



# Near Man Defense



## Near Man Defense

The Near Man Defense is a man to man defense that combines concepts from the Crease and Adjacent Slide Defenses. It eliminates some of the tougher decisions in either of the other slide packages when they are run on their own. For instance, if you are running a crease slide defense and an adjacent player comes between the crease player and the ball carrier, the crease defenseman will slide past his own teammate.

The Near Man Defense utilizes a base Crease Slide Defense and adds in some adjacent slide and recover principles. As we move through this PDF, we will outline how a slide and recovery will work from a top left dodge down the left side alley. The key is to extract out the idea of this slide and recover scenario and apply it to everywhere else.

### The base rules that we will be following for our Near Man Defense are:

- 1) **We will start with a Crease Slide** - If no one comes between the crease player and the ball carrier, we will slide from the crease.
- 2) **Regardless of how we slide, we will recover using rotations like an adjacent slide package.**
- 3) **If an offensive player comes between the ball carrier and the crease defenseman, the player defending that offensive player will become the new first slide.** The crease defenseman becomes the new 2nd slide.
- 4) **We must have an adjacent slide package for Open Sets.** Our slide package is based on a crease slide package, so we must also have an "adjacent slide package" in case the offense moves into an open set.

### We will outline and cover the Near Man Defense in the following ways:

- 1) Communication and Roles based off of the relationship to the ball carrier.
- 2) Slide Examples.
- 3) Crease Slide and Recover Example.
- 4) Adjacent Slide and Recover Example.
- 5) Beneficial Phrases and Drills for players.

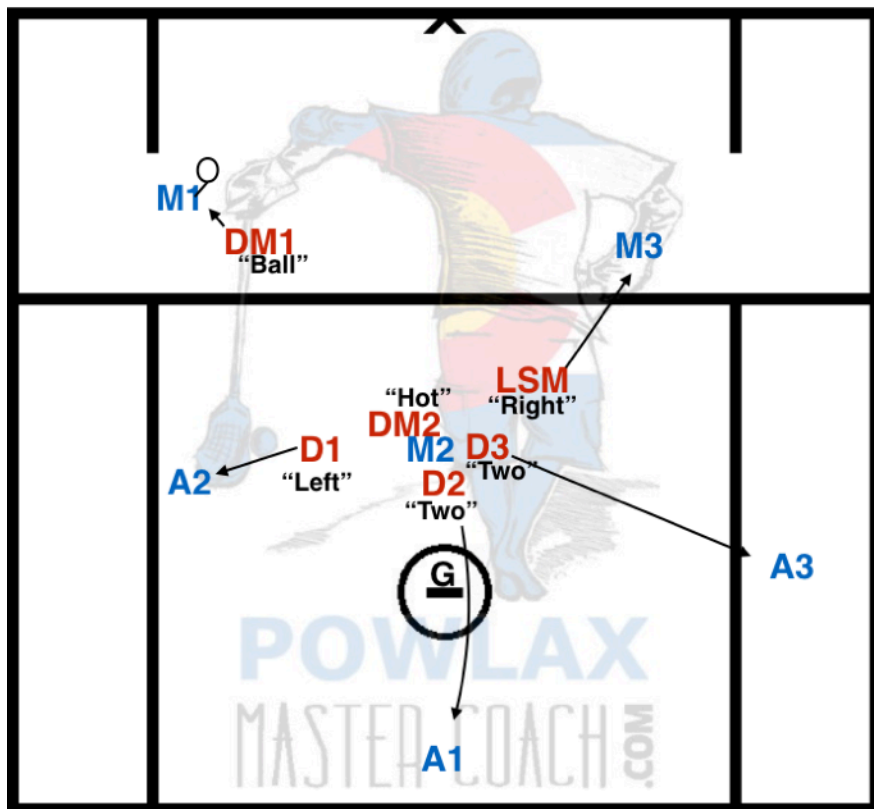


# Communication and Roles



## Near Man Defense

### Communication and Assignments



### Near Man Communication and Assignments

**DM1 - "Ball"**: The "Ball" defenseman is responsible for one thing, defend the ball carrier by forcing him where we want him to go (most likely down the side or underneath).

