Jared McCain vs Queens University 12/30/2023 - Film

McCain showed he is capable of hitting jumpers beyond the arc with his quick release and taking the defense off the dribble getting to his spots and playing through contact. His motor stood out all game long cutting hard, sprinting the floor in transition, and doing all his actions at game speed. For example, at the 13:51 mark of the first half he missed a three, sprinted back on defense, and fought for the rebound, and on the next offensive possession, he got to his spot after being run off the line from the right corner shooting a two dribble pull up going left. On another possession in the second half, he showed off his athleticism in transition speeding down the court off the bounce, going behind the back when his man went for the steal, and ending the possession with an acrobatic left-hand finish around his flying defender.

McCain flew around on defense denying hard on the perimeter and post, already being up and into his man on the catch, and beating his man to the spot on drives. He had multiple active possessions where he moved his feet well and defended without fouling. His opponent's offense involved a lot of ball screens in the half court, so there were multiple situations where he was switched onto bigs down low and he did a solid job battling with them denying and making sure they didn't get good post position. Due to his denial defense, he was able to get a few steals and create opportunities for Duke in transition. For example, at the 13:48 mark of the second half, he was in help side defending both the corner man and his main match-up on the wing, and he read the passing lane well which led to a transition three-pointer for Duke.

McCain shot the ball well beyond the arc and was able to get to his spot for pull-ups throughout the game. His effort on defense stood out constantly denying hard, communicating with teammates, and containing the ball in front of him. One area of improvement for him stay solid on drives and not get caught with his hands in the cookie jar to prevent tacky fouls.