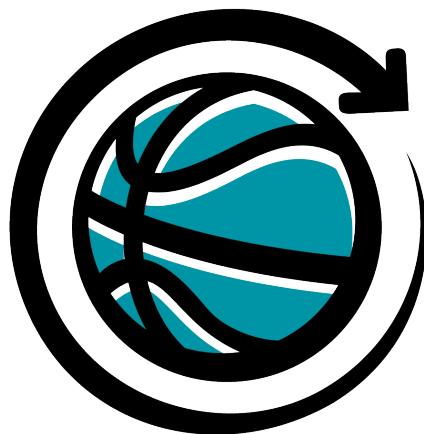


CONCEPTUAL PLAYBOOK

www.transformingball.com



TRANSFORMING
B A S K E T B A L L

INTRODUCTION

Thank you so much for downloading a preview of our Conceptual Playbook. This shows you how we can approach offense differently then relying on traditional motion offenses or set play-based lens. Thousands of coaches around the world are now using our ideas to move towards a conceptual offense!

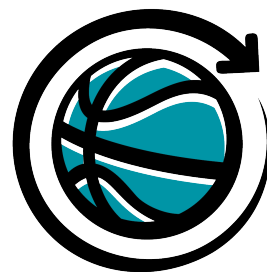
If you would like to view the entire playbook, it is available for purchase [HERE](#). Alternatively it is completely free for all coaches within our [Membership Community](#). If you would like to receive the step-by-step guide for installing this offense through small-sided games, then our [Clinic on Implementing Conceptual Offense](#) is just the resource for you!

If you try any of these principles, we would love to hear how it goes! Please connect with me through the Transforming Community, or on Instagram through [@transformingbasketball](#), or X through [@transformbball](#). Send me a message and let me know how it went!



Thanks for the support!

Alex Sarama



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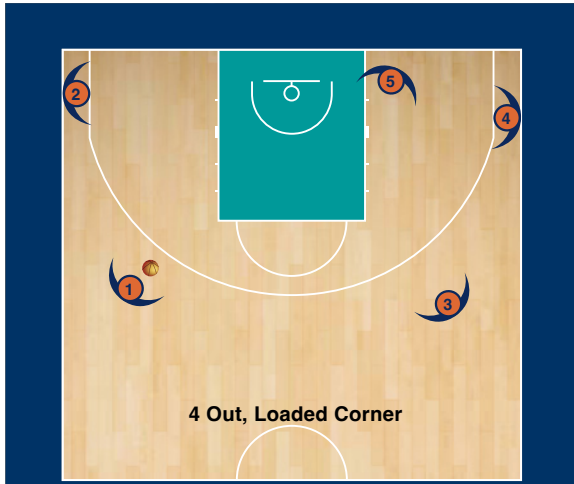
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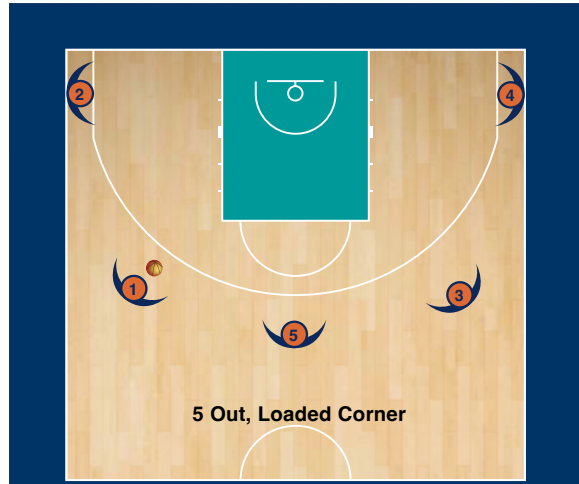
Arrival Spacing

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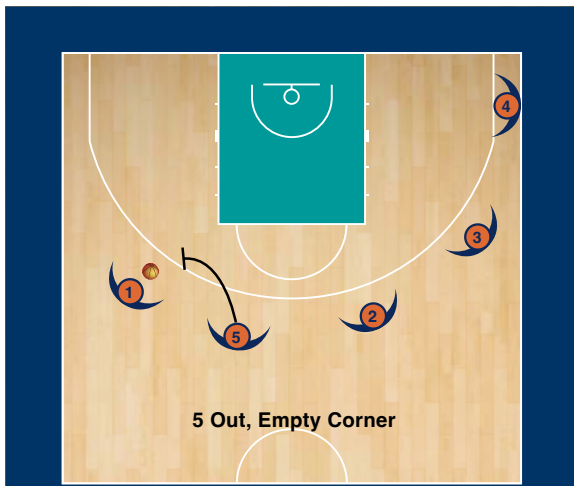
Based on the transition principles explained on the previous pages, we will naturally arrive down the floor in four different ways. 4 out will occur if we have a player ahead of the ball who clears out to the weakside dunker, OR if attempting to post a match-up advantage comes to the strong-side T Post position.

2 / 4



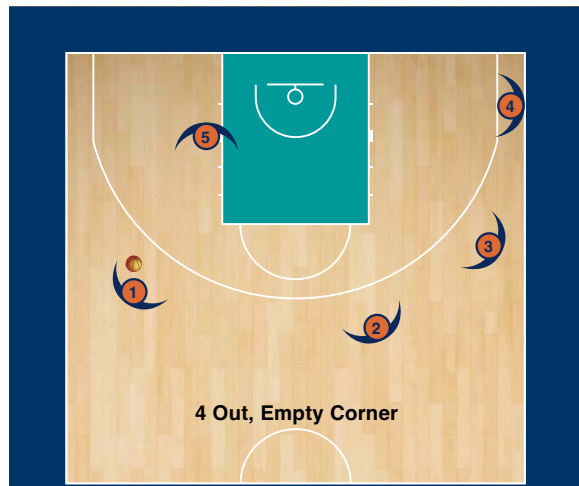
One of the most used arrival spacings we will use. We are only in 5 out for a second or two because then we immediately start playing with our triggers.

3 / 4



5 Out, Empty Corner. Occurs if handler gets ball on far side of the floor, with no-one else ahead or between them and the closest sideline.

