Late Game Situations
Full Court Plays
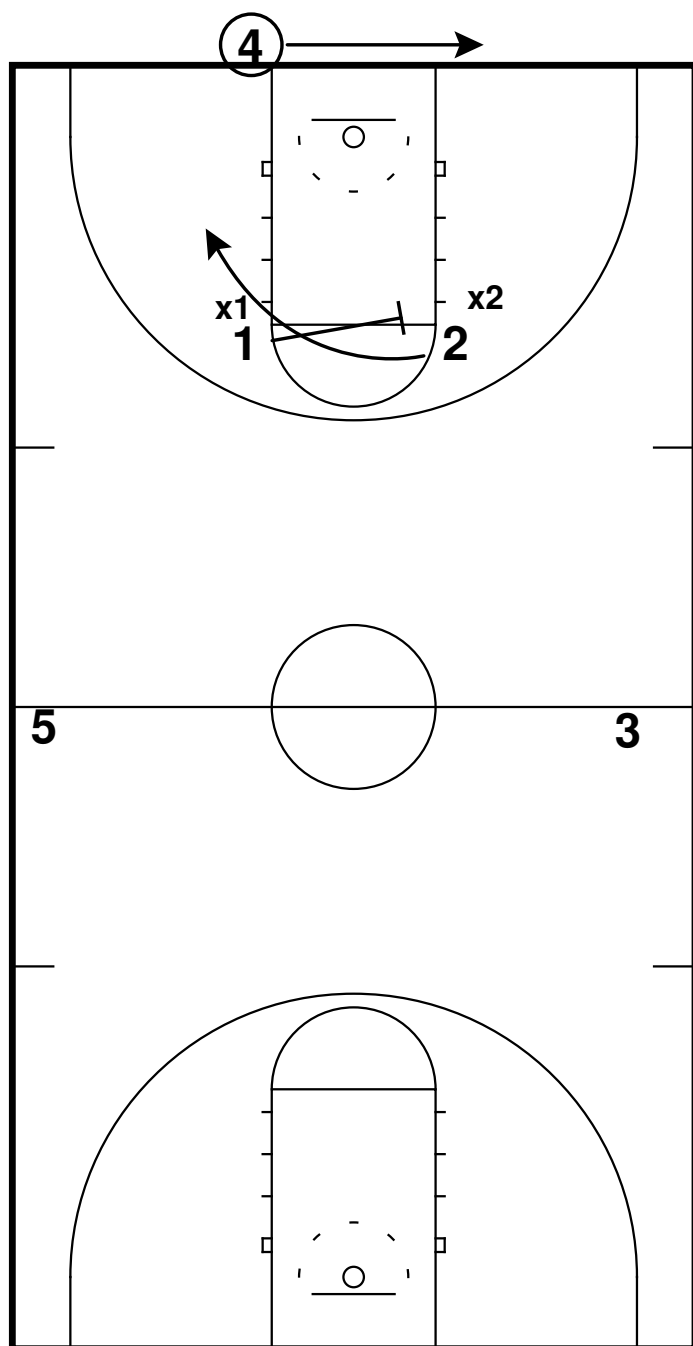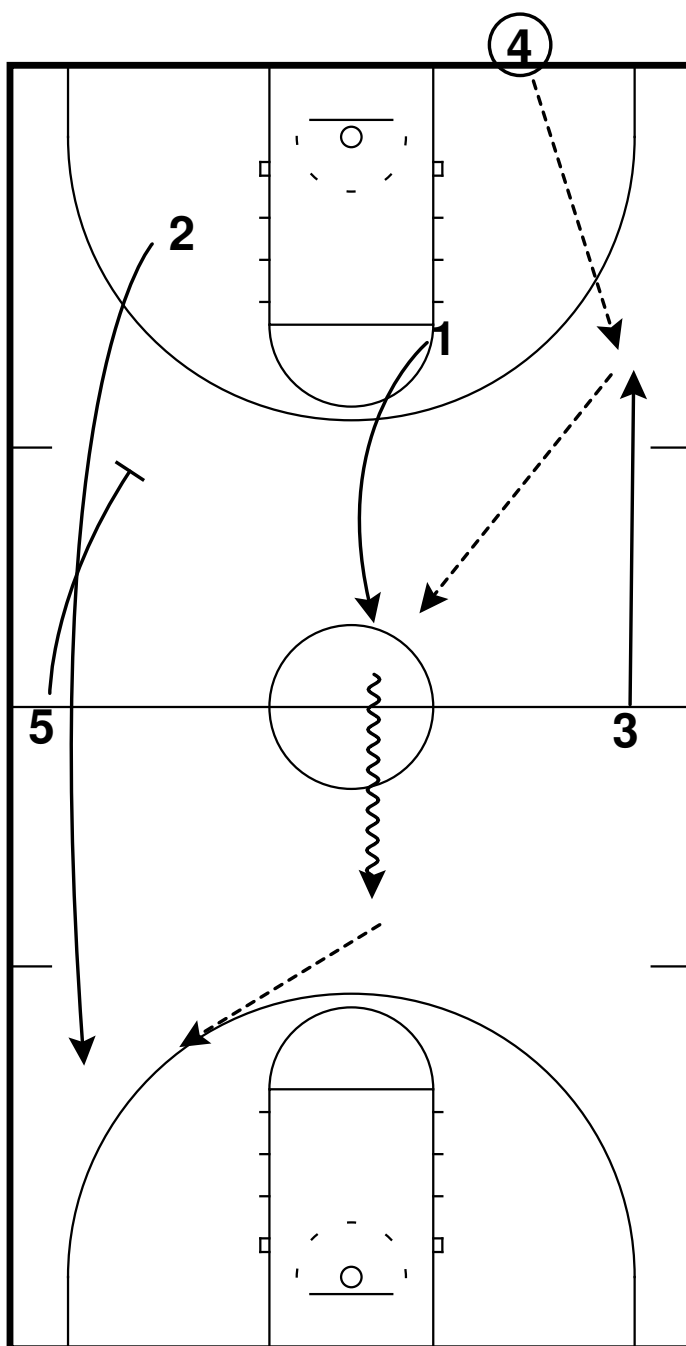
6.   Full Court

2016 Late Game Situations
Full Court

4 seconds

4 seconds

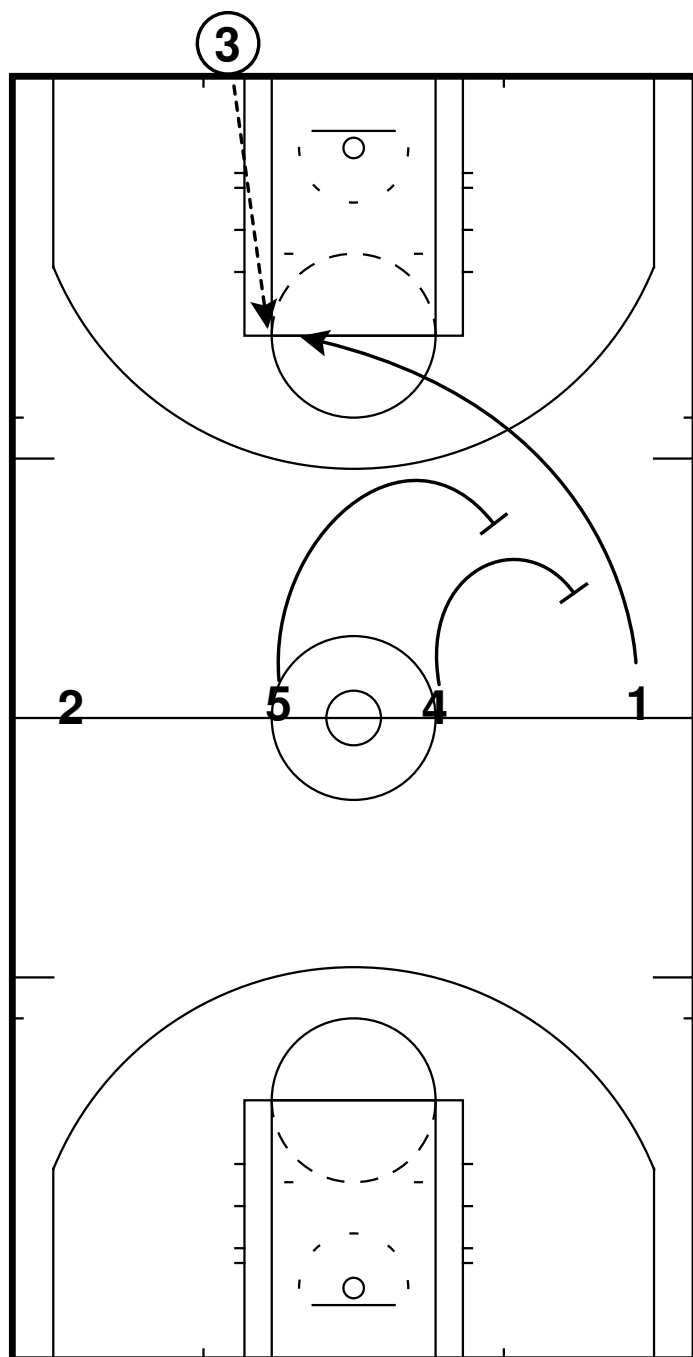1 and 4 go at same time. 1 set screen for 2 who comes off screen hard towards baseline, plants and goes.

3 sprints to meet pass above 3 point line extended. 1 sets screen for 2 and sprints up middle of the court. 5 head hunts for 2's defense.
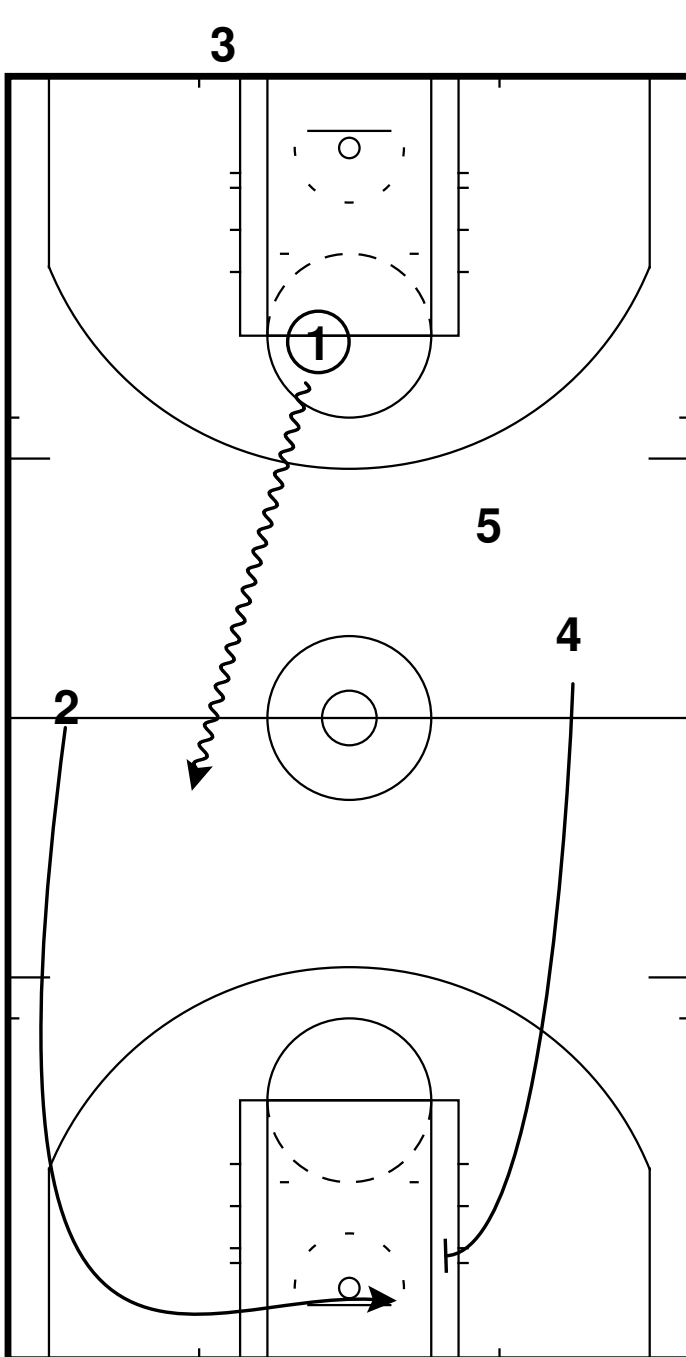
2016 Late Game Situations
Full Court

