

Matt Cline Eastern Michigan Assistant Coach

2-3 Zone

Quick Biography

- Binghamton, NY native
- **2007-2011:** Student Manager, University of South Alabama
- 2011-2013: Graduate Assistant, Florida State University
- 2013-2014: Assistant Coach, Northwest Florida State College
- 2014-2016: Director of Operations, Eastern Michigan University
- 2016-2017: Director of Operations, East Tennessee State University
- 2017-Present: Assistant Coach, Eastern Michigan University
- Shout-out: Koji Vroom & Zack Verhulst EMU Graduate Assistant's



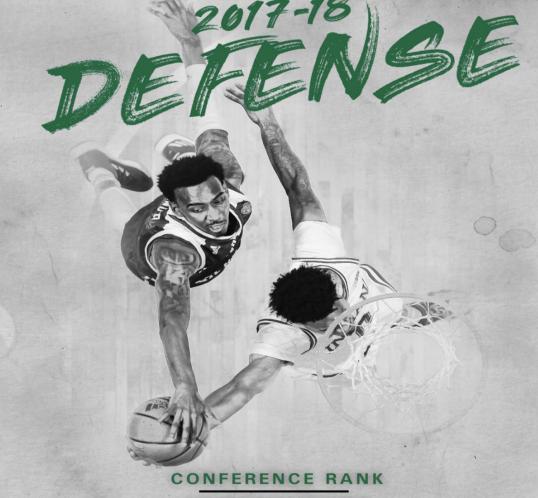


Notable Stats

- 13-14 NCAA Statistical Championship for Field Goal Percentage Defense (36.9%)
- Tim Bond set the all-time steals record
- James Thompson IV set the all-time rebounding record
- 6x MAC leader in scoring defense
- 5x MAC leader in blocked shots
- 5x conference leader in turnover margin
- 5x MAC leader in steals

#DemandMore





NATIONAL RANK

BLOCKS PER GAME

TOTAL

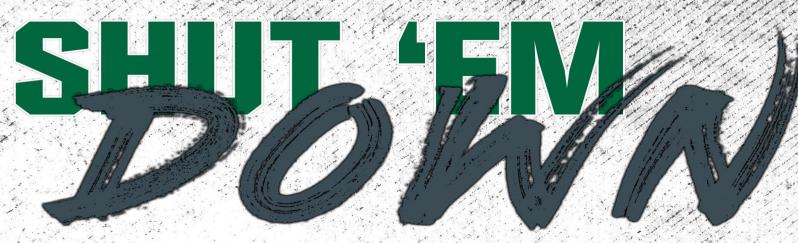
TOTAL

STEALS PER GAME

DEFENSIVE FG %

SCORING DEFENSE

TURNOVERS FORCED



NCAA RANKINGS 3rd total steals (314) 4th SP6 (9.8) 14th TO Forced (16.8)

MAC RANKINGS

2nd scoring defense (64.1 ppg)

Three Eagles in top-10 in steals

EASTERN M. BASKETBALL

2-3 Zone Presentation...

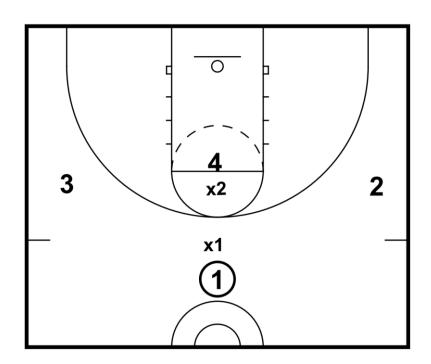
- Basic Principles of Guards, Wings, Center
- Short Corner Trap
- Coverage when ball gets into HP
- BLOB defense
- Common Actions teams run
- Rebounding responsibilities
- Transition defense





Guards: Basic Principles

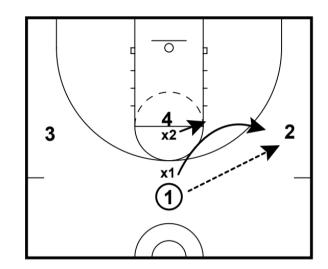
- Ball at Top of the Key
 - X1 Guard on ball/ X2 Guard taking away High Post
 - At all times, must prevent dribble penetration and prevent High Post pass

