

Here are terms related to different strategies in basketball:

These terms cover a wide range of offensive and defensive moves, as well as plays and strategies, highlighting the complexity and dynamic nature of basketball..

Offensive Moves

Alley-Oop - a pass near the basket that is caught in mid-air and dunked or laid in.

Alley-Oop Pass - a high pass intended to be caught and scored in mid-air, usually with a dunk.

And-One - scoring a basket while being fouled, resulting in a free throw opportunity.

Backdoor Cut - an offensive move where a player cuts behind the defender to receive a pass and score.

Bank Shot - a shot that bounces off the backboard before going into the basket.

Baseline Drive - an offensive move where a player drives along the baseline towards the basket.

Behind-the-Back Dribble - dribbling the ball behind the back to change direction.

Behind-the-Back Pass - a pass made behind the back to a teammate.

Crossover - a dribble move where the ball is quickly switched from one hand to the other.

Crossover Dribble - a quick change of direction with the ball to shake off a defender.

Dribble Handoff - a play where the ball handler hands the ball off to a teammate.

Dunk - a powerful shot where the player jumps and forcefully puts the ball through the hoop.

Euro Step - a move where the player takes two steps in different directions to evade a defender.

Euro Step - a two-step move to evade defenders and get to the basket.

Fadeaway - a jump shot taken while the shooter is moving away from the basket.

Finger Roll - a type of layup where the ball is rolled off the fingertips into the basket.

Floater - a high-arching shot over a defender, often used by shorter players.

Free Throw - an unopposed shot taken from the free-throw line.

Hook Shot - a one-handed shot with a sweeping motion, often used by taller players.

Jump Shot - a shot taken while jumping, often from mid-range.

Layup - a shot taken close to the basket, usually off the backboard.

No-Look Pass - a deceptive pass made without looking at the receiver.

No-Look Pass - a pass made without looking at the receiver to deceive defenders.

Outlet Pass - a long pass to start a fast break immediately after a defensive rebound.

Pick-and-Slip - a variation of the pick-and-roll where the screener slips past the defender without fully setting the screen.

Pivot Move - a move involving keeping one foot stationary while moving the other to create space.

Post Move - a variety of moves used by a player positioned near the basket to score.

Power Move - a strong, aggressive move towards the basket, often resulting in a dunk or layup.

Pull-Up Jumper - a jump shot taken off the dribble, often after a quick stop.

Pump Fake - faking a shot to get the defender off balance.

Putback - scoring off a rebound, usually after an offensive rebound.

Rim-Roll - a quick move towards the basket after setting a screen.

Running Hook - a hook shot taken while on the move.

Spin Move - a 360-degree turn to get past a defender.

Step-Back - creating space from a defender by stepping back before shooting.

Step-Through - an offensive move where a player steps past a defender after a pump fake.

Tear Drop - a high-arching shot over taller defenders, similar to a floater.

Three-Pointer - a shot made from beyond the three-point line.

Turnaround Jumper - a jump shot taken after a quick pivot, often used in the post.

Wrap-Around Pass - a pass made around the body of a defender to a teammate.

Defensive Moves

Block - a defensive move where a player deflects or stops a shot attempt.

Box Out - positioning oneself between an opponent and the basket to secure a rebound.

Charge - a defensive move where a player gets in position and allows an offensive player to run into them, causing an offensive foul.

Chasing Over Screens - following the offensive player over a screen to maintain defensive pressure.

Closeout - a defensive move to quickly approach and pressure the shooter.

Closeout - quickly approaching a shooter to contest or block the shot.

Deflection - tipping or altering a pass or shot to disrupt the offensive play.

Double Team - when two defenders guard a single offensive player to increase defensive pressure.

Drop Coverage - a defensive strategy where the defender drops back to protect against drives and screens.

Fronting the Post - positioning oneself between the offensive player and the ball to deny entry passes.

Full-Court Press - a defensive strategy applying pressure to the opposing team across the entire court.

Half-Court Trap - a defensive play where two defenders trap the ball handler near the half-court line.

