

XVIII.

Game Management

We play the first half to get to the second half. You win the game in the second half.

We never want any of our key players to pick up a third foul during the first half.

On their 2nd foul in the first half, they are coming out. This accomplishes two things:

1. Have your key players available at the end of the game when the game is on the line.
2. Forces you to develop your bench players. This depth helps you later in the year and future years.

*EXCEPTION TO THIS RULE: IF THE KEY PLAYER IS OUT AND THE GAME IS OUT OF HAND, THEY MAY BE FORCED TO COME BACK IN. THIS DOES NOT HAPPEN OFTEN.

Momentum Getters

1. Made free throws. There is nothing more demoralizing than to sit on the bench and watch the opposing team sink free throws. Research shows that the people who shoot the most free throws and score the most free throws win about 80% of their games
2. Steals and interceptions
3. Deflections. There is nothing more inspiring to a team than to have a 4-on-1 situation (you're the one) and that one player deflects the ball out of bounds. It gets everyone excited.
4. Baskets off the transition game.
5. Good tough defense.
6. Rebounding.
7. Teamwork and assists.
8. Appearance of the Big Play. The 3-point shot is a good example of the big play. A steal could be a big play.
9. Made field goals and made free throws at the end of the quarter.
10. Blocked shots that turn into baskets or possessions for your team.

Momentum Killers

1. Bad shot selection. Everyone is out of position.
2. Missed free throws.
3. Giving up second shots.
4. Bad passes.
5. Dribbling and lane violations.
6. Stupid, unnecessary fouls.
7. Loss of composure.