

# MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST

## SPECIAL SITUATIONS - OFFENSE

### 1. END OF QUARTER OFFENSE CHART. SETS ARE RAN AT THE 12 SECOND MARK.

QUARTER	AGAINST M2M DEFENSE	AGAINST ZONE DEFENSE
1	"WATCH – TAP"	"WATCH – TAP – ZONE"
2	"WATCH – TAP"	"WATCH – TAP – ZONE"
3	"WATCH – TAP"	"WATCH – TAP – ZONE "
4	TIE OR DOWN 2 PTS = "WATCH – TAP – AGAIN"	"WATCH – TAP – ZONE – AGAIN"
OT	DOWN 3 PTS = "STANFORD"	"CORNER"

### 2. FULL COURT SPECIAL SITUATIONS = 6-8 SECS LEFT IN THE 4<sup>TH</sup> PERIOD &/OR OVERTIME, WE'LL RUN: **"ROYAL."**

A. RECEIVER MUST DETERMINE AT HALF COURT IF HE CAN MAKE A PLAY, OR NOT.

B. IF NOT, HE WILL CALL TIME OUT, ONE DRIBBLE PAST HALF COURT SO WE CAN RUN A SLOB. :04 SECONDS IS IDEAL.

### 3. FULL COURT PLAYS – **TWO POINTS:**

LENGTH OF COURT	INBOUNDS POSITION	SPOT	NO SPOT	POINTS DOWN	TYPE OF DEFENSE	TIME LEFT	PLAY CALL	INBOUNDS TO SET CALL
FULL COURT	BASELINE	YES		2 PTS	M2M	10-16 SEC.	"BOX"	"WATCH-TAP-AGAIN"
FULL COURT	BASELINE	YES		2 PTS	ZONE	10-16 SEC.	"BOX"	"CORNER"
FULL COURT	BASELINE	YES		2 PTS	M2M	11-15 SEC.	"BOX"	"QUICK-POP"
FULL COURT	BASELINE	YES		2 PTS	ZONE	11-15 SEC.	"BOX"	"CORNER"
FULL COURT	BASELINE	YES		2 PTS	M2M	9-10 SEC.	"BOX"	"QUICK"
FULL COURT	BASELINE	YES		2 PTS	ZONE	9-10 SEC.	"BOX"	"CORNER"
FULL COURT	BASELINE	YES		2 PTS	M2M	6-8 SEC.	"ROYAL"	"DENVER-2"
FULL COURT	BASELINE		YES	2 PTS	M2M	6-8 SEC.	"MARIAN"	"DENVER-2"
FULL COURT	BASELINE	YES		2 PTS	M2M	4-5 SEC.	"LADDER"	"DENVER-2"
FULL COURT	BASELINE	YES		2 PTS	M2M	3 SEC.	"CRISS CROSS"	N/A
FULL COURT	BASELINE	YES		2 PTS	M2M	1-2 SEC.	"ROYAL-BACK"	N/A
FULL COURT	CORNER BLOB	YES		2 PTS	M2M	4-6 SEC.	"ROYAL"	"DENVER-2"
FULL COURT	DEEP SLOB	YES		2 PTS	M2M	4-6 SEC.	"ROYAL"	"DENVER-2"
FULL COURT	CORNER BLOB	YES		2 PTS	M2M	3 OR LESS	"KANSAS CITY"	N/A

