

# GCCOA Meeting

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# Basic Play Calling Principles

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Be in the Right Spot (Positioning)

Find the Trouble (Sequencing)

Judge the Contact (Marginal vs Illegal)

Let the Play Finish (Timing)

# Dependable Ft Court Positions

## Trail

- Work at or around 28' line, keep all ten players in your vision
- Get open looks by moving your feet – come on the court when needed
- Don't get stacked
- Stay with Primary Defender on drives going away

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## Center

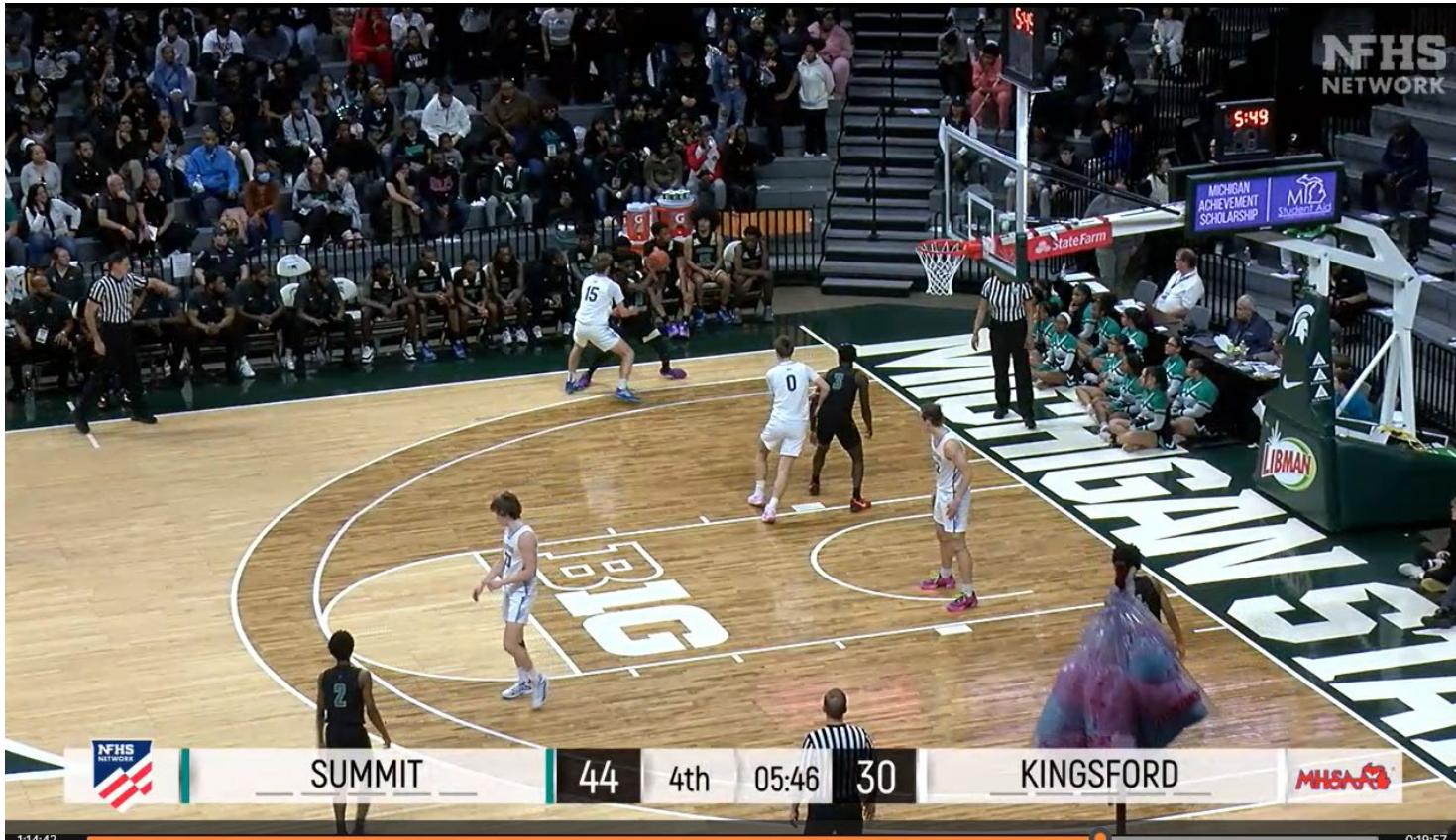
- Work one step up and one step down from FT line extended
- Stay square to the sideline
- Do not roll top side until lead has cleared AND the play dictates
- NEVER LEAVE AN OPEN LOOK

## Lead

- Mirror the ball on the perimeter
- Close down to be ready to rotate
- Go wide to see post play and rebounds
- Pinch the paint to see curl plays and drives from C
- ROTATE - ROTATE - ROTATE

# Dependable Positions

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# Find the Trouble - Sequencing

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## On Ball Defender – before the dribble

- Feet – Pivot – Release
- Find the defender – 70/30 Principle
- Can't miss split step travels

## Catch and Shoot Plays

- Screen – Line – Defender
- Do your work early – don't get stacked
- Find Point of Contact

