

CBA WINTER CLUB COMPETITION - JUNIOR GRADE GUIDE

| | U13 Club Grades | U15/16 Club Grades | U17 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 Focus on use of space, cutting, driving and kicking. (On) Ball Screen and Dribble Hand Offs should not be used Man to Man Defence only Technical and Tactical coaching can be present but should not be the focus Encourage early developers to expand and improve their skills (e.g. use their non dominant hand and work on off ball movement) | <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 early developers to expand and improve their skills (e.g. use their non dominant hand and work on off ball movement) 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"> No interactions with the referee (in line with "Zero Tolerance Policy") No questioning referees or commenting on calls When Referee Supervisors or Trainers are present, address questions to them after the game <p>*Referees here may still be developing. They are being supported by referee trainers/supervisors</p> | <ul style="list-style-type: none"> No interactions with the referee (in line with "Zero Tolerance Policy") No questioning referees or commenting on calls When Referee Supervisors or Trainers are present, address questions to them after the game <p>*Referees here may still be developing. They are being supported by referee trainers/supervisors</p> | <ul style="list-style-type: none"> Minimize interactions with the referee Questions can be asked at appropriate times: dead balls; time outs; end of quarters Team Captains could ask questions at appropriate times (as above) No players should be commenting on calls |
| 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> | | |