4 and 5 loop around and screen for 1
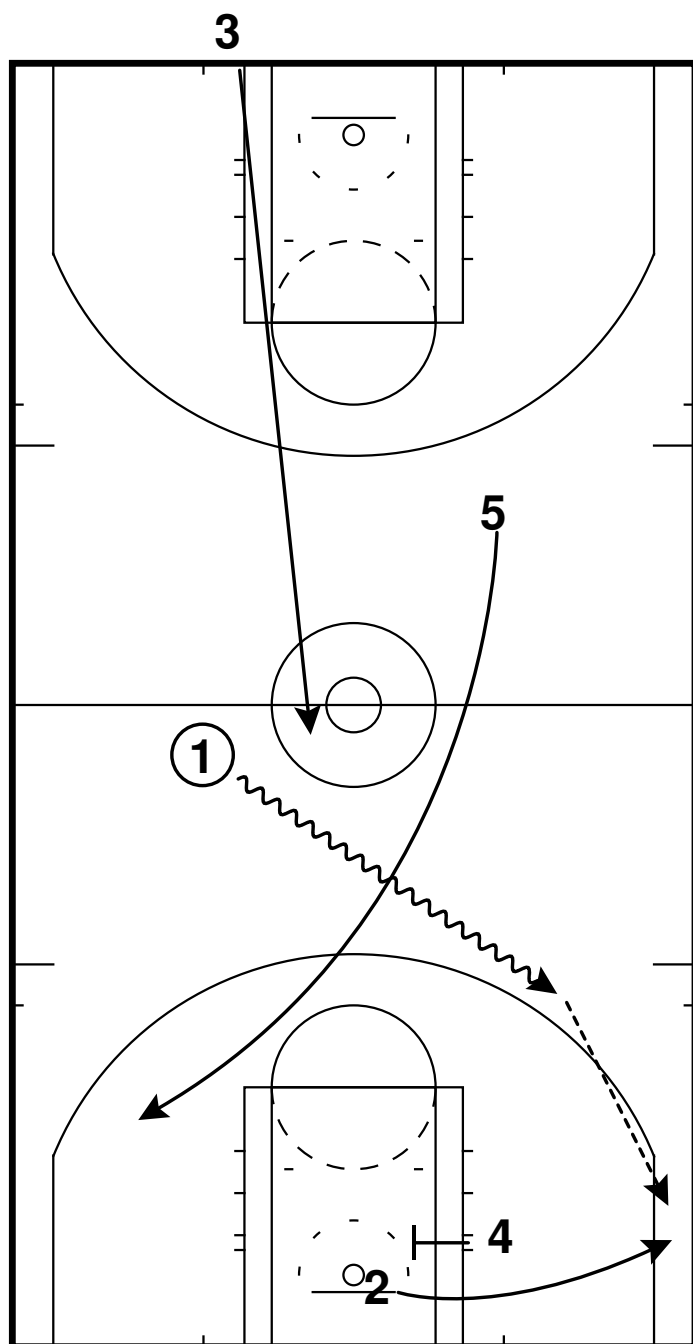1 cuts hard to the ball
3 pass to 1

1 dribbles the ball down the court
2 sprints down the floor and then waits under the basket
4 sprints down to set a screen for 2

2016 Late Game Situations
Full Court

6 Seconds

Timing is key:
1 dribbles across the court as 5 runs in front as an interferance cut
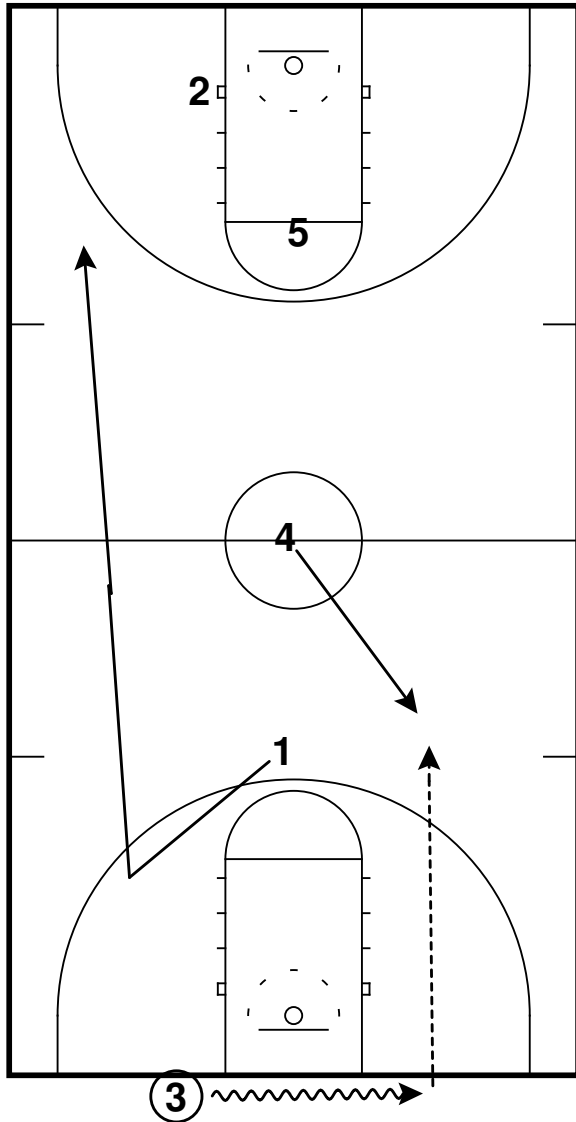While that action happens, 4 screens in for 2
2 uses the screen and cuts out to the corner
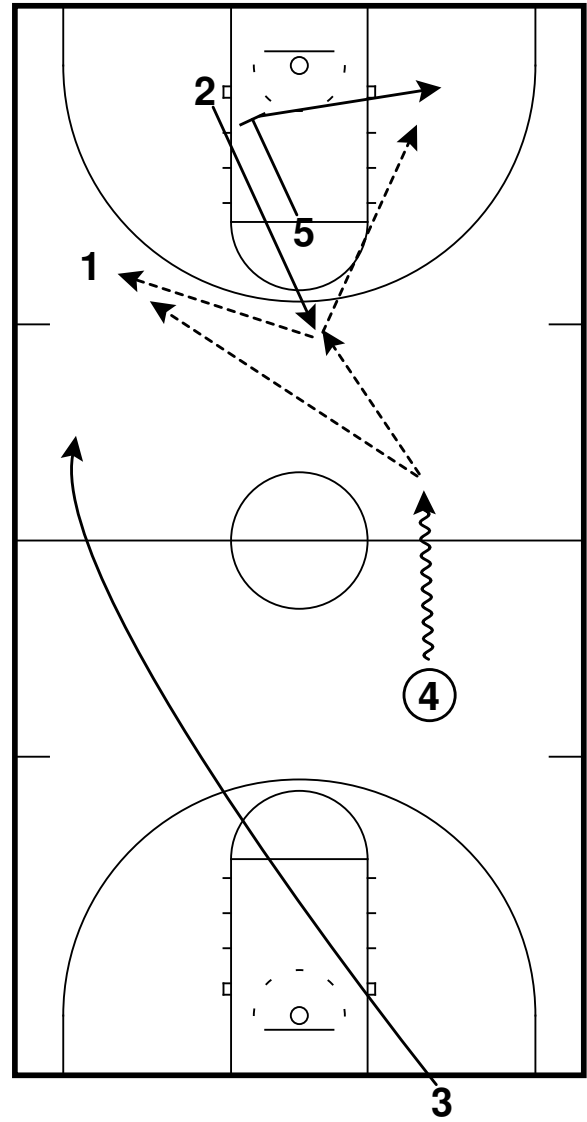1 passes to 2

2016 Late Game Situations
Full Court

Boston

Boston

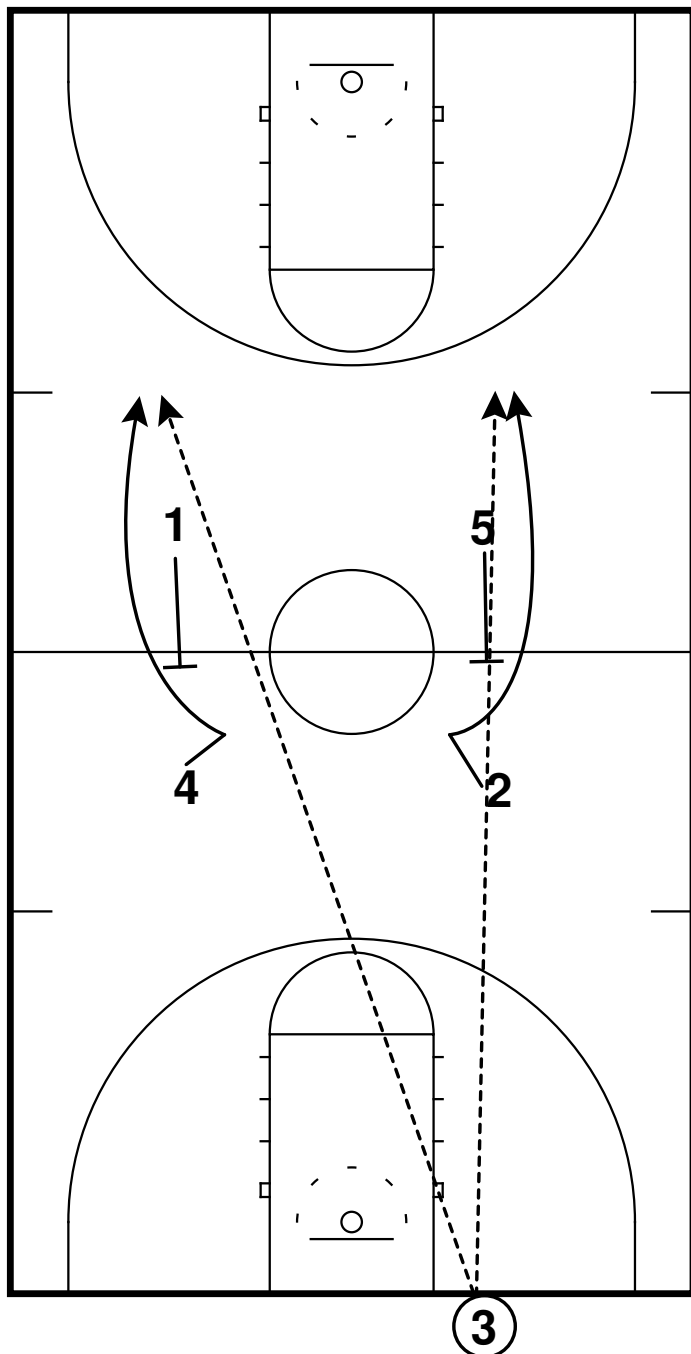1 break to the ball then go long, 3 run baseline and pass to 4

4 push the ball looking for 2 coming to top of key off screen from 5, when 2 receives pass look to score, hit 1 on wing or 5 in short corner

