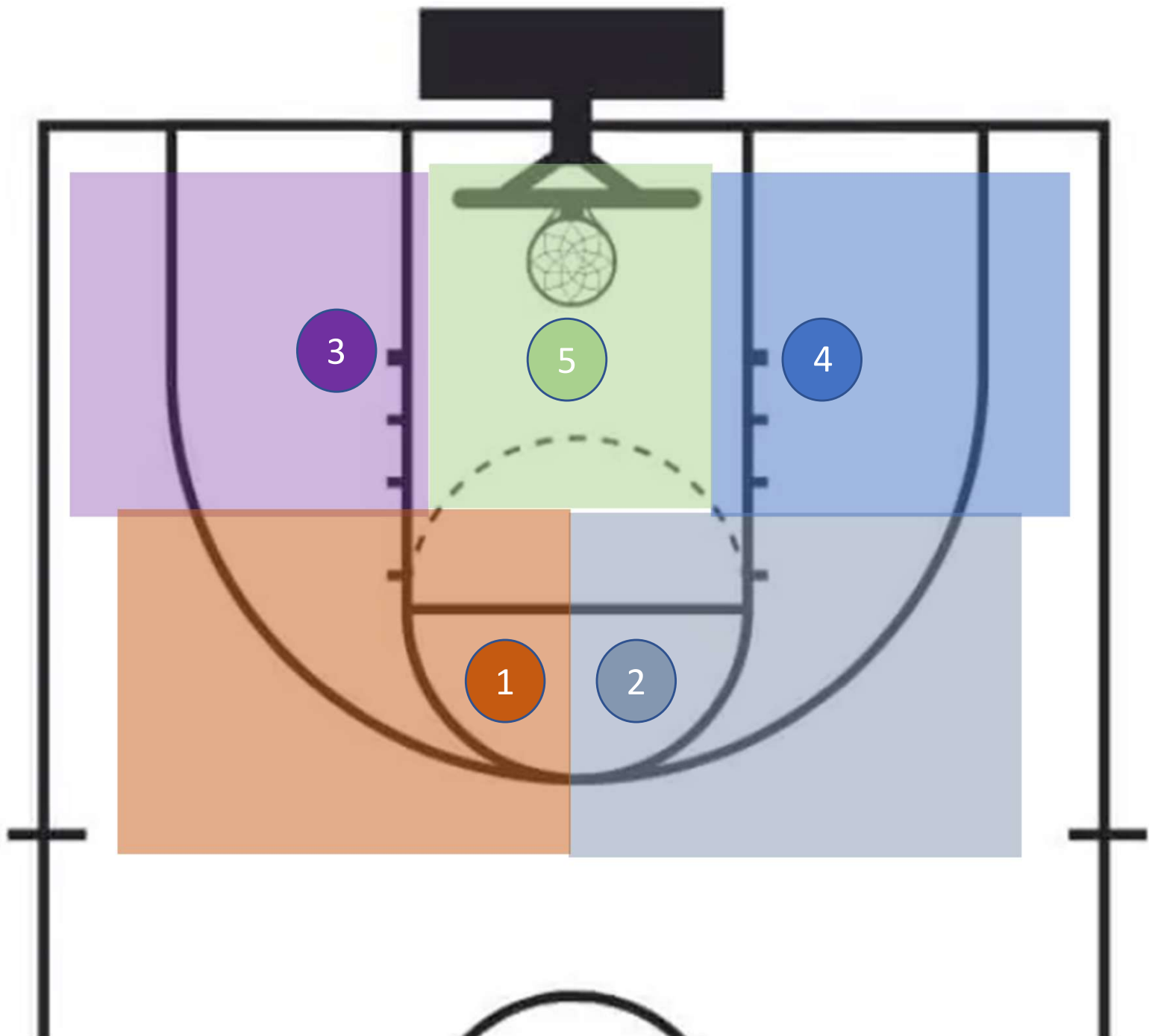# 2-3 Zone
Basic Set up

- **Guards (1&2):** Do not allow initial entry pass to high post or PG penetration; when ball is on their wing, guard the basketball; do not allow PG uncontested shot/drive; be ready to help on overload corner if ball gets into high post; trap (if orange/red)
- **Forwards (3&4):** Guard ball in corner; Guard short corner/front low post; Be ready to help on wings and bump back down; Rebound
- **Center (5):** Protect the paint; take high post when has ball; front low post (if forward guarding corner), rebound

