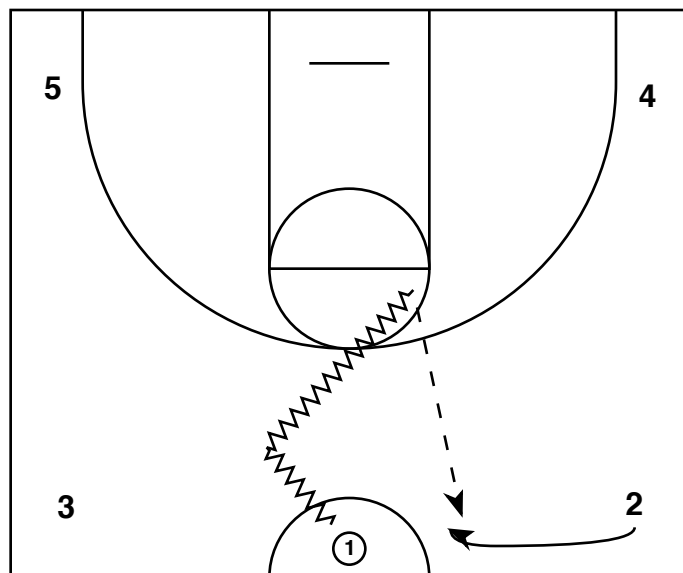
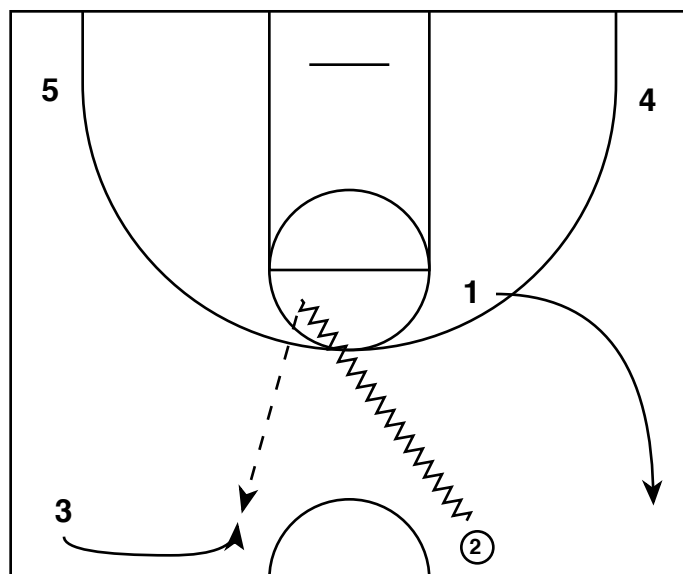


## "Carolina" Stall Game



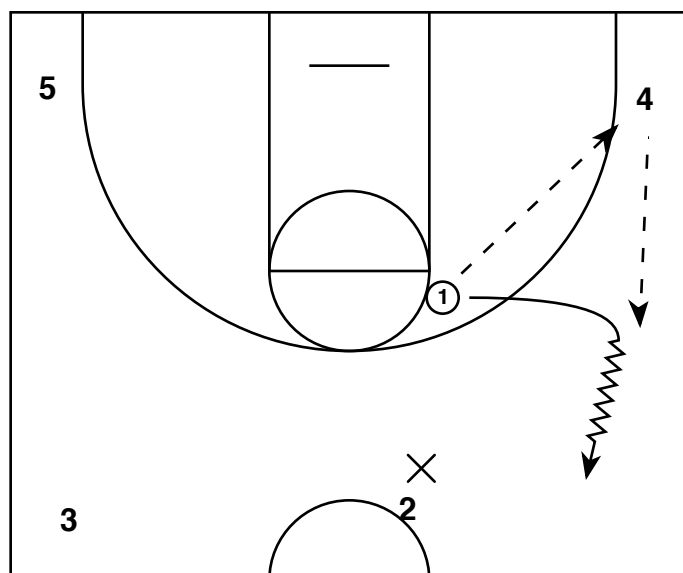
### "Carolina" Pt. 1

- On "Carolina", players spread to four corners. The goal is to keep the ball in our primary ball-handlers hands, completing short passes and killing clock. There is a method to the "Carolina" movement.
- 1 tries to get to the free throw line. As 1 penetrates, they should draw help from the nearest guard defender (2 in this example).
- 2 curls behind 1 to receive the short pass



