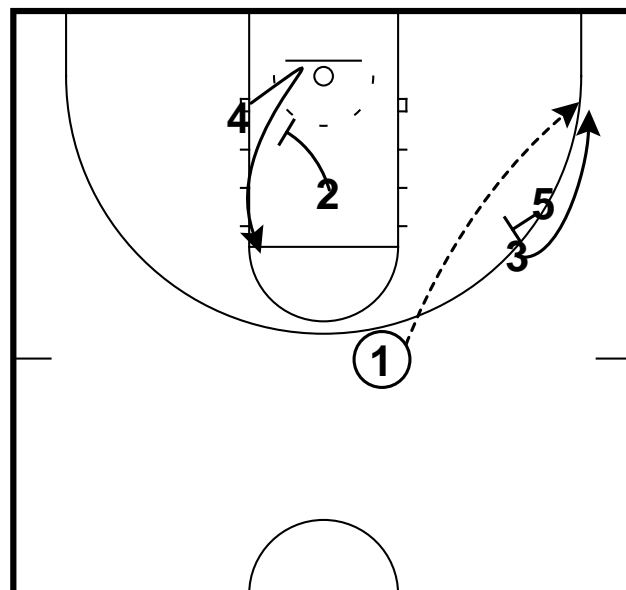
Double Screen Flare



2 cuts around a double-screen from 3 and 5 on the right wing.

1 dribbles left then turns to dribble towards the action.

Double Screen Flare



5 sets a flare-screen for 3.

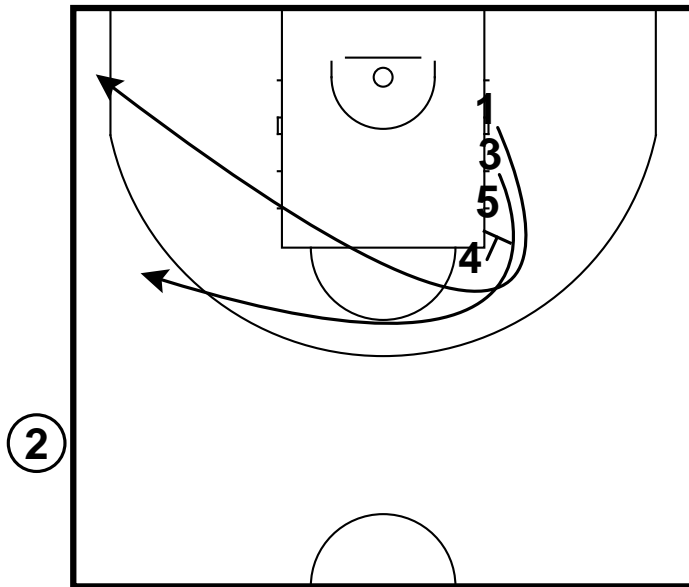
2 sets a down-screen for 4.

1 looks to pass to 3 or 4 for a shot.

# 2016 Late Game Situations

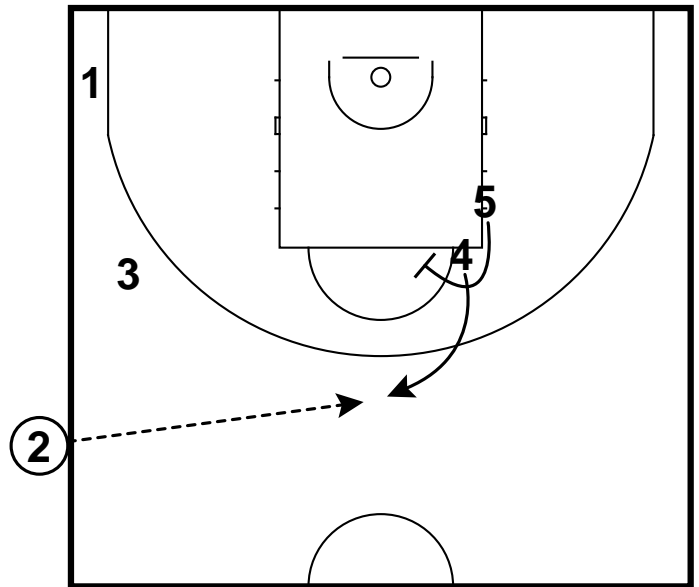
## Need a 3

France W - ATO "Need 3"



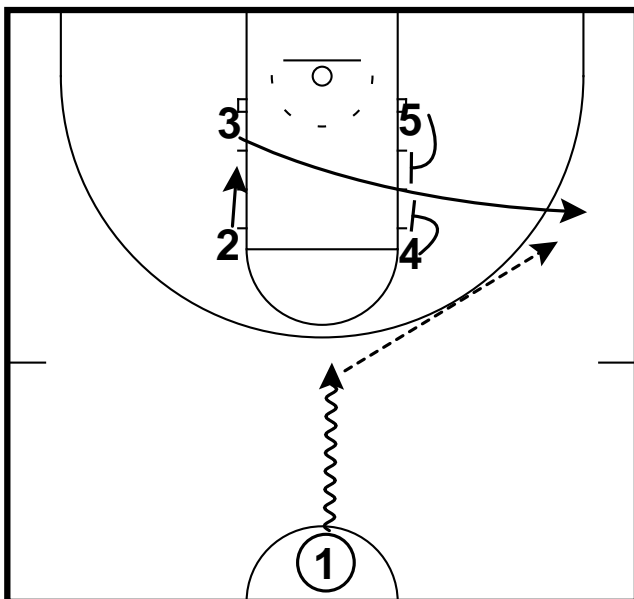
Out of a stack alignment, 1 bushes off 3 and clears to corner. 3 follows and comes off screen from 4 to wing.

France W - ATO "Need 3"



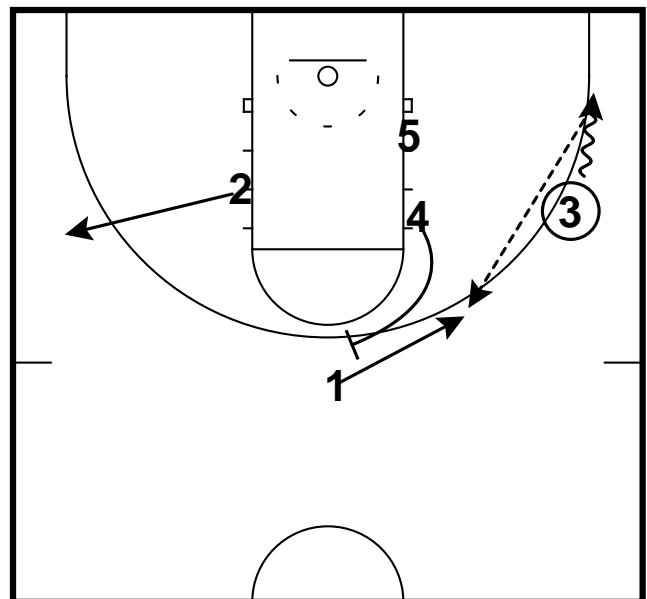
5 curls and screen for 4. 4 pops out to TOK for shot. 2 inbound to 4.

Hoo 4



- \*\*late game play for a 3
- 2 fakes a downscreen for 3
  - 1 dribbles to middle
  - 4 and 5 set elevator screen for 3 to wing
  - 1 to 3 for shot

Hoo 4

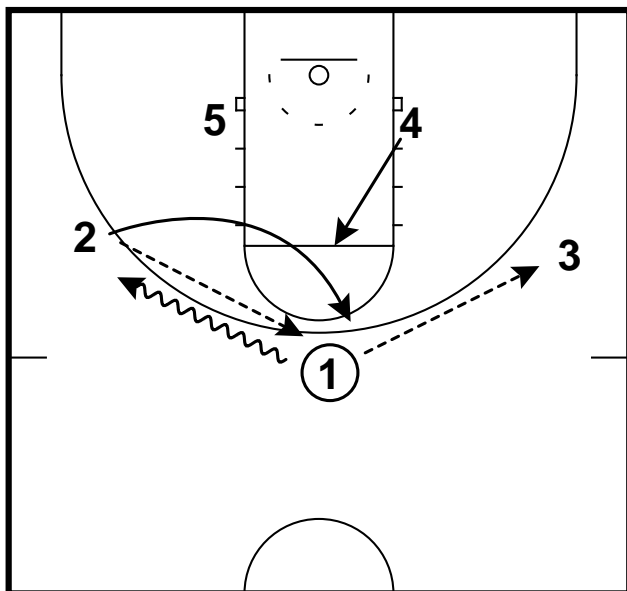


- \*\*If 3 doesn't have a shot
- 3 dribbles towards baseline for spacing
  - 4 screens 1 back to the ball

# 2016 Late Game Situations

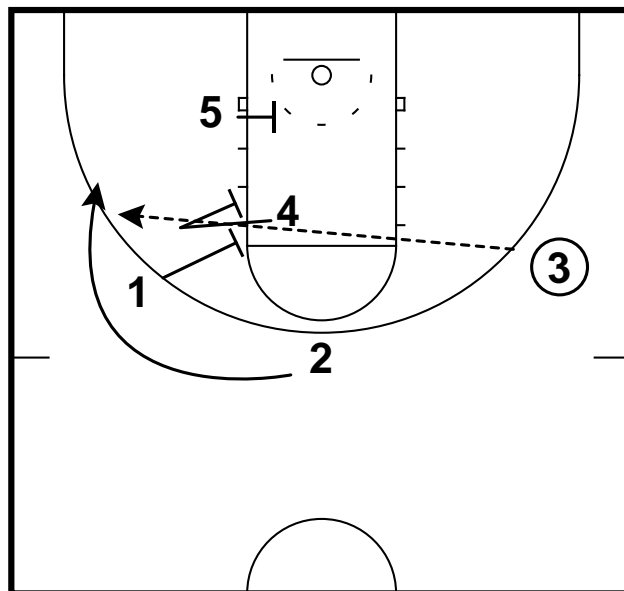
## Need a 3

Hoo 6



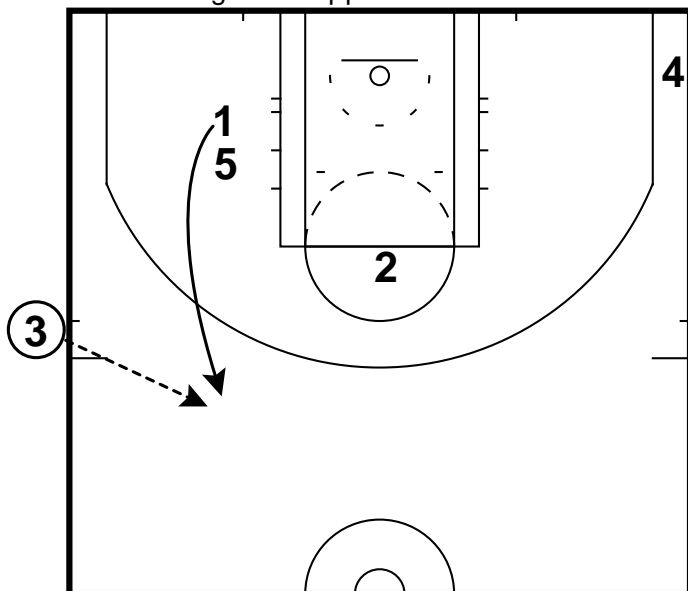
- Special Situation play used late game when we need a 3 vs zone defense
- 1 dribble enters into a shallow cut
- 4 flashes high
- 1 to 2, 2 to 3

Hoo 6



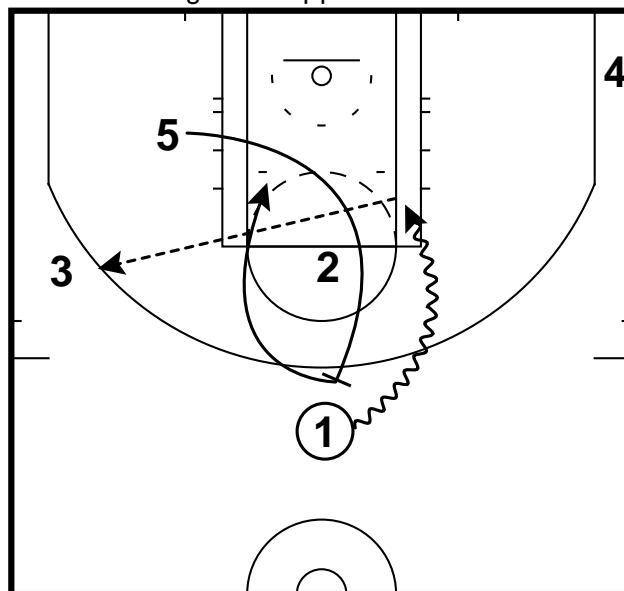
- 5 bscreen bottom outside of zone
- 1 and 4 screen top of zone
- 2 drifts weakside
- 3 skip passes to 2 for shot

Los Angeles Clippers - ATO Stack



- 1 makes zipper cut to top. 3 inbounds to 1.

Los Angeles Clippers - ATO Stack

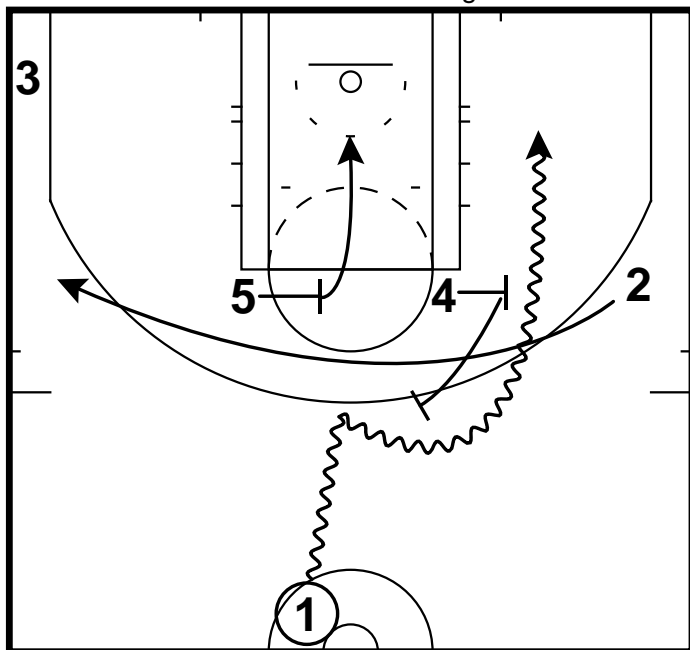


- 5 sets ball screen for 1. 1 attacks off screen to basket. 5 rolls to basket after screen. 1 kicks out to 3 for shot.

# 2016 Late Game Situations

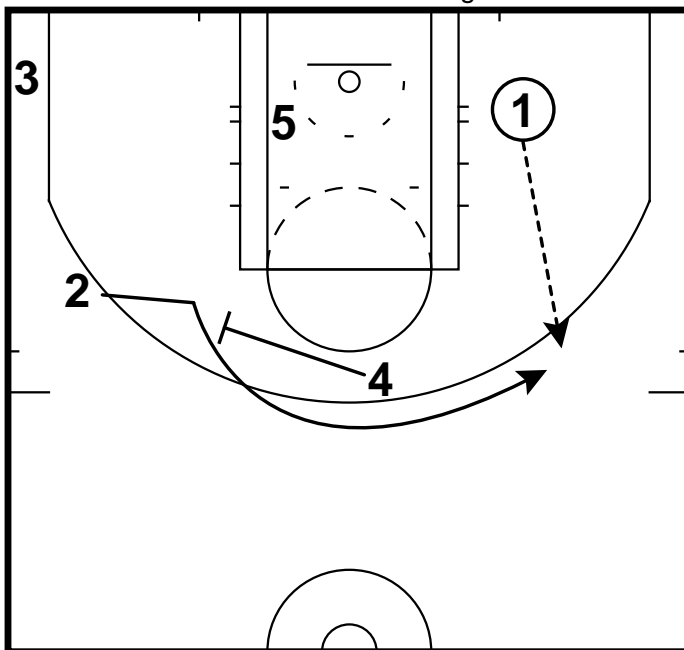
## Need a 3

Need 2/3 vs Chicago



The 2 makes an Iverson cut, the 5 dives and the 4 sets a ball screen on the one.

Need 2/3 vs Chicago

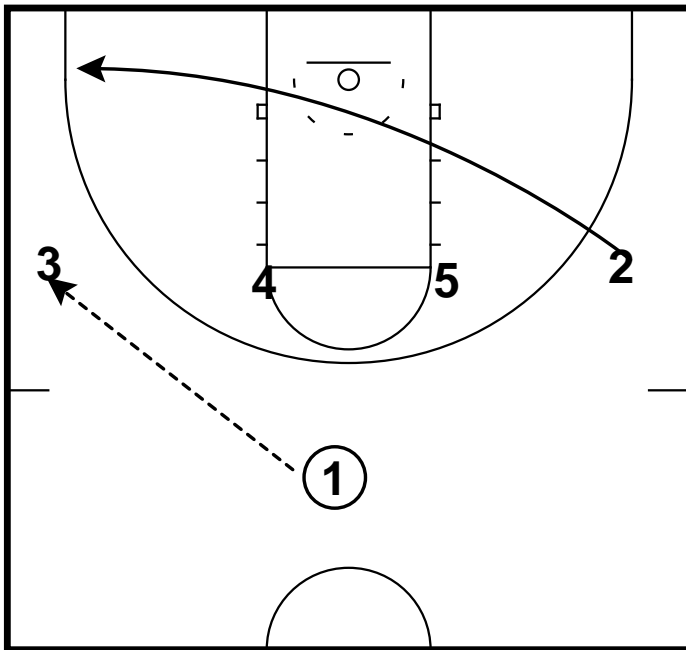


After setting the ball screen the 4 sets an off the ball screen for the 2.

# 2016 Late Game Situations

## Need a 3

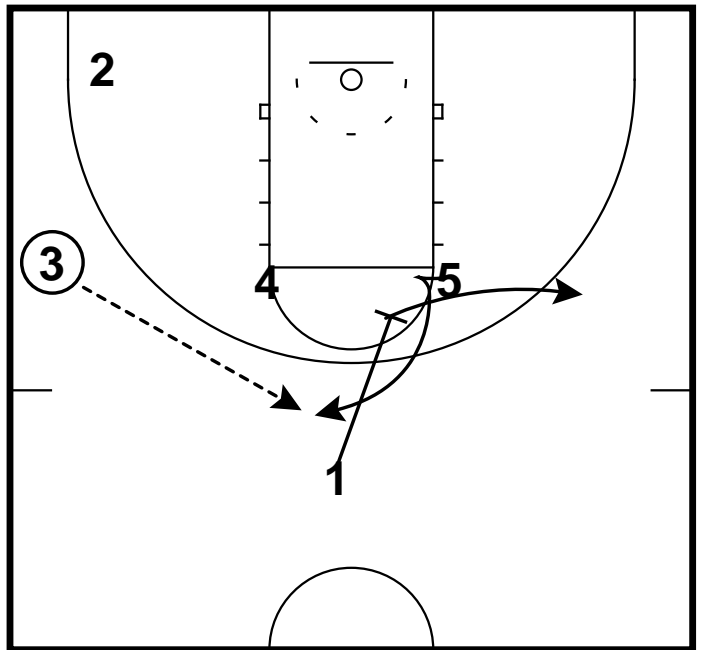
Post Counter



1 passes to 3.

2 cuts to the ball-side corner.

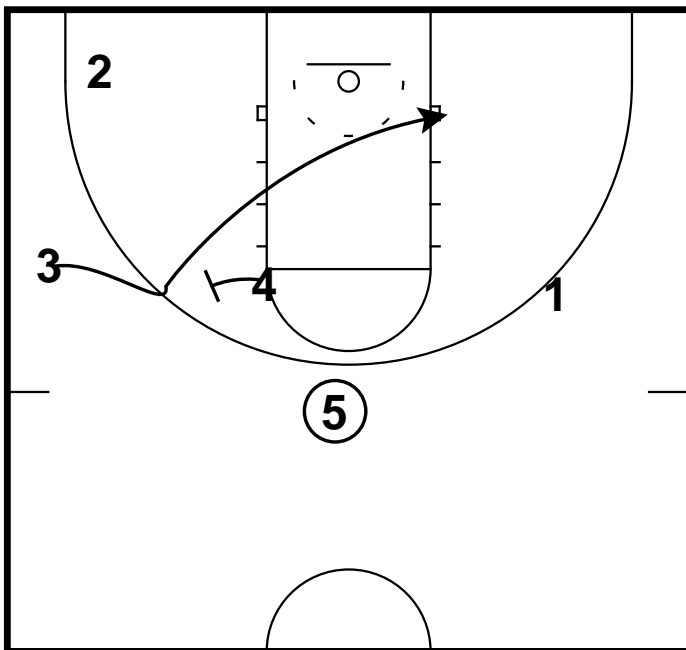
Post Counter



1 screens down for 5.

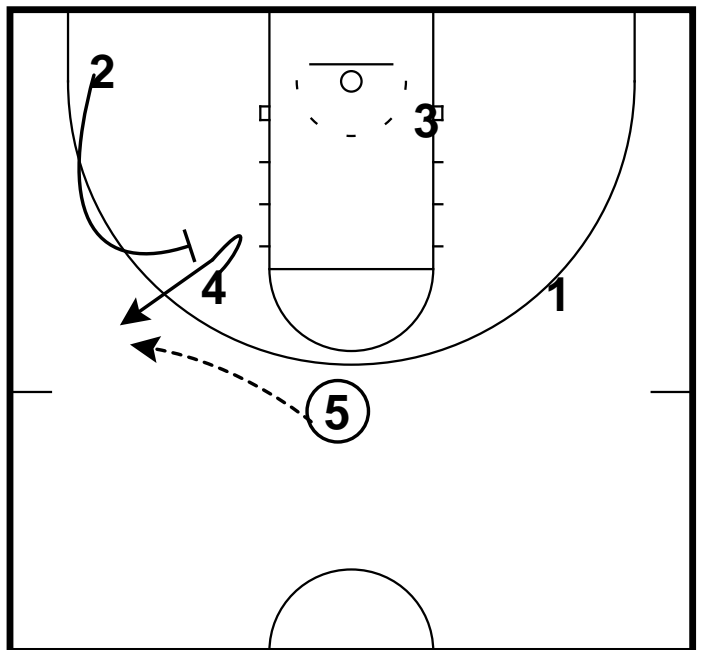
3 passes to 5.

Post Counter



4 screens for 3.

Post Counter



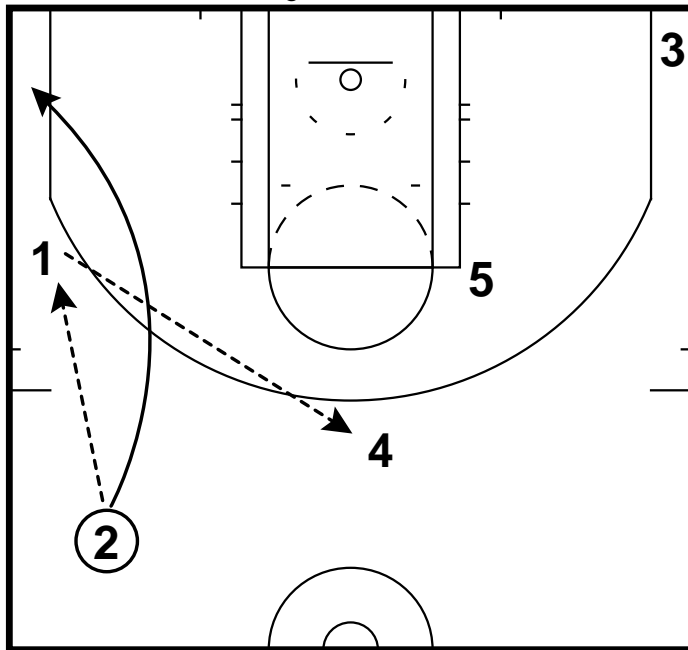
2 sneaks in from the corner to set a flare-screen for 4.

5 passes to 4 for a shot.

# 2016 Late Game Situations

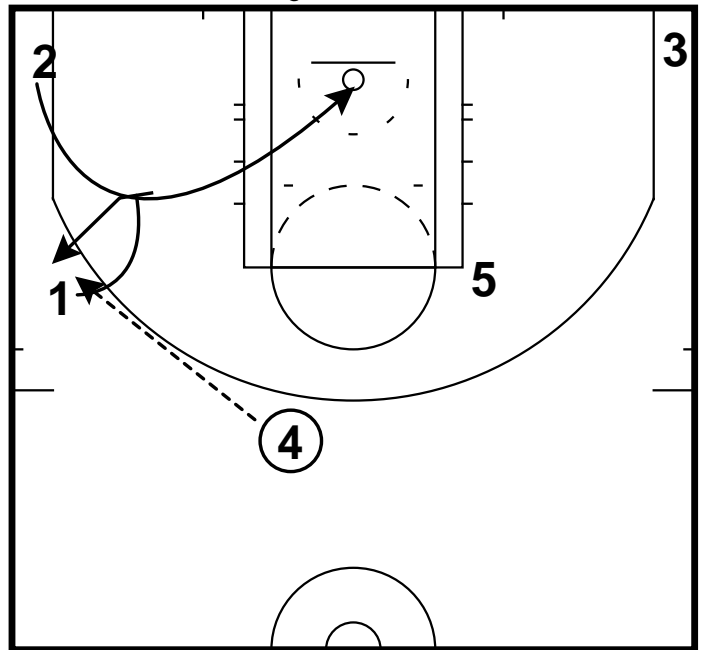
## Need a 3

Wing Twist Fence



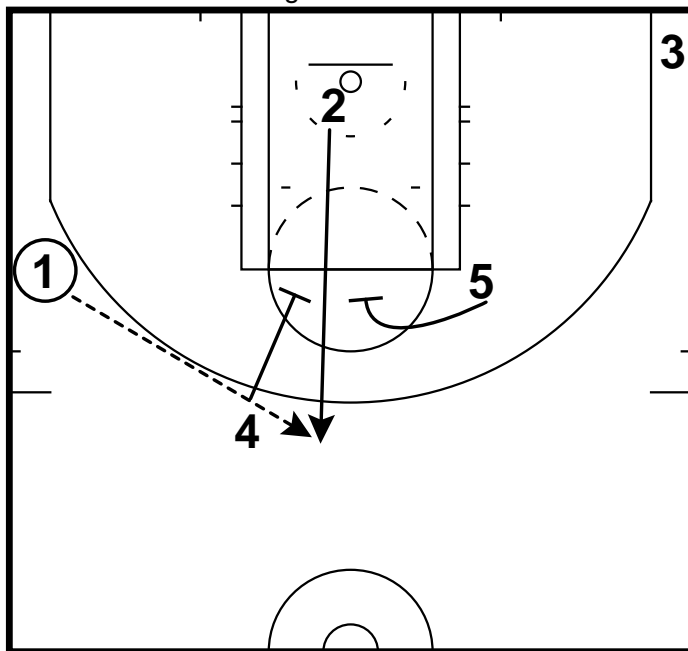
2 (Klay Thompson) passes to 1 (Steph Curry) and cuts through. 2 passes to 4 at the top of the key.

Wing Twist Fence



1 screens down for 2 who cuts to the middle. 1 pops to the wing. 4 passes to 1.

Wing Twist Fence

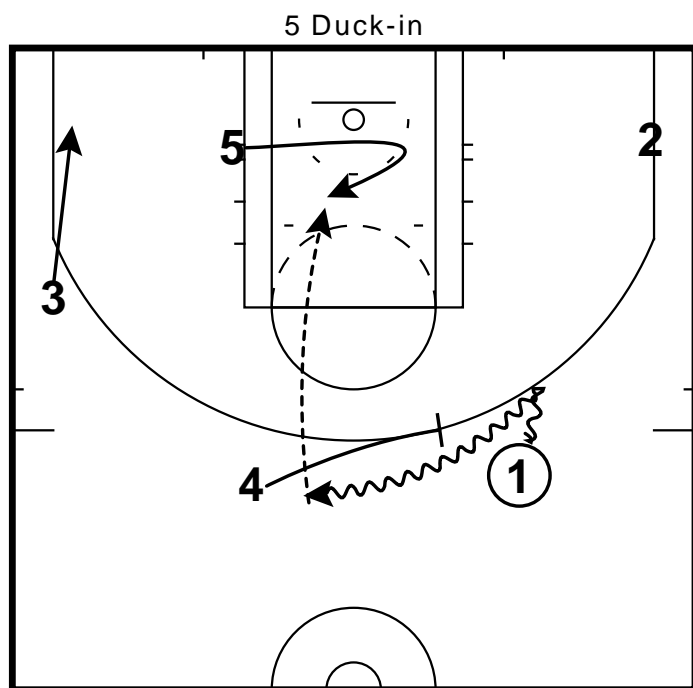


2 cuts through elevator doors.



# 2016 Late Game Situations

## Need a Post Up



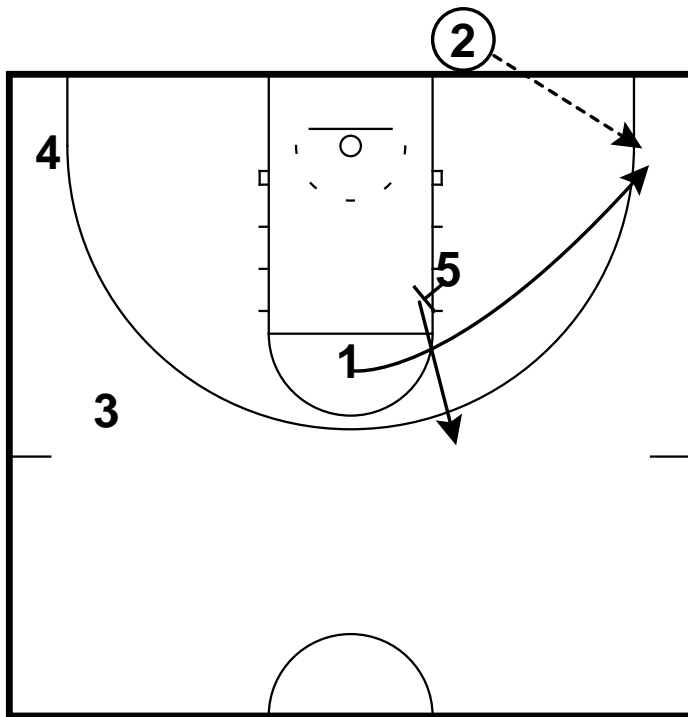
1 dribbles off of a high ball-screen from 4.

As 1 clears the screen, 5 looks to duck-in at the rim for a post entry.

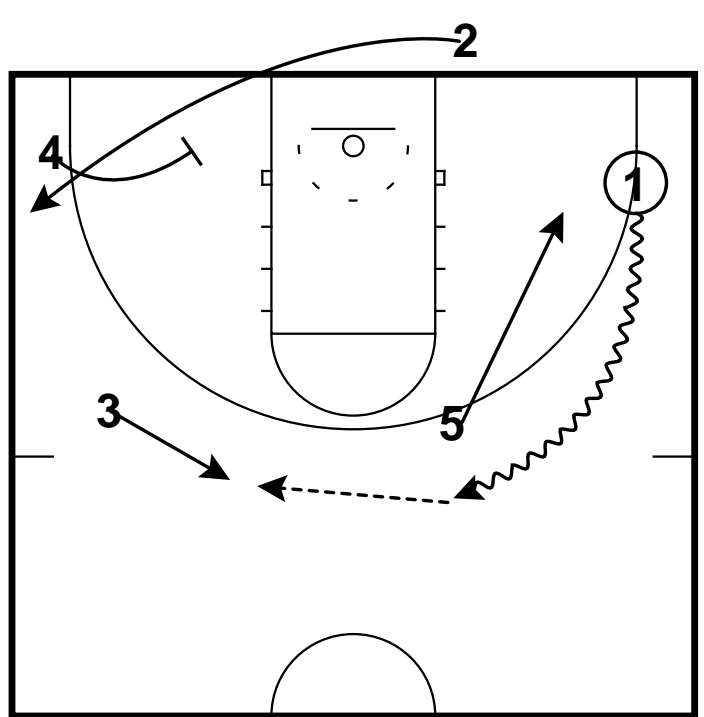
# 2016 Late Game Situations

## Need a Post Up

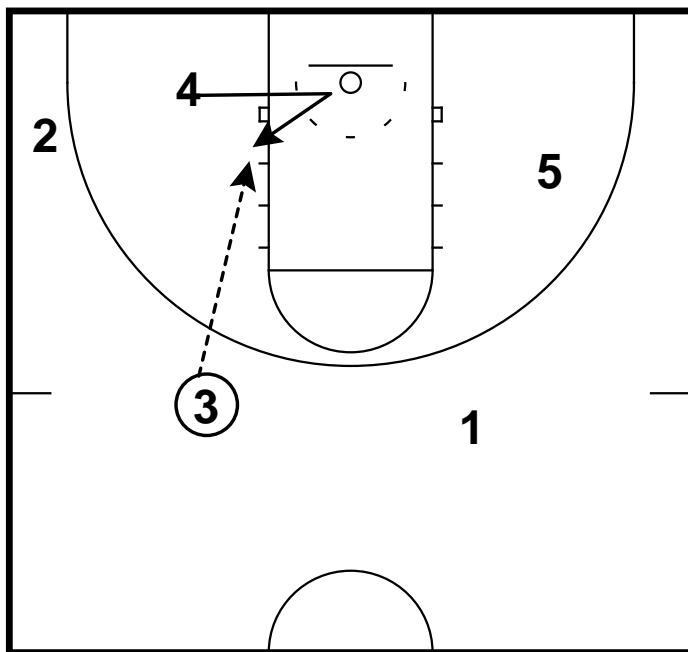
BLOB Duck In



BLOB Duck In



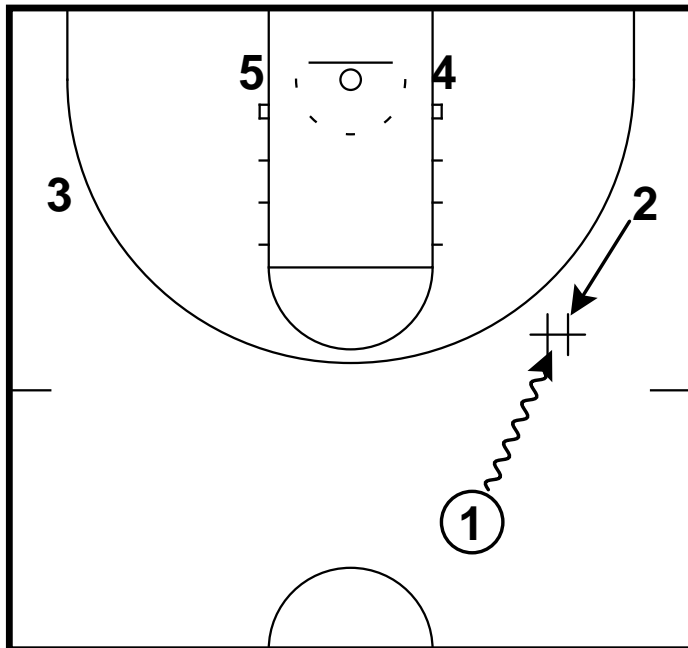
BLOB Duck In



# 2016 Late Game Situations

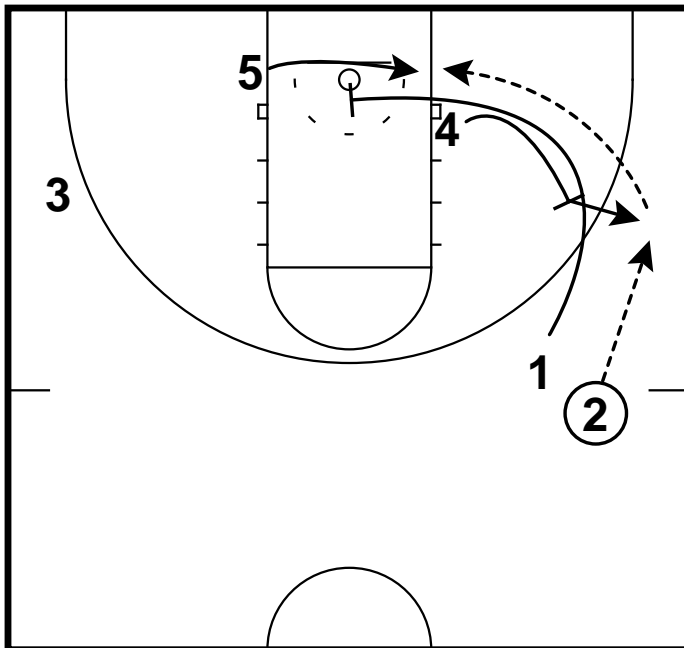
## Need a Post Up

Cincinnati Quick Hitter Guard Get Cross Screen



1 dribbles at 2 - results in a guard get.

