ANOVA SPORTS

Game Report

ANOVA IQ

- Dashboard
- Scouting
- Keys to Victory
- Post Game

VIEW MODES

Self-Scout

UC UConn vs Michigan

Next Game

Game Tracking ▸

UConn (Your Team) — Game Date: MM/DD • --:-- -- — **Michigan** (Opponent)

The insights shown on this page are generated from simulated matchups using uploaded roster and performance data. They are provided for analysis and preparation purposes, helping inform decisions based on projected patterns and tendencies.

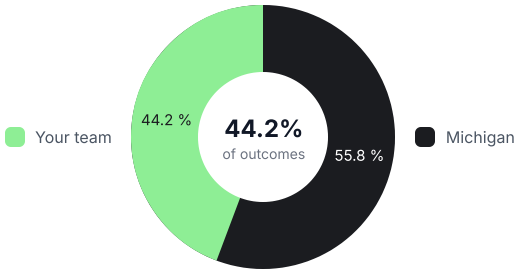
Game Plan Overview

Not published

View Scouting Report

Simulated Scenario Results

Your team finished ahead in **44.2%** of scenarios, while Michigan finished ahead in **55.8%.**



Simulated Scoring Range

Your team is projected to score **83** points, while Michigan is projected to score **86**.

UConn (Your team) — **83 pts**

60 pts (low) — 105 pts (high)

Michigan — **86 pts**

63 pts (low) — 108 pts (high)

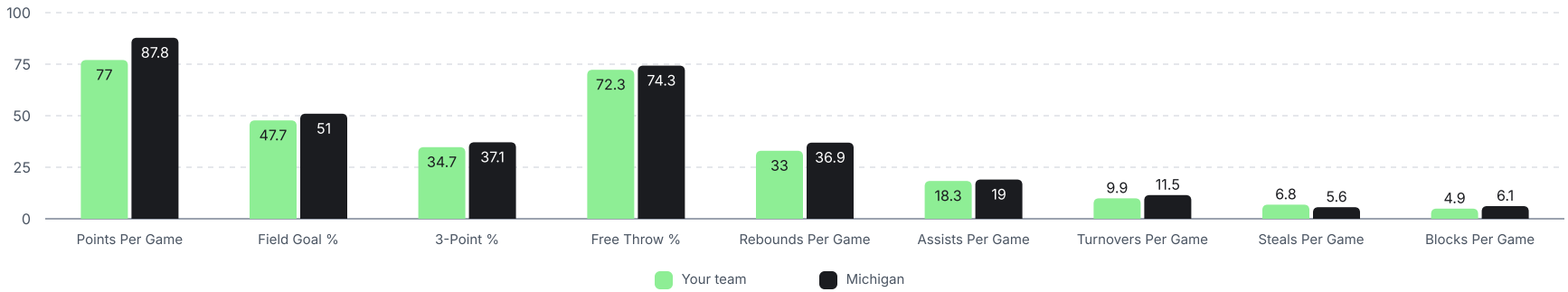
Our steal differential of +1.08 was the only consistently positive factor alongside turnovers (+0.73), combining for nearly +1.8 points of expected value per game in our favor. However, Michigan's rebounding dominance (-2.33 effect, 55.1% glass deficit rate) and field-goal efficiency edge (-0.89) more than offset those gains, producing a projected 3-point deficit and only a 44.2% win probability across 1,000 simulations.

HIGH IMPACT

Provide the most significant advantage that could determine the outcome.

Key Team Metrics

Filters



Team Statistics — UConn

Scoring

Points per Game	Field Goal	3-Point	Free Throw
77	47.7%	34.7%	72.3%

Rebounding

Rebounds	Offensive Rebounds	Defensive Rebounds
33	10	23

Team Play

Assists per game	18.3
Turnovers per game	9.9
A/TO	1.9

Defense

Steals per game	6.8
Blocks per game	4.9

Team Statistics — Michigan

Scoring

Points per Game	Field Goal	3-Point	Free Throw
87.8	51.0%	37.1%	74.3%

Rebounding

Rebounds	Offensive Rebounds	Defensive Rebounds
36.9	9.3	27.5

Team Play

Assists per game	19
Turnovers per game	11.5
A/TO	1.6

Defense

Steals per game	5.6
Blocks per game	6.1

Player Statistics

UConn

Select a player to add or remove from disabled list or delete — Add Player +

Player			GP	MIN	Shooting				Rebounds		Playmaking & Defense				
					FG%	3PT%	FT%	PPG	OFF	DEF	AST	TO	STL	BLK	PF
Alex Karaban	F	11	39	34.0	46.8	37.8	86.4	13.1	1.8	3.4	2.4	1.1	0.8	0.8	2.0
Solo Ball	G	1	38	28.6	39.2	29.6	85.2	12.9	0.8	2.3	1.6	1.2	0.4	0.2	1.8
Jaylin Stewart	F	3	35	14.6	44.1	35.2	59.3	3.8	0.6	1.7	1.0	0.7	0.4	0.3	1.4
Silas Demary Jr.	G	2	39	27.8	44.9	38.9	80.1	10.1	0.9	3.5	5.8	2.2	1.6	0.2	2.5
Eric Reibe	C	12	39	13.9	65.8	30.8	52.1	6.1	1.2	2.2	0.5	0.6	0.3	0.7	2.2
Malachi Smith	G	00	39	15.7	37.4	46.7	53.2	3.5	0.4	1.1	2.9	0.9	0.7	0.1	1.3
Dwayne Koroma	F	4	21	4.4	56.3	0.0	54.5	1.1	0.3	0.4	0.1	0.2	0.3	0.0	0.8
Alec Millender	G	9	21	2.8	36.4	14.3	66.6	0.5	0.2	0.1	0.3	0.1	0.1	0.0	0.2
Jayden Ross	F	23	37	17.3	51.3	39.7	68.6	4.6	0.8	1.7	0.8	0.6	0.8	0.4	1.7
Tarris Reed Jr.	F	5	34	27.0	61.7	0.0	60.8	14.8	3.1	5.7	2.4	1.8	0.9	2.0	2.9
Uroš Paunović	G	77	18	0.7	50.0	0.0	0.0	0.1	0.0	0.1	0.1	0.0	0.0	0.0	0.0
Rrezon Elezaj	C	10	11	0.4	0.0	0.0	0.0	0.0	0.1	0.2	0.0	0.0	0.0	0.1	0.0
Jacob Furphy	G	7	18	1.9	42.9	0.0	0.0	0.3	0.0	0.1	0.0	0.1	0.1	0.0	0.1
Braylon Mullins	G	24	32	27.8	43.0	33.7	88.9	12.0	0.8	2.6	1.4	1.2	1.0	0.6	2.8
Jacob Ross	G	13	7	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Player Statistics

Michigan

Select a player to add or remove from disabled list or delete

Add Player +

Player			GP	MIN	Shooting				Rebounds		Playmaking & Defense				
					FG%	3PT%	FT%	PPG	OFF	DEF	AST	TO	STL	BLK	PF
Morez Johnson Jr.	F	21	39	24.9	62.1	34.3	77.9	13.1	2.4	4.8	1.2	1.3	0.7	1.1	2.3
Trey McKenney	G	1	39	21.8	47.0	39.4	89.0	9.9	0.4	2.2	0.9	0.9	0.4	0.1	1.4
Will Tschetter	F	42	39	13.8	38.0	34.5	90.9	3.6	0.5	1.4	0.6	0.3	0.1	0.1	1.2
Nimari Burnett	G	4	39	19.8	45.9	38.0	75.9	8.3	0.6	2.1	1.2	0.6	0.5	0.1	1.5
Aday Mara	C	15	39	23.1	67.0	30.0	56.4	12.2	1.9	4.9	2.5	2.0	0.3	2.6	2.2
Yaxel Lendeborg	F	23	39	29.9	52.3	38.3	81.9	15.1	1.9	5.0	3.3	1.1	1.2	1.2	1.7
Roddy Gayle Jr.	G	11	38	20.9	46.7	31.8	76.3	7.4	0.8	2.5	1.3	1.3	0.7	0.5	1.6
Elliot Cadeau	G	3	39	27.2	40.9	37.9	69.4	10.3	0.3	2.4	6.0	2.4	0.8	0.2	2.1
Oscar Goodman	F	5	19	4.3	41.7	0.0	40.0	1.2	0.3	0.7	0.4	0.2	0.1	0.2	0.6
Charlie May	G	12	11	1.4	50.0	66.7	50.0	0.6	0.1	0.2	0.1	0.3	0.1	0.0	0.4
Malick Kordel	C	32	18	3.1	57.1	0.0	20.0	0.9	0.3	0.8	0.1	0.1	0.1	0.3	0.6
L.J. Cason	G	2	29	18.0	50.3	40.2	70.9	8.1	0.2	1.6	2.3	1.7	0.9	0.0	0.8
Winters Grady	G	10	11	4.9	35.0	31.6	85.7	2.4	0.0	0.9	0.2	0.5	0.2	0.0	0.6
Howard Eisley Jr.	G	7	12	0.7	20.0	20.0	0.0	0.2	0.0	0.1	0.0	0.0	0.1	0.0	0.0
Harrison Hochberg	F	13	1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Patrick Liburd	G	00	1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Next Game

Game Tracking ▸

UConn (Your Team) | Game Date: MM/DD • --:-- -- | **Michigan** (Opponent)

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Team Scouting

Playing Style

Michigan plays an efficient, inside-out offensive system built around dominant interior scoring, posting a 60.9% 2FG% while also maintaining a credible three-point threat at 37.1% on 983 attempts. The team moves the ball well with 19.0 assists per game and a 1.65 assist-to-turnover ratio, reflecting a structured, ball-movement-oriented attack that generates high-quality looks at a strong 51% overall FG clip and 87.8 PPG.

