

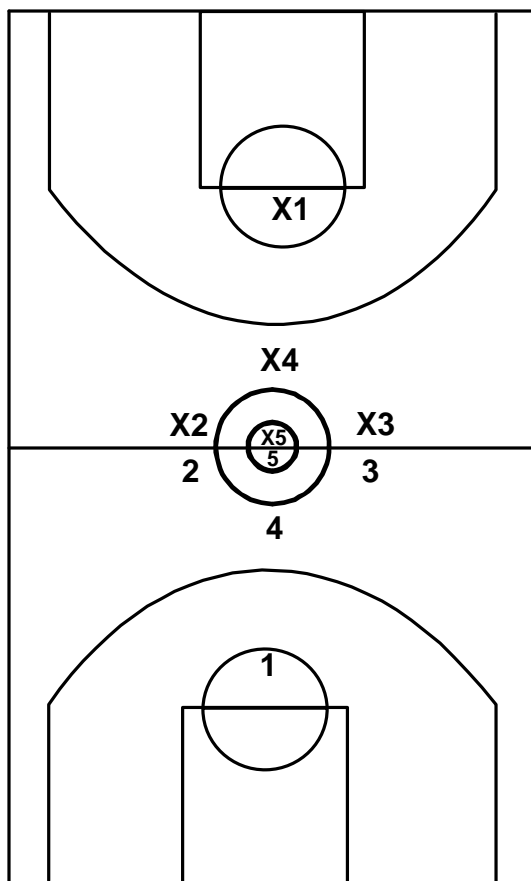
JUMP BALLS

GENERAL RULES:

- A. PROTECT OUR BASKET 1ST.
- B. GAIN POSSESSION 100% OF THE TIME WE CONTROL TAP.
- C. GAIN POSSESSION 50% OF THE TIME ON TAPS THAT OUR OPPONENTS CONTROL. THE MAIN GOAL IS TO GAIN POSSESSION – THE SECONDARY GOAL IS TO SCORE.
- D. A NO-CONTROL JUMP IS ONE IN WHICH THE OPPONENT HAS AT LEAST A “6” ADVANTAGE OVER OUR JUMPER.
- E. A SURE CONTROL JUMP IS ONE IN WHICH OUR JUMPER HAS AT LEAST A “6” ADVANTAGE OVER OUR OPPONENT.
- F. A NORMAL JUMP BALL IS ONE IN WHICH THERE IS SOME DOUBT AS TO WHICH ONE WILL CONTROL THE TIP.

