Tom Izzo Michigan State Spartans
Basketball Playbook & Clinic Notes

“Players Play, Tough Players Win.”
# Tom Izzo Michigan State Playbook

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Early Offense

Kick to Wing

Early kick ahead to the wing in transition looking to attack.
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Kick to Wing Ballscreen
Early Offense

1 kicks ahead to 3 and 3 passes back to 1.

Kick to Wing Ballscreen
Early Offense

1 attacks off ballscreen from 5.

Point Cross
Early Offense

In transition point guard crosses over and looks to score off layup.
Drag 4
Early Offense

Drag screen in transition offense.

Secondary
Early Offense

1 hands off to 2. 4 sets pindown screen for 3.
21 (Keep)
Early Offense

1 passes to 2 and cuts to the corner. 5 follows into ballscreen for 2.

21 (Double)
Early Offense

1 passes to 2 and cuts to the corner. 4 & 5 follow into double ballscreen.
Early Offense

21 (Double/Flare)

Can also run as a late game quick hitter with small at 4 spot.

4 cuts off flare screen from 5.
2 passes to 4.

Early Offense

21 Chase

1 passes to 2.
2 flips/hand offs back to 1.
1 attacks the rim.

21 Chase

4 sets flare screen for 2 then follows with a ballscreen for 1.
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4 ICE
Half Court Sets

Isolation set for 4.

AI Double
Half Court Sets

3 cuts off Iverson screen from 4 & 5. 1 passes to 3 and cuts off him to the corner.

AI Double
Half Court Sets

4 & 5 set a double down screen side by side for 2. 3 passes to 2.
1 Iverson cuts off 4 & 5. Lob for 1.

3 cuts off Iverson screen from 4 & 5. 1 passes to 3 and cuts to the opposite wing.

4 sprints to set a PNR for 3 and slips to the rim. First look is to look to pass to 4. Second option is attacking off of ballscreen from 5.
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Box Flare STS
Half Court Sets

1 passes to 5.
4 flares 1.

3 sets cross screen for 5 and comes off down screen from 4.

C Motion
Half Court Sets

3 passes to 2. 5 sets a flare screen fro 3. 4 sets a pindown for 1 and seals his man.

2 passes to 1 who makes the post entry to 4.
3 pops to the top of the key. 1 passes to 3. 1 and 2 cut through off 4 & 5.

1 & 2 have options to cross (stay to the right of each other) or cut back and come off screens from 4 & 5. 3 reads the defense and passes to open man. After 1 & 2 cut off them 4 & 5 look to seal their man and post up.

1 executes a DHO with 2, 4 sets a pindown for 3. 2 passes to 3.

5 sets a backscreen for 2 who cuts to the rim and clears to the corner. 5 then steps up and sets a ballscreen for 3.
1 executes a DHO with 2, 4 sets a pindown for 3. 2 passes to 3.

5 sets a backscreen for 2 who cuts to the rim and clears to the corner.
1 executes a DHO with 2, 4 sets a pindown for 3. 2 passes to 3.

5 sets a backscreen for 2 who cuts to the rim and clears to the corner.
1 executes a DHO with 2, 4 sets a pindown for 3. 2 passes to 3.

5 sets a backscreen for 2 and then turns and rescreens in a pindown for 2 to get an open 3.

3 pops to the top of the key. 1 passes to 3. 1 and 2 cut through off 4 & 5.

1 & 2 cut off screens from 4 & 5. 4 & 5 slip to rim.
3 pops to the top of the key. 1 passes to 3. 1 and 2 cut through off 4 & 5.

1 & 2 cut across and exit to the wing. 4 & 5 slip to the rim.
3 pops to the top of the key. 1 passes to 3. 1 and 2 cut through off 4 & 5.

Isolation for 3.
1 hands off to 2, 4 & 5 follow into double ballscreen.

4 & 5 continue into stagger screen for 1.

5 fans 4.
Double Rip
Half Court Sets

1 passes to 3 and cuts through. 2 cuts to the elbow and 5 cuts to the top of the key. 3 passes to 5.

Double Rip
Half Court Sets

1 cuts to the wing and 5 passes to 1. 3 & 2 both cut together and set a double cross screen for 4.

Dribble
Half Court Sets

1 dribbles at 2.
2 zipper cuts off 4 & 5.
Isolation for 2.
1 passes to 4 and cuts through the key and sets a rub screen for 5 who cuts to the rim. First option is to look for 5 on the cut.

If covered 4 passes to 1. 2 then cuts off a triple screen from 3/5/4. 1 passes to 2.

1 passes to 4 and cuts through the key and sets a rub screen for 5 who cuts to the rim. First option is to look for 5 on the cut.

