



THREE OF A KIND

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Lesson 13: BLOBs – Baseline Out of Bounds Situations

Language: English

BLOBs

Baseline Out of Bounds Situations are very important in professional basketball for different reasons and in our opinion it is necessary to pay special attention to these situations with an assorted number of plays.

REASONS

In European basketball, equality is increasing year after year. With small details such as BLOBs, you are increasing your possibilities of winning.

Both BLOBs & SLOBs (Sideline Out of Bounds Situations) all the players have time to establish the correct position and time their cuts/screens. Based on this, if your players have the habit of executing these plays correctly you have a great opportunity to score points.

In our opinion it is impossible to score a basket in every single BLOB situation. For this reason, we prefer to use some plays with the sole aim of entering the ball on the court, whilst other aim to catch the

opponent off guard. Other objectives in BLOBs can be to force the opponent to commit a foul or to use 24 seconds of the clock. Finally it is very important in BLOBS & SLOBS to read the defense for different reasons.

Each season the scouting work performed by all teams is more effective and it is impossible to have a huge number of plays that allow your team to surprise the opponent each time. In this scenario it is more important to have a varied set of plays that give the opportunity to your players to read the concrete situation depending upon the time, score and what the defense are playing.

PLAYS

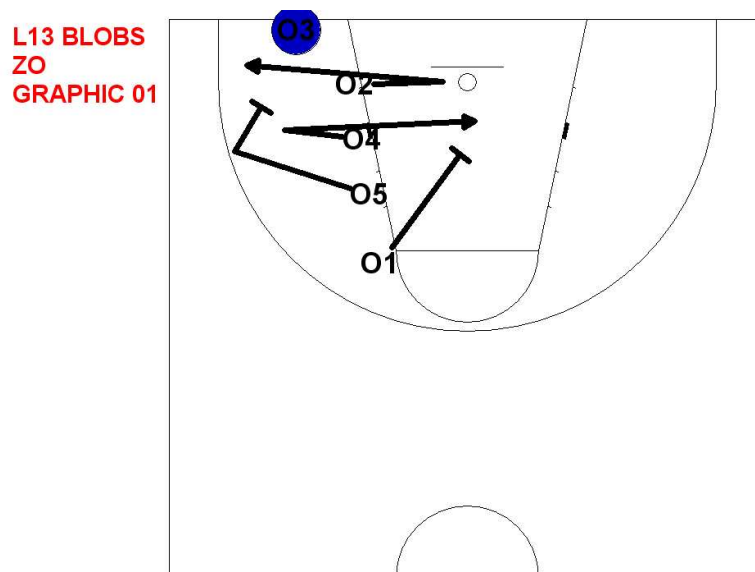
With our BLOBs we try to have groups of plays that for example we call **"Line"**, **"Pick & Rolls"**, **"Low Post"** or finally **"Special Situations"** when the shot clock is very low (4 seconds or less).

"LINE"

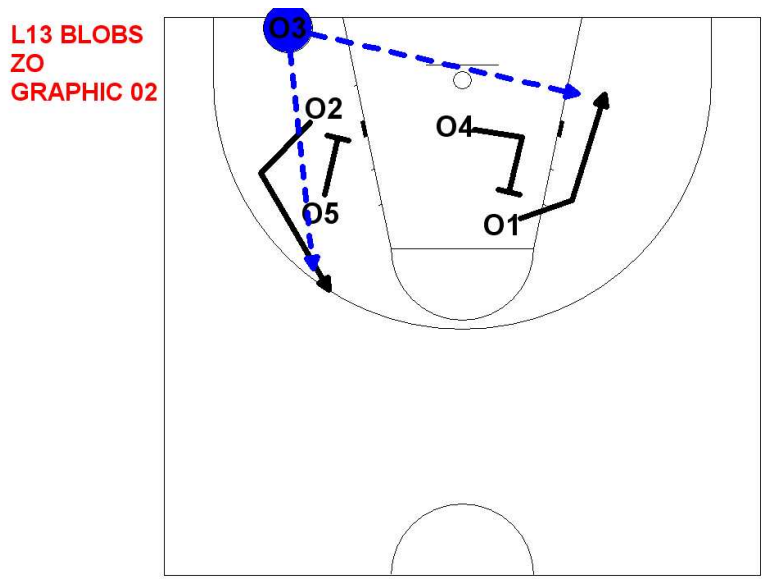
Line is the general play that we have used for many years, the aim is to enter the ball into the court, with options to score for inside and outside players and finish in a correct position to transition into our half court set. We have two different variants that are:

