

Fran Fraschilla: Ball Screen Offense



-Gordon Chisea's "Partnership of Screening"

»Taking on contact to get a teammate open is the ultimate act of basketball unselfishness.

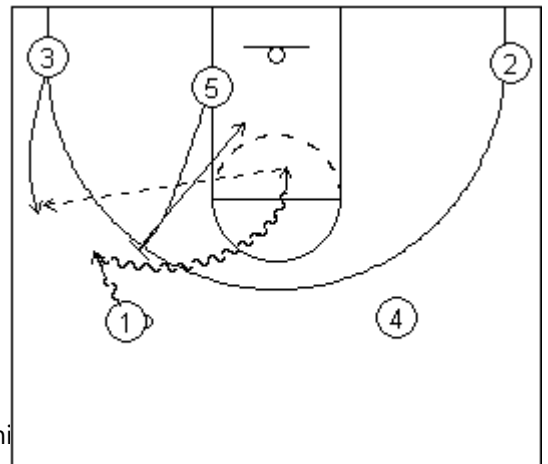
»Be it a guard cross screening for a big or a big ball screening for a guard

-On a side ball screen with the defensive player forcing the offensive player to use the screen, the wing on the catch should rip the ball over the top of the defensive player's head to take away him from the screen before ripping it back through to use the ball screen.

-Ball screens should be set with the screener's chest on the back of the defender's shoulder (don't even give him a chance to go under).

-Screeners must sprint to ball screens to make it so his defender isn't in a position to help/hedge

-“Back Action”: a very tough action to guard is when the ball handler drives off of the ball screen and the screener rolls to the rim, a perimeter player comes behind the action. Here in the diagram we see 1 drive middle and turn to throw back to 3 lifting out of the corner. 5's roll has caused x3 to pinch in slightly, making him late to react to 3's lift up out of the corner.



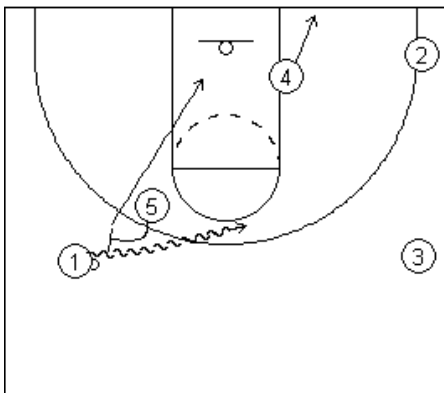
»With this simple action, you've created a long closeout.

-There's a time and place for shot fakes, there's a time and place for rip-and-go's. Shot fakes sometimes too long and a rip-and-go move is more effective.

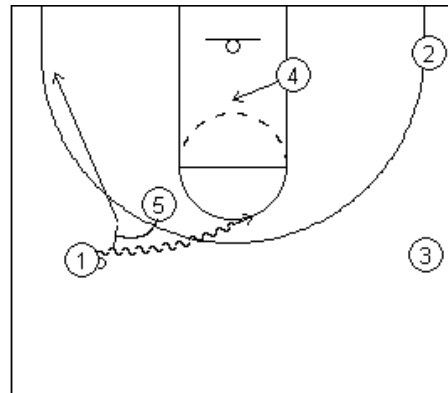
-On a spread ball screen, the corner defenders need to shrink in and "zone the rim up."

-Be cognizant of what you're doing with your opposite post on a side ball screen. If you have screener rolling to the rim, you can't be ducking your opposite post in because that's way too much congestion. If the screener is rolling, drop the opposite big to what Tom Crean terms "the alley". Now if your screener is popping, there's a duck-in opportunity for your opposite post.

Pick and Roll

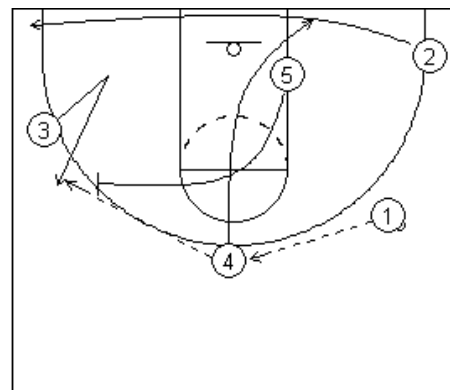


Pick and Pop

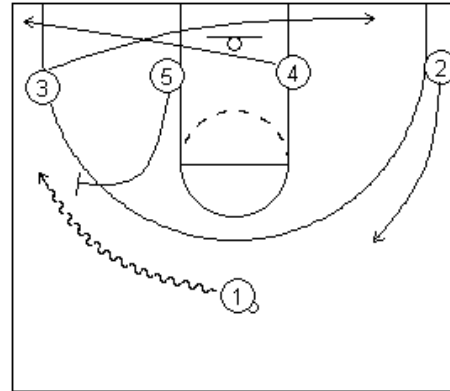


Butler's ball screening

-Out of transition as a part of secondary:



-Disguising a side pick & roll:
 "Look at all this movement!"