2 screens 3 and then leaks out and runs through an elevator screen from 4 & 5. 1 passes to 2.
Fist
Half Court Sets

1 comes off ballscreen from 5.
2 cuts off 3 & 4 to opposite wing.

Fist Up Rip
Half Court Sets

4 sets ballscreen for 1.
2 cuts off stagger screen from 5 & 3.
2 sets backscreen for 4.
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Fist Up Rip (Overplay)
Half Court Sets

1 comes off ballscreen from 4.
2 rejects backscreen from 3 & 5 and cuts off stagger for shot.

Post Down (Double)
Half Court Sets

3 cuts to the wing.
1 passes to 3 who drops to 5 in the post.

Post Down (Double)
Half Court Sets

1 & 4 cut into paint, 4 screens down for 2.
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**Post Down (Single)**

Half Court Sets

3 cuts to the wing.
1 passes to 3 who drops to 5 in the post.

4 screens down for 1 for a shot.

**Rice Rip**

Half Court Sets

2 screens across for 3.
2 sets backscreen for 5 and then comes off down screen from 4.
Michigan State usually runs 2 off a double screen and instead 2 screens 4 and 5 screens down 2. 1 reads the defense and chooses best option.
3 passes to 2 and cuts through to opposite wing. 1 replaces and 2 passes to 1. 1 reverses to 3.

4 & 5 sprint up and each set a ballscreen for 3. 3 chooses with side to attack off of.
2 exits off 5's screen and cuts to the wing. 1 passes to 2.

5 steps up and sets a UCLA screen for 1.

5 sets a PNR for 2. 1 comes off double screen from 4 & 3.
1 passes to 2 and UCLA cuts in the paint.
2 attacks off ballscreen from 4.

1 uses single side.
2 exits off 5's screen and cuts to the wing. 1 passes to 2.

5 steps up and sets a UCLA screen for 1.

5 sets a PNR for 2. 1 comes off double screen from 4 & 3.
1 passes to 2 and UCLA cuts in the paint.
2 attacks off ballscreen from 4.
1 sets backscreen for 5.

Weave action into ballscreen.
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Zipper
Half Court Sets

Zipper action for quick shot.

Zipper 3 Down
Half Court Sets

Post up for 3.
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Horns Fade
Horns

1 passes to 2 who cuts off flare screen from 5.

3 switches to 1. 1 looks to attack, if nothing there then 5 drops into post. 4 sets pindown for 3.

Horns Lift Sting
Horns

1 comes off ballscreen from 4. 4 lifts. 1 passes to 4.

5 sets pindown for 2.
1 passes to 3 and cuts off backscreen from 4.

1 sets cross screen for 5 and then comes off down screen from 4.

1 passes to 4 and then rub screens 5.
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**Horns Rub Trips**

1 passes to 4 and rub screens for 5.

2 cuts off triple screen for a shot.

**Horns Shuffle**

3 cuts off 5, 5 opens up.

1 passes to 5. 2 cuts off 4.

1 comes off ballscreen from 5 and 3 cuts off double screen from 3.
Horns Shuffle
3 cuts off 5, 5 opens up.
1 passes to 5. 2 cuts off 4.

Horns Shuffle
4 sets backscreen for 1.
5 passes to 4 who opens up.

Horns Shuffle
4 reveses and follows into ballscreen for 1.
3 cuts off 5, 5 opens up.
1 passes to 5. 2 cuts off 4.

2 sets slice screen for 5 and 2 & 4 set stagger screen for 3.

1 comes off ballscreen from 4.

1 comes off rescreen from 5.
1 hands off to 3 who attacks off double ballscreen from 4 & 5.
1 sets backscreen for 2 and then cuts off double screen from 4 & 5. 3 reads the defense and chooses best option.

Instead of screening up for 1, 2 fakes it and screens for 4 and then comes off screen from 5. 3 reads the defense and looks for best option.
Give Back (Soft D)

If defender is sagging off of 3 he inbounds it quickly and gives it back to 3 for a quick shot.

Lob

5 & 4 screen across for 2. 5 then turns and comes off screen from 4 for a lob.
3 screens across for 5, 2 cuts to the wing. 4 passes to 5 who passes to 2.

1 screens down for 4 and then comes off down screen from 5.

3 screens across for 5, 2 cuts to the wing. 4 passes to 5 who passes to 2.
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Pinwheel

1 comes off screen from 4 & 5.
2 cuts off screen from 4 & 5.

Wizard Stagger

5 screens up for 3.
5 opens up and receives pass from 4.
5 hands off to 1 on the wing.

