

2015 U16
Junior National Team
Playbook



2015 U16 Junior National Team Play Calls

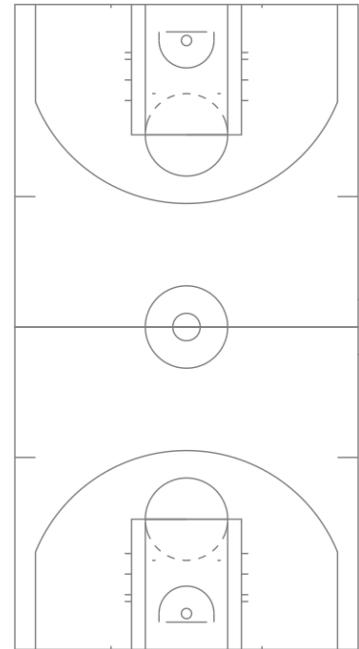
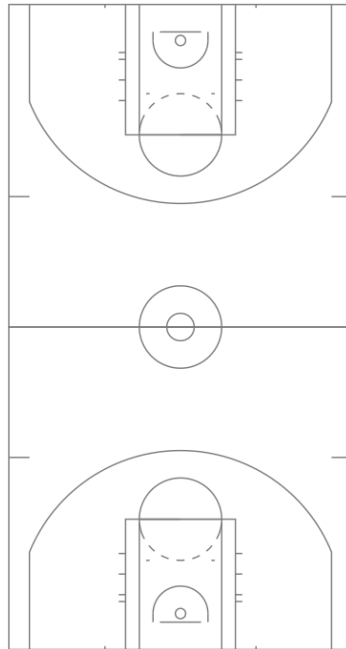
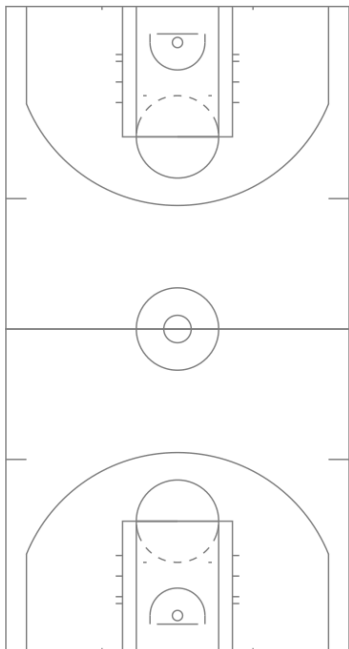


Sets

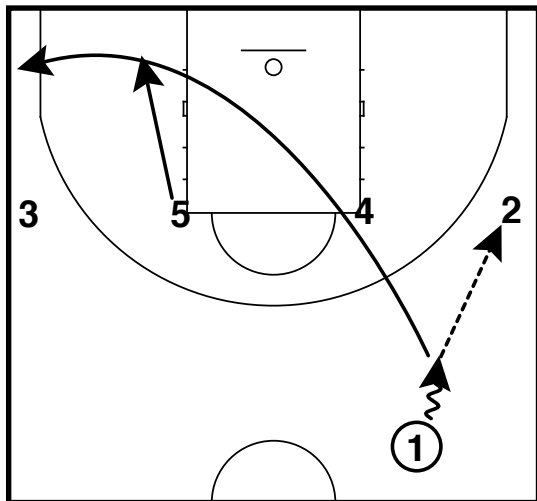
<u>Motion</u>	<u>PNRs</u>	<u>UOB</u>	<u>SOB</u>	<u>Zone</u>
20	Horns	Black	1	Zone O
20 Pop	54			Z1
20 Iverson	45			Z2
4 Low	Lift			
	20 Drag			
	21 Pop			

Defensive Calls

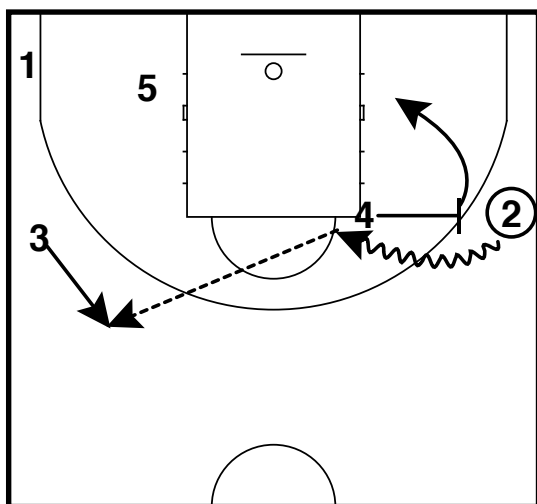
<u>Presses</u>	<u>Halfcourt</u>
11	1
23	2
22	
21	



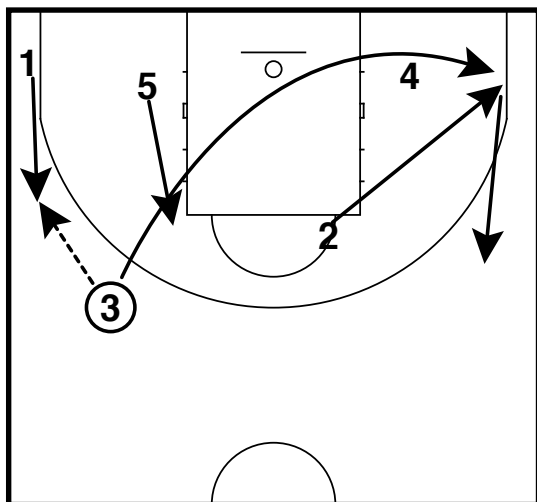
20



- 1 passes to the wing and makes a hard UCLA cut to the rim before continuing the cut to the opposite corner.
- Weakside big dives to the opposite block.

