

Michigan Wolverines 20-21

PLAYBOOK



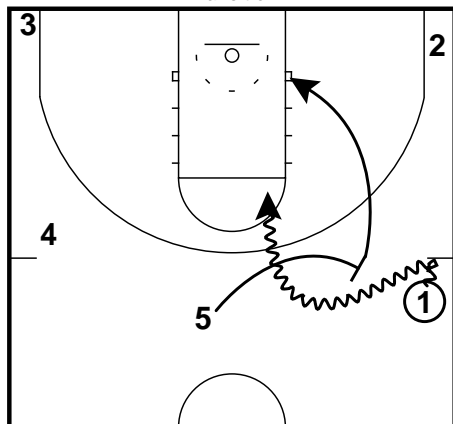
Michigan 2020-2021

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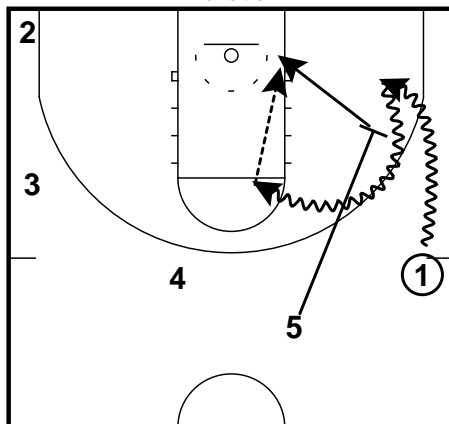
Early Offense

5 man Drag
Transition



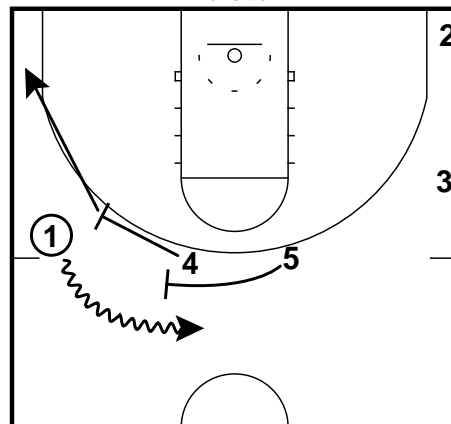
1 stays high on the wing and 5 comes underneath the ball handler with the screening angle towards the baseline

5 man Drag
Transition



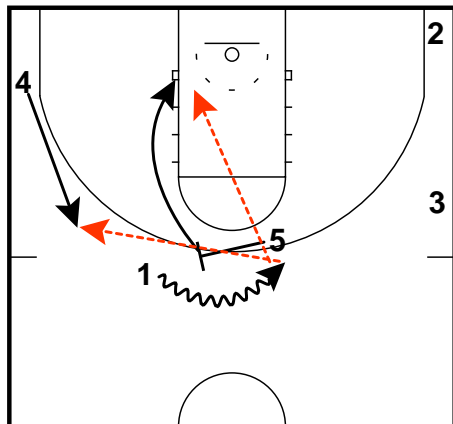
1 dribbles his man below the FT line, 5 follows with a downhill drag. This allows the 1 to get into the paint moving horizontally for an easier pocket pass to 5.

Double Drag (Ghost)
Transition



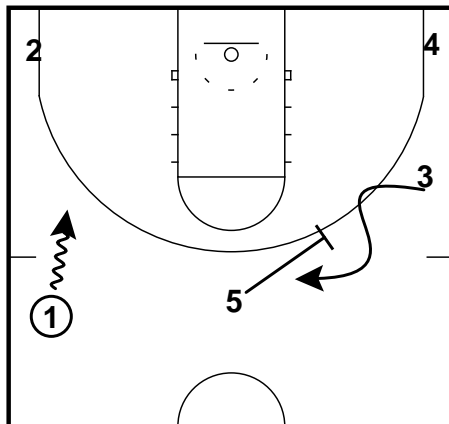
4 sets the first screen but "ghosts" or slips out to the space on the wing. 5 follows with a second drag screen with a role to the rim.

Double Drag (Ghost)
Transition



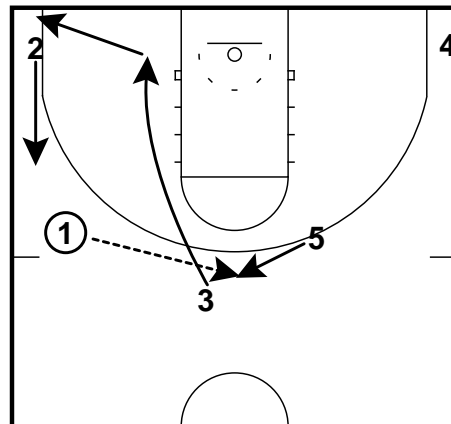
5 rolls to the rim and 4 fills behind the PNR

"Point" Screen Away
Transition



1 reads 5 setting an early pin for the player on the opposite wing

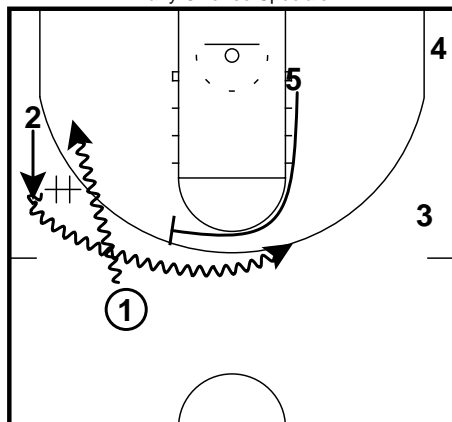
"Point" Screen Away
Transition



If 3 doesn't have a shot 5 will come back to the ball and will go into a 5-out alignment.

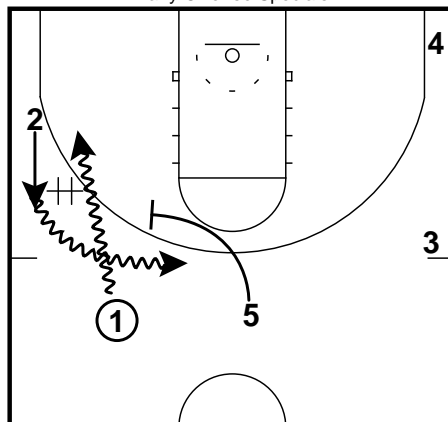
Early Offense

DHO Follow
Early Offense Specials



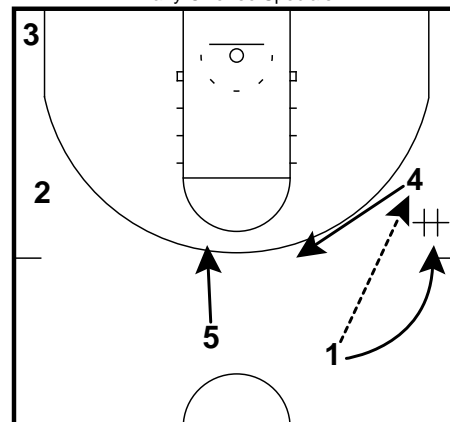
On a made bucket the 5 man starts low on the block and runs out to set the follow screen as the 1 man DHO's with the wing

