

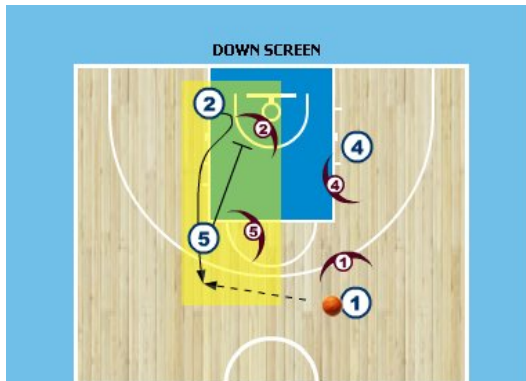
HOW TO USE OFF-BALL SCREENS

Associate Professor Nenad Trunić, Ph. D.
Faculty of Physical Education & Management in Sport,
Singidunum University, Belgrade, Serbia,
FIBA EUROPE Coaching Certificate Program Lecturer
FIBA EUROPE Coaching Clinic Lecturer

OFF-BALL SCREENS TYPES (ON BALL SIDE OR HELP SIDE):

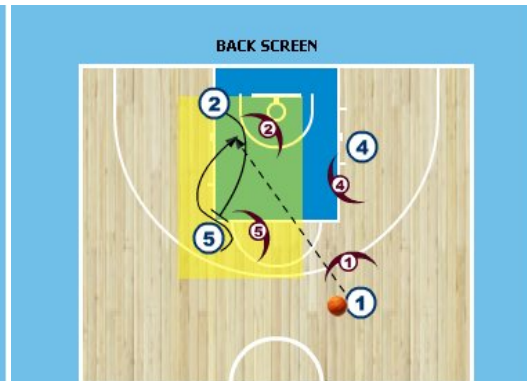
DOWN SCREEN

DIAGRAM 1



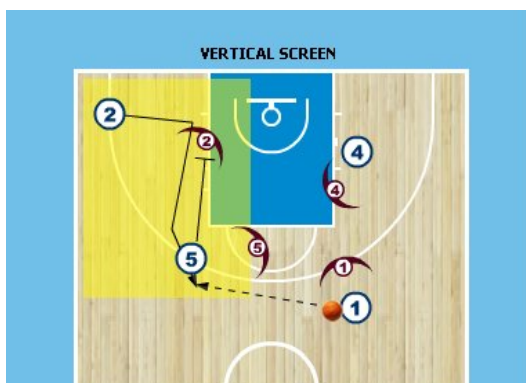
BACK SCREEN

DIAGRAM 2



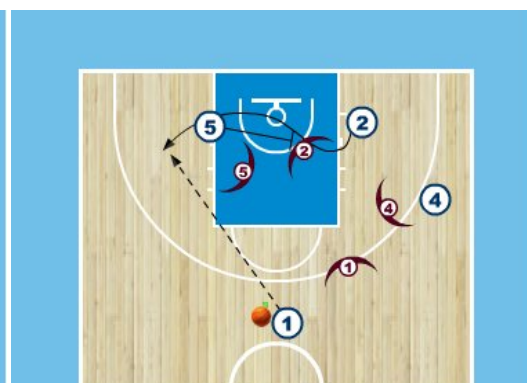
VERTICAL SCREEN

DIAGRAM 3



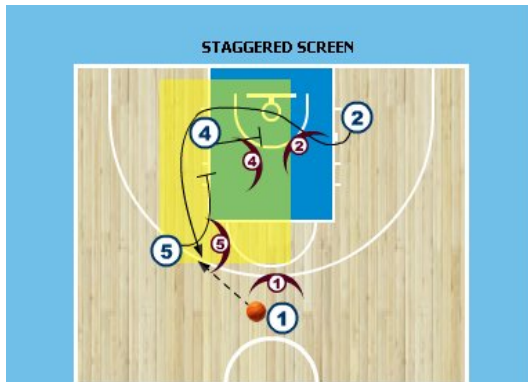
HORIZONTAL SCREEN

DIAGRAM 4



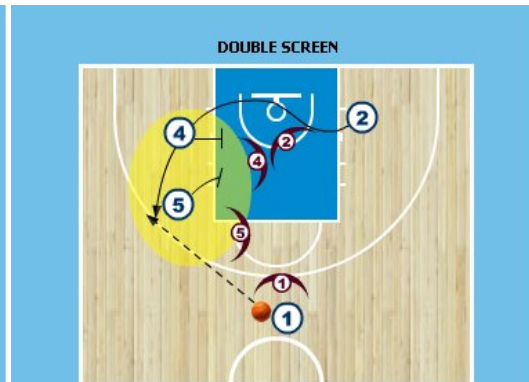
STAGGERED SCREEN

DIAGRAM 5



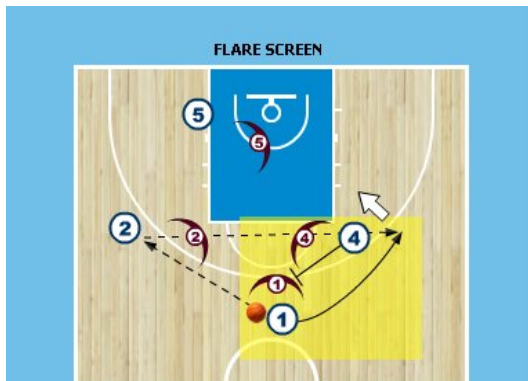
DOUBLE SCREEN

DIAGRAM 6



FLARE SCREEN

DIAGRAM 7



THREE PLAYERS COLLABORATION

POINT GARD RULLES:

1. HOW TO MAKE TEAMMATES BETTER
2. THE COACHE'S PLAY BOOK
3. WHAT TEAM DID THE LAST TWO POSSESSIONS
