Arizona Zone Offense

Rationale -
give our team one movement that we can employ for all zone types (including junk defenses like box and 1)
force our wings to wait for our forward movement
create more opportunities to screen and manipulate the zone.
provide multiple entries into familiar movements (which will confuse the defense).

<table>
<thead>
<tr>
<th>Initial Set up -</th>
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<tbody>
<tr>
<td>We start in a balanced 1 - 4 alignment which allows us to recognize the defense by exposing the gaps.</td>
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<tr>
<td>We want to enter the ball to one of the wings, forcing a baseline defender to engage.</td>
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<th>On the wing entry:</th>
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<td>the ball side forward dives to the short corner and the weak side forward flashes to the strong side high post.</td>
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<td>the wing should acknowledge both cutters by faking at them.</td>
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If we enter to one of our posts:
Opposite post makes a diagonal cut, trying to get an inside seal on the baseline defender.
1 should find an outlet passing lane.
If 5 cutting/posting isn’t open, 4 can pass to any of the perimeter players.

On the wing entry:
• 5 reads the defense and slides to the open area (most likely the short corner).

If the ball is skipped to the other side (or quickly reversed through the 1):
• 4 immediately cuts to the short corner and 5 flashes high (see next diagram).

On the reversal (3 to 1):
5 immediately vacates to the opposite short corner and 4 flashes to the high post.
1 needs to fake at 4 flashing before reversing the ball to 2.
On the pass to the short corner:
4 dives to the basket, then clears to the opposite low block.
3 flashes to the space vacated by 4.
2 and 1 rotate away from the ball
   1 should find an opening in the weak side guard area.
   2 should give 5 space to force the defense to choose.
5 needs to acknowledge each cutter with a hard pass fake (unless they’re wide open).

If 5 makes the diagonal skip to 1:
4 screens the baseline edge of the zone, for 3 to cut to the corner.
   If the defender fights over, she finds the opening.
3 circles off the baseline screen set by 4.
5 waits and then flashes to the highpost.

Special -
If 5 passes back to 2:
3 continues to the baseline and waits for 2 to dribble middle.
5 screens the edge of the zone (so both our posts are doing this on either side of the floor.
1 drifts to space.
As 2 comes to a jump stop:
3 cuts off the baseline screen set by 5.

Options -
1. On the dribble middle, we can have 1 hold her spot and allow 3 to cut off either baseline screen.
2. On the dribble middle, 1 can immediately flare to the corner

Top Cuts -
If the defense begins to anticipate the weak side flash, or we want our point guard to get more involved, we can run “Top Cuts.”

When the ball is passed to the short corner, we send the second cutter from the top as opposed to the weak side.
3 finds an opening at the weak side guard area.

On the diagonal skip pass:
4 screens the baseline edge of the zone, then opens to the ball.
1 circles off the baseline screen to the corner.
5 waits then flashes into the hole.
Skip Pass Pt. 1 -
On any wing to wing skip pass:
Our posts immediately cut.
2 needs to acknowledge both cutting posts with hard pass fakes.
She should also look for an opportunity to penetrate with the dribble.

Skip Pass Pt. 2
Once the ball has been skipped, we want to take advantage of the shifting defense.
After making the skip pass, 3 immediately sets a flare screen on the weak side top of the zone.
1 flares to the weak wing looking for a return skip pass.

Stay -
As the ball is passed to one wing, our top guard (1 in the diagram) should yell for the 5 to stay.
3 reverses the ball to 1.
On the reverse pass:
1 dribbles towards the opposite side of the floor.
4 sprints hard towards the opposite low block.
5 needs to get ready to screen the outside edge of the zone.

Our 1 is going to plant and reverse dribble.

On the reverse dribble:
5 screens the outside of the zone and then opens up in the middle.
4 reverses direction and looks for an opening on the baseline.
1 attacks off the weak side screen, where she can:
  - shoot/attack.
  - hit 3 in the corner.
  - hit 4 on the baseline.
  - hit 5 opening in the middle.

Guard Thru -
This is simple an entry into our zone movement.

On the pass to the wing:
1 cuts to the strong side post
5 slides down the weak side of the lane, looking to set a screen on the weak edge.
2 waits to fill to the top.
After the cut:
4 pops up looking for the return pass and immediately reverses the ball to 2.

On the reverse pass:
5 screens the edge of the zone.
1 cuts off the baseline screen set by 5.

Cross - (can also be run out of a 1 - 4 low)
We will run this play against any box and 1 or junk defenses.

Our point guard dribbles towards the player being denied and calls the play.
On the call, both 4 and 5 drop to the baseline to set screens for 2.
1 aggressively dribbles opposite.
3 screens the baseline edge of the zone with 4 then clears to the opposite wing.
2 cuts to the opposite wing off the baseline screen set by 3.

Cross pt.2 -

After 2 has cleared both baseline screens:
4 posts up and 5 sprints to set a screen on the weak side of the zone (NOT on the ball defender!!!)
1 spins and attacks the opposite side of the weak side screen set by 5.

On the attack by 1:
4 slides behind the defense to the opposite low block.
5 opens in the middle of the lane.
4 Low (Rocket) -
This is another entry into our regular zone offensive movement.

Out of a 1 - 4 low alignment, one will dribble hard to one side of the floor cuing the weak side forward to blast cut to the perimeter guard spot.
2 should sell the play by moving towards 1 as she dribbles to that side of the floor.

4 Low pt.2 -
As 4 catches the ball:
- she should quickly fake to 3.
- 1 sprints towards 4 for the fake handoff.
- 3 cuts baseline towards the opposite wing.
- 2 and 5 ready themselves to screen the back side of the zone.

4 Low pt. 3 -
After the fake handoff:
- 4 looks to pass the ball to 3 on the opposite wing.

Once 3 clears the screen:
- 5 slides to the short corner and 2 pops up to the top.
- 4 should be looking to follow her pass into the belly of the defense.

** We can also run this play against Junk Defenses, using 2 as a decoy, but also having her screen the back of the zone.