



**KEY5**  
COACHING



# END OF GAME BREAKDOWNS

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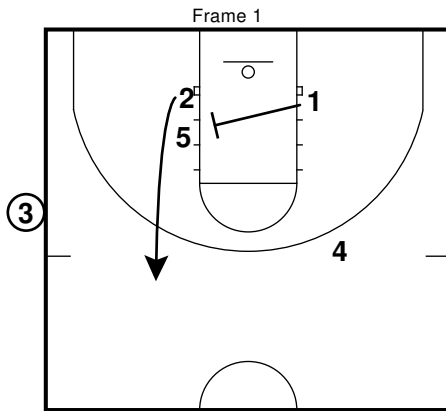


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# Celtics SOB need a 3

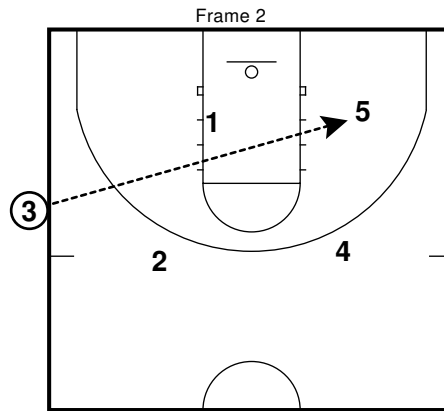


The 2 guard starts in a stack with the 5.

1 is on opposite block and 4 is extended in the slot above the 3pt line.

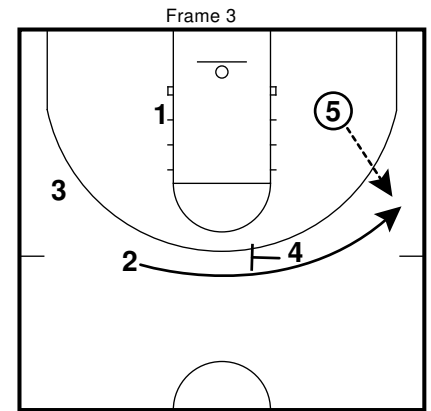
The 2, Bradley, sprints off 5 towards the 3pt line. The 5 holds his hand up, signaling or decoying that he is posting up.

1, Thomas, comes across to set the cross-screen for 5 to flare out to opposite block/side of the floor.



3 passes the ball across court to 5.

Note: The little-big screen reduces the chances of a switch. Even if they did switch, typically a 5 can catch that pass over a smaller defender.



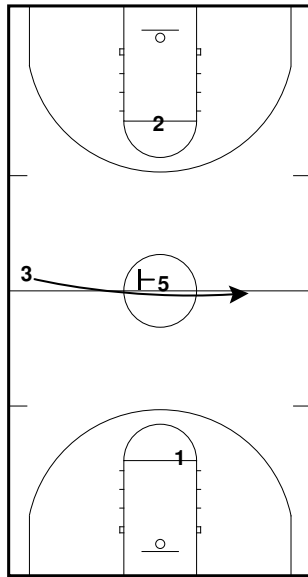
Timing is important on these types of plays and actions.

As 5 catches, 2 is coming off 4's screen for a catch & shoot 3.

Note: If your team needed a 2, 4 slipping to basket could be good action. You can also score off the 3 to 5 inbounds pass as well.

# Nova Full Court Inbounds

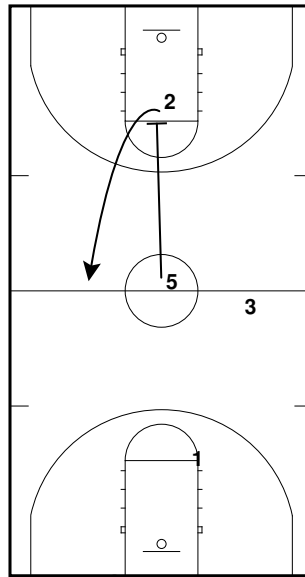
Frame 1



This play initiates with 3 running across half-court, coming off 5's screen.

As soon as 3 clears, 5 screens down for the 2 on opposite FT/Arc area.

Frame 2

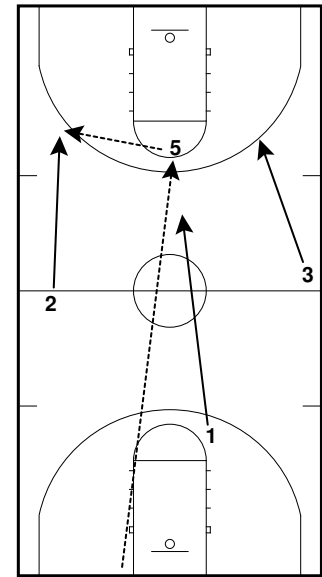


As mentioned, 5 is screening for 2, who is sprinting up towards half-court.

This helps draw attention to the 2. The 2's defender will typically ball watch and if a switch happens, 5 can catch easier against the smaller defender.