2016 Late Game Situations
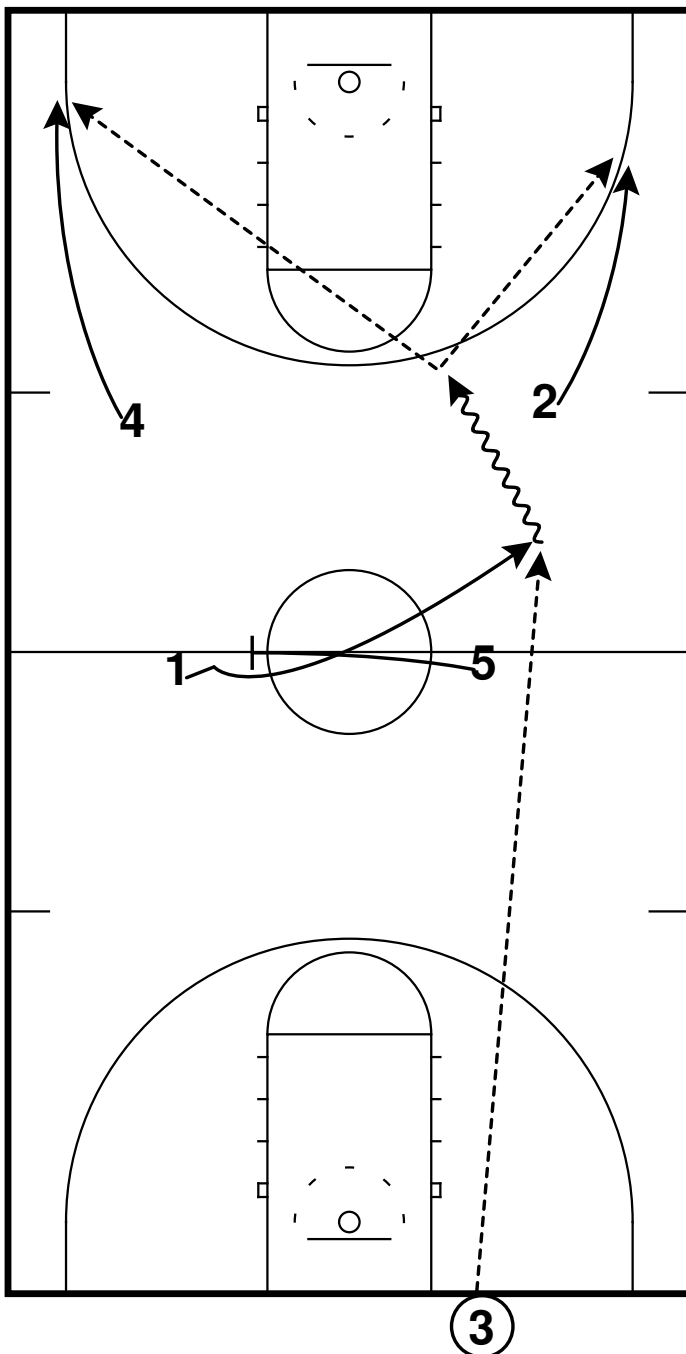## Full Court

Double Up

Double Up

In this play, 1 and 5 both screen up for 4 and 2.

4 and 2 jab middle then cut around the screens up the floor.

3's first look is to hit 4 or 2 for a shot.

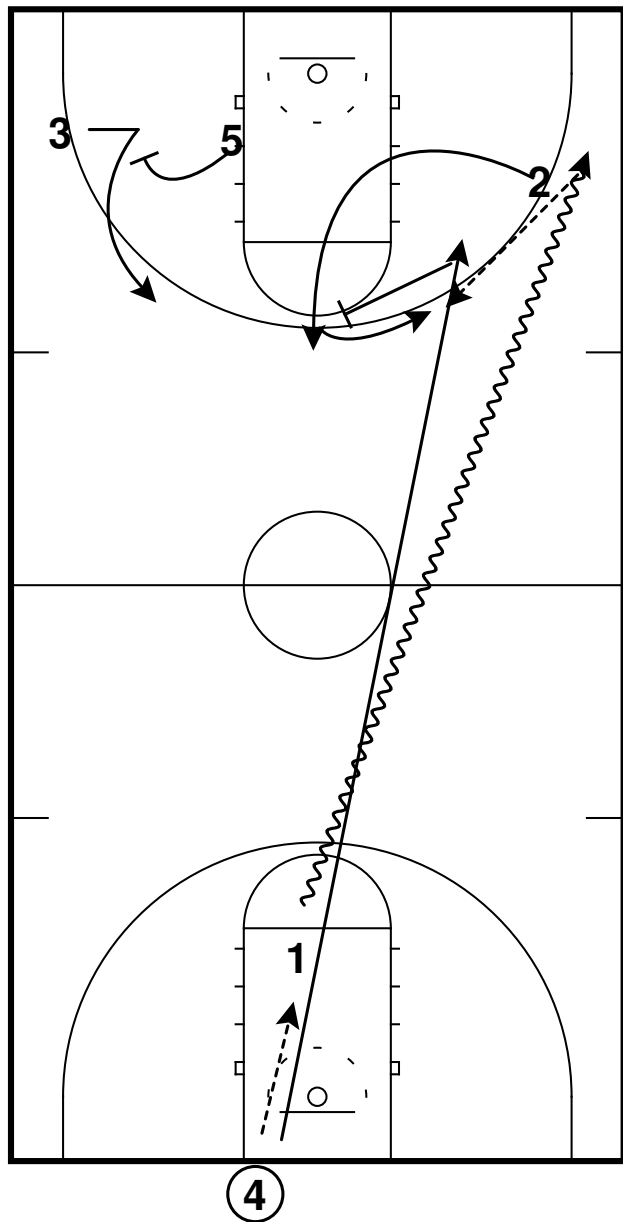If neither 4 or 2 are open, 5 screens across for 1.

3 hits 1 cutting across the floor.

1 can look to drive and pull up for a shot or kick out to 4 or 2 on the wings.
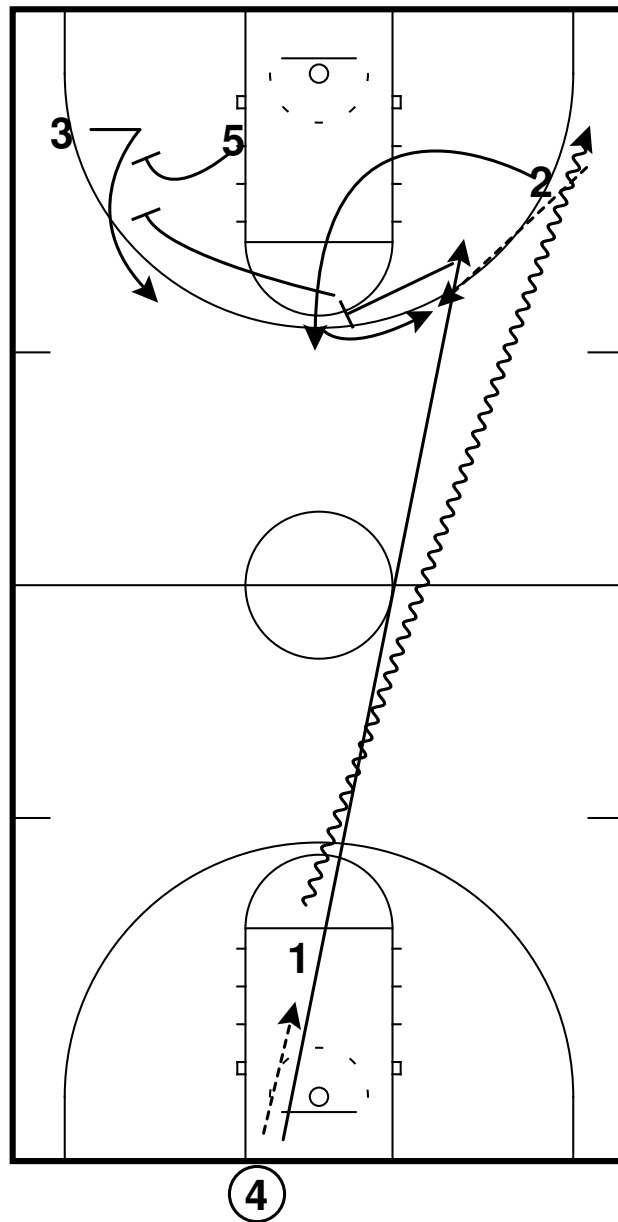
2016 Late Game Situations
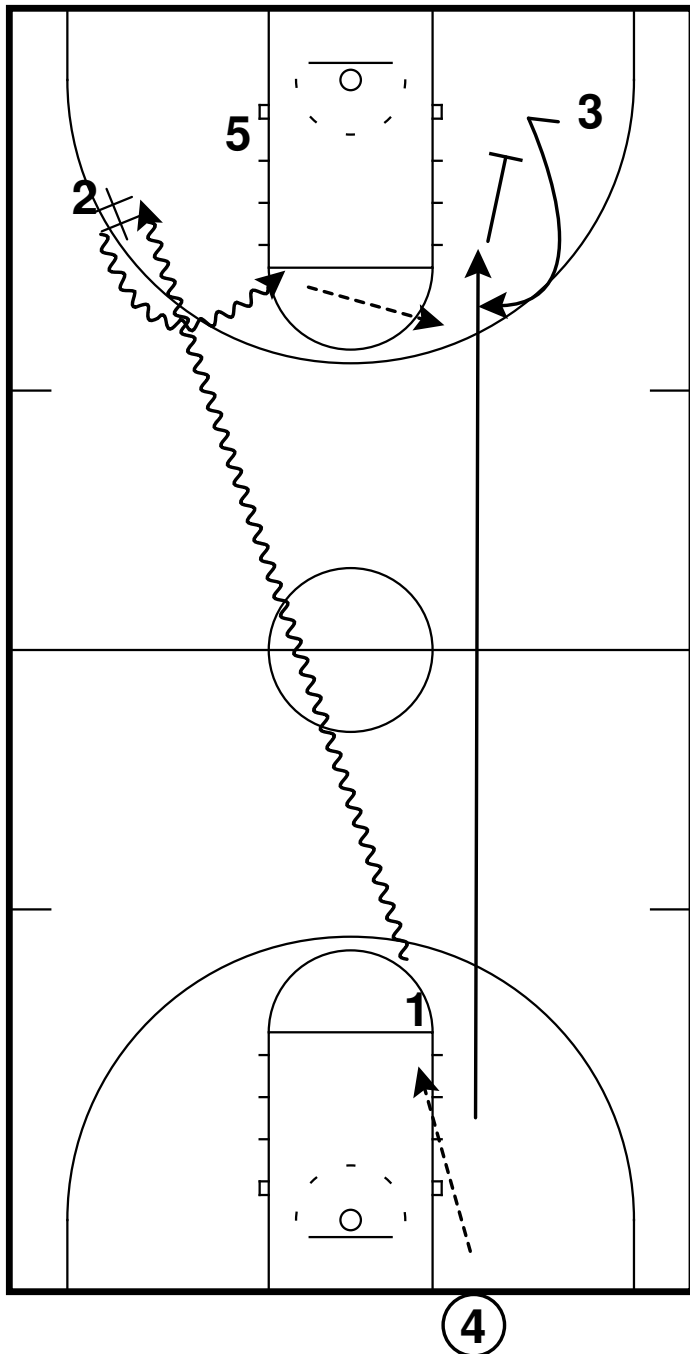## Full Court

Hoo 3

Hoo 3

- 4 passes to the 1
- 1 dribbles length of the floor below the free throw line and dribbles 2 thru to top of key
- 4 follows and fakes setting ball screen for 1
- 4 screens for 2 coming back to the ball (4 can pop or roll depending on if we need a 2 or 3)
- 1 passes to 2
- 5 screens 3 to the weakside wing (OPTION 2)

- 4 passes to the 1
- 1 dribbles length of the floor and dribbles 2 thru to top of key
- 4 follows and fakes setting ball screen for 1
- 4 screens for 2 and then 4, 2, and 5 set a triple screen for 3 for shot