**\*All assignment calls are made based on their relation to the on ball defender.**

**DM2 - "Hot"**: The "Hot" defenseman is responsible for his man **M2** and maintaining ball side leverage on his man so that he can slide if the on ball defenseman gets beat. If **A2** or **M3** come between himself and the ball carrier, he will become the "Two" and have to pick up their players.

**D1 - "Left"**: The defenseman to the left of the on ball defenseman. He is responsible for his man **A2**, filling the skip lane to **A1**, and he will become the first slide if **A1** moves between **DM2** and the ball carrier.

**LSM - "Right"**: The defenseman to the right of the on ball defenseman. He is responsible for his man **M3** and filling the skip lane to **A3**, and he will become the first slide if **M3** moves between **DM2** and the ball carrier.

**D2 and D3 - "Two"**: The "Two"s are responsible for being Spidered in and able to cover **M2** on the crease if **DM2** Slides and their men **A1** and **A3**.

**"Two"** means that they are the second slide, they are two passes away, and they are accounting for two players.

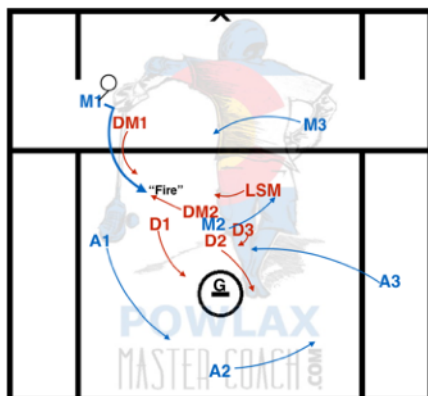


# Near Man Defense - Slide Examples

## Slide Examples

In each of the following examples, we will show how the player who is responsible for sliding can change depending on what the off ball offensive players do.

Near Man Defense  
Crease Slide



### No one comes between Ball Carrier and Crease = Crease Slide

If **A1** fades to X as **M1** dodges the alley, when **DM1** gets beat, it is **DM2**'s responsibility to slide. As that happens:

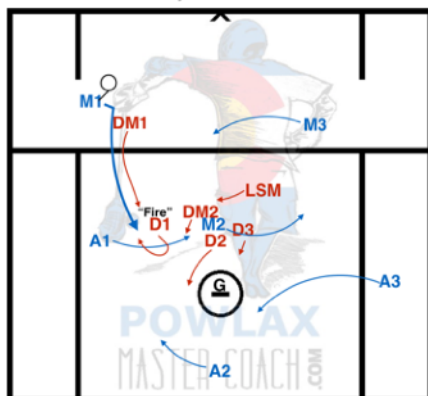
**DM2** - will slide and say "Fire". As he slides he must use the ABCD's of 1v1 Defensive Play. Approach, Break Down, Contact, and Drive. **We never want this player to "Slide to Collide"**. He must be under control.

**D1** - will stay with **A2** on his fade to X.

**LSM** - will spider in towards the center of the field to help since the dodge went away from him. This is called "Staying Below the Dodge".

**D2** and **D3** - must maintain coverage on **M2** so we don't give up an easy pass inside while accounting for **A3** on his cut and **A2** on his fade.

Near Man Defense  
Adjacent Slide



### Adjacent player comes between Ball Carrier and Crease = Adjacent Slide

If **A1** clears through to the crease as **M1** dodges the alley, when **DM1** gets beat, **D1** will become the new first slide and **DM2** will become the new "Two". As that happens:

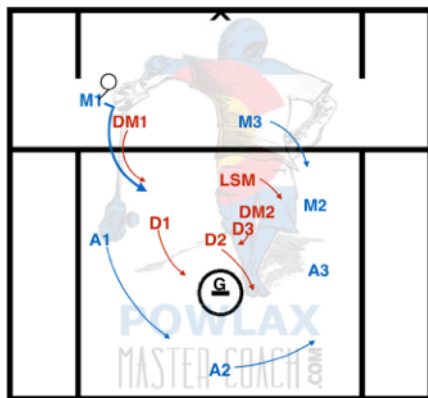
**D1** - will slide and say "Fire", using the ABCD's of 1v1 Defensive Play. Approach, Break Down, Contact, and Drive.