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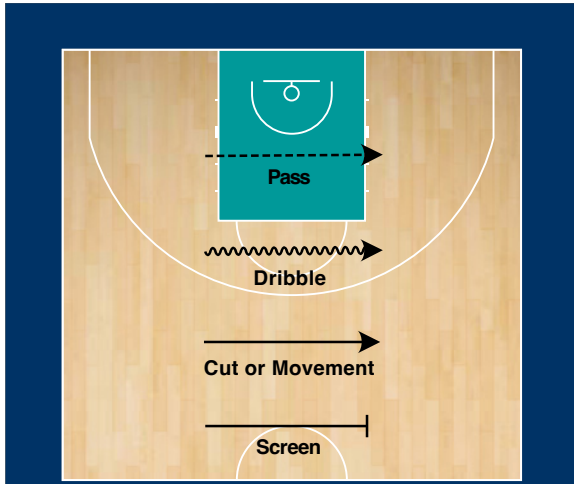


We can also get into 4 out 1 in spacing with an empty corner, if the same situation as the previous frame occurs (handler catching ball on far side of the floor with no other teammates in between them and the sideline).

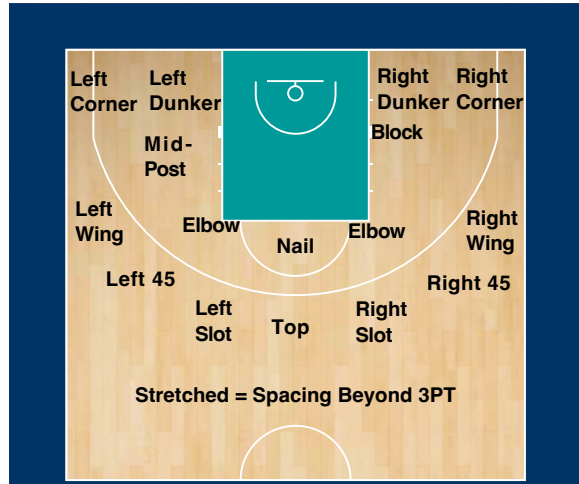
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Court Terminology

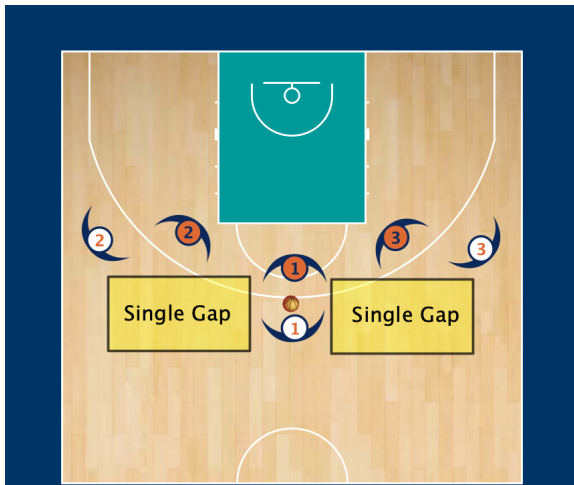
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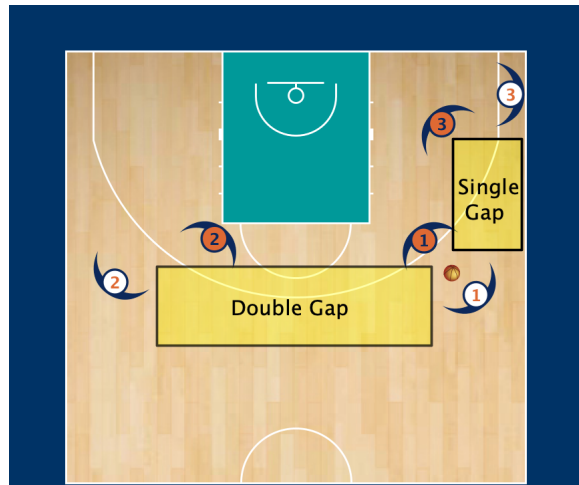
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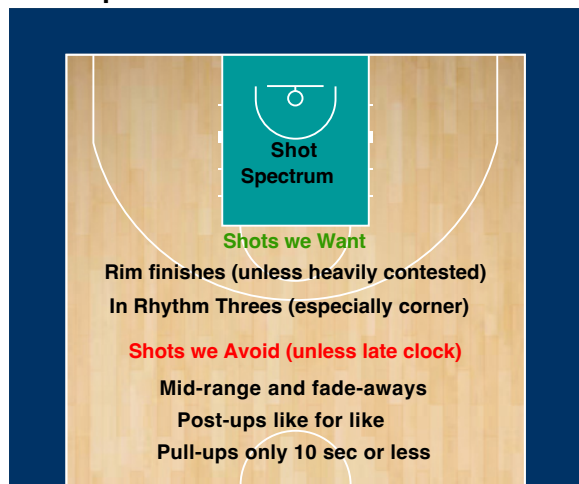
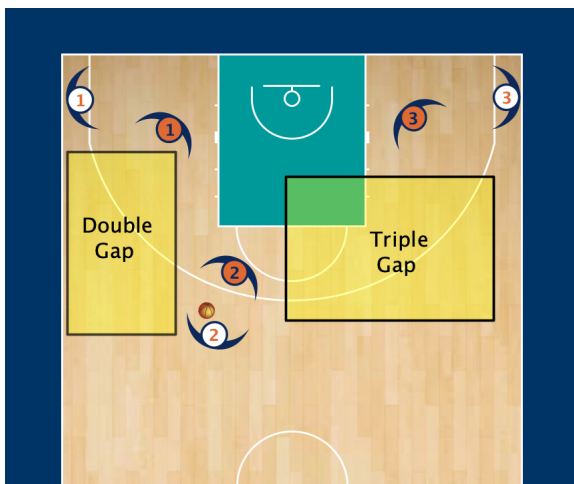


