

2018-2019

# Good Shepherd Catholic School Athletic Committee Guidelines



Revision 2

September 11, 2017

**This Page Left Blank on Purpose**

## **1. Purpose**

The purpose of these guidelines is to provide consistency in decisions made in the formation and organization of team sports at Good Shepherd Catholic School (GSCS). They shall be reviewed annually to remain relevant to the continuous changing environment of team sports, to promote Christian fellowship through sport and to stay compliant with and maintain the spirit of any and all relevant supporting handbooks or policies. A change log shall be attached and maintained with these guidelines to preserve the integrity of this document.

### **1.1 Reference documentation**

These guidelines shall in no way negate or supersede the policies and procedures provided in the most current following documents: the GSCS Handbook, the Good Sports Program, and the Diocesan Athletic Handbook.

### **1.2 Stages of Sport Development**

In following with the guidelines set forth in the Good Sports Program, it is important to understand the three stages of sport development followed at GSCS.

#### **1.2.1 Instructional**

This stage of development is followed in the 3<sup>rd</sup> and 4<sup>th</sup> grade levels. The intent of this stage is to promote equal time in both instruction and play to allow student athletes the opportunity to learn and understand the sport. This stage is to focus on the fundamentals of the sport, team play, and good sportsmanship.

#### **1.2.2 Transitional**

This stage of development is followed in the 5<sup>th</sup> and 6<sup>th</sup> grade. This stage is intended to transition student athletes into competitive sports by adjusting play time based on effort, participation, commitment, and skill. In 5<sup>th</sup> grade it shall still require a minimum playing time for all student athletes with balanced teams. In 6<sup>th</sup> grade, if numbers dictate more than one team, the selection of the teams shall be balanced unless otherwise requested through guidelines referred to in (2.2).

#### **1.2.3 Competitive**

This stage of development is followed in the 7<sup>th</sup> and 8<sup>th</sup> grade. The intent in this stage is to allow student athletes to compete at their individual highest potential. This shall be accomplished by selecting teams through player evaluation and placing athletes based on coach's decision of forming the most competitive team at the varsity level. At this level, playing time and team selection are not guaranteed, and shall be based on effort, participation, commitment to GSCS sports, sportsmanship, and skill.

## **2. Common Guidelines**

Guidelines in this section shall be applied to all sports.

## **2.1 Coach Evaluation Criteria**

The following three criteria shall be ranked with a score of 1 to 10, 10 being the highest score and 1 being the lowest score. In the case of equal scores, the Athletic Director (AD) shall call a board meeting in which prospective coaches will have an opportunity to present his or her case. The application form for coaching can be found on the school website at <http://gsparish.org/wp-content/uploads/2015/09/Volunteer-Coaches-Application-1.pdf>.

**NOTE** – An actively participating parishioner of Good Shepherd Catholic Church, who exemplifies behaviors set by the Good Sports document, should be given consideration in the evaluation over another with similar scores.

### **2.1.1 Past Coaching Evaluations**

The AD will maintain a record of the previous four years of coaching evaluations and assign a score based on the content of the evaluations. In the case of no evaluations a score of 5 will be used. Based on the judgement of the Athletic Director, the score will decrease or increase by evaluating the content of the available coaching evaluations. Evaluations shall only be reviewed by the AD and Principal.

### **2.1.2 Past Coaching Experience**

A value of 2 points shall be given for each year of experience at the same grade level or equivalent. 3 points shall be given for each year of experience at high school level or above. There is a maximum of 10 points for coaching experience.

### **2.1.3 Past Playing Experience**

A score of 0 will be given for no experience. Past playing experience in K-8 will be given a score of 3. Someone having some high school experience will be given a score of 5. Someone who has played varsity high school will be given a score of 6. College experience will be given a score of 8, and professional experience will be given a score of 10.

## **2.2 Approval Process for Alternative Team And Coach Selection**

Alternative team selections shall only be requested by coaches using player evaluation criteria. A coach's request for alternative team selection shall require a majority vote of present Athletic Committee members at a meeting organized by the AD prior to the season start. All approved coaches at the grade level shall be allowed to speak at the meeting prior to the vote. The vote will be taken at the conclusion of the meeting and the decision on the request shall be final.

## **2.3 GSCS vs GSCS League and Tournament Head to Head Games**

The AD shall request to all league directors that during regular season play two GSCS teams at the same grade level should not play head to head. If for any reason during regular season or tournament play

this should occur the following shall apply. Coaches and players should treat the game the same as any other league or tournament game. The AD shall ensure at least two either impartial GSCS administrators or impartial Athletic Committee members be present at the game to observe.

## **2.4 Coaching Conflict Resolution**

No player or relative of a player shall approach or confront any coach about playing time or game decisions within 24 hours after any game is finished. If after this time, a concern about the game should still arise, the concern shall be addressed only by a parent and student verbally with the coach privately after the next available practice. If the concern is not resolved, then only a parent or student shall notify the AD via email for conflict resolution. In the event a player or a relative of a player confronts a coach inside of 24 hours after the game, the player shall be suspended for the next game. The head coach shall notify via email both the AD and Principal should a suspension be warranted.

## **3. Volleyball**

### **3.1 Coach Evaluation Criteria**

Coaches shall be selected based on criteria set in (2.1). In addition, coaches will be placed after the teams are determined.

### **3.1 Player Evaluation Criteria**

The evaluation period shall be communicated at least two weeks in advance and last for a period of two weeks with a minimum of two player evaluations. Evaluations shall be a closed gym to parents with a minimum of two evaluators. The AD should first request the current Memorial High School head coach be the lead evaluator. If he or she is not available the AD shall decide on the evaluators based on the same criteria set forth in (2.1) for selecting coaches.

#### **3.1.1 Point Assessment**

A 10 point assessment shall be used based on 5 criteria: serving, hitting, passing, setting, and movement. A score of 10 would be a perfect score and a score of 0 would be the lowest score. In addition to skill assessment, each player shall be categorized for team selection by position capability of defensive specialists, setters, and hitters. Scores by the designated evaluators are final and cannot be changed once submitted.

**NOTE** – Excellent middle school players will score on the average of 6-7, average players 4-5, and low level players 1-3. Also note, parents can request to see and discuss their individual child's evaluation, but will not be allowed to obtain a copy.

#### **3.1.2 Failure to Make Evaluations**

Players who miss all evaluations will be scored based on the evaluator's knowledge and understanding of the player's ability by past coaches. If the player has no past experience with coaches, the evaluators shall use their best judgement based on the players other past sports experiences.

### **3.2 Team Selection**

Teams shall be selected based on the scoring of player evaluations and player position capability. The minimum number of players on a team should be 7 and the maximum should be 9.

**NOTE** – When selecting teams, player commitment to GSCS sports should be evaluated especially when more than 1 team per grade level is dictated by numbers. This may mean that the top 9 players