

DRIVING AGAINST 1

SERIES: IOWA BALL SCREEN OFFENSE | DNA CATEGORY: CREATE AN ADVANTAGE

IOWA

HAWKEYES

THE ADVANTAGE DNA™

- 1 5 initiates with a dribble handoff to 2 on the right side.
- 2 The handoff flows directly into a ball-screen look and loads the defense t...
- 3 2 reads the coverage and drives against the screen instead of using it.
- 4 The change of direction attacks the defender's top-side positioning and get...
- 5 5 separates and pops away, creating room behind the drive.
- 6 3 makes the 45 cut as the defense collapses toward the ball.
- 7 Florida is forced to protect the rim with multiple defenders.
- 8 The reject creates a paint touch, a cutter read and a kick-out window.

ADVANTAGE FRAME — 15:07 1ST HALF



DRIVE AGAINST THE SCREEN. FORCE THE COLLAPSE. READ THE 45 CUT.

PAUSE HERE

Iowa wins the possession by driving against the ball screen. The defense is positioned to contain the expected screen use, so 2 attacks the opposite direction and gets downhill. Once the ball reaches the paint, Florida collapses with multiple defenders. That is the advantage: the reject forces help, while the 45 cutter and pop create the next reads.

ACTION BREAKDOWN

1. HANDOFF ENTRY



5 starts the action with a dribble handoff to 2. The entry puts the ball on the right side and creates the appearance of a normal ball-screen attack.

2. DRIVE AGAINST



2 rejects the ball screen and drives against it. The defender is forced to redirect while 5 separates from the action.

3. CUT BEHIND HELP



As 2 gets downhill, 3 cuts from the 45 behind the help. The drive occupies the defense and opens a layup, cutter or kick-out read.

COACHING INSIGHTS

WHY IT WORKS

The defense prepares for the screen. The reject attacks that anticipation and changes the driving angle before the defense can reset.

DEFENSIVE REACTION

Florida collapses multiple bodies toward the rim once 2 gets downhill. The paint touch pulls the shell inward.

OFFENSIVE READ

Drive first. If the rim closes, find the 45 cutter behind the help or spray the ball back out to the perimeter.

COACHING POINT

Do not use the screen automatically. Read the defender's leverage. If the top side is taken away, drive against the screen immediately.

STEAL THIS IDEA

Teach ball handlers that the screen is a tool, not a command. When the defense jumps to the screen side early, attack the open shoulder. The reject changes the help angle and turns a normal ball screen into a paint-touch advantage.

DNA TAKEAWAY

READ THE LEVERAGE.

REJECT THE SCREEN.

FORCE THE COLLAPSE.