

Last Second Full Court Play for a Shot – DeMatha

This play is for a last second shot where only a few seconds are available to obtain a shot and the ball has to be advanced the length of the court. I learned this play in high school as a player from my high school coach, Gary Niehaus. Since we called the play DeMatha my guess is Coach Niehaus got the play from Morgan Wootten at DeMatha High School.

The play has been adapted to obtain a three point shot. The play should be practiced on a regular basis and a large amount of time does not need to be spent practicing the play. A generic version of the play is shown in the diagrams with no defense. It is up to you as the coach to determine how you want screens set against man-to-man defense or the various zones you anticipate being used against you.

Some requirements that must exist for this play to be used as shown. A time-out must be called in order to set the play up. The play must be used after a made basket so the baseline is available for the designated inbounder to run the baseline. If the play must be run following a violation and the inbounder must be stationary, the screener can be moved down court as an additional scoring option.

This is a flexible play with some flexibility allowing the coach to use creativity to adapt it to what the opponent may do to defend the play. One issue that must be dealt with is the on the ball defender if the play must be run from a deadball spot and the inbounder cannot move without a traveling violation.

Suggested player responsibilities are:

- #1 point guard and sideline cutter
- #2 initial screener and first or second three point shot option
- #3 screener for the inbounder and trail cutter
- #4 tallest player who can catch under pressure and preferably can shoot the 3 pt. shot
- #5 designated inbounder – must have ability to throw a long and accurate pass

Coaches should adapt the basic play to fit their situation and personnel. Variations can and should be developed for the amount of time remaining in the game.



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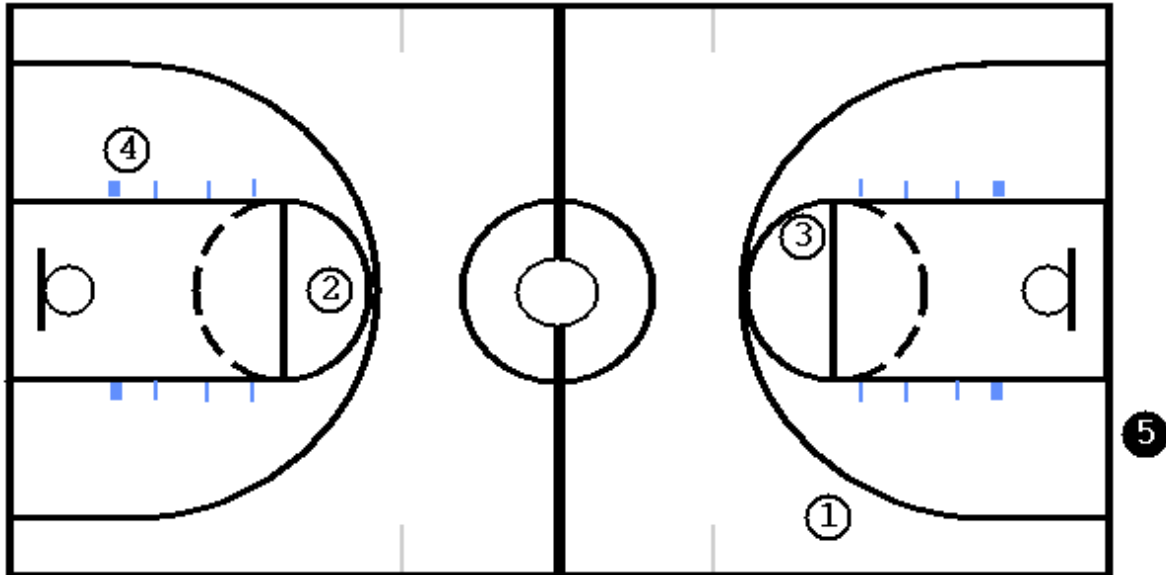


Diagram One

Diagram One depicts the basic alignment to run the play for a right handed designated inbounder. If you have a left handed three point shooter, that player should be positioned as player #2.