DHO Follow
Early Offense Specials



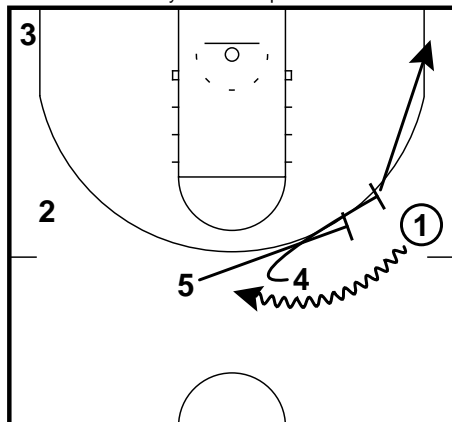
On a missed basket 1 DHO's with 2 and 5 tires to get as low as possible so that the defender can't go underneath the PNR

Pistol Double Drag
Early Offense Specials



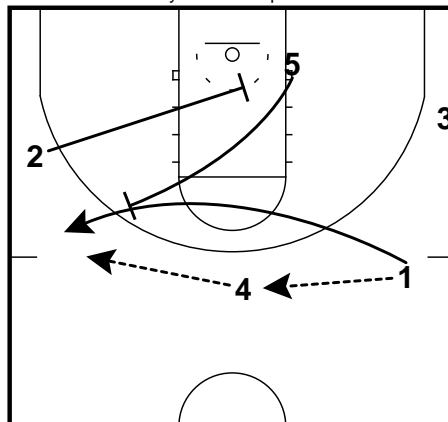
1 throws to 4 and 4 pitches immediately back to 1, 4 sprints away a few steps

Pistol Double Drag
Early Offense Specials



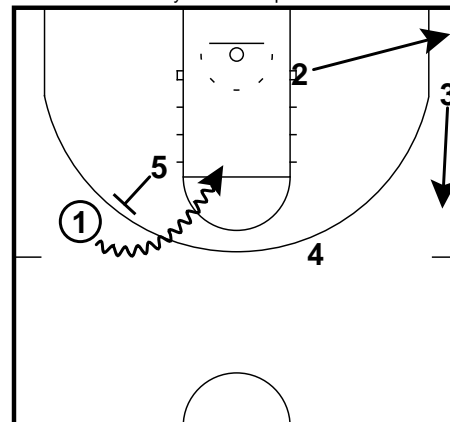
4 "ghosts" or slips to the empty space and 5 follows right behind for the double drag screen.

Weak
Early Offense Specials

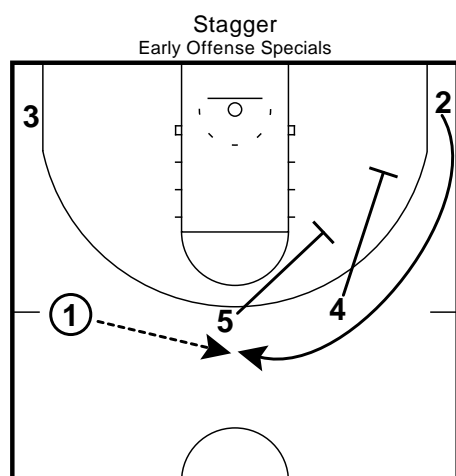


1 hits 4 and shallow cuts to the opposite wing. 2 sets a cross screen for 5 who sets a run out PNR for 1

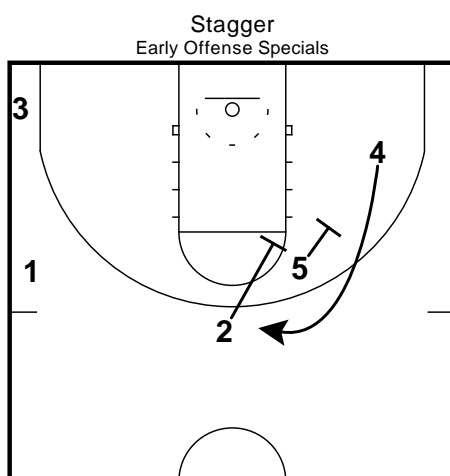
Weak
Early Offense Specials



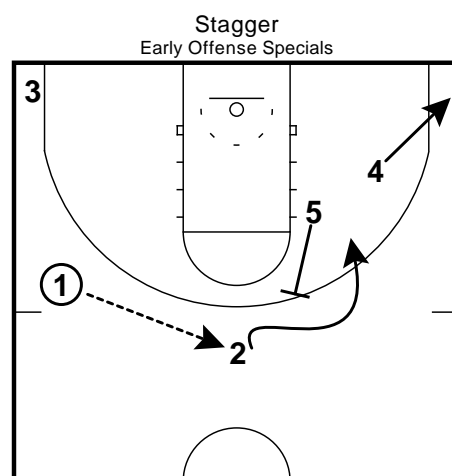
Early Offense



First option is the corner man coming off the stagger for the shot



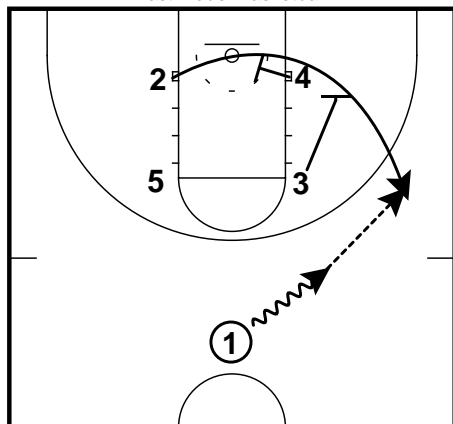
Second option is for 2 and 5 to rescreen for 4



Third option is for 2 to come off the step up screen from 5

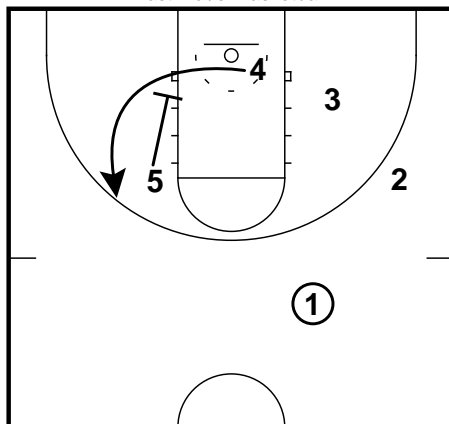
Half-Court Offense

Box 23 Double
Fast Model Basketball



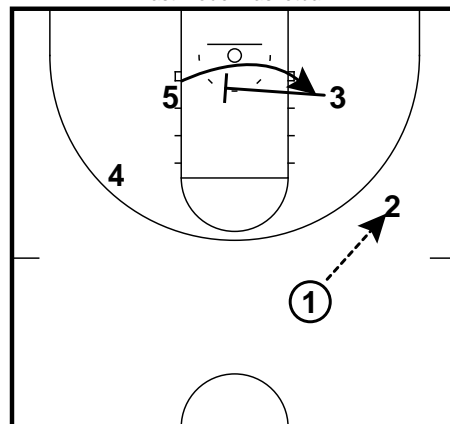
3 and 4 set a staggered double for 2 cutting to wing. 1 can hit 2 if the shot is open.

