

Albert Switzer Coaching Clinic

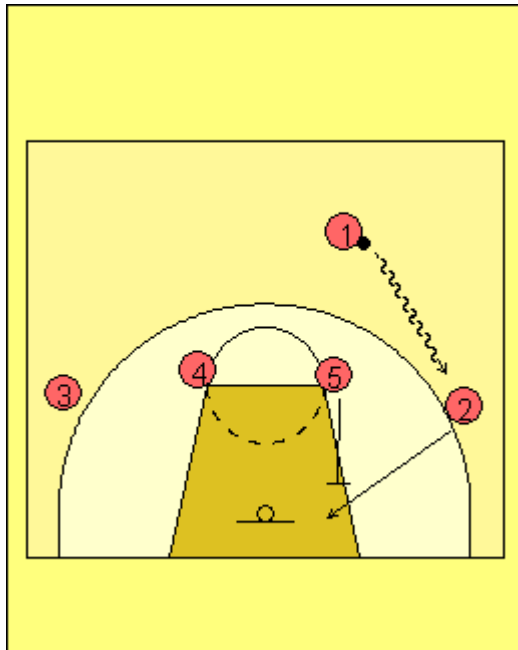
Manheim, Germany

Emir Mutapcic – Zipper offence

1

Zipper Offence

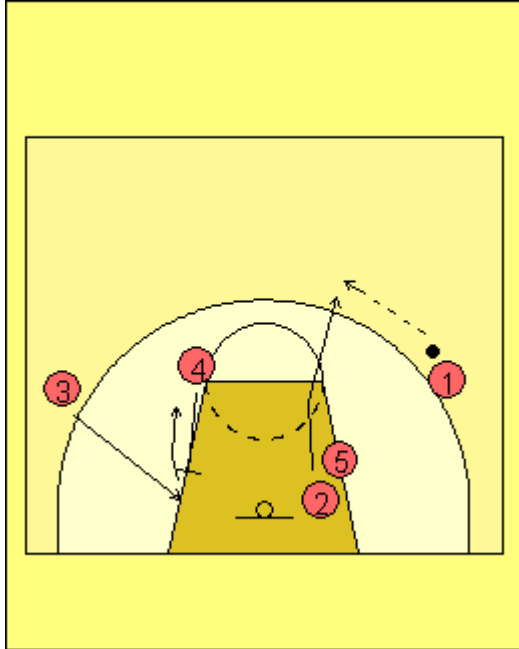
It is a good offence for FIBA rules



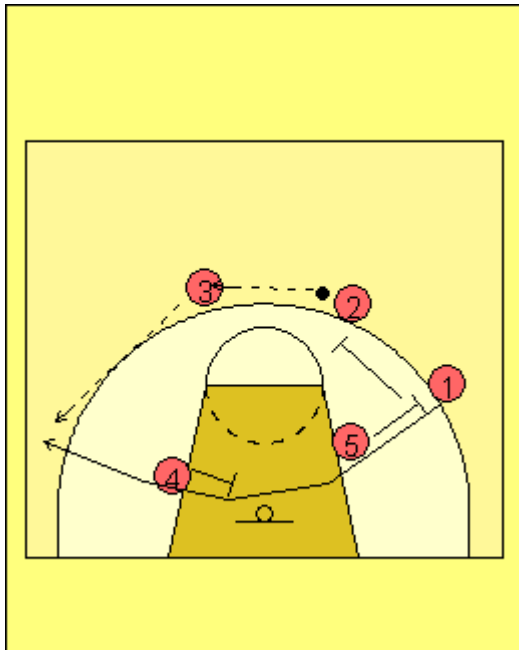
- a) Goes vertical immediately - attacks the rim
- b) Attacks the middle third of the floor
- c) There is action at the action at the rim
- c) Their is weak side action to occupy the help side defense
- d) It has a power game where you can isolate the post
- e) Good balance for rebounding and defense
- f) Many option out of the same set

Dribble entry

#1 dribbles at the wing, #2, who goes down to the block to receive a down screen from # 5.



2
 The ball is passed back to the top to #2. As this is occurring #3 is going down to the weak side block to receive a down screen from #4.