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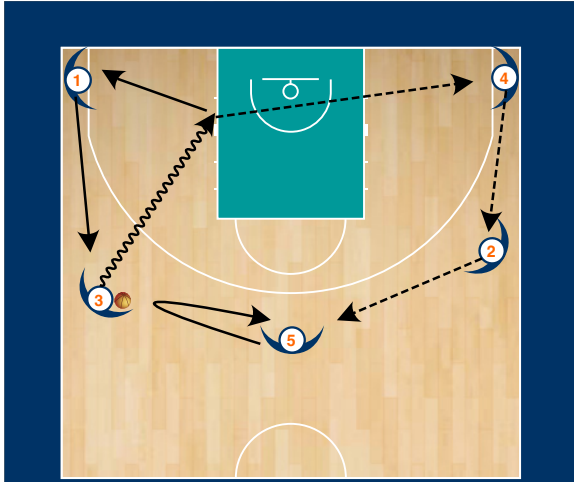
Shot Spectrum



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Dominoes

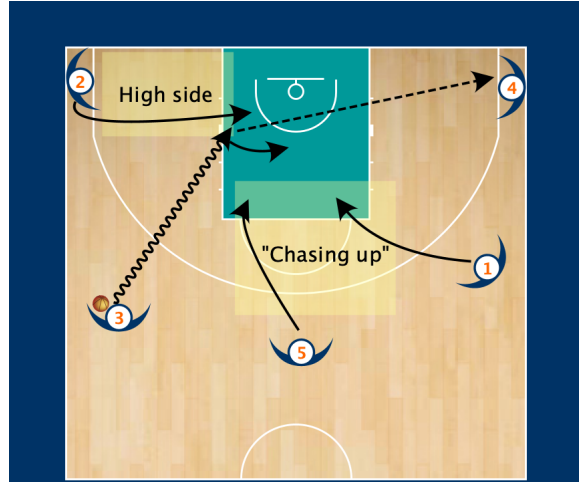
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#1 Zero Seconds

Know whether to shoot, pass or dribble before the ball hits your hands! Here we see two quick *extra pass* decisions until we get a shot. 5 pulls behind as the penetration reaction before replacing to create space for 3's exit and 1's lift.

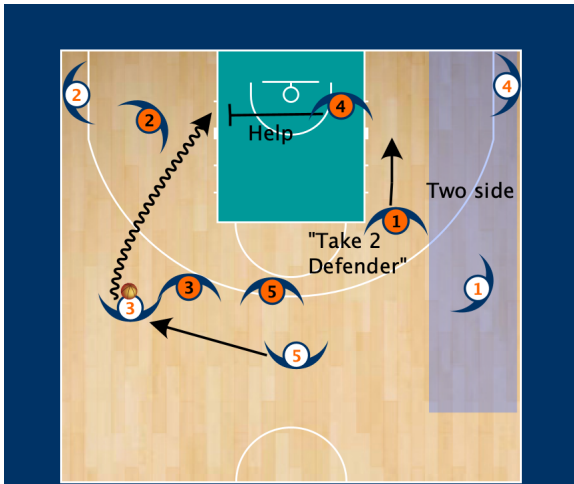
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#1 Zero Seconds

Here we see a shot as the first touch decision off the kick out pass. Notice all four offensive players anticipate the shot decision and apply our transition defense system of "Tagging Up" on the high side. If the shot decision is not obvious, the passer must begin getting out to space.

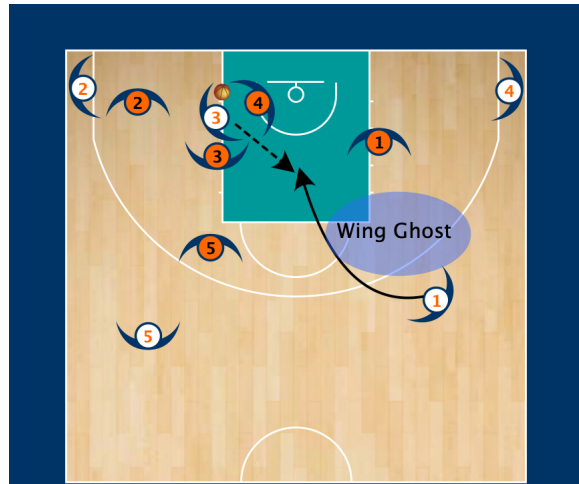
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#2 1 (Defender) Can't Guard 2

We can never allow one defender to guard two offensive players. Here, 4 and 2 must make it impossible for x1 as the "take two" defender to guard them both. There are different ways to punish a take two defender on the two side.

4/18

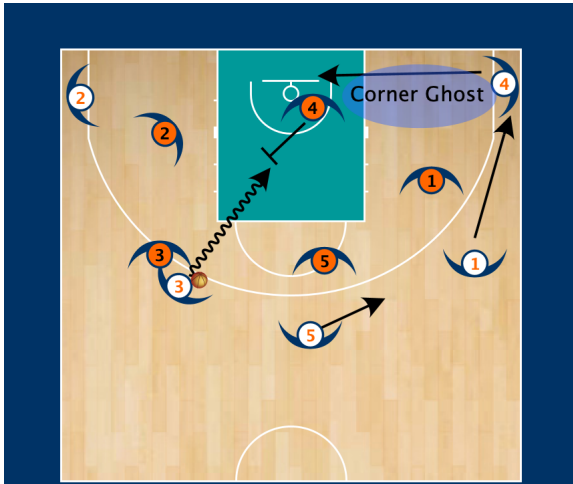


1 Can't Guard 2: Wing Ghost Cut (WGC)

Another solution is a ghost cut, particularly effective if the take two defender loses vision or if there is a non-shooter on the two-side. Ghost cuts can come from EITHER the wing OR the corner on a baseline drive.

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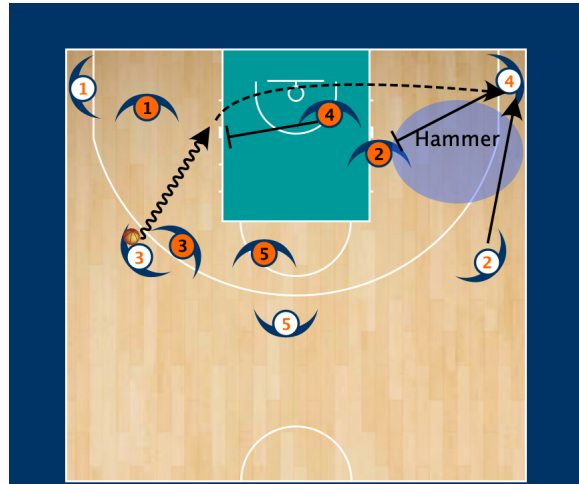
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1 Can't Guard 2: Corner Ghost Cut (CGC)

Off a middle drive, a corner ghost cut is particularly effective. The player on the 45 fills the now empty corner with a drift. On a middle drive, players can choose to hold spacing OR ghost the corner (can't ghost the wing due to lack of space).