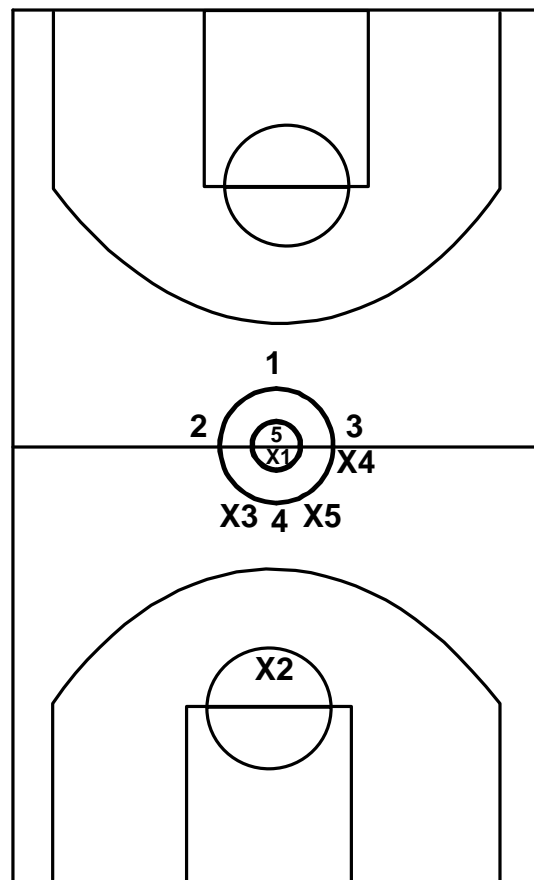
DEFENSIVE JUMP BALL

THEIR GOAL



***WINGS MATCHUP.**

THEIR GOAL



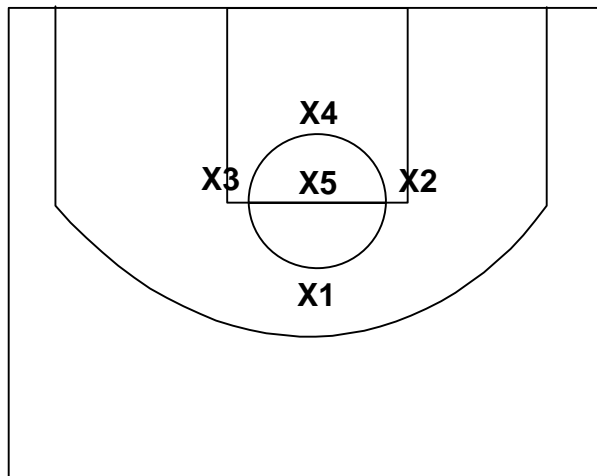
***SURE CONTROL ADVANTAGE SHOULD THE JUMP BALL BE BETWEEN SOMEONE OTHER THAN HIS OWN MAN – THE SWITCH MUST BE MADE BEFORE JUMPING.**

JUMP BALLS

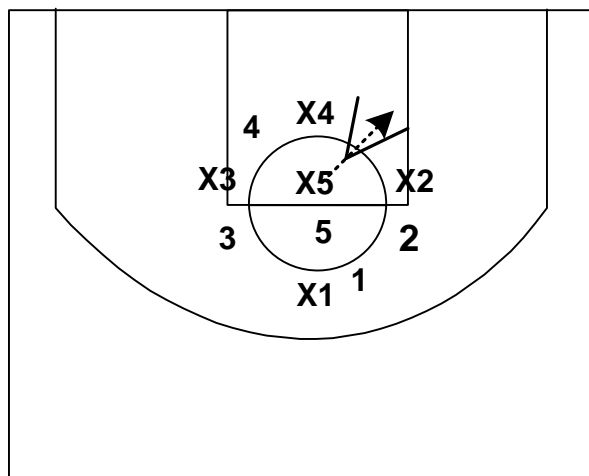
DEFENSIVE JUMP BALL

(AT OUR OPPONENT END OF THE COURT)

THEIR GOAL



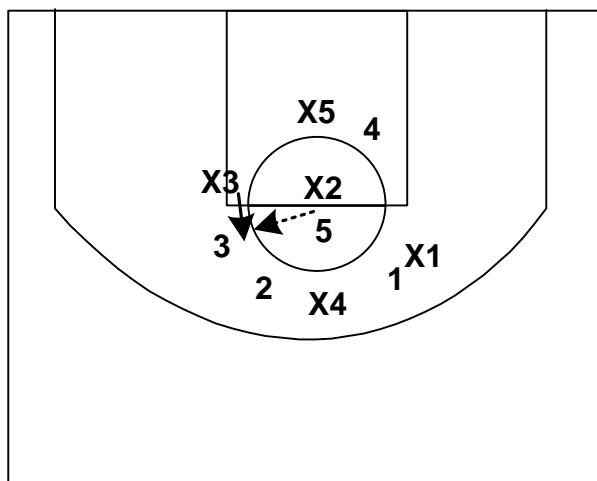
**THEIR GOAL
CREATE A CUP/ SEAL STEP INTO MAN**



