# Out-of-bounds Plays

Box Series

Use the simple <u>box formation</u> to run these plays. The set-up is identical for both plays, making it easy for the players to learn. See Diagram A. The two post players (#4 and #5) are positioned at the ball-side low block and elbow, while #1 and #3 are on the weak-side elbow and block. #2 is a good passer and shooter, and in-bounds the ball.


"Box 1"   Diagram A   Diagram B
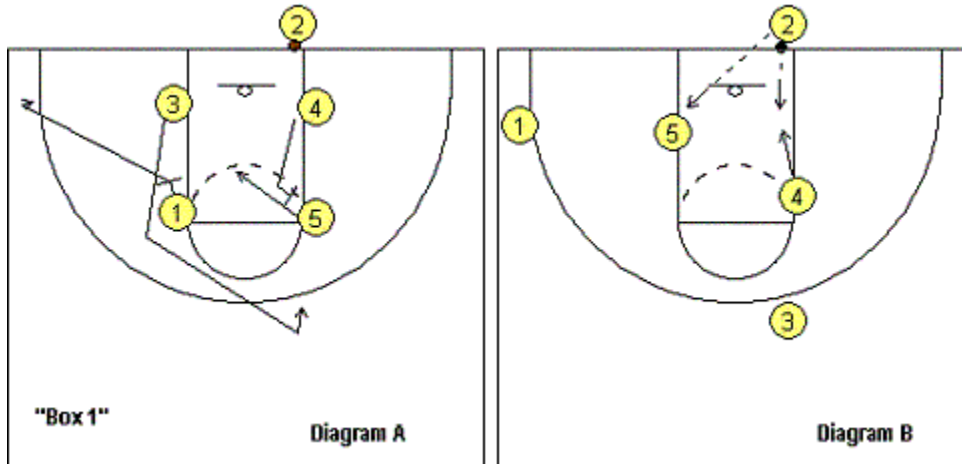
"Box 1"

On "Go", #4 sets a pick for #5 so that #5 can cut to the opposite block. #4 will then seal, or pin, the defender that she/he screens, and then "roll" to the hoop for the pass and lay-up. #2 could pass to #5, or if the defense switches the screen, #4 should be open. #3 cuts around #1's screen and moves out to the top. #1 cuts to the weak-side corner, or could optionally make a V-cut and go right back to where she/he started at the weak-side elbow. If nothing is open inside, look to either #1 or #3 for a three-pointer.

"Box 3"

Use the same set-up as above (see Diagram A). #1, #3, #4 and #5 all make the same screens and cuts as in "Box 1" above. This time we are looking for a three-pointer from our shooter #2. #2 passes out on top to #3, makes a V-cut toward #5 and then quickly out to the ball-side corner. #3 passes to #2 who takes the three-point shot from the corner.

"Box 3"   Diagram A   Diagram B
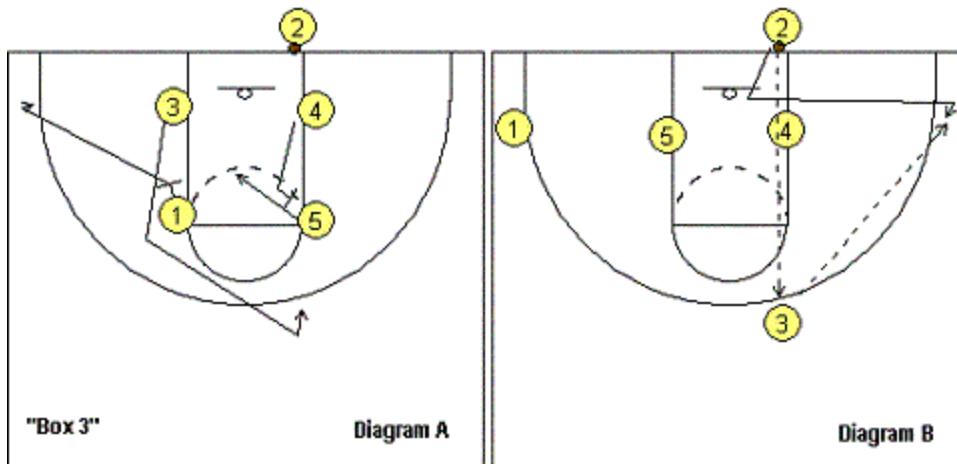
"Box"
Remember that the most important thing in taking the ball out-of-bounds is making a good pass inbound. Don't force a bad pass just to complete this play.
Set up in the box formation as in Diagram A.

See Diagram B.
5 starts the play by yelling "go!". 3 v-cuts in and drops back for the outside pass, and safety.
2 sets pick for 1, so that 1 can cut to the left corner. 1 cuts to left corner and shoots if she gets the ball.

See Diagram C.
4 moves over and sets pick for 2, and then 2 cuts hard to the basket on the right side of the lane for the open lay-up (Diagram D)