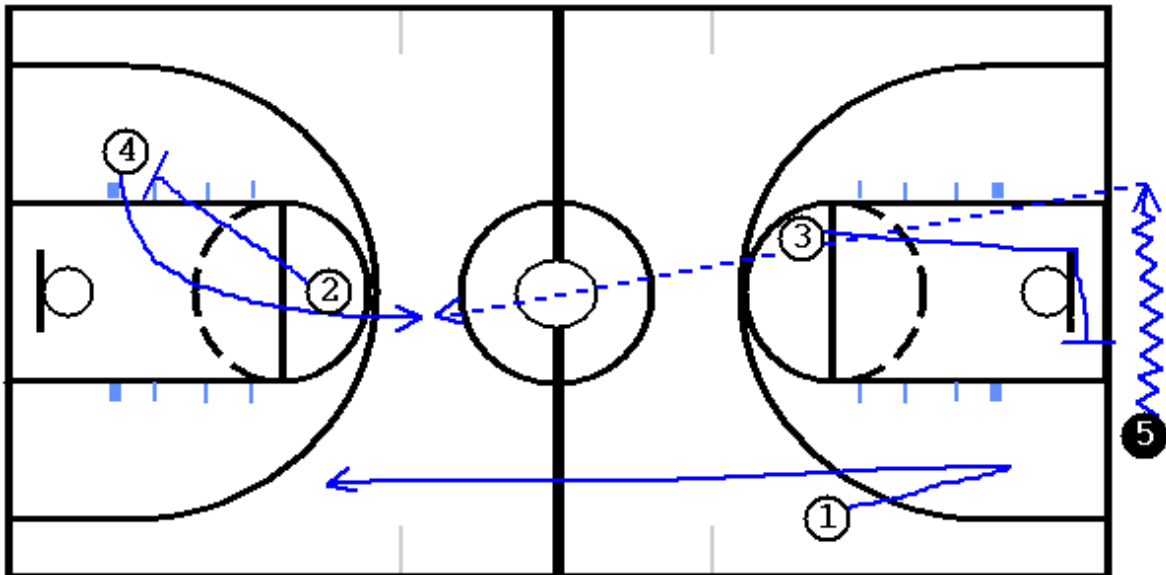


Diagram Two

Diagram Two depicts the basic play. The play starts when the official hands the ball to #5. #3 breaks hard up the lane acting as if he/she is attempting to receive the ball. The next phase is critical in order to avoid a foul by #3. #3 makes a ninety degree angle cut and sets a screen so close to the baseline that the on the ball defender cannot pursue #5 when #5 makes his/her cut to make the inbound pass. #5 must cut far enough that the pass will not hit the backboard, resulting in a violation. #1 cuts up to the ball and then cuts deep for a possible pass. #2 sets a down screen for #4. #5 makes the long pass to #4.

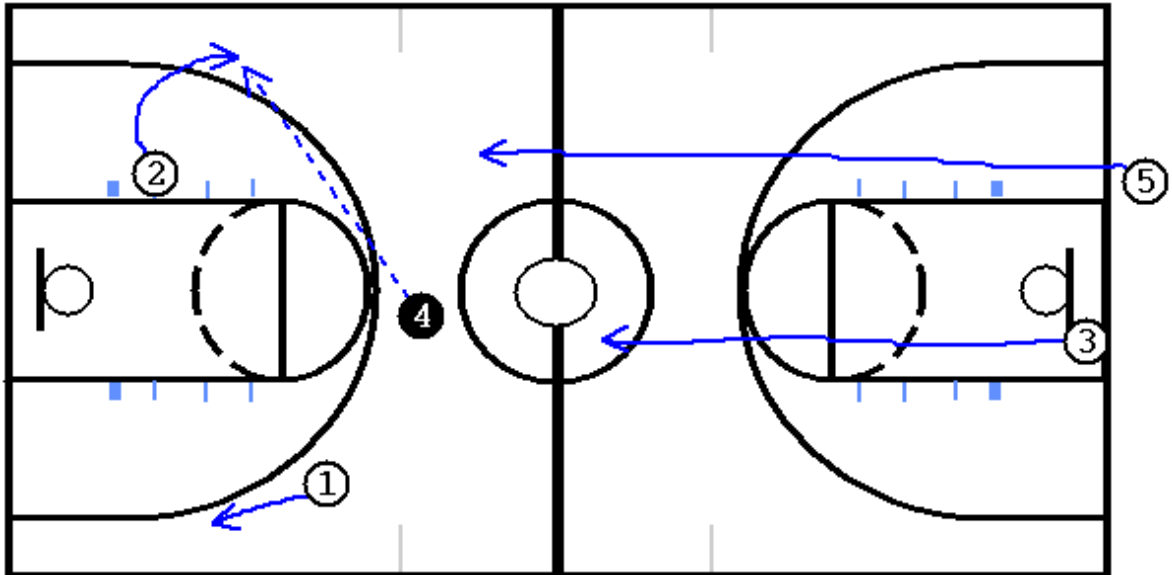


Diagram Three

Diagram Three depicts the action, if time is available, after #4 catches the ball. Depending on the number of points needed, two points or three points, #4 can drive for a lay-up or shoot a three. #4's other options include passing to #2 for a three point shot or as depicted in **Diagram Five** passing to #1 for a shot attempt. #3 and #5 fill trail lanes and rush hard up the court.

