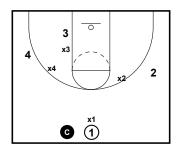
## **5th Grade Offensive Team Concepts**

## 2 Ball Live



### Teams of 3 or 4

- 1. Offensive score to stay on offense
- 2. Defensive stop to stay on defense
- 3. Teams play until one of the above happens depending on type of game
- 4. Coach can limit how offense can score, number of passes, use of post player, etc; can also require offense to run certain actions to start each possession

## **Coaching Points**

- \*Communication
- \*All offensive & defensive concepts can be emphasized

#### Terminolgy

Game speed

Make the defense make a decision

Read the defense

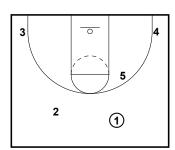
Hard cuts

Draft drive

L Cuts

Exchanges

## 1/2 Court Possessions



#### 5v5 for a set number of possessions

- 1. Offense stays on offense for set number of possessions, then switch
- 2. Keep track of points or stops

## **Coaching Points**

\*Stop the action to teach in 5 second pieces \*Emphasize any offensive or defensive concept

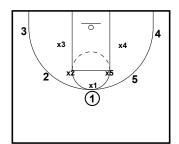
### **Terminology**

ΑII



## **5th Grade Offensive Team Concepts**

Score, Stop, Score



## 5v5 - fullcourt or halfcourt

- 1. Teams play 5v5 until one of the teams gets a stop, a score, and another stop IN A ROW
- 2. If playing halfcourt, it's alternating possession
- 3. If playing fullcourt, stop the action after each trip down & back to address any coaching points

## **Coaching Points**

\*Emphasize any offensive or defensive concept

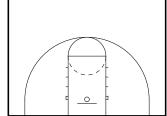
## <u>Terminology</u>

ΑII

## **FT Possessions**



# 3



#### 5v5 for FT, trip down & back

- 1. Offensive team shoots a FT, ball is live from there
- 2. Teams play live 5v5 at opposite end and back
- 3. Kill it & switch roles
- 4. Each team guickly huddles following final possession to call defense or talk about changes

### **Coaching Points**

- \*Communicate
- \*Press defense 14, 24, 34, 32, 42
- \*FT block out responsibilities
- \*Anything can be emphasized offensively or defensively
- \*Pressbreak execution

#### **Terminology**

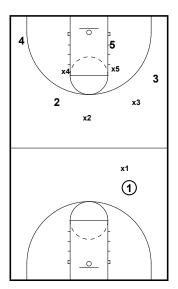
14, 24, 34, 32, 42

**Boston Pressbreak** 



## **5th Grade Offensive Team Concepts**

## **Fullcourt Possessions**



## 5v5, trip down & back

- 1. Offensive team begins with possession at halfcourt, BLOB or SLOB; ball is live from there
- 2. Teams play live 5v5 at opposite end and back
- 3. Kill it & switch roles
- 4. Each team quickly huddles following final possession to call defense or talk about changes

#### **Coaching Points**

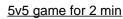
- \*Communicate
- \*Press defense 14, 24, 34, 32, 42
- \*Pressbreak execution
- \*Anything can be emphasized offensively or defensively

### **Terminology**

14, 24, 34, 32, 42

**Boston Pressbreak** 

## 2 Min Game



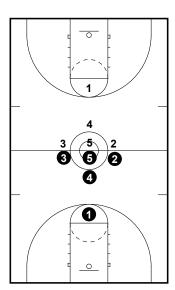
1. Teams play final 2 minutes of game - shoot FTs, call fouls, stop clock, call timeouts

## **Coaching Points**

- \*Look for situations to coach players through
- \*Allow them to think about them first ask questions \*Huddle following each 2 min game to discuss
- \*Stop action at any time to teach 5 second teaching points

### <u>Terminology</u>

Time & Score





## **6th Grade Offensive Team Concepts**

## 2 Ball Live



### Teams of 3 or 4

- 1. Offensive score to stay on offense
- 2. Defensive stop to stay on defense
- 3. Teams play until one of the above happens depending on type of game
- 4. Coach can limit how offense can score, number of passes, use of post player, etc; can also require offense to run certain actions to start each possession

## **Coaching Points**

- \*Communication
- \*All offensive & defensive concepts can be emphasized

#### Terminolay

Game speed

Make the defense make a decision

Read the defense

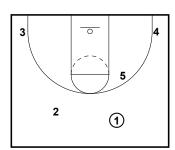
Hard cuts

Draft drive

L Cuts

Exchanges

## 1/2 Court Possessions



#### 5v5 for a set number of possessions

- 1. Offense stays on offense for set number of possessions, then switch
- 2. Keep track of points or stops

## Coaching Points

\*Stop the action to teach in 5 second pieces \*Emphasize any offensive or defensive concept

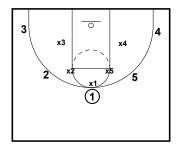
### **Terminology**

ΑII



## **6th Grade Offensive Team Concepts**

Score, Stop, Score



## 5v5 - fullcourt or halfcourt

- 1. Teams play 5v5 until one of the teams gets a stop, a score, and another stop IN A ROW
- 2. If playing halfcourt, it's alternating possession
- 3. If playing fullcourt, stop the action after each trip down & back to address any coaching points

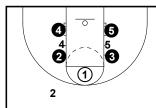
## **Coaching Points**

\*Emphasize any offensive or defensive concept

## <u>Terminology</u>

ΑII

## **FT Possessions**



## **1** 3



#### 5v5 for FT, trip down & back

- 1. Offensive team shoots a FT, ball is live from there
- 2. Teams play live 5v5 at opposite end and back
- 3. Kill it & switch roles
- 4. Each team quickly huddles following final possession to call defense or talk about changes

### **Coaching Points**

- \*Communicate
- \*Press defense 14, 24, 34, 32, 42
- \*FT block out responsibilities
- \*Anything can be emphasized offensively or defensively
- \*Pressbreak execution

## **Terminology**

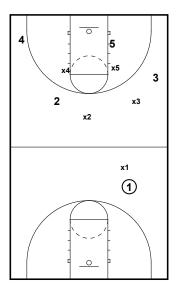
14, 24, 34, 32, 42

**Boston Pressbreak** 



## **6th Grade Offensive Team Concepts**

## **Fullcourt Possessions**



## 5v5, trip down & back

- 1. Offensive team begins with possession at halfcourt, BLOB or SLOB; ball is live from there
- 2. Teams play live 5v5 at opposite end and back
- 3. Kill it & switch roles
- 4. Each team quickly huddles following final possession to call defense or talk about changes

#### **Coaching Points**

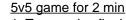
- \*Communicate
- \*Press defense 14, 24, 34, 32, 42
- \*Pressbreak execution
- \*Anything can be emphasized offensively or defensively

### **Terminology**

14, 24, 34, 32, 42

**Boston Pressbreak** 

## 2 Min Game



1. Teams play final 2 minutes of game - shoot FTs, call fouls, stop clock, call timeouts

## **Coaching Points**

- \*Look for situations to coach players through
- \*Allow them to think about them first ask questions \*Huddle following each 2 min game to discuss
- \*Stop action at any time to teach 5 second teaching points

### <u>Terminology</u>

Time & Score

