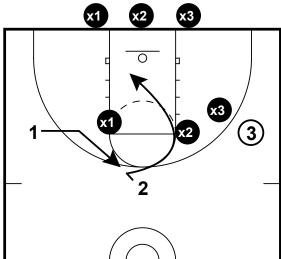
3-on-3 Shell vs Basket Cut Defensive Drills

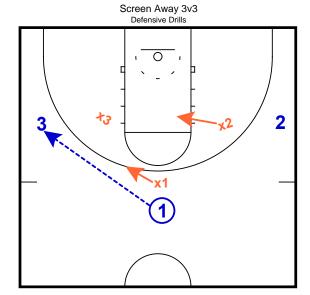


Offense basket cuts each time after passing to the wing. Emphasize:

*Talking on defense

*Jumping to the ball

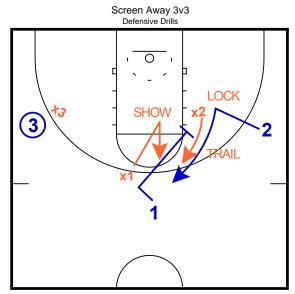
*No face cuts - defense cannot let the offensive play cut between them and the ball. Must go behind them.



Setup: 3v3 with point wing and wing. Defense in the gaps when one pass away. Defense moves on airtime of the pass.

Offensive Rule: when you pass off the top, down screen away

1 may pass to either wing to being the drill. 1 passes to 3



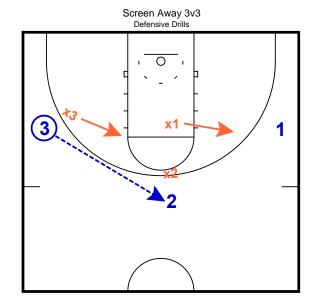
1 down screens for 2

X2 - Force a "one way go" by locking into 2, you cannot let him reject and go backdoor. Get into the body of the cutter. No help responsibilities.

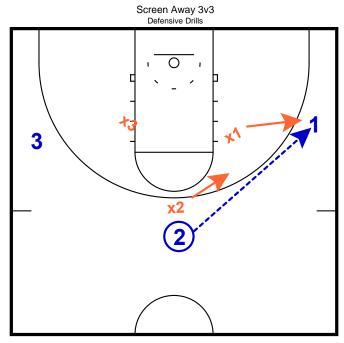
You cannot melt on the screen or dance at the point of the screen. Trail the screen and get back into the play to contest.

X1 - Alert X2 of the down screen. Contact show to stop the curl or catch-and-shoot if X2 is taken out by the screen.

X3 - ball pressure, no baseline

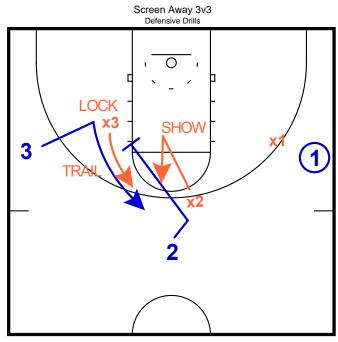


3 passes to 2, defense moves to position on airtime of the pass



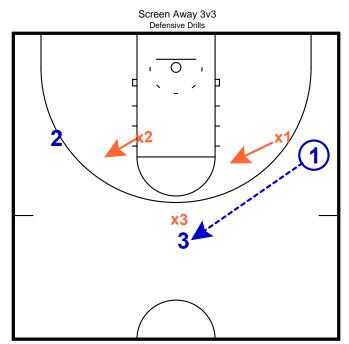
2 reverses to 1

Move on airtime! X2 to gap, X1 to ball, X3 to help



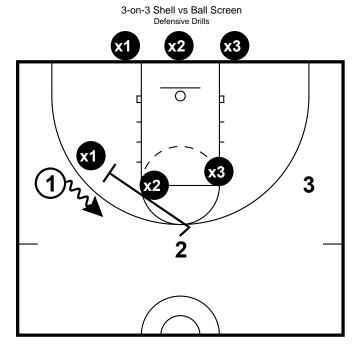
2 screens away for 3

Lock and trail, show and recover again.



