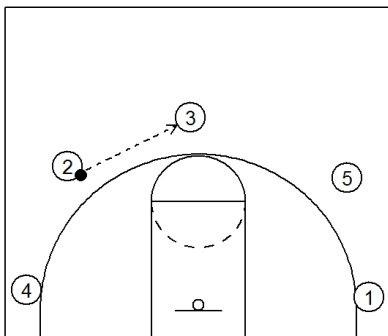
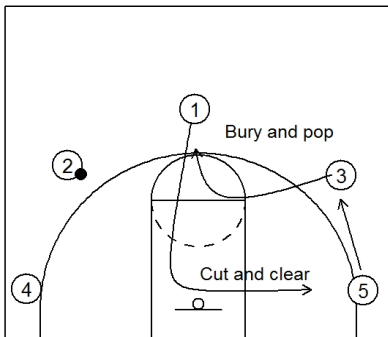
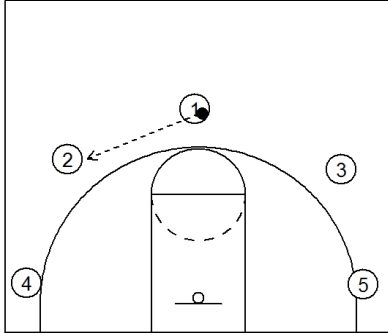




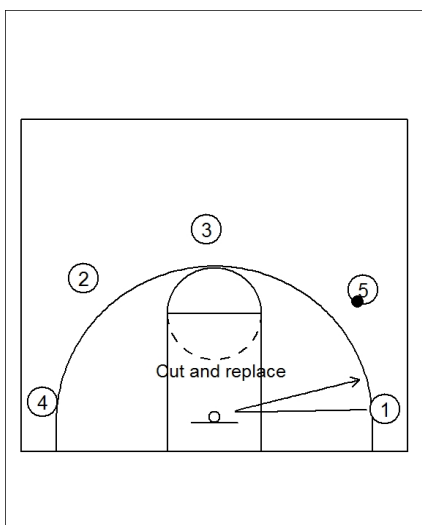
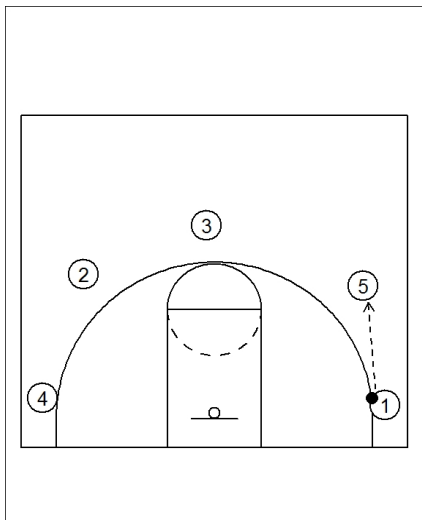
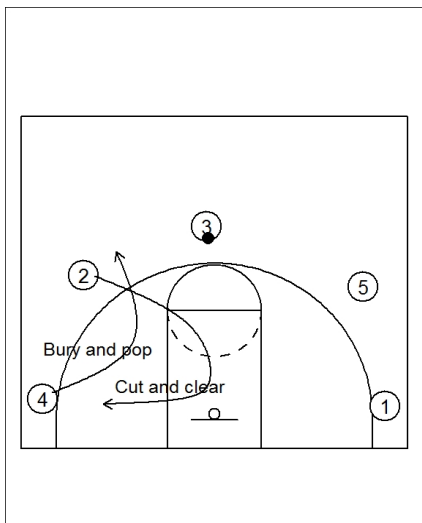
Read

