



## Introduction

DE-FENSE! DE-FENSE! DE-FENSE! It is the Road to the Final Four, the stop is in Boise St.'s gym, where the blue and orange floor is the backdrop for the underdog, down by two points, with just 6.3 seconds left to play, trying to take down one of the premier basketball programs in the entire country. The ball is thrown in, the point guard is tightly defended, dribbling to the right, he throws a bounce pass through the key to an open man in the corner, who lobs up the ball just a split second before the buzzer sounds. All seems to go quiet in the arena, as if everyone is drawing in their breath, all the while the ball floats through the air, majestically falling down to pass through the orange hoop, tickling the twine of the mesh. The underdogs have done it! They have defeated the big school while in the spotlight of the tournament, truly epitomizing March Madness!



Yes, the above scenario is purely hypothetical, yet this game is the closest thing to actually getting out there and suiting up for a real college team and winning a game or two in the most prestigious basketball tournament. Take a personal favorite, take a powerhouse, or even take the underdog, fighting through the pre-season, conference play, conference tournament, and ultimately into the NCAA Tournament, looking to take the national title... or at least wear the Cinderella identity for a few days!

***In this College Hoops 2K6 strategy guide, you'll find:***

- Tips for all game modes.
- Offensive strategies.
- Defensive play tactics.
- Pointers for better player recruitment.

**Guide by:** Brian "Block Party" Sulpher

*This PDF Guide is property of IGN Entertainment. Any unlawful duplication or posting of this document without the consent of IGN Entertainment will result in legal action.*

## Game Modes

### Legacy

In this mode a player can start their career from humble beginnings at a low ranking program, nurturing the potential newest power school, or possibly running the small power that the program had achieved already. Of course, some would prefer to leap right into an elite program and lead an established set of players to the Final Four, then Open mode is the way to go.

Regardless of the choice, training, practice, recruitment, and coaching are all important pieces of the puzzle, requiring some carefully managed time so no area is neglected. The hardest part of any coach's job is to recruit players, so see the Player Recruitment section for specifics on how to best get that sought after recruit. To start off with such a weak team, it is advisable to play each game, giving the team a real shot at tackling a (usually) stronger opponent.



### Pontiac Tournament

Choose between the March Madness of the NCAA Tournament, a Conference Tournament, or a Custom Tournament that meets the approval of the player's desire. This is a great way for multiple players to choose their favored squad, guiding them through the opposition towards matches with each other down the road.

### Coach Mode

In this mode the player will be the general on the bench, sending the players out to trap, steal, shoot, and run the floor. Make the necessary play calls, substitutions, and out think the opposing side to take the victory!

### Rivalry

Choosing this mode will put each team on display, pitting the chosen one against a team that it has had a storied past, typically (but not always) a fellow conference member or school from the same state. These games always generate the best efforts from players and from the fans, so why not relive some old battles with another chapter in the best games of college basketball... the rivalry!

### Practice

This mode is designed for trying out new plays, practicing some basics of the game, or even trying out good old fashioned one on one. Every player should spend some time here perfecting their skill set to become a more complete player on the court.



## Offense



To begin each game, rapidly begin to tap the X Button as fast as possible. The side that gets the meter above the players to tip in their favor will get the ball to begin the game. This is an excellent way to get an early leg up on the opposition, so try to take the ball at the start as much as possible.



When setting up in the half court offense, try to work the ball around with quick passes versus the zone, while utilizing pick and rolls and isolation plays versus a man defense. By making use of the proper offensive mindset against specific defenses, it will become far easier to get quality shots.



Although it is tempting to bomb away from beyond the arc, this will only lead to a lot of clanging iron, even if it is J.J. Redick doing the hurling. Working the ball inside becomes a regular occurrence, as it can lead to closer shots (more likely to drop), possibly a foul leading to the charity stripe, or an inside out game that can get quality shooters like Redick

wide open to drain the long ball.

Know the strengths and weaknesses of a team. If a team is good inside, force passes to the forwards/center and let them work for in close shots. If the team is great at shooting, try to work quick passes to get open looks. If a team is fortunate enough to be good at both sets of offensive skills, use that to mix up the offense, keeping the opposition guessing on where the next shot will come from.



The fast break is an excellent way to get some high percentage shots, as it sends a player to the opponent's end where few or no defenders will be there to try and stop the drive. After getting a defensive rebound, quickly turn and fire a pass up court, sending a player streaking at top speed to the hoop to get a lay-up/dunk.



The head fake is a move that no player should go without, as it can cause a defender to leap into the air prematurely. This will allow the player to then shoot while that defender is out of position, or advance the ball through a pass or a dribble (if no dribbling has occurred to that point). Master this move to really start pouring in the points.

Free Throws (also commonly called Charity Stripe Trips) often decide an outcome when two solid teams play one another. The team that misses less of these undefended shots will often get the win, while missing more than a few can often lead to defeat. When shooting free throws, begin them by pulling back on the Right Control Stick, followed by releasing the Stick when the player is about to release the ball. Master the timing for this, and the W's will start rolling in.



## Defense

Deciding which defense works best with the personnel available is perhaps the most important thing to decide upon. Some teams are speedy and able to match up well in zone, but some are slower and require the safety of a zone defense. Height and athletic ability must also be considered, with tall and athletic clubs lending well to man coverage, while less gifted clubs should go with zone.