Box 23 Double
Fast Model Basketball



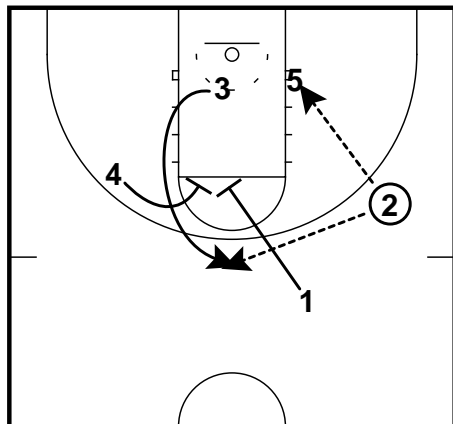
5 sets a pin screen for 4 on the weakside.

Box 23 Double
Fast Model Basketball



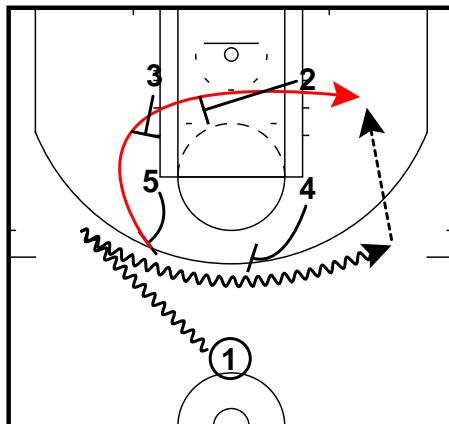
3 sets a lane screen for 5 as 1 passes to 2 on the wing.

Box 23 Double
Fast Model Basketball



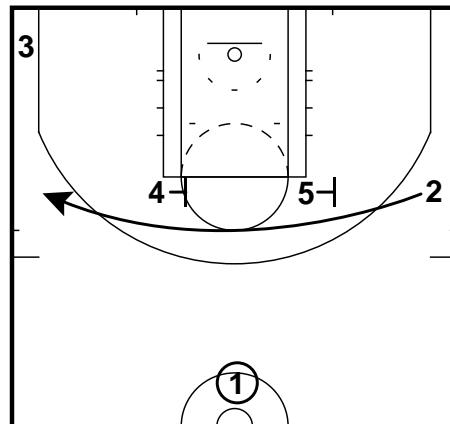
1 and 4 set a double pin screen for 3 cutting to top of key. 2 can hit 3 for the shot or feed 5 in the post on a seal.

Box Double Spain
Unknown



1 dribbles to the wing and comes off a ball screen from 5. 3 and 2 set back screens for 5 rolling to the opposite block. Simultaneously, 4 sets a middle ball screen for 1. 1 hits 5 on the opposite block.

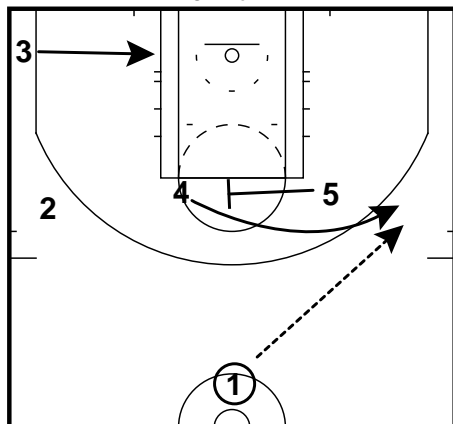
Iverson Clear Post
Unknown



4 & 5 set screens for 2 executing an Iverson cut.

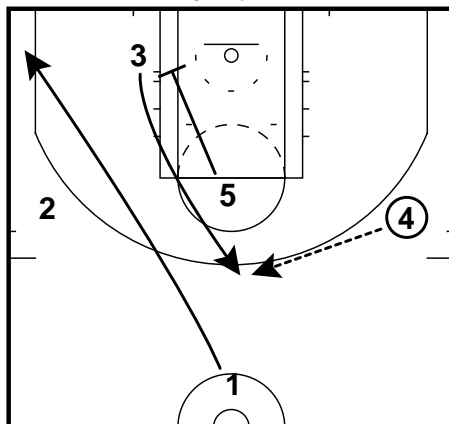
Half-Court Offense

Iverson Clear Post
Unknown



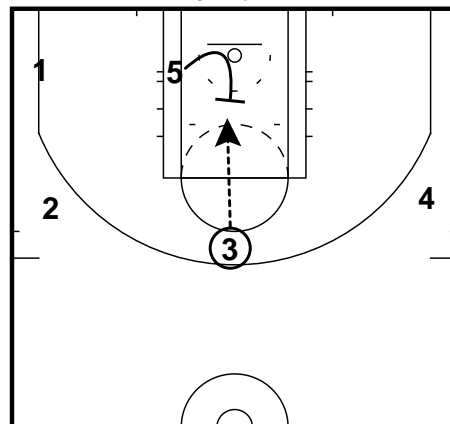
5 sets a cross screen for 4 to the wing. 1 passes to 4 on the wing.

Iverson Clear Post
Unknown



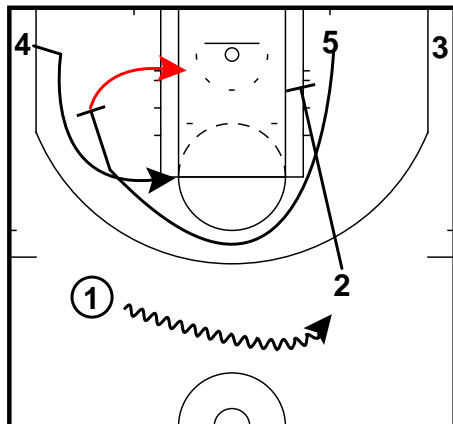
1 cuts to the opposite corner. 5 sets a pin down on the block for 3. 4 hits 3 coming off the pin down.

Iverson Clear Post
Unknown



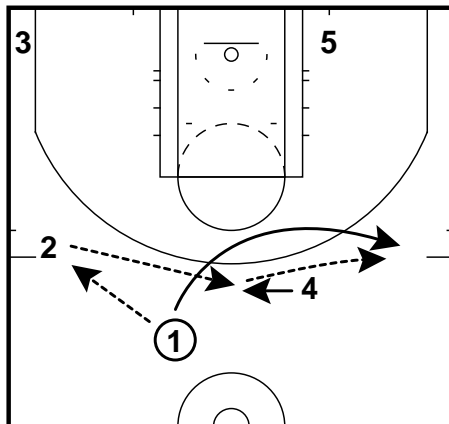
5 ducks in at the rim and receives the ball from 3.