3 cuts off double screen from 4 & 5.
3 Sit (Wizard Counter)

Normally looking for 5 to open up, 3 dives in to the post to seal his man looking for quick post up.

Pindown

4 pops, 5 pops. 3 passes to 4. 5 turns and sets pindown for 1.
Punch (Post Up)

5 and 4 dive down into the post and look to seal.

Punch Quick (Overplay)

5 fakes diving down and cuts to the post looking to seal.
Flares (vs 2-3)

vs 2-3 zone, x2 and x3 get sucked in on the weakside, 5 and 3 set flare screens for 2 weakside.

5 passes to 4 who passes to 1.

5 steps in and comes off screen from 4.
Set for a big man who can shoot.
5 pops. 2 passes to 5, 5 passes to 1. 3 dives down.

Floppy for 2.
5 pops. 2 passes to 5, 5 passes to 1. 3 dives down.

2 cuts off double screen from 3 & 4. 1 passes to 2.

3 & 4 continue and set double rip screen for 5.
5 pops. 2 passes to 5, 5 passes to 1. 3 dives down.

2 cuts off double screen from 4 & 5 vs zone.
1 cuts up, 3 passes to 1.

3 dives down, 2 hesitates and then cuts off stagger screen from 4 & 5.
1 passes to 2 and clears, 4 cuts up. Basic principles of Zone O.

1 passes to 2 who passes back to 1. 5 screens down in the middle of the zone and opens up.
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Double Zone Offense

1 passes to 3 who passes back to 1. 2 cuts to short corner and then off double screen form 4 & 5.

Double Flare Zone Offense

1 passes to 2 who passes back to 1.

Double Flare Zone Offense

1 passes to 4 and cuts off him at the elbow. 2 & 5 set flare screens on x1 & x5 and 3 cuts underneath and to the wing. 4 has option to drive or pass to 3.
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**Double Rip**

Zone Offense

1 dribbles over and passes to 2.

3 & 5 set double rip screen for 4.

**Overload**

Zone Offense

3 passes to 1. 3 & 2 cut to corner to overload zone.
Baseline low screen for 4 to get a quick shot.

Normal Zone O
Zone Cross Lob

1 passes to 3, 3 passes back to 1.

Key here is isolating x5 and drawing him towards 1 handling the ball to open up baseline for 4.
End of half 5 sets high ballscreen for 1 and then continues into pindown for 3.

1 and 2 cut off of 5. 5 turns and sets pindown screen for 3.

Middle ISO for 3.
End of Q/H/G

Need a 3

4 passes to 1 and clears.

2 sets ballscreen and cuts to wing. 5 follows into ballscreen.

End of Q/H/G

Seal

1 cuts to the corner.
2 cuts off 4 & 5.
4 curls off 5.

4 rubs 5 man, 5 seals.
2 sets backscreen for 4 and then cuts off screen from 5.

2 cuts off 3 to the corner.
3 cuts off zipper screen from 5.
4 passes to 3 who attacks.
Normally at end of half, the 4 man sets a ballscreen for 1 and 5 screens away for 3. 4 slips to the rim looking for lob, 1 attacks.
3 zipper cuts off 4 & 5. 1 passes to 3.

2 sets ballscreen for 3 and then cuts off double flare screen from 4 & 5 looking for shot.

Set run at the end of games and half.
Clinic Notes

- Have your staff take ownership
  - Study football staffs for examples

- On any Double Screens
  - Inside guy slips
  - Outside guy spaces

Special Teams (Steals Points)
  - FT Shooting situations (win the battle)
  - Jump Balls (aggressive approach, plays)
  - BLOB’s (win the battle, sprint to your spots)
  - SLOB’s (sprint to your spots)

*Alert every minute on the court*

Rebound every day!

Tom Izzo Defensive Anticipation

- Believes in playing man head up
- The most important thing in man to man defense is to keep your body between your man and the basket
- On the ball
  - Shoulder to shoulder and feet to feet
  - Does not believe in dropping a foot and opening up to force a man left or right
  - Instead, stay squared up and split the man in half to force him one way
  - To force him left, split him with your right foot
  - To force him right, split him with your left foot
  - Pressure the ball with one hand, hand opposite the ball is down
  - Mirror the ball with the hand that is up
- Off the ball
  - Get in help position, not denial
  - Help defender should be one big step off the line of the ball (straight line between passer and receiver)
  - Step at the man to stop dribble penetration, as he starts to pick up his dribble release back to your man
- Move on the pass, not on the catch
- All 5 defenders should be moving on the pass
- On closeouts the feet should be moving, choppy steps to ball – not a jump stop
- Should be able to move from help to ball in 2 steps and from ball to help in 2 steps
Rebounding Principles

1. In the Michigan State Basketball program, rebounding, without question is a top priority. From the season's beginning until its end, rebounding is a big point of emphasis each day throughout the entire duration of our practice sessions. Everything we do either begins or ends with the rebound or attempt to rebound the chance (made shot).