1. - SMALL UP-LINE

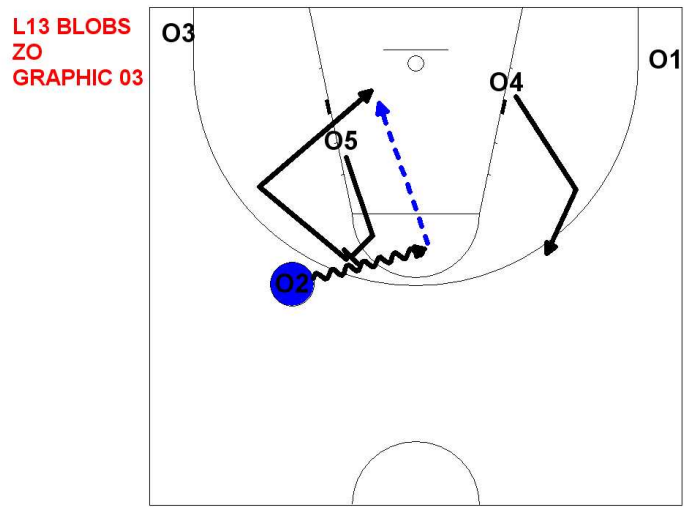
Graphic 01: 4 players are lined in an I formation. When the referee hands the ball to O3, all 4 players cut at the same time. O2 fakes in and goes out. O4 fakes out and go in. O1 sets a screen for O4 and O5 sets a flare screen for O2. O2 must be your best shooter.



Graphic 02: O5 sets a flare screen for O2 (shooter). We have an open jump shot.

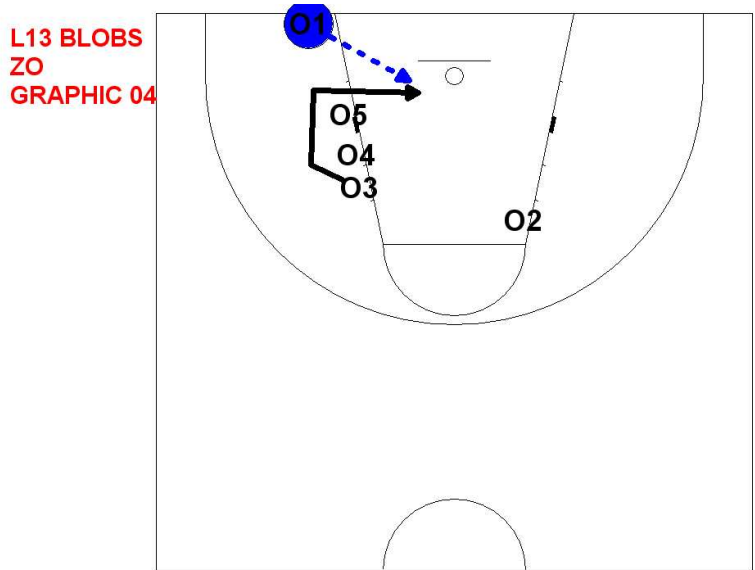


Graphic 03: If O2 does not have an open jump shot, he will play pick & roll with O5.