Ram Clipper
Unknown



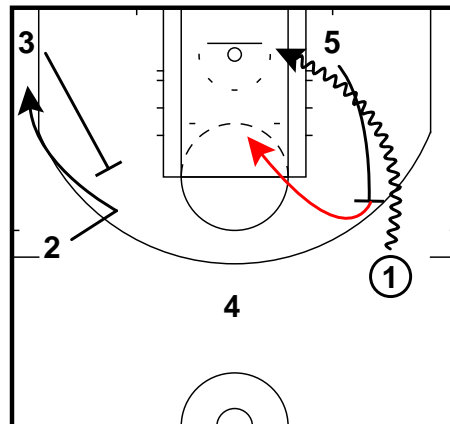
2 sets a pin down for 5. 5 sprints up and ghosts a ball screen for 1. 5 then sets a wide pin down for 4. 1 hits 4 coming off the screen or 5 rolling to the rim for a lob.

Rub Step Up Hammer
Unknown



1 passes to 2. 1 loops under to the opposite wing. 2 swings the ball to 4. 4 then swings the ball to 1.

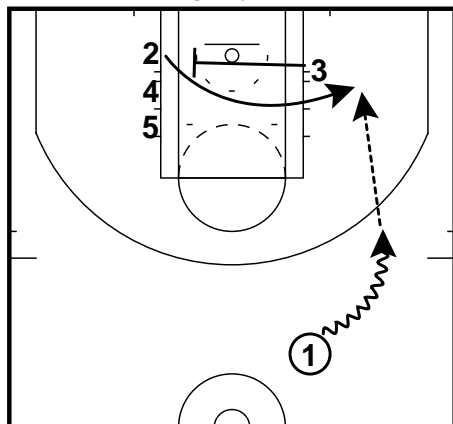
Rub Step Up Hammer
Unknown



5 sets a step up screen for 1 and rolls to the rim. 3 sets a hammer screen for 2. 1 can hit 5 rolling to the rim or 2 to the corner.

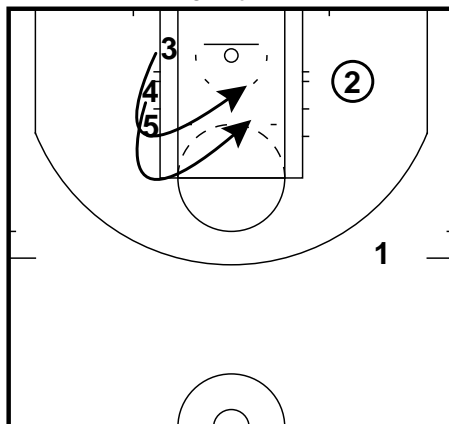
Half-Court Offense

Triple Stack
Unknown



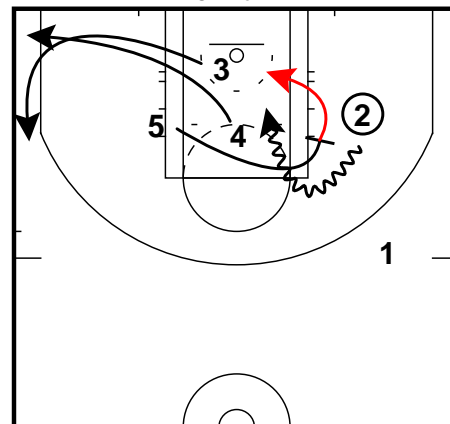
3 sets a cross screen for 2 to the opposite block. 1 dribbles over to the wing and hits 2 on the extended block.

Triple Stack
Unknown



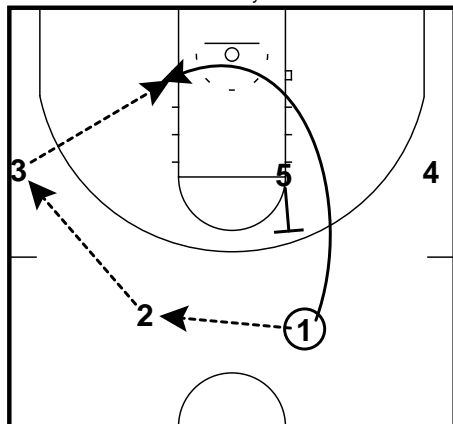
3 wraps around 4 and 5 to the rim. 4 then wraps around 5 to the rim.

Triple Stack
Unknown



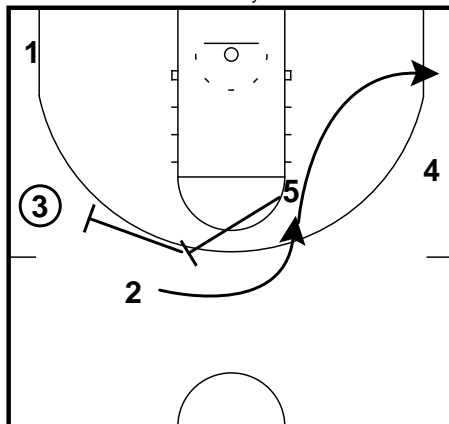
3 and 4 clear out to the opposite 3pt line. 5 sprints into a ball screen for 2 and rolls to the rim.

Chin - SBS
Set Plays



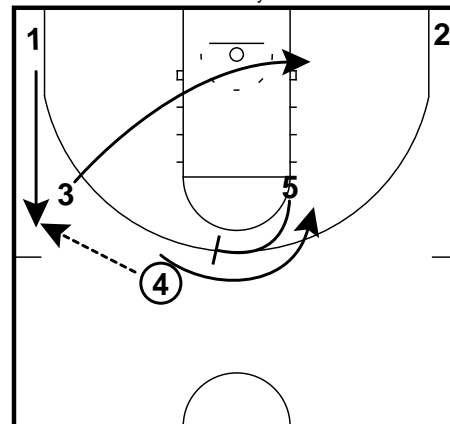
First look is the 1 man coming off the 5-man's back screen

Chin - SBS
Set Plays



5 sets a flare for 2 man. Then goes immediately into a sideline ball screen for 3

