

DeVante' Jones (Coastal Carolina) 6'1" 200 G (film 12-12-20 vs Greensboro)

He started off the game jumping a passing lane and getting an easy steal and finish. He has good size and athleticism for a 6'1 guard. a He grabbed a rebound and pushed the ball in transition then made a cross court pass for an assist on an open three. He has good speed and instincts with the ball. He hit a deep three from the right seam and has a very quick release but it is more of a set shot. He is a focused defender and it shows because every time his man gets the ball he pushes up on them. He shadows his man with or without the ball and causes a lot of pressure. He is a good rebounding guard and has a knack for pushing the ball up the court whether it's with a pass or he does it himself.

Offensively he is very skilled and can score from almost anywhere. He hit another 3 from the left corner and finished the game with 5 made threes. He finished the game with 4 assists and he is capable of being a playmaker for his teammates but he is a score first combo guard. He grabbed a couple of offensive rebounds and finished with a layup so he is not shy about getting physical underneath the basket. He has a knack for getting to the ball and it shows with his ability to grab rebound after rebound around the 9-minute mark. He uses his frame to absorb contact and get to spot with a brief number of moves.

Defensively there is a lot to like. He has great footwork and moves very well laterally. He is good at keeping his defender which he showed a number of times and is good at anticipating passes in passing lanes. At around the 13-minute mark he committed a turnover then stole it back from a pass out the air and then tipped a pass while the ball was being swung around. He also has quick hands and is able to force steals and turnovers without fouling. He finished the game with 25 points, 3 steals and 8 rebounds. He is very active on both ends of the floor and is an aggressive 2-way scorer with the ability to rebound well even for his size.