Cincinnati Quick Hitter Guard Get Cross Screen



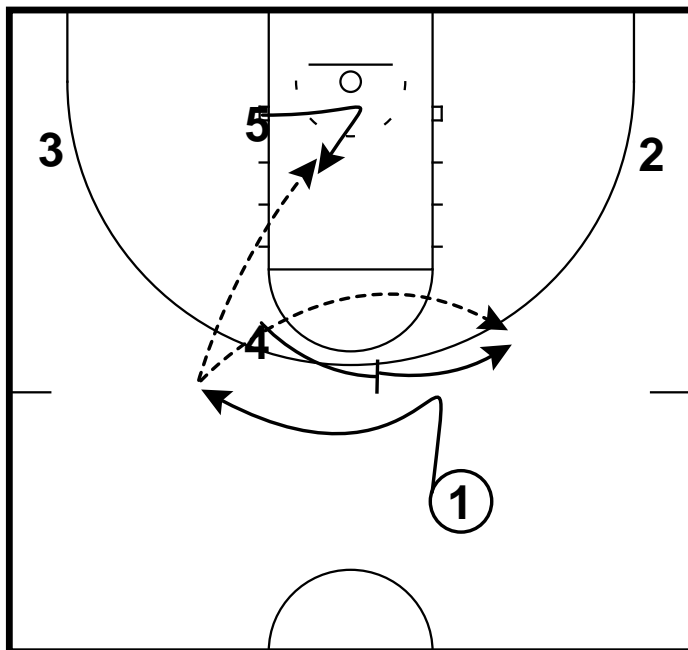
As 1 hands ball off to 2, 4 sets back screen and then shapes up to the ball - 2 passes to 4.

1 continues his route into a guard to big cross screen for 5. 4 passes to 5.

# 2016 Late Game Situations

## Need a Post Up

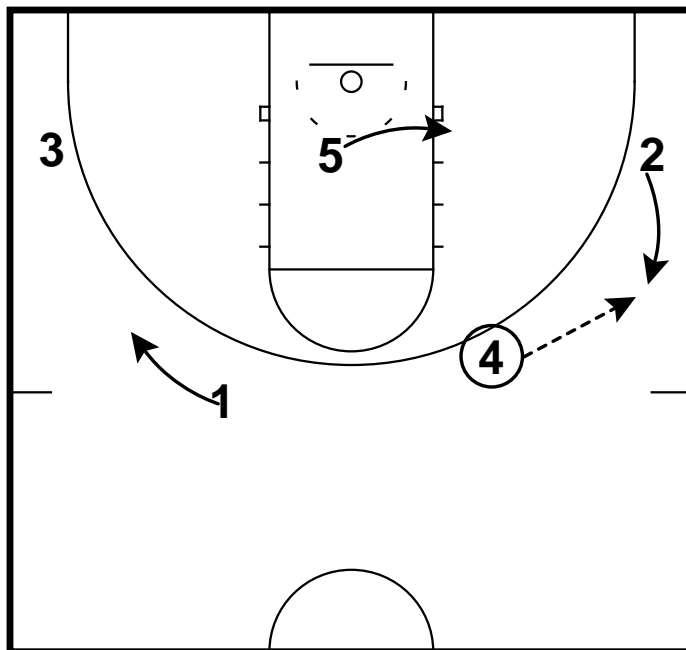
Double Duck



1 dribbles off of a high ball screen from 4 as 5 looks to duck-in under the rim.

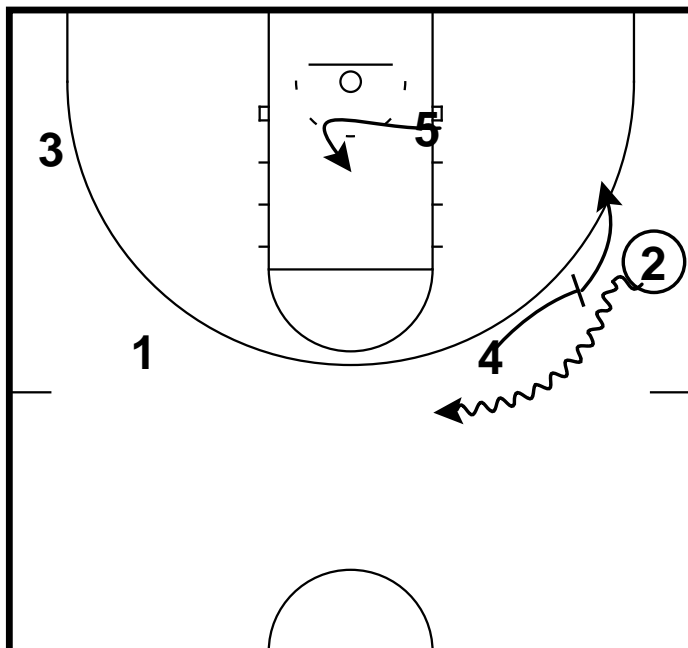
If 5 isn't open, 1 passes to 4 on the pop.

Double Duck



4 passes to 2 who looks for 5 posting up.

Double Duck



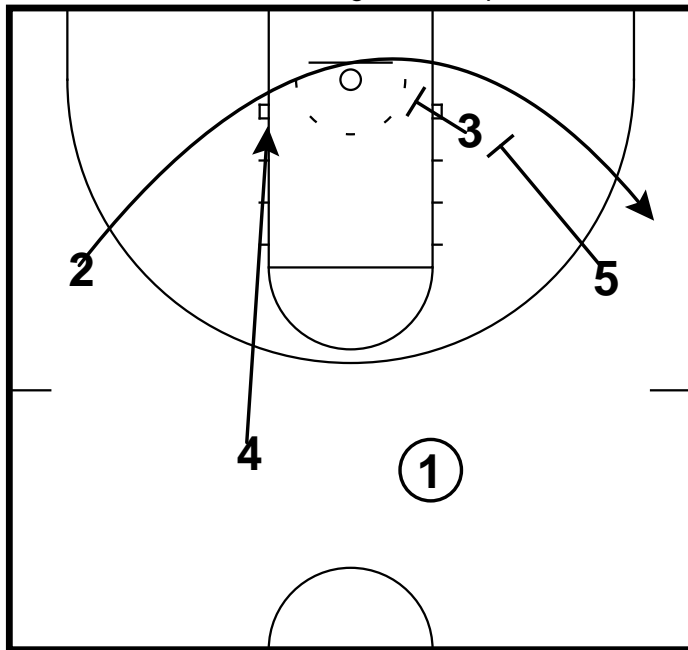
4 sets a ball screen for 2.

2 drives middle as 5 again ducks-in in the lane.

# 2016 Late Game Situations

## Need a Post Up

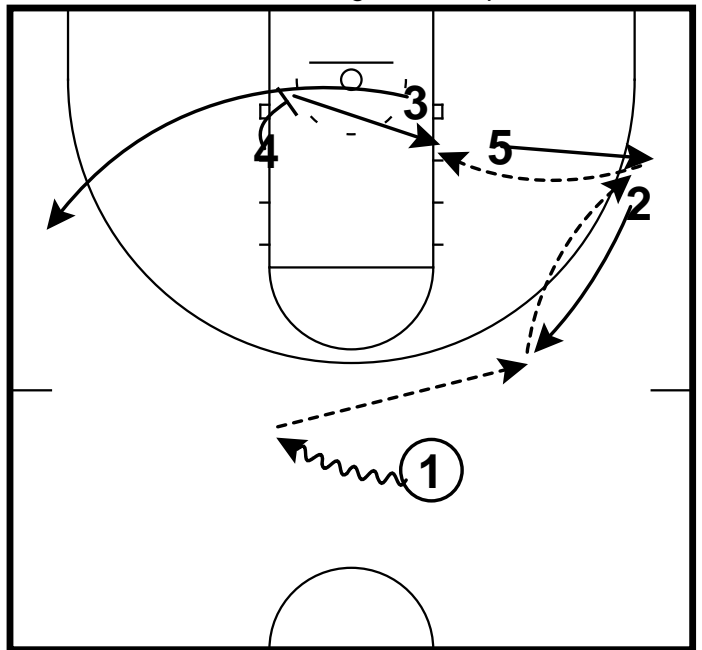
Double Single Post Up



2 cuts off of a staggered screen from 3 and 5.

4 moves down to the block.

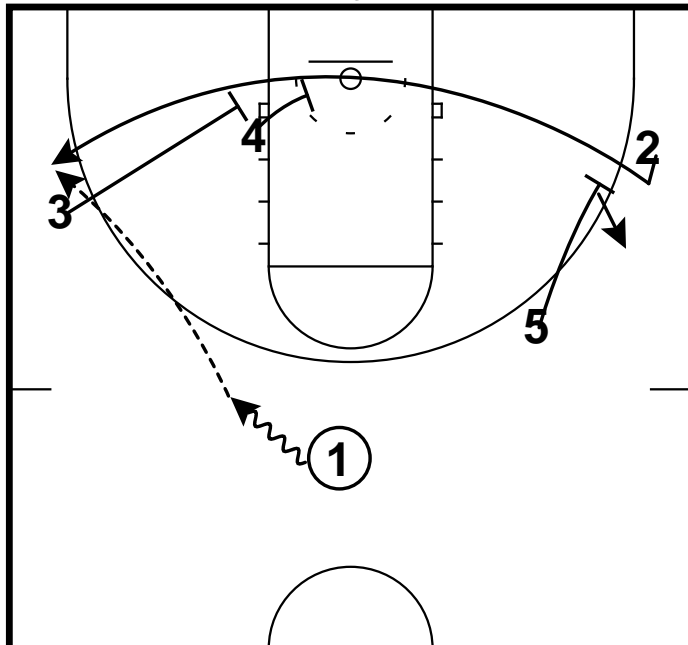
Double Single Post Up



3 then cuts off of the screen from 4.

If 1 passes to 2, 2 looks to pass to 5 who passes to 4 posting up.

Double Single Post Up



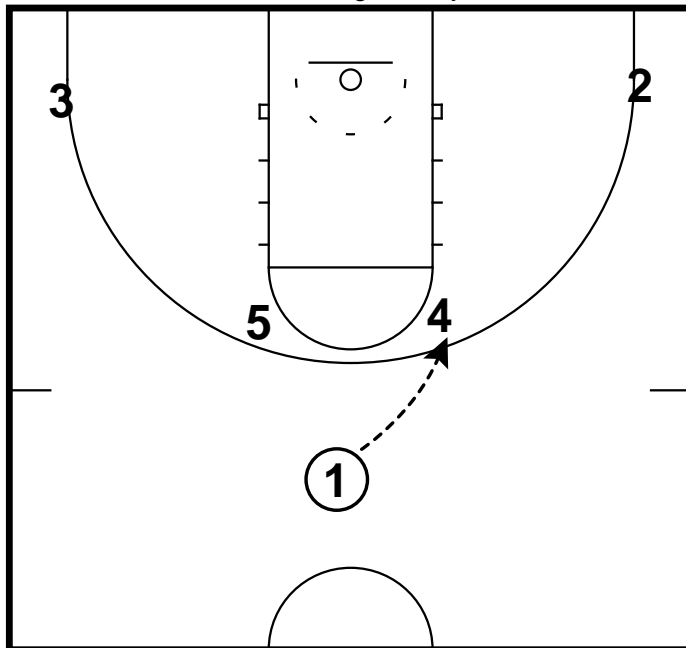
If neither option is open, 5 can act as if he is setting a down-screen for 2 then pop out.

2 uses a staggered screen from 3 and 4 on the left side.

# 2016 Late Game Situations

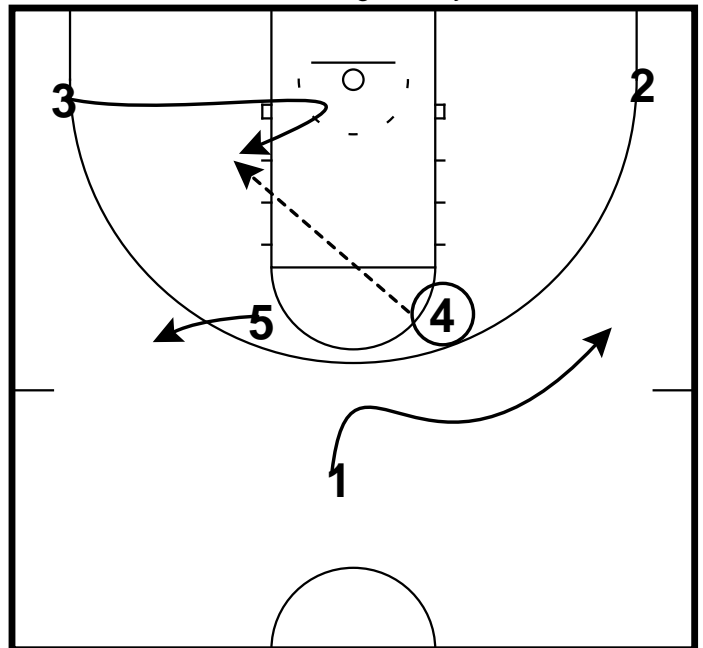
## Need a Post Up

Duke Horns High Entry Hi/Lo



1 passes to 4 at the high post.

Duke Horns High Entry Hi/Lo



1 cuts around 4 looking for a possible hand-off.

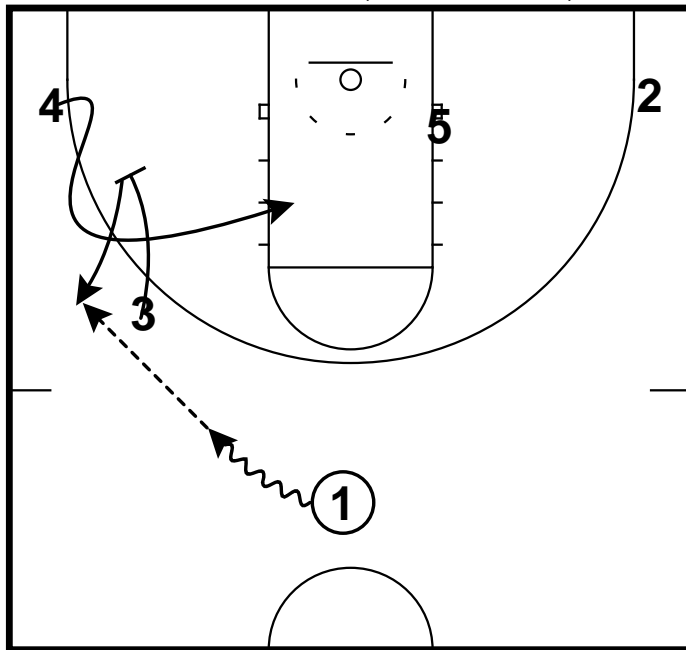
While this is happening, 3 moves into the lane as if he is cutting across the floor.

Once 3 gets to the rim, he looks to post up his defender for a hi/lo pass from the opposite elbow.

# 2016 Late Game Situations

## Need a Post Up

Duke Okafor ISO (Thumbs Down)



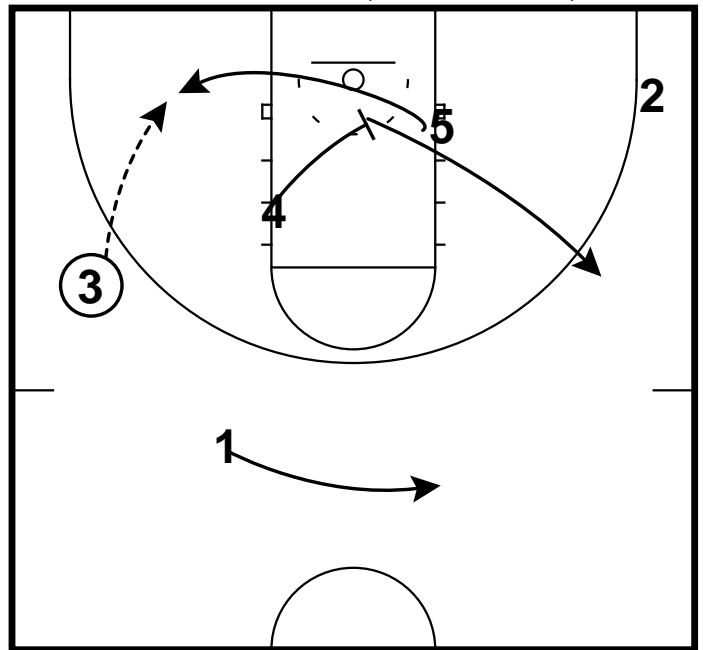
1 dribbles to the left as 3 sets a down-screen for 4 in the corner.

4 curls around the screen into the lane.

3 pops out to the wing.

1 passes to 3.

Duke Okafor ISO (Thumbs Down)



If 4 isn't open on the curl, he continues his cut to set a cross-screen for 5 on the right block.

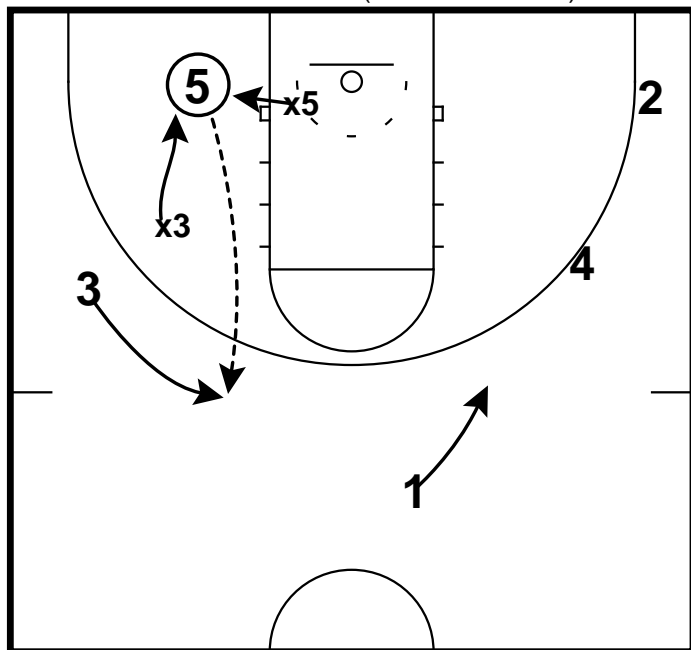
5 cuts to the ball-side post looking for the pass from 3.

After setting the screen, 4 clears out to the perimeter.

# 2016 Late Game Situations

## Need a Post Up

Duke Okafor ISO (Thumbs Down)

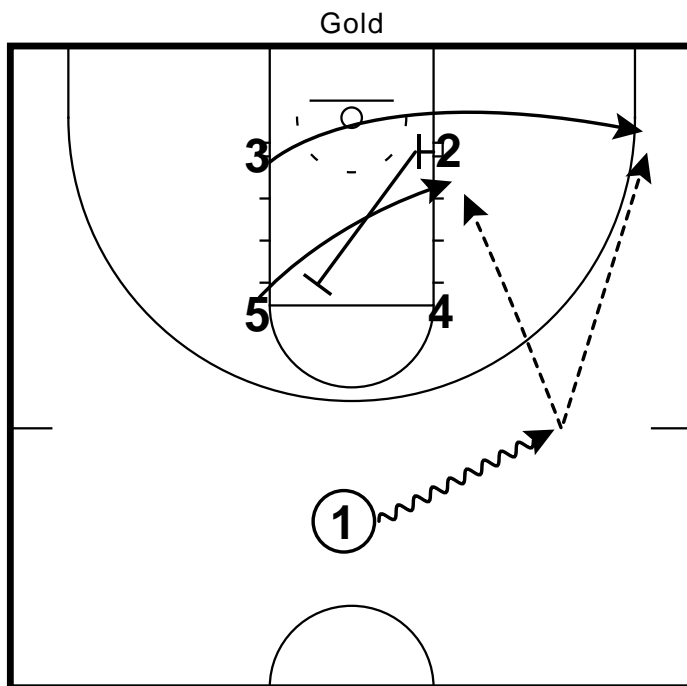


If x3 and x5 double team 5, he looks to pass out to one of the players on the perimeter for an open shot.



# 2016 Late Game Situations

## Need a Post Up

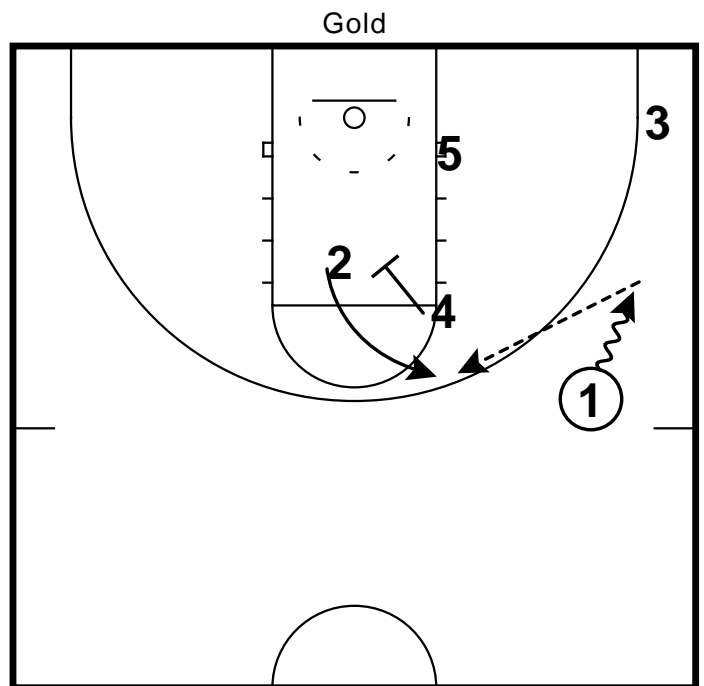


1 dribbles to the wing.

3 cuts off of 2 to the ball-side corner.

Once 3 clears, 2 sets a screen for 5 who cuts underneath the screen to the block.

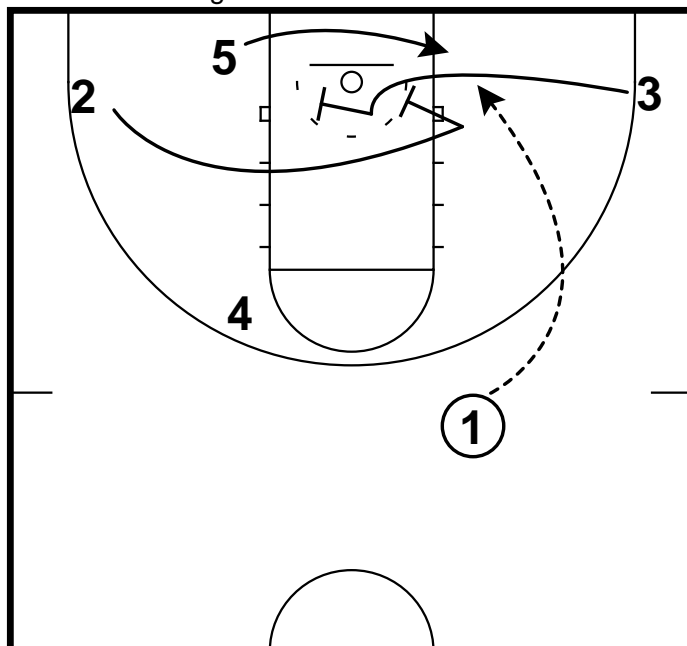
1 looks for 5 for a lay-up or post up.



If 5 isn't open, 1 keeps his dribbles and continues to the wing.

4 sets a screen for 2 who cuts up for the shot.

### Gonzaga Double Cross Screen Iso

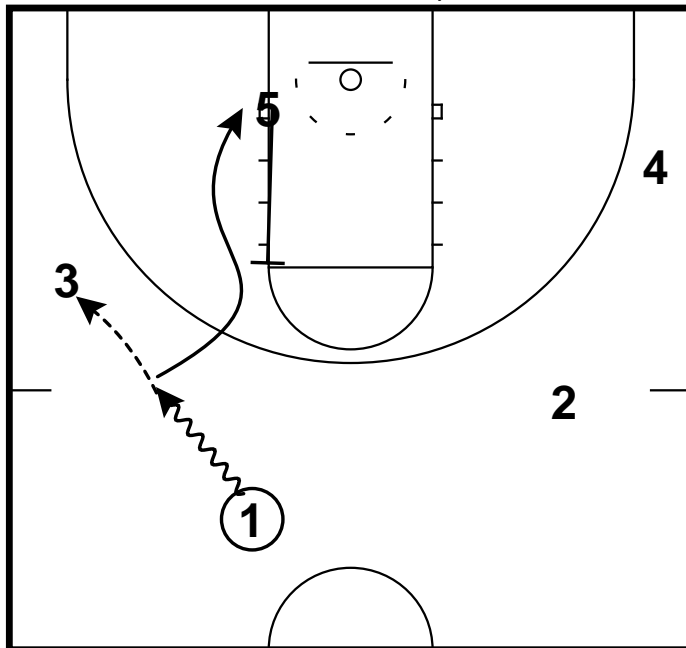


3 is first screener, 2 is second screener.

# 2016 Late Game Situations

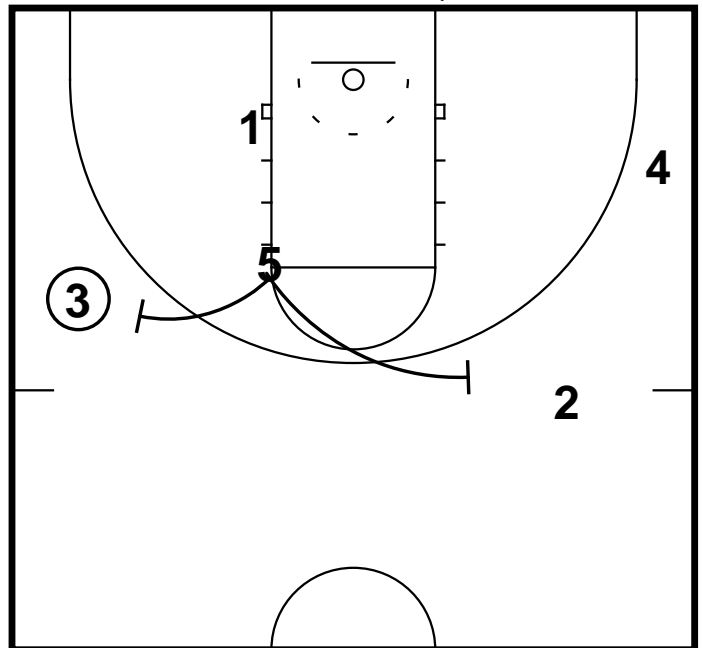
## Need a Post Up

Guard Post-Up



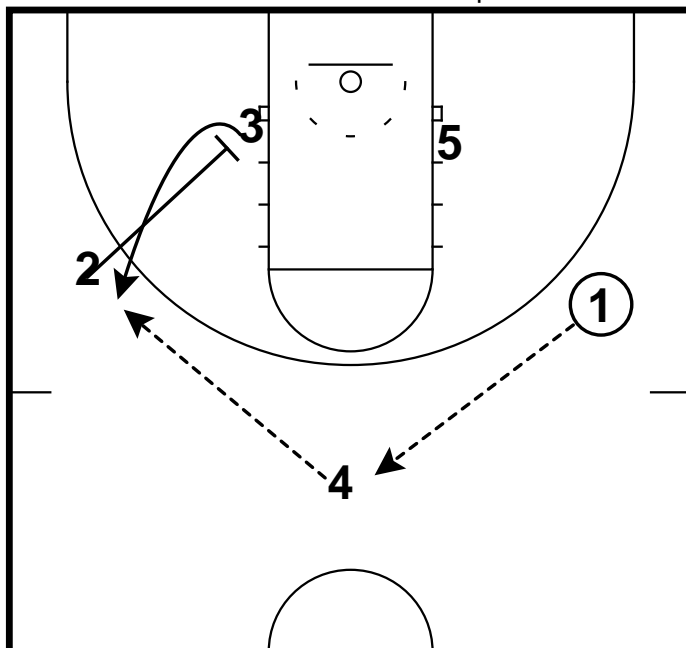
1 passes to 3 then cuts off of a screen from 5. 1 will post up.

Guard Post-Up



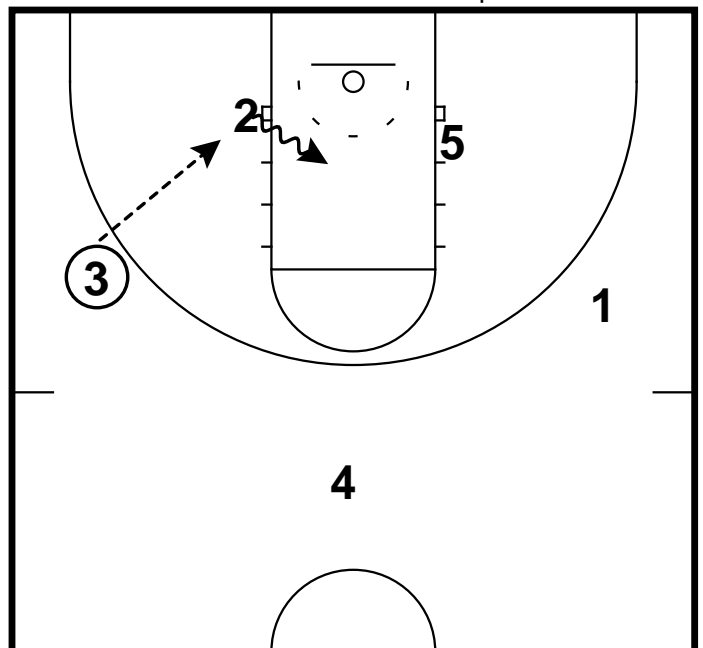
5 can screen away or set a side ball-screen.

Guard Quick Post Up



2 screens down on the block. The ball is reversed to 3 on the left wing.

Guard Quick Post Up

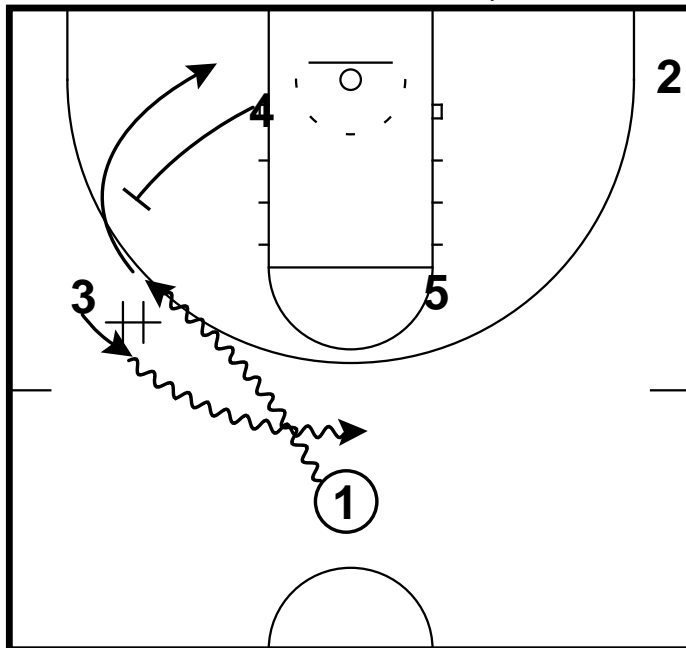


3 passes to 2 posting up. 2 looks to turn middle and shoot a short jumper.

# 2016 Late Game Situations

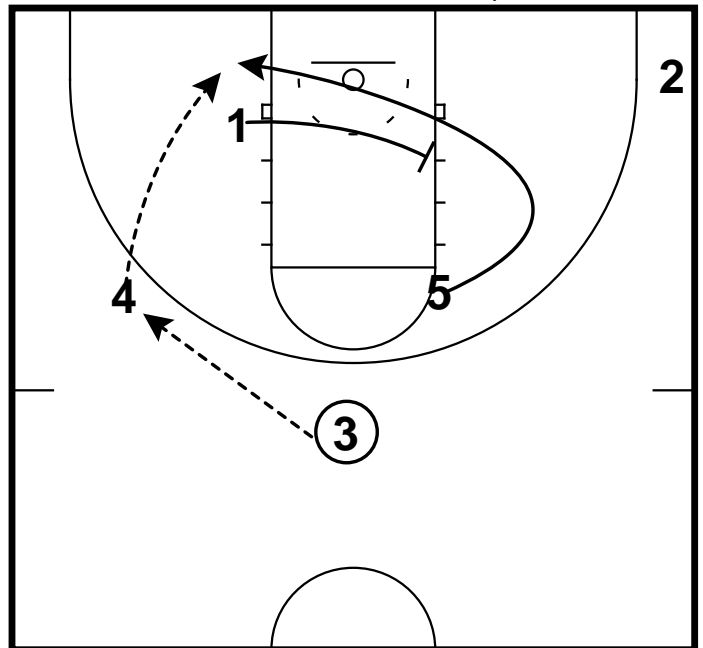
## Need a Post Up

Handoff Cross Post Up



1 gives the ball to 3 on a handoff then gets a back-screen from 4.

Handoff Cross Post Up

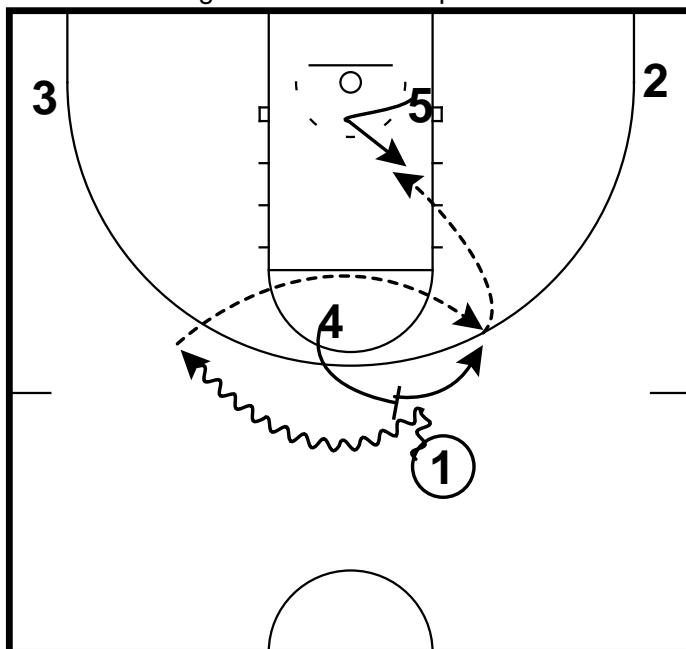


3 passes to 4.

1 sets a back-screen for 5.

4 passes to 5.

High Ball-Screen Pop Duck

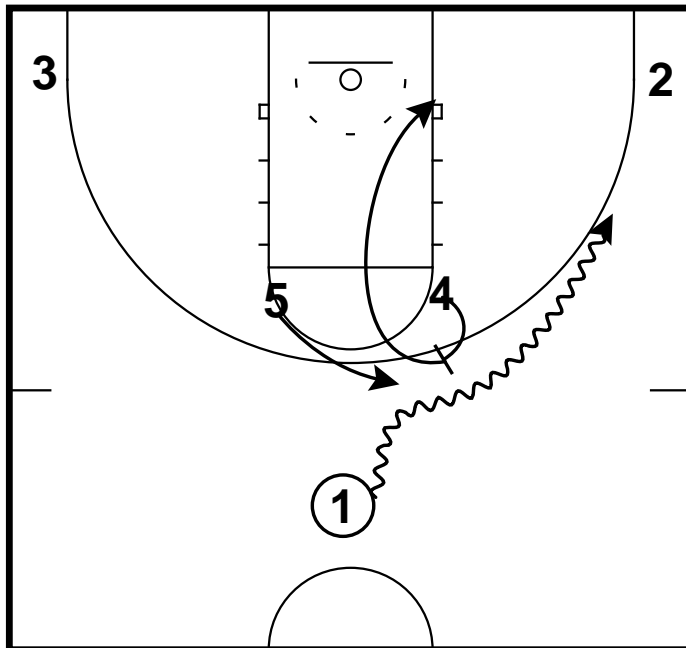


4 sets a high ball-screen for 1 and pops. On the pop, 5 looks to duck-in for the hi/lo pass.

# 2016 Late Game Situations

## Need a Post Up

Horns DHO Duck in

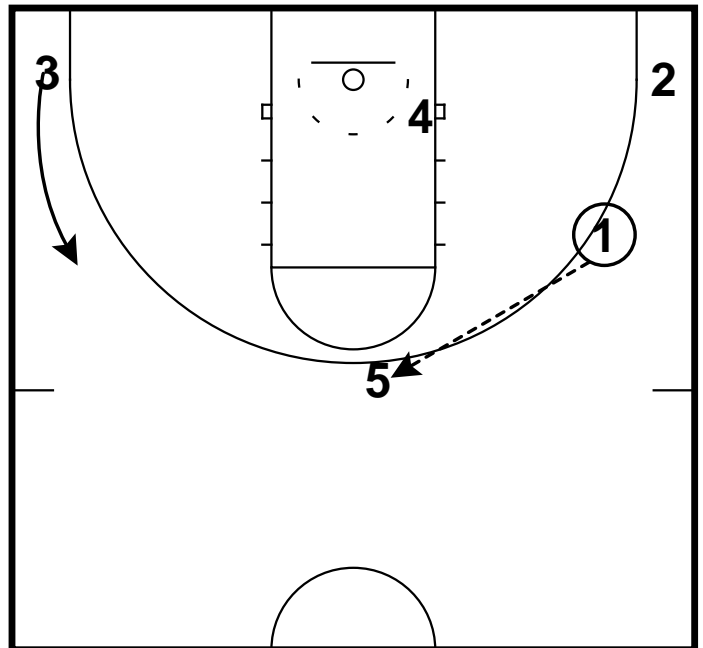


1 dribbles right off of a screen from 4.

