ADVANTAGE VOLUME 1

FILM ROOM 08

UCONN BASKETBALL

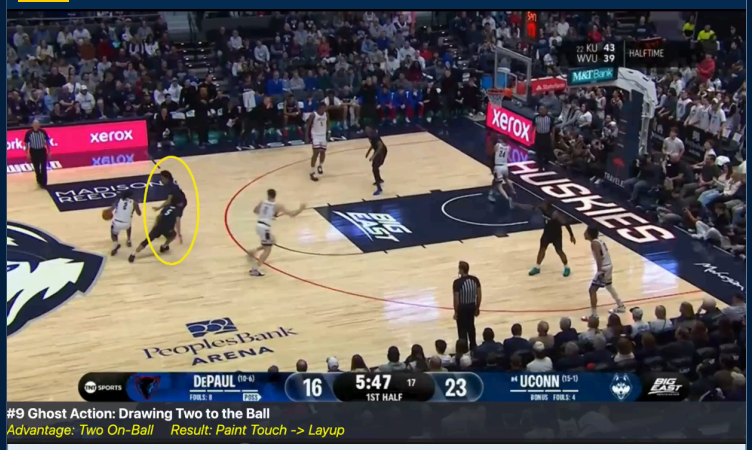
TWO ON THE BALL → PLAY BEHIND THE PRESSURE

UConn vs DePaul | Clip ID: ADV-015 | Source play #9

RECOGNIZE

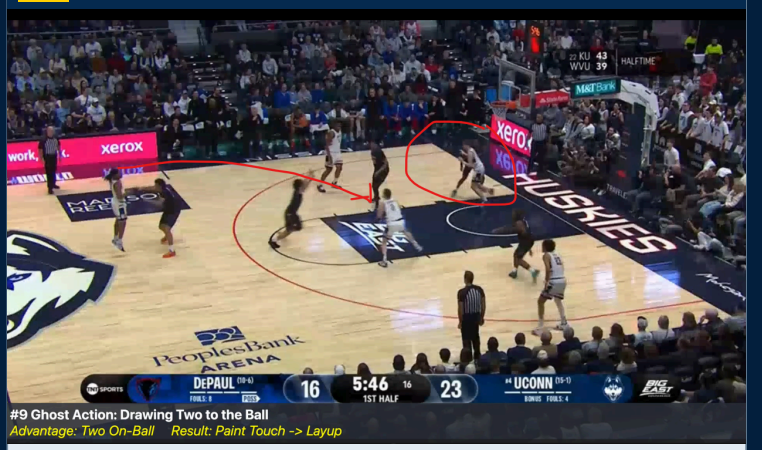
PAINT TOUCH → LAYUP

1 DRAW TWO TO THE BALL



Two defenders commit to the ball.
4 slips into the space behind them.

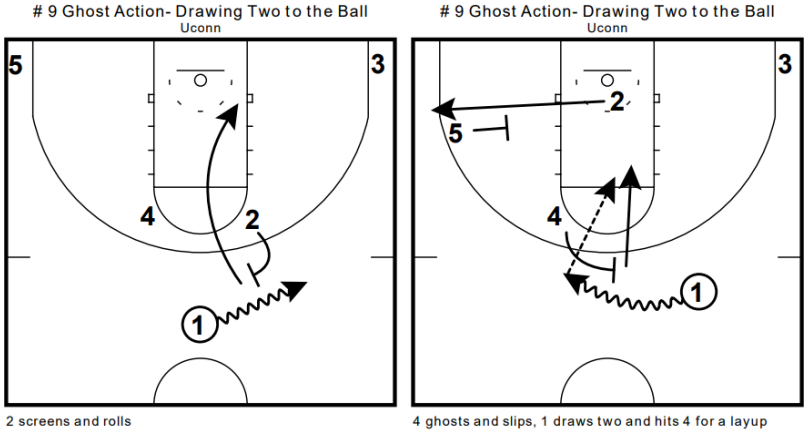
2 PLAY BEHIND THE PRESSURE



1 finds 4 on the slip as a weak-side screen delays the help.

PLAY DIAGRAM *(FastDraw - pg. 90)*

 # 9 Ghost Action- Drawing Two to the Ball



TEACHING POINTS

1. Use 2 to set the initial screen for 1.
2. 2 rolls after the screen.
3. 4 ghosts (shows and slips) to the basket.
4. 1 draws two defenders with the drive.
5. Hit 4 for the layup.
6. Keep weak-side spacing. Screen to delay the help.
7. Be decisive - attack the help.
8. Catch and finish strong.

Two on Ball | Paint Touch → Layup

KEY TEACHING CUE

> *"See two. Find one behind them."*

WHY IT WORKS

The ghost action forces the defense to help early. When 1 comes off 2's screen and turns the corner, two defenders are drawn to the ball. 4's slip to the rim creates a layup opportunity before the defense can recover.

PRACTICE LAB IDEA

Ghost Two-on-Ball Read Game

- Start with 1, 2, and 4 on one side.
- Work on timing the ghost and slip.
- Defense must play live (no switches).
- Emphasize reading the help.
- Track makes (goal: 70%+).
- Add a second defender to make it game-like.

RELATED ACTIONS Empty Ball Screens | Spain Action | Zoom Action | Horns Action | Wide Pin Down | Dribble Hand Off (DHO) | Ghost Action Variations | Inside-Out Playmaking