PLAYBOOK

Basketball playbook

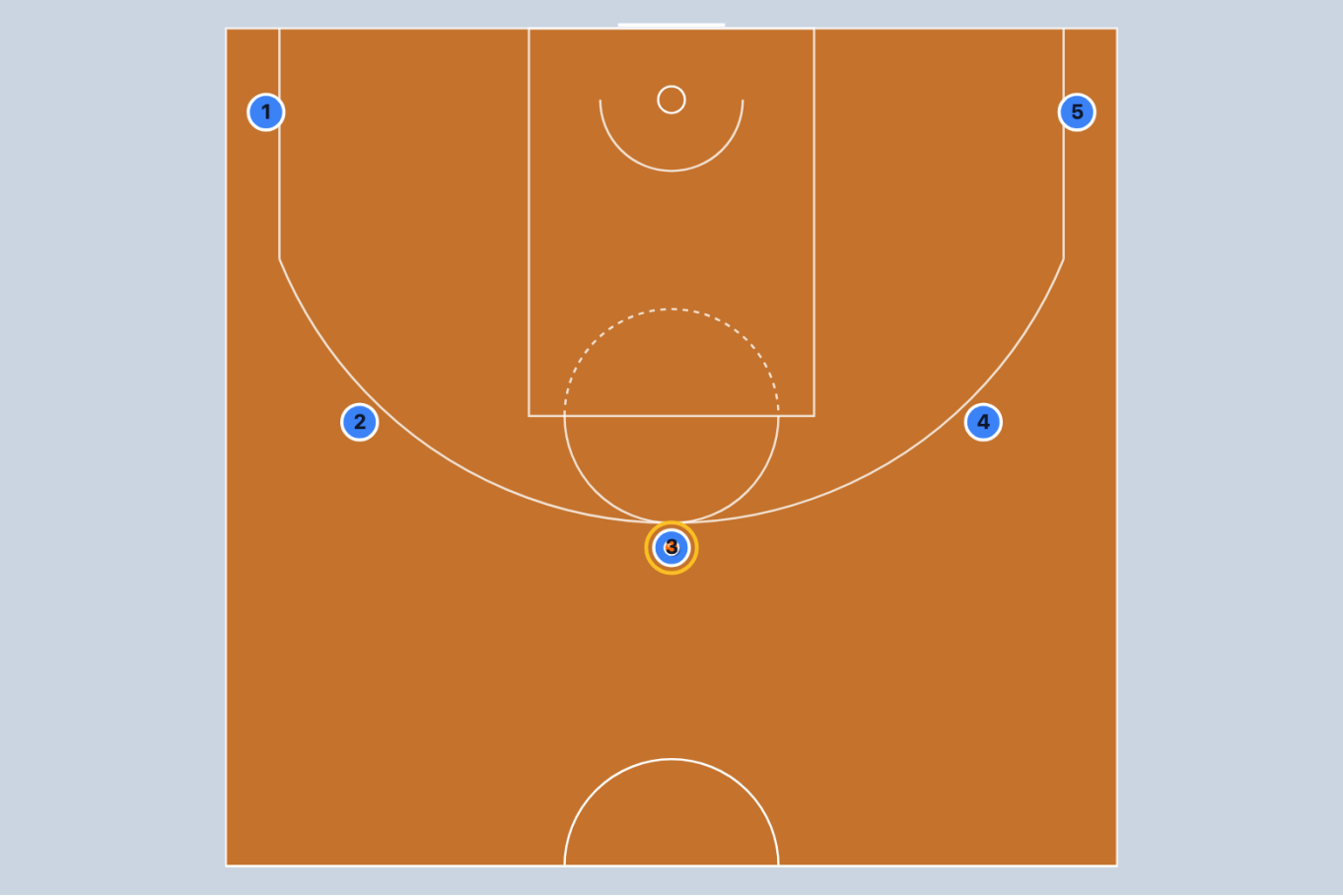
A free basketball playbook to print. Eleven plays drawn for you: sets, zone offence, inbounds, a press break and a zone, each ready to edit in Playmaker.