Note: Put your best shooter in the 2 spot

Frame 3



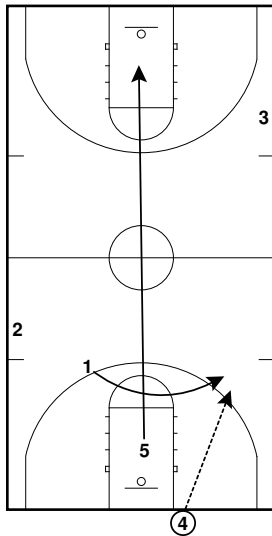
The inbounder is throwing a full court pass to opposite arc/FT line area. As the ball is in flight, 2 is running in towards the 3pt line to receive a pass.

5 is looking to make a quick touch pass to 2 for the 3.

1 and 3 can also look to spot up after 5 catches the ball.

# Maine off FT - Full Court

Frame 1



The video clip was off of a made FT. Know if you need a 2 or 3 and position your personnel where it fits.

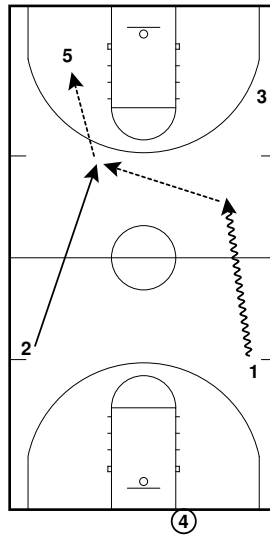
1 catches the ball on the run by running a banana cut to have momentum towards their basket.

5 gets down the court towards the rim/paint area.

3 spaces down the right side (ball side in this situation).

4 is inbound and the 2 is a safety release if 1 isn't open.

Frame 2



1 is pushing the ball hard up the sideline.

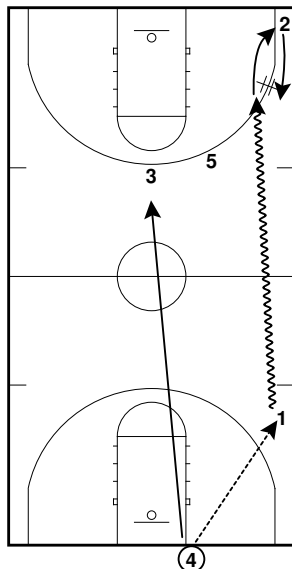
In this particular play, the defense helps opening up 2 for a pass at the arc, forcing a rotation by the next defender.

The 2 does a quick pass to 5 for a mid-range shot.

There are a total of 4 dribbles and 2 passes all completed in under 5.5 seconds.

# Kansas End of Game Full Ct Flare 3

Frame 1



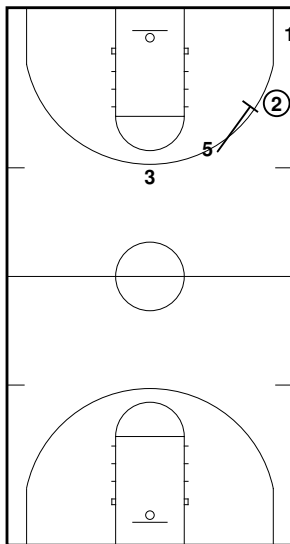
End of Game need a good 3pt option. You actually give yourself two options here.

1 gets to the sideline to catch the outlet from 4 and pushes the ball quickly up the floor, looking to go into dribble hand-off (DHO) with 2 man in corner.

5 follows 1 to set a ball screen right after the hand-off and puts the defense into two back-to-back decisions.

4 trails to the top of the key.

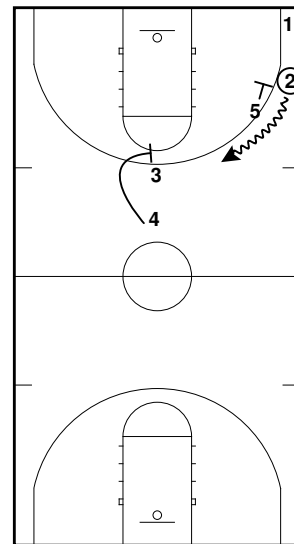
Frame 2



First Option: 2 for the shot coming off the DHO and on ball screen.

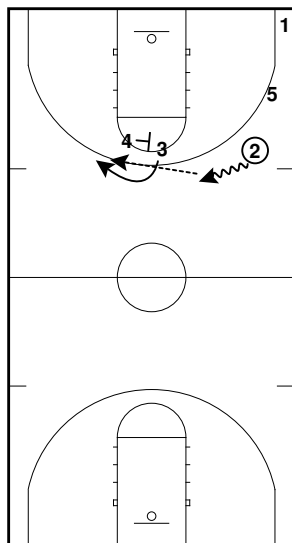
After DHO-ball screen, the 2 dribbles towards 3 who is waiting patiently near the top of the key.

Frame 3



The 4 should be setting the flare screen for 3 as 2 is coming off the ball screen.

The speed of the play forces the defense to make decisions and communicate, two positives for the offense.

