

Good morning!

Take a look at the clip from yesterday again [here](#). Let's take a look at what T does on this play.

T is moving the entire time to try to get a good look at the competitive matchup....what are the players in the matchup doing now, what do I anticipate them doing and what will they do when they leave our primary? (Thanks Jeff Lane for this verbiage.) T has a matchup just inside the center jump circle and a pass to black 12. The T is moving the entire time to try to get a good 'look' between the ball handler and defender. He is not running or 'peeking' (leaning to look), he is moving. When black 12 picks the ball up and white 5 applies pressure, the T recognizes it, has a *sense of urgency* to move quickly to get the best look between the ball handler and the pressuring defender and starts his count. He continues to move with that same urgency to keep a good look between the ball handler and defender. The T has a TON going on here.....the count, the ball handler pivoting around to try to pass the ball and the defender applying lots of pressure by getting close to (or crossing) the line of invading black 12's vertical space. The T has to keep the count going, make sure black 12 does not travel and make sure that white 5 does not make illegal contact with the ball handler.....oh yea, and black 45 running up trying to get a TO.....

SO.....how does T miss this TO request? Yea, he had a TON going on with just his competitive matchup. THIS is a play that he needed help getting the TO request granted. L appears to be ball-watching....he seems to be watching the closely guarded matchup. If L had kept with his competitive matchup between black 45 and white 0 (what will they do when they leave my PCA?) he probably would have recognized black 45 requesting a TO for T's 2, 3, 4 and 5 count!

As Jeff Lane also says, 'there is a basketball game going on and even with our PCA geography' we need to be aware of the situation and what IS and MIGHT happen.

This play is a three-person game....easier than two-person theoretically.....and getting all of this in a two-person game is incredibly difficult. Knowing there is a high sideline trap allows the L in a two-person game the chance to 'look through' the players in his PCA (most likely the paint) and see a player of coach requesting a TO.

If we can have an awareness of the GAME going on and the SITUATION happening, we can manage it much, much better!

Friday Extra: Overtime for 8:00 and 7:00 quarters is a 4:00 overtime period (usually varsity, JV and freshman games that use 7:00 quarters). For any game using sub-varsity eligible players (7 & 8) we use 3:00 for the overtime period (usually 5:00 or 6:00 quarters). For freshman games that use 6:00 quarters, overtime is to be 3:00 in length. Remember that each team gets an *additional* 60-second timeout (yes, and remaining from regulation carry over to the overtime period).

Have a great game tonight!

Tim