## Three Point Shooters

- Up – Down - Rebound
- Must know how shooters go to the ground

## Secondary Defender Block/Charge Plays

- Lead is Primary on all SDBC Plays in the paint
- Lift Eyes from Defender to Defender
- Pick up secondary defender early
- Don't watch the dribble drive

# Feet – Pivot - Release

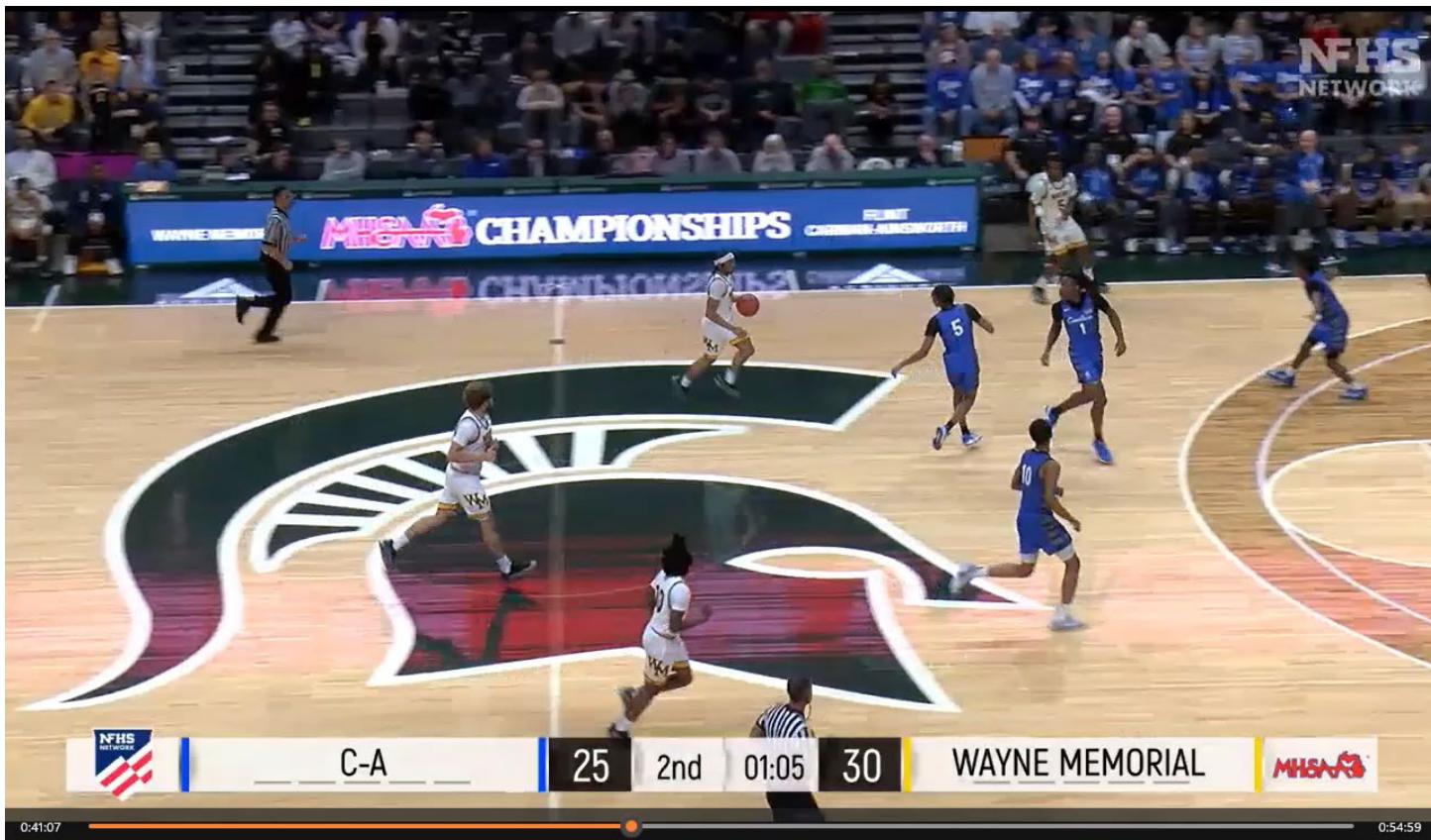
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# Screen – Line - Defender



# Up – Down - Rebound



# Judge the Contact/Let it Finish

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## Marginal vs Illegal

- What did the fouler do wrong?
- RSBQ
- Style of play/Level of Competition/Talent

## Let the play finish

- Start – develop – finish – DECISION
- Keep air in our belly, not in our throat
- Eliminate the weak “and one”
- Eliminate the “clean block/foul”

# Going Out of Primary

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Three B's: Be LATE, Be NEEDED, Be Right

Secondary Cadence Whistle

- Give primary calling official the first crack

Save the crew

- Game Deciding
- Flagrant
- Can't be marginal
- Bodies on the floor

“Throw a Strike”

- You have to be 100% right

Have the best look (Philosophical)

- Curl Play
- Backside defender

# Out of Primary: Be Late

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# Out of Primary: Be Needed

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# Out of Primary: Be Right

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# Questions?

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