

# 13U Playbook



### **Table of Contents**

1.	Sprir	ng 2023	3
	1.1	How to read a Playbook	3
	1.2	50-Attack	4
	1.3	Flow	5
	1.4	Flex	6
	1.5	Zone O (13)	7
	1.6	Zone Fist	8
	1.7	ISO-Series	9
	1.8	Baseline 1-2-3 (13 Boys)	10
	1.9	Zone 1	11
	1.10	Sideline Attack	12
	1.11	Sideline Cut	13
	1.12	(Zone press break)	14
	1.13	(Man press break)	15
	1.14	TEXAS	16
	1.15	Blue Defense	17



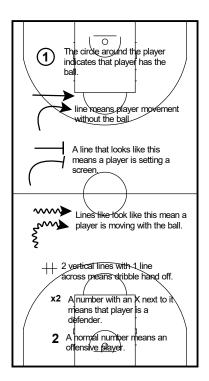
### 13U Playbook - Contents (cont.)

1.16 Red Defense

18

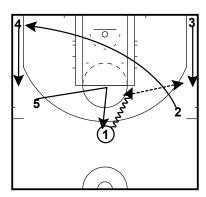


#### How to read a Playbook Man Offense

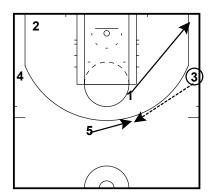




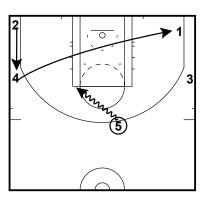
50-Attack Man Offense



50-Attack Man Offense



50-Attack Man Offense





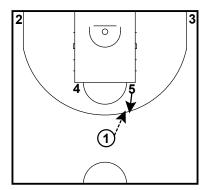
Flow Man Offense



Ball handler needs to get the ball in the paint. He can do that by attacking or passing to the roller (Player 5 has to roll)



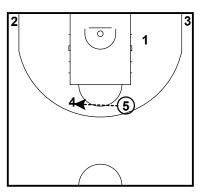
Flex Man Offense



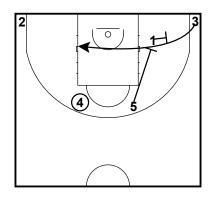
Flex Man Offense



Flex Man Offense



Flex Man Offense



Flex Man Offense

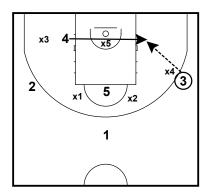




Zone O (13) Man Offense



Zone O (13) Man Offense



Zone O (13) Man Offense

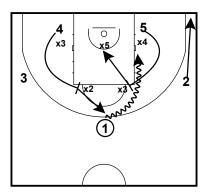


Zone O (13) Man Offense





Zone Fist High vs 32 Man Offense

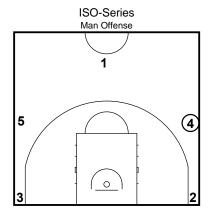




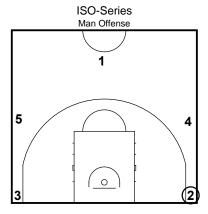
ISO-Series
Man Offense

5
4
3

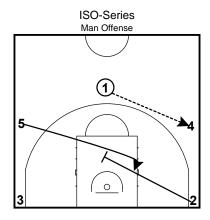
Top ISO is an isolation play from the top. The player with the ball should get a running start at defender.



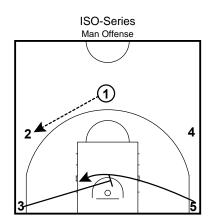
Side-ISO is an isolation play from the 45 degree angle.



Corner-ISO is a isolation play from the Corner.



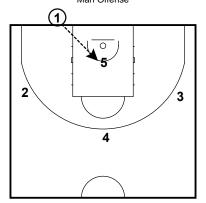
Punch is a post isolation play on the right or left block.



PUNCH from the corner

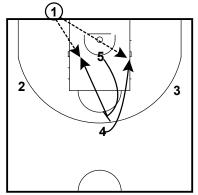


Baseline 1-2-3 (13 Boys) Man Offense



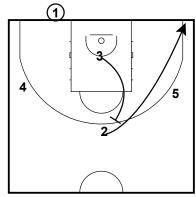
Baseline 1 option- ISO Seal for 5 or best inside finisher on court

Baseline 1-2-3 (13 Boys) Man Offense



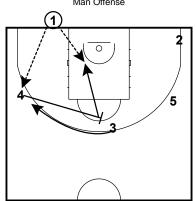
Baseline 2 option- 5 is setting or ghost screen (slipping the screen). The ghost screen is similar to a stop and go move. As soon as his feet stop to set the screen he must start them again as he cuts towards the basket.

Baseline 1-2-3 (13 Boys) Man Offense



Baseline 3

#### Baseline 1-2-3 (13 Boys) Man Offense



Inbounders options are player 4 for the lay-up or player 3 for the 3P shot.



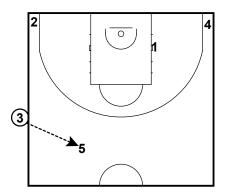


Baseline play against Zone D

- 1. Player 2 cuts to the corner
- 2. Player 4 screen the player in the middle of their zone.
- 3. Player 5 flashes to the ball
- 4. Player 3 flashes to the mid-range area.

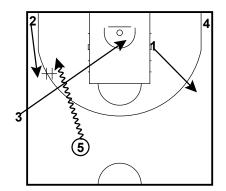


Sideline Attack Man Offense

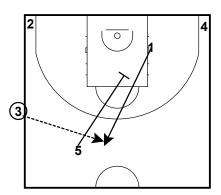


First look is to get the ball to 5 but if he is being pressured he can run Down or up screen action with 1.