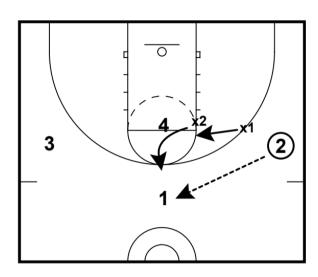


Guards: Basic Principles

Ball swung to the Wing

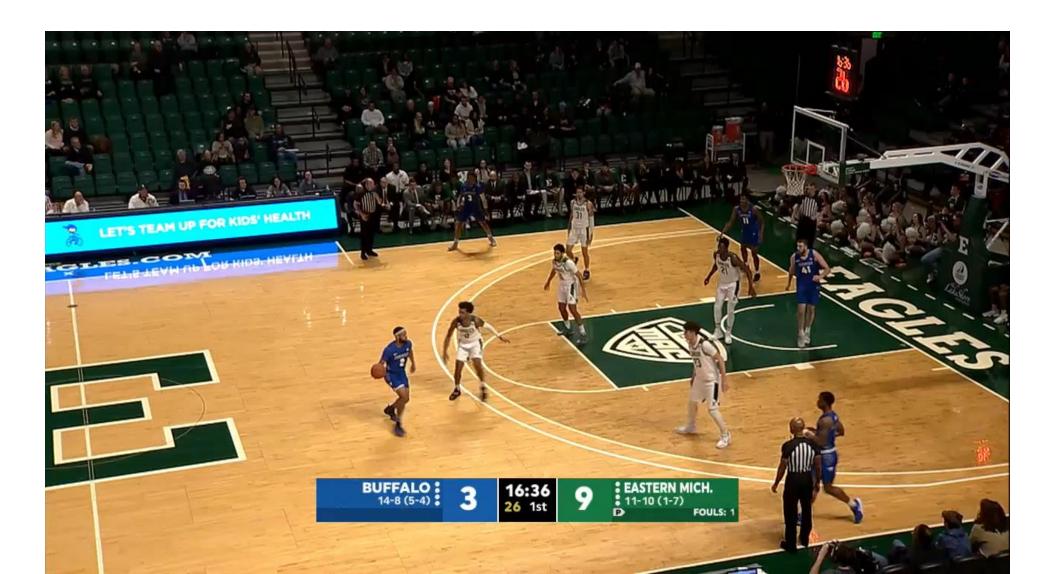
- X1: banana cuts from top of key to wing to take the ball
- X2: positions his inside foot at the ballside elbow
 - ACTIVE HANDS being long and wide, steals/deflections come from this.
 - Cannot allow ball into the High Post







Guarding Penetration



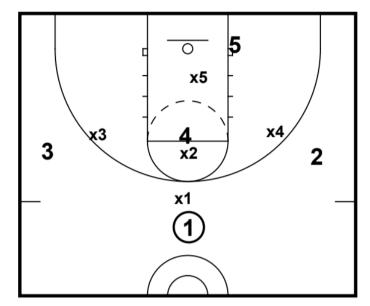
Basic Principles: Wings

- Responsible for the First Pass on the Perimeter.. HAVE TO BE UP!
 - Wings should be closing on the ball as it arrives.
 - Be aware of where to bump back to: corner or short corner.
 - CAN'T allow straight line corner pass, as it usually equals a 3 point shot.
 - *** After bump, forward cannot get too low in case of "right-back" pass***
 - Weakside Wing checks the lob

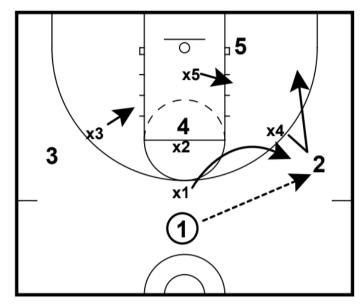
Basic Principles: Wings

Responsible for the First Pass on the Perimeter

13

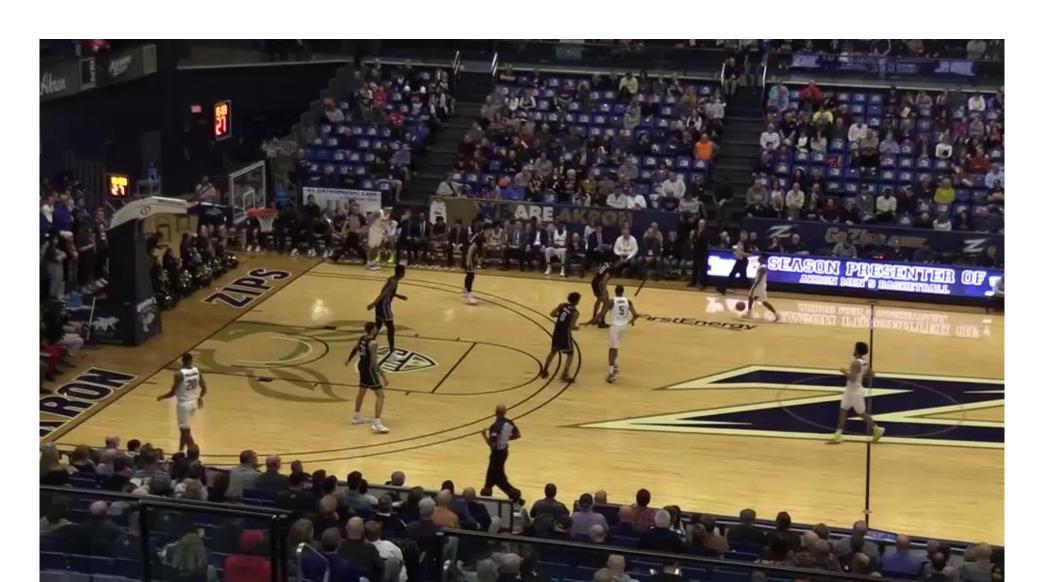


Guards staggered (one on the ball one high post), wings up to claim the first pass on either side, center chest on the ball aware of which side the post/short corner is.