**DM2** - will pick up **A1** as he clears through to the crease.

**LSM** - will spider in towards the center of the field to help since the dodge went away from him. This is called "Staying Below the Dodge".

**D2** and **D3** - must maintain coverage on **M2** so we don't give up an easy pass inside while accounting for **A3** and **A2** as they fill for **A1**'s Clear Through.

Near Man Defense  
MUST HAVE "OPEN" DEFENSIVE CALL



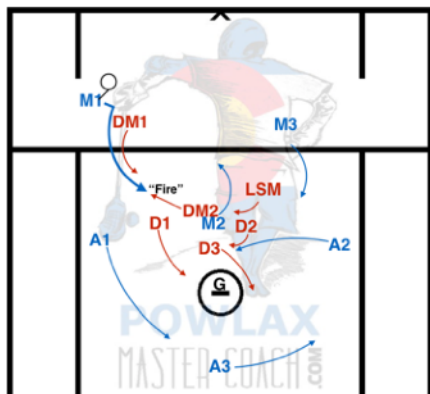
### What to do if there is no crease = Adjacent Slide

In the event that the offensive team does not put a player on the crease and moves into an "Open Set", the defense must understand the Adjacent Slide Strategy and be able to move into it quickly. Many teams will name this "Ajay" or "Alberta", pretty much anything that starts with an A. Click here to be taken to the [Adjacent Slide Basics Video](#).



# Crease Slide and Recover

Near Man Defense  
Crease Slide



## No one comes between Ball Carrier and Crease = Crease Slide

If **A1** fades to X as **M1** dodges the alley, when **DM1** gets beat, it is **DM2's** responsibility to slide. As that happens:

**DM2** - will slide and say "**Fire**". As he slides he must use the ABCD's of 1v1 Defensive Play. Approach, Break Down, Contact, and Drive. **We never want this player to "Slide to Collide"**. He must be under control.

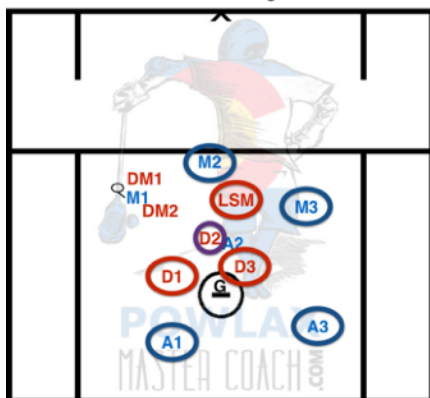
**D1** - will stay with **A2** on his fade to X.

**LSM** - will spider in towards the center of the field to help since the dodge went away from him. This is called "Staying Below the Dodge".

**D2** and **D3** - must maintain coverage on **M2** so we don't give up an easy pass inside while accounting for **A3** on his cut and **A2** on his fade.

The recovery will then be based on the direction of the first pass.

Near Man Defense  
2v1 on Ball - 4 Covering 5 Backside



## 2 Defenders on Ball - 4 Covering 5 Backside

Once we slide, we will have two players defending **M1** with the ball, **DM1** and **DM2**, and 4 Players defending 5 off ball, **LSM**, **D1**, **D2**, **D3**, defending **M2**, **M3**, **A1**, **A2**, and **A3**.

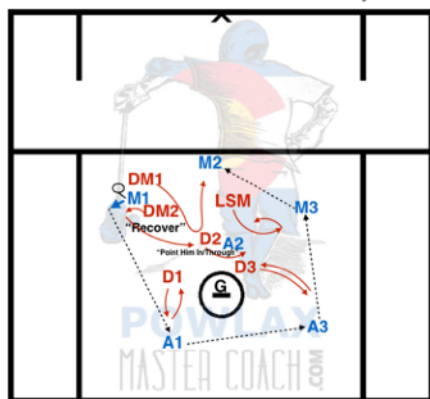
Now, our goal is to recover and match back up without giving up a good shot. Basically, we will need to recover faster than the offensive team can pass. Also, we won't want to come off of the player on the crease. So:

**D2** - will maintain his matchup against **A2** on the crease and help direct **DM1** to his new assignment while the other defenseman will rotate to cover the 4 perimeter players.