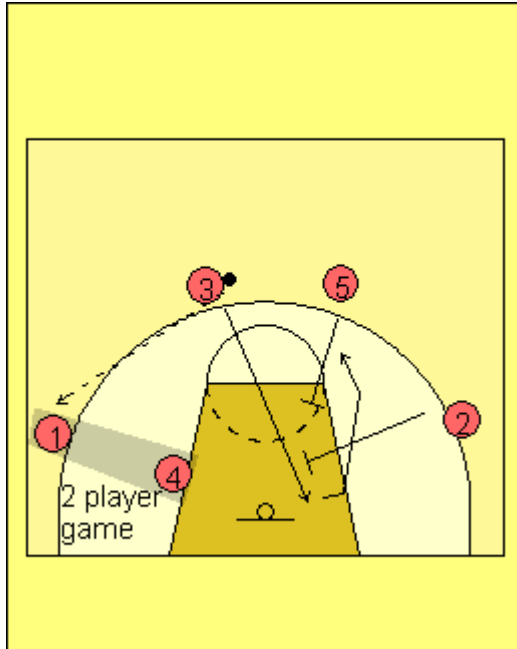


3
 The ball is now reversed to #3. As this occurs #5 sets a back screen for #1 immediately followed by a flare screen for #2. #4 sets a screen for #1 running the baseline. He/she follows up by posting for the ball.

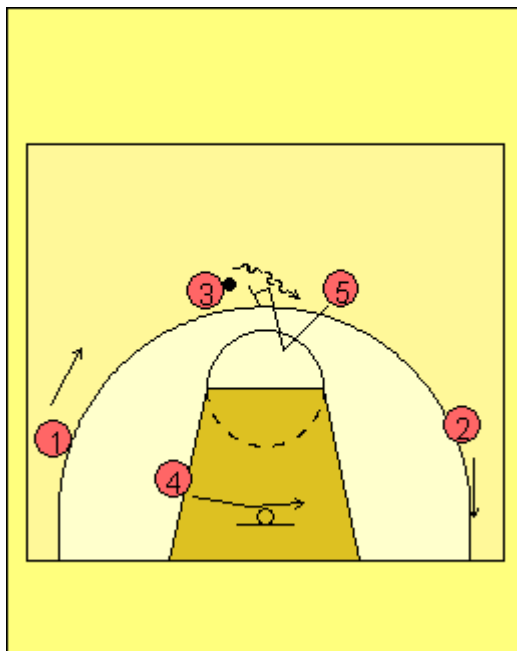
When the ball is at #3 many options are presented:

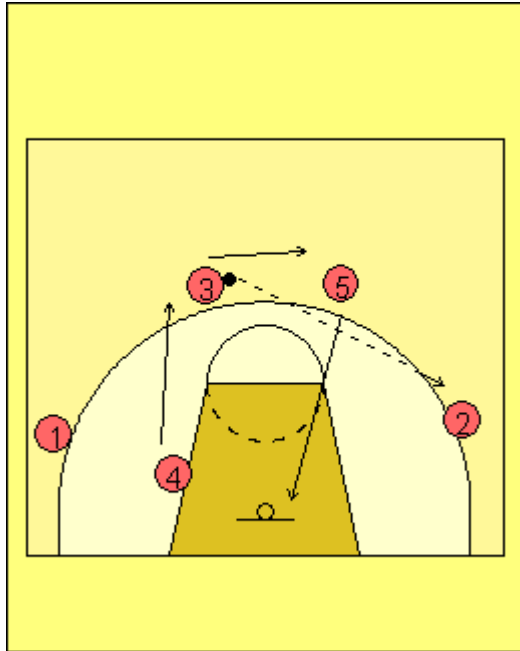
1) Pass to #1 for a two player game - #3 passes to number and cuts. #2 and #5 set a stagger screen for #3. This action is to allow #1 and #4 to play a two person game

- post game
- side pick



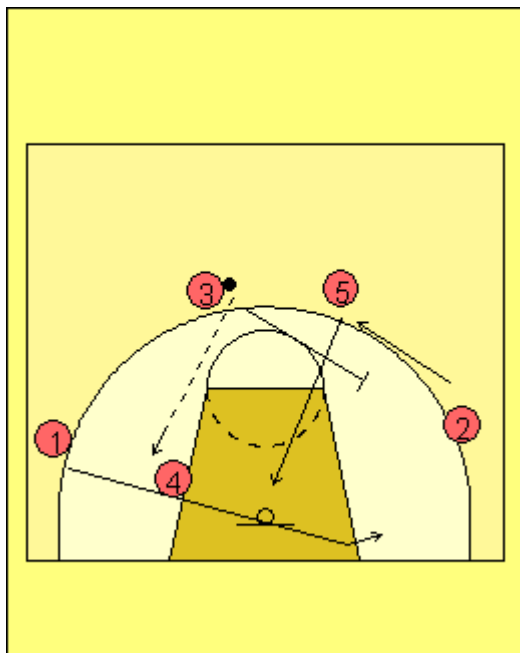
2) Call for the ball screen from #5. The wings react to the movement of the ball handler, working to set up relay passes. #5 has the option to roll to the hoop or sprint to space. #4 reacts to #5's movement.





6
3) Skip pass to #2 - If the ball is skipped #5 immediately dives to the rim. #3 moves to set up the relay pass. #4 reacts to #5's movement.