Diagram A

Diagram B

Diagram C

Diagram D
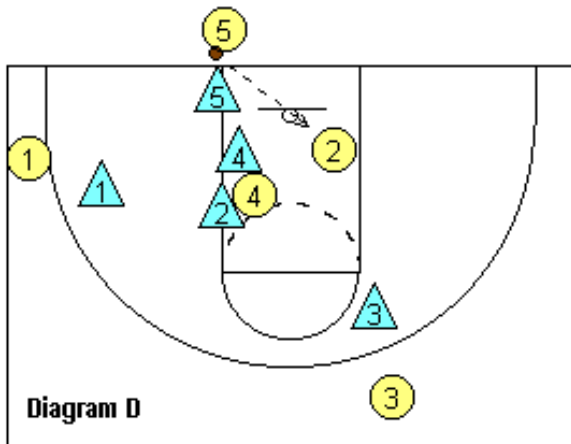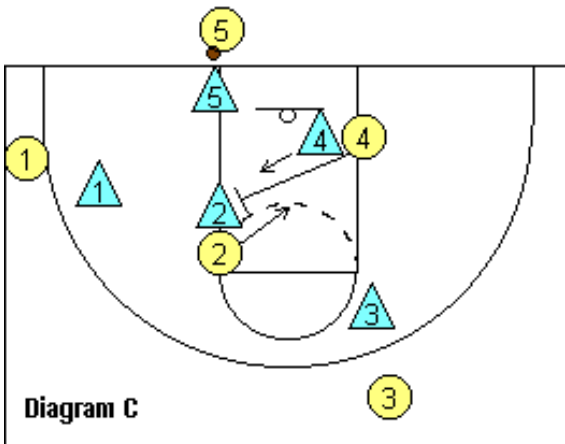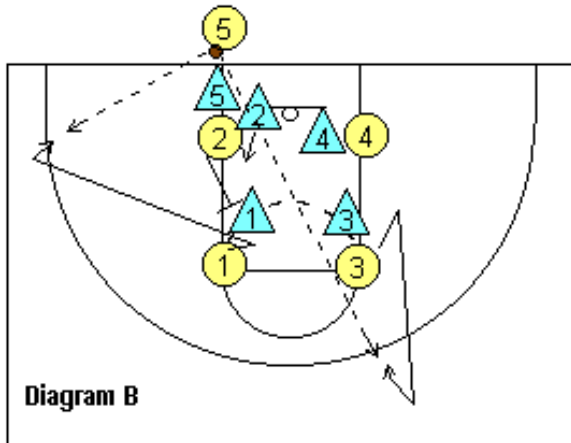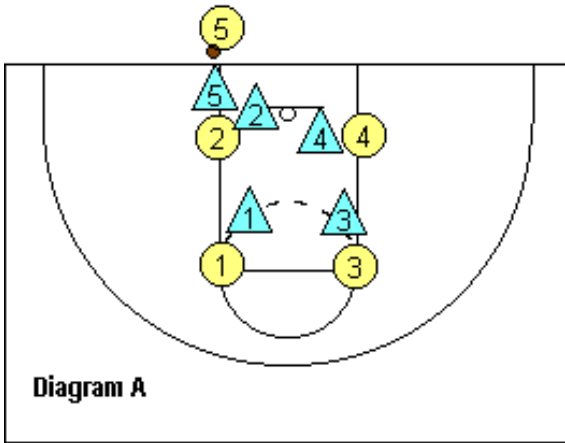
"3 Point"

This out of bounds play is set up for a 3-pointer from the corner, but there are other options too.

Remember that the most important thing in taking the ball out-of-bounds is making a good pass inbound. Don't force a bad pass just to complete this play.

Setup: Have a good 3-point shooter take the ball out, as she will end up as the shooter. The team sets up in a box formation.

Starting the play:
Diagram A.
Yell "Go!". The person on the right block (#1) fakes in, then cuts out toward the corner and get the in-bounds pass. #5 cuts to the low block looking for the pass from #2 and the easy layup. #3 cuts out to the top ballside area. #4 tries to get inside position on the opposite low block.
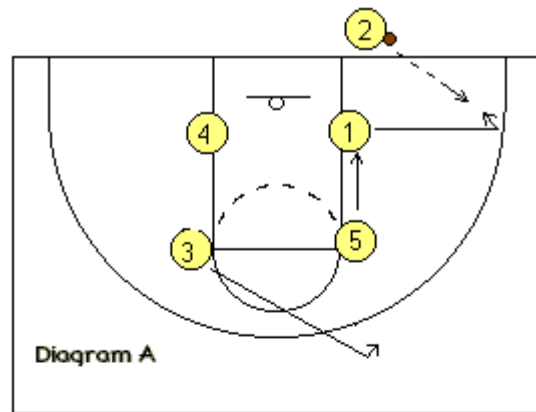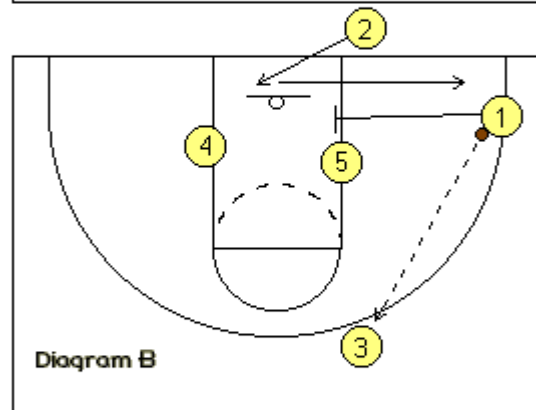
Diagram B.
The second pass is from #1 out to #3 on the ballside wing. After making the pass, #1 sets the double screen next to #5. #2 cuts hard around the double screen to the ballside corner, looking for the pass back from #3, and the corner 3-point shot. (Diagram C)
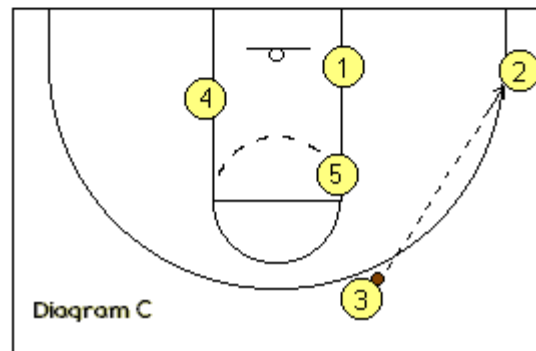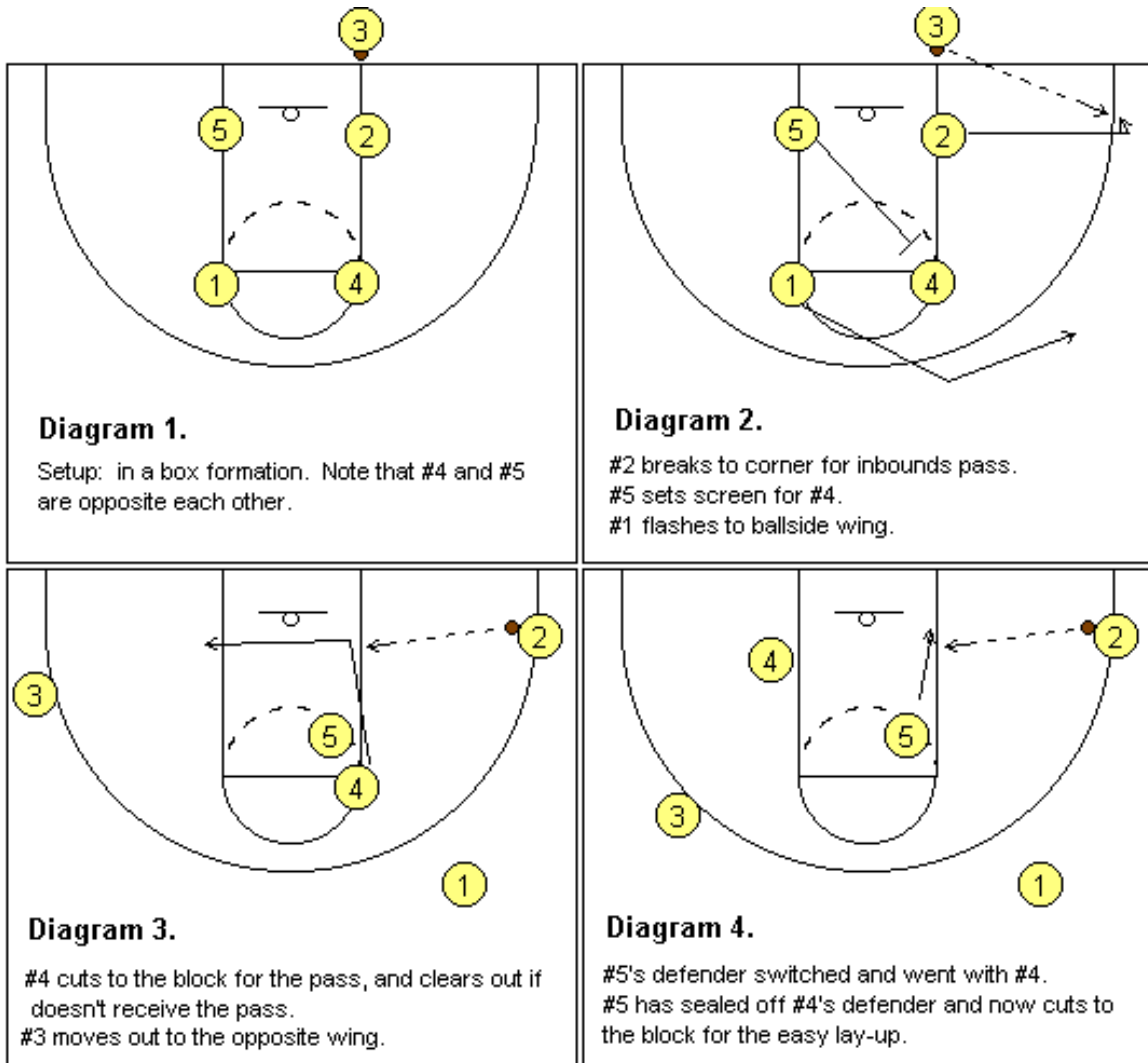
"54"