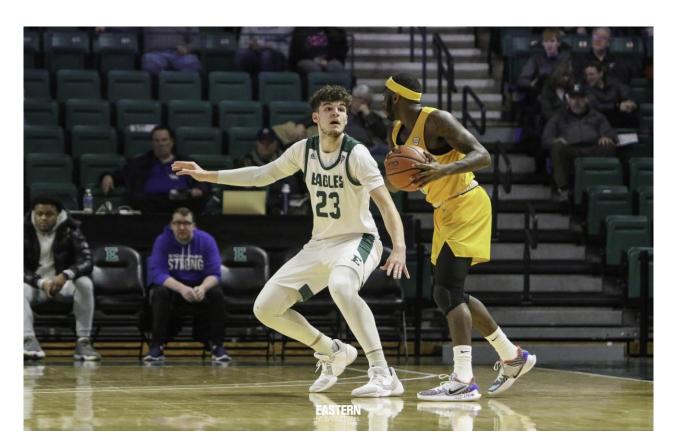
On the first pass to the wing: x4 close and bump, x1 banana cuts to the ball, x2 covers high post and ready to take the pass back to the top, x3 slight drop, x5 chest on ball.

Wing Close & Bump with High Hands (#31)



Basic Principles: Wings

- If ball gets into HP, forwards drop underneath the basket to get in front of drop-down pass.
 - Must be ready to sprint back out to shooter



Wing Drop



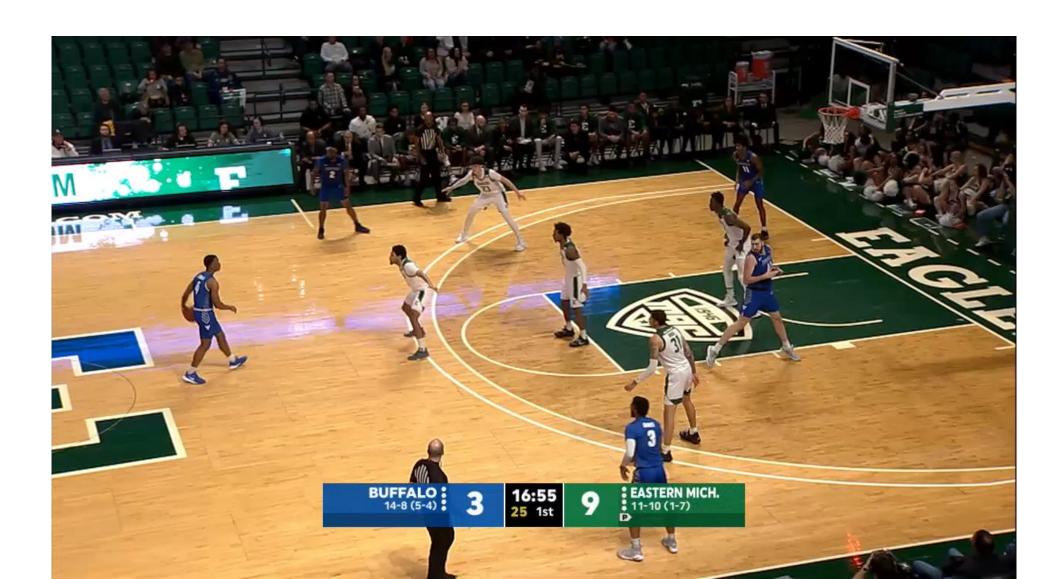
Basic Principles: Center

Chest on ball

- CAN'T get sealed.
- Do work early and get around duck in's.
- Center is responsible for taking away initial short corner passes from top of the key

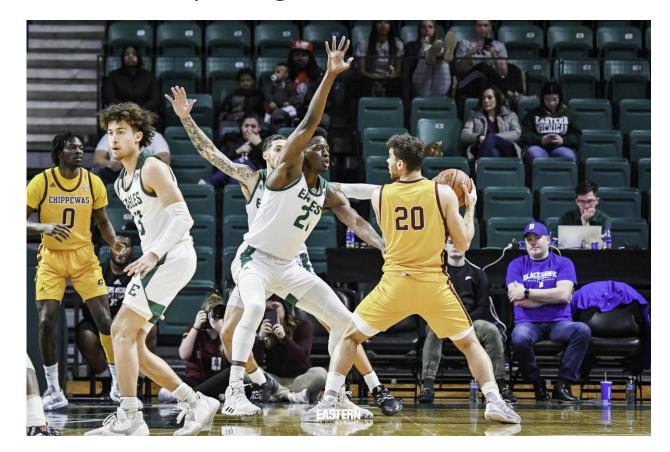


Center Chest on Ball



Basic Principles: Center

- Working around the restricted area.
 - If too high, this opens up lob, short corner, etc.
 - If too low, then center cannot reach HP in time in case ball makes it in.
 - If ball makes it to the HP, then center must come up and guard the ball 1v1.