2016 Late Game Situations
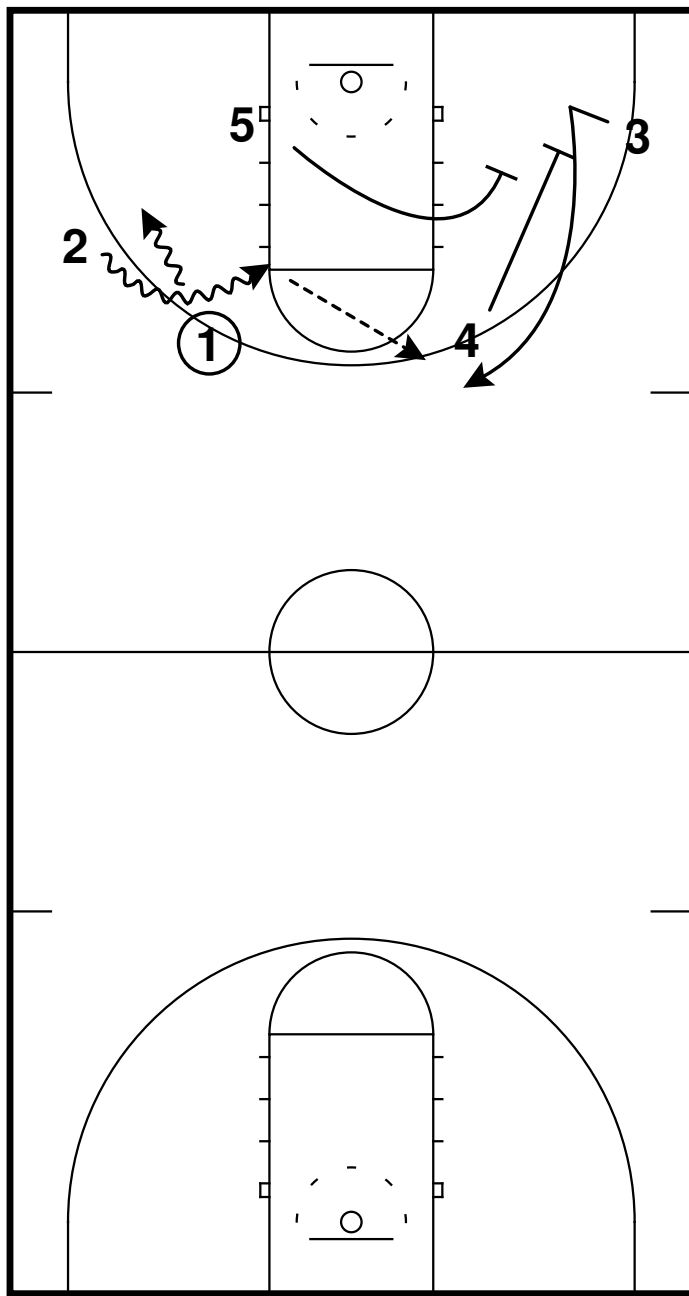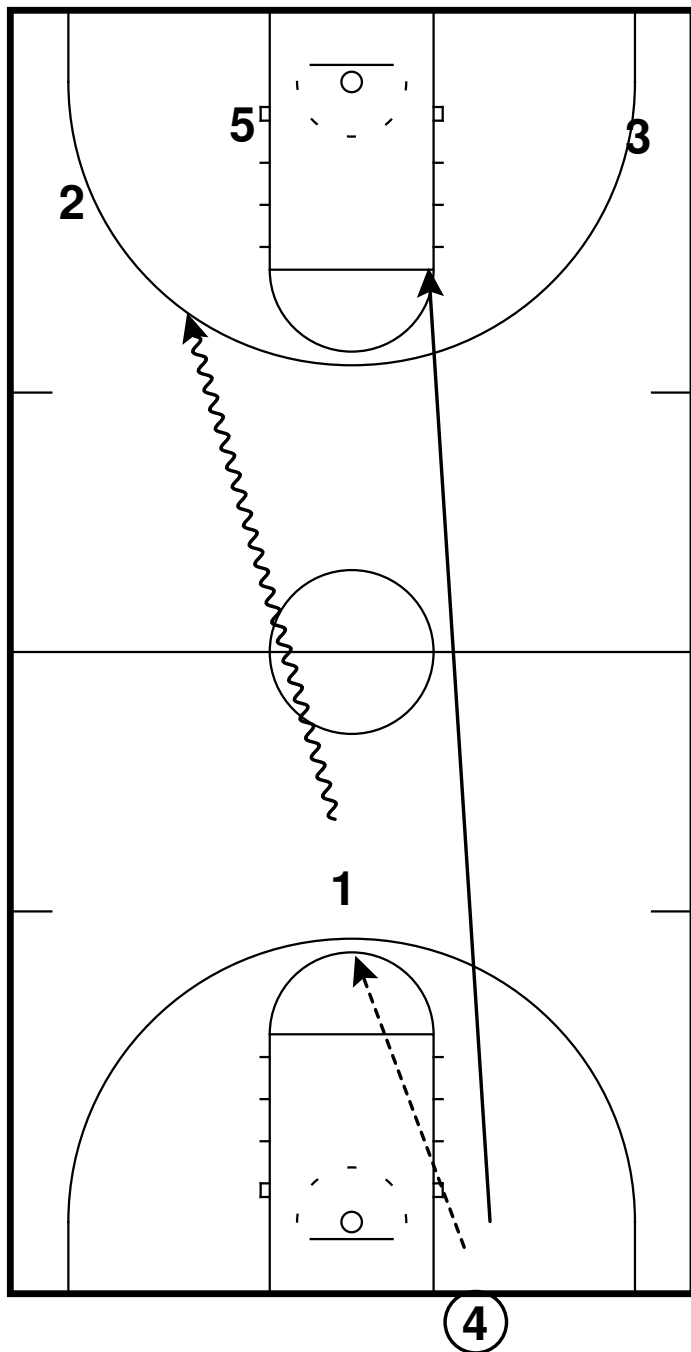## Full Court

Hoo 8

-late game-need a 2
- 4 inbounds to 1
- 1 dribbles at 2 for handoff
- 4 screens for 3

2016 Late Game Situations
Full Court

Hoo 9

Hoo 9

**late game-need a 3
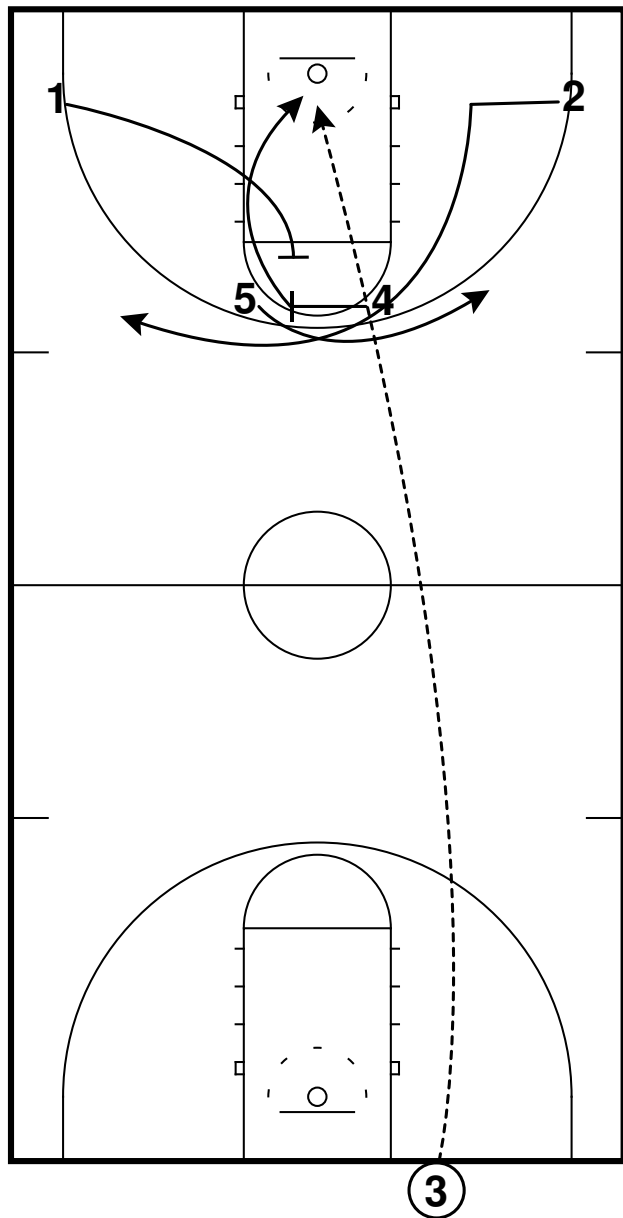- 4 enters to 1 and 1 dribbles hard up floor at 2

- 1 hands off to 2 and 5 and 4 set 3 a double staggered screen
- 2 to 3 for shot

2016 Late Game Situations
Full Court

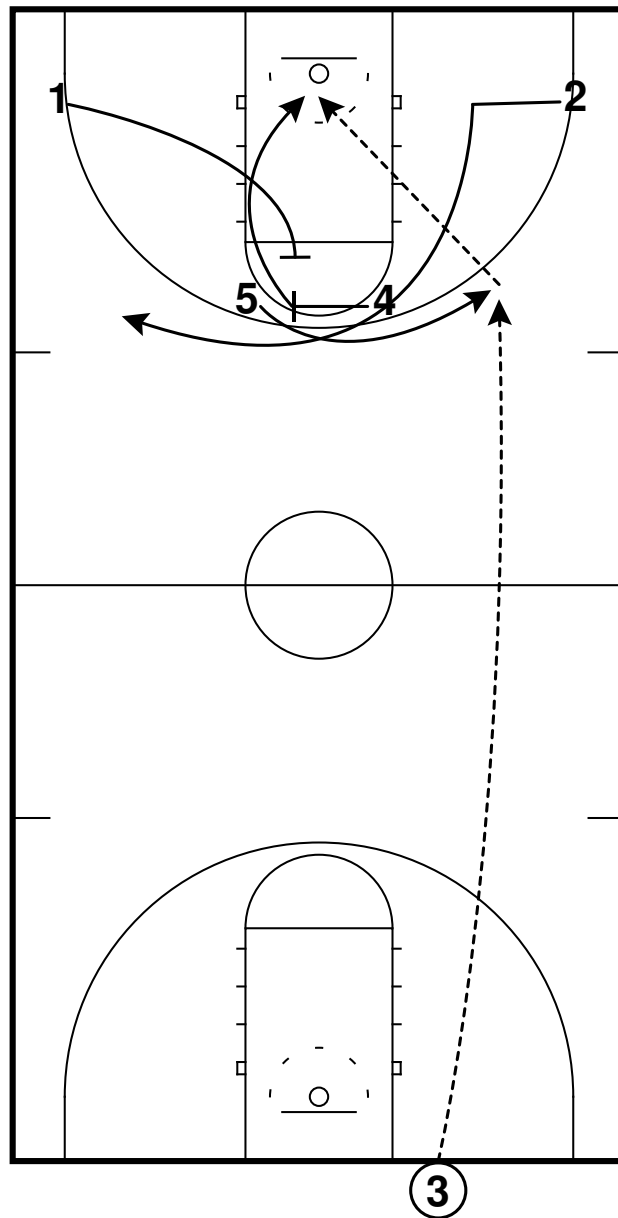Horns Last Second Lob

Horns Last Second Lob

This option is similar to the last, but instead of popping up after the screen 4 cuts to the basket off of a back-screen from 1.

3 looks to hit 4 with a lob pass at the basket.

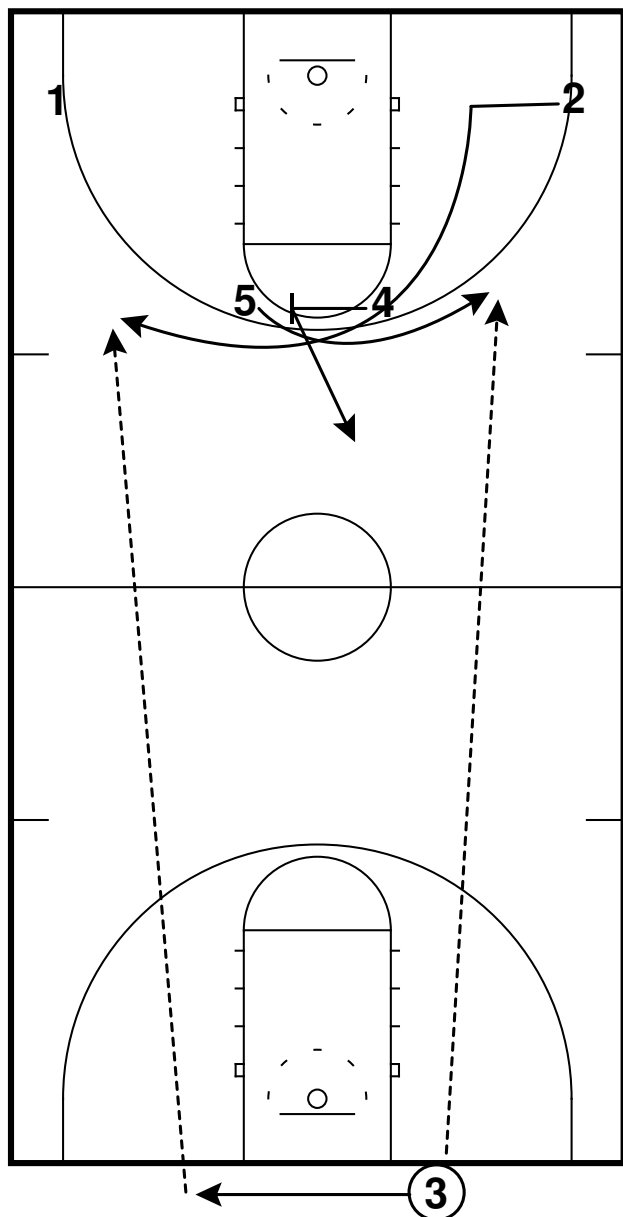This play is great to use if there is 1 second or less on the clock.