4 rolls to the basket.

5 replaces 4.

Horns DHO Duck in

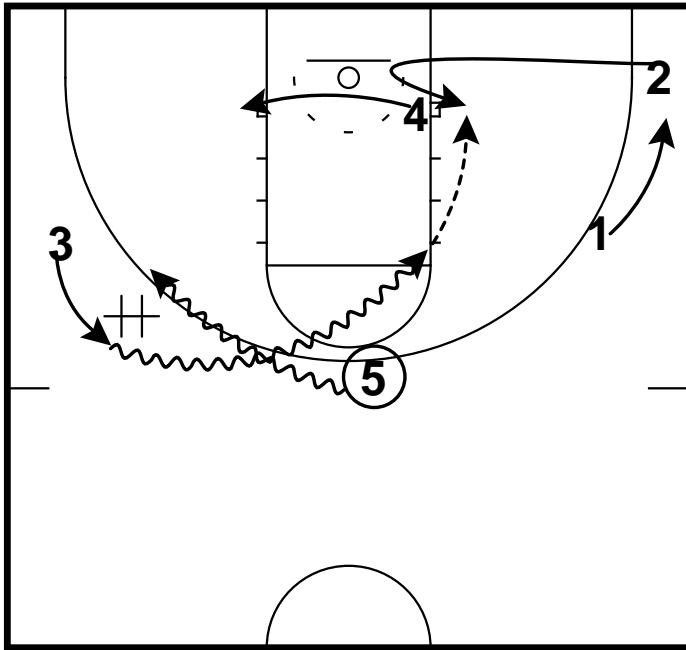


If 1 can't create a scoring opportunity with a shot or pass to 4, he passes to 5 at the top of the key.

# 2016 Late Game Situations

## Need a Post Up

Horns DHO Duck in



5 gives the ball to 3 on a dribble hand-off.

4 follows the action to the left block.

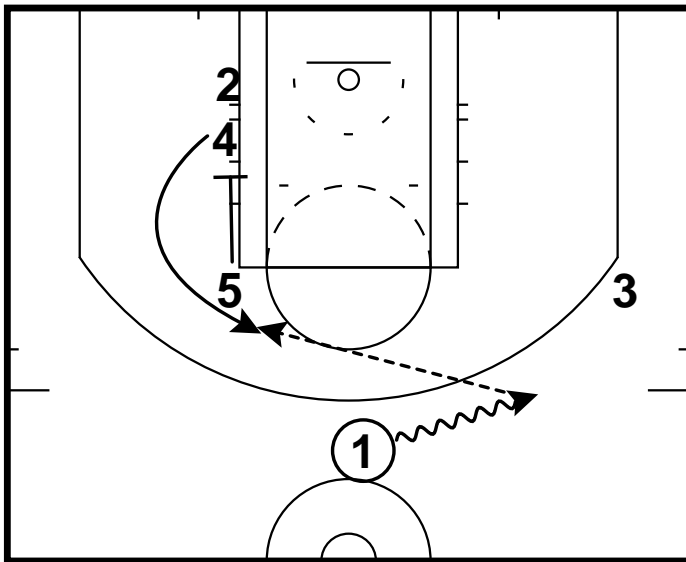
2 moves in from the corner and posts up his defender as the action is moving left.

Once 3 dribbles middle, he looks to pass inside to 2 with position in the post.

# 2016 Late Game Situations

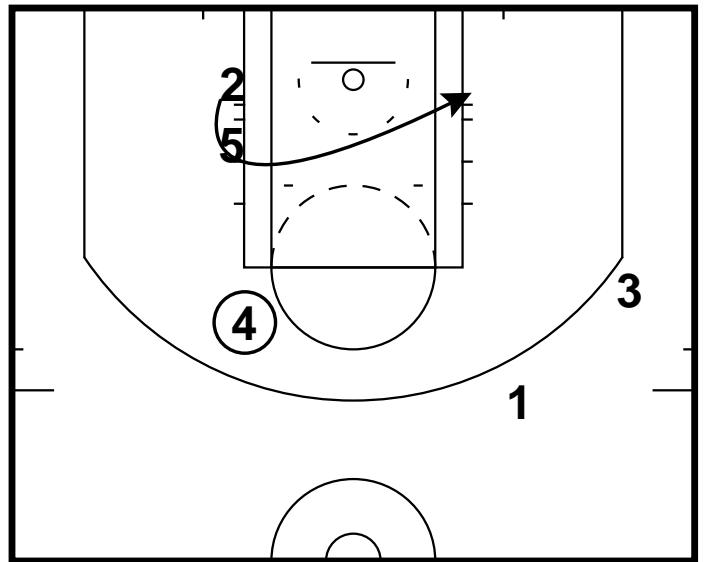
## Need a Post Up

Houston Rockets - Elbow Curl Lob



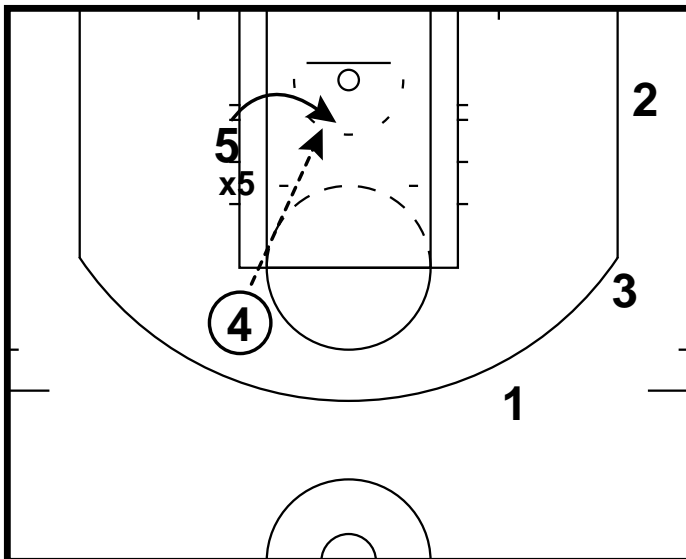
- 5 screens 4.

Houston Rockets - Elbow Curl Lob



- 2 curls off 5.

Houston Rockets - Elbow Curl Lob



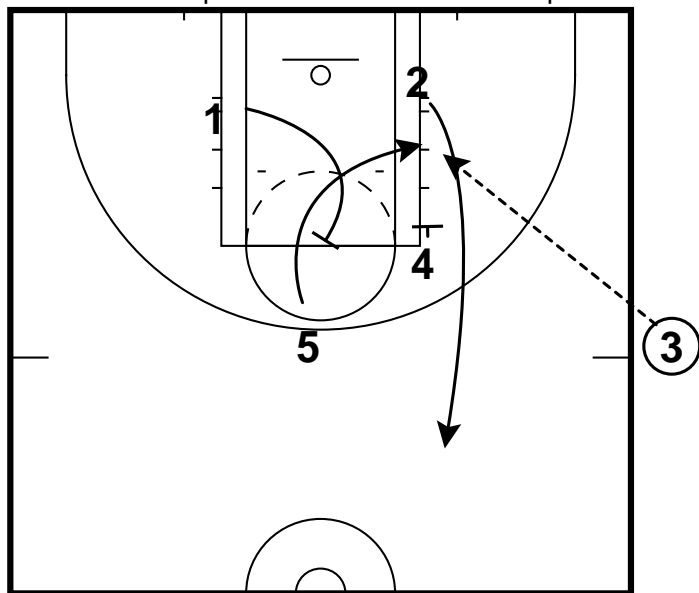
- 4 passes to 5 for lob.

NOTE: Great option vs. an X5 front as 5 can spin off for lob.

# 2016 Late Game Situations

## Need a Post Up

LA Sparks - EOG SLOB Post Rip

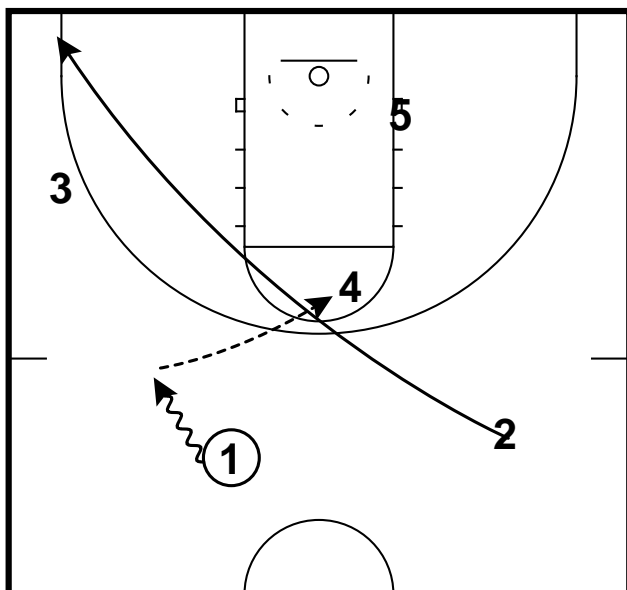


2 cuts off of the screen from 4.

1 sets a back screen for 5.

3 passes to 5 in the post.

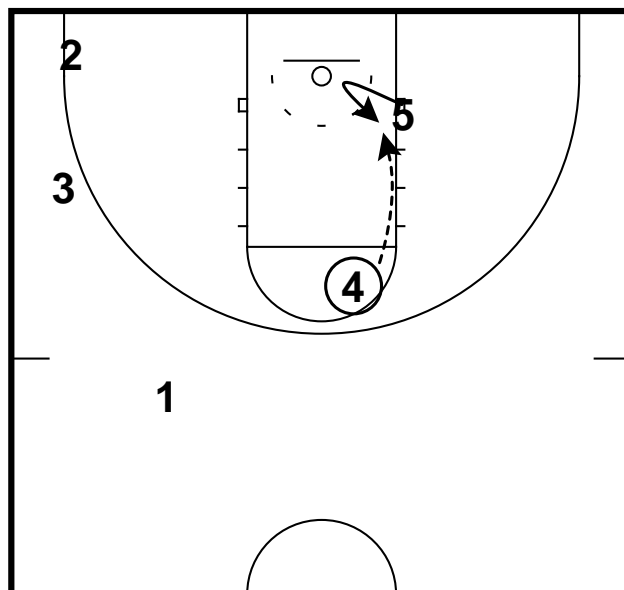
Pinch Post Duck-In



2 cuts through the middle to the left corner.

1 passes to 4.

Pinch Post Duck-In

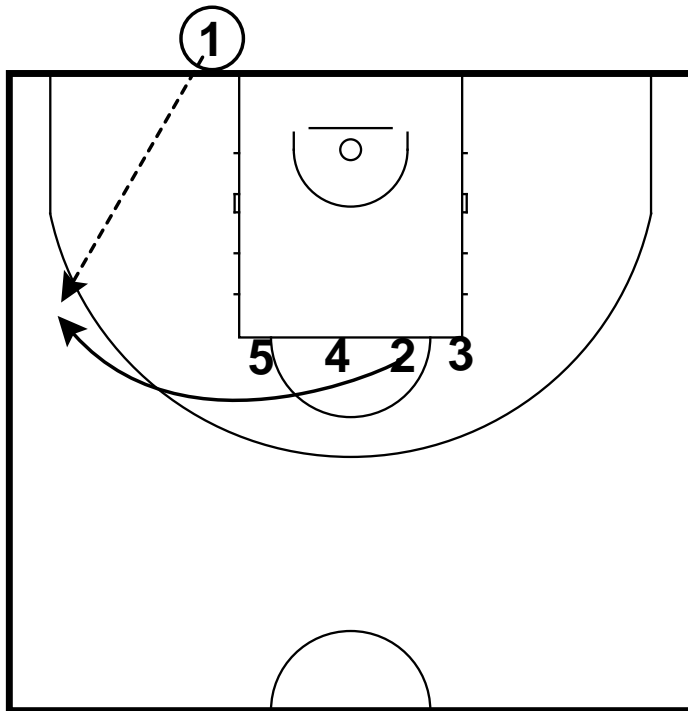


4 faces up and looks to pass to 5 ducking in down low.

# 2016 Late Game Situations

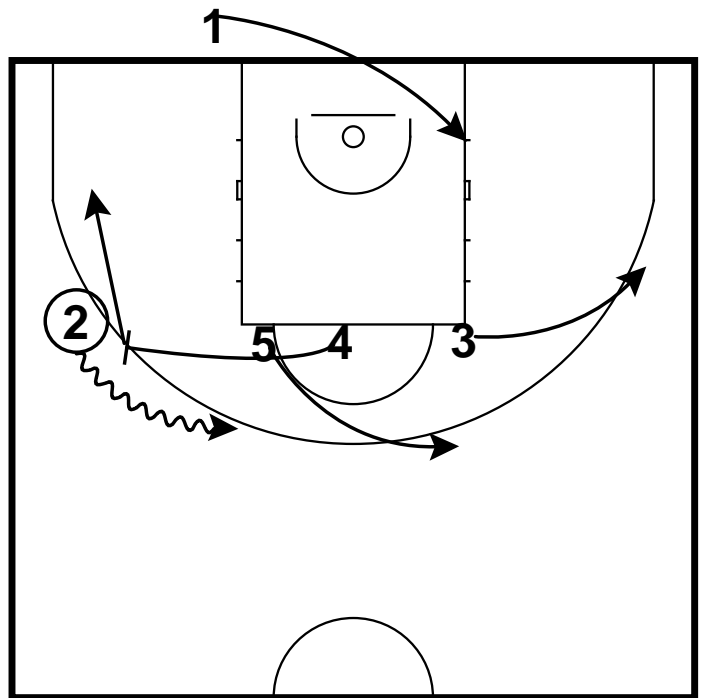
## Low Clock BLOB

4 Man Pick N Pop Back-Screen



2 cuts to the left wing and gets the pass from 1.

4 Man Pick N Pop Back-Screen



4 sprints out to set a ball-screen for 2.

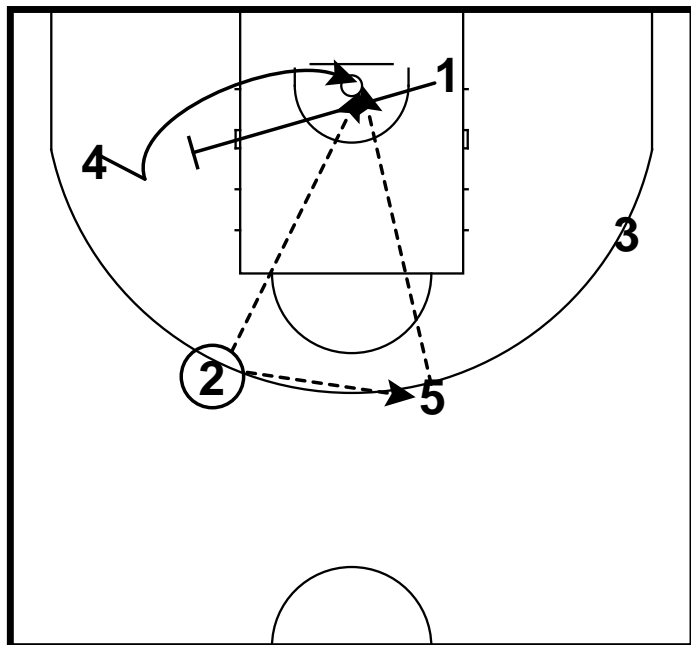
4 pops to the short corner.



# 2016 Late Game Situations

## Low Clock BLOB

4 Man Pick N Pop Back-Screen



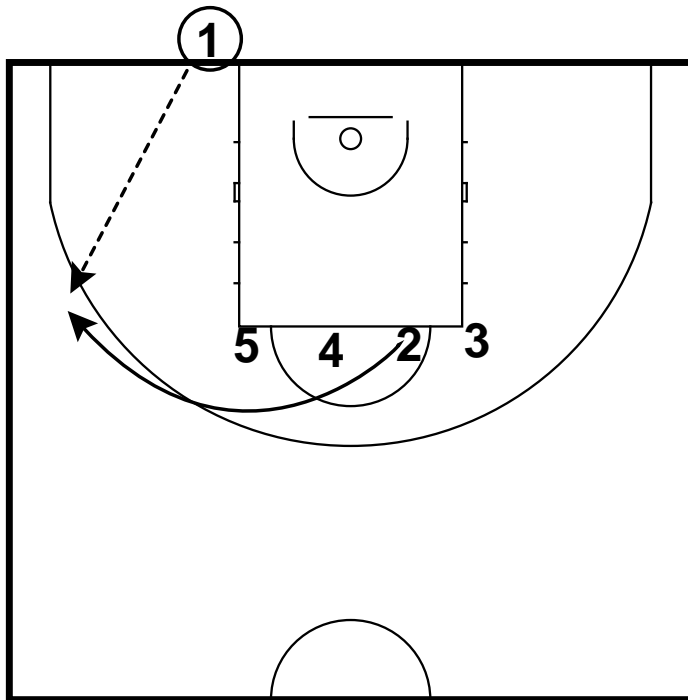
If the pass to 4 isn't there, 1 sets a back-screen for 4.

2 looks to pass to 4 or can pass to 5 first.

# 2016 Late Game Situations

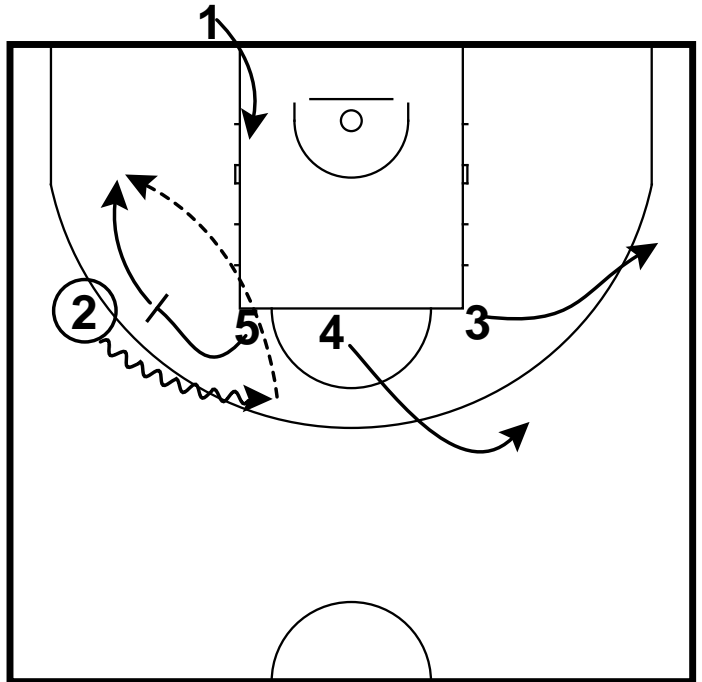
## Low Clock BLOB

5 Man Pick N Pop Back-Screen



2 cuts to the left wing and gets the ball from 1.

5 Man Pick N Pop Back-Screen

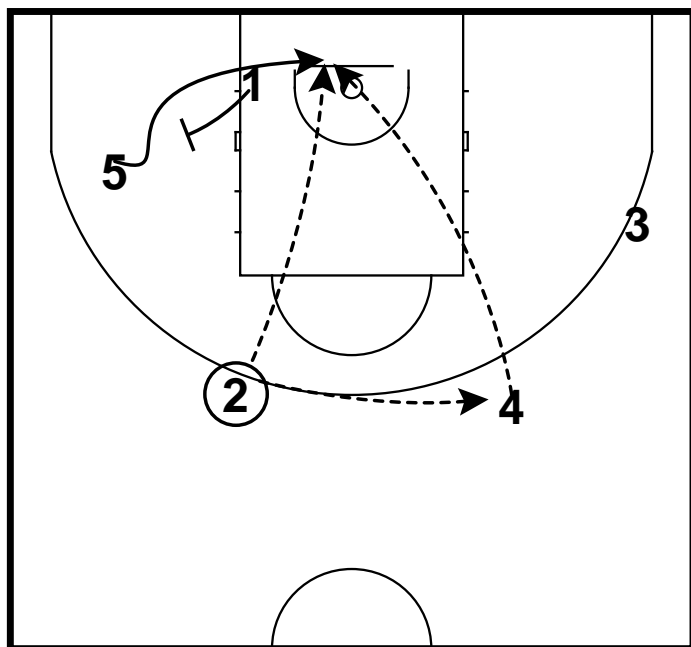


5 sets a side ball-screen for 2 then pops to the short corner.

# 2016 Late Game Situations

## Low Clock BLOB

### 5 Man Pick N Pop Back-Screen



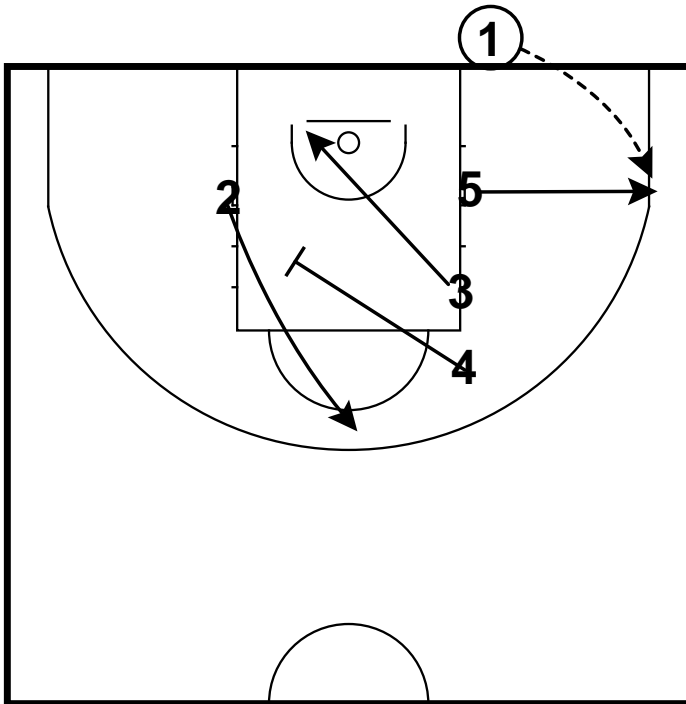
If the pop isn't open, 1 sets a back-screen for 5.

2 passes to 5 at the rim or can pass to 4 first.

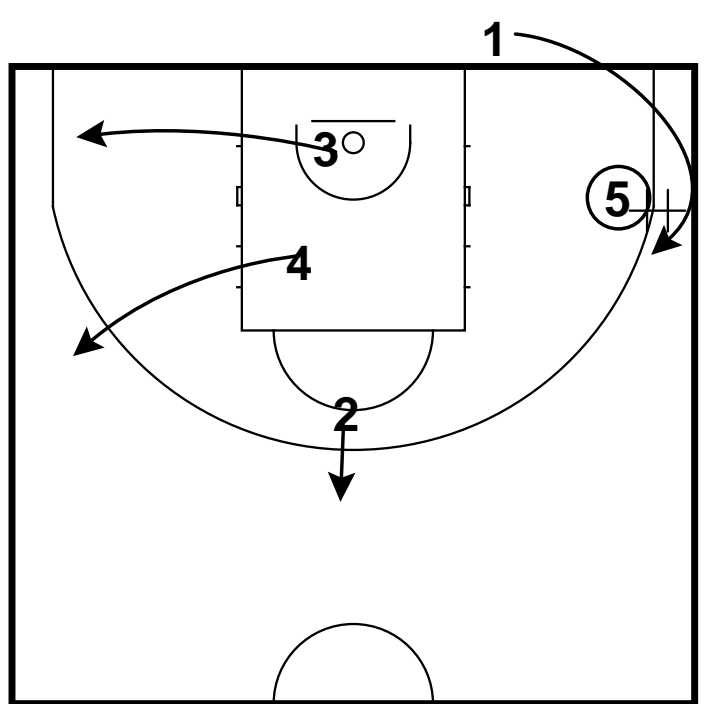
# 2016 Late Game Situations

## Low Clock BLOB

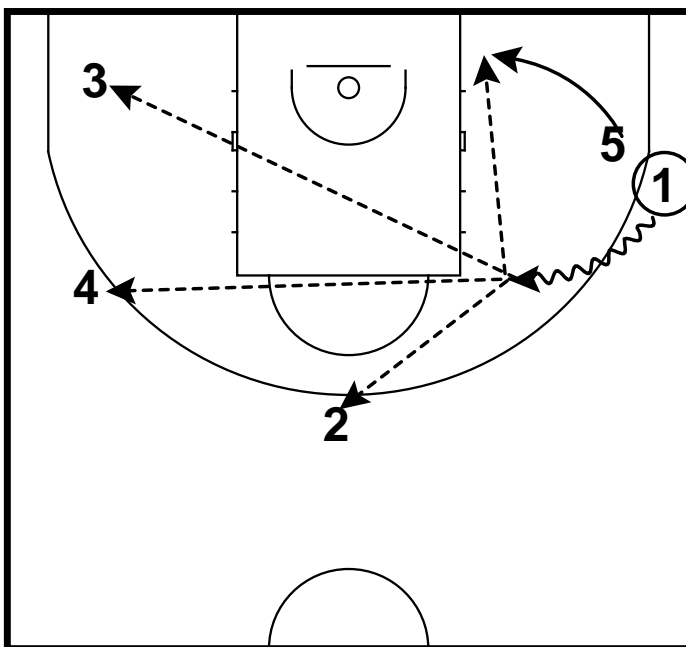
5 - 1 Handoff



5 - 1 Handoff



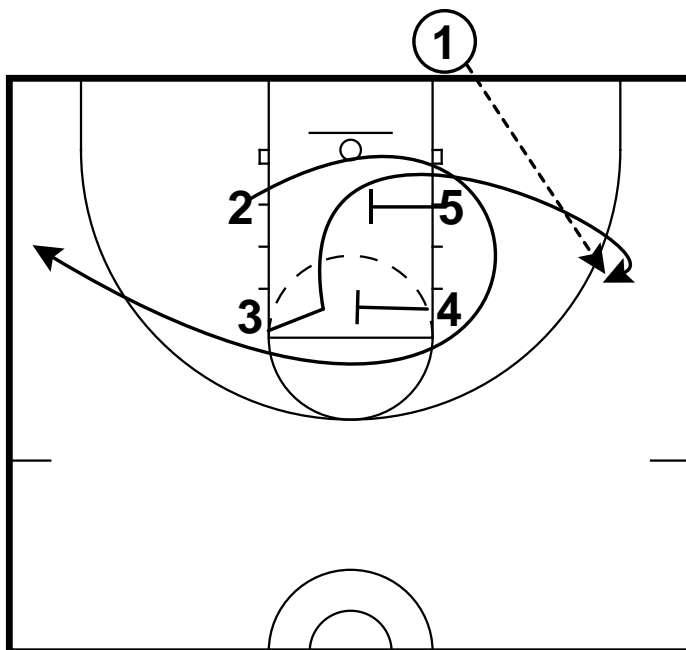
5 - 1 Handoff



# 2016 Late Game Situations

## Low Clock BLOB

Baseline Slide



M2M BLOB

Start in box alignment with your wings the weak side, posts on the ball side. Your best passer should take the ball out.

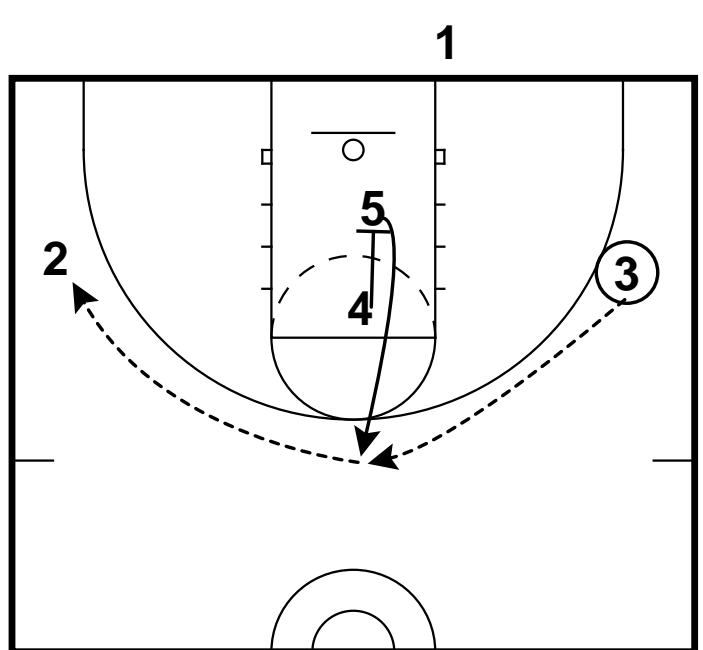
4 and 5 set cross screens for 2 and 3.

2 curls baseline side and looks for a pass from 1 before relocating AROUND 4 to the weakside wing.

3 fakes as if she is taking the screen from 4, and then goes around the screen from 5, also.

1 passes the ball to 3, who is on the ball-side wing.

Baseline Slide



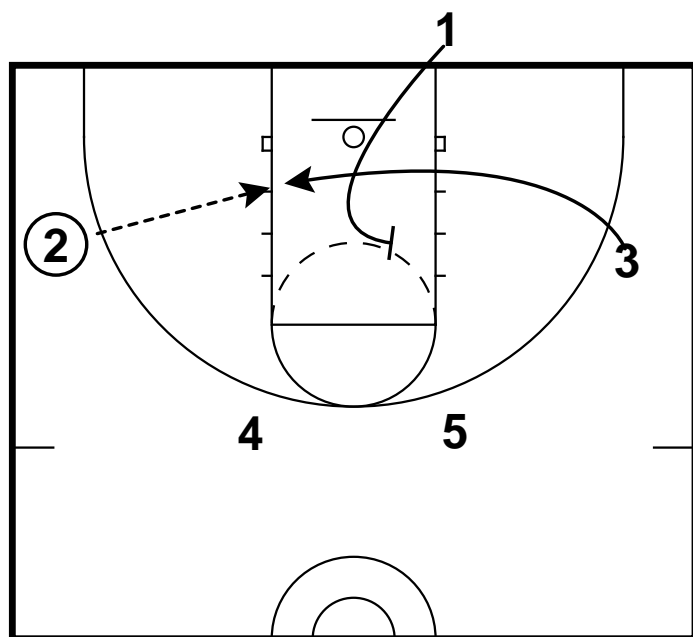
4 downscreens for 5 in the lane, 5 fills the top spot. 4 should flash for the ball if they switch this.

3 reverses the ball to 2 through 5.

# 2016 Late Game Situations

## Low Clock BLOB

Baseline Slide



After the pass clears 5, 4 shifts up to the slot to get out of the way.

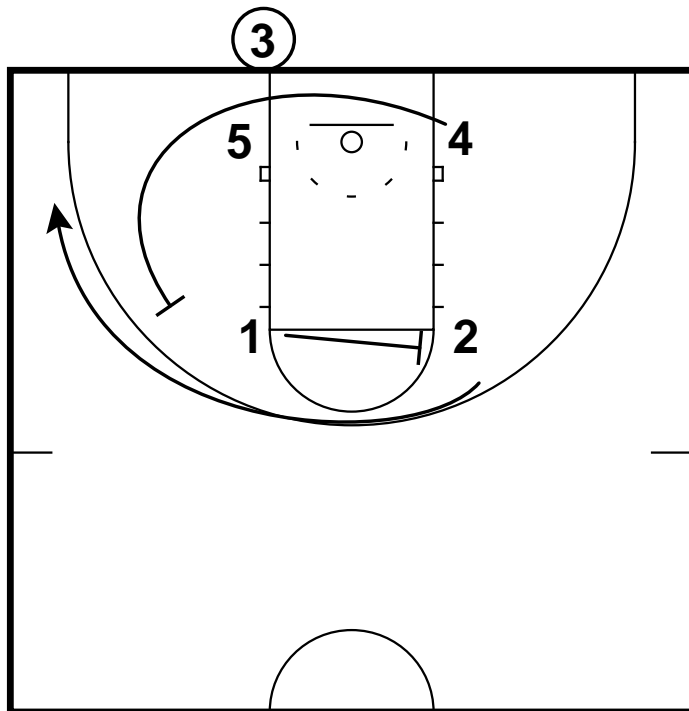
1 steps in and hunts a backscreen for 3 - really hunt and make contact on this screen!

2 passes to 3 for the layup.

# 2016 Late Game Situations

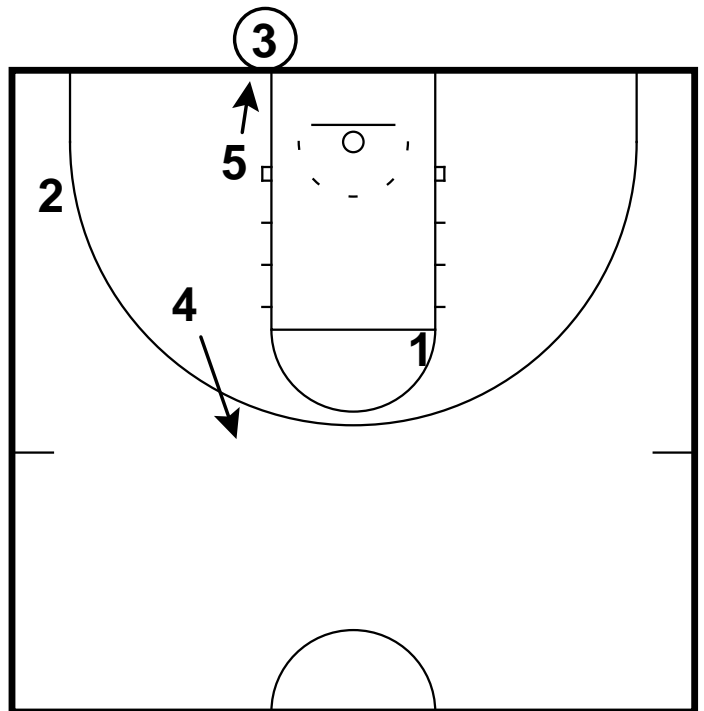
## Low Clock BLOB

Box Lob "L"



- 1 screens across for 2
- 4 loops under the 5 and screens for 2
- 2 runs the arc off of both screens

Box Lob "L"

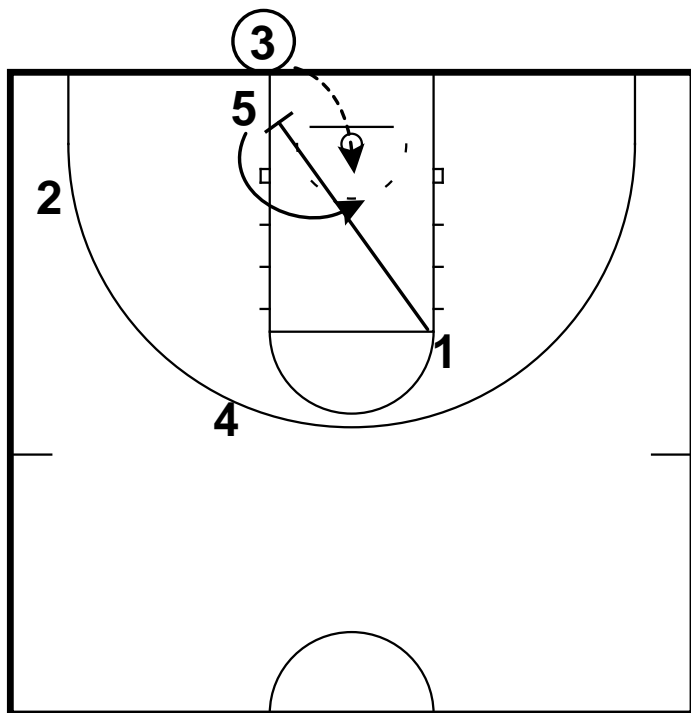


- 5 digs defender down to the baseline pretending like she really wants the ball
- 4 pops out to the top of the key for a safety pass

# 2016 Late Game Situations

## Low Clock BLOB

Box Lob "L"



1 sprints down to screen for 5  
5 reverse rolls off the screen for the lob pass from 3

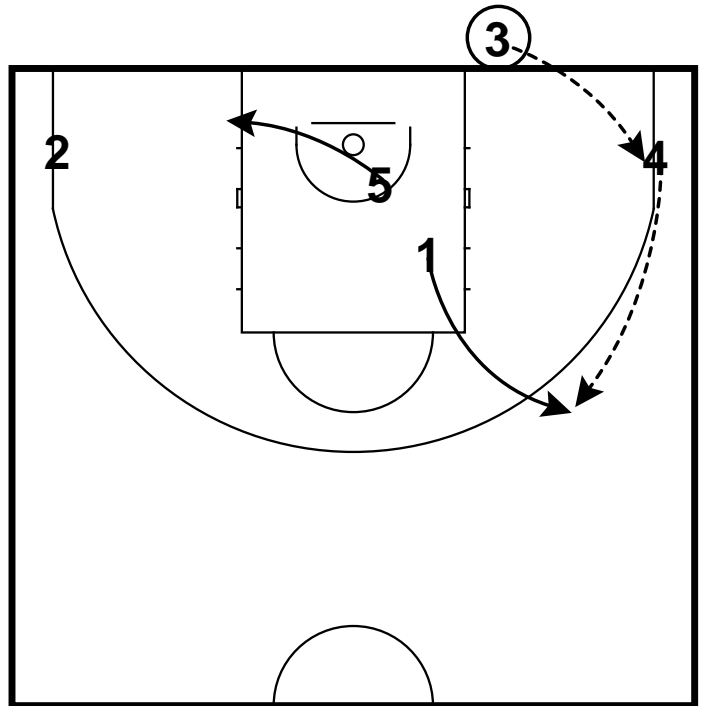
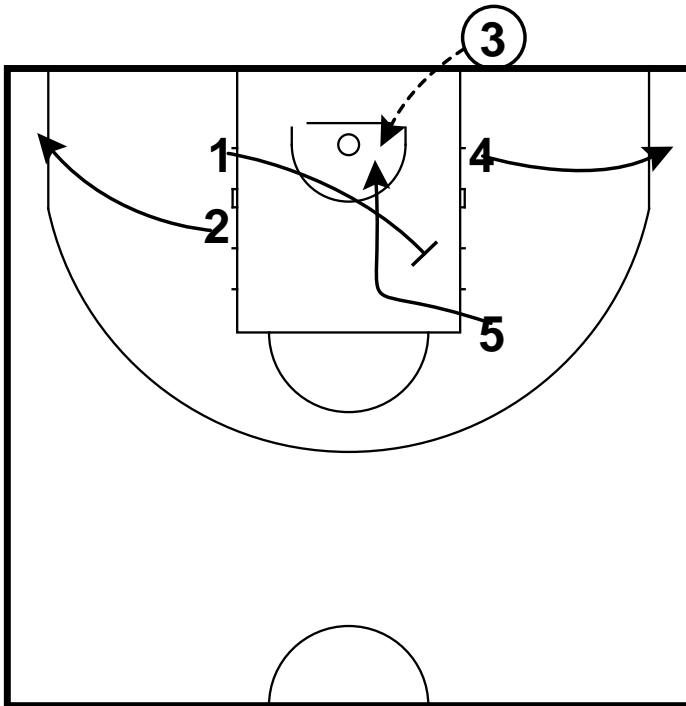


# 2016 Late Game Situations

## Low Clock BLOB

Fist Lob

Fist Lob



1 screens for 5 who cuts to the rim looking for a lob pass.

