



vs.

Johnson University

Game #3

November 22, 2014

SUMMARY:

Johnson University is a team that wants to control the pace. In the half court, they want to penetrate and attack or kick. Their two best players are #1 Nick Marshall (15.3 points per game while shooting 39% from 3) and #23 Kaleb Baker (13.2 and 6.5 rebounds).

Johnson

STARTERS

J	# 1	Nick Marshall	JELANI	5'9		Junior	Point Guard		
	Min:	PPG: 15.3	FG: 36-77	FG%: 46.8	3FG: 9-23	3FG%: 39.1	FT: 11-23	FT%: 47.8	A:10 TO:
	<p>Description: Driver/Scorer: Quick, fast point guard that wants to push. He looks to drive predominantly right. When he drives, his head is down. He looks to get in the paint at all times. Can knock down shots on the catch.</p> <p>How he scores: Transition and drives to the rim.</p> <p>Keys: 1. Get him stopped in transition and level off. 2. Allow him no driving lanes 3. Stay in front of him/take charges 4. Make him contested shooter</p>								

J	# 4	Jack Merrill	CURT	6'0		Sophomore	Guard		
	Min:	PPG: 8.8	FG: 18-63	FG%: 28.6	3FG: 12-42	3FG%: 28.6	FT: 5-10	FT%: 50	A: 10
	<p>Description: Shooter: with slow release but can make open shots. If you close out bad, he will drive as he favors going right.</p> <p>How he scores: Off screens and kick outs/catch and shoot. 12 of his 18 made shots are 3's</p> <p>Keys: 1. Close out with high hands & allow no open 3's. 2. Make him a contested shooter (very slow release) 3. Make him a driver</p>								

J	# 11	David Belizaire	MIKE	6'2		Junior	Guard		
	Min:	PPG: 7.2	FG: 16-55	FG%: 29.1	3FG: 1-18	3FG%: 5.6	FT: 10-14	FT%: 71.4	Rebs: 55 (9.2)
	<p>Description: Most versatile player/Rebounder/Energy Guy. He can put ball on floor (looks for pull up jumper when going left). Must put a body on him as he looks to clean up glass from guard position.</p> <p>How he scores: Comes off screens and drives and rebounds</p> <p>Keys: 1. Have active feet on your closeouts and take away right hand drives. 2. Be on his hip through screens. 3. Make him a contested shooter</p>								

J	#30	Jon Baker	ANGEL	6'6		Freshman	Forward		
	Min:	PPG: 7.8	FG: 14-35	FG%: 40	3FG: 7-20	3FG%: 35	FT: 4-10	FT%: 40	Rebs: 19
	<p>Description: Screener/Pick and Pop Guy: Must realize when he is setting ball screen he is popping. Good shooter with quick release. Wants the pop 3.</p> <p>How he scores: Pick and pops from 3.</p> <p>Keys: 1. Closeout with high hands and allow no open 3's 2. Make him a contested shooter 3. Ball screen Defense 4. Box him</p>								

J	# 23	Kaleb Baker	TRENT	6'7		Junior	Forward		
	Min:	PPG: 13.2	FG: 33-87	FG%: 37.9	3FG: 0-3	3FG%: 0	FT: 13-21	FT%: 61.9	Rebs: 39 (6.5)
	<p>Description: Screener/Post: Sets lots of ball screens. Will post up but will look to face up and take step back jumper. Can shoot if not contested midrange.</p> <p>How he scores: Off rebounds, post face ups and kick outs</p> <p>Keys: 1. Match his effort 2. Box him 3. No open shots 4. Ball screen defense</p>								

BENCH

J	# 3	Chris Hilaire	5'10		Freshman	Guard			
	Min:	PPG: 7.7	FG: 14-32	FG%: 43.8	3FG: 2-4	3FG%: 50	FT: 16-18	FT%: 88.9	A: 26 Rebs: 23
	<p>Description: Driver/Distributor: Other ball handler for them. Can go left or right but looks to penetrate. More of a passer/distributor than #1. Rebounds well from guard position.</p> <p>How he scores: Off the dribble with penetration</p> <p>Keys: 1. Control penetration by allowing no driving lanes. 2. Take charges 3. Stay in front of him</p>								

J	# 10	Devon Hunt	6'3		Junior	Forward			
	Min:	PPG: 4.8	FG: 12-28	FG%: 42.9	3FG: 3-7	3FG%: 42.9	FT: 2-4	FT%: 50	Rebs: 27
	<p>Description: Driver: Lefty who loves to drive baseline with right hand.</p> <p>How he scores: Baseline drives and kick out jumpers.</p> <p>Keys: 1. Make him go left 2. Make him a contested shooter</p>								