If there is more time on the clock, 3 can pass to 5 on the wing who looks for 4 on the lob.

2016 Late Game Situations
Full Court

Horns Post Cross

4 steps across the top of the key to screen for 5.
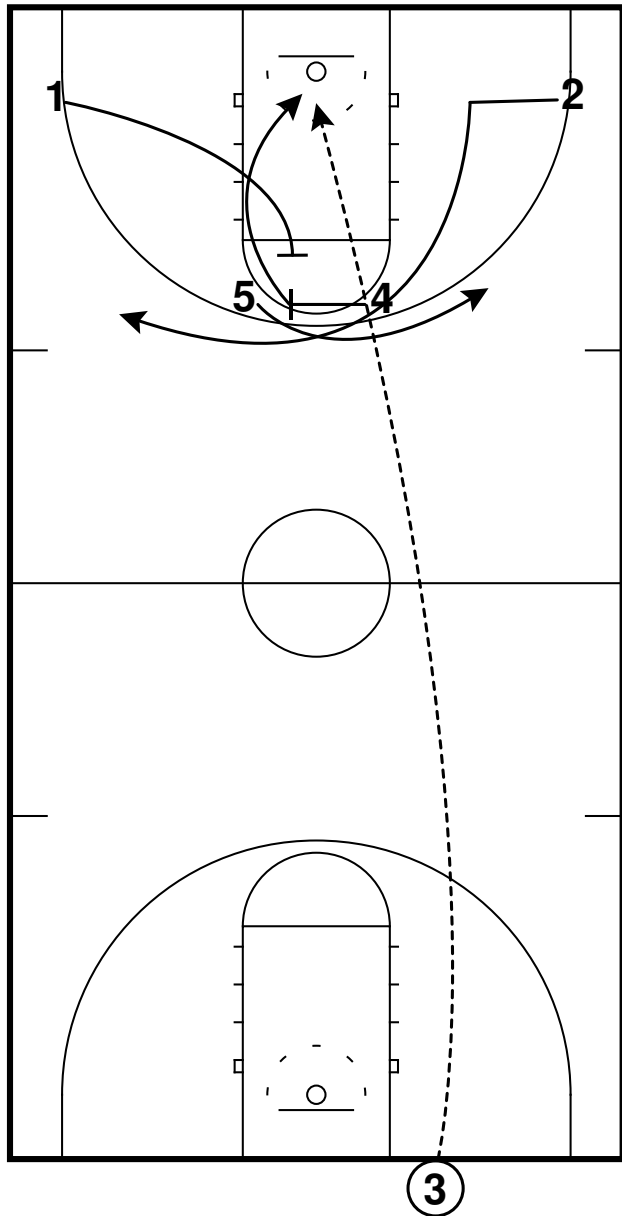
5 cuts to the right wing.

Right as 5 is clearing the screen, 2 rubs over the top to the left wing.

3 looks to pass to 5 or 2 for a last-second shot.

2016 Late Game Situations
Full Court

Indiana Full Court Horns Last Second Lob
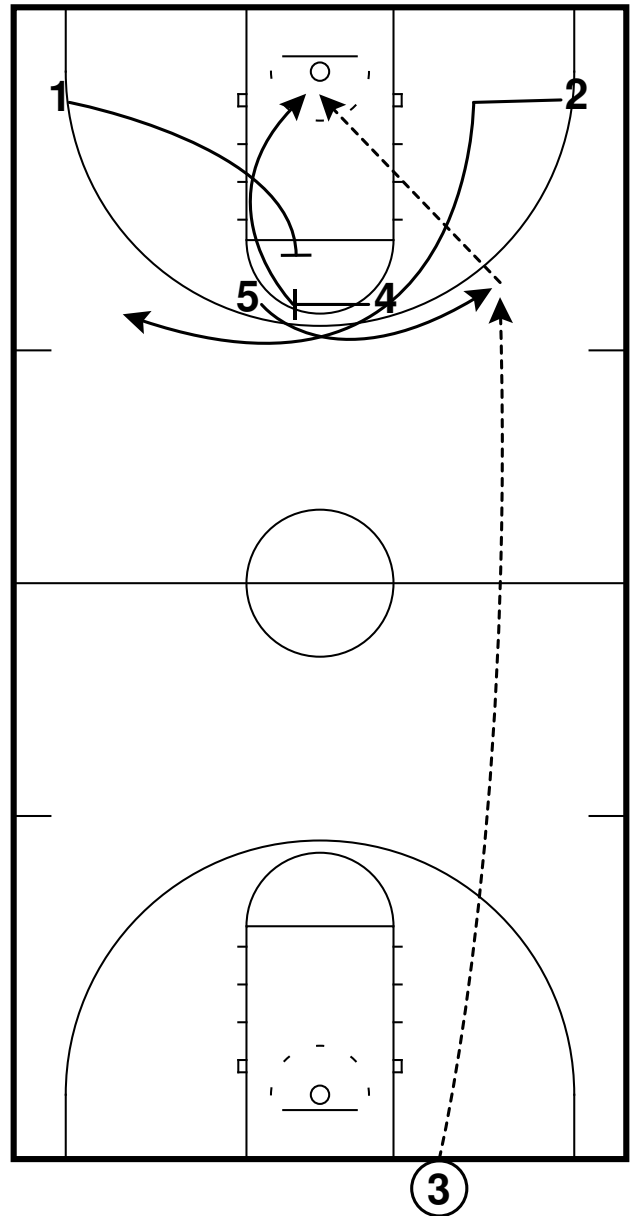
Indiana Full Court Horns Last Second Lob

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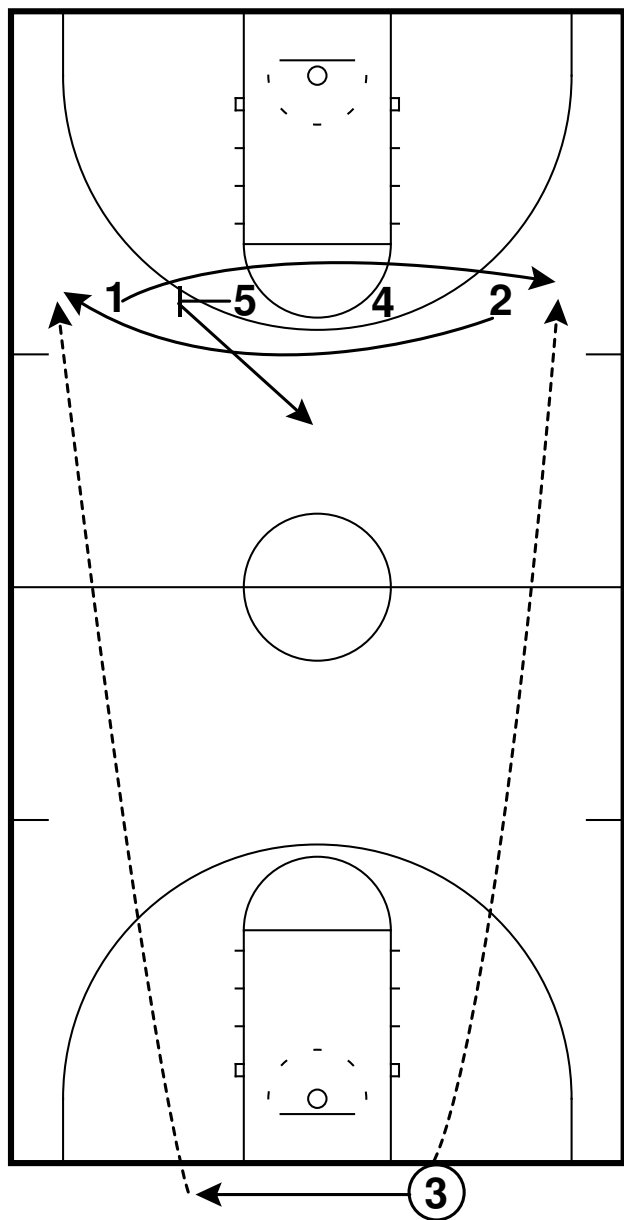
If there is more time on the clock, 3 can pass to 5 on the wing who looks for 4 on the lob.

2016 Late Game Situations
Full Court

Line Cross

5 screens for 1 who cuts across the floor to the opposite wing.

2 cuts to the left wing on top of the action from 1 and 5.

