

#25 SOUTH CAROLINA (5-3, 2-3) vs. MISSOURI (4-4, 2-3)

SATURDAY, OCTOBER 29, 2022 | WILLIAMS-BRICE STADIUM | COLUMBIA, S.C.

>>> SOUTH CAROLINA PLAYER QUOTES

Debo Williams • Linebacker • R-So

On Missouri getting out to a fast start...

“We just have to be better plain and simple. Execute calls, coaches were giving us the right things we just didn’t execute.”

On the difficulty of playing Missouri schematically...

“We play in the SEC so everybody is going to be good. We just have to be ready for everything that’s thrown at us and we’ll be better.”

Nick Emmanwori • Defensive Back • Fr.

On Missouri getting out to a fast start...

“Just execution on our side. We just have to see the play coming, see the motion coming, and play faster.”

On Missouri connecting on some deep passes throughout the game...

“Mainly communication but coverage issues as well. I felt like they had us on our toes a little bit and we didn’t really expect it to come but mainly just not executing.”

Spencer Rattler • QB • Jr.

On ... What to do to make the offense more explosive to get the ball downfield more consistently

“We just got to get better at everything. They gave us tough looks all night with their blitzes and their pressures, the way they got after us and it was tough to get the dropback pass game going ... So I say that’s what we need to get better at, it’s just preparing and knowing what to do.”

On ... Players thinking too much about the ranking

“No. It was cool that we were ranked but we weren’t looking at it like that at all. We wanted to climb higher and prepare the same and it just got beat tonight.”

Austin Stogner • TE • Gr.

On ... Is there something that’s not translating into the game from practice

“We won four straight and we lost tonight. I think we just got to play better.”

On ... Gamecock quick drives to Missouri holding the ball, feeling sitting on the sideline

“We have the ball and then we gave it to them so we got to play better. We went three and out and that’s unacceptable, we can’t have that.”