

Coach Bench Duties

This reflects how most competitive basketball programs (including your club or high school setup) run a **3-coach bench** so everyone has a clear lane and nothing overlaps.



Head Coach — Game Commander

Primary responsibility: decision-making, adjustments, and team control

In-game duties

- Sets lineups, substitutions, and rotation timing
- Calls timeouts and manages clock/score situations
- Makes offensive/defensive adjustments (press, zone, matchups, tempo)
- Communicates with referees professionally
- Directs huddles during timeouts
- Controls overall team energy, discipline, and focus
- Final voice on strategy, challenges, and end-game plays

Focus area: *Big-picture strategy + leadership*



Assistant Coach #1 — Tactical Coordinator

Primary responsibility: support the head coach with real-time analysis

In-game duties

- Tracks matchups (who's guarding who, mismatches, hot/cold players)
- Monitors opponent tendencies (ball screens, press, shooters, weak links)
- Suggests adjustments quietly to the head coach
- Manages defensive assignments and communicates switches
- Helps run warmups and halftime adjustments
- Handles substitution readiness (next group lined up, players prepared)

Focus area: *Scouting, adjustments, and defensive/offensive detail*



Assistant Coach #2 — Bench & Player Management

Primary responsibility: keep the bench organized and players ready

In-game duties

- Manages bench behavior, energy, and communication
- Keeps players mentally engaged (reminders, encouragement, quick corrections)
- Tracks player fouls, time played, and fatigue
- Handles injury checks and equipment issues
- Talks to players coming off the floor (quick feedback, calm-down, reset)
- Helps run substitutions when the head coach signals
- Manages clipboard, stats sheet, or tablet if used

Focus area: *Player readiness, discipline, and bench control*



How the 3-Coach System Works Together

- **Head Coach:** Makes decisions
- **AC #1:** Feeds information to help decisions
- **AC #2:** Keeps the machine running smoothly on the bench

This prevents chaos, overlapping voices, and players getting confused.