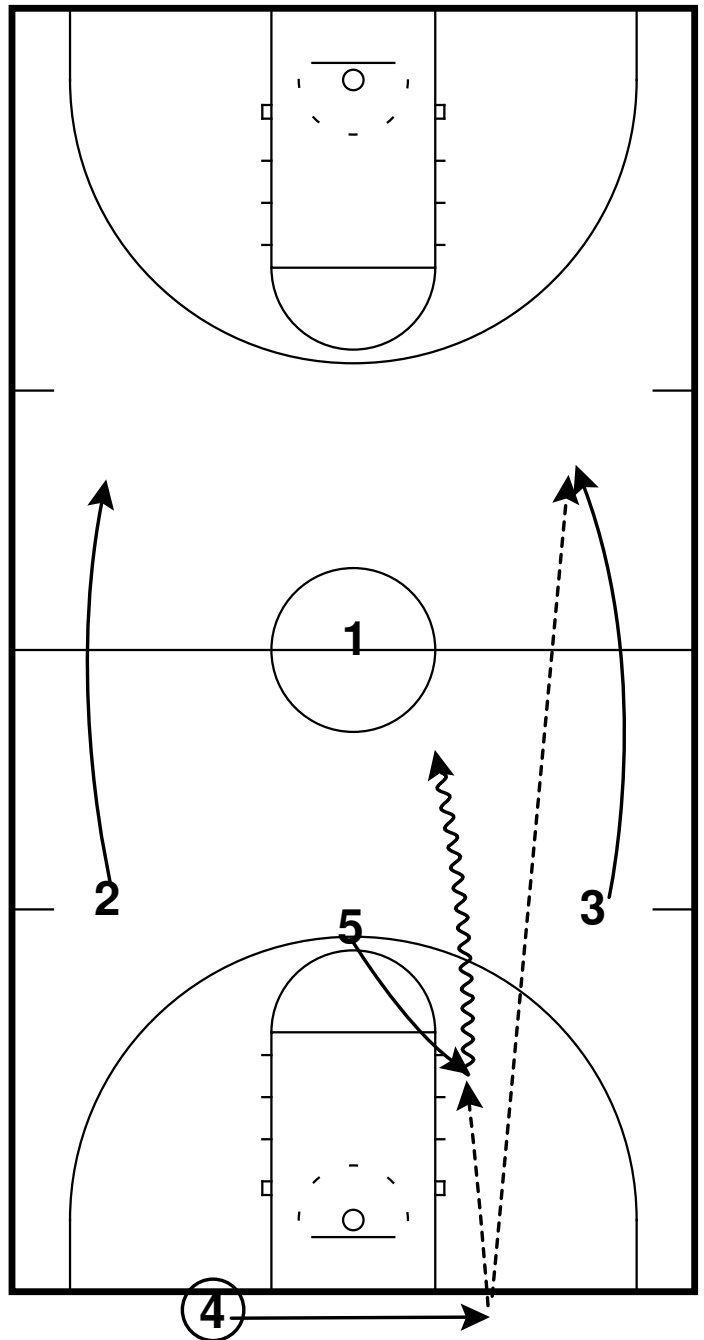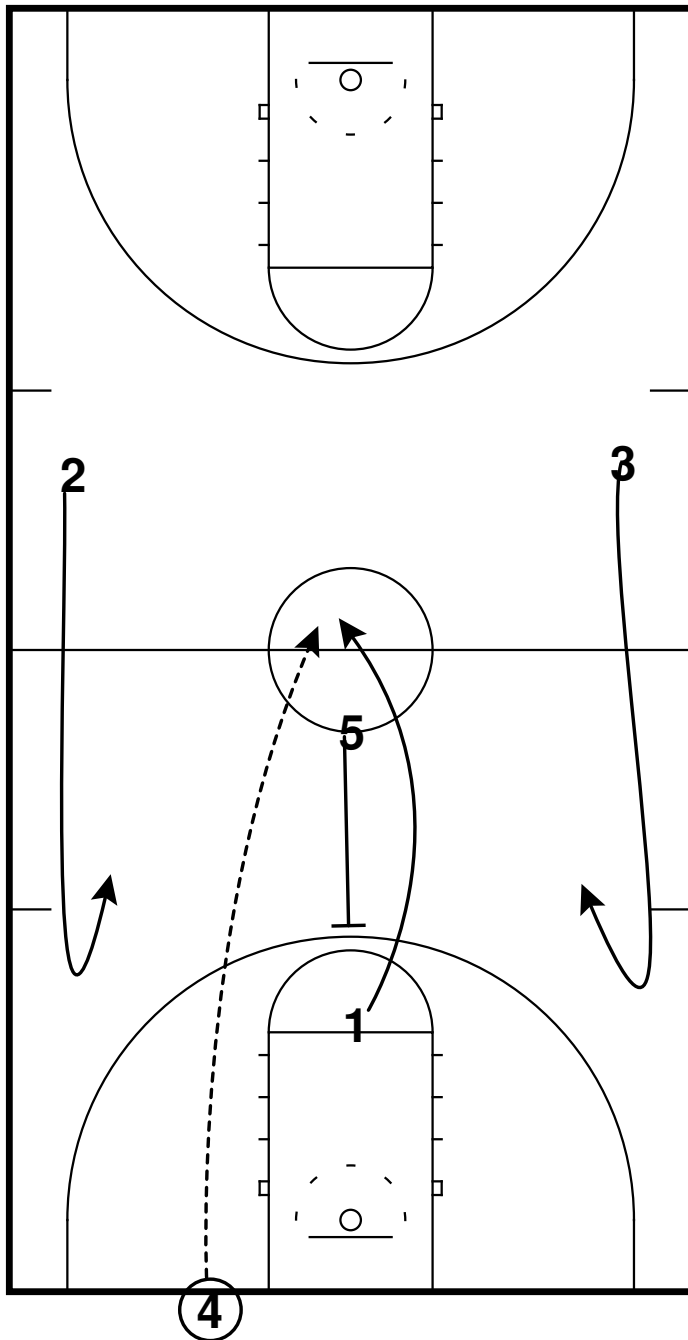After screening for 1, 5 pops up as a passing option.

3 looks to pass to 1 on the wing for a shot or to pass to 2 on the opposite side of the floor.

2016 Late Game Situations
Full Court

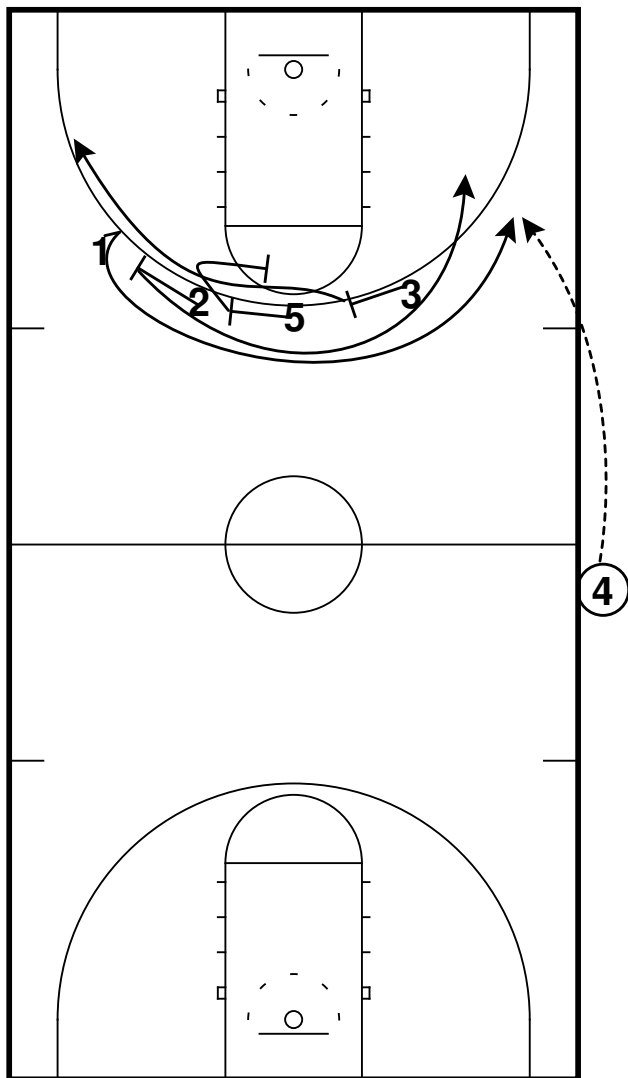Mid Court Back Screen   Mid Court Back Screen

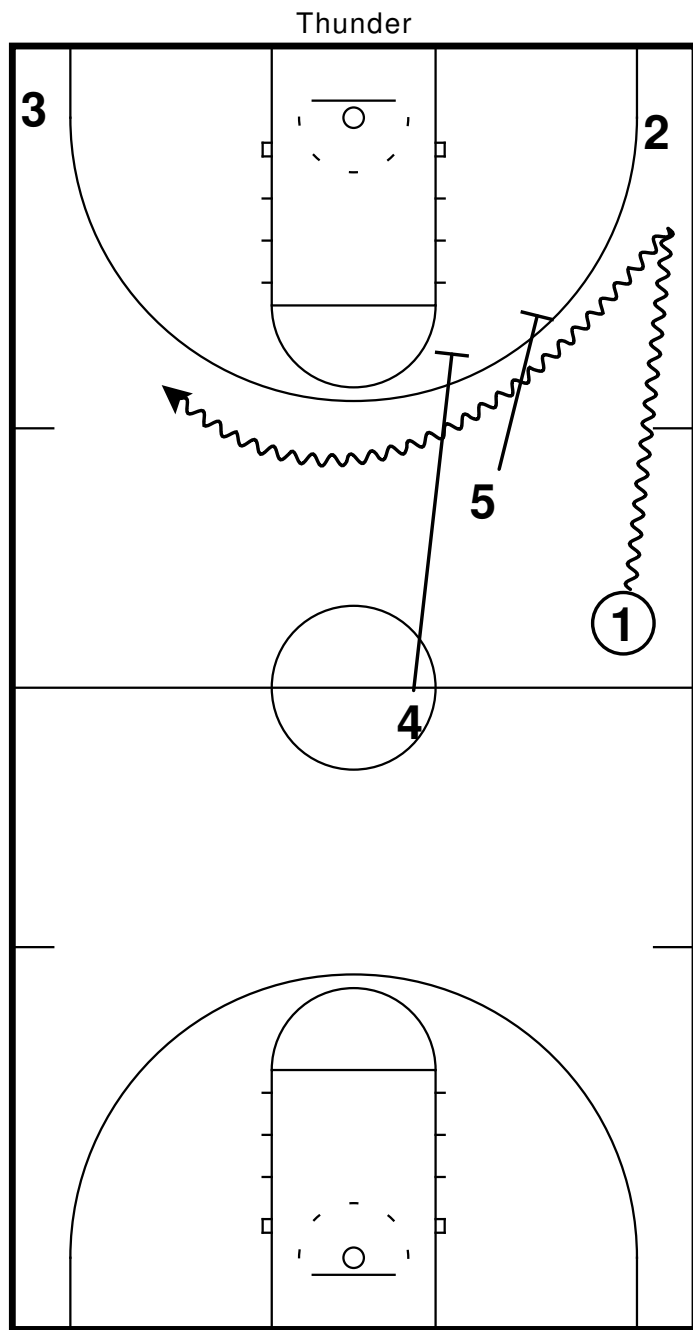# 2016 Late Game Situations
Full Court

Stagger Circle

Option 1: 2, 5, and 3 set a screen for 1 who loops around looking for a pass on the right wing.

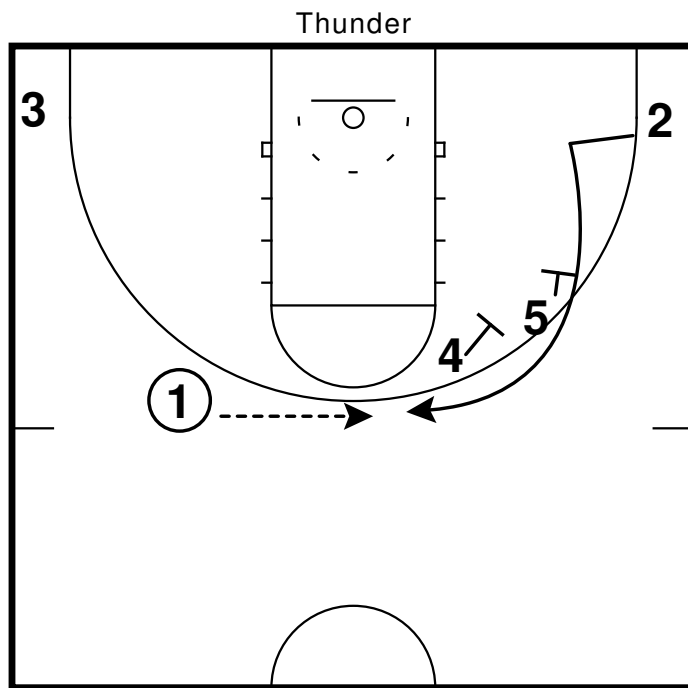Option 2: Once 1 clears, 2 cuts off of the screens from 5 and 3.

Option 3: 5 turns and sets a flare-screen for 3 who cuts to the left side of the floor.
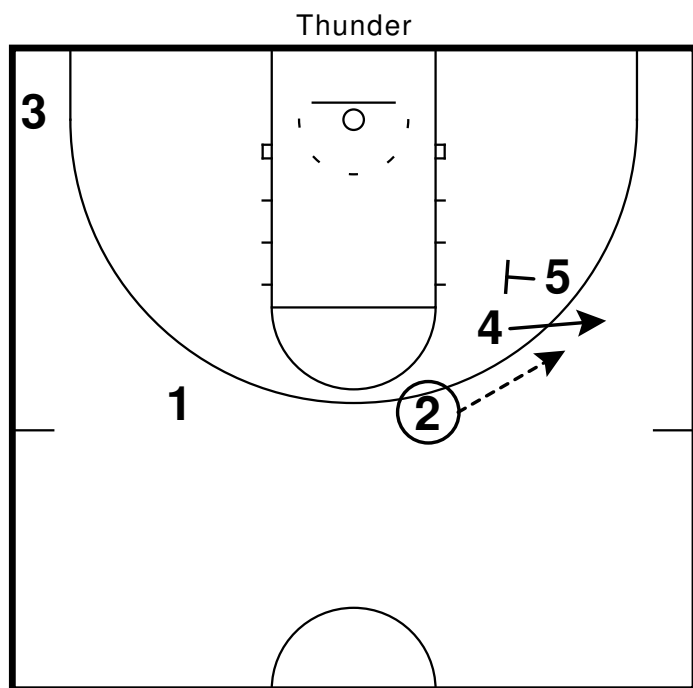
2016 Late Game Situations
Full Court

1 can shoot off screens or drag out. 5/4 stagger for 2.

