



X-Action



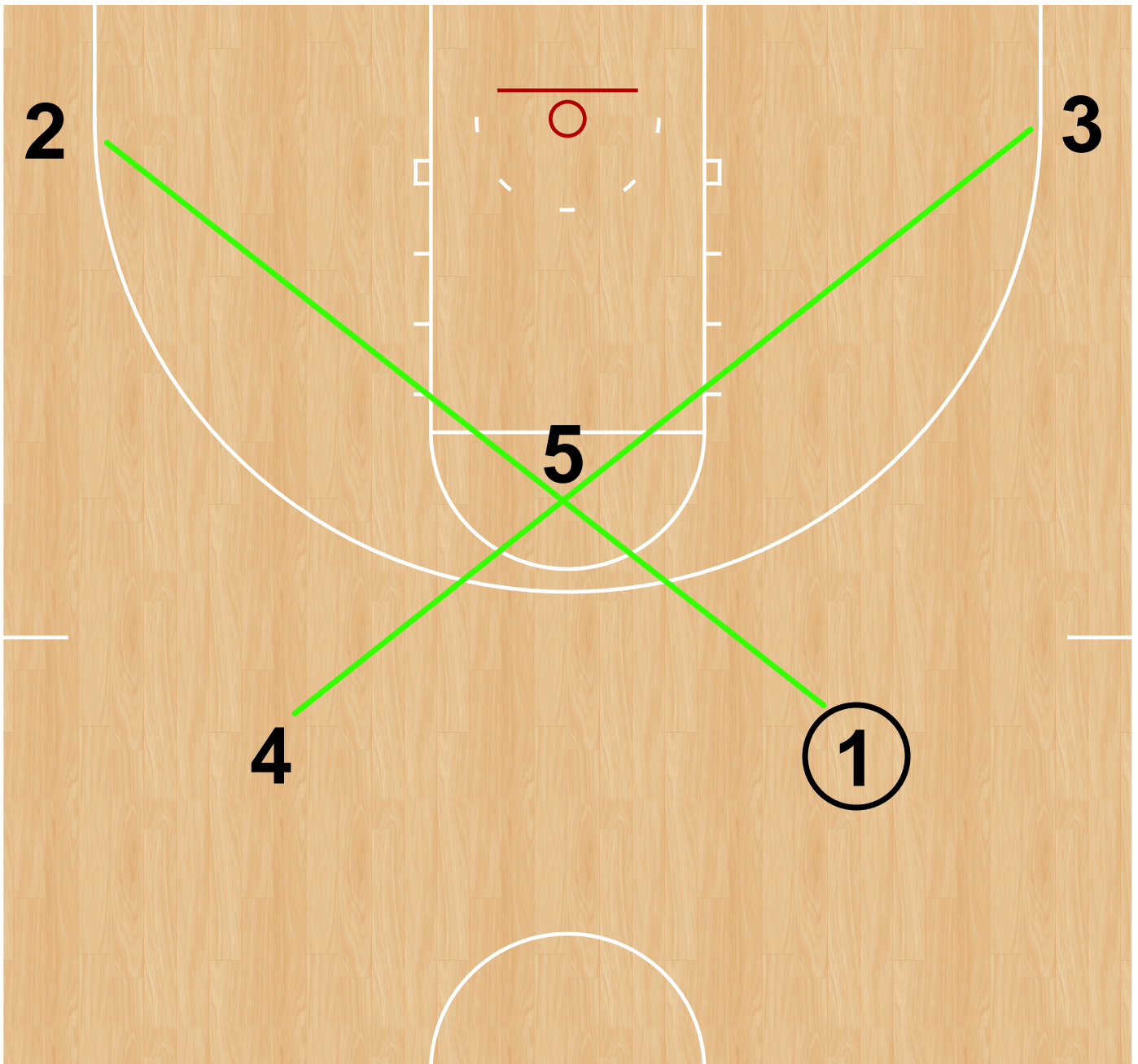
Table of Contents

1.	Homebase Spacing	2
2.	Entries	5
3.	Pop Game	11
4.	Nail Player ISOs	21
5.	Corner Dumps	24

Homebase Spacing

Radius Athletics

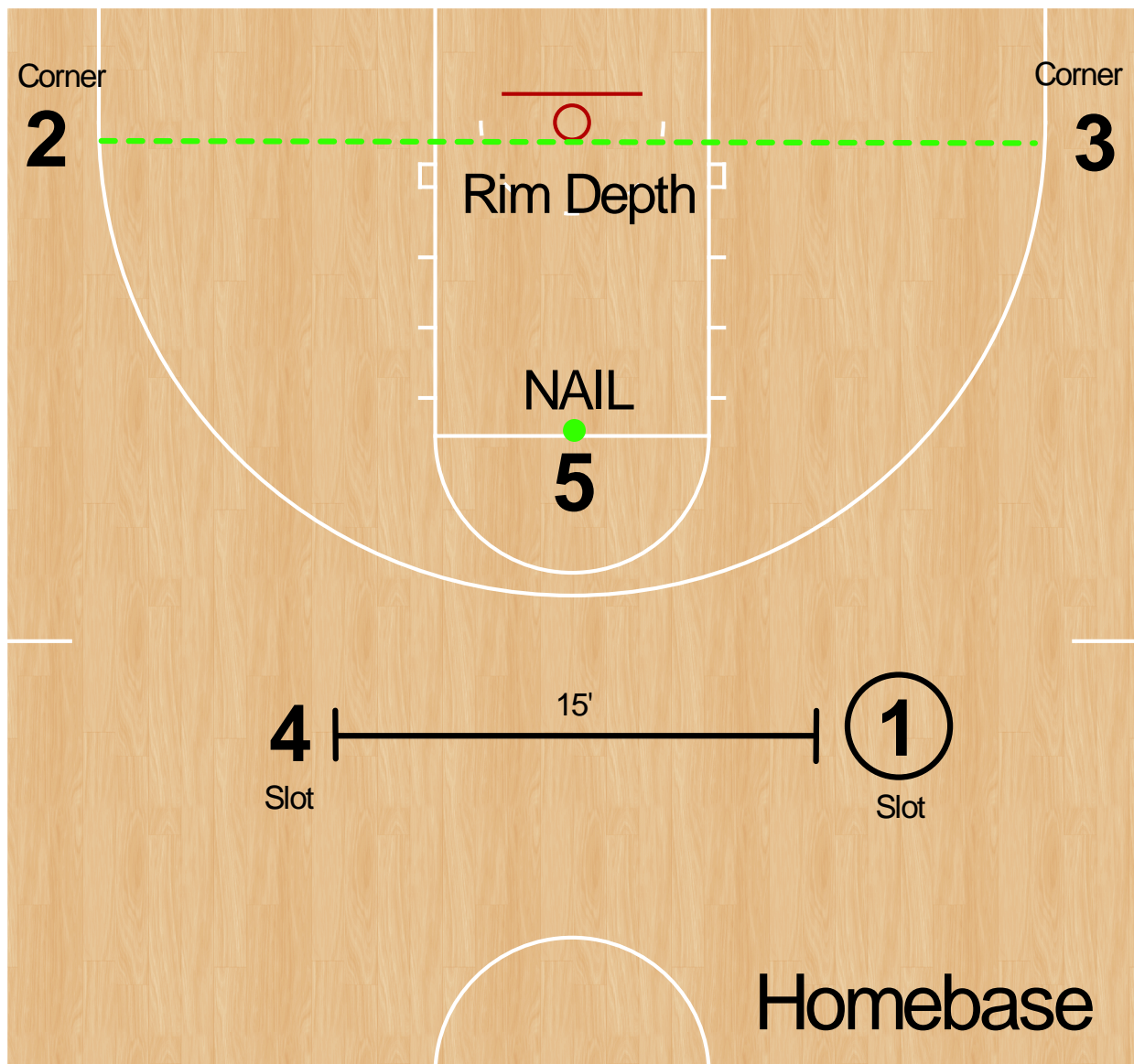
X-Action (Homebase Spacing)



"X-Action" derives its name not only from the cross-cutting action but this initial spacing shaped like the letter "X"

Radius Athletics

X-Action (Homebase Spacing)



The four perimeter spots are interchangeable, pay little attention to the numbered positions.

Corners - rim depth

Nail - middle of FT line area, most often filled by a post player, but you can put anyone in the NAIL spot you want! NAIL player may use T-Post or traditional post up

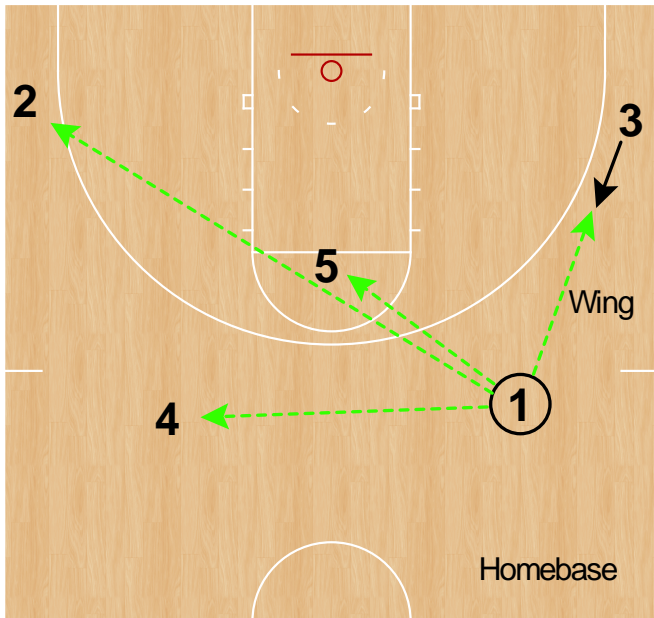
Slots - 15'-18' spacing. Slots need to be wide to allow for Pop Game

This offense can reset seamlessly anytime we are in homebase or return to homebase.

Entries

Radius Athletics

X-Action (Wing)



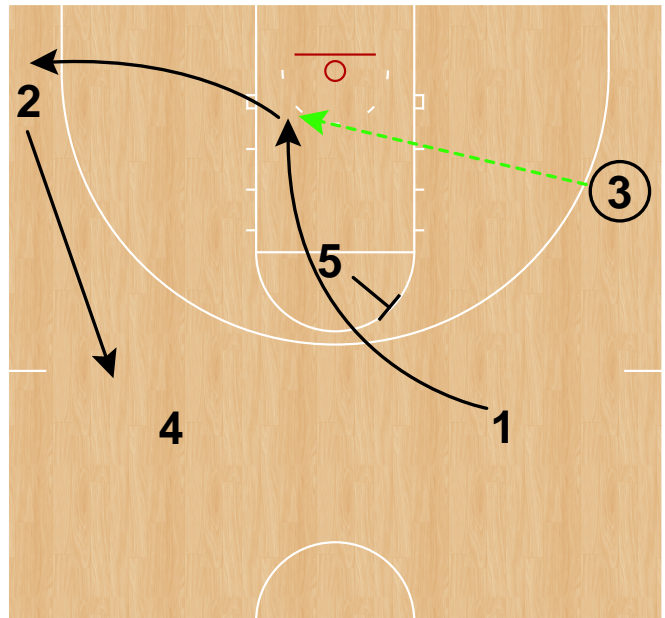
From "homebase" player 1 has these options:

Swing - pass across the top

Nail - Enter to Nail

Wing - pass to ballside wing. 3 must shorten the pass.

