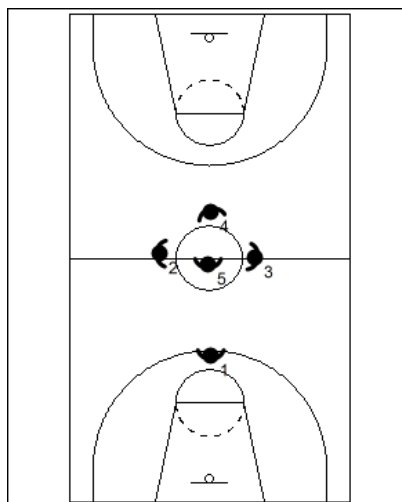# SPECIAL SITUATIONS

The coach needs to prepare their team for various situations that occur during a game. These include:

- The jump ball
- Foul line
- Inbounds plays
    - Frontcourt sideline (SLOB)
    - Frontcourt baseline (BLOB)
    - Backcourt sideline
    - Backcourt baseline (cannot run)
    - Backcourt baseline (run)
    - Midcourt (front court only)
    - Midcourt (can go either way)

JUMP BALL

Although there is only one jump ball, coaches should prepare their team as it can have a huge impact on the tone of the game. It is important to distinguish whether it is an offensive or defensive jump. If it is likely the opposing team will win the jump then a defensive position is ideal.
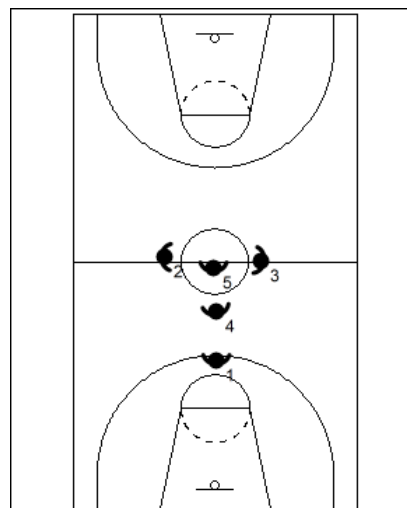

Offensive Jump
An extra player is placed on the offensive side of the circle. It is likely that one player will act as a goalie to prevent the easy layup.

Defensive Jump
The extra player is on the defensive side of the circle. It is important for the players to be alert to special set plays; such as a screen for the jumper.

FOUL LINE

Many games can be won or lost at the foul line. Coaches need to be prepared on offence for situations when a player misses foul shots or late in a game when a foul shot must be intentionally missed. On the defensive side, teams must practice boxing out against various strategies that teams may have to score a late basket or to gain an extra possession.

Foul shots are also a great time to communicate. Many teams make use of huddles or coaches may call particular players over to the sideline for individual instructions.

INBOUNDS PLAYS

Coaches should have their team prepared for all possible inbound situations – on offence and defence.

There are two schools of thought for running inbound plays. The keys are to:
1. Have numerous plays to confuse the defence.
2. Have one basic play with options from which the players read the defence.

The coach must balance the time it takes for players to learn multiple plays with the easy identification of having only one play.

The coach needs to consider the following questions.

Q. Will the play work against man and zone defences?
Q. Will the play work from all locations on the court?
Q. Is it dependent on only one individual to execute? What happens if they foul out?
Q. How are the options or reads communicated (verbal, signals)?
Q. Is there a play to score from the front court in the last two minutes of the game?
- Does the inbounds play score quickly or is it just to get the ball inbounds?
- Is the plan to switch screens when defending an inbounds play?
- Will there be a pre-switch screen?
- Can a stack be defended?
- While defending an inbounds can the team protect the basket, stop the primary scorer, get a five-second count or quickly foul a poor foul shooter?