

# **Great Falls Basketball**

## **House Try-Out Procedures**

### **OBJECTIVE**

To organize an efficient basketball try-out process that allows adequate time for coaches to review player's abilities in fundamental skills and assign a rating in core capabilities to facilitate an effective draft process with the intent to drive team parity in each grade group.

### **ROLES AND RESPONSIBILITIES**

#### **Registration Desk – 1 person**

- Preferably, this will be the GGC
- Should arrive 15 minutes early for set-up
- Set-up the following equipment:
  - Provide by school:
    - Table for registration
    - 2 chairs
    - Basketball – age appropriate size
    - Cones
    - Pinnies (10 total)
- Mark participants in attendance on pre-printed alphabetized roster and assign number on sticker to be worn on players back
- Instruct participant to move to designated area in gym
- Master list of participants must be returned to the GGC for further processing
- Must bring: pens and bold sharpies (black), large stickers, roster of players (15 copies)

#### **Recording Secretary – 1 person**

- Preferably, this will be a Board member
- Must be present for the entire try-out process
- Maintain roster of players and record scores based upon coaches comments
- Responsible for facilitating efficient discussions and consistency among player scores

#### **Coaches – limited to head coaches in grade group only**

- Line up before the start of drills to evaluate players
- Be discreet with comments so players do not hear feedback
- Provide number scores to recording secretary for core capabilities
- May keep personal notes for use in upcoming draft but may not record ratings
- At least one coach must agree to attend both try-out sessions for consistency – this should be designated in advance of try-out sessions
- Coaches should notify GGC of which sessions they will be able to attend and make every effort to attend at least one session, preferably both

#### **Drill Coordinators – 1-2 people**

- Ideally, this will be Max Youth volunteers or referees from our program or middle/high school students in need of community service hours
- Arrive 15-20 minutes in advance of session for set-up

## **Great Falls Basketball House Try-Out Procedures**

- Please adjust hoop for age group
    - 8ft hoop - 3<sup>rd</sup> grade
    - 9ft hoop – 4<sup>th</sup>/5<sup>th</sup> grade
    - 10ft hoop – 6<sup>th</sup> grade and up
- Please make sure to have appropriate size basketball for each age group
- 27.5 inch 3<sup>rd</sup> grade
  - 28.5 inch 4<sup>th</sup>/5<sup>th</sup>/6<sup>th</sup> grade
  - 28.5 inch 7<sup>th</sup> grade girls and up
  - 29.5 inch 7<sup>th</sup> grade boys and up
- May need to locate custodian to open equipment closet for table/chairs
  - Organize players for drills
  - Demonstrate drills and provide clear instructions to players

### **PROCESS**

#### Volunteers (Registration, Recording Secretary and Drill Coordinators)

Volunteers for the above roles will be assigned prior to the date of try-outs. Communications should be sent via email, the organization's website and high-school/middle-school publications for community service hours.

#### Notification

Notification should be posted on the organization's website and sent via email to each registered participant informing them of the location, dates and times of try-outs. A block of time will be allocated for age groups to use the gym.

Notifications will include the following instructions:

- DO NOT bring basketballs to these sessions
- Every attempt will be made to follow a first in, first out process in evaluating players but players must stay in lines.
- Parents are encouraged to wait outside of the gym unless volunteering
- Water bottles are permitted
- Wear appropriate basketball attire: rubber soled gym shoes and comfortable clothing, no jewelry
- Players will leave immediately following their try-out session
- Drafts will be conducted in mid to late November and players will be informed of their team assignment by their coach

#### Check-in

Players will sign-in at the registration desk and be given a sticker with an assigned number to wear on the back of their shirt

Each player will be checked-in on the master roster, sorted alphabetically

First 3 players will be given pinnies to wear

GGCs should alternate placing pinnies on players

#### Evaluation Criteria

## **Great Falls Basketball House Try-Out Procedures**

Players will be evaluated in 5 categories on a scale of 1-7 as follows:

- **Shooting** – form: holds ball with shooting hand behind and under the ball— makes a “T”, bends knees when preparing to shoot, straighten legs and arms when shooting the ball, follow through with shooting hand (goose neck), good arc and strength, proper footing/hands on lay-ups, not just if a basket is made
- **Passing** – crisp, strong passes, quick and on the mark, fingers spread, elbows out, back of hands face each other after release, does not telegraph intended receiver
- **Ball Handling** – uses both hands, good control, good speed, eyes up, ball below the waist, finger-tips only
- **Rebounding** – proper boxing out stance, knees bent, moves opponent out from hoop, jumps to get ball, grabs ball tightly, elbows out
- **Defense** – proper stance with knees bent, step and slide – no crossovers, hands up and out to the side, stays with opponent, helps out when teammate gets beat, anticipates opponents move

Score	Description	Guide for Placement
7	Outstanding skills for age group	Among the top 10 players in age group
6	Highly skilled for age group	Should be a low 1 <sup>st</sup> or solid 2 <sup>nd</sup> round choice
5	Above average skills for age group	Should be a low 2 <sup>nd</sup> or solid 3 <sup>rd</sup> round choice
4	Average skills for age group	A solid middle round choice
3	Below average skills for age group	Functional with occasional mistakes; mid to lower round choice
2	Needs some skills development	Functional but prone to mistakes; a lower round – 6 <sup>th</sup> or 7 <sup>th</sup> , draft pick
1	Needs major skills development	Very weak; final round draft pick

\*\*Coaches are encouraged to use the entire grading scale for each of the skills demonstrated to make the scores reflective of abilities and to provide for greater differentiation for draft purposes.

### Drills

Coaches will gather at center court to observe the drills

Each coach will be given the list of players and the evaluation criteria

The recording secretary will handle all player evaluation documentation

The drills coordinator will demonstrate the first drill to the group. The first 10 participants will then run through the drill.

### Drill 1: Ball handling (grade 8 and below only)

## **Great Falls Basketball**

### **House Try-Out Procedures**

Full court drill in which player will dribble down the court for a lay-up and repeat in the other direction BUT will cross at half court to perform an off-hand lay-up at the opposite end in order demonstrate both left and right handed layups. One direction, this should be a control dribble with cones placed on one side of the court and the player should be instructed to perform cross-overs and a lay-up. Return direction, this should be a speed dribble into a lay-up. All 6 players should run through this drill repeatedly for 3 minutes, non-stop.

\*\*\*\*Drill should be run continuously with 6 players lined up, ready to run the drill.  
(Time estimate: not to exceed 5 minutes total for group)

#### *Drill 2: Around the key shooting (all age groups)*

Set 5 cones or markers around the key (2 on the block, 2 wing shots, 1 foul shot)

Use 2 baskets and 2 –3 balls at each hoop

Have player shoot from each designated spot, rapidly moving around the key, for 1 minute

Drill coordinator will be rebounder and passer.

(Time estimate: 6 minutes total for group of 6 players)

#### *Drill 3: Full court scrimmage (all age groups)*

Drill coordinators will act as referees

Teams will be divided up based upon their pinnies

Scrimmages will be played full court, 3 on 3 teams

Grades 5 and below must have two complete passes before a shot is allowed.

Grades 6 and above do not have passing restrictions.

No jump balls

If teams appear unevenly matched, the drill coordinator can make adjustments

If teams are struggling to get offensive opportunities, the drill coordinator must create opportunities for a team to play offense

No back court defense, grades 3-6

(Time estimate: 5 minutes for grade 5 and below; 8 minutes for grade 6 and above or until coaches signal that ample time has been allotted to evaluate each player)

#### Close

Upon completion of the drills, players will line-up with backs to coaches for final evaluations then will be instructed to leave

Coaches will group together to give players evaluation scores based upon observations throughout the drills and confirm the ratings – majority rules if there is a debate

Drill coordinators will gather pinnies and distribute to next group of players

At the end of the session, the last GGC group will replace the gym to its original condition by putting away all equipment and throwing out any trash

All rosters will be returned to the GGCs before leaving the gym.