

BLOB (Base Line Out of Bounds)

Key principles

Against Man Defense

- Primary objective is to get multiple players cutting to basket
- Secondary objective is to get multiple options for an open three
- Opportunities are created through screens
- Important to make sure know who screening or who is screening for you
- Everyone has to be able to handle every role
- Inbounder and other players should always assess before play starts if blown coverage and opportunity exists for quick uncontested 3 or post up
- Second passes can often lead to open shots
- When in doubt, pair up with player and one screen for other with goal of either cutting ball side either to basket or to corner three with screener than trying to get open for safety valve

Against Zone defense

- If zone not being run correctly (e.g. zone not shifted ball side correctly), can still get layup or shot off inbounds pass (e.g. either basket still open as forward too far out on corner or forward not able to close out on corner)
- But if zone effective, it can be hard to get shot attempt on inbounds
- Objective of zone plays then are to get into a zone overload configuration so have advantage after inbounds

BLOB:

Simple 1 (or any word with A)

5=Set screen for 4 so they can cut ball side, hold, roll back to basket and roll opposite side 4 cut (should be off ball). Set up in low post.

Note – always assess before start if opportunity is there to seal and get quick lay up

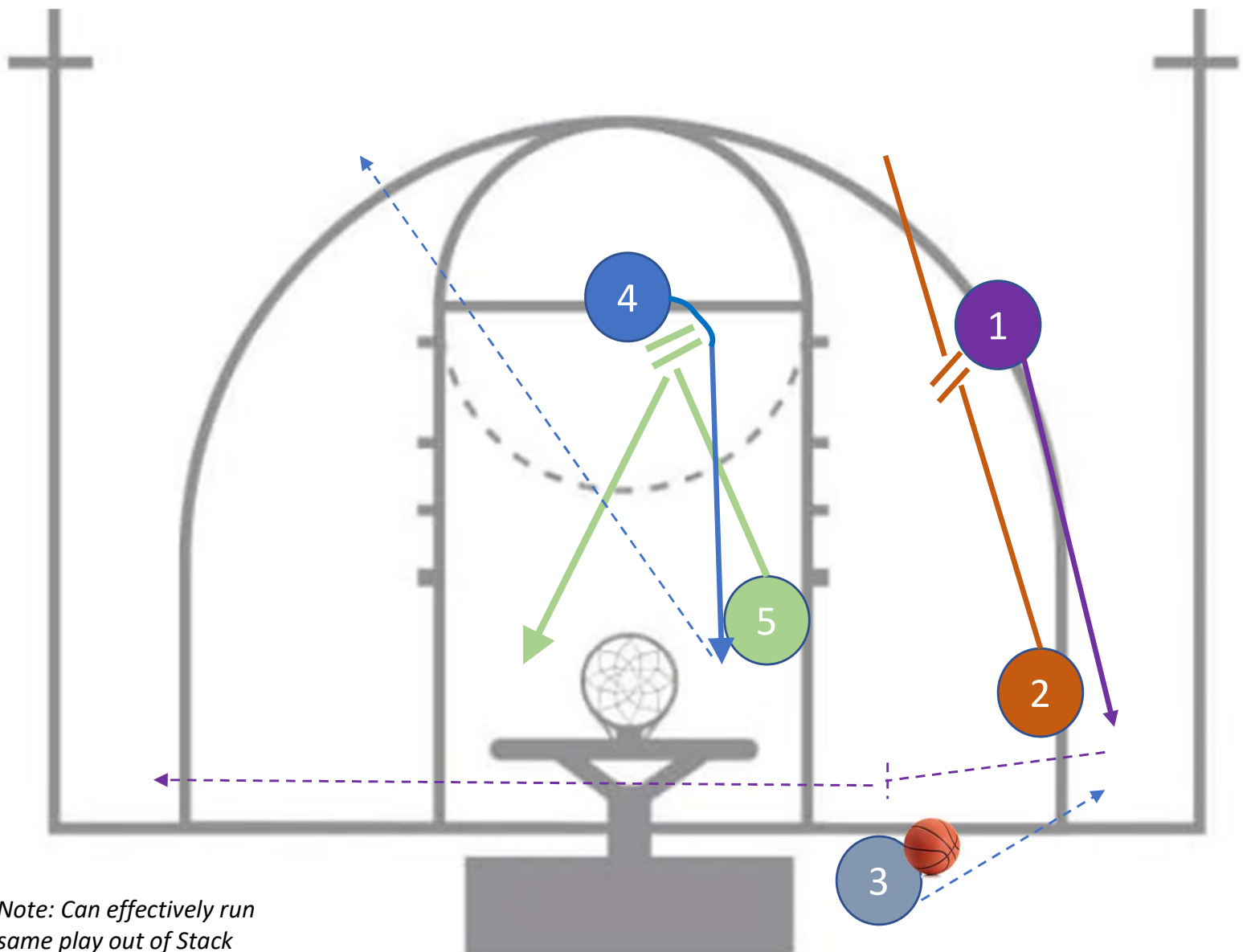
4=Wait for screen, use screen, cut to basket (should be ball side). Clear back to Wing

Note - sometimes 5 might end up setting screen so 4 has to cut away from ball and then 5 rolls towards the ball

2=Look for catch and shoot, if not go set screen for 2 and then pop to Slot as safety valve. If receive inbound look back to pass to ball side corner for three

1= Wait for screen from 2 and get to corner for three pointer. If ball inbounded to 2 in slot, go set screen for 3 so they can get to corner for three. Clear to corner

3= Asses if any uncovered players for quick catch and shoot; look to 4, then 5, then 1. If inbound to 2 on wing, use screen from 1 to get corner for three.