### 4. HALF COURT - BLOBS – **TWO POINTS:**

HALF COURT	BLOB	TIED	M2M	:30-1:00	"SAFE-SPREAD -WATCH-TAP – AGAIN"	"WATCH-TAP-AGAIN" @ :05
HALF COURT	BLOB	TIED	ZONE	:30-1:00	"24"	"CORNER" @ :05
HALF COURT	BLOB	2	M2M	:30-1:00	"SAFE-WATCH-TAP"	"WATCH-TAP-AGAIN"
HALF COURT	BLOB	2	ZONE	:30-1:00	"24"	"24"
HALF COURT	BLOB	2	M2M	:29-:15	"1-ACROSS-AGAIN"	"WATCH-TAP-AGAIN"
HALF COURT	BLOB	2	ZONE	:29-:15	"24"	"CORNER"
HALF COURT	BLOB	2	M2M	:14-:07	"WARSAW"	N/A – MAKE A PLAY
HALF COURT	BLOB	2	ZONE	:14-:05	"1-OILER"	"ZONE BLOB ENDING"
HALF COURT	BLOB	2	M2M	:04-:01	"TRIPLE" –OR– "1-SLAP"	N/A
HALF COURT	CORNER	2	M2M	:29-:14	"DEEP CORNER"	"WATCH-TAP-AGAIN"
HALF COURT	CORNER	2	ZONE	:29-:14	"DEEP CORNER"	"W-T-Z-AGAIN"
HALF COURT	CORNER	2	M2M	:13-:01	"GARY" OR "DEEP SPECIAL-2"	:13-:10 = WTA/:09 = QUICK
HALF COURT	CORNER	2	ZONE	:13-:01	"GARY"	"GARY"

DEFAULT **M2M** LOW SLOB AFTER FAILURE TO SCORE & TIMEOUT CALLED WITH :05-:01 LEFT ON CLOCK = **"BROWN"**

DEFAULT **ZONE** LOW SLOB AFTER FAILURE TO SCORE & TIMEOUT CALLED WITH :05-:01 LEFT ON CLOCK = **"SOLO-U"**

**MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST**

**5. HALF COURT – SLOBS - TWO POINTS:**

INBOUNDS POSITION	POINTS DOWN	TYPE OF DEFENSE	TIME LEFT	PLAY CALL	INBOUNDS TO SET CALL
HALF COURT	TIED	M2M	:30-1:00	"BROOKS" TO "SPREAD"	"JACK-KNIFE" AT :05
HALF COURT	TIED	ZONE	:30-1:00	"BROOKS" TO "X"	"CORNER" AT :05
HALF COURT	2	M2M	:30-1:00	"BROOKS" TO "SPREAD"	"W-T-A" @ :12
HALF COURT	2	ZONE	:30-1:00	"BROOKS" TO "X"	"W-T-Z-A" @ :12
HALF COURT	2	M2M	:29-:12	"BROOKS" TO "SPREAD"	"W-T-A" @ :11
HALF COURT	2	ZONE	:29-:12	"BROOKS TO "X"	"CORNER" @ :11
HALF COURT	2	M2M	:11-:05	"BROOKS"	"QUICK"
HALF COURT	2	ZONE	:11-:05	"BROOKS"	"CORNER"
HALF COURT	2	M2M	:04-:01	"DENVER-2"	CALL TIMEOUT & RUN "DENVER -AGAIN"
HALF COURT	2	ZONE	:04-:03	"BROOKS"	"QUICK-POP"
HALF COURT	2	ZONE	:02-	"54"	N/A

**6. LOW HALF COURT - LOW SLOBS - TWO POINTS:**

INBOUNDS POSITION	POINTS DOWN	TYPE OF DEFENSE	TIME LEFT	PLAY CALL	INBOUNDS TO SET CALL
LOW	TIED	M2M	:30-1:00	"BROOKS - SPREAD"	"W-T-A" @ :05
LOW	TIED	ZONE	:30-1:00	"BROOKS - X"	"CORNER" @ :05
LOW	2	M2M	:30-1:00	"BROOKS - SPREAD"	"W-T-A" @ :12
LOW	2	ZONE	:30-1:00	"BROOKS TO "X"	"CORNER" @ :12
LOW	2	M2M	:29-:12	"BROOKS" TO "SPREAD"	"W-T-A" @ :11
LOW	2	ZONE	:29-:12	"BROOKS TO "X"	"CORNER" @ :11
LOW	2	M2M	:11-:05	"BROOKS" TO "QUICK"	"QUICK"
LOW	2	ZONE	:11-:05	"BROOKS TO "ROW"	"ROW"
LOW	2	M2M	:04-:01	"WHEEL"	CALL TIMEOUT & RUN "WHEEL-AGAIN"
LOW	2	ZONE	:04-:03	"SOLO-U"	CALL TIMEOUT ASAP & RUN "WHEEL"
LOW	2	ZONE	:02-	"54"	N/A
CORNER	2	M2M	M2M :29-:14	"DEEP CORNER"	"WATCH-TAP-AGAIN"
CORNER	2	ZONE	ZONE :29-:14	"DEEP CORNER"	"W-T-Z-AGAIN"
CORNER	2	M2M	M2M :13-:01	"GARY" OR "DEEP SPECIAL-2"	:13-:10 = WTA/:09 = QUICK
CORNER	2	ZON3	ZONE :13-:01	"GARY"	"GARY"

