

### SPECIAL SITUATIONS PLANNING CHART

Circle one from each column and you can quickly come up with an end of game situation to rehearse at the end of each night's practice. You can insert your own ideas in any of the blank boxes

| Possible Starging Points for the Situation                         | Home Score | Time Remaining | Possession Arrow | Guest Defense                   | Home Fouls | Visitor Fouls | Home Timeouts Left | Visitor Timeouts Left | Players in Foul Trouble | Special Rules/Notes  |
|--|------------|----------------|------------------|---------------------------------|------------|---------------|--------------------|-----------------------|-------------------------|--|
| You score a basket with the clock running                          | +5         | 2:00           | Home             | Packing Man to Man              | 3          | 3             | 0                  | 0                     |                         | Designate a 2 <sup>nd</sup> team player's free throws as automatic. If he or she is fouled, the second team gets 2 points if in bonus.           |
| Your opponent scores a basket with the clock running               | +4         | 1:00           | Visitor          | 2-3 zone                        | 4          | 4             | 1                  | 1                     |                         | Make an obvious bad call against the 1 <sup>st</sup> (home) team to simulate how to handle a bad call in a game.                                 |
| You make a second of two (or third of three) free throws           | +3         | :25            |                  | 3-2 zone                        | 5          | 5             | 2                  | 2                     |                         | Designate a 2 <sup>nd</sup> team player as "making" every shot he or she can get off to simulate playing against a great scorer.                 |
| Converting to defense when your player misses the final free throw | +2         | :15            |                  | Pressure Man to Man             | 6          | 6             | 3                  | 3                     |                         | Don't call fouls on 2 <sup>nd</sup> team—within reason to teach 1 <sup>st</sup> team to be strong with the ball at the end of the game with lead |
| Underneath your basket inbounding                                  | +1         | :10            |                  | Switching Defenses              | 7          | 7             | 4                  | 4                     |                         | Devise your own special rules that make practice more challenging for your first team  |
| Sideline Inbounds on your offensive end                            | Tied       | :08            |                  |                                 | 8          | 8             | 5                  | 5                     |                         |  |
| Your ball going the full length of the court                       | -1         | :05            |                  | No Full Court Press             | 9          | 9             |                    |                       |                         |  |
| Opponent inbounding underneath their basket                        | -2         | :03            |                  | Man to Man Full Court Press     | 10         | 10            |                    |                       |                         |  |
| Opponent sideline inbounds   | -3         | :02            |                  | Zone Full Court Press Alignment |            |               |                    |                       |                         |  |
| Opponent ball going full length of court                           | -4         | :01            |                  |                                 |            |               |                    |                       |                         |  |
| Other  | -5         |                |                  | Half Court Trap                 |            |               |                    |                       |                         |  |