

# Leadership & Motivation

## Organization

- Schedule your practice and stick to it – for example: practice is 1:30 and all drills are 2, 3 or 5 minutes. This will help keep player intensity high.
- Have a daily chart in the locker room where players can keep track of such things as hours slept, number of exams that day, their weight, etc.

## Winning Philosophy

- Find a closer for the end of games. Closers needs these characteristics: can reliably knock down open shots, can create out of a trap, can create off the dribble and can make foul shots.
- 3 ingredients of a winning offensive philosophy are: get high percentage shots for the two best players, go to the right person in a situation and have the right person close.
- Keys for a winning defensive philosophy are: control your defensive board and don't foul excessively.
- Always change your defense on the last play of the game.
- Aim to shoot more than your opponent. How do you do that? Steal the ball, block shots, hold your opponent to one shot and get to the offensive board.

## Discipline

- Never make a rule you are not going to enforce – consider letting the team make the rules and you enforce them.
- 5 primary reasons a player doesn't reach his potential – low pain threshold, low IQ for what they're doing, selfishness, won't do the intangibles, drugs or alcohol. You need to motivate and discipline your players in these areas.

## Good People

- Be willing to take good people over others with more potential because good people will outwork their more talented counterparts.
- Stress the Cycle of Achievement , which is enthusiasm - intensity - improvement - success - confidence. But remember, those who have the complete cycle also have ego, pride and work capacity.

## Style

- Style is presence. Set the tone for your team with your look, actions and words.
- Make a conscious effort to build a team that is hard-working and committed – their style should be visible when they get off the bus, in warm-ups, when the play defense and when they play offense.