**7. FULL COURT PLAYS- THREE POINTS:**

LENGTH OF COURT	INBOUNDS POSITION	SPOT	NO SPOT	POINTS DOWN	TYPE OF DEFENSE	TIME LEFT	PLAY CALL	INBOUNDS TO SET CALL
FULL COURT	BASELINE	YES		3 PTS	M2M	10-16 SEC.	"BOX"	"STANFORD"
FULL COURT	BASELINE	YES		3 PTS	ZONE	10-16 SEC.	"BOX"	"W-T-Z-A" OR "CORNER"
FULL COURT	BASELINE	YES		3 PTS	M2M	11-15 SEC.	"BOX"	"FLAT-U"
FULL COURT	BASELINE	YES		3 PTS	ZONE	11-15 SEC.	"BOX"	"W-T-Z-A" OR "CORNER"
FULL COURT	BASELINE	YES		3 PTS	M2M	9-10 SEC.	"FIRE"	"BROOKS" TO "STANFORD"
FULL COURT	BASELINE	YES		3 PTS	ZONE	9-10 SEC.	"BOX"	"W-T-Z-A" OR "CORNER"
FULL COURT	BASELINE	YES		3 PTS	M2M	6-8 SEC.	"ROYAL"	"DENVER-AGAIN -3"
FULL COURT	BASELINE	YES	YES	3 PTS	M2M	6-8 SEC.	"MARIAN"	"DENVER-AGAIN -3"
FULL COURT	BASELINE	YES		3 PTS	M2M	4-5 SEC.	"ROYAL"	"DENVER-AGAIN-3"
FULL COURT	BASELINE	YES		3 PTS	M2M	3 SEC.	"LAST -3"	T.O. ON CATCH TO "FRAN"
FULL COURT	BASELINE	YES		3 PTS	M2M	1-2 SEC.	"LAST-3"	N/A
FULL COURT	CORNER BLOB	YES		3 PTS	M2M	4-6 SEC.	"ROYAL"	"D-3-A" OR "FRAN"
FULL COURT	DEEP SLOB	YES		3 PTS	M2M	4-6 SEC.	"ROYAL"	"D-3-A" OR "FRAN"
FULL COURT	CORNER BLOB	YES		3 PTS	M2M	3 OR LESS	"LAST-3"	CATCH & TO w :01+ "FRAN"

## MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST

### 8. HALF COURT - BLOBS – THREE POINTS:

HALF COURT	BLOB	TIED	M2M	:30-1:00	"SAFE-SPREAD -WATCH-TAP – AGAIN"	"WATCH-TAP-AGAIN" @ :05
HALF COURT	BLOB	TIED	ZONE	:30-1:00	"24"	W-T-A-Z OR"CORNER" @:05
HALF COURT	BLOB	3	M2M	:15-1:00	"SAFE" TO "SPEAD"	"FLAT-U" @ :11
HALF COURT	BLOB	3	ZONE	:15-1:00	"24"	W-T-A-Z OR"CORNER" @:12
HALF COURT	BLOB	3	M2M	:14-:07	"T.O.L." OR "OHIO-STATE"	TO "KNICKS" @ :05
HALF COURT	BLOB	3	ZONE	:14-:07	"SWEEP-BREAK"	TO @ :05 TO "ZANE TRACE"
HALF COURT	BLOB	3	M2M	:06-:01	"T.O.L." OR "OHIO-STATE"	TO @ :02 TO "KNICKS"
HALF COURT	BLOB	3	ZONE	:06-:01	"PAINTER"	TO @ :02 TO "ZANE TRACE"
HALF COURT	CORNER	3	M2M	:29-:14	"DEEP CORNER"	"FLAT-U" @ :11
HALF COURT	CORNER	3	ZONE	:29-:14	"DEEP CORNER"	W-T-A-Z OR"CORNER" @:12
HALF COURT	CORNER	3	M2M	:13-:01	"DEEP CORNER – SPECIAL - 3"	:13-:10 = STANFOR/:09-=F-U
HALF COURT	CORNER	3	ZONE	:13-:01	"GARY"	:13-:10=WTAZ/:09-=CNR