Note: Can effectively run same play out of Stack

BLOB:

Simple 2 (or any word with B)

Same as Simple 1, except 5 pops instead of rolls and 2 rolls instead of pops (4 also cuts offball side)

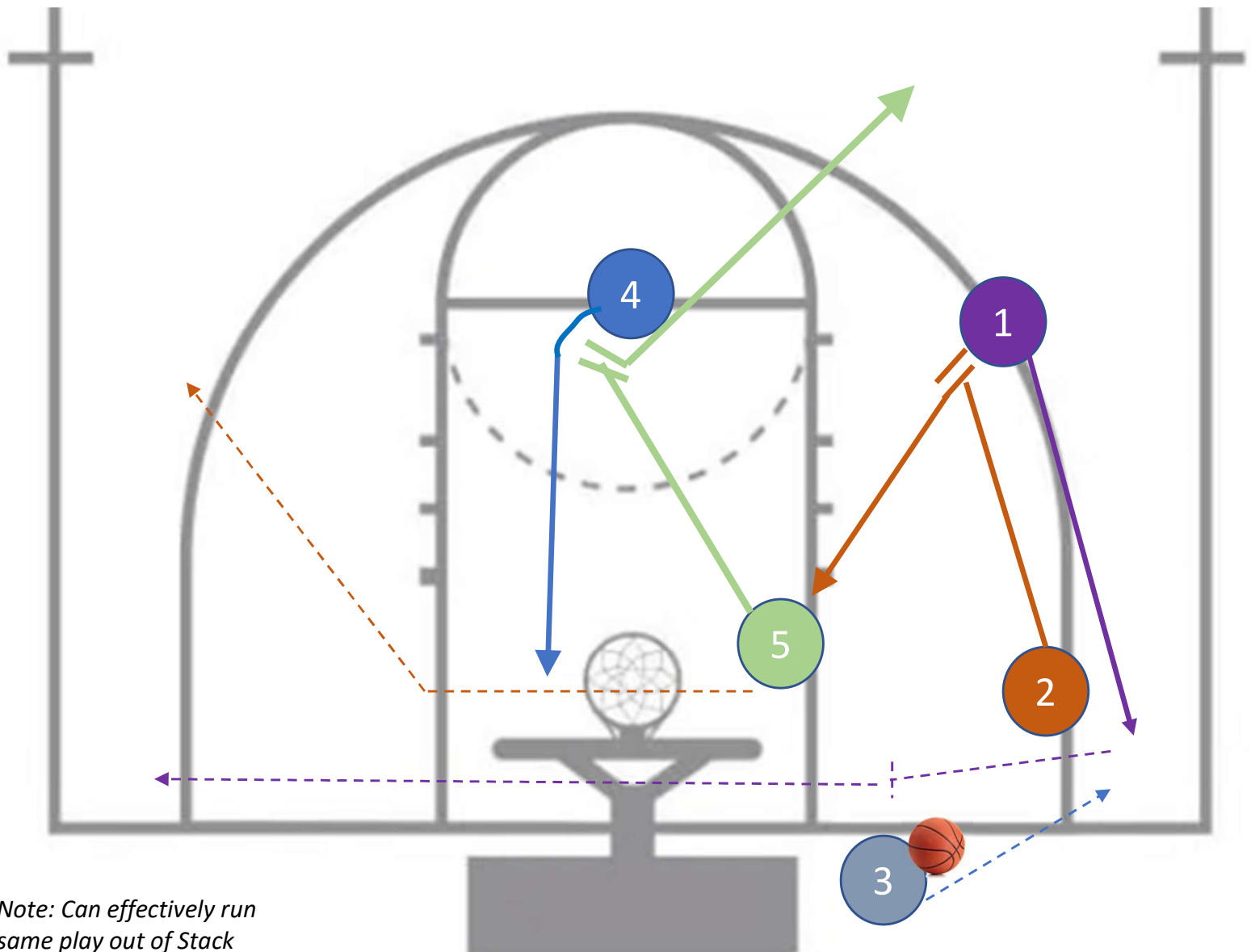
5=Set screen for 4 so they can cut away from ball, hold, pop to slot. If receive inbounds, look for pass to ball side corner for a three.

4=Wait for screen, use screen, cut to basket (should be ball side). Set up in low post

2=Look for catch and shoot, if not go set screen for 2 and then roll back to basket. If don't get, clear to opposite Wing

1= Wait for screen from 2 and get to corner for three pointer. If ball inbounded to 5 in slot, go set screen for 3 so they can get to corner for three. Clear to corner

3= Asses if any uncovered players for quick catch and shoot; look to 4, then 2, then 1. If inbound to 5 on wing, use screen from 1 to get corner for three.



Note: Can effectively run same play out of Stack

BLOB:

Simple 3 (Cross or any word with C)

Similar to Simple 2, except 5 and 2 are switching who they are screening for and 1 & 4 are switching how use screen (1 now cutting to basket, 4 to corner). This play is effectively cross screens

