EMPTY BALL SCREEN → LATE SWITCH → CATCH & ATTACK

Iowa vs UMass Lowell | Clip ID: ADV-053 | ATTACK

1 EMPTY-SIDE BALL SCREEN



Iowa initiates the empty-side ball screen. The defense begins the switch.

2 LATE SWITCH ON THE ROLL



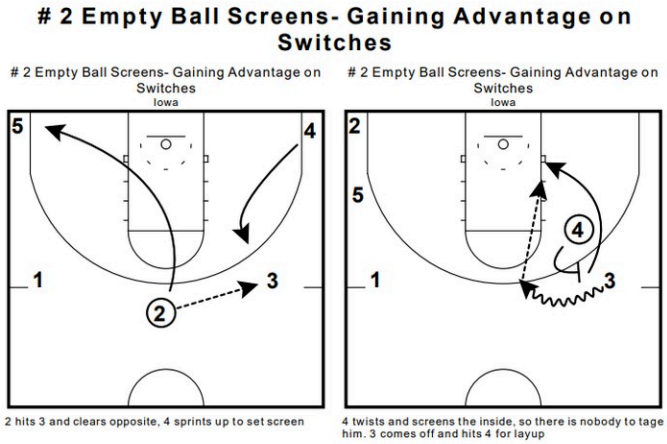
The switch is late and the roller gains inside position before the defense can match.

3 PASS TO THE ROLLER



The guard delivers the ball to the roller, who attacks the open paint for the layup.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Empty the side and force the defense into a difficult switch decision.
2. Recognize the switch before it is fully completed.
3. The roller must sprint into the open space created by the late exchange.
4. Deliver the pass before the defense can match back up.
5. Attack the paint immediately and finish before help recovers.

ADVANTAGE CREATED

Late Switch / Roller Advantage
Result: Paint Touch → Layup

KEY TEACHING CUE

“Don't let the switch settle. Hit the roller now.”

WHY IT WORKS

The empty-side alignment removes extra help and puts the switch under pressure. When the exchange is late, the roller has a window inside. The pass must arrive before the defense can complete the matchup.

PRACTICE LAB IDEA

Empty-Side Switch Reads

- Start with empty-side spacing.
- Defense switches the ball screen.
- Roller sprints through the exchange.
- Guard reads late vs clean switch.
- Hit the roller before recovery.