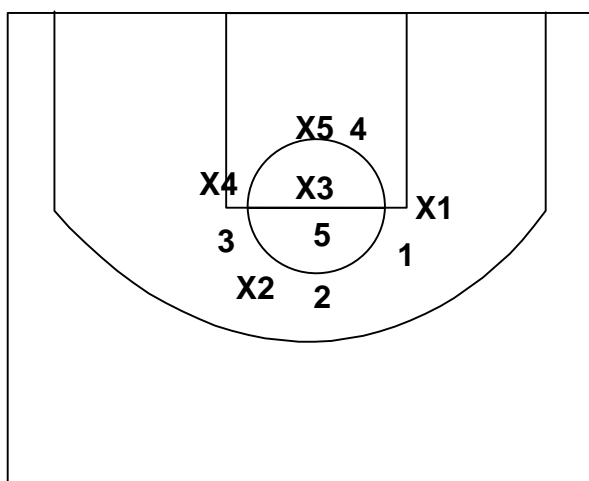
DEFENSIVE JUMP BALL

WE WANT TO BE MATCHED UP NEAR THE PLAYERS WE ARE GUARDING IF OPPONENT GAINS CONTROL. SHOULD THE JUMP BE BETWEEN SOMEONE OTHER THAN HIS OWN MAN – THE SWITCH MUST BE MADE BEFORE JUMPING. EACH PLAYER MUST HAVE A MAN AND THE JUMPER WILL GUARD OPPOSING JUMPER UNTIL HE CAN SWITCH BACK TO HIS OWN MAN

**THEIR GOAL
(CLEVE TIP)**



THEIR GOAL

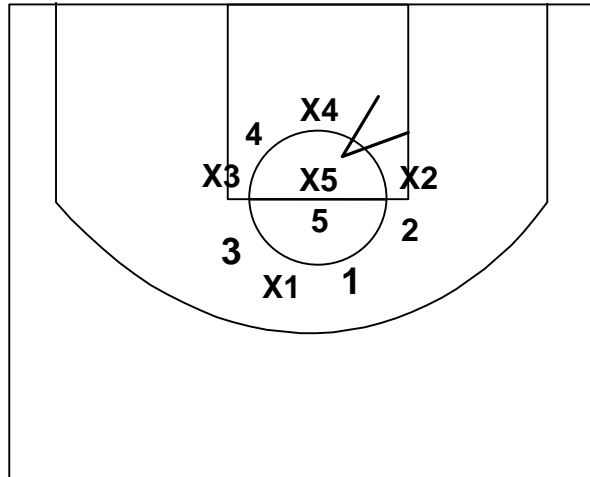


JUMP BALLS

DEFENSIVE JUMP BALL

(WILL USUALLY LINE UP LIKE THIS)

THEIR GOAL



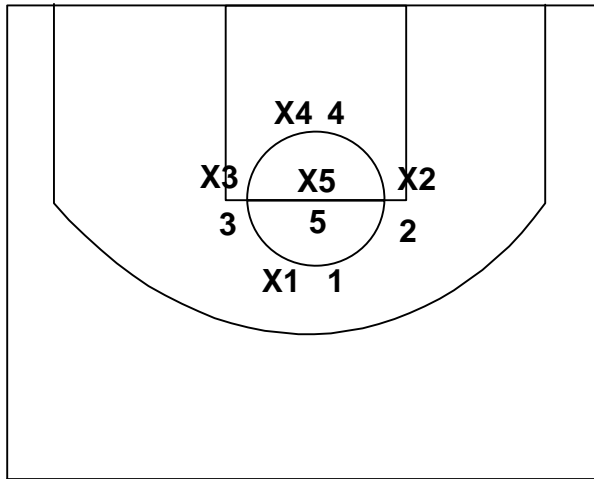
3 PLAYERS ARE POSITIONED IN THE DEFENSIVE $\frac{1}{2}$ OF THE CIRCLE. SMALLEST PLAYER IS IN THE MIDDLE OF THE TOP OF THE CIRCLE.

JUMP BALLS

OFFENSIVE JUMP BALL

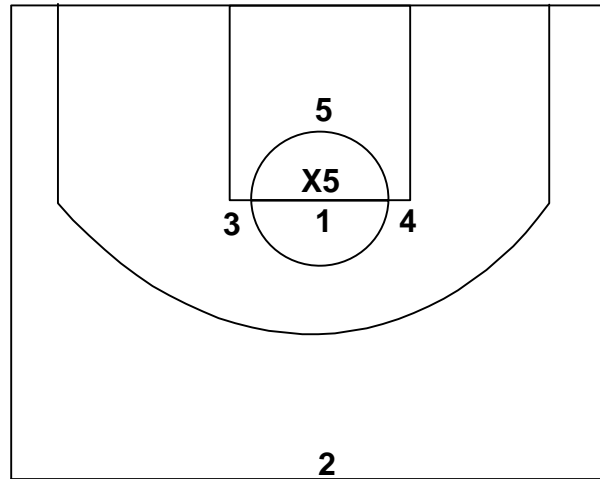
(WILL USUALLY LINE UP LIKE THIS)

