## NBA Finals: Thunder vs. Pacers

Wednesday, June 11, 2025

## Oklahoma City Thunder Shai Gilgeous-Alexander

Game 3: Postgame

Indiana Pacers 116, Oklahoma City Thunder 107

Q. Shai, Mark said he didn't feel like their strategy defensively on you changed much, but their execution was more on point. What did you see from them defensively? What impact did that have on the turnovers you had tonight?

SHAI GILGEOUS-ALEXANDER: Yeah, they were aggressive. They were high in the pick-and-rolls. They were, like Coach said, more aggressive, more forceful.

Yeah, starts with me. But we got to apply that pressure back, especially if you want to beat a team like that on the road. You got to be the more forceful team, for sure.

Q. You guys go into the fourth quarter up five. You only got three shots up. What got you guys stuck in the mud? What kept you from getting going individually in the fourth?

SHAI GILGEOUS-ALEXANDER: It's hard to say. It's hard to say because I don't see it from a bird's eye view right now. After watching film, we'll definitely have a better idea.

But they were aggressive. They were heavy in the crowd. I'm not sure how many points they had, but it felt like when they scored, we're going against a set defense, and it's always harder against a set defense. Off the top of my head, those are a few things. I'm sure there's probably more we can weave through when we watch film.

Q. Too many winning plays by the Pacers to count. What was the most frustrating part of the way the fourth guarter unraveled?

SHAI GILGEOUS-ALEXANDER: I'm not too sure. It felt like they won all the 50/50 plays. They executed on both ends of the ball. When you give those two things up, no matter what quarter, you're probably going to lose the quarter. It goes back to especially on the road, hostile environment, crowd is behind them.



Yeah, we got to take care of those things if we want to come out of Game 4 with a dub.

Q. Their defensive pressure seemed to affect you guys at mid-court. You and Jalen were corralled up. What was different about tonight besides maybe they're playing with more force?

SHAI GILGEOUS-ALEXANDER: They were higher in the pick-and-rolls.

Q. Had they been going that high during the series?

SHAI GILGEOUS-ALEXANDER: No, they hadn't. They were higher tonight in the pick-and-rolls. They were above the screen. When you come off it, you got to go backwards.

It goes back to a little bit more force. If we're more aggressive in the pick-and-roll and setting it up, then we get a better angle. Things like that usually comes down to who throws the first punch. I think that's what that was.

Q. Shai, what do you do as competitors here for the next 48 hours? You probably wish you could get right back out there, but how do you win these next 48 hours?

SHAI GILGEOUS-ALEXANDER: Yeah, learn from your mistakes, rest, recovery, do everything we can to be a better basketball team come next game. Yeah, I would say those things.

Q. McConnell steals three inbounds. You guys had a few more pick six type turnovers. As you look at a game like this, how detrimental are those points, and does it feel when a guy steals an inbound for a layup?

SHAI GILGEOUS-ALEXANDER: Yeah, those plays hurt, especially because they're very controllable. You can take your time. You make mistakes in basketball, no matter the stage. We definitely had opportunities to cover those things up. But you also don't let plays like that happen.

Yeah, it just goes back to being tighter, being more

. . when all is said, we're done.



focused, being more forceful all night. Things like that really hurt, for sure.

Q. 9 of 20 from the field tonight. Did you feel happy with the shots you got or did you feel like you could get to better ones? Was it more you got what you wanted?

SHAI GILGEOUS-ALEXANDER: Yeah, I feel like I had some good looks tonight that I missed, that I usually make. There's moments where I could have been a little bit more aggressive, I would say.

But yeah, I'll watch film, clean everything up and try to be better for this basketball team come next game.

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