

EXPOSING OPPONENTS WEAKNESSES

As A System



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WHAT TODAY IS AND IS NOT ABOUT



PERSONNEL > SYSTEMS APPROACH

"High School coaches have to win with what they have. Their jobs are harder than coaches who can recruit!"

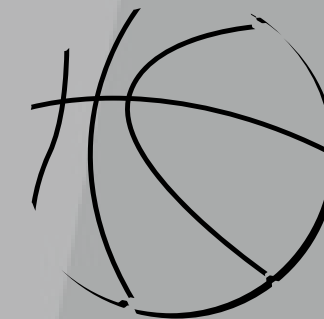
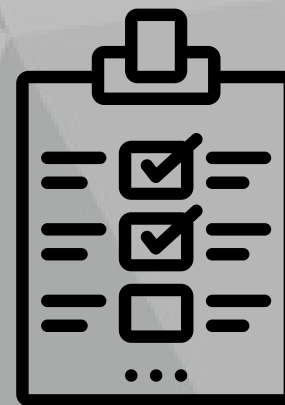
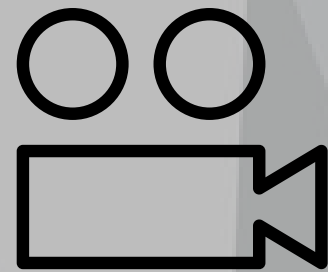
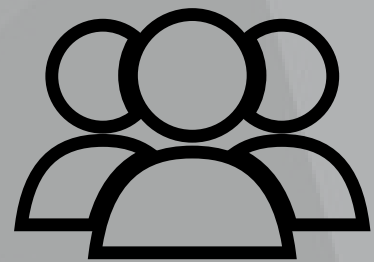
Evolutions of this Theory:

- Recruiting players helps win
 - Byproduct = system "fit"
 - 4-Year to 1-Year roster shift
- Coaches re-teaching yearly
 - On & Off-Court Implications
- Style of Play & Skill-sets of Players
 - Different Game
 - Better Skill-sets

BENEFITS & IMPLICATIONS

Theoretical Benefits:

- Easy to Evolve
- Personnel Driven
- Harder to Scout



1

PERSONNEL

2

**SCOUTING
&
BB PREP**

3

**PRACTICE
PLANNING**

4

**ON-COURT
METHODOLOGY**

On-Court Methodology

Offensive Wrinkles

Transition

Post Play

Quick Action/ATO's

Defensive Wrinkles

Press

Ball-Screen's

HC Philosophies

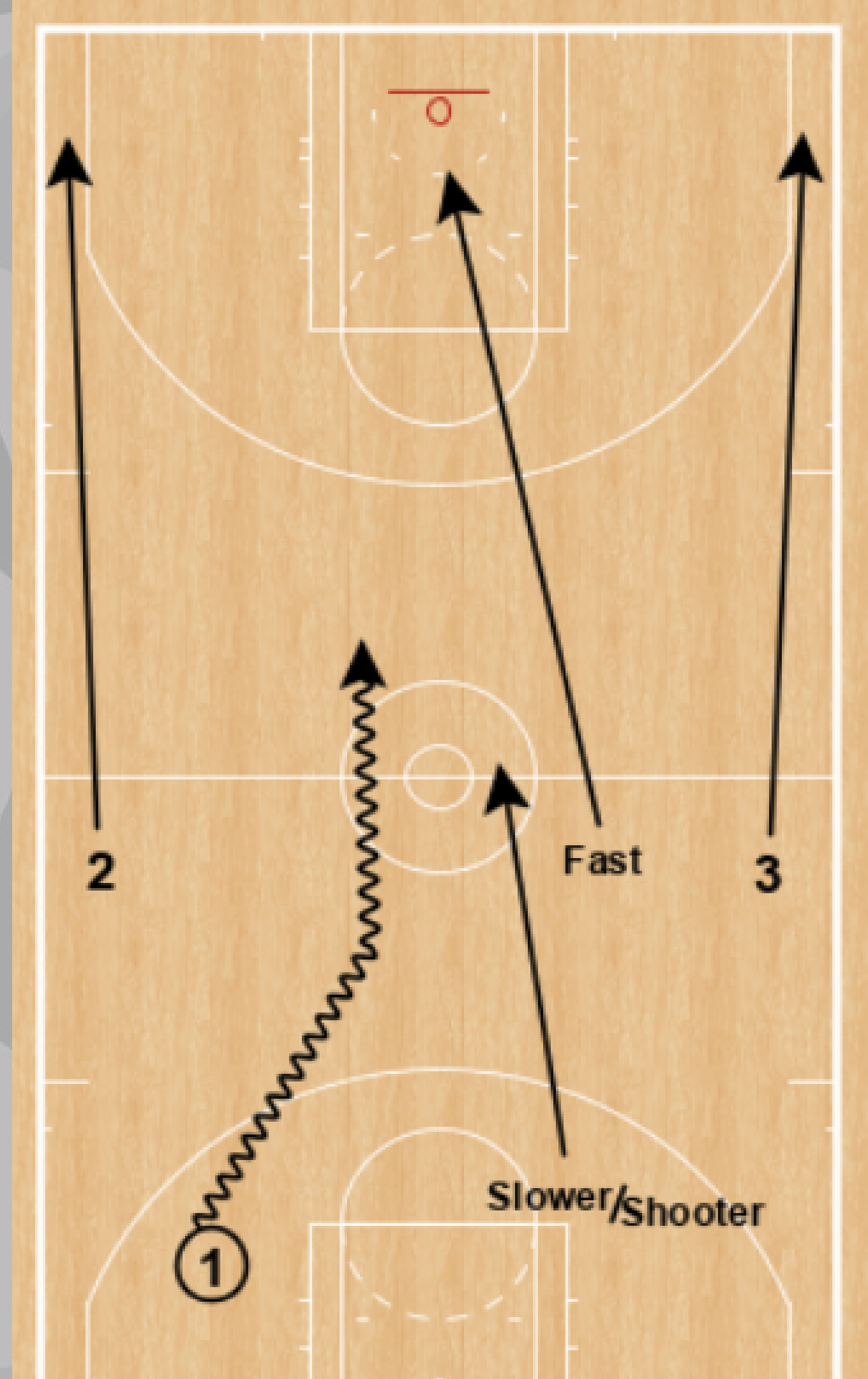
TRANSITION OFFENSE

Strong Ball-Handlers vs. Non

- Who's bringing the ball up the floor?
 - All vs. Designated

Fast Post vs. Non & Post Shooters vs. Non

- Who's taking the ball out of bounds?
 - Guard vs. Post
 - Who is trailer?
 - Who is Rim Run?