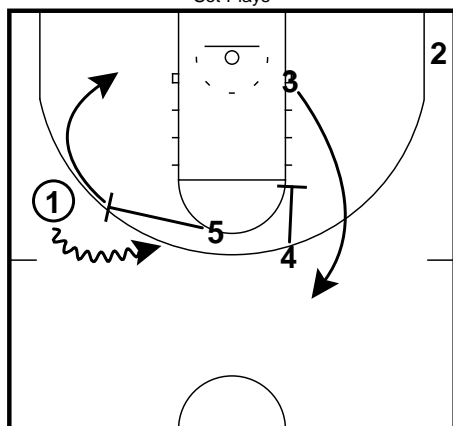
SBS - Vertical Pin
Set Plays



3 cuts through, 1 fills from the corner, 4 gets a flare from the 5 man

Half-Court Offense

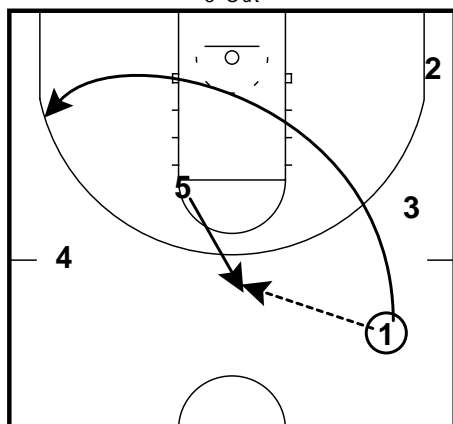
SBS - Vertical Pin
Set Plays



SBS with simultaneous vertical pin

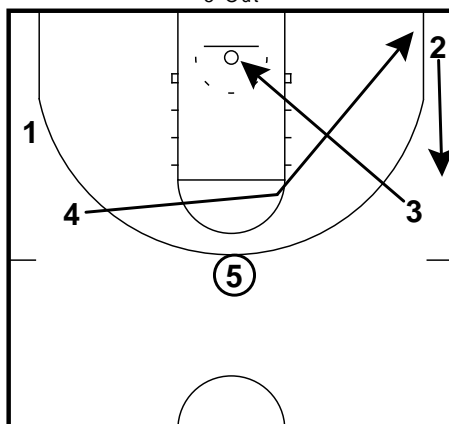
Half-Court Offense

5-Out Empty PNR
5-Out



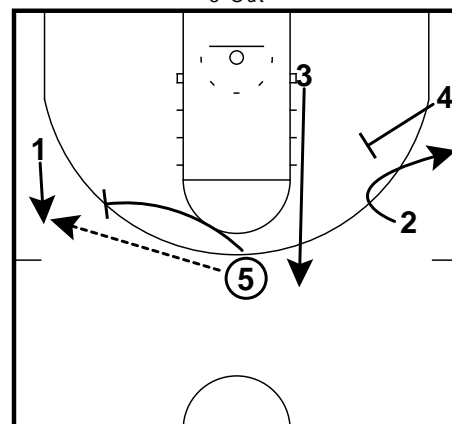
1 hits 5 popping to the top of the key

5-Out Empty PNR
5-Out



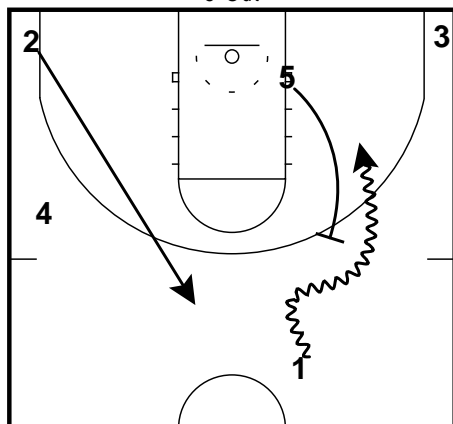
5 looks at 3 first who cuts backdoor, 2 lifts. Then looks back to 4 who cuts through the lane.

5-Out Empty PNR
5-Out



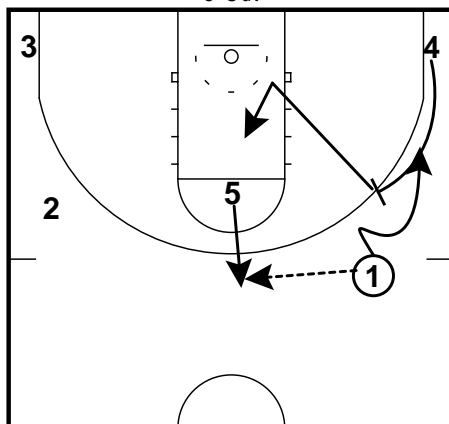
5 passes with a follow PNR. 3-side has the option to hammer/flare screen or fill to the top of the key.

5-Out PNR (Corner Lift)
5-Out



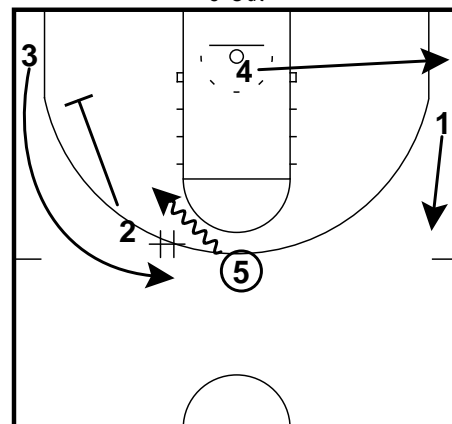
5-out PNR with the corner man on the dos side lifting

5-out FLARE into SMASH
5-Out



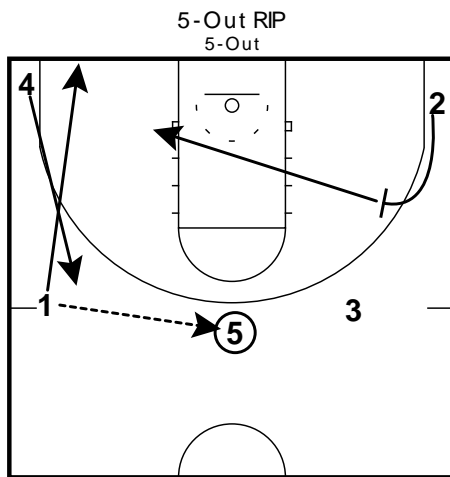
1 hits the 5 and 4 sets a flare for 1 then ducks-into the post

5-out FLARE into SMASH
5-Out

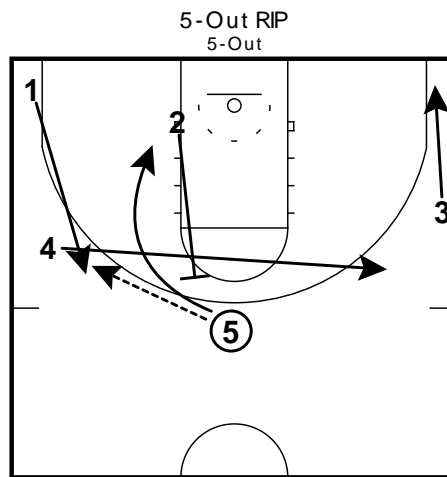


2 downscreens for 3, 5 DHO with 3

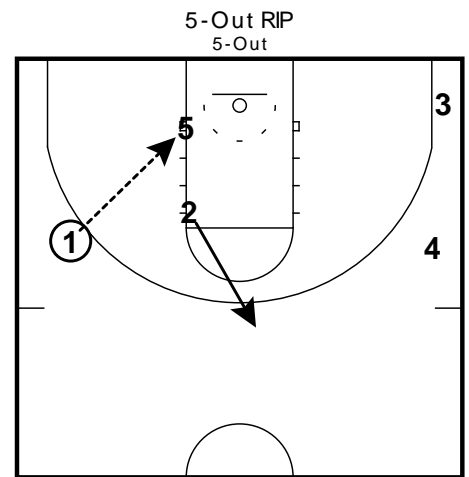
Half-Court Offense



1 hits 5 and cuts to the corner. 2 sets a flare for 3 and cuts to the block. 4 fills to the wing