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11 plays

Basketball

Printed 16 Nov 2026



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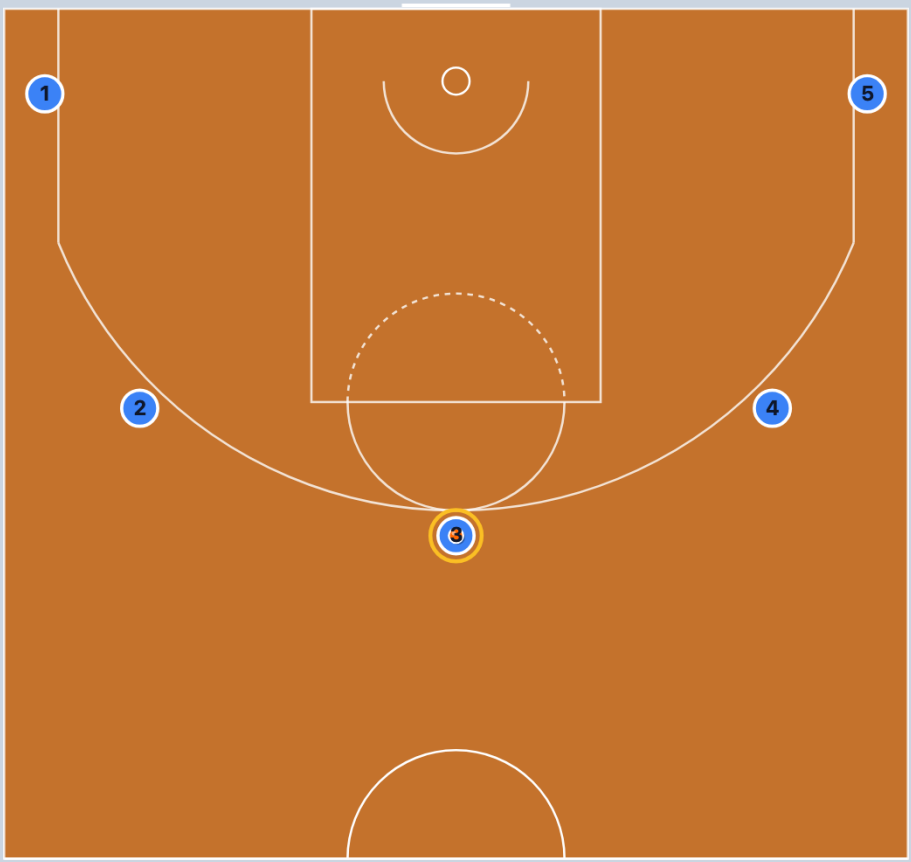
Basketball playbook

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5-out

Basketball · Call 1 · 3.0 s



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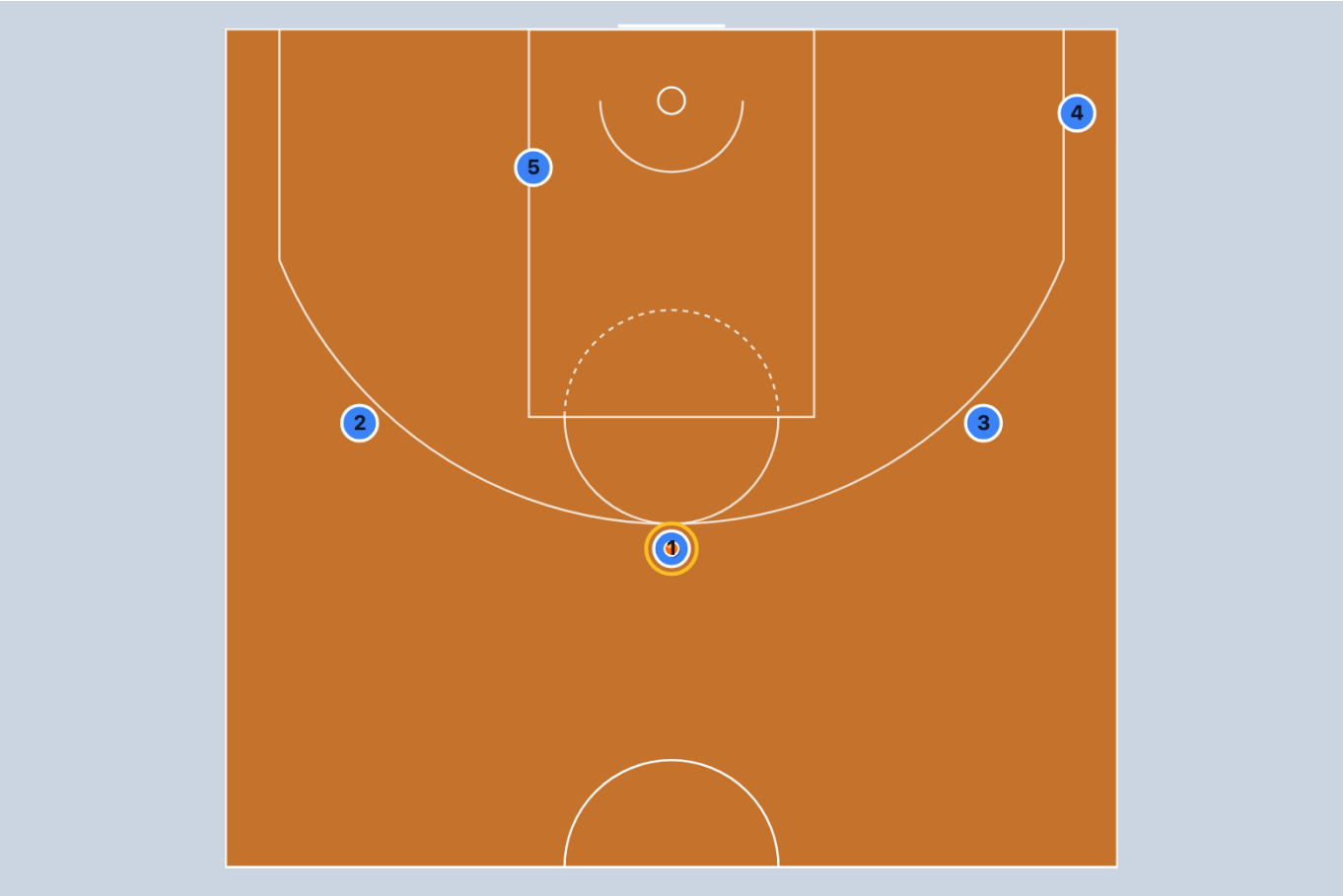
When to call it: Your base offence, and the first thing to teach. Run it whenever you have no set called.

