

## ***Berry College Vikings Late Game Situations***

Understand there are 40 minutes in a regulation game. The last 5 minutes of the game are magnified, or put under the microscope to see how we close out the game.

The first part (first 35 minutes) of the game can prepare our team for the conclusion of the contest. We will get an “easy” win, or we will need to battle, scrape, and fight for the victory.

Understand that late in a game, every play, whether good or bad, is magnified. This great play can happen on the offensive end or on the defensive end of the floor. Most “great” plays are the result of trusting team concepts!

One of our biggest assets, as Berry College players, is our intelligence. We need to utilize this asset late in games. We must be confident program going into “late game situations.” We will have rehearsed almost all the scenarios that could take place. Intelligence and confidence will lead to many victories.

Time and Score are the two biggest indicators as to what we will do...

- A great shot early in the game may not be a great shot late in the game. This is based on time and score.
- The number of possessions is also a leading factor in how we finish games.
- Time can be on our side or against us. It all depends in the score at that point in time.
- Concentration during timeouts is a must. You must be focused in a distracting environment. It is vital that you listen to what the coaches say, and then execute what they have said during the game.
- On a dead ball, sprint to spots and rehearse the play we will execute and visualize the shot going in for the win.

### *When we are in a late game situation:*

- Know how many possessions there are remaining in the game...Ask yourself are we down 2,4,6? Are we up 2,3,6?
- There is no room for improvisation, because the others on your team do not know what you are doing! Execution is a must!
- In practice, we will have run and executed every late game play that we will run in a game. We must concentrate and execute while the crowd is going crazy and the game is on the line.

### *When we are ahead:*

#### *Defensively:*

- Get stops defensively! We don't want to start trading baskets with a team trailing...stay within our system and trust each other.
- No second chance points or offensive rebounds.

- We do not want fouls, especially on the perimeter. This leads to free points with the clock stopped. Obviously, we would play our “normal” defense in regards to open lay-ups – we don’t want to give free points! Our opponents need to earn points late in the game.
- Make sure we are going for the ball in order to avoid any kind of “flagrant” foul calls
- Do not get passive. We must stay aggressive without fouling!
- Never give up position going for a steal. We want them to score against our set defense.
- Transition defense is a must with any kind of late game situation!

### *Offensively:*

- Work the clock down. We do not want to take a shot unless it is an uncontested lay-up before the clock is at 15 seconds or less. Quick, contested shots allow for quick baskets on the other end.
- Trust our offense to get us great shots
- Be confident with the ball. Turnovers lead to momentum changes! Meet passes and snap passes to teammates!
- We want the ball in the right players hands...hot hand or players with most experience.
- Free throws are a must

### *If we are trailing...*

#### *Defensively:*

- We must get stops. We are probably not in a situation to trade baskets.
- Know who we want to foul...know the time, situation, and score. When we foul make sure we foul the right guy (you’ll know through scout). Make sure we are going for the ball.

#### *Offensively:*

- Take great shots by running offense. Execute the “quick hitter” that has been called...sprint to position and react.
- Do not take rushed shots...no need to take contested shots that won’t go in.
- Time and score dictate whether or not we need a 3 or not. If we are down 4, is no reason to force a contested 3 if we can get a great, timely 2 point bucket
- We cannot afford turnovers late in the game...be sure of passes.