

## **32. Dwane Casey**

### **Head Coach Detroit Pistons**

#### **Team Defense**

- Played at the University of Kentucky and was heavily influenced by Joe B. Hall, Leonard Hamilton, and Coach Rupp who was serving as an advisor to the University
  - Worked there as a graduate assistant there and then came back as an assistant
- Biggest difference between college and NBA for him was the fact that the NBA is all about basketball
- His coaching staff is meeting during this time but he is mainly encouraging his coaches to reach out to other coaches and research and learn during this time period
  - Best things a coach can do is continue to learn
- He splits up his task among his assistants and in meeting each coach has a voice
- Scouting - do a lot of video and in person scouting / condense it into 3-4 page report
  - Figure out pick and roll coverages
  - Look at their analytics Points per possession
  - Give the players an abbreviated version
- Post Game Film – They break down film the night of game to prepare to show team next day
  - 40 % team film
  - 60 % individual film
- Halftime stats
  - First thing Casey looks at is transition defense because it indicates effort level
  - Paint points both ways
  - TOs
- Non-negotiables
  - Offense – taking care of the ball offensively, giving up good for great shot ( one more)
  - Defense – Getting back on defense / can't give the other team points
- One and dones – Most players coming into the NBA are not ready to contribute at the NBA level their first year. They are going against grown men and having to learn a new lifestyle. Veterans don't always have the greatest patience with them either.
- Practice – with the limited amount of practice time during the season, summer workouts are vital
  - Casey makes it mandatory that younger players come to practice and do skill work ( vitamins)

#### **Team Defense**

- Heavy emphasis on rebounding / hit first ( tough with how spaced the NBA is now)
- Goal is for all 5 players to be in athletic stance at all times showing their length
  - Trying to prevent drives
  - If offense does drive, want to meet them outside paint, if they get to the paint want to get vertical
  - Trying to prevent straight line drives to the middle
  - If they drive to sideline help defenders must stunt more than they help ( no corner 3's)
    - Fake help more than give help in the corners
  - Ball screen coverages – trying to force player to weak hand / posts job is to protect rim and not let roller get behind