Who does what: All five stand outside the three-point line: both corners, both wings and the top of the key. The lane is empty, so anyone can drive or cut into it. Pass, cut to the basket, and fill the spot that is empty.

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4-out 1-in

Basketball · Call 2 · 3.0 s



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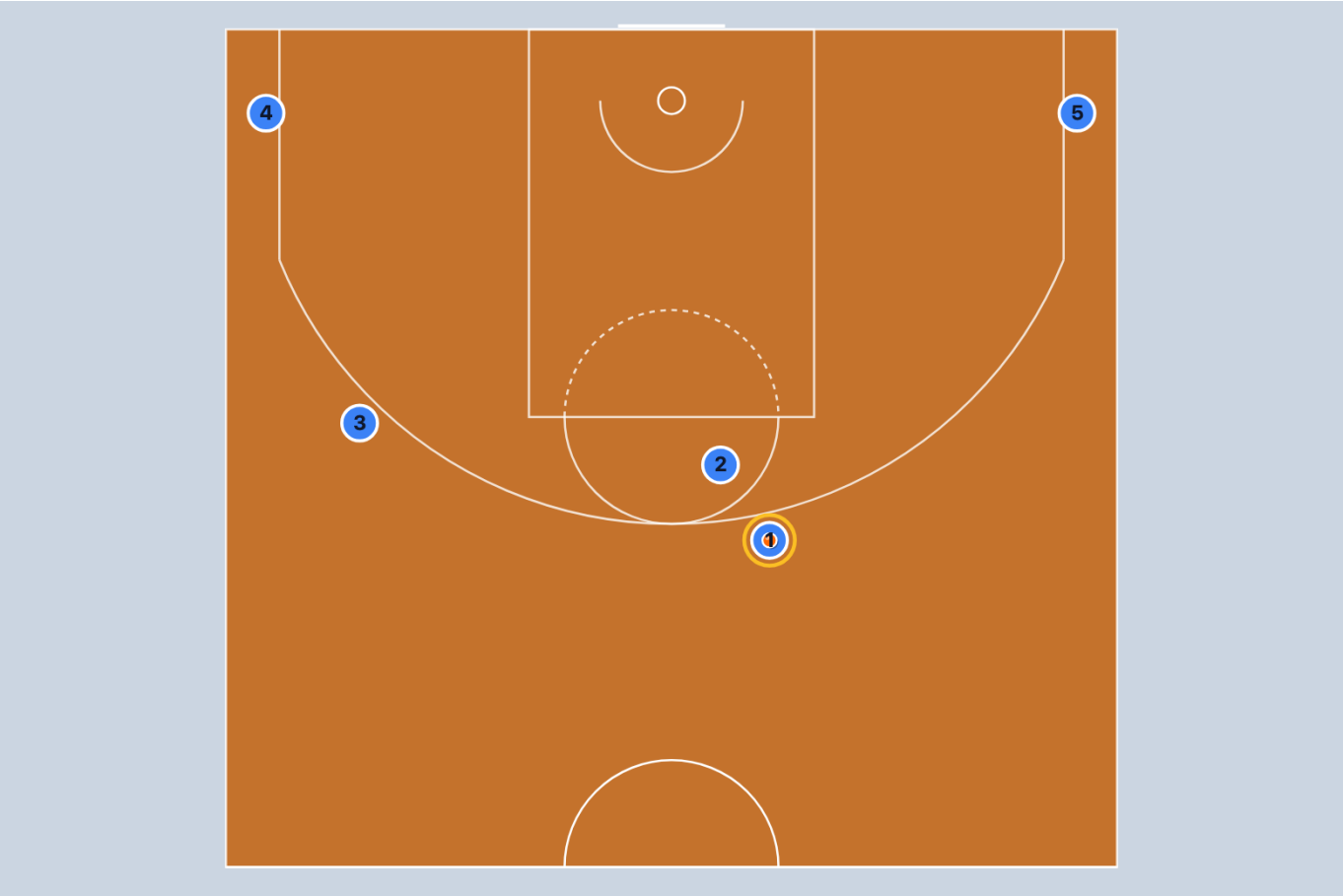
When to call it: When you have one player who scores close to the basket and you want the ball inside.

Who does what: Four players spaced round the arc and your post on the left block. The post seals his defender and calls for the ball. The four outside players pass until the entry to the post is open.

