

MOBILE OFFENSES AND SPACING

DIMITIS ITOUDIS

Two-Time Euroleague Champion

The calls we use in a season are between 100 and 105, including inbound and after time out plays. We use direct and mobile plays but always decide which plays will be in the game plan. All the offence coaches choose need to have some logic. In our playbook, we use a play called Two Down, which we can use in any category. This play has several countermoves and adjustments depending on the opponent's defence against us. It requires five players to be mobile and active at all times to use it as an advantage. Each player moves at the same time, creating multiple options to score. This play's adjustments mainly depend on the quality of our players and their dominant hand.

In the actual action of the game, the fundamentals will define the quality of our play. We've already had to teach these fundamental moves and spacing through 2on0 and 3on0 drills; therefore, it should be automatic by the time we get to 5on0. Drive, kick, and space out are the core of every set play we use. Regarding teaching points, once we give the players their initial positions, we have the rules and good spacing, and we can add defence. In this phase, we walk through the set with a guided defence to give the offense a sense of what we want to do against various off ball, hand-off and on ball screen defenses. For example, if the opponent wants to switch, we want the players to be ready with several solutions. Once we got through the defensive options we tried to attack, we went 5on5 live. In this phase, we let the defence choose from their options, forcing the offence to read and react quickly. This is where we must insist that the ball player always needs to create.

This does not mean they must finish with the ball, but every time we give them the opportunity to have the ball, they must attack the rim. We arrived at the point when we built the players' awareness to choose between options by un-

derstanding each other's skills. Good teams make decisions based on their teammates' skills, allowing them to differentiate between the best options.