



THREE OF A KIND

Course 03: Coach Zeljko Obradovic

Lesson 14: SLOBs – Sideline Out of Bounds Situations

Language: English

SLOBs

The same concepts that we explained about BLOBs are valid for plays in a sideline out of bounds situation.

One important thing that is also valid for BLOBs and is something that we use in our team is to have plays that are useful against different types of defense (e.g. man to man, even front zones, odd front zones etc.) Maybe changing only a small detail, such as the position of the screener or the angle of the pass you can have some plays that are valid in many different situations.

It is common that teams decide to change their defense after a BLOB or SLOB situation: normally from man to man to zone. For this reason it is really important to have plays that you can use when faced with different types of defense.

In our opinion it is impossible to score a basket in every single SLOB 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 SLOBs 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.

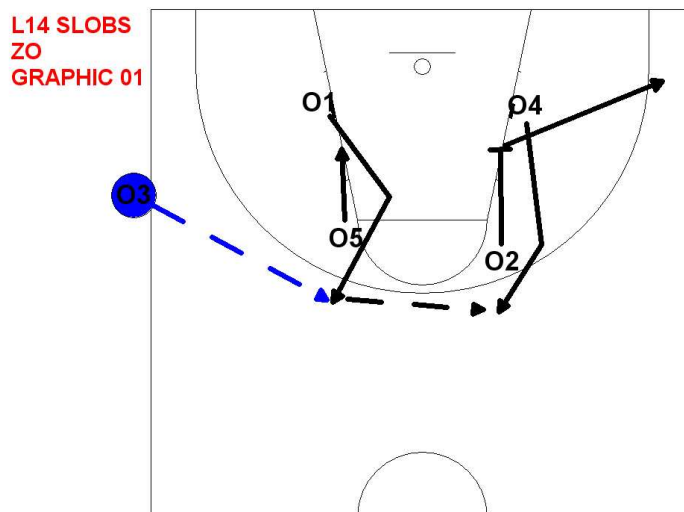
PLAYS

As we explained in the BLOBs lesson we package the plays in different groups: essentially post ups and screens. Special situations will be explained in Lesson 15.

“POST UP”

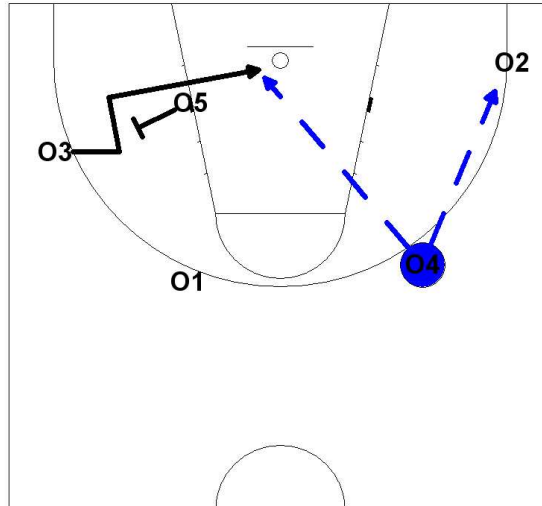
5 SIDE – POST UP

Graphic 01: Box line up.



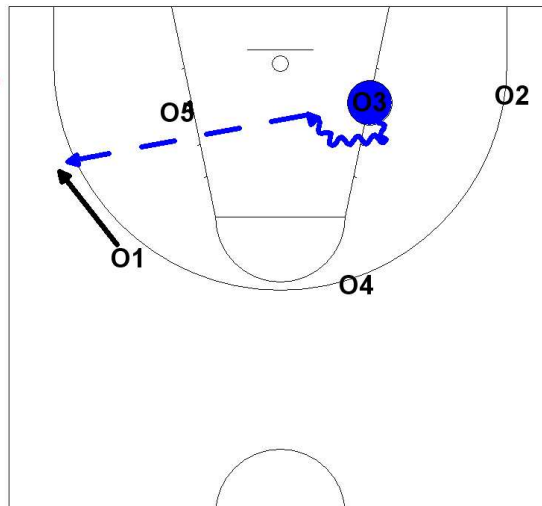
Graphic 02: O5 sets a flex screen for O3 who is the first option.

