

Out of Bounds Play

- I. **Importance**—an estimated 10% of a team's offense per game comes from OB play. Your team should be prepped for out of bounds play, because it comprises 20% of each game.
 - a. What is your goal—to score or to inbound?
 - i. Inbound—Can you afford to have your primary handler inbound to get it back or must she be an option off screens?

“Simply getting the ball into play to run the offense might not provide the same immediate gratification of a made basket, but neither does it exact the penalties associated with turning the ball over to the opponent” (John Wooden's UCLA Offense, Wooden and Nater).
 - ii. Score—Who are your best decision-makers, scorers, and screeners? What screening scenario/action is most effective for your team in general?
 1. OB play gurus include Rene Portland formerly of Penn State
 - b. Keep it simple—understand your team's basketball IQ
 - i. How many plays can you run vs. zone and player to player?
 - ii. Two plays out of each configuration maximum
- II. **Roles/Keys**
 - a. Inbounder
 - i. Deceptive eyes—“See everything, look at nothing”; pass fakes
 - ii. Primary and secondary reads
 - iii. Moxie—shoe tie; throw it off her knee; throw it long all before you call a timeout
 - b. Receiver
 - i. Sprint to position—no five-second violations because we're walking
 - ii. Timing and precision—everyone cut as if she is the primary option
 - iii. Screen and slip
- III. **OB Offense**
 - a. BOB Sets
 - i. T-set
 - ii. Box/offset
 - iii. Line high/low
 - iv. 4 player stack
 - b. SOB Sets
 - i. Box set
- IV. **OB Defense**
 - a. Player to player—body up/stay with, switch all screens, inbounder jump first pass
 - b. Zone—straight up, box and one, triangle and two

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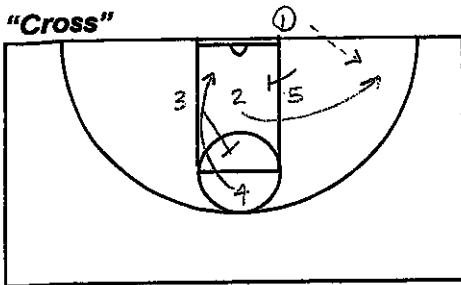
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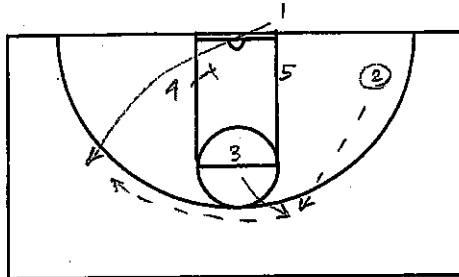


EOB: T- Sets

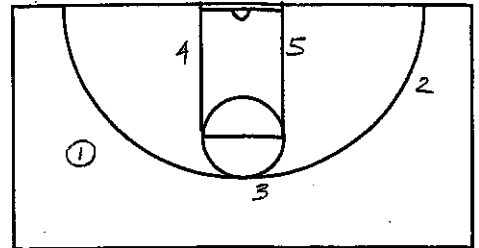
"Cross"



- a. 5 screens 2 to corner
- b. 3 rear screens 4 to block

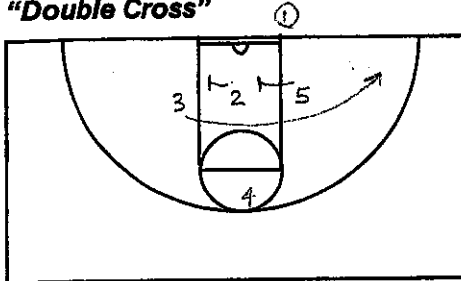


- c. Reversal to 3; ss triangle
- d. 4 downscreens 1 OR flashes

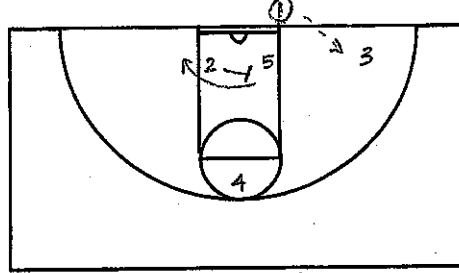


READS: 2 for lob/quick pass, 4 on weakside block, 5 slip, 2 in ss corner

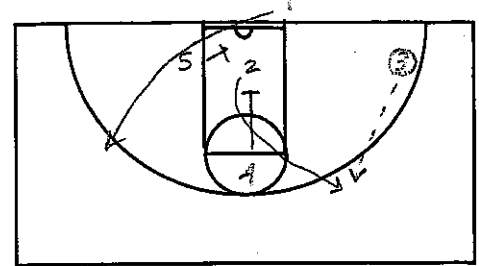
"Double Cross"