If the lob isn't there, 1 steps out to the wing.

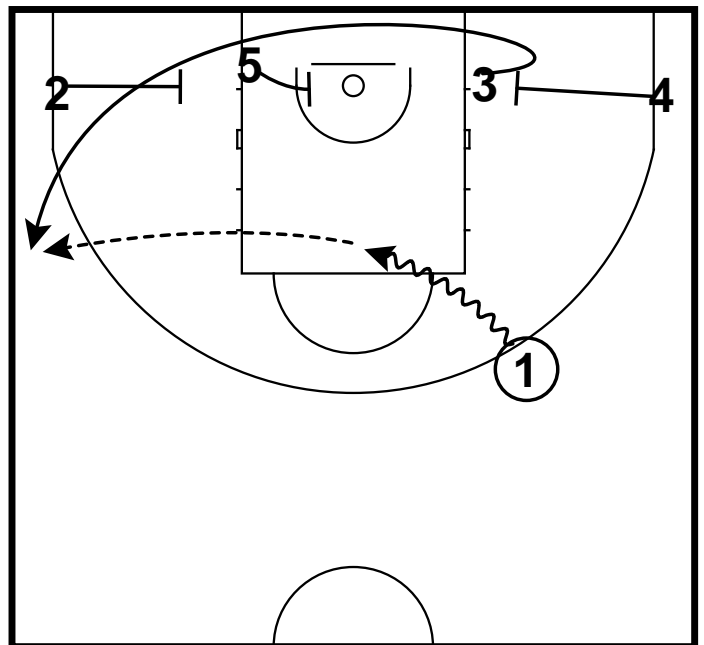
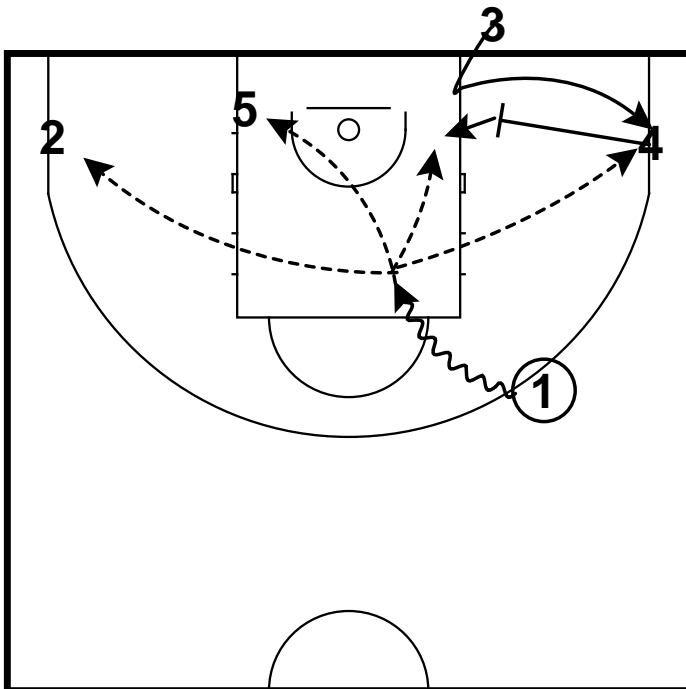
3 passes to 4 who passes to 1.

# 2016 Late Game Situations

## Low Clock BLOB

Fist Lob

Fist Lob



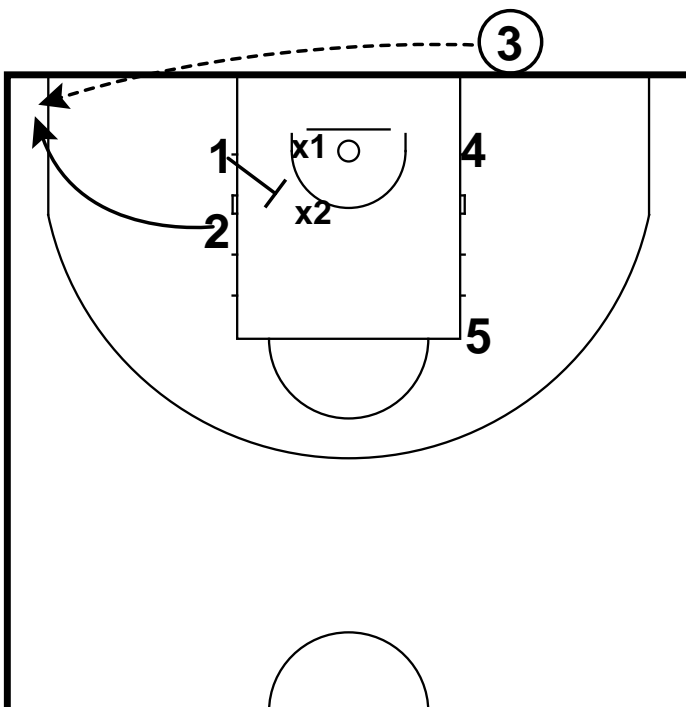
1 drives middle looking to draw and kick.

4 screens down for 3 who cuts to the corner for a shot.

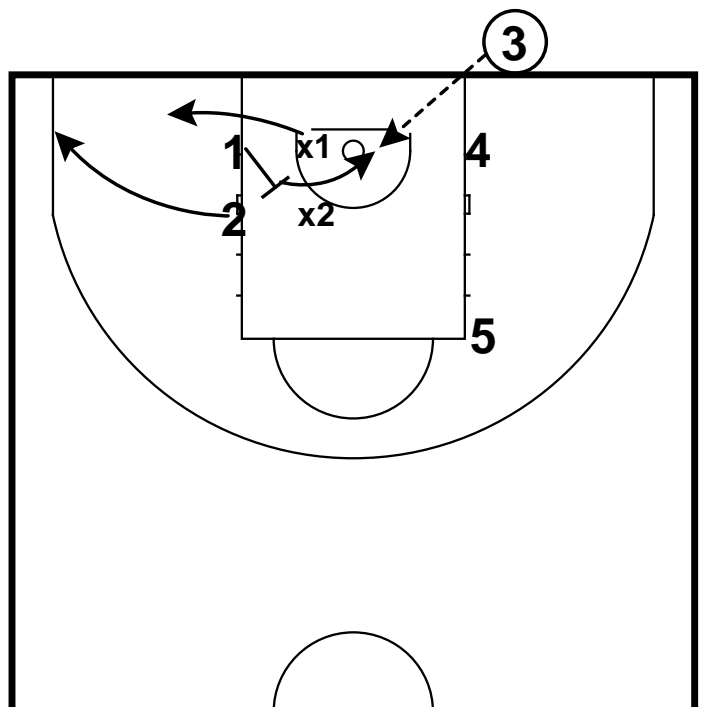
In the weakside option, 3 cuts off of a staggered screen from 5 and 2 to the left wing.

Fist Special

Fist Special



1 screens x2 as 2 cuts to the corner for a shot.

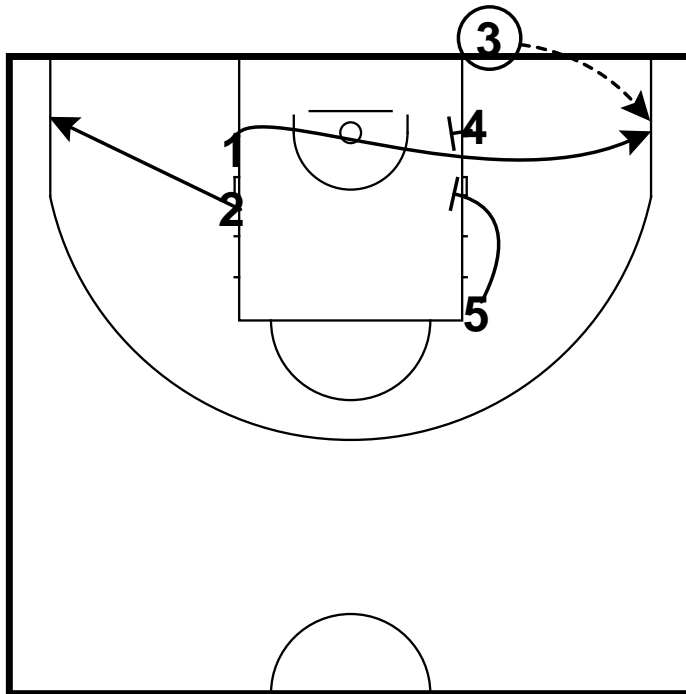


If x1 jumps the screen to the corner, 1 slips to the rim.

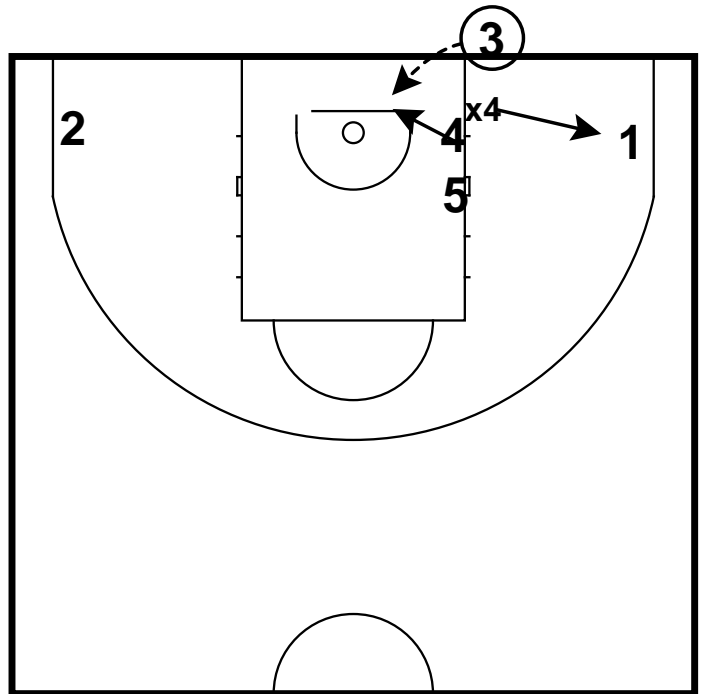
# 2016 Late Game Situations

## Low Clock BLOB

Fist Squeeze



Fist Squeeze



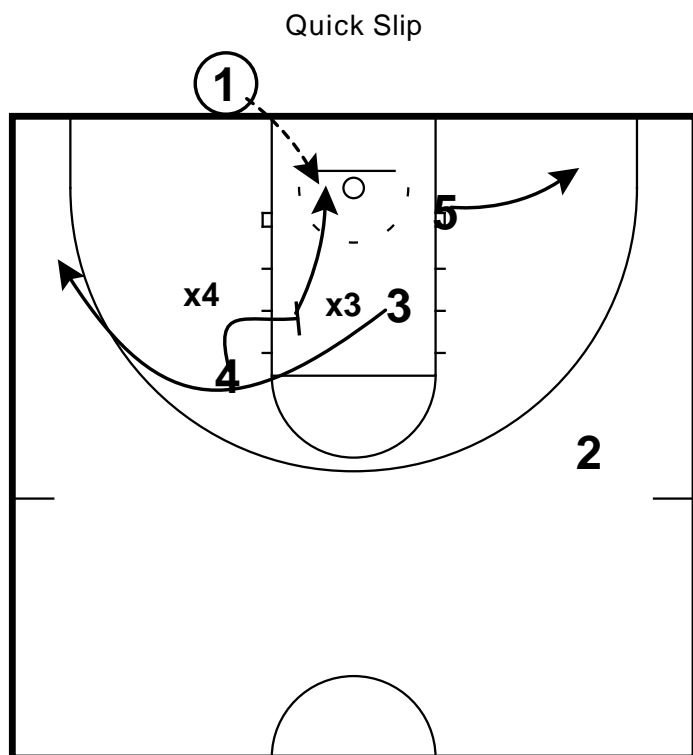
1 cuts to the opposite corner in between a screen from 4 and 5.

3 passes to 1.

If x4 jumps the cut, 4 slips to the rim.

# 2016 Late Game Situations

## Low Clock BLOB



4 sets a screen for 3 at the left elbow.

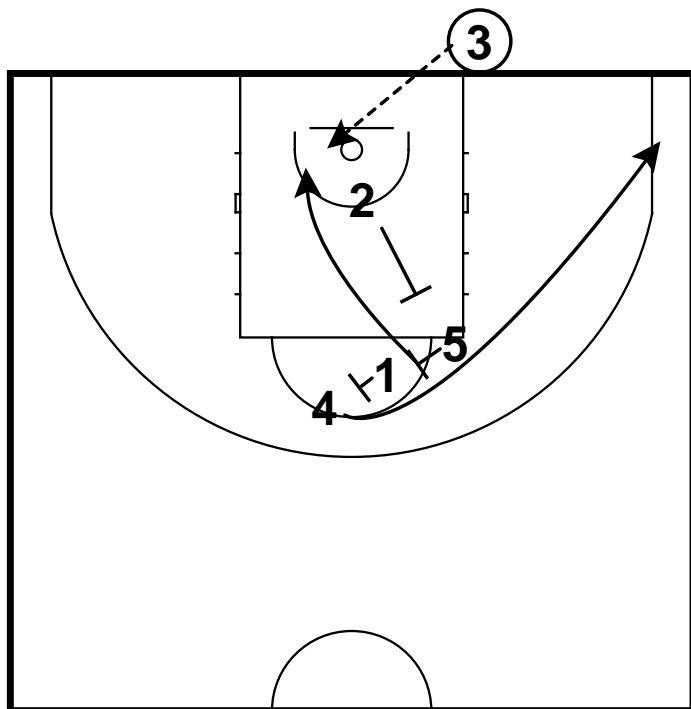
5 clears out to the weak side corner.

If x4 and x3 attempt to switch the screen, 4 makes a quick slip to the rim.

# 2016 Late Game Situations

## Low Clock BLOB

Spain - EOG BLOB Post Rip



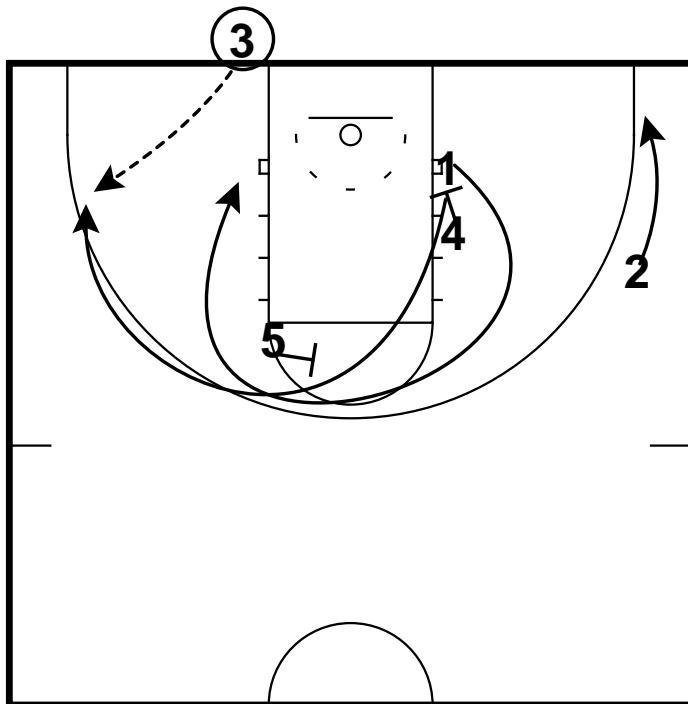
1 & 5 screen for 4.

2 screens for 5 coming to the basket.

# 2016 Late Game Situations

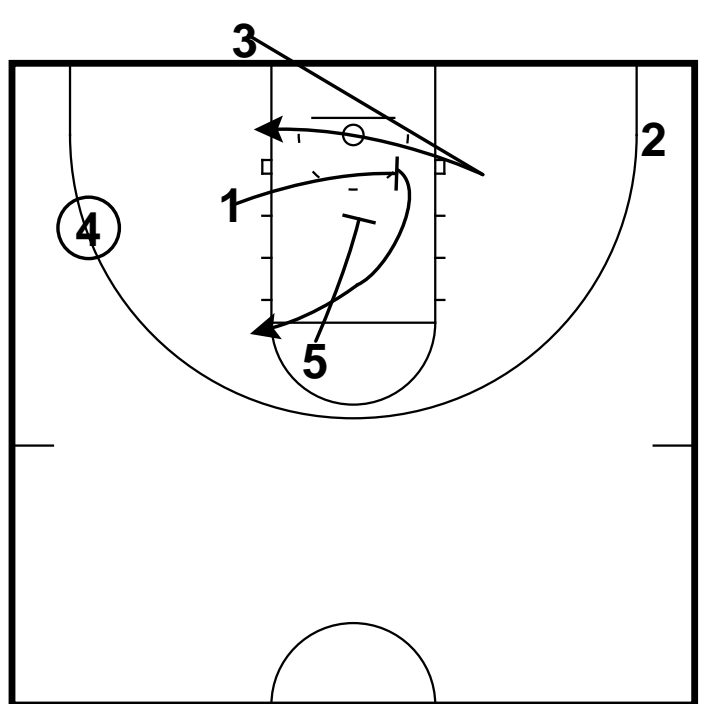
## Low Clock BLOB

Stagger Loop



- 1 cuts around a staggered screen from 4 and 5.
- 4 follows 1 and cuts around 5 to the left wing.
- 3 looks to pass to 1 or 4.

Stagger Loop

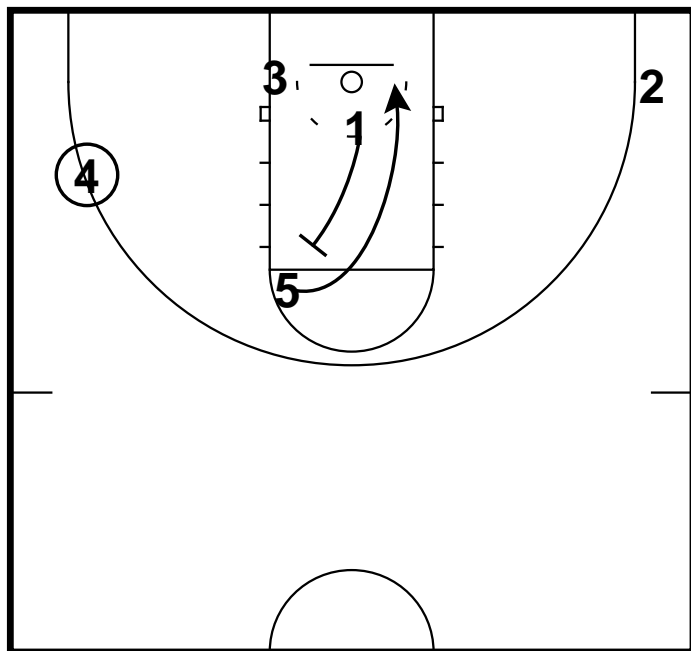


- If 4 gets the ball, 1 sets a cross-screen for 3.
- 3 cuts to the block.
- 5 sets a down-screen for 1.

# 2016 Late Game Situations

## Low Clock BLOB

Stagger Loop



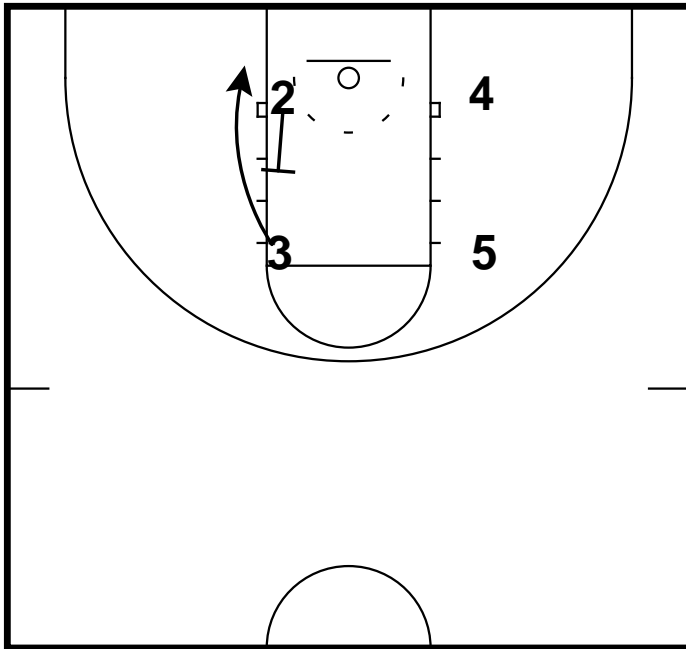
A counter option if for 1 to set a back-screen for 5.

# 2016 Late Game Situations

## Low Clock BLOB

UAB BLOB Elevator Box

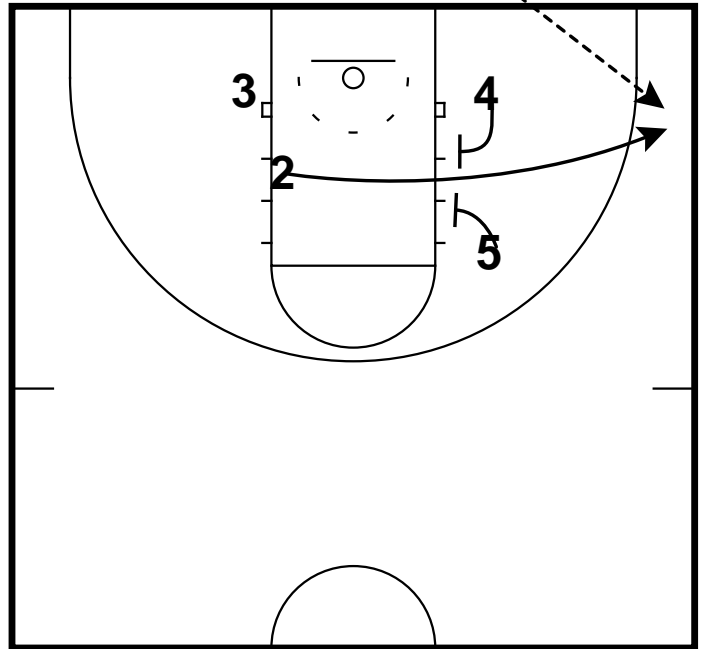
①



2 sets an up-screen for 3.

UAB BLOB Elevator Box

①



2 slips between 4 and 5 to cut to the corner.

4 and 5 close the screen as 2 runs through.

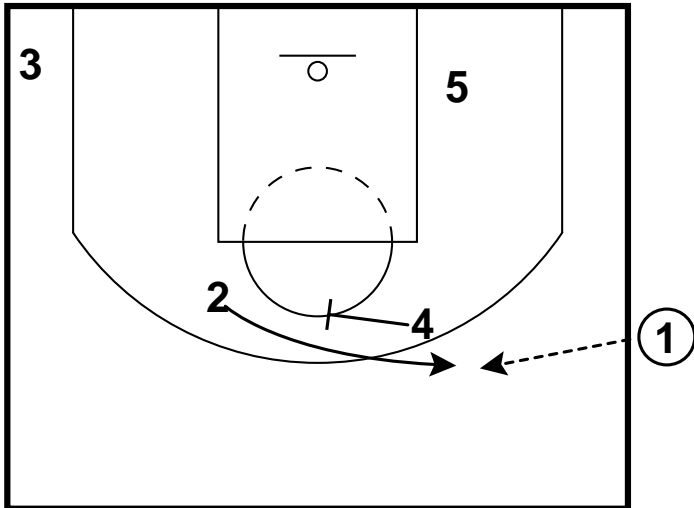
1 passes to 2 for a 3-point shot.



# 2016 Late Game Situations

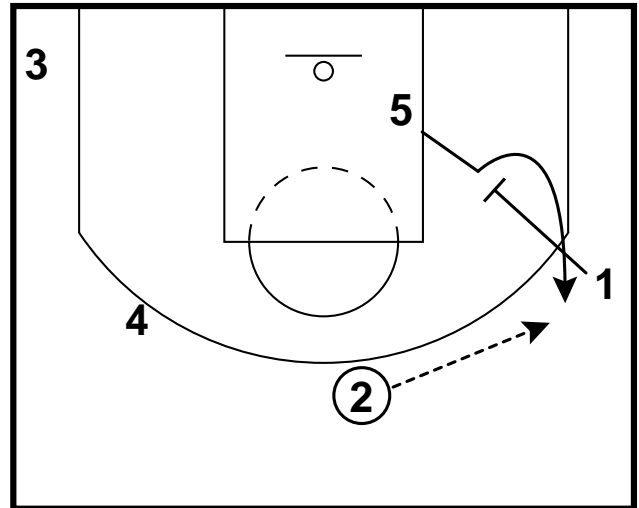
## Low Clock SLOB

Boston Celtics "Invert"



4 screens away for 2 to receive the pass from 1.

Boston Celtics "Invert"

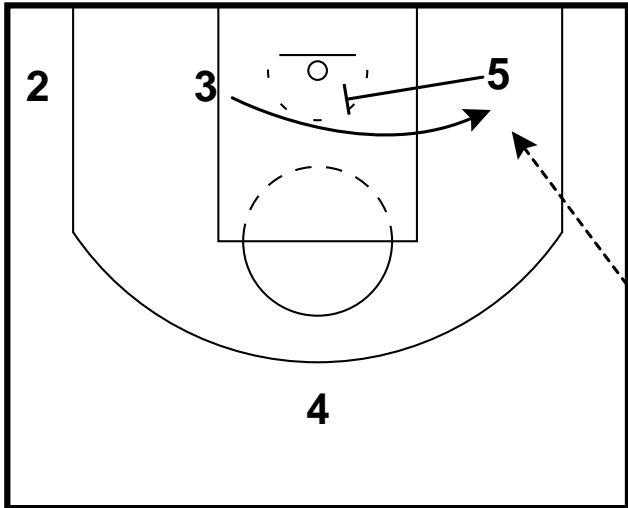


1 fakes like they are receiving the back screen and sets a screen for 5 who pops to the wing for 3.

# 2016 Late Game Situations

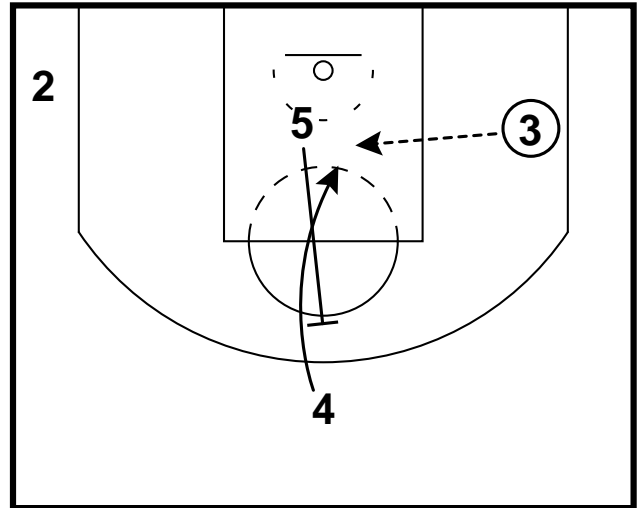
## Low Clock SLOB

Boston Celtics "Punch Rip Turn"



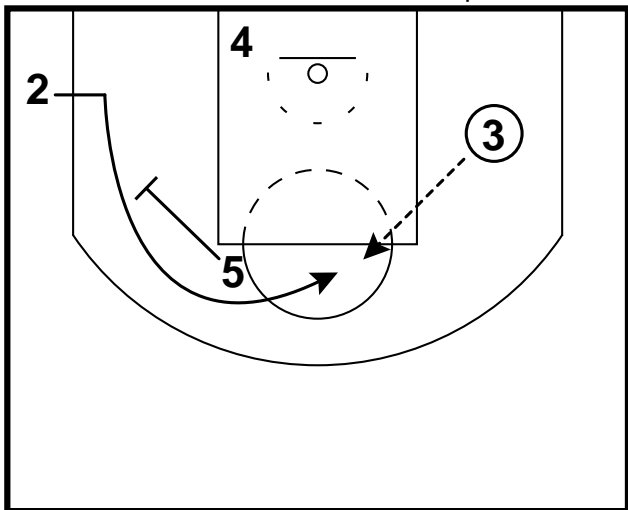
5 screens away for 3 who receives the pass from 1.

Boston Celtics "Punch Rip Turn"



5 sets a back screen for 4 cutting down the lane.

Boston Celtics "Punch Rip Turn"

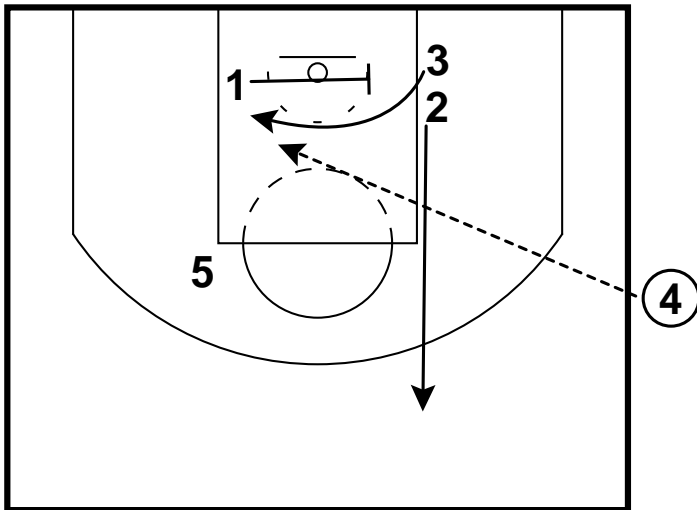


5 then turns and screens away for 2.

# 2016 Late Game Situations

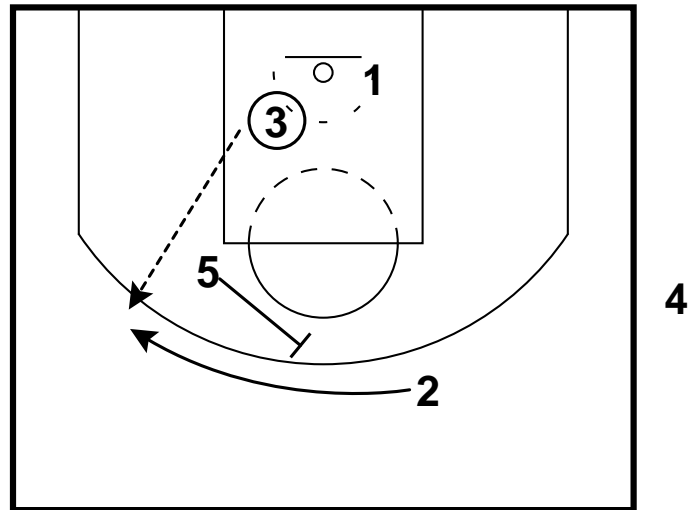
## Low Clock SLOB

Boston Celtics "Winner"



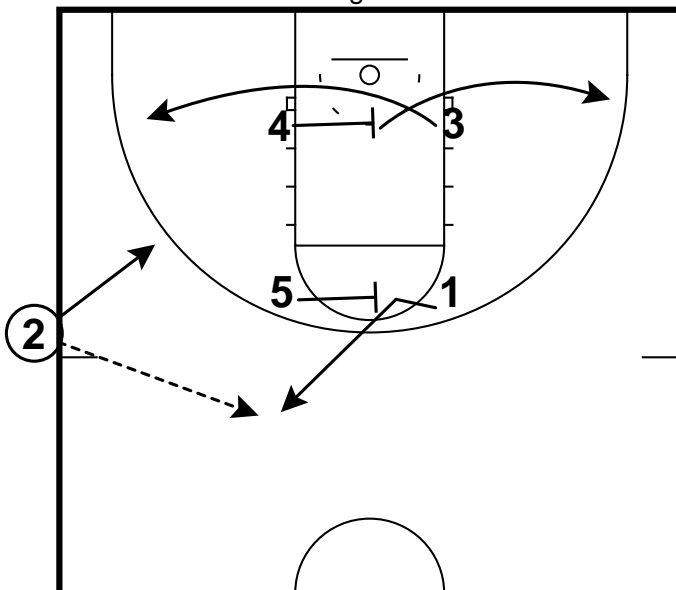
2 zipper cuts up the lane.  
1 backscreens for 3  
4 enters to 3  
5 enters to 2

Boston Celtics "Winner"



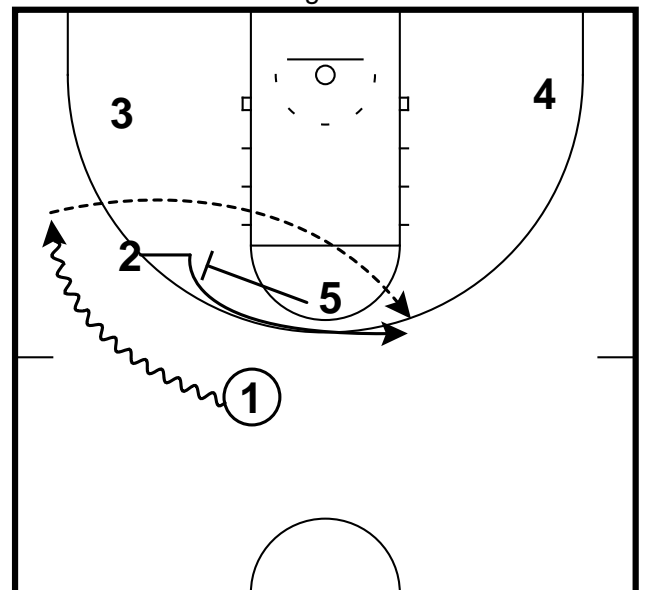
5 sets a screen for 2 coming towards the ball for a kick out 3.  
4 enters to 3

Box Wing Flare



4 and 5 set cross-screens for 3 and 1.  
2 first looks for 3 in the corner.  
If 3 isn't open, 2 passes to 1.

Box Wing Flare

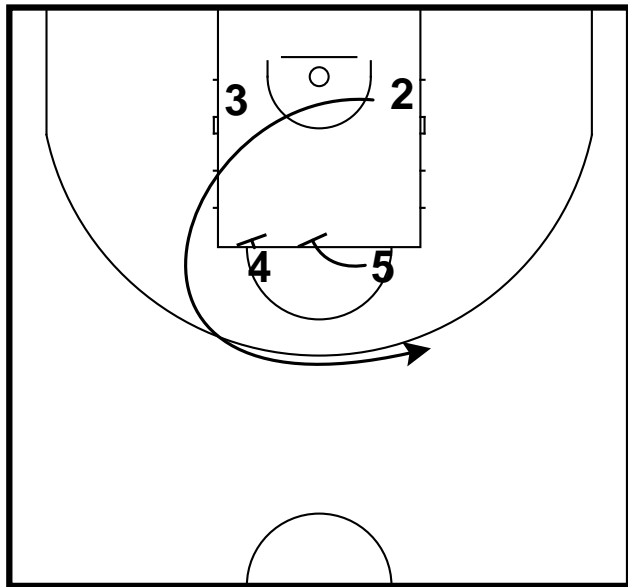


1 dribbles toward 2, and 5 sets a flare screen for 2.  
2 flares to the opposite wing.  
1 passes to 2 for a shot.