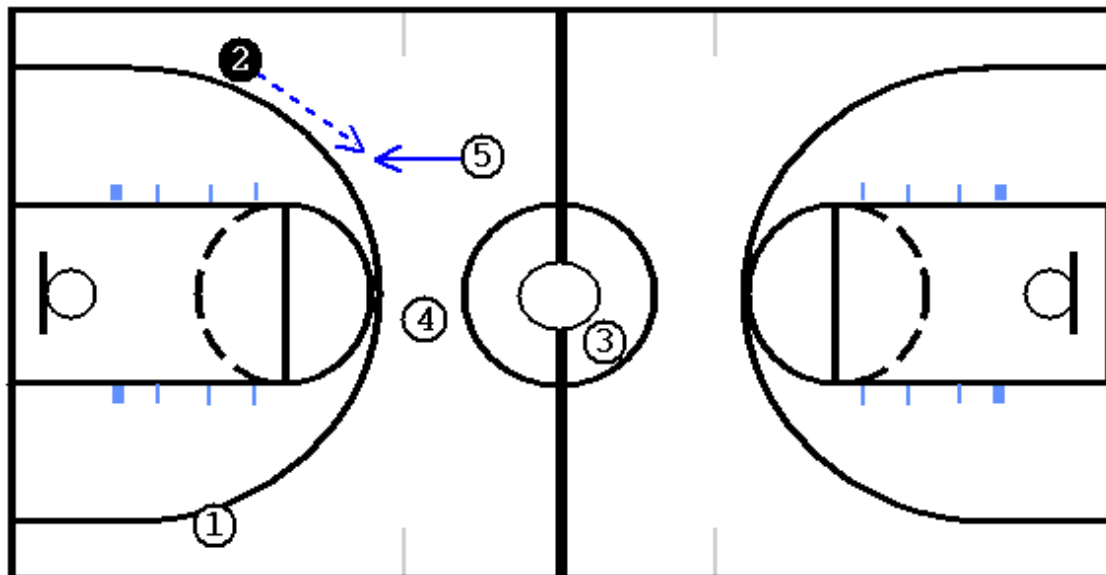


Diagram Four

Diagram Four depicts an option if time permits. #2 passes the ball to #5 for a shot attempt. #5 will almost always be unguarded in this situation.