Here's a simple but effective out-of-bounds play designed to get a lay-up for one of your post players. A box formation is used and note that #5 and #4 (your two post players) are opposite each other. You could also call it "45" to confuse the opponent, but it's the same play.

See the diagrams below. #5 will set a pick on #4's defender. The in-bounds pass goes into the ball-side corner to #2. Then #4 cuts around #5's screen for the possible pass and lay-up. Chances are the defense will switch on the screen and #5's defender will go with #4. So #4 clears out if she doesn't receive the pass. Then #5, if she has properly sealed off the person she screened, should be able to simply roll to the ball-side block for the pass and lay-up.

Other options include a three-point shot from #2, or from #1 on the wing.

Diagram 1.

Setup: in a box formation. Note that #4 and #5 are opposite each other.

Diagram 2.

#2 breaks to corner for inbounds pass.
#5 sets screen for #4.
#1 flashes to ballside wing.

Diagram 3.

#4 cuts to the block for the pass, and clears out if doesn't receive the pass.
#3 moves out to the opposite wing.

Diagram 4.

#5's defender switched and went with #4.
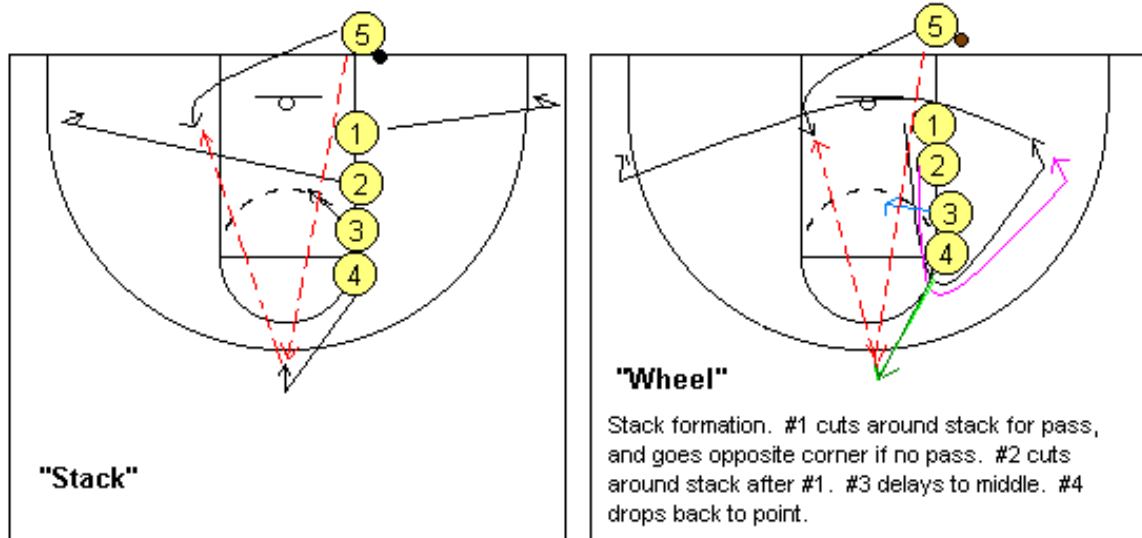#5 has sealed off #4's defender and now cuts to the block for the easy lay-up.

Stack Series

Here are some plays using the old "stack" setup. The most important thing is to make a good pass in-bounds. Do not force a bad pass just to complete either of these plays.