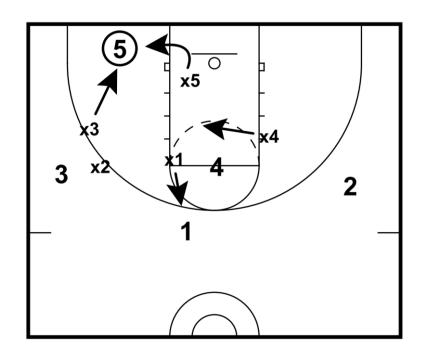


Center Roaming



Short Corner Trap

- If ball makes it into the "short corner" ...
 - the ball-side forward and center will trap.
 - Opposite forward runs to center of rim to take away reverse pass.
 - X2 deny one pass away/ X1 reads outlet pass
 - Only open man should be the opposite wing "skip pass".





What Happens if the Ball Gets in to the High Post?

Guards

- Guards must sprint to find shooters
- DON'T dig when ball makes it to the HP... Hard habit to break.

Wings

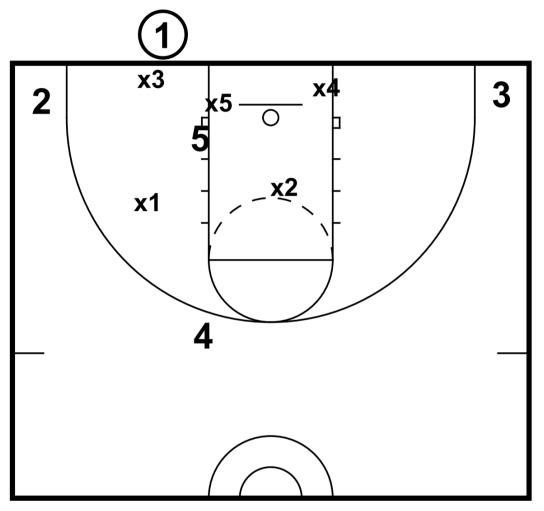
- Drop immediately and take away High-Low pass
- If there is no drop down to cover, find shooter on perimeter