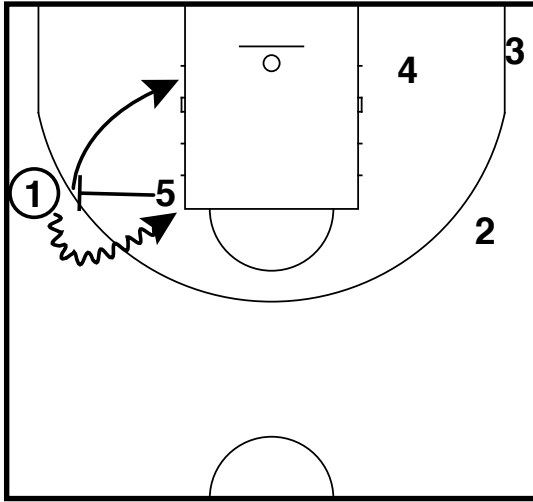


- 4 screens for the 2 and rolls to the rim.
- 2 looks to get to the "kill spot" at the elbow to make a play. If nothing is available the 3 lifts and the ball is swung across court.



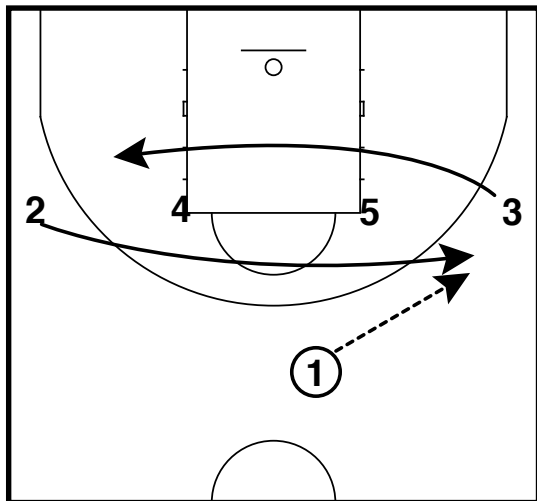
- The corner man lifts to the wing to receive the pass while the post flashes to the high post.
- After the ball is swung to the wing the 3 makes a UCLA cut to the opposite corner and pushes the 2 to the wing.

20

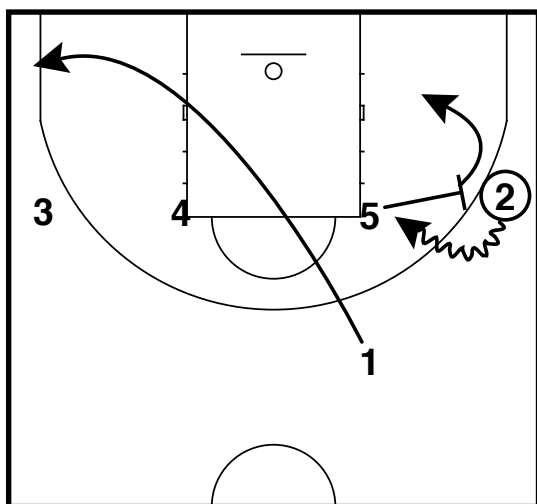


- The 1 comes off the screen from the 5 as the backside forms a weakside triangle.