Skip - Skip to opposite wing

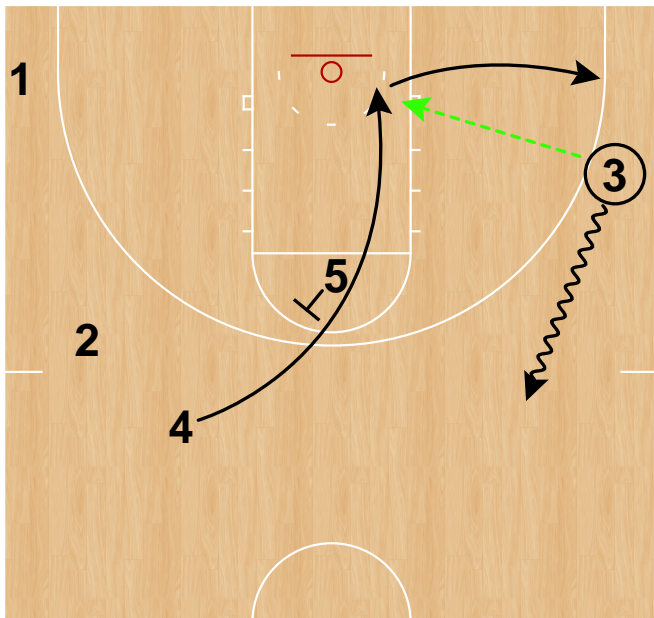


Wing Option

1 has passed to wing (3).

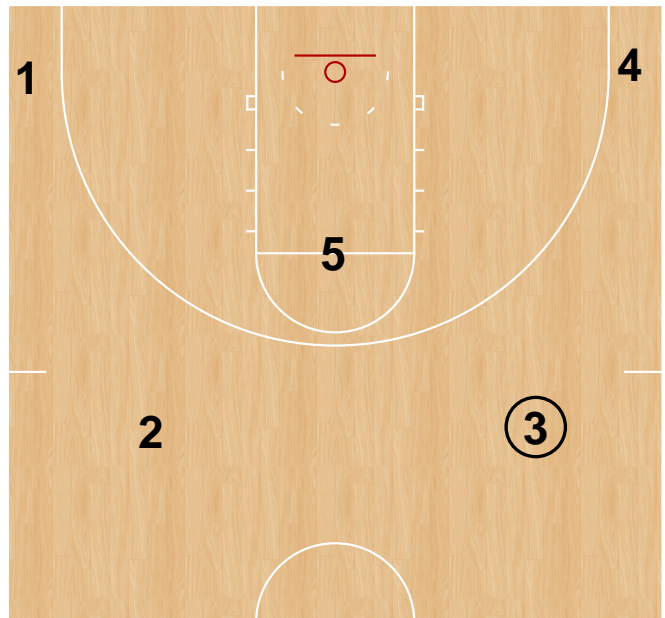
1st Cutter - 1 cuts off back screen from 5 looking for lob/backdoor (continue over the block and out if you do not receive pass.)

2 fills up high



2nd Cutter - 4 cuts off back screen from 5 looking for pass, if you do not receive it cut out to corner

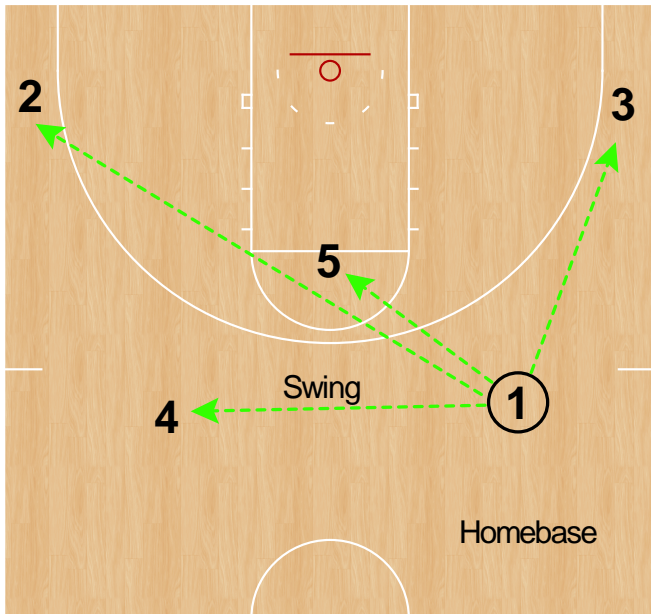
3 dribble lifts if they do not enter to 2nd Cutter



Back to homebase. Give the offense continuity by seamlessly reacting to the next pass from this point.

Radius Athletics

X-Action (Swing)



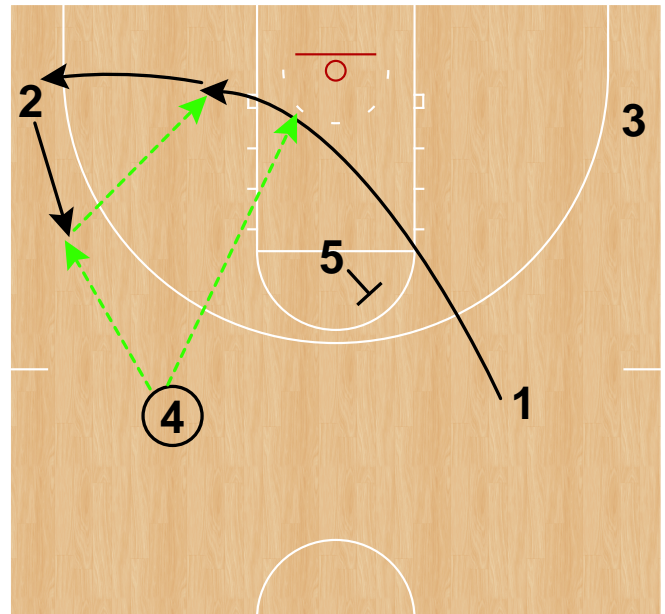
From "homebase" player 1 has these options:

Swing - pass across the top

Nail - Enter to Nail

Wing - pass to ballside wing

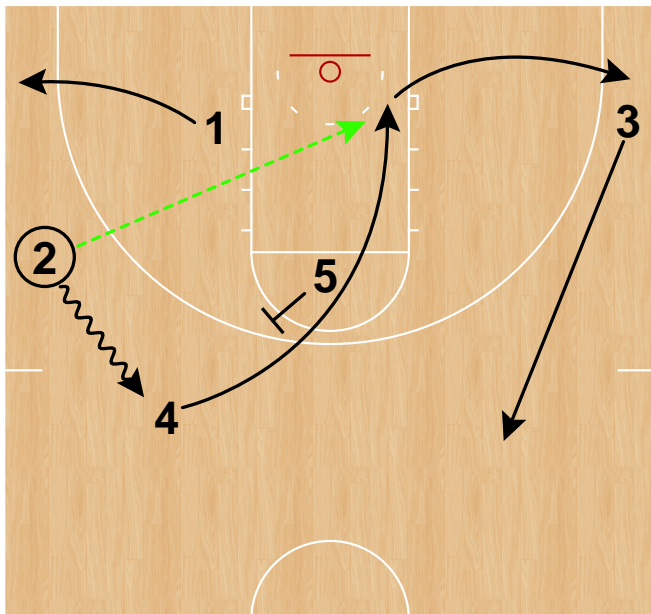
Skip - Skip to opposite wing



1 has passed across the top to 4

4 may look for 1st Cutter or immediately hit the wing

1st Cutter - Player 1 cuts off back screen from 5. We want full contact backscreens from 5.

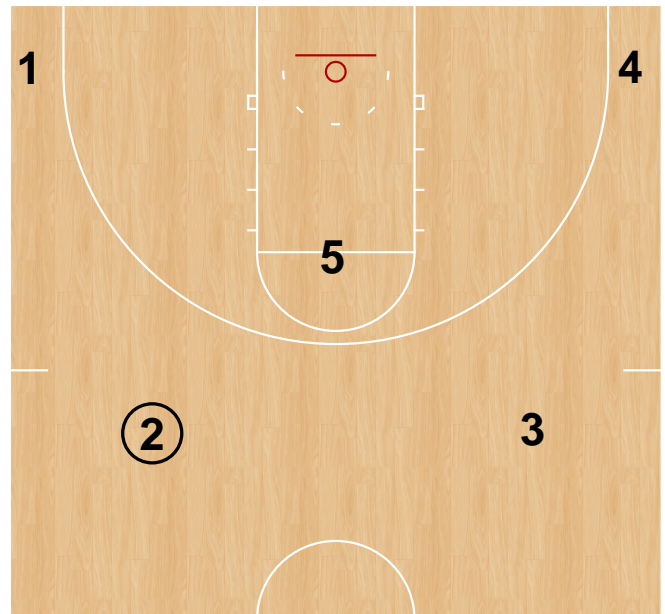


2nd Cutter - After passing, 4 cuts off back screen from 5

1 and 4 must fill to corners if they do not receive ball off back screens

2 dribble lifts

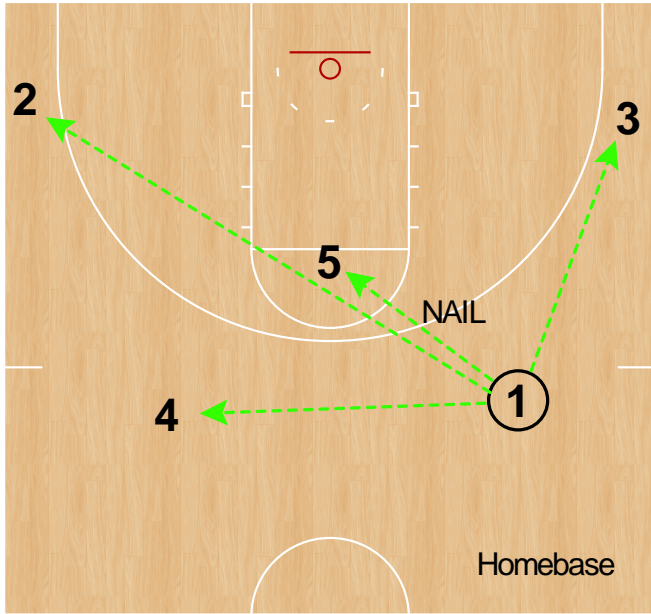
3 rises to square the top



Back to homebase. Give the offense continuity by seamlessly reacting to the next pass from this point.