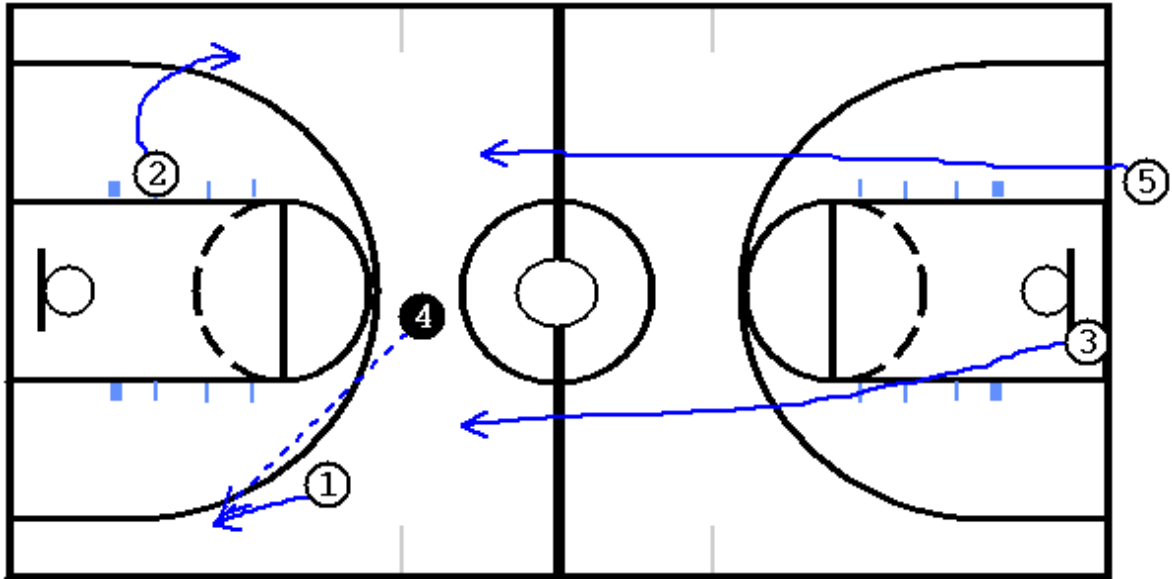


Diagram Five

Diagram Five depicts the aforementioned option of #4 passing to #1 for a scoring attempt if time permits. **Diagram Six** below depicts #1 passing the ball back to #3 who has filled a trail lane up the court.