1 passes to 3, defense moves to position on airtime of the pass.

Follow the pass and screen away cycle until all three offensive players have been screened for them go "live" maintaining the pass and screen away offensive restriction.



Begin and end this drill the same as Shell vs. Pass. However, offense follows his pass to the wing and ball screens. Emphasize:

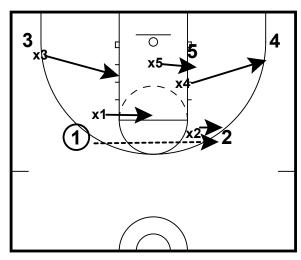
*Talking our defense

*Taking the ball into the screen

*Showing hard

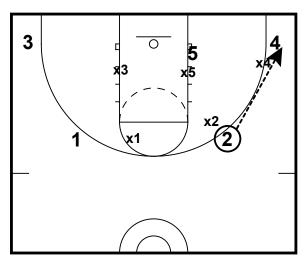
Defensive Shell Drill Defensive Drills

Defensive Shell Drill Defensive Drills



Rules:

- No stealing until drill is "live"
- Let the offense catch the ball until drill is "live"
- Offense stays stationary until drill is "live"



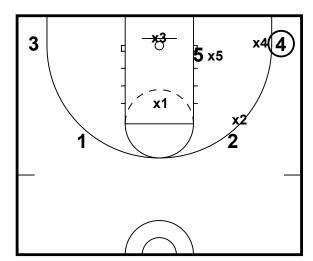
Ball shout move around the perimeter without minimal skip passes

Offensive players should hold the ball for 2 seconds to allow the defense to get into position

Ensure players understand help positions based on how far away the ball is from their player

Teach the defenders to be between ball, man, and basket. They should always be able to see both ball and man.

Defensive Shell Drill Defensive Drills

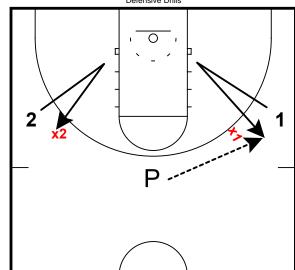


Once the ball has went around the perimeter a couple of times, then the coach says "live"

At that point, the offense can move and run the offense. The defense should then practice the principles just taught:
- position

- deny if one pass away
- jump to the ball with every pass

Wing Deny-Close Outs Defensive Drills

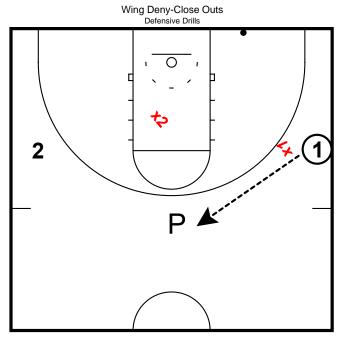


Drill begins with a passer at top of circle with the ball and offensive players (1&2) on the wings

X1 and X2 are in deny stance with butt to the ball, chin on their shoulder, hand and foot in the passing lane, palm away and thumb down

1 and 2 v-cut to get open - as cutter gets closer to the rim defender moves closer to cutter, as cutter gets further from the rim defender moves closer to the ball.

Deny out and make cutter receive the pass going away from the basket with back to the rim

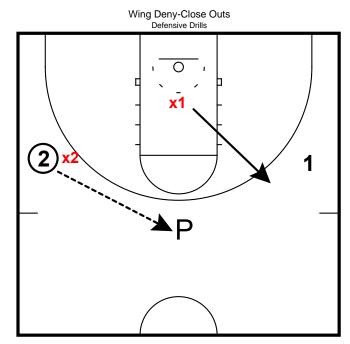


Pass it made to 1

X1 in on-the-ball stance has high foot up not allowing the middle drive.