DEFAULT M2M LOW SLOB AFTER FAILURE TO SCORE & TIMEOUT CALLED WITH :05-:03 LEFT ON CLOCK = SPARTAN-STANFORD

DEFAULT M2M LOW SLOB AFTER FAILURE TO SCORE & TIMEOUT CALL WITH :02 OR LESS ON CLOCK = FRAN

DEFAULT ZONE LOW SLOB AFTER FAILURE TO SCORE & TIMEOUT CALLED WITH :05-:03 LEFT ON CLOCK = "SOLO-U"

DEFAULT ZONE LOW SLOB AFTER FAILURE TO SCORE & TIMEOUT CALLED WITH :02 OR LESS ON CLOCK = "54"

### 9. HALF COURT – SLOBS - THREE POINTS:

INBOUNDS POSITION	POINTS DOWN	TYPE OF DEFENSE	TIME LEFT	PLAY CALL	INBOUNDS TO SET CALL
HALF COURT	TIED	M2M	:30-1:00	"BROOKS" TO "SPREAD"	"JACK-KNIFE" AT :05
HALF COURT	TIED	ZONE	:30-1:00	"BROOKS" TO "X"	"CORNER" AT :05
HALF COURT	3	M2M	:30-1:00	"BROOKS" TO "SPREAD"	"FLAT-U" @ :14
HALF COURT	3	ZONE	:30-1:00	"BROOKS" TO "X"	"W-T-Z-A" OR CORNER @ :12
HALF COURT	3	M2M	:29-:12	"BROOKS" TO "SPREAD"	"STANFORD" @ :11
HALF COURT	3	ZONE	:29-:12	"BROOKS TO "X"	"CORNER" @ :11
HALF COURT	3	M2M	:11-:05	"BROOKS"	"QUICK – FLAT - U"
HALF COURT	3	ZONE	:11-:05	"BROOKS"	"CORNER"
HALF COURT	3	M2M	:04-:01	"DENVER-3"	T.O. ON CATCH TO "54"
HALF COURT	3	ZONE	:04-:03	:54"	T.O. ON CATCH TO "SOLO-U"
HALF COURT	3	ZONE	:02-	"54"	N/A

### 10. LOW HALF COURT – LOW SLOBS - THREE POINTS:

INBOUNDS POSITION	POINTS DOWN	TYPE OF DEFENSE	TIME LEFT	PLAY CALL	INBOUNDS TO SET CALL
LOW	TIED	M2M	:30-1:00	"BROOKS" TO- "SPREAD"	"FLAT-U" @ :05
LOW	TIED	ZONE	:30-1:00	"BROOKS" TO "X"	"CORNER" @ :05
LOW	3	M2M	:30-1:00	"BROOKS" TO "SPREAD"	"STANFORD" @ :12
LOW	3	ZONE	:30-1:00	"BROOKS" TO "X"	"CORNER" @ :12
LOW	3	M2M	:29-:12	"BROOKS" TO "SPREAD"	"STANFORD" @ :10
LOW	3	ZONE	:29-:12	"BROOKS TO "X"	"CORNER" @ :11
LOW	3	M2M	:11-:05	"BROOKS"	"STANFORD" ASAP
LOW	3	ZONE	:11-:05	"BROOKS"	"CORNER"
LOW	3	M2M	:04-:01	"FRAN"	CALL TIMEOUT & RUN "SPART-STANFORD"
LOW	3	ZONE	:04-:03	"SOLO-U"	CALL TIMEOUT ASAP & RUN "54"
LOW	3	ZONE	:02-	"54"	N/A
CORNER	3	M2M	:29-:14	"DEEP CONER"	"SPREAD" TO "STANFORD" @ :09
CORNER	3	ZONE	:29-:14	"DEEP CORNER"	"X" TO "CORNER" @ :09
CORNER	3	M2M	:13-:01	"GARY" OR "DEEP SPECIAL-3"	:13-:05 INTO "CORNER"

**MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST**

**11. PRESS OFFENSES TO USE WHEN LEADING:**

INBOUNDS POSITION	M2M	ZONE
FULL COURT – BASELINE	“DUNBAR”	“WHEEL”
FULL COURT - DEEP CORNER BASELINE/SLOB	“KANSAS CITY”	“KANSAS CITY”
3 ¼ COURT - SLOB	“WIZARD”	“LINE”
1/2 COURT - SLOB	“SAFE”	“LINE”
LOW - SLOB	“11”	“LINE”
1/ 2 COURT - DEEP CORNER BASELINE/SLOB	“DEEP CORNER”	“DEEP CORNER”

**12. SPECIAL SITUATIONS – FREE THROWS:**

**12.1 DOWN BY 3 POINTS & WE'RE SHOOTING 2 FREE THROWS OR A 1 & 1:**

- MAKE FIRST
  - MISS SECOND A.S.A. THE REF HANDS SHOOTER THE BALL = RUN: “VANNETT – TWO”
  - REBOUNDER CALLS TIMEOUT IF HE CANNOT SHOOT IMMEDIATELY – NO JUMP BALLS!!
    - BLOB OUT OF TIMEOUT vs. M2M DEFENSE = “TRIPLE.”
    - BLOB OUT OF TIMEOUT vs. ZONE DEFENSE = “523 – ZONE ”
    - SLOB OUT OF TIMEOUT vs. M2M DEFENSE = “WHEEL”
    - SLOB OUT OF TIMEOUT vs. ZONE DEFENSE = “54”
- WE MISS THE FRONT END OF A 1 & 1 = FOUL THE REBOUNDER ASAP.
- WE MAKE THE FIRST OF TWO FREETHROWS OR OF A 1 & 1 = MISS SECOND & RUN “VANNETT – THREE”
  - REBOUNDER CALLS TIMEOUT IF HE CANNOT IMMEDIATELY TIP BALL OUT – NO JUMP BALLS!!
    - BLOB OUT OF TIMEOUT vs. M2M DEFENSE = “OHIO-STATE”
    - BLOB OUT OF TIMEOUT vs. ZONE DEFENSE = “PAINTER”
    - SLOB OUT OF TIMEOUT = “FRAN”
    - SLOB OUT OF TIMEOUT = “54”

**12.2 DOWN BY 4 POINTS & WE'RE SHOOTING 2 FREE THROWS OR A 1 & 1:**

- WE MISS THE FRONT END OF A 1 & 1 = FOUL THE REBOUNDER ASAP.
- WE MAKE THE FIRST OF TWO FREETHROWS OR OF A 1 & 1 = MISS SECOND & RUN “VANNETT – THREE”
  - REBOUNDER CALLS TIMEOUT IF HE CANNOT IMMEDIATELY TIP BALL OUT – NO JUMP BALLS!!
    - BLOB OUT OF TIMEOUT vs. M2M DEFENSE = “OHIO-STATE”
    - BLOB OUT OF TIMEOUT vs. ZONE DEFENSE = “PAINTER”
    - SLOB OUT OF TIMEOUT = “FRAN”
    - SLOB OUT OF TIMEOUT = “54”

**12.3 DOWN 5 & SHOOTING 3 FTs/OR SHOOTING 1 F.T. AFTER BEING FOULED ON AN MADE 3:**

- MAKE THE FIRST TWO FREE THROWS – IF SHOOTING THREE FT’S.
- MISS THE “BONUS” F.T. IF SHOOTING 1 F.T. AFTER BEING FOULED ON AN MADE 3 PT. SHOT.
- A.S.A. REF HANDS BALL TO SHOOTER – MISS FAST - RUN “VANNETT – THREE”
  - REBOUNDER CALLS TIMEOUT IF HE CANNOT IMMEDIATELY TIP BALL OUT – NO JUMP BALLS!!
    - BLOB OUT OF TIMEOUT vs. M2M DEFENSE = “OHIO-STATE”
    - BLOB OUT OF TIMEOUT vs. ZONE DEFENSE = “PAINTER”
    - SLOB OUT OF TIMEOUT = “FRAN”
    - SLOB OUT OF TIMEOUT = “54”

**MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST**

**13. "COMEBACK" OFFENSE- DOWN & NEED TO FOUL GOING INTO THE FOURTH QUARTER:**

- COMEBACK OR CATCH-UP MODE:
- Round time up to the next minute
- Double the number of minutes & turn minutes into points
- Add one point.

