

CBA WINTER CLUB COMPETITION - JUNIOR GRADE GUIDE

	U13 Club Grades	U15/16 Club Grades	U17/19 Club Grades
Games	<ul style="list-style-type: none"> • Development focused • All players should play close to even minutes in the first three quarters, for much of the season • Limited (On) Ball Screen and Dribble Hand Off use. Instead, use of space, cutting, driving, kicking • Man to Man Defence only • Technical and Tactical coaching can be present but should not be the focus • Encourage bigger, stronger, faster kids to use their non dominant hand and work on off ball movement and leadership 	<ul style="list-style-type: none"> • Development focused • All players should be playing close to even minutes in the first three quarters for much of the season • Introduction and use of (On) Ball Screens, Down screens and Dribble Hand Offs is appropriate but shouldn't be the primary offensive focus • Man to Man Defence only • Introduction and use of defensive change ups is appropriate • Encourage bigger, stronger, faster kids to use their non dominant hand and work on off ball movement and leadership • Technical and Tactical Coaching will increase <p>*U17 Development/Middle Grades will use these guidelines as well</p>	<ul style="list-style-type: none"> • Phasing into more outcome focused • All players should be taking the court at some stage in the game • Will have some players that are "basketball future focused" • Use of (On) Ball Screen and Dribble Hand Off Actions are appropriate • Use zone defence as a tactical adjustment as needed • Man to Man Defence should be the primary defensive approach • Technical and Tactical coaching should be present <p>*Development/Middle U17 Grades will use U15 Game Guidelines (which include not allowing zone defences)</p>
Referee Engagement	<ul style="list-style-type: none"> • Minimize interactions with the referee • Referee Trainers present to address questions to after the game • Players should not be questioning referees or commenting on calls <p>*Referees in this grade may be young and still developing. They are being supported by referee trainers</p>	<ul style="list-style-type: none"> • Minimize interactions with the referee • Referee Trainers present to address questions to after the game • Some questions during dead balls may be appropriate • Players should not be questioning referees or commenting on calls 	<ul style="list-style-type: none"> • Coach interactions may increase • Questions can be asked at appropriate times: dead balls; time outs; end of quarters • Team Captains could ask questions at appropriate times (as above)
Sub Grades	<p>Upper: Players will likely have previous playing experience; may currently be bigger, stronger, faster than their peers (early developer); shooting form is seen</p> <p>Middle: Players might have some playing experience; may still be developing physically; potentially new to the sport</p> <p>Development: Players will likely be new to the sport; and still developing physically</p>		
Key	<p>Development focused: The process of change and growth physically, mentally, emotionally, and socially</p> <p>Basketball Future Focused: Players have chosen basketball as their primary sport</p> <p>Outcomes Focused: What was the result e.g. Did the shot go in? Did we win? Was my shooting percentage high?</p> <p>Technical and Tactical Coaching: Shooting form; Offensive and Defensive change-ups; time-out and substitution use; shot selection</p>		