

Ryan Pannone International Trends

Fill Behind

- Valuing the fill behind 3. Not just single gap away but double gap away if overloaded weakside.
- Also done in the post and pick and roll, particularly on a reject from shake PNR (almost like an exaggerated separate read)
- Moves the defences and attacks it while it has shifted.
- Great time to use a roadrunner.
- Attack defensive players off the ball as they fall asleep
- Use in a drop situation with teams that try and contain 2v2, because off-ball players are more likely to fall asleep. Can also use the fill behind too on a snake.
- Creates attack to catch close-outs or in rhythm threes.
- Beat X out teams with fill behinds to stretch take two defender and second X out close-out.

Baseline Drive 45 Lift Pass

- Teams in Europe are evolving and taking away the baseline drift pass. Some teams are now lifting corner to the 45.
- Use this to break 3 in a row
- Especially if there is a corner and strongside post filled. Makes it impossible for defender to guard both the perimeter kick-out and dump off.
- Also creates space for passer to exit and get the ball back for a shot on the exit.

Attacking Heavy Stunt and Next PNR Defense

- Teams often cut 45 defender but cutting the corner can be more effective to get open drift 3.

Distorting Shell Defense to the Second Side

- Most PNR defenses are trying to help from the two side
- Cutting corner regardless of coverage can help open up penetration for a dynamic guard, as well as removing tag from two side. Single side corner player must shake up to vacate spot for cutter.
- Good tactic on Elbow or Shakes PNR against teams with great shell defense. Cutting the corner opens up penetration for ball handler in a drop or switch.

Late Clock Flares vs Stunt Defender

- Create high percentage threes
- Can slip vs switches
- Use in last 4/5 seconds when off-ball players relax.
- Use as default late clock action or on 14 sec offensive reset.

PNR Shallow Cut

- Looks like a Spanish PNR, but instead of setting the back-screen he makes a shallow cut.
- Used if you have a great shooter. Creating indecision of where is the two side, so defense doesn't know where to tag from.
- Creates a 4v4 game if there is a great shooter who commands gravity.

Side Stack (Spain) PNR

- Very effective against drop, especially when played at the 45
- Zalgiris had 4/5 sets that got into side stack.

Low empty corner step-ups and step-up DHOs to attack drop

- At NBA, a lot of teams try and blitz this
- Also known as "shovel DHOs"
- Low man must commit. If he doesn't the lob is open! If he does, opens up the corner drift.
- Use fill behind to prevent 2 defenders guarding 3

Plays out of post ups

- A lot of Ryan's ATOs were plays out of the post. Running actions for shooters/ cutters.

Tagging Up

- There is no data to support that good offensive rebounding teams are bad defensive transition teams
- A lot of teams send 3 - 5 players back to transition, and yet they still give up trans buckets. Tagging up creates extra baskets.
- Match up with the player that guards you by matching up with the player that guards you on the shot.
- On rebound, between your man and the basket. Not going completely around the player in-case they secure the ball.
- Means on defensive rebound we're matched up immediately to slow them down.
- Transition Defense system not offensive rebounding system. By-product is you happen to increase your offensive rebounding statistics! In the NBA, offensive rebounding is third highest % play.
- Not running by your guy to get the rebound. Scrumming them towards the paint or getting on the side.
- Vs fly-by, jam the rebound so that shooter can get back to recover onto the player who used the fly-by.
- If you don't think you can get the rebound, knock it out of bounds so they can't run their transition offense.
- Vs zone, closest guy to guard you becomes your tag up match-up
- On baseline drive and finish at the rim, guard has to "baseline spill" to get back in the play and tag up.

On Post-Up revert to 2-3 Zone (Zalgiris)

- Used sometimes on mismatch in the post-up.
- We have 4 different coverages for guarding ball screens, why not the same for post-ups?
- Puts a big guy in a situation where they have to make a great decision with typically 12 - 14 seconds left on the clock
- To beat it, typically run some type of weakside flare or cutting action.