- For example:
- 1:22 left in game
  - Rounds-up to: 2:00 min.
  - Doubled = 4:00 & change to pts = 4pts
  - Add 1 point = 5 pts

POINTS DOWN	TIME TO BEGIN FOULING, IF COMEBACK GAME IS FAILING	M2M O' QUICK HITTERS	ZONE O' QUICK HITTERS	F.C. PRESS	1 / 2 CT. TRAP
15 OR MORE	4 MIN. LEFT	"QUICK" "QUICK-AGAIN" "QUICK-TRAIL" "QUICK-SOLO" "QUICK-POP" "QUICK-STANFORD" "QUICK-POP-HI LO" "QUICK-TRAP" "QUICK-DRIFT" "QUICK-SWEEP" "QUICK-SLAP" "QUICK-SLAP-AGAIN" "QUICK-ELEVATOR" "QUICK-FLAT-U" "FLAT-U" "QUICK-TORONTO" "TWO-THROUGH" "STEP"	"WILD-CAT" "WING" "23-TRIANGLE" "23-TRI-AGAIN" "ZONE-SPECIAL-3" "ZONE-SPECIAL-2" "QUICK-STRETCH" "TOP-SCREEN-IN" "HIGH-POST" "ROW"	"45"	"13"
14-10	2 MIN. LEFT	SAME	SAME	"45"	"13"
9	1.5	SAME	SAME	"45"	"13"

**14. SCORE IS TIED & WE HAVE POSSESSION:**

- RUN "SPREAD" TO A "JACK-KNIFE" WITH 5 SECONDS LEFT ON THE CLOCK vs. M2M. "40" DEFENSE.
- RUN "X" TO "CORNER" WITH 5 SECONDS LEFT ON THE CLOCK vs. ZONE. "40" DEFENSE.

**15. WE'RE DOWN BY 2 POINTS & HAVE POSSESSION:**

TIME	DELAY O' v. M2M	SET/ACTION @ :14	DELAY O' v. ZONE	SET v. ZONE @ :14	DEFENSE	FOUL
1:00 +	"SPREAD"	"W-T-A"	"SPREAD" / "RED"	"W-T-Z-A"	"40"	ASAP ON
:20 -	N/A	INTO "W-T-A"	N/A	"W-T-Z-A"	"40"	MISS

**16. WE'RE DOWN BY 3 POINTS & HAVE POSSESSION:**

TIME	DELAY O' v. M2M	SET/ACTION @ :14	DELAY O' v. ZONE	SET v. ZONE @ :14	DEFENSE	FOUL
1:00 +	"SPREAD"	"STANFORD"	"SPREAD" / "RED"	"CORNER"/Z-S-3/ "QUICK-STRETCH"	"40"	ASAP ON
:20 -	N/A	INTO "STANFORD"	N/A	"ZONE-SPEC.-3"	"40"	MISS

**MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST**

17. DEFAULT BLOBS TO RUN FOR LAST SECOND SHOTS:

M2M FOR 2 PTS.	M2M FOR 3 PTS	ZONE FOR 2 PTS.	ZONE FOR 3 PTS	
1. "WARSAW" 2. "TRIPLE"	1. "OHIO-STATE" 2. "T.O.L"	1. "523-ZONE" 2. "GUERILLA"	1. "ZANE-TRACE" 2. "PAINTER"	FOUL REBOUNDER ASAP IF WE MISS

18. DEFAULT HALF COURT SLOBS TO RUN FOR LAST SECOND SHOTS:

M2M FOR 2 PTS.	M2M FOR 3 PTS	ZONE FOR 2 PTS.	ZONE FOR 3 PTS	
1. "DENVER" 2. "DENVER-AGAIN"	1. "FRAN" 2. "DENVER-3"	1. "54" 2. "BREAK" W :05	1. "54" 2. "BREAK"	FOUL REBOUNDER ASAP IF WE MISS