Radius Athletics

X-Action (Nail)



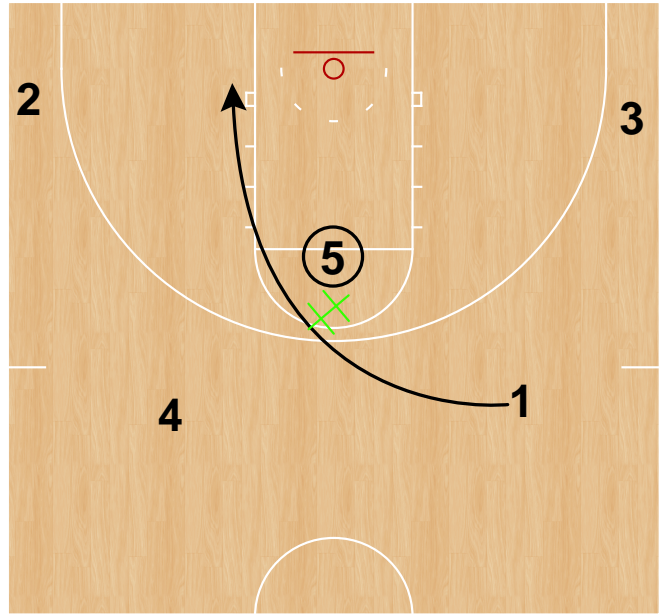
From "homebase" player 1 has these options:

Swing - pass across the top

Nail - Enter to Nail

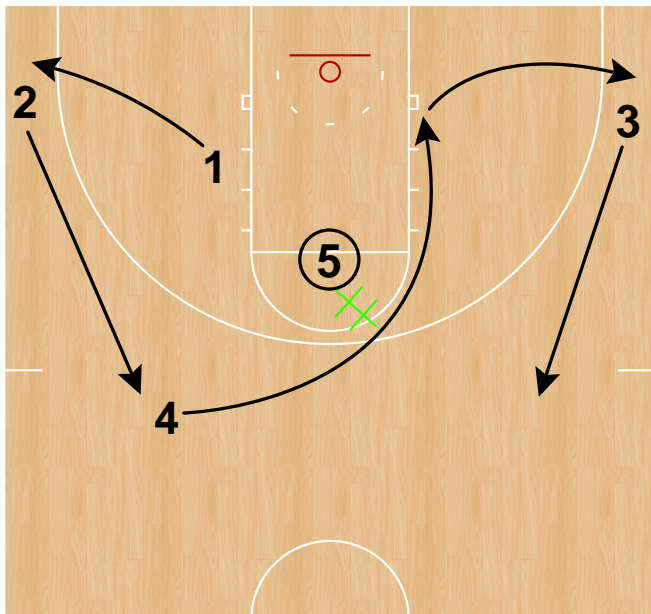
Wing - pass to ballside wing

Skip - Skip to opposite wing



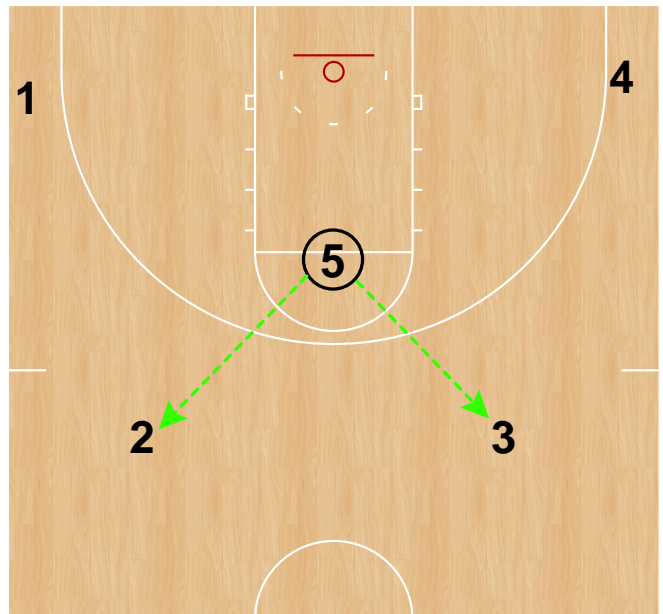
1 has entered to 5 at the nail

1st Cutter - 1 - "Throw & Go" - attempt to outrun your pass and take handoff from 5



If 1 does not take ball from 5 continue to corner
2 rises

2nd Cutter - 4 cuts over 5 for handoff. If 4 does not take ball from 5 continue to corner
3 rise

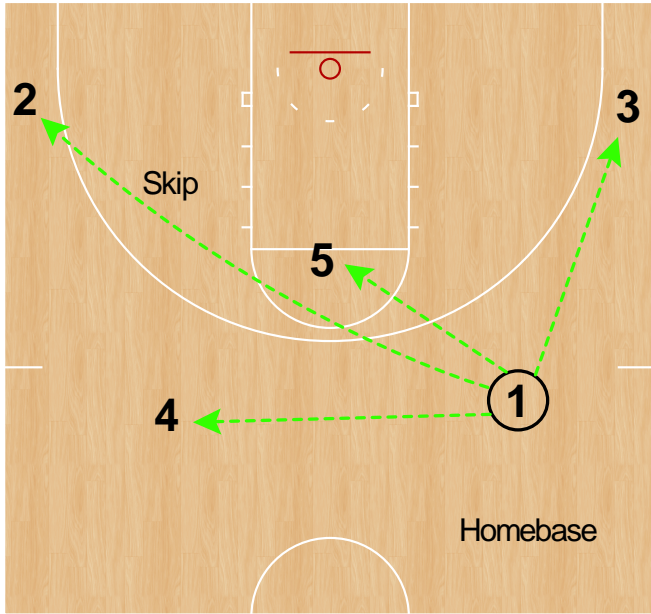


5 may ISO or pass out to either 2 or 3

Back to homebase. Give the offense continuity by seamlessly reacting to the next pass from this point.

Radius Athletics

X-Action (Skip)



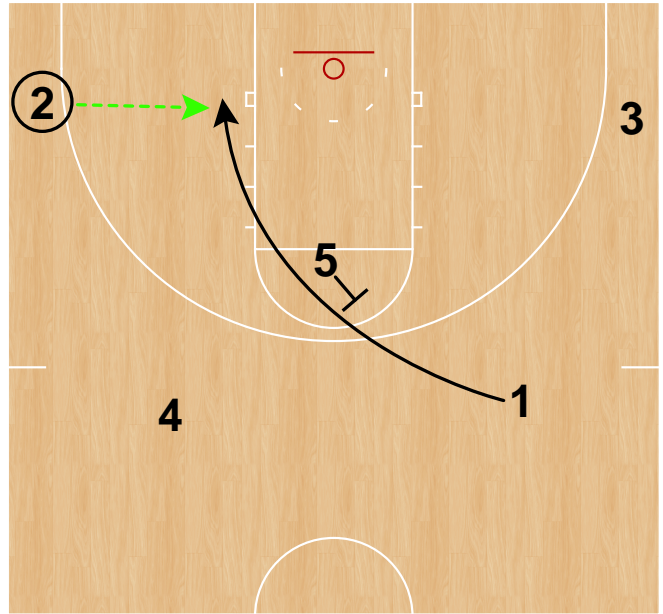
From "homebase" player 1 has these options:

Swing - pass across the top

Nail - Enter to Nail

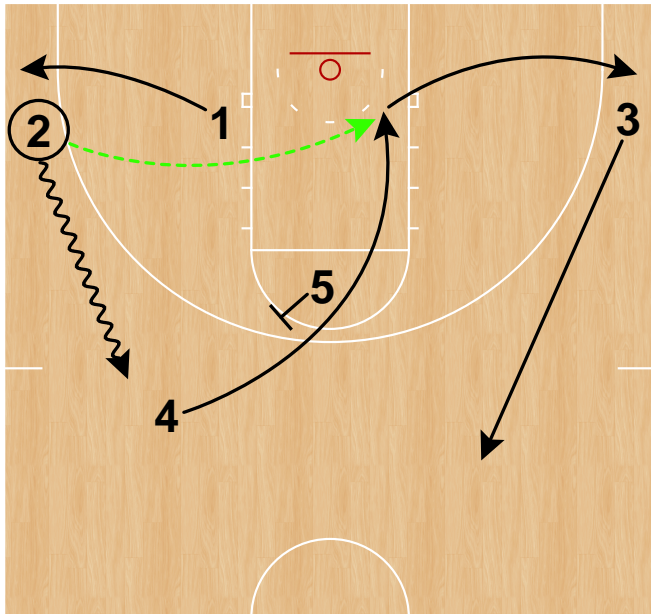
Wing - pass to ballside wing

Skip - Skip to opposite wing



1 has skipped to 2

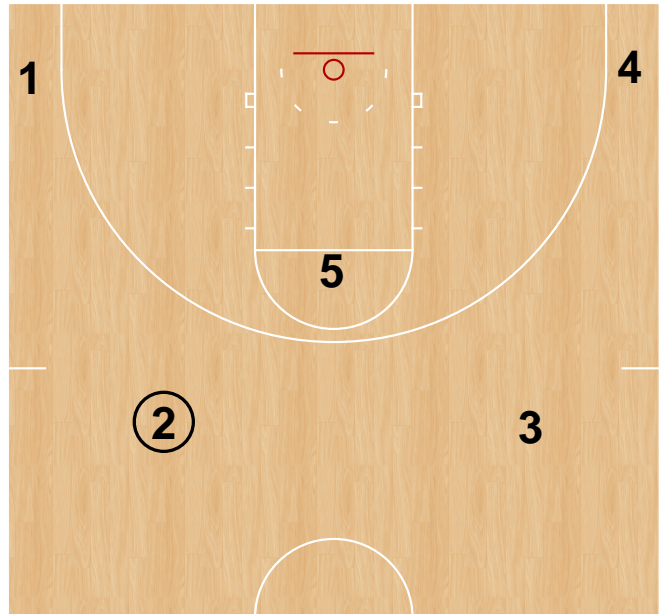
1st Cutter - 1 cuts off back screen from 5 looking for pass at/near the block



If 1 does not receive pass continue cutting to corner

2nd Cutter - 4 cuts off back screen from 5. 2 looks for 4 on lob/backdoor. If 4 does not receive pass, continue cutting to corner

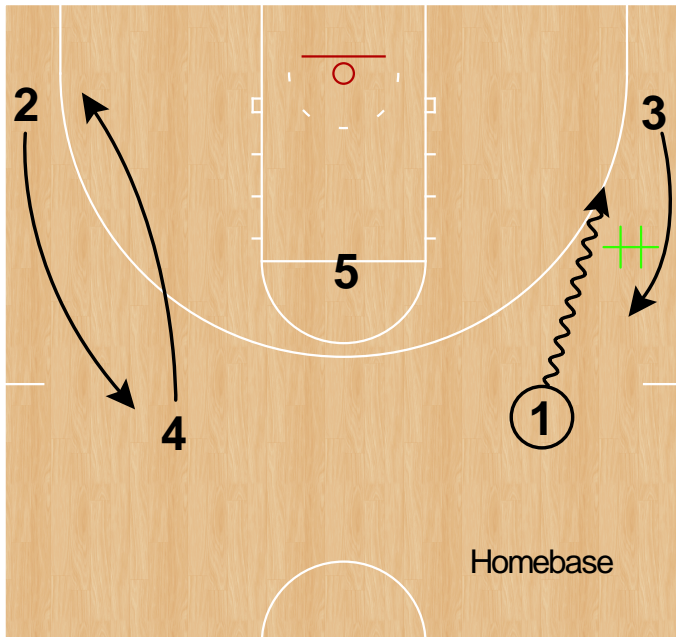
2 dribble lifts. 3 rises to square the top



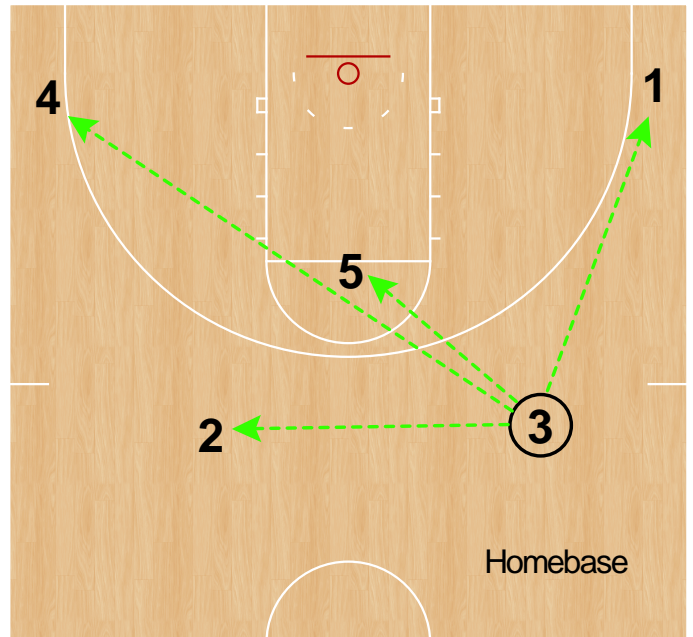
Back to homebase. Give the offense continuity by seamlessly reacting to the next pass from this point.

Radius Athletics

X-Action (Flip)



From homebase, we may enter the offense with a handoff. 1 hands off to 3.