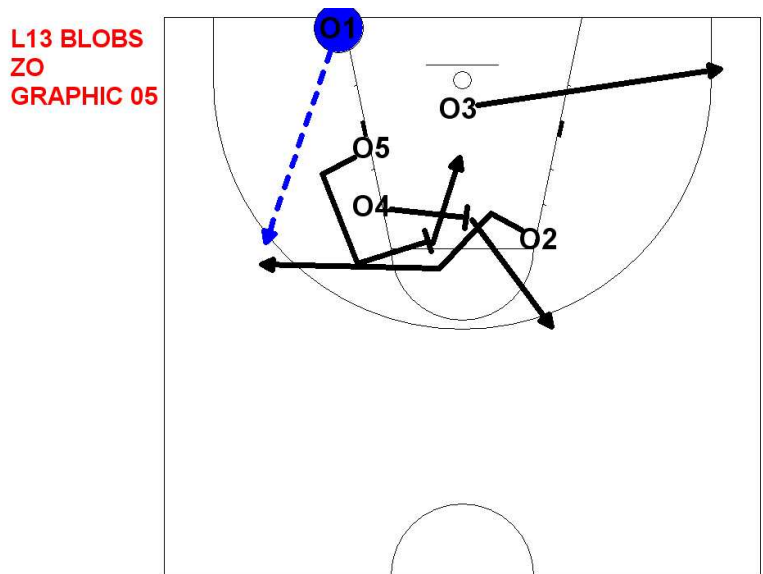


2. - SMALL DOWN – LINE

Graphic 04: O3 starts and curls over O5's shoulder. If this is open O1 passes to O3. The other players then cut.

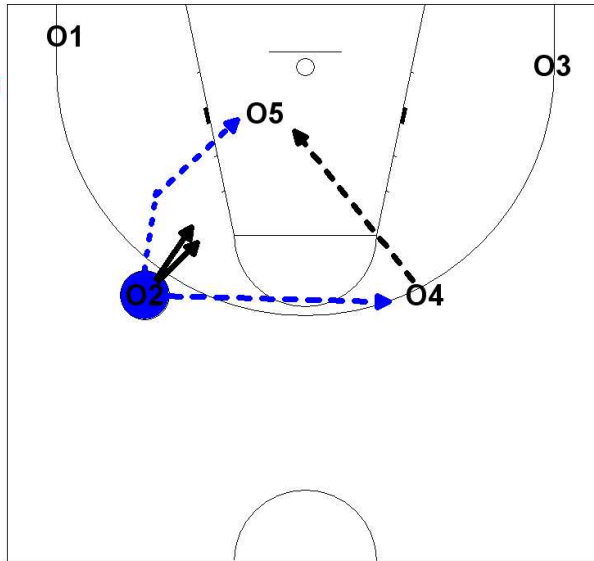


Graphic 05: O4 & O5 set staggered screens for O2. At the same time O4 pops out and O5 dives to the basket. O3 clears out to the corner.



Graphic 06: O2 can shoot a jump shot or pass in to O5 who seals in the paint.

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GRAPHIC 06

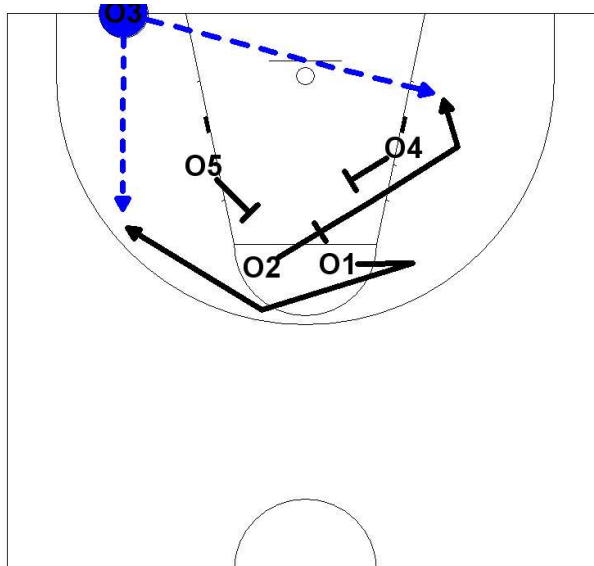


“PICK & ROLL”