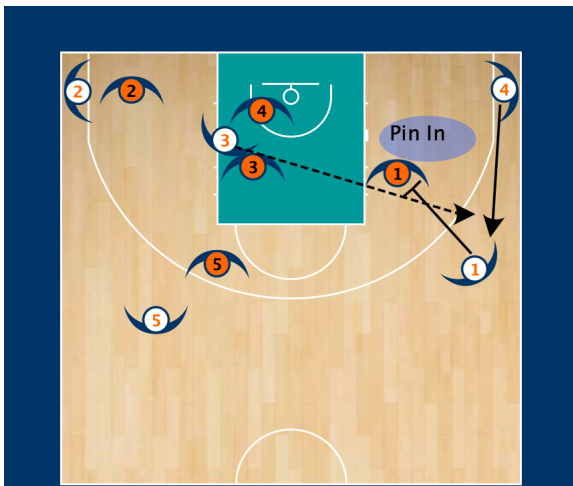
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1 Can't Guard 2: Hammer

A hammer action is a flare screen combined with a baseline drive. This can be particularly effective with a great shooter on the 45, a non-shooter in the corner OR a low defender who is really deep in the paint.

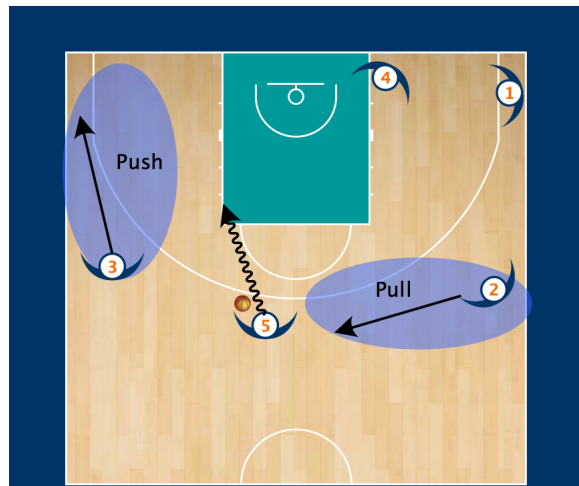
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1 Can't Guard 2: Pin In

If the corner player is a target player, the player on the 45 (1) can pin the take 2 def in while the corner (4) lifts to receive the kick out.

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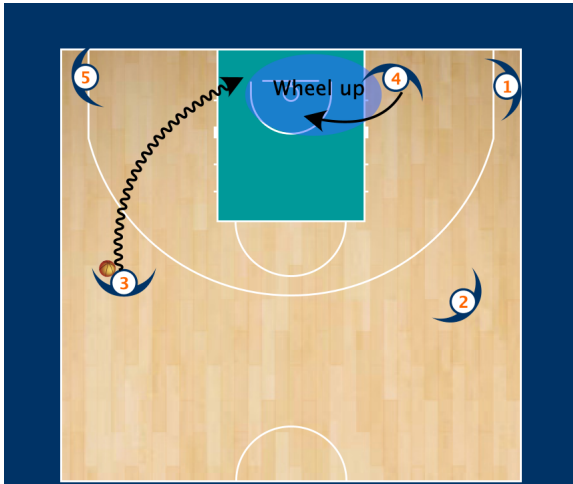


1 Can't Guard 2: Push & Pull

This rule also applies to all our dribble penetration options. This means if we are a single gap away from the ball we are "PUSHED" if driven at or "PULLED" if driven away from. Circle the 3PT line and then step into range!

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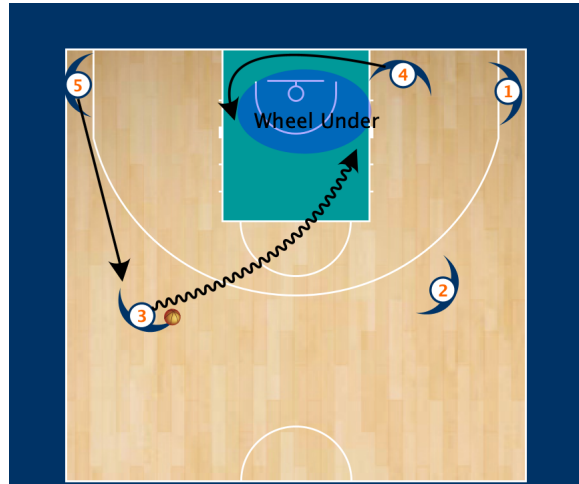
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1 Can't Guard 2: Wheel Up

This is our weakside low post player reacts on a baseline drive, if they are standing in the dunker or on the block. 4 circles up from the dunker spot on the baseline drive to find their window to receive the ball.

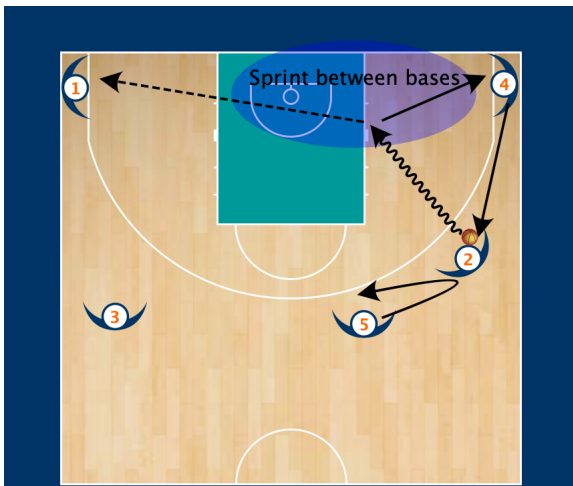
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1 Can't Guard 2: Wheel Under

On the middle drive, instead the post wheels under the basket to find their window to receive the ball and give space for 3 to finish on the other side of the rim if help doesn't come.