**Other Defensive Players** - rotate into the direction of the passes.

**DM1** - Recover inside out and away from the first pass to re-match up.

Near Man Defense  
Pass Forward - U Turn Recovery



## Pass Forwards - Recover Away - **DM1** U Turns

If the pass goes forward:

**D2** will lock off **A2** and point **DM1** through to **M2**

**D1** will stay with **A1**

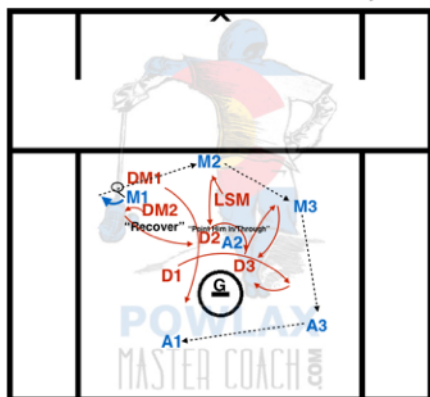
**D3** will stay with **A3**

**LSM** will stay with **M3**

**DM1** will **Recover Inside and Away** from the first pass, creating a U Turn pattern, and marking up against **M2**.

**DM2** will maintain coverage of **M1** while spidering in to help on the crease.

Near Man Defense  
Pass Backward - Rotate Recovery



## Pass Backwards - Recover Away - **Everyone** Rotates

If the pass goes backwards:

**D2** will lock off **A2** and point **DM1** through to **A1**

**LSM** will rotate to **M2**

**D3** will rotate to **M3**

**D1** will rotate to **A3**

**DM1** will **Recover Inside and Away** from the first pass and match up against **A1**.

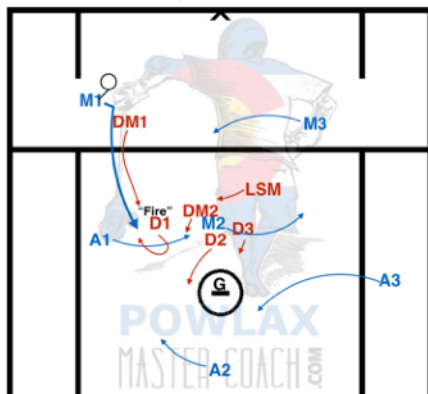
**DM2** will yell "Recover" to let **DM1** know to recover then maintain coverage of **M1** while spidering in to help on the crease.





# Adjacent Slide and Recover

Near Man Defense  
Adjacent Slide



## Adjacent Player comes between Ball Carrier and Crease = Adjacent Slide

If **A1** clears through to the crease as **M1** dodges the alley, when **DM1** gets beat, it is **D1**'s responsibility to slide. As that happens:

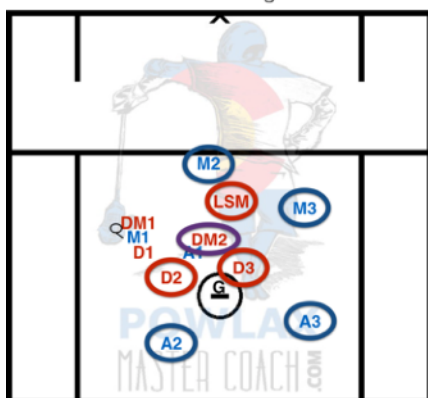
**D1** - will slide and say "Fire". As he slides he must use the ABCD's of 1v1 Defensive Play. Approach, Break Down, Contact, and Drive. **We never want this player to "Slide to Collide"**. He must be under control.

**DM2** - will become the new "Two" and pick up **A1**.

**LSM** - will spider in towards the center of the field to help since the dodge went away from him. This is called "Staying Below the Dodge".

**D2** and **D3** - must maintain coverage on **M2** so we don't give up an easy pass inside while accounting for **A3** and **A2** as they fill.