4. SPACING
5. TIMING
6. PASSING TECHNIQUE AND ANGLE
7. KEEP DRIBBLE ALIVE

SCREENER RULLES:

1. WHEN SET THE SCREEN
2. HOW SET THE SCREEN
3. WHERE SET THE SCREEN
4. SCREEN ANGLE
5. NEVER SET SCREEN ABOVE FREE THROW LINE LEVEL
6. BE LOW AND LARGE
7. DO NOT MOVE ON THE SCREEN
8. HOW AND WHERE TO GET OPEN AFTER THE SCREEN

SHOOTING GUARD RULLES:

1. WAIT SCREEN
2. DISTURB DEFENDER (JUMP, CONTACT)
3. CREATE CONTACT WITH DEFENDER
4. BE LOWER THAN DEFENDER (NOSE TO CHEST)
5. MAKE MOVES IN OPOSITE SIDE OF INCOMING SCREEN
6. CHANGE RHYTHM
7. CHANGE SPEED
8. STOP & GO
9. STAY LOW (GUARD SHOULDER ON LEVEL OF SCREENER HIP)
10. ATTACK THE BASKET IMMEDIATELY
11. USE TWO DRIBBLES FOR SEPARATION
12. USE ONE HAND BOUNCE OR DIRECT PASS

DEFENSIVE OPTIONS:

FOLLOW SHOOTING GUARD BETWEEN THE SCREEN AND TEAMMATE

DIAGRAM 8

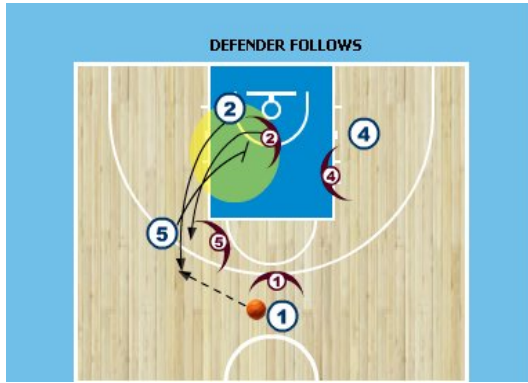
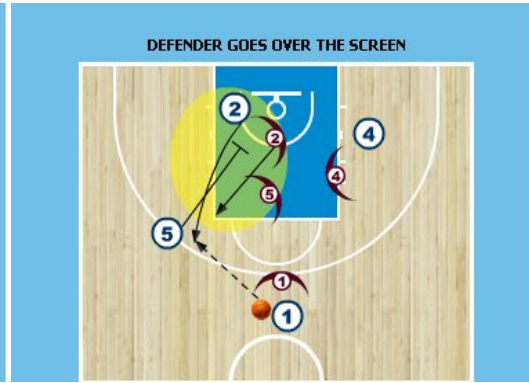
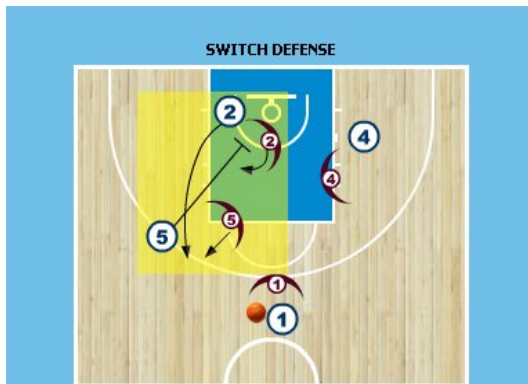