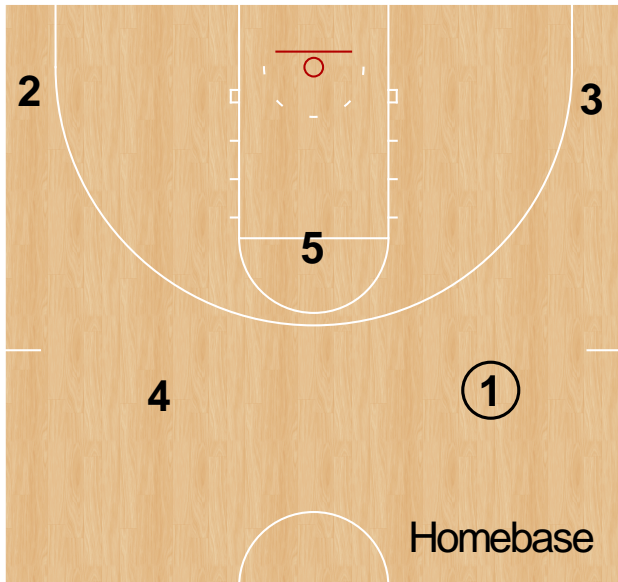
When 3 exits the handoff, the offense has returned to homebase and all of the entry options are available

Rule: On any handoff, the weakside players exchange

Pop Game

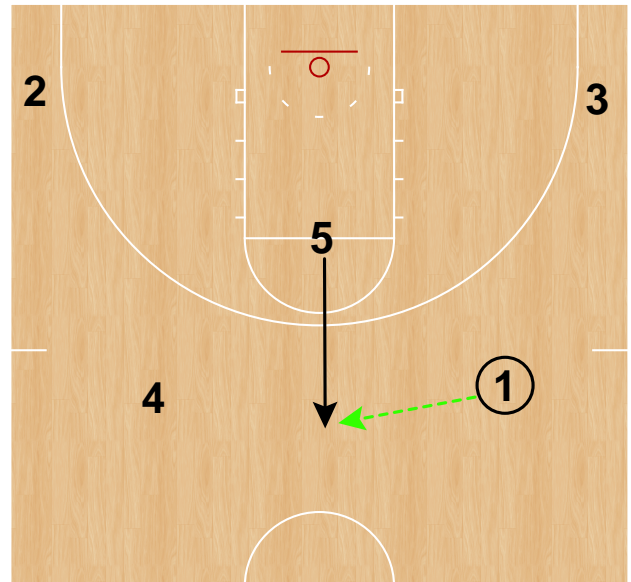
Radius Athletics

X-Action (Pop Game)



From "homebase" player 1 has these options:

- Swing - pass across the top
 - Nail - Enter to Nail
 - Wing - pass to ballside wing
 - Skip - Skip to opposite wing
- or...

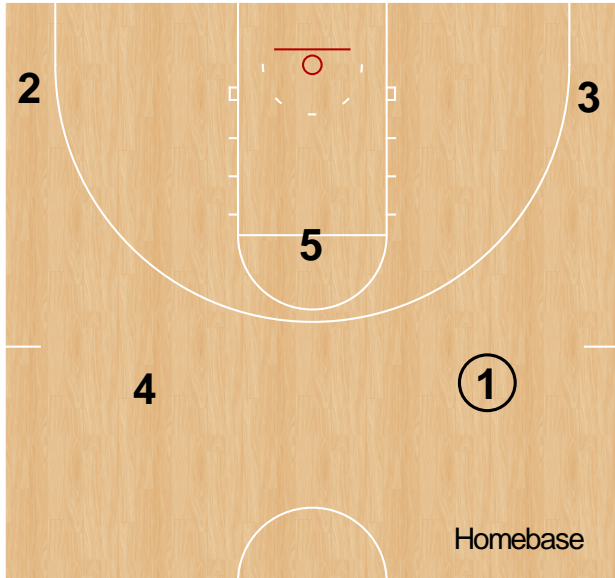


...5 may also pop off the nail to get a catch. Pop hard and high

Note: This why we play with wide slots, 5 needs space to pop into

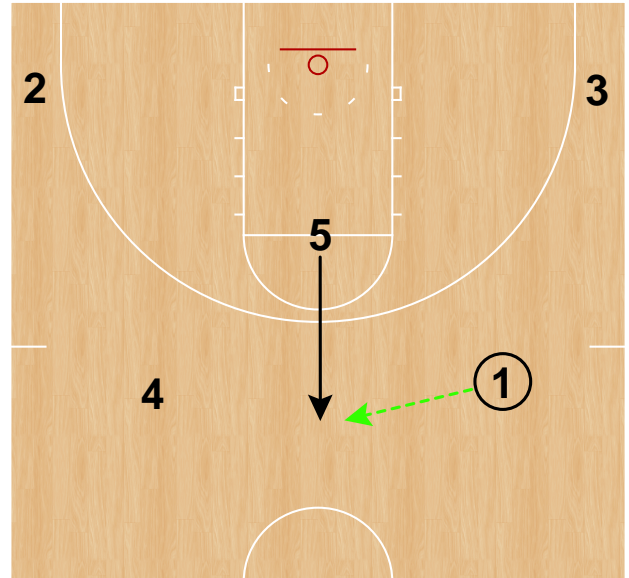
Radius Athletics

X-Action (Pop Game) Pop Cross



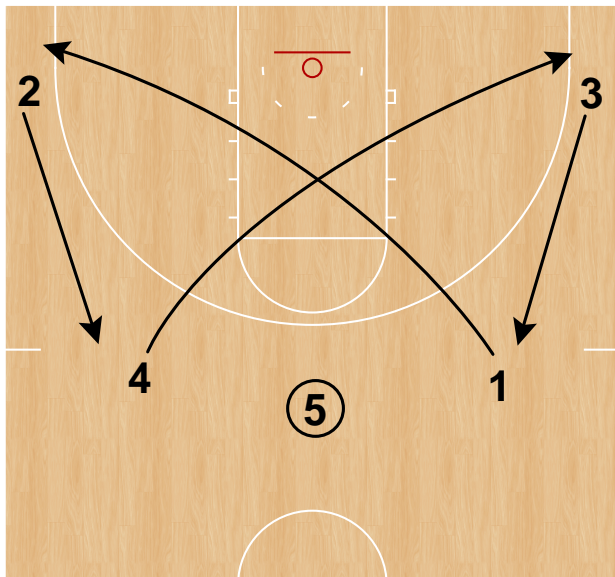
From "homebase" player 1 has these options:

- Swing - pass across the top
- Nail - Enter to Nail
- Wing - pass to ballside wing
- Skip - Skip to opposite wing
- or...



...5 may also pop off the nail to get a catch. Pop hard and high

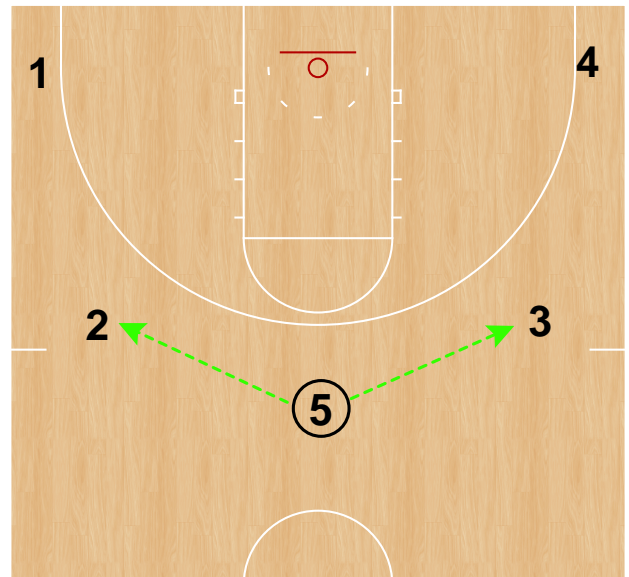
Note: This why we play with wide slots, 5 needs space to pop into



RULE: Anytime we throw to center in pop game we run a dual action. Example: Pop Cross

1 and 4 cut to opposite corners, 1 is first cutter, 4 is second cutter just like they would be if ball was entered to nail.

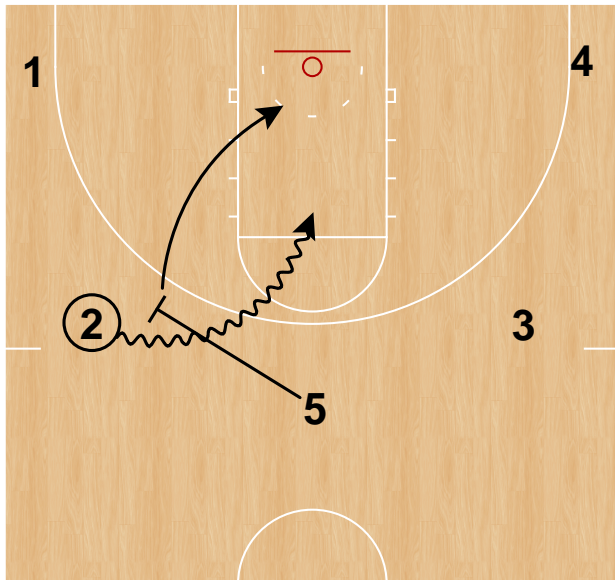
Corner players (2 & 3) sprint up to fill slots



5 may pass to either 2 or 3

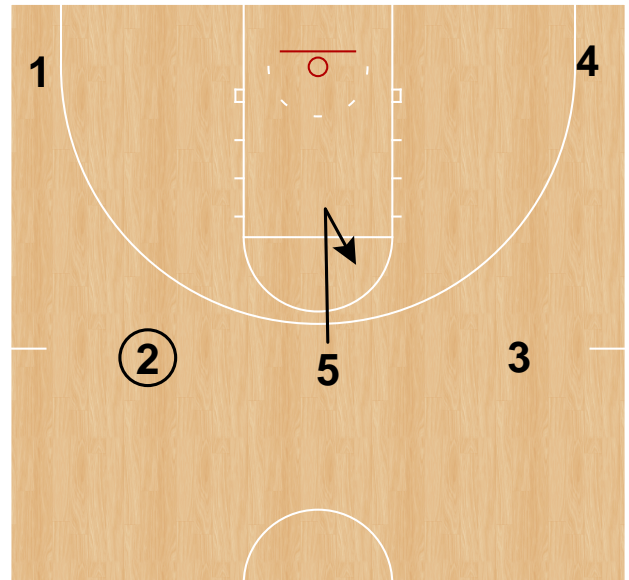
Radius Athletics

X-Action (Pop Game) Pop Cross



Two Options:
5 has passed to 2
Pass and follow into ball screen. This is spread ball screen. Or...

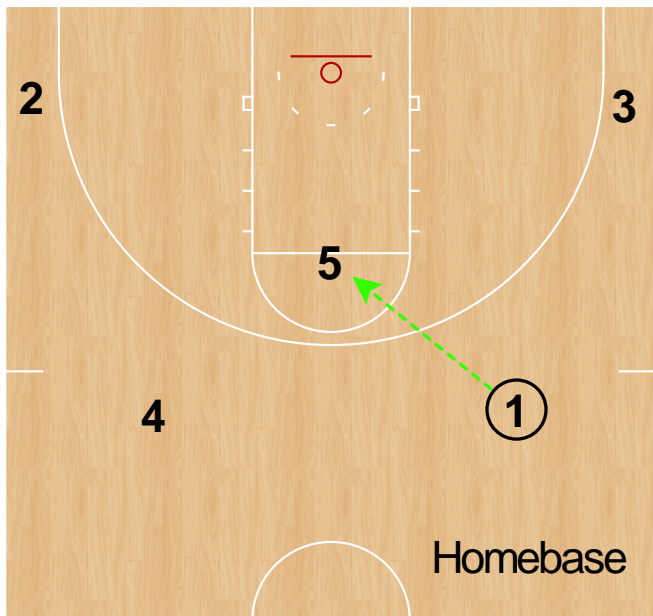
(good late clock option for shot clock teams)



...5 sprints toward rim and "buttonhooks" at the nail. Now we are back in homebase and can resume X-Action reacting to the next pass.