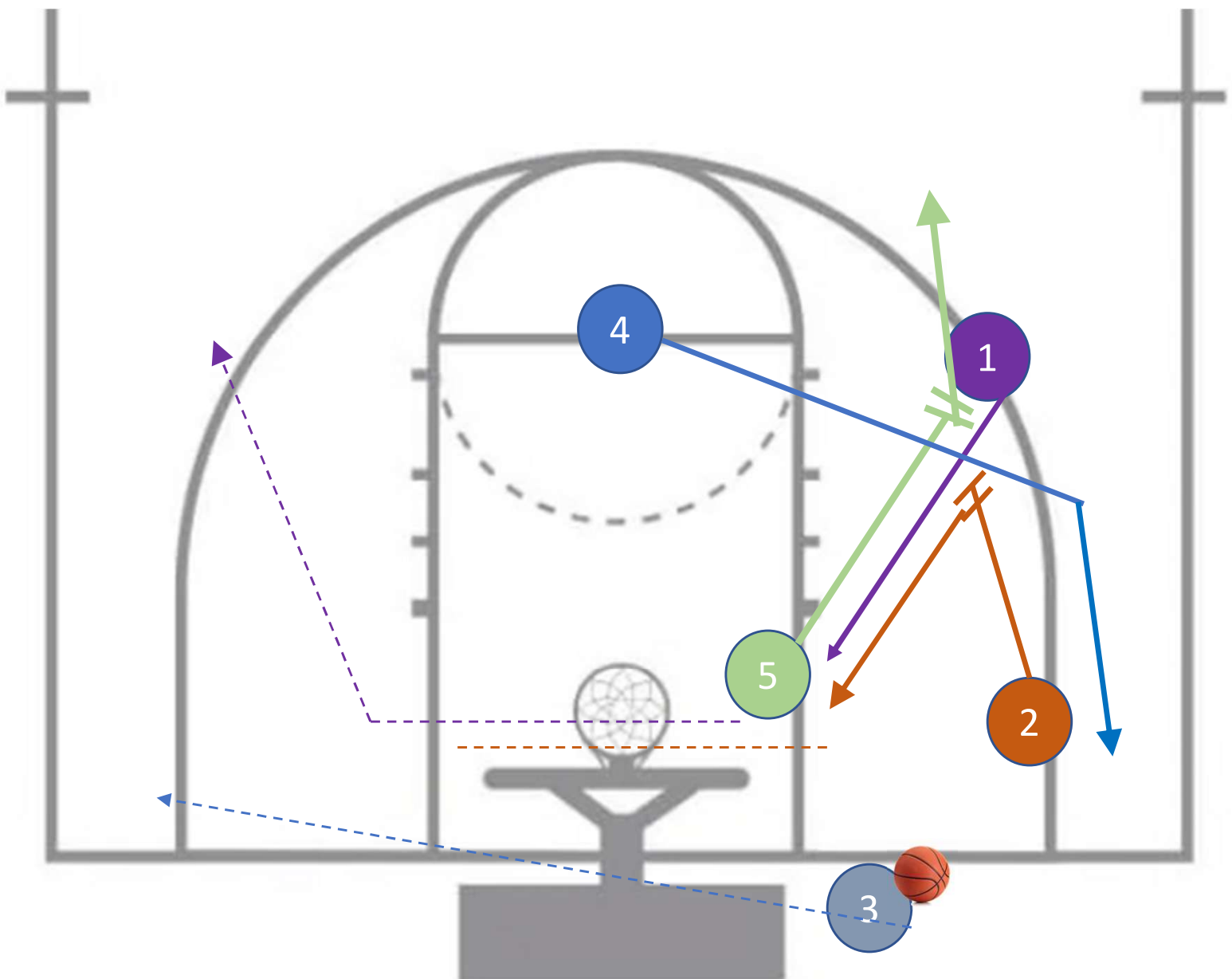
5=Set screen for 1 so they can cut to basket, hold, pop to slot. If receive inbounds, look for pass to ball side corner for a three.

1= Use screen from 5 and cut to basket, then clear to opposite Wing

2=Wait, then set screen for 4, roll to basket, clear to low post

4=Delay for second, use screen from 2 to get to corner for three.

3= Asses if any uncovered players for quick catch and shoot; look to 1, then 2, then 4. If inbound to 5 on wing, run to opposite Corner



BLOB:

Zoom 1 or 2

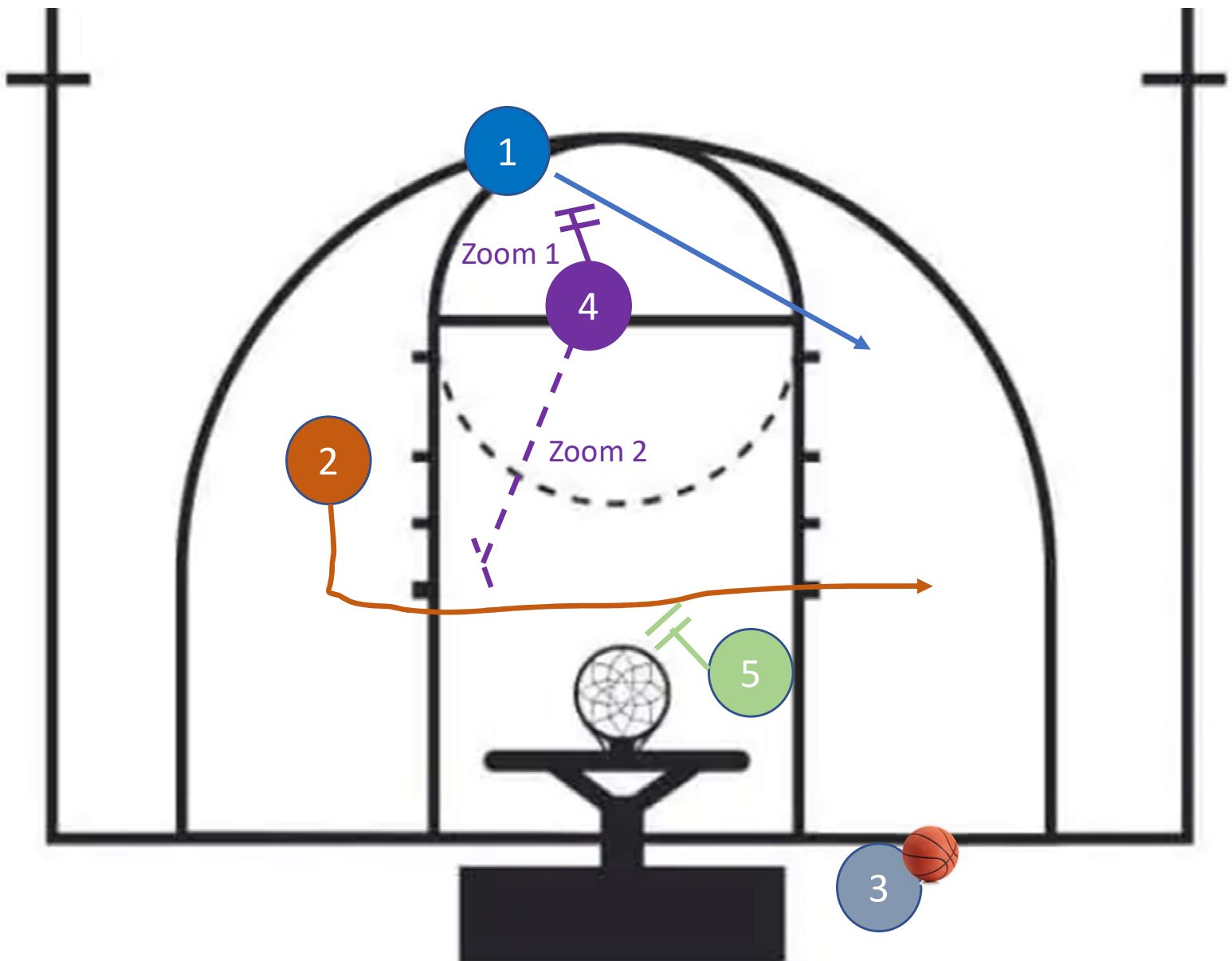
5=Seal & look for ball then set screen for 2 coming