Basket cut read





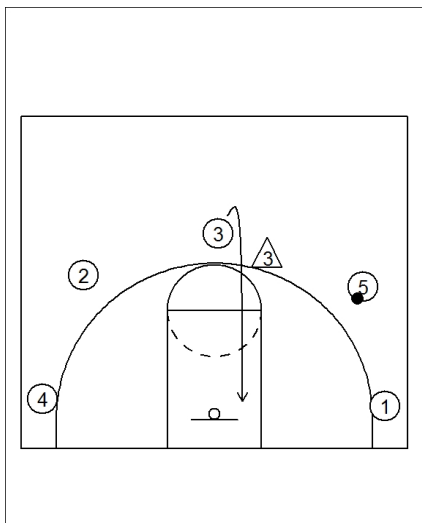
## Motion offense



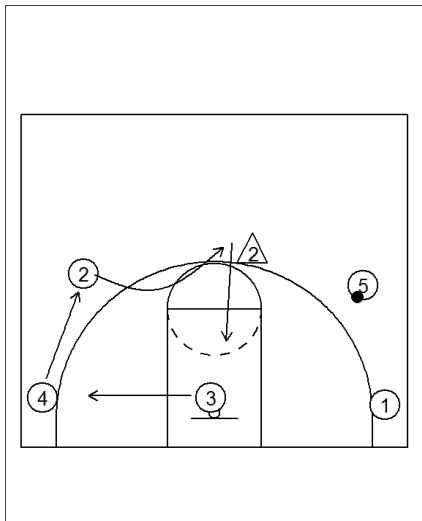
One of the few times a player will cut and replace is a pass from a corner position.



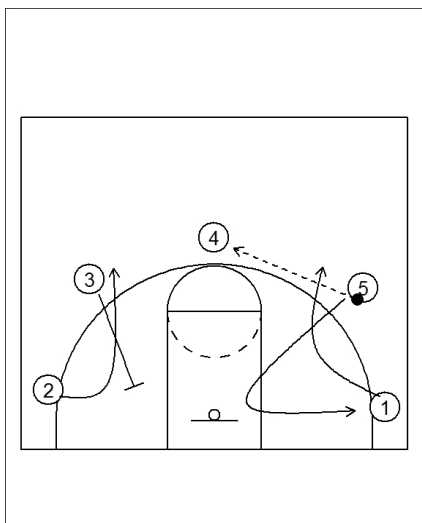
## Motion offense



Back cut rule: If an offensive player is denied a passing lane they must back cut and clear. If their defender's top foot is on or beyond the 3 point arc this also is a back cut read. Proper technique is for the cutter to take one step higher and cut. **Silent communication from the passer is a pass fake.**



The back cut read applies to cuts towards the ball also as in this case player 2 buries and pops but is denied so he must back cut and clear behind player 3's cut.



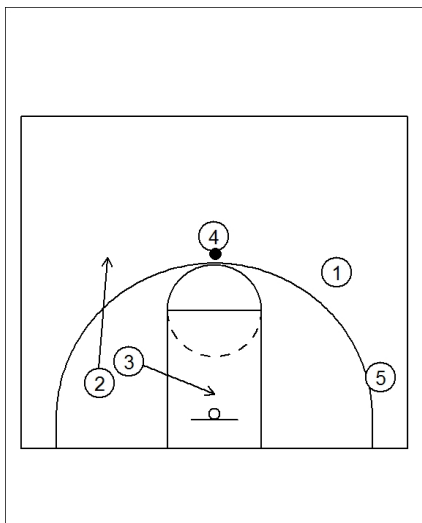
Screen and slip read:

### Down screen:

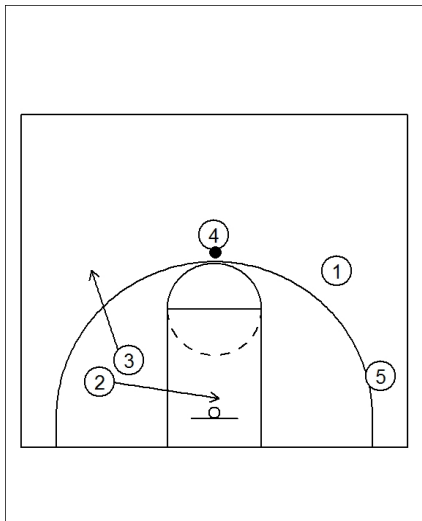
When the ball is on top we would like to get a down screen. Player 5's pass initiates his cut and clear read and player 1's bury and pop read. At the same time player 3 is screening down for player 2.