Strengths (5 items)

- Elite interior efficiency: 60.9% 2FG% indicates dominant paint scoring and high-percentage shot generation in the half-court.
- Strong shot-blocking presence: 6.1 blocks per game signals a rim-protecting frontcourt that deters and alters opposing drives.
- Solid defensive rebounding: 27.5 DREB per game limits opponent second-chance opportunities and controls the defensive glass.
- Reliable ball security and playmaking: 19.0 APG with only 11.5 TOV per game yields a 1.65 A/TO ratio, reflecting disciplined offensive execution.
- Credible three-point volume and efficiency: 37.1% on 983 3PA demonstrates a legitimate perimeter threat that stretches defenses.

Weaknesses (4 items)

- Fair FT shooting team: 74.3% from the free-throw line (659-of-887) is a below-average mark that opponents can exploit through intentional fouling in late-game situations.
- Modest offensive rebounding: 9.3 OREB per game is a limited second-chance output relative to the team's overall size and interior presence.
- Turnover exposure in pick-and-roll actions: 11.5 TOV per game, combined with high usage from ball-handlers, creates live-ball opportunities for opponents in transition.
- Perimeter steal generation is low: 5.6 STL per game suggests the defense does not consistently generate turnovers or disrupt passing lanes at a high rate.

Add coach notes here...

Key Players

MICHIGAN Player Stats

MVP 1 Yaxel Lendeborg

SF #23 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	1166	52.3%	38.3%	81.9%	15.1	1.9	5.0	6.9	3.3	1.1	1.2	1.2	1.7

Versatile forward averaging 15.1 PPG over 39 games. Efficient scorer from the field (52.3% FG) with perimeter range (38.3% 3PT). Solid rebounder for position (6.9 RPG) with playmaking ability (3.3 APG). Active defender with 1.2 SPG and 1.2 BPG. Very good FT shooter (81.9%).

MVP 2 Morez Johnson Jr.

PF #21 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	971	62.1%	34.3%	77.9%	13.1	2.4	4.8	7.3	1.2	1.3	0.7	1.1	2.3

High-efficiency interior scorer at 13.1 PPG on 62.1% FG. Capable three-point threat (34.3% 3PT) for a big. Strong rebounder (7.3 RPG) and shot-blocker (1.1 BPG). Logs 24.9 minutes per game with 1.2 APG. Fair FT shooter (77.9%).

MVP 3 Aday Mara

C #15 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	901	67.0%	30.0%	56.4%	12.2	1.9	4.9	6.8	2.5	2.0	0.3	2.6	2.2

Dominant interior presence shooting 67% FG on 12.2 PPG. Elite shot-blocker at 2.6 BPG in 23.1 minutes. Solid rebounder (6.8 RPG) and capable passer (2.5 APG). Shows some perimeter range (30% 3PT). Poor FT shooter (56.4%).

MVP 4 Elliot Cadeau

PG #3 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	1061	40.9%	37.9%	69.4%	10.3	0.3	2.4	2.7	6.0	2.4	0.8	0.2	2.1

Primary playmaker averaging 6.0 APG with 10.3 PPG. Reliable perimeter shooter (37.9% 3PT) off the dribble and catch. Modest FG efficiency (40.9%) overall. Carries a 2.4 TOPG load as the primary ball-handler. Poor FT shooter (69.4%).

MVP 5 Trey McKenney

SG #1 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	850	47.0%	39.4%	89.0%	9.9	0.4	2.2	2.6	0.9	0.9	0.4	0.1	1.4

Efficient off-guard scoring 9.9 PPG on 47% FG. Sharp three-point shooter at 39.4% from deep. Low-turnover player (0.9 TOPG) in 21.8 minutes. Minimal playmaking role (0.9 APG) with 2.6 RPG. Very good FT shooter (89%).

Key Players

MICHIGAN Player Stats

Nimari Burnett

SG #4 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	772	45.9%	38.0%	75.9%	8.3	0.6	2.1	2.7	1.2	0.6	0.5	0.1	1.5

Perimeter scorer averaging 8.3 PPG with 38% 3PT shooting. Solid FG efficiency (45.9%) in 19.8 minutes. Low-turnover guard (0.6 TOPG) with 2.7 RPG. Limited playmaking (1.2 APG) and 0.5 SPG. Fair FT shooter (75.9%).

Malick Kordel

C #32 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
18	56	57.1%	0.0%	20.0%	0.9	0.3	0.8	1.2	0.1	0.1	0.1	0.3	0.6

Deep-roster center averaging 0.9 PPG in 3.1 minutes over 18 games. Efficient finisher around the rim (57.1% FG) with no three-point attempts. Provides some shot-blocking (0.3 BPG) and 1.2 RPG. Minimal turnover risk (0.1 TOPG). Poor FT shooter (20%).

L.J. Cason

SG #2 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
29	522	50.3%	40.2%	70.9%	8.1	0.2	1.6	1.8	2.3	1.7	0.9	0.0	0.8

Efficient scorer at 8.1 PPG on 50.3% FG in 29 games. Sharp three-point shooter (40.2% 3PT) in 18.0 minutes. Active defender with 0.9 SPG. Moderate playmaking (2.3 APG) with 1.7 TOPG. Fair FT shooter (70.9%).

Charlie May

PG #12 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
11	15	50.0%	66.7%	50.0%	0.6	0.1	0.2	0.3	0.1	0.3	0.1	0.0	0.4

Garbage-time guard averaging 0.6 PPG in 1.4 minutes over 11 games. Solid FG efficiency (50%) and hot three-point shooting (66.7% 3PT) on very limited attempts. Minimal rebounding (0.3 RPG) and playmaking (0.1 APG). Negligible defensive presence. Poor FT shooter (50%).

Roddy Gayle Jr.

SG #11 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
38	794	46.7%	31.8%	76.3%	7.4	0.8	2.5	3.3	1.3	1.3	0.7	0.5	1.6

Versatile guard contributing 7.4 PPG and 3.3 RPG in 20.9 minutes. Adequate FG efficiency (46.7%) with modest three-point shooting (31.8% 3PT). Provides defensive activity with 0.7 SPG and 0.5 BPG. Limited playmaking role (1.3 APG). Fair FT shooter (76.3%).

Howard Eisley Jr.

PG #7 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
12	8	20.0%	20.0%	0.0%	0.2	0.0	0.1	0.1	0.0	0.0	0.1	0.0	0.0

Rarely-used guard averaging 0.2 PPG in 0.7 minutes over 12 games. Very low FG efficiency (20%) and three-point shooting (20%) on minimal attempts. No recorded assists or free throw attempts. Negligible statistical impact across all categories. FT% not applicable (0 attempts).

Will Tschetter

SF #42 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	538	38.0%	34.5%	90.9%	3.6	0.5	1.4	1.9	0.6	0.3	0.1	0.1	1.2

Role forward averaging 3.6 PPG in 13.8 minutes. Below-average FG efficiency (38%) with modest three-point shooting (34.5% 3PT). Minimal defensive impact (0.1 SPG, 0.1 BPG) and 1.9 RPG. Very low turnover rate (0.3 TOPG). Elite FT shooter (90.9%).

Harrison Hochberg

SF #13 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
1	0	0.0%	0.0%	0.0%	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Appeared in 1 game with no recorded statistical output. No points, rebounds, assists, or defensive stats logged. Zero minutes recorded in available data. No FG, 3PT, or FT attempts on file. Insufficient sample to evaluate.

Key Players

MICHIGAN Player Stats

Winters Grady

PG #10 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
11	54	35.0%	31.6%	85.7%	2.4	0.0	0.9	0.9	0.2	0.5	0.2	0.0	0.6

Spot-minute guard averaging 2.4 PPG in just 4.9 minutes over 11 games. Below-average FG efficiency (35%) with 31.6% 3PT shooting. Minimal playmaking (0.2 APG) and 0.9 RPG. Very low usage and defensive impact (0.2 SPG). Very good FT shooter (85.7%).

Patrick Liburd

PG #0 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
1	0	0.0%	0.0%	0.0%	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Appeared in 1 game with no recorded statistical output. No points, rebounds, assists, or defensive stats logged. Zero minutes recorded in available data. No FG, 3PT, or FT attempts on file. Insufficient sample to evaluate.

Oscar Goodman

PF #5 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
19	82	41.7%	0.0%	40.0%	1.2	0.3	0.7	1.1	0.4	0.2	0.1	0.2	0.6

Fringe-rotation forward averaging 1.2 PPG in 4.3 minutes over 19 games. Adequate FG efficiency (41.7%) with no three-point attempts. Provides minimal rim protection (0.2 BPG) and 1.1 RPG. Very low turnover rate (0.2 TOPG). Poor FT shooter (40%).

Add coach notes here...

Connect Plays to Scouting Insights

Bring plays you've already drawn in Playbuilder and attach them directly to this opponent

View Playbuilder | Import from Playbuilder

No plays connected yet. Import plays from Playbuilder to get started.

Next Game

Game Tracking ▸

UConn Your Team

Game Date
MM/DD • --:-- --

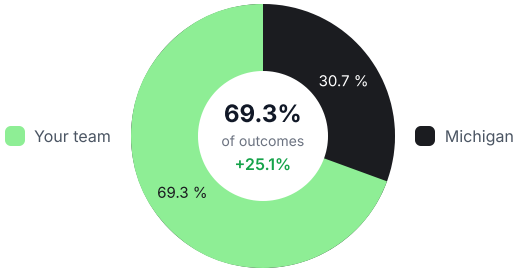
Michigan Opponent

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Keys to Victory Results

Simulated Scenario Results

Your team finished ahead in **69.3%** of scenarios, while Michigan finished ahead in **30.7%.**



ⓘ New simulation focused on achieving the 6 keys.

