

# **SLAPPING GLASS CLINIC NOTES**

## **MIKE MAGPAYO - FORDHAM**

- Crisis is when danger meets opportunity.
- Smart Wins
- Analytics
- Structure - understanding and knowing expectations of program. A break down of the calendar.
- Execution: Scouts, Game Plan, Purpose
- Language: Offensive & Defensive Communication and Layering. Everyone must speak the same language. Terminology is alignment.
- FOUR FACTORS
  - EFG
  - TOV RATE
  - REB%
  - FOUL RATE
- Coach Assigned to Each of the Four Factors. Rebounding Coach etc.
- Winning the Margins; Where can we find the edge?
- Grade it Everyday.
- Consistent Shooting Drills that they measure and score every day
- PD Emphasis at Fordham is drawing fouls. Intentional planning.
- TRACKING DATA:
  - HUSTLE STATS
  - REBOUNDING STATS
  - POSTED THE REBOUNDING STATS EVERY DAY
  - BLOCK OUT
  - MISSED BLOCK OUT
  - TIPS
  - CRASH
  - BACK
  - NO GO'S
  - BALL HANDLING
  - ASSIST TO FOUL
  - HOCKEY ASSIST

- SHOOTING STATS
- DEFENSIVE STATS
- POINTS ALLOWED
- LANGUAGE IS PART OF BUILDING YOUR CULTURE.
- TERMINOLOGY IS ALIGNMENT
- TERMINOLOGY ALLOWS YOU TO LAYER CONCEPTS

## KYLE BOSSIER - CAL POLY SLO

- Looking to play the beautiful game
- Feels like the greatest game of pick up our guys have ever played
- Creativity and Instinctively; Pattern Recognition and Connected Players
- Beautiful Game Index: A database of teams that they felt played the beautiful game.
- Boundaries -> Players must play within the flow of the offense. Ball Movement & Body Movement.
- Matrix Reference: Blue Pill = Iso, Red Pill = Flow
- When We Flow: Players anticipate what's happening next. Understanding patterns and teammates movement.
- Players must play to their strengths. Players must know what they do well and what they do not.
- The team is the star. We are all role players. We are orbiting around a superstar; the team.
- Transition Rules: Get it out quick. Sprint out on rebound. Players without ball; be a sideline magnet when we fill lanes.
- Mandatory EPA. Automatic turnover if you don't throw it ahead. (EPA = EARLY PITCH AHEAD)
- EPA RULES: CHECK GO CHECK
  - CHECK: SIDE LINE
  - GO: DRIBBLE UP
  - CHECK: LOOK TO EPA ACROSS THE STREET
- The spacing is ours (staff) but the decision is theirs (players).
- Drive is a push and a pull.
- Dunker Space corner -> Middle of 3 "squeeze in" (cut dunker)
- When we set a screen we are 5 out. The screener is the rim presence.
- The lineup is the advantage
- Score Systems: make high value shots worth more
- GRENADE DRILL: 4 on 3 (4th defender on baseline coming in on shot to help rebound)
- Shoot it, Swing it, Stampede it
- Automatic turnover if ball is held. Mandatory stampede if it's not a swing or shot.
- ADD Drive reactions = Cuts
- Practice Structure:

- Primed
- Guided
- Sided
- Live

## ALEX PRIBBLE - UNIVERSITY OF IDAHO

- How to turn a program around:
  - BELIEF BUILDING BUSINESS
  - ROLE CLARITY IS KEY
  - DEFINE PLAYERS ROLES
  - EXPLAIN STAFF VISION FOR EACH PLAYER
  - PLAYER DEVELOPMENT PLANS BUILT AROUND DEFINED ROLE
- What is your player development system?
  - S&C
  - ATHLETIC TRAINING WORK: PREHAB / REHAB / MOBILITY etc.
  - ACADEMICS
  - BASKETBALL
  - FILM
- POST GAME & POST SEASON ANALYSIS IS CRITICAL
  - WHAT DO WE DO WELL
  - WHERE DO WE NEED TO IMPROVE
  - WHAT OPPORTUNITIES DO WE HAVE FOR THE UPCOMING YEAR
  - WHAT THREATS MIGHT WE FACE FOR THE UPCOMING YEAR
- WE SHOW OUR REBOUNDING STATS
- REBOUNDING IS CRITICAL TO WINNING GAMES
- WE EMPHASIZE IT
- PACE IS MORE STRATEGY THEN IDENTITY
- THERE ARE TIMES IN THE GAMES YOU MUST CONTROL THE TEMPO OF THE GAME AND IT IS NOT ALWAYS TO GO FASTER.
- WE WON A CHAMPIONSHIP BECAUSE:
  - WE BECAME A GOOD REBOUNDING TEAM
  - WE BECAME A GOOD DEFENSIVE TEAM
- DEFENSIVE RULES:
  - WE ALWAYS HAVE A PLAYER AT THE RIM
  - IF THERE IS A NON SHOOTER ON THE FLOOR - YOUR RESPONSIBILITY IS TO PROTECT THE RIM (NON SHOOTER = LESS THAN 1.PPS FROM 3)
  - SHOOTERS DON'T GET 3'S

