FILM ROOM #9

DHO's – CREATING MISMATCHES

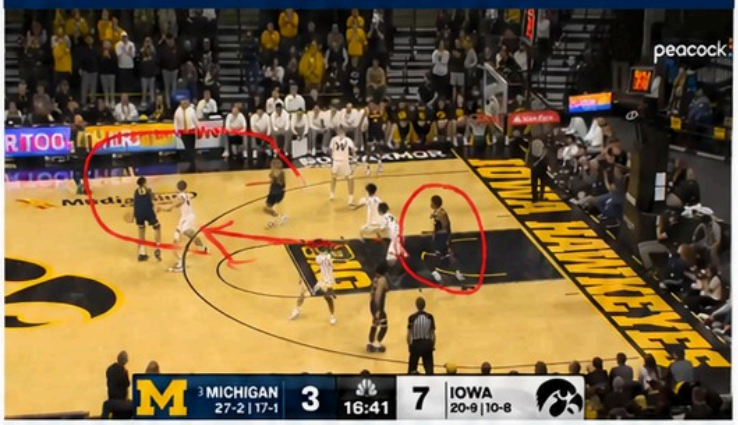
Michigan – DHO's

1 FORCED MISMATCH ON ROLLER



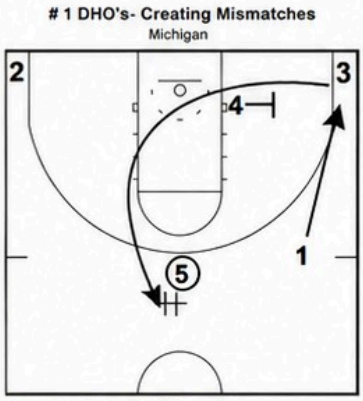
Michigan uses a DHO to force a mismatch on the roller (5). The defense switches and a guard is now on the big.

2 ATTACK THE MISMATCH

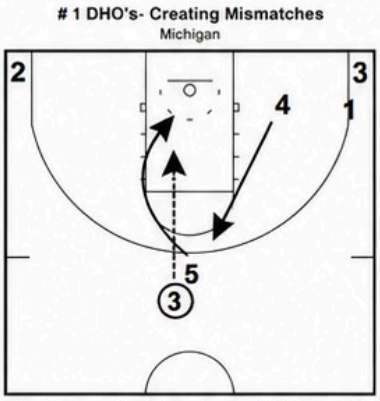


3 hits 5 after the handoff. The smaller defender is on 5 and Michigan attacks the mismatch for an open layup.

PLAY DIAGRAM (From PDF)



3 sprints for handoff from 5



X3 switches on to X5 after the handoff, 3 hits 5 for a layup. 4 lifts

TEACHING POINTS

1. Use 3 to sprint off 5's handoff.
2. Look for the defense to switch.
3. Target the mismatch on the roller (5).
4. Make a quick, on-time pass.
5. Attack immediately.
6. Finish at the rim.
7. Keep 4 lifted for spacing.
8. Read the defense — be decisive.

KEY CUE

"Handoff, force the switch, attack the big."

Use the DHO to create a mismatch and get the ball to the big in space for an easy layup.

ADVANTAGE CREATED
Forced Mismatch on Roller
Result: Open Layup

WHY IT WORKS

The DHO forces the defense to make a decision. When they switch, a smaller guard is on the roller (5), creating a clear size and athleticism advantage. The roller can catch in space and finish before the defense can recover.

PRACTICE LAB IDEA

DHO Mismatch Drill

- Start with 1, 3, 4, 5 on one side.
- Run the DHO and have the defense switch.
- 3 hits 5 on the roll.
- 5 finishes at the rim.
- Emphasize timing and spacing (4 lifts).
- Track makes (goal: 75%+).
- Add live defense to simulate game.

RELATED ACTIONS

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