POST PLAY

What is our BEST 5 to have on the floor?

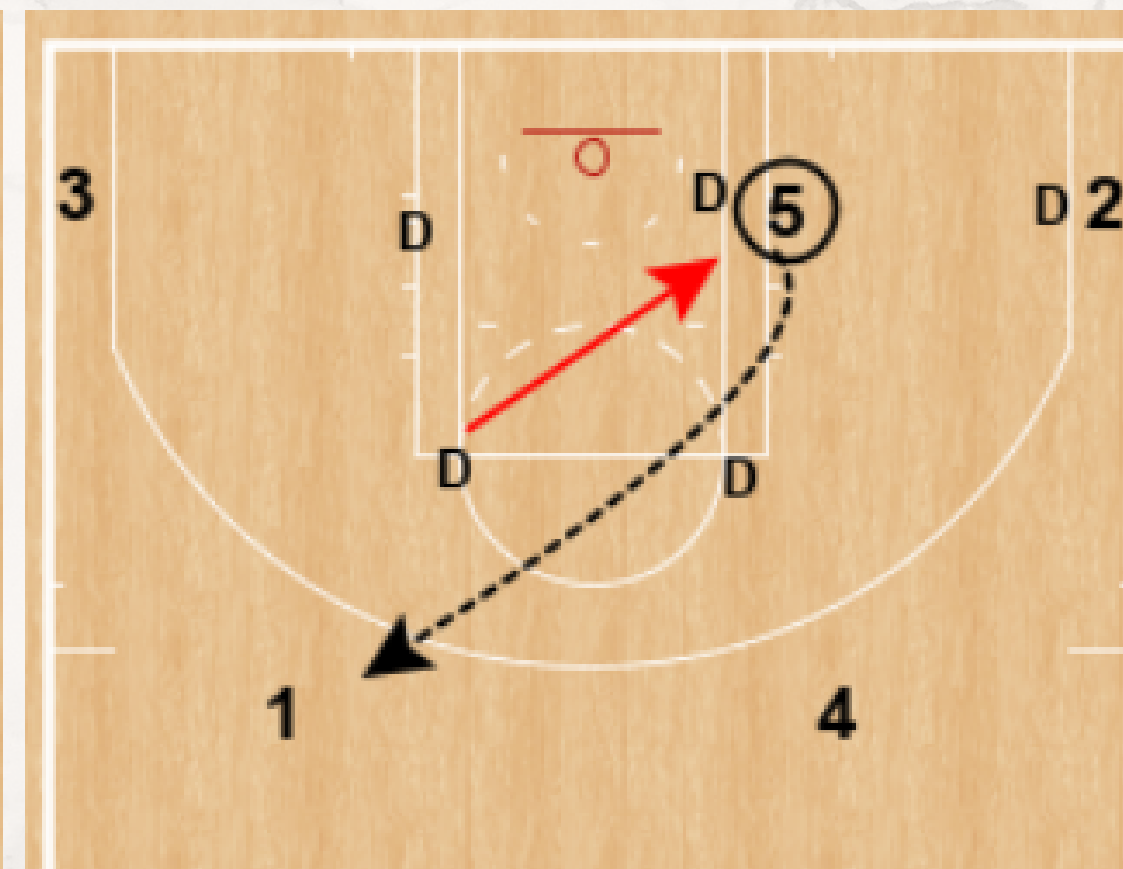
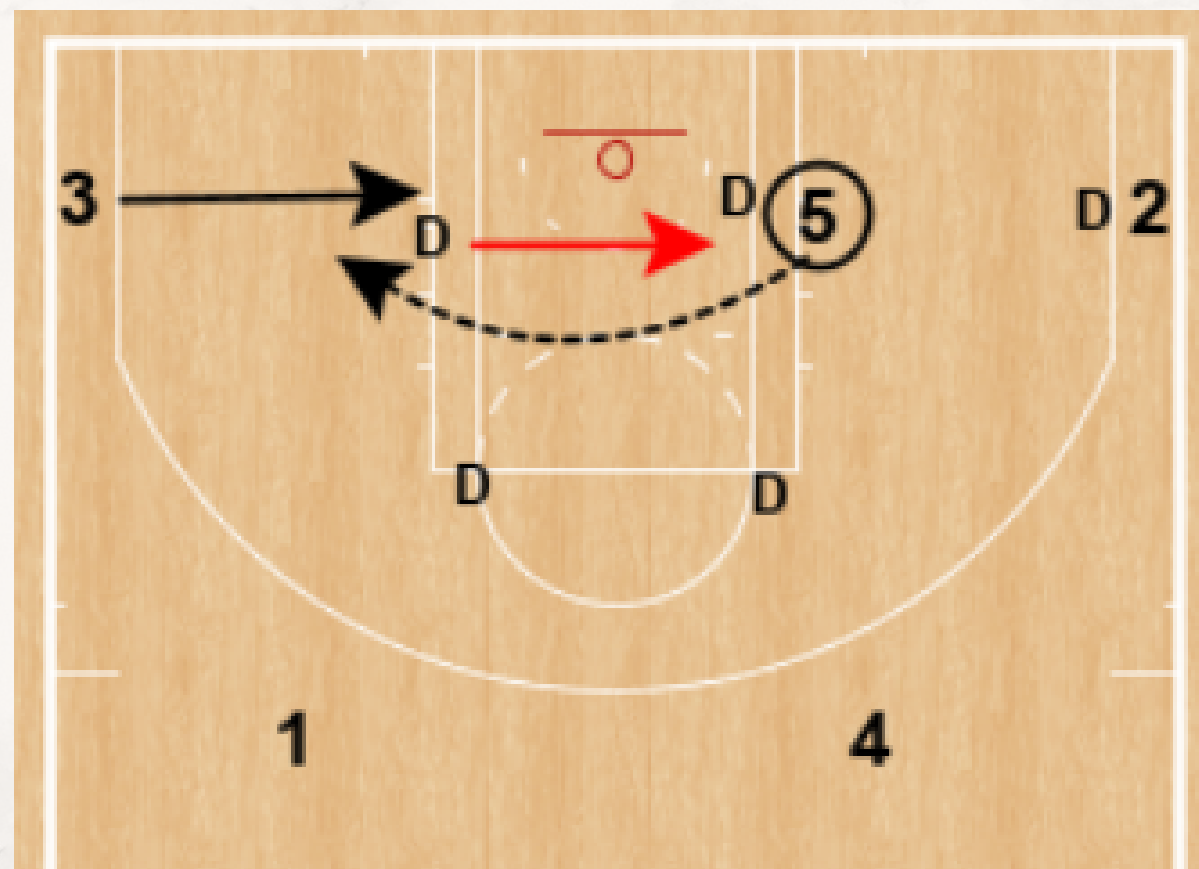
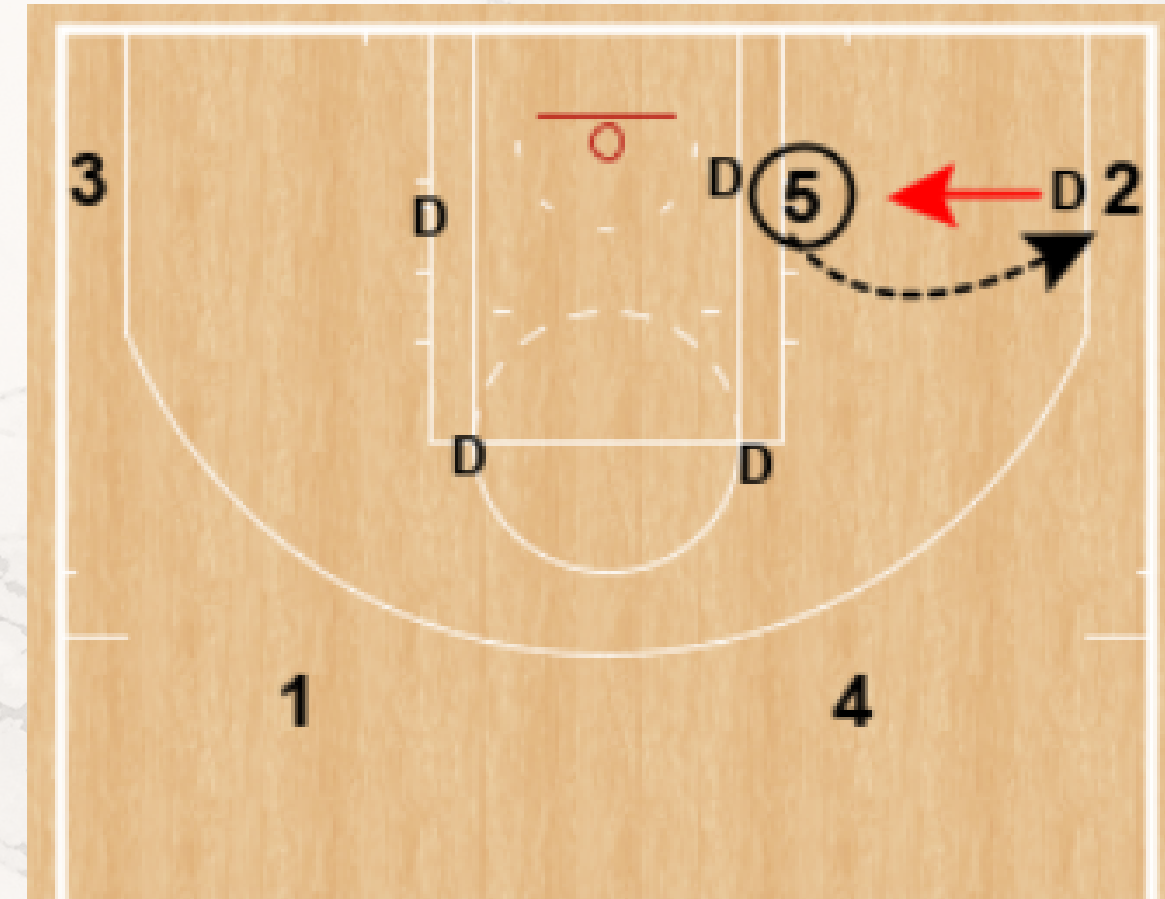
- 4-Guard Line-Up (41) vs. 2-Post (32)
 - 41 vs. Slow & Big = Space & Kick-Outs
 - 32 vs. Smaller = Find the Mouse
 - Auto Front Rim = Post Top Key

Is/will our opponent double down?

- From where?
 - Strong-side = Re-Feed
 - Opp. Slot = Skip Out
 - Opp. Bottom = Dive Corner

How does our opponent guard BS's?