L13 SLOBS
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GRAPHIC 02



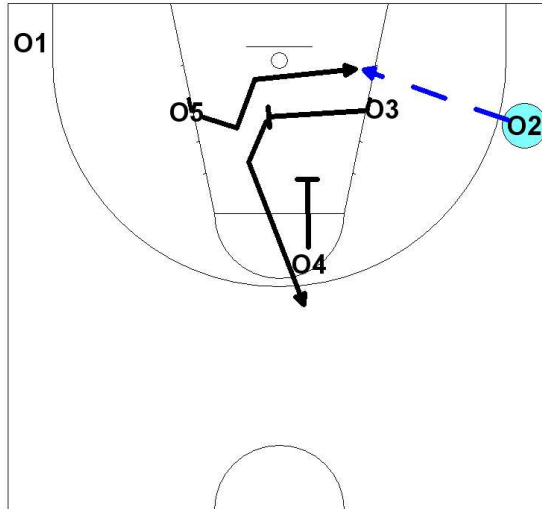
Graphic 03: O3 posts up and looks to create offense (e.g. Perperoglou).

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GRAPHIC 03



Graphic 04: If the ball cannot be passed into O3, he sets a cross screen for O5 and O5 posts up.

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GRAPHIC 04

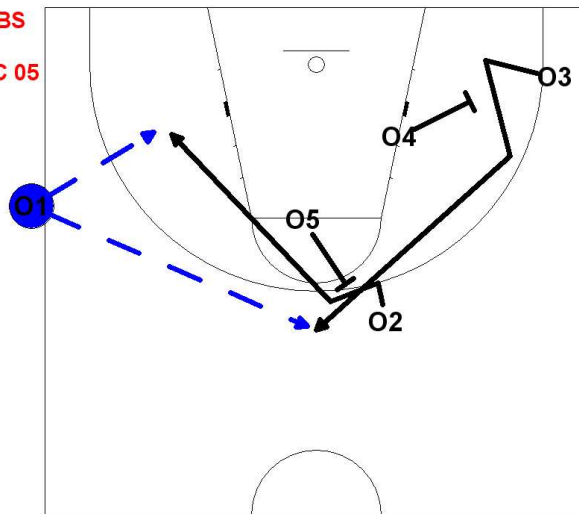


"SCREENS"

3 UP – SCREENER

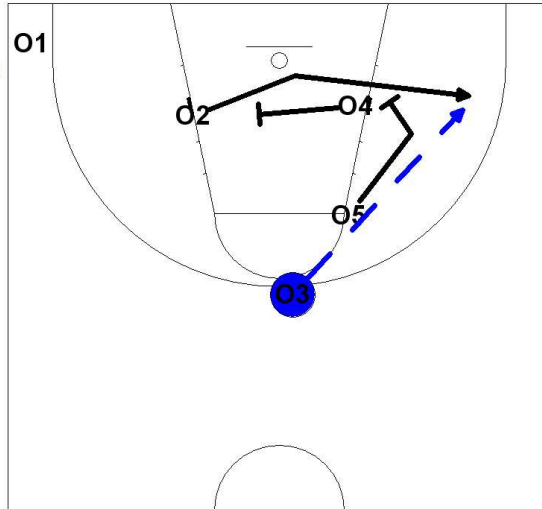
Graphic 05: O5 sets a back screen for O2 and at the same time O4 sets a screen for O3.

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GRAPHIC 05



Graphic 06: O4 & O5 set staggered screens for O2 if he has not received the ball.

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GRAPHIC 06



Graphic 07: O2 can execute a jump shot, curl around the screens or pass the ball to O5 on the low post.

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GRAPHIC 07