### "Carolina" Pt. 2

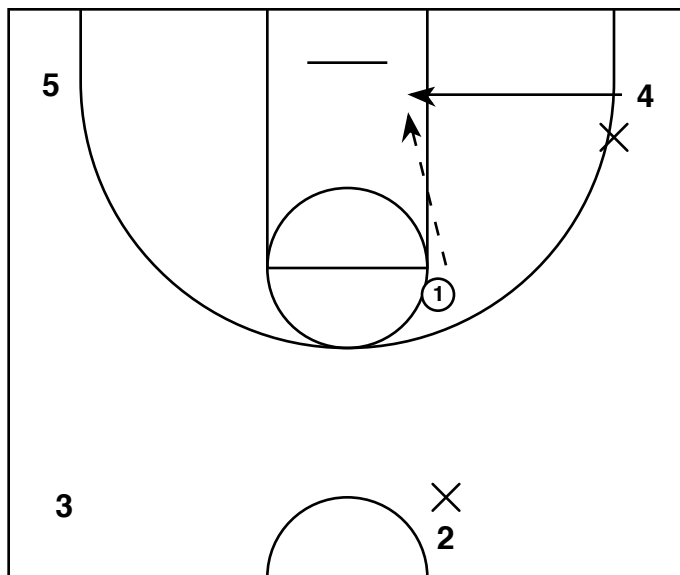
- 2 continues the action. 1 fills 2's spot.
  - 3 curls behind 2 to receive the short pass
- \*Note: If the defender had turned 2 back to the right side, 1 would curl behind 2 for the pass. It is always the nearest player.**



### If The Guard Is Denied

- If the penetrating guard is unable to pass to their teammate curling behind, they can use their post players in the deep corner outlets
- 1 passes to 4, who makes a return pass to 1
- 1 can:
  - 1) Dribble the ball back to the middle themselves, instructing 2 to loop through
  - 2) Make a short pass to 2 and allow them to penetrate to the free throw line

## "Carolina" Stall Game



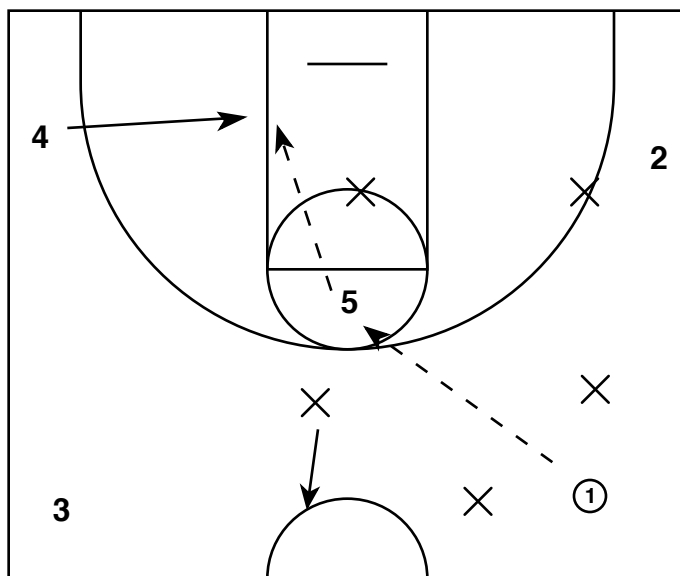
### If The Post Is Denied

- If the penetrating guard is unable to pass it to the guard curling behind, or the big in the corner due to denial, the big should cut backdoor for an open lay-up

**\*Note: We will only attempt a clean lay-up if we are ahead by LESS THAN 3 POINTS with under 3 minutes to go.**

**Clean Lay-Ups Are:**

- 1) A Wide Open Lay-Up Off A Backdoor Cut
- 2) A Wide Open Lay-Up Off Of Penetration



### "Big X" vs. Trapping

- If the other team is trapping, we will go to a "Big X" formation

- Against a trap, we will take a clean lay-up, no matter the circumstance **\*Because they are trapping, ball movement with short passes will almost always lead to wide open CLEAN lay-ups. We would rather take those than risk a turnover because the defense will likely be selling out and willing to gamble.**

### Use "Carolina":

1) At the end of each quarter with 1-minute to go. Run it to 10 seconds, then run "Fist".

2) At the end of the game with 3 minutes to go. If the lead is under 3, we will take a clean lay-up. If it is 3 or more, we are not shooting. **\*In close games, we are playing possession. If we have a 3 point lead and they foul, we have a chance to go up two possessions. Say we make a free throw and go up 4. They come down, score, and cut it to 2. We will come back in "Carolina", but NOW we will take a clean lay-up to go back up 4.**

**This instruction should help clarify how we want to finish close games.**