2-3 Zone
# Positioning based on location of ball

Ball at top of key

Goal is to keep ball away from high post area
1&2 pinch high post & be ready to get to wing
If PG good shooter/driver, who closest
between 1&2 calls Ball & puts pressure, other
deny high post entry
Ball side forward (3) bumps up towards wing

Ball on wing

2 guards wing
4 in short corner (front low post if there)
1 denying high post
3 & 5 shift over

Ball in corner
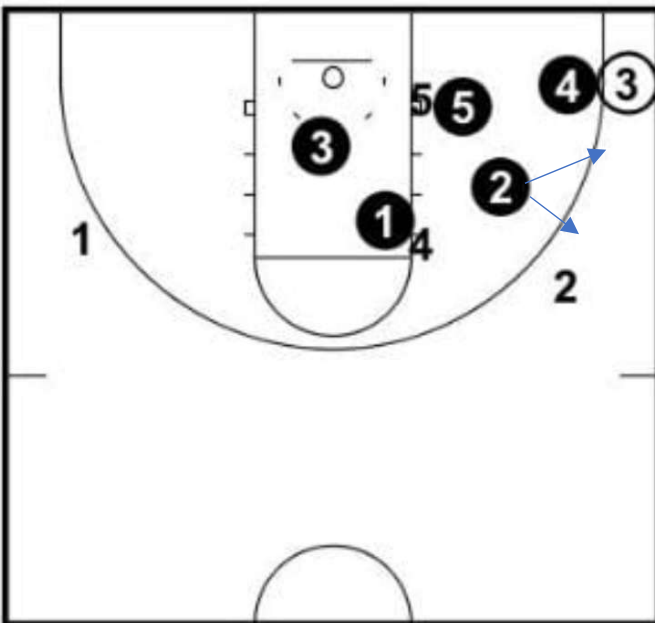
4 on ball
5 front low post
2 can sag to clog lane, deny pass to 2 or trap
1 denying high post
3 is shifted over

Ball in high post

If gets to high post, defense in bad position
5 takes ball
3&4 pinch in take closest player to them
1&2 protect wings/corners (otherwise easy 3)
1or2 can choose to pressure 4

2-3 Zone
Bumping on reversal or skip pass

- Problem with a 2-3 zone is that the two guards at the top are responsible for guarding three positions around the perimeter; the top of the key, and the two wings
- When ball is quickly reversed or skip pass offensive wing players may be left open as guard recovers to them
- To combat this, closest forward (3 or 4) must recognize and help out by closing out on the wing player, before getting bumped back down to their normal position when the guard arrives
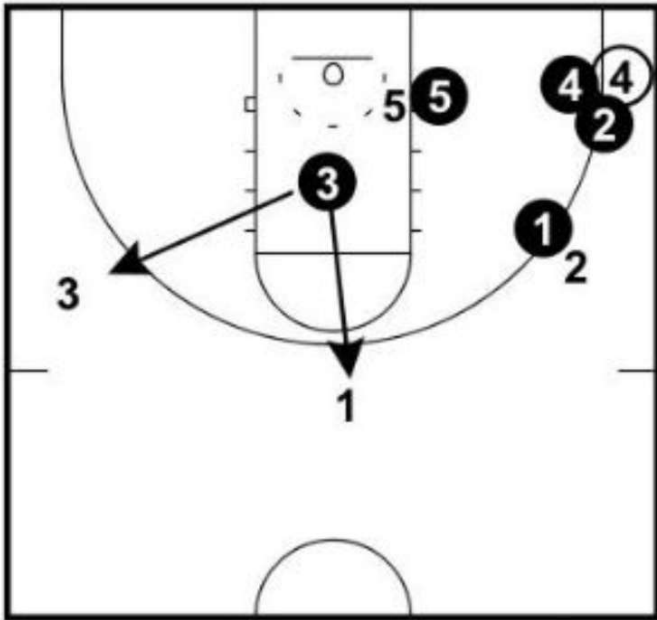
Bumping on ball reversal