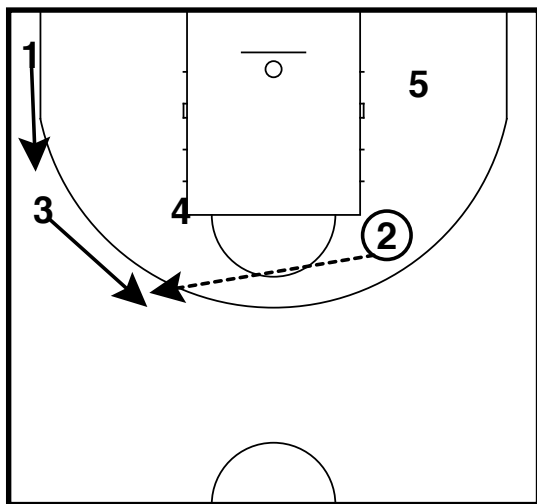
20 Iverson



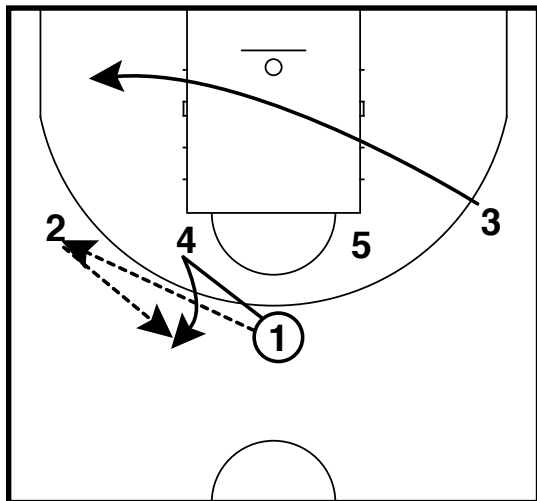
- If wings are being denied an Iverson cut can be used to enter the ball into 20.



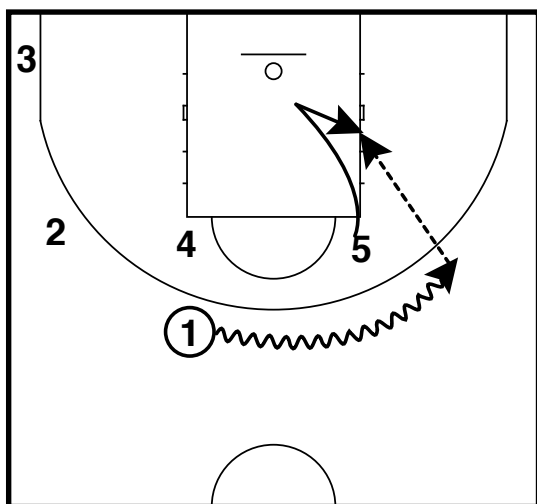
- After the ball is on the wing then the offense continues to flow into 20 with the side ball screen.



20 Pop

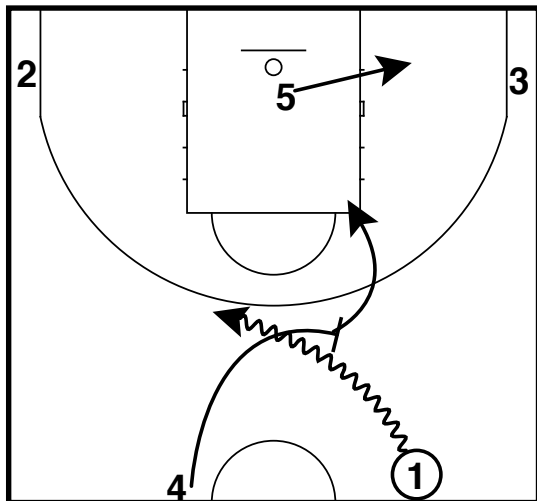


- 1 passes to the wing and fakes his UCLA cut in "20" before popping out to receive a pass back from the wing.
- Simultaneously, the weakside guard clears from the wing to the ballside corner.

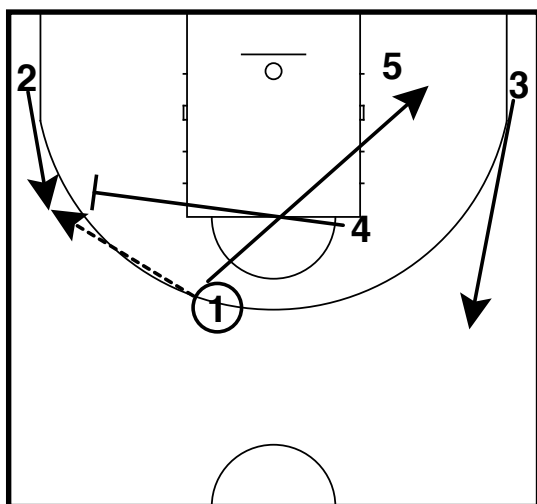


- The 5 walks him man down to the rim and looks to seal for a post-up.
- The 1 dribbles over to the opposite wing to enter the ball to the 5 in the post.

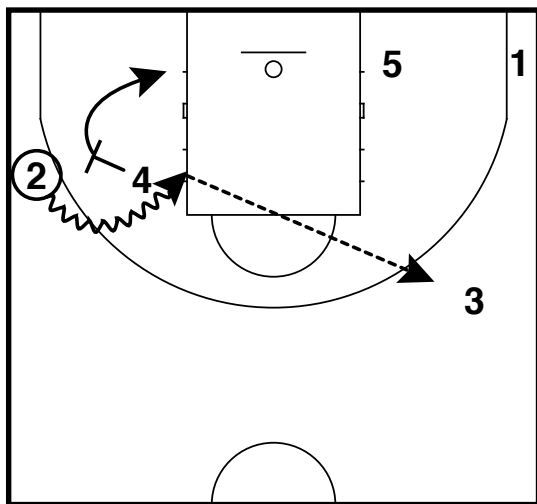
20 Drag



- 4 sets a drag screen for the 1 in transition.