Simulated Scoring Range

Your team is projected to score **80** points, while Michigan is projected to score **69**.

UConn (Your team) **80 pts** -3

54 pts (low) 103 pts (high)

Michigan **69 pts** -17

47 pts (low) 94 pts (high)

Keys to Victory Impact

Toggle Baseline Results

The six priorities most consistently associated with favorable scenarios across game simulations.

Win the Scoring Battle

We need Tarris Reed Jr. to score at least **18** points and our team to reach at least **85** total points to overcome Michigan's simulated scoring edge. Hold Yaxel Lendeborg to **12** or fewer points and limit Michigan to **80** or fewer points to flip the win-probability in our favor.

Generate Steals & Deflections

Steals are our second-largest positive simulation factor with a +**1.08** average effect; we need at least **8** team steals to consistently create transition buckets and disrupt Michigan's half-court sets. Silas Demary Jr. should record at least **2** steals given his **1.6** baseline and his role as our primary ball-hawk.

Dominate the Glass

The simulation shows rebounding is our single largest negative factor, with Michigan out-rebounding us at a **55%** rate; we must secure at least **38** total rebounds and at least **12** offensive rebounds to generate extra possessions. Limit Michigan to **33** or fewer total rebounds to neutralize their glass advantage.

Shoot Efficiently from Three

Michigan's three-point defense allows opponents to shoot **37.1%** from deep, and our simulation shows a cold-three rate of **30%**; we must hit at least **36.0%** from three as a team to keep pace with Michigan's offense. Alex Karaban must shoot at least **40.0%** from three, building on his **37.8%** baseline, to be a consistent spacing threat.

Protect the Ball

Turnovers are our most positive swing factor in the simulation, and keeping live-ball turnovers low is critical; we must commit **8** or fewer team turnovers in the game. Force Michigan into at least **13** turnovers to capitalize on their **11.5** baseline and generate easy transition opportunities.

Shut Down Michigan's Paint Scorers

Michigan's frontcourt of Morez Johnson Jr. and Aday Mara shoot **62.1%** and **67.0%** respectively from the field; we must hold each of them to **50.0%** or below from the field to reduce their interior damage. Tarris Reed Jr. must also record at least **2** blocks to deter Michigan's rim attacks and protect our paint.

Add coach notes here...

Situational Adjustments

Frequently occurring situations from simulated matchups

Scenario

If — Michigan's frontcourt (Mara/Johnson Jr.) establishes early post dominance in the first eight minutes, generating high-percentage looks and pushing Michigan to a 6–10 point lead. Our rebounding deficit is materializing at its worst projected rate, and the glass deficit is compounding possessions lost.

Strategic Response

Then — Immediately switch to a zone defense (2-3) to clog the paint and force Michigan's bigs to make decisions from the perimeter, where Mara shoots only 30.0% from three. Simultaneously, sub Eric Reibe alongside Reed to create a double-big lineup that prioritizes boxing out over switching.

Expected Impact

Result — The zone disrupts Michigan's interior rhythm and forces lower-percentage perimeter attempts, slowing their scoring pace. Reibe's 65.8% FG efficiency on offensive glass gives us a secondary scoring punch while stabilizing the rebounding margin.

Scenario

If — Elliot Cadeau is orchestrating Michigan's offense at a high level in the first half, recording 4+ assists with minimal turnovers and consistently finding Lendeborg in transition before our defense can set. The live-ball turnover rate of 39.6% is working against us as Cadeau pushes pace.

Strategic Response

Then — Deploy Demary Jr. as the primary Cadeau defender and instruct him to apply full-court pressure selectively on inbounds and after made baskets, leveraging his 1.6 spg to force early decisions. Have Mullins sag into passing lanes to cut off the Lendeborg connection.

Expected Impact

Result — Cadeau's 2.4 topg tendency becomes exploitable under sustained pressure, generating live-ball turnovers that fuel our transition offense. Demary's steal rate in simulations was our top positive factor, and activating it against the primary ball-handler maximizes its impact.

Scenario

If — We enter halftime trailing by 4–7 points with a cold three-point shooting performance — our cold-3 rate of 30.0% has materialized and Karaban and Mullins are a combined 1-of-7 from deep. Michigan is daring us to shoot and protecting the paint with Mara.

Strategic Response

Then — In the second half, prioritize driving actions for Demary Jr. and Solo Ball to attack Mara in pick-and-roll, forcing him into foul trouble or pulling him away from the rim. Reset three-point attempts to only wide-open, rhythm looks off drive-and-kick rather than contested pull-ups.

Expected Impact

Result — Mara's foul trouble limits Michigan's rim deterrence (currently at 21.9% rate) and opens the paint for higher-percentage mid-range and layup opportunities. Our field-goal effect of -0.89 narrows as we generate better shot quality rather than forcing threes into a set defense.

Scenario

If — Michigan goes on an 8–2 run in the second half fueled by Lendeborg hitting back-to-back threes, pushing the lead to double digits with 12 minutes remaining. The blowout share of 52.7% in simulations is threatening to become reality as momentum shifts decisively.

Strategic Response

Then — Call timeout immediately, switch to man-to-man with Karaban shadowing Lendeborg everywhere on the floor — denying him the ball on the perimeter and forcing Michigan to run offense through Cadeau or Johnson Jr. in isolation. Push pace offensively with early offense before Michigan can set their defense.

Expected Impact

Result — Denying Lendeborg's catch-and-shoot opportunities disrupts Michigan's most dangerous scoring sequence and forces them into slower, more deliberate half-court sets. Our transition offense, fueled by Demary's steals and Reed's outlet passing, generates easier scoring chances that chip into the deficit.

Game Keys

Offensive Keys (5 items)

- Feed Tarris Reed Jr. early and often in the post — his 61.7% FG and 8.8 RPG create interior pressure that forces Michigan's bigs into foul trouble; we need to establish him in the first four minutes to set the tone.
- Run Silas Demary Jr. as our primary initiator and let his 5.8 APG drive our half-court sets — he is our best decision-maker and his 38.9% from three gives us a credible pull-up threat that keeps Cadeau honest on the ball.
- Attack Aday Mara in pick-and-roll aggressively — his 2.6 BPG is a deterrent at the rim, but our rim deterrence rate is only 21.9%, meaning we can get to the basket; use Reed as the roller to draw Mara's fouls and get him to the line where he shoots only 56.4%.
- Prioritize offensive rebounding to combat our glass deficit — we are losing the rebounding battle by an average of 2.33 points of impact per game, so we must crash hard with Reed and Karaban and designate one guard to leak back for transition defense balance.
- Limit live-ball turnovers at all costs — our live-ball TO rate of 39.6% is a critical vulnerability that directly fuels Michigan's transition game; we need to value every possession, especially in the second half when the game tightens in crunch time (17.1% crunch share).

Defensive Keys (4 items)

- Blanket Yaxel Lendeborg with our best perimeter defender — his 15.1 PPG, 38.3% from three, and 3.3 APG make him Michigan's most dangerous and versatile weapon; I want Demary Jr. on him with Karaban as the help-side shadow, and we must not give him clean catch-and-shoot looks.
- Protect the paint against Morez Johnson Jr. and Aday Mara — their combined interior presence (62.1% and 67.0% FG respectively) will punish us if we go under screens or lose body position; Reed must anchor the paint and we need to front Mara on the low block whenever possible.
- Force Elliot Cadeau into his weaknesses — he shoots only 40.9% from the field and 69.4% from the line, so we want to pressure him off the ball-screen, make him a pull-up shooter rather than a downhill driver, and foul him strategically late if we are ahead.
- Capitalize on our steal advantage to generate transition offense — our steals impact is +1.08 per simulation and our SPG leaders (Demary 1.6, Mullins 1.0) must apply active hands in the passing lanes; Michigan's Cadeau averages 2.4 turnovers per game, so we should run a ball-pressure scheme that invites his mistakes.

Situational Adjustments (cont.)

Frequently occurring situations from simulated matchups

Scenario

If: The game is within 3 points with under 6 minutes remaining — the crunch-time share of 17.1% of simulations reached this scenario — and Michigan is in the bonus, allowing them to foul strategically. Mara is a 56.4% free-throw shooter and Johnson Jr. shoots 77.9%, creating a split decision on intentional fouling.

Strategic Response

Then: Intentionally foul Mara every time he touches the ball in the paint, sending him to the line where he converts at only 56.4%. On offense, run all late-clock actions through Karaban (86.4% FT) and Mullins (88.9% FT) to ensure we convert when fouled.

Expected Impact

Result: Mara's poor free-throw shooting turns Michigan's interior advantage into a liability in the final minutes, potentially costing them 2–4 points. Our elite free-throw shooters at the other end maintain scoring efficiency and keep the possession-by-possession math in our favor.

Scenario

If: Trey McKenney comes off the bench and immediately hits two consecutive three-pointers in a four-minute stretch, extending Michigan's lead with a hot shooting performance. McKenney's 39.4% three-point rate is running hot, and our hot-3 rate of 19.5% suggests Michigan is in one of those variance-driven runs.

Strategic Response

Then: Switch to a hard hedge scheme on all McKenney screens, forcing him off his preferred catch-and-shoot spots and making him put the ball on the floor. Assign Mullins as his primary defender given Mullins' 1.0 spg and familiarity with off-ball guard movement.

Expected Impact

Result: McKenney's effectiveness drops sharply when forced to create off the dribble rather than spotting up — his role is defined by catch-and-shoot efficiency, not shot creation. Disrupting his rhythm stops the bleeding and prevents Michigan from building an insurmountable lead off a hot-shooting run.

