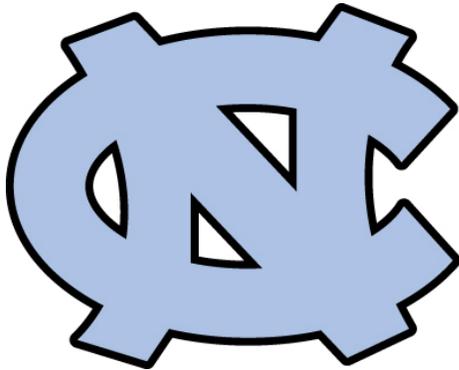


Roy Williams

University of North Carolina



“Building a Team: The Roy Williams Way”

- Was a high school coach for five years before joining Dean Smith’s staff in Chapel Hill (for \$2,700 a year!)
 - »“I know what you’re going through. I’ve been there. In the 1973-74 season I went 2-19.”
- “This basketball has been great to me and I’m thankful for it every single day.”

Quality of Shots

On offense: get a good shot
On defense: make sure their shot isn’t as good as ours was

- Examine the quality of the shots you take and give up every single day
- Williams asks player, “Was that a good shot?” or will ask his teammates “How many of you liked that shot?”
- Everyone on your team must be aware of what a good shot is and what isn’t
- At UNC if a player can shoot 60% from 3 unguarded, they can shoot 3’s in a game.

-“The quality of our kids as individuals is what I’m most proud of.”

Zak Boisvert
02/02/10 Daily Chalkboard
Twitter: @ZakBoisvert

-Philosophy:

1. Get better shots than the other team.
2. Complete each possession by boxing out
3. Don't turn the ball over and get the ball from them.

-The key statistics Williams checks at halftime directly correlates to that philosophy.

»FG%, Opponent's FG %, Rebounding margin, TO margin.

-Defensive Philosophy:

1. Steal the ball (always be on the lookout for guys with lateral quickness)
2. Give you a bad shot, ONE bad shot
3. Do not allow the opponent to run what they practice every day
4. Push tempo with pressure.

-“Goal of every defensive possession at North Carolina is an outside shot taken over our hand.”

-UNC prides themselves on being disruptive with their pressure defense. A program mantra is “When's the last time they run their offense?”

-Name a defensive player of the week (or game). Make sure the best defensive players are being recognized for their effort. At UNC, player's picture graces wall right outside locker room.

-Offense: RUN, RUN, RUN. Every single possession (make, miss, free throw, everything). Fast tempo: kids like it, fans like it.

»”Playing so fast doesn't allow me to worry about what just happened”

-11th commandment: Thou shall box out.

»”We have GOT to get the ball off the board”

-Offensive transition: no lanes, just get to the other end as fast as you can.

-1 or 2 defenders back: primary break (a shot in 2 or fewer passes)

2 or more defenders back: secondary break.

-3 on 1 or 2 on 1: get a layup.

3 on 2: ball in middle with a player on each wing. Ball handler throws to a side and goes right to the ball side elbow (if the ball is passed back to him he HAS to shot it, per the primary break rules above).

-No drill stays in half court. Transition out of everything (offensive scripting included).

-Williams doesn't understand problem most coaches have against feeding the post from the top. If your posts are good at sealing, Williams doesn't feel that the ball HAS to go to the wing in order to feed the post.

-Team goal is to not play against a set defense all game. If UNC does face a set defense they have 3 rules:

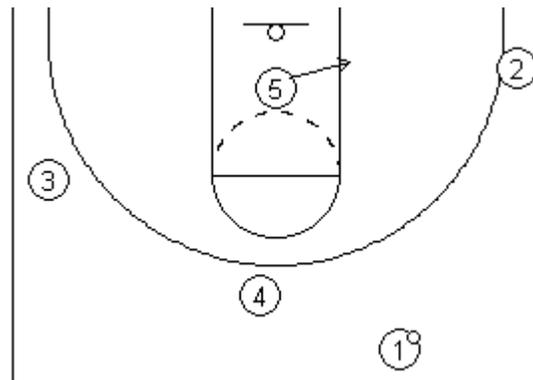
1. Three passes before a shot unless it's a layup.
2. Change sides of the floor with the ball.
3. Give the defense a chance to make a mistake.

-“You have to let your guys play a little bit, give them some freedom.”

-Alignment: 1st big runs to the front of the rim and then to ball side block. 2nd big fills the top of key. 3 runs opposite the ball wide of the three point line to FT line extended.

»Are they guarding ball side corner (2)? If yes, 1 should look to throw it right into 5. If they're not hugging 2, throw to him and he will enter to 5.