DIAGRAM 9



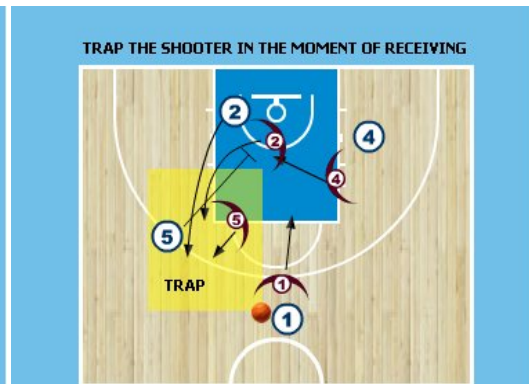
SWITCH DEFENSE RECEIVING

DIAGRAM 10



TRAP THE SHOOTER IN THE MOMENT OF RECEIVING

DIAGRAM 11



HOW TO USE OFF-BALL SCREENS (READING DEFENSE)

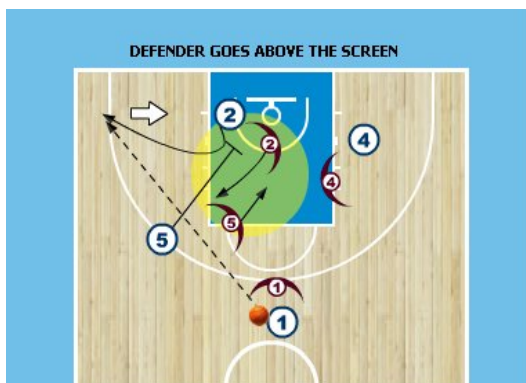
1. WAIT FOR SCREEN
2. DISTURB DEFENDER (JUMP, CONTACT)
3. CREATE CONTACT WITH A DEFENDER
4. BE LOWER THAN DEFENDER (NOSE TO CHEST)
5. MAKE MOVES IN OPOSITE SIDE OF INCOMING SCREEN
6. CHANGE RHYTHM
7. CHANGE SPEED
8. STOP & GO
9. STAY LOW (GUARD SHOULDER ON LEVEL OF SCREENER HIP)
10. ATTACK THE BASKET IMMEDIATELY
11. USE TWO DRIBBLES FOR SEPARATION
12. USE ONE HAND BOUNCE OR DIRECT PASS

- Shooter must wait for incoming screen (can be defined that does not going to the outside motion before the blocker comes up to him and touched him with his hand on the shoulder), because it is much more difficult for the defender to defend the block from a static position.
- Shooter should be "hungry" to score, regardless of whether his movement or action to end the segment to attack another player.
- Any use of screen must open scoring option for shooter or screener. For this reason, shooter must move aggressively and quickly, in the moment of receiving regardless of whether he realized the attack, or create options for teammates.
- Key point is an initial moment of getting open, because at that moment shooter creates an advantage (timing advantages the first movement and space advantage) that will be used later.

DEFENDER GOES ABOVE THE SCREEN

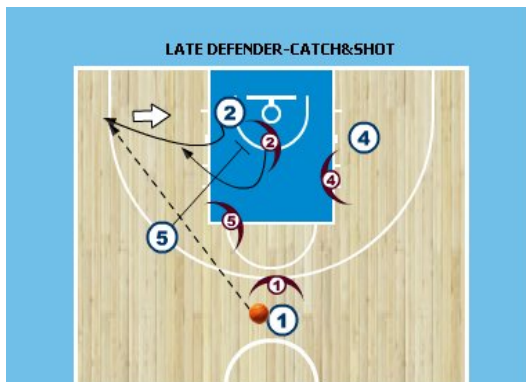
- If defender goes over the screen shooting guard must to go to the side or corner in order to receive lob or skip pass over two defenders and then read defensive reaction.