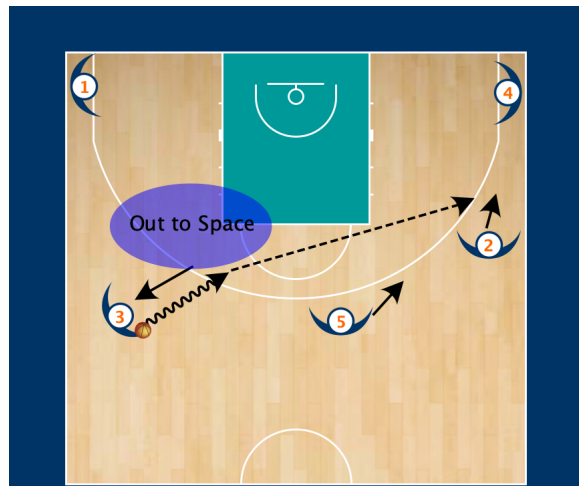
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#3 Floor is Lava

As soon as we kick the ball, we must sprint out to space. As 2 kicks it to the weakside corner, they get out to the nearest corner. 4 lifts up to create space for their exit. As 5 was pulled on the initial penetration, now they must return to their original spot to create space for 4 lifting up.

12/18

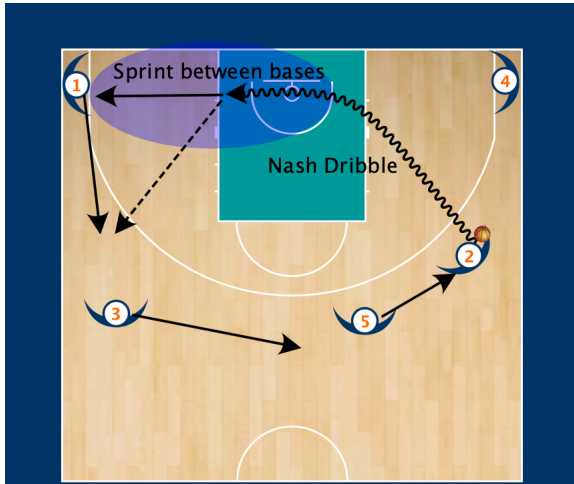


#3 Floor is Lava

If we kick the ball before entering the paint, normally we can get out to space simply by backpedaling back to where we started from. 5 cannot push completely due to the 5 out spacing and presence of 2, so it is a small push to maintain space for 3 driving. 1 pulls up and then returns once they see 3 return to their original spot.

Transforming Principles of Play

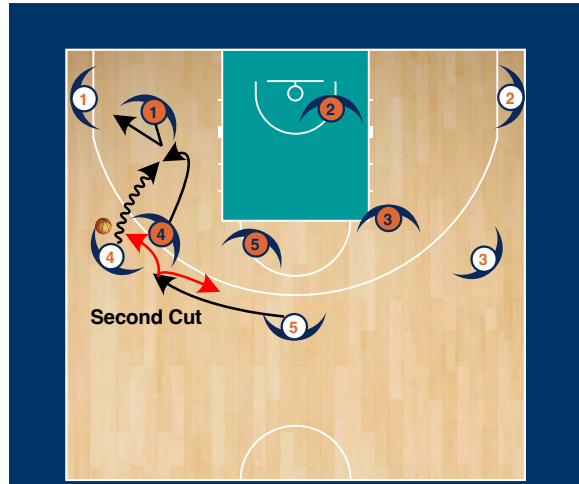
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#3 Floor is Lava

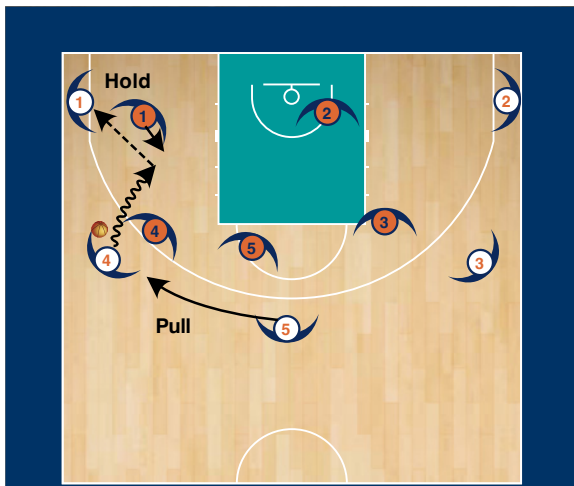
If there is no rim finish or option to kick the ball, the driver applies a protection plan by using the Nash Dribble under the basket. As this happens, 1 and 3 must lift to empty the corner. If a pass then occurs, 1 sprints out to space into the empty corner.

14/18



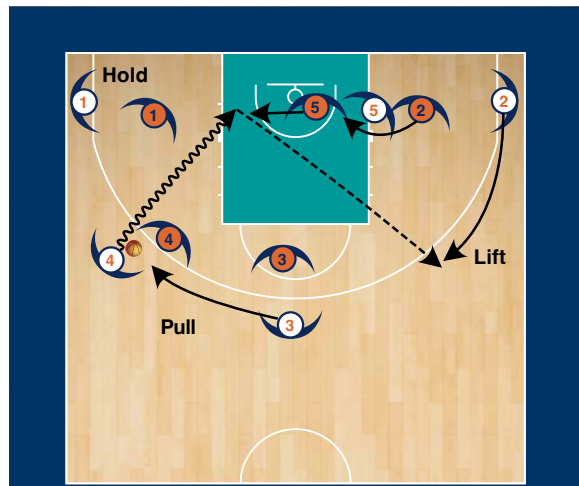
Second Cut (a second cut made after the first push or pull to get open, if the defender is still attached).

15/18



Hold the Corner on any drive towards the strongside corner. This is because the corner 3PT is the highest value shot, which we can get if the corner defender over-helps on the drive.