Georgia Southern vs. Johnson

11/22/14

DEPTH CHART

Position	Starter	Backup
<i>Point Guard</i>	#1 Marshall	#3 Hillaire
<i>Shooting Guard</i>	#4 Merrill	#3 Hillaire/ #5 Alpine
<i>Small Forward</i>	#11 Bellizaire	#4 Merrill
<i>Power Forward</i>	#30 J Baker	#10 Hunt
<i>Center</i>	#23 K Baker	#33 Heilesen

DEFENSIVE KEYS:

- 1. Shrink The Gaps: They want to drive to the rim. We can't allow paint touches.**
- 2. Contest Shots: They want to drive and kick for 3's.**
- 3. Pressure The Ball: They don't handle ball pressure well.**
- 4. Dominate The Glass: Limit them to one shot.**
- 5. Play Our Defensive Principles: Our way all the time no matter the opponent.**

OFFENSIVE KEYS:

- 1. Transition Points: They don't get back well.**
- 2. Flow, attack with ballscreens and drives.**
- 3. Impose Our Will early and often by attacking glass, & pushing basketball.**
- 4. Play TO OUR Standard: The Right Way**

IMPORTANT STATS

<u>3PT SHOOTERS</u>	<u>%</u>	<u>GOOD FT SHOOTERS</u>	<u>%</u>	<u>POOR FT SHOOTERS</u>	<u>%</u>	<u>TOP REBOUNDERS</u>	<u>RPG</u>
#3 Hillaire	50	#3 Hillaire	89	#30 J Baker	40	#11 Belizaire	9.2
#10 Hunt	43	#11 Belizaire	71	#1 Marshall	48	#23 K Baker	6.5
#1 Marshall	39	#23 K Baker	62	#4 Merrill	50	#10 Hunt	4.5
#30 J Baker	35			#10 Hunt	50	#30 J Baker	3.8

Johnson

November 22, 2014

WHAT WE MUST DO TO WIN!

MATCH UPS

# 5	HEWITT	GUARDS	#1 Marshall 5'8 Jr.
# 4	DIAMOND	GUARDS	#4 Merrill 6'0 So.
# 2	HUGHES	GUARDS	#11 Belizaire 6'2 Jr.
# 13	MATIAS	GUARDS	#30 J Baker 6'6 Fr.
# 44	WIEDEMAN	GUARDS	#23 K Baker 6'7 Jr.

Offensive Game Plan

Man Sets (I have seen them **try** to level). They are very gap heavy but they don't stop penetration. Have trouble with screen the screen action.

- Flow will be open all night in addition to anything we do ball reversal wise
Quick, Lift, Cane, Dbl. Drag, Strong Side Flood
- O Check and Swing Series
- Push the basketball and ball reversal

Zone Sets

- Chop – It will give us people movement vs their 2-3 zone.
- Side Fist – Should ensure ball reversal.

*Their zone is very wide and high.

They will be man on BLOB under.

Defensive Game Plan

Half Court – 5 & 23

Full Court – 1 Press & Zinger (Their PG gets them into their offense as 1 & 3 are only real ball handlers.)

Ballscreens

- Down as much as possible b/c the guys have confidence in it.
- Could switch everything as 30 and 23 are your screeners and they only pop.
- They turn it over a lot so blitzing ball screens could work as well.

OFFENSIVE PLAYS

- Basic Motion: 5 out (pass & cut). Sometimes 2ndguy cuts at top also. Goes right 90% of time.
- 3 Out screening: Both post in room big pulls for screen at top of key and follows ball & keeps screening.
- 22 (box set): PG dribbles to wing, wings cross, strong side wing (side dribbled to) is going for elevator screen at top of key
- 22 Post (Box Set): PG dribbles to wing, backscreen for Strong side post usually #23, looking for post ISO
- Horns/1-4 High: PG dribbles to wing, strong side guard zipper action into elevator screen
- 2 guard high: floppy screen

TRANSITION

- N/A

SLOB

- Cross: Big screens for PG, looks to roll after (ran every time)

BLOB

- Screen Corner: Bottom players screen 2-3 wings for both corners (players at elbow will sprint to corner)
- Stack: First player to ball side corner, 2nd player release valve, 3rd player opposite block, 4th player straight down to ball side block.