If nothing appears a new two player game is run with #5 and #2 running a side pick. #4, #1 and #3 run a stagger.

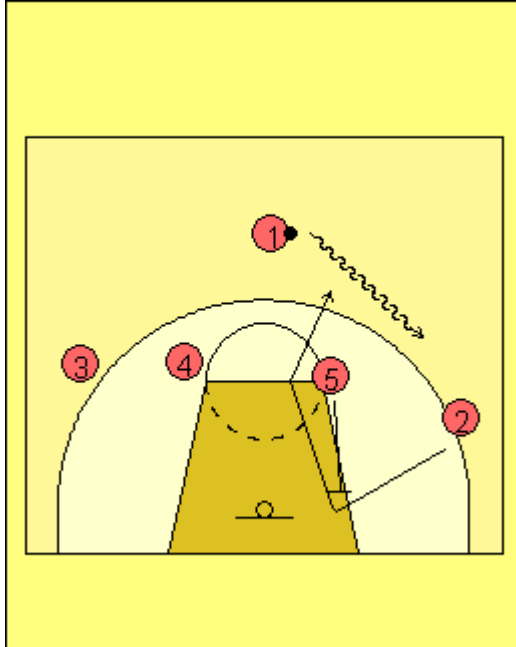


7
4) Pass to the post

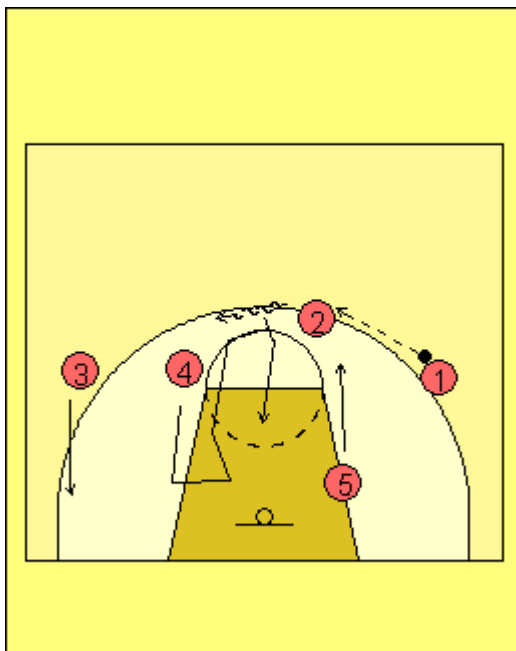
If the ball goes into the post the ball side is immediately vacated. #5 dives to the rim. #3 screens for #2. This action isolates #4 in the post.

Zipper to Thumbs up

The play begins the same as before with the dribble entry.

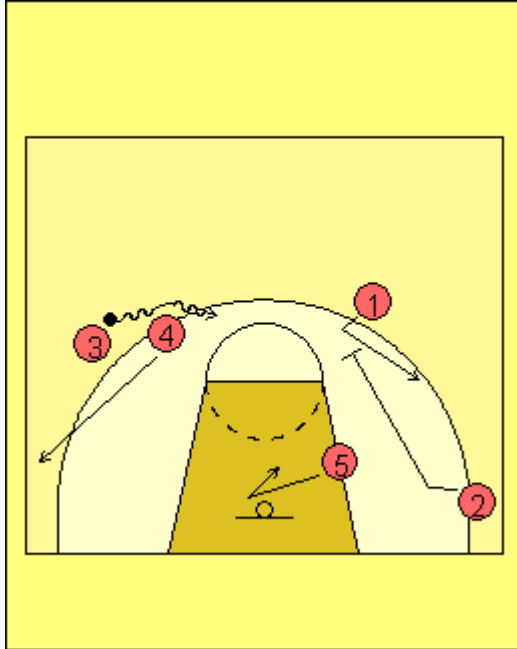


Instead of a down screen #4 comes and sets the ball screen for #2 at the top. The other players react to the movement. Note that #4 sets up the pick by making a cut into the key first. This action occupies the defender and makes the defense of the ball screen tougher.



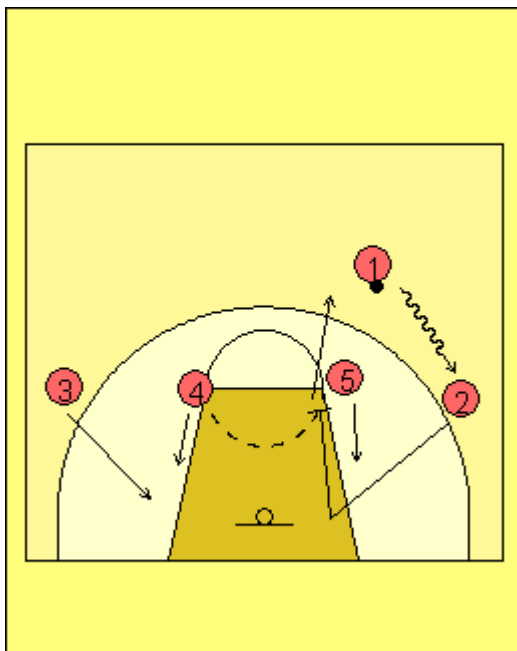
Note: One way to run the different option is by the side the ball is entered. If the ball goes to the right run the zipper all the way through. If the ball goes to the left side run the zipper into thumbs up.