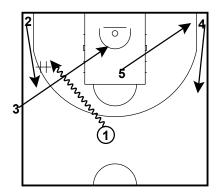
Sideline Attack Man Offense



Sideline Attack Man Offense

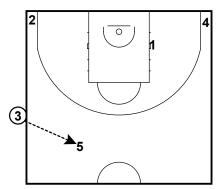


Sideline Attack Man Offense



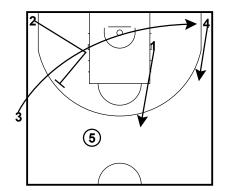


Sideline Cut Man Offense

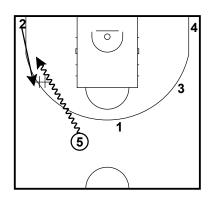


First look is to get the ball to 5 but if he is being pressured he can run Down or up screen action with 1.

Sideline Cut Man Offense

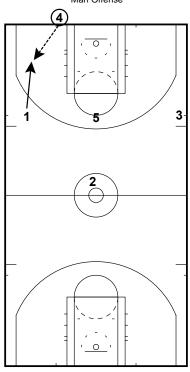


Sideline Cut Man Offense

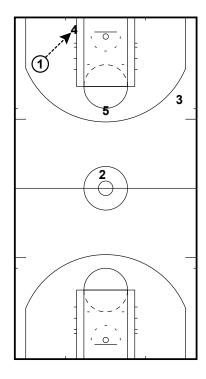




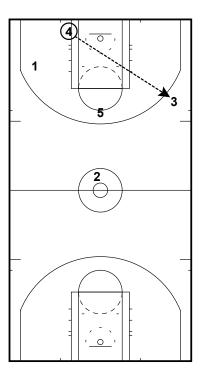
(Zone press break) Man Offense



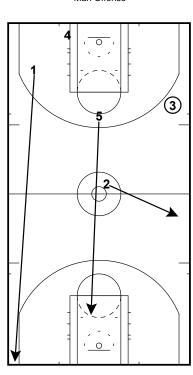
(Zone press break) Man Offense



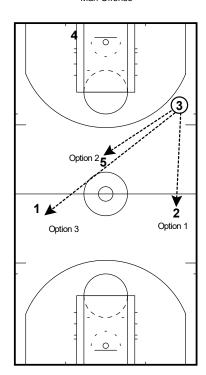
(Zone press break) Man Offense



(Zone press break) Man Offense

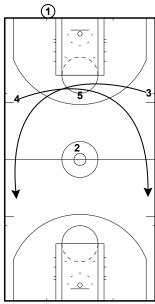


(Zone press break) Man Offense

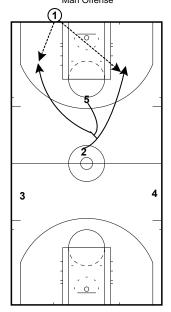




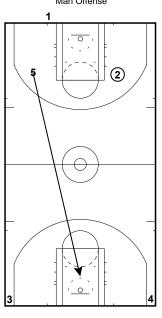
(Man press break) Man Offense



(Man press break) Man Offense



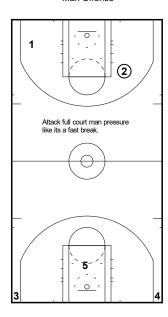
(Man press break) Man Offense



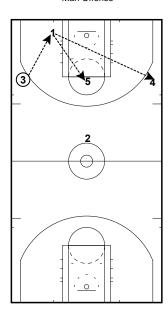
#### Part 1

The first look of our press break is for 4 to get the ball to 1 as he cuts across the lane as he receives a "Screen" from 5. If the team is in a zone press players 2 & 3 will not cross each other

(Man press break) Man Offense



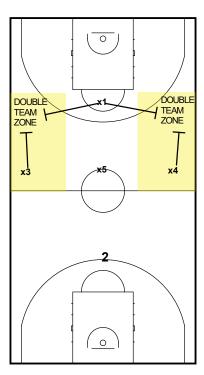
(Man press break) Man Offense



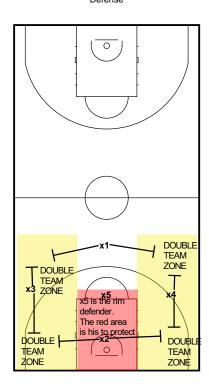
Once ball is entered. Player who receives ball is pass back to 1 who will reverse the ball to break the zone pressure. Ball must be reversed to make the defense cover the full court.



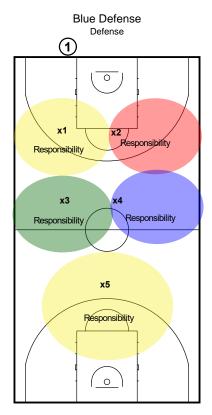
TEXAS Defense

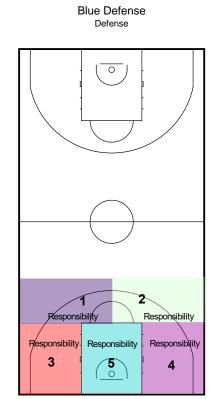


TEXAS Defense











Red Defense

Red Defense
Defense

1

2
Double Team
Zone

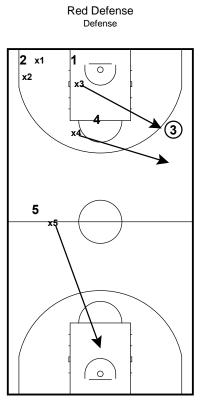
x2

x3

3

Defense

Defense



Red Defense Defense