Centers

Guard the ball 1v1

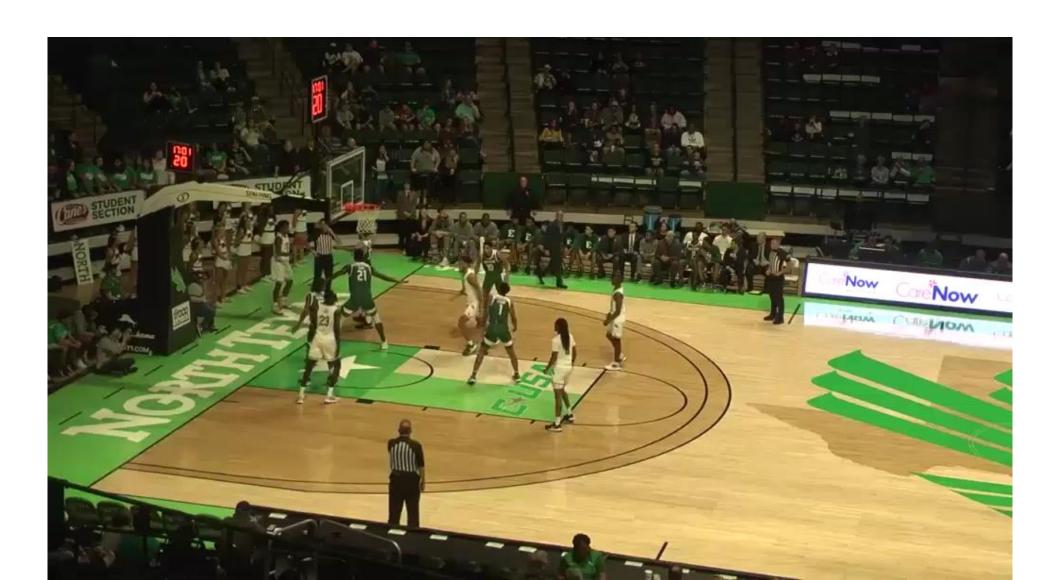


BLOB Defense

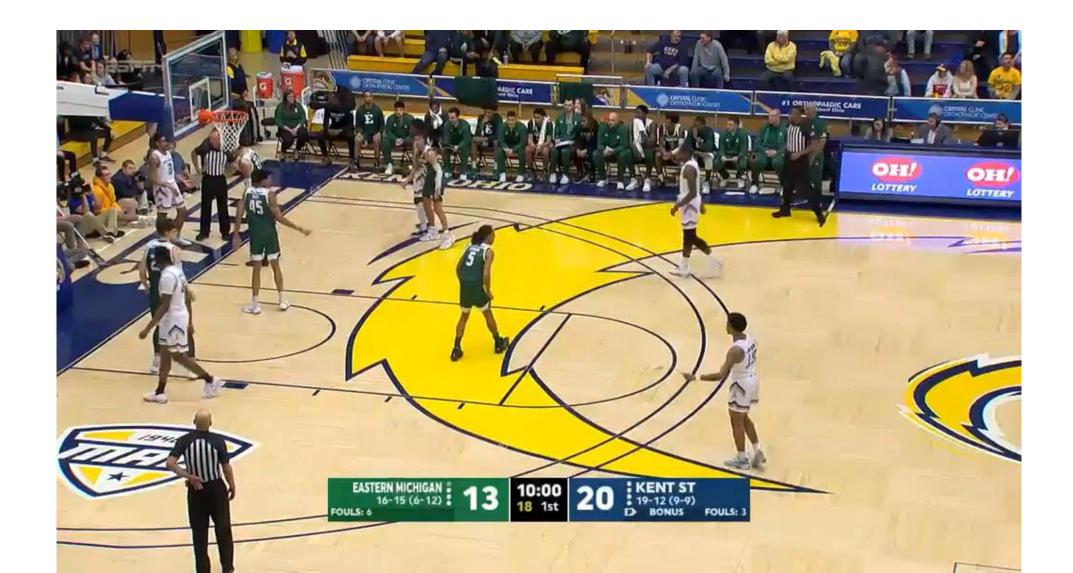


x5 head under the corner of the backboard and active to take away the rim, x4 taking away corner pass, x3 active on the ball, x1 taking away strongside perimeter, x2 checking lob

BLOB on Ball



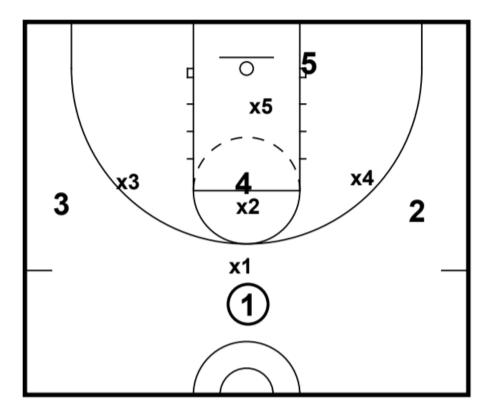
BLOB Corner



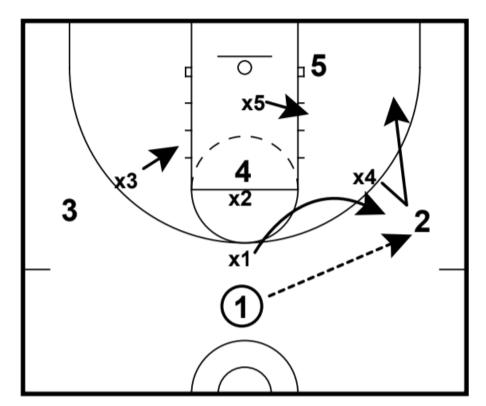
Most Common Actions vs. 2-3

- 13 (1 Guard Front)
- 21 (2 Guard Front)
- Ballscreen
- Elbow
- Overload



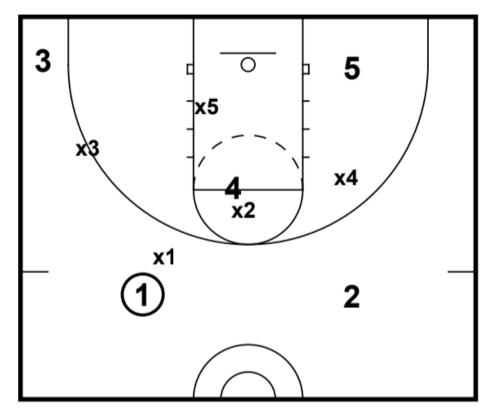


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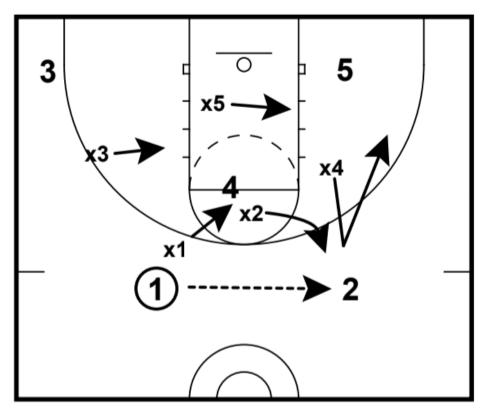