Defensive rebounding is extremely important, as any second or third chances given to the opposition will be capitalized upon with ease. To get the best results, be sure to keep the defenders between the basket and the opposition, which will require a really long rebound to pop out or cause the opposition to foul the rebounder in an effort to get around them. Teams that control their own boards will win way more games than they will ever lose.

Double teams on defense can really help contain a great or hot player, but it does have disadvantages. The opponent can make a quick pass to an open player, allowing them an easier shot at the hoop, or they can shoot and create a rebound situation where the numbers favor their team. However, if the double team is successful (it will work particularly well against players with poor ball control), the resulting turnover can often lead to an easy basket. It is up to the player to decide when and who to apply double teams to, as the maneuver can be a large influence on how a game turns out.



Blocking a shot is an incredibly difficult thing to do, but even being present in the face of a shooter greatly reduces their chance of getting a basket. However, being overly aggressive on a shot block can lead to foul trouble (sending the opposition to the Free Throw Line), as can coming from the side/behind with a wild swing. This means that the shot block should be done between the shooter and the basket, as it leads to the minimal amount of fouls coupled with the highest amount of shot blocks.

Steals are tough to accomplish, but are a worthy way to increase the amount of possessions for the team. Thus, efforts to get the ball should be made. Steals are best accomplished by going after poor ball handlers and while utilizing the double team, but also does not hurt to pressure a Point Guard who is on the outside. Although it might be tempting to use the Lunge Steal (hold the Right Trigger while pressing the Right Control Stick), it is dangerous because of the ball gets by the defender, it leaves the team at a disadvantage.

Some teams will have a single player that will determine their/failure. The key to victory is to shut down offensively gifted

opponents on weaker overall teams (know their game, whether they are inside or outside players), making them tire out quickly. By knowing the enemy, a close game can be swayed through proper tactics.



**Proper defensive positioning serves a few purposes, mainly the following:**

- The most important thing it accomplishes is that it keeps the ball handler from driving straight to the hoop.
- It also helps stuff up passing lanes, making entry passes harder to accomplish.
- The attempted shots from the floor will be less likely to succeed, as the defender will obscure the comfort zone of the shooter.

Although this is not foolproof for stopping the offense, it will lessen the shooting percentages, making it the foundation of a solid defensive structure.

# Player Recruitment

Player recruitment is not only a way to improve the quality of the program, but it is a necessity to replace graduating/leaving players. Only through persistence and constant interest will a possible recruit consider accepting a scholarship offer.

However, the following points are ones to keep in mind, as it can determine whether an opposing program takes the prized recruit, or if the next big thing will arrive on the campus of the right program.

1

The first job for any coach is to determine which players are the best fit with his returning players, followed by seeking out the most skilled players from that list. Although it is tempting to load up on offensive firepower, a team without good cohesion and defensive prowess will eventually run dry on shooting and lose.

2

Never just target three players. Although the rules state only 3 scholarships are available to one school, it is better to chase multiple recruits so there will be extra choices available, as some potential players may decide to go to a different program instead of yours.

3

As the recruiting process progresses, it quickly become apparent which players are interested in the program, and which are looking elsewhere. At this point it is time to go after that main group of five or so recruits, focusing the attention and time of both the head coach and the assistants in wooing the top prospects to the program.

4

To woo a prospect, it requires constant attention to be given. Start off by requesting a game film and seeing if they have a reasonably good attribute to build interest upon, followed by a phone and e-mail campaign. Once the option appears to go scout a game, select it, revealing more about the player. This is the point where it becomes apparent whether a player should be chased, or if they should be put aside in favor of more promising players.

5

As a player becomes more and more interested in playing for the program, try to visit them at home, scout their games, and set up an on campus tour. These options not only show how interested the program is in these promising players, but it will also increase the % (the likelihood the player will sign with the program), which is very important.

6

When a player has entered the 80%-90% range in good feeling for your program, it is time to really get the hooks into that player by offering a Scholarship. This will immediately draw the % up higher, creating a near lock for the player to appear at school the next year.

7

Once a player is offered a scholarship, the constant contact must be maintained. Any player who feels he is being ignored by recruiting schools will quickly consider other options. This means that every two days or so, an e-mail or a phone call should be placed from the coaching staff.

8

Even though a player looks ready to come to campus to compete for the program, it does not hurt to keep scouting their abilities through game tapes, scouting games in person, or family visits. All of these options will help better determine the exact skill set of a player that will become a big star for the program in the future, which benefits the team in where to focus recruiting on next.



## Create-a-Player / School



Start out by naming the new player, followed by things like position and height.

- Once the player is set up to the exact specifications sought, the skin, face, and body are next in line.
- Tattoos and outfits are all that remain for how flashy the player will look.
- Set the stats of the player next, deciding whether he will be an outside bomber who can rebound, an inside player who ball handles, or a well-rounded talent that can do it all.
- All that remains is to assign the newly created player to a team, giving him a start at the program of your choice.







The team creation runs in a similar fashion to player creation, though it is not as complicated as player creation:

- Choose the name of the school, the City/State, and then adjust the Red/Blue/Green bars to determine school colors.
- Spirit is next, requiring the team's mascot and arena features (logo and student section) to be chosen. Also remember to add in some rivals, as they make for the best games around.
- Choose an arena name and appearance, followed by arranging how the floor will be painted.
- Finally, choose how the basket will appear, as will the coach and the cheerleaders.

Be sure to pick colors that will not clash and that are easy on the eyes, as this will be the home court for the team, meaning you will have to look at it for about half the games through out the year.