

Tryouts - All Leagues

Tryouts will be overseen by the league coordinator & program commissioner

The tryouts process is utilized to allow coaches to gauge a players skill level. **ALL PLAYERS** registered will be placed on a team, regardless of skill level. The tryout data accumulated is used to perform a team draft to attempt at making all teams as evenly matched as possible, although this is not always achieved.

Players should wear their SLYSI issued season uniform jersey for number verification and documentation.

* Players who do not possess a SLYSI jersey are free to wear a uniform jersey of their choosing.

All **Head Coaches** are expected to be present during the tryout process.

* In the event a head coach is unavailable, he/she is allowed to identify one individual to take their place.

* In the event a head coach is unavailable & no individual is identified to take their place; the SLYSI league coordinator or a SLYSI board member will assume his/her duties.

Head Coach associated players are labelled as "locked players" which are automatic draft selections.

* A locked player **MUST ATTEND** tryouts to receive a "draft round classification (DRC)".

* A locked player who DID NOT attend tryouts is a automatic 1st round selection, regardless of talent level, there will be NO exceptions to this rule.

* DRC is used to determine the locked player(s) rating level. This system determines which round a head coach must select his/her locked player.

- DRC rating of 1 will result in the locked player being a 5th round selection, there will be no exceptions to this rule.

- DRC rating of 2 will result in the locked player being a 3rd round selection, there will be no exceptions to this rule.

- DRC rating of 3 will result in the locked player being a 1st round selection, there will be no exceptions to this rule.

Players will perform a series of actions & shots listed below.

* Player will begin in corner of sideline & baseline, half speed dribble to half court, at half court chest pass ball to center court individual & receive a return chest pass, then full speed dribble back to starting point as fast as possible.

* Player will begin at left 3-point wing position, receive a bounce pass, half speed dribble & layout with right hand.

* Player will begin at left 3-point wing position, receive a bounce pass, full speed dribble & layout with right hand.

* Player will begin at left 3-point wing position, receive a chest pass, half speed dribble & take a jump shot from right side of right elbow.

* Player will begin at left 3-point wing position, receive a chest pass, full speed dribble & take a jump shot from right side of right elbow.

* Player will begin at right 3-point wing position, receive a bounce pass, half speed dribble & layout with left hand.

* Player will begin at right 3-point wing position, receive a bounce pass, full speed dribble & layout with left hand.

* Player will begin at right 3-point wing position, receive a chest pass, half speed dribble & take a jump shot from right side of right elbow.

* Player will begin at right 3-point wing position, receive a chest pass, full speed dribble & take a jump shot from right side of right elbow.

* Player will begin at free throw line and take 2 shots

Head Coaches, keep in mind that tryouts are performed to deny/deter stacking teams. As well as give ALL coaches who have "locked players" of lesser talent the opportunity to visually grade a players skill level prior to the draft and allow for the drafting of players of equal talent level to those on opposing teams, prior to selecting their own "locked player".