# **2023 NCAA Tournament Plays and Concepts**

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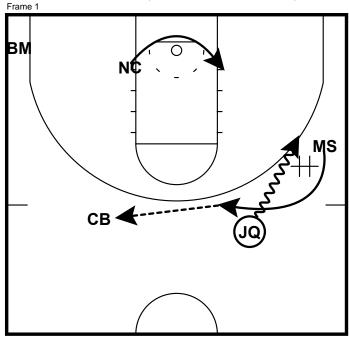
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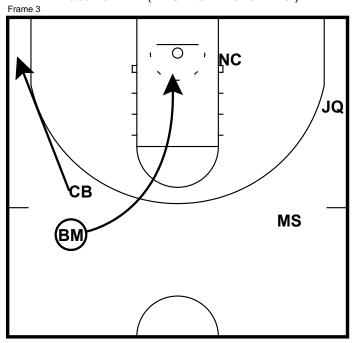
#### Alabama DDM (DHO into Drive for Miller)



Alabama DDM is one of the best in college basketball. The space and freedom they play with is why they are favorites to win the national championship.

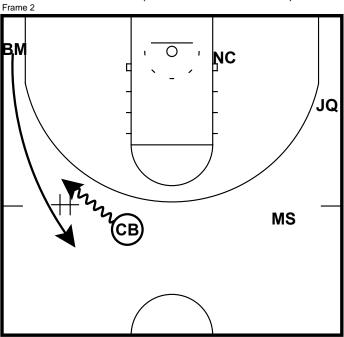
Quinnerly starts the possession with a DHO to Sears, Sears quickly reverses the ball to Bediako. The 5 man Clowney goes to the opposite block.

#### Alabama DDM (DHO into Drive for Miller)



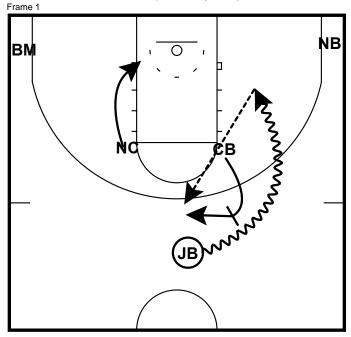
Miller gets the DHO and he racks it for a bucket. He has the option to Drop or Kick to any of his outlets if the defense gets in his way.

#### Alabama DDM (DHO into Drive for Miller)



Bediako then does a DHO with Miller

#### Horns (PnP Replace)



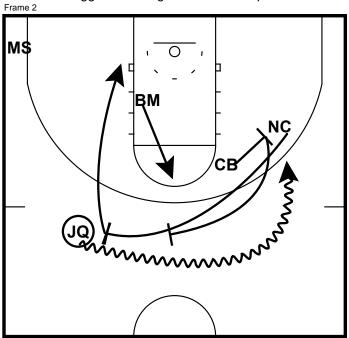
This is a Horns set, Jaden Bradley, comes off the pick set by Bediako, Bradley attacks the basket, as the defenders go with Bradley, Bediako pops back for a shot. Clowney at the same time is rolling as well as he is an option for the lob or the dump off. They ran this action several times vs Maryland and Texas A&M Corpus Christi.

#### Stagger into Drag Screen Roll/Replace

# MS BM

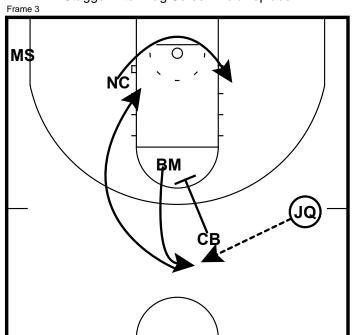
First play used by Alabama was a Stagger, into a Double Drag Roll Replace, that ultimately got Brandon Miller, down the lane for a drive to the basket. Quinnerly get the ball into the front court, Bediako and Clowney set a stagger for Miller. Miller cuts in between the 2 and goes to the opposite block.

#### Stagger into Drag Screen Roll/Replace



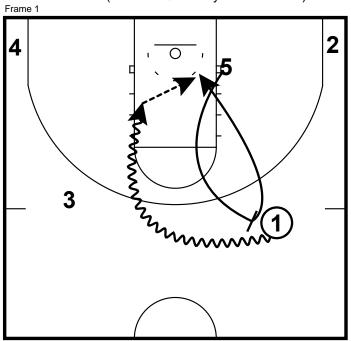
After Miller goes to the other block, Bediako then sets a back screen for Clowney, as he then sets a double drag screen for Quinnerly.

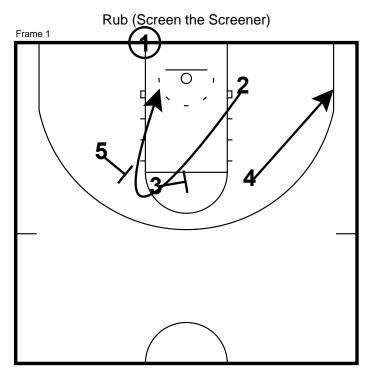
#### Stagger into Drag Screen Roll/Replace

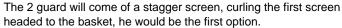


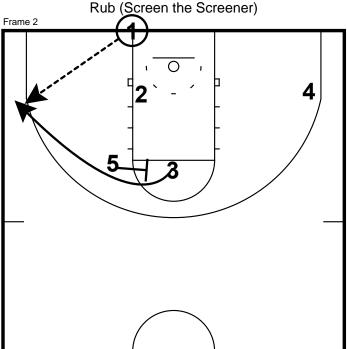
Quinnerly then passes the ball back to Miller, where he rips through and attacks the basket. The 5 man relocates to the opposite block for a possible dump down or put back. The 2 guard doesnt really move he is in the corner for a kick out 3.

4 out 1 in (PnR w/ Quinnerly and Bediako)

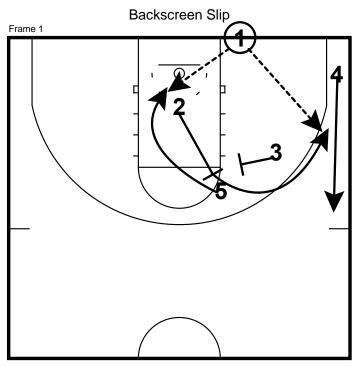




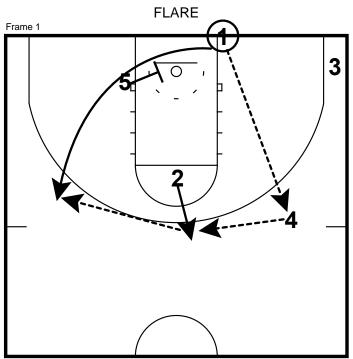




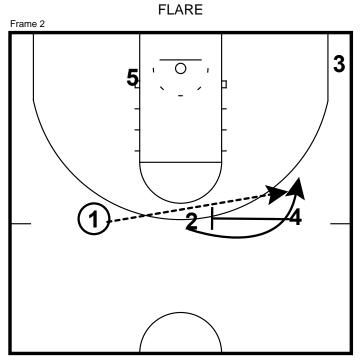
If the first option isnt there. Then, the 5 will screen the 3 man and he will go to the wing or corner. If the shot is there they will take it, if not, then they will set up offense and attack from there.