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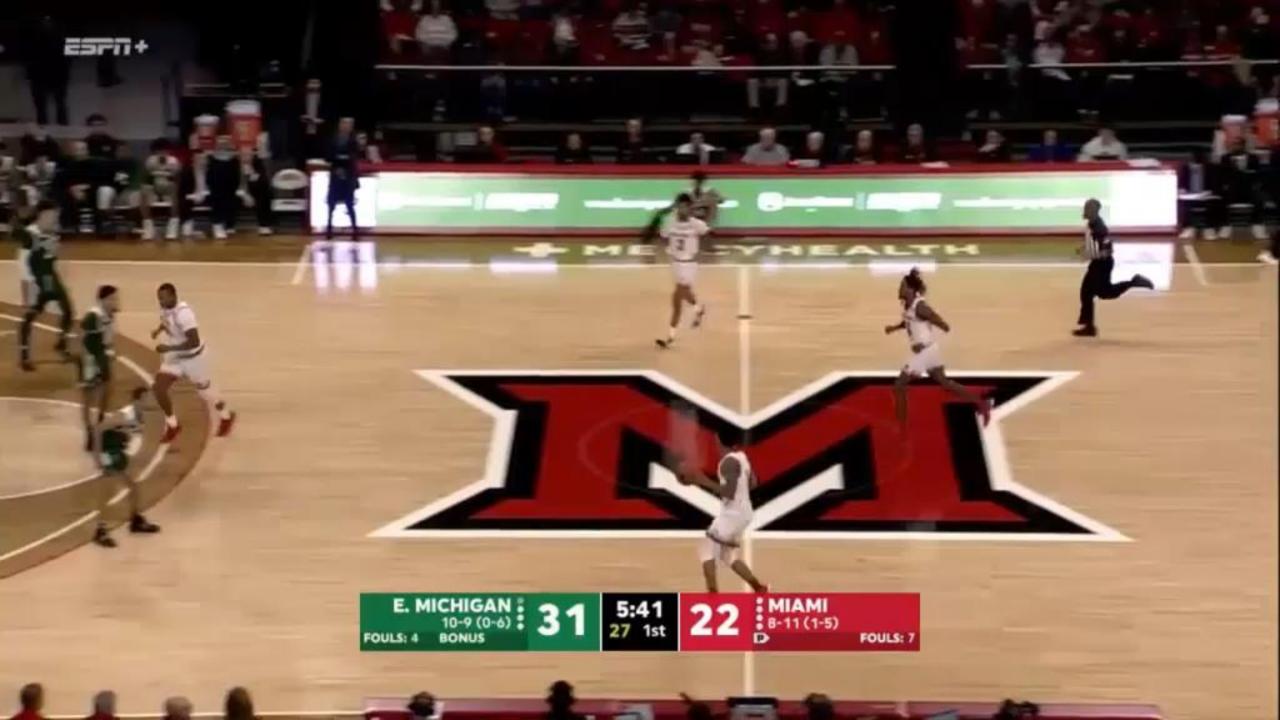




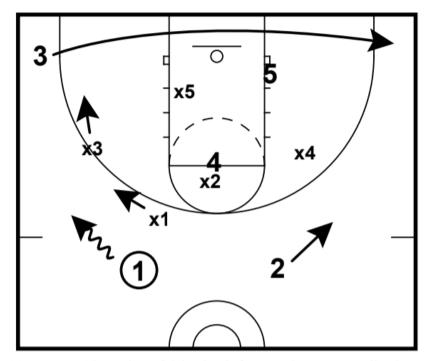
Guards stagger (one on the ball, one high post), ball side wing plays the corner, opposite wing checks the lob and is ready to close and bump on the reversal, center chest on the ball.



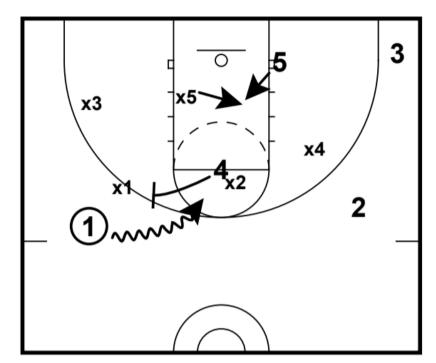
On the reversal: x4 close and bump to corner or short corner (communication), x2 banana cut to the ball, x1 sprint to high post, x3 check the lob, x5 chest on ball.



Ballscreen



Most teams set it up in a 21 look, defense plays accordingly.