2=Walk slowly down and then sprint to ball side

4=In Zoom 1 set screen for 1 & then pop out; in Zoom 2, set screen for 2

1=Use screen look for mid-range shot

Variation: 2 can also reverse and start ball side corner so looking for layup



BLOB: Zone Box

Objective is to get corner three. If no open shot will get into an overload position with short corner, corner & high post

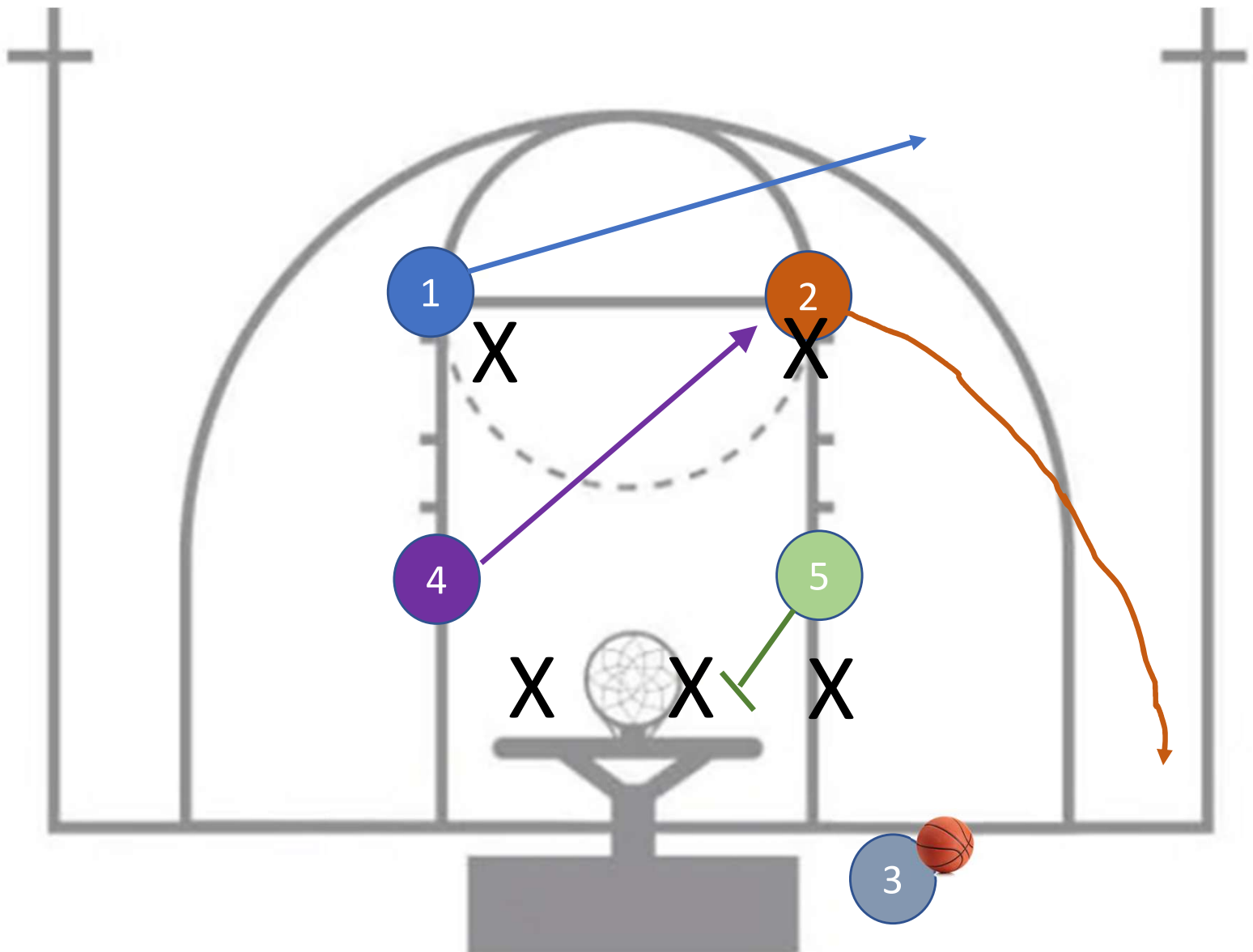
5=Seal the center defender and look for ball