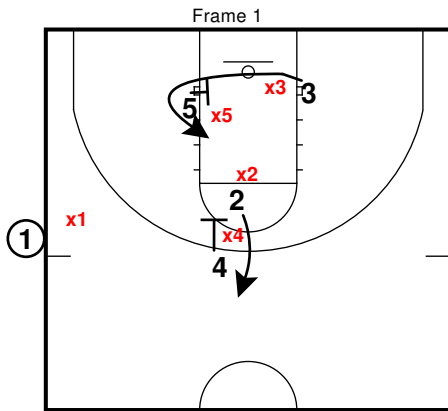


2 is looking to pass to 3 coming off the flare screen.

Reminder, put your personnel where it fits best. You may want 2 coming off the screen.

If 3 isn't open on the flare, 2 may have to create a shot for themselves off the dribble.

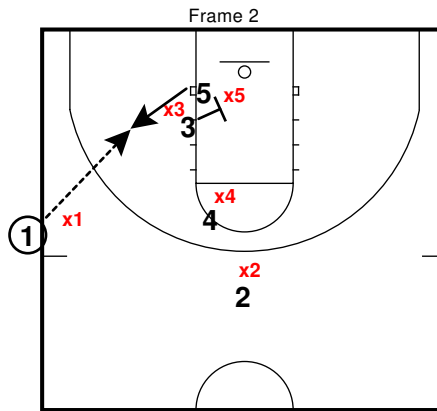
# Oregon St SOB back-door cut



5 Screens for opp wing/guard (3 in this play)

3 curls hard off 5 and then re-screens to free 5 up for the inbounds pass. 5 Catches off the block. The area of the catch helps open room at the rim for what's coming.

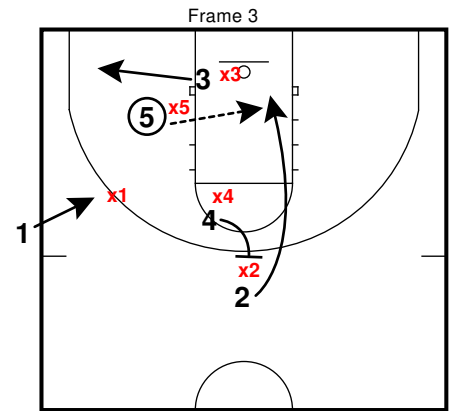
4 is screening for 2 (a shooter). More of a setup screen to pull 2's defender further out.



1 passes to 5, catching a few feet off the block.

Timing is critical here. 4 and 2 are waiting on the pass to 5. Both look at the inbounder intently waiting on the pass

Once the pass is in the air, 4 sets a back screen for 2.



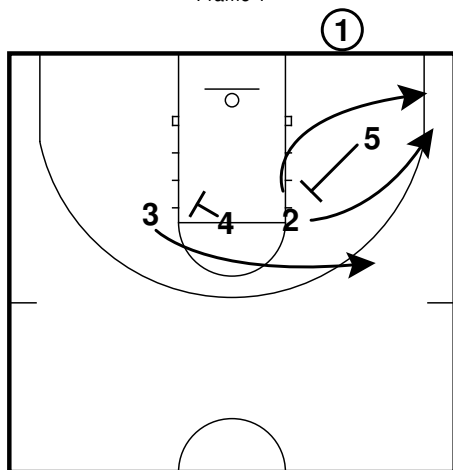
5 passes to 2 cutting to the rim.

Note:  
3 MUST clear out to ball-side corner so their defender can't help on the back-cut. 3 is also an option as a go-to player cutting back out to the perimeter.

Because OSU's 2 is a shooter, it's easier to get the defense to play tight and be reluctant to help off.

# Duke - Inbounds Underneath

Frame 1

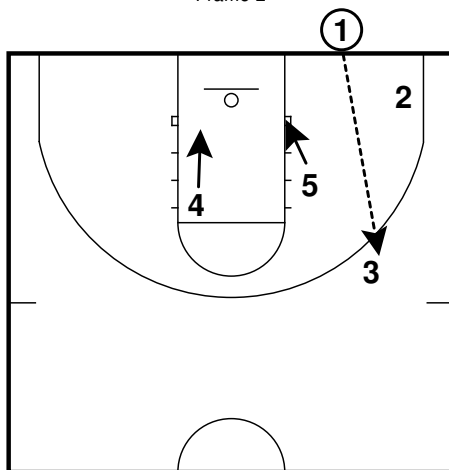


There are 2 screens here with the bigs screening for the 2 wings. The 2 wings for Duke are RJ Barrett and Cam Reddish, their 2 best shooters on the floor.

Their PG is inboundng the ball.

The 2 (Barrett) has an option to come off the screen either way depending on how the defender plays him and the screen.

Frame 2



The 3 (Reddish) gets a wide open 3.

Duke's 2 bigs (4 & 5) dive hard to the rim, which puts pressure on the basket and the defense.

The Reddish screen creates a breakdown in communication with Fla State, which leads to a wide open 3.

If there was a switch, Duke PG (Tre Jones) can throw a lob to rim/paint where there would be a size disadvantage.

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