# 2016 Late Game Situations

## Low Clock SLOB

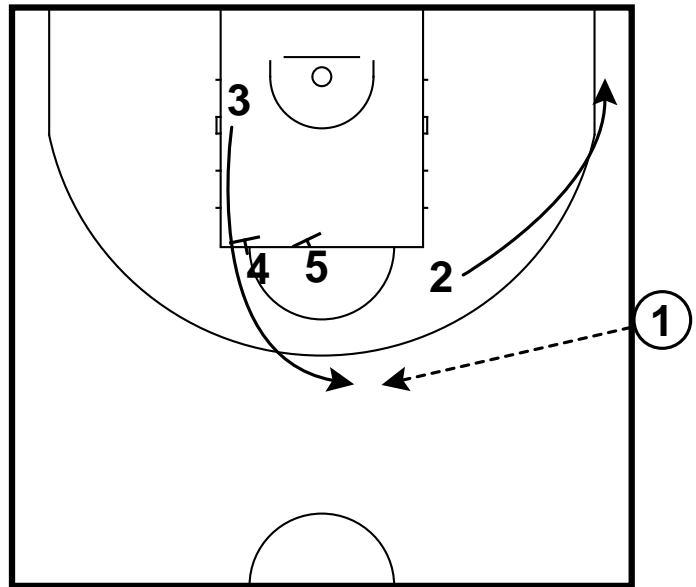
Brazil - EOG SLOB 3 Box Double



2 starts facing 3 as if he was going to screen for him.

2 then curls off of a double screen by 4 & 5.

Brazil - EOG SLOB 3 Box Double



If 2 isn't open he cuts to the corner.

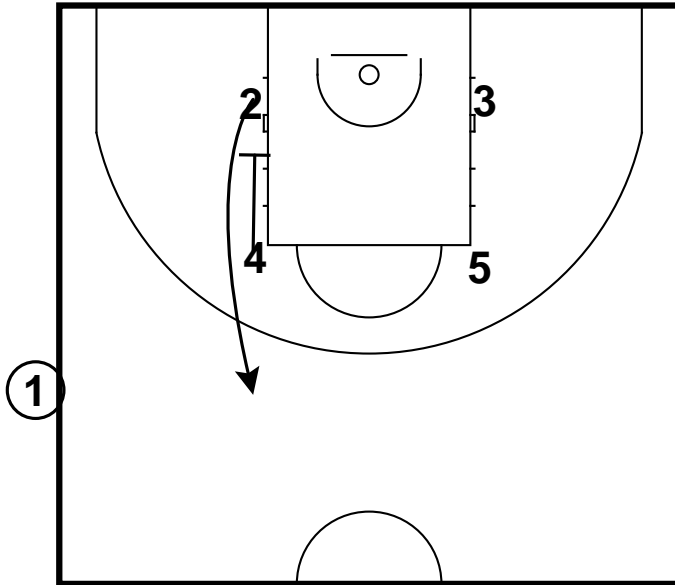
4 & 5 set a second double screen for 3.

1 passes to 3 for the shot.

# 2016 Late Game Situations

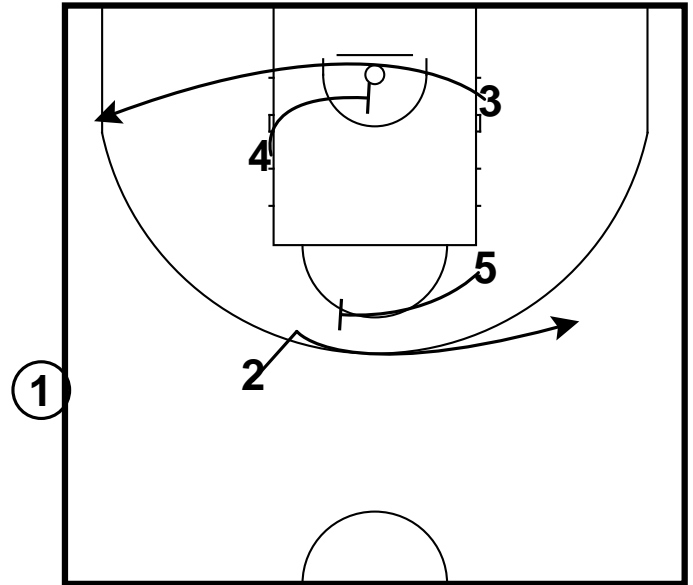
## Low Clock SLOB

Brose Baskets Bamberg



4 sets a down-screen for 2 who cuts up the lane line to the slot.

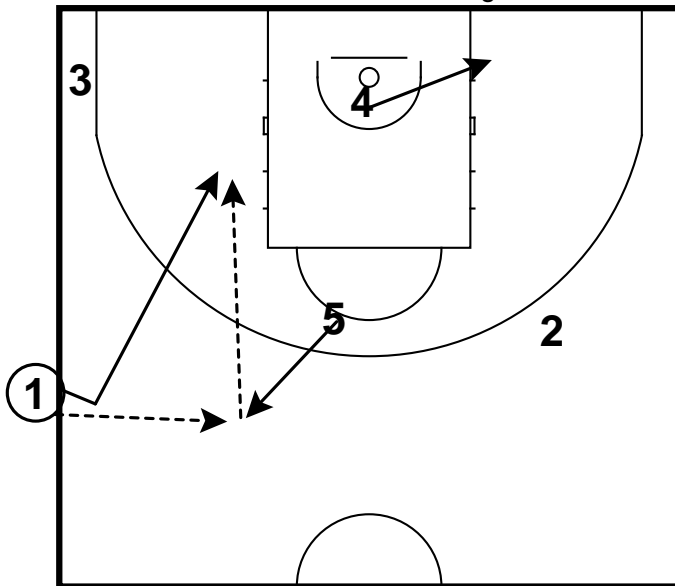
Brose Baskets Bamberg



5 sets a screen for 2 as 4 sets a screen for 3.

1 looks to pass to 2 or 3 for a shot.

Brose Baskets Bamberg



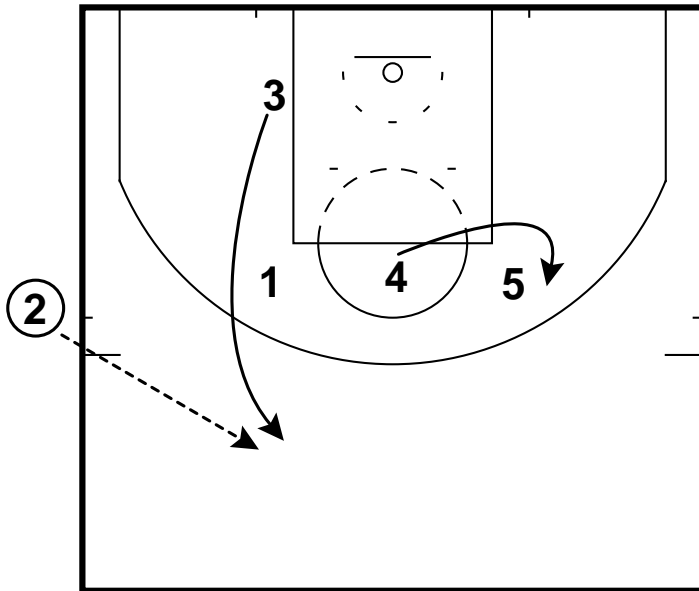
If neither option is open, 5 flashes to the ball and gets the pass from 1.

1 makes a hard cut to the basket looking for the give-and-go pass from 5.

# 2016 Late Game Situations

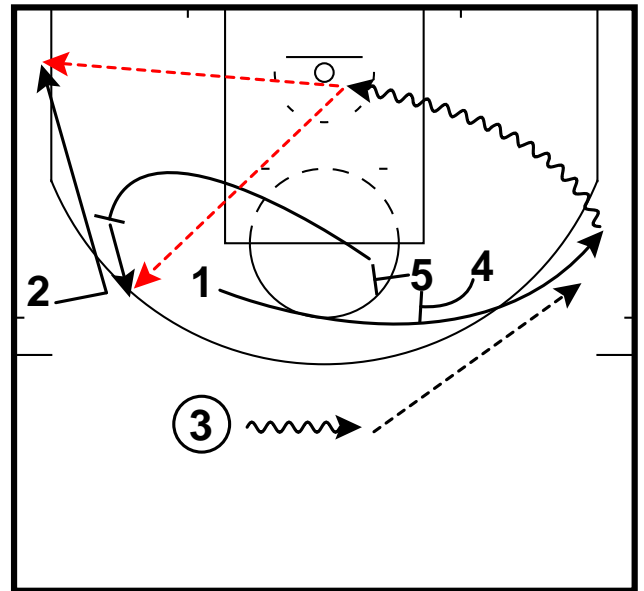
## Low Clock SLOB

EOG Hammer



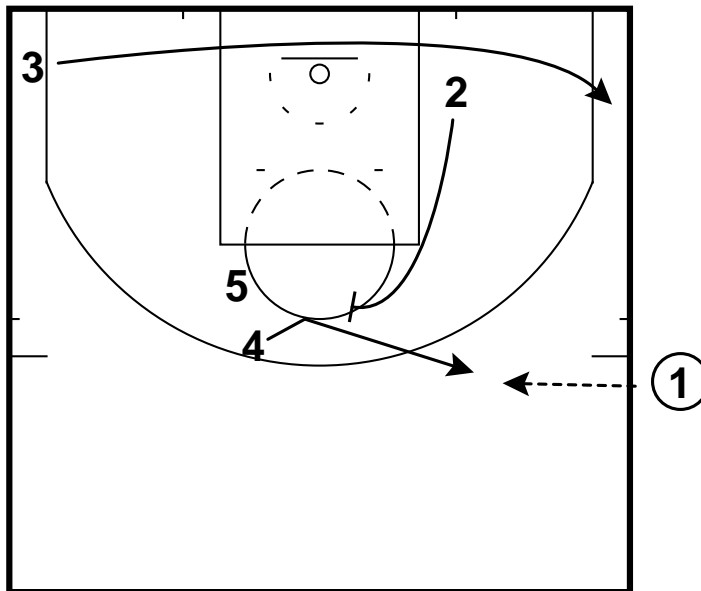
3 zipper cuts to receive the pass from 2.  
4 loops around 5.

EOG Hammer



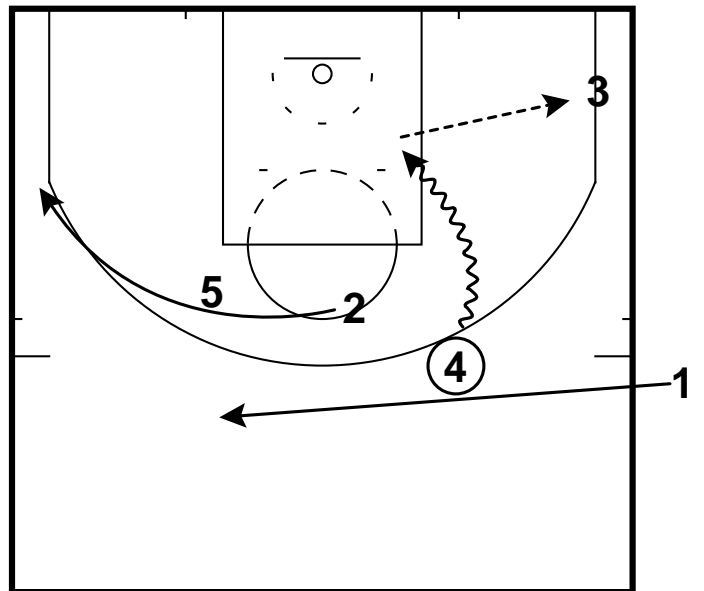
1 receives a stagger flare from 5/4 and receives the pass from 3. 5 sets the hammer for 2 as 1 drives baseline.

EOG SLOB



Draymond at the 4, Speights at the 5

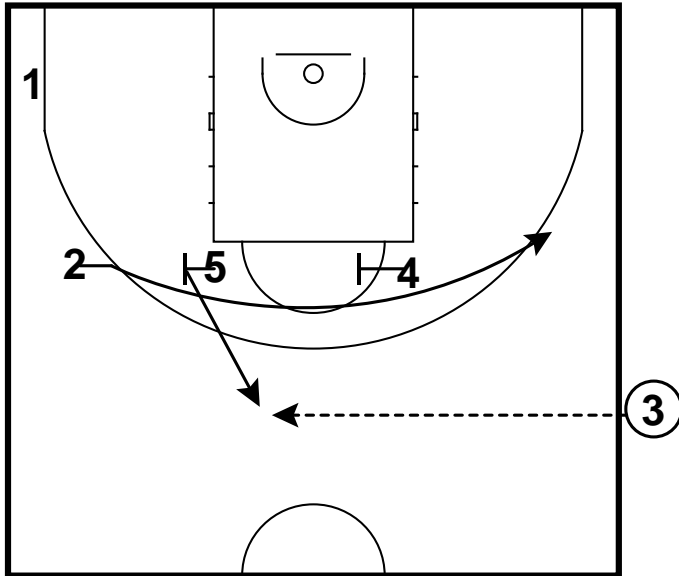
EOG SLOB



# 2016 Late Game Situations

## Low Clock SLOB

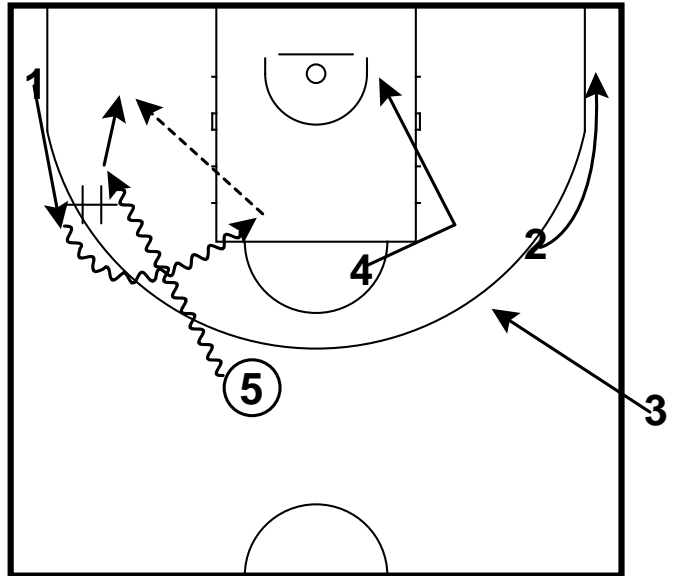
Germany Stagger to Weakside Hand-Off



2 cuts across a staggered screen from 5 and 4.

If 2 isn't open, 5 flashes to the top of the key and gets the ball.

Germany Stagger to Weakside Hand-Off

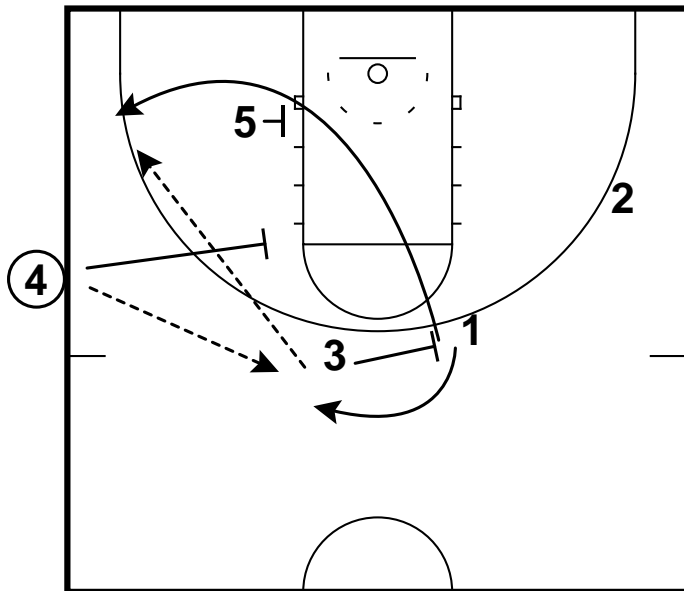


Once 5 has the ball, 2 clears to the corner and 3 steps in to the wing.

5 dribbles to the left corner and gives the ball to 1 on a dribble hand-off.

As 1 drives middle, 5 can pop for a shot in the short corner.

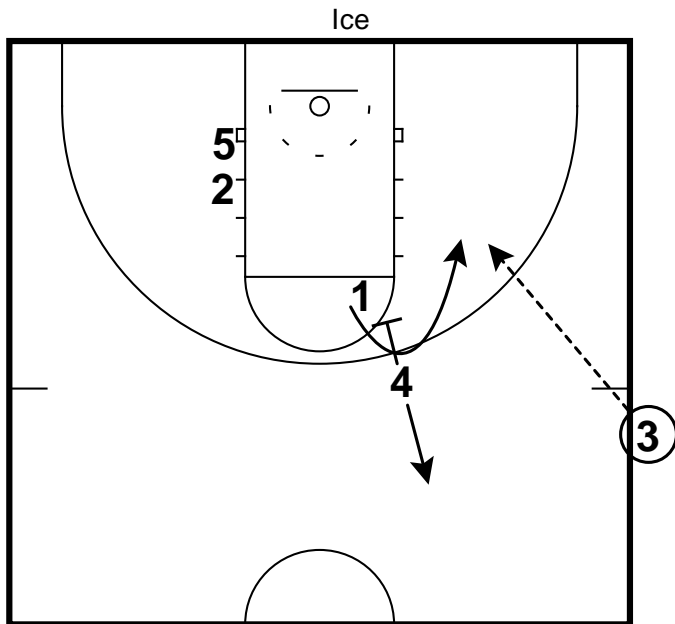
Hoo 7



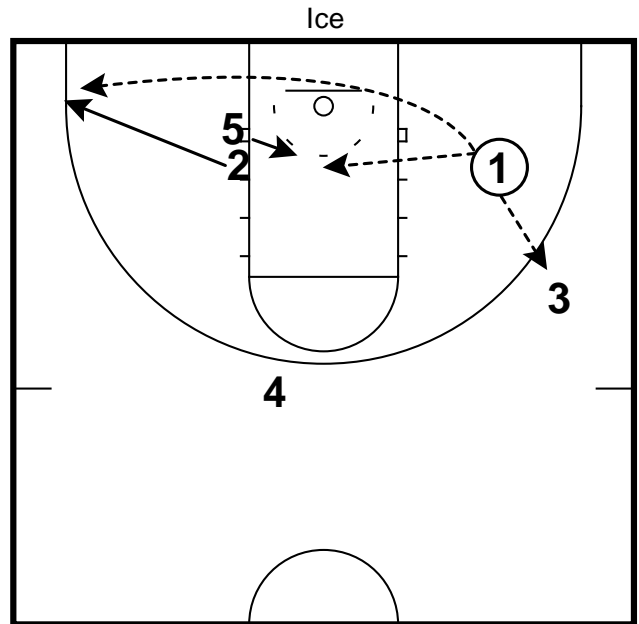
- low clock sideline play vs zone defense
- 3 screens for 1 coming across, 4 to 1
- 4 steps in, 4 and 5 screen top and bottom of zone as 3 cuts down and to wing
- 1 takes quick dribble away to shift zone and comes back to 3 for shot

# 2016 Late Game Situations

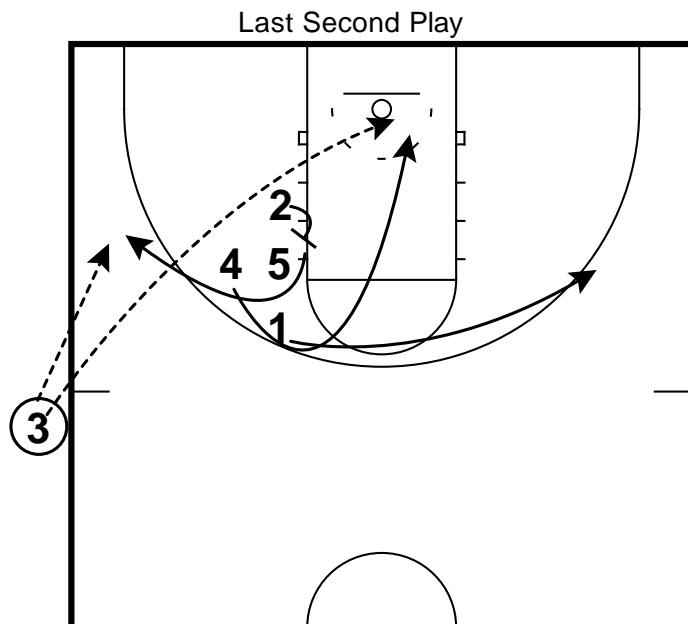
## Low Clock SLOB



- 3 hits the 1 curling off the 4 man's screen - If the 1 is not open, hit the four coming back to the ball - After inbounding the ball, the 3 follows his pass to the wing



1 looks for the open man or shoots the lay up depending on if we need a 2 or 3 point shot



2 acts like he's setting a screen for 5 then cuts around him to the left wing.

4 loops around 1 to the basket for a lob.

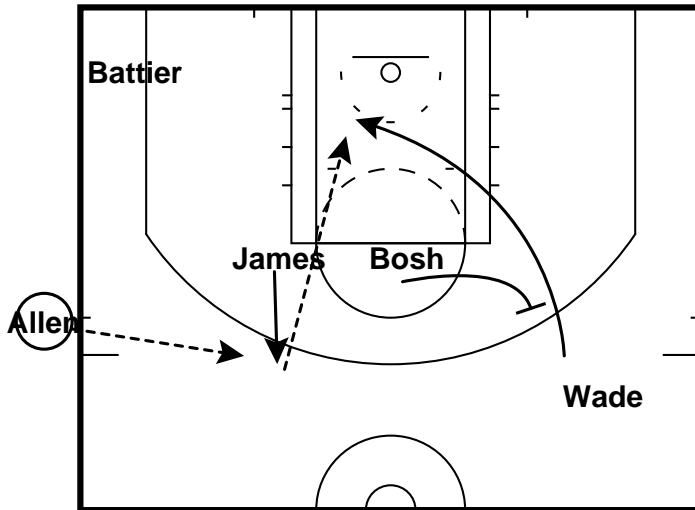
3 passes to 2 for a shot or to 4 for a lob.



# 2016 Late Game Situations

## Low Clock SLOB

Lebron Miami Heat SLOB

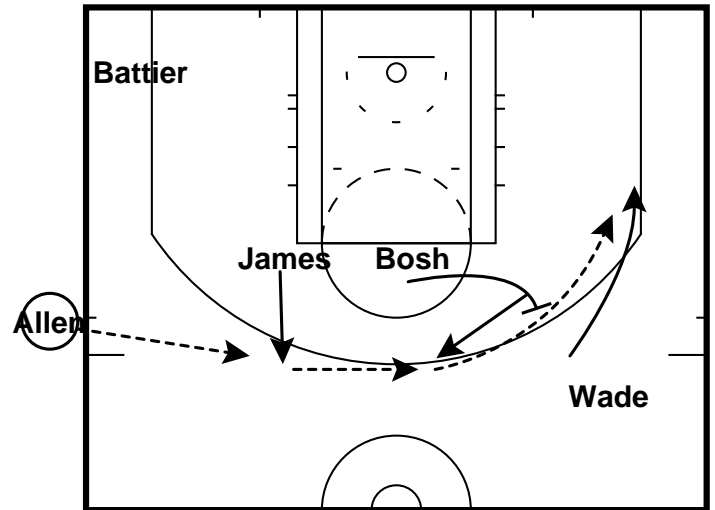


Lebron James pops up and receives the pass from Ray Allen.

Chris Bosh steps over and sets a back screen for Dwyane Wade.

If open, James passes to Wade cutting to the basket.

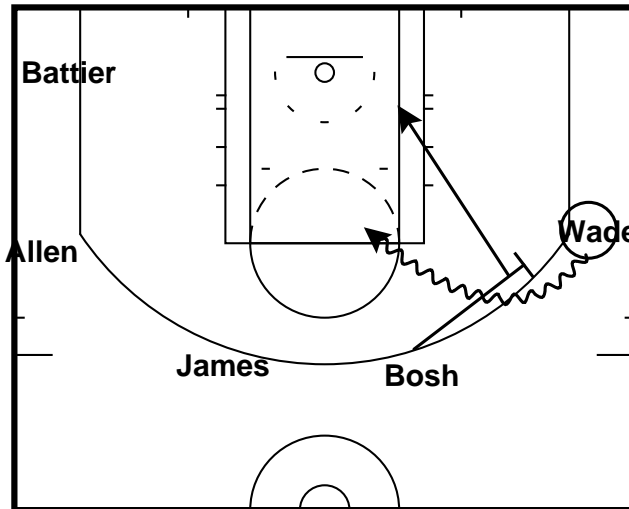
Lebron Miami Heat SLOB



If the opposing team starts reading the back-cut, Wade can flare and Bosh can step back to the ball.

James then swings the ball to Bosh who can pass to Wade on the wing.

Lebron Miami Heat SLOB



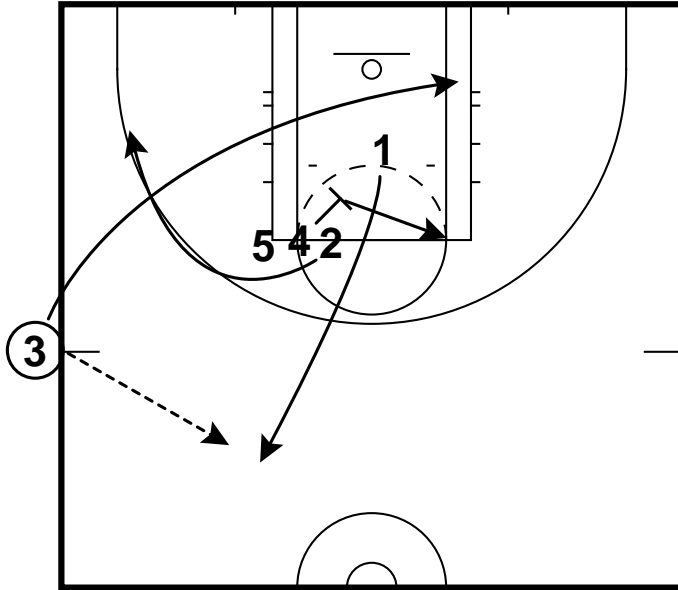
Once Bosh has passed to Wade, these two can play a 2 man game with a pick and roll.

James, Allen, and Battier are on the opposite side of the floor to open space for Bosh and Wade.

# 2016 Late Game Situations

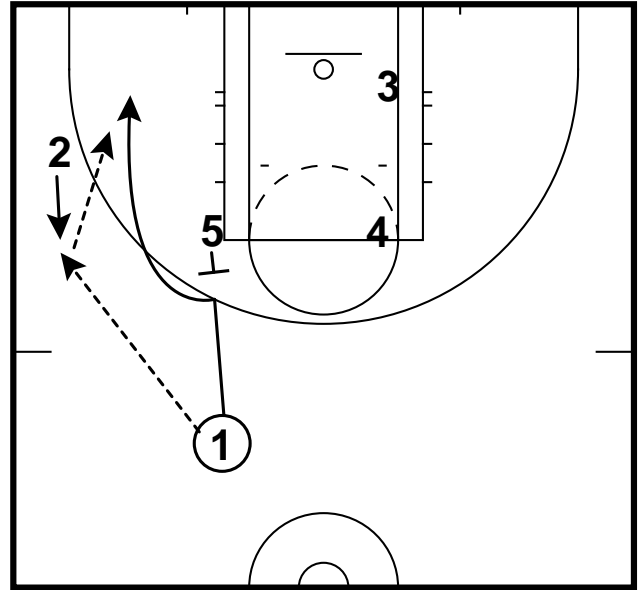
## Low Clock SLOB

Minnesota Lynx - EOG SLOB UCLA Mid-post  
Kickout 3



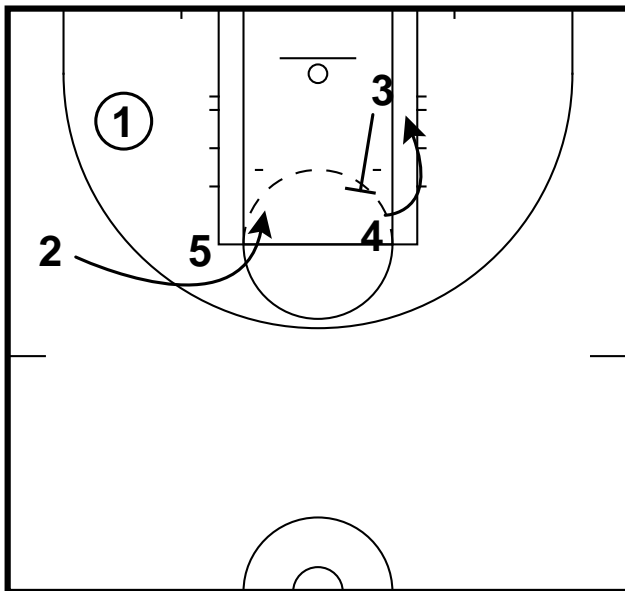
- 2 curls around the screens from 5 & 4.
- 4 screens for 1.
- 3 passes to 1 then cuts to the weakside block.

Minnesota Lynx - EOG SLOB UCLA Mid-post  
Kickout 3



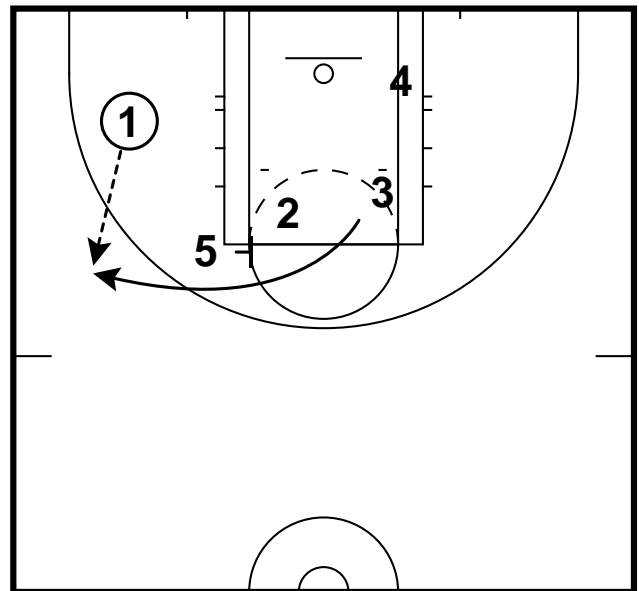
- 1 passes to 2 then goes off of the UCLA cut.
- 2 passes to 1 in the mid-post area.

Minnesota Lynx - EOG SLOB UCLA Mid-post  
Kickout 3



- 3 sets a back screen for 4 cutting to the rim.
- 2 cuts around 5 into the paint.

Minnesota Lynx - EOG SLOB UCLA Mid-post  
Kickout 3

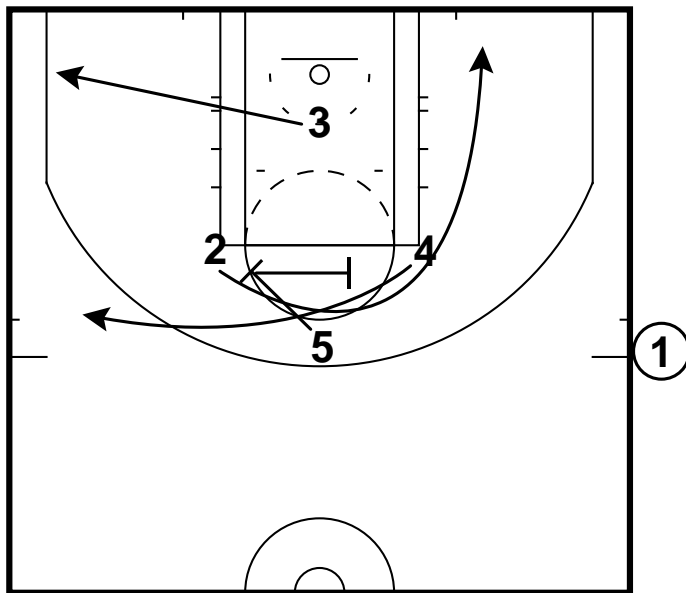


- 3 cuts off of the screen from 5.
- 1 passes to 3 for the 3 point shot.

# 2016 Late Game Situations

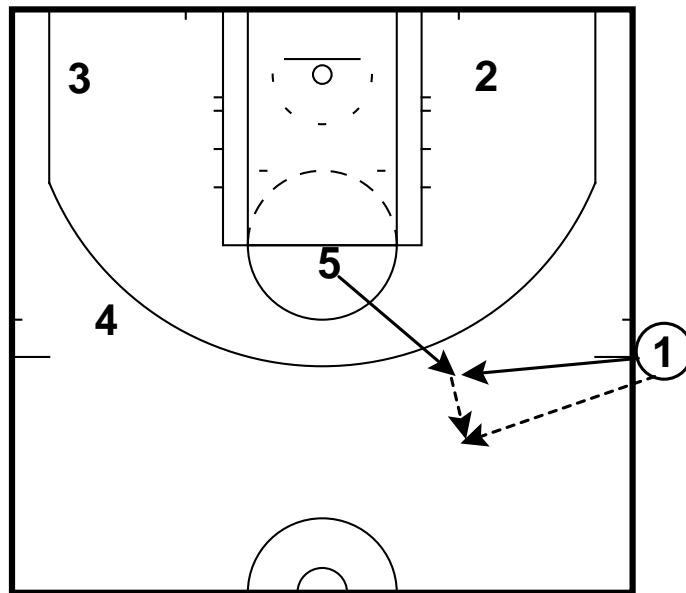
## Low Clock SLOB

Phoenix Suns EOG SLOB



Starting in a diamond set, 5 screens for 2 who loops to the strong side short corner. 5 turns and screens for 4 who cuts to the weak side wing.

Phoenix Suns EOG SLOB

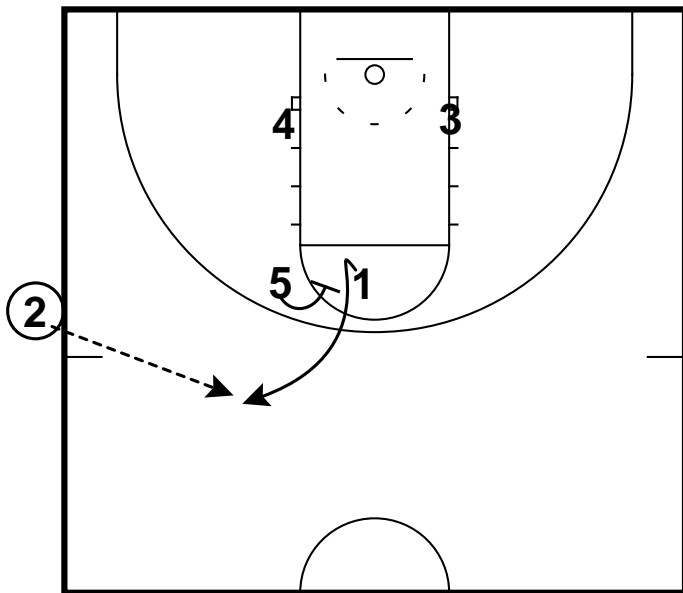


5 then cuts to the ball to receive the inbound pass. 1 cuts to get a pitch back and open look at 3.

# 2016 Late Game Situations

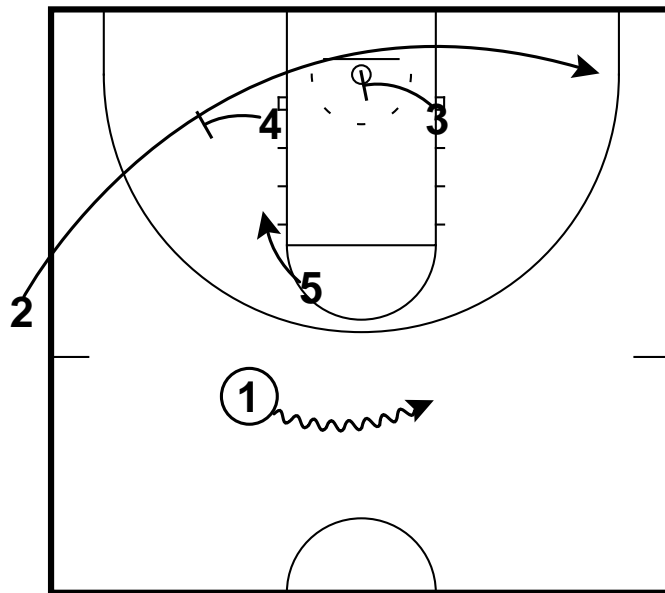
## Low Clock SLOB

Sideline Elevator



2 passes to 1 cutting off of a screen from 5.