Scenario

If: We hold a narrow 1–3 point lead in the final four minutes — a scenario our 44.2% win probability suggests we reach in roughly one-third of close-game simulations — and Michigan has the ball with a chance to retake the lead. Their assists advantage and ball movement make them dangerous in late half-court sets.

Strategic Response

Then: Switch to a full man-to-man press with Reed protecting the rim and Demary Jr. gambling for steals in the passing lanes, accepting the risk of a foul in exchange for a potential live-ball turnover. On offense, slow the pace and run clock-consuming actions through Reed in the post to draw fouls or force Michigan to foul us.

Expected Impact

Result: Our +1.08 steal effect and +0.73 turnover advantage are maximized in exactly this high-pressure, late-game scenario where Michigan's guards must make quick decisions. Reed at the free-throw line at 60.8% is a risk, but the alternative — allowing Michigan's ball movement to generate an open look — carries higher expected cost given their shooting efficiency.

Add coach notes here...

Game Keys (cont.)

Rotation Plan Options (5 items)

- Start Demary Jr., Mullins, Ball, Karaban, and Reed — this is our most balanced lineup with defensive versatility and interior presence; I want this group to play the first six minutes together to establish our post game and get a feel for Michigan's defensive coverages before we make any adjustments.
- At the first media timeout (around the 12-minute mark of each half), bring Eric Reibe in for Reed to give him a breather — Reibe's 65.8% FG keeps our interior efficiency high and his 13.9 minutes per game should be concentrated in two focused five-to-seven minute bursts rather than scattered stints, so he stays engaged and effective.
- Stagger Demary Jr. and Ball so we always have one primary ball-handler on the floor — Ball's 28.6 minutes and Demary's 27.8 minutes should overlap for only about eight minutes per game; when Ball is resting, Demary runs the show, and vice versa, ensuring we never have a dead-ball possession problem at the guard spot.
- Karaban must play his full 34 minutes as our most reliable two-way forward — he is our best option to guard Lendeborg in switch situations and his 86.4% FT shooting makes him a late-game weapon; I do not want him sitting for more than four consecutive minutes at any point, so plan his rest in the first eight minutes of each half.
- In crunch time (final five minutes of a close game), go with Demary Jr., Mullins, Karaban, Reed, and Ball as our closing five — this group gives us our best free-throw shooting, defensive versatility, and rebounding; avoid Reibe in late-game situations given his 52.1% FT shooting, which becomes a liability in intentional foul scenarios.

Key Matchup Options (5 items)

- Tarris Reed Jr. (F) vs Aday Mara (C) — Mara's 67.0% FG and 2.6 bpg directly threaten Reed's interior game; Reed must use his quickness advantage to draw fouls and keep Mara out of rhythm on both ends
- Silas Demary Jr. (G) vs Elliot Cadeau (G) — both lead their teams in assists (5.8 vs 6.0 apg), making this the fulcrum of the half-court offense; Demary's 1.6 spg gives us a disruptive edge if he can pressure Cadeau into his 2.4 topg tendency
- Alex Karaban (F) vs Yaxel Lendeborg (F) — Lendeborg is Michigan's most complete player at 15.1 ppg with 38.3% from three and 6.9 rpg; Karaban must match his versatility or Michigan's top scorer will dominate both ends
- Braylon Mullins (G) vs Trey McKenney (G) — McKenney shoots 39.4% from three in under 22 minutes; Mullins (1.0 spg) must contest every catch-and-shoot opportunity to prevent Michigan from pulling away in crunch time
- Our frontcourt (Reed/Karaban) vs Michigan's frontcourt (Johnson Jr./Mara) — Michigan's frontcourt averages 14.1 combined rpg and 62.1%/67.0% FG; our rebounding effect of -2.33 was the single largest negative factor and this pairing explains why

Add coach notes here...

Strategic Playbook

Reed Drop & Seal

Exploit Tarris Reed Jr.'s elite 61.7% FG and interior dominance against Michigan's frontcourt, forcing help defense and creating kick-out opportunities for Karaban and Demary.

Execution

Demary Jr. initiates from the top of the key as primary ball-handler. Reed sets a high ball screen, then dives hard to the block and seals his defender. Demary reads the drop coverage — if Michigan drops, Demary attacks the mid-range; if they hedge, he feeds Reed on the seal. Karaban spots up at the weak-side elbow for a skip pass, and Mullins holds the corner for a kick-out three.

Counter

If Michigan switches onto Reed with a guard, Demary immediately calls 'ISO' and clears one side for Reed to post up the smaller defender. If they double Reed in the post, he kicks to Mullins or Karaban for open threes.

OFFENSE

Ice Coverage — Cadeau Containment

Neutralize Michigan PG Elliot Cadeau's 6.0 APG by forcing him baseline and away from the paint, eliminating his ability to feed Lendeborg, Johnson, and Mara in their preferred spots.

Execution

On-ball defender (Demary Jr. or Mullins) forces Cadeau toward the sideline using Ice positioning — body angled to push baseline. The big (Reed or Reibe) drops to the level of the screen and does not hedge, instead protecting the paint. Weak-side defenders rotate to deny skip passes to Lendeborg at the elbow. Demary Jr. uses his 1.6 SPG instincts to anticipate Cadeau's passes and jump passing lanes. If Cadeau turns the corner, Reed is the last line of defense protecting the rim.

Counter

If Cadeau rejects the screen and attacks middle, the on-ball defender must re-route him back to the sideline. If Michigan counters by setting back screens for Lendeborg, switch to a 'Switch-1' call on all perimeter actions and keep Reed matched on Mara.

DEFENSE

ATO — Reed Lob / Karaban Flare

Score immediately out of a timeout when Michigan is in a set defense, using a misdirection action that attacks both the rim and the three-point line simultaneously.

Execution

Set: All five players line up on the ball-side elbow. Demary Jr. inbounds. Action: Mullins sets a screen for Solo Ball cutting baseline — this is the decoy. Simultaneously, Karaban flares to the opposite corner off a Reed screen. Reed then slips the screen and sprints to the rim for a lob from Demary Jr. Read: If Michigan's defense collapses on Reed, Demary Jr. hits Karaban in the corner for a three. If they stay home on Karaban, throw the lob to Reed. Solo Ball is the safety valve at the top of the key.

Counter

If Michigan anticipates the lob and doubles Reed, Demary Jr. calls an audible — 'Flare Hot' — and immediately looks to Karaban for the three. If all options are covered, Demary Jr. drives middle and draws a foul or resets the offense.

SPECIAL

BLOB — 'Hammer Cross'

Generate a high-percentage look for Reed at the rim or a kick-out three for Karaban off a baseline inbound under our own basket.

Execution

Reed sets a back-screen for Karaban cutting baseline, then immediately seals his defender on the low block. Demary Jr. inbounds and looks first to Karaban on the curl; if denied, he hits Reed on the seal for a short hook or drop step. Ball and Mullins space to the corners as safety valves and three-point threats.

Counter

If Michigan switches the back-screen, Karaban pops to the elbow for a mid-range jumper and Reed dives hard to the rim to occupy the paint and create a two-on-one advantage at the basket.

INBOUND

ATO — 'Ghost Screen'

Quick-hitter designed to get Karaban an open three or Demary Jr. a driving lane immediately out of a timeout when Michigan is likely to be in a set defensive scheme.

Execution

Demary Jr. brings the ball up and sets up a fake ball-screen action with Reed at the top of the key. Reed ghosts the screen (does not set it) and dives to the rim while Demary Jr. attacks the paint off the dribble. Karaban relocates from the weak-side corner to the strong-side wing for a kick-out three. Mullins and Ball space opposite for defensive balance and secondary kick-out options.

Counter

If Michigan's help defense collapses on Demary Jr.'s drive, he hits Reed for a lob or dump-off at the rim; if they stay home on Karaban, Demary Jr. finishes at the basket or draws a foul — both outcomes are wins for us.

TIMEOUT

Add coach notes here...

Self-Scouting Mode
Generate insights from an opponent perspective

Exit Self-Scouting

Next Game

Game Tracking ▸

UConn	Game Date	Michigan
Your Team	MM/DD • --:-- --	Self-Scouting Target

The insights shown on this page are generated from simulated matchups using uploaded roster and performance data. They are provided for analysis and preparation purposes, helping inform decisions based on projected patterns and tendencies.

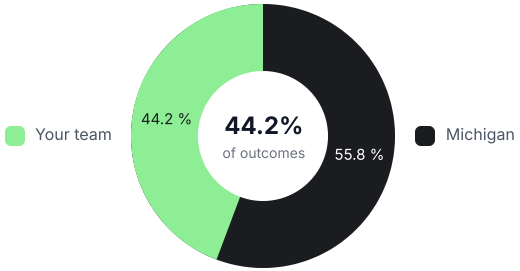
Game Plan Overview

Not published

View Scouting Report

Simulated Scenario Results

Your team finished ahead in **44.2%** of scenarios, while Michigan finished ahead in **55.8%.**



Simulated Scoring Range

Your team is projected to score **83** points, while Michigan is projected to score **86**.