4=Take high post

2=Get to corner for three (defender will have to choose you or defending basket)

1=Cut to Wing

3= Look to 2 for open three, 5 on seal, then 1 as outlet. Clear to opposite Wing



BLOB: Zone Splitter (Stack)

Objective is to get corner three or roll to basket. If no open shot will get into an overload position with short corner, corner & high post

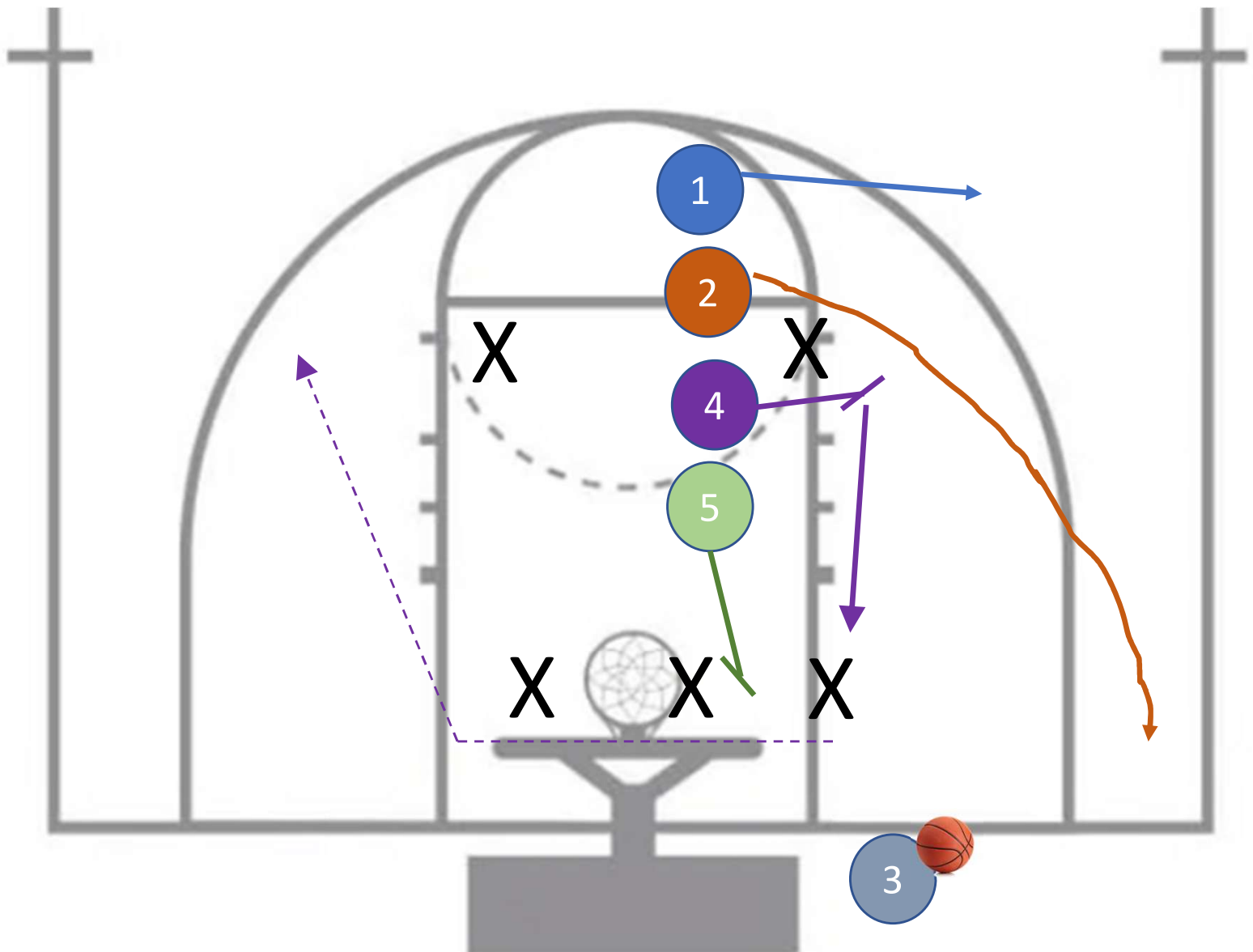
5=Seal the center defender and look for ball

4=Screen for 2 so they can get to corner, then roll to basket (defender will have to choose to either guard corner three or you). If don't get ball clear to opposite wing

2=Use screen from 4 and get to corner for three

1=Cut to Wing

3= Look to 2 for open three, 4 on roll to basket, then 1 as outlet. If inbound to Corner or Wing then head towards high post



BLOB:

Zone Strong (or anything starts with S)

Objective is to get make defender choose between defending lay up or open corner 3