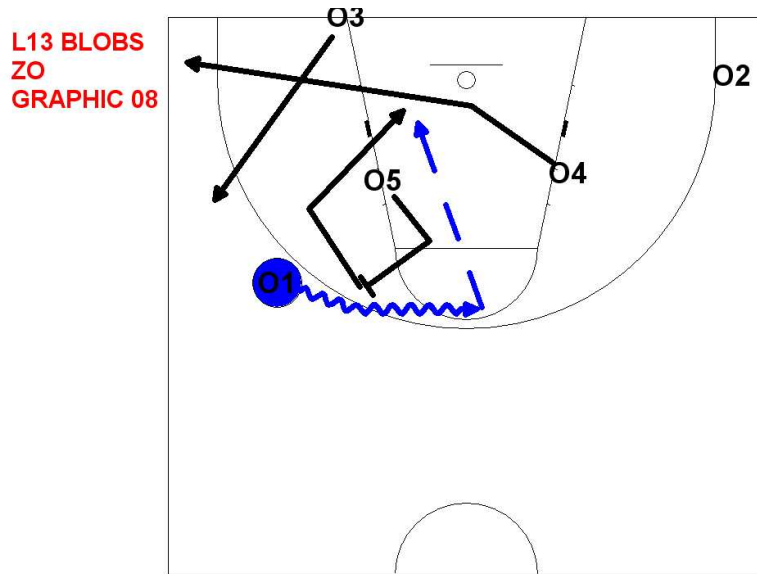
This is also a traditional option in our BLOBs because it allows us to have different options to score inside and outside, but more importantly we finish in one of our favorite situations: 4 players open at the three point line and O5 inside with a great opportunity to play 1v1 low post isolation. The name is Thumb Down (pick & roll).

Graphic 07: O2 screens for O1 and continues using the screen from O4. The inbounder (O3) can pass to O1 or O2.

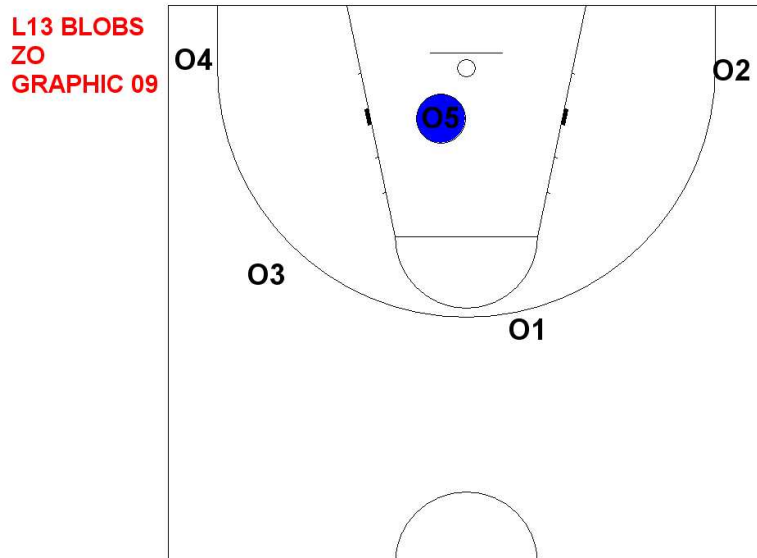
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GRAPHIC 07



Graphic 08: If the ball goes to O1 we continue with side pick & roll action.



Graphic 09: We finish as mentioned before, with 4 players open at the three point line and O5 isolated inside.