"Stack 1" (see left diagram)

It's amazing how often I see this very simple play result in an easy lay-up for the 3rd player in the stack! The first two players in the stack are good outside shooters and split right and left. Usually the defenders will follow them. In the confusion, the 3rd player in the stack slips into the space vacated by the first two, and surprisingly often, will be open for a simple lay-up. The 4th player in the stack drops back for safety outlet. If the pass goes to the corner or to the point, #5 should slip into the low post for a quick pass back (see red arrows).

"Stack"

"Wheel"

Stack formation. #1 cuts around stack for pass, and goes opposite corner if no pass. #2 cuts around stack after #1. #3 delays to middle. #4 drops back to point.

"Wheel"

Look at the diagram on the right above. The stack setup is identical to "Stack 1". But this time, #1 curls around the stack first looking for the pass and shot, and clears to the opposite corner if no pass occurs. #2 delays slightly after #1, and curls around the stack also, looking for the pass and shot. After the curl cuts go by, #3 slides into the paint, and #4 moves out to the point. If the pass goes to the point (#4), #5 should slip into the opposite low post for the quick pass back from #4.

"Stack 2"
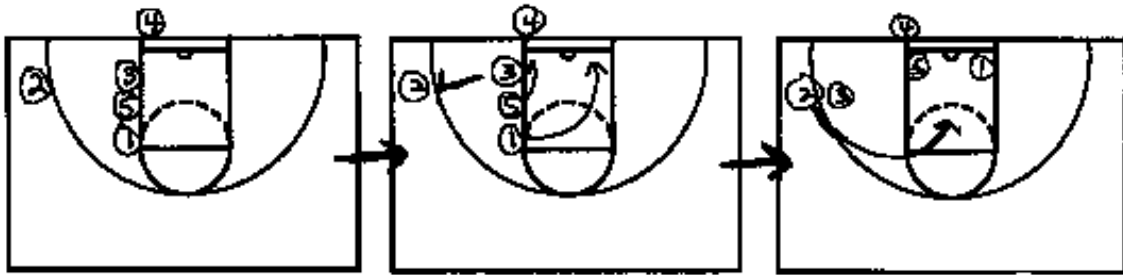
4 starts the play by yelling "go!"
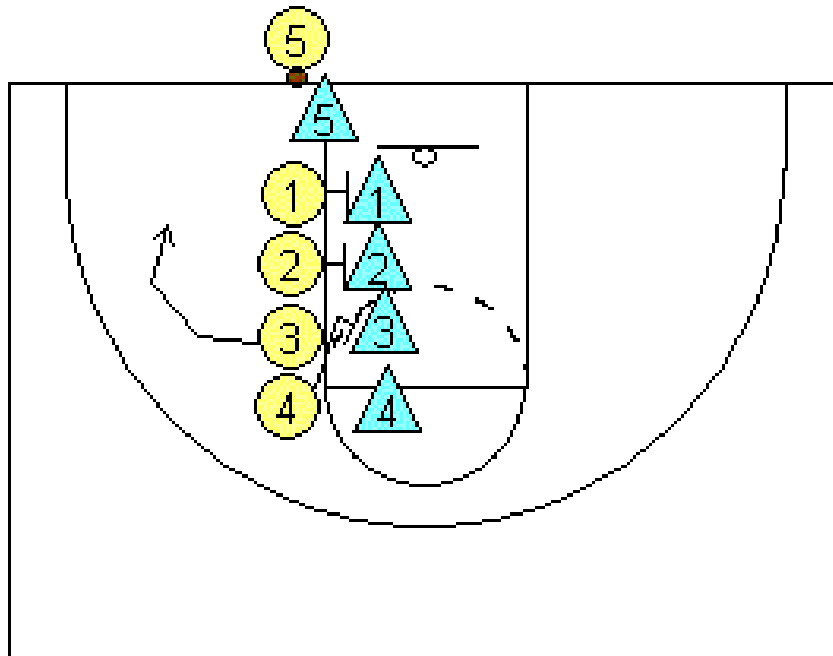1 and 5 cut to the hoop. 3 picks for 2. (Picture 2)
2 cuts to the middle of the paint. (Picture 3)
4 can hit early cutters 1 or 5, or hit 2 coming over the middle. (Picture 2)
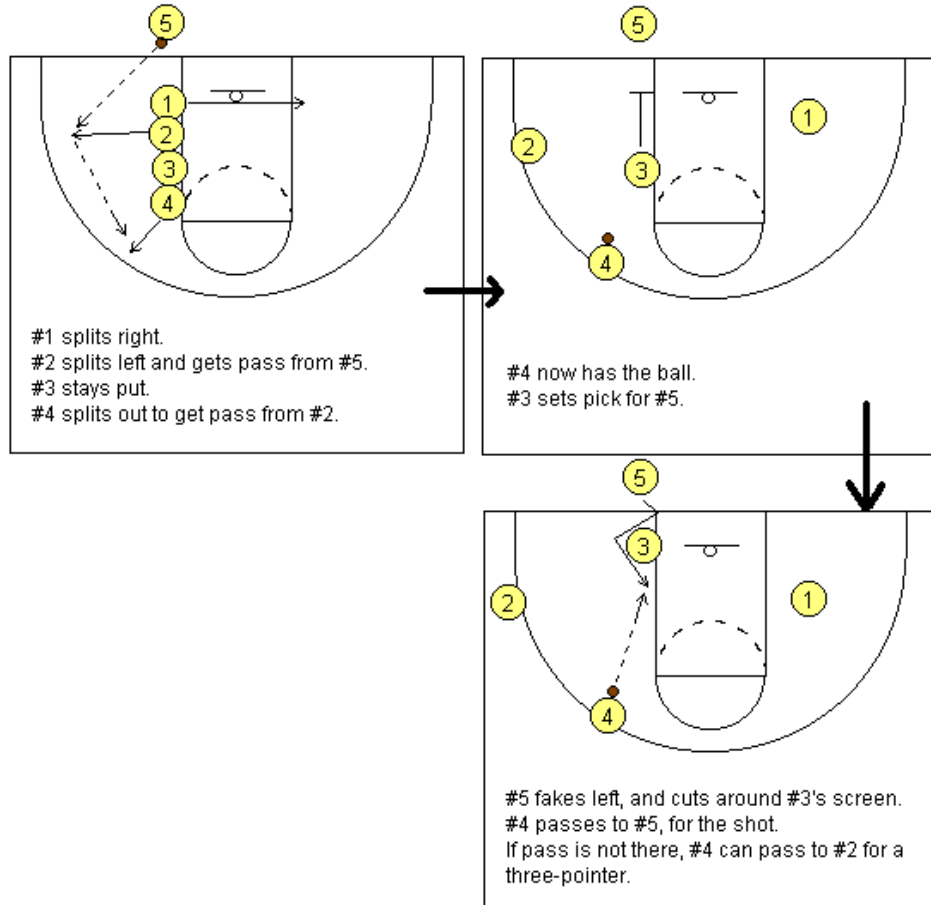3 is the outlet shot. (Picture 3)

"Stack 3"
#1, #2 and #4 set a triple screen as #3 cuts out to the short corner for the shot.

