



• Development & Definition

Rules of conduct





- Development of the game
  - active defence = higher number of turnovers
  - higher number of fast-breaks (+ 30%)
  - short-time attacks
  - higher number of attacks (50 +)
  - higher demands because of rules changes



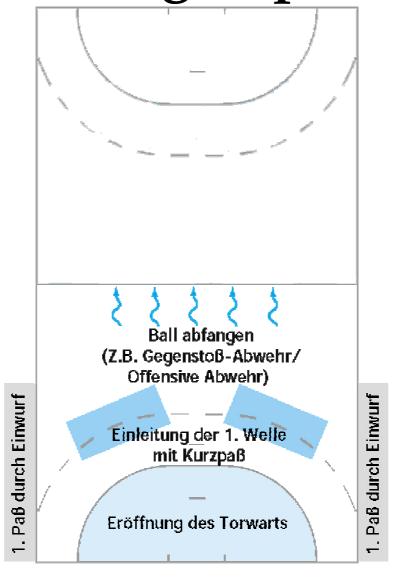


- Methodical consequences
  - quick observation and processing of information
  - higher demands on stepwork
  - improvement of the game without ball
  - improvement of transition





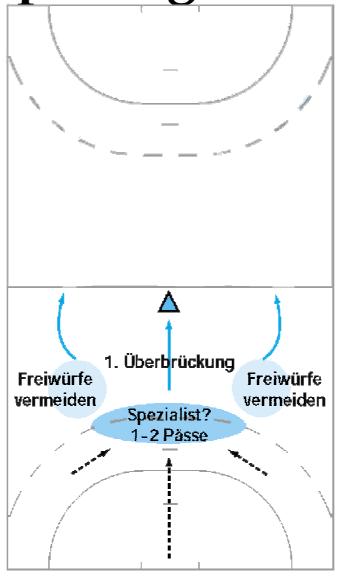
• 1. Phase: Getting in possesion of the ball







2. Phase: Opening for the fastbreak

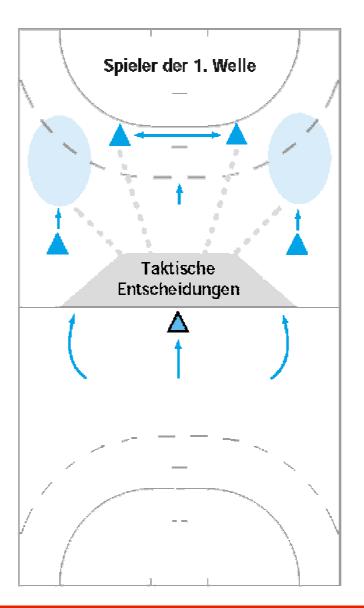






• 3. Phase: Transportation of the ball through

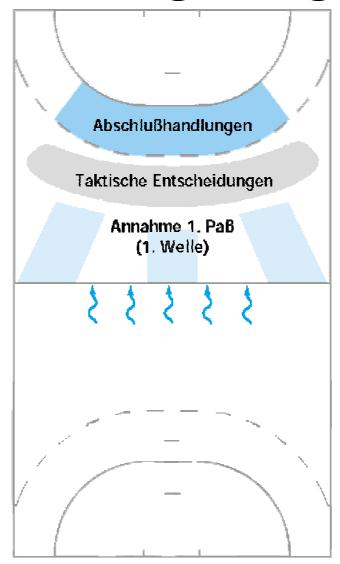
the court







• 4. Phase: Creating the goalshot-situation







- Definition 1. wave:
- max. two attackers and max. two defenders involved
- situations 1on0, 2on0, 1on1, 2on1, 1on2 and 2on2
- defence working like man-to-man





- Definition 2. wave:
- max. four attackers and max. four defenders involved
- situations from 3on0 to 3on4 and 4on0 to 4on4
- defence working like man-to-man





- Definition 3. wave:
- more than four players (attackers and defenders) involved
- quick throw-off
- Attack without ball-circulation
- defence working with zone-defence,
  but not completly organised





- Players with ball should:
- make a proper decision between dribbling or passing
- try to keep their speed till the goalshot
- go around defence players with a large distance
- keep a safety-distance to the 6m-line

### Rules of conduct





- Players without ball should:
- run free to get into possesion of the ball
- not stay in the shadow of a defenceplayer
- try to open the space for the player with the ball
- keep a safety-distance to the 6m-line

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