-Have a solution for every ball screen defense you face (switch, hard show, blitz, etc.)

-If you're setting up a play for a shooter you better give him 2 routes.

Tod Kowalczyk On-Ball Screening Offense:

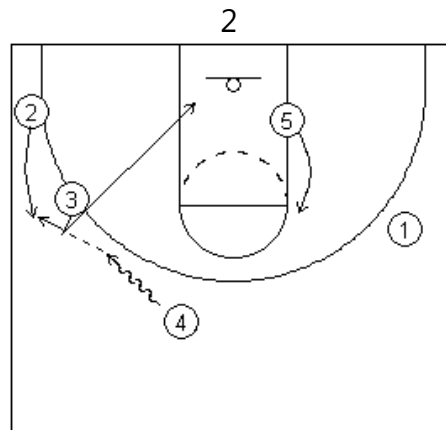
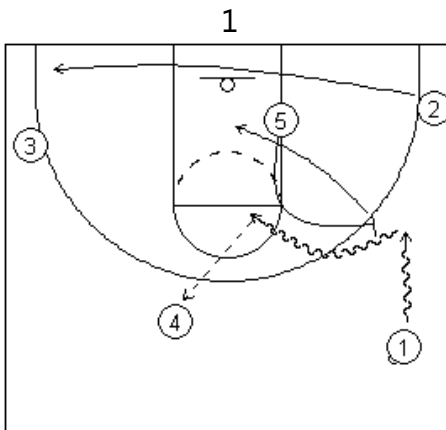
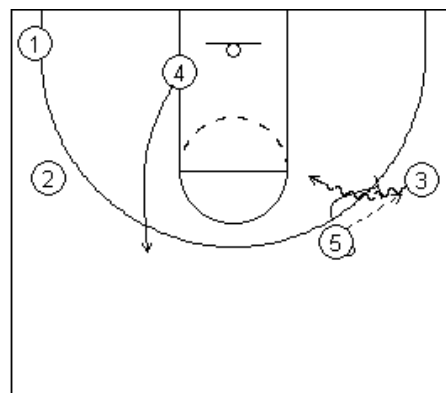
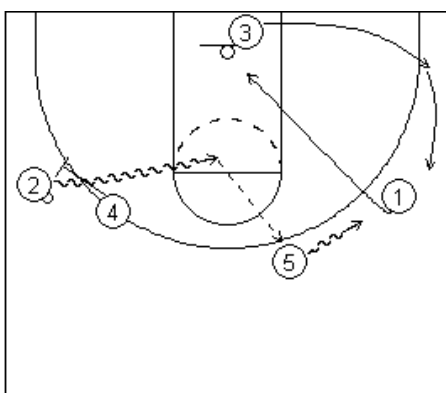


Diagram 1: 1 dribbles to the wing area to set up a wing ball screen set by 5. 2 clears through. 1 drives and hits 4 standing lane line extended (beyond 3).

Diagram 2: 4 catches and dribbles at 3 who cuts

backdoor. 2 lifts out of the corner for a catch.



4
 Diagram 3: 4 follows his pass to set a side ball screen for 2. Here's the continuity! In

preparation for a ball screen, 5 has lifted to the lane line extended for a catch off 2's penetration. 5 dribbles at 1 (back cut).

Diagram 4: 5 hits 3 and follows his pass with a side ball screen as 4 lifts to lane line extended behind the 3.