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High pick and roll

Basketball · Call 3 · 3.0 s



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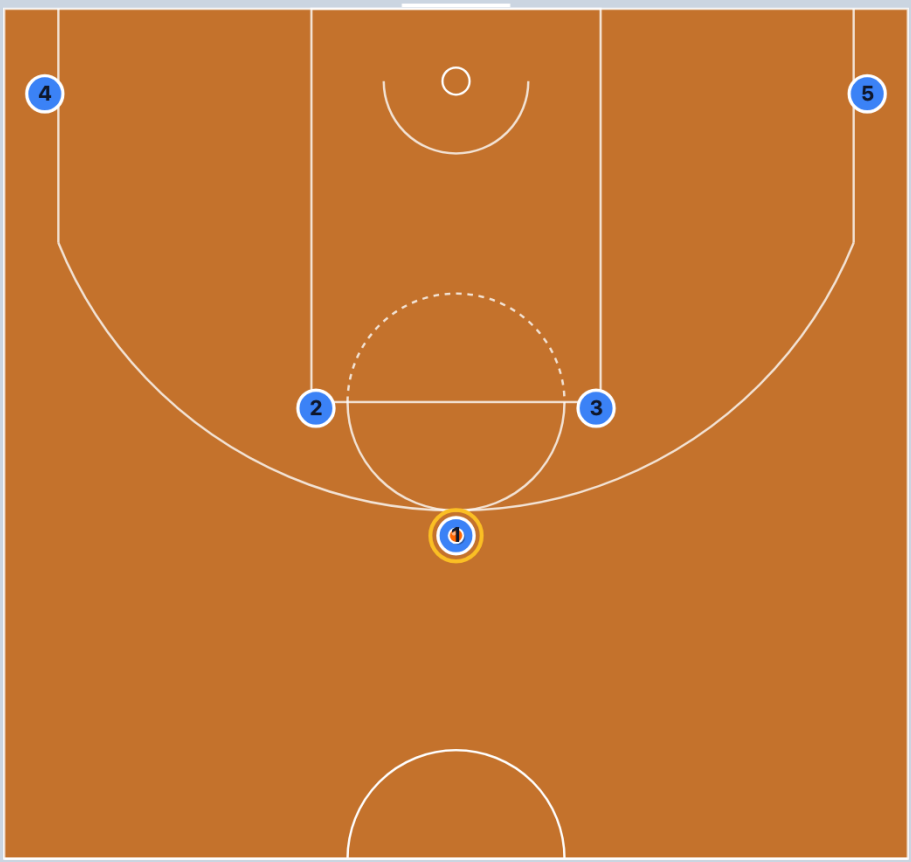
When to call it: Late in the shot clock, or any time your best ball handler needs a play.

Who does what: The screener steps up to set a screen for the ball handler above the arc. The ball handler drives off it, the screener rolls to the basket, and the three others fill both corners and the weak-side wing so nobody can help.

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Horns

Basketball · Call 4 · 3.0 s



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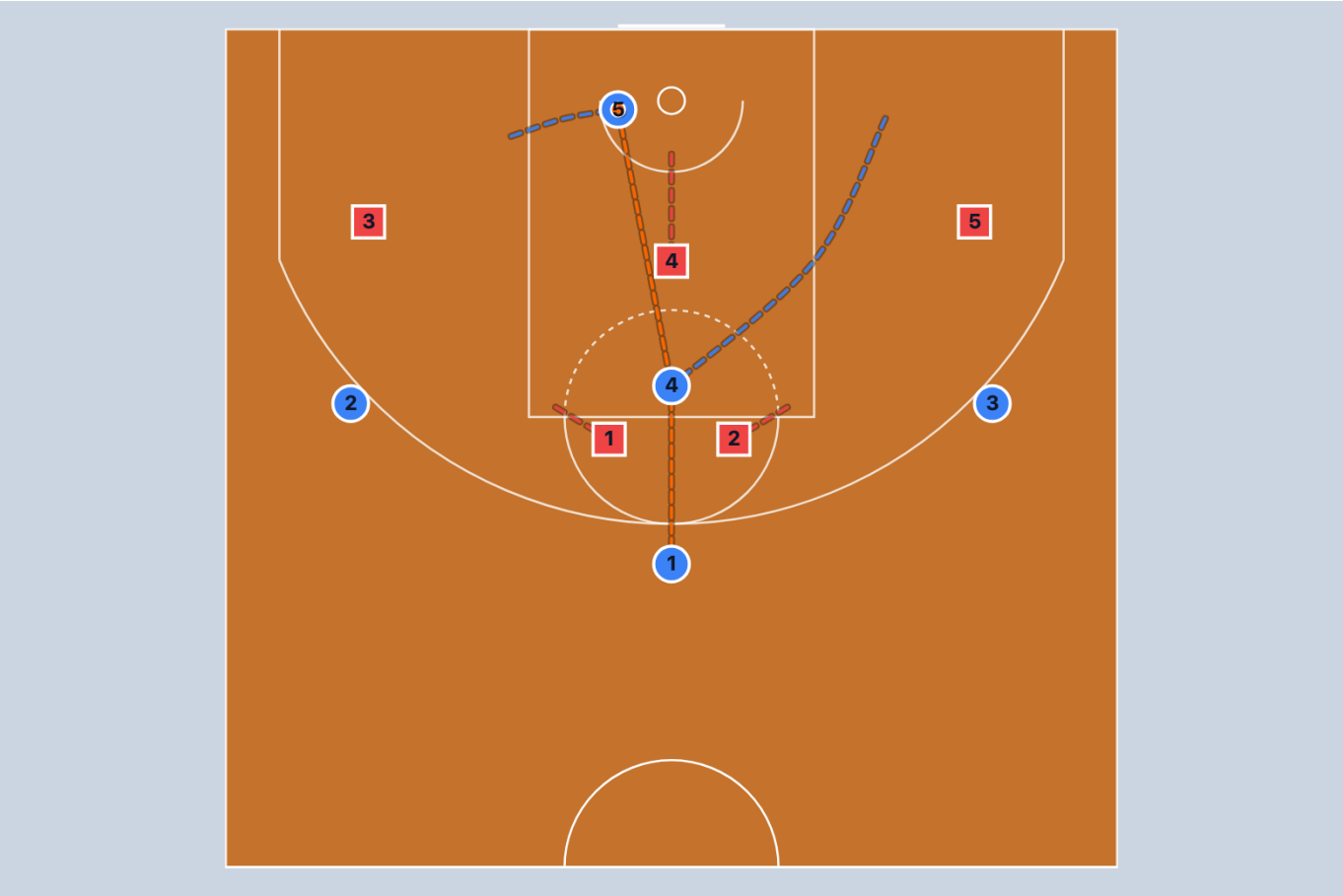
When to call it: Out of a timeout, or as your first play of the half. Every horns option starts from this one picture.