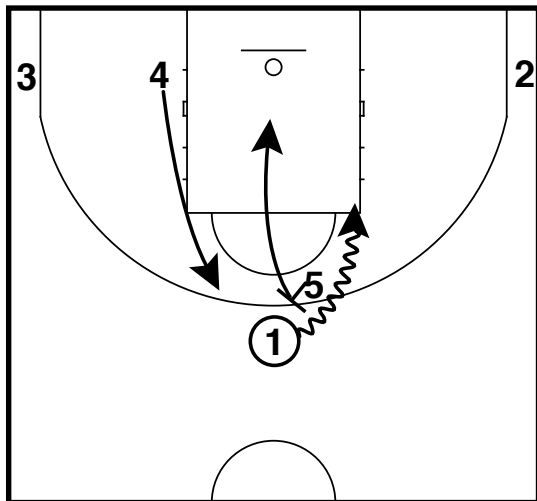


- 1 can kick to the 2 lifting to the wing and then cuts through to the opposite corner.
 - 4 follows the pass to the wing to set a ball screen.

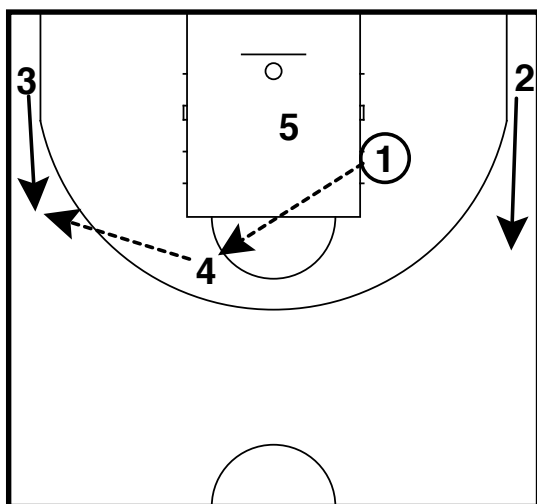


- 2 comes off the screen from the 4 and the action flows into regular 20 offense.

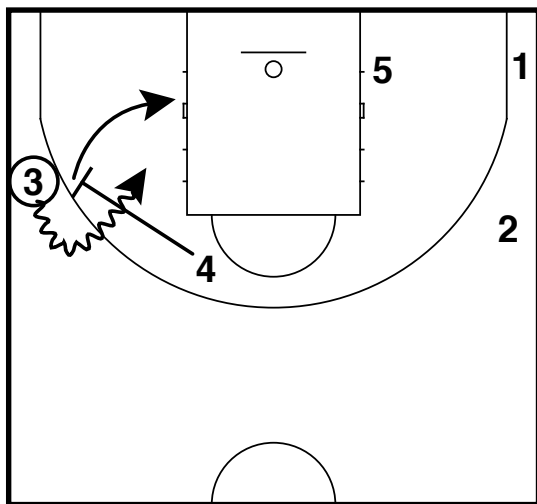
54



Big goes opposite of roll man if guard comes off on same side

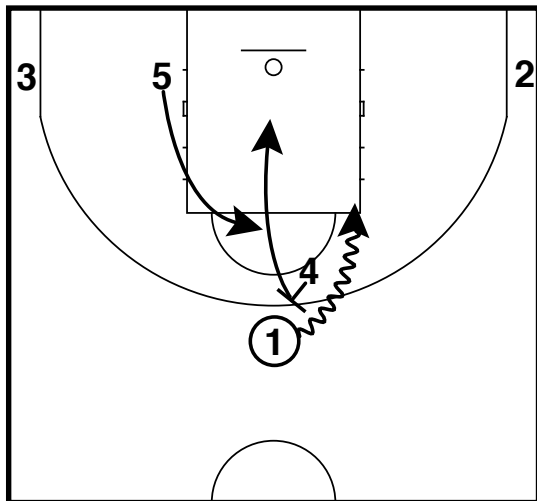


- If the ball is swung to the replacing big, then the 5 seals to look for a hi-lo. If this is covered then the weakside guard lifts to the wing.

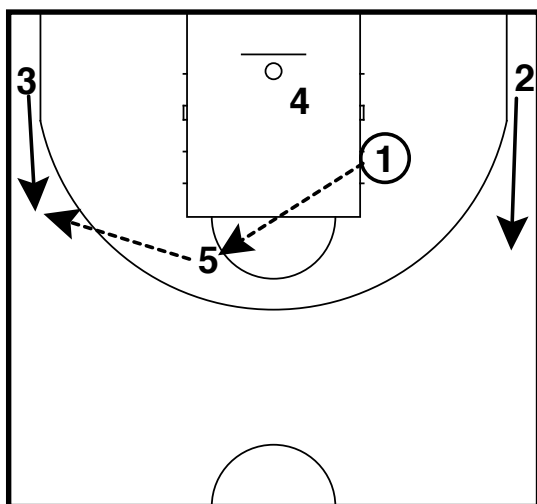


- 4 swings to the wing and follows his pass into a sideline pick and roll. This flows back into "20" motion.