If #4 is shooter he/she sprints to the corner. #5 sets up his/her defender by working behind the rim. #1 and #2 exchange.



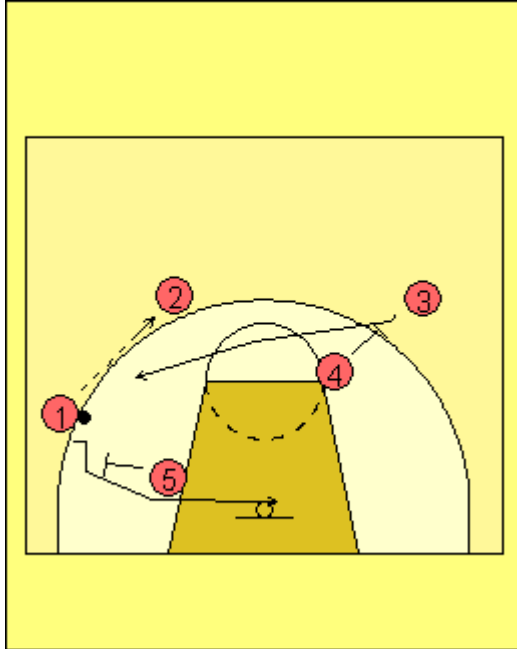
Vs. over play defense

When teams attempt to deny the reversal pass it is best to use an up screen. #2 screens for #5.



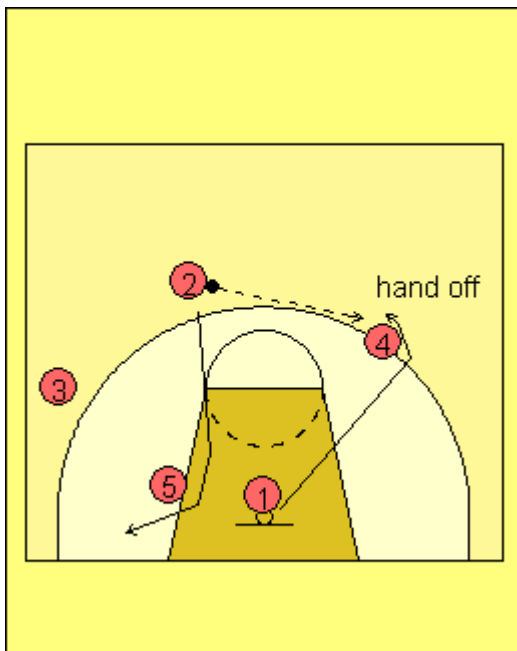
Back screen option

In this option when the ball is passed to #2 at the top #1 receives a back screen from #5. At the same time #4 sets a back screen for #3 to cut across the face of the defense. It is crucial that #4 and #3 align in a straight line to the hoop. This allows for many reads off the back screen.

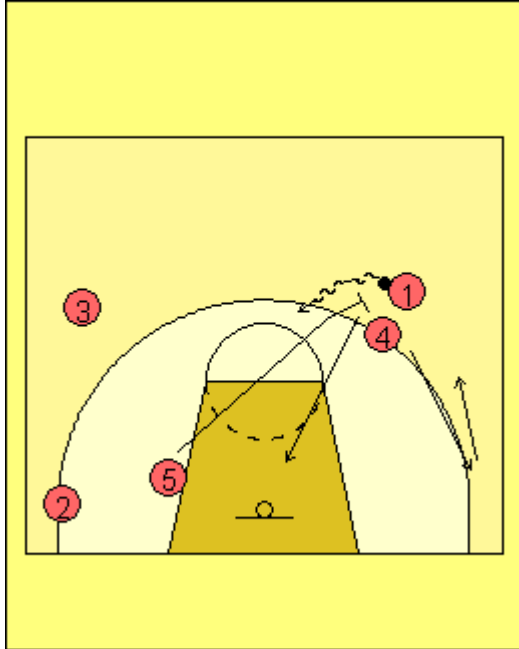


If the pass goes to #4, #1 immediately comes for a handoff. #2 cuts to the basket. This creates interference for #5 cutting to the top.

