

## 6-12 Terminology & Vocabulary

### Terminology:

- **Baseline:** out of bounds under the hoop.
- **Block:** large bottom lane marker outside the key.
- **Corner:** intersection of the sideline and baseline.
- **Cross Face:** when an offensive player moves in front of a defender to become available to receive a pass.
- **Denial:** not allowing or making it extremely difficult for an offensive player to receive a pass.
- **Elbow:** intersection of the FT-line and side of the lane.
- **Jump to the Pass:** move in the direction of the pass while the ball is in flight.
- **Man Defense (Match Up):** guard 1 offensive player wherever they go, unless a switch is communicated and/or necessary.
- **On the Line & Up the Line:** hand in the passing lane nearer the passer (should not be right next to offensive player that is being guarded).
- **Outlet:** passing the ball out of the rebounding area to a ball-handler to advance the ball up the court.
- **Passing Lane:** imaginary line the ball needs to travel on to go from one offensive player to another.
- **Protect the Ball:** 2 hands on the ball, using pivot and strength to swing ball away from opponent who is attempting to steal or tie up the ball.
- **Ready Position:** athletic position ready for action (knees bent, hips bent, hands ready, mentally alert).
- **Skip Pass:** passing to a non-adjacent teammate.
- **Spacing:** 12-15ft around the perimeter – in the key, high/low or opposite sides of the key.
- **Strong Side:** defensive area on the same side as where the ball is.
- **Swing the Ball:** quick passes (usually around the perimeter) to reverse strong & weak sides.
- **Trap Dribble:** 1 dribble pick up, that does nothing – creates a dead ball, often resulting in a defensive trap.
- **Weak Side:** defensive area on the opposite side of the where the ball is.
- **Wing:** perimeter area, FT-line extended near the 3-pt line.
- **Zone Defense:** guard on offensive player(s) in a certain area of the court.

### Terms involving Skill:

- **Block Out:** low/wide body position where contact is made to prevent an offensive player from moving into an area where the ball may be rebounded.
- **Catch the ball with your feet:** from a Ready Position, step with feet so that player is in a proper position when the ball is received to either shoot, drive or pass.
- **Close out to the shooter/ball:** as an offensive player receives the ball, the defensive player runs out to the "O" with hand up while feet and body breakdown to a Ready Position for potential head fake and drive.
- **Denial**
  - **Passing Lane:** with top foot and top hand in passing lane (On & Up the Line) being ready for back door cut – shuffling feet.
  - **Cutters (Cross Face):** by Jumping to the Ball, defender fights for position so offensive player cannot get a direct pass from teammate.
- **Drop Step:** from a Ready Position, an approximately 45 degree reverse pivot.
- **Forward Pivot:** from a Ready Position, on either foot, pivot in a forward direction, like taking a right or left turn.
- **Jump Stop:** landing on both feet at the same time so that either foot may be used as a pivot without traveling.
- **L-Cut:** a sharp cutting action in which the plant foot forces the player to move at a 90 degree angle.
- **Power Layup:** from a Ready Position with the ball, an aggressive jump and thrusting to get ball up through would be defenders to create a shooting lane for a lay-up.
- **Posting Up:** in the key area, an aggressive Ready Position that allows the offensive player to maintain front positioning (keeping the defender behind them) to allow a pass from teammate to enter the post area.
- **Reverse Pivot:** from a Ready Position, on either foot, pivot in a backward direction, like opening up a door.
- **Screen:** while facing a would-be defender, maintain a solid Ready Position in a passing lane or running lane (pathway), that does not allow the defender to enter that lane.
- **Triple Threat:** Ready Position with possession of the ball in hands.
- **V-Cut:** a sharp acute cutting action in which the plant foot forces the player to move in a "V"- like motion.