Skills Day Process

In The Gym
*repeat for each age group
Process

- Before the session, meet with fellow coaches and assistants to determine stations; this will vary by age. Some ideas are: dribble, pass, free throw, layup, jump shot, running forward and backward, verbal quiz of basketball fundamentals, break into small groups for short scrimmages (older kids). Determine which coaches will man which stations and how the grading will go (1-2-3, A-B-C, etc, is 1 low or high, etc). Head Coaches are given rating sheets listing all players. Pencil in any walk-ins/late additions.
- After check-in, players line up in the gym. Parents are asked to remain outside. Players rotate through stations (maybe you have them go in waves of 5, maybe you just have them go), get evaluated, go to next station, etc, and leave when complete

In The Library
Evaluation Process
*some variation by age is appropriate, but this is a good template to start from

- Since the coaches all have one copy of the ID list from the gym session, but only have the stations they graded, the facilitator reads down the list sorted by ID and going around the table, each coach announces how they graded that player at their station (or if no show) and any other important data (big, small, fast, mouthy, etc)
- If facilitator feels there is any underhanded dealing going on in terms of what a child is rated, they have veto power over everything
- Once through the last data point, create a total (or average, your choice) for each child
- Every child including write-ins (whether in the gym or just a late registration) should now have grade, if there is somebody you know nothing about, mark them as "unknown"; if prior year information is available and reliable, then go with that
- Take a glance at the results, for this explanation, I'm going to assume we have 6 teams. See if there are an obvious top 6 or top 12, some multiple of 6 that don't vary too much from one another. If there's a few more, identify the lowest of that group and set them aside, conversely, if there's a few less, identify the highest of the next group and move them up. This is your "A" pile. Repeat for the bottom group of players and this is your "C" pile. Ideally, everybody else is in the middle. If it's a big group and there is still a lot of variation, then rather than three piles, maybe there are four or five, what ever it takes. If it makes sense, literally batch the top 6, the second 6, the third 6, etc. If there are enough unknowns, they get their own batch. If there are not, then they get sorted into what ever the middle group is.

Blind Draft Process
*for my example, I'm going to continue to pretend we have 6 teams; I'm also going to assume you created a group of 12 As, 24 Bs (including unknowns) and 12 Cs (that's 48 players, 8 per team)

- The facilitator picks up the pile of name cards (including handwritten extras for unprocessed late entries) and reads the name. Somebody reading from one of the master lists shouts out "A" or "B" or "C". Facilitator puts into the appropriate pile (upside down) and also marks on the back of the form if it's a coach child. This goes on until all 48 players are sorted into the three piles
- ROUND 1
  - o Facilitator pulls all the coaches kids out of the A pile only and passes to those coaches. If some 'teams' have two As at this point and others have none, this is the time (if not before this) to discuss can it be made balanced or should a pair of coaches not coach together, assuming we work that out….
  - o Facilitator goes around the table, if the first team already has one A player, they get a second, if a team has 2, they get nobody, if a team has 0, they get two; all 12 As should be gone and everybody should have 2 players.
- ROUND 2
  - o Same process, but going through the Cs
- ROUND 3
  - o Similar process for Bs, but since there will actually be four players per team here, the max coaches sons available would be 2, so you can basically do the 2 each to get every team to 6 players, then just pass out the remaining 12 players quickly that gets everybody to 8
- UNEVEN NUMBERS
  - o Lets pretend in my example we had 51 kids, not 48. When we get through the B round above, we have three kids left over. At this point, we put numbers in a hat (1-6) and each coach blindly draws. The coaches who draw 1-2-3 get these three kids. Up until the last possible practice before the first game, we will take 3 more late entries into this age group, at that point, we cap it and its closed. As those three come in, the first one goes to whomever drew #4, next to #5, etc. Everybody knows this going in, so there's no way they can stack their team by having their neighbor not register then bring them in on their own later.
- SPONSORS
  - o Everybody turns their forms over and evaluates their "DRAFT" for a team. Sponsors are identified. Two sponsors cannot be on the same team. We attempt to work amicably to resolve any such situation. Facilitator has final say.

Car Pool Requests
*this is also coaching preference or playing with friends preference
- Comment sheets are provided for each grade; assign someone to read these out loud during draft
- If request can be honored by making trades that are satisfactory (Coach 1 trades a B player to Coach 2 for another B player, the teams remain balanced and this results in two players getting to play together that wanted to), then we do it; if we cannot, then we do not. If the coach holding one of those players (Coach 1) says "no, I'm not giving this person up", then that's it, its over, nobody is forced to accommodate such a request
- If facilitator feels there is any underhanded dealing going on to stack the team, they have veto power over everything

Team Paperwork
- Each grade is given a Team Info form
- At the top, indicate the division (B6 or boys 6th grade, etc)
- Write the coach names, chosen team names & colors & sponsors (if already known)
- Each coach gets a team bag on the way out, and the bag ID goes on the form
- The Team Info form goes back to facilitator
- Each coach brings their name card pile to the facilitator to enter into the system. If these cards are alphabetized, it goes much faster! If there's not time to wait, card piles may be labeled and left for later entry.
- Team rosters will be sent to coaches the following day to preview before it's made public
- Practice times must be confirmed before leaving (one weeknight, one weekend)
- Coaches should NOT contact teams before being told the rosters are final, in case of changes. Easier to trade/adjust before the families are contacted.