

he breaks down the court toward the offensive half of the basket. X2³ now receives the ball on a hook pass from X1 who is now free from his defensive opponent, and the offensive begins to roll. X2 continues down along the sideline, ready to receive a crosscut pass from X3. Just as soon as X4 and X5 see the ball is in safe territory they swing into action. X4 now cuts back toward the center of the court and continues down into the offensive swing. X5 also swings toward the center. Both X4 and X5 are in excellent defensive position, while X1, X2 and X3 carry the burden of the offensive. After X1 passes to X3, X1 now begins the offensive roll.

"The Stick-Em Keep-Away Game"

A pressing defense is always a tight man-for-man defense.

To enable an offensive team which heretofore has been allowed much freedom in setting up their plays to get accustomed to a tight man to man game, I have often used the "stick-em keep-away" game. The ball is tossed up at center as in a scrimmage play between A and B teams. No goals are thrown, but all of the rules of the regular game of basketball are followed. It is officiated exactly as a regular scrimmage game.

After the tip-off at center, the team that obtains possession of the ball drives into their own offensive half of the court. The name of the game designates the type of play used. The offensive team keeps the ball away from the defensive team, and it is now up to the defensive team to stick their opponents and obtain possession of the ball without making a foul. The winning team is determined by possession of the ball over a two-minute total elapsed time advantage. A time-keeper is appointed for each team. So long as one team keeps possession of the ball, the seconds' advantage are totaled and when the two-minute total is arrived at, the timer blows his whistle announcing the winner. There will be stoppages, of course, for violations when the ball goes to the opponents out of bounds. A foul^{a violation} by a team gives the ball