Sometimes you may want #2 to actually screen for #5. This creates a play action pick. You must decide based on personal and the timing of the screen and pick.

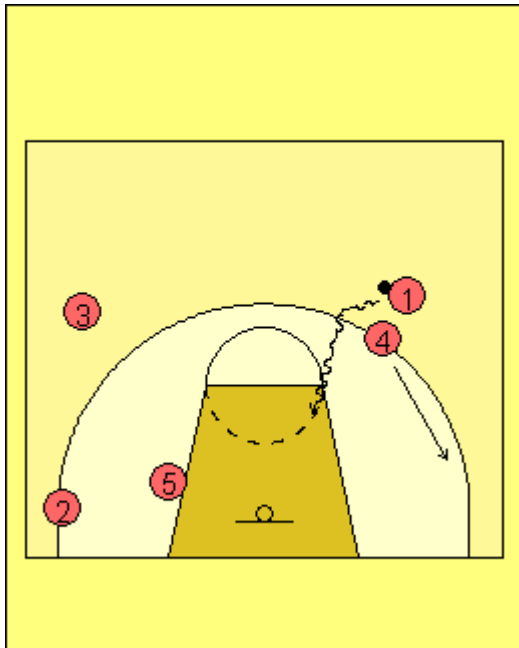


Timing is the key for all of these actions. As the ball is handed to #1, #4 sprints to the corner to spread the floor. #5 arrives immediately to set the ball screen. #3 and #2 must occupy the help defense by being ready to shoot in space.



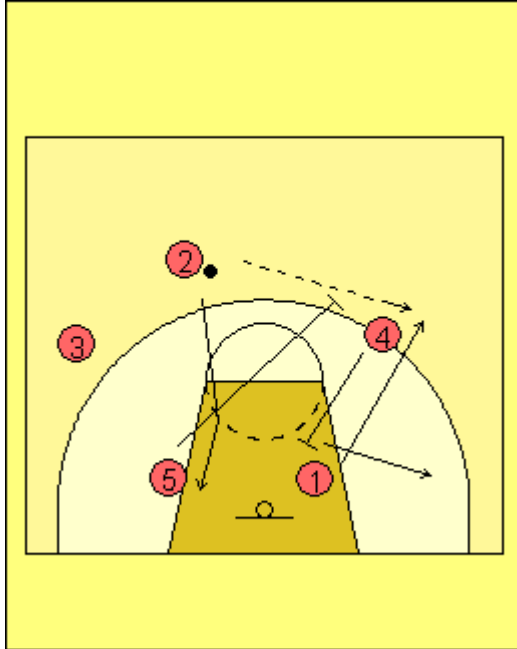
Defense trails #1

If the defense trails #1 on the hand off he/she curls and penetrates to the basket.



Pressure release

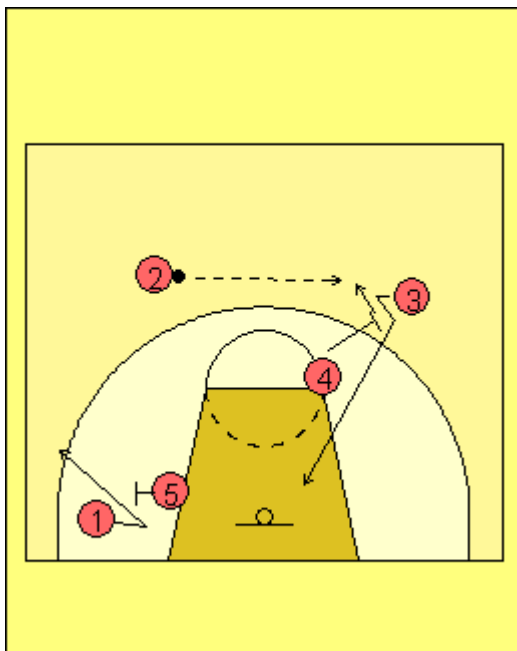
If #4 is denied he/she immediately goes and sets the down screen for #1. The play continues with #2 cutting to set up the pick by #5.



Isolation for #4

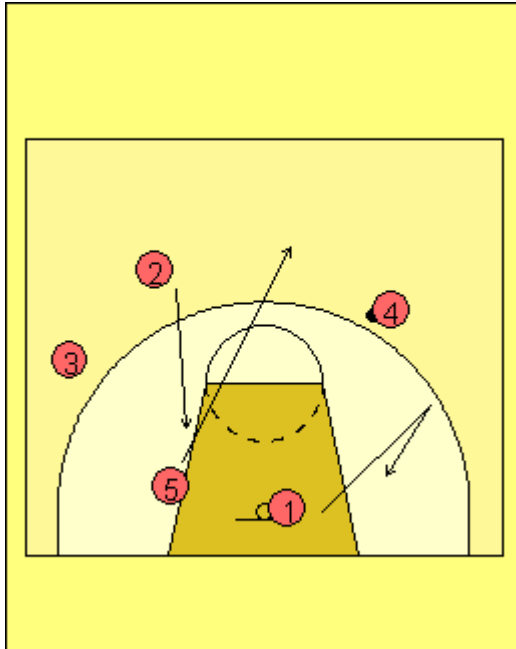
When the two back screens occur #1 can reject the screen of #5. This allows #3 to go to the rim for the lob. If not open #3 continues out off a screen by #5. This allows isolation for #4.