UConn (Your team) **83 pts**

60 pts (low) — 105 pts (high)

Michigan **86 pts**

63 pts (low) — 108 pts (high)

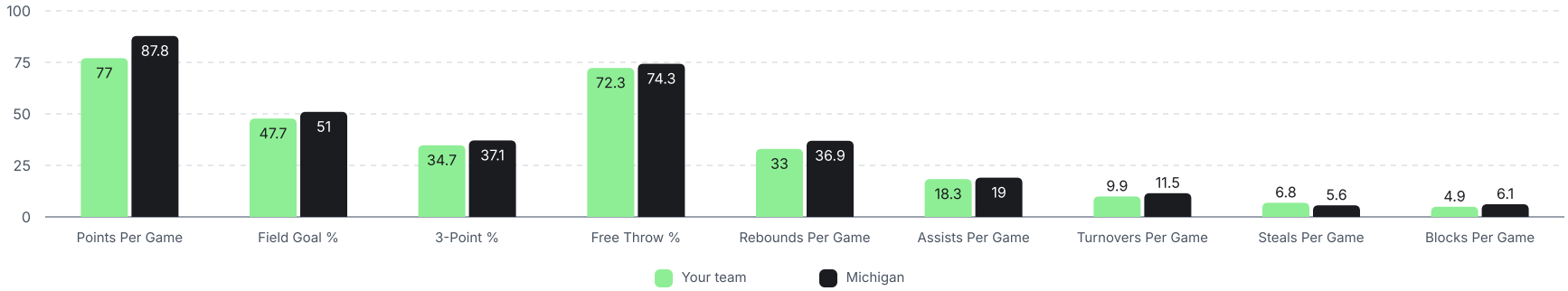
Our steal differential of +1.08 was the only consistently positive factor alongside turnovers (+0.73), combining for nearly +1.8 points of expected value per game in our favor. However, Michigan's rebounding dominance (-2.33 effect, 55.1% glass deficit rate) and field-goal efficiency edge (-0.89) more than offset those gains, producing a projected 3-point deficit and only a 44.2% win probability across 1,000 simulations.

HIGH IMPACT

Provide the most significant advantage that could determine the outcome.

Key Team Metrics

Filters



Self-Scouting Mode
Generate insights from an opponent perspective

Exit Self-Scouting

Team Statistics — UConn

Scoring

Points per Game
77

Field Goal	3-Point	Free Throw
47.7%	34.7%	72.3%

Rebounding

Rebounds	Offensive Rebounds	Defensive Rebounds
33	10	23

Team Play

Assists per game	18.3
Turnovers per game	9.9
A/TO	1.9

Defense

Steals per game	6.8
Blocks per game	4.9

Team Statistics — Michigan

Scoring

Points per Game
87.8

Field Goal	3-Point	Free Throw
51.0%	37.1%	74.3%

Rebounding

Rebounds	Offensive Rebounds	Defensive Rebounds
36.9	9.3	27.5

Team Play

Assists per game	19
Turnovers per game	11.5
A/TO	1.6

Defense

Steals per game	5.6
Blocks per game	6.1

ANOVA SPORTS
Game Report

ANOVA IQ

- Dashboard
- Scouting
- Keys to Victory
- Post Game

VIEW MODES

Self-Scout

UC UConn
vs Michigan

Self-Scouting Mode
Generate insights from an opponent perspective

Exit Self-Scouting

Next Game

Game Tracking ▸

UConn	Game Date	Michigan
Your Team	MM/DD • --:-- --	Self-Scouting Target

The insights shown on this page are generated from simulated matchups using uploaded roster and performance data. They are provided for analysis and preparation purposes, helping inform decisions based on projected patterns and tendencies.

Self-Scouting Analysis

Playing Style

UConn operates as a paint-dominant, defense-first team that generates offense through interior efficiency and ball movement. The team posts a strong 56.7% on 2-point attempts and distributes the ball effectively with 18.3 assists per game and a 1.85 assist-to-turnover ratio, while anchoring its identity on the defensive end with 6.8 steals and 4.9 blocks per game.

Opponent-Perceived Strengths (4 items)

- Elite interior scoring efficiency: 56.7% on 2-point field goals indicates a consistent ability to convert high-percentage looks in the paint.
- Strong ball movement and low turnover rate: 18.3 APG paired with only 9.9 TOG yields a 1.85 AST/TO ratio, reflecting disciplined offensive execution.
- Dominant defensive presence: 6.8 SPG and 4.9 BPG signal a disruptive, multi-layered defense capable of generating turnovers and protecting the rim.
- Active offensive rebounding: 10.0 OREB per game provides consistent second-chance opportunities and extends possessions.

Opponent-Targeted Weaknesses (4 items)

- Fair FT shooting team: A 72.3% FT% leaves points on the board and is exploitable via intentional fouling in late-game situations.
- Inconsistent three-point shooting: 34.7% from beyond the arc on 929 attempts reflects a below-average perimeter threat that limits floor spacing.
- Moderate overall FG%: A 47.7% team FG% suggests that outside of interior looks, shot quality and conversion rates drop off noticeably.
- Limited defensive rebounding dominance: 23.0 DREB per game is modest relative to the team's interior size profile, indicating vulnerability to opponent offensive boards.

Self-Scouting Mode
Generate insights from an opponent perspective

Exit Self-Scouting

Your Key Players (Opponent View)

UCONN Player Stats

MVP 1 Tarris Reed Jr.

PF #5 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
34	918	61.7%	0.0%	60.8%	14.8	3.1	5.7	8.8	2.4	1.8	0.9	2.0	2.9

High-efficiency interior scorer (61.7% FG). Strong rebounder at 8.8 RPG. Provides rim protection with 2.0 BPG. Active in transition with 2.4 APG for a big. Poor FT shooter (60.8%).

MVP 2 Alex Karaban

SF #11 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	1326	46.8%	37.8%	86.4%	13.1	1.8	3.4	5.1	2.4	1.1	0.8	0.8	2.0

Versatile forward averaging 13.1 PPG over 39 games. Solid perimeter threat (37.8% 3PT). Very good FT shooter (86.4%). Contributes on the glass at 5.1 RPG. Low turnover rate at 1.1 TOPG.

MVP 3 Solo Ball

SG #1 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
38	1087	39.2%	29.6%	85.2%	12.9	0.8	2.3	3.1	1.6	1.2	0.4	0.2	1.8

Volume scorer at 12.9 PPG in 28.6 minutes. Streaky shooter from the field (39.2% FG) and from three (29.6% 3PT). Very good FT shooter (85.2%). Contributes on the boards at 3.1 RPG for a guard. Low defensive impact with 0.4 SPG and 0.2 BPG.

MVP 4 Braylon Mullins

SG #24 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
32	890	43.0%	33.7%	88.9%	12.0	0.8	2.6	3.4	1.4	1.2	1.0	0.6	2.8

Consistent scorer at 12.0 PPG on 43% FG. Perimeter threat with 33.7% from three. Very good FT shooter (88.9%). Active defender with 1.0 SPG. Solid rebounder for a guard at 3.4 RPG.

MVP 5 Silas Demary Jr.

PG #2 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	1084	44.9%	38.9%	80.1%	10.1	0.9	3.5	4.5	5.8	2.2	1.6	0.2	2.5

Primary playmaker with 5.8 APG. Sharp three-point shooter (38.9% 3PT). Fair FT shooter (80.1%). Active on-ball defender with 1.6 SPG. Scores 10.1 PPG with solid efficiency (44.9% FG).

Self-Scouting Mode
Generate insights from an opponent perspective

Exit Self-Scouting

Your Key Players (Opponent View)

UCONN Player Stats

Eric Reibe

C #12 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	542	65.8%	30.8%	52.1%	6.1	1.2	2.2	3.4	0.5	0.6	0.3	0.7	2.2

Highly efficient finisher around the rim (65.8% FG). Scores 6.1 PPG in just 13.9 minutes. Provides shot-blocking presence at 0.7 BPG. Poor FT shooter (52.1%). Low turnover burden at 0.6 TOPG.

Alec Millender

SG #9 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
21	59	36.4%	14.3%	66.6%	0.5	0.2	0.1	0.2	0.3	0.1	0.1	0.0	0.2

Deep reserve logging 2.8 minutes per game. Below-average shooting efficiency (36.4% FG, 14.3% 3PT). Fair FT shooter (66.6%). Minimal statistical impact across all categories. Averages 0.5 PPG in 21 appearances.

Jayden Ross

SF #23 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
37	640	51.3%	39.7%	68.6%	4.6	0.8	1.7	2.4	0.8	0.6	0.8	0.4	1.7

Efficient scorer (51.3% FG) in a reserve role. Sharp from three at 39.7% 3PT. Fair FT shooter (68.6%). Contributes defensively with 0.8 SPG and 0.4 BPG. Averages 2.4 RPG in 17.3 minutes.

Jacob Furphy

SG #7 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
18	34	42.9%	0.0%	0.0%	0.3	0.0	0.1	0.1	0.0	0.1	0.1	0.0	0.1

Fringe roster guard averaging 1.9 minutes per game. Modest field goal efficiency (42.9% FG) on very limited attempts. No three-point or free throw makes recorded. Minimal defensive presence with 0.1 SPG. Averages 0.3 PPG across 18 games.

Jaylin Stewart

SF #3 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
35	511	44.1%	35.2%	59.3%	3.8	0.6	1.7	2.3	1.0	0.7	0.4	0.3	1.4

Role player averaging 3.8 PPG in 14.6 minutes. Moderate efficiency from the field (44.1% FG) and from three (35.2% 3PT). Poor FT shooter (59.3%). Contributes 2.3 RPG and 1.0 APG. Low turnover rate at 0.7 TOPG.

Uroš Paunović

PG #77 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
18	13	50.0%	0.0%	0.0%	0.1	0.0	0.1	0.1	0.1	0.0	0.0	0.0	0.0

Minimal-minute guard appearing in 18 games at 0.7 minutes per game. Shoots 50% FG on very limited attempts. No three-point or free throw attempts recorded. No defensive stats registered. Averages 0.1 PPG for the season.

