

Doug Brotherton Winning Close Games: Special Situations

Late Game: Delay of Game Warning

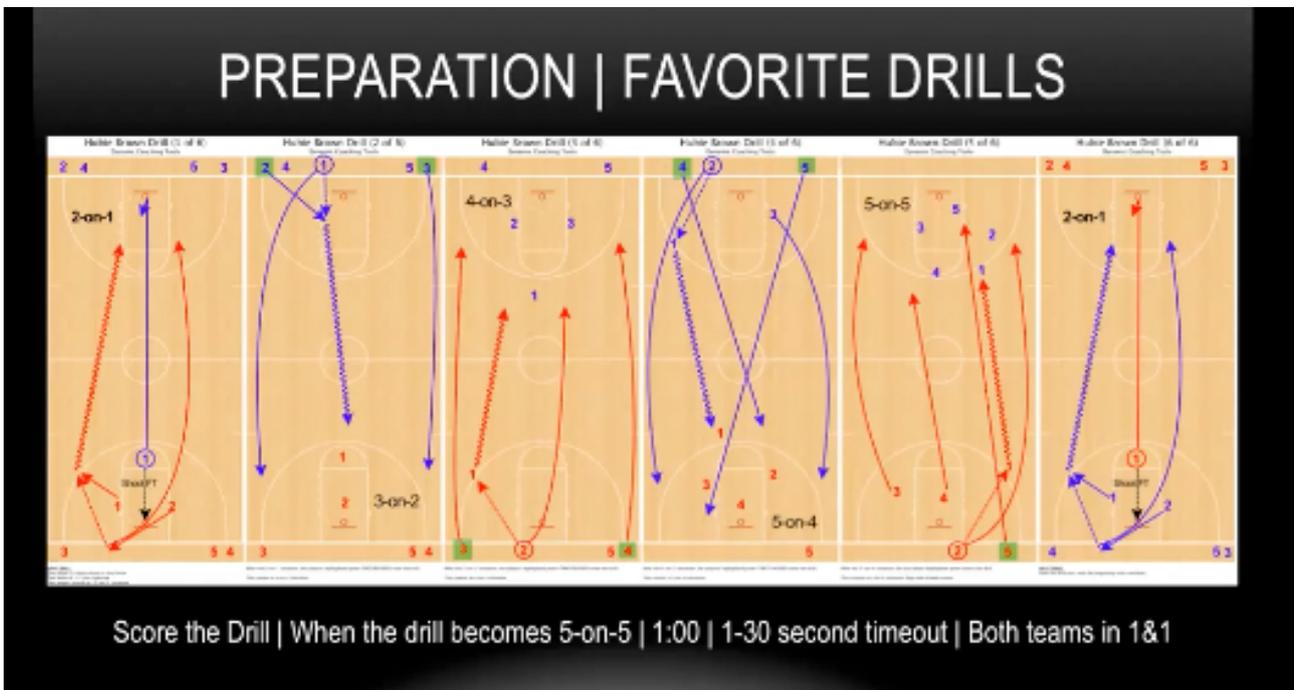
You get one warning for touching the ball when it goes through the net after shooting the ball. Can use this late game by having a player go and get the ball after scoring. The ref gives a warning but this gives time to set your press up. Best to use in situations you're down and need to get level or up.

Time-Out Organisation

- Players sit in designated spots based on positions
- Managers get towels and water
- Players can stop coach to ask a question at any point
- AC will tap HC on shoulder if they have a build point
- Individual feedback on entrance or exit to the huddle

Assistant Coach Responsibilities

- Who charts fouls, time-outs and possession arrow.
- Fouls = if you have to foul late game don't have player with 4 fouls on.



- Organic way to get into special situations. Players have to concentrate otherwise they will now know what the score will be when it gets to the 5 on 5. Build from 2 on 1 to 5 on 5, 1:00 minute start on the 5 on 5. Blue vs red team keep scores from the 2 on 1 as this will dictate the score situation when it gets to 1 minute.

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- Another way to have an organic situation vs scripted (coach giving it) is 65-65. Once a team hits 70 points, a 2 minute clock begins. Possession arrow to the defense, play the situation. C drills so led by players, debrief at the end.
- Can also script (more to teach at beginning before getting to organic). Give a scenario - best of 3, best of 5 etc.
- Scripting is powerful because you can reference a special situation that you accomplished in a practice when you are in the same situation in a game.

SCORE	TIME ON CLOCK	SITUATION
Up/down - 2 points	6 seconds	Team down gets ball on baseline full court to go.
Up/down - 2 points	1 minute	Team up shooting 2 free throws.
Up/down - 4 points	45 seconds	Team down gets ball at ¼ court.
Up/down - 5 points	3 minutes	Team down gets ball. Team up plays ½ court zone rest of game.
Tie game	2 minutes	Both teams shooting 1 and 1 at the free throw line.
Up/down - 1 point	8 seconds	Team down gets ball with full court to go. Team up sets up ½ court 1-3-1 trap.
Up/down - 3 points	50 seconds	Team up gets ball at ½ court. Both teams in double bonus.
Up/down - 2 points	40 seconds	Team down gets ball EOB. Both teams in double bonus.
Up/down - 1 point	3 seconds	Team down gets ball EOB. Both teams in double bonus.
Up/down - 1 points	9 seconds	Team up gets ball on sideline. Both teams in double bonus.
Tie game	1 minute 30 seconds	Both teams in 1 and 1 at the free throw line.
Up/down - 10 points	6 minutes	Both teams in 1 and 1 at the free throw line.
Up/down - 3 points	3 seconds	Team down must go length of floor.
Tie game	25 seconds	EOB under basket.
Tie game	3 minutes	No point guards in the game for either team (hurt, fouled out). Both teams in double bonus.
Up/down - 1 point	12 seconds	Team down shooting two free throws.
Up/down - 2 points	1.8 seconds	Team up shooting 2 free throws.
Up/down - 1 point	25 seconds	Team down shooting 1 and 1 at the free throw line.
Up/down - 2 points	5 seconds	Team up gets ball on the sideline. Both teams in the 1 and 1 at the free throw line.
Up/down - 6 points	3 minutes	Team down gets ball EOB. Both teams in the 1 and 1 at the free throw line.
Up/down - 3 points	4 seconds	Team down gets ball on sideline. Team up fouls when inbounded to prevent 3 point shot to tie game. Team down shooting two free throws at the line.

Scouting

- Steal points or steal time
- Take away opposition BLOBs. Ourselves, have un-scoutable plays.
- Odd, even, zero system. Last number on the clock triggers the inbound play.
- 6 plays - 3 things with a counter (up or down). All work against man or zone.
- Steal early on in game = how will they guard things? E.g. first 3 possessions, 3 different actions. A pick, a pin and DHO. How do they guard it?
- Use what we know about how they will guard actions to start the game with a scripted play.

Sequencing

- Using same set play or action and running it on consecutive possessions. On the second possession, using the defense’s reaction to what they just saw to gain an advantage. Anticipate the change and the subsequent counter, if they don’t change just get the same score. E.g. on fire hit the flare. Second time they will be worried about the shooter so the slip could be open.

BLOBs

- Have team quickly huddle to discuss play call on a foul or when you have time. Then don’t need to call out play call to other team.

- Can give another play call as a distraction!

“The best thing I heard this year = if you are looking to find out if a team is well-coached, watch what the players do when the ball is in the air.”

ATO vs Switching Defenses

Works against man or zone.