2. We coach rebounding on every shot taken in practice. One of our staff members and sometimes two assigned to coach rebounding only during practice. Which phase of rebounding he will coach is usually determined before practice an will change in accordance to what we are working on during a particular drill or scrimmage situation offensively or defensively.

3. Important point- we grade our players rebounding performance on effort not the number of rebounds they get in a game session.
   - Offensive rebounding - we chart the number of time a player makes an all-out effort to get to the offensive boards (attempts) against the number of chances he actually had to do to the boards. The percentage basis calculated by dividing the number of chances to go to boards into the number of times a player attempted to get to the boards.
   - We also do the same collectively as a team the same way.
   - Our is to be 90% or above in our effort.
   - We want to get back 50% or better of our missed shots

Defensive rebounding - we chart defensive rebounds in a similar manner except we calculate the number of chances to cutout (block out) by the number of time a player individually or our team collectively actually did cut out his offensive player when show was taken.
   - Our goal is 90%
   - We don’t ever penalize a player for not making an unnecessary cut out (we actually discourage the unnecessary cut out.)

Offensive Rebounding

1. At Michigan State we believe the misses shot is our best defensive play.
2. We tell our players to always assume the miss when the shot is taken either offensively or defensively.
   - We tell our players to pursue the ball (Al Anagonye)
   - Don’t go to a back-avoid contact
   - Keep hands above the shoulders (don’t get arms pen down)
   - IF you can’t get the rebound try to tip it to someone else or keep the ball alive- get a hand on the ball or a finger- whatever- keep the ball alive- we do a better job of this that nay team in the country (War Drill)
I. Rebounding
   a. Weight lifting is big part of rebounding
   b. Send 4 to the boards
      -Guys are constantly going (gives your players mental edge, keeps them aggressive)
      -PG goes back to halfcourt
      -If you send 4 and they don’t get boardâyou lose (players must fight for every board)
      -Forces other teams to adjust
   c. DRILL: 1 v 1 Rebounding—Block out drill
      -Coach throws ball at rim
      -Defense has to hit, find, and get the ball
      -No matter how much you block out the athlete will still get it
         1. Because of this we hit, find, and get
         2. Not waiting for ball to hit ground
   d. DRILL: 2 v 2 Rebounding—Block out drill
      -Same drill as above except 2 defenders and 2 offensive players
      -Working on hit, find, and get
      -Make sure players go after ball with 2 hands
         1. Grab ball above your head=good rebound
         2. Get aggressive (practicing hit, find, and get)
            -Coaching offensive and defensive rebounding at the same time
            -Offensive rebounder tries to get even footing with the defender
               1. Don’t just lean on defensive guy
               2. Knock someone down
   e. DRILL: 5 v 5 War
      -Can do as a game, fastbreak, etc. âmany variations to do it
      -No fouls-be aggressive
      -Defense starts under hoop, shot goes up they all find someone to hit, find, and get
      -Defense has got to make first contact outside the paint and then go get it
         1. (don’t lunge at them, stay low & make contact)
         2. Low man usually wins
            -Play to 3; defense gets it they become offense—if offense gets rebound put it in for 1 point
   f. SUMMARY: Do those 3 drills religiously everyday (takes about 10 minutes)
      -Step in, hit them, and find ball immediately
      -Most basketball players don’t enjoy contact—tougher team usually wins
      -Go after ball instead of letting it come to you
      -Players should be grabbing board around rim height

II. Pass Defense
a. Correlation between defense and rebounding
   - If you take away penetration, you get more boards because big guys don’t worry about helping as much
b. Izzo doesn’t usually front post (guards high ball side ¾)
   - Once you front, takes away rebounding
   - Keep elbow in backside (chicken wing)—elbow behind, arm in front
c. Man Philosophy
   - Pressure ball
   - 1 pass away—1 big step off direct line of pass
   1. Stops penetration
   2. Benefits rebounding
      - Always jump to ball
      - 1 hand always up on ball
      - Deny post (chicken wing)
      - Move on the pass not on the catch! –Once ball leaves person’s hands
      - Weakside defenders: 2 feet in paint
Zone Offense

- Point Guard must offset after making pass.
- When ball goes high post, guards get to deep corners.
- It is ok to be unconventional.

1-3-1 Series (Regular, Special, Double)