## Drill

## Drill: 2-on-2 Rebounding (Rebounding Phase D)

Goal: Learning Goal: Rebound different types of players in different spots on the floor. Points of Emphasis: Grab the rebound \& quickly move on to the next play.

```
Equipment/# -4 players
players - }1\mathrm{ ball-
needed: 14 second
shot clock
```


## Sketch:

## Diagram:



Description: Two teams (composed of a guard \& a post each) match up on the perimeter \& close to the basket. The offensive guard takes a shot \& the defender calls âShot!â loudly. Both defenders box out \& the offensive players try to use fakes, spins \& swim moves to get the ball. If there is an offensive rebound, try to go 1-on-1 or attack quickly. If there is a defensive rebound, outlet to the guard \& transition to the other end. Count two \& three point shots \& add it to the team score.

Progression: To increase the challenge of boxing out, the defenders mus $\dagger$
start in the paint. To simulate game situations, guards can box out posts \& vice-versa. Add additional players to create 3-on-3, 4-on-4 or 5-on-5 situations. Use a fourteen second shot clock to push the tempo of play.

Time: 8-10 minutes or play a game to a certain score. Work:Pause Ratio: 1:2

| Load(s): Physical Mental Technical Pressure Social/emotional |
| :---: |
| LTAD stage(s): Fundamentals Learn to Train Train to Train Train to Compete Train To Win |
| Categorie(s): $\square$ Ball Handling $\quad \square$ Defense $\quad \square$ Dribbling $\quad \square$ Dynamic 1 on 1 <br>  $\square$ Footwork $\square$ Fundamental Movements $\square$ Passing $\square$ Picks <br>  $\square$ Principals/Actions $\quad \square$ Rebounding $\square$ Screens $\square$ Shooting <br>  $\square$ Static 1 on 1 |
| Phase(s): $\square$ A $\square \mathrm{B} \quad \square \mathrm{C} \quad \square \mathrm{D}$ |

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