- Flat = Pop or Shot-Fake + Drive
- Show = Slip or Seal for Hockey Assist
- Switch = Fill & Feed

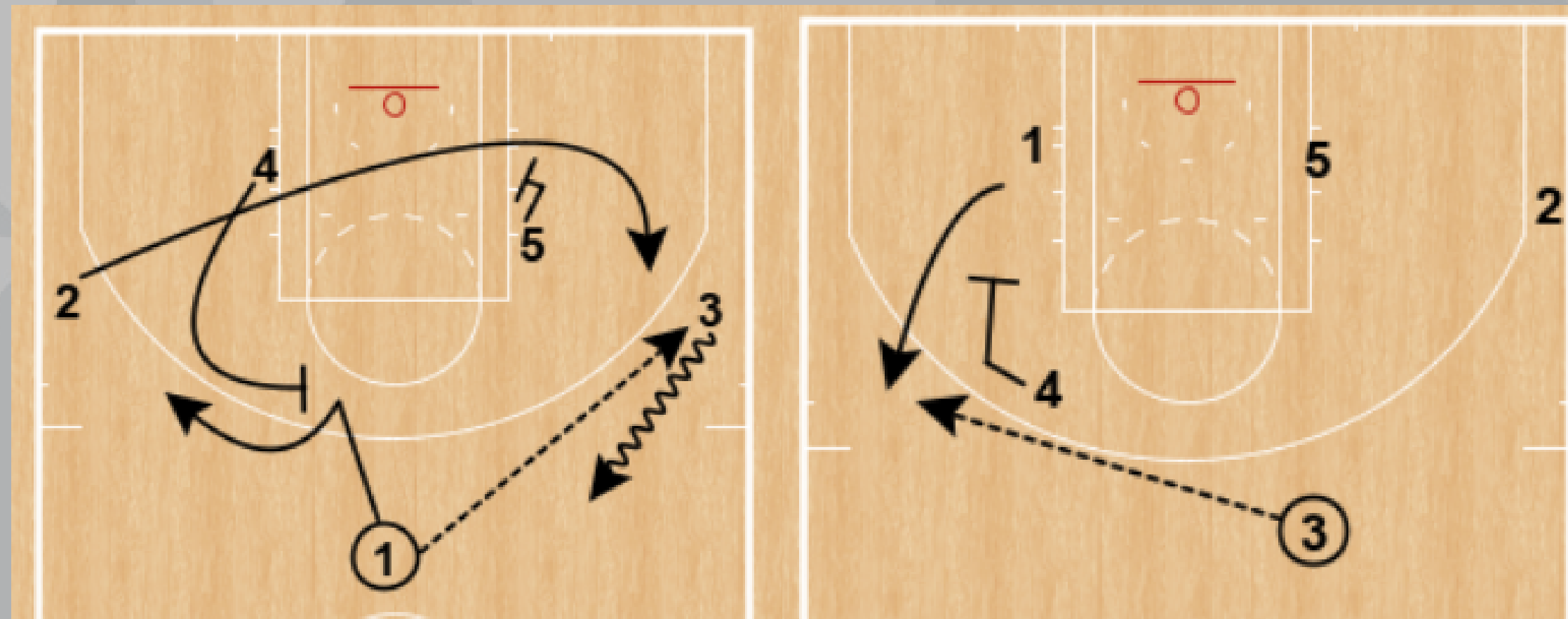
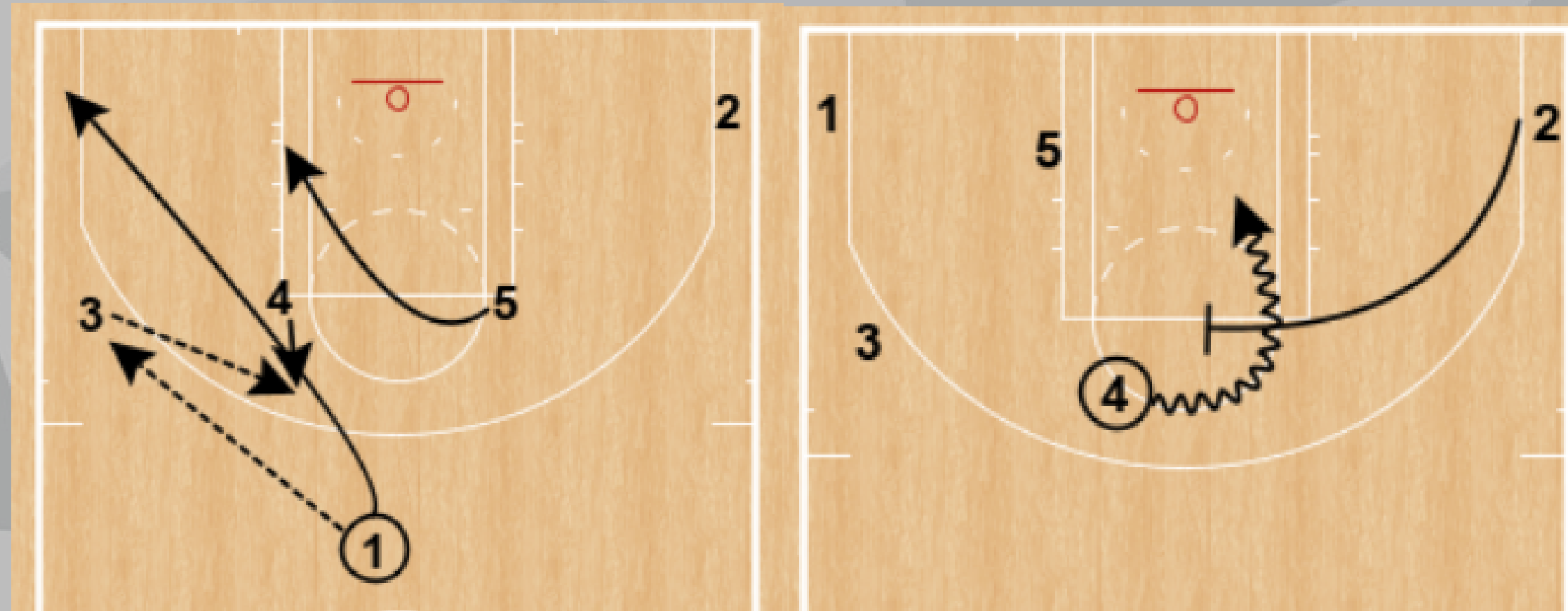


LATE GAME & ATO'S

GET THE BALL IN YOUR PLAY-MAKERS HANDS

- Scoring Guard = Ricky Action
- Post Power Face-Up = Gut Ball-Screen's
- Post SLOB = Boop-Boop Iso Read
- Post BLOB = Quick
- Guard SLOB = Deep Diamond
- Guard BLOB = Rip

K.I.S.S. & Familiar/Practiced



PRESS DEFENSE

Who enters the ball for our opponent?