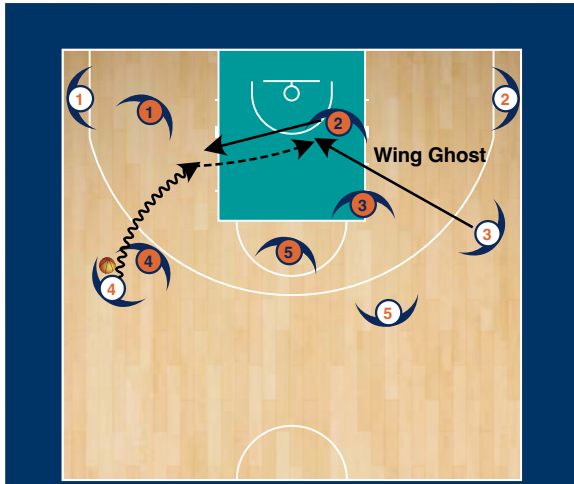
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Single Side, Baseline Lift to Break 3 in a Row Spacing (Ball, You, Your Defender). Turn 3 in a row into 2 in a row (Ball and You)

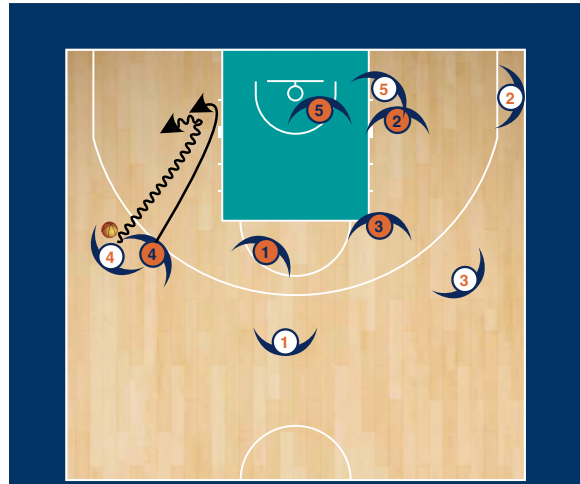
Transforming Principles of Play

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If a three side, look for the 45 cut. This is a ghost cut from the player on the 45 who is in the middle of the three side.

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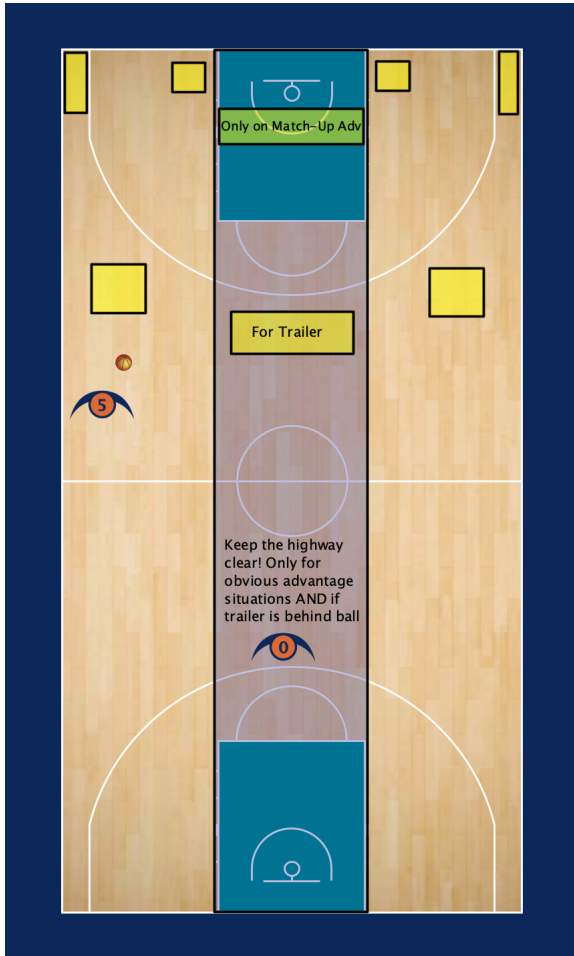


Dominoes Protection Plans: use if the dominoes are stopped! Options = Bounce-Out, Nash Dribble, Backpivot or Barkley (diagrammed).

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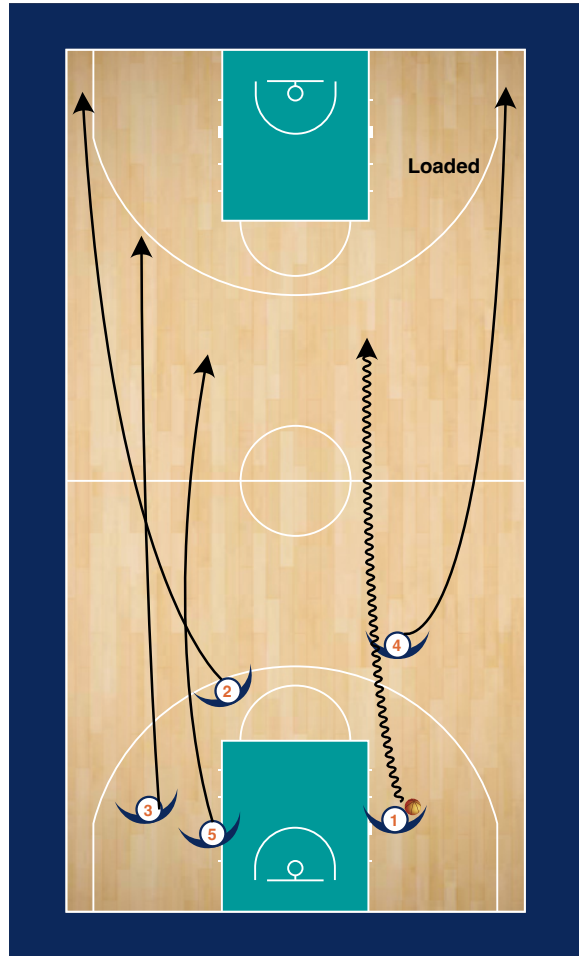
Transition

1/6



Trailer = the last player we have who is closest to our own basket. Typically this is the rebounder if a kick-ahead pass is made or an inbounder after the other team score a basket.