Defense:

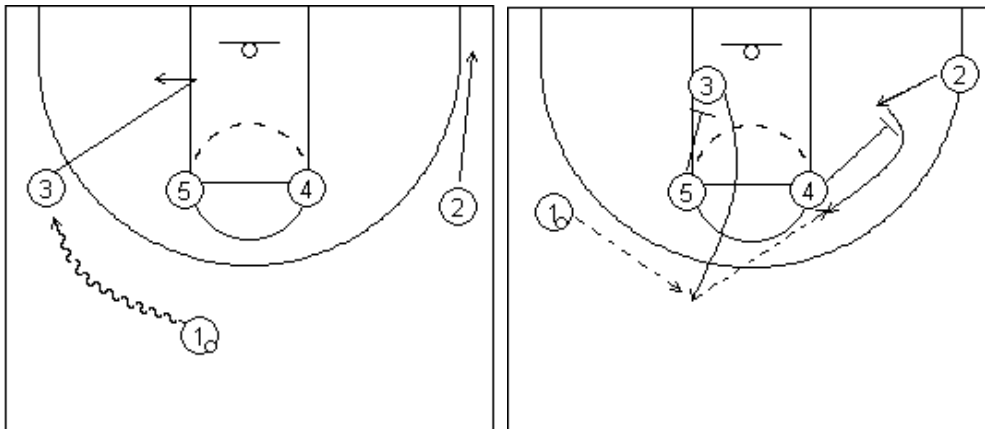
-Ball Screen Shell Drill: Offense is running a variety of ball screens (middle, side, etc.) without trying to score. "Choreograph your D. Do things defensively every day so it becomes 2nd nature."

»Fraschilla wanted his teams to have an aggressive mentality so he trapped all ball screens early in the year and then adjusted from there.

-"Foot-faking in the half court is so subtly good."

"One quick NBA set that can be run at the high school."

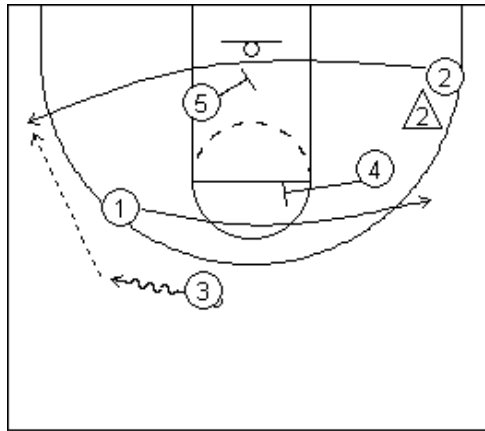
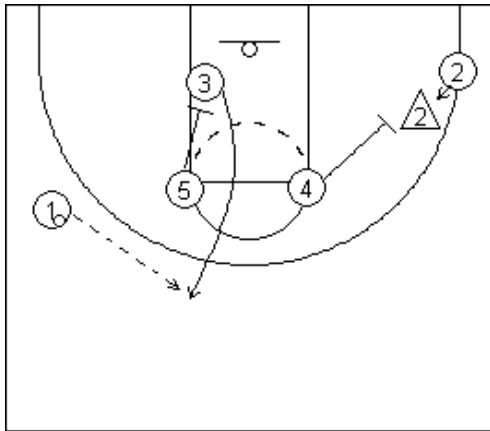
"ONE"



Left Diagram: 1 dribbles 3 out into the post.

Right Diagram: 3 runs a zipper cut off of 5's screen. On 3's catch, 4 turns to set a weakside pindown.

Counter to "One" = "TIMBER"

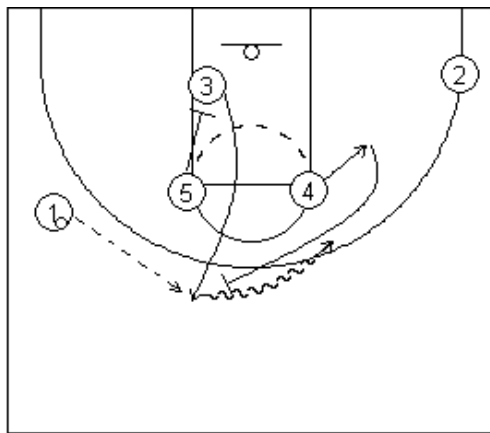


Left Diagram: 3 has run off his zipper. 4 runs to set the pindown, but x2 is playing on top of 2 and not allowing him to get to the screen ("toplock")

Right Diagram: 2 changes direction and runs through the baseline and off of 5's screen as 1 comes over the

top.

Counter to "One" = "AXE"



4 fakes the weakside pin down and turns back to set a middle ball screen for 3 to drive off of. Finish with a roll and replace action with 4 rolling hard to the rim and 5 filling at the top of the key.

(on 5's catch he can swing to 1 and follow with a ball screen)