

Key Details For Programmer

1. Every play either ends with Miss / Make.
2. Check if each Miss / Make was a 3 or 2.
3. Every "No Dribble Jumper" should check for Open / Guarded even if it doesn't specify it.
4. Different Types of Shots

SPOT UPS

Spot-ups refer to situations in basketball where a player receives the ball on the perimeter of the three-point line and has various options to attack: driving in either direction or taking a shot

Options

- Drives Right
 - To Basket
 - Dribble Jumper
- Drives Left
 - To Basket
 - Dribble Jumper
- Drives Straight
 - To Basket
 - Dribble Jumper
- No Dribble Jumper (Catch and Shoot)
 - Open
 - Guarded

CUTS

Cuts refer to a player without the ball attempting to evade their defender and swiftly move towards the basket to receive a pass for an open layup. There are several types of cuts to note, all of which are listed below.

Options

- Basket (Cuts towards basket)
 - Make / Miss
 - Foul
 - Turnover
- Screen (Cuts towards basket from off ball screen)
 - Make / Miss
 - Foul
 - Turnover
- Flash (Player flashes to open space)
 - Make / Miss
 - Foul
 - Turnover

PICK N ROLLS

The Pick and Roll refers to a strategic play in basketball where two players, the screener and the ball handler, collaborate to create an open shot opportunity. The screener moves to set a screen on the defender of the ball handler. This action provides the ball handler with various options to create space and take a good shot. The ball handler can choose from a range of moves to exploit the screen and maneuver towards an advantageous shooting position.

Options

- Left P&R (screener screens the ball handlers right side)
 - Side (screen comes on sideline)
 - Dribble Off Screen
 - To Basket
 - Dribble Jumper
 - Go Away from Pick
 - To Basket
 - Dribble Jumper
 - Dribble Off Screen
 - To Basket
 - Dribble Jumper
 - Go Away from Pick
 - To Basket
 - Dribble Jumper
- Right P&R (screener screen the ball handlers left side)
 - Side (screen comes on sideline)
 - Dribble Off Screen

- To Basket
 - Dribble Jumper
 - Go Away from Pick
 - To Basket
 - Dribble Jumper
- Dribble Off Screen
 - To Basket
 - Dribble Jumper
- Go Away from Pick
 - To Basket
 - Dribble Jumper
- High P&R
 - Side (screen comes on sideline)
 - Dribble Off Screen
 - To Basket
 - Dribble Jumper
 - Go Away from Pick
 - To Basket
 - Dribble Jumper
 - Dribble Off Screen
 - To Basket
 - Dribble Jumper
 - Go Away from Pick
 - To Basket
 - Dribble Jumper

TRANSITION

Transition refers to the time in the game where a team pushed the ball up the court to create an advantage and catch the defense in a spot where they might not be ready.

Transition offense can occur in many different lanes of the floor and could end up with many different players scoring the ball.

Options

- Ball Handler (BH keeps ball)
 - Dribble Jumper
 - To Basket
 - Turnover
- Left Wing (BH passes to left wing)
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
- Right Wing (BH passes to right wing)
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
- Trailer (BH hits trail man)
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
- Leak Outs (BH hits outlet ahead)
 - No Dribble Jumper

- Dribble Jumper
- To Basket
- Turnover
- First Middle (Rim Runner gets passed to from BH)
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover

OFF SCREENS

Off screens occur when a player without the ball utilizes a teammate's screen on their defender to create additional space and increase the chances of making a successful shot. This strategic maneuver often involves the player moving towards the basket or maneuvering around the perimeter, particularly the three-point line. By capitalizing on off screens, players can effectively position themselves for scoring opportunities.

Options

- To Shooters Left
 - Straight
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
- Flare
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover

- Curl
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
- To Shooters Right
 - Straight
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
 - Flare
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
 - Curl
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover

MISCELLANEOUS PLAYS

Miscellaneous plays are plays that don't particularly end with a team taking a shot. There are many different cases of which are listed below.

Options

- Turnover
- To Basket
- Dribble Jumper
- No Dribble Jumper
- Foul

ISO

Iso's occur when a player in possession of the ball chooses not to pass to a teammate or use a screen, opting instead to directly challenge their defender one-on-one. This typically results in the ball handler attempting a shot.

Options

- Top
 - Dribble Jumper
 - No Dribble Jumper
 - To Basket
 - Defense Commits
 - Foul
 - Turnover

- Right
 - Dribble Jumper
 - No Dribble Jumper
 - To Basket
 - Defense Commits
 - Foul
 - Turnover
- Left
 - Dribble Jumper
 - No Dribble Jumper
 - To Basket
 - Defense Commits
 - Foul
 - Turnover

HAND OFFS

Hand-offs occur when a player without the ball moves off another player who is currently in possession of it, and the ball handler passes it to the player who was initially without the ball. This maneuver is often employed to shift the ball to different areas of the court and to keep the defense alert and reactive.

Options

- From Dribble
 - Top
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket

- Turnover
- Left
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
- Right
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
- From Stationary
 - Top
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
 - Left
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover
 - Right
 - No Dribble Jumper
 - Dribble Jumper
 - To Basket
 - Turnover

POST UPS

Post ups happen when a player positions themselves with their back to the basket within a range of 2 to 10 feet away. From this position, players have various options to execute offensive moves.

Options

- Right Block
 - Face Up
 - Jumper
 - Drive Middle
 - Drive Right
 - Drive Left
 - Dribble Move
 - To Jumper
 - To Hook
 - To Basket
 - To Drop Step
 - Defense Commits
 - Foul
 - Turnover
- Left Block
 - Face Up
 - Jumper
 - Drive Middle
 - Drive Right
 - Drive Left
 - Dribble Move
 - To Jumper
 - To Hook

- To Basket
 - To Drop Step
 - Defense Commits
 - Foul
 - Turnover
- Flash Middle
 - Face Up
 - Jumper
 - Drive Middle
 - Drive Right
 - Drive Left
 - Dribble Move
 - To Jumper
 - To Hook
 - To Basket
 - To Drop Step
 - Defense Commits
 - Foul
 - Turnover

P&R ROLL MAN

The P&R Roll Man is when a player sets a screen for the ball handler's defender then moves away from that screen to receive a pass from the ball handler.

Options

- Pick and Pops
 - No Dribble Jumper
 - Drives Left
 - To Basket
 - Turnover
 - Drives Right
 - To Basket
 - Turnover
- Rolls to the Basket
 - Make / miss
 - Turnover