

# 7 RULES FOR A SUCCESSFUL

**T**ogether **E**veryone **A**chieves **M**ore

## 1. RELATIONSHIPS

- Players liked, trusted and respected coaches
- Players liked, trusted and respected each other
- Coaches liked, trusted and respected players
- Coaches liked, trusted and respected each other

"Best teams were teams where i only had to coach and not deal with off the court issues"

## 2. HEAD COACH

- Emphasize and enforce – "you can't complain about what you tolerate"
- Situational lineups – know lineups – defense, shooting, big, small, comeback, with a lead
- Always have 'Mini-captains' – who can deliver a message to a player when coaches can't?
- Must have a willing player

"Preparation trumps pressure"

## 3. ASSISTANTS

- 90% evaluation
- 10% emotion
- Have some level of impact on winning the game

"a good assistant protects the institution of the coach"

## 4. ROLES

- Clearly defined & executed properly
- The best they got at a certain role
- Use "value" and "impact" instead of "role"
- Be an all-star at your role
- We don't need you to do anything you can't do
- 2- 3 best players need to include everybody else

"Great players have to play great; role players just do their role"

## 5. BENCH

- Must be prepared, not just ready
- Bench should be an area of education, not entertainment
- Stay engaged, not entertained
- Must be competitors, not companions
- Not just coming off the bench, entering the fight
- Come into the game with energy, execution, and focus

**"Players who question playing time need to question their practice time, and preparation time"**

## 6. BEST PLAYERS

- Have to know how to get to their head
- Get to their heart to get to their head
- Best player have to buy in and believe in
- Have to live in the truth
- Head shouldn't get too big

**"best players should have a great relationship with the coach"**

## 7. DIFFICULT PLAYERS

- "if the mental ever catches up with the physical, you could be good"
- Usually know-it-alls
- Usually tries to get younger players to join him
- Crucial leadership takes place in the locker room, dorms, bus rides, etc
- Assistant's shouldn't let the player's problems get to the head coach
- "A message is only a message if it is received and acted upon"

**"No one person is greater than the team."**

# TEAM WORK MAKES THE DREAM WORK