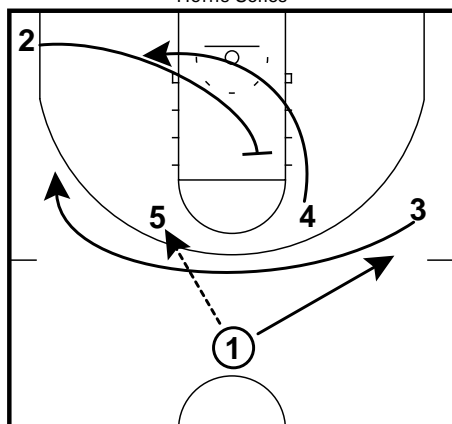
4 takes a shallow cut through the top of the key, 2 sets a rip screen for 5 to come to the block



2 pops and 1 looks into 5 for the post up

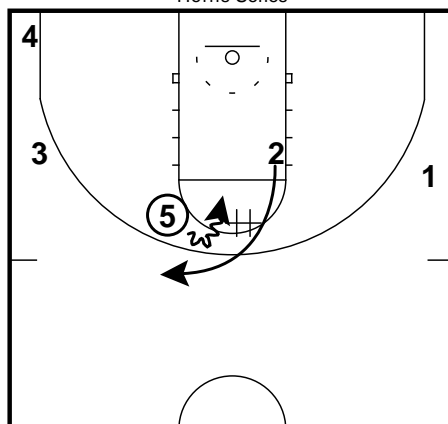
Half-Court Offense

Horns - Gut Through
Horns Series



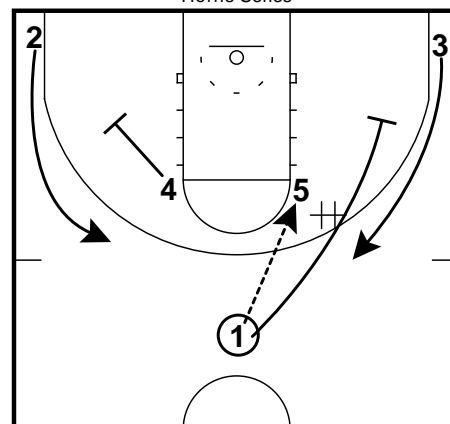
3 iverson cut overtop, 1 hits 5, 2 sets a backscreen for 4

Horns - Gut Through
Horns Series



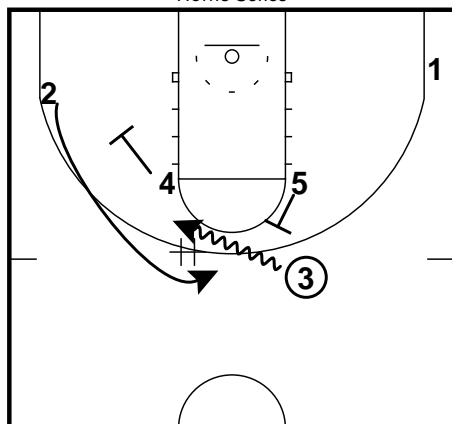
5 and 2 DHO

Horns - SMASH
Horns Series



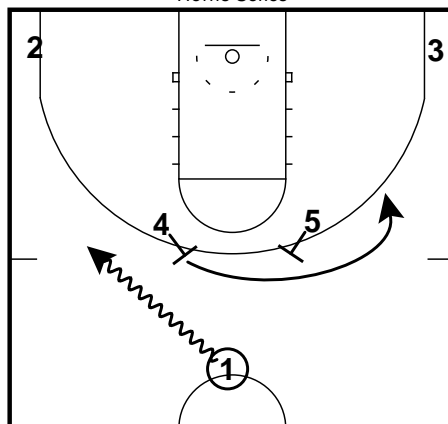
1 follows his pass to 5 and sets a screen for 3 coming out of the corner.

Horns - SMASH
Horns Series



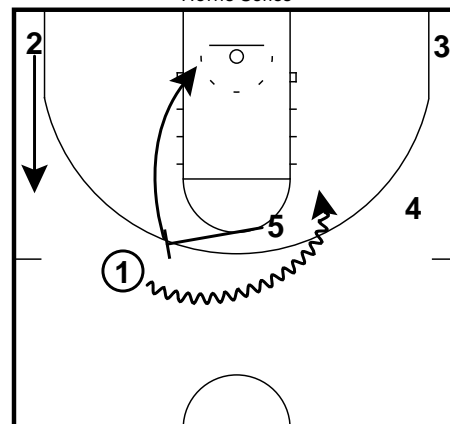
4 sets a screen for 2 coming out of the corner as 3 gets the handoff from 5

Horns - Twist
Horns Series



1 goes off 4-man side who then flares off the 5-man

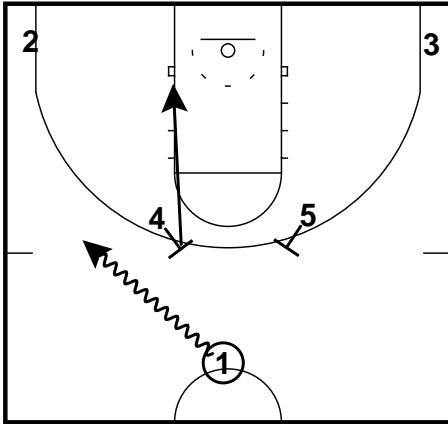
Horns - Twist
Horns Series



1 comes off the 5-man screen and 2 fills behind

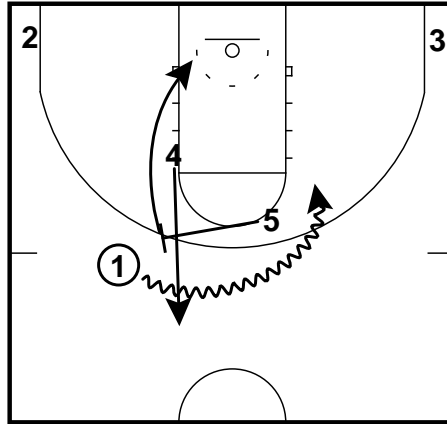
Half-Court Offense

Horns - Twist MASH
Horns Series



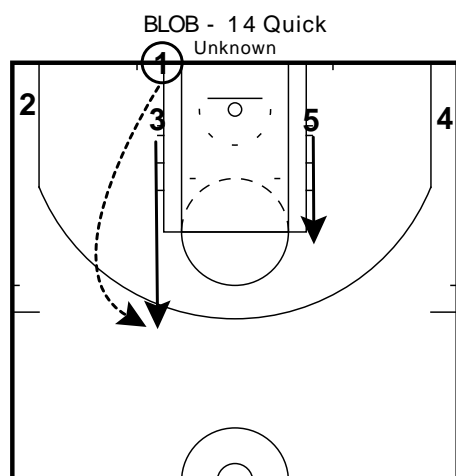
1 goes off 4-man side who then dives down the lane