X2 moves to midline, but NOT in an open "pistols" stance. Stay in deny stance with chin on shoulder

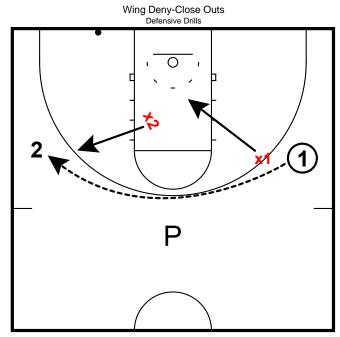
X1 influeces man to the baseline checkpoint (dot in diagram)



2 can skip pass to 1 or pass to passer (shown)

X1 gets out quickly to deny quick reversal

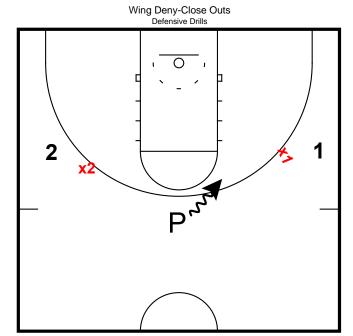
When passer has the ball both defenders are denying their man and offensive players are v-cutting to uncover



1 may pass back to Passer or skip pass to 2 (shown)

X2 executes a close out on 2 and forces to the baseline checkpoint (dot in diagram). Cannot give up a three point shot!

X1 sprints to help on the flight of the pass

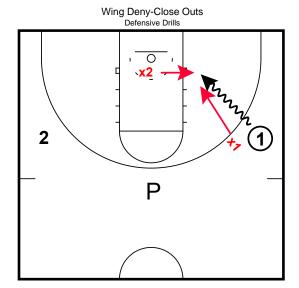


Drill Advancement

Passer dribbles as if penetrating

X1 DOES NOT open up and lose sight of his man to seal the drive! Instead he stays in deny stance and "plugs the drive with his butt."

Teaching tip: Plug with your butt!



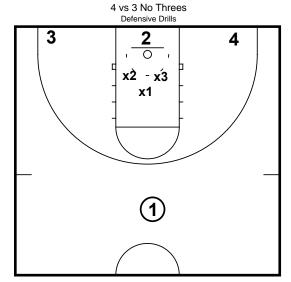
Drill Advancement

1 attacks the baseline

X2 (lowest guard) helps seal the baseline drive at the checkpoint

1 passes out to Passer or 2 and players recover accordingly

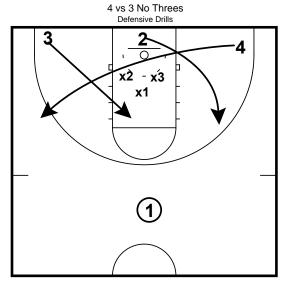
Finish the drill with Passer taking a shot. 1 and 2 crash and defenders must block out



Starting Position for the drill

Four offensive players and three defenders

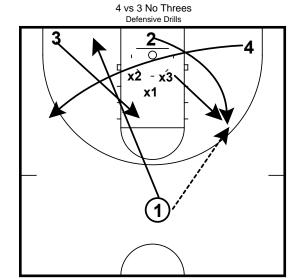
Option--change starting positions for offensive or defensive players before starting drill



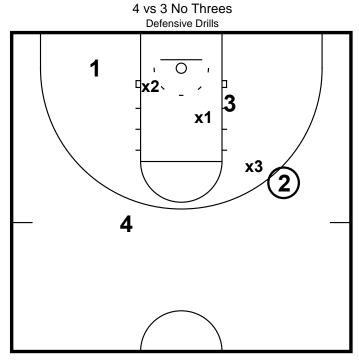
Offensive players can cut into any area on floor.