- Guard vs. Big
- Guard the entry vs. Deny the inbound
- Deny quick reversal vs. Encourage Reversal

Who are they trying to enter it to?

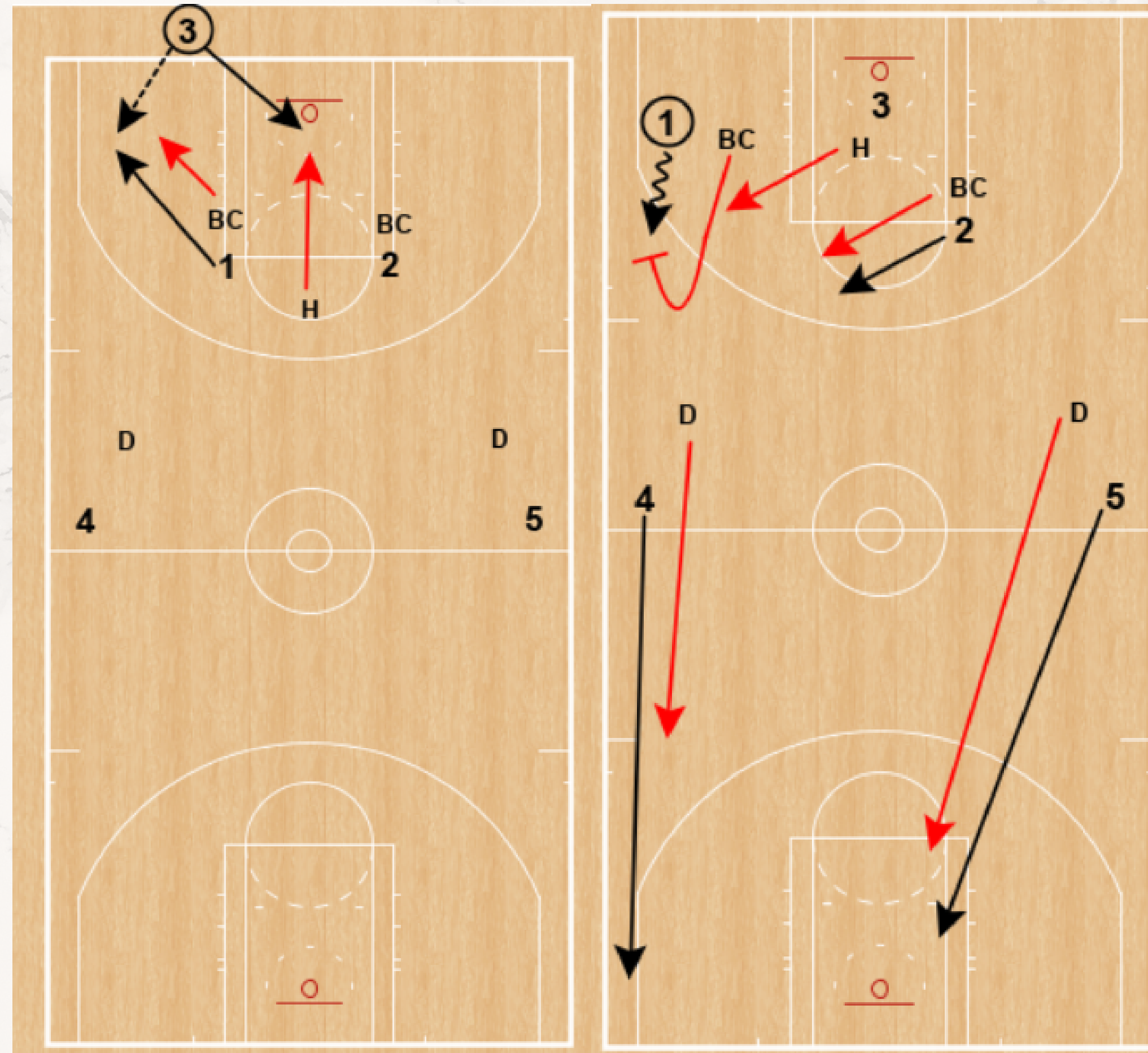
- Post vs. Guard = Trap catch vs. No Trap
- Trap 1st Dribble vs. On the Catch = Guard Handles
- 4's/5's = 1v1 & Deny the Rest

Trapping in zones vs. trapping based on principles

- Corners, Sidelines, Middle of the floor
- Back of head, Dribbling @ You, Personnel Based

Non-Mobile Posts vs. Mobile Posts

- Can your post guard 94 feet?
- If Yes = Use Them to Hunt & in 1v1
- If No = Rim Protector & Build Around It