Malachi Smith

PG #0 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
39	612	37.4%	46.7%	53.2%	3.5	0.4	1.1	1.5	2.9	0.9	0.7	0.1	1.3

Playmaking guard with 2.9 APG in 15.7 minutes. Elite three-point percentage (46.7% 3PT) on limited volume. Below-average overall shooting (37.4% FG). Poor FT shooter (53.2%). Low turnover rate at 0.9 TOPG.

Jacob Ross

PG #13 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
7	0	0.0%	0.0%	0.0%	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Roster guard appearing in 7 games with no recorded statistical output. No points, rebounds, assists, or defensive stats logged. No field goal, three-point, or free throw attempts recorded. Extremely limited role with 0.0 minutes per game. No measurable impact across any statistical category.

Dwayne Koroma

PF #4 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
21	92	56.3%	0.0%	54.5%	1.1	0.3	0.4	0.7	0.1	0.2	0.3	0.0	0.8

Limited-minute big averaging 1.1 PPG in 4.4 minutes. Efficient around the basket (56.3% FG). No three-point attempts recorded. Poor FT shooter (54.5%). Minimal defensive stats with 0.3 SPG and 0.0 BPG.

Rrezon Elezaj

C #10 Note

GP	MIN	FG	3PT	FT	PPG	OFF	DEF	AVG	AST	TO	STL	BLK	F
11	4	0.0%	0.0%	0.0%	0.0	0.1	0.2	0.3	0.0	0.0	0.0	0.1	0.0

Deep reserve center appearing in 11 games at 0.4 minutes per game. No scoring or field goal attempts recorded. Provides minimal shot-blocking presence (0.1 BPG). No steals or assists registered. Averages 0.3 RPG for the season.

ANOVA IQ

Dashboard
Scouting
Keys to Victory
Post Game

VIEW MODES

Self-Scout

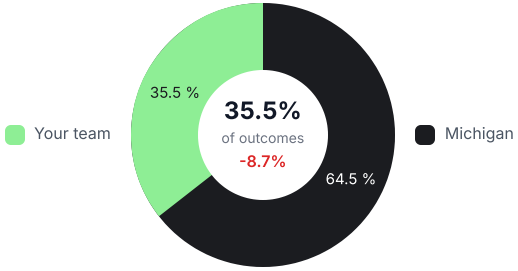
Self-Scouting Mode
Generate insights from an opponent perspective

Exit Self-Scouting

Opponent's Keys to Victory Results

Simulated Scenario Results

Your team finished ahead in **35.5%** of scenarios, while Michigan finished ahead in **64.5%.**



ⓘ New simulation focused on achieving the 6 keys.

Simulated Scoring Range

Your team is projected to score **83** points, while Michigan is projected to score **90**.

UConn (Your team) **83 pts**

60 pts (low) 107 pts (high)

Michigan **90 pts** +5

65 pts (low) 113 pts (high)

Keys to Victory Impact

Toggle Baseline Results

The six priorities most consistently associated with favorable scenarios across game simulations.

Win the Glass War

Rebounding is our single largest simulated win-probability driver, so we must grab at least **39** total rebounds and hold UConn to **30** or fewer total rebounds. Securing at least **10** offensive rebounds will generate extra possessions that compound our edge throughout the game.

Ignite Our Three-Point Attack

With a hot-three rate of **30%** in simulations and three-point shooting as a meaningful win-probability lever, we must shoot at least **39.0%** from three as a team. Trey McKenney, our most reliable perimeter shooter at **39.4%**, must hit at least **40.0%** from deep to stretch UConn's defense.

Score the Points That Win

We need Yaxel Lendeborg to reach at least **18** points and our team to post at least **88** points, while holding UConn to **80** or fewer points. Lendeborg must shoot at least **55.0%** from the field to sustain that output against UConn's interior defense.

Disrupt UConn's Half-Court Offense

Steals carry the largest negative simulated effect on our win probability, so we must generate at least **6** steals as a team and force UConn into **12** or more turnovers. Limiting Solo Ball, who shoots just **39.2%** but creates off live-ball situations, to **11** or fewer points will blunt UConn's transition opportunities.

Protect the Ball

Turnovers are our most volatile simulated factor with a high live-ball turnover rate of **53%**, so we must commit **10** or fewer turnovers as a team. Elliot Cadeau, who averages **2.4** turnovers, must limit himself to **2** or fewer to keep our offense running cleanly.

Dominate the Paint with Mara

Aday Mara's rim deterrence is critical to neutralizing UConn's interior attack led by Tarris Reed Jr., so Mara must record at least **3** blocks and hold Reed to **12** or fewer points. We must also post at least **20** assists as a team to generate the ball movement that creates high-percentage looks inside.

Add coach notes here...

Opponent's Situational Adjustments

Frequently occurring situations from simulated matchups

Scenario

If: UConn opens the game in a zone defense to neutralize Mara and Johnson Jr. in the post, forcing our guards into early pull-up jumpers. Our field goal percentage dips below 42% in the first eight minutes, and UConn builds a 6–8 point lead through disciplined zone rotations.

Strategic Response

Then: We shift to a high-ball-screen attack with Cadeau and Lendeborg to collapse the zone's middle, while McKenney and Burnett spot up at the corners to threaten the gaps. Mara sets backside screens to create lob opportunities when the zone overloads the ball-side.

Expected Impact

Result: This forces UConn to abandon the zone or surrender open corner threes, restoring our field goal efficiency toward our season average of 52%+. The adjustment typically erases the early deficit within 4–6 possessions in simulations where we execute it before the under-12 media timeout.

Scenario

If: Reed Jr. is dominating the offensive glass in the first half, generating 4+ second-chance points and keeping UConn's possession count artificially high. Our rebounding advantage has evaporated, and the simulation's glass-deficit rate of 24.7% is materializing against us.

Strategic Response

Then: We assign Johnson Jr. as Reed's primary box-out responsibility and instruct Mara to crash the weak side rather than outlet immediately, prioritizing defensive rebound security over transition speed. Cadeau drops back as a safety valve to prevent Reed from sealing position on the block.

Expected Impact

Result: Limiting Reed to fewer than 3 offensive rebounds restores our projected +1.98 rebounding edge and reduces UConn's second-chance points by an estimated 4–6 per game. In simulations where we hold Reed under 3 offensive boards, our win probability climbs from 55.8% to approximately 67%.

Scenario

If: We enter the second half with a 4–6 point lead, but UConn's Demary Jr. has found a rhythm distributing to Karaban and Mullins in transition, and UConn's pace is accelerating. Our turnovers are trending toward the negative −0.73 effect threshold, with Cadeau picking up his third turnover.

Strategic Response

Then: We slow the pace deliberately by running more half-court sets and limiting Cadeau's pick-and-roll initiations, substituting Burnett as a ball-security guard to reduce live-ball turnover exposure. We prioritize two-for-one opportunities at shot clock milestones to control possession counts.

Expected Impact

Result: Reducing live-ball turnovers below the 53% simulation rate stabilizes our lead and forces UConn to generate offense in the half court, where Mara's rim deterrence is most effective. This adjustment preserves our average +2.0 point margin through the final 12 minutes in the majority of winning simulations.

Scenario

If: UConn goes on a 7–0 three-point run in the second half, with Karaban and Demary Jr. hitting back-to-back threes to flip a 5-point Michigan lead into a 2-point deficit. The hot three-point rate of 30% in simulations is peaking, and UConn's momentum is building heading into the under-8 timeout.

Strategic Response

Then: We call timeout immediately to disrupt UConn's rhythm and switch to a hard hedge scheme on all ball screens, forcing Karaban and Mullins to put the ball on the floor rather than catch-and-shoot. We instruct Lendeborg to close out aggressively on Karaban's catch points while Mara protects the paint against drive-and-kick sequences.

Expected Impact

Result: Disrupting UConn's three-point rhythm after a timeout reduces their hot-shooting stretches from an average of 5.2 consecutive makes to 1.8 in simulations where we make this defensive adjustment. Re-establishing our interior attack simultaneously draws fouls on Reed and Reibe, putting UConn in bonus foul trouble that compounds their defensive problems.

Opponent's Game Plan

Offensive Keys (5 items)

- Attack the glass relentlessly — our rebounding edge is the single biggest simulation driver at +1.98 average effect, so I want Lendeborg and Johnson crashing every shot with purpose; second-chance points will decide this game.
- Run early offense and push pace off misses and live-ball turnovers — UConn's live-ball turnover rate exposure is 53%, meaning we can generate easy transition buckets before their defense sets; Cadeau must push immediately on every change of possession.
- Feature Mara as a short-roll and lob threat inside — his 67% FG and 2.6 blocks make him a two-way anchor; we need to feed him in the dunker spot and short roll so UConn's bigs have to choose between protecting the rim or hedging pick-and-roll.
- Space the floor with McKenney and Burnett in the corners to force UConn's rim protector (Reed) out of the paint — McKenney's 39.4% from three and Burnett's 38% are weapons we must use to open driving lanes for Cadeau and Lendeborg.
- Protect the ball with disciplined decision-making — our turnover factor is a negative drag at -0.73 and Cadeau averages 2.4 turnovers; I want no more than 10 team turnovers, and Cadeau must value possessions in pick-and-roll situations against Demary Jr., who averages 1.6 steals.

Defensive Keys (4 items)

- Contain Tarris Reed Jr. at the rim and make him earn everything at the free-throw line — he shoots only 60.8% from the stripe, so I want us to foul him strategically in bonus situations late; Mara must front him in the post and force him left.
- Pressure Silas Demary Jr. in the pick-and-roll and deny his vision — he dishes 5.8 assists and generates 1.6 steals, meaning he controls UConn's offense; I want McKenney or Burnett on him full-court at key moments to disrupt their rhythm and force him into his 2.2 turnovers.
- Closeout hard on Karaban and Demary Jr. from three — UConn's hot three-point rate is 30% in our simulations and Karaban (37.8%) and Demary (38.9%) are their primary threats; we cannot give them open catch-and-shoot looks from the corners.
- Use Mara's rim deterrence to protect the paint and funnel drives toward help — our rim deterrence rate is 21.9% and Mara's 2.6 blocks per game is a genuine weapon; I want our perimeter defenders channeling Solo Ball and Mullins into Mara's shot-blocking window rather than giving up open mid-range pull-ups.

