

Late Game Player Must

- 1- Value the Ball
- 2- Grind out Stops
- 3- Make Free Throws
- 4- Secure Rebounds

Late Game Coach Must

- 1- Confidence-Coach K (Duke)...“listen up guys this is how we are going to win the game.”
- 2- Poise- a state of balance or equilibrium-Kevin Stallings (Vandy)...“I don't care if you make it or not let's just make sure we get out shot.”
- 3- Composure- a calmness or repose especially of mind, bearing, or appearance-Roy Williams (UNC)...“Isn't this fun!”
- 4- Huddle Emphasis – Execution not outcome
- 5- Be Clear and simple
- 6- Players will react to what they see in you

Assistant Coaches

- 1- Who to foul?
- 2- Foul count of your players
- 3- Possession Arrow
- 4- Timeouts- You/Opponent
- 5- Screening the inbounder/Blind Back screens

Timeouts

- 1- Under 8 Seconds=Timeout
- 2- Over 8 Seconds=Play
 - a. Must have practiced these situations
 - b. Allows for TO if nothing is there

Late Game Defense

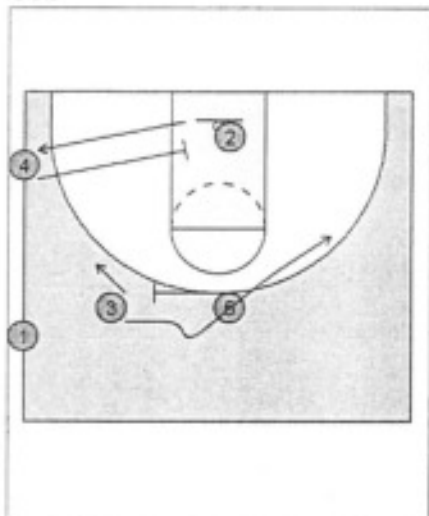
- 1- Make them receive the ball going forward
- 2- Turn the ball
- 3- Go for the ball when fouling(practice fouling in practice)
- 4- Late game blind screens
- 5- How do we handle screens (Switch all?)
- 6- ****Remember most games are won on tip-ins*****

Late Game Fouling/2vs.3

- 1- Up 3 (and b)
 - a. If foul when (not on shot)
 - b. Lane Violation on purpose
 - c. 2vs.3 Time and score

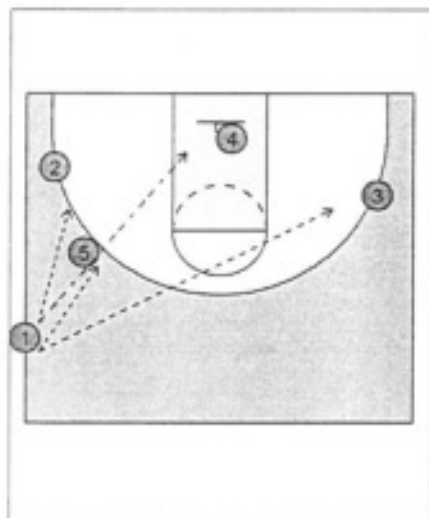


Sob



4 cracks down on 2

5 delays and then cracks back on 3



option 1- Seal by 4 (Throw to rim)

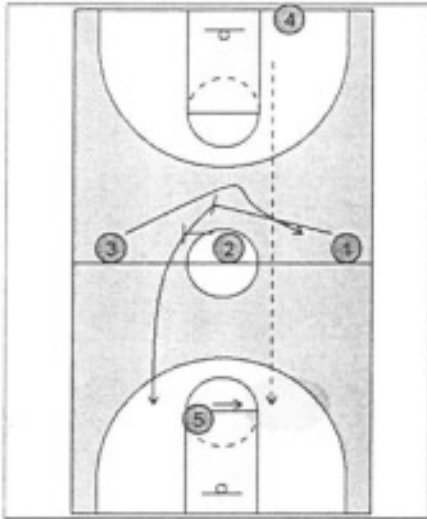
option 2- No switch-shoot 3

option 3- Cleared outside for 3

option 4- 5(Subed guard) for slip 3



Homerun

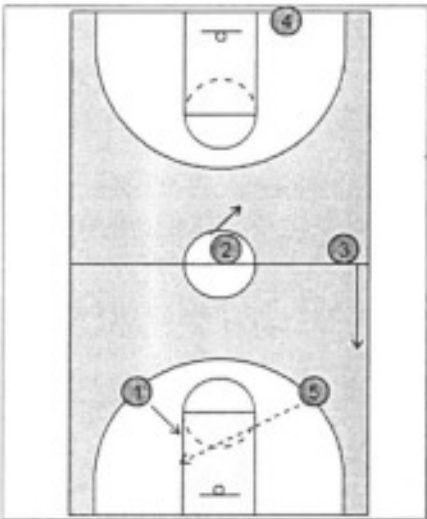


5 lines up opposite elbow

4 throws ball to opposite elbow

5 catches ball (Offense foul is ok) make the official call it

Timing: Guards don't leave half until ball is over your head



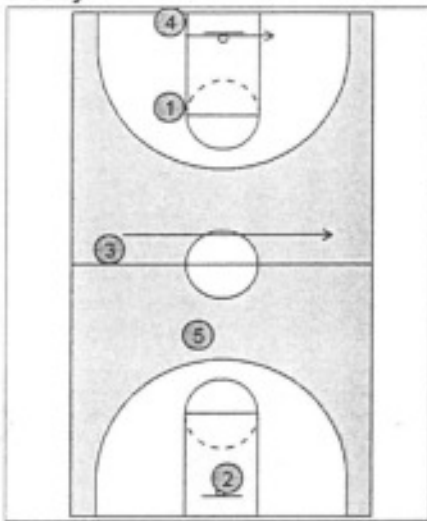
5 can hit 1 on the slip

3 comes behind for 3

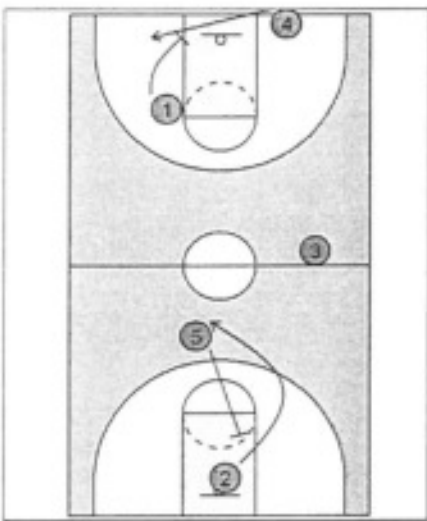
2 is the bailout



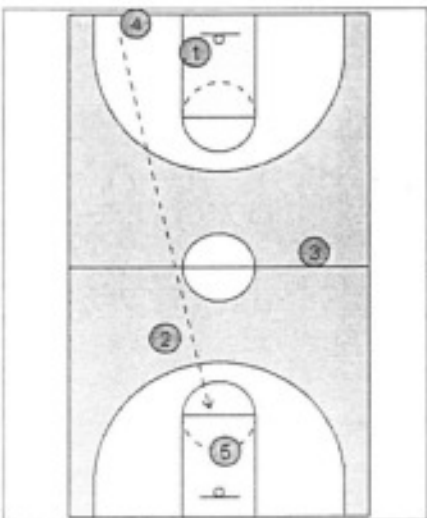
Decoy



4 runs baseline
3 Goes with as a decoy



4 reverses sprint
1 puts foot on baseline to set screen (draw a foul)
5 pins down on 2 who screams for the ball



5 seals
4 throws length of the court to five