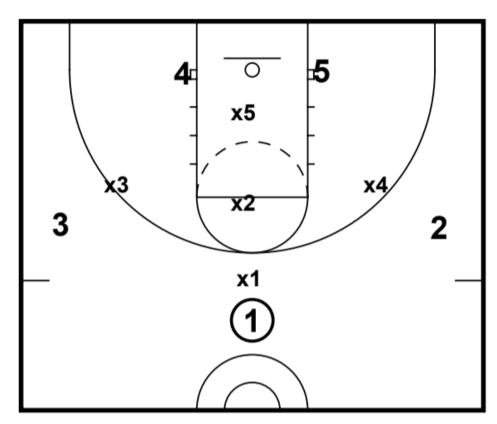


Ideally x1 gets over the screen (or under depending on scouting report) so x2 can play the swing pass like a 21 pass, x4 must be ready to close to the corner AND/OR close and bump the swing pass, center must be ready to play the duck in or the drive if penetration is allowed.

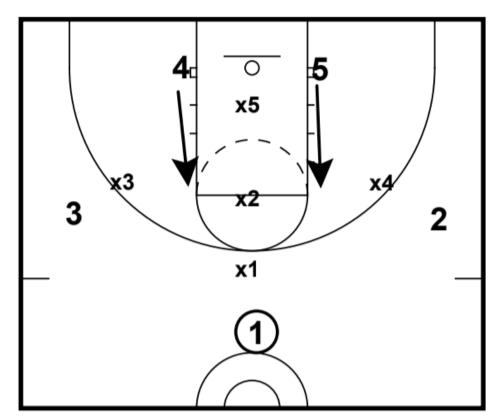




Elbow



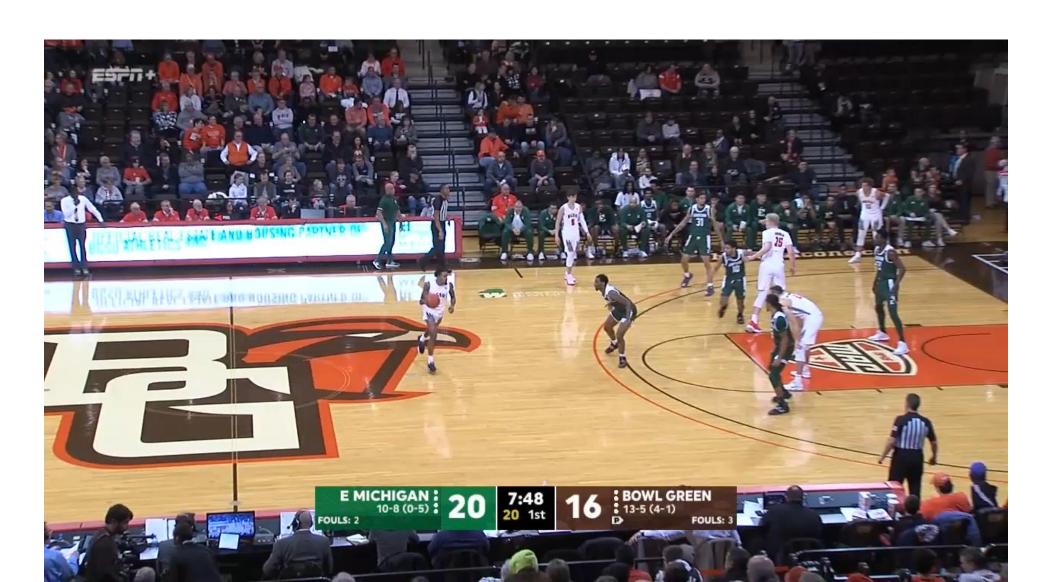
Start like guarding 13



When bigs flash to the elbow x2 can play both if they're tight, if the ball is on the wing high post guard takes the elbow and opposite wing will pinch in.