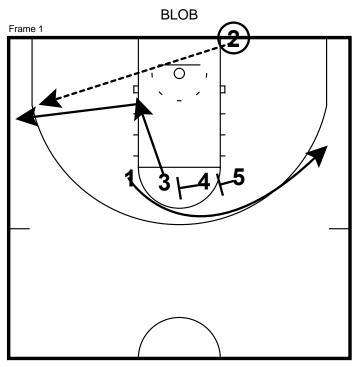
2 will start by setting a back screen for the 5 for the layup if open. If not there the 3 will then set a screen for the 2 which that is a option if it is there.



BLOB Flare- In bounder throws ball over top to the 4, then a quick reverse to the 2 and then back to the player that inbounded the ball.



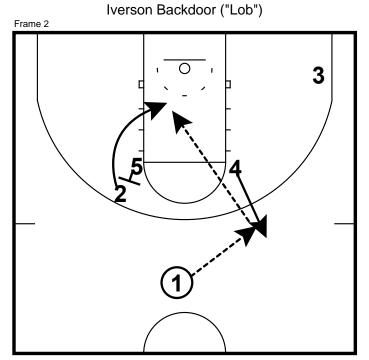
After the ball is reversed, the 4 sets a flare screen for the 2, for a shot.



BLOB- A little misdirection play here. The 3 cuts towards the basket, the 4 and 5 set a double screen for the 1. Due to that action going the other way, the back side cutter 3 is wide open for a shot.

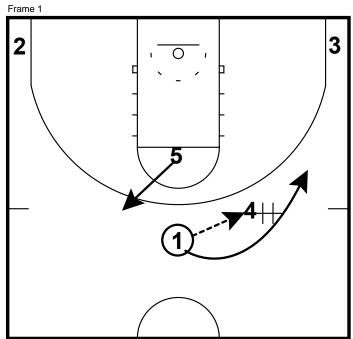
# Frame 1 Frame 1 To a series of the series

Iverson Backdoor ("Lob")- Play starts with the 2 and the 3 iverson cutting to start the play.



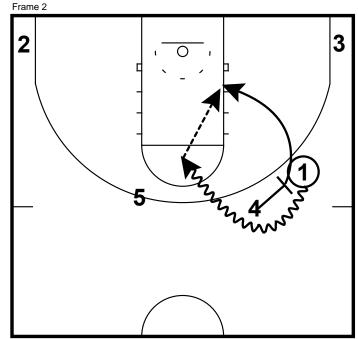
Once the Iverson cut happens, the 1 swings the ball to the 4, then the 5 sets the back screen for the 2, and the 2 cuts and the 4 passes for a open layup.

#### Screen/Rescreen Action

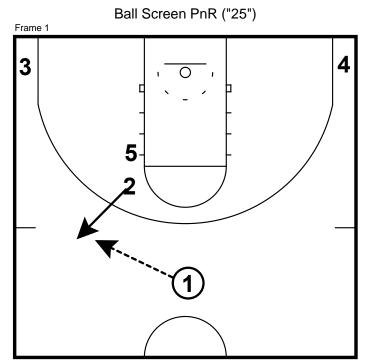


Screen/Rescreen Action- the 1 will pass to the 4, then get a dribble handoff from the 4. The 5 will clear the high post and pop out to the 3 point line.

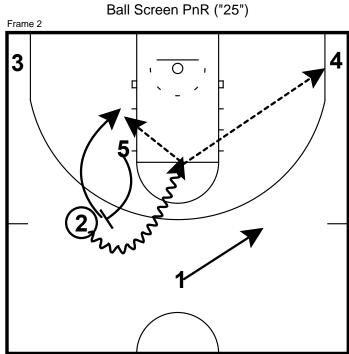
#### Screen/Rescreen Action



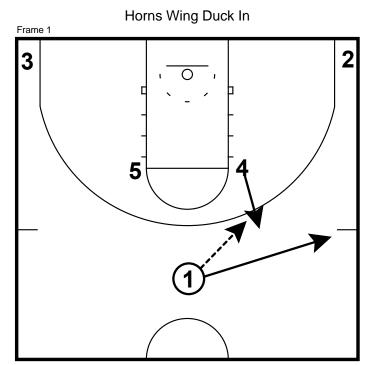
After the DHO, the floor then rescreens and rolls to the basket. The roller is the first option, but the kick to the corners or attack to the basket is also an option for the PG to use out of this action.



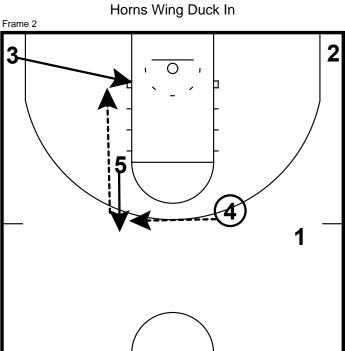
25 Ball screen pick and Roll- The 1 will kick the ball to the 2, which is stacked on same side with the 5 man.



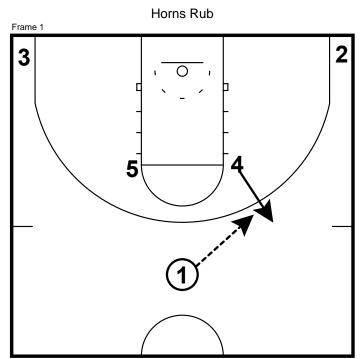
Once the 2 gets the ball, the 1 then moves to opposite slot for space. The 5 then comes and sets a step up ball screen. The 5 rolls to the basket to receive the ball or the 2 attacks or kicks to the corner.



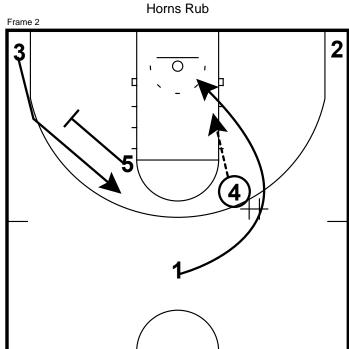
Horns Wing Duck In- They begin the play by being in a horns alignment. The 4 pops up and the point guard passes him the ball. The PG then rubs off of that pass and goes to the other side.



The 4 man then kicks to the 5, upon the 5 getting the ball, the 3 man ducks in for a post up. 5 man passes the ball to the 3 for a post up scoring opportunity.



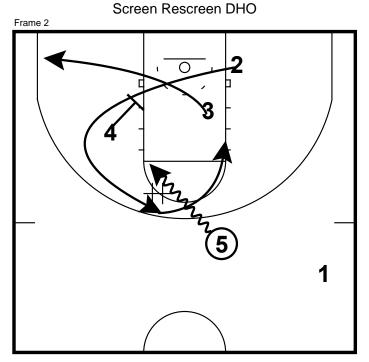
Horns Rub- play start in a horns formation, the 4 man pops off of the elbow to receive the ball from the PG.



The PG will then go to receive the DHO from the 4, if it isn't there the 4 keeps and if he is open dumps it to the PG for a layup. The 5 occupies the weakside setting a down screen for the 3 man in the opposite corner. Upon the DHO or the pass, the 2 lifts out of the corner, if the action doesnt get anything there is a 2 man game between the 4 and the 2 guard to keep the action going.

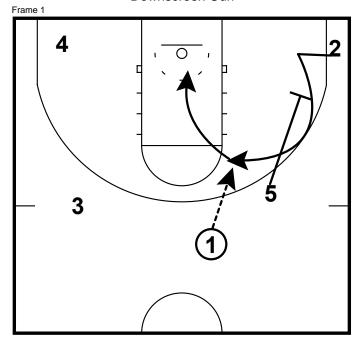
# 

Screen Re Screen DHO- The PG initiates the action by entering the ball to the 5 man. The 4 man then screens for the 3 which curls to the basket. This is an option to score.