Horns - Twist MASH
Horns Series

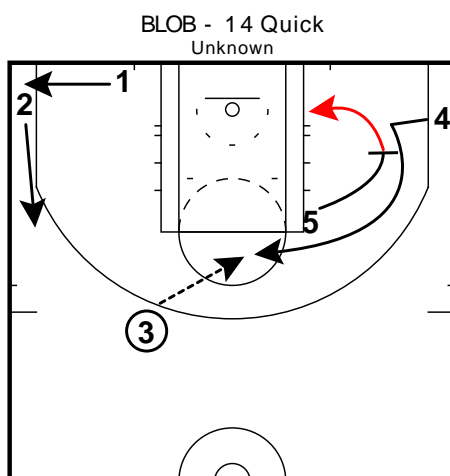


1 comes off the 5-man screen and 4 fills behind

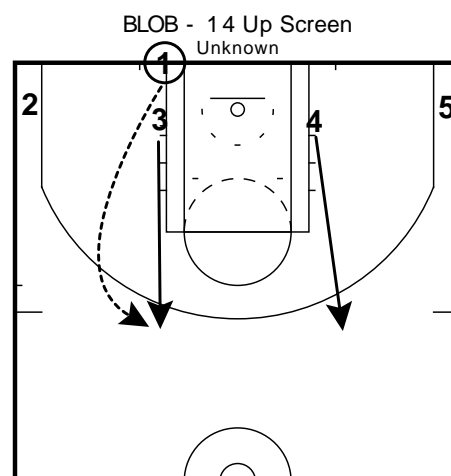
Special Situations



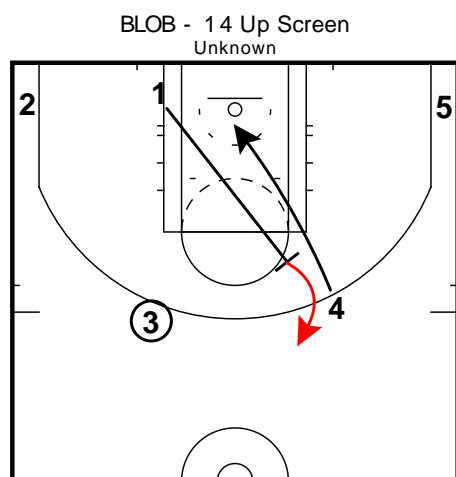
3 lifts to the arc and receives the ball. 5 begins to lift to the elbow.



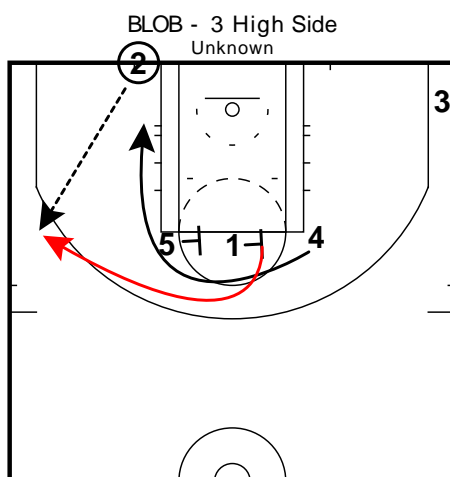
5 sets a pin down for 4. 4 receives the ball from 3 coming off the pin down. 5 rolls to the rim.



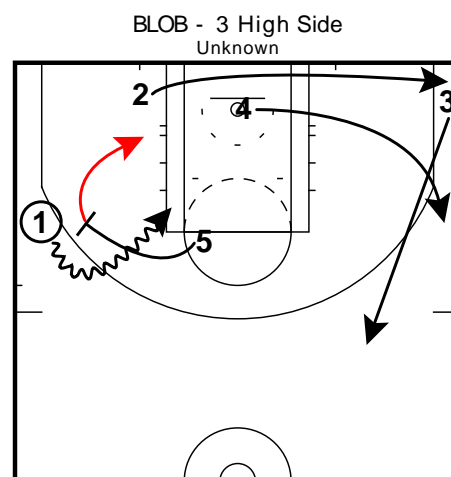
3 lifts to the arc and receives the ball. 4 begins to lift to the arc.



1 sets an Up Screen for 4 to the rim. 1 pops to the arc. 3 can hit 1 or 4 off the Up Screen action.

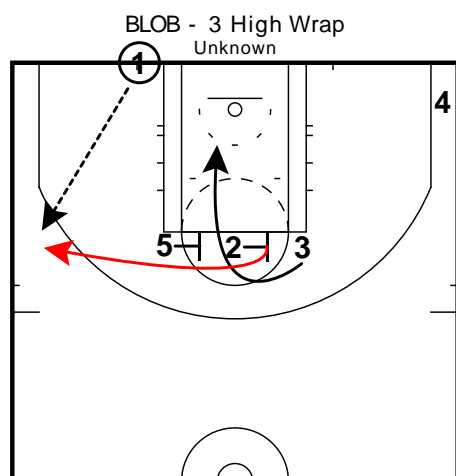


5 and 1 set staggered screens for 4. 4 wraps 5's screen to the rim. 1 then comes off a screen from 5 and receives the ball on the arc.

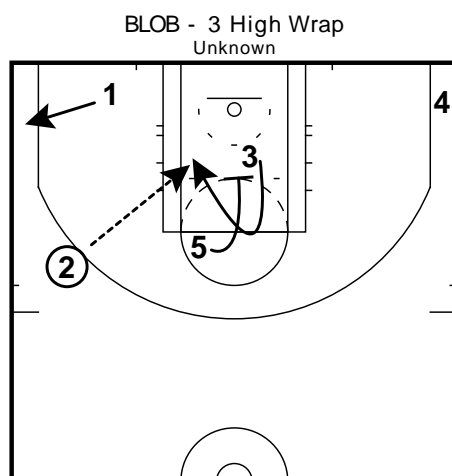


2 and 4 clear out to the opposite arc. 5 sets a side ball screen for 1 and rolls to the rim.

Special Situations



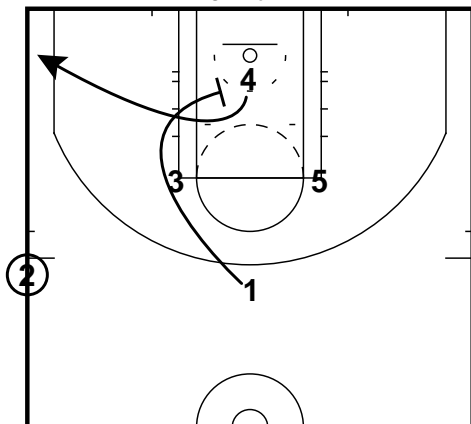
5 and 2 set staggered screens for 3. 3 wraps around 2 to the rim. 2 then comes off a screen from 5. 1 passes the ball to 2 on the arc.



5 sets a pin down for 3. 3 wraps the screen to the rim and receives the ball from 2.