"Stack 5"

This play results in shot for #5

#1 splits right.
#2 splits left and gets pass from #5.
#3 stays put.
#4 splits out to get pass from #2.

#4 now has the ball.
#3 sets pick for #5.

#5 fakes left, and cuts around #3's screen.
#4 passes to #5, for the shot.
If pass is not there, #4 can pass to #2 for a three-pointer.

"Double Stack"

Set-up this play with a double stack. Have your two post players position themselves on the low blocks. Have your two best outside shooting guards stack on each side right behind the post players (see Diagram A).

#1 and #2 make V-cuts toward the paint, and then cut to the corners for the possible pass and three-point shot.

The post player nearest the ball (#4) sets a screen for the opposite post player (#5), who cuts across the lane for the pass and power lay-up (Diagram B).

#4 seals, or "pins" the #5 defender to establish inside position. If the defense switches the screen, then #4 should be open for the pass and lay-up (Diagram C).

Diagram A

Diagram B. Defense does not switch the screen.

Diagram C. Defense switches the screen.
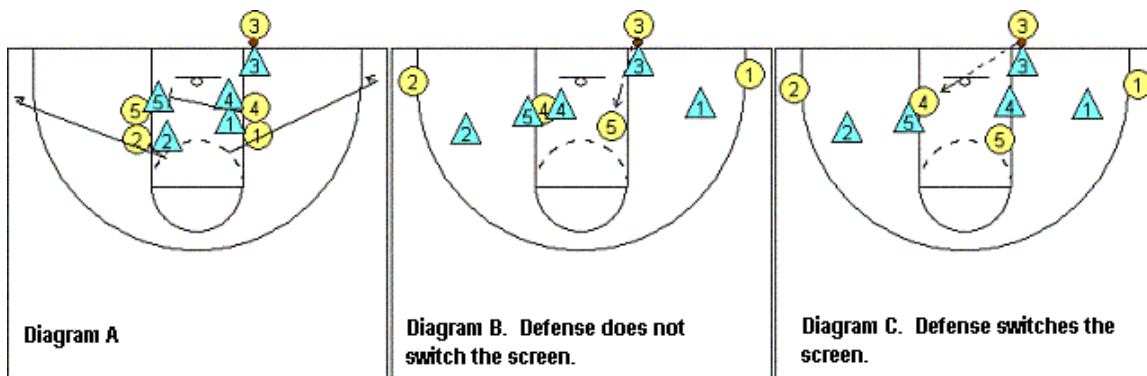
"3–Across"

Three players stack across the free-throw line, with #2 as your best shooter, #1 is your point guard, and #4 and #5 are post players. #4 sets the screen for both #5 and #2 (holds the screen until #2 clears around). #5 cuts first around the screen to the hoop. #2 cuts over the screen to the ball-side short corner (or corner if you are looking for the three-pointer). #4 then releases and rolls to the weak-side block, with a great chance of being open for the pass. #1 is your safety outlet and man back to prevent the opponent's fast break. #3 passes to any open player.

Diagram A · Diagram B · Diagram C
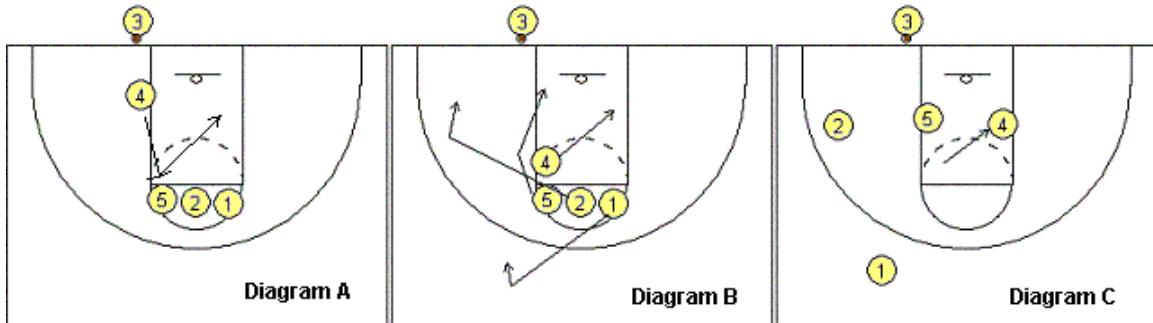
"Line-Up", or "4-Down"

Set up like this. You will note that the setup is the same as the 1-4 stacklow play except #5 vacates the corner position to make the inbounds pass, and his spot is taken by #1.

The two inside players screen for the corner players, who cut to the hoop, looking for the pass and shot.

After screening for #4, #2 should go to the corner and look for the pass for the 3-point shot.

#3 always moves out to the point (after making the screen), to serve as a defensive safety, or for a long outlet pass.

If the pass is made to #3, #5 should slip inbounds to the opposite low post area for a quick pass back from #3 (see red arrows).