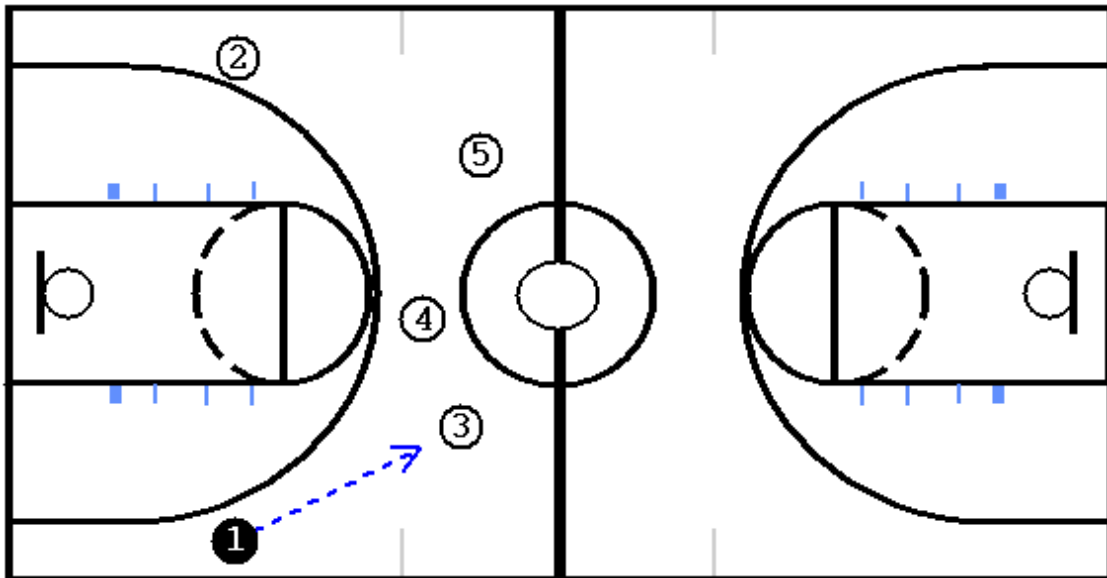


Diagram Six

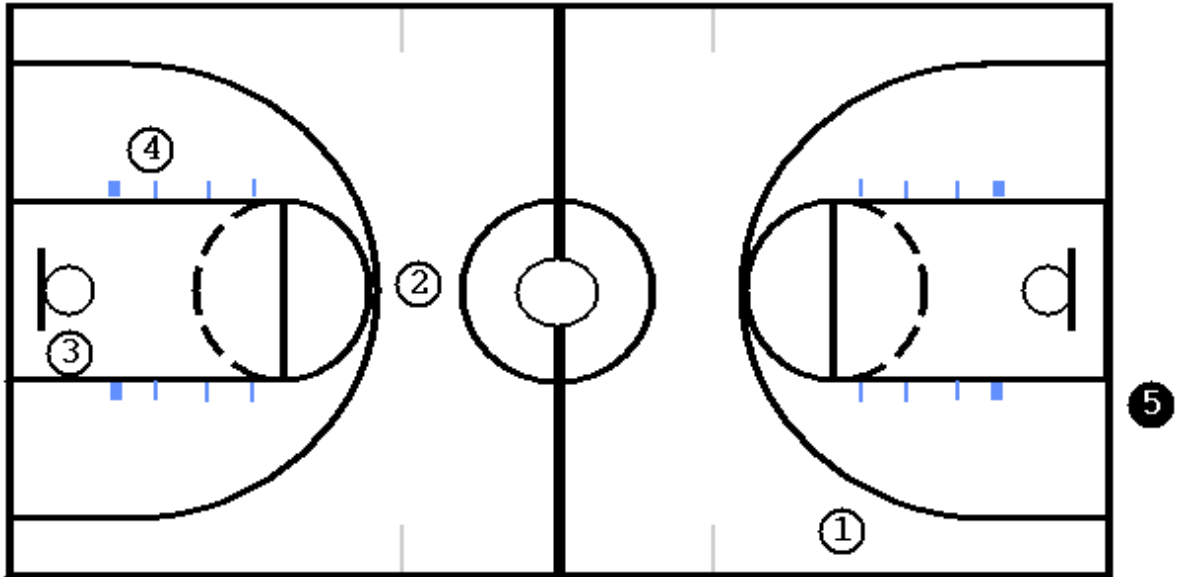


Diagram Seven

Diagram Seven depicts the alignment on a deadball inbounds situation. **Diagram Eight** below depicts the initial action. In this example the ball has been passed to #1 cutting up the sideline. Note, the original play could be run with #3 executing the same cut as depicted in **Diagram Eight**.

