

Alex Sarama

Notes compiled by George Robinson,
Canterbury Rams Assistant Coach & Development Manager North Canterbury Basketball

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Online Coaches Clinic - OFFENSIVE CONCEPTS

Offensive Concepts:

Analogy

- Jazz Music v Classical
 - Classical music is very rigid
 - Jazz add in notes, go off track and feel the music
- Basketball Analogy
 - Creative Motion
 - Structure but very creative within reads
- Harvard Gorilla
 - Set plays/classical music miss key opportunities as so focused on running/playing
- Jazz Music
 - Running actions/triggers to find an advantage situation → what can we do to get a great shot.
 - Improvisation & flow in our offence

Dominoes:

- ROB Shot at the end of dominoes
 - Range, Open & On-Balance,
- Big Crescendo
 - Song gets louder and the final chord is struck
- Find dominoes jazz song
- Rules:
 - Make Great First Touch Decisions
 - Know what you are doing before the ball hits your hands
 - Decisions - Open Shot, Extra Pass
 - 1 cant guard 2
 - Penetration reaction
 - Push or Pull in a single gap away
 - Weakside Reads
 - Separate Read
 - Stretch the “take 2’ defender
 - Ghost Cuts
 - Disappear and then reappear when it's too late for def
 - ‘Take 2 defender’ turning = vulnerable to ghost cut
 - Hammer

- Useful when non-shooter and Hot shooter on weakside
- Get into and out of space. Don't be a creep
- Dominoes alone is not an offensive system. It is a framework which underpins whatever offence you run. It is the super glue that connects all components of your offence.
- Dominoes Killers
 - Poor first touch decisions
 - Poor spacing
 - Being a creep
 - Shooting skill

Reverse Engineering:

- Start with dominoes when working with team/players and then work backwards with how can get in to dominoes

How do we Make Good Jazz

- Dominoes Decisions
- Starting Structures
- Decisions on When to do solo
- Variety and Decision-Making out of Triggers (creative)

The “Keys”

- The key signature provides the framework for the piece of music. This helps the musician identify what notes to use for a particular song
- They provides the base structure for the subsequent harmonies. There is a lot of room for creativity and lots of notes to use, but if we go too far off-key (random starting structures and random actions) we make bad music

Our Keys = Starting Structures

- Transition Spacing - occurs naturally
 - Filled Lead
 - Empty Lead
 - Filled Spread
 - Empty Spread

Triggers:

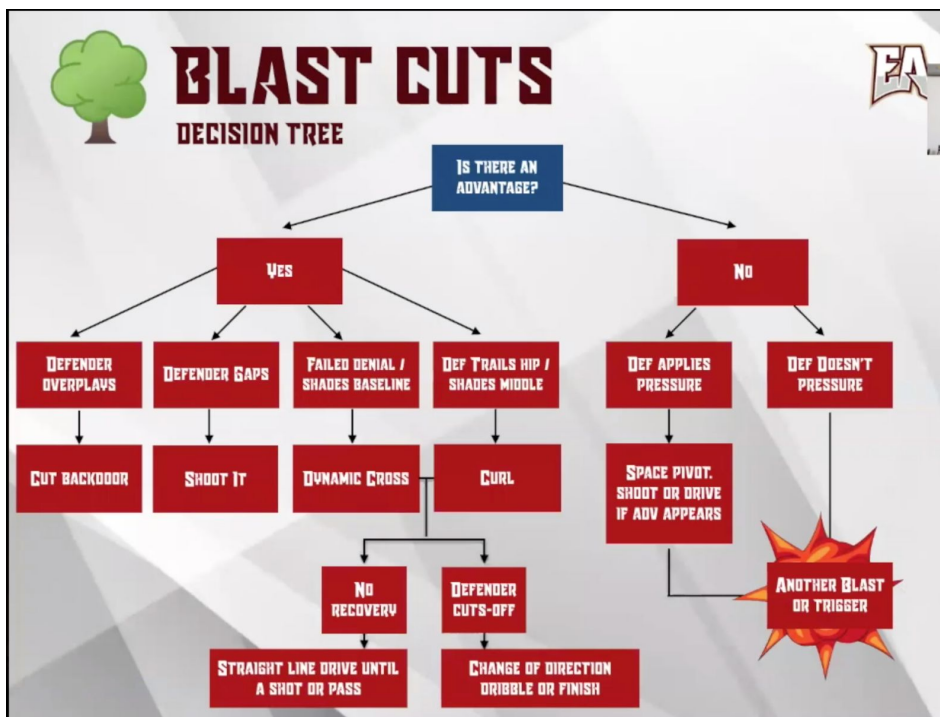
- 3 types - we need one of these to start dominoes and get the first domino falling
- Neutral = when the defence gives us no advantage → Use a trigger to find dominoes

