

END OF GAME DEFENSE

LESS THAN A MINUTE IN CLOSE GAME.... (-3 / +3 RANGE)

1. SAME DEFENSIVE PRINCIPLES WITH HEIGHTENED INTENSITY.
2. LOCK AND TRAIL.....
 - * STUNT AS LONG AND AS FAR AS NECESSARY TO PREVENT AN OPEN SHOT.
 - * VS. GREAT SHOOTER EITHER BLITZ OR SWITCH THE CATCH & SHOOT, DEPENDING ON OPPONENTS PERSONNEL.
3. VS. NEED AND 3 POINT SHOT = FOLLOW ABOVE PRINCIPLES EXCEPT.....
 - * FOUL ON THE REBOUND IF WE MISS AND ARE UP 3 WITH 7 SECONDS OR LESS ON THE CLOCK.
 - * WE WILL FOUL TO PREVENT THE 3 POINT SHOT UNDER 10 SECONDS WHEN THE OPPONENT HAS NO TIMEOUTS LEFT.
 - * WE STEP UP WITH ALL SHOOTERS (SMALL & BIG) AND ALLOW OUR 5 MAN TO HELP ON ALL DRIVES.
 - * NO CONVENTIONAL 3 POINT PLAYS..... GRAB THE DRIVER BY THE ARMS BEFORE HE GETS THE BALL INTO THE ACT OF SHOOTING.
 - * ALL PERIMETER DEFENDERS STAY WITH THEIR BLOCKOUTS AND DO NOT GET SUCKED INTO THE PAINT TO DEFENSIVE REBOUND. AN OFFENSIVE REBOUND IS A GREAT TIME TO GET A 3 POINT SHOT.
4. IF WE ARE BEHIND BY 2 OR LESS, WE WILL NOT FOUL IF THE GAME CLOCK TO SHOT CLOCK DIFFERENCE IS MORE THAN 4 PROVIDING WE STILL HAVE A TIMEOUT. IF WE ARE BEHIND BY 2 OR LESS WITHOUT ANY TIMEOUTS LEFT, WE MUST HAVE A DIFFERENCE OF 7 SECONDS OR MORE NOT TO FOUL.

IF WE ARE BEHIND BY 3 OR MORE, WE WILL FOUL UNLESS WE HAVE 8 OR MORE SECONDS AND AN ADDITIONAL TIMEOUT AVAILABLE.
5. EVERY PLAYER MUST KNOW THE PENALTY, DELAY OF GAME RULES, TIMEOUTS LEFT AND WHO TO FOUL IF WE MUST FOUL.
6. IF A TEAM COMMITS A DELAY OF GAME IN THE LAST 2 MINUTES OF THE GAME OR OVERTIME, IT IS AN AUTOMATIC TECHNICAL FOUL.

END OF GAME DEFENSE

LATE IN GAMES WHEN WE ARE BEHIND AND IN OUR WHITE DEFENSE, DON'T FOUL AUTOMATICALLY ON THE FIRST TRAP UNLESS THE TIME ON THE CLOCK DICTATES THAT WE MUST FOUL IMMEDIATELY. TEAMS EXPECT TO BE FOULED IMMEDIATELY. WE WILL TRY FOR A JUMP OR STEAL FIRST AND FOUL ONLY AFTER THE BALL IS PASSED OUT OF THE FIRST TRAP. WE WILL DO THIS BOTH IN THE FULLCOURT AND THE HALFCOURT.

LATE GAME SITUATIONS WITH THE LEAD

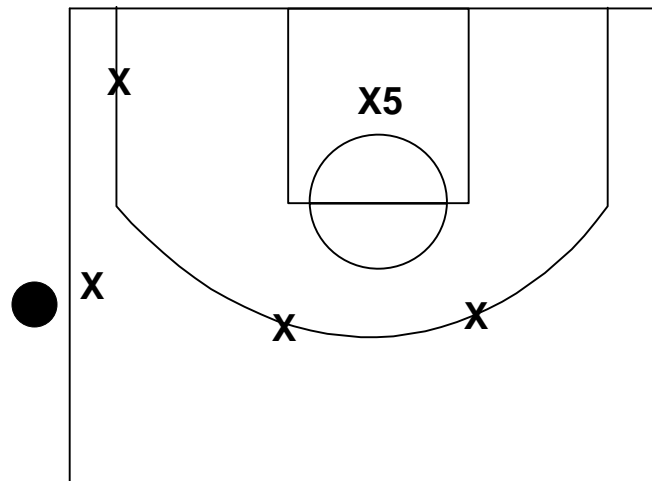
1. UP 1 VS. UP 2 IN THE LAST MINUTE OF GAME = WE MUST TREAT DIFFERENTLY.
2. UP 1 = NORMAL DEFENSIVE PRINCIPLES..
3. UP 2 = NO 3'S STEP UP WITH SHOOTERS ALLOWING THE 5 MAN TO HELP ON ALL DRIVES TO THE BASKET. 4'S CAN ALSO HELP IF THEY ARE NOT GUARDING A 3 POINT SHOOTER.
4. WITH THE LEAD OR WITH THE SCORE TIED = WE FOLLOW NORMAL GAME PLAN AND BE READY TO SWITCH 1 – 4 OR 1 – 5 ON ALL SCREENS AND HANDOFFS. THIS WILL BE DETERMINED BY PERSONNEL ON THE FLOOR AND WILL BE CALLED/SIGNALLED BY HEAD COACH.