Radius Athletics

X-Action (Pop Game) Bounce Pop



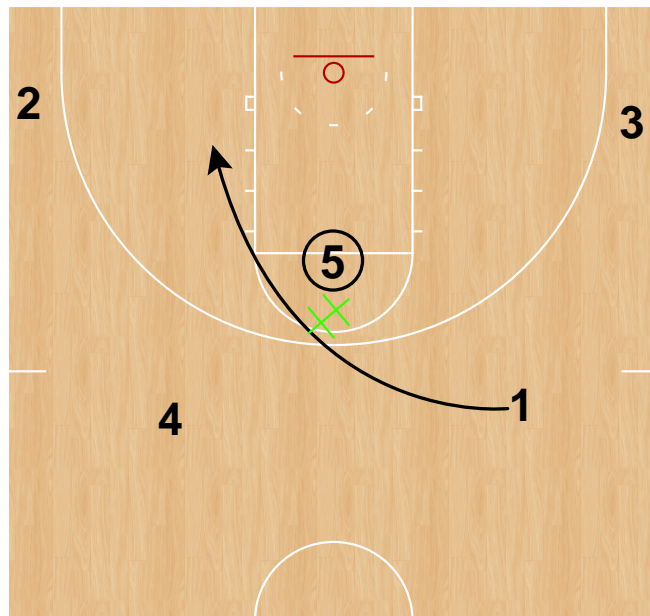
From "homebase" player 1 has these options:

Swing - pass across the top

Nail - Enter to Nail

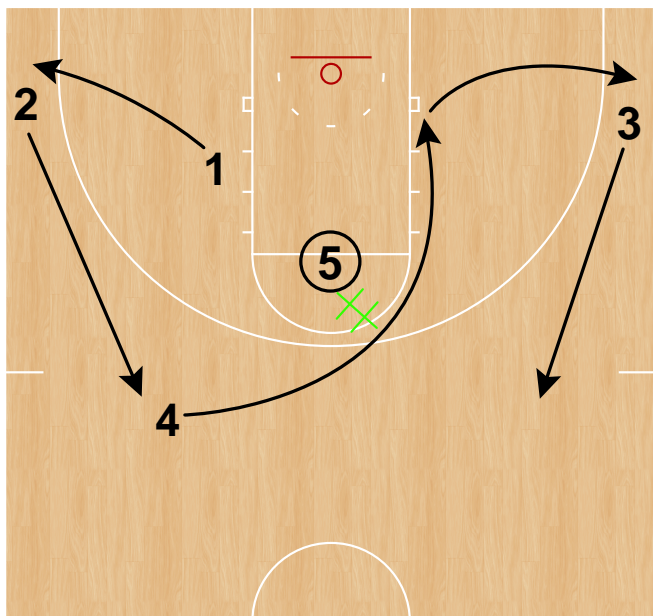
Wing - pass to ballside wing

Skip - Skip to opposite wing



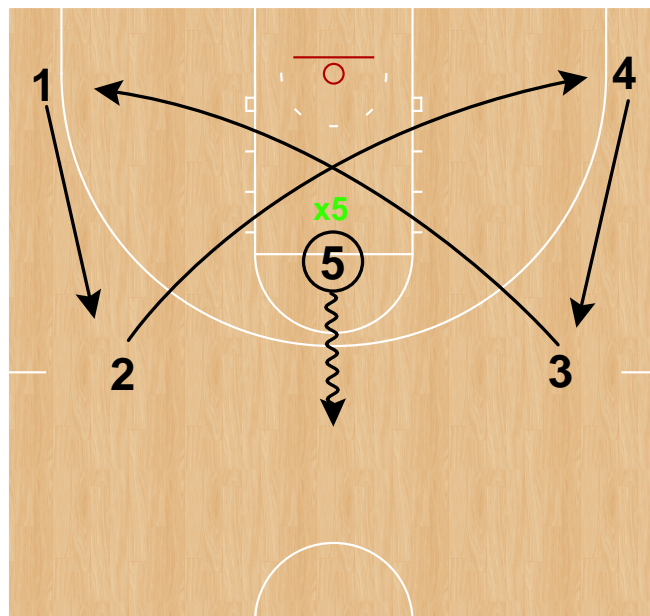
1 has entered to 5 at the nail

1st Cutter - 1 - "Throw & Go" - attempt to outrun your pass and take handoff from 5



If 1 does not take ball from 5 continue to corner
2 rises

2nd Cutter - 4 cuts over 5 for handoff. If 4 does not take ball from 5 continue to corner
3 rise



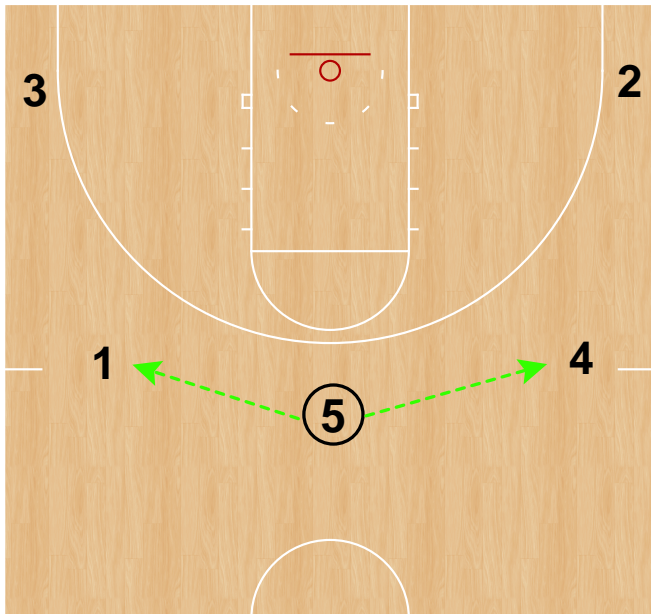
5 may bounce (dribble off the nail to TOC)

Rule: when this happens, slots X-action to opposite corner. We always want at least one X-Action off of a center pop

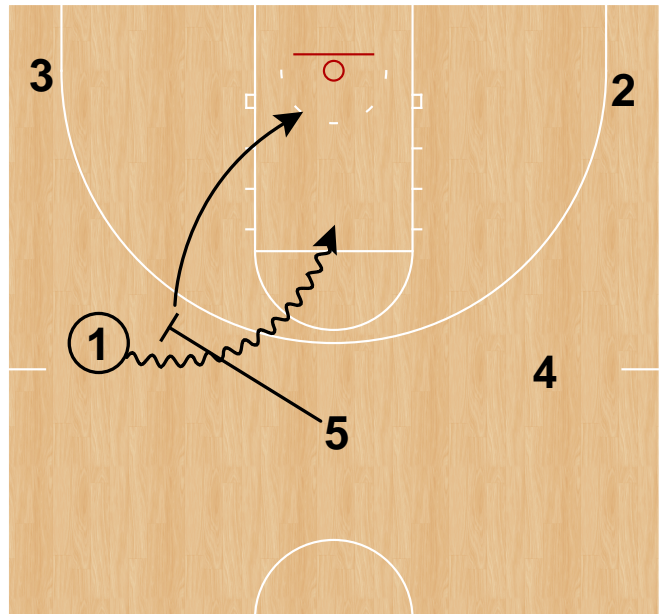
2 and 3 run X-action, 1 and 4 fill up

Radius Athletics

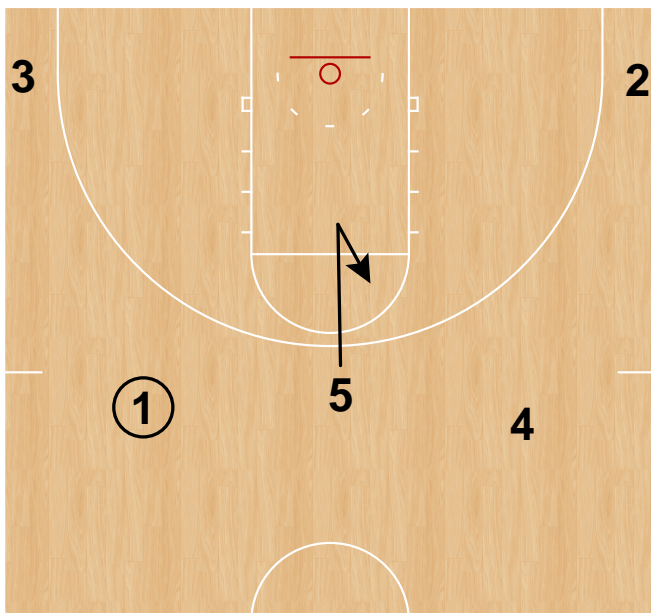
X-Action (Pop Game) Bounce Pop



5 may pass to either 2 or 3



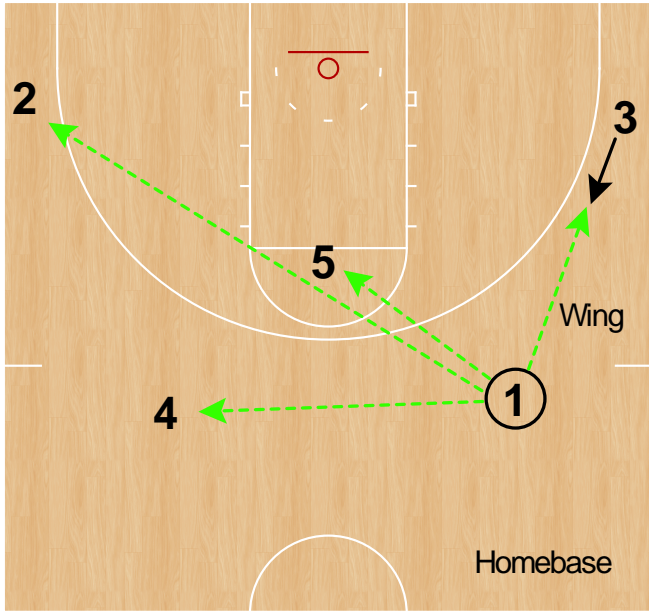
Two Options:
5 has passed to 2
Pass and follow into ball screen. This is spread ball screen. Or...
(Note: a good late clock option for FIBA/shot clock teams)



...5 sprints toward rim and "buttonhooks" at the nail. Now we are back in homebase and can resume X-Action reacting to the next pass.