19. DEFAULT LOW SLOBS TO RUN FOR LAST SECOND SHOTS:

M2M FOR 2 PTS.	M2M FOR 3 PTS	ZONE FOR 2 PTS.	ZONE FOR 3 PTS	
1. "UTAH-AGAIN" 2. "MILWAUKEE" 3. "KATIE"	1. "FRAN" 2. "SPARTAN-STAN" 3. "U-4 MAN – FLR"	1. "54" 2. "DENVER-3" 3. "BREAK"	1. "54" 2. "DENVER 3" 3. "BREAK"	FOUL REBOUNDER ASAP IF WE MISS

20. UP BY 3 PTS INSIDE OF 10 SEC'S - 4<sup>TH</sup> 1/4 OR O.T. & OPPOSITION **IS NOT IN THE BONUS:**

- DEPLOY "PREVENT-40" PRESS DEFENSE WITH MHS PLAYERS W/ 2 OR LESS FOULS AT TOP OF PRESS.
- FOUL THE INBOUNDS RECEIVER AFTER HE'S DRIBBLED 1 TIME.
- CONTINUE TO FOUL IN THIS PATTERN UNTIL WE'RE 1 FOUL AWAY FROM PUTTING THEM IN THE BONUS.

21. WE'RE UP BY 3 PTS INSIDE OF 10 SEC'S - 4<sup>TH</sup> 1 / 4 OR O.T. & OPPOSITION **IS IN THE BONUS:**

- DEPLOY "PREVENT-40" PRESS DEFENSE WITH MHS PLAYERS W/ 2 OR LESS FOULS AT TOP OF PRESS.
- FOUL THE INBOUNDS RECEIVER AT 3 ¼ COURT.
- BE READY TO BLOCKOUT A.S.A. BALL LEAVES F.T. SHOOTERS HANDS.
- SECURE THE REBOUND / PIVOT / FACE OUR BASKET. DO NOT OUTLET.

22. FREE THROW FASTBREAK PLAYS TO RUN AFTER THEY MAKE OR MISS:

TIME LEFT	SET	TIME OUTS LEFT	NO TIMEOUTS LEFT
:10 - :6	"ALFORD"	CROSS ½ COURT & CALL	
:05 - 03	"ALFORD"	CALL AT HALF COURT	
:02 -	FOR 2 POINTS: "ROYAL-BACK" FOR 3 POINTS: "LAST-THREE"		SUB TO ALLOW TIME FOR PLAY CALL & PLAY SET-UP

## MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST

### LATE GAME CHECKLIST: COACH VANNETT

1. KNOW THE SCORE AND THE TIME LEFT ON THE CLOCK. OUR TOP 3 FT SHOOTERS
2. KNOW THE TIME OUT SITUATION FOR BOTH TEAMS. 1. \_\_\_\_\_
3. TELL PLAYERS: 2. \_\_\_\_\_
  - DO WE HAVE FOULS TO GIVE? HOW MANY?
  - ARE WE IN THE BONUS/DOUBLE BONUS? 3. \_\_\_\_\_
  - ARE THEY IN THE BONUS/DOUBLE BONUS?
4. WE DO NOT CALL TIMEOUTS TO SAVE POSSESSION UNTIL THE LAST 2 MINUTES OF THE 4<sup>TH</sup> QUARTER, OR LAST 2 MIN. OF OVERTIME. BALL HANDLER CALLS TIMEOUT POSSESSION IS IN DOUBT.
5. NEVER SAVE THE BALL UNDER THEIR BASKET OR TIP A LOOSE BALL TOWARDS THEIR BASKET.
6. CANNOT GRAB AN O' REBOUND (FT OR FG) = TIP TO HALF COURT. TOP PLAYER GETTING BACK ON D' CAN GET IT.
7. STOP THEIR FASTBREAK AFTER MADE F.T. = HAVE A SUB READY AT THE SCORER'S TABLE.
8. IF WE NEED TO SET UP A PRESS AFTER THEY MAKE A FT = HAVE A SUB READY AT THE SCORER'S TABLE.
9. 5 PLAYERS RUN TO REFS; CALLING TIMEOUT AFTER WE SCORE TO STOP THE CLOCK.
10. COMEBACK OR CATCH-UP MODE: For example:
  - Round time up to the next minute 1:22 left in game
  - Double the number of minutes & turn minutes into points Rounds-up to: 2:00 min.
  - Add one point. Doubled = 4:00 & change to pts = 4pts
  - Add 1 point = 5 pts
11. If we're up in the last 2:00 of the game & we're being pressed. Tell the official that we'll call timeout at the 8 count.
12. Have in-bounder ask the ref to count his 5 count out-loud & tell him that we'll call timeout on the 4 count.
13. Tell players to let the other team score if we're up by more than 3 points, inside of 5 seconds.
  - Do not take the ball out if there are 4 seconds or less on the clock, especially if they're out of timeouts.
14. Down 2, we are shooting 2 Free Throws with 3 or less seconds left: (No one w/ 4 fouls is in a rebounding spot)
  - Scenario #1:
    - We make both FTs to tie the game.
    - Have a sub ready to go to table, AFTER THE OFFICIAL HAS GIVEN THE BALL TO OUR SHOOTER.
    - Players get matched-up in "Prevent 40" & defend for remaining seconds.
  - Scenario #2:
    - We make the first & miss the second
    - Players foul by going over-the-back on the rebound off the miss to save as much time as possible.
  - Scenario #3:
    - Misses the first & now we have to miss the second intentionally & run "Vannett-2"
15. Down 2 points, going the length of the court inbound, 3- seconds on the clock, clock stopped with 1+ timeout(s).
  - Run "Royal" & throw to half court & call timeout. TELL OFFICIALS WHAT WE'RE DOING BEFOREHAND.
  - We'll run "Denver-2" from the sideline out-of-bounds.
16. Down 2 points, going the length of the court inbound, 3- seconds on the clock, clock stopped, NO TIMEOUTS.
  - Run "Royal-Back."
17. Up 1-3 points, 30 seconds or less left. Inbounding full court:
  - Run "Dunbar" with two best FT shooters in the 1 & 2 positions.
  - If we have timeouts left – In-bounder & coaches tell ref's that we'll call TO on the count of 4.
18. Up 1-3 points inside of 5 seconds – full court inbound: run "GO"

**MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST**

**SPECIAL TEAMS**

<b>-OFFENSE-</b>					
1. BEST 5 FT SHOOTERS:					
2. BEST BALL HANDLERS:					
3. BEST 3 PT. SHOOTERS:					
4. BEST 1v1 PLAYERS:					
5. BEST INBOUNDERS:					
6. BEST FULL COURT DRIBBLER/SCORER:					
<b>-DEFENSE-</b>					
1. 5 BEST FOR STOPPING A 3 POINT SHOT W/O FOULING: "STICK-10"					
2. 5 BEST DEFEENDERS FOR STOPPING PENETRATION v. 5 GUARDS:					
3. 5 BEST DEFENDERS FOR STOPPING LOW POST OFFENSE:					
4. BEST 5 TO PRESS WITH "COMEBACK TEAM":					
5. BEST "22" TEAM TO SLOW THEM DOWN W/ A LEAD:					
6.					

OPPOSITION: \_\_\_\_\_ LATE GAME INFO

1. PLAYERS TO FOUL:

#	#	#	#	#
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2. PLAYERS NOT TO FOUL:

#	#	#	#	#
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3. WHO ARE THEIR WORST FOUL SHOOTERS THAT ARE NOT IN THE GAME IN CASE OF AN INJURY SITUATION, AND WE CAN CHOOSE THE NEW FT SHOOTER?

#	#	#	#
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4. LIST THEIR "21s":

#	#	#	#
---	---	---	---

5. LIST THEIR BEST O' REBOUNDERS:

#	#	#	#
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6. TELL THE PLAYERS HOW TO GUARD BALL SCREENS:

- HARD HEDGE
- FLAT HEDGE
- TRAP
- JAM
- SWITCH



**MAUMEE BOYS' BASKETBALL SPECIAL SITUATION CHECKLIST**