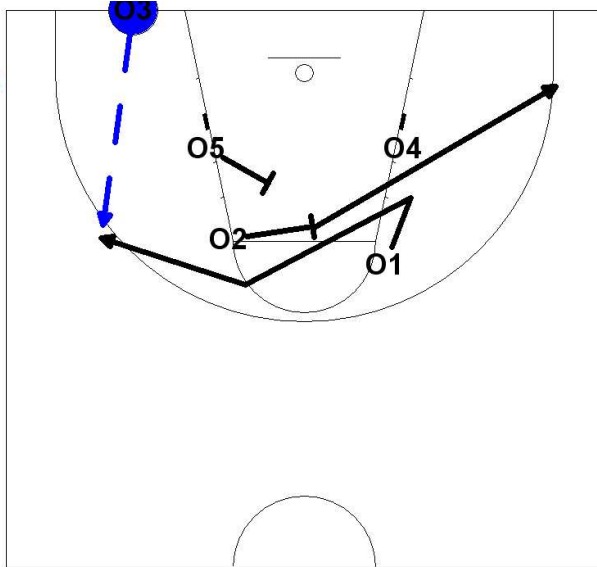


“LOW POST”

This is a play whose intention is to finish the action with a shot. In the next lessons we will talk about special situations – under pressure from the shot clock, game clock or the score– but this is a valid example about how to give opportunities to your players to finish a BLOB play. The name of the play is 5 Side “Low Post”

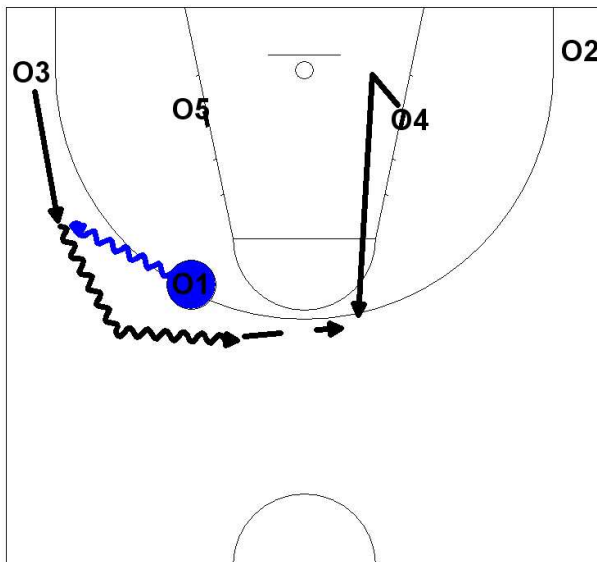
Graphic 10: O2 and O5 screen for O1.

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GRAPHIC 10



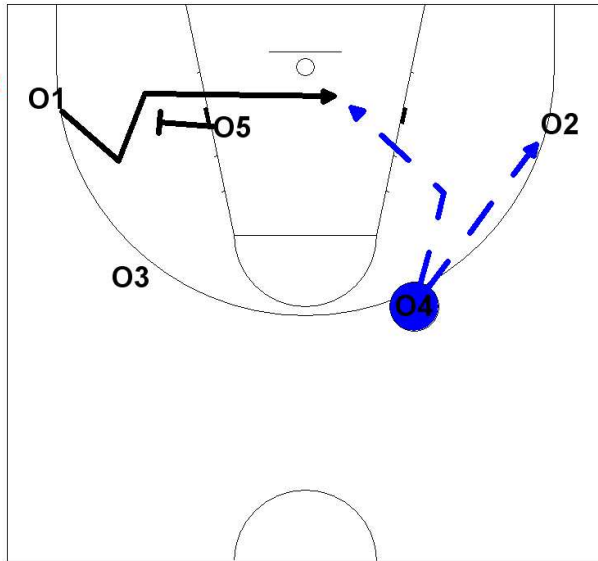
Graphic 11: O1 performs a dribble handoff with O3, and immediately O4 flashes up to the high post receiving a pass from O3.

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GRAPHIC 11



Graphic 12: O5 sets a flex screen for O1 – here we can post up our guard (Diamantidis).

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GRAPHIC 12



Graphic 13: If O1 cannot post, he sets a cross screen for O5 so he can post up. The play ends with screen the screener action.

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GRAPHIC 13