2/6

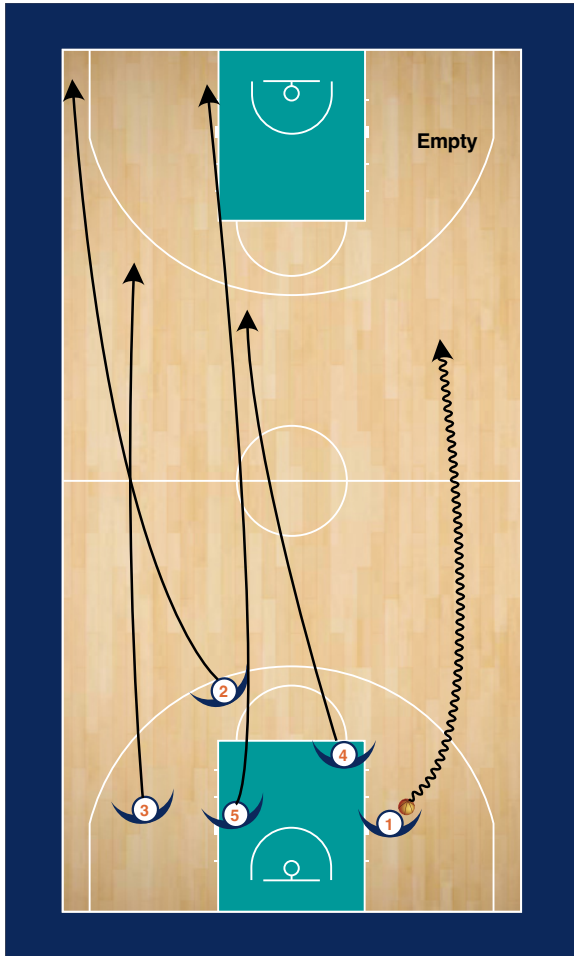


Only cross in front of ball if safe to do, as shown here with player 4 because he is far ahead of the ball at this moment in-time.

All players react LAG FREE, winning their first 3 steps and BOLT-ING (sprinting the floor at the speed of Usain Bolt).

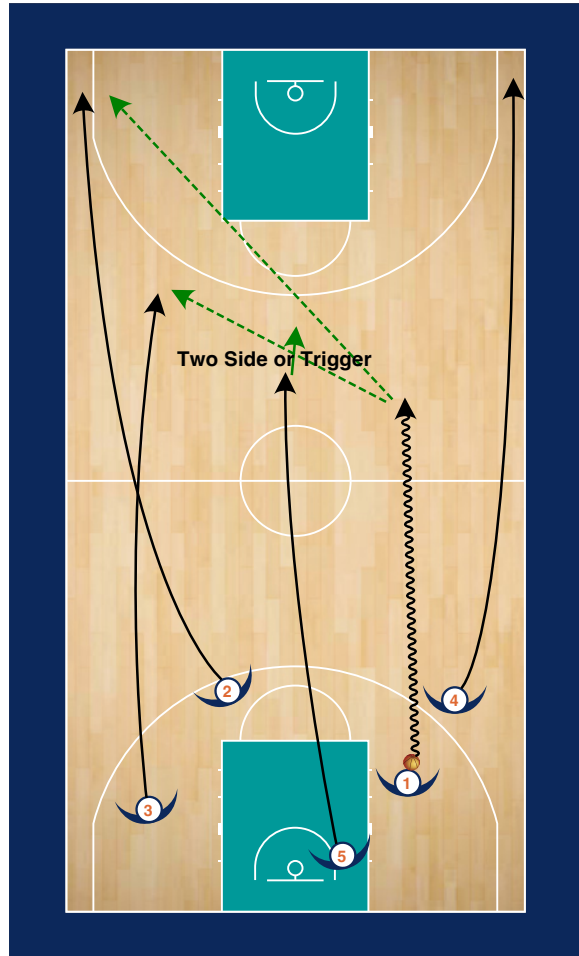
Transforming Principles of Play

3/6



Not safe for 4 to cross in front of ball here due to close distance. Form four side on left side either through one player continuing to dunker spot, or flowing into a trigger such as a drag with the empty corner.

4/6

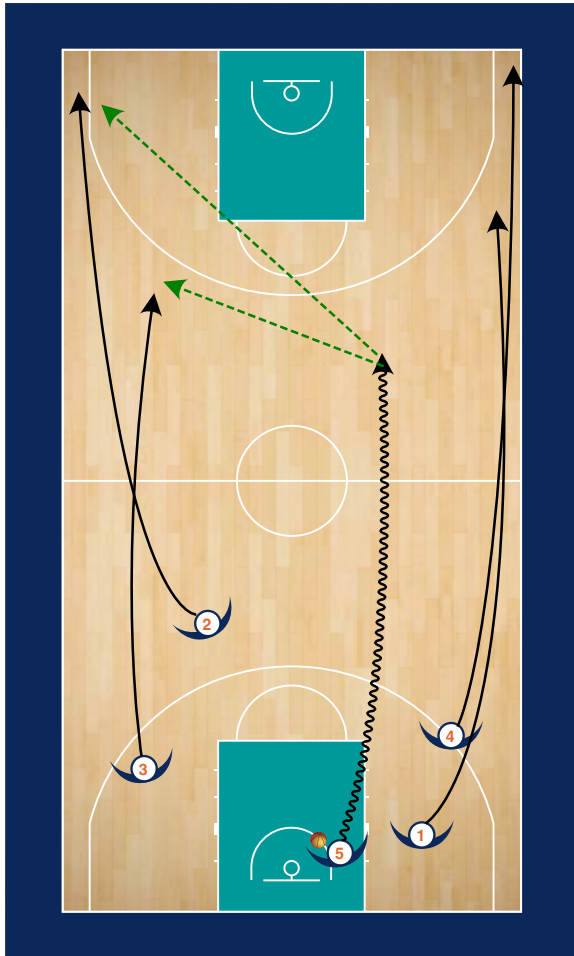


Two Side Skip:

The pass can go to either the corner or 45. Here, we emphasise making a great first touch decision (Dominoes Rule #1). Because the ball was skipped, 5 immediately diverts their route to fill the new weakside dunker, creating a double gap for 4 to drive off the extra pass, which then cues the wheel under from 5 (Dominoes Rule #2 = 1 can't guard 2).