- 1 ON 1 GUARD THE BALL, PARTICULARLY ON CLOSEOUTS
- SHOOTER:
  - BIG HELP (HEAVY GAPS / ATTACK THE BALL)
  - NO SEPARATION (BLUFF AND RECOVER)
  - SOLID (BALANCED HELP)
- MUCK VS NON SHOOTING 5
- WE WANT TO DICTATE THE OPPONENT. IF WE TAKE AWAY PRIMARY OPTIONS WE KNOW WHAT WE ARE COMFORTABLE GIVING UP & WHAT WE ARE OK WITH BEATING US
- VEER SWITCH LINE ON THE FLOOR - TAPED
- GOOD FOR VEER RULES IN OUTER 1/3'S - STEAL OPPORTUNITY ON KICK OUT / DUMP OFF
- WE EMPHASIZE VERTICALITY AND NOT FOULING AT THE RIM
- VS NON SHOOTERS WE WILL SACRIFICE BALL PRESSURE
- AS A STAFF YOU CAN'T PANIC WHEN IT DOESN'T WORK - FIND SOLUTIONS
- LEADERSHIP IS THE ABILITY TO MAKE THE PEOPLE AROUND YOU BETTER - MENTAL TOUGHNESS IS THE ABILITY TO GET TO THE NEXT MOST IMPORTANT THING

## MATT MAJKRZAK - NORTHERN ILLINOIS

- The most important decision as a head coach is deciding how fast you are going to play
- POSSESSION CATEGORIES
  - TRANSITION
  - TRANSITION FLOW
  - SETS
  - SETS INTO FLOW (MOST EFFICIENT)
  - RUN OUTS
- EMPHASIZE THE IMPORTANCE OF SCRIPTING OFFENSE
- DICTATES WHO GETS SHOTS AND WHAT KIND OF SHOTS WE GET
- YOU CAN SCRIPT SPEED, YOU CAN SCRIPT SLOW
- SCRIPTING SUBBING PATTERNS
- WHEN YOUR BEST PLAYERS ARE OUT - THATS WHEN WE RUN OUR LONG ACTION PLAYS TO SLOW THE GAME DOWN
- WHEN THE GAME GETS CLOSE SCRIPTING ALLOWS YOU TO KNOW WHAT YOU ARE GOING TO GO TO
- THERE IS SOMETHING TO BE SAID FOR SAVING SOME PLAYS TO RUN TOWARDS THE END OF THE GAME SO THE OPPOSING TEAM IS LESS USED TO / READY TO GUARD THAT PARTICULAR ACTION
- NASCAR PACKAGE: HIGH SPEED LINE UP -> SCRIPT THAT COMPLIMENTS SPEED
- WHEN THE WORST LINE UP IS IN - THATS WHEN I HAVE TO COACH THE BEST
- INSTALLS: COACH DRAWS IT ON THE BOARD -> GO DO IT (LIVE) -> DO IT AGAIN & AGAIN (LIVE) -> WATCH IT ON FILM -> DO IT 5-0
- WE WILL DO IT 5 PLAYS AT A TIME THEN FLIP IT
- ANY MISTAKES ON EXECUTION / READS -> WE WILL SEND THE PLAYERS FILM OF THEIR INDIVIDUAL ERRORS
- MOVEMENT MATTERS. YOU DON'T WANT TO BE THE TEAM THAT IS JUST STANDING THERE DRIBBLING THE AIR OUT OF THE BALL AT THE END OF THE GAME.