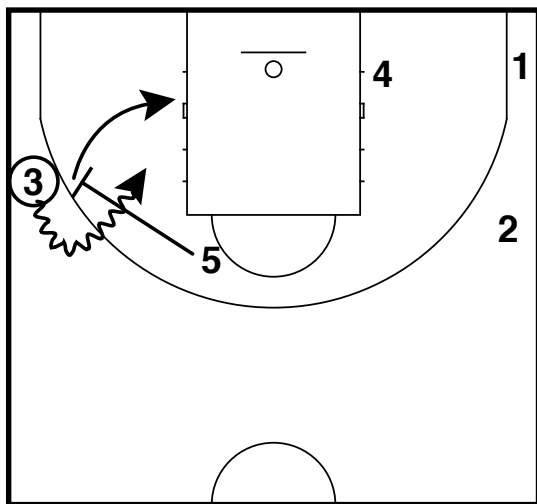
45



Big goes opposite of roll man if guard comes off on same side



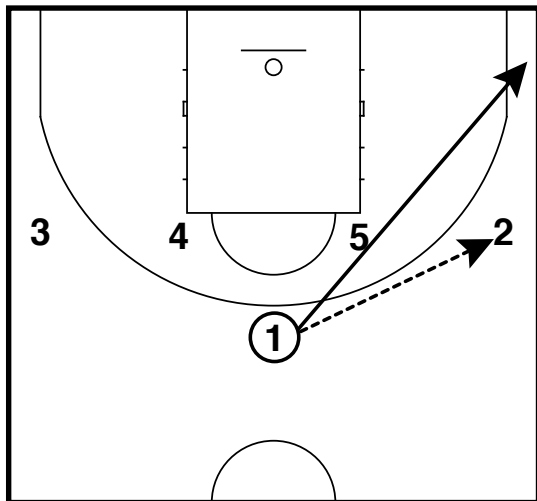
- If the ball is swung to the replacing big, then the 5 seals to look for a hi-lo. If this is covered then the weakside guard lifts to the wing.



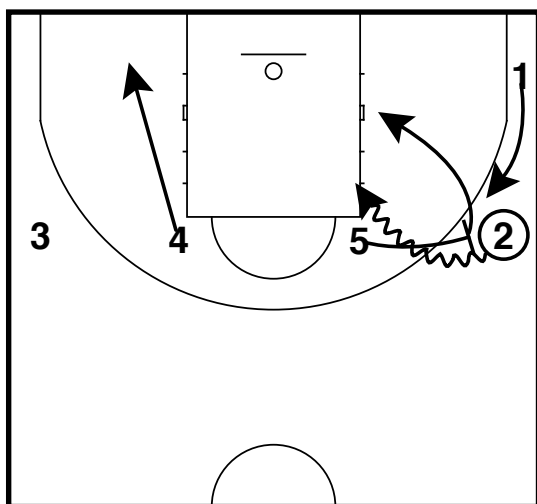
- 4 swings to the wing and follows his pass into a sideline pick and roll. This flows back into "20" motion.

Lift

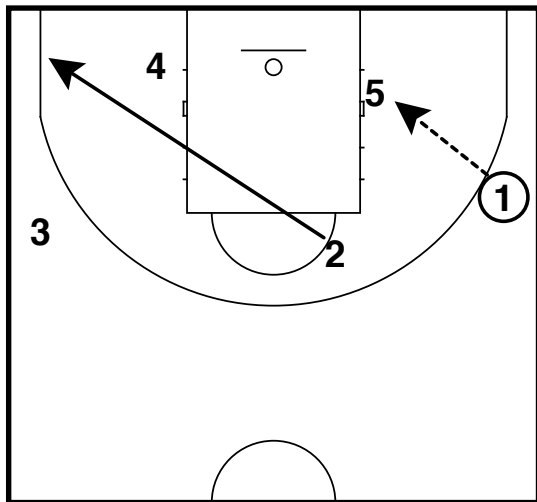
- 1 hits to the wing and cuts to ballside corner.



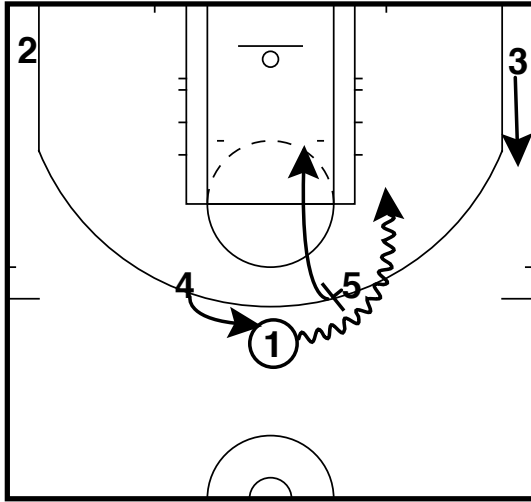
Ball side corner guard lifts up as guard comes off side ball screen



- 1 looks to feed the ball into the post.
 - 2 clears to opposite corner to form a weakside triangle.
 - 4 looks to duck-in from opposite side or flash for hi-lo.