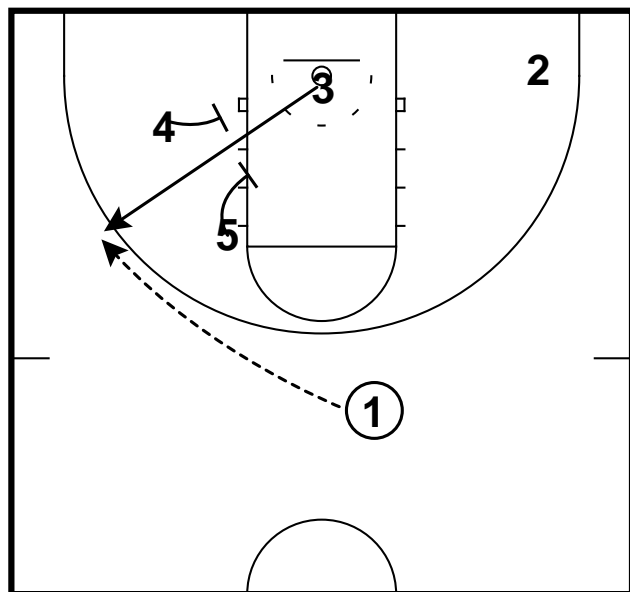
Sideline Elevator



2 cuts along the baseline off of a staggered screen from 4 and 3.

1 dribbles right.

Sideline Elevator



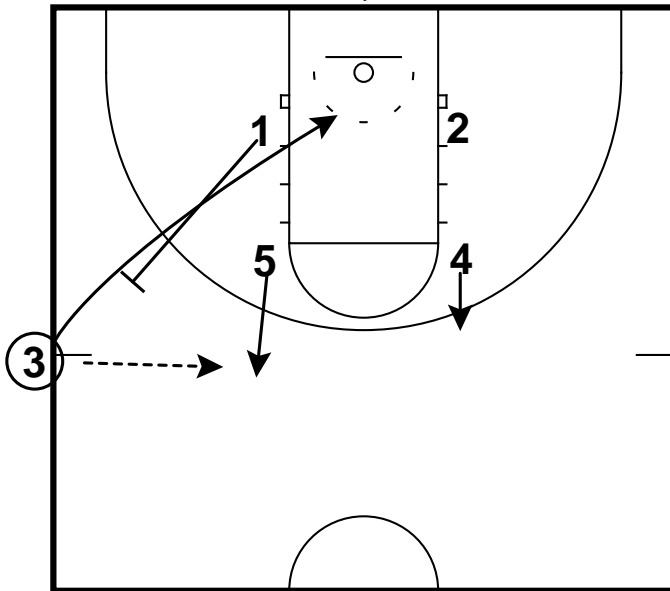
3 cuts in between 4 and 5 to the left wing.

1 passes to 3 for a shot.

# 2016 Late Game Situations

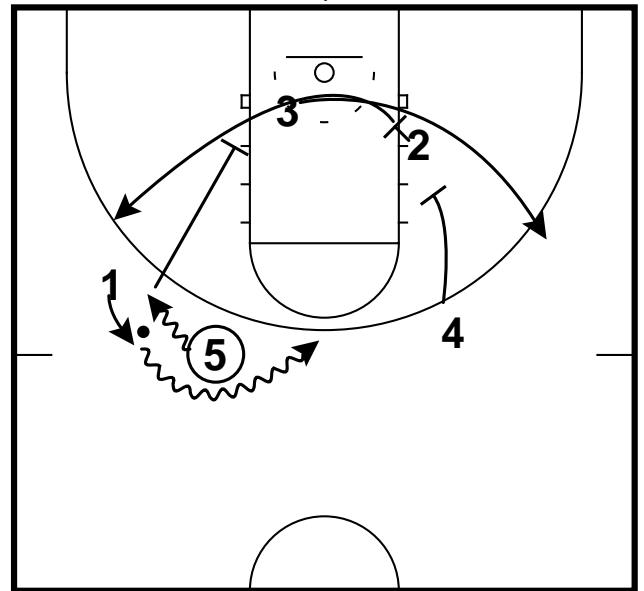
## Low Clock SLOB

SOB Triple



3 hits 5 1 backscreens 3 5 dribble hand-off to 1 and rolls

SOB Triple

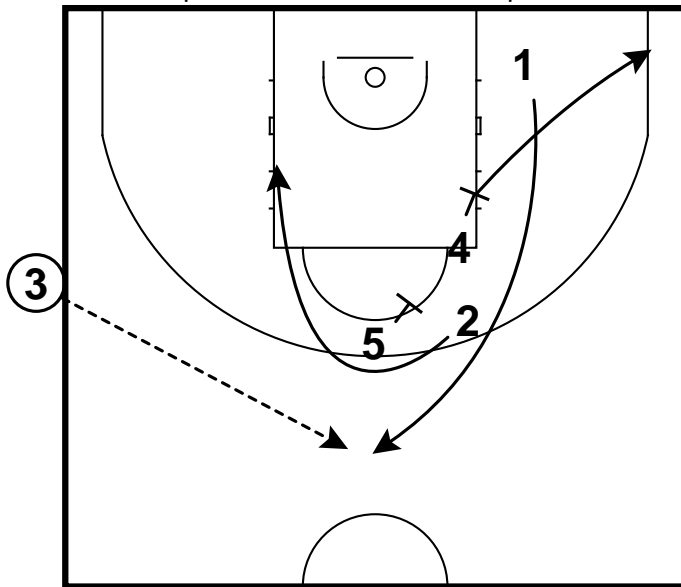


2/4 stagger 3 2 goes out opposite

# 2016 Late Game Situations

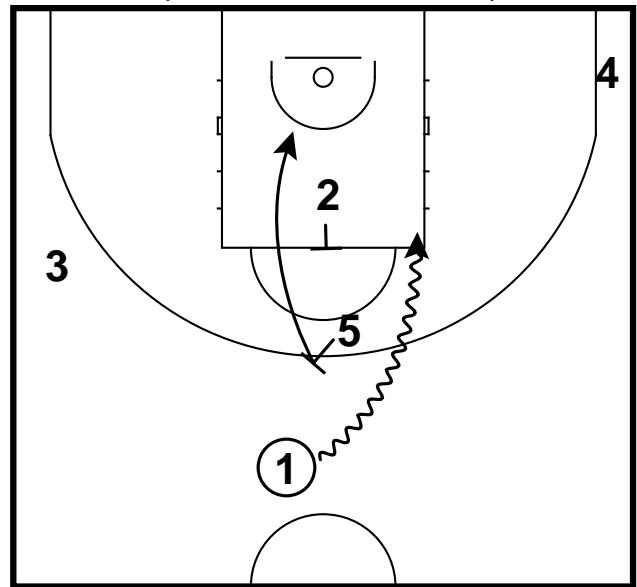
## Low Clock SLOB

Spain - EOG SLOB PNR Rip



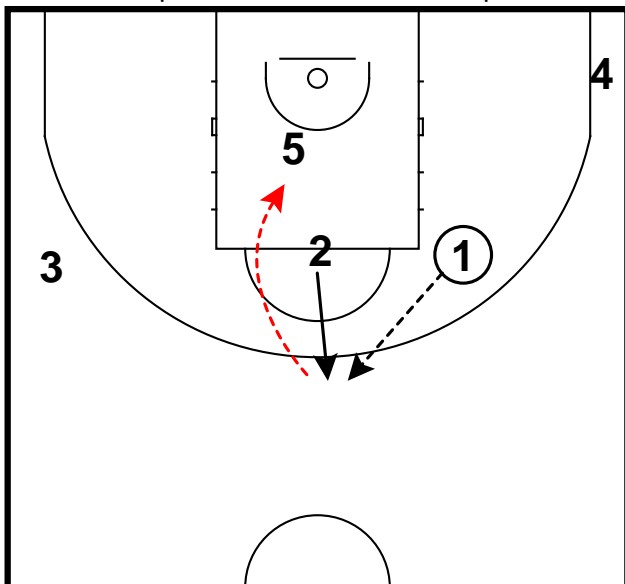
- 2 curls around 5.
- 4 & 5 screen for 1.
- 3 passes to 1.
- 4 cuts to the corner.

Spain - EOG SLOB PNR Rip



- 1 turns the corner on the ball screen from 5.
- 2 sets a back screen on x5 to free up 5 for the roll.

Spain - EOG SLOB PNR Rip

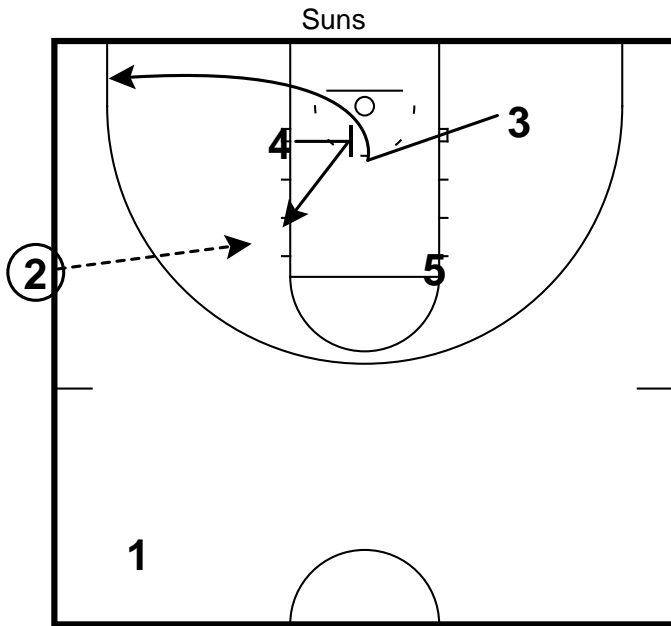


### Pop Option

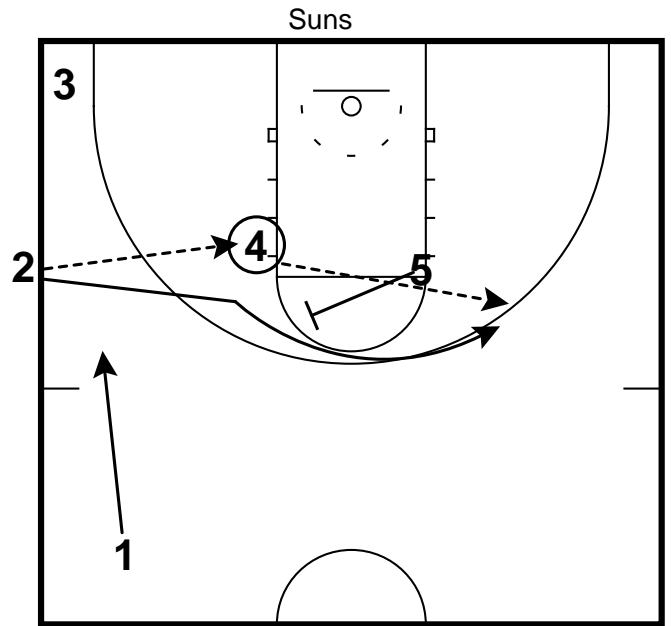
- If nothing is available on the ball screen, 2 pops up top to receive the pass from 1.
- 2 passes inside to 5 for a post up.

# 2016 Late Game Situations

## Low Clock SLOB

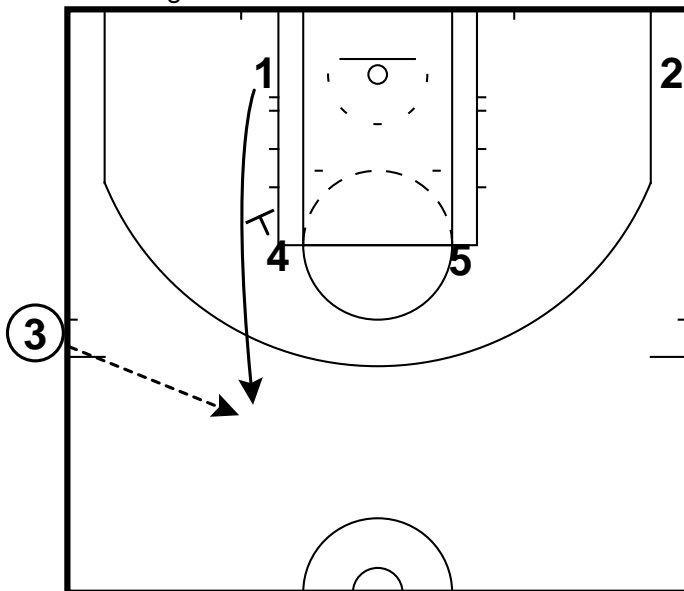


Shooter takes ball out. 4 flex screens for 3 and flashes back for the ball. 1 is pressure release.



5 sets flair screen for 2, 1 fills behind for catch and shoot. 5 can dive to basket after flair screen if 3 isn't needed.

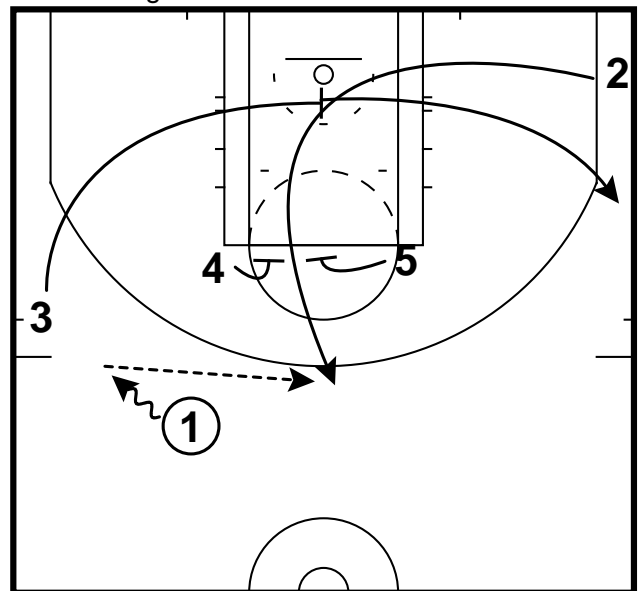
Washington Wizards - EOG SLOB Elevator



1 cuts off of the screen from 4.

3 passes to 1.

Washington Wizards - EOG SLOB Elevator



3 screens for 2 then continues to cut to perimeter.

4 & 5 set an elevator screen for 2.

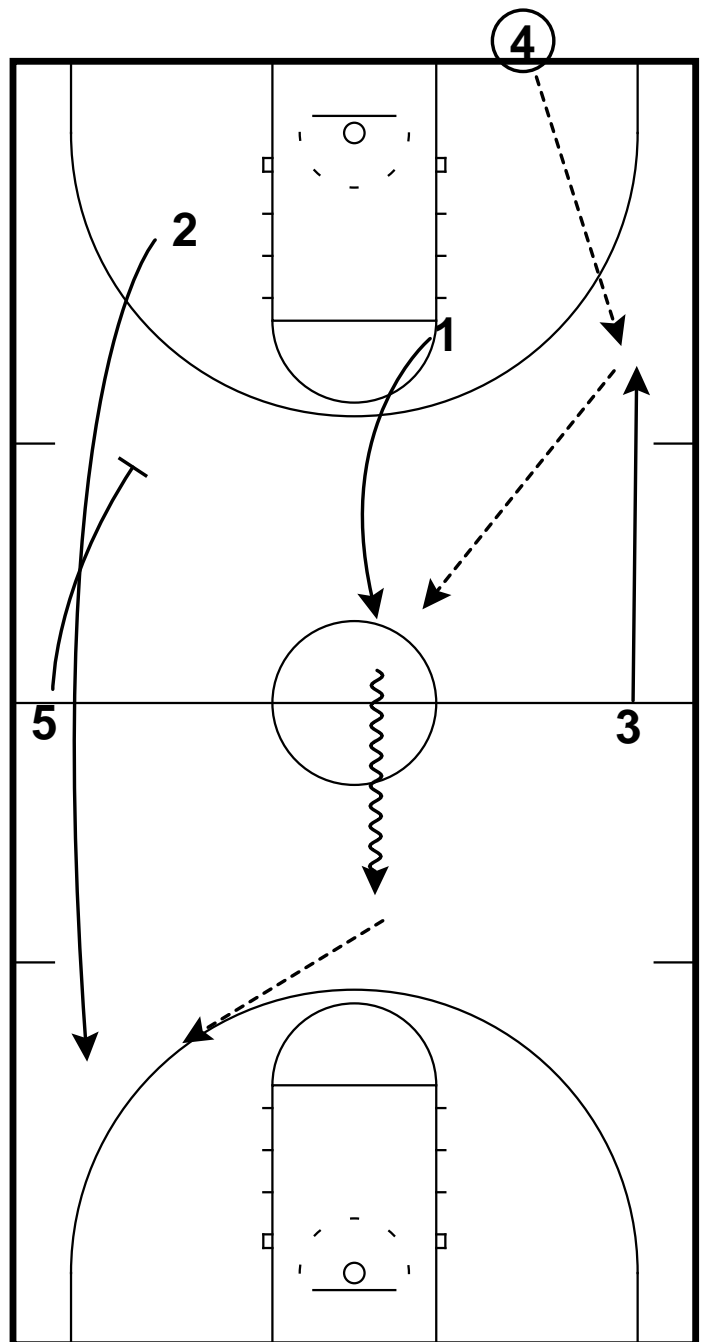
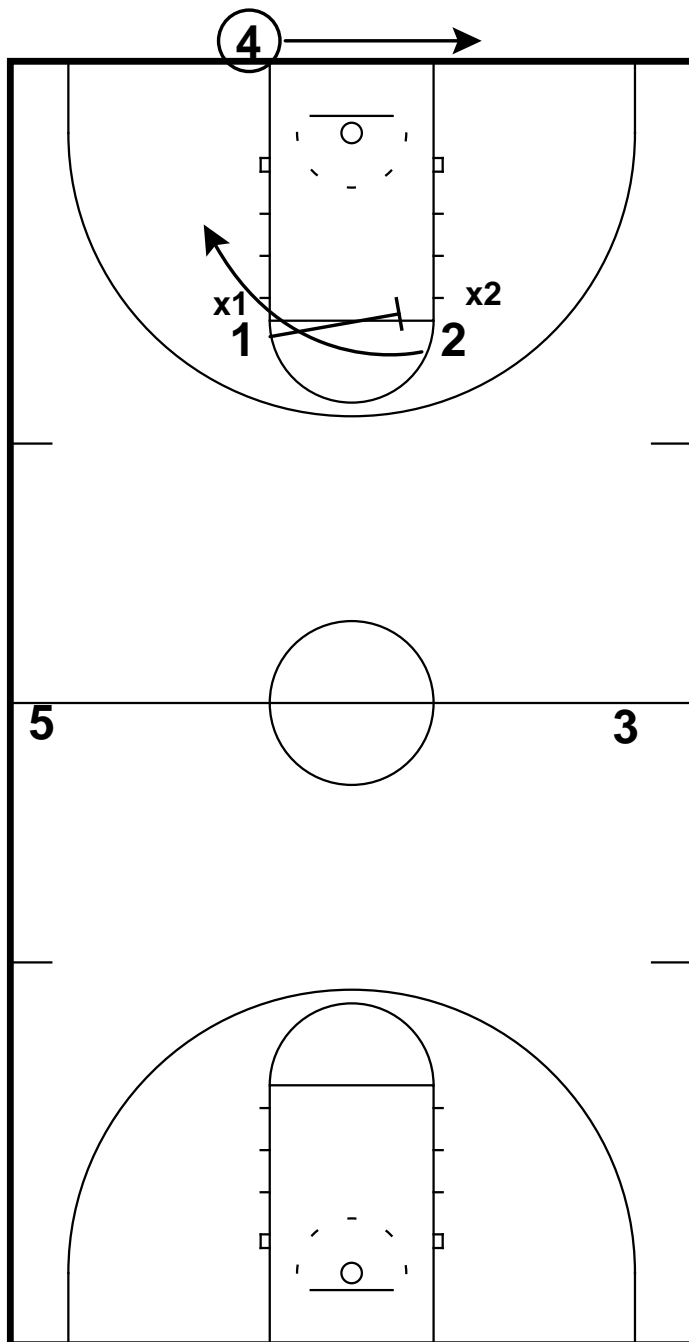
1 passes to 2 for the shot.

# 2016 Late Game Situations

## Full Court

4 seconds

4 seconds



1 and 4 go at same time. 1 set screen for 2 who comes off screen hard towards baseline, plants and goes.

3 sprints to meet pass above 3 point line extended. 1 sets screen for 2 and sprints up middle of the court. 5 head hunts for 2's defense.

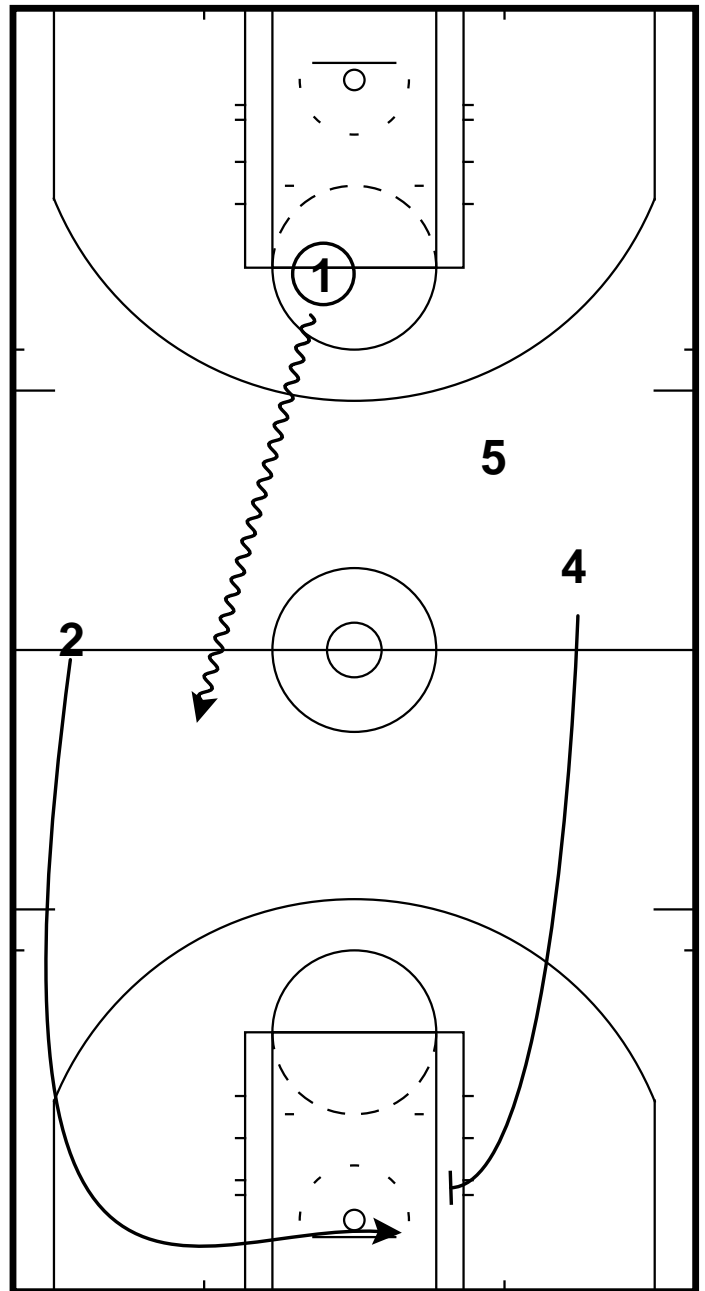
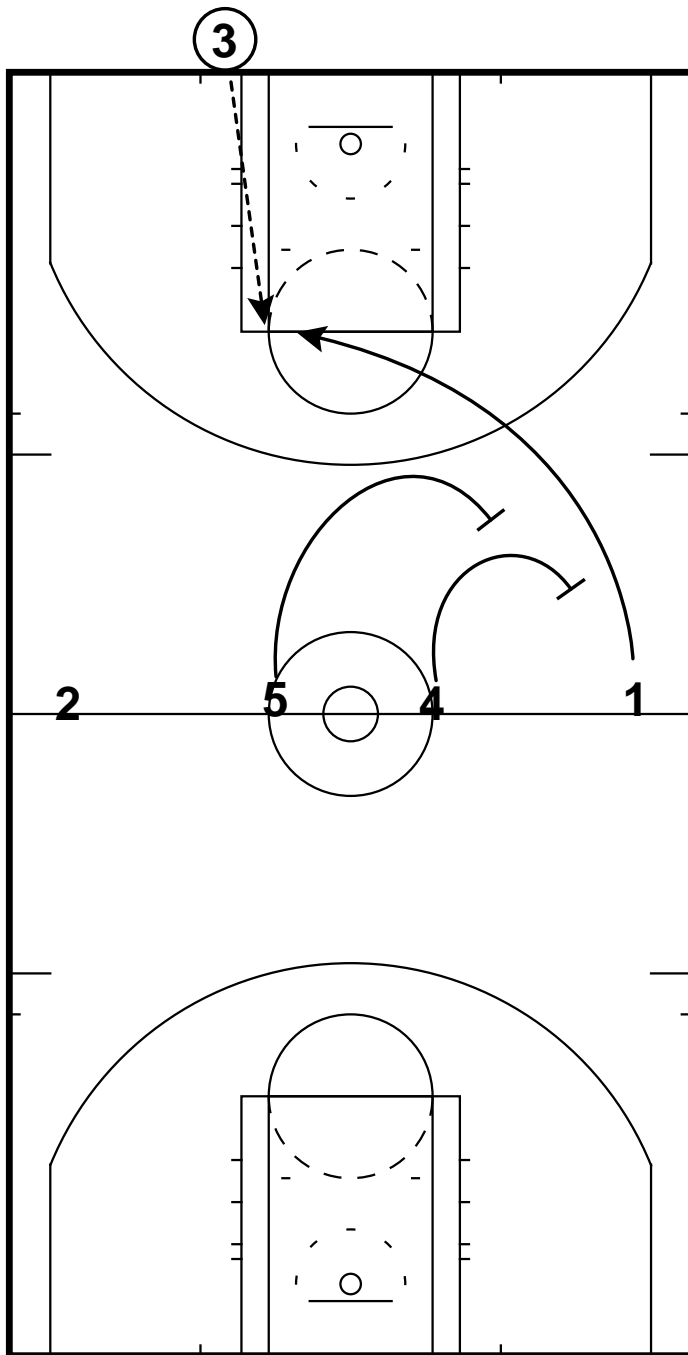


# 2016 Late Game Situations

## Full Court

6 Seconds

6 Seconds



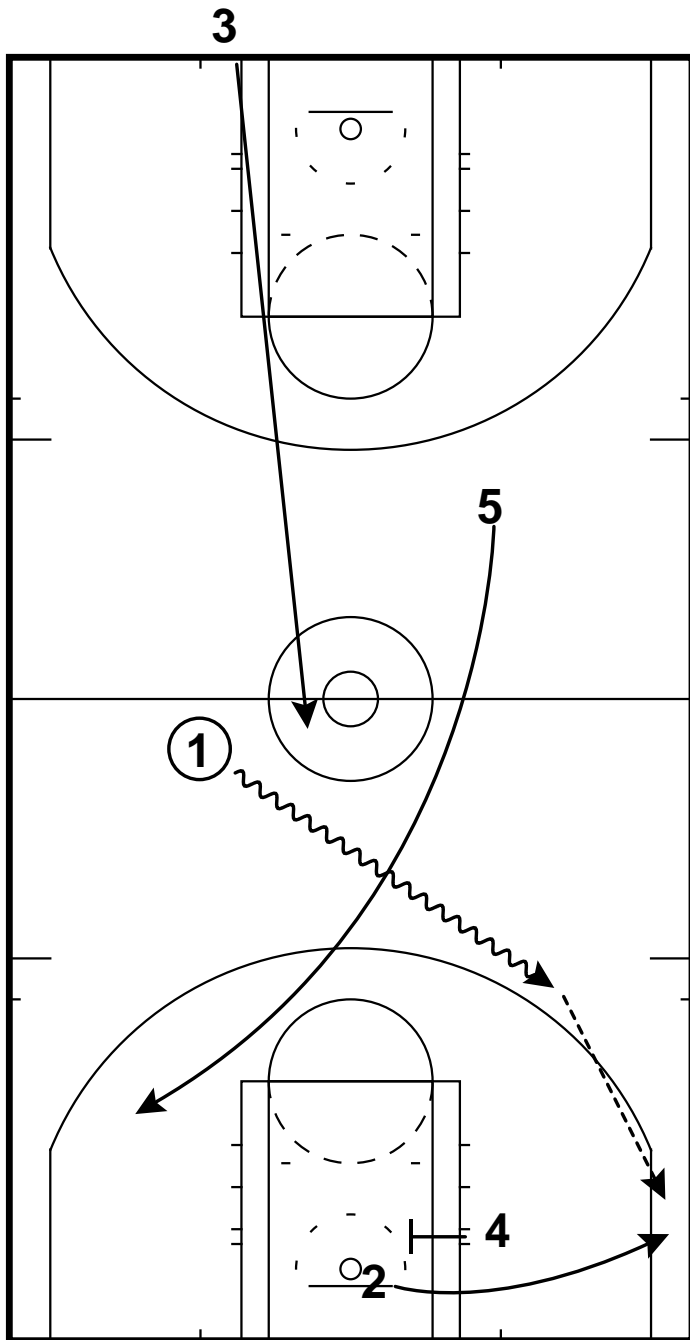
4 and 5 loop around and screen for 1  
 1 cuts hard to the ball  
 3 pass to 1

1 dribbles the ball down the court  
 2 sprints down the floor and then waits under the basket  
 4 sprints down to set a screen for 2

# 2016 Late Game Situations

## Full Court

6 Seconds



Timing is key:

1 dribbles across the court as 5 runs in front as an interference cut

While that action happens, 4 screens in for 2

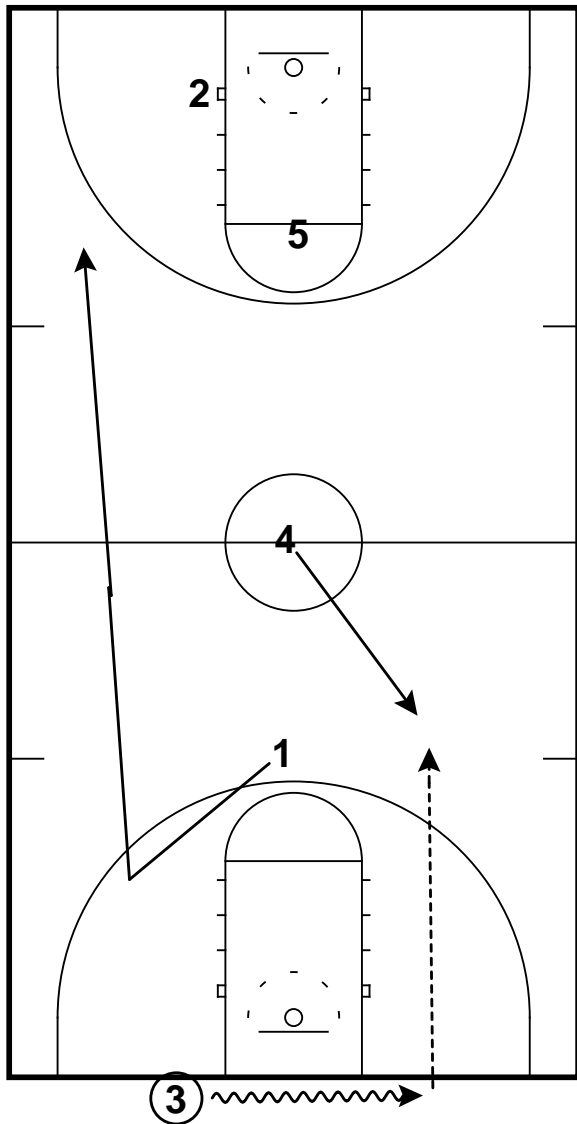
2 uses the screen and cuts out to the corner

1 passes to 2

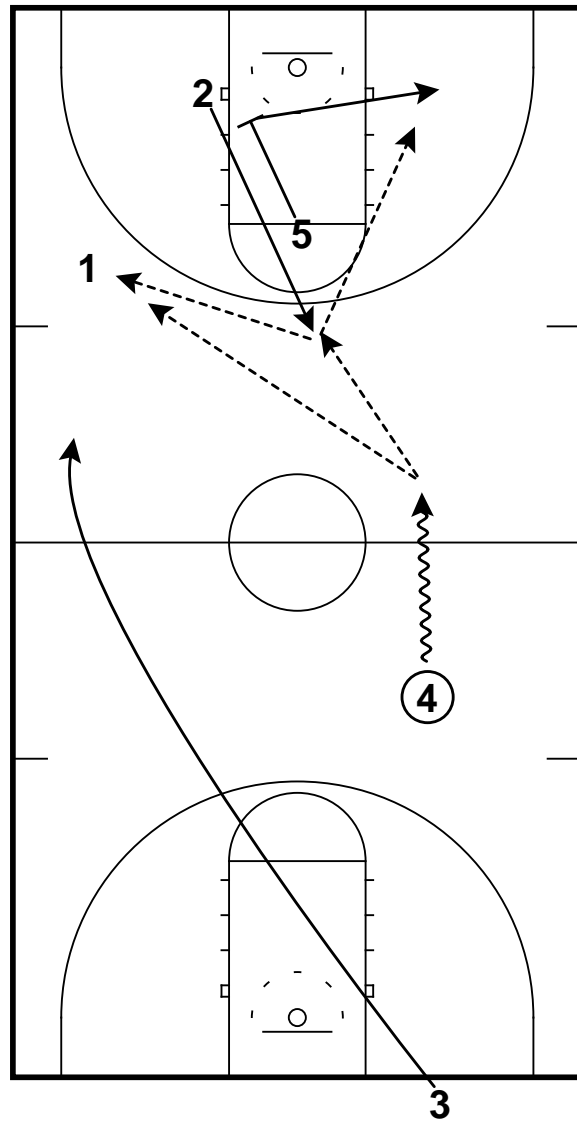
# 2016 Late Game Situations

## Full Court

Boston



Boston



1 break to the ball then go long, 3 run baseline and pass to 4

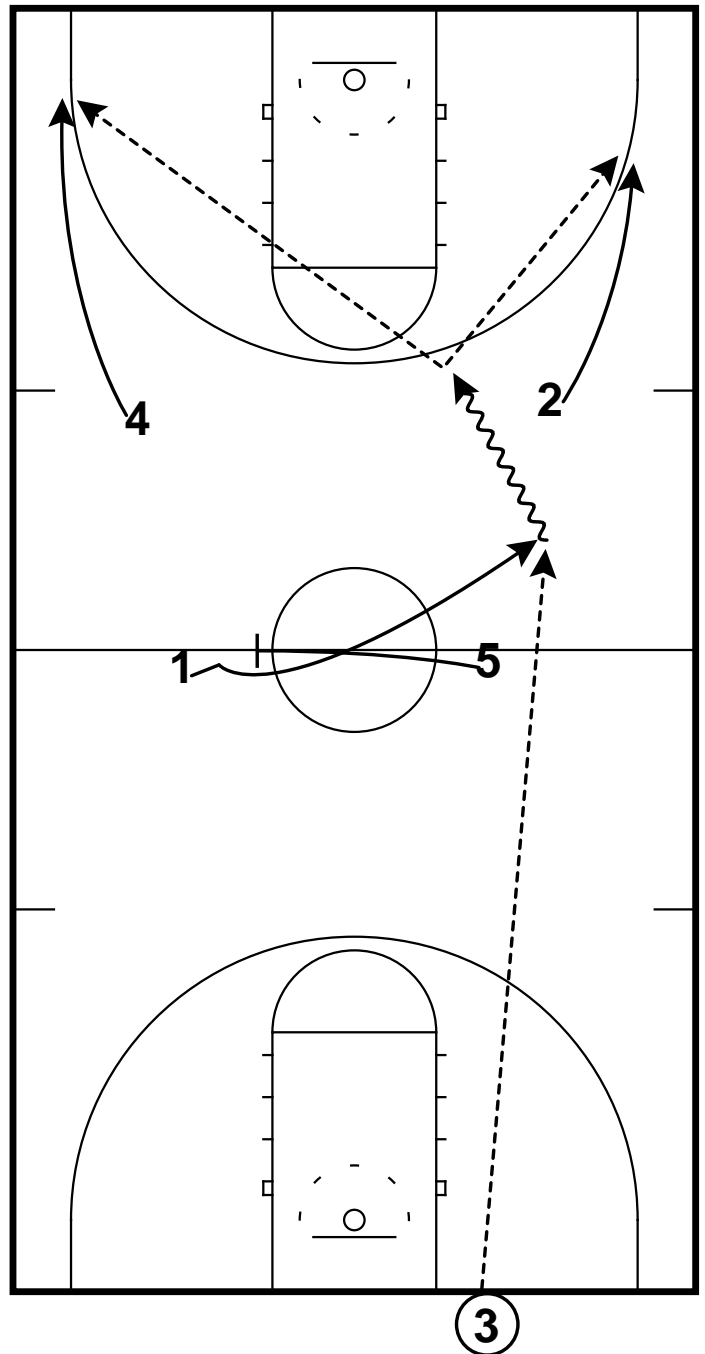
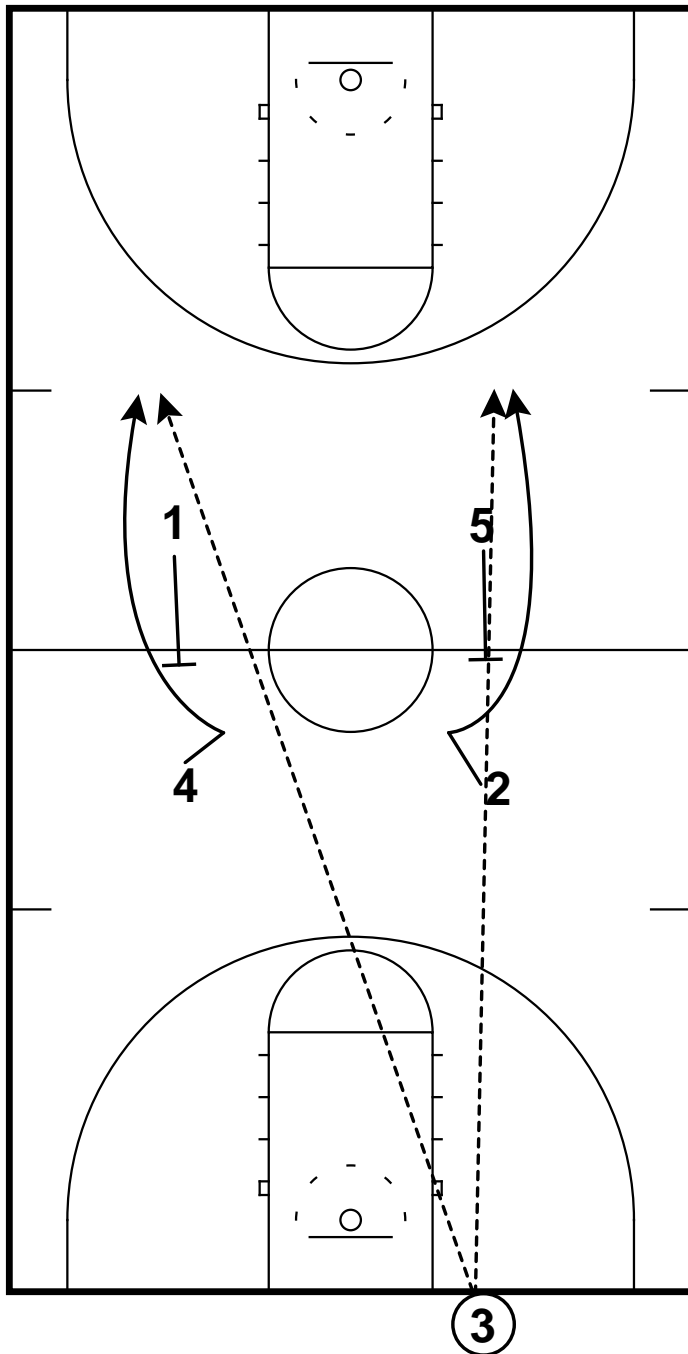
4 push the ball looking for 2 coming to top of key off screen from 5, when 2 receives pass look to score, hit 1 on wing or 5 in short corner

# 2016 Late Game Situations

## Full Court

Double Up

Double Up



In this play, 1 and 5 both screen up for 4 and 2.