Who does what: Two bigs at the elbows, two shooters in the corners and the point guard at the top. The point guard picks a big to pass to or a big to screen for him, and the corners stay wide.

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Zone high-post flash

Basketball · Call 5 · 6.0 s



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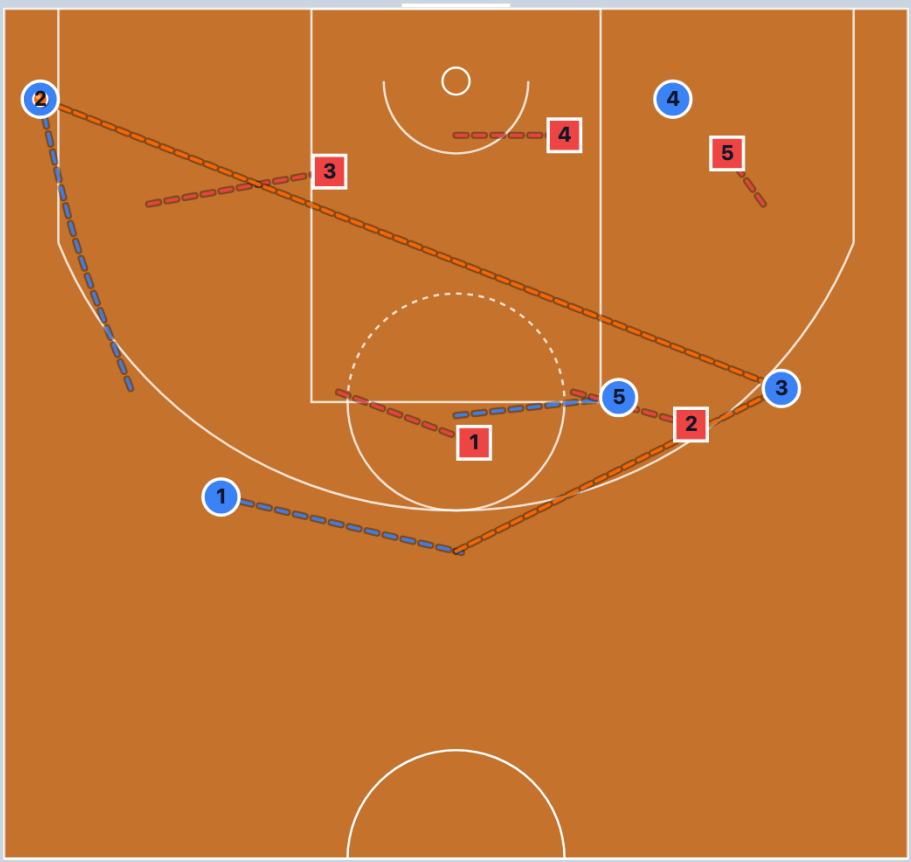
When to call it: Against a 2-3 zone, as the first thing you run at it.

Who does what: The 4 flashes from the short corner into the gap at the free-throw line, between the two guards of the zone. When the middle of the zone steps up to him, the 5 seals behind and the 4 drops it in for a layup.

