

Coaching Clinic Notes – Coach Matthew Driscoll

Clinic Theme: Skill-Driven Offense, Fast Pace, and Purposeful Teaching

1. Philosophy Overview

- **Players Over Plays:** Skilled players make concepts work. Coach Driscoll emphasizes development over system complexity.
 - **Consistency & Purpose:** Operate with a purpose every day. Treat people well, no matter how they treat you.
 - **Shooting Identity:** Known for high-volume, corner three-point shooting. The goal is stationary, uncontested shots.
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2. Player Development Focus

- **Case Study: Chaz Lanier** – Used as a model of growth and shooting improvement.
 - **Footwork Fundamentals:** Emphasis on the *permanent pivot foot* and "toes to the arc" technique.
 - **Shot Cues:**
 - "Butt down, fingers up"
 - Locked & loaded base
 - No shot fakes—shoot with rhythm and confidence
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3. Practice Structure

- **Segmented Practice:** Divided into offensive and defensive phases.
 - **Game Speed Drills:** Emphasis on simulating game-like shots through series-based drills.
 - **Purposeful Reps:** Every drill links to in-game execution.
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4. Offensive System

Transition Offense

- **“First Look” Principle:**
 - Look at the rim → catch-and-shoot 45° three → drift pass option
- **Roll & Replace:** After every ball screen, roll hard, replace high.
- **Initiation Mechanics:**
 - PG starts below hash
 - Deep inbounds passes, turn middle, cut lanes hard

Drag Screens & DHO Action

- **Drag Screen Concept:**
 - Get inside the arc before screening
 - Crack to the corner after screen
- **DHO Variations:**
 - DHO stop: top foot on or inside arc
 - Follow the ball after every screen

Middle Pick & Roll (“C” Cut)

- **C Path:** Roller dives straight to center of the paint.
 - **No Dunker Spot:** Use women’s hash as visual spacing guide.
 - **Red Zone:** Area just outside the paint, key to spacing strategy.
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5. Secondary Actions & Spacing Concepts

Zoom Action

- **Setup:** 4 players on a side; back cut → pin down → mash out.
- **Flares for Forwards:** Forwards set or use blind flares from the corner.
- **Suns Action:** Built-in variation off DHO.

Spacing Principles

- Fill behind rejections
 - Double gaps from exchanges
 - Use nail cuts and late exchanges to disrupt help defense
 - Always fill toward the driver, especially to the drift
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6. Offensive Tactics & Counters

- **Side Pick & Roll:** Screener rolls through block, pass angle = 6-to-7 on a clock.
- **Throwbacks:** Especially after drag or sprint ball screens.
- **Flipping Screens:**

- For shooters
 - Into sprints, knock-offs, or pin downs
 - **Automatic Fills:**
 - Fill the 45°
 - Stay in drift
 - Slide up when hearing “one more”
 - **Snap & Bounce Passes:** Avoid air passes; emphasize quick, direct decisions.
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7. Offensive Drills

Five-Shot Shooting

- Rotates through:
 - Transition catch-and-shoots
 - Dribble-up threes
 - Stationary wing threes
- Goal: 5 straight makes

Fast and Furious Drill

- Rapid transitions from defense to offense
- Teaches pace, pitch-ahead passing, and spacing under pressure

Bad Pass Shooting

- Players must maintain technique even with off-target passes

8. Set Plays & Late Game Concepts

- **Run-the-Rim Trail:** Used after misses to flow into action
- **Sprint PnR + Knock-Offs:** Generate confusion and matchups
- **Military Calls:** Clear coded actions like “Zoom,” “Flip,” and “77” series
- **Side Out of Bounds:** In-game live reads with a “trigger” decision-maker

9. Teaching Mentality & Adaptation

- **Fit System to Players:** Don't force talent into pre-set roles.
- **Forward Versatility:** Forwards must shoot stationary threes and make reads.
- **Feel for the Game:** Teach players to read spacing, gaps, and mismatches.

10. Closing & Contact

- **Coach Driscoll's Offer:** Open to questions and learning from fellow coaches.
- **Key Message:** "Be consistent. Develop your players. Treat others well."
- **Contact Info Shared:** Coaches are invited to reach out for further learning.