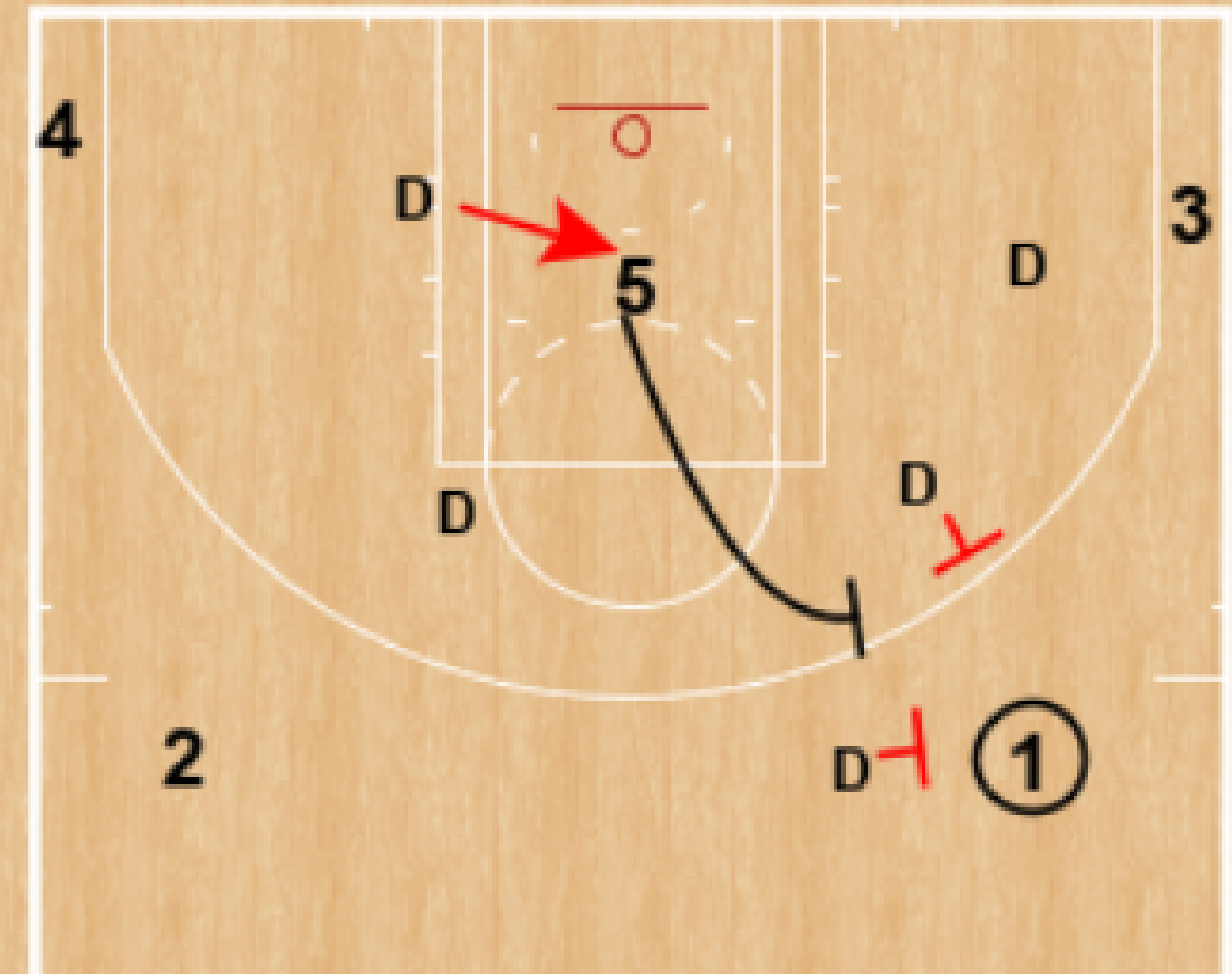
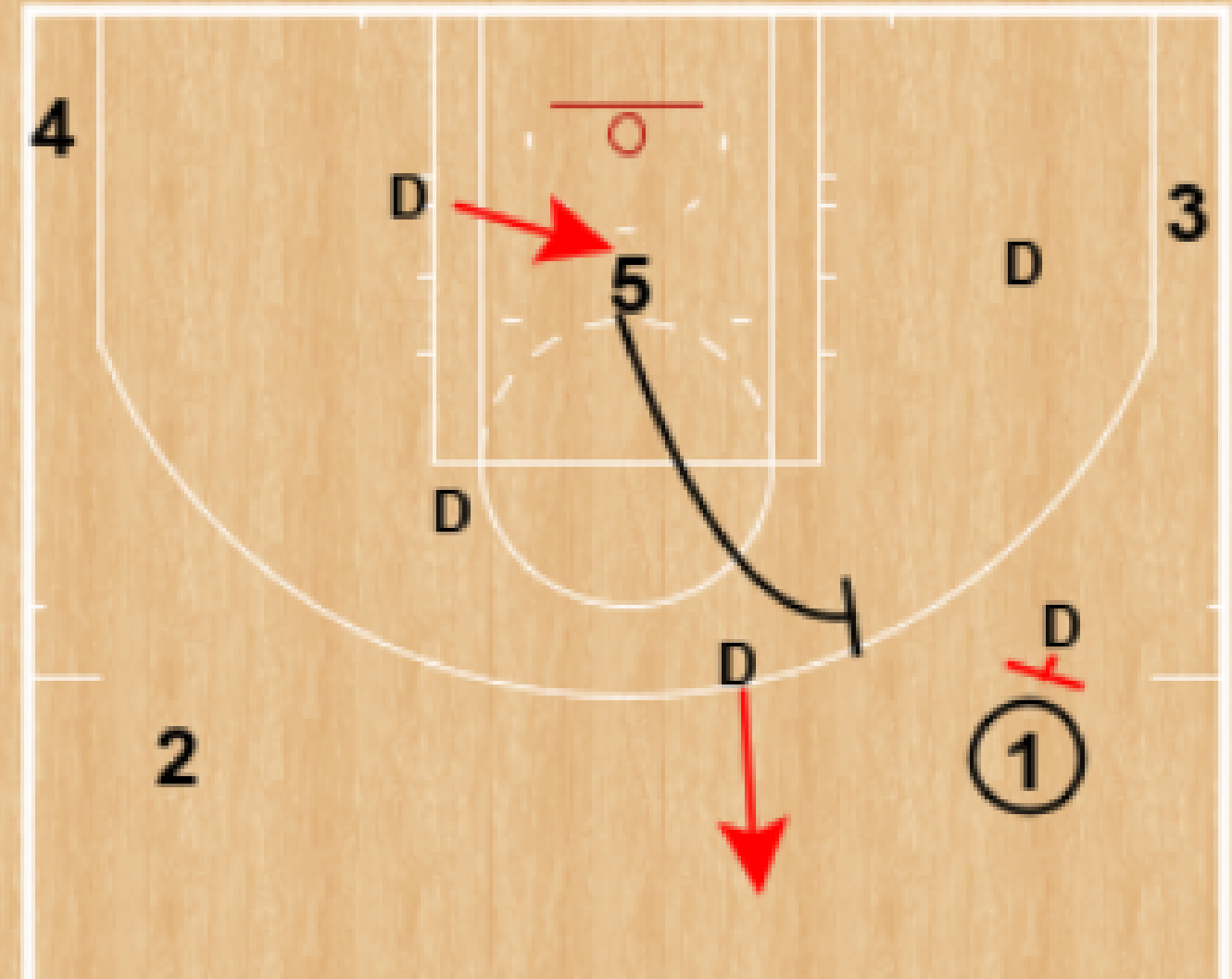
BALL-SCREEN D