Help Defense - assisting a teammate in guarding their opponent, usually by stepping in to cover an open player.

Help-Side Defense - positioning away from the ball to provide defensive help to teammates.

Rotations - coordinated defensive movements to cover for teammates and prevent scoring opportunities.

Shot Contest - actively challenging a shot attempt to reduce its chance of success.

Steal - taking the ball away from an opponent, often by intercepting a pass or dribble.

Switch - when defenders change the players they are guarding during a play.

Trap - a defensive tactic where two defenders pressure the ball handler to force a turnover.

Weak-Side Defense - defensive positioning on the side of the court opposite the ball.

Plays and Strategies

Ball Reversal - passing the ball quickly from one side of the court to the other to create open shots.

Baseline Out-of-Bounds Play - a set play to inbound the ball from the baseline.

DHO (Dribble Handoff) - a handoff between two players while one is dribbling the ball.

Diamond Press - a full-court press defense arranged in a diamond formation.

Drag Screen - a screen set by a trailing big man in transition to create a driving lane or shot opportunity.

Dribble Drive Motion - an offensive strategy emphasizing dribble penetration and kick-out passes.

Dribble Penetration - driving towards the basket with the ball to create scoring opportunities.

Elevator Screen - two screeners close together to create an opening for a shooter, then "closing the door" to block the defender.

Fast Break - a quick offensive play to score before the defense sets up.

Flex Offense - a patterned offense involving cuts, screens, and ball movement to create scoring opportunities.

Floppy Action - a play involving baseline screens to free up a shooter.

Full-Court Press - a defensive strategy where players apply pressure to the offensive team across the entire court.

Ghost Screen - a fake screen where the screener slips to open space without fully setting the screen.

Give and Go - a play where a player passes the ball and then immediately cuts towards the basket to receive a return pass.

Give-and-Go - passing the ball and then immediately moving towards the basket to receive a return pass.

Half-Court Offense - an offensive strategy executed in the frontcourt, typically involving set plays.

Hammer Play - a play designed to get a shooter open in the corner after setting a back screen.

High-Low Action - an offensive play involving passes between a high post and low post player.

Horn Set - an offensive formation with two players at the high posts and two in the corners.

Inbounds Play - a play used to pass the ball into play from out of bounds.

Isolation - a play designed to create a one-on-one situation for a player.

Iverson Cut - a cut across the court, named after Allen Iverson, often used to receive a pass.

Kick-Out - passing the ball out to the perimeter after drawing in defenders with dribble penetration.

Loop Cut - a cut that involves looping around a screen or a series of screens to receive a pass.

Man-to-Man Defense - a defensive strategy where each player guards a specific opponent.

Motion Offense - an offensive strategy that involves continuous movement and passing to create scoring opportunities.

Off-Ball Screen - a screen set for a player without the ball to help them get open for a pass.

Pick and Pop - similar to the pick and roll, but the screener moves away from the basket to take a jump shot.

Pick and Roll - a play where one player sets a screen (pick) for a teammate handling the ball and then rolls to the basket to receive a pass.

Pin Down Screen - a screen set towards the baseline to free up a shooter.

Post-Up - an offensive play where a player positions themselves close to the basket to receive the ball.

Screen - an offensive play where a player stands still to block a defender, allowing a teammate to get open.

Set Play - a pre-planned offensive play designed to create a specific scoring opportunity.

Sideline Out-of-Bounds Play - a set play to inbound the ball from the sideline.

Spread Offense - an offensive strategy that spaces players out to create driving lanes and open shots.

Staggered Screen - consecutive screens set by two or more players to free up a shooter.

Swing Offense - an offensive strategy focused on ball movement and cutting to create scoring opportunities.

Triangle Offense - an offensive strategy that creates a triangle formation with three players to create spacing and scoring opportunities.

Zipper Cut - a cut from the baseline to the top of the key, often used to initiate the offense.

Zone Defense - a defensive strategy where players guard specific areas of the court rather than individual opponents.

Source: Chat GPT