- a. 5 and 2 screen 3
- b. 2 screens 5 (misdirection)



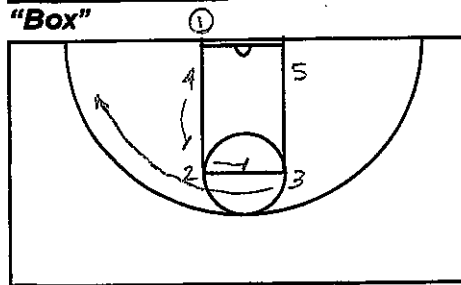
- c. 4 downscreens 2
- d. 5 screens 1



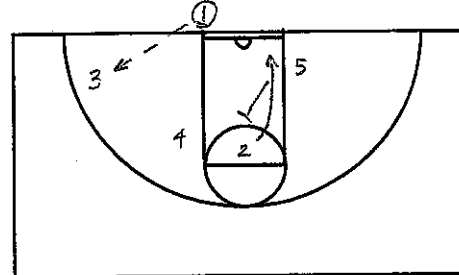
READS: 2 for lob/quick pass, 5 on weakside block, 3 in ss corner, 2 off downscreen/4 slip

EOB: Box Sets

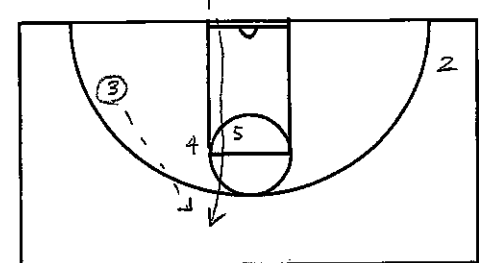
"Box"



- a. 2 cross screens 3
- b. 4 screens 3

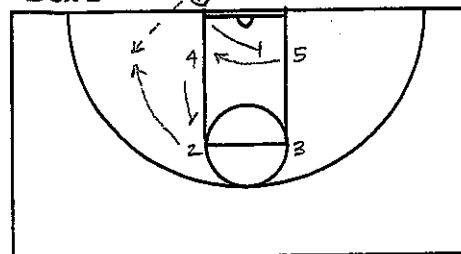


- c. 5 rear screens 2
- d. 5 and 4 set elevator for 1

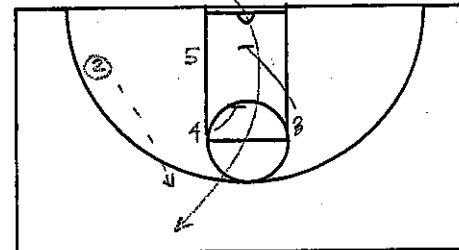


READS: 3 in ss corner, 4 slip, 2 on backside block, 1 off elevator

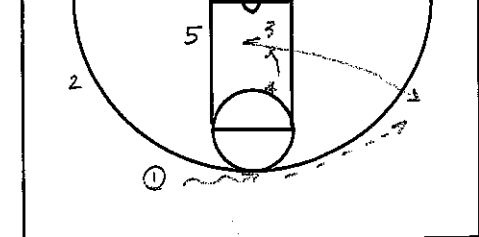
"Box 2"