Radius Athletics

X-Action (Pop Game) Wing To Pop Game



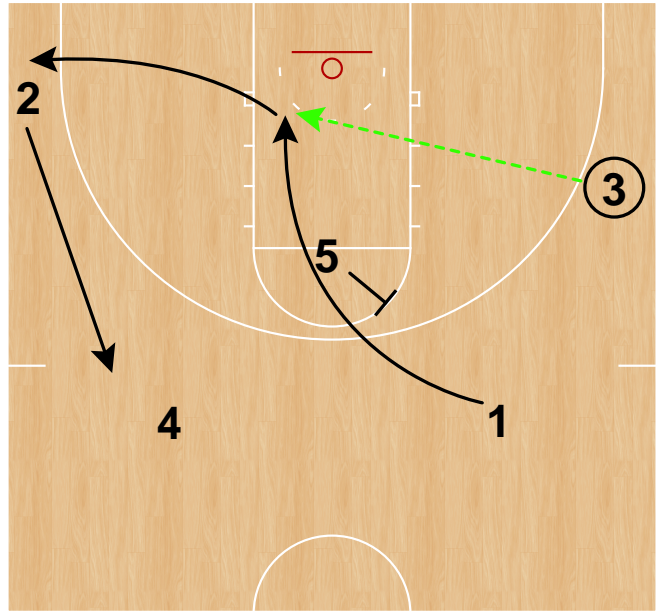
From "homebase" player 1 has these options:

Swing - pass across the top

Nail - Enter to Nail

Wing - pass to ballside wing. 3 shorten the pass on eye contact

Skip - Skip to opposite wing

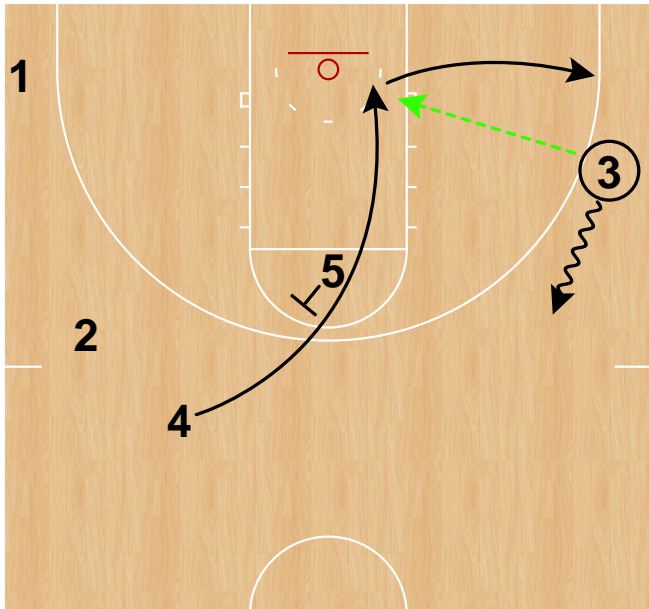


Wing Option

1 has passed to wing (3).

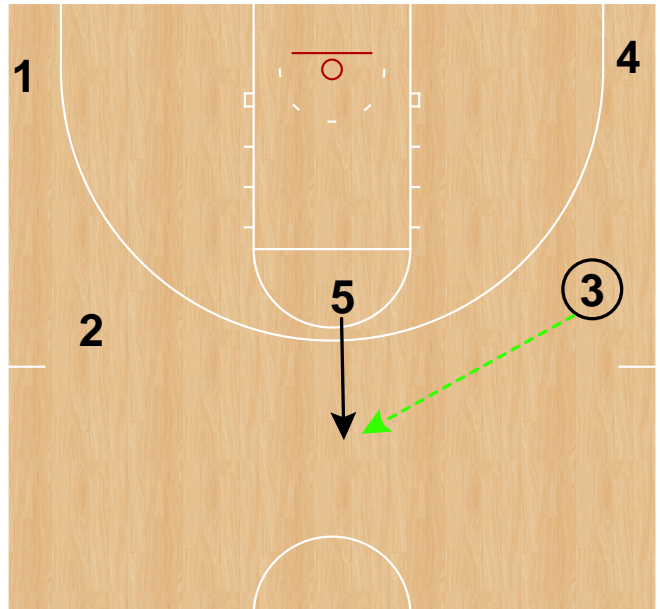
1st Cutter - 1 cuts off back screen from 5 looking for lob/backdoor (continue over the block and out if you do not receive pass.)

2 fills up



2nd Cutter - 4 cuts off back screen from 5 looking for pass, if you do not receive it cut out to corner

3 dribble lifts if they do not enter to 2nd Cutter

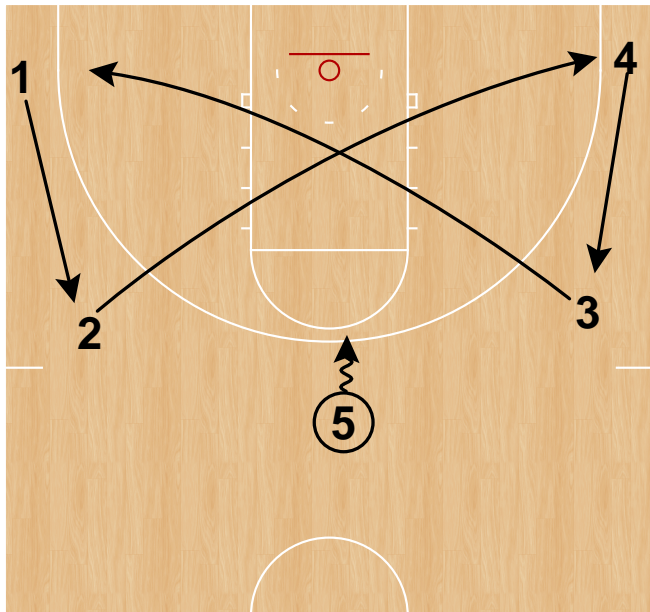


3 could dribble lift to slot and 5 could remain at nail, but with skilled player at nail you may want to integrate Pop Game.

5 pops off the nail to TOC, 3 passes to 5

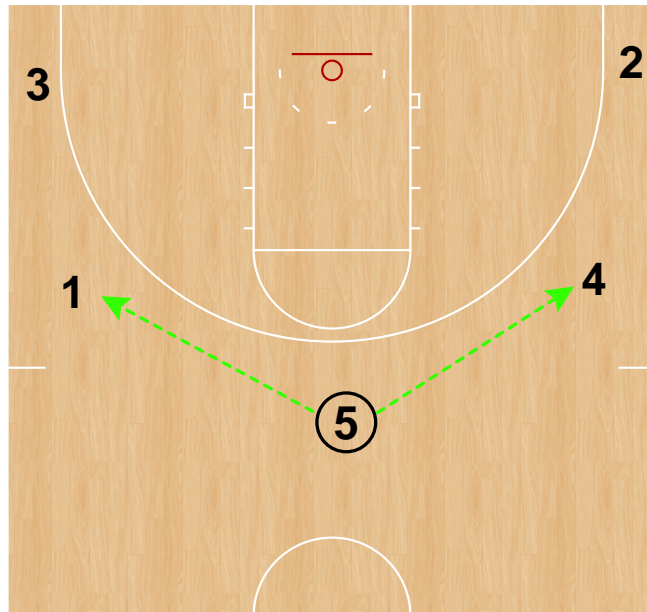
Radius Athletics

X-Action (Pop Game) Wing To Pop Game

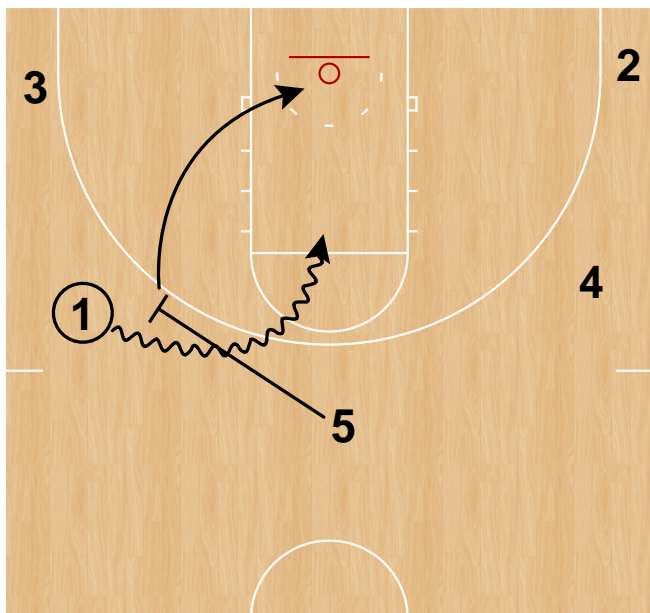


Rule: when this happens, slots X-action to opposite corner. We always want at least one X-Action off of a center pop

Pass to 5 triggers X-Action. 5 may ISO here or...

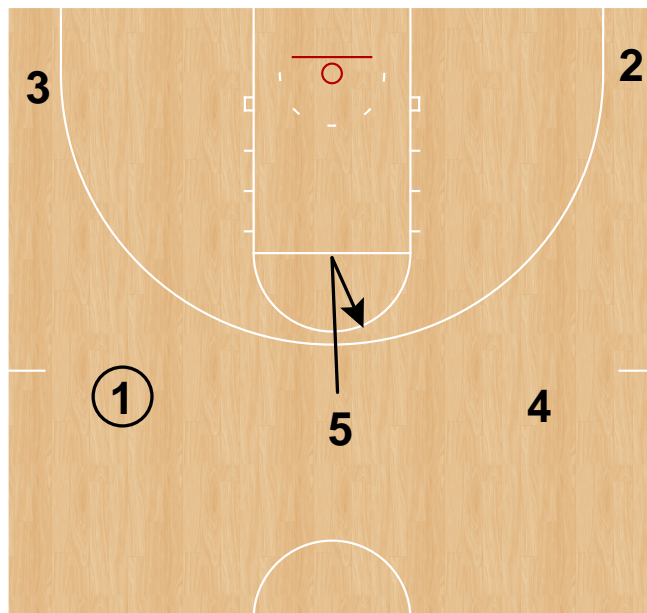


...pass to either 1 or 4 filling up



Two Options:
5 has passed to 1
Pass and follow into ball screen. This is spread ball screen. Or...

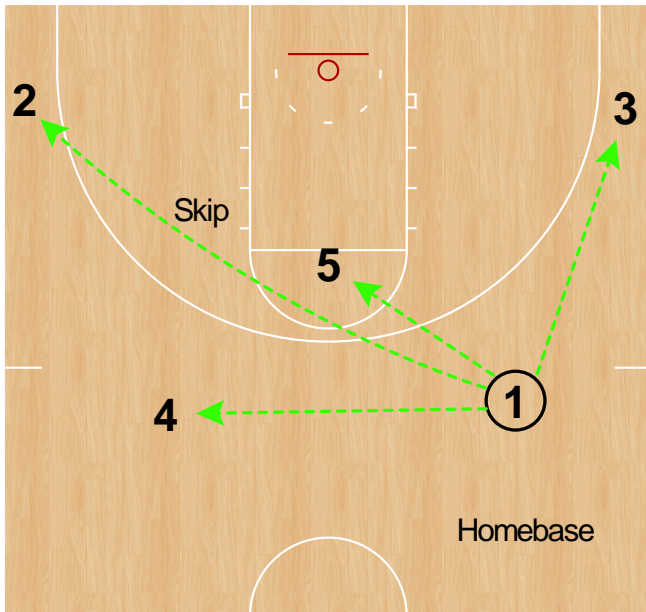
(good late clock option for shot clock teams)



...5 sprints toward rim and "buttonhooks" at the nail. Now we are back in homebase and can resume X-Action reacting to the next pass.