4 & 5 set double ballscreen for 1 coming down on the break.

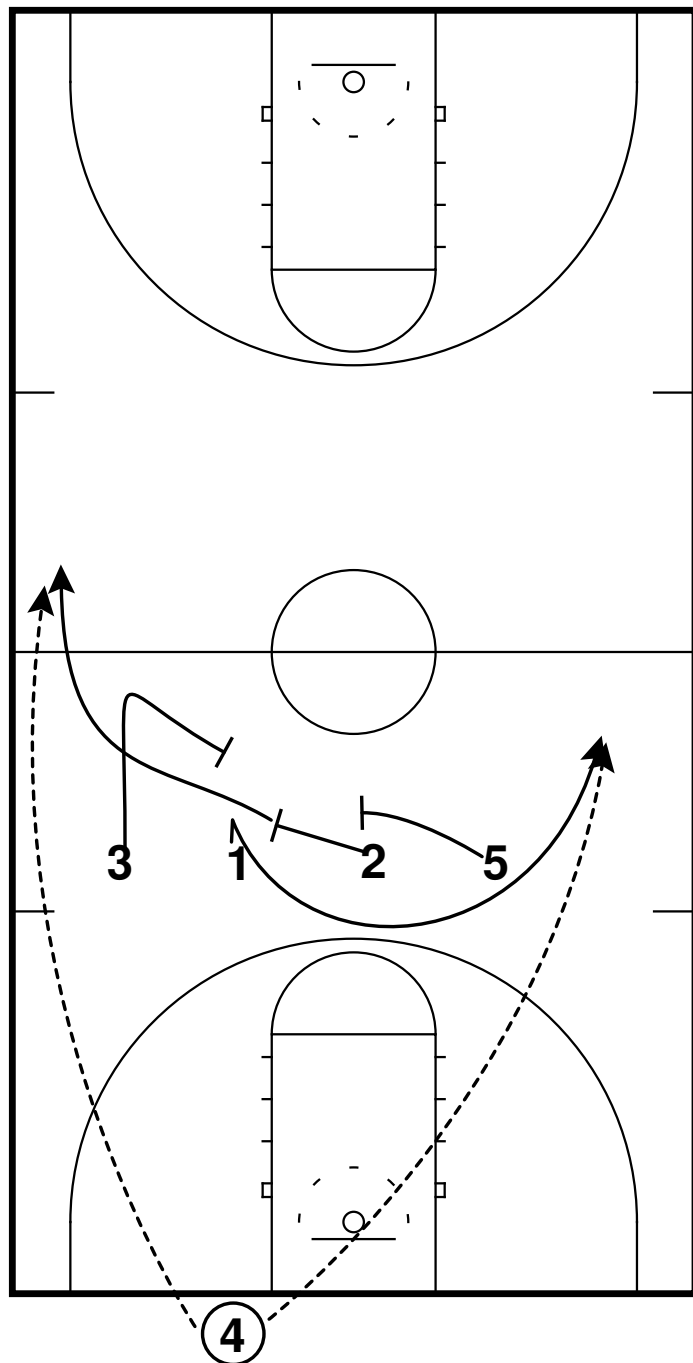# 2016 Late Game Situations
Full Court

2 has 3FGA or 4 flair off screen from 5.

2016 Late Game Situations
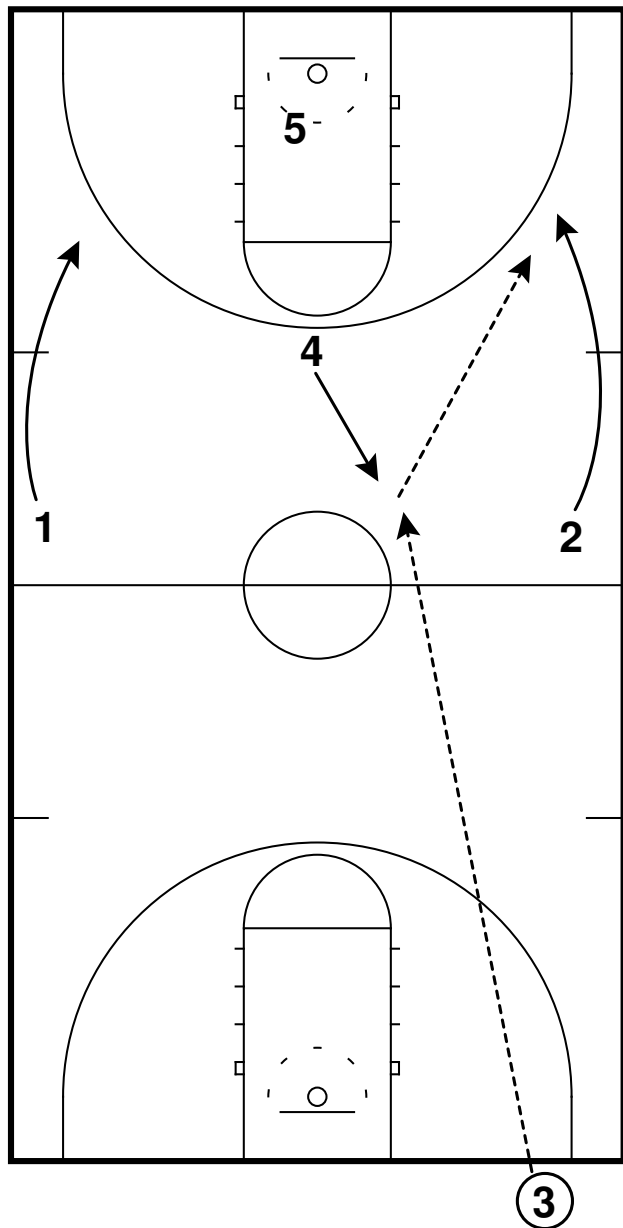## Full Court

Triple Curve Stagger Line

Option 1: 1 cuts off of the screens from 2 and 5 to catch the ball moving towards the right sideline. 1 calls a timeout.

Option 2: 2 cuts up the left sideline off of the screen from 3.

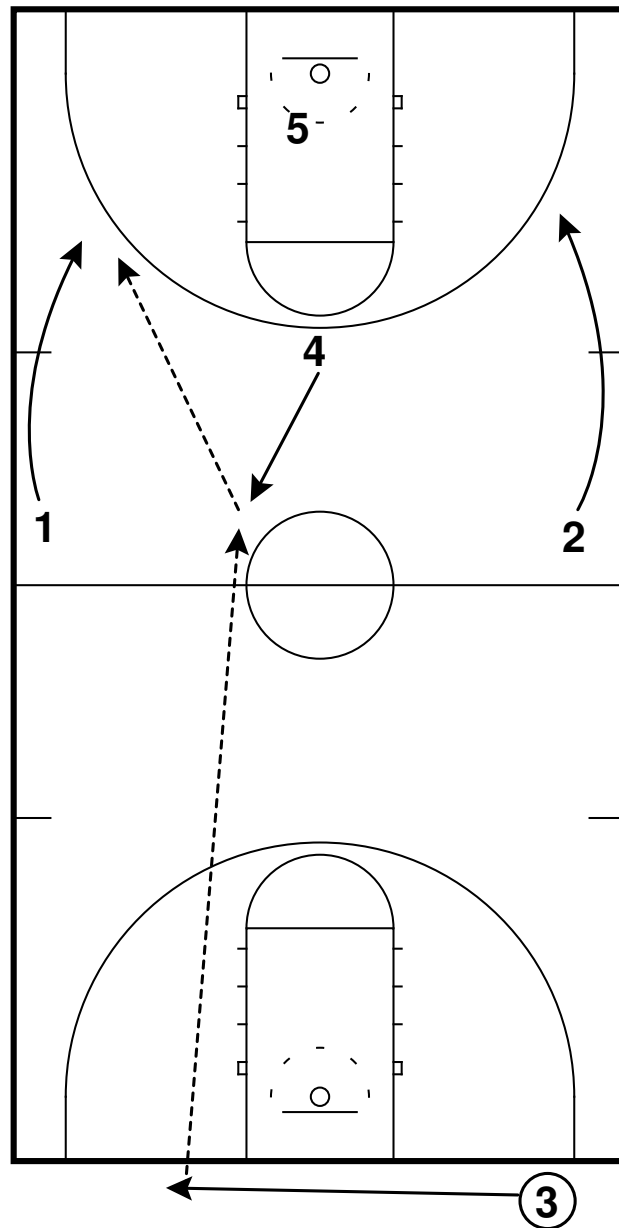# 2016 Late Game Situations
Full Court

Valpo

Valpo

3 needs to throw the ball high to make sure the defenders do not intercept the pass.

If needed, 3 can run the baseline to open up a passing angle.

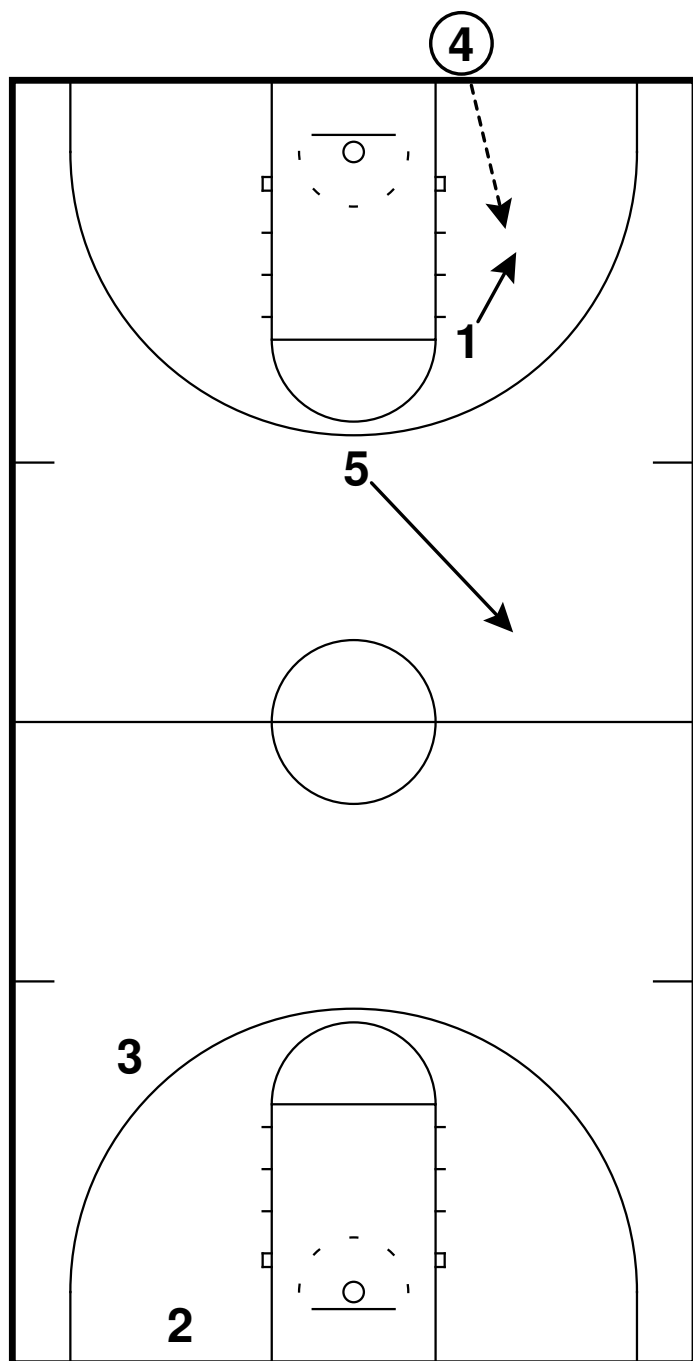4 catches the ball and tips it to 2 for the game-winning shot.

