The DRAG Offense - Basics

**Spacing & Alignment**
Randy Sherman

**Screen & Roll Option**
Randy Sherman

**SPACING**

RULE: Bigs: fill SLOT and post. Always on a diagonal from one another!

Guards fill one slot + both wings

WING = block extended

**DRAG SCREEN**

RULE: Always set the ball screen in the SLOT on the closed post side. Screener goes to the ball handler!

4 comes to 1 and sets the slot ball screen, then rolls to the rim/open block

1st option: Take the drive to the rim!

2nd option: hit the roll man

5 must sink to baseline when ball screen is set on their slot

5 replaces (Roll & Replace)

**Drive & Kick Up Option**
Randy Sherman

**Weave/DHO Option Continued**
Randy Sherman

When coming off the ball screen 1 looks to get to rim. If they have no path to the rim, they “hockey stop” in the drop box.

On the “hockey stop” 3 lifts from corner and 1 hits them on the kick up.

1 cuts to corner after the kick up to 3. 3 can shoot, drive, reverse to 5 or accept the ball screen.

ALWAYS stay in the four-out shape!

Guard may come out of kick up looking to reverse across the top

RULE: Any pass to BIG in the slot = BIG looks high-low

3 reverses to 5 and interchanges with the player below them = “change & exchange”

RULE: If a guard passes across the top to a BIG, the guard interchanges with the guard below them
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**BIG To Wing Reversal**

After receiving a slot-to-slot pass BIG may reverse to Guard

**RULE:** If BIG reverses, they DIVE to open block. Big on weakside rises to stay diagonal.

Guard (1) blast cuts across the top to square the top and set the ballside triangle
BIG (4) rises to stay diagonal of 5

**Throwback & Follow**

IF 5 cannot reverse:
BIG can also turn it back to the slot and then follow into the slot ball screen following the drag offense rule!

**RULE:** Always set the ball screen in the SLOT on the closed post side. Screener goes to the ball handler!

**Slot DHO**

If 5 cannot reverse OR throwback:
Execute the slot DHO and treat it just as the slot ball screen.

5 rolls
4 replaces

**Kick Up Into Slot Ball Screen**

If the guard (3) does not pass across the top after coming out of the weave/kickout or dribble lift, he/she is ready to receive the slot ball screen following the drag offense rule!

**RULE:** Always set the ball screen in the SLOT on the closed post side. Screener goes to the ball handler!
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Guard (1) receives the slot ball screen from big (4)

BIG (5) replaces

Guard may read SKIP to opposite corner (2) if X2 tags the roll man

Treat the skip coming from guard out of the ball screen like a regular ball reversal

Big (5) DIVES
Big (4) REPLACES
Guard (3) FILLS
Ball guard (1) SPACES