4 and 2 jab middle then cut around the screens up the floor.

3's first look is to hit 4 or 2 for a shot.

If neither 4 or 2 are open, 5 screens across for 1.

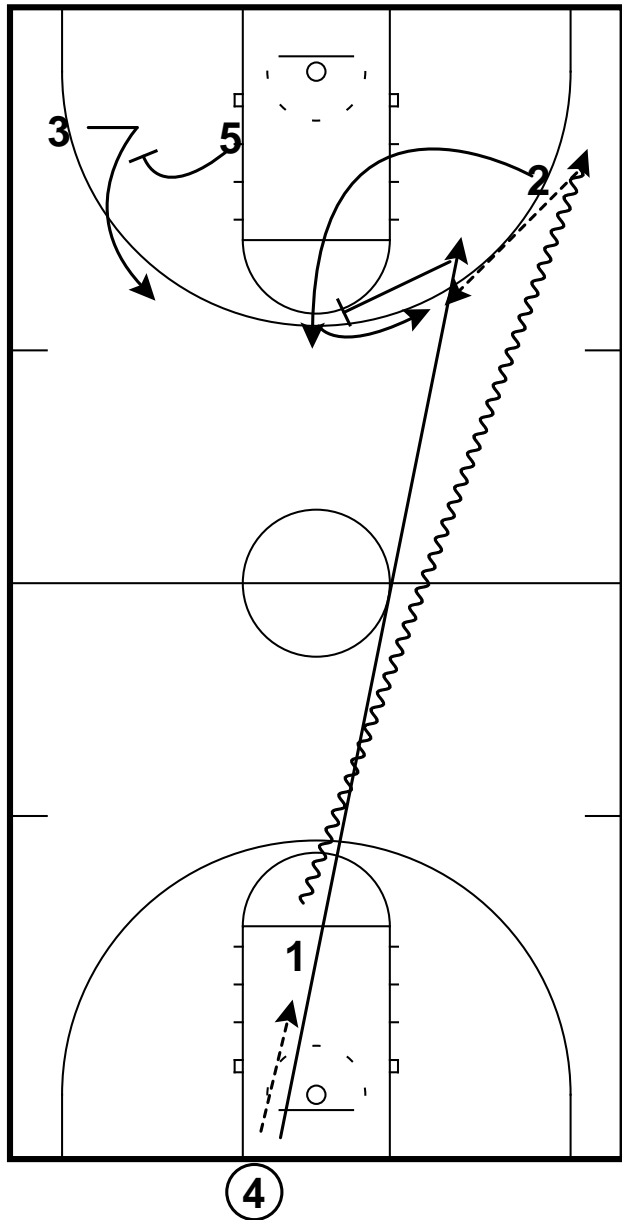
3 hits 1 cutting across the floor.

1 can look to drive and pull up for a shot or kick out to 4 or 2 on the wings.

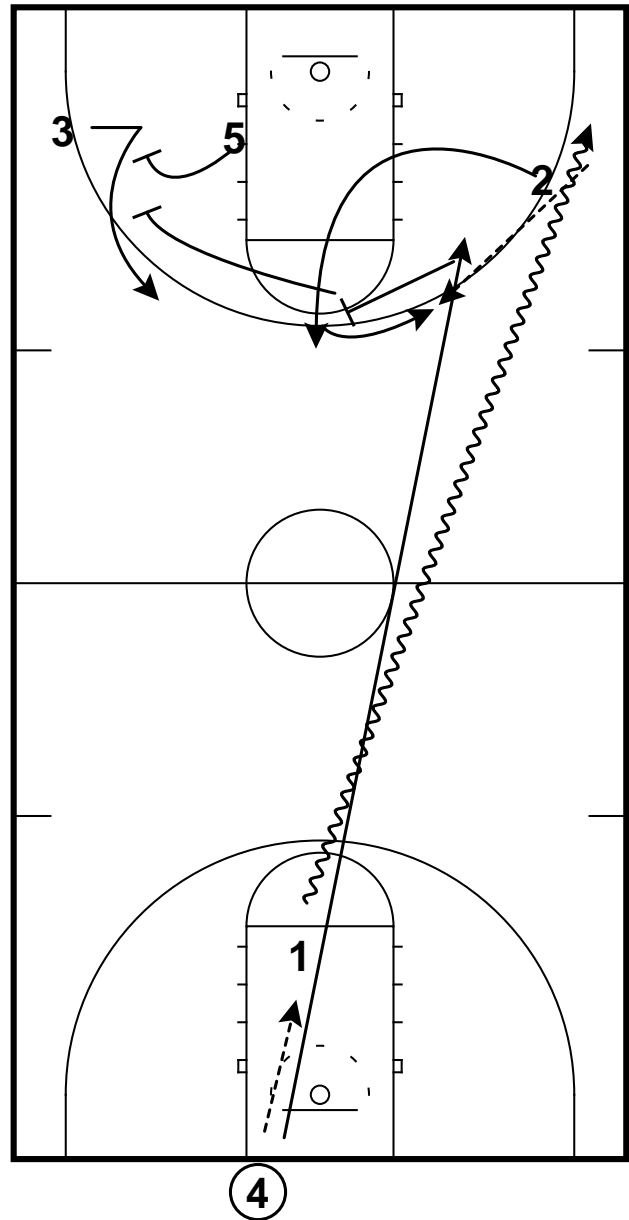
# 2016 Late Game Situations

## Full Court

Hoo 3



Hoo 3



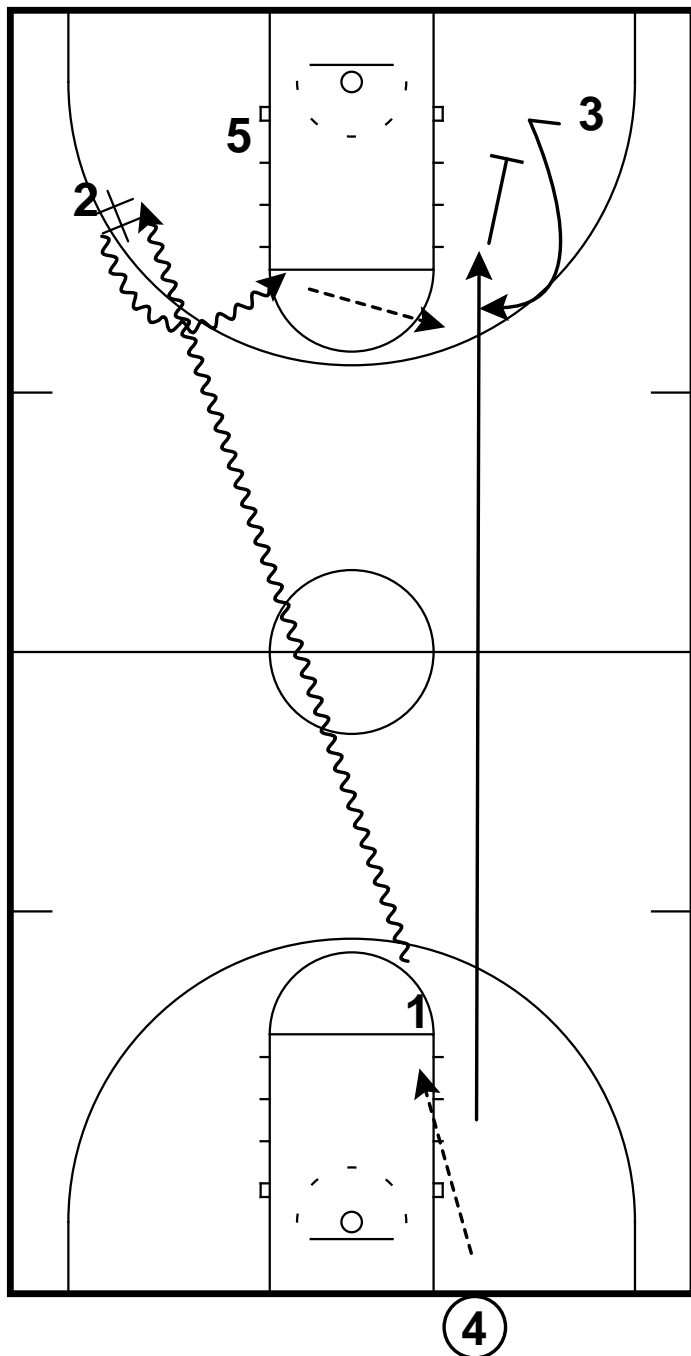
- 4 passes to the 1
- 1 dribbles length of the floor below the free throw line and dribbles 2 thru to top of key
- 4 follows and fakes setting ball screen for 1
- 4 screens for 2 coming back to the ball (4 can pop or roll depending on if we need a 2 or 3)
- 1 passes to 2
- 5 screens 3 to the weakside wing (OPTION 2)

- 4 passes to the 1
- 1 dribbles length of the floor and dribbles 2 thru to top of key
- 4 follows and fakes setting ball screen for 1
- 4 screens for 2 and then 4, 2, and 5 set a triple screen for 3 for shot

# 2016 Late Game Situations

## Full Court

Hoo 8



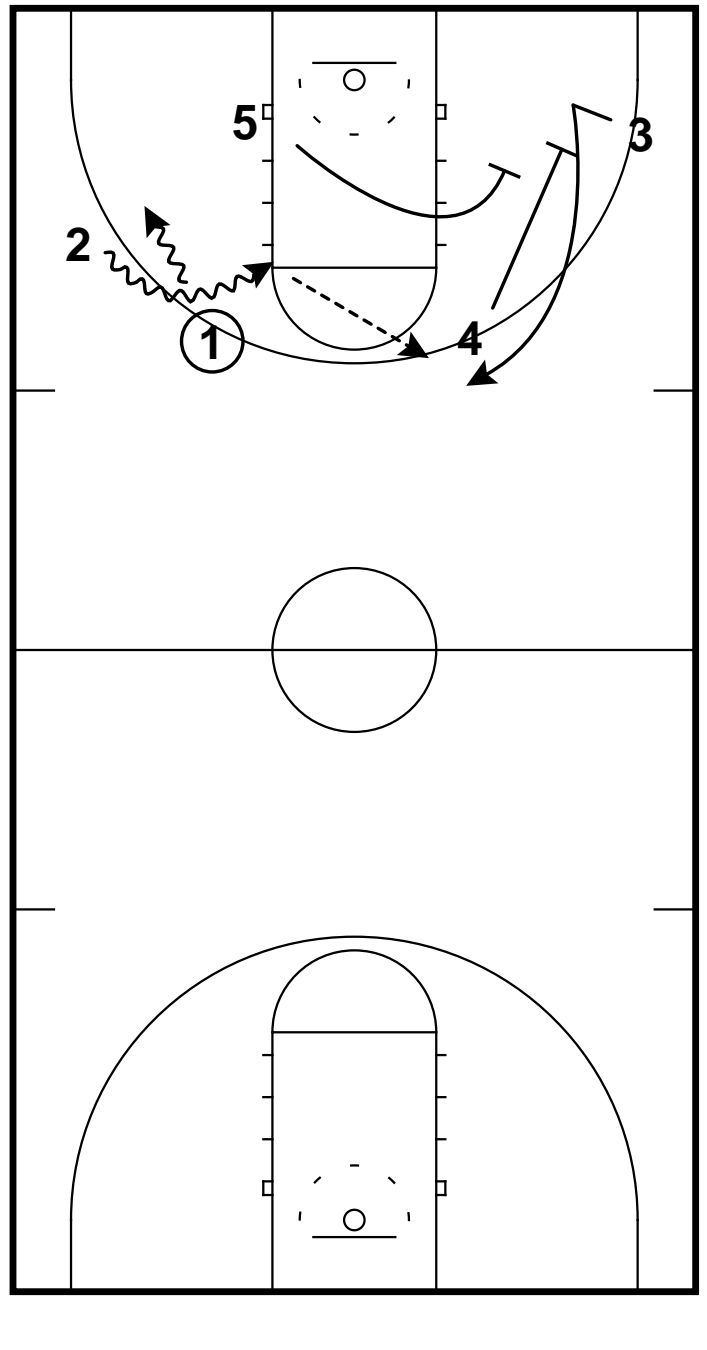
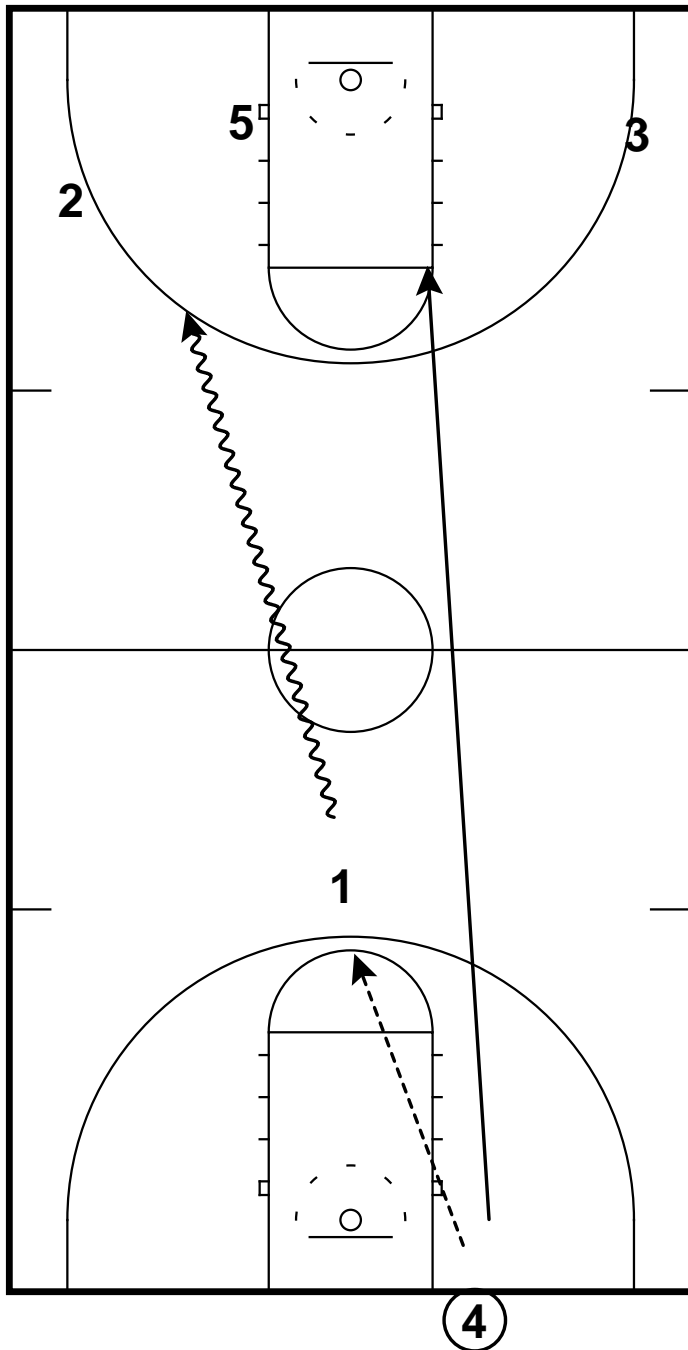
- late game-need a 2
- 4 inbounds to 1
- 1 dribbles at 2 for handoff
- 4 screens for 3

# 2016 Late Game Situations

## Full Court

Hoo 9

Hoo 9



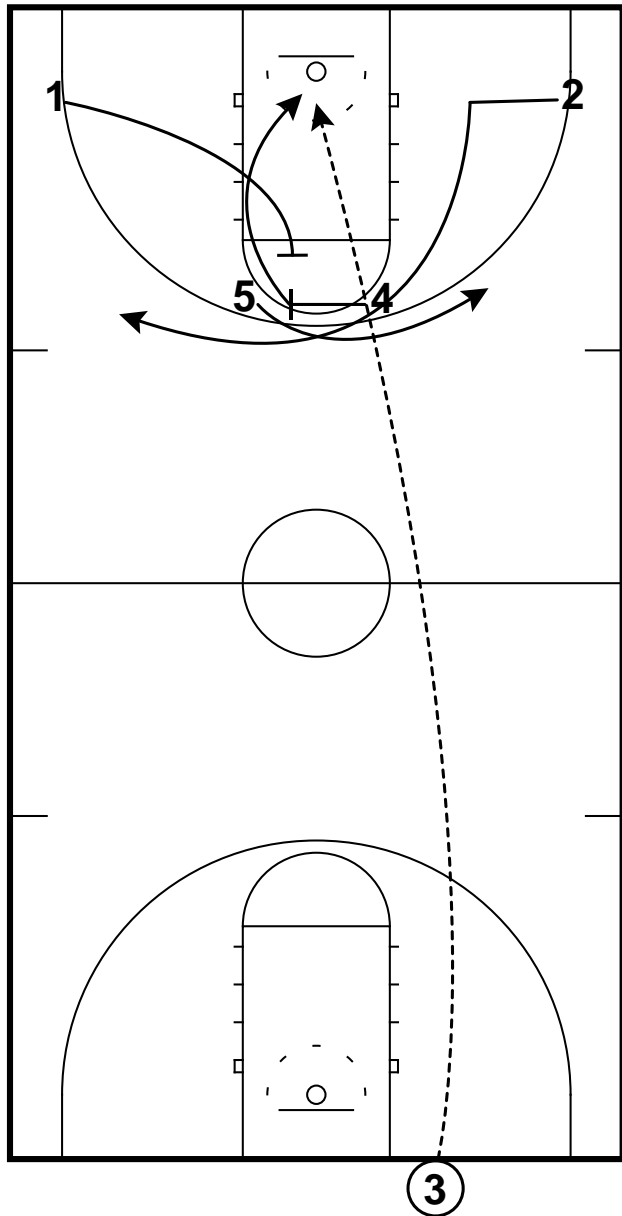
\*\*late game-need a 3  
- 4 enters to 1 and 1 dribbles hard up floor at 2

- 1 hands off to 2 and 5 and 4 set 3 a double staggered screen  
- 2 to 3 for shot

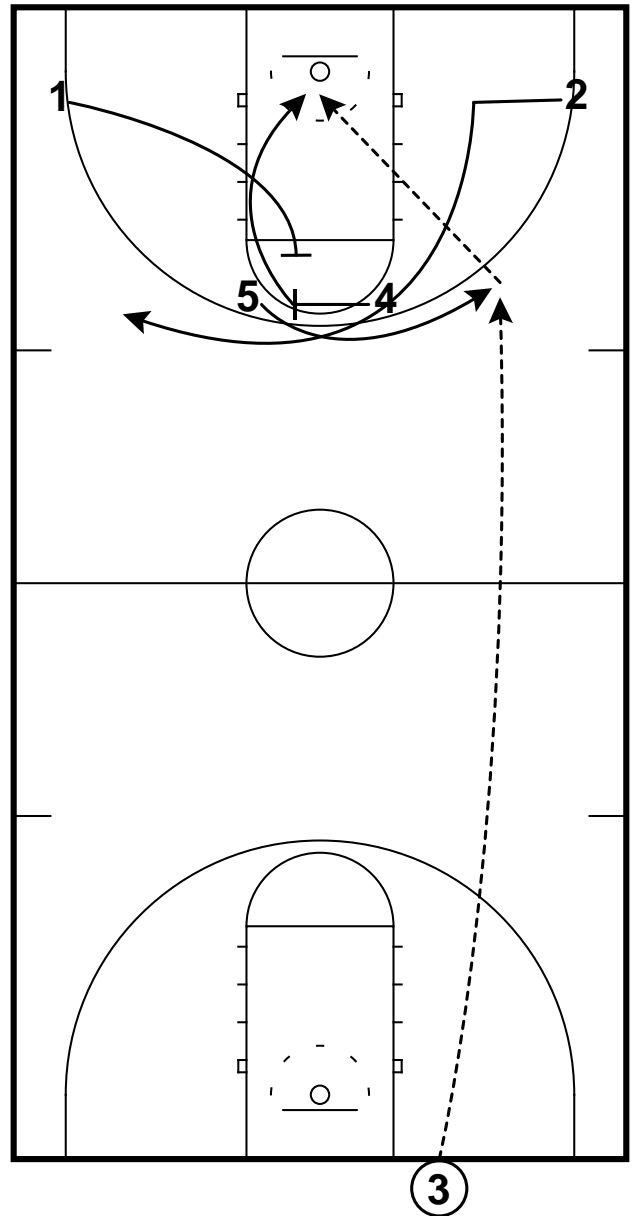
# 2016 Late Game Situations

## Full Court

Horns Last Second Lob



Horns Last Second Lob



This option is similar to the last, but instead of popping up after the screen 4 cuts to the basket off of a back-screen from 1.

3 looks to hit 4 with a lob pass at the basket.

This play is great to use if there is 1 second or less on the clock.

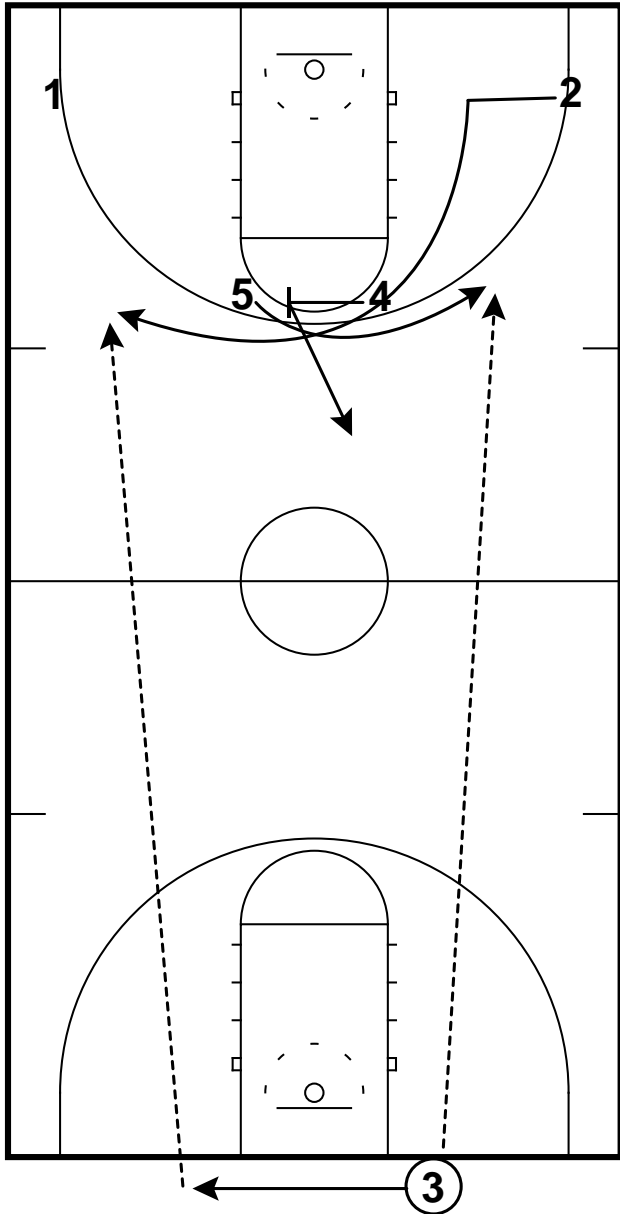
If there is more time on the clock, 3 can pass to 5 on the wing who looks for 4 on the lob.



# 2016 Late Game Situations

## Full Court

### Horns Post Cross



4 steps across the top of the key to screen for 5.

5 cuts to the right wing.

Right as 5 is clearing the screen, 2 rubs over the top to the left wing.

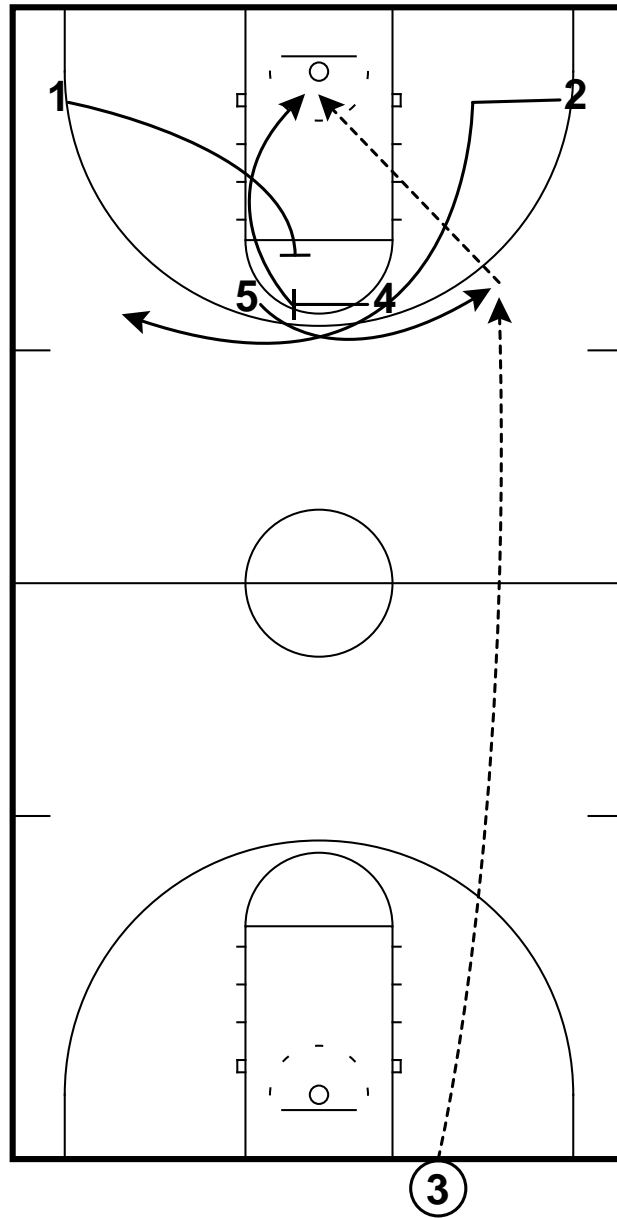
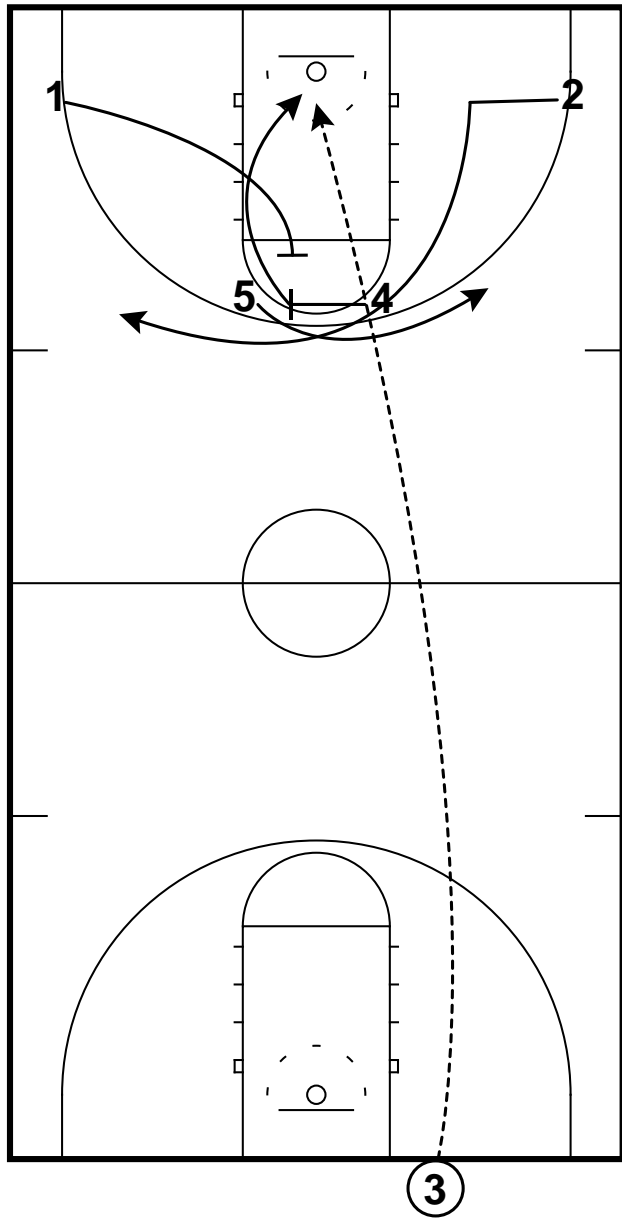
3 looks to pass to 5 or 2 for a last-second shot.

# 2016 Late Game Situations

## Full Court

Indiana Full Court Horns Last Second Lob

Indiana Full Court Horns Last Second Lob



This option is similar to the last, but instead of popping up after the screen 4 cuts to the basket off of a back-screen from 1.

If there is more time on the clock, 3 can pass to 5 on the wing who looks for 4 on the lob.

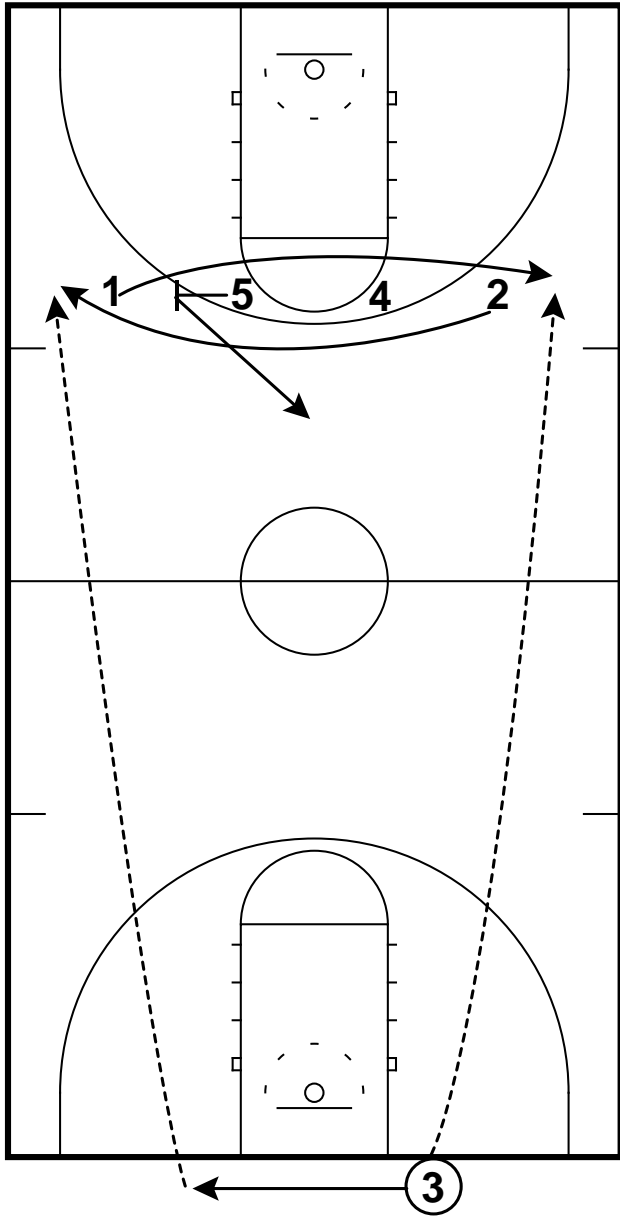
3 looks to hit 4 with a lob pass at the basket.

This play is great to use if there is 1 second or less on the clock.

# 2016 Late Game Situations

## Full Court

### Line Cross



5 screens for 1 who cuts across the floor to the opposite wing.

2 cuts to the left wing on top of the action from 1 and 5.

After screening for 1, 5 pops up as a passing option.