Solos

- The best performers need to have their time in the spotlight
- 1v1 is a tactical solution for exploiting poor defenders
- Not everyone can start dominoes by soloing
- Static Solos
 - Want in a green light instead of red light
 - Red light = Single gap, v a competent defender, no defensive balance
 - Green light = double/triple gap, v a matchup defender, late clock
 - JAMES BOND ANALOGY → 007 status requires double gap &/or poor defender
- Dynamic Solos
 - 1v1 with movement
 - Getting the defender to arrive at the ball in-motion.
 - Blast cuts are one way to do this
 - Dynamic 1v1 reads underpin key offensive concepts

Blast Cuts

- Cut from a double gap in to a single gap
- Gives you a speed advantage coming in to the catch

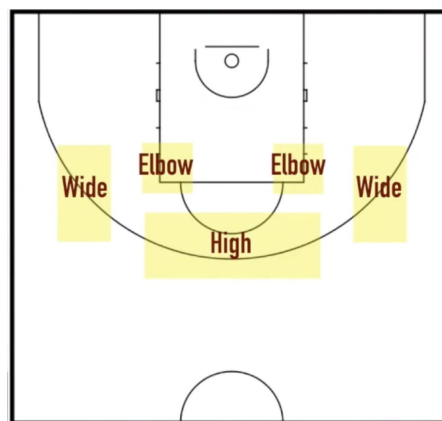


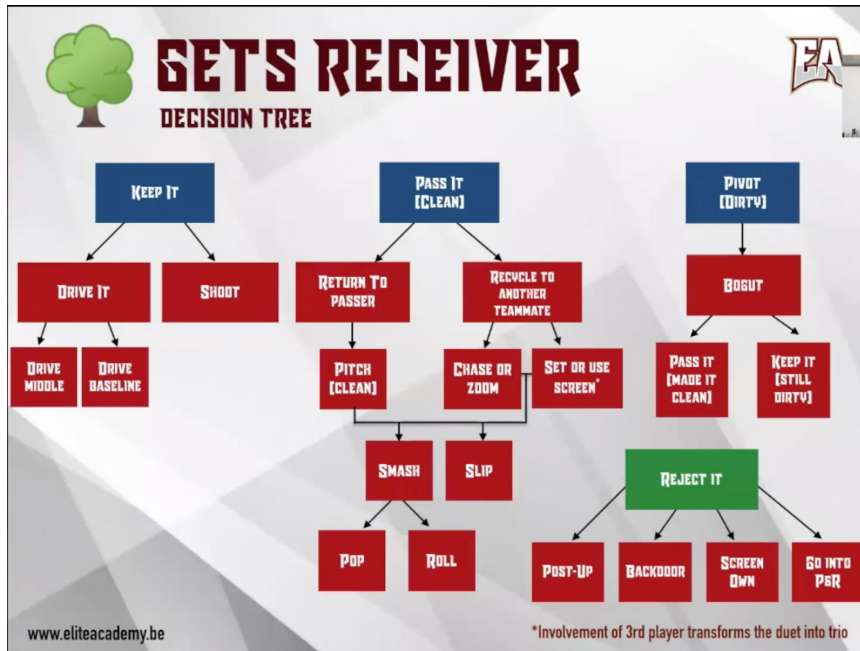
Duets

- A duet is a musical composition for two performers in which the performers have equal importance to the piece. This is our 2 man game
- Our two man game actions, these are typically used of of transition when we have down the court quickly but are neutral and need to start the dominoes falling
- We also use these late in the poise or start of the penetration phases to re-gain dominoes because they are typically quicker to initiative v a 3 man game action
- Duets help avoid lag which occurs when teams come down the floor and spend time “re-grouping” to get into positions to run a set or particular action.
- Triggers:
 - Gets, Ball Screens, Zoom (dribble pitch), Wide Pins