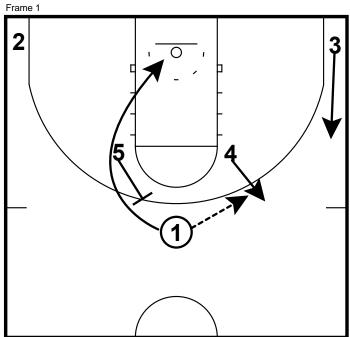
If the 3 man does not get the ball, he then clears back to the same side he came from. The 4 then sets another down screen for the 2 guard, who will then do a DHO with the 5 man. 2 man gets the ball then attacks the basket for a pullup or a layup.

#### Downscreen Curl



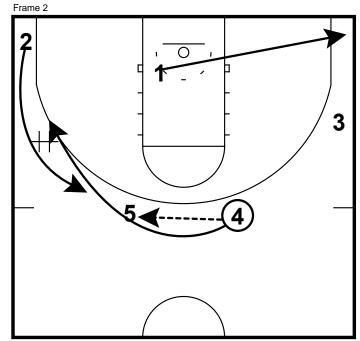
Downscreen Curl- Easy Quick Hit Action by Texas, they ran this several times in transition after a made basket. PG (Or any Guard) initiates the action, the trail 4 or 5 man sets a down screen for the guard in the corner, Guard comes off tight to the screen, if open lead the guard to the paint and he finishes strong at the rim.

#### Horns Rub in Ghost Action



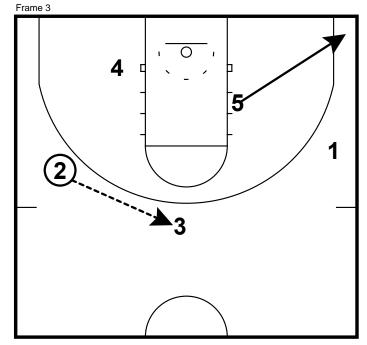
Horns Rub- Texas initiates this action in a Horns Rub action. PG initiates the action to the 4 man. The 5 man sets a UP Screen for the PG looking for the pass over the top.

#### Horns Rub in Ghost Action



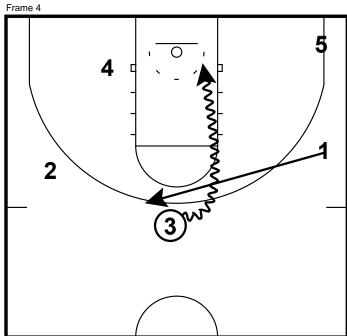
Horns Rub- If the pass the PG isnt there , then the 4 man passes the ball to the 5 man, then goes into a Boomerang action to get the ball and goes into a DHO with the 2 guard.

#### Horns Rub in Ghost Action

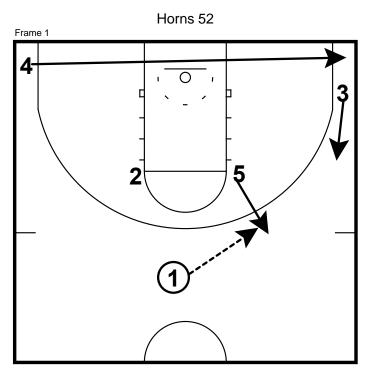


The 2 man then passes it to the 3 man, while the 5 man clears the paint area to get more space.

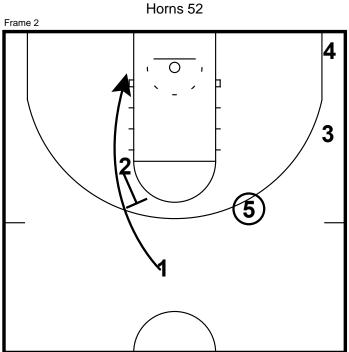
#### Horns Rub in Ghost Action



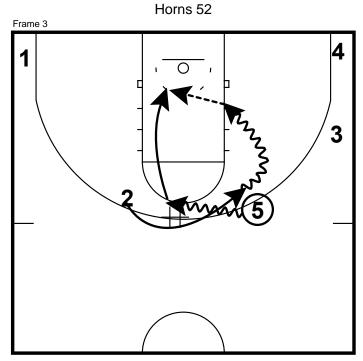
Ghost Action- The 3 man then goes 2 man game with the 1 guard, who ghost screens and allows the 3 man to attack the double gap that the action created.



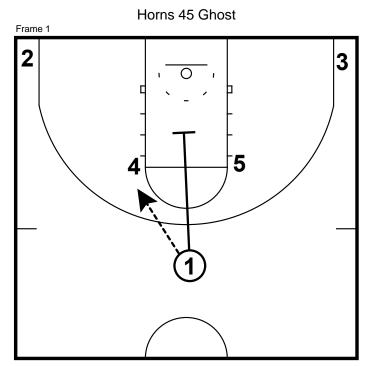
Horns 52- PG intiates the action by passing to the 5 man. The 4 man clears the weakside corner and goes to the opposite corner, 3 man lifts out of the corner creating an overloaded side.



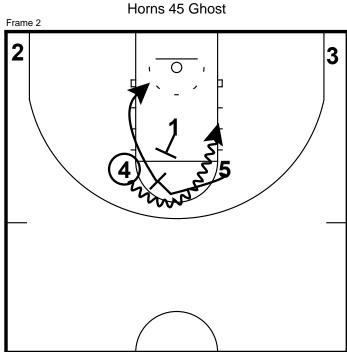
Horns 52- The 2 guard will do an up screen for the PG



Horns 52 - The 5 man will then dribble at the 2 guard, with a DHO into a 2 man game for the score.

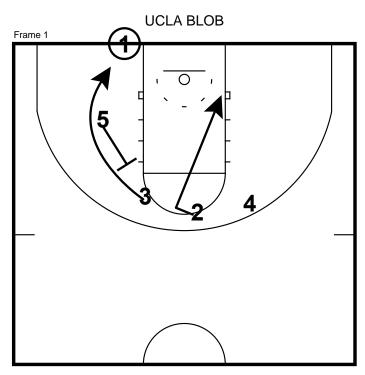


Horns 45 Ghost- PG will initiate the offense to the 4 man, and then pin screen his defender in the paint area.



Horns 45 Ghost- 5 man will then ghost screen and roll to the basket, 1 will also set a screen and the 4 man will get to his spot to attack the basket or pull up for a shot.

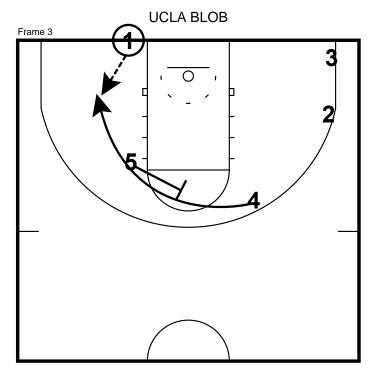
# **UCLA Bruins**



**UCLA BLOB** 

UCLA BLOB- This is a screen/rescreen action that gets a good look from BLOB. 2 man cuts to the basket off the initiation, the 5 man then sets screen for the 3 that comes off looking for the ball.

UCLA BLOB-The 2 and the 3 man clears to the opposite corner, to create space for the second curler coming off the screen.