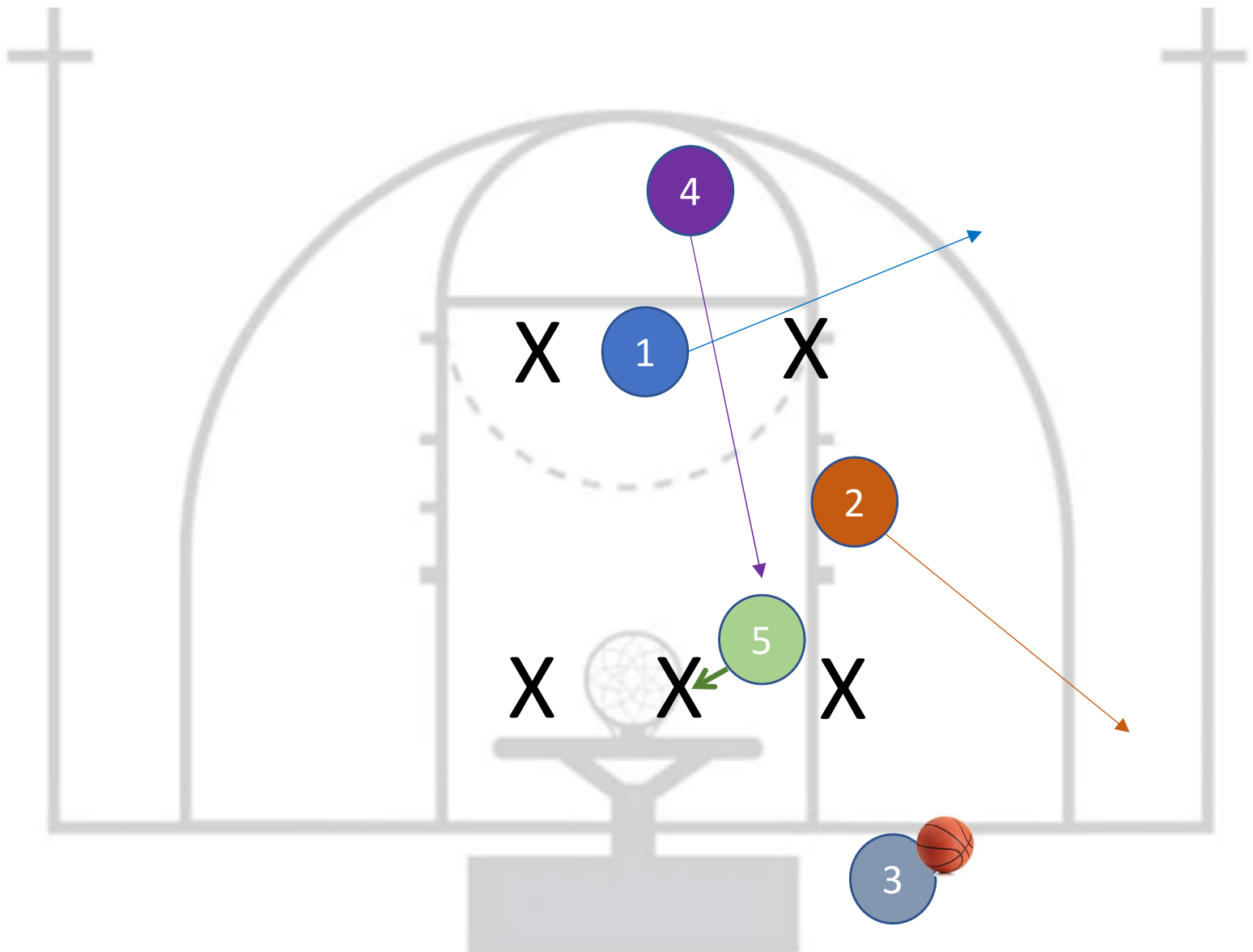
5=Seal the center defender and push as hard as can to create space for 4 coming down; keep hand out like calling for ball so do not get called for foul

4=Come down into the space created by 5 for a layup

2=Sprint to corner for 3

1=Let 4 pass (or if man on them screen for them) and then pop out as safety valve

3= Assess if 5 is creating space; if so pump fake to 2 and pass into 4; if space not being created pump to 4 and pass to 2; look to 1 if no one open



BLOB:

Zone Strong 2 (or anything starts with S)

Objective is to get make defender choose between defending lay up or open corner 3