DEFENSIVE RULE:

- 1. Must be there on the catch by offense
- 2. Ball pressure at all times
- 3. Communication entire possession
- 4. Two non-on ball defenders protect basket and lay ups
- 5. Secure rebound with two hands



 ${\bf 1}$ enters ball to ${\bf 2}$ and cuts through the lane as other two offensive players move also



Defensive Drills

1

x2

- x3

x1

- x3

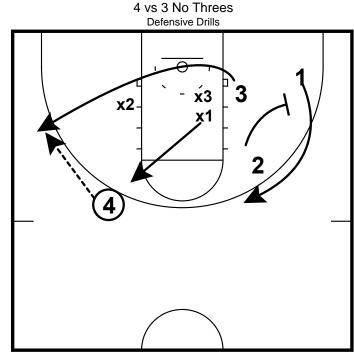
- x1

4 vs 3 No Threes

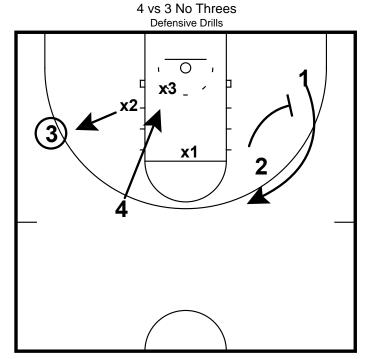
 $\rm X3$ rotates to 2 and is there on the catch. $\rm X2$ and $\rm X1$ adjust their positions according to players and basket.

X1 takes ball and X2 and X3 adjust to offensive spacing and basket.

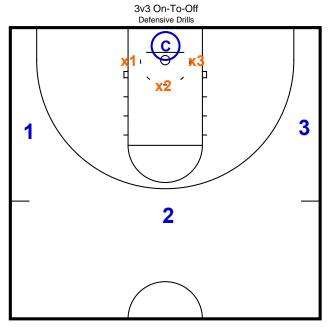
It is KEY that X2 and X1 ANTICIPATE the next pass. The closest player has to sprint and close out to 4 and be there on the catch to take away the open 3.



X2 anticipates pass to 3 and is there on the catch. X3 and X1 adjust.



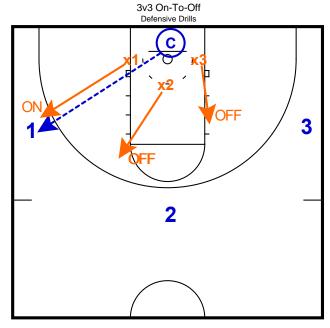
Every pass demands communication, sprinting to close out, being there on the catch, and proper defensive floor positioning to take away the basket.



Setup: Coach with ball under the basket. Coach may pass to any of the three players to begin the drill.

Offense is arranged top side side

Defense arranged tightly in the paint

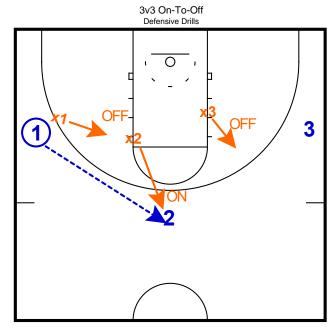


Coach passes to 1

X1 close out to the ball, no baseline! X1 is in "ON" position.

X2 sprint to gap ("OFF")

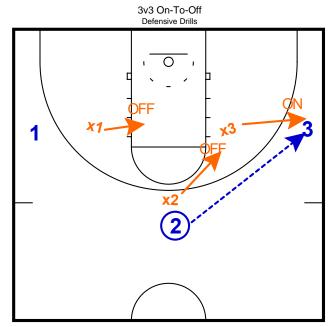
X3 sprint to help ("OFF" in help)



All three offensive players must touch the ball once, then it is live.

1 passes to 2. X2 moves to ON. X1 moves to OFF in the gap. X3 moves to OFF in the gap.

All players move on airtime of the pass!



2 passes to 3.

X3 moves to ON

X2 moves to OFF in the gap

X1 moves to OFF in help

All three players have touched ball now it's live.