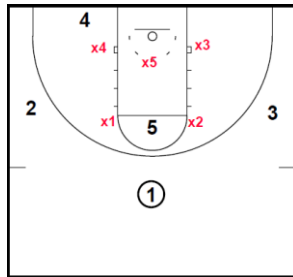


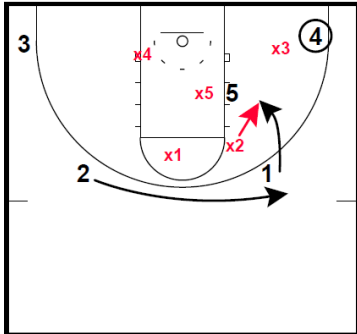
Zone Offense

- When it comes to playing the game of basketball, “the perfect way to play is a concept” – Rollie Massimino
- It is more pure to play than to say point A-B-C-D
- If you don't know what you are doing, the defense doesn't know either
- When our zone offense is bad, it is really bad
- It has taken us 10 years to get where they are at right now
 - Once 3 cutters, now we only have 1
 - Once with one set (starting place), now multiple sets
 - Once had a secondary, now directly into an offense
- Teach as a whole, then add or subtract as much as necessary
- We start most often as a Hi-lo regardless of what the defense is in

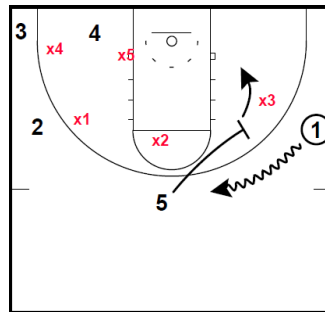
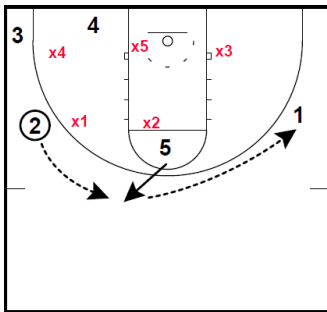


- 4 = behind the defense, G or F, corner to corner, follow the ball
- 1,2,3 = pass the ball, leave a spot, fill a spot, or dribble
 - Proper spacing
 - Wave her (Dribble Through)
 - Go where the defense isn't, no exchanges, that does not put pressure on the defense
- 5 = Best player or smartest player
 - “Flasher”
 - Can step out anytime, quickly, but not too fast
 - Knowledge and sense to play basketball
- Basketball Sense overrules all the other rules
- No wasted passes
- Every pass is a potential shot
- Basketball decision based on defense
- In and Out is the most difficult thing to guard in a zone, forces a zone to move
- ***Took his son to get ice cream, there are 30 flavors to choose from. Pissed Harry off, because it took him forever to decide. Versus the just one flavor to choose from – get to the point.***
- Same idea with the flasher – get to the high post as much as possible.
- Flasher – go outside to inside, find the gap, not to the perimeter
- When practicing, run the offense to infinity, not a set number of passes, etc.

- "Go to where the defense isn't"
- Minor Rule – when feeding the short corner, freeze, not cut through



- Cut through the zone to put pressure on zone, no exchanges!
- Versus trapping, quit running this, back it up
- Don't get caught up in stereotyping you players
 - Put a big kid who can shoot on the perimeter
 - Put a guard who can drive on the baseline
- "That's a dumb cut, I would've gone there, but you can go there, go there, it's part of the offense"
- 3 weeks of practice, at least 15 minutes every day minimum,
- This offense is an acquired taste
- Break in transition into 1-3-1 or break into 2-1-2
- Not running different offenses, starting it differently
 - Pass and assume your role
- If there is no passing lane – dribble or drive the ball to create a lane
- Anytime you are denied – man to man rule – back cut
- On the pop out cut, make the defense move to guard you
- In practice yell "shot" & don't shoot to get more reps
- Start 1-4 High sometimes
- Boeheim says that he plays zone, because everyone's man offense is better than their zone offense
- Motion and infinity – players think they have to shoot after 3 passes
- Larry Brown idea – Flasher into pick and roll action



- Quick Hitter into concept
 - Ball Screen & pop