Radius Athletics

X-Action (Pop Game) Skip To Pop Game



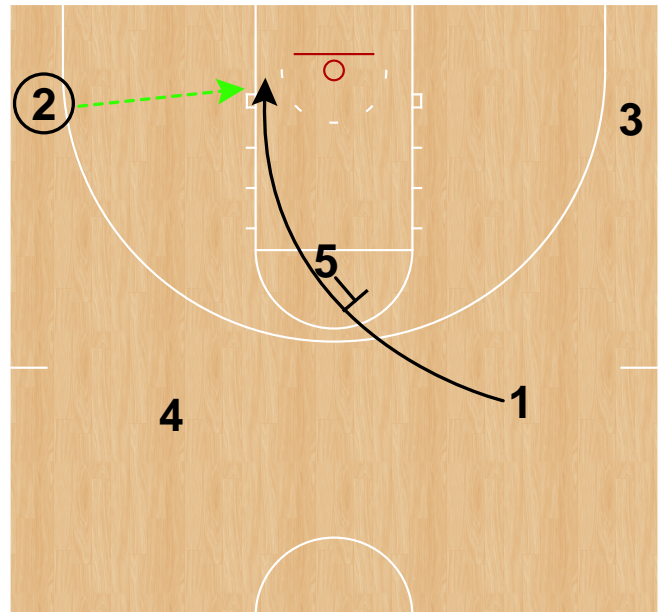
From "homebase" player 1 has these options:

Swing - pass across the top

Nail - Enter to Nail

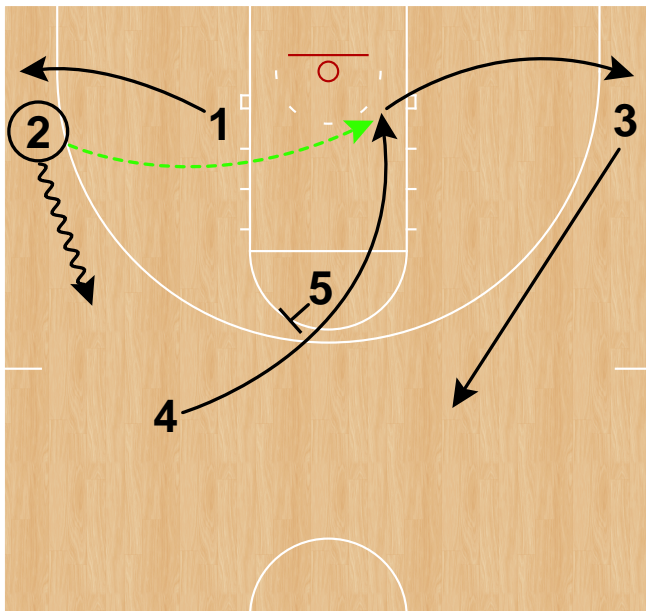
Wing - pass to ballside wing

Skip - Skip to opposite wing



1 has skipped to 2

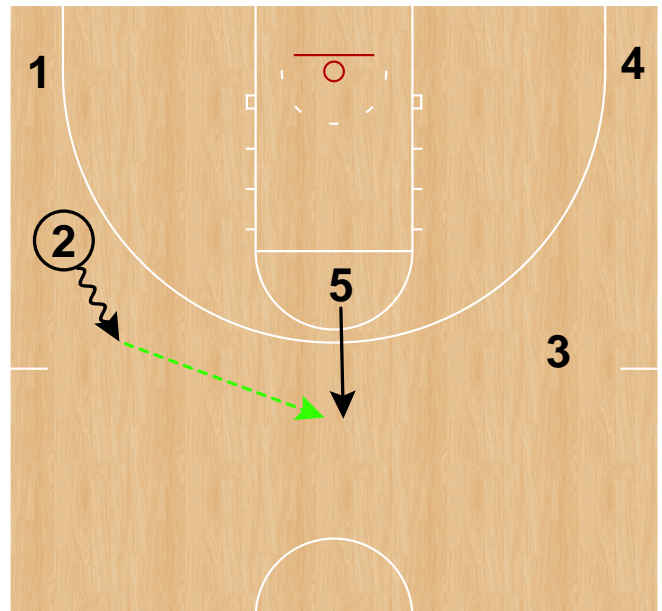
1st Cutter - 1 cuts off back screen from 5 looking for pass at/near the block



If 1 does not receive pass continue cutting to corner

2nd Cutter - 4 cuts off back screen from 5. 2 looks for 4 on lob/backdoor. If 4 does not receive pass, continue cutting to corner

3 rises to square the top, 2 begins to dribble lift

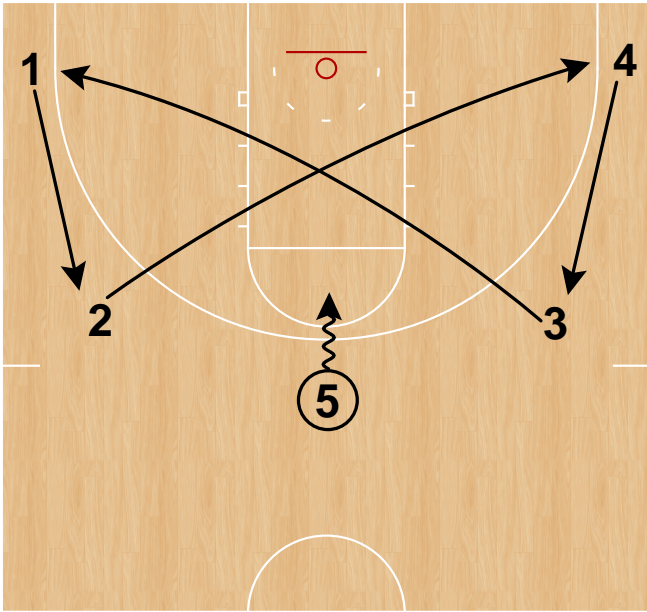


2 could dribble lift to slot and 5 could remain at nail, but with skilled player at nail you may want to integrate Pop Game.

5 pops off the nail to TOC, 2 passes to 5

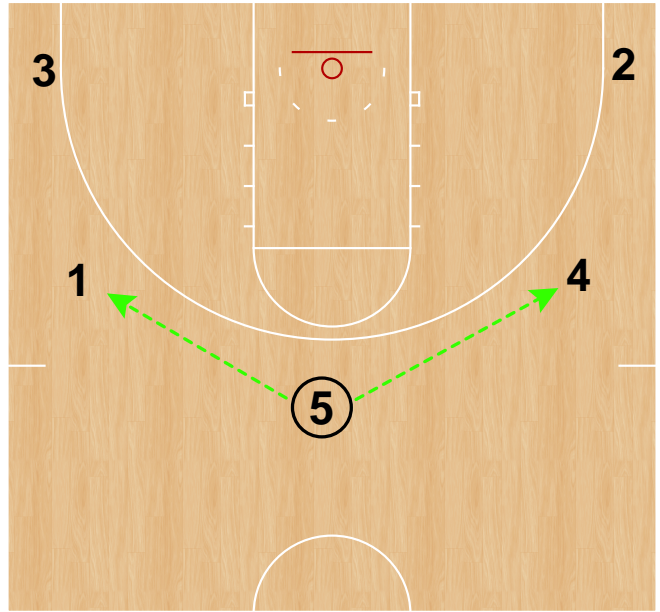
Radius Athletics

X-Action (Pop Game) Skip To Pop Game

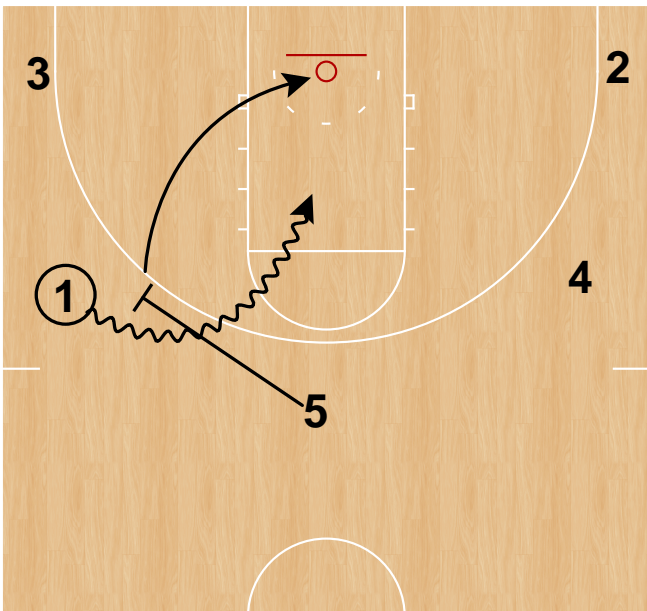


Rule: when this happens, slots X-action to opposite corner. We always want at least one X-Action off of a center pop

Pass to 5 triggers X-Action. 5 may ISO here or...

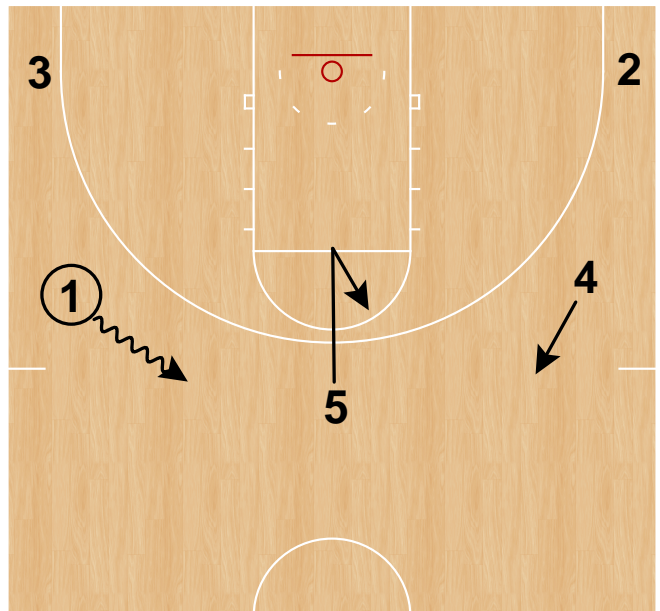


...pass to either 1 or 4 filling up



Two Options:
5 has passed to 1
Pass and follow into ball screen. This is spread ball screen. Or...

(good late clock option for shot clock teams)

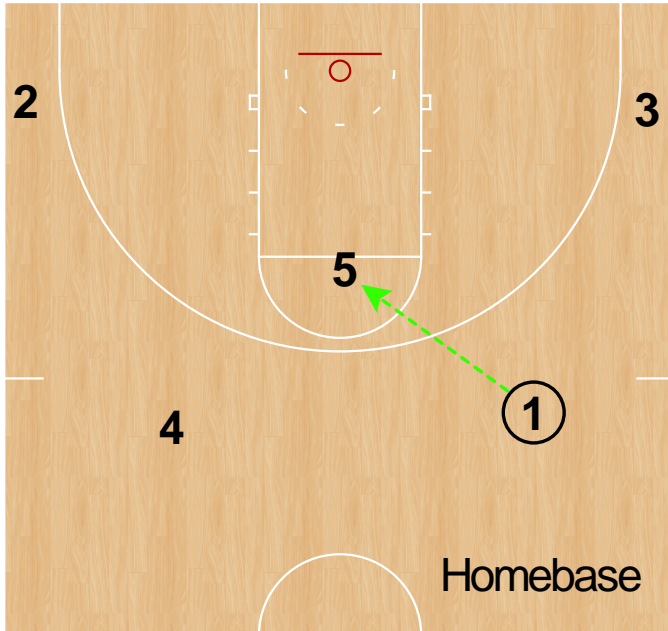


...5 sprints toward rim and "buttonhooks" at the nail. Now we are back in homebase and can resume X-Action reacting to the next pass.