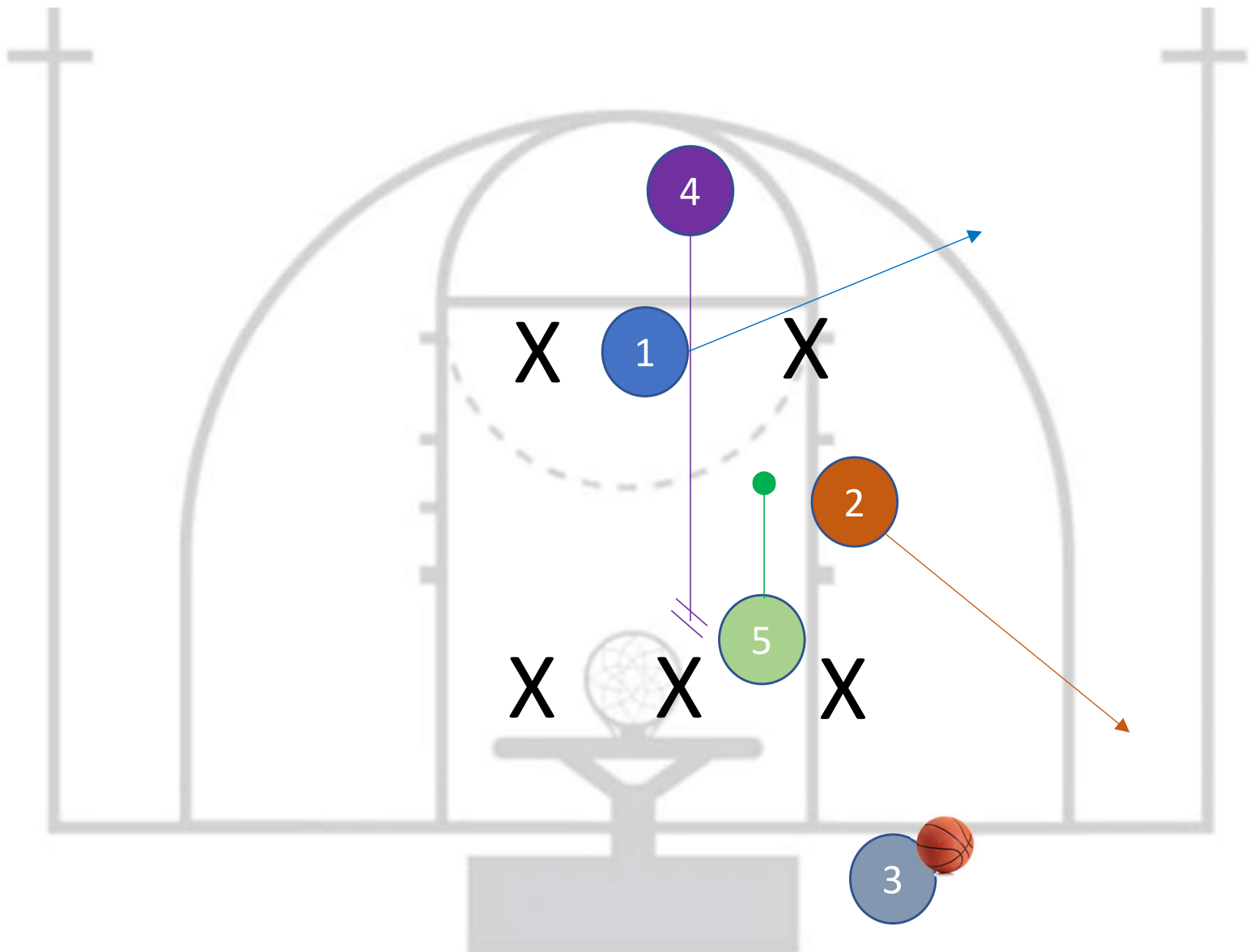
5=Make look like going to seal the center defender; then pop backwards looking to catch ball near below free throw for short shot

4=Come down and set screen for 5

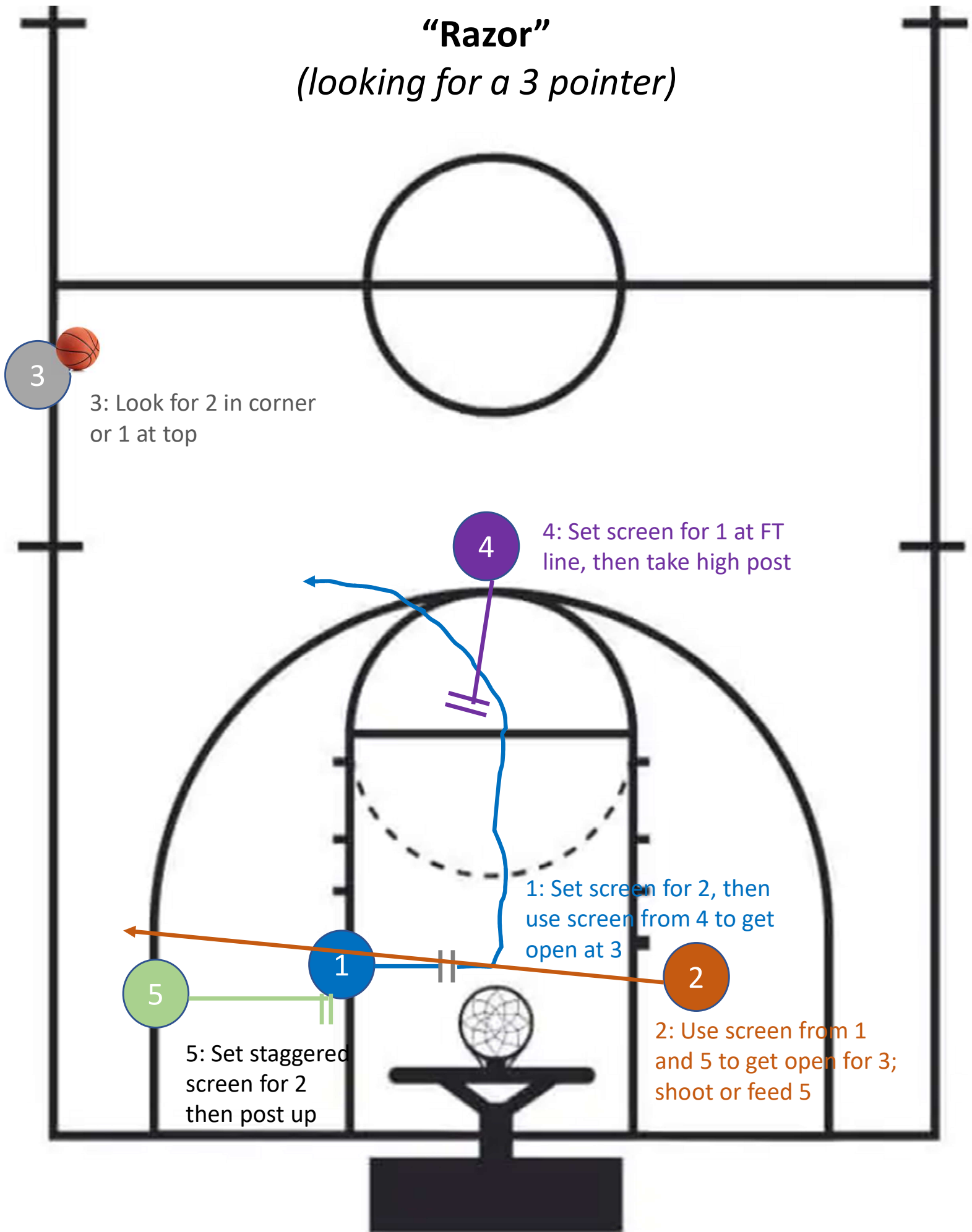
2=Sprint to corner for 3

1=Let 4 pass (or if man on them screen for them) and then pop out as safety valve