"4-Down"
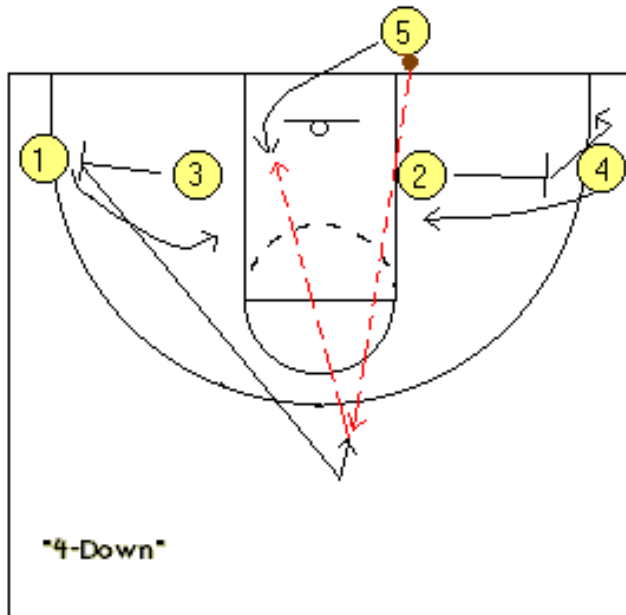
"Spread"

This play starts with 4 across, down low spread setup (Diagram A).

The guts of the play is with your two strong low post players who position themselves at each low block. It is a pick and seal play that is very simple, and amazingly effective. The ball-side low post (#4) sets a pick for the opposite low post (#5) and seals the defender for inside position. #5 cuts around the screen to the middle of the lane looking for the pass and the easy, point blank shot (see Diagram B). Now, look at Diagram C... if the #4's defender switches and picks up #5, then #4 should have inside position (if he/she sealed the defender correctly), and should get the pass for the easy lay-in.

Meanwhile, your outside players are making their cuts. #2 (your good outside shooter) makes a V-cut out and cuts back to the corner, looking for the pass and the three-point shot. After your post players get a couple easy lay-ups, the defense will "sag" into the paint and then #2 should get some good opportunities. #1 makes a cut out to the top of the ball-side three-point circle, looking for a pass, and also acts as the one player back on defense.

After making the in-bounds pass, #3 either becomes a re-bounder (if the pass goes inside), or cuts out to the ball-side corner. If the in-bounds pass went out on top to #1, then #3 should cut quickly to the corner and look for the pass back from #1 and the potential three-point corner shot.

Lots of options for such a simple little play!

Diagram A   Diagram B   Diagram C
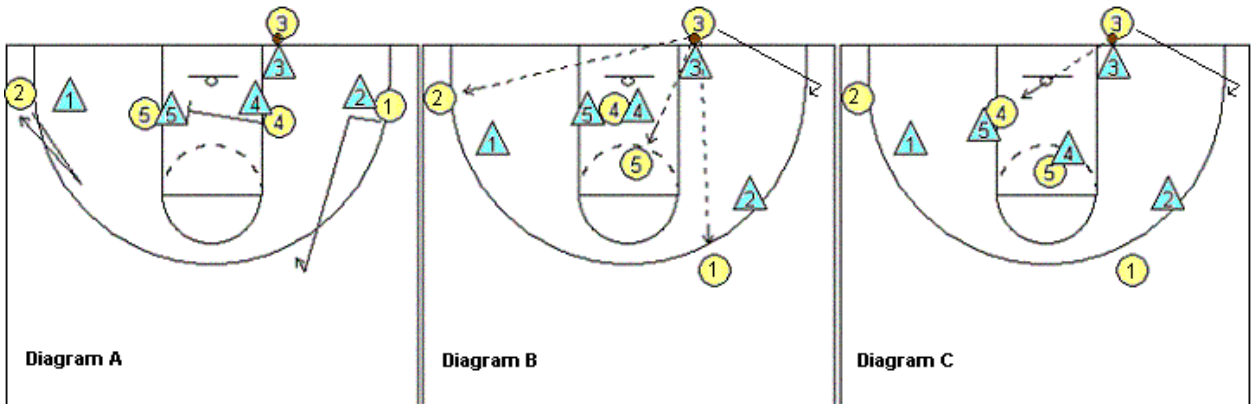
Out-of-Bounds Play vs the 2-3 Zone

Many teams will play a 2-3 zone to defend against the out-of-bounds play under the basket. Here is a play you can run against a 2-3 zone.

Refer to Diagram A. Notice that the defense (blue) is aligned in a 2-3 zone. #3 has the ball out of bounds. #5 lines up above the blocks, between the #4 and #5 defenders. #4 stacks outside the #1 defender. #1 and #2 form a mini-stack above the #1 defender.

Now look at Diagram B. When #1 yells "go", #5 seals the inside defender, while #4 seals the outside defender. #2 (your best shooter) cuts to the ball-side short corner (or to the three-point line if you are looking for a "3" at this point in the game). #1 slashes into the gap created by #4 and #5.

#3 looks to pass to #1 cutting into the gap for the lay-up. If the #4 defender fights through the screen and gets into the gap, then #3 passes to #2 who should be wide open in the corner for the shot.