DIAGRAM 12



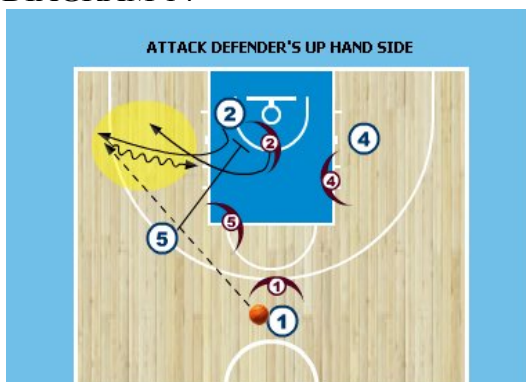
- Late defender-catch&shot

DIAGRAM 13



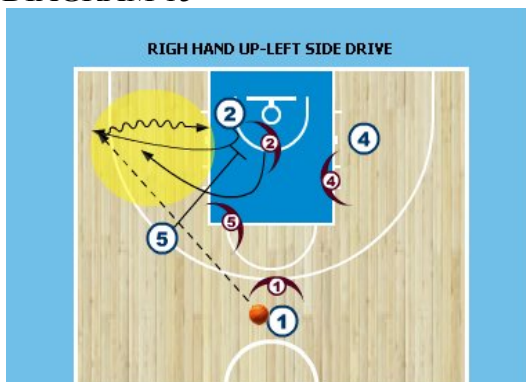
- If defender lifts left hand offense must attack his back driving to the right.

DIAGRAM 14



- If defender lifts right hand offense must attack his back driving to the left.

DIAGRAM 15



- Defensive fly-by wait until defender's feet leave the floor and then choose the move.

DEFENSE SWITCH

If defense switch be ready to use miss-match situations inside or on perimeter.

- Screener rolls on low post position.

DIAGRAM 16

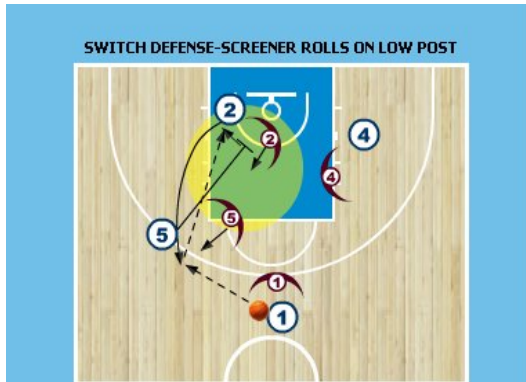
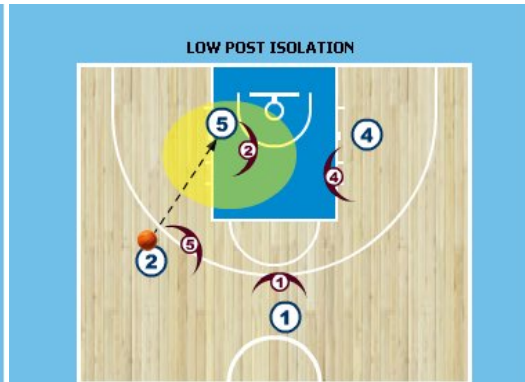


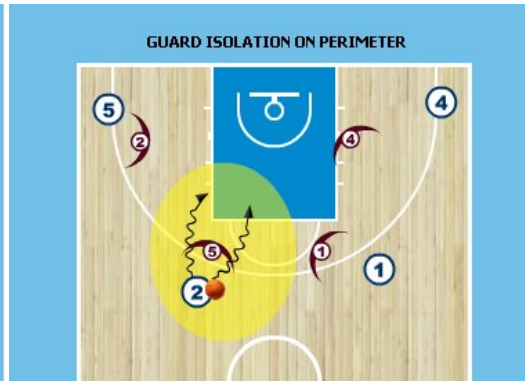
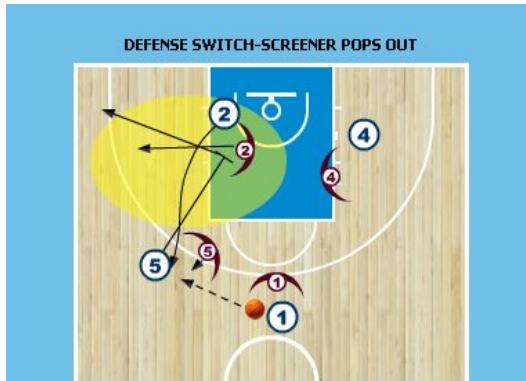
DIAGRAM 17



- Screener pops-out in order to create spacing for outside player isolation on perimeter.