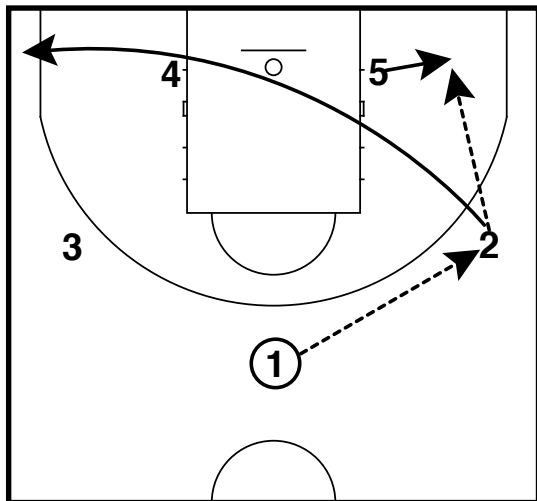


Horns

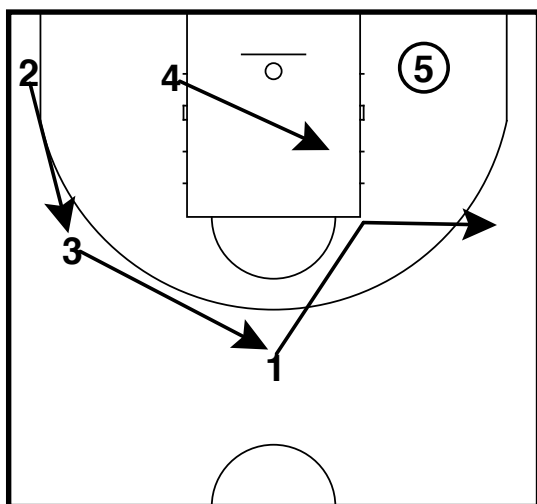


- 1 can go off either screen from the 4 or 5.
- The screener rolls to the rim and the opposite post fills in behind the play.
- Strongside guard fills up to create passing angle and weakside guard goes corner or finds a passing angle.

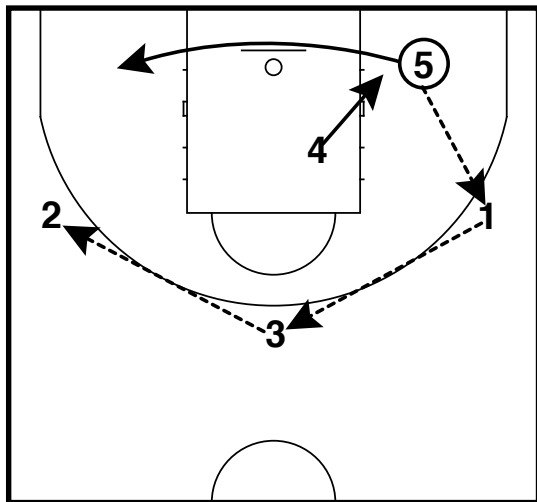
Zone Offense



- 2 hits the 5 in the short corner and makes a hard cut to the basket.

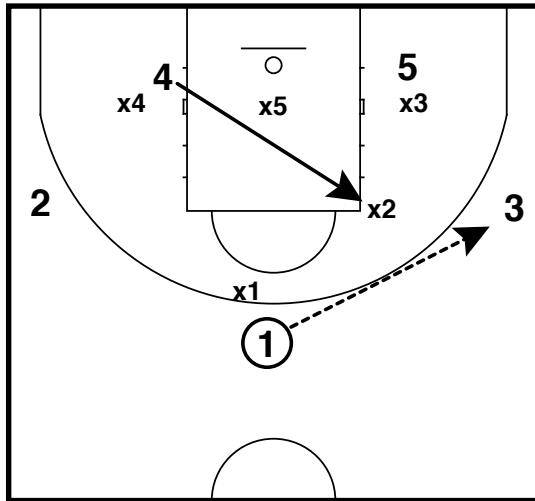


- 4 flashes to the middle after the 2 clears, while the 1 makes a reverse "L cut" to hold the defense at the elbow.
 - Guards on the weakside rotate over to create passing angles.

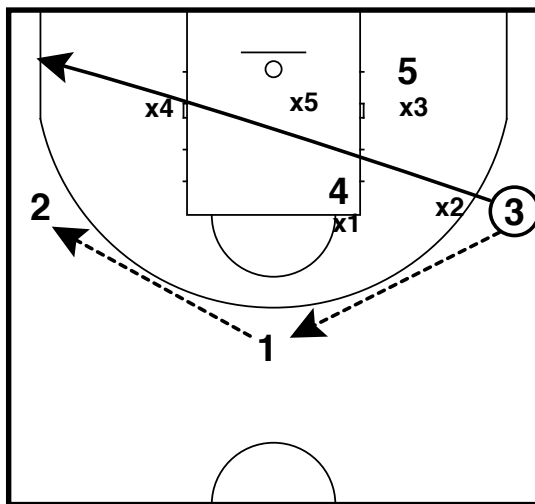


- Ball is swung to opposite wing and the 5 runs baseline to opposite short corner.
 - The 4 who flashed mid-post takes the weakside short corner.