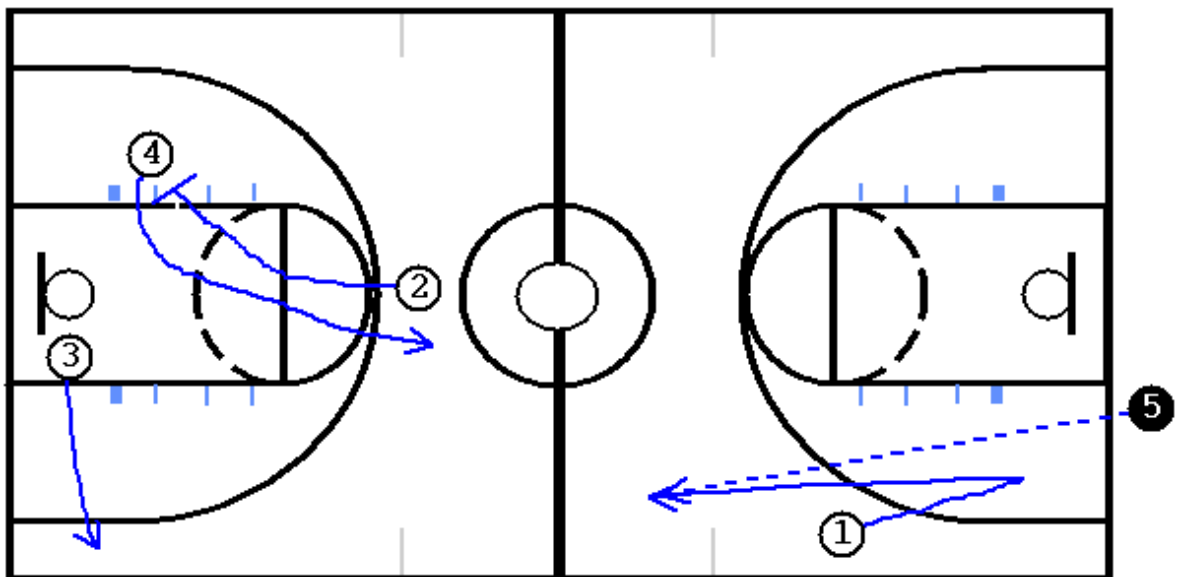


Diagram Eight

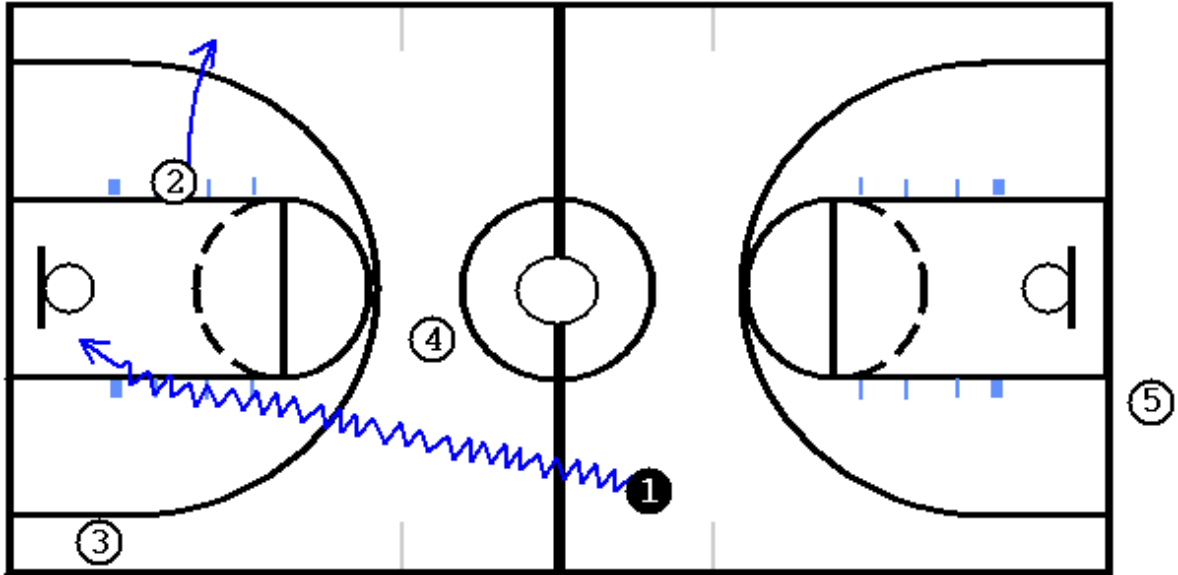


Diagram Nine

Diagram Nine depicts the drive option if time permits. In this example a two point goal is all that is needed so #1 drives to the goal for a lay-up. In **Diagram Ten** below a three point shot is obtained when #3's defender helps on #1 creating a penetrate and pitch opportunity.