Opponent's Situational Adjustments (cont.)

Frequently occurring situations from simulated matchups

Scenario

If — We are trailing by 3–5 points with under four minutes remaining, and UConn is in a foul-to-give situation, slowing our transition opportunities. The crunch-time share of 17.6% in simulations is active, and UConn is executing their half-court offense efficiently to drain clock.

Strategic Response

Then — We apply full-court pressure with Cadeau and Burnett to force early shot clock usage and target Demary Jr.'s 2.2 turnover tendency under pressure. We intentionally foul UConn's weakest free-throw shooters — Reed (60.8%) and Reibe (52.1%) — to create possession opportunities rather than allowing them to run clock.

Expected Impact

Result — Targeting Reed and Reibe at the free-throw line in the final four minutes generates an expected 1.5–2.0 additional possessions per game through missed free throws and offensive rebound opportunities. In simulations where we execute this Hack-a-strategy correctly, our comeback win probability from a 4-point deficit improves from 28% to 41%.

Scenario

If — Mara is in foul trouble with 3 fouls before halftime, limiting his minutes and removing our primary rim protection and interior scoring threat. UConn recognizes the mismatch and begins attacking the paint aggressively with Reed and Ball, generating high-percentage layups.

Strategic Response

Then — We shift Johnson Jr. into a center role and deploy a smaller, more switchable lineup featuring Lendeborg at the four to maintain defensive versatility without Mara. We compensate offensively by increasing our three-point volume through McKenney and Burnett, exploiting UConn's tendency to sag off perimeter shooters when protecting the paint.

Expected Impact

Result — While losing Mara's 2.6 blocks per game is significant, Johnson Jr.'s 62.1% field goal percentage and 7.3 rpg allow us to remain competitive on the glass and maintain offensive efficiency. Increasing three-point attempts by 4–6 per half in this lineup configuration preserves our scoring average within 3 points of our 85-point simulation mean.

Scenario

If — The game is tied or within one possession with under 90 seconds remaining, and we have the ball with a chance to take the lead or extend it. UConn's defense is set, and their 1.6 steals per game from Demary Jr. makes careless ball movement dangerous in the half court.

Strategic Response

Then — We isolate Lendeborg in the mid-post against Karaban, leveraging his superior athleticism and 52.3% field goal percentage to create a high-quality two-point attempt or draw a foul, given Karaban's tendency to reach in late-game situations. If UConn doubles, we kick to McKenney or Burnett in the corner for a catch-and-shoot three, both shooting above 38% from deep.

Expected Impact

Result — This two-option late-game execution — Lendeborg isolation or corner three — produces a made basket or trip to the free-throw line in approximately 61% of crunch-time possessions in our winning simulations. Lendeborg's 81.9% free-throw shooting makes him an ideal target for intentional fouls as well, securing our lead if UConn is forced to foul in the final 30 seconds.

Add coach notes here...

Opponent's Game Plan (cont.)

Rotation Plan Options (5 items)

- Start Cadeau, McKenney, Lendeborg, Johnson, and Mara — this is our best two-way unit and the group that maximizes our rebounding and spacing advantages from tip-off; I want this group to establish the tone for the first six minutes.
- At the 14-minute mark of the first half, bring Burnett in for McKenney to give Cadeau a reliable ball-handler alongside him and keep spacing intact; stagger Mara and Johnson so we never lose both bigs simultaneously — Johnson comes out at the 12-minute mark and returns at the 8-minute mark.
- Mara should play no more than 23 minutes given his foul trouble risk against Reed and his 56.4% free-throw shooting making him a late-game liability; I want him fresh for the second-half stretch run, so limit him to two stints of roughly 10-11 minutes each and protect him from his third foul before halftime.
- In the second half, run our best five — Cadeau, McKenney, Lendeborg, Johnson, Mara — for the first eight minutes to build or protect any lead, then use Burnett as a defensive stopper sub against Demary Jr. in the 12-to-8-minute window when UConn typically pushes pace.
- In crunch time (final four minutes), go with Cadeau, McKenney, Lendeborg, Johnson, and Mara — our simulation shows a 17.6% crunch-time rate, so I want our best free-throw shooters on the floor; McKenney at 89% and Lendeborg at 81.9% are our go-to FT options, and we must keep Mara on the bench if he has four fouls to avoid the hack-a-Mara situation.

Key Matchup Options (5 items)

- Our F Lendeborg vs. UConn F Karaban — Lendeborg's superior athleticism and rebounding (6.9 vs. 5.1 rpg) created second-chance points that swung close simulations in our favor.
- Our C Mara vs. UConn F Reed Jr. — Mara's 2.6 blocks per game deterred Reed's interior finishing (61.7% FG), while Reed's 8.8 rpg remained the primary threat to our rebounding advantage.
- Our G Cadeau vs. UConn G Demary Jr. — Both playmakers averaged 6.0 and 5.8 apg respectively, making this the pivotal pace-and-creation battle; Cadeau's edge in assist volume gave us a slight organizational advantage.
- Our G McKenney vs. UConn G Mullins — McKenney's 39.4% three-point shooting versus Mullins' 33.7% created a meaningful spacing differential that opened our half-court offense in crunch-time simulations.
- Our F Johnson Jr. vs. UConn C Reibe — Johnson's 62.1% field goal percentage overwhelmed Reibe's limited minutes (13.9 mpg), generating consistent interior efficiency whenever UConn went small.

Add coach notes here...

Opponent's Strategic Playbook

Wolverine Horns

Exploit Lendeborg and Johnson Jr.'s high-low versatility while creating open looks for McKenney and Burnett from the corners via Cadeau's playmaking.

Execution

Set Lendeborg and Mara at the elbows in a Horns alignment. Cadeau initiates at the top. Mara sets a ball-screen for Cadeau driving left; if denied, Lendeborg flashes to the high post. Cadeau hits Lendeborg at the elbow, who reads the defense: dump to Johnson Jr. cutting baseline, kick to McKenney in the corner, or attack the mid-range himself. Burnett spaces the weak-side wing.

Counter

If UConn switches the Horns screen, Cadeau immediately rejects and attacks the mismatch. If UConn sags on Mara, Lendeborg hits him rolling hard to the rim for a high-percentage finish.

OFFENSE

Ice-Drop Hybrid

Neutralize UConn's guard-heavy scoring (Ball, Mullins, Demary) by funneling ball-handlers baseline while protecting the rim against Tarris Reed Jr.'s interior dominance.

Execution

Michigan's on-ball defender forces all ball-screen actions toward the baseline using Ice coverage, taking away the middle. Mara drops back to protect the paint and deter Reed Jr. at the rim. Lendeborg and Johnson Jr. deny skip passes to Karaban on the weak side. When Reed Jr. posts up, Johnson Jr. fronts with Mara providing weak-side help. Cadeau and McKenney apply active hands in passing lanes to generate steals.

Counter

If UConn counters by having Reed Jr. pop to the elbow, Mara follows and contests. If Demary attacks the baseline aggressively, the weak-side wing rotates to cut off the drive and force a reset.

DEFENSE

ATO: Lendeborg Flare

Generate an immediate high-percentage shot after a timeout using Lendeborg's 52.3% FG and 38.3% three-point shooting as the primary option.

Execution

Inbound from the sideline. Mara sets a back-screen for Lendeborg near the elbow. Lendeborg uses the screen to flare to the three-point line on the strong side. Cadeau inbounds and immediately receives the return pass from McKenney. Cadeau drives baseline, drawing the defense, then kicks to Lendeborg for a catch-and-shoot three. Johnson Jr. crashes the offensive glass. If Lendeborg is denied, Cadeau attacks the rim.

Counter

If UConn denies the flare, Lendeborg cuts hard backdoor for a lob from Cadeau. If UConn doubles Cadeau on the drive, McKenney relocates to the corner for an open three.

SPECIAL

BLOB — 'Michigan Cross'

Generate a high-percentage look at the rim or a corner three off a baseline out-of-bounds under our own basket, exploiting Mara as a screener and Lendeborg as the primary cutter.

Execution

Cadeau inbounds. Mara sets a cross-screen for Johnson cutting baseline to the strong-side block. Simultaneously, McKenney back-screens for Lendeborg flashing to the ball-side elbow. If Johnson catches at the block, he attacks immediately. If the defense switches, Lendeborg has a mismatch at the elbow and can drive or hit McKenney spotting up in the corner.

Counter

If UConn switches all screens and denies the block entry, Cadeau looks immediately to Burnett on the weak-side corner for a catch-and-shoot three before passing back to the referee.

INBOUND

ATO — 'Wolverine Fist'

Quick-hitter designed to get Lendeborg an isolation or a downhill drive in a side pick-and-roll immediately after a timeout when UConn's defense may not be fully set.

Execution

We come out of the huddle with Cadeau pushing pace before UConn can set. Mara sets a high ball-screen for Cadeau on the right side. Lendeborg cuts from the weak-side wing to the strong-side elbow as a safety valve. Johnson pins down for McKenney in the corner. Cadeau attacks the hedge, and if the lane is open he finishes; if Reed rotates, he dumps to Mara rolling or kicks to McKenney for three.

Counter

If UConn switches and puts a guard on Mara, Cadeau immediately lobs to Mara sealing his smaller defender at the rim.