Diagram A   Diagram B

VS MAN TO MAN

VS 2-3 ZONE
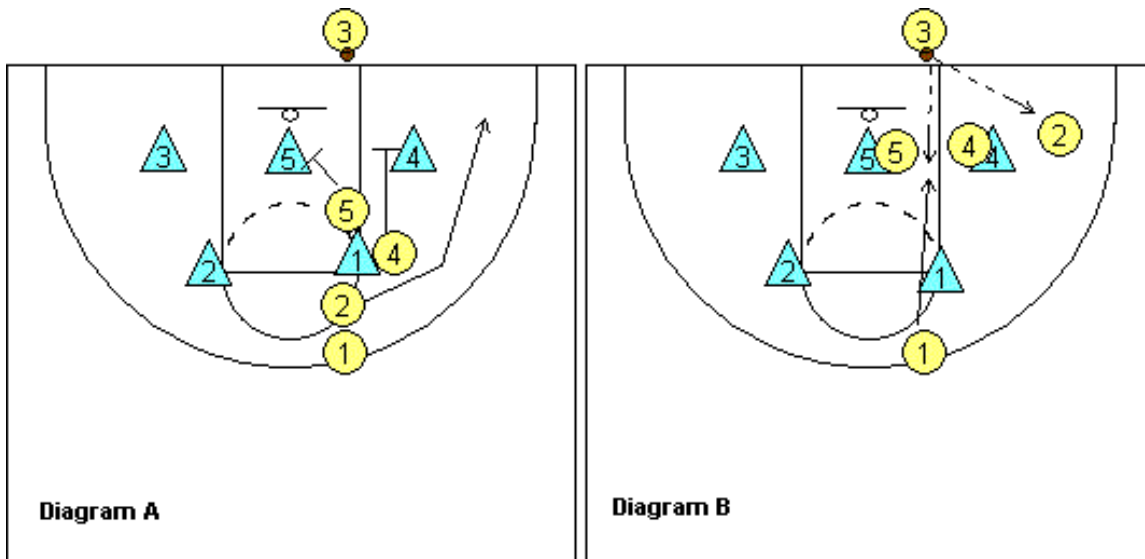
VS 2-3 ZONE (variation)
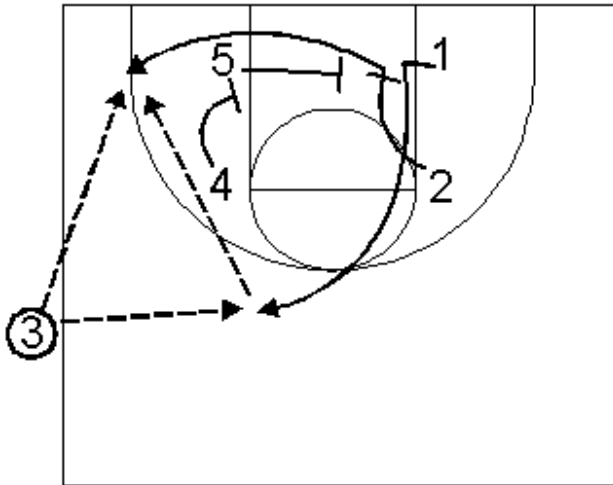
Sideline Out-Of-Bounds Plays
This play has slight variations depending on whether you are against man-to-man, or a zone.

Here is our basic setup:
#2 is our "shooter".
#5 our best rebounder.
#4 our best post player.

#2 screens down for #1, and then uses the staggered screen set by #5 and #4 (screen the screener).
We want to get the ball to #2, our shooter, either a direct pass from #3 or from #1. #2 is looking for the shot or to pass to #4 posting up (with #5 in rebounding position). Or once #2 gets the ball, you can have #5 flash high and clear out for the lob to #4, or use the high-low option.
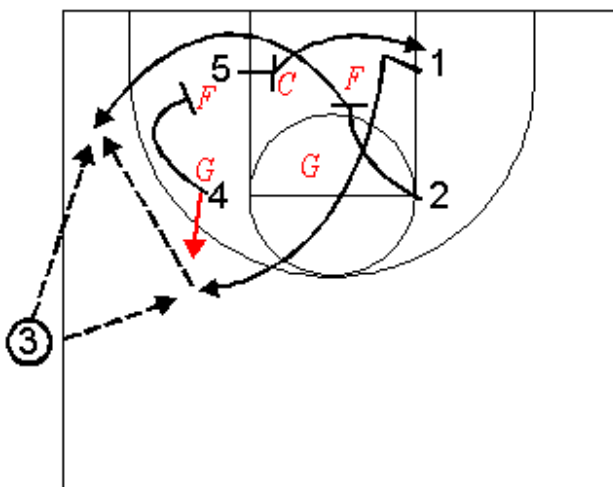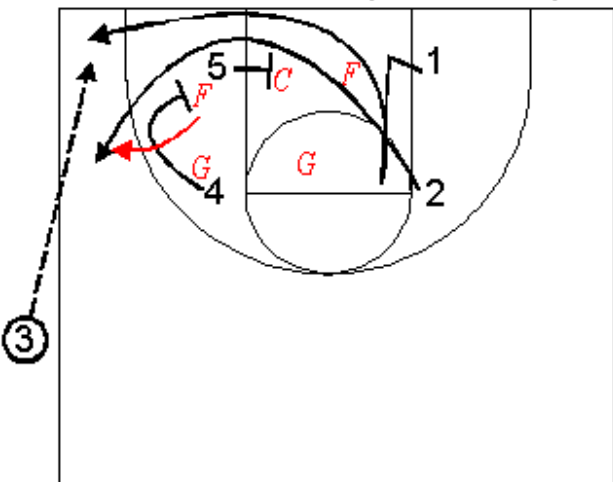
VS 2-3 Zone
#2 screens down the same way for #1. #1 must come to the ball (want to draw the play-side guard (G) up to clear wing area). #2 then curls under to wing area using 4 screen on the forward (F). We use the same options from there.

Vs 2-3 Zone Variation
We have used this option against the zone and have been successful also (especially when scouted on the 1st option).

#2 screens down the same way for #1.
#1 must come up to the free throw line, and then follows #2 on the baseline.
#2 basically clears out the baseline for #1.

Sideline Out-Of-Bounds Play #2

This sideline out-of-bounds play uses a basic box formation. Have your best offensive guard be the in-bounds passer, as he will be getting the return pass for the lay-up.
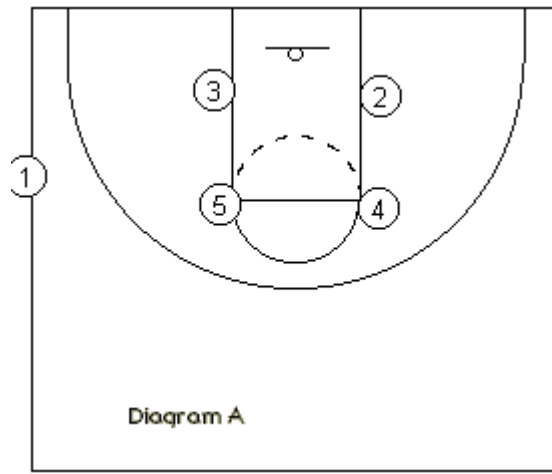
Diagram A

Use the box setup as in Diagram A. Your post players are at the elbows, and your wings (2 and 3) are on the low blocks.

When the play starts, 4 and 5 set picks down low for 2 and 3.
#2 and #3 cut off the screens to the 3-point area. The in-bounds pass goes to #3, while #2 serves as a safety valve and also stays back on defense.

After #3 receives the ball, #5 then moves out toward #1 and sets a screen for #1. #1 cuts hard off #5's screen (on the baseline side) and goes to the hoop. #3 makes the pass back to #1 for the lay-up. If the pass is well-defended, #3 passes instead out to the point to #2, and #1 goes through and fills the right wing, and you are in your half-court 3-out, 2-in offensive set.