- a. 4 rear screens 2
- b. cross screens 5



- c. 4 and 3 set dbl stag for 1
- d. 4 downscreens 3

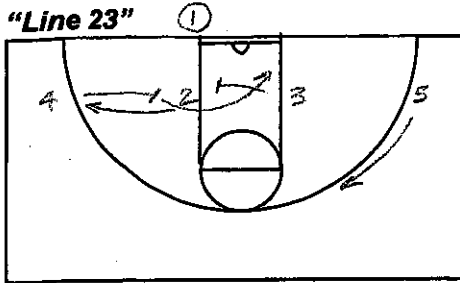


READS: 2 in ss corner, 4 slip, 5 on ss block, 1 off dbl stag, 3 off downscreen

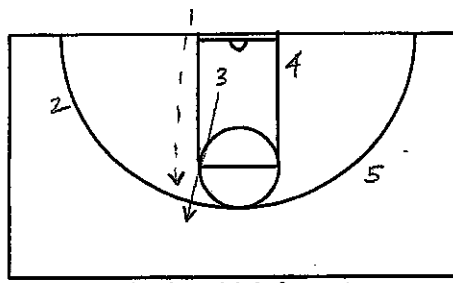


EOB: Line Sets

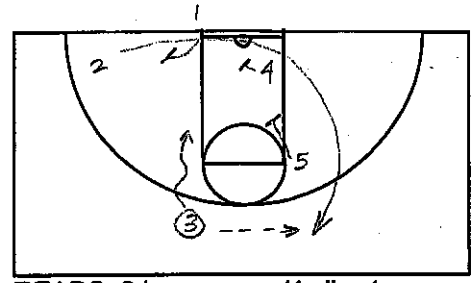
"Line 23"



- a. 4 screens 2 to ss corner
- b. 3 screens 4 to weakside block

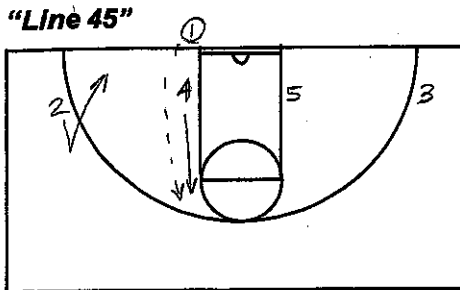


- c. 3 flashes high for entry
- d. Triple screen for 2

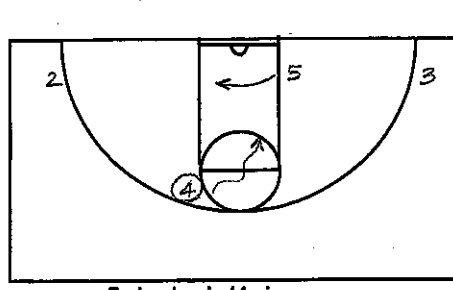


READS: 2 in ss corner/4 slip, 4 on weakside block, 3 iso, 2 dbi off triple

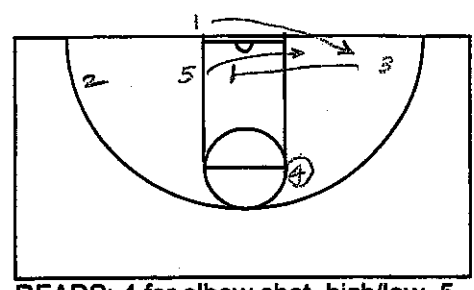
"Line 45"



- a. 4 seals for elbow entry
- b. 2 fakes long comes short



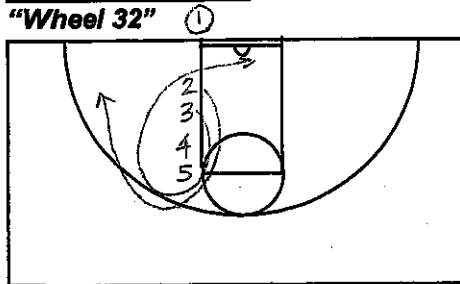
- c. 5 ducks in/4 rip
- d. 3 cross screens 5



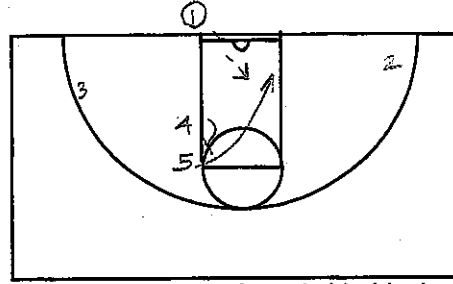
READS: 4 for elbow shot, high/low, 5 off cross screen

EOB: Stack Sets

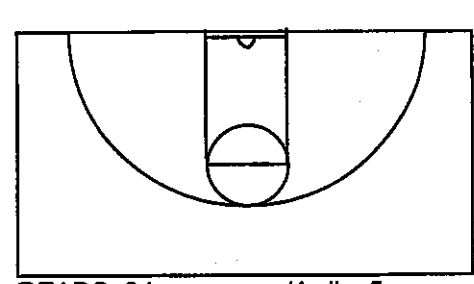
"Wheel 32"