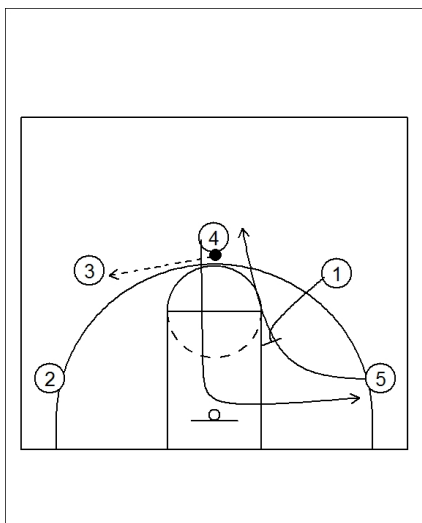
## Motion offense



The screener should move tandemly to the cutter, if the cutter cuts high the screener should slip to the basket.



If the cutter curls or back cuts to the basket, the screener should slip high.



Screen and slip read continued:

### Screen away:

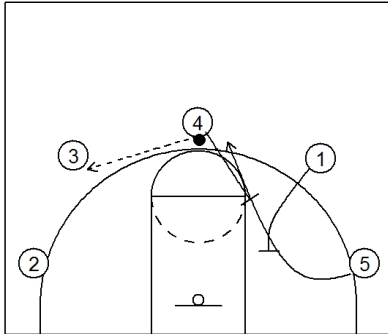
Player 4's pass initiates his cut and clear read. Player 1 screens away for player 5. We would prefer that the screen takes place below the free throw line. Tandem movement requires the screener in this case to slip to the basket hopefully behind player 4's clear. Had player 5 curled or back cutted to the basket player 1 would slip high.



## Motion offense

### Staggered screen read:

Instead of the basket cut, player 4 sets a screen away along with player 1 for player 5. Ideally both screens should take place below the free throw line. The second screener (in this case player 4) should make the slip read tandom to player 5's cut.



### Direct drive reads:

#### Middle/lane line direct drive from the top:

##### Clean up:

Crash to helpside box, hands above shoulders looking for the pass from the driver or to clean up a missed shot attempt.

##### Window:

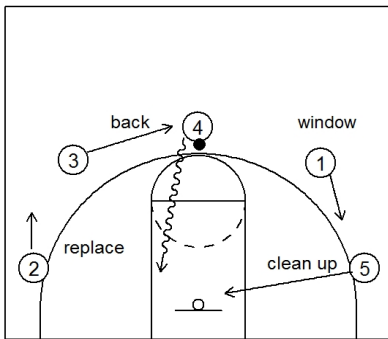
Must move to make an open "window" or passing lane from the driver.

##### Back:

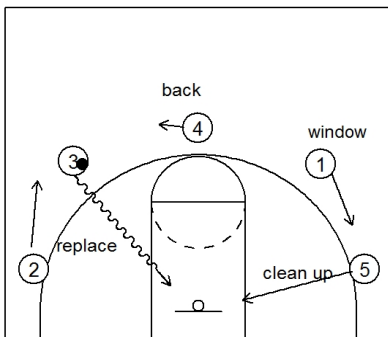
Must move directly behind the driver.

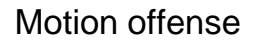
##### Replace:

Slides into an open passing lane if defender opens to stop the driver.



#### Side direct drive from the wing reads

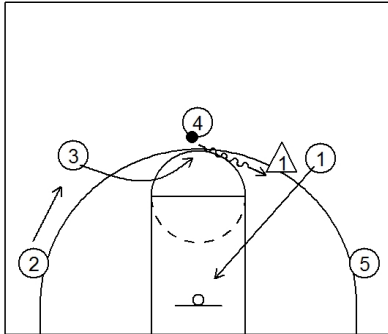




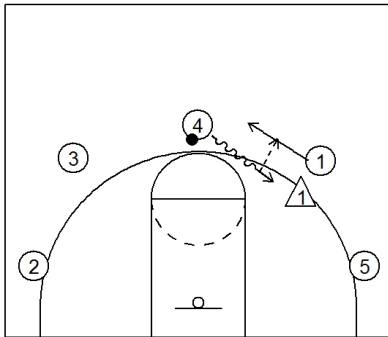


## East - west dribble reads:

Player with the ball dribbles at a teammate's defender. If the defender denies the pass or is on or beyond the 3 point arc back cut rules applies.