Diagram B
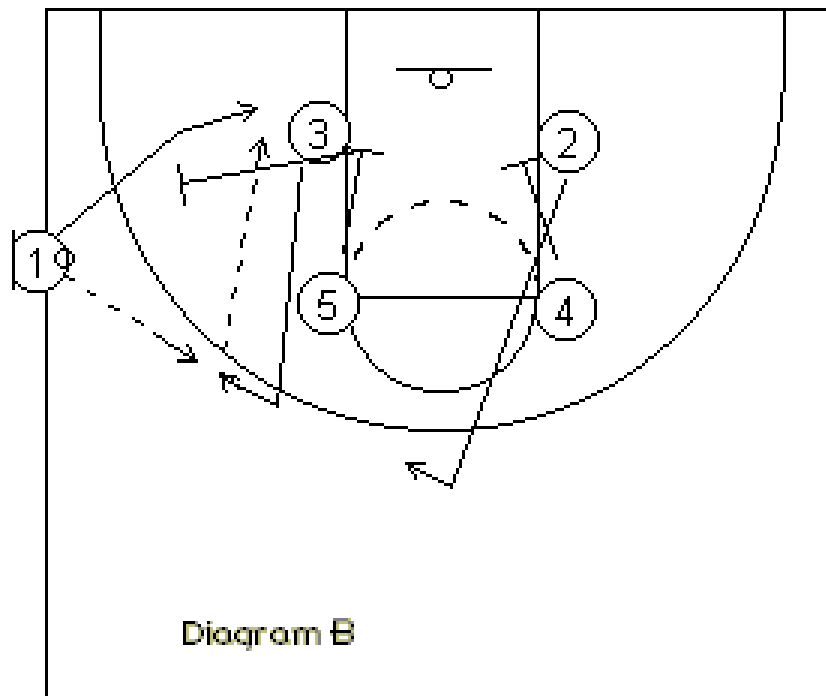
Offense for the Last Few Seconds of the Game

The game is tied, or your team is down 1 or 2 points, with 4 seconds left in the game. Since you are not playing in the NBA (where they get the ball at half-court), you must go the full length of the floor. Here is one strategy you could try. This assumes you have at least one time-out left.

Break the remaining time up into two segments. Since the clock doesn't start until a player touches the ball, first cut the court in two and make the pass to half-court and <u>immediately</u> call time-out. While you are explaining the play to your team, have your assistant go over to the ref and inform him quietly what you are doing, and that you will be calling time-out and want the clock stopped immediately. This puts the ref on the spot and he won't be able to say that he didn't hear you call time-out. Ask the ref also to inform the clock-keeper. If done correctly, you should only lose 1 second with the pass to half court. See Diagram A. Have two players at half-court and two players deep. Have the two half court players run deep, and the two deep players cut to the ball at half-court. #3 is your best long passer. Call time-out as soon as the ball is caught.

Now, you have the ball on the sideline at half-court with two or three seconds left on the clock. Once again, the clock doesn't start until the ball touches a player. I think your best options for a clear shot are (1) ball-side corner, (2) weak-side wing (using a skip pass), the lob to your tall post player in the lane. You must instruct your players that whoever receives the ball, must shoot it… there is no time for a pass or dribble. See Diagram B. Set your players up in a tight "diamond" formation. Have your best shooter #2 cut through the diamond to the ball-side corner for the pass and shot. Have your other good outside shooter #1 cut to the weak-side wing, looking for the skip pass and three-point shot. #4 cuts toward the ball, 3-point arc area, while #5 tries to get position for the long lob pass to the lane. #3 is your strong-armed, best passer and must find the open receiver. If no-one is open, #3 should make the lob pass to #5, hoping that there could be contact and a foul going for the pass… you could win it on the free-throw line.

The odds are against you, but at least you have a chance if you have a plan, and have practiced for this situation.
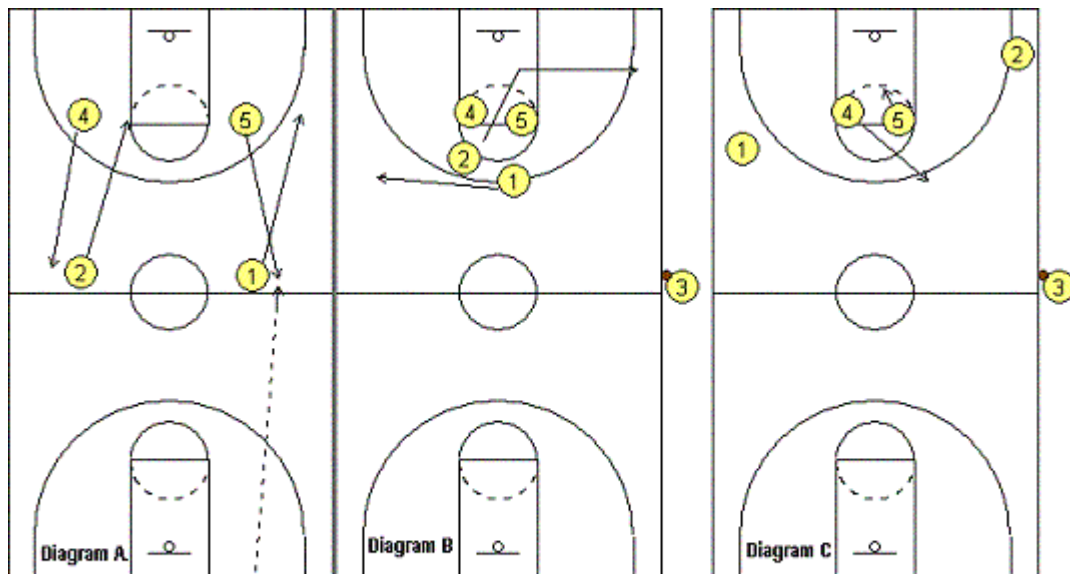
Diagram A — Pass to half court and call time-out immediately.

Diagram B / Diagram C — #2 cuts thru the diamond to ballside corner. #1 goes to weakside 3-point arc. #4 breaks toward ball. #5 goes for the long lob pass.