OUR GOAL



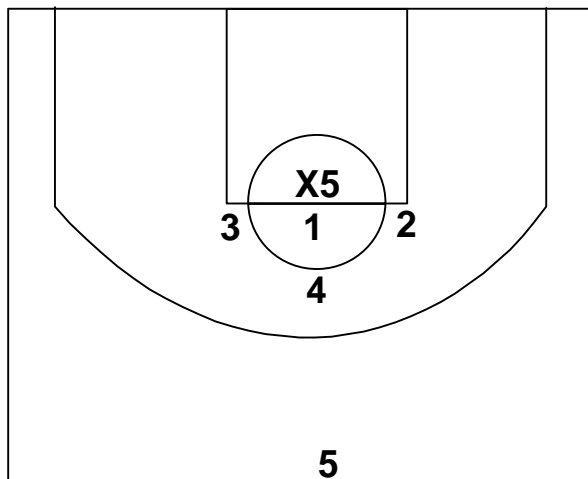
WE ARE NOT AS CONCERNED WITH LINING UP WITH THE MEN WE ARE GUARDING. SHOULD OUR OPPONENT CONTROL THE TAP – THE SITUATION WOULD BE SIMILAR TO DEFENDING A FASTBREAK.

OUR GOAL



BIGGEST MAN NOT JUMPING IS POSITIONED IN FRONT OF BASKET. SMALLEST MAN NOT JUMPING IS BACK. 2 OTHERS TAKE WING POSITION ON DISADVANTAGE JUMP BALL SITUATION.

OUR GOAL

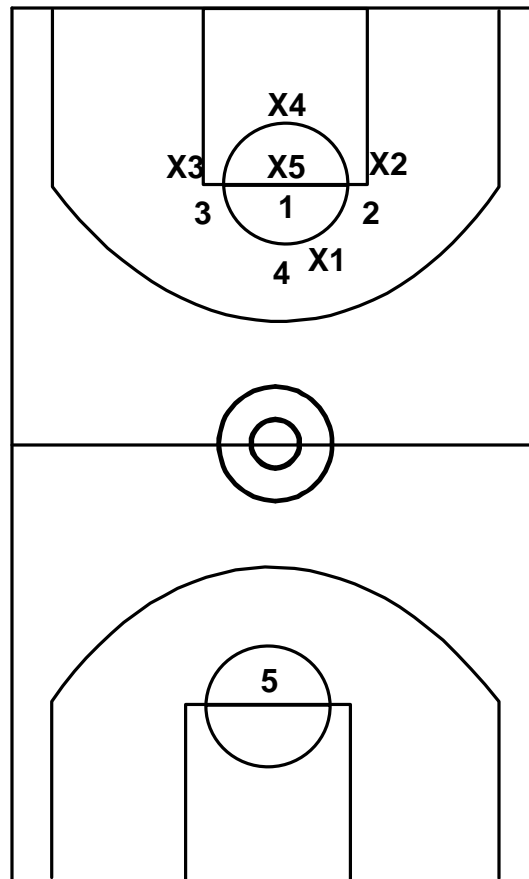


(OPTION) BIGGEST MAN NOT JUMPING IS BACK. 2,3 & 4 GAMBLE FOR STEAL. JUMPER TRIES TO STEAL TAP – EVERYBODY GOES EARLY. A VIOLATION WILL NOT HURT US – IT WILL FORCE OPPONENT TO GO AGAINST SET DEFENSE.

JUMP BALLS

DISADVANTAGED JUMP BALL (OFFENSE)

OUR GOAL



***NO CONTROL OF JUMP BALL. 2,3,& 4, GAMBLE FOR A STEAL. JUMPER TRIES TO STEAL TAP – EVERYBODY GOES EARLY. A VIOLATION WILL NOT HURT US – IT WILL FORCE OPPONENT TO GO AGAINST A SET DEFENSE.**