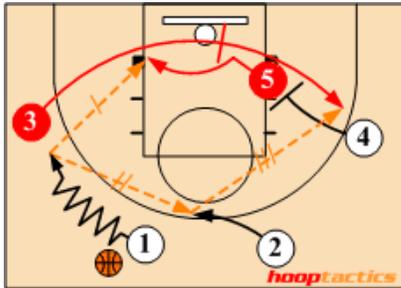


How to Read Play Diagrams

Basketball's Universal Language

Basketball play diagrams are the universal language of basketball coaches throughout the world. In fact, you can find basketball graffiti (play diagrams) on clipboards, whiteboards, napkins, gym floors, pieces of scratch paper, or just about anything coaches can write on.



A typical HoopTactics Diagram

"Base Cross Offense"

To some, play diagrams may look like hieroglyphics or may be difficult to comprehend. However, by using a few basic symbols and color, HoopTactics makes it easy for even a novice to understand even the most complex play action.

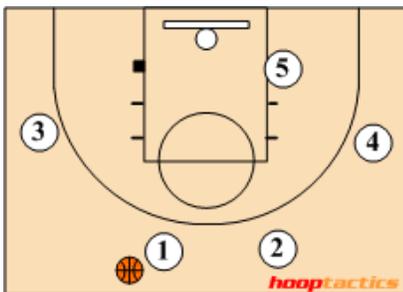


Offensive Players



Offensive players are represented by circles containing numbers corresponding to the basic five player positions.

- 1 = Point Guard
- 2 = Shooting or Off Guard
- 3 = Small Forward
- 4 = Power Forward
- 5 = Post or Center



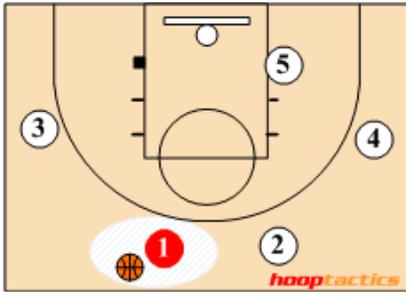
Defensive Players



Defensive players are represented by "X's" with sub or superscript numbers corresponding to the basic five player positions.

- X1 = Point Guard
- X2 = Shooting or Off Guard
- X3 = Small Forward
- X4 = Power Forward
- X5 = Post or Center

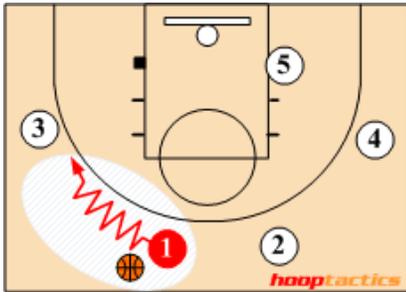




Player with Ball



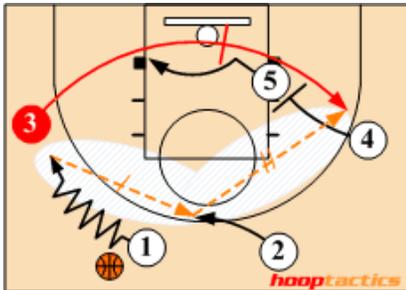
The symbol of a basketball indicates the player who starts out with ball possession.



Player Dribbling



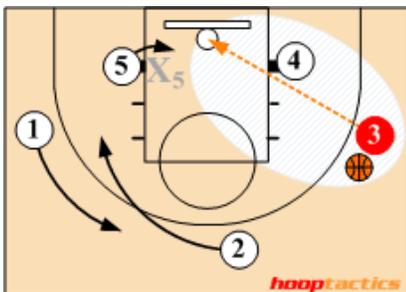
Zig Zag lines represent the path of the player that is dribbling the basketball. The arrow head indicates the direction of movement.



Player Passing



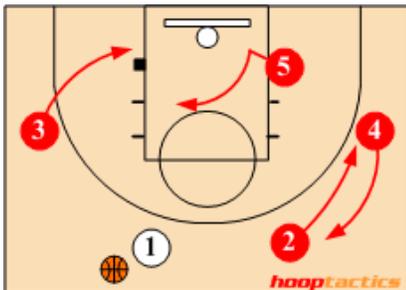
A dashed orange line is used to signify a pass. The arrow head shows its direction, while the number of hash marks indicate the sequential order when multiple passes are involved.



Player Shooting



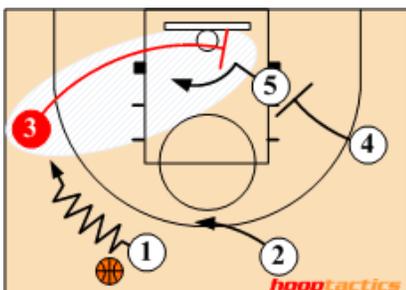
A shot or field goal attempt at the basket is indicated by an orange dotted line with an arrow head.



Player Movement



Both offensively and defensively, player movement is indicated by solid lines. The arrow head indicates the direction of movement.



Player Screen



A short perpendicular line at the end of a player's movement line represents a screen or pick.