Near Man Defense  
2v1 on Ball - 4 Covering 5 Backside



## 2 Defenders on Ball - 4 Covering 5 Backside

Once we slide, we will have two players defending **M1** with the ball, **DM1** and **D1**, and 4 Players defending 5 off ball, **LSM**, **D2**, **DM2**, **D3**, defending **M2**, **M3**, **A1**, **A2**, and **A3**.

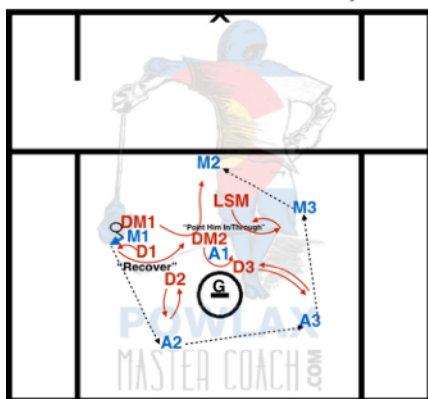
Now, our goal is to recover and match back up without giving up a good shot. Basically, we will need recover faster than the offensive team can pass. Also, we won't want to come off of the player on the crease. So:

**DM2** - will maintain his matchup against **A2** on the crease and help direct **DM1** to his new assignment while the other defenseman will rotate to cover the 4 perimeter players.

**Other Defensive Players** - rotate into the direction of the passes.

**DM1** - Recover inside out and away from the first pass to re-match up.

Near Man Defense  
Pass Forward - U Turn Recovery



## Pass Forwards - Recover Away - DM1 U Turns

If the pass goes forward:

**DM2** will lock off **A1** and point **DM1** through to **M2**.

**D2** will stay with **A2**

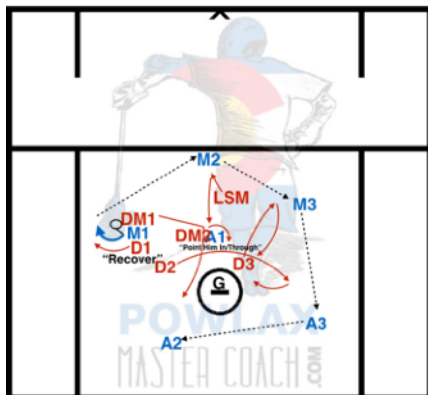
**D3** will stay with **A3**

**LSM** will stay with **M3**

**DM1** will **Recover Inside and Away** from the first pass, creating a U Turn pattern, and matching up against **M2**.

**D1** will maintain coverage of **M1** while spidering in to help on the crease.

Near Man Defense  
Pass Backward - Rotate Recovery



## Pass Backwards - Recover Away - Everyone Rotates

If the pass goes forward:

**DM2** will lock off **A1** and point **DM1** through to **M2**.

**LSM** will rotate to **M2**

**D3** will rotate to **M3**

**D2** will rotate to **A3**

**DM1** will **Recover Inside and Away** from the first pass and match up against **A2**.

**D1** will yell "Recover" to let **DM1** know to recover then maintain coverage of **M1** while spidering in to help on the crease.



# Phrases and Drills

## Three Great Phrases

**“Spider in towards the dodge”** - Off Ball Players - as a dodge happens, spidering in towards the dodge will allow off ball perimeter players to have better angles to get to multiple places depending on where the offense passes.

**“If your man steps between the crease and the ball carrier - you are the slide”** - Players must know that they are the slide if they get brought closest to the ball.

**“Recover inside and away from the first pass”** because we are always using the adjacent recovery strategy and locking off the crease, the on ball players who get beat should know to recover inside and away from the first pass.

## Drills to Teach the Near Man Defense

- 1) Small Sided Games - 3x, West Genny, Duke Drill, Scrapping Drill.
- 2) Building Defense Drills - Line Bump Drill - Triangle Show Drill - 5 On a Die Drill, Salisbury Call

## Drill

- 3) Large Odd-Man Drills - 3v2's to 4v3's, 4v3's, 5v4's, 6v5's that are ran as if they're even
- 4) Drills that build individual defense - Triangle Show Drill, Island 1v1's, Short 1v1's, Wind Up 1v1's.