

DRIVING AGAINST 2

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

IOWA

HAWKEYES

THE ADVANTAGE DNA™

- 1 Iowa starts in 5-out spacing with the floor completely stretched.
- 2 5 passes to 2 and immediately follows the pass into the ball-screen action.
- 3 2 reads the coverage and drives against the screen instead of using it.
- 4 The reject puts 2 downhill before the defense can get organized to the...
- 5 5 pops away from the action, pulling a defender out of the paint.
- 6 Florida collapses toward 2's penetration and loads help around...
- 7 3 cuts from the 45 behind the collapsing help.
- 8 The reject creates a rim attack first, then the cutter and perimeter kick-out...

ADVANTAGE FRAME — 17:02 2ND HALF



REJECT THE SCREEN. GET DOWNHILL. MAKE THE HELP CHOOSE.

PAUSE HERE

This is the advantage moment. Iowa's guard drives against the screen and gets inside the defense before Florida can load to the expected ball-screen side. The defense now has multiple bodies collapsing around the ball. With 5 popping away, the paint is opened enough for the 45 cutter to attack behind the help. The key read is not the screen itself — it is the defender's leverage and the help that follows the reject.

ACTION BREAKDOWN

1. FOLLOW INTO SCREEN



5 passes to 2 and follows the pass directly into the ball-screen action. The movement creates the appearance of a normal side ball screen.

2. DRIVE AGAINST



2 rejects the screen and attacks in the opposite direction. The defense must turn and recover instead of containing the expected screen use.

3. CUT BEHIND HELP



5 pops away while 3 cuts from the 45 to the rim. The drive forces help toward the ball and opens the space behind the defense.

COACHING INSIGHTS

WHY IT WORKS

The defense prepares to guard the ball screen. Rejecting it attacks the space they just vacated and changes the help angle immediately.

DEFENSIVE REACTION

Florida collapses two and sometimes three defenders toward the penetration. That creates a numbers problem behind the help.

OFFENSIVE READ

Attack the rim first. If the paint closes, find the 45 cutter or the screener popping away from the action.

COACHING POINT

Teach the ball handler to read hips and leverage before the screen arrives. If the defender is sitting on the screen side, reject it with no hesitation.

STEAL THIS IDEA

Ball screens are most dangerous when the defense cannot predict which side the ball handler will use. Build the reject into your teaching as an equal option, then pair it with a 45 cut behind the help. That turns defensive anticipation into an advantage.

DNA TAKEAWAY

MAKE THEM GUARD THE SCREEN.
THEN ATTACK AWAY FROM IT.
PUNISH THE COLLAPSE.