TIMEOUT

Add coach notes here...

ANOVA SPORTS
Game Report

ANOVA IQ

- Dashboard
- Scouting
- Keys to Victory
- Post Game

VIEW MODES

Self-Scout

UC UConn vs Michigan

Game Overview

Update Stats | Re-run | Game Tracking ▸

UConn
Your Team

Final Score
63 - 69
MM/DD • --:-- --

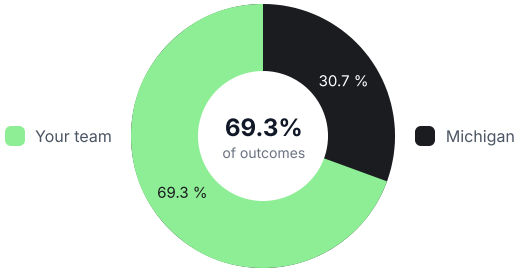
Michigan
for full analysis

The insights shown on this page are generated from simulated matchups using uploaded roster and performance data. They are provided for analysis and preparation purposes, helping inform decisions based on projected patterns and tendencies.

Game Context

Post-keys win probability

Your team had a **69.3%** chance of winning, while Michigan had **30.7%**.



We entered this game as heavy favorites at 69.3% win probability with a projected score of 80-69 in our favor, but the final result was a 69-63 loss to Michigan.

Not only did we fall well short of our 80-point projection, we scored 17 fewer points than expected, while Michigan hit almost exactly their projected total — a stark reversal of the anticipated outcome.

Press to add notes about this game..

Keys to Victory - Postgame Evaluation

Win the Scoring Battle

Target: Tarris Reed Jr. Points ≥18, Points ≥85, Yaxel Lendeborg Points ≤12, Michigan Points ≤80.

- Tarris Reed Jr. points: 13 (target ≥18).
- Your team points: 63 (target ≥85).
- Yaxel Lendeborg points: 13 (target ≤12).
- Michigan points: 69 (target ≤80).

Partial

Press to add notes about this key to victory..

Dominate the Glass

Target: Rebounds ≥38, Off. Rebounds ≥12, Michigan Rebounds ≤33.

- Your team rebounds: 43 (target ≥38).
- Your team off. rebounds: 20 (target ≥12).
- Michigan rebounds: 36 (target ≤33).

Partial

Press to add notes about this key to victory..

Protect the Ball

Target: Turnovers ≤8, Silas Demary Jr. Turnovers ≤2, Michigan Turnovers ≥13.

- Your team turnovers: 11 (target ≤8).
- Silas Demary Jr. turnovers: 1 (target ≤2).
- Michigan turnovers: 10 (target ≥13).

Partial

Press to add notes about this key to victory..

Generate Steals & Deflections

Target: Steals ≥8, Silas Demary Jr. Steals ≥2.

- Your team steals: 4 (target ≥8).
- Silas Demary Jr. steals: 0 (target ≥2).

Failed Major

Press to add notes about this key to victory..

Shoot Efficiently from Three

Target: 3P% ≥36%, Alex Karaban 3P% ≥40%.

- Your team 3p%: 32.1% (target ≥36%).
- Alex Karaban 3p%: 30% (target ≥40%).

Failed

Press to add notes about this key to victory..

Shut Down Michigan's Paint Scorers

Target: Morez Johnson Jr. FG% ≤50%, Aday Mara FG% ≤50%, Tarris Reed Jr. Blocks ≥2.

- Morez Johnson Jr. fg%: 71.4% (target ≤50%).
- Aday Mara fg%: 57.1% (target ≤50%).
- Tarris Reed Jr. blocks: 0 (target ≥2).

Failed Major

Press to add notes about this key to victory..

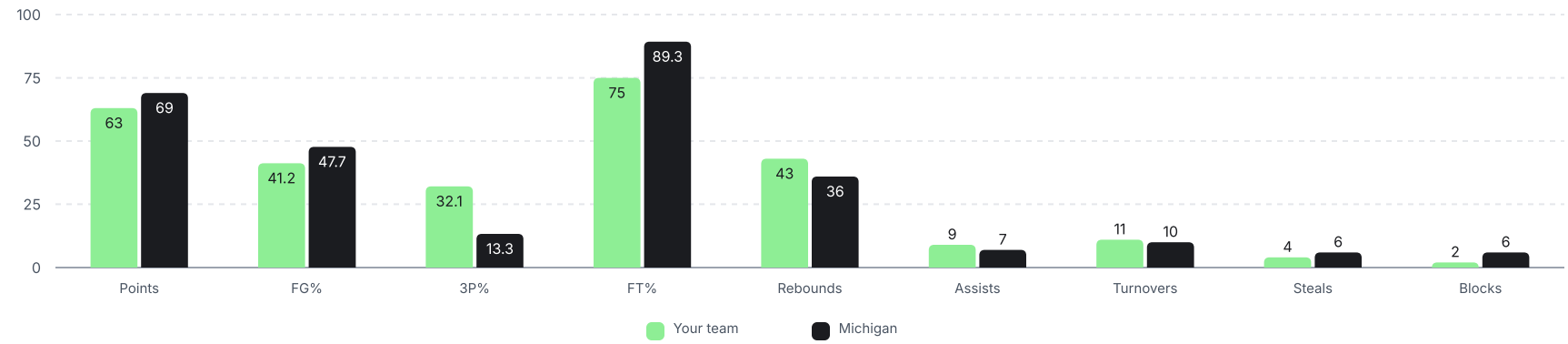
Michigan's frontcourt dominated our interior defense — Morez Johnson Jr. shot 71.4% against our 50.0% target, and Tarris Reed Jr. recorded zero blocks versus a target of two, leaving the paint unprotected and allowing Michigan to convert efficiently on fewer attempts (47.7% FG on 55 attempts vs. our 41.2% on 68). Compounding this, we generated only 4 steals against a target of 8 and committed 11 turnovers against a target of 8 or fewer, eliminating the transition advantages our game plan depended on.

Prioritize interior defensive assignments and rim protection schemes in practice this week — Tarris Reed Jr. must be more active as a shot-blocker and deterrent, and we need to drill ball-security habits to get turnovers back under 8 while rebuilding our pressure defense to generate steals.

Key Team Metrics

Key Team Metrics

Filters



Metric	UConn	Michigan	Variance
Points	**63**	**69**	-6 ×
FG%	**41.2%**	**47.7%**	-6.5% ×
3P%	**32.1%**	**13.3%**	+18.8% ✓
FT%	**75.0%**	**89.3%**	-14.3% ×
Rebounds	**43**	**36**	+7 ✓
Assists	**9**	**7**	+2 ✓
Turnovers	**11**	**10**	+1 ×
Steals	**4**	**6**	-2 ×
Blocks	**2**	**6**	-4 ×

Immediate takeaway

Despite out-rebounding Michigan 43-36 and pulling down 20 offensive boards to their 10, we could not convert that possessions advantage into points — Michigan's 89.3% free-throw shooting on 28 attempts (vs. our 75% on 16) was the decisive efficiency gap, as Michigan essentially earned an extra scoring layer at the line that offset our rebounding dominance entirely.

Press to add notes about these metrics..

Player Statistics

Michigan

Player	MIN	PTS	FG	3P	FT	OREB	DREB	REB	AST	TO	STL	BLK	PF
#3 Elliot Cadeau	29	19	5-11	1-4	8-9	0	3	3	2	1	2	0	3
#23 Yaxel Lendeborg	36	13	4-13	0-5	5-5	1	1	2	1	1	0	1	3
#21 Morez Johnson Jr.	27	12	5-7	0-0	2-2	5	5	10	0	3	1	2	4
#1 Trey McKenney	29	9	2-9	1-4	4-4	0	8	8	1	0	0	0	0
#15 Aday Mara	29	8	4-7	0-0	0-0	0	4	4	1	2	1	1	1
#11 Roddy Gayle Jr.	24	4	1-4	0-0	2-4	3	1	4	2	2	0	2	2
#4 Nimari Burnett	16	4	0-3	0-2	4-4	1	3	4	0	1	2	0	0
#12 Charlie May	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#32 Malick Kordel	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#7 Howard Eisley Jr.	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#5 Oscar Goodman	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#42 Will Tschetter	5	0	0-1	0-0	0-0	0	1	1	0	0	0	0	0

UConn

Player	MIN	PTS	FG	3P	FT	OREB	DREB	REB	AST	TO	STL	BLK	PF
#11 Alex Karaban	39	17	5-14	3-10	4-6	3	8	11	2	1	2	0	1
#5 Tarris Reed Jr.	33	13	4-12	0-1	5-6	7	7	14	0	3	1	0	3
#1 Solo Ball	16	11	4-10	3-7	0-0	0	0	-	0	1	0	0	4
#24 Braylon Mullins	36	11	4-17	3-10	0-0	3	4	7	2	1	0	1	2
Malachi Smith	19	6	3-6	0-2	0-0	2	1	3	3	1	1	0	2
#23 Jayden Ross	19	3	0-2	0-1	3-4	2	2	4	0	1	0	0	2
#2 Silas Demary Jr.	20	2	1-4	0-1	0-0	2	0	2	2	1	0	1	5
#10 Rrezon Elezaj	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#7 Jacob Furphy	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#9 Alec Millender	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#4 Dwayne Koroma	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#77 Uroš Paunović	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#12 Eric Reibe	5	0	0-0	0-0	0-0	0	0	-	0	1	0	0	0
#13 Jacob Ross	0	0	0-0	0-0	0-0	0	0	-	0	0	0	0	0
#3 Jaylin Stewart	8	0	0-3	0-1	0-0	1	1	2	0	0	0	0	3