

PULLING BACK TO ISO 1

SERIES: PENETRATION & POST OFFENSE DNA CATEGORY: PUNISH THE SWITCH

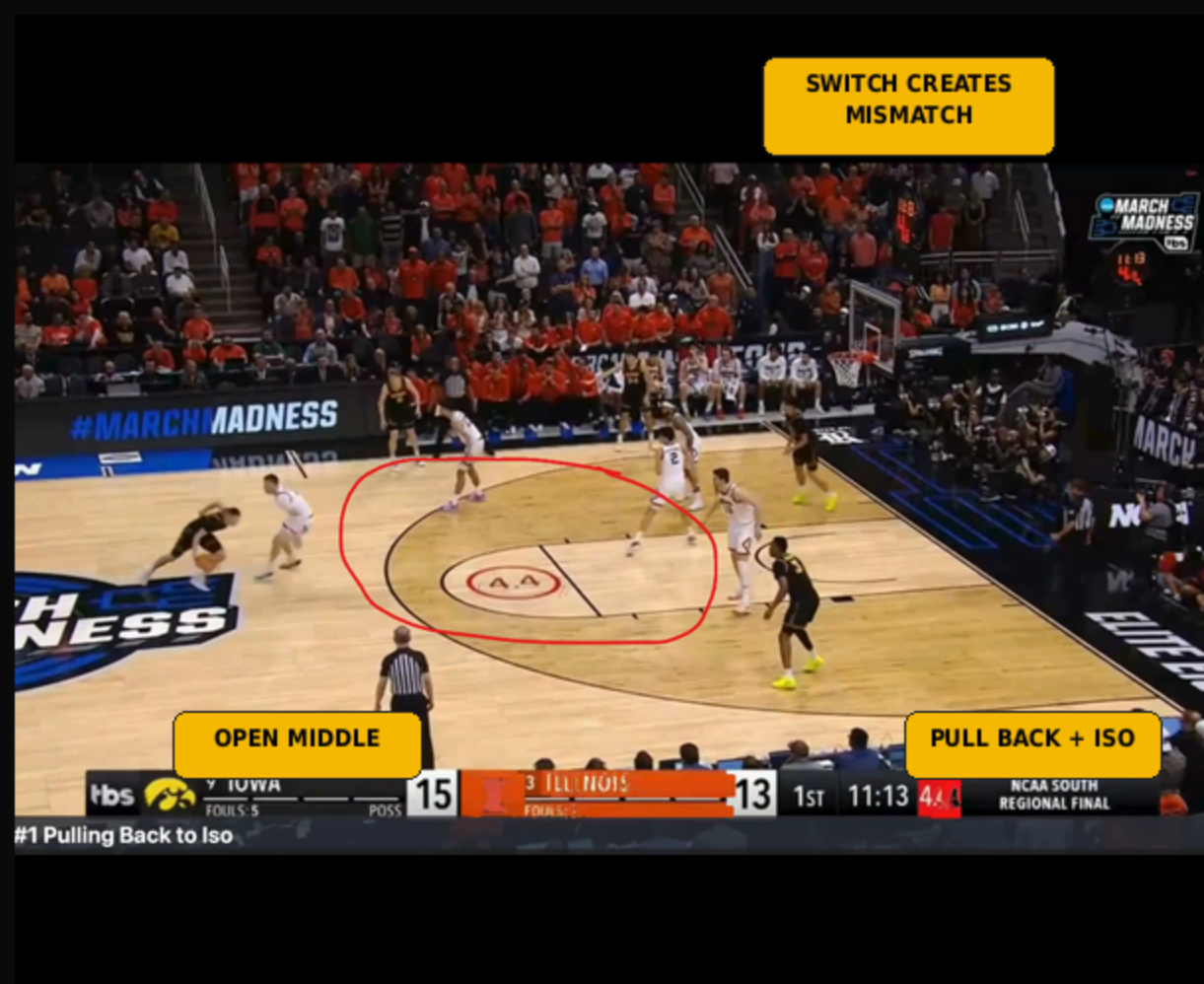
IOWA

HAWKEYES

THE ADVANTAGE DNA™

- 1 4 dribble-handoffs with 1 to start the action.
- 2 4 immediately turns and sets the high ball screen.
- 3 Illinois switches the ball screen.
- 4 4 rolls to the rim and clears the middle.
- 5 1 recognizes the mismatch created by the switch.
- 6 Instead of forcing the first drive, 1 pulls the ball back.
- 7 The floor is spaced and the middle is open.
- 8 1 attacks the isolated mismatch one-on-one.

ADVANTAGE FRAME — 11:13 1ST HALF



PAUSE HERE

Illinois switches the ball screen, but Iowa does not rush the first advantage. 4 rolls away and clears the middle, leaving 1 isolated against the switched defender. The key is the pullback: 1 creates space, lets the floor flatten, and then attacks the mismatch with the help spread across the court.

ACTION BREAKDOWN

1. DHO INTO SCREEN



4 dribble-handoffs with 1, then flows directly into the high ball screen. The second action forces Illinois to make a coverage decision.

2. FORCE THE SWITCH



4 sets the high ball screen for 1. Illinois switches, and 4 rolls away from the ball to clear the middle.

3. PULL BACK TO ISO



1 pulls the ball back and isolates the switched defender. With the middle open, Iowa attacks the mismatch one-on-one.

COACHING INSIGHTS

WHY IT WORKS

The switch gives Iowa a matchup advantage, and the roll clears the middle. The pullback gives 1 room to attack without driving into traffic.

DEFENSIVE REACTION

Illinois switches the high ball screen to keep the ball in front. The coverage solves the screen but leaves a defender isolated in space.

OFFENSIVE READ

Recognize the switch, then decide whether the lane is clean. If help is loaded, pull it back, flatten the floor, and attack the mismatch.

COACHING POINT

Do not confuse speed with advantage. Sometimes the best attack is to retreat one dribble, create space, and then go at the mismatch with a clear floor.

STEAL THIS IDEA

Teach players that a switch does not have to be attacked immediately. If the first driving lane is crowded, pull the ball back, let the roller clear, and isolate the mismatch with better spacing. The retreat dribble can create a better advantage than the first downhill drive.

DNA TAKEAWAY

THE SWITCH CREATES THE MATCHUP.
THE PULLBACK CREATES THE SPACE.
ATTACK THE MISMATCH.