Mobile vs. Non-Mobile Post

- Mobile = Show (2-Slides + Over/Under)
- Non-Mobile = Ice (Flat but less practiced)
- When Changing Coverage:
 - Post job to communicate which coverage
 - 5 On-Court job to KNOW which coverage
 - Staff/Bench job to communicate the change at a dead ball situation

Drivers vs. Shooters w/ Ball

- Over or Under as a guard?
 - Get on a hip & dictate
- Strong or Weakside Roll Help?
 - Shake Action vs. Strong Kicks & Driving Gap
- Can you go personnel specific?



HALF-COURT D

What are your defensive beliefs?

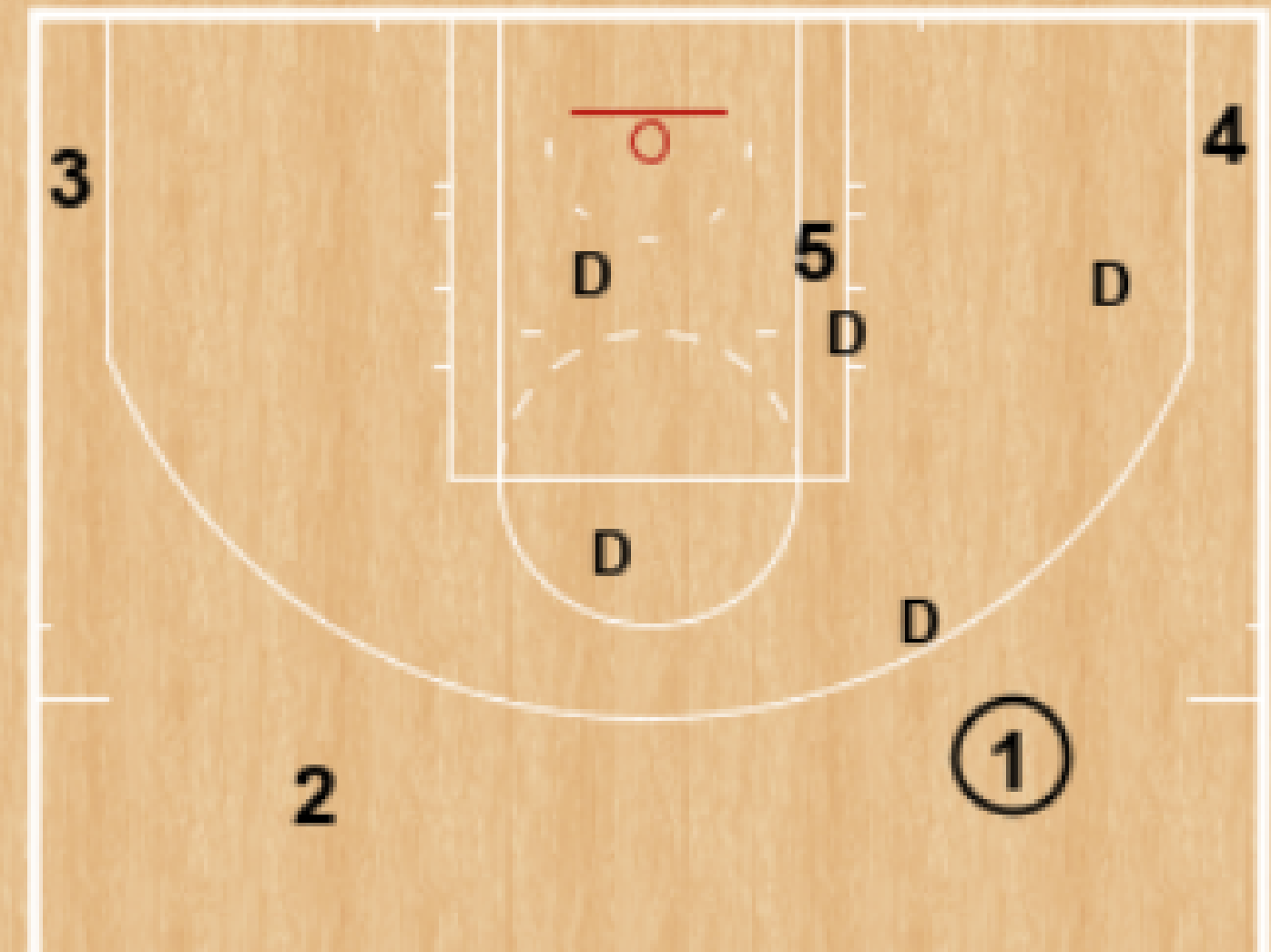
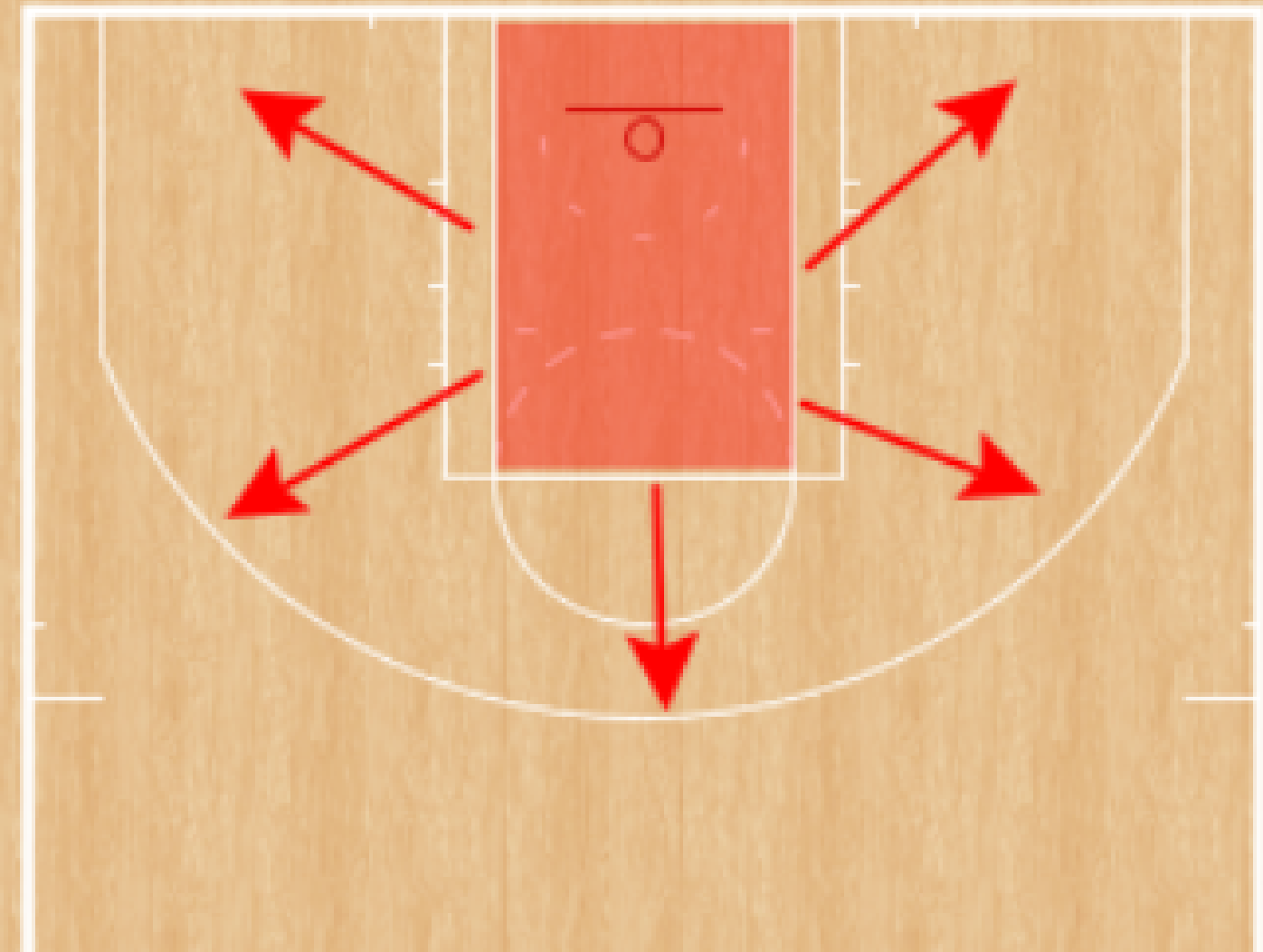
- Aggressive = Betting Man
 - Believes they can force more mistakes than they make
- Contained = Execution Expert
 - Perfect D vs. Perfect O