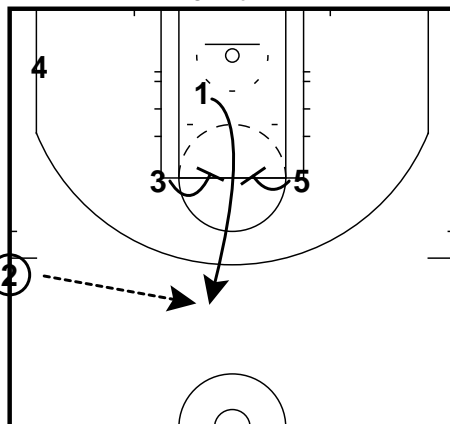
Special Situations

SLOB - Diamond Elevator
Unknown



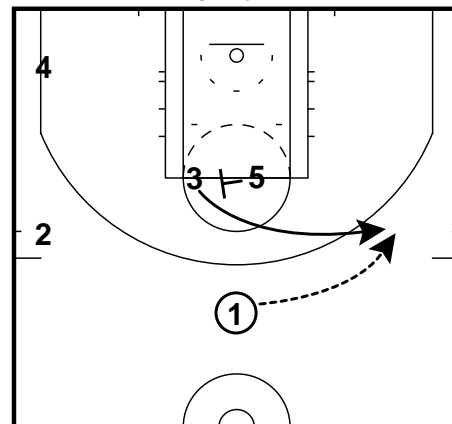
1 loops around 3 and sets a screen for 4 to the corner.

SLOB - Diamond Elevator
Unknown



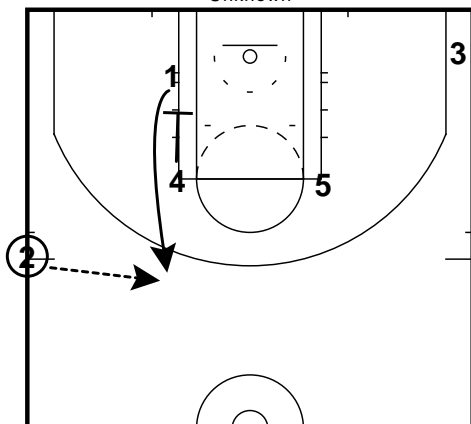
3 and 5 set elevator screens for 1 to the top of the arc. 1 receives the ball from 2.

SLOB - Diamond Elevator
Unknown



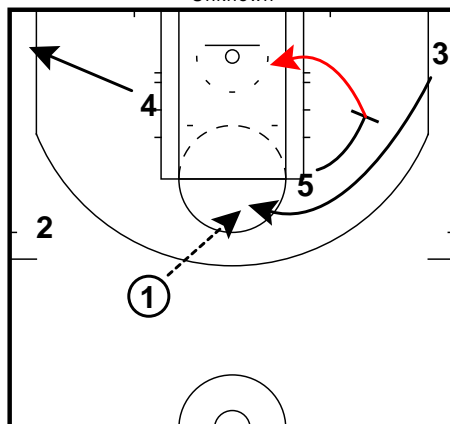
5 sets a screen for 3 to the wing. 1 passes to 3 on the wing for a cleared out ISO.

SLOB - Quick
Unknown



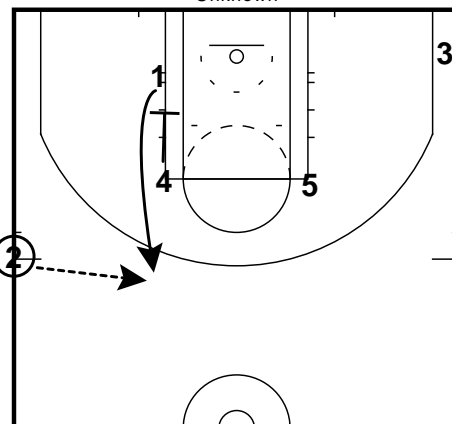
4 sets a pin down for 1. 1 catches the ball on the arc.

SLOB - Quick
Unknown



4 clears out to the arc. 5 sets a pin down for 3 and rolls to the rim. 1 passes to 3 coming off the pin down.

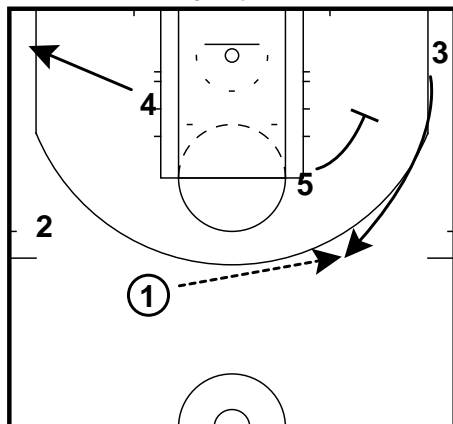
SLOB - Quick Flip
Unknown



4 sets a pin down for 1. 1 catches the ball on the arc.

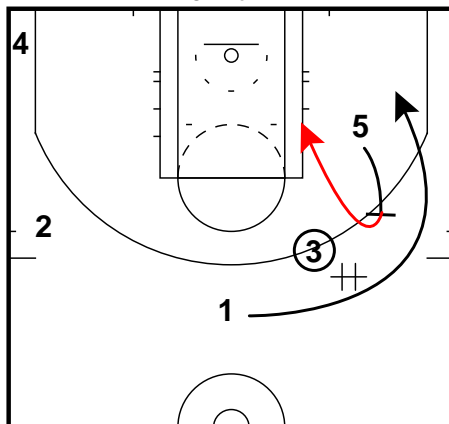
Special Situations

SLOB - Quick Flip
Unknown



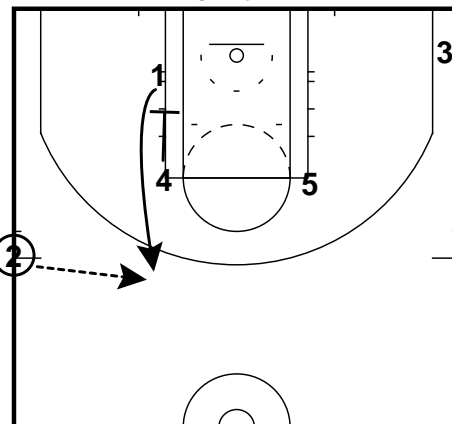
4 clears out to the arc. 5 sets a pin down for 3. 3 receives the ball from 1 on the arc.

SLOB - Quick Flip
Unknown



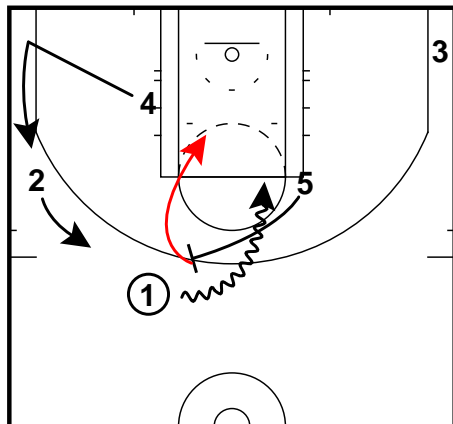
3 executes a DHO with 1. 1 then comes off a ball screen from 5. 5 rolls hard to the rim.

SLOB - Shake
Unknown



4 sets a pin down for 1. 1 catches the ball on the arc.

SLOB - Shake
Unknown



4 clears out to the arc. 5 sets a middle ball screen for 1 and rolls to the rim. 2 and 4 fill up for shake action.