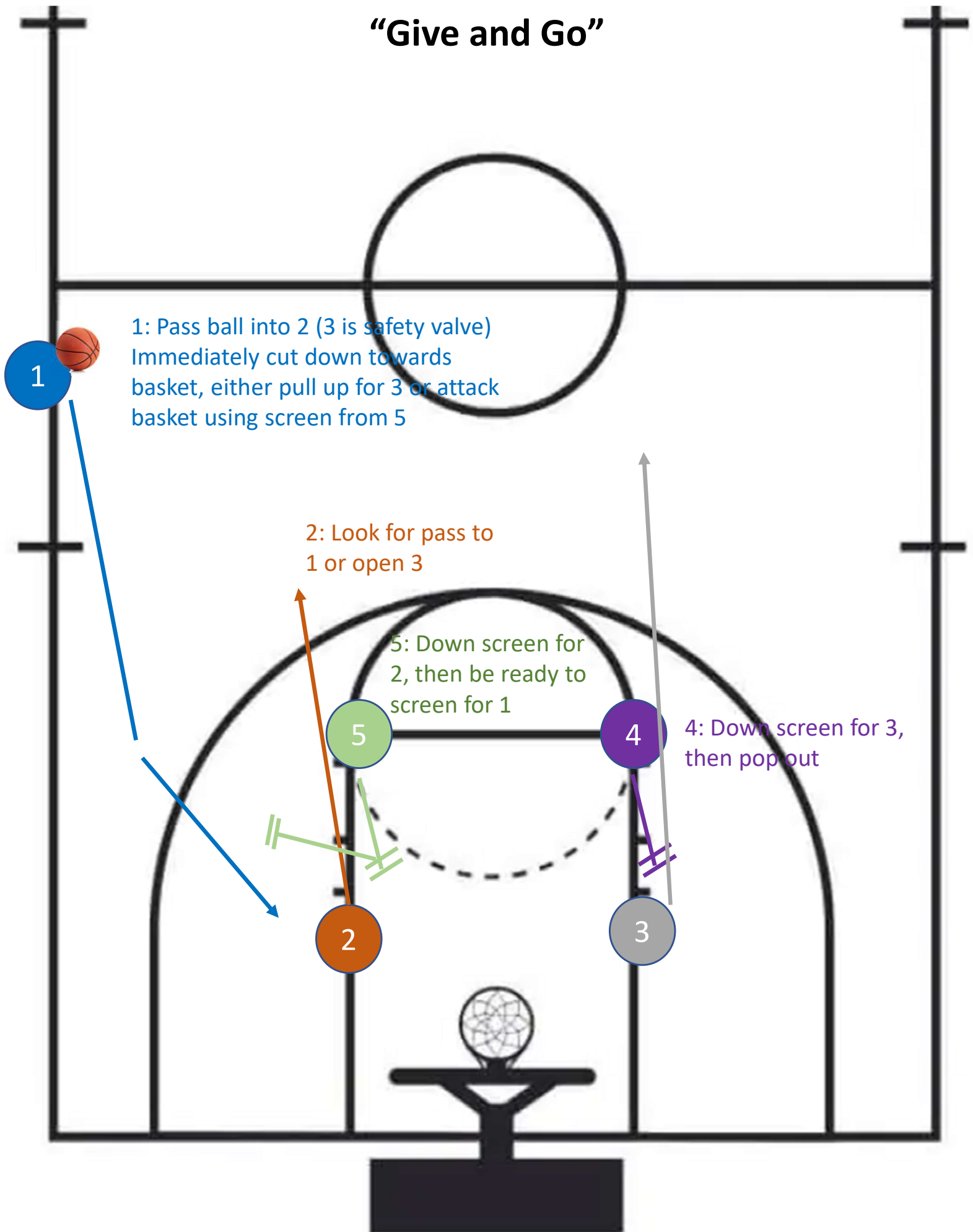
3= If open simple lob pass to 5 so can shoot, otherwise look to 2 in corner; look to 1 if no one open



Sideline inbounds: "Razor" (looking for a 3 pointer)



Sideline inbounds: "Give and Go"



"Bullet"

The diagram illustrates the 'Bullet' basketball play on a court. Player 3 (grey) starts with the ball on the left wing. Player 1 (blue) sets a screen for Player 2 (orange) near the bottom left corner. Player 2 moves to the corner, indicated by an orange arrow, with the instruction: '2: using screen & getting to corner (shoot or pass to 4)'. Player 5 (green) sets a screen for Player 4 (purple) and then pops back, indicated by a green arrow, with the instruction: '5: Setting screen for 4 & then popping back as safety valve'. Player 4 uses the screen and curls towards the basket, indicated by a purple arrow, with the instruction: '4: Using screen and curling to basket looking for pass'. A basketball hoop and backboard are shown at the bottom center.

3

4: Using screen and curling to basket looking for pass

5: Setting screen for 4 & then popping back as safety valve

1: Setting screen for 2 then looking for inbounds

2: using screen & getting to corner (shoot or pass to 4)

4: Using screen and curling to basket looking for pass

5: Setting screen for 4 & then popping back as safety valve

1: Setting screen for
2 then looking for
inbounds

2: using screen & getting to corner (shoot or pass to 4)