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Zone overload skip

Basketball · Call 6 · 7.0 s



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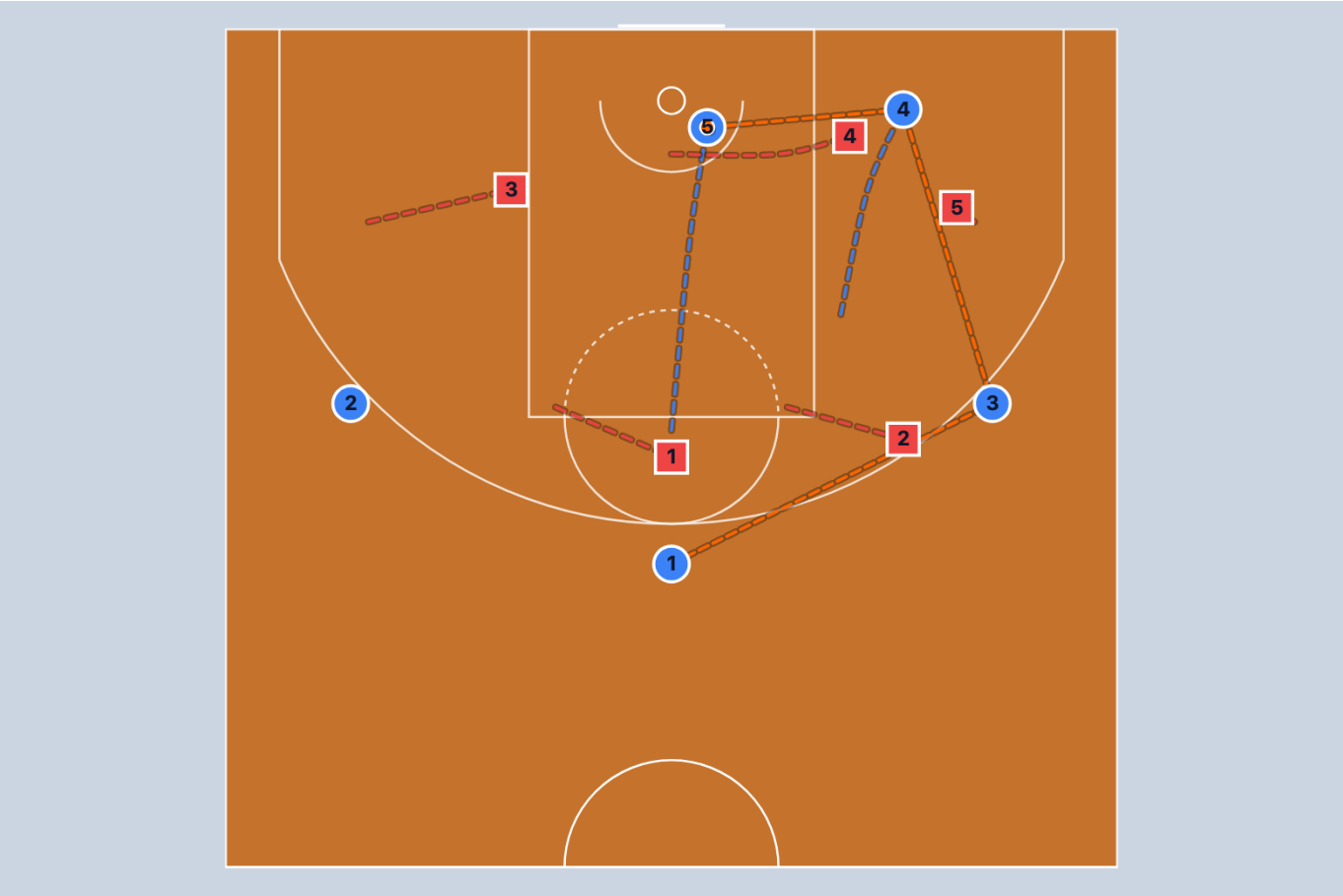
When to call it: Against a 2-3 zone that is shifting well, to make it shift too far.

Who does what: The wing, the short corner and the 5 stepping out to the right elbow pull the zone to the right. The left wing drifts to the corner behind the zone, and the right wing throws the skip pass over the top for an open corner three.

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Zone short corner

Basketball · Call 7 · 7.0 s



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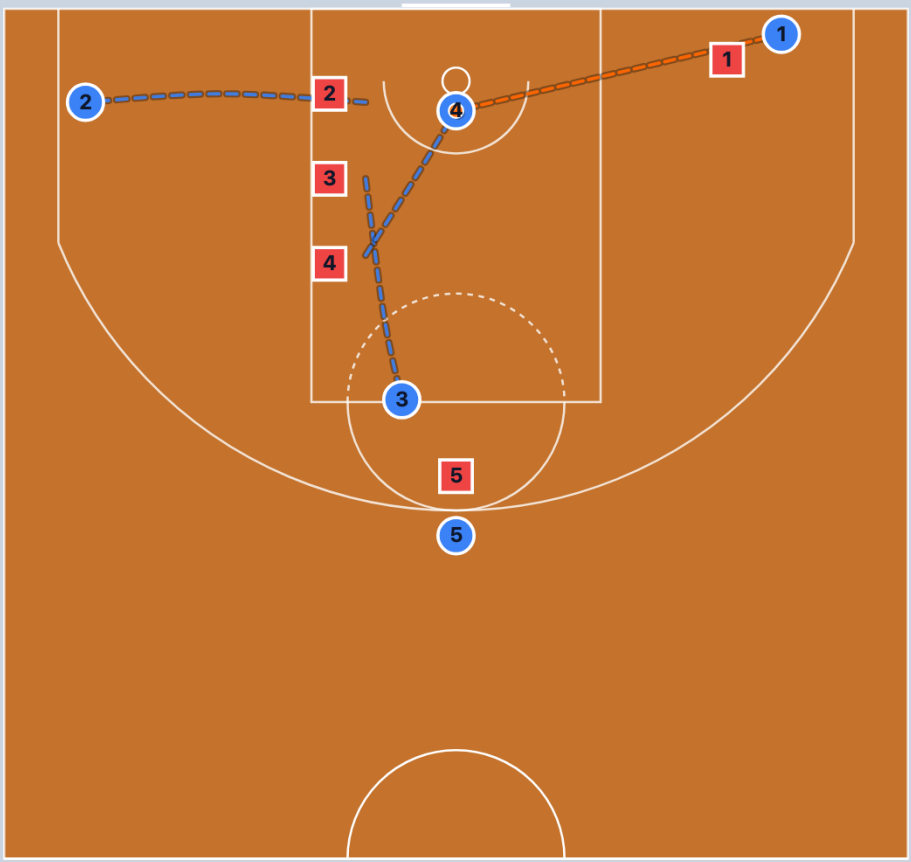
When to call it: Against a 2-3 zone when the middle of it is staying home.