Note: do not allow the other players to stand. They need to be active to break down the help side defense.



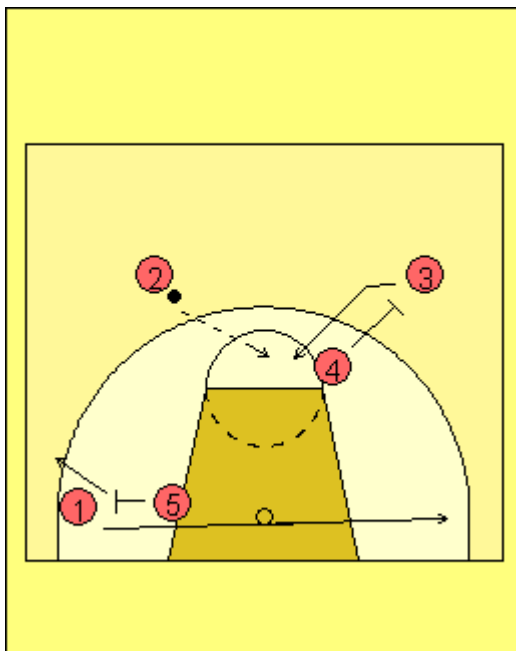
Deny #1 on the handoff

If teams try to deny #1 it is crucial for 35 to vacate the key area to the top of the circle. This allows #1 to go back door. It allows allow for #1 to post up if he/she has a mismatch.



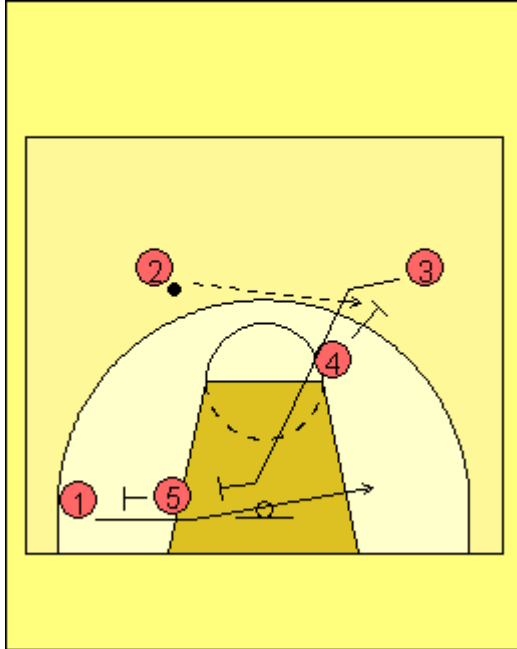
Options for #3

If the back screen for #1 occurs before the back screen for #3. It gives #3 the whole middle of the floor to curl into.