DIAGRAM 18

DIAGRAM 19



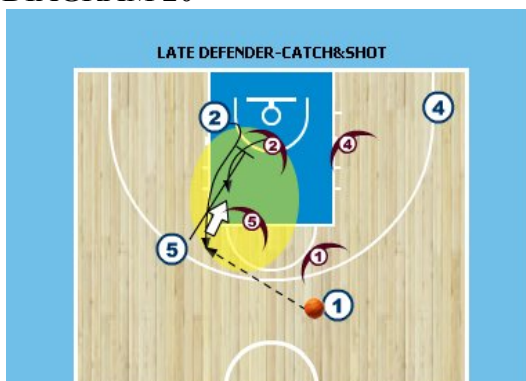
DEFENSE FOLLOWS

If screener's defender is not aggressive (screener is not good shooter), guard should make curl cut with goal to attack screener's defender to switch.

Such movement opens the following options:

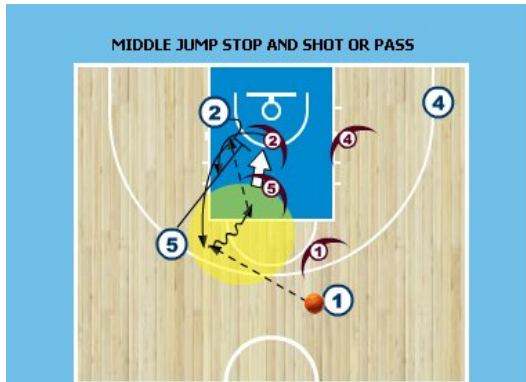
- Catch & shot for 2 or 3 point depending of screen position and results

DIAGRAM 20



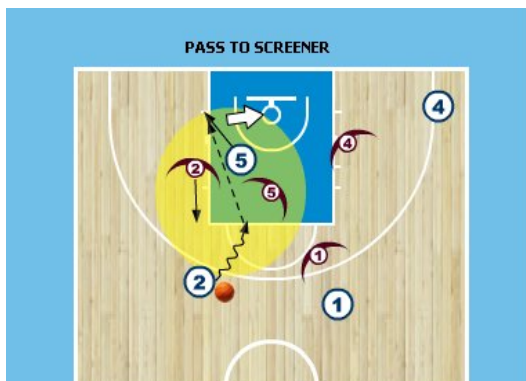
- Deep jump stop in order to attack big man who guard screener.

DIAGRAM 21



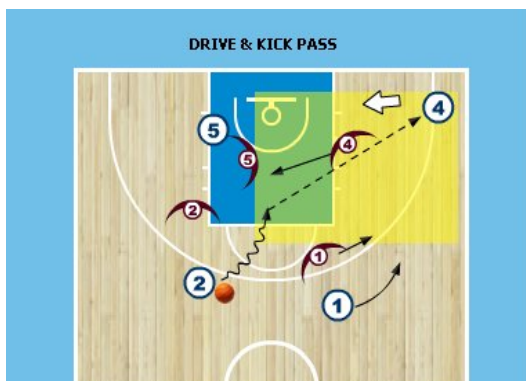
- Dribble drive and pass to screener who rolls on low post.

DIAGRAM 22



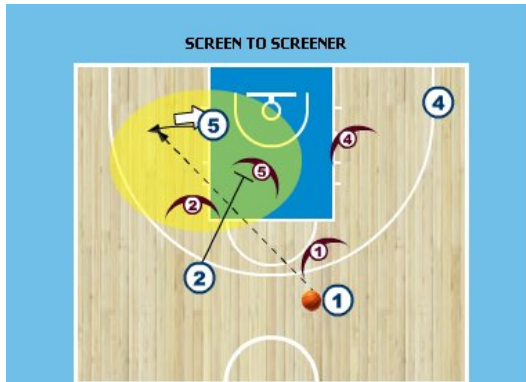
- Dribble drive and kick pass to perimeter player on help side.

DIAGRAM 23



- Shooter sets the screen to screener for middle range shot (last second shot).

DIAGRAM 24



- If screener's defender makes „flat help“, guard can extend the movement and receive the ball under the basket.