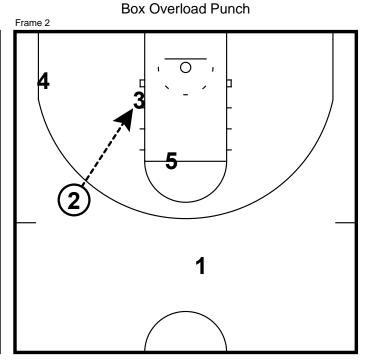


UCLA BLOB- 4 man comes of the screen, curls it and knocks down the jump shot off of the pass.

# **UCLA Bruins**

# Box Overload Punch

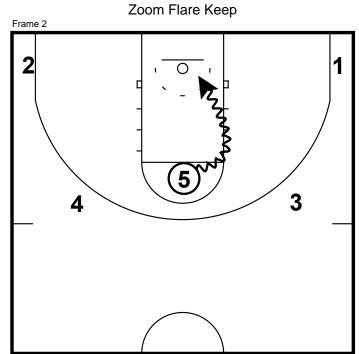
Box Overload Punch- The 3 and the 5 initiate the action by setting screens for the 2 and the 4, which comes off to get open.



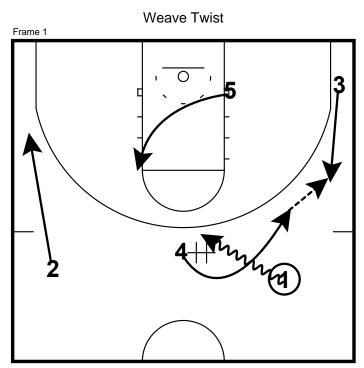
Box Overload Punch- Once the 2 and the 4 clear, the 2 gets the ball and the 3 seals his man for a post up, the 2 enters the ball to the 3 where he will score.

# Zoom Flare Keep Frame 1 5 1

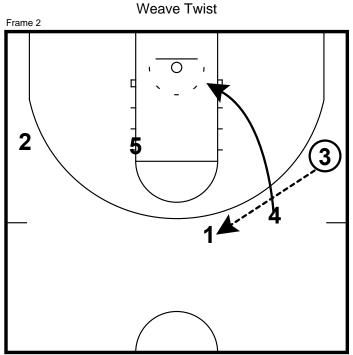
Zoom Flare Keep- PG will enter to the 5 man at the top of the key, Once the ball is entered the 4 man will set a flare screen for the 2, the 5 man is looking for that pass initially. If not there the opposite side will do the same thing.



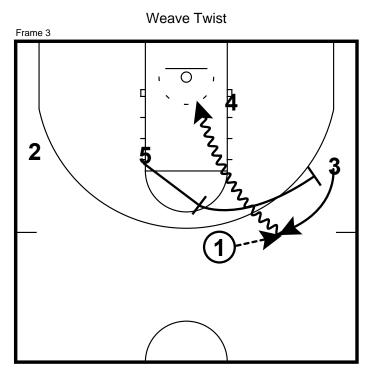
Zoom Flare Keep- If both options off of the flare are not there, then the 5 man will keep the ball and attack.



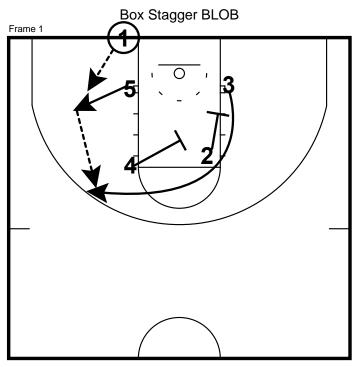
Weave Twist- PG will initiate the action by dribbling at the 4 man and doing a DHO with him. The 4 will quickly pass the ball to the man



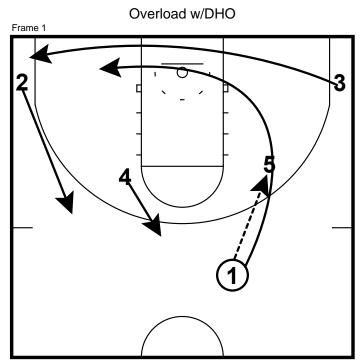
Weave Twist- 4 will go to the block, the 3 man will pass back to the PG.



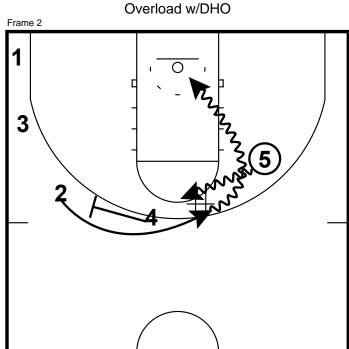
Weave Twist- The 5 man ghost the screen for the PG and sets a off ball screen for the 3, who curls off of it and receives the pass from the PG for an opportunity to attack the basket or pull up for a jump shot.



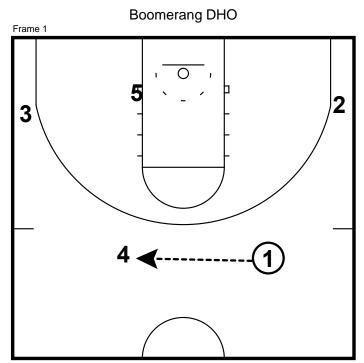
Box Stagger BLOB- Starts off in a box formation, Inbounder passes the ball to the 5. The 4 man and the 2 man set a stagger screen for the 3, who receives the pass and looks to either shoot the ball or drive the ball.



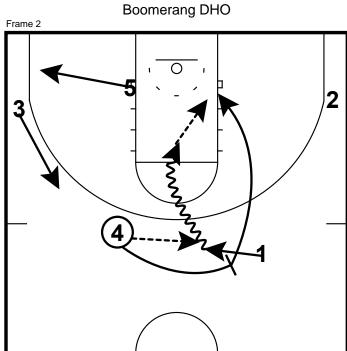
Overload w/DHO- PG will initiate action by playing ball into the 5 man. The 3 clears to the other side, and the PG comes off of the 5 man where he could receive the ball from a DHO or over the top to the basket.



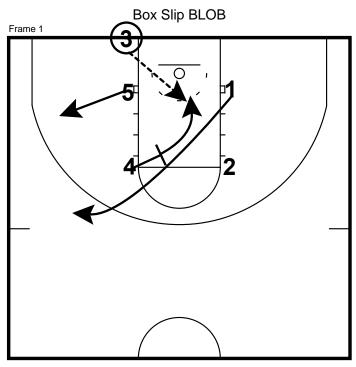
Overload w/DHO- The 4 man will then cross screen for the 2 man, the 5 man will dribble at the 2 coming off of the screen for a DHO, the 2 man can either shoot a quick shot or attack the basket.



Boomerang DHO- The PG will initiate the action by passing the ball to the trailing big, which in this case is the 4 man.



Boomerang DHO- The 4 will pass back to the 1 and follow with a ball screen. 4 will roll hard to the basket, the 1 can go score or pass to the rolling big.



Box Slip BLOB- The 1 man will quickly get to the outside using a pic from the 4 man on the elbow. After the brush screen the 4 man reads his defender and slips to the basket for the basket.

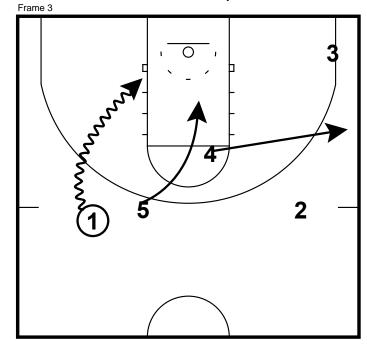
# Iverson PnR Reject Trame 1 Trame 1 Trame 1

Iverson PnR Reject- 2 man will initiate the action, when the 1 and the 3 man execute an Iverson cut where the 2 will pass the ball to the 1 man.

