





As the athleticism and skill of basketball players continues to increase, the term "multi-skilling" is more prevalent and the concept of teaching all players all skills is universally accepted as vital in developing players. While there remains a place in the game for "specialists" such as point guards and post players, there can be no question that the biggest challenge facing coaches is the challenge of "multi-skilling" their players. Developing skills takes repetition, patience, time and precise instruction. There are no short-cuts, "quick fixes" and easy answers - practice makes permanent.

Fundamentals	U8	U10	U12	U14	U16
Running - Change of pace / direction	1	R	M M		
Stopping – jump stops & stride stops	1	R			
Pivoting – forward & reverse	1	R	M		
Court terminology	1	R	М		
Passing / Receiving	U8	U10	U12	U14	U16
Catching / receiving ("ten fingers")	I	R	М		
Move to ball	1	R	М		
Chest pass	1	R	М		
Bounce pass	1	R	М		
Overhead pass		_	R	M	
Baseball pass		_	R	M	
Pass fakes		I	R	М	
Shooting	U8	U10	U12	U14	U16
_ay-up – strong hand	T 1	R	M	J	0.10
_ay-up – strong nand _ay-up – weak hand	 '	I I	R	М	
	+	<u> </u>	R	M	
Reverse lay-up	+				
Set shot	+		R	M	
Jump shot	+			R	М
Foul shots	1	R	M		
Power lay-up		I	R	M	
Catch & shoot			R	М	
Dribble & shoot		I	R	M	
Jump Ball	U8	U10	U12	U14	U16
Positioning (offensive & defensive)	Ti	R	M		
Technique	t i	R	M		
Plays	<u> </u>	I	R	М	
Individual Defense Defensive stance	U8	U10	U12 M	U14	U16
	 	R	M		
Maintaining position	+ ;				
Footwork – shuffle / drop-step		R	М		
Use of hands	1	R	M		
Turning the dribbler			R	М	
Channeling the dribbler		I	R	M	
Man-to-man – guarding the ballhandler		R	М		
Man-to-man – one pass away, two or more			R	М	
Defensive triangle ("pointing pistols")		_	R	M	
Jumping to the ball		_	R	M	
Close out		_	R	М	
Defending cutters			1	R	М
Defending screens	1		i i	R	M
Defending post players			i	R	M
Dulas	110	U10	U12	U14	U16
Rules	U8		UIZ	014	010
Scoring	1 !	R/M			
Double (illegal) dribble	!	R/M			
Travel	!	R/M			
Backcourt violation	1	R/M			
Jump ball – start of each half	I	R/M			
Jump ball – held ball	1	R/M			
Fouls – hands	I	R/M			
Fouls – blocking	1	R/M			
Fouls – on shooter	1	R/M			
Five fouls on a player	† i	R/M			
Eight team fouls	† i	R/M			
3 seconds in key	 	1 0 101	R	М	
5 seconds guarded	+	<u> </u>	R	M	
	+		R	M	
8 seconds in backcourt	+			IVI	
home as to a the control to a the contro		R	М	I	
Jump balls – held ball Out of bounds Free throws – positions and rules	i	R	M M		

Dribbling (strong and weak hands)	U8	U10	U12	U14	U16
Speed dribble	I	R	М		
Control dribble	1	R	М		
Power dribble		1	R	М	
Retreat dribble	I	R	М		
Change of pace / hesitation dribble			R	M	
Crossover dribble	I	R	М		
Reverse (spin) dribble			R	M	
Behind back dribble			R	R	M
Between legs dribble			- 1	R	М
Individual Offense	U8	U10	U12	U14	U16
Triple threat position	T 1	I R	M	1 014	1 010
Jab step – strong side drive	 ' -	i i	R	М	
Jab step – strong side drive Jab step – crossover, shoot		 	R	M	
Posting up technique & target hand		<u> </u>	I I	R	М
Post moves – drop-step			- !	R	M
Post moves – turn-around				R	М
V-cuts	1	R	M	ļ.,.	
Flash, Flare, Curl cuts	1		R	М	l
Out-Of-Bounds Plays	U8	U10	U12	U14	U16
Offensive baseline		T i	R	M	
Defensive baseline	1	t i	R	M	
Offensive sideline		t i	R	M	
Defensive sideline		t i	R	M	
Sololione diagnille		· ·			
Rebounding	U8	U10	U12	U14	U16
Stance, Positioning		I	R	M	
Protection of ball			R	M	
Positioning		I	R	M	
Offensive – power layup			- 1	R	M
Defensive – outlet pass / power dribble			R	М	
Team Offense	U8	U10	U12	U14	U16
Court spacing	Ti	R	M	T	1
Ball movement, ball reversal		ì	R	М	
Pass, cut & replace		i i	R	M	
Give & go		i	R	M	
Dribble entries		i i	R	M	
Screen the ball & roll		<u> </u>	ï	R	М
Screen away	1		i	R	M
Skip passes			i	R	M
Back screens			-i	R	M
Down screens			i	R	M
Cross screens			i i	R	M
Offensive alignments			R	M	IVI
Fast break	1		R	M	
Motion offense principles	+	 '-	I I	R	М
Zone offense principles	1		'	I	R
Long offende principles	1			'	1 11
Team Defense	U8	U10	U12	U14	U16
Half-court man-to-man			R	М	
Full-court man-to-man		1	R	М	
Rotation principles			ı	R	М
Zone press			I	R	М
Run and jump			ı	1	R/M
Zone defense (2-1-2, 1-2-2, 1-3-1)				1	R/M
Fastbreak defense	1		R	М	
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I = Introduced

R = Reinforced

M = Mastered