

#### U15 Boys 2025



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#### WEBA Tournament

#### **U15 Boys 2025**

(Man press break)
Man Offense

1

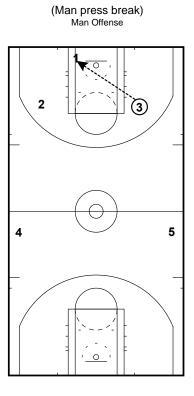
3

(Man press break)
Man Offense

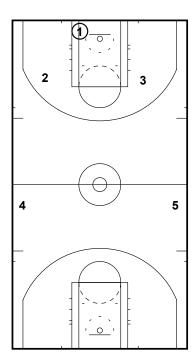
1

4

5

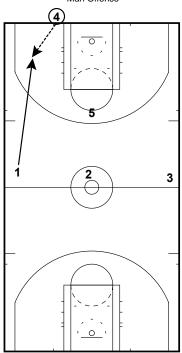


(Man press break) Man Offense

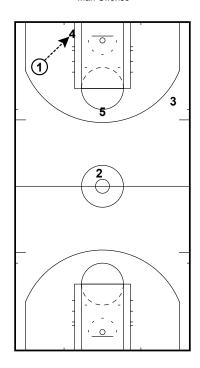




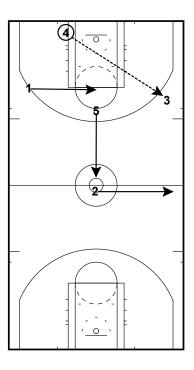
(Zone press break) Man Offense



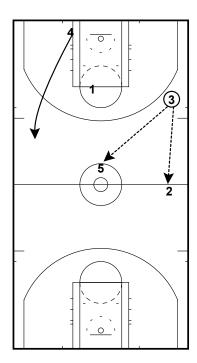
(Zone press break) Man Offense



(Zone press break) Man Offense



(Zone press break) Man Offense

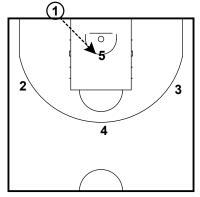




#### WEBA Tournament

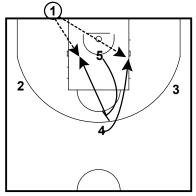
#### **U15 Boys 2025**

Baseline 1-2-3 (HS- 15 Boys) Man Offense



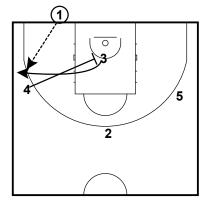
Baseline 1 option- ISO Seal for 5 or best inside finisher on court

Baseline 1-2-3 (HS- 15 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 (HS- 15 Boys) Man Offense



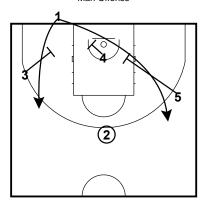
Baseline 3

Baseline 1-2-3 (HS- 15 Boys) Man Offense



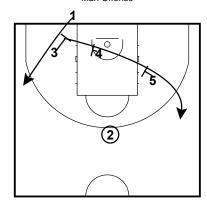
Baseline 3

Baseline 1-2-3 (HS- 15 Boys) Man Offense



The inbounder has the option of taking screen from either side. The next slides display what happens after the inbounder picks a side.

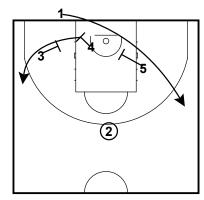
Baseline 1-2-3 (HS- 15 Boys) Man Offense



Baseline 3 Floppy Options



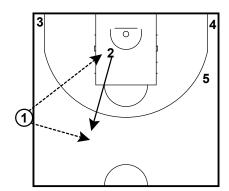
Baseline 1-2-3 (HS- 15 Boys) Man Offense



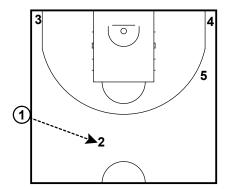
Baseline 3 Floppy Options



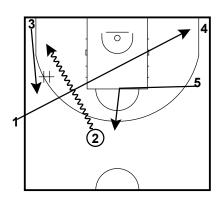
Sideline Attack Man Offense



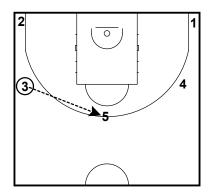
Sideline Attack Man Offense



Sideline Attack Man Offense

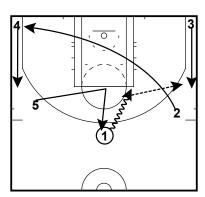


Sideline Attack Man Offense

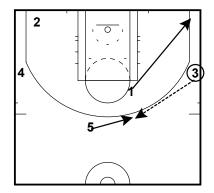




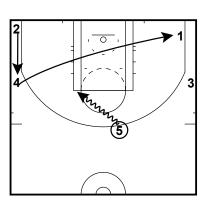
5-out-Attack Man Offense



5-out-Attack Man Offense



5-out-Attack Man Offense





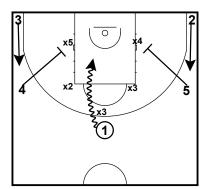
#### Flow Man Offense



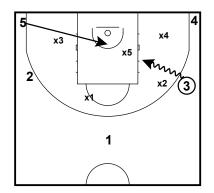
Ball handler needs to get the ball in the paint. He can do that by attacking or passing to the roller (Player 5 has to roll)



Against 32 Man Offense



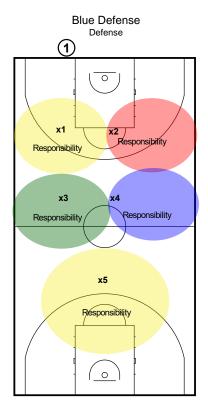
5OUT against 2-3 Man Offense

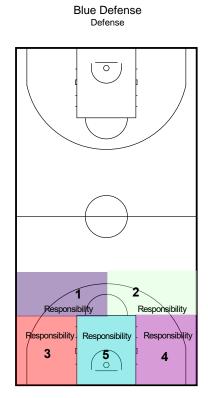


5Out (against zones) Man Offense



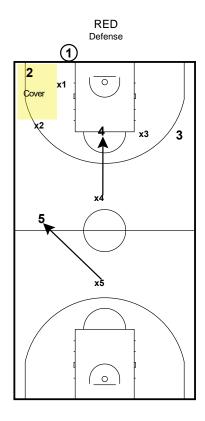


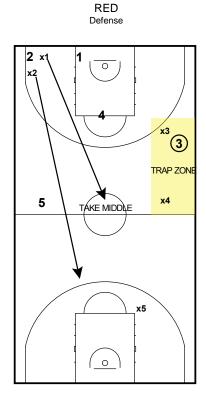






RED Defense





RED Defense

