

Michigan

Summary

This play should be used with anywhere from 4 to 8 seconds left on the clock. Usually a jumper will be taken somewhere from 15-20 feet, but if there's enough time, a lay up is a possibility.

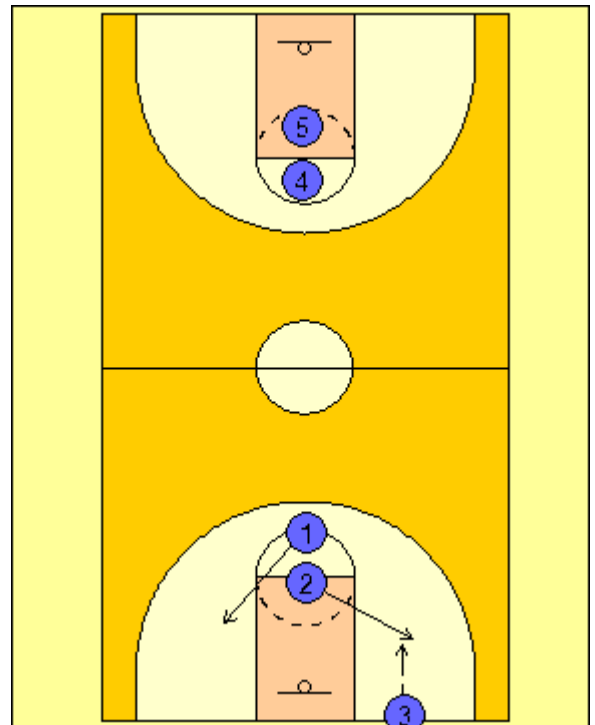
This is another play that was used by the coach at our high school in crunch-time situations. This play is designed to create an open shot somewhere on the floor, and gives a team at least three options to find one. Again, the point guard is an intricate part of this play, and after freeing myself from my defender, I received a pass from a teammate and dribbled the length of the court and hit a layup as time expired to win the game. This play is so lethal that any number of teammates can get open for a chance to win the game.

Personnel

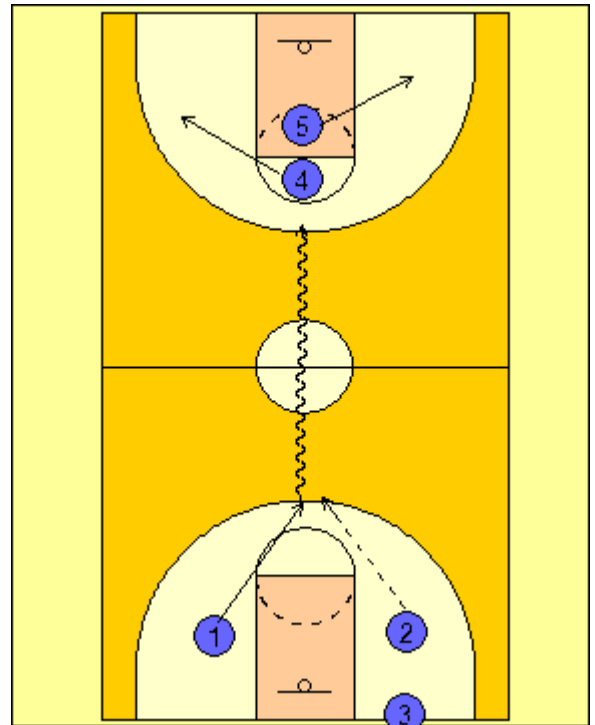
- 1 – Ball Handler/Passer/Shooter – Begins at the free throw line opposite the team's basket.
- 2 – Ball Handler/Passer/Shooter – Begins at the free throw line opposite the team's basket right behind 1.
- 3 – Inbounder – Makes the initial pass inbounds
- 4 – Shooter/Rebounder – Begins at the free throw line of the team's basket.
- 5 – Shooter/Rebounder – Begins at the free throw line of the team's basket right behind 4.

Instructions:

1. 3 will inbound the ball to 1 or 2, whoever is open after cutting to opposite sides.



2. 1 or 2, whoever doesn't receive the pass, will cut to the middle of the court and receive a pass from the other. In this example, 1 does not receive the initial inbounds pass.
3. The receiver (Player 1) will then dribble up the court.
4. 4 and 5 will both cut in opposite directions in an attempt to get open.
5. The ball handler (1 or 2) will look for a shot or a pass to an open player.



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