Who does what: The ball goes to the wing and the 4 drops into the short corner. The middle of the zone has to step out to him, so the 5 dives from the high post into the space he left and finishes at the rim.

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Baseline stack

Basketball · Call 8 · 5.0 s



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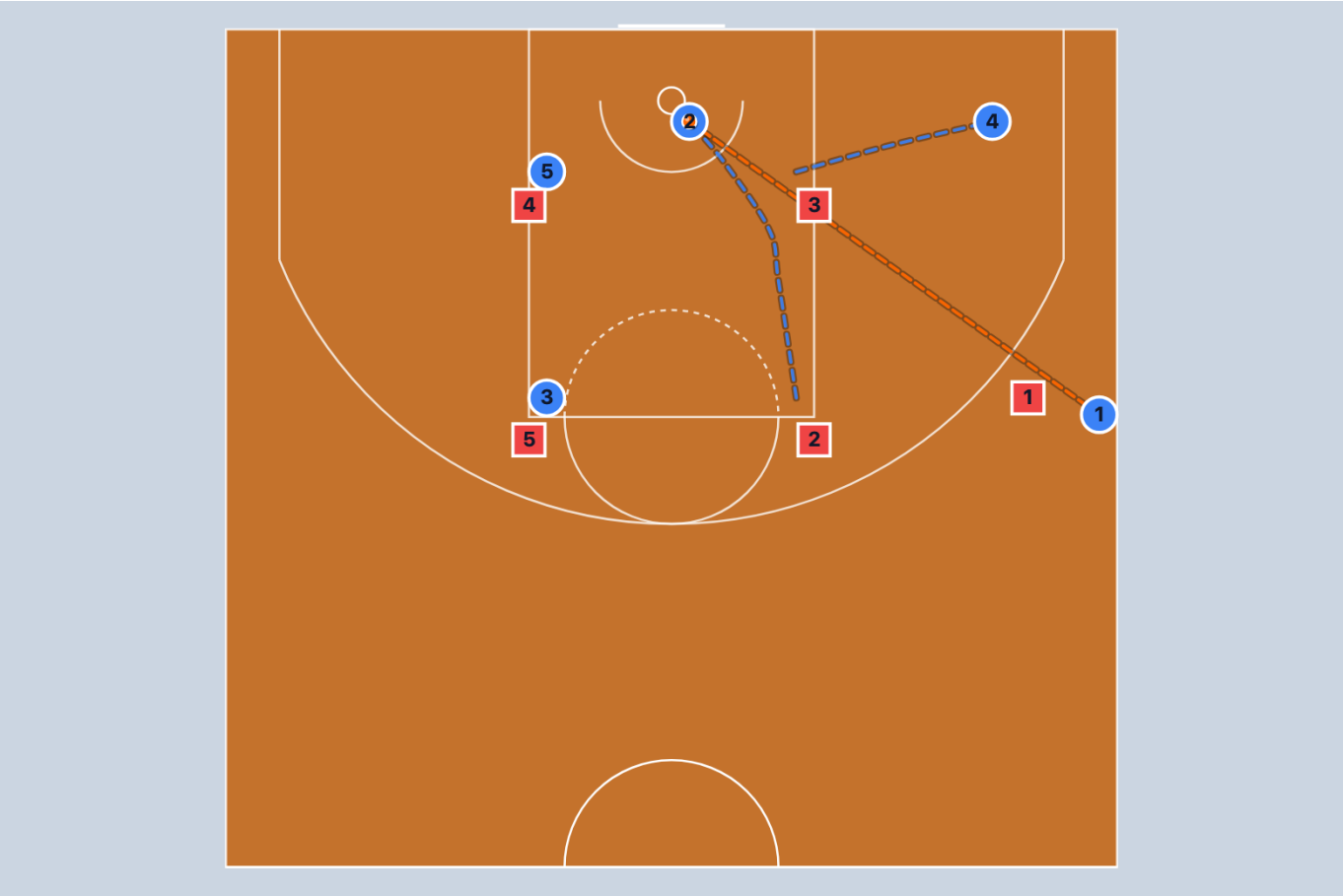
When to call it: Inbounding under your own basket, when you need a quick score.

Who does what: Three players stand in a line on the lane. The front man cuts to the corner as a decoy, the middle man pops out to the top as the safe pass, and the back man, the last one out of the stack, cuts to the basket for the layup.

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Box sideline

Basketball · Call 9 · 5.0 s



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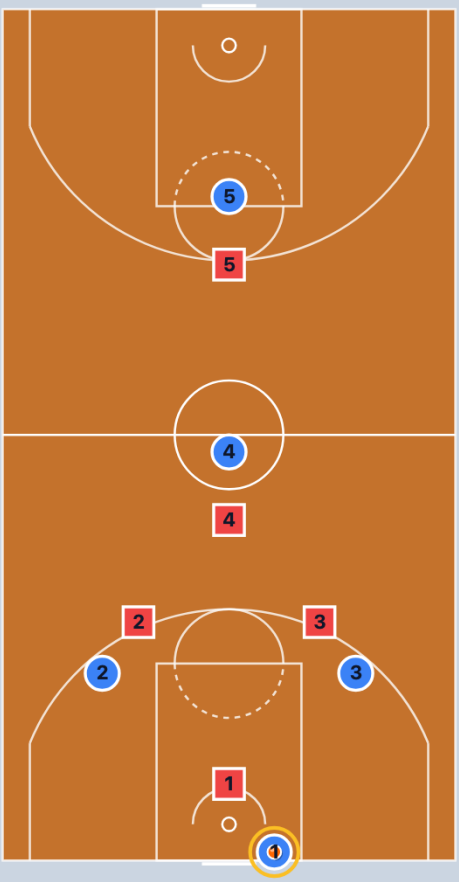
When to call it: Inbounding from the sideline in your front court.