What are your no-go areas?

- No Middle = Force Baseline
 - Must be great x'ing out, bumping, scrambles, etc.
- Force Middle
 - Trusting my help = must be great with quick close-outs

What do you need to take away?

- Rhythm 3's = Stronger denial presence + Fight Over off-ball screens
- Bunny Baskets = Strong gap presence + under/gap off-ball screens
- Can you switch?



PRACTICE DESIGN

THIS IS THE MAKE OR BREAK OF PLAYING THIS WAY

First Month

- System heavy vs. concept heavy
 - i.e. teaching motions & actions vs. teaching reads

Game Prep

- How many days can you spend on a single opponent?
 - Depends on how thorough you were in 1st month and how many returners you have!

Drill Work vs. Concepts

- Can you mix both = small side games

Resources

- Can you have a coach in charge of a scout?
- Do you have a practice team?
- Do you have the ability to watch film on a regular basis?





OPPONENT SCOUTS

UTILIZE YOUR RESOURCES!

- FastDraw, Synergy Sports, Hudl, etc.

Be Intentional

- How does the opponent guard:
 - Ball-Screens | Off-Ball Screens | Post Entries
- How do they break a press?
 - 4-Up, 2-Guard, Dribble Heavy vs. Pass/Cut Heavy
- What is their End of Clock action?
 - Shot Clock & Special Situation ATO's

Can you be personnel driven?

- Typically easier w/ more experience players
- Guard actions differently based on player & tendencies

Does this change your scout preparation?

- Who does the scout?
- When does it need to be done? 2 days vs. 1-week
- Film preparation for each opponent



PRE-SEASON PREP

Scout yourself FIRST

- Every Single Player +/-
- Momentum Basketball
 - When did you allow runs?
 - When did you go on runs?
- Basketball Actions
 - How'd you stack up vs. opponents playing out of/defending:
 - Ball-Screens
 - Off-Ball Screens
 - Post Dominant Teams
 - Press/Press Offense
- Moving Forward
 - What are you keeping/cutting?

PERSONNEL

Staffing:

- Consistent Need for Growth =
Consistent Opportunity for Role =
Intriguing to Bright Young Coaches
- Come teach US about YOUR game

Roster:

- Designing Game Play
 - Jacks/Joes > X's/O's
- Recruiting:
 - Best Available Player Mentality
 - "What do you need?"



**To win at a HIGH level, teams need
PLAY MAKERS**

QUESTIONS?

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