Jerusalem jump to zone on big to small back-screen

- Look for opportunities to jump to a zone based on sets where there is an easy action to do it. Works very well against flex actions.
- Flow into switching match-up zone.
- Evaluate opponents as you prefer scout to look for sets where you think you can jump to zone
- Look for specific play calls and then call it out once you recognise it

PNR switch peel behind

- Ball screen defender peels to 45 high man, screener's defender switches onto the ball, low man takes the roller and 45 high man drops to corner.
- Really disrupts the other team's flow
- Much better than conventional two player switch because creates less mismatches
- Harder to do if small guy is the low man on two side, because you have a small guy contesting at the rim. Therefore have to quickly invert the 2 with the 4 (if the 4 is high).
- Can do this as an defensive automatic on particular actions or sets, e.g. a zipper into PNR

Next Defense to 3 Side (Also Defending Spain PNR or Iso/ Ball Dominant Players)

- Could run as an automatic on Wing PNR / any action with empty corner
- "Next" player blitzes the ball handler
- Low man calls it out because they have PVAD and vision of the court
- Forcing bounce pass or air pass that hangs in air to give more time to rotation
- On next rotation, come into passing line to take away the swing swing pass (extra) and funnel penetration towards the middle.

- On-ball recovers to corner.
- Can't do it every possession. Stunting/ deflections and active hands.
- You can determine who takes the shot. E.g can fake stunt out of corner to 45 if you want certain players to take shots.
- Players then start picking up dribble because they think the next is coming. Very disruptive.
- Teams will creep from 45 to receive pass vs next, which means they can't shoot it and takes longer. Gives time for rotation and on-ball def to rotate across.

PNR Jump Switch and Snake Away from Two Side

- On snake, 45 player switches onto the snake, while on-ball peels off to two side.

Jump switch on high PNR penetration

- Great to use peel switch on PNR rejects

Jump switch on corner penetration

- Peel allows time to get a high hand contested three
- Great option against non-shooters
- Good use at college and international level
- Guards aren't used to it so won't make great decisions
- On this rotation, "no middle" peel to the corner. Need practice time if you want to allow middle drive peels.
- If they catch and drive, original defender just switches back on the drive, especially if passer doesn't react and get out to space.

Next off-ball screen shooters

- Vs high level shooter, especially if they can't dribble or make decisions
- Defender of passer switches onto player coming off pin-down.
- Defender lock and trailing can then recover to passer if close enough, while player on side of passer guards 2 and aggressive stunts to take away swing swing pass. This gives time for original defender to recover back or rotate to corner.
- Teams use vs Jaycee Carroll in Europe

Next off inbounder baseline out of bounds

- Also known as a switch out, but call it next as terminology is more consistent and it's the same "tool" being used.
- Really effective against BOBs that send shooter to the strong side corner. Shooter defender peels to inbounder.

Trap to jump switch mismatch or late clock

- In mismatch or late clock situation, quick trap and same next rotation.
- Leave a specific player (non-shooter) or come from two side

Stelmet Zone Defense

- Similar to next concept, but gives time for high player in zone being screened to recover.

Post Defense Coverages

- Guarding post-ups. Timing: on-flight, on-catch or on-dribble (coverage call for each one). Also for where we trap from: passer's defender, baseline (low man), middle (e.g. non shooting big) etc
- "Red" = On dribble middle post trap
- Scouting based. Really good passer off the catch = never trap on flight of the ball or catch. Only attack on aggressive dribble.
- Change concepts or calls out of dead balls to be disruptive.

Hop or 1-2

- Have to know, what is the player best at (hop or 1-2)

- On one side of the floor may be better with one type of footwork than the other. For example, Casspi used left-right on right side of the floor and right-left on left side of the floor (more European).
- Is the player better hopping or using the 1-2? Must know this player dev wise.