Who does what: Four players in a box. The high player screens for the low one, the low one clears to the corner, and the screener turns to the basket. He is the one who ends up open at the rim.

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Press break

Basketball · Call 10 · 3.0 s



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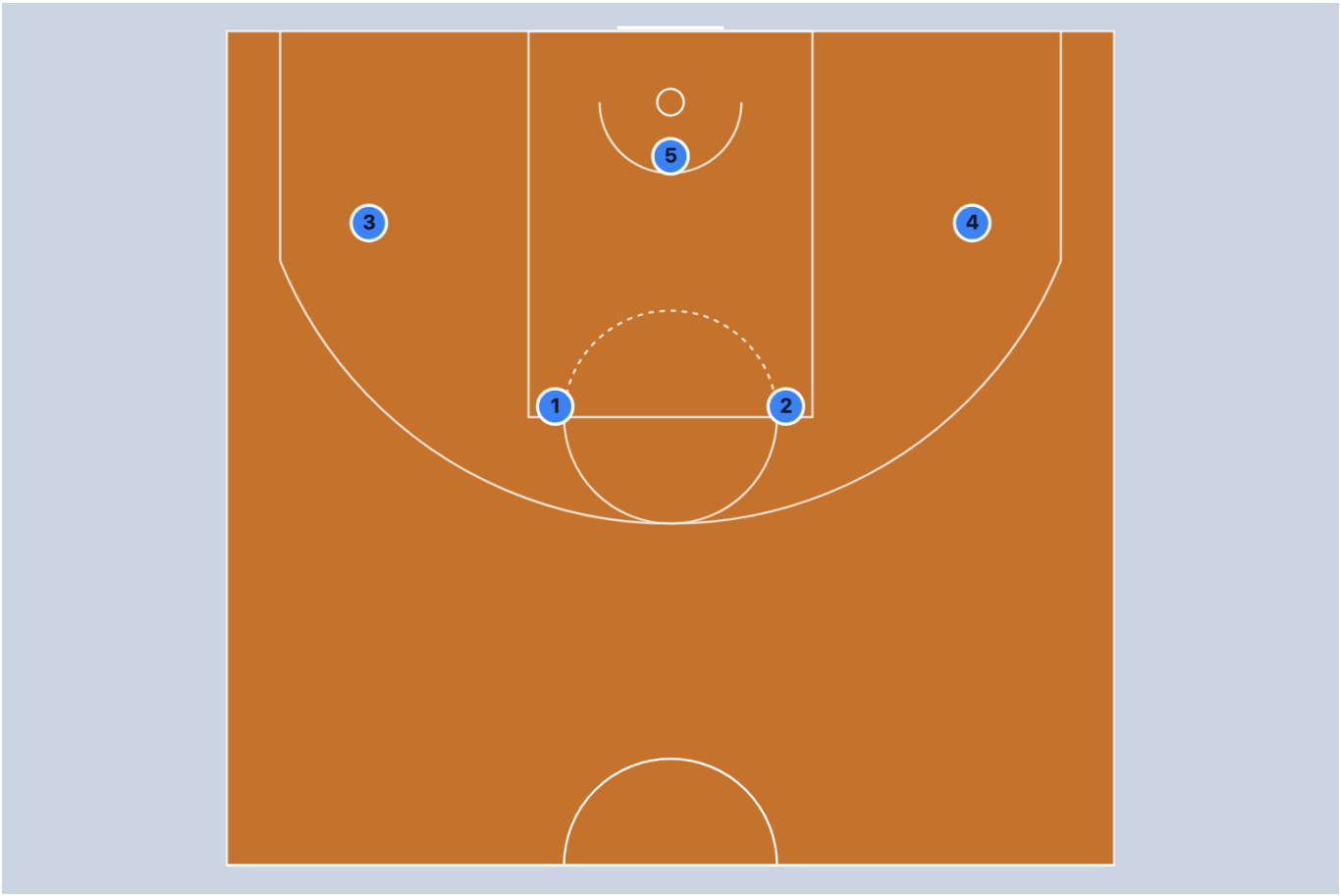
When to call it: When the other team presses you full court after a score.

Who does what: Two guards at the free-throw line extended give the inbounder two targets. The middle stands at half court for the pass over the trap, and the long man waits in the front court for the score.

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2-3 zone defence

Basketball · Call 11 · 3.0 s



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When to call it: Your defence when the other team has better drivers than shooters, or when you are in foul trouble.

Who does what: Two guards at the free-throw line extended and three across the baseline. Everyone moves with the ball: the guards stop the drive and the pass into the middle, and the back three protect the paint and box out.

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