# Frame 2 | Total Control Contr

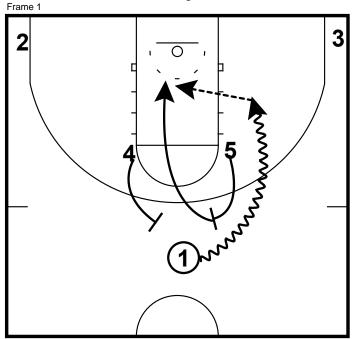
Iverson PnR Reject- The 2 then exits to the weak side and the 4 sets a cross screen for the 5 who then sets the ball screen for the 1.

#### Iverson PnR Reject

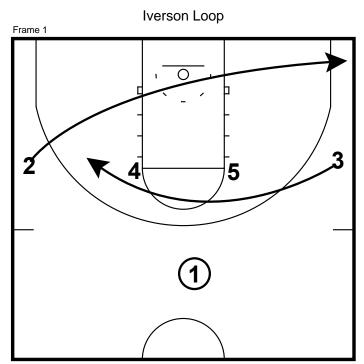


Iverson PnR Reject- The 1 rejects the screen and attacks the basket, while the 5 follows. In this particular game the 3 man basket cuts from the corner and the 1 finds him for a basket.

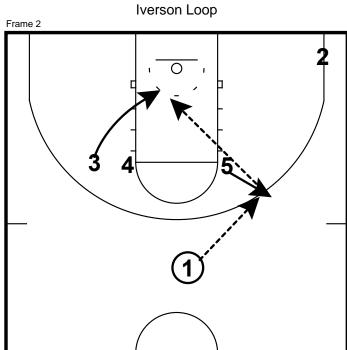
#### Double High PnR



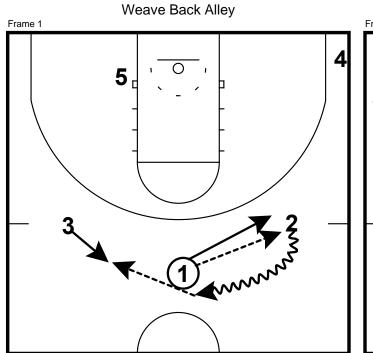
Double High PnR- The 1 initiates the action, the 4 and 5 come up for a double ball screen, the direction that the PG picks that player will roll with the guard and the other will pop. The guard gets downhill for a shot or a pass to the roll man.



Iverson Loop- The PG will initiate the action, the 2 and the 3 will Iverson cut to flip the sides



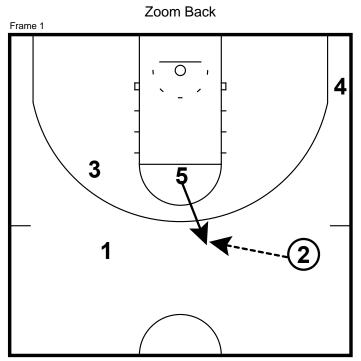
Iverson Loop- 1 enters the ball to the 5, the 3 who is still in his cut, will back door to the basket for a pass over the top from the 5.



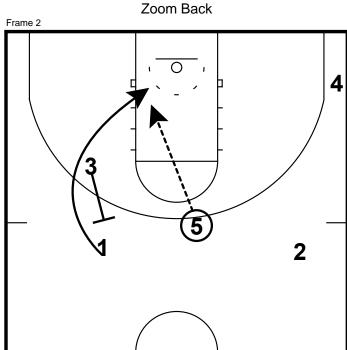
Weave Back Alley- Action starts with a weave, the 1 passes to the 2 and the 2 passes it back to the  $3\,$ 



Weave Back Alley-3 man passes back to the 1 man, and the 5 man comes and sets a back screen for the 3 for the alley oop.

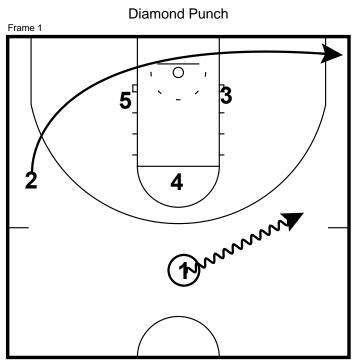


Zoom Back- 2 man will enter the ball to the 5 man.

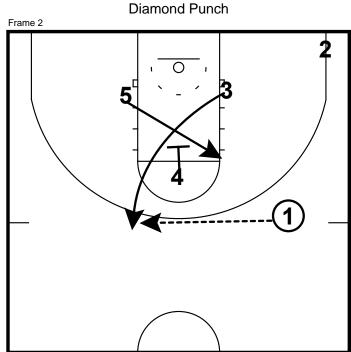


Zoom Back- 3 will set a back screen for the 1 man, and the 5 makes a quick pass to the 1 for the bucket.

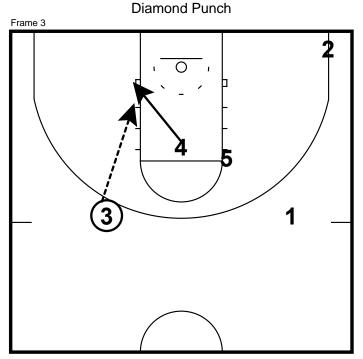
### **Xavier Musketeers**



Diamond Punch- 1 man dribbles to the right wing, the 2 man runs from the wing to the opposite corner.



Diamond Punch- After the 2 man clears, the 5 runs through to the elbow but kind of helps set the pick, the 4 sets a down pick for the 3 to come off for the 3. That is the first option.

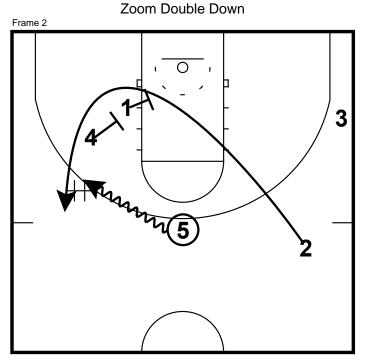


Diamond Punch- If the 3 isnt their, the 4 automatically runs for a post up.

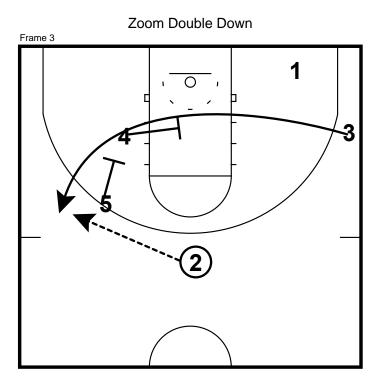
#### **Uconn Huskies**

# Zoom Double Down Frame 1 3 1 2

Zoom Double Down- The 1 initiates the action by passing the ball to the 5 man at the top of the 3 point line.

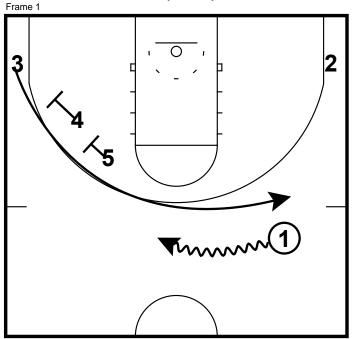


Zoom Double Down- 5 gets the ball and the 2 man will come off of a double down screen from the 1 and 4 man. The 5 man will dribble at the 2 guard into a DHO.



