



### **Sample Breakdown:**

**Baller HS (1/10/'23 game vs. Brick City HS)**

#### Starters:

#10 – PG, good athlete, very right hand dominant, struggles to go left, string going right off dribble, very good defensively

#12 – seems to be leader, shooter, make him a driver, struggles to finish at rim (don't foul on drive), great FT shooter

#23 – long athlete, hunts his shot, best player, drive first! Ok shooter, leading team in FTA, very active! Will get out of control and force

#25 – strong, will look to post smaller players, drive first - shot second, loves shot fake and drive!

#34 – good sized post, garbage player, goes for shot fakes

#### Subs:

#1 - strong, solid, point gd, handles ball and distributes, capable of making 3's, struggles with pressure

#5 – weak physically, has shown the ability to score, very good driver! Aggressive very good athlete - attitude?

#13 – hunts shot, quick athletic,

#### Offensive thoughts:

dribble drive & streaky shooters, they like to push - majority of points in transition! They will look to post different players (gds - remember to full front!), on baseline screens they will look to seal / post after screens, lots of baseline staggers for #10 and #23, lots of flat high ballscreens, aggressive off the bounce! They will also loop to a ballscreen

#### Defensive thoughts:

mostly man to man - good pressure, usually hard hedge on bs, have shown tendency to trap if good opportunity, poor help (no weakside / vision of ball), they have doubled in post with man at top (our cutting action should be great vs. this), 2-3 more recently (mid post wide open / lots of hi lo vs it) zone and a 1-2-1-1 press (AL).

- |                                  |                               |
|----------------------------------|-------------------------------|
| • Best Players<br>23, 12, 10     | • Top Playmakers:<br>10, 1    |
| • Best Shooters:<br>12, 23       | • Top Defenders:<br>10, 1, 23 |
| • Top Rebounders:<br>25, 34, 12  | • Top FT's:<br>12, 10         |
| • Top Off. Rebounders:<br>34, 25 | • Poor FT's:<br>5, 34         |

#### Other ideas:

- I would like to see the bench more involved and cheering for the players on the floor.
- So many positives to take from the game. Your team box outs were really good and were about even with rebounds with a much smaller team. Your movement on offense was really good, your guards really seem to understand how to cut and when / where to cut!
- Get guards to look in post a little more... Post guys are working, we need to reward them!
- Maybe try to get timeouts a little more organized, who's getting water, collect your thoughts prior to getting into huddle... get 2, maybe 3 big thoughts conveyed to team and keep them simple. What will any team actually retain out of a timeout?

Practice ideas:

- Hammer home how you want to defend ballscreens. What are your 3 or 4 specific teaching points defending it (force to screen, hedge, chase over screen, etc...). I thought the ballscreen defense really hurt you in 2<sup>nd</sup> half.
- A lot of controlled scrimmaging. Team 1 shoot a ft, then go 3 possessions. You can put a huge emphasis on getting the ball out quickly and getting it down the floor. Teach the difference between playing "chaotic" and putting pressure on defense and getting great shots. You can run set plays where you must defend ballscreens
- How can you get #12 to be more vocal? Can he lead timeouts in practices? Put him in a position that he must lead and the players must listen.