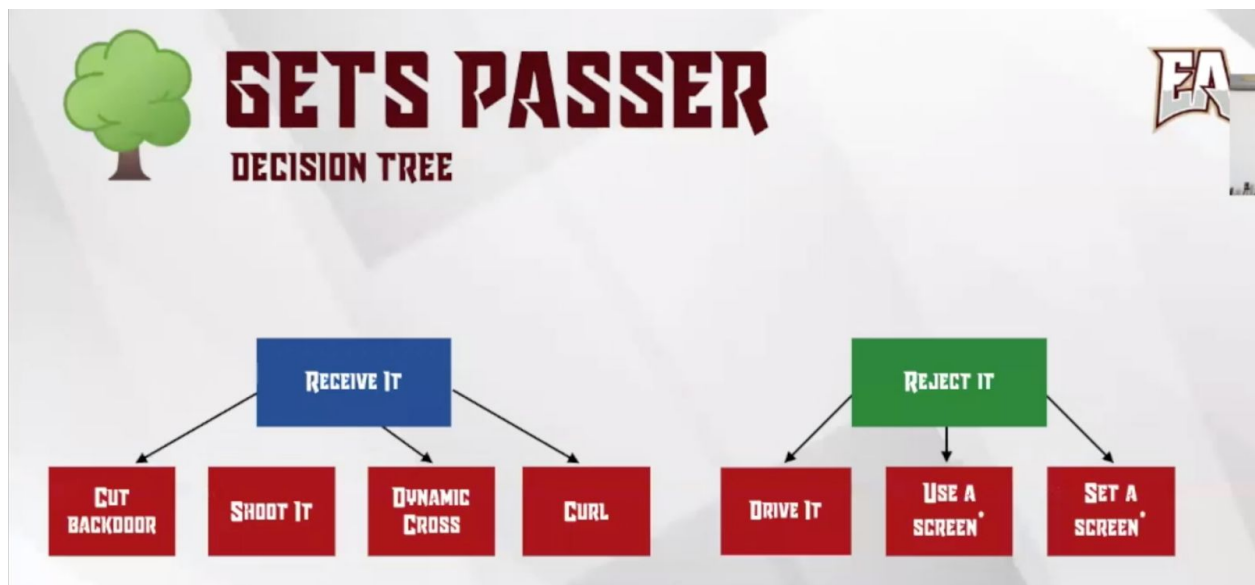
Gets Action

- Builds dynamic 1v1 principles & opens a cutting game
- Pressure release. Turn poss disadvantage into dominoes
- Cat and Mouse Concept
- Good development for “bigs” on your team. Get them away from the basket.
- Gets Targets
 - Wide - use in trans, snapping back out of the corner
 - Elbows, high
- Gets Receiver
 - Must set up, or take on (hold off)
 - Want to be side on rather than back to basket (better PVAD)
 - KEEP IT - PASS IT - PIVOT
 - Pass IT
 - Return it (2 decisions)
 - Get out of their quick if already an ADV (roadrunner)
 - Stay and Smash if no ADV, then seperate
 - PIVOT
 - When it is dirty (blown up)
 - Lift, Look, & late → Lead to Rim
 - Recycle It
 - If nothing on, move on to another teammate/trigger (motion Maker)
 - REJECT IT
 - Backdoor on catch
 - If denied, can screen own
 - Slip in to Ball Screen if, ball defender sagging off





- Gets PASSER
 - Receive it or Reject IT
 - Recieve it
 - Backdoor if denied
 - Shoot it if defender slides underneath, or defender clipped going over
 - Drive it
 - Reject it
 - Use or set a screen (into a TRIO)