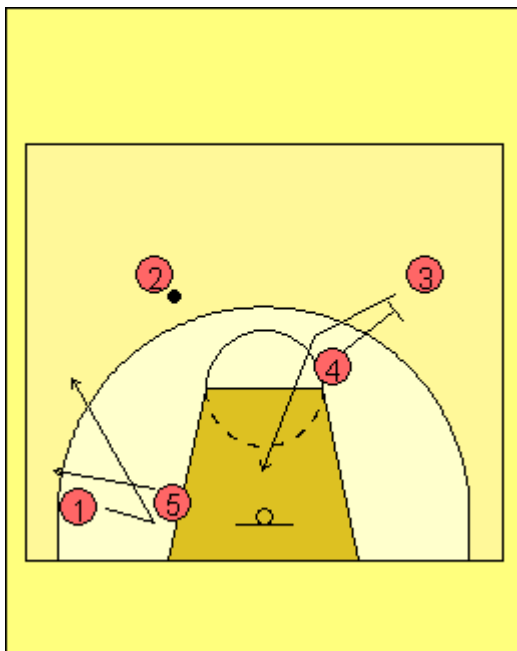


Double screen for #1

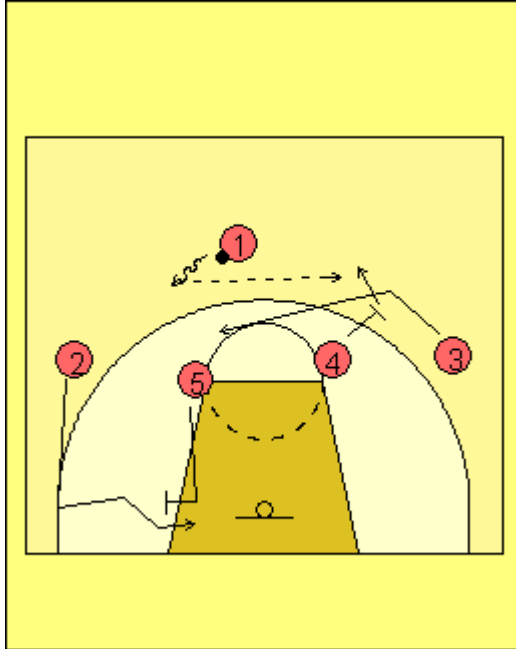
If the back screen by #4 occurs first a double screen or a stagger screen can be set for #1.

**Post up option for #3**

#1 rejects the screen by #5. #5 exits out to the corner. This isolates #3 at the front of the rim. Use relay passes to make the passes into #3.

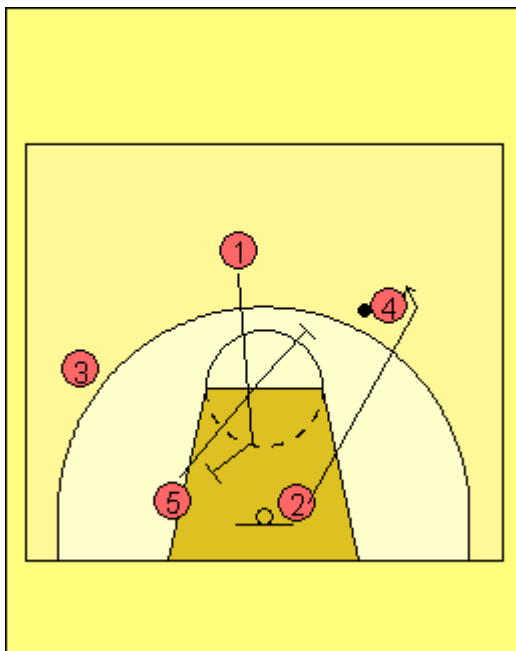


Entry into the back screen option without the zipper action to start.



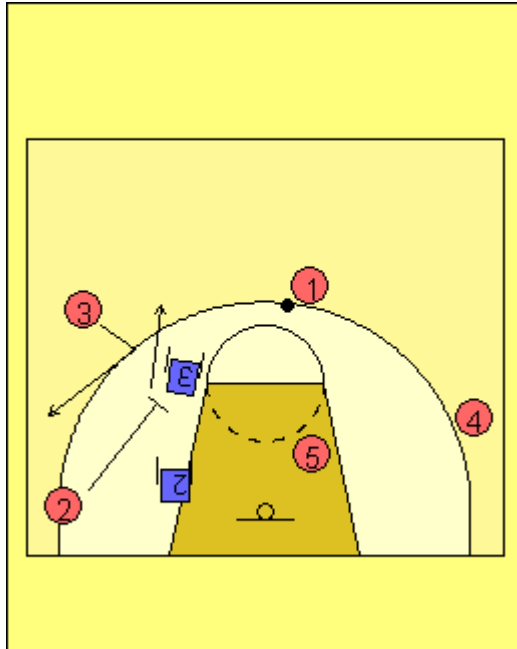
#1 starts to choose a side. #5 goes down to the block and sets the back screen for #2 who cuts off the screen. #3 moves up to set up the back screen by #4.

#2 is cutting out to take the hand off from #4. #1 has set the screen for #5 who is going to pick for #2.



This allows different players to be involved in different actions based on mismatches that occur.