DIAGRAM 25

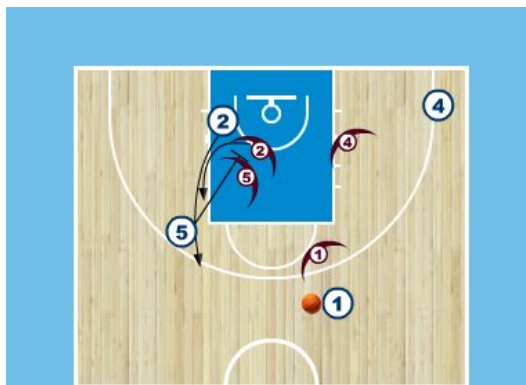
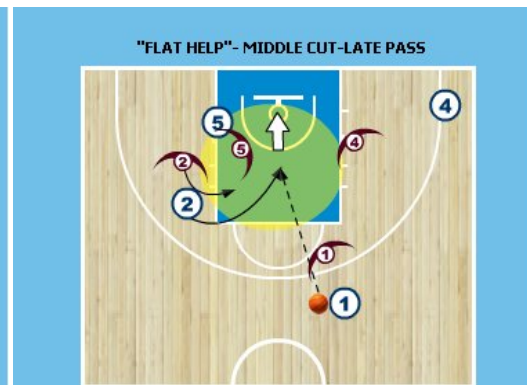
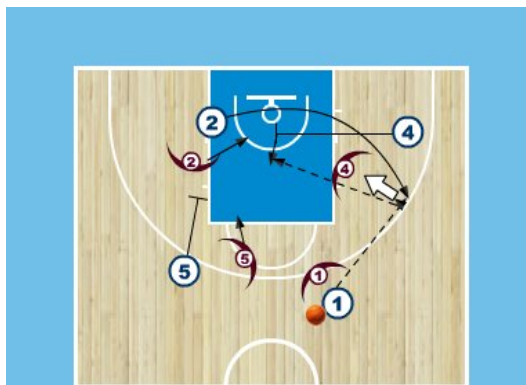


DIAGRAM 26



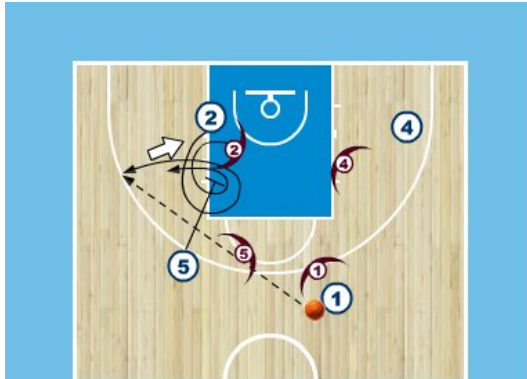
- If guard defender does not allow use of down screen, options are inside move or opposite side exit.

DIAGRAM 27



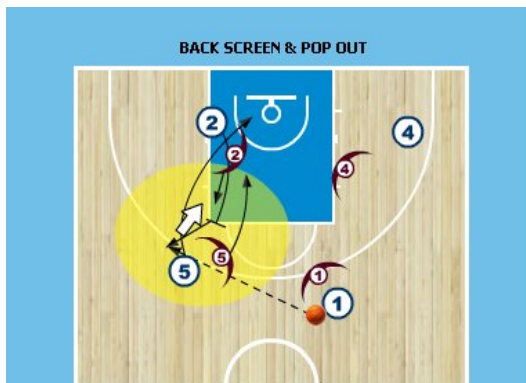
- If the guard has not received the ball (because of bad timing, angle of screen or good defense) he can make circle move around the same screen with the previously mentioned options.

DIAGRAM 28



- If both defenders are focused on the outside shooter move, he can read the new situation and set up a screen for screener with pop out. This option should be tried at the beginning of the game, to give the defense information about another option, which will result in the continuation of the game less aggressive defender on the screener.

DIAGRAM 29



REMEMBER

- **When we have set a screen we always want to give two passing lanes because often the screener will be open.**
- **When faced with a defensive switch the defense should be spread and the screener given space to turn and catch the ball.**
- **Does the defense "follow" or "chase"? In this situation we change the screening angle and curl.**
- **Does the defense go over the screen? In this situation we change the screening angle and fade.**
- **The player who has the ball has to look at the defenders of both of his teammates involved in the screening action, the player being screened for must read what his defender and the screener's defender do.**