Image (A)

Image (B)
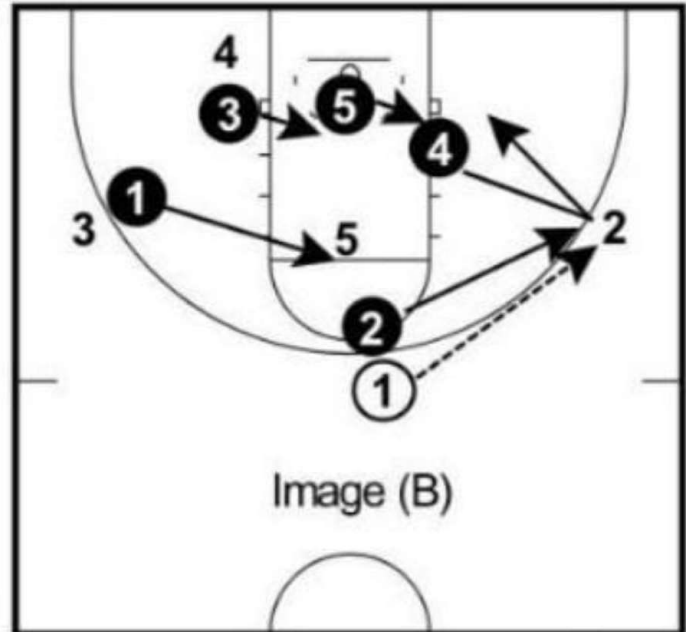
Bumping on Skip pass

Image (A)

Image (B)

2-3 Zone
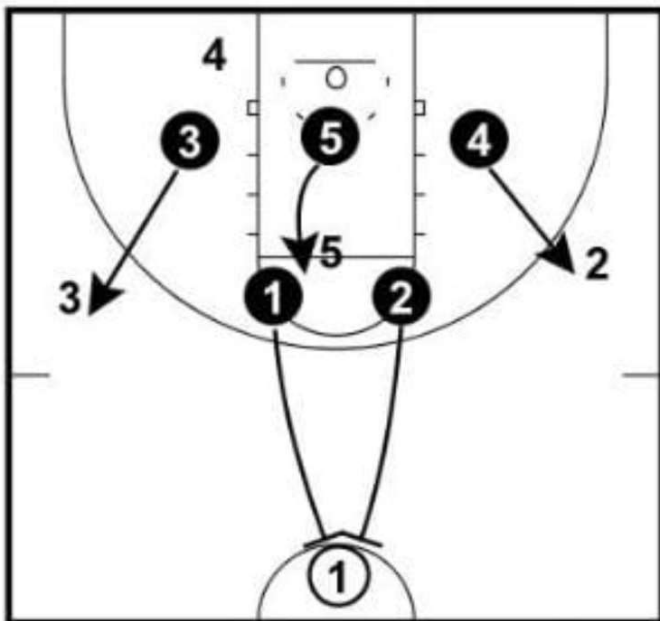# Trapping [Orange/Red]

Ball in Corner

Ball in Short Corner

Orange: trap in corner/short corner
Red: trap all positions

Ball at top

Works best as a surprise

Ball at Wing

1 has to be in Deny
(open to Skip Pass)