Teaching Duets

- Starts 2v1

- Uses guided defence to constrain how defence guards action
- Give one of 3 options (A, B, C), 3 reads in any order, must be different everytime. Once have those down then add extra options (desert)
- Offensive player must come up with right option at the right time and use an appropriate solution
- Guided defence role is to help the defence get better
- Small Sided Games
 - Find Blackbeards Treasure (u12s)
 - 3v3. First team to score by using a blast cut from X4 different positions on the court is the first to find the treasure and wins game
 - Loads:
 - Cant dig for treasure in the same spot = -1 point
 - A different player has to start the first blast cut everytime = -1 point
 - Battleship Concept
 - EA offence needs to be like a submarine. Not only using different locations of the floor, but mixing up our triggers. The ship cant see the torpedo until it strikes
 - Different versions eg. Only use one or two types of duets, most hit ships in x amount of time, first to sink x4 ships etc, or different locations.
 - Works best when combining duets
 - Load:
 - Code Game: Can you combine actions/triggers. Each duet is a code
 - How many different coaches can you use to score as team

HOW THE GAME WORKS

Continuous 2v2, 3v3, 4v4 or 5v5. X3 Teams. Many different rule variations - e.g. can only play with one "duet" for each round of the game. Or can combine different types of duet. Most in a time period or first to X different strike targets.

To win, it could be the first team to sink 3 battleships. This is the team that scores using a duet in 3 different target locations. One reveal the map opportunity.

Round 1 = Zooms


Round 2 = Gets

Round 3 = Picks


Round 4 = Away

Trios

- Our 3 man actions can also be used out of transition but only if the ball handler sees there is a third player ready to get involved in the action. We avoid pauses.
 - If a player going to be late, go to a duet. Want to be lag free.
- This is the reason we trios in more situations the defence are more set (netural). With trios, some actions are scripted but we encourage playres to go off scrypt and improvise
- Trios work out of any starting structure. Great to use as ATOs with scripted tweaks



EA TRIOS



Pistol Wing entry through either a pass, zoom or gets. Third player sets pick or flare.

Fire Short corner blast into gets or pick. Screens on SS and WS.


Delay Away pin into a zoom or chase.

Curl Forced curl on away screen at the elbow. Screener comes into the action.

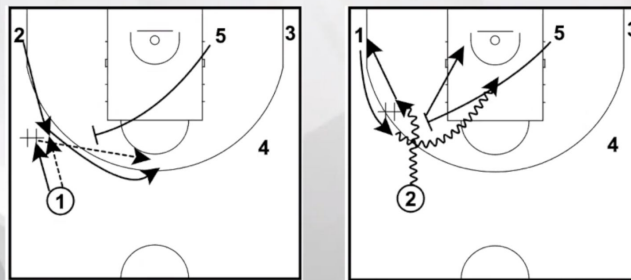
Chin Used to get ball to second side. Pass followed by back-screen.

Horns Conventional horns set but any triggers can be used. Anything can happen!

Iverson Iverson PISTOL U15+



Three-man action whereby the ball is entered on the wing (e.g. a kick-ahead, gets or zoom), and a third player comes into the action with some type of flare or ball screen.



- Play Spot the different
 - See if players can see different solutions/improvisation.
 - Draw as many different solutions as possible.
- The Oscars

- Good to use “dry-ru” oscar after periods of intense activity in a practice
- Active water break after intense SSGs
- Behaviour vs Outcome. Different scores vs total scores gets the oscar
 - Winner is the one gets most scores going off script, or through different methods
- Players talk/walk/draw through different options/scenarios/possibilities (go off script) of a TRIO during the break and then they can play after that,

DUETS & TRIOS



DUETS	AGE GROUP	TRIOS	AGE GROUP
Zooms	U13+	Pistol	U15+
Gets	U13+	Fire	U15+
P&R	U15+	Delay	U15+
Away	U15+	Curl	U15+
X	U15+	Chin	U16+
		Iverson	U17+
		Horns	U17+

The Rhythm Section:

- Know your Players (KYP)
- Rhythm section vs Lead Saxophonist
- Dominoes Creators, Dominoes Users, Dominoes Converters
 - Young age groups = everyone can play sax
 - Older age groups = need a rhythm section (player roles)
 - BUT scenarios where these players can still have their time in the spotlight