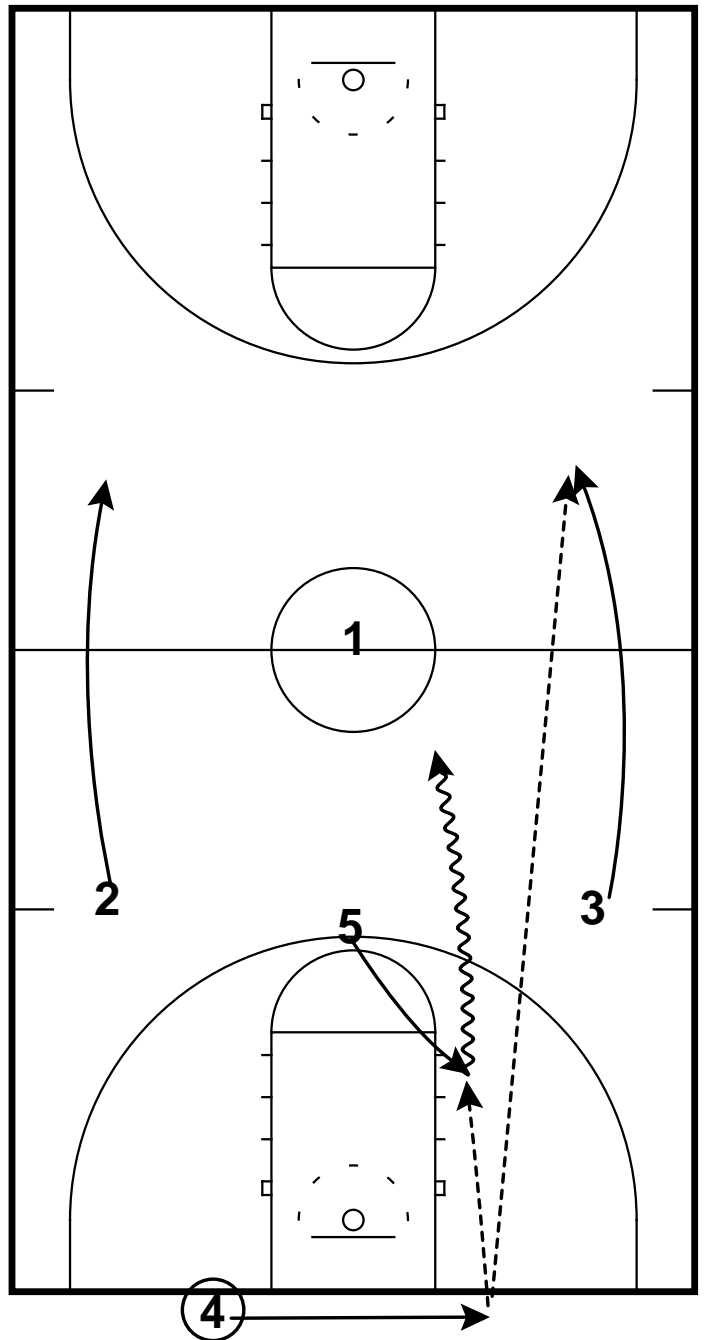
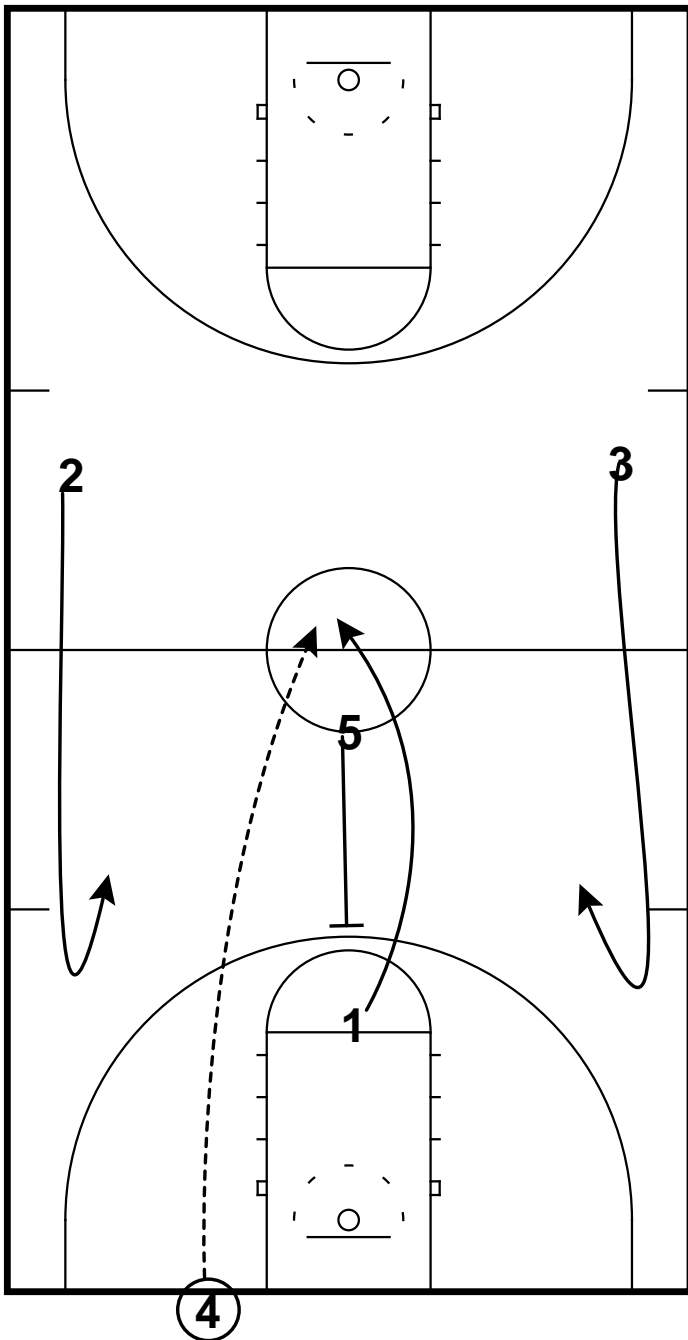
3 looks to pass to 1 on the wing for a shot or to pass to 2 on the opposite side of the floor.

# 2016 Late Game Situations

## Full Court

Mid Court Back Screen

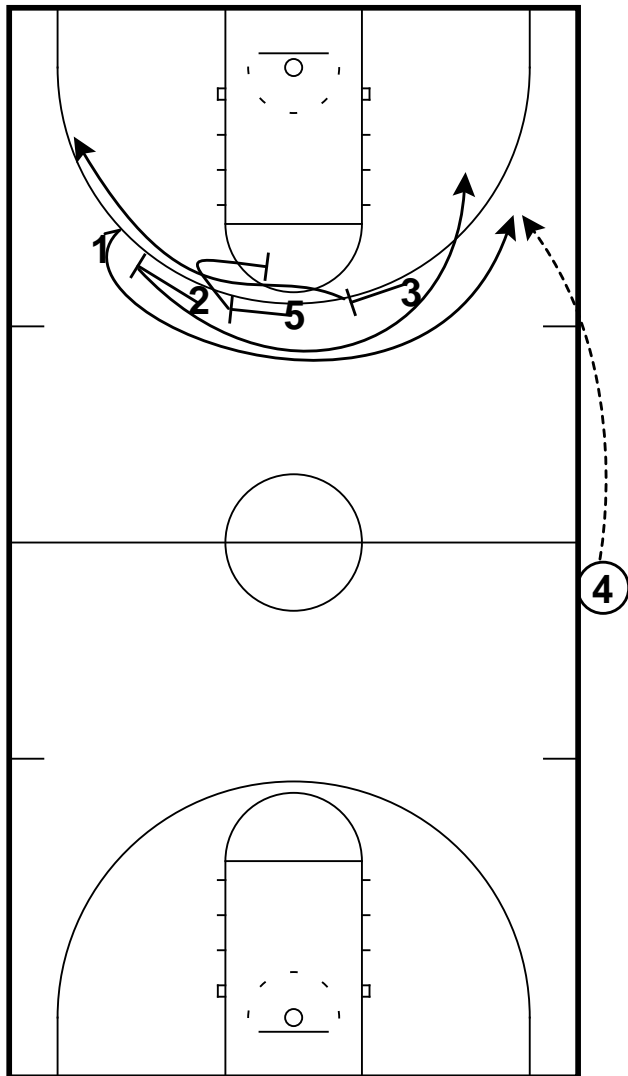
Mid Court Back Screen



# 2016 Late Game Situations

## Full Court

### Stagger Circle



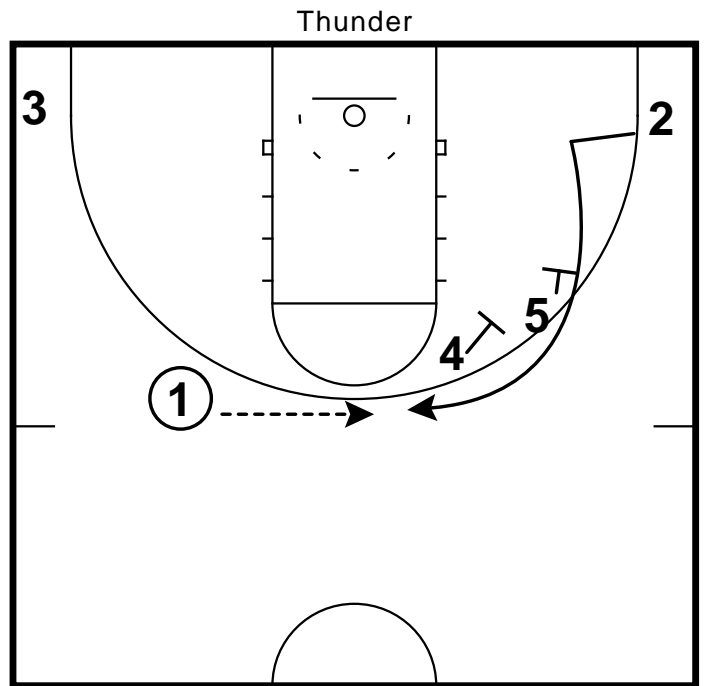
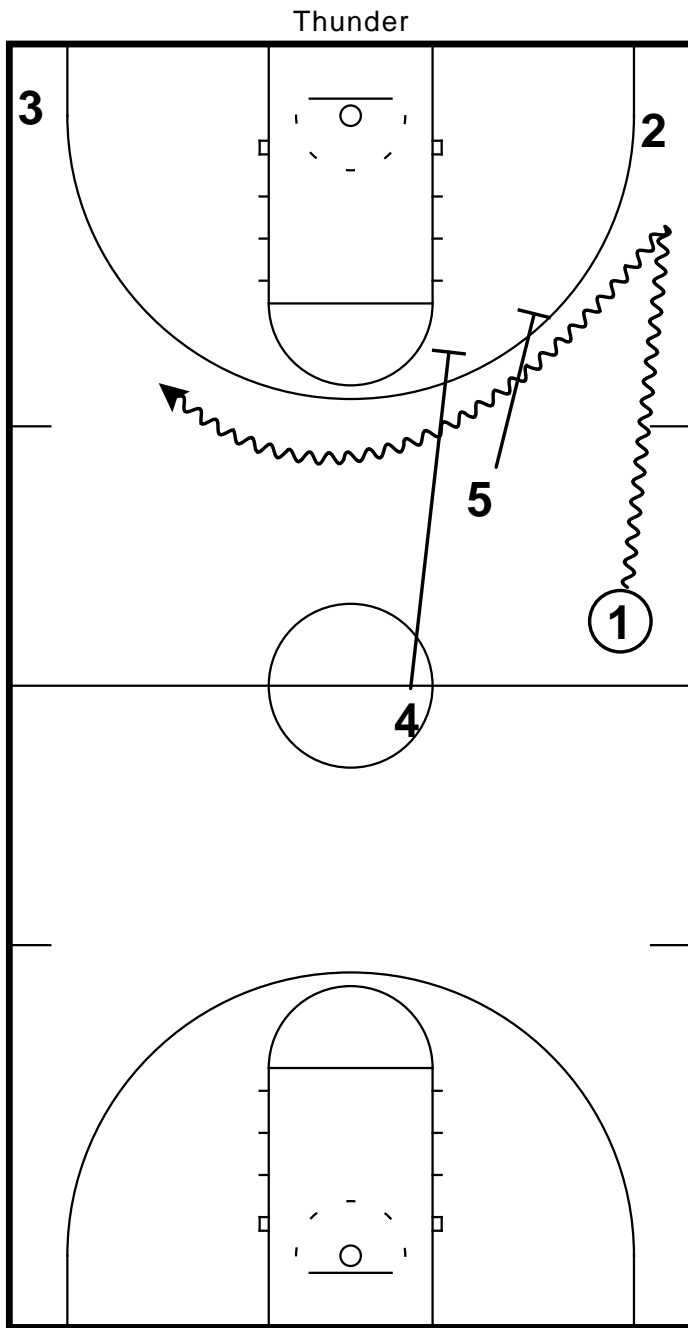
Option 1: 2, 5, and 3 set a screen for 1 who loops around looking for a pass on the right wing.

Option 2: Once 1 clears, 2 cuts off of the screens from 5 and 3.

Option 3: 5 turns and sets a flare-screen for 3 who cuts to the left side of the floor.

# 2016 Late Game Situations

## Full Court

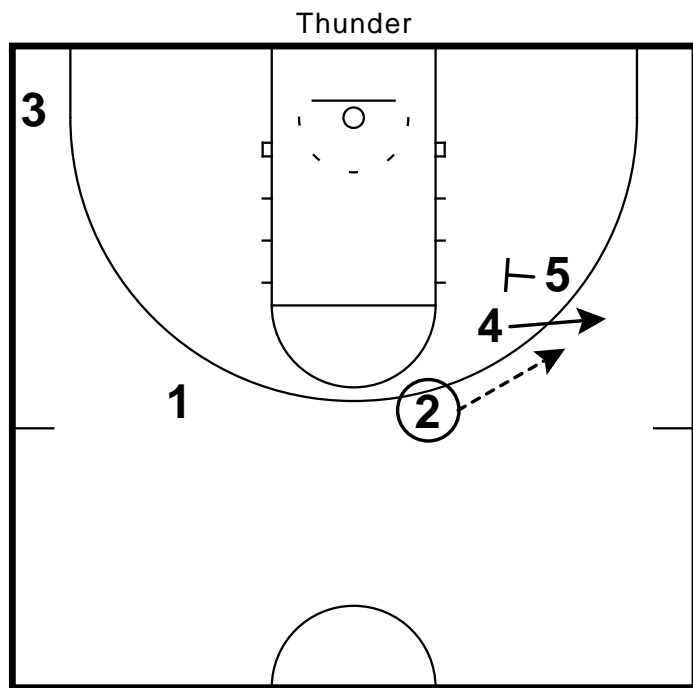


1 can shoot off screens or drag out. 5/4 stagger for 2.

4 & 5 set double ballscreen for 1 coming down on the break.

# 2016 Late Game Situations

## Full Court

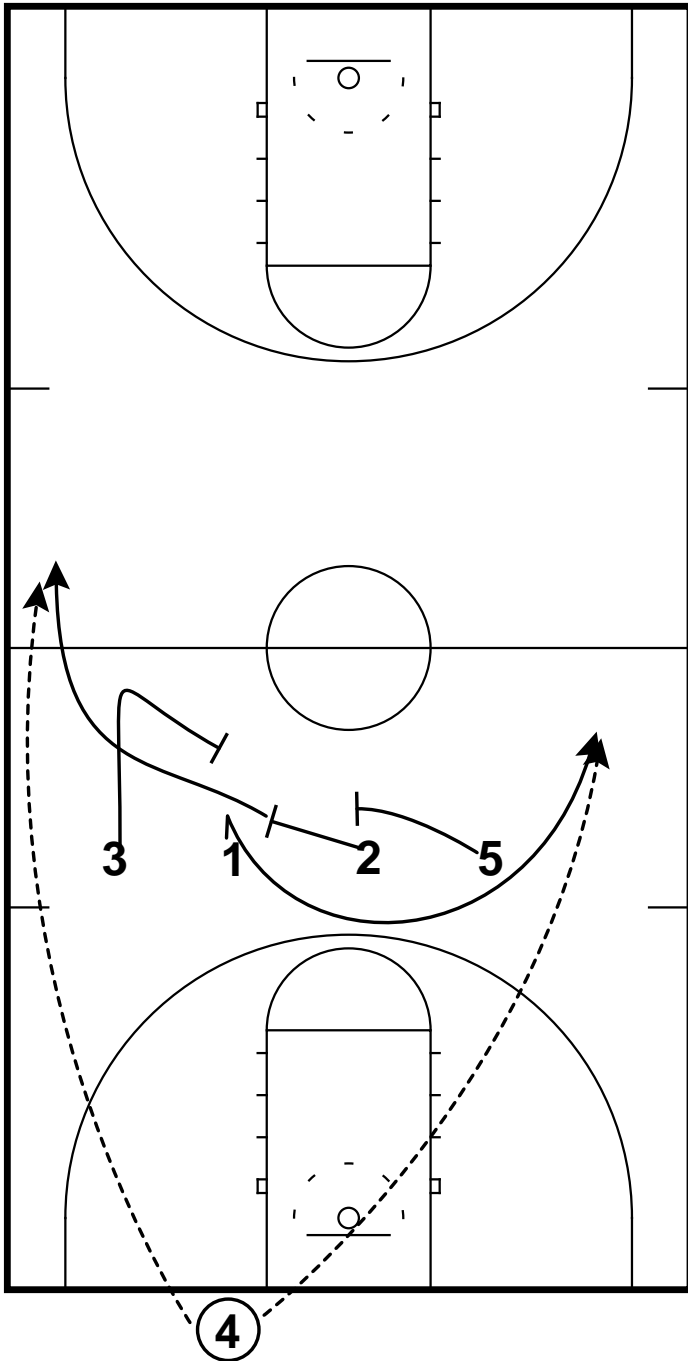


2 has 3FGA or 4 flair off screen from 5.

# 2016 Late Game Situations

## Full Court

### Triple Curve Stagger Line



Option 1: 1 cuts off of the screens from 2 and 5 to catch the ball moving towards the right sideline. 1 calls a timeout.

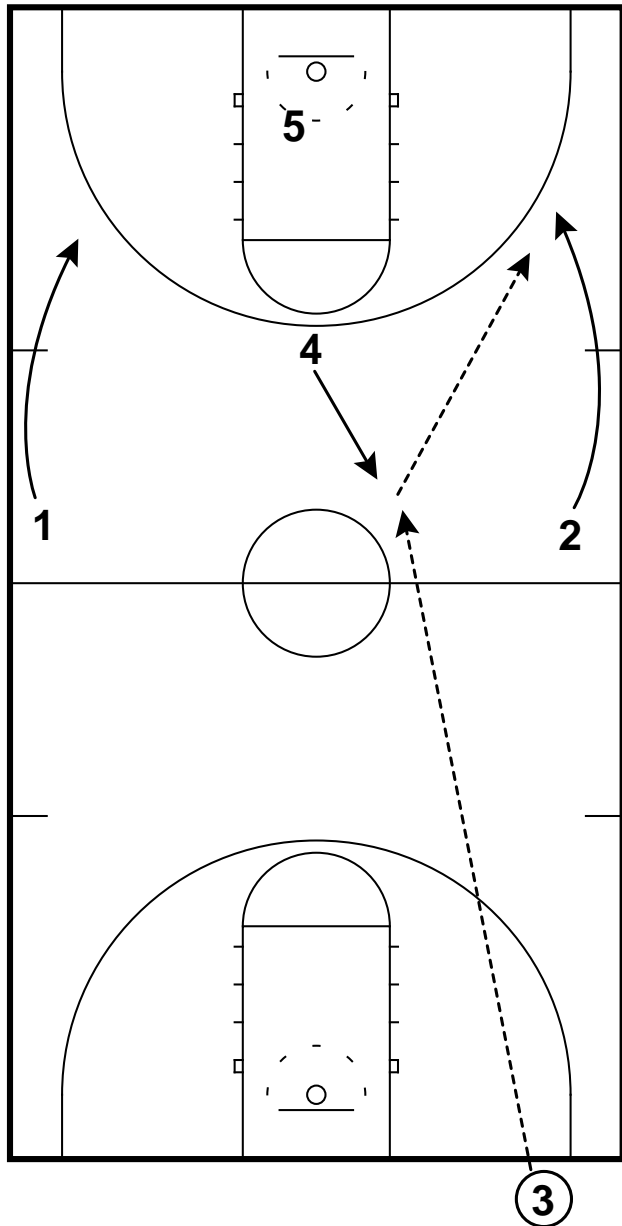
Option 2: 2 cuts up the left sideline off of the screen from 3.



# 2016 Late Game Situations

## Full Court

Valpo

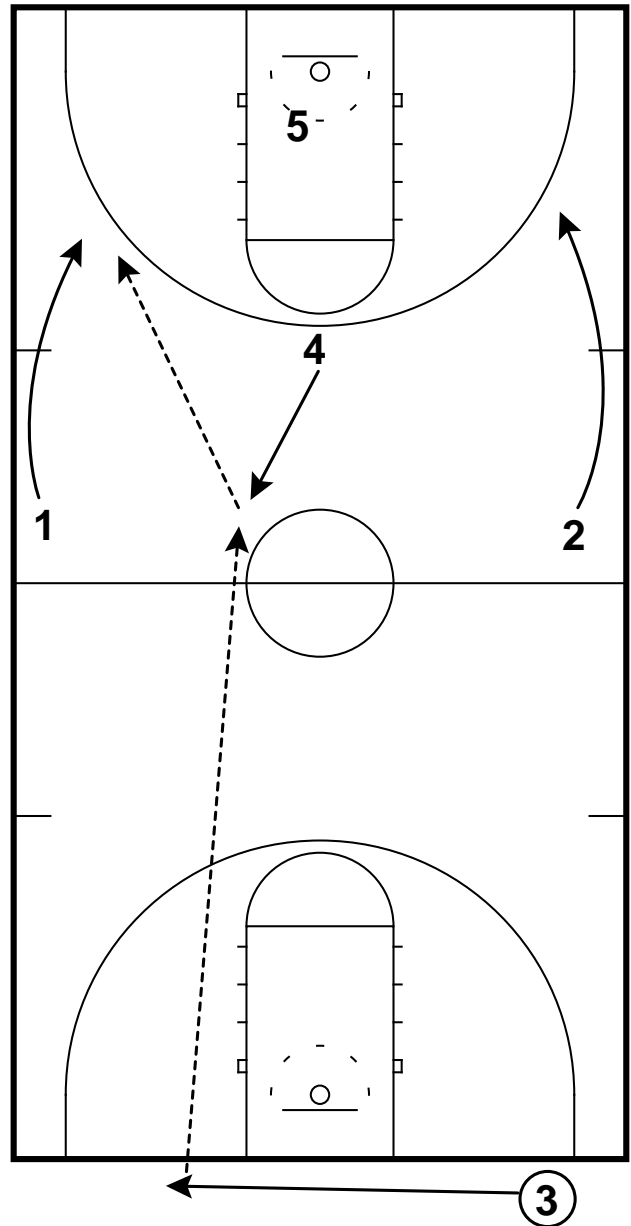


3 needs to throw the ball high to make sure the defenders do not intercept the pass.

If needed, 3 can run the baseline to open up a passing angle.

4 catches the ball and tips it to 2 for the game-winning shot.

Valpo



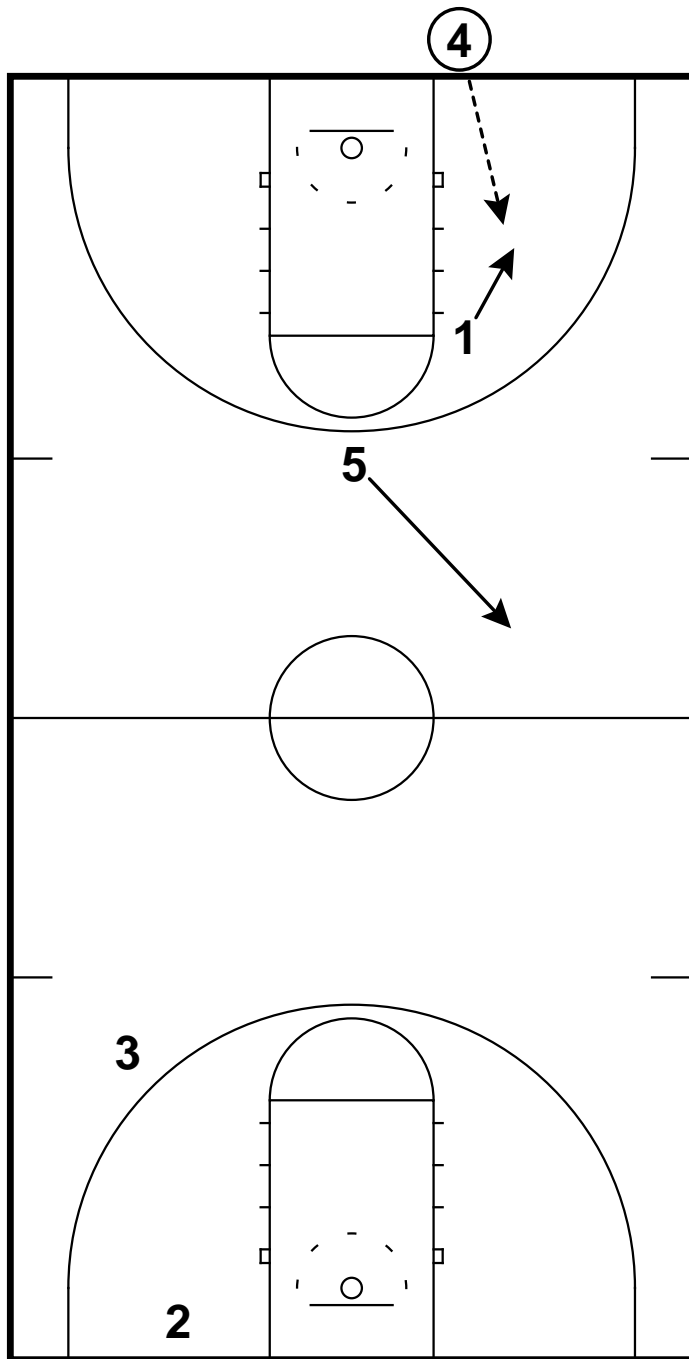
In this option, 3 runs the baseline to throw the pass to 4.

4 tips the ball to 1 who takes the shot.

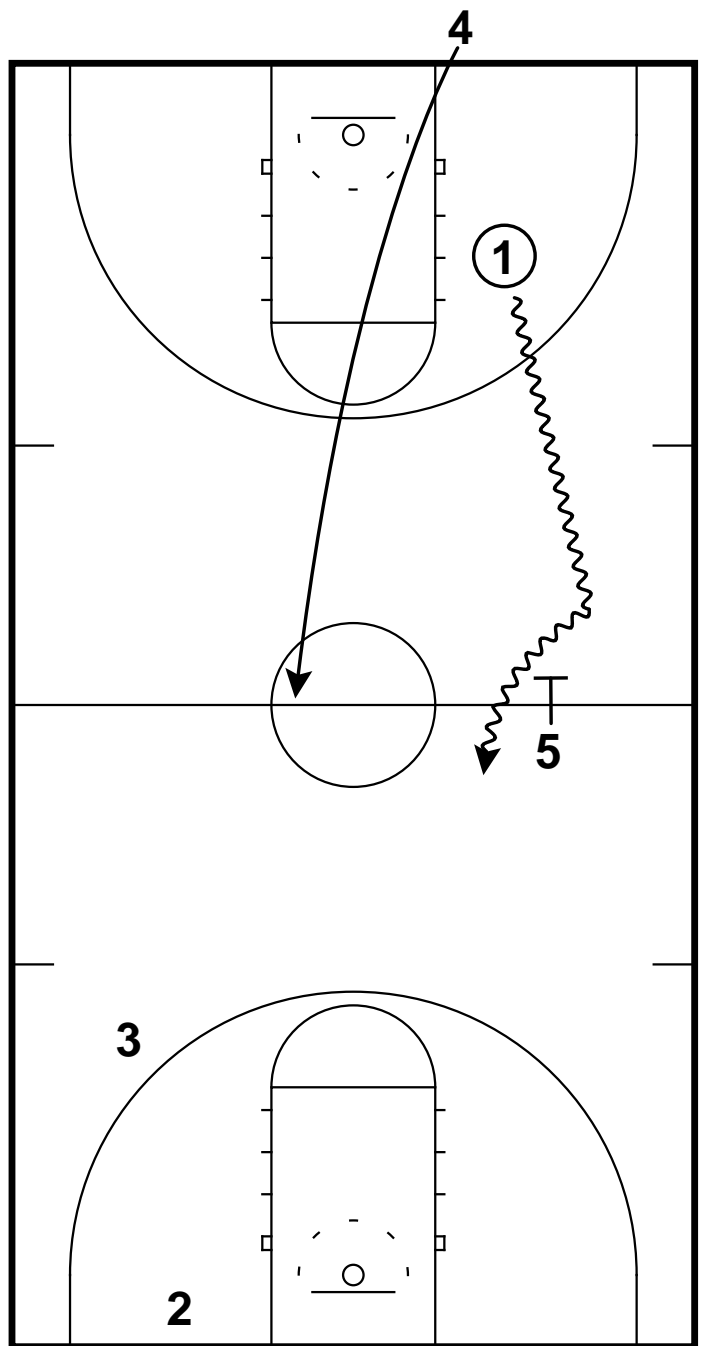
# 2016 Late Game Situations

## Full Court

Villanova Full Court Winner



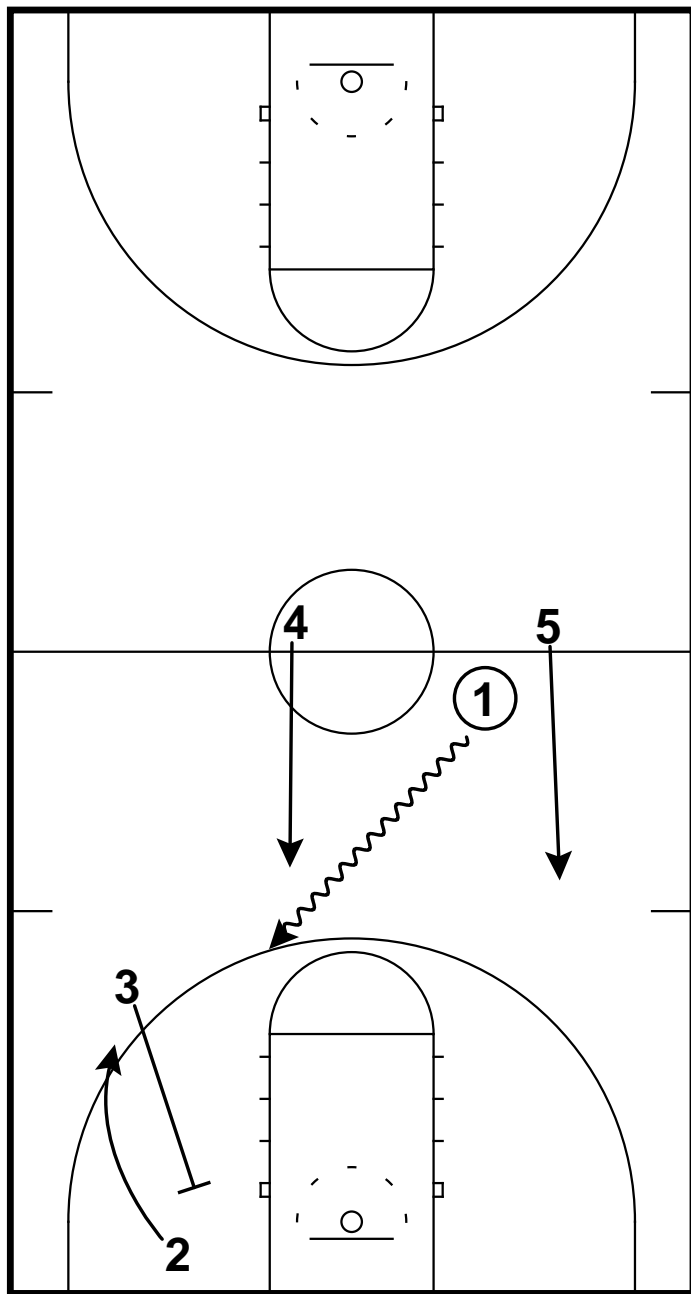
Villanova Full Court Winner



# 2016 Late Game Situations

## Full Court

Villanova Full Court Winner

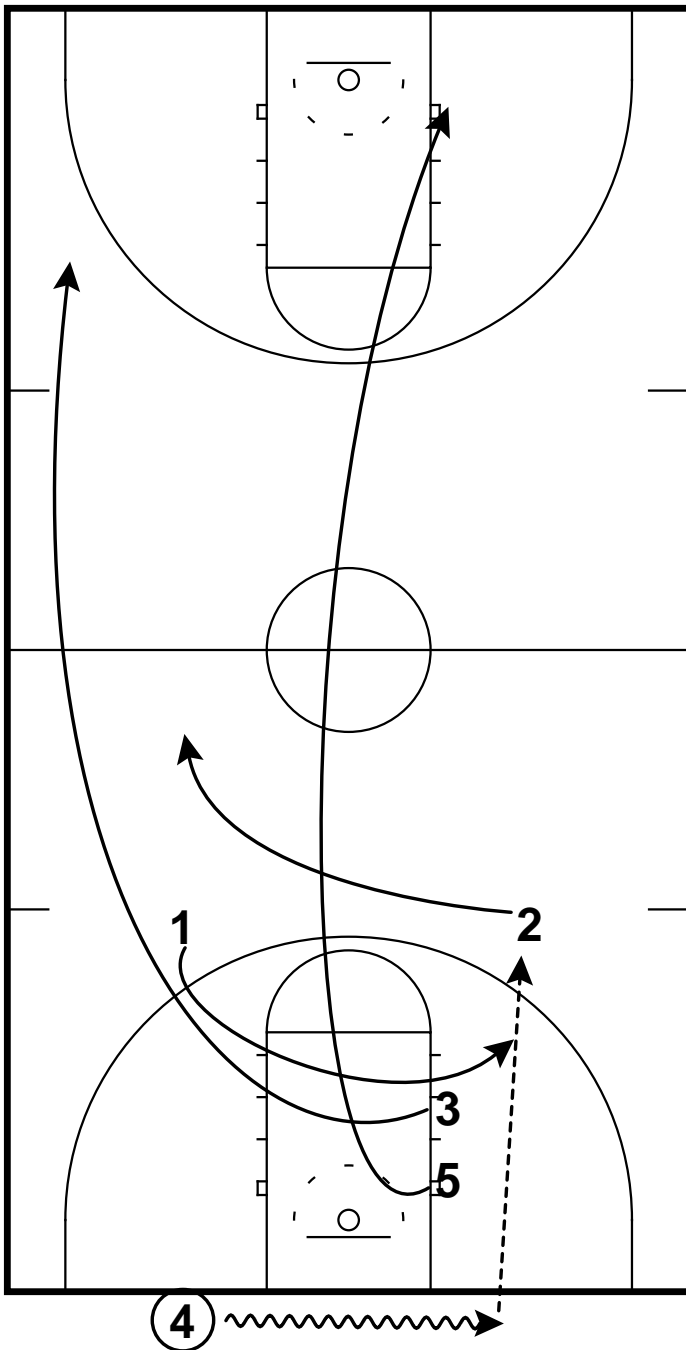


# 2016 Late Game Situations

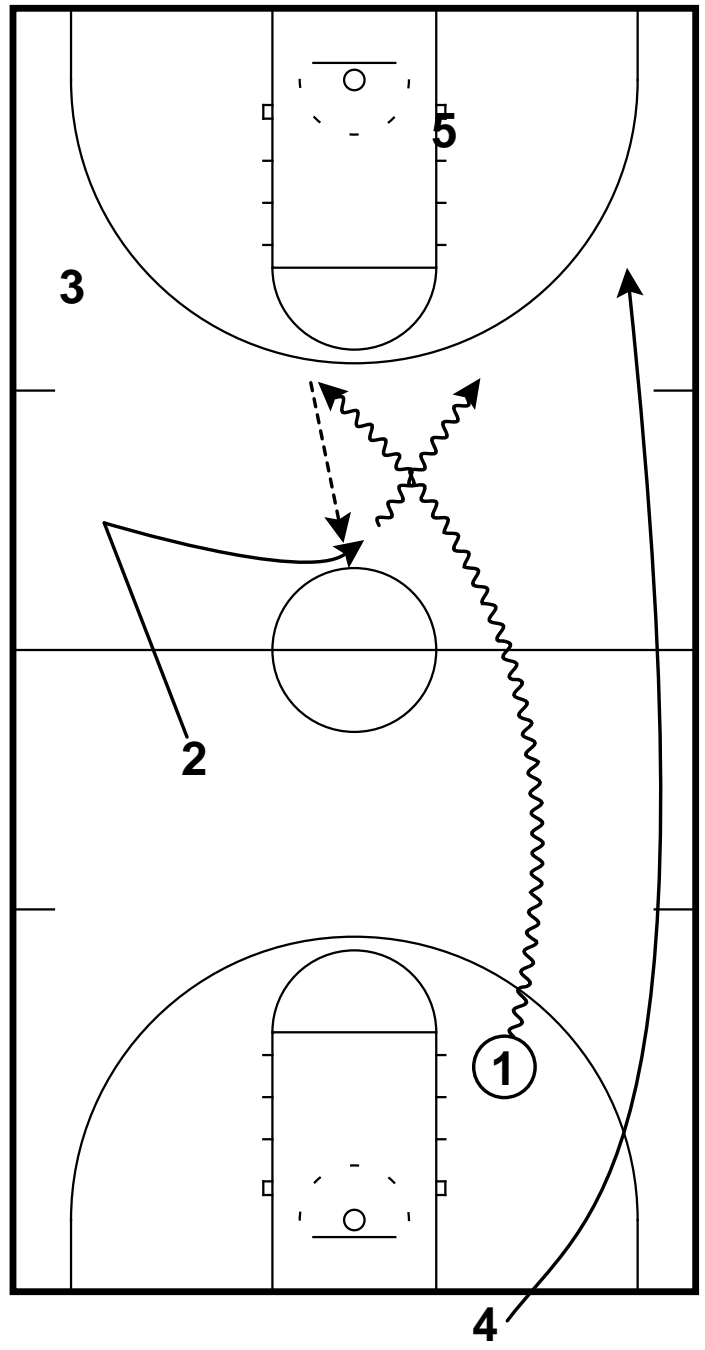
## Full Court

Washington

Washington



5 run long, 3 run off 5's back, 4 run baseline, 1 break to catch ball FT line extended on run



1 push ball to middle, 2 run hard to wing and cut behind 1 for toss back, 2 come off to score or hit 4 streaking up wing