LATE GAME FREE THROW SITUATION

1. WHEN WE ARE SHOOTING A FREE THROW AND ARE UP 1 WITH 3 SECONDS OR LESS AND OUR OPPONENT IS OUT OF TIMEOUTS, WE WILL MISS THE FREE THROW INTENTIONALLY. THIS WILL PREVENT OUR OPPONENT FROM THROWING LONG AFTER A MAKE WITHOUT HAVING TO USE TIME OFF THE CLOCK. WE MUST HIT THE RIM AND NOT HAVE A VIOLATION. JAM THE REBOUNDER BUT DON'T FOUL HIM EVERYONE ELSE GETTING BACK AND MATCHING UP.

1. LATE GAME OPTION VS. 3 POINT SHOT

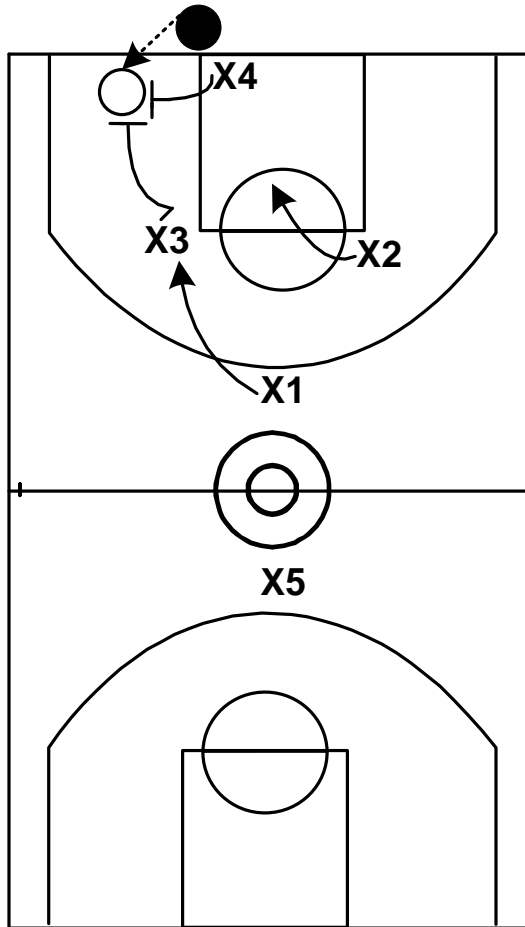
3 DEFENSE



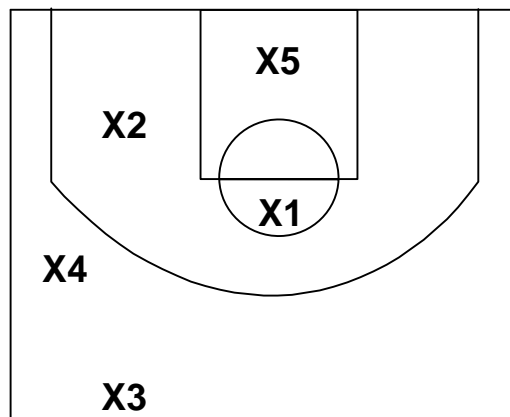
LATE GAME OPTION... WE CAN USE THIS TYPE OF ZONE TO DEFEND THE THREE POINT LINE.

2. WHITE (DOWN LATE WITH LESS THAN 28 SECONDS)
WE DON'T FOUL UNTIL AFTER WE TRAP ONCE WHEN TEAMS EXPECT US
TO FOUL IMMEDIATELY.

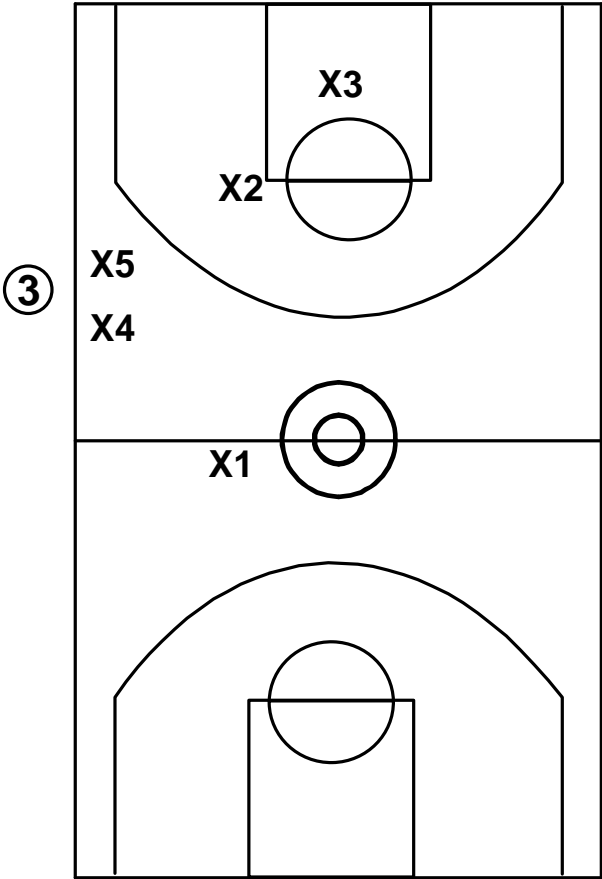
WHITE - FULL COURT



WHITE - SIDE



3. (DOWN 2 WITH LESS THAN 5 SECONDS AND NO T.O. LEFT)



WE WILL 2X THE INBOUNDER WITH SIZE. THEY WILL ACTIVELY JUMP TO TAKE AWAY VISION, DEFLECT AND / OR STEAL. OTHER 3 DEFENDERS WILL SHADE IN, READ, AND GAMBLE FOR STEAL.