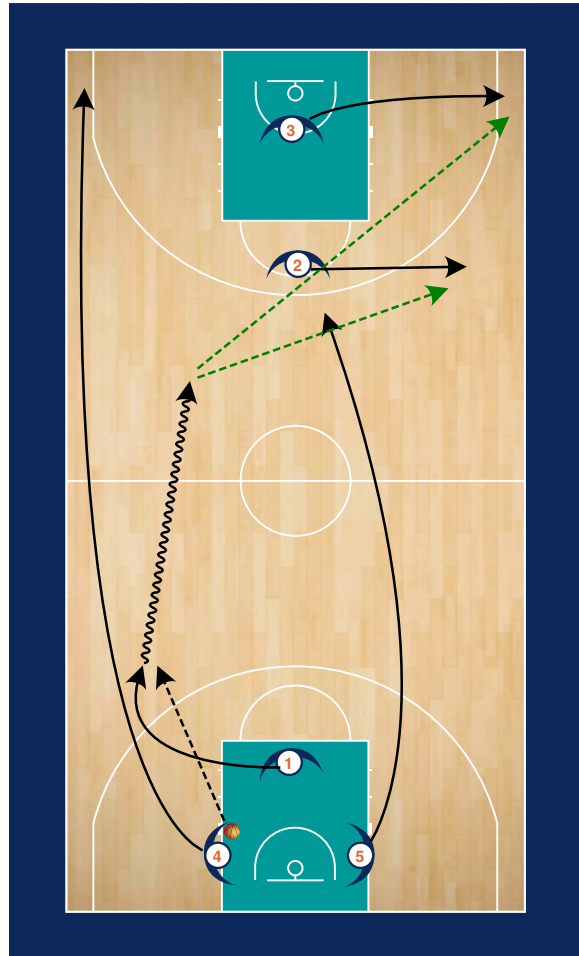
Transforming Principles of Play

5/6



Flatten one side if it looks like there are two, two sides when obtaining the ball. This means the handler dribbles to the side which is lowest and closest to them as we want to get the ball to the two side which will be ready earliest.

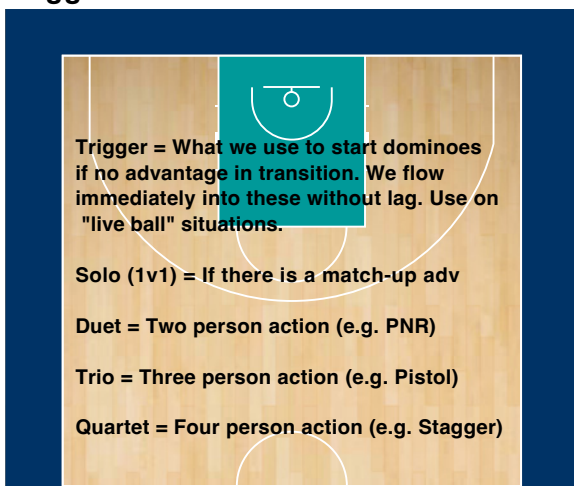
6/6



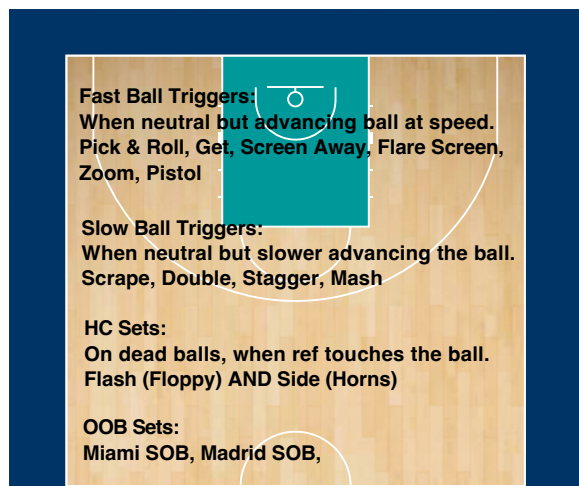
Two side break off opposition free-throws. Form two side opposite to whatever side of the floor we rebound the ball. Box out shooter and outlet on same side as rebound.

Triggers

1/2



2/2

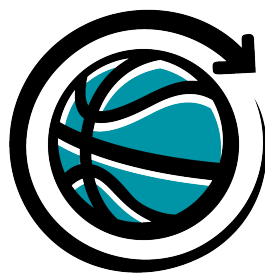
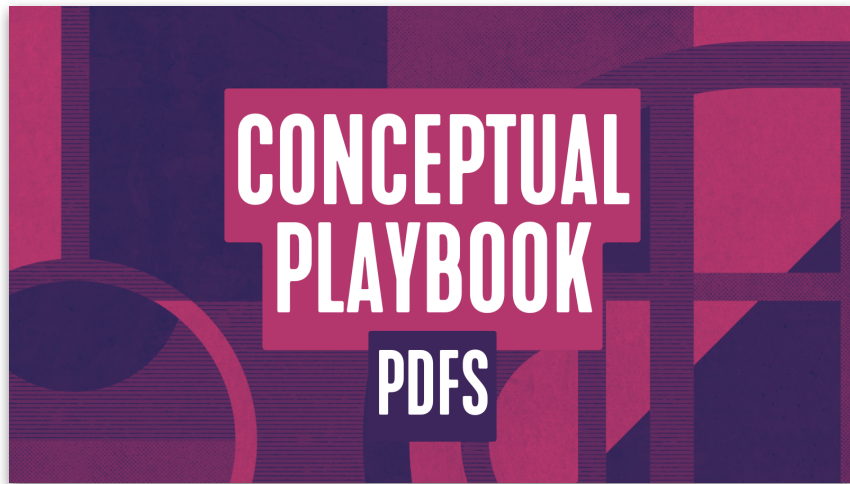


THE ENTIRE PDF

Want to keep learning and access the entire PDF playbook with more details on conceptual offense? Be sure to click [HERE](#).

Furthermore our [Community](#), you'll be able to see the videos for many of these activities with numerous constraints and additions.

Best wishes,
The Transforming Team



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