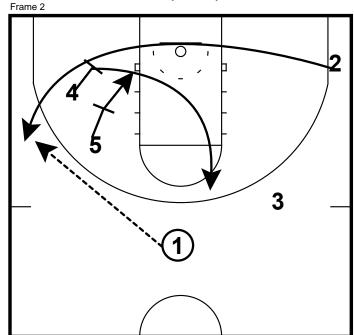
#### **Uconn Huskies**

#### **Double Away Decoy Punch**



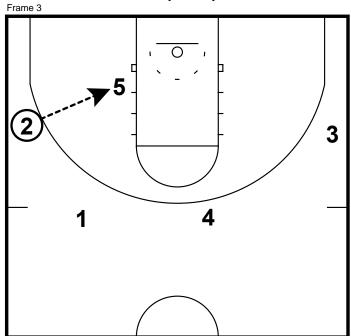
Double Away Decoy Punch- The PG will initiate the action. The 4 and 5 man will set a double away screen for the 3, who will flip sides with the one as he dribbles at the double screen.

#### **Double Away Decoy Punch**



Double Away Decoy Punch- After the 3 clears, then the 4 and 5 then sets a double down for the 2 coming from the opposite corner. The 1 will then pass to the 2 guard. The 4 will clear to the top of the key and the 5 will punch in for a post up.

#### Double Away Decoy Punch

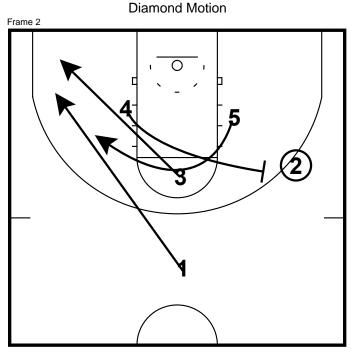


Double Away Decoy Punch-The 5 will go in for a post up to score. In this particular moment in the game, the 5 gets doubled and the 3 back cuts to the basket for the score off of the assist.

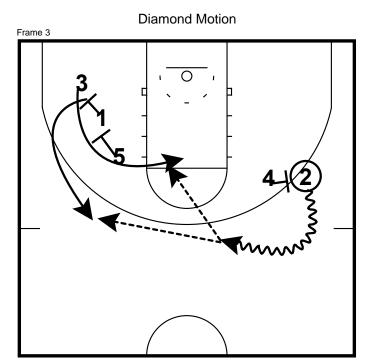
#### **Uconn Huskies**

## 

Diamond Motion-5 will set a screen for the 2, who will go out and receive the pass from the 1.



Diamond Motion- The 1, 3, and 5 players will move to the other side of the floor while the 4 man goes to set a ball screen on the 2 man.

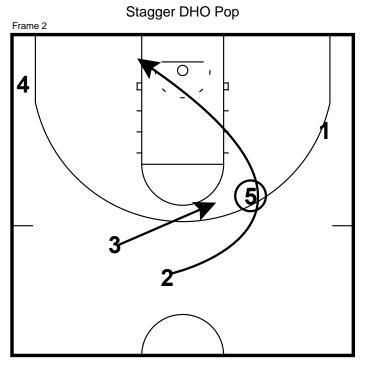


Diamond Motion- 2 man comes of the screen, he can look to go score, but the play is developing on the other side. The 5 and the 1 man set a stagger for the 3 man, the 3 man curls to the basket for a bucket, if not there, the 5 will set another screen for the 1 and he will come off for the shot.

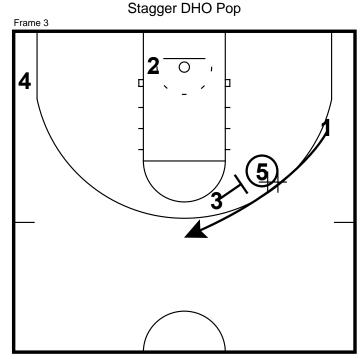
#### **Tennessee Volunteers**

# Stagger DHO Pop Frame 1 4 2 1

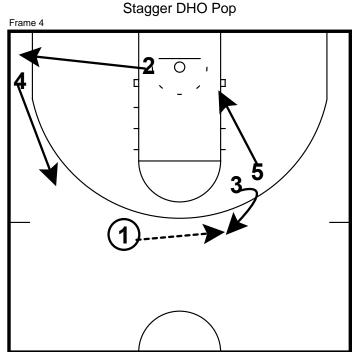
Stagger DHO Pop- The 2 will enter the ball to the 5 to initiate the action.



Stagger DHO Pop- After the 2 passes to the 5, the 2 man cuts off of the 5 man. The 3 man follows to set up the stagger.



Stagger DHO Pop- The 5 initiates the DHO with the 1.

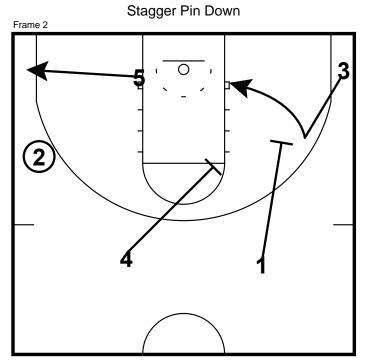


Stagger DHO Pop- After the DHO, the 5 rolls to the basket and the 3 pops to get a shot or a drive.

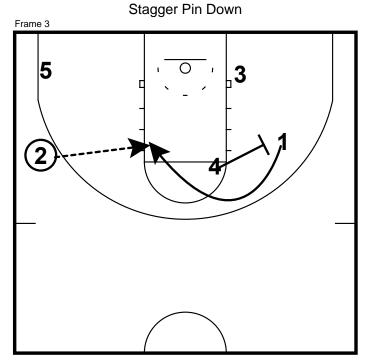
#### Tennessee Volunteers

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Stagger Pin Down-1 will swing the ball to the 4 and then will swing the ball to the 2. The 5 man will flip to the ball side block.



Stagger Pin Down- After the reverse, the 1 and 4 go set a stagger for the 3, the 3 rejects the stagger. The 5 also exits the black to the corner.

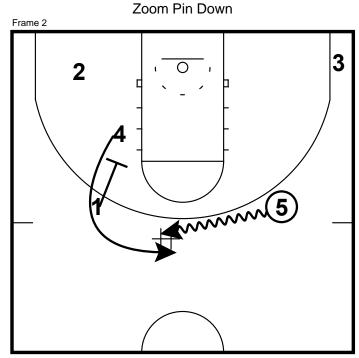


Stagger Pin Down- After the rejection of the stagger, the 4 then sets a pin down for the 1, as he curls off to get the pass. He can attack or make a pass off the cut.

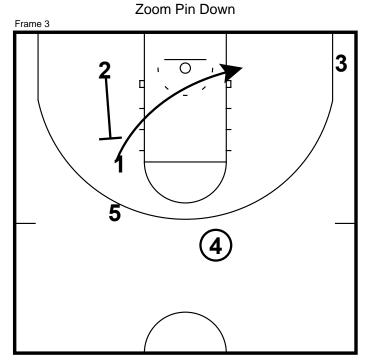
#### Tennessee Volunteers

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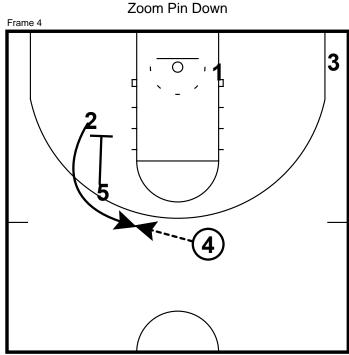
Zoom Pin Down- The 4 man initiates the action by passing the ball to the 5 man. The 4 man then goes to the opposite side of the floor to set up a potential pin down for the 2 man.



