

DOMESTIC TRAINING PROGRAM

WEEK 2

Time	Game	POE's	TLC
	Warm up – Coaches choice (5-7 minutes)		
6	 Line Game (Progressed) 1. Have players dribble around the halfcourt freely. Coach instructing them on what type of dribbles to do. 2. Coach then yells a spot on the floor. Make them different and more 	Jump stops – Low and Wide	L
	 specific than last week. 3. Spots include: Keyway, Blocks and Elbows Drift, Diag, Slot 	Balance – Nose behind toes	
6	Pass and move!	Hungry Hands (Show	L
	 Have players in partners. 2-3 metres apart. One cone either side of them about 1 metre. Nominate one player to be "Frozen" and one to be "Free". 	target to partner) Point and pass.	
	 "Frozen" player must stand in the middle of their cones and pass the ball back to their partner when they receive it. "Free" player must catch the ball in the middle off the cones and dribble 		
	 a rise player must catch the ball in the middle on the cones and dribble laterally, keeping their chest facing forwards. Once they get outside the line of their cone, they make the pass to their teammate and move back to the middle of the cones to repeat. 		
8	Elbow Touch Reverse Layups (competitive)	Eyes on the target	L
	1. Players start in two lines on the foul line.	(Basket)	
	 Partners touch basketballs – wrap the ball around their body twice – dribble out to touch the elbow and then perform a layup on the opposite side of the ring. 	Layups – High and Soft.	
10	Drive and Kick 2v1.	Sprint to Space	С
	 3 Players start standing in line in rebounding position. 2 Offence, 1 Defence. Throw the ball off the backboard and rebound it. 	Drive to Score	
	 The first 2 players then split and go to opposite wings. Defence stays on the Split Line. Player with the ball passes it to coach, who can pass it to either player on the 3-point line and they drive. Players make decision based on how the defence plays. 	Shot ready – Hans up, Hips down.	
12	Small Sided Game 2v2	Maintain Space	С
	 Split players into teams of 2. Set a timer for 3-5 minutes. Play 2v2 without interruption until the timer is done. Coach on the run. If you have 6 players (3 teams of 2), then rotate accordingly. The winner of the possession (Offence scores or defence gets the ball) stays on 	"Draw 2, Find 1" Shot ready – Hands up,	
	 offence and the team that was off comes in on defence. 4. If you're setting constraints, do so before the game commences. Some examples are: 2 Dribbles only every time you catch it. 	Hips down.	
	 10 second shot clock. No screening 		
	No screening Team Focus		
	1. Coaches Choice – Some options: O Defensive Press Halfcourt set play. Boxing out O 1 on 1 Defence		

Diagrams