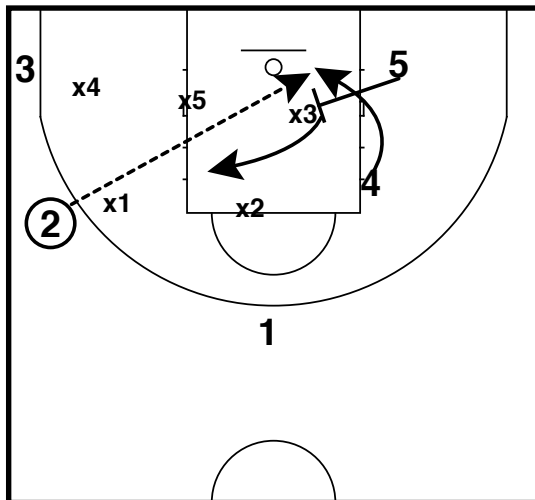
Z1



- Ball goes to the wing and the 4 flashes to the mid post.

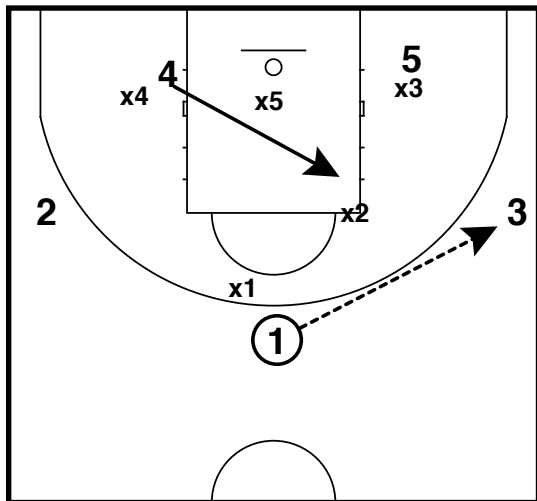


- Ball is swung to the opposite wing and the 3 cuts through to opposite wing.

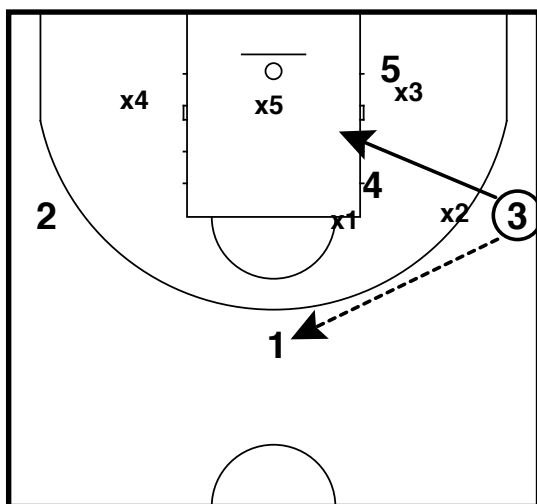


- 5 screens in on the backside of the zone while the 4 cuts behind for the lob from the wing.
 - If the lob isn't open then the 5 flashes to the mid post.

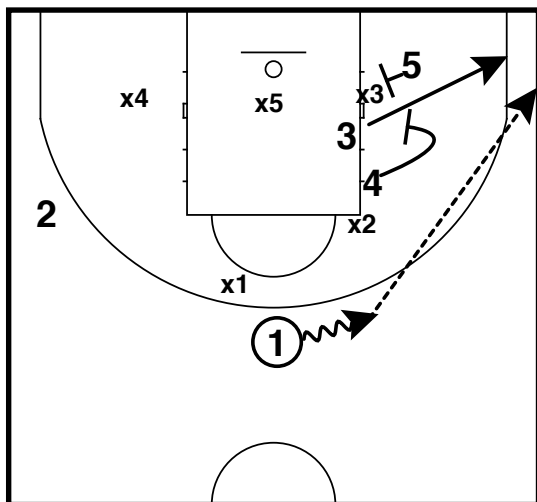
Z2



- Ball is swung to the wing while the 4 flashes to the mid post.



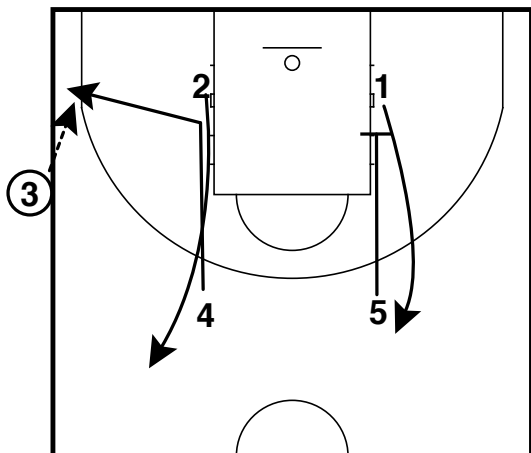
- 3 swings it back to the top of the key and begins to cut through the lane.