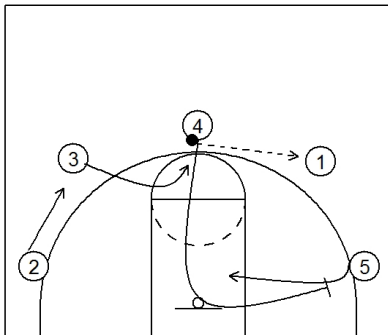


If player 1's defender takes away the back cut staying between him and the basket, then player 1 should cut or split over the top of Player 4 who will hand the ball off.



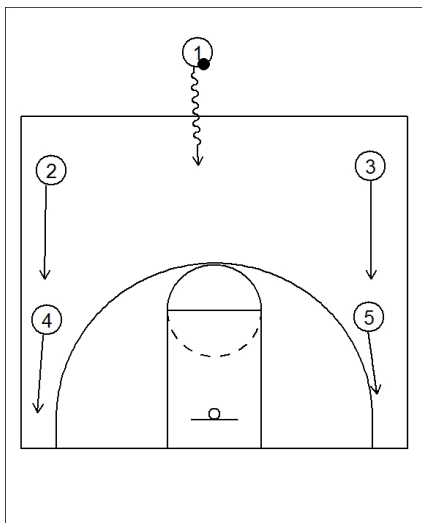
## Back screen read:

Instead of a quick clear after a basket cut a player can choose to back screen a teammate to the basket.

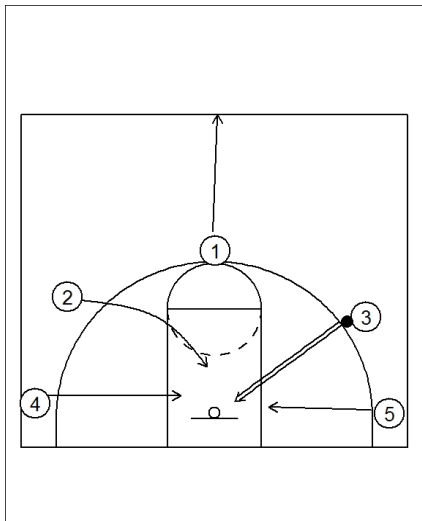




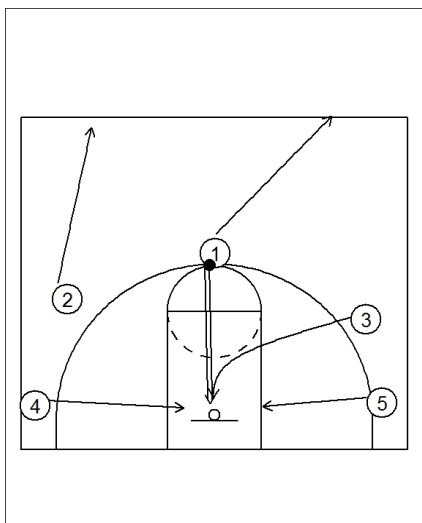
## Motion offense



To begin the offense, when the ball is still in the back court the wing players need to be between halfcourt and the front court free throw line and the corner players are free throw line extended. Once the ball crosses halfcourt the other 4 players drop into their half court positions. Once the ball nears the arc you can get into your half court offense by having the wing players bury and pop or down screen for the corner players.



When there is a shot we want to crash the offensive boards; ideally having someone crash the middle and help side for sure as these are the best positions to rebound. The highest guard on the floor has to touch halfcourt to ensure transition defense is in place. If we are playing a fastbreak team we will send two players back every shot. Every player must do something, either crash or touch halfcourt but not stand and watch on the arc.



In this case the shooter is the deepest guard and must get back to halfcourt as opposed to following his shot even if player 2 has decided to drop back also.