

## Bloomington Boys Traveling Basketball - Coaching Philosophy

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### Our Purpose

*“Success in youth sports isn’t measured by trophies or wins, but by the smiles, the effort, the growth, and the love of the game that lasts a lifetime.”* — Unknown

We are building **competitive teams through process over outcome**. Our mission:

- Develop individual skill and team success
- Prepare players for the next level (high school and beyond)
- Instill values like character, self-discipline, and leadership

We are part of the broader **Bloomington Basketball community**, growing players into well-rounded individuals.

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### Coaching Style

- **Be yourself.** Find your voice as a coach. Animated or reserved — be consistent and confident in your style.
  - Be respectful, easy to work with, and uphold our standards with **players, parents, refs, and opponents.**
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### Coaching Guidelines

#### Fundamentals First

*“Effort without technique is like running in the wrong direction. Teach them how before pushing how hard.”* — Unknown

- Prioritize technique and teamwork, especially at younger ages
- Early habits = long-term success

#### Playing Time

- **Younger teams (Grades 3–5):**
  - Aim for **equal playing time** 80% of games
  - All players should experience both starting and bench roles

- **Older teams (Grades 6+):**
  - Playing time varies by role, game context, and growth
  - Communicate clearly with players and parents

✓ **Tips:**

- Get players in **early** in games
  - Use lopsided or “friendship” games to get everyone involved
  - Talk with families when needed to manage confidence and expectations
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🛡️ **Defense**

- Man-to-man is our base; zone used **sparingly and strategically**
- Emphasis on **pressure, positioning, and communication**

✓ **Indicators of success:**

- Players talk constantly
  - Proper switching and help defense
  - Strong box-outs and rotations
  - Aggression and physicality without fouling
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🏠 **Offense**

- Run **motion/spread offenses**: cutting, passing, spacing
- Set plays are tools, not the foundation

✓ **Indicators of success:**

- Ball movement (side to side and inside-out)
  - Screens, cuts, give-and-go action
  - Transition with outlet passes
  - Read and react to defensive setups
  - Spacing and patience
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## Positions

- **Positionless basketball** builds better players
  - Let kids try multiple roles
  - Understand physical and skill development evolves over time
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## Practice Philosophy

*“Deep practice is built on a paradox: struggling in certain targeted ways—operating at the edges of your ability, where you make mistakes—makes you smarter.”* — Daniel Coyle

- Focus on **skill development through gameplay**
- Keep energy high and touches frequent

### What good practice looks like:

- Fun, competitive, and organized
  - 90% of time spent **playing basketball**
  - Segments  $\approx$  8 minutes each
  - Fast transitions between drills
  - Scorekeeping and player accountability
    - Players want to compete - encourage competition in all drills
  - Small-sided games with constraints
  - Teach technique **during play**, not after
    - Correct and praise as the event occurs. Players will not remember an action or event after the drill is over.
  - Let players figure things out before stepping in
    - Ask questions to let players come to the appropriate conclusions, direction without building an understanding will not yield positive outcomes.
  - Finish together with a team huddle and player-led closeout
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## **Game Coaching**

*“When coaches shout constant instructions from the sidelines, they are often doing the cognitive work for the players.” — Doug Lemov*

- Avoid **micromanaging during live play**
- Don't coach every movement — let them make decisions
  - Live-ball direction should be focused on strategy along with instructions on helping, hustling, talking, etc.
- Coach during **timeouts, halftime, and post-game**

 It's okay to sit and let them figure it out.

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 **Yelling (and Not Yelling) - Know the difference between yelling and vocalizing instruction. Yelling is generally negative with the intent to express frustration, anger or disappointment. Loud instruction is generally positive and encouraging - know the difference.**

- Never embarrass players in front of fans
- Motivate - do not humiliate
- Profanity = never tolerated

### **John Wooden's Breakdown:**

- 6.9% Positive Reinforcement
  - 6.6% Expressions of Displeasure
  - 75% Pure Information (what to do, how to do it)
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## **Parents on the Sideline**

- Encourage them to **cheer, not coach**
  - Explain your team strategy to reduce confusion
  - Players must not rely on parent instruction during games
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## Discipline

- Be consistent and fair
  - Have rules, but don't overcomplicate
  - Discipline during wins and losses
    - Every game has lessons, good and bad - focus on finding the silver lining and what you can do better in both wins and losses
  - Build character and accountability at all times
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## Final Thought:

*“Great coaches are not magicians... They are master engineers of the learning process.”*

— John Welbourn