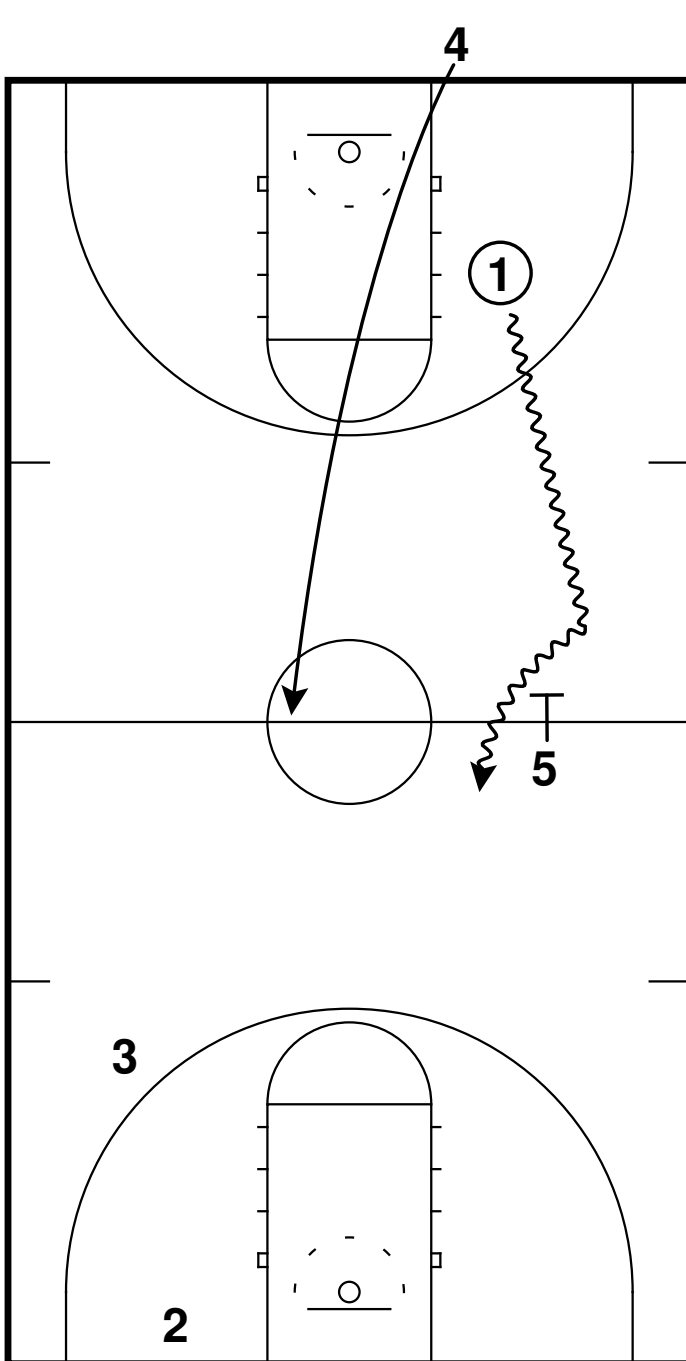In this option, 3 runs the baseline to throw the pass to 4.

4 tips the ball to 1 who takes the shot.

2016 Late Game Situations
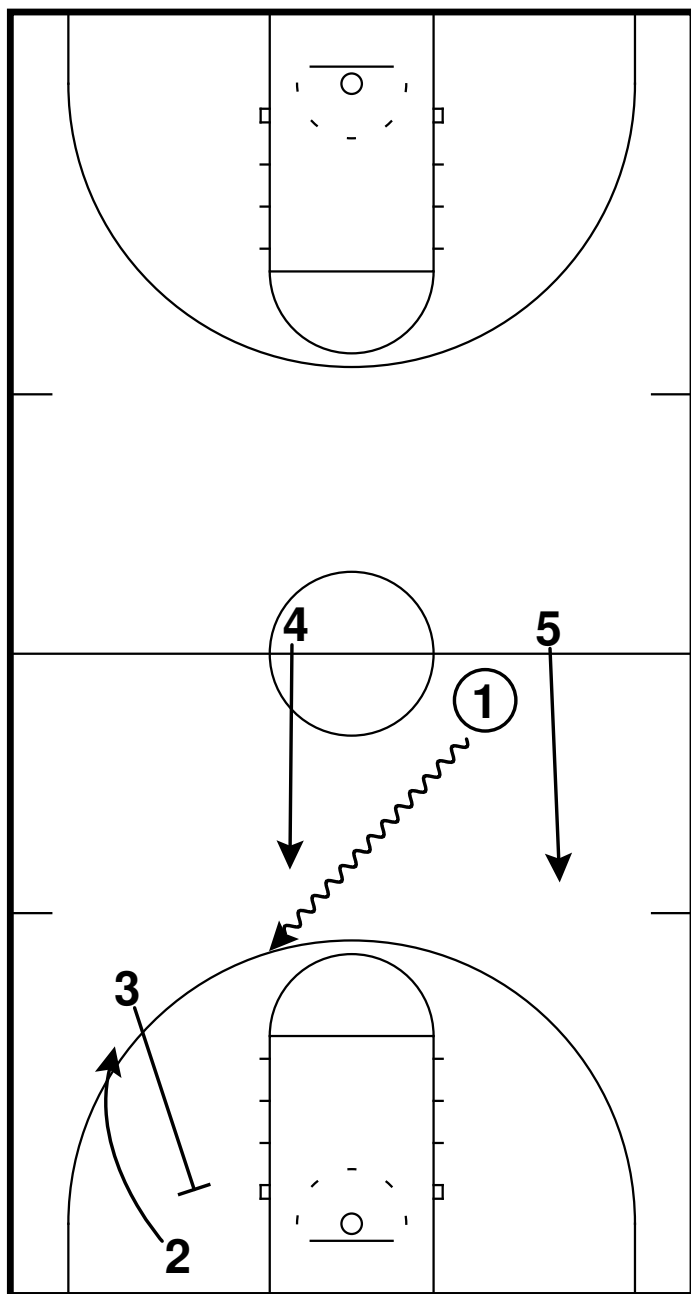## Full Court

Villanova Full Court Winner

Villanova Full Court Winner

2016 Late Game Situations
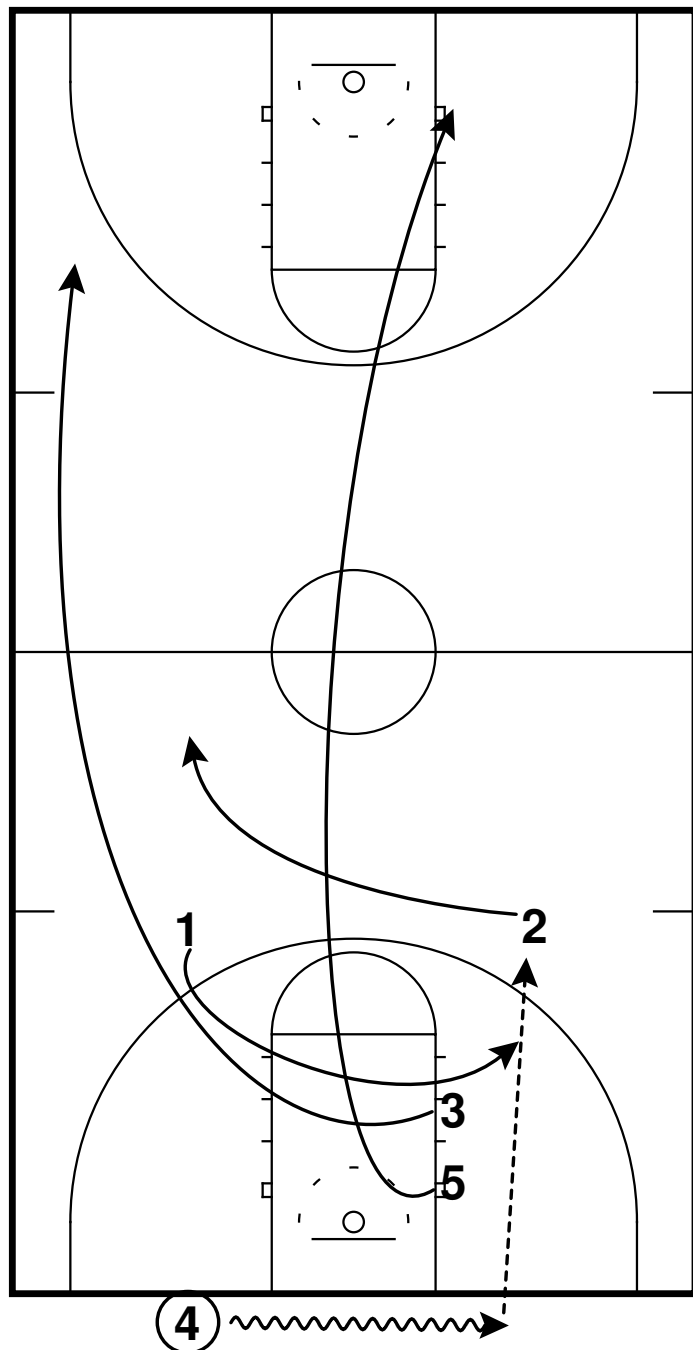## Full Court

Villanova Full Court Winner
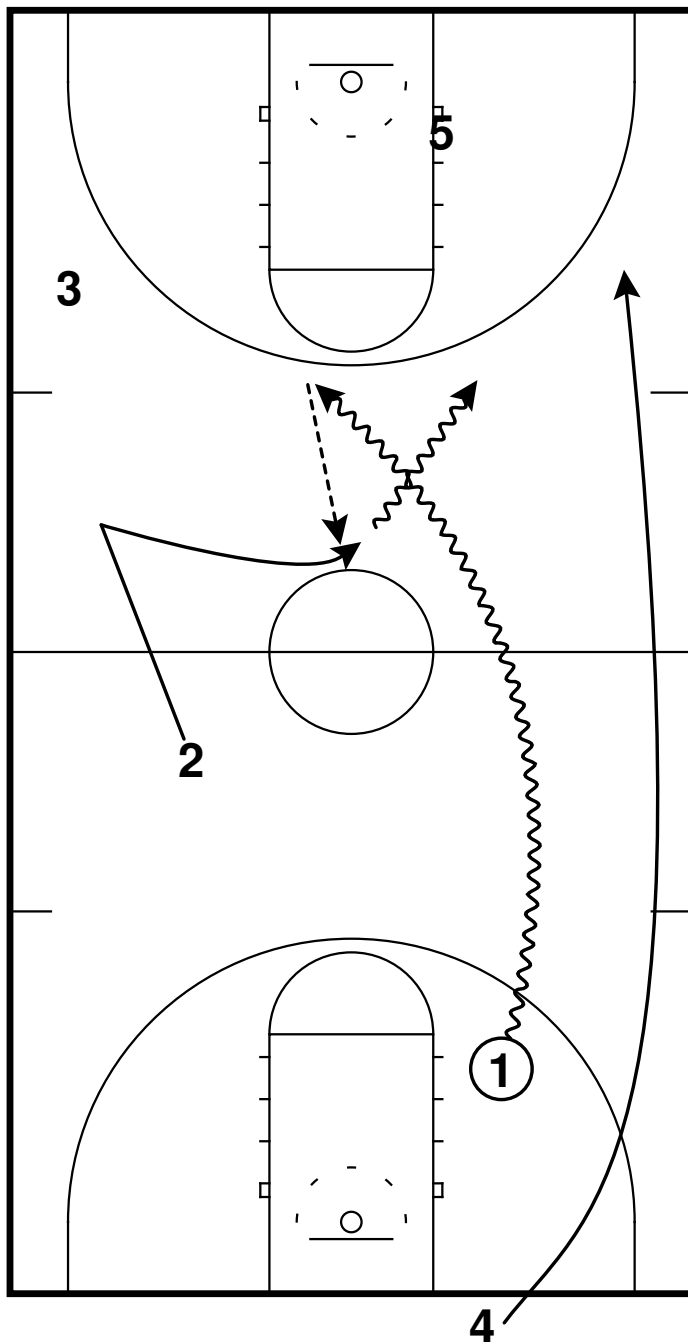
2016 Late Game Situations
Full Court

Washington

Washington

5 run long, 3 run of 5's back, 4 run baseline, 1 break to catch ball FT line extended on run

1 push ball to middle, 2 run hard to wing and cut behind 1 for toss back, 2 come off to score or hit 4 streaking up wing