

PASSING, CUT AND REPLACE

It is important to note that player movement, at the right time, puts tremendous pressure on the defence. Players need to be taught the proper rhythm (timing and spacing) of how and when to cut. Some key indicators and areas of focus are:

- The signal for when to cut:
 - Eye contact with the ball-handler is very important
 - The ball-handler must always be ready and able to make the pass
- Two speeds – slow then fast. The offensive player has a tremendous advantage since they know when they are going to cut.
- Before cutting the player needs to enlarge the space. If the defender is low, take them lower before cutting high. If the defender is high, take them higher before cutting back-door.
- The three-point line is a frame of reference. If a player is denied at the three-point line, cut to the basket. There is no sense in catching a pass beyond the three-point line outside of a player's range of effectiveness.
- The player should finish their cut at the basket. The player should open up at the basket so they can see the ball and the next available open space (exit to the open space).
- Players should not replace themselves. The player should not return to the spot from which they just cut.
- On cuts, passes should only be made to the player when they are in the key or at the three-point line. Passing to a player at the midway point limits their ability to anticipate the defence.

Early Clock

At this stage, players cut to fill the lanes and to get open for outlet passes. Players running the floor must still be able to cut back to the ball if there is pressure. The first three steps are crucial in beating the defence down the floor.

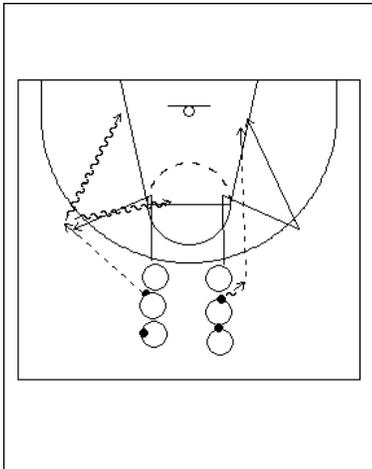
Mid Clock

These are the cuts that occur within the half-court offence. Players also need to learn pressure release when passes are denied. The timing and spacing must be practiced.

Late Clock

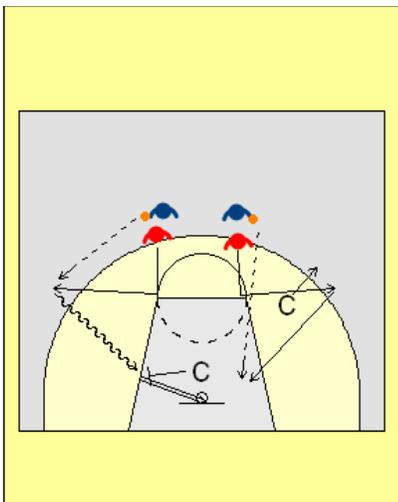
If spacing has been maintained throughout the entire clock, hard cuts can still be effective for players at this time. Very often the defence does not want to foul and may not be on point.

Passing and Cutting Drills



Pivot/Flare – On Air

This drill works on footwork to catch the ball from a different angle. Two lines are formed at the top of the three-point line with every player with a ball except the first player in each line. The first player in line cuts to the elbow and does a jump stop. The player does a pivot to open up to see the passer. The player then shows their hands as they cut out to the attack spot to receive the pass. It is important that the pass is delivered when the player is outside the three-point line and able to catch the ball with a jump stop facing the basket. The pass is made and the player visualizes the defence either giving them a crossover move to the baseline or a crossover move to the middle. The offensive player can pull-up for the jump shot or use the outside/inside power layup. The player also practices the back-door cut. It is important to maximize the effectiveness of any shot and thus when the player gets to the three-point line and they are not open, both the passer and the cutter need to recognize that it will be a back-door cut. The back-door pass is delivered in the key or a lob to the corner of the backboard on the side of the cut.



Pivot/Flare – Coach Guides

The coach can give the player on the catch four reads:

1. Play on the high side – crossover and attack the baseline
2. Play on the low side – crossover and attack the middle
3. Sag on the catch – shoot the ball
4. Deny the pass- go back-door

During the drill, the coach can also give a read to the player after the catch. If the coach shows a chest pass in the drive line to the basket the player should stop and shoot the ball. If the coach shows only an arm in the drive line, the player should do an outside/inside power layup. If the coach is not in the area the player can complete a normal layup.

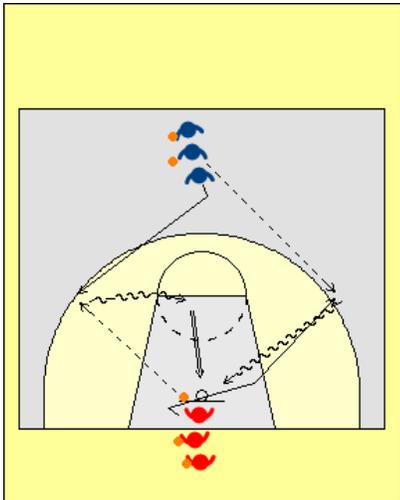
Pivot/Flare – Live Defence

In this drill the players compete against a live defender. In this scenario is best to let the player stay on offence for three to four repetitions in a row as this gives them a chance to use different moves and learn from them. If the player does not have a shot the emphasis should be to pass back to the coach rather than practice a bad shot.

Pivot/Flare – Use in a Game-Like Situation

Start a two-on-two, three-on-three or four-on-four situation with this cut and read. Once the play starts

the player must learn to play one-on-one within the team.



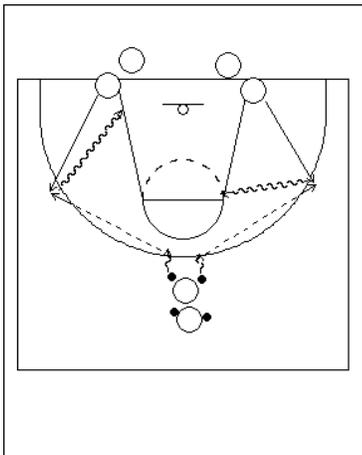
Alternate Wing Entry, Flare – On Air

Players should form two lines with every player having a ball except one player in the top line. The first player can choose to go in either direction by making a flare cut to the attack spot. The timing of the pass must be perfect. The player receiving the ball should do so with a jump stop as that will provide the opportunity for a crossover step in either direction. The player anticipates the defence by visualizing the action of the defence and then goes either middle or baseline. On the middle drive the player shoots while on the baseline they utilize the outside/inside power layup. After passing, the player at the bottom cuts out to the attack spot looking to receive a clean pass from the next player at the top. A great focus here is to have the next player once again catch the ball so they can start with a crossover in either direction but have the next player do the opposite of the previous player.

Alternate Wing Entry, Flare – Guide

The coach can give the offensive players reads on the catch.

COMBINATION OF DRIBBLING, PASSING AND SHOOTING DRILLS



Two Ball Wing Entry Pass

The players form three lines. The players in the top line need two basketballs each. The players on the baseline must establish who goes first (preferable not to have the same line going first each time). The passer must learn to scan who is open first. The rhythm of the pass is crucial as it should be delivered to the cutter when they arrive at the attack spot. The wing players will then either drive baseline or to the middle. To load the drill it is ideal to add guides to the passer and to the wing players.