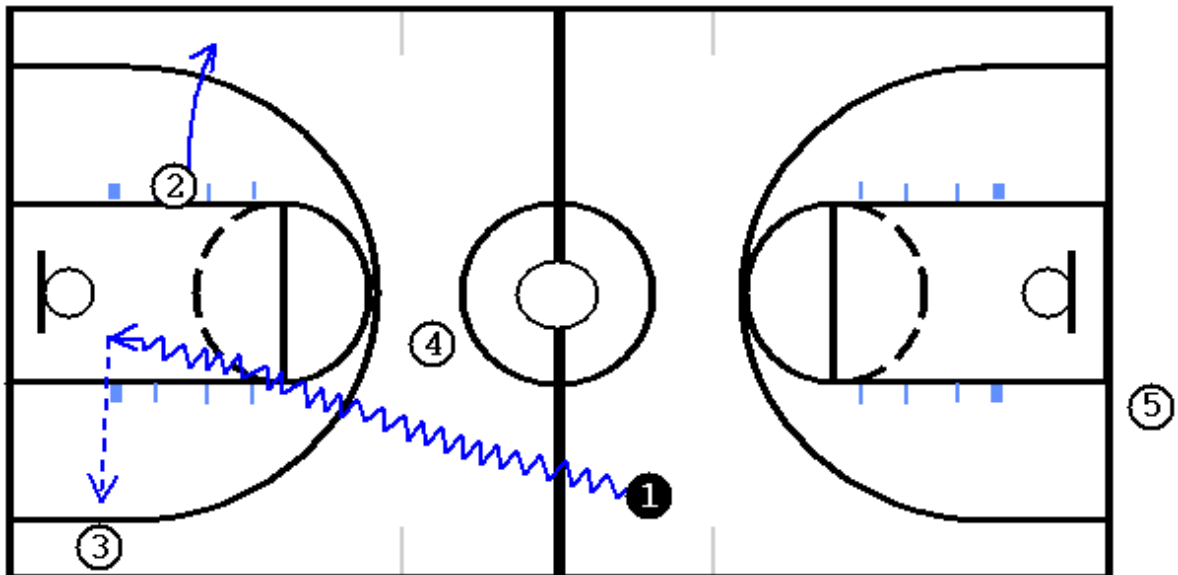


Diagram Ten

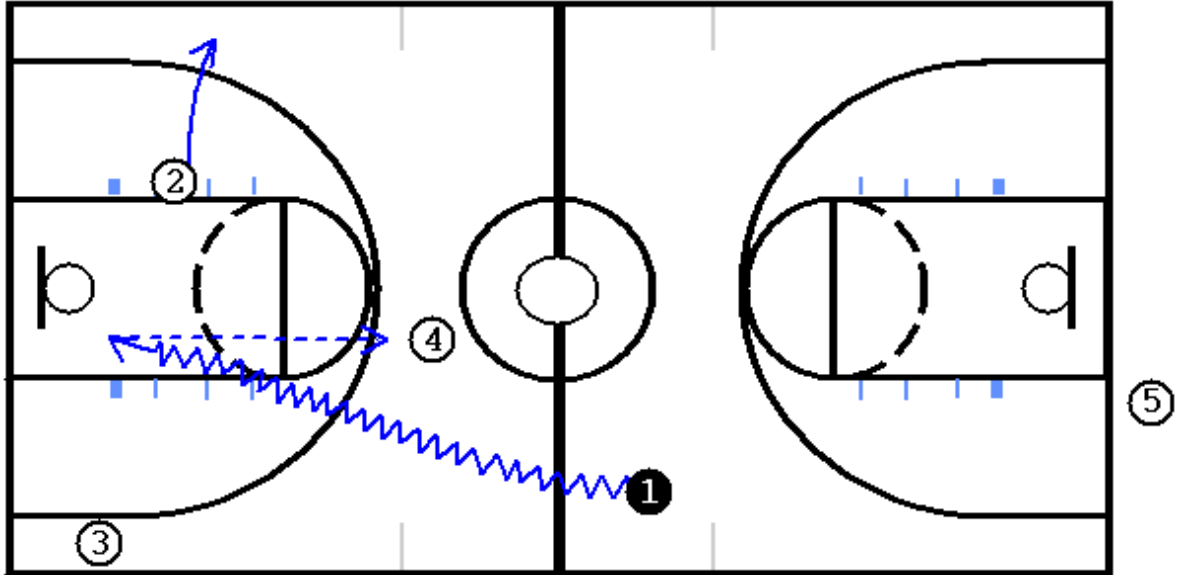


Diagram Eleven

In **Diagram Eleven** #1 uses the “Euro Option” to create a three point shot for #4. #1 has drawn the post defender, executed a jump stop in front of that defender followed by a rear turn, screening the defender in and passing back to #4 for the shot attempt. In **Diagram Twelve** below #1 has drawn the defender of #2 and the pass is made to #2 for a shot attempt.

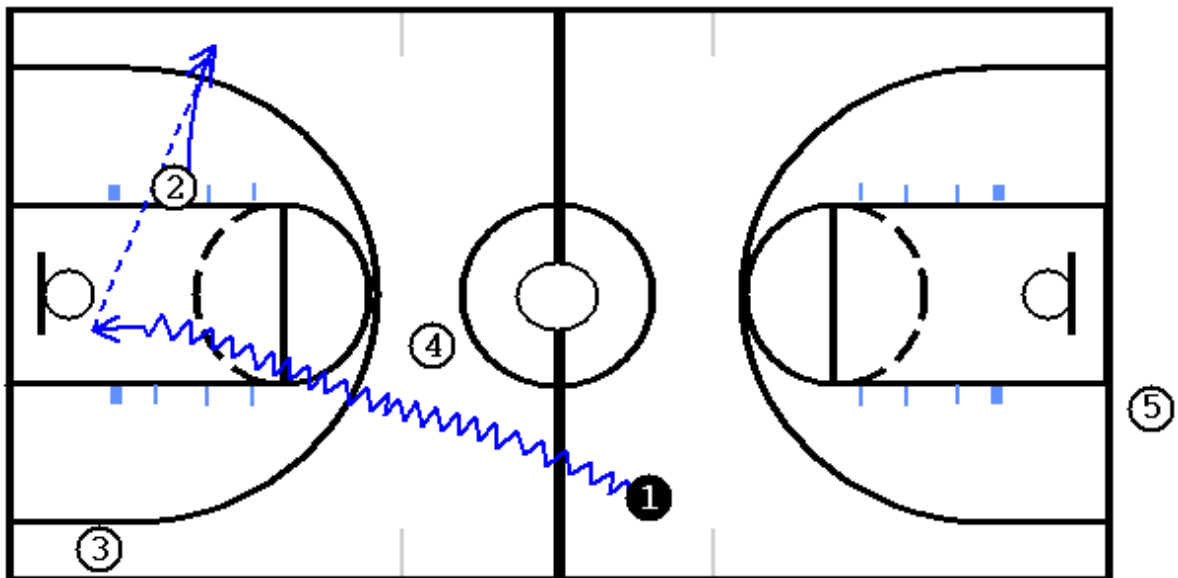


Diagram Twelve

