#### U14 Skills and Concepts

#### Fundamental Skills

#### Ballhandling

- -The ability to handle with both hands vs pressure
- -The ability to maintain rhythm and balance while handling trough some level of physical contact
- -The ability to scan the floor and make decisions while handling the ball vs pressure

#### **Passing**

- -The ability to throw a variety of passes, both in the open court and while closely guarded
- -The ability to make passes at the appropriate time and have passes arrive on target
- -Players are encouraged to develop the ability to make passes with one hand off the dribble

#### **Shooting**

- -Players are encouraged to continue to develop the range from which they can shoot
- -Players should develop the ability to shoot shots both stationary and on the move, working to make sure they have their feet set and ready to shoot the ball
- -Players should work to be able to create shots off the dribble
- -Shot Selection players must know when to shoot the ball or when another decision is required.

### Finishing

- -Explore a variety of creative finishes around the rim, with the ability to finish outside the body.
- -Be able to finish off two feet and recognize when this is needed.
- -Be able to counter when you have no advantage at the rim.
- -The ability to score in the post

## 1 v 1 Play

- -Be able to play 1 v 1 in dynamic situations, such as off a blast cut
- -Be able to read and attack a long closeout
- -Recognize situations where you can stampede a catch and be able to execute.

#### Getting Open

- -Recognize how to move in space to create passing windows
- Be able to use blast cuts to get open and to counter when a defender overplays
- -Be able to seal to receive a pass

## **Decision Making**

- -Emphasis on 0.5 decisions on the catch shot/pass/drive decisions
- -Drive/rim decisions read whether to get to the rim or move the basketball. Be able to make the decision early and move the ball on time.

# Team Offensive Concepts

Spacing and Penetration Principles	Transition Offense	Off-Ball Triggers to Create an Advantage
-Recognize single, double and triple gaps	-Recognize the importance of spacing in transition and the need to run wide and fill a lane.	-Be able to use a blast cut to create an advantage, including reading the defense and making an appropriate decision
-Drift/fill concepts	-Recognize where the advantage is in transition	-Be able to create an advantage in off-ball screening situations including pin downs and split screens. Be able to read how the defense is guarding in these situations and use an appropriate solution.
-Recognize when to cut off ball and when to move to space to create passing windows or long closeouts	-Be able to make quick decisions with the ball to create, maintain or extend an advantage before the defense is set.	
-Recognize proper movement from the post or dunker spots -Recognize different spacings – 5 out, 4 out, etc.		

# Using On-Ball Triggers to Create an Advantage

- -Be able to use a dribble hand-off to create an advantage. Recognize how the defense is guarding the DHO and use an appropriate solution.
- -Be able to play out of a get to create an advantage. Recognize how the defense is guarding the action and make an appropriate decision

#### Individual and Team Defense Concepts

- -Be able to guard the basketball individually and keep your check in front of you.
- -Be able to influence the ball in a certain direction as part of a team concept.
- -Recognize positioning one pass away and on the weakside floor, as it relates to a team's defensive style of play
- -Be able to recognize and execute a basic defensive rotation as it relates to a team's style of play.
- -Be able to guard two-player off ball triggers to keep offense neutral
- -Be able to guard two-player on-ball triggers to keep the offense neutral
- -Be able to rebound and secure possession of the basketball