Zoom Pin Down- The 4 will fake a pin down for the 2 man, the 4 will get a pin down from the 1 man to initiate a DHO will the 5 man who is dribbling at the 4.



Zoom Pin Down- The 2 man will set a back pick for the 1 man, who will flash towards the basket.

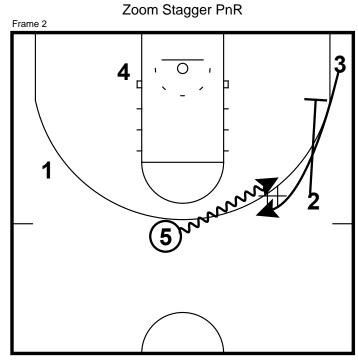


Zoom Pin Down- After the 2 sets the back screen for the 1, he then receives a pin down screen for the 2 for the shot.

### San Diego State Aztecs

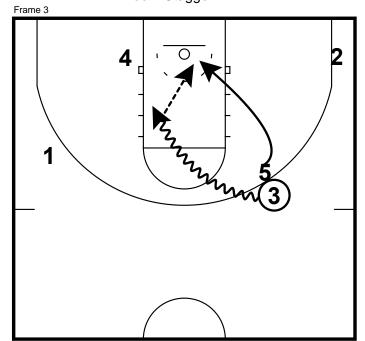
# Zoom Stagger PnR Frame 1 2 1

Zoom Stagger PnR- The 1 initiates the action by passing it to the 5 then cutting to the other wing, while the 4 heads towards the block.



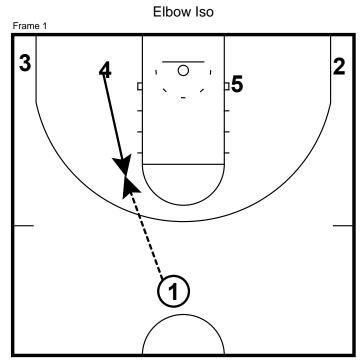
Zoom Stagger PnR- The 2 will set a down screen for the 3, the 3 will then receive a DHO from the 5 man that is dribbling at the 3.

#### Zoom Stagger PnR

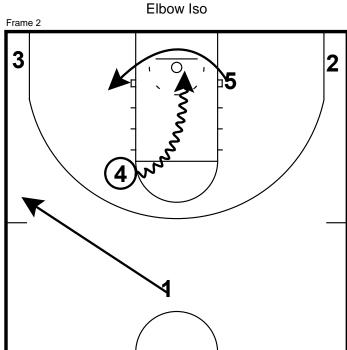


Zoom Stagger PnR- After the 5 and the 3 do the DHO, the 3 man will attack the basket and the 5 man will roll to the basket for the alley oop.

## San Diego State Aztecs

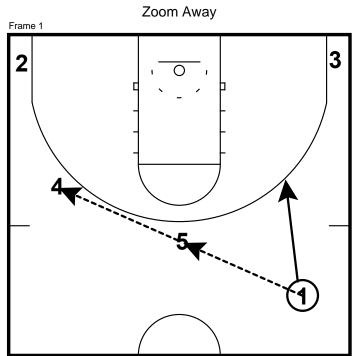


Elbow Iso- The 1 will initiate the action by passing the ball to the 4 man.

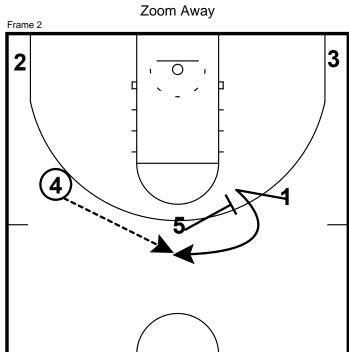


Elbow Iso- The 1 moves to the wing and the 5 moves to the opposite block. The 4 attacks his man off the dribble.

### Miami Hurricanes



Zoom Away- 1 will initiate action passing to the 5 man, the 5 will swing to the 4.

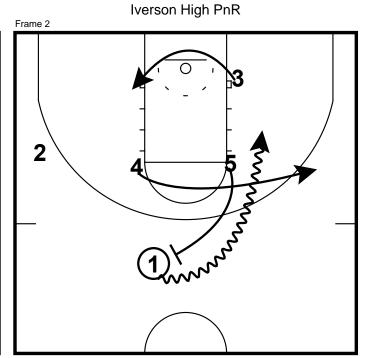


Zoom Away- After the swing, the 1 will cut to set up the stagger from the 5 man. Coming off the screen looking for the shot.

## Creighton Bluejays

# Frame 1 Prame 1 Pra

Iverson High PnR- The action begins with the 2 and 3 doing an Iverson cut to flip sides. The 3 will rub off of the 4 and go to the block.

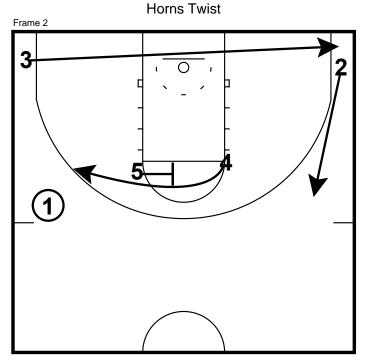


Iverson High PnR- The 4 man will clear to the wing, once he clears, the 5 will go set the ball screen for the 1. The 5 will pop and the 3 will clear to the opposite block off of the drive.

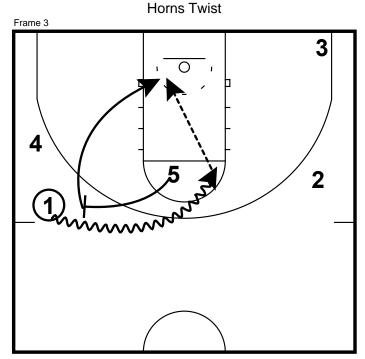
### Creighton Bluejays

# Frame 1 A property of the state of the stat

Horns Twist- The 1 will pass to the 5, after he relocates the 5 will then pass it back to the 1.



Horns Twist- The 3 clears out of the corner to the opposite corner, the 2 lifts to the wing. The 5 cross screens the 4, and the 4 kind of fakes a rub screen on the 1.



Horns Twist- The 5 will then set a ball screen for the 1, and roll hard to the basket for the alley oop.

### Creighton Bluejays

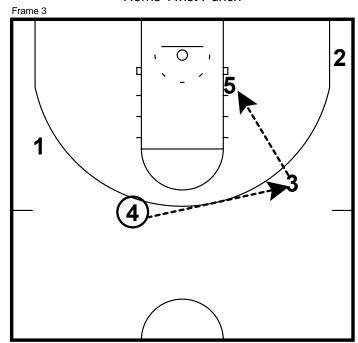
# Horns Twist Punch Frame 1 3 1 1 1

Horns Twist Punch- The 1 will pass the ball to the 5, then go set a down screen for the 4 man.

# Horns Twist Punch Frame 2 2

Horns Twist Punch- the 1 will clear to the wing, the 5 will then pass to the 5 thats coming off of the down screen from the 1. The 3 will then do an up screen for the 5, and the 5 will come off of that and go to the block. The 3 will pop up to the wing.