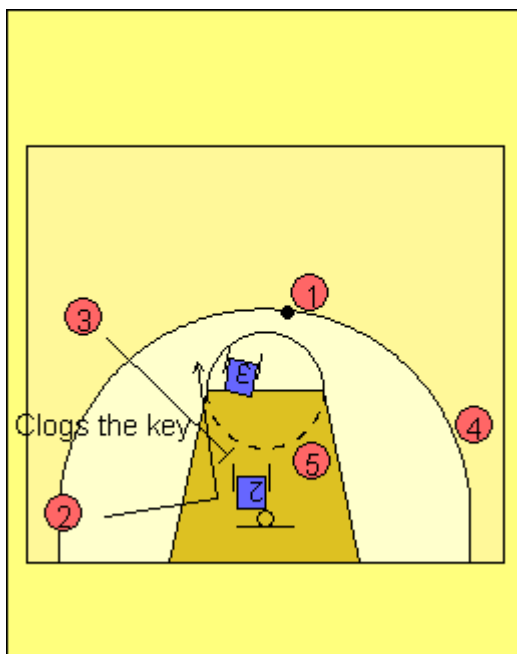
Occupying the help side defense



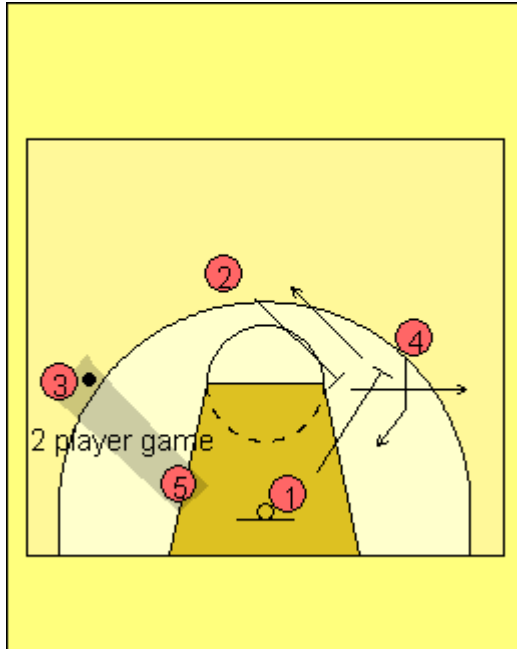
Help side defense usually involves:

- Two players – when the strong side offense is in a triangle formation (post game – wing, guard, post). A flare screen is one option to occupy the help defense.
- Three players – when the strong side offense is in a two player game (ball screen , post up with a wing and post,)
- Four players – wing isolation (this is often seen in the NBA, It was not recommended by the coach)

If the defense is cheating in the key just stay in space. By going into to screen you only clog the key even more.



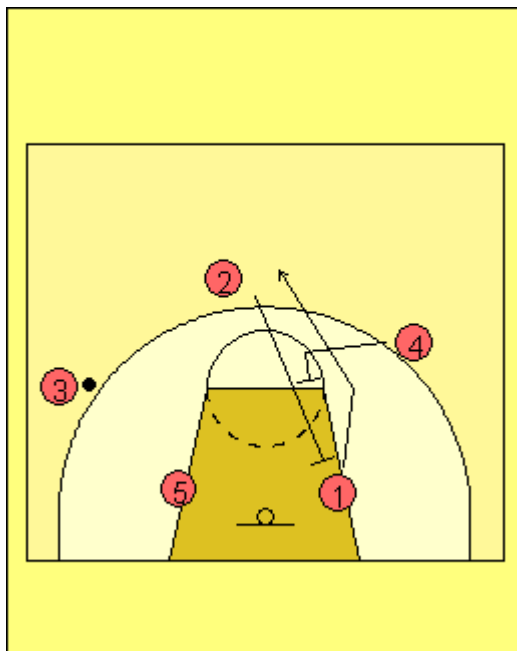
If the pass went to #3 on his/her cut you have created a two player game or isolation for #3. One option for the weak side triangle is to use a flex action (back screen, down screen)



Stagger

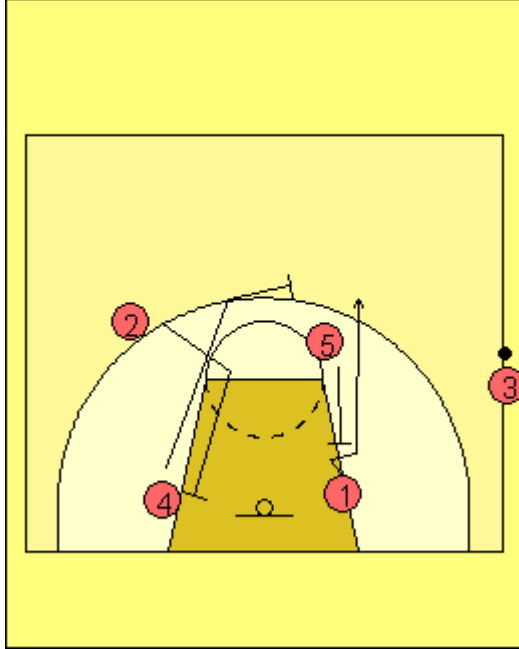
Another option used to occupy the help side defense on the weak side triangle is to run a stagger. Staggers work best when the last screen is not switchable.

The key is to prevent the help defense from help and recover.



Slob (Sideline out of bounds)

#5 down screens for #1. #2 down screens for #4 who immediately goes into a ball screen for #1.

**Play action pick**

An added option is to include a down screen by #3 before #4 sets the ball screen. This action makes the pick much more difficult to defend.