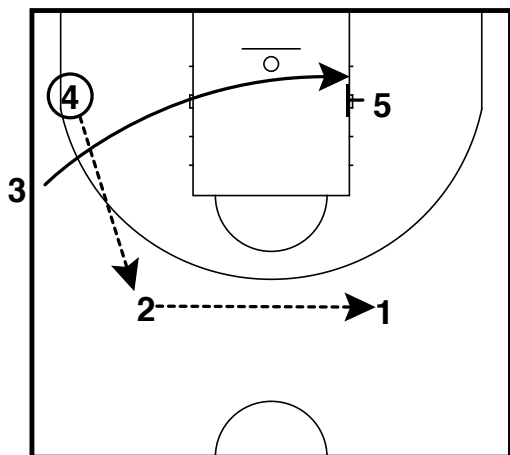
- 3 reverses to run through a gate screen from the 4 and the 5.
 - 1 pass fakes to the opposite wing before dribbling back to the 3 in the corner.

1

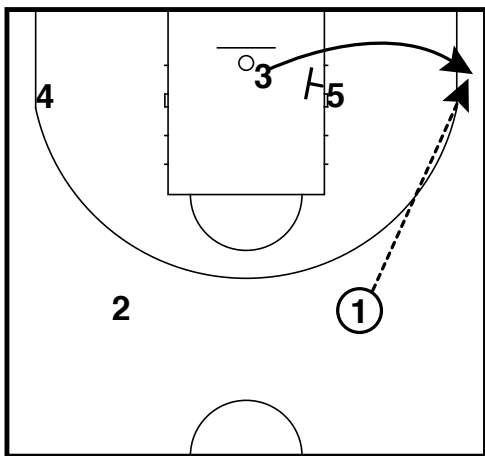
- 4 fakes a zipper screen for the 2 and pops out to the corner for the ball.



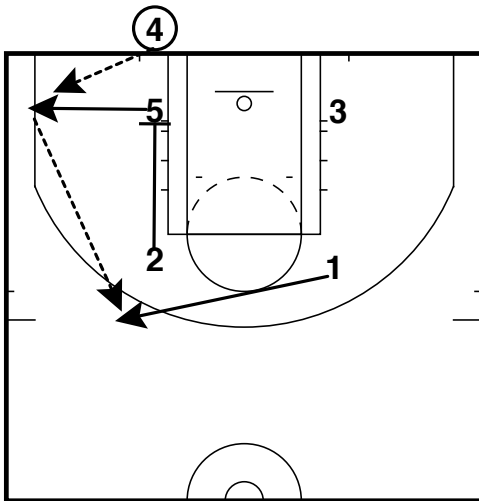
- 4 looks for the inbounder who makes a hard basket cut and continues his cut off a screen from the 5 into the corner.
 - If the inbounder isn't open, the ball is swung from corner to corner.



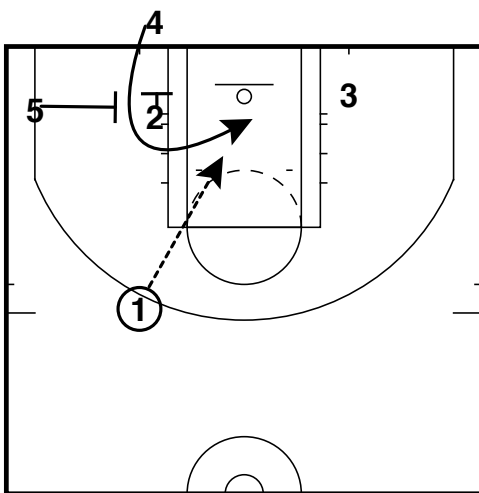
- 3 comes off the screen from the 5 to the corner.
 - 5 seals for a post up opportunity if the shot for the 3 isn't open.



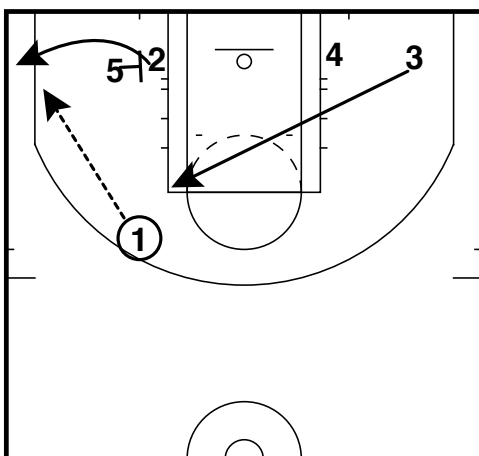
Black



- 4 hits the 5 popping out to the corner.
- 2 screens down for the 4 man stepping inbounds.
- 1 clears to the wing and receives the ball from the 5.



- 1 looks for the 4 on a curl to the rim.
- 5 screens down for the 2 for a shot in the corner.



- 5 screens down for the 2 towards the corner.
- 1 hits the 2 who looks for his shot, 5 in the post, or the 3 flashing to the pinch post.