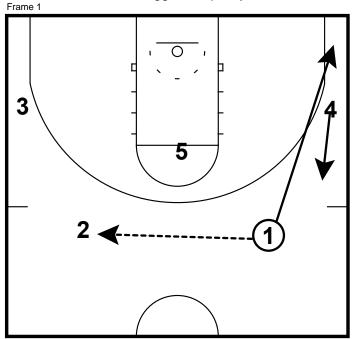
#### Horns Twist Punch



Horns Twist Punch- After the 3 sets the up screen for the 5, the ball is swung to the 3, then immediately hits the post where he punches in to receive the ball.

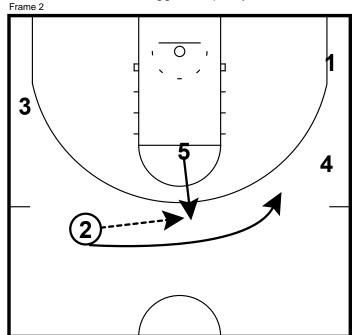
### Michigan State Spartans

#### Zoom Stagger Keep Reject



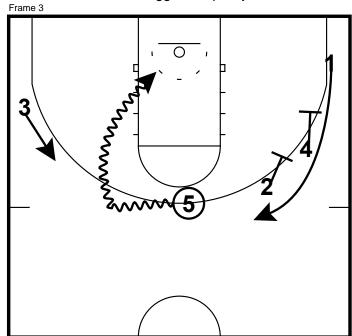
Zoom Stagger Keep Reject -PG initiates the action by swinging the ball to the 2 guard, and switching places with the 4 and the 4 sliding up to the wing.

#### Zoom Stagger Keep Reject



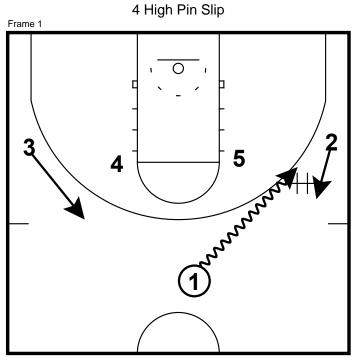
Zoom Stagger Keep Reject- The 2 man passes the ball to the 5, then goes over the 5. Could be a DHO.

#### Zoom Stagger Keep Reject

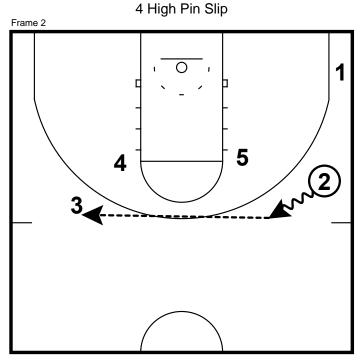


Zoom Stagger Keep Reject- The 5 man has the ball and has the option to give the ball to the 3 coming off the stagger, or go to the weak side and play 2 man game, or reject and keep it himself to score.

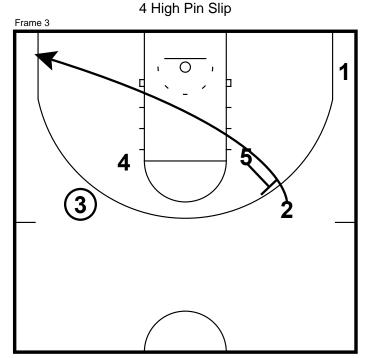
### Michigan State Spartans



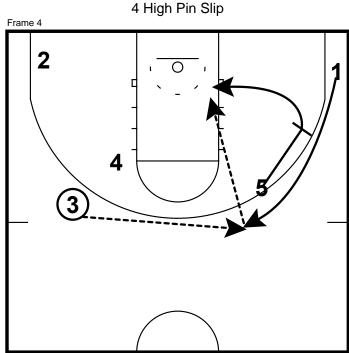
 $4\ \mbox{High Pin Slip-}$  The 1 initiates the action by doing a DHO with the 2 guard.



 $4\ \mbox{High}$  Pin Slip- The 2, then swings the ball to the 3 man.

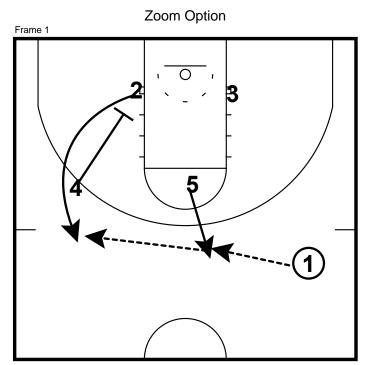


4 High Pin Slip-The 5 will then set a back screen for the 2 man which will head to the opposite corner.

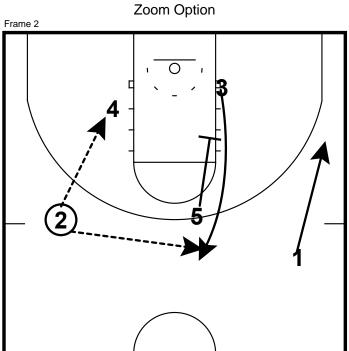


4 High Pin Slip- The 3 will pass the ball to the 1 that is coming off of the pin down, the 5 will then slip the pick and roll to the basket.

#### Arkansas Razorbacks



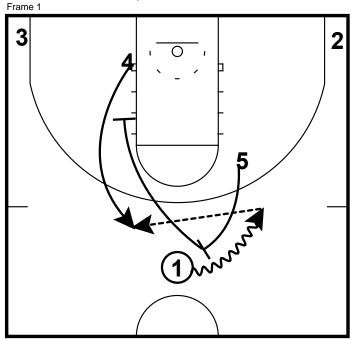
Zoom Option- 1 initiates the action by passing to the 5. The 4 man sets a pin down for the 2 man and the 5 swings it to the 2 coming off the pin down.



Zoom Option- The 5 will then set a pin down for the 3, the 2 has a post up option with the 4 or to hit the 3 man coming off the pin down for the 3.

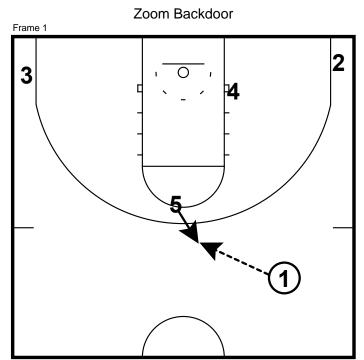
### Florida Atlantic Owls

#### Spain Pin Down

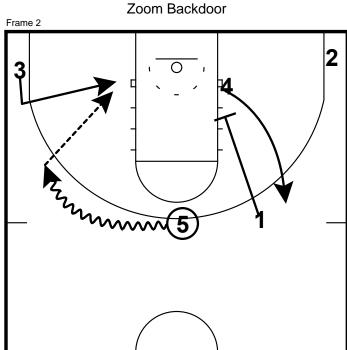


Spain Pin Down- 5 sets the screen for the roll, instead of the 4 setting the back screen for the 5, the 5 sets the pin down for the 4 and the 4 comes up for the shot. They also ran this play for a post up if the shot is not available.

#### Florida Atlantic Owls



Zoom Backdoor- The PG enters the ball to the 5 at the top of the key.



Zoom Backdoor- The 5 will dribble at the 3, the 3 goes up but quickly dives backdoor and the 5 makes the pass for the finish. On the back side, the 1 sets a pin down for the 4 to occupy the weak side of the floor.