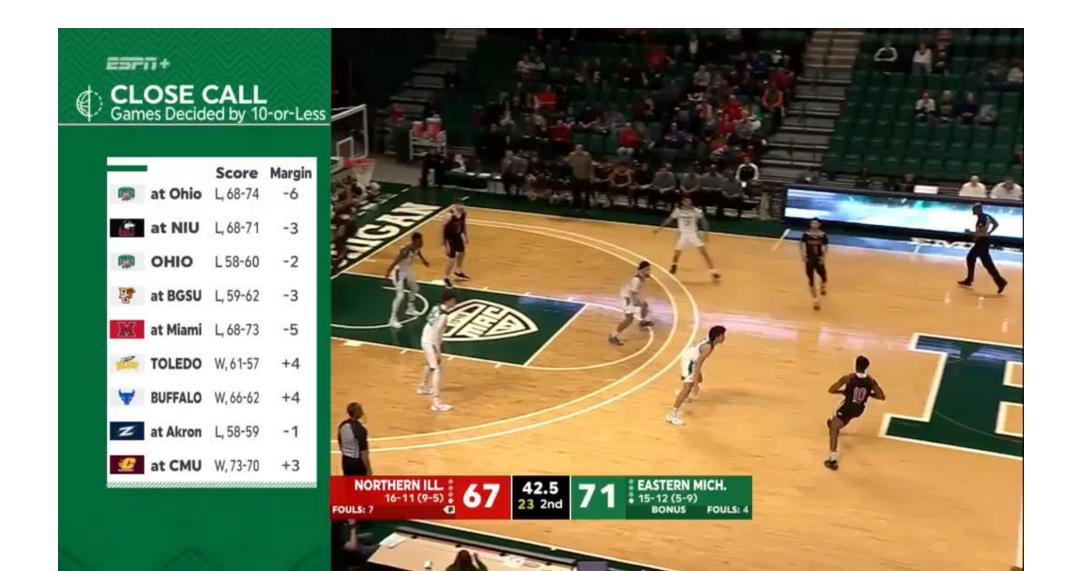
Double Ballscreen



Overload



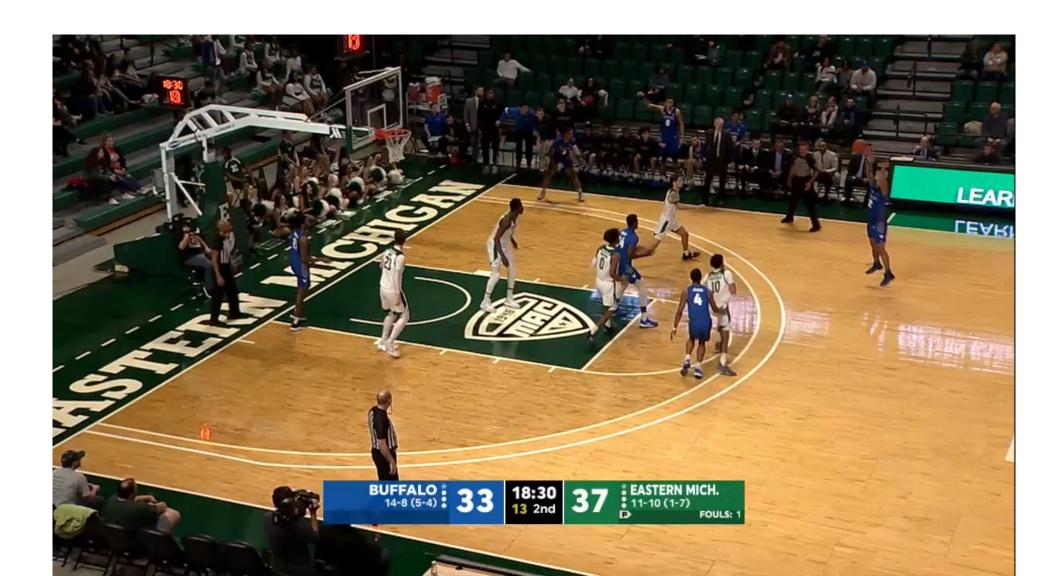
Guard Rebound



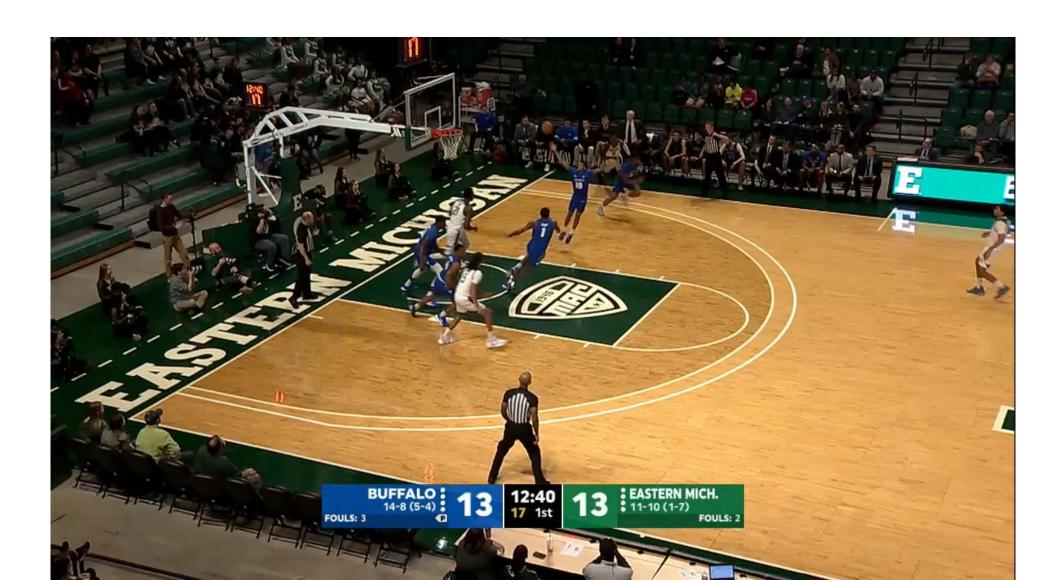
Wing Rebound



Center Rebound



3 Second Drill Scramble



Thank you for listening!

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