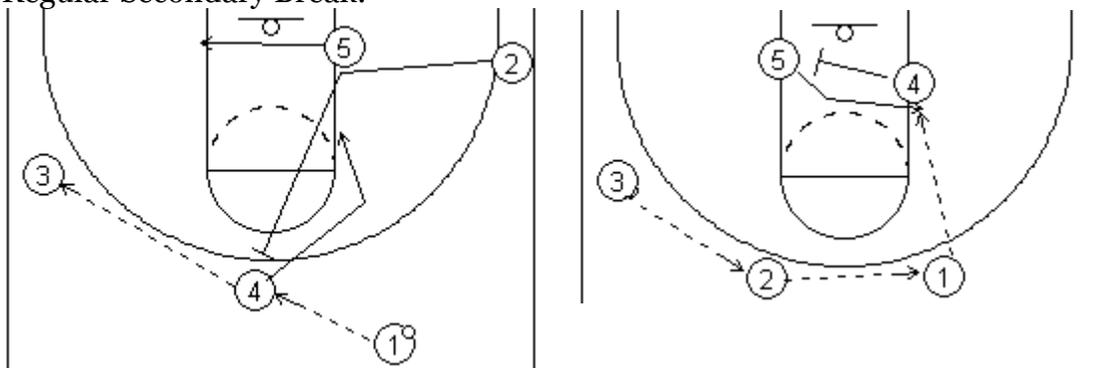
»“We want the post getting a touch every single trip down the floor. Every play we run is designed to get the ball inside.”



-Place on emphasis on getting to the free throw line to ensure that at the end of the game you're not playing against the opponent's best players.

-“Our ideal game is to never face a set D and just run secondary options all game.”

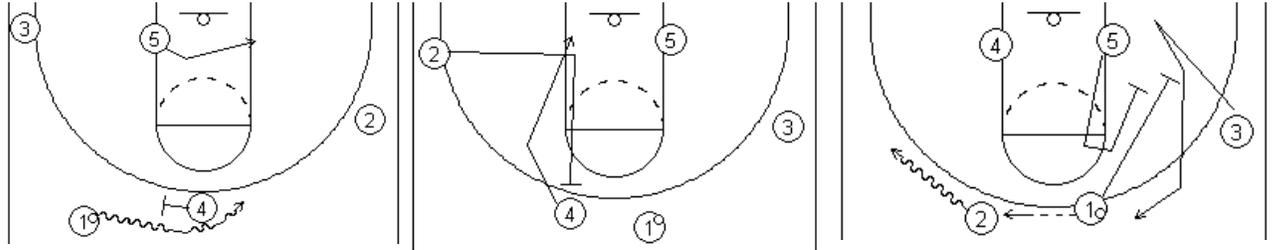
Regular Secondary Break:



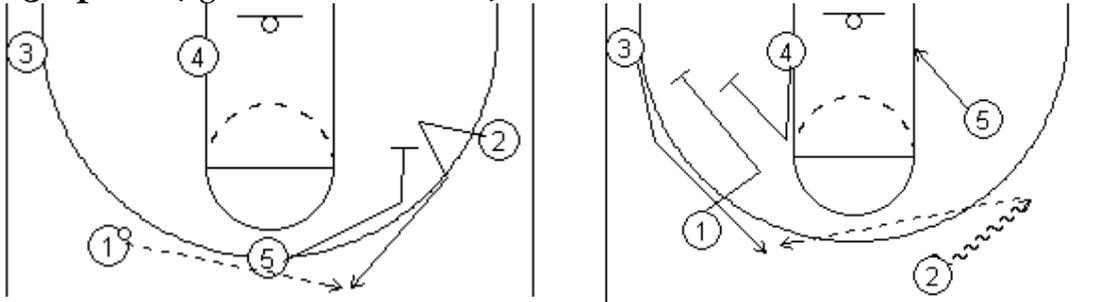
-On 2's up screen for 4, he must touch the block before heading up the lane to set the screen.

-Only changes to make in the offense vs a zone is that 2 should pause a moment at the block to read if he's open in the middle of the zone and 4 must get inside the weakside forward of the zone off his dive cut.

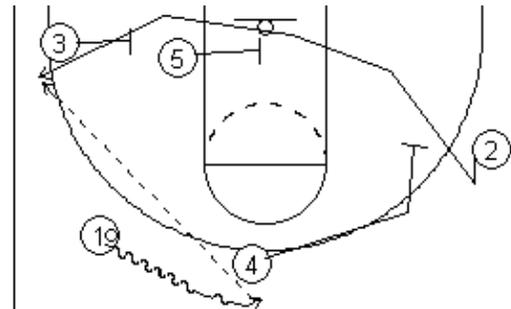
Dribble Option: ball screen should come right at the extension of the lane line. (1 should throw back in this situation only if 4 is a shooter). "Dribble" is not a call, it's on the players to make the read when they see 4 setting the ball screen.



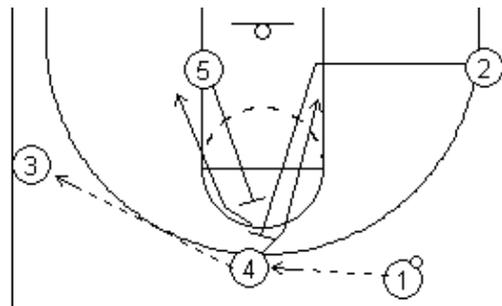
B3 Option (again a read not a call):



"B3 Counter" (a call): 2 back cuts the screen and runs off a baseline runner set by 3 and 5. The play finishes with 3 setting a cross screen for 5 on 2's catch.



"Blue" (a call): screen-the-screener play to be run if you have a wing that you want to post up. Run like traditional secondary with 2 sprinting up to screen for the top of the key big. 5 runs up the lane to set a screen for 2 to run his cut right into the post.



Sweep Option (read not a call):