- a. 3 curls to wkside corner
- b. 2 curls to ss corner

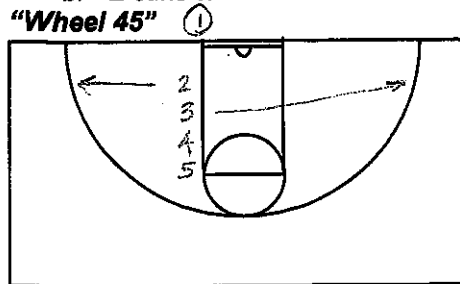


- c. 4 screens 5 to wkside block

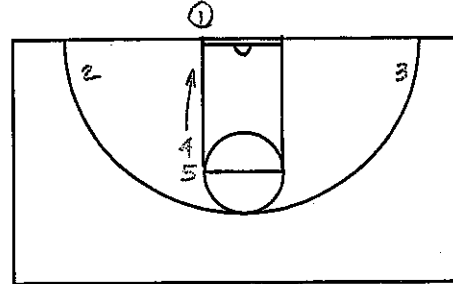


READS: 2 in ss corner/4 slip, 5 backside block

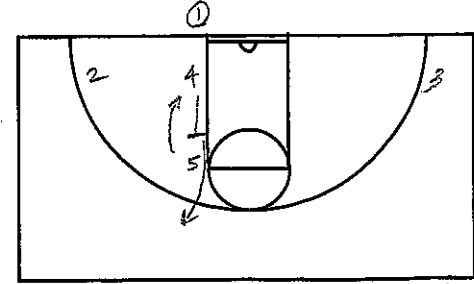
"Wheel 45"



- a. 2 and 3 split
- b. 4 sprints to ss block



- c. 4 sets rearscreen for 5

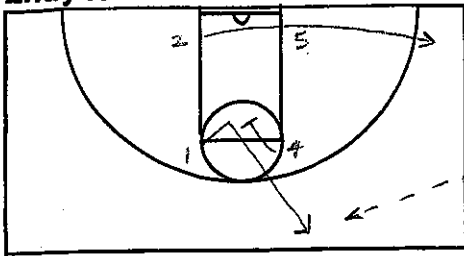


READS: 2 in ss corner, 4 on ss block, 4/5, high/low if entry to 4

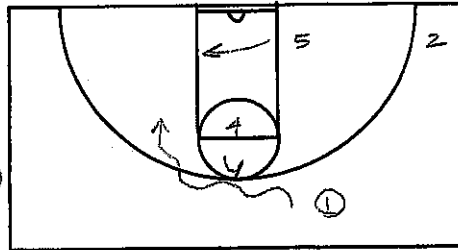


SOB: Box Sets

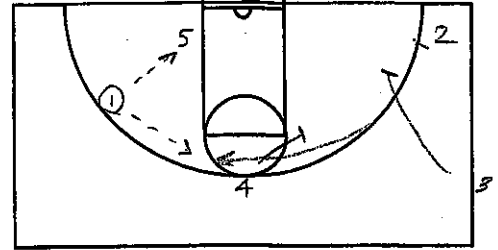
Entry to 1



- a. 4 screens 1 to top
- b. 2 cuts ss corner

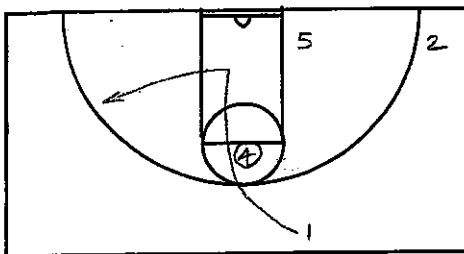


- c. 4 sets MBS for 1
- d. 5 flashes ss block

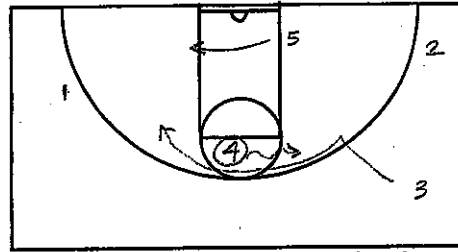


- e. 4 and 3 dbi stagger for 2

Entry to 4



- a. 4 flashes back for entry
- b. 1 cuts backdoor



- c. Crab dribble/hand-off to 3