Nail Player ISOs

Radius Athletics

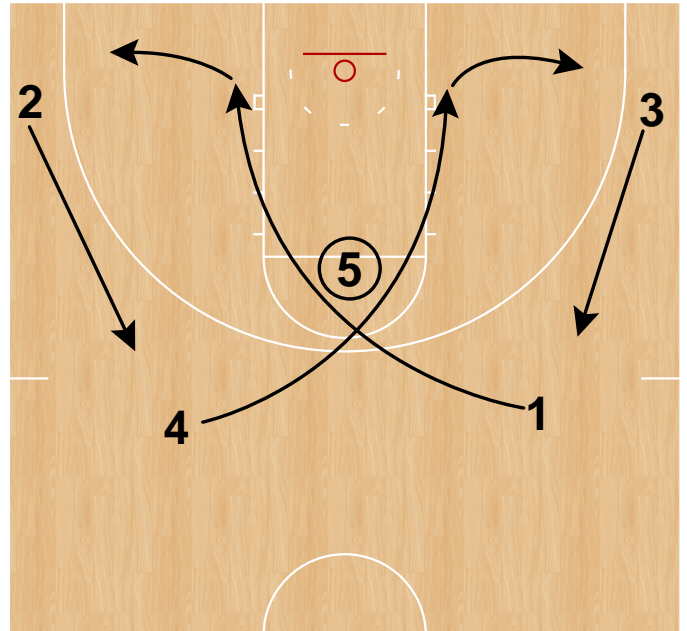
X-Action (Nail Iso)



Nail Iso

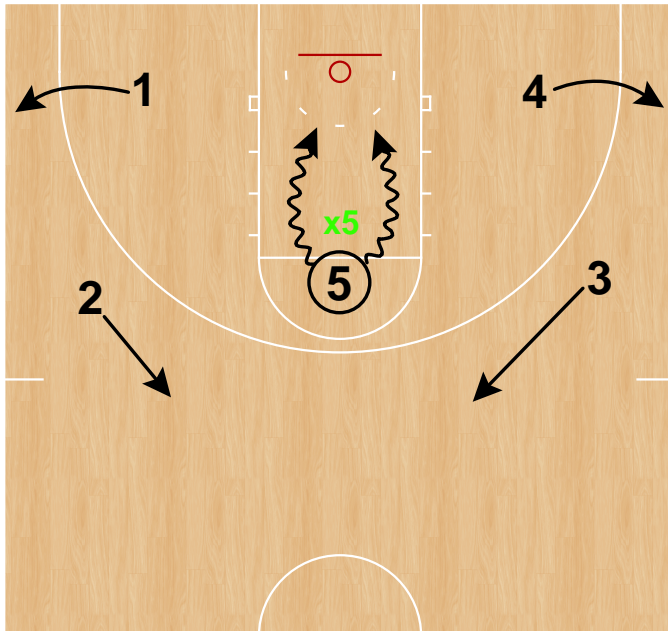
Getting the ball to the player on the nail presents 1v1 opportunities. Here 1 enters to 5 at nail.

Note: The "nail" player does not have to be your BIG. It could be any player.

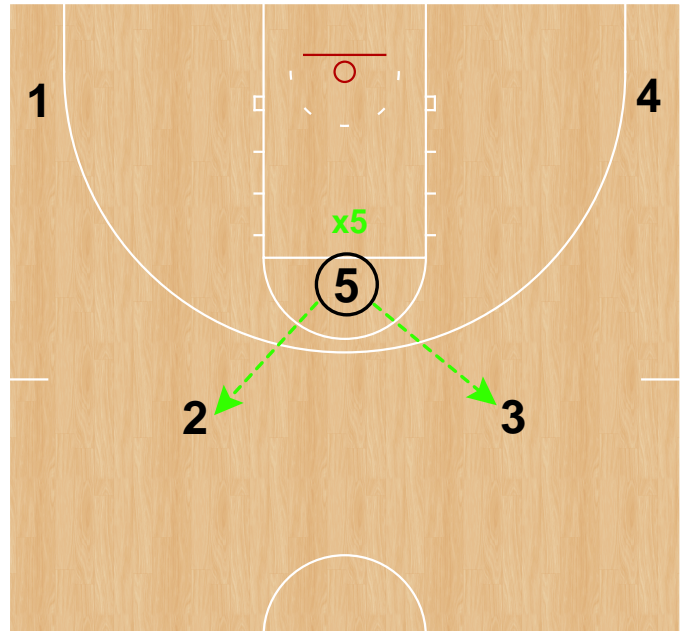


Entering the 5 triggers X-Action. 1 is first cutter, 4 is second cutter. 5 may handoff to either cutter.

2 and 3 fill up



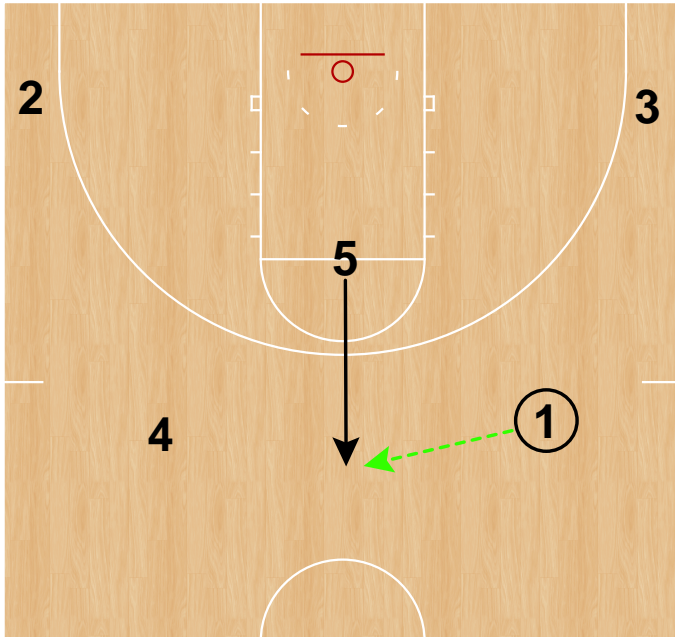
If 5 does not handoff to other cutter, he/she may face the basket and play 1v1



If 5 dislikes the driving matchup and throws out to 2 or 3 the offense has returned to homebase. React to the next pass or follow the pass into "shirt" (ball screen).

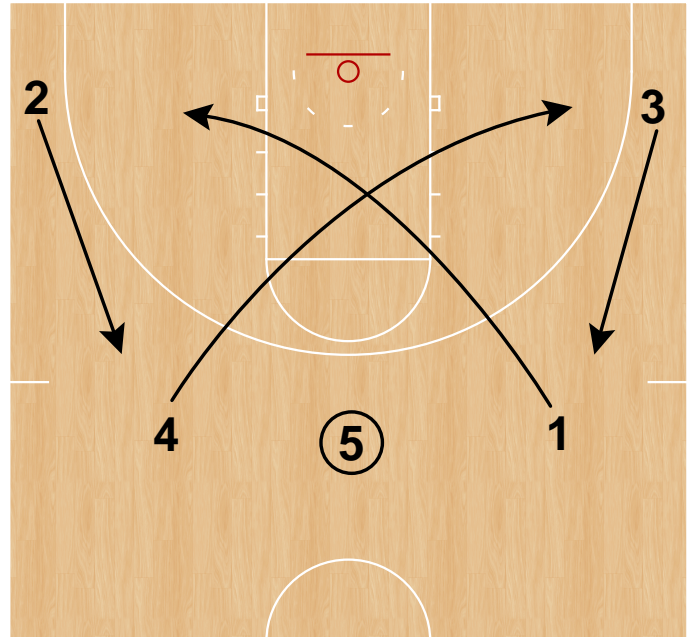
Radius Athletics

X-Action (Pop Iso)

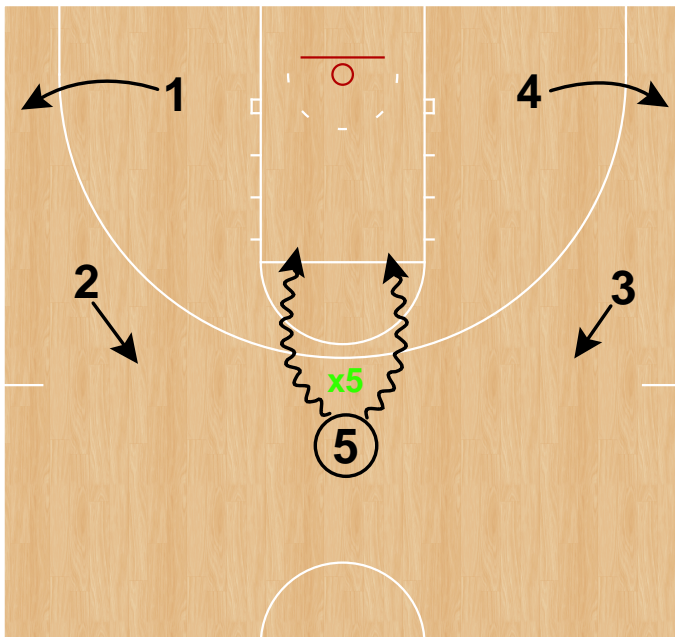


5 pops off the nail to get the catch. Pop hard and high. 1 passes to 5.

Note: This why we play with wide slots, 5 needs space to pop into



On any pass to 5 at TOC we get into dual action. Example here is POP CROSS. 1 is first cutter, 4 is second cutter. Sprint cuts to corners. 2 and 3 fill up.

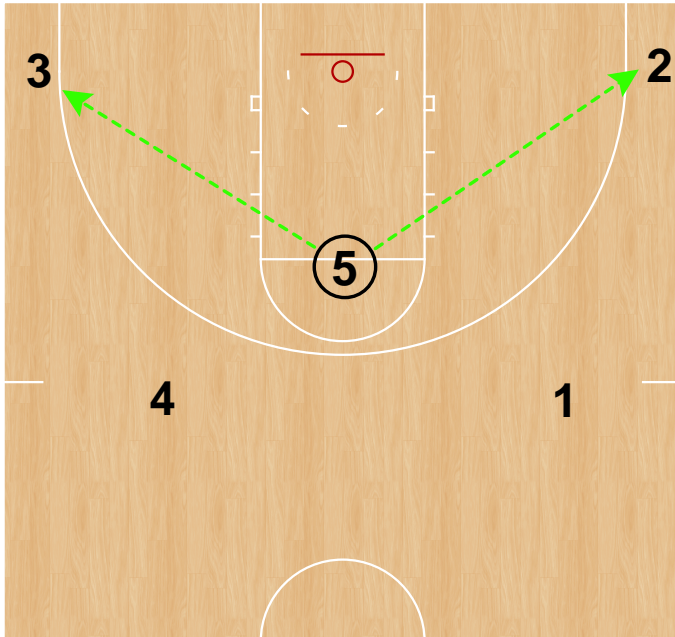


With the cutting and filling ongoing, 5 drives it. Barkley around the FT Line on a failed drive.

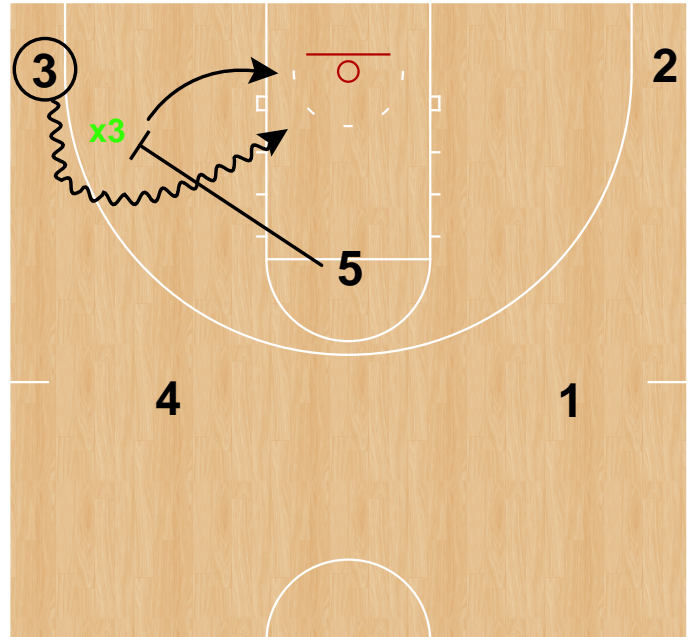
Corner Dumps

Radius Athletics

X-Action - Corner Dump



There may be times when the ball is at the nail and the player, instead of ISOing or passing to one of the slots dumps it into one of the corners.



In the diagram above, 5 has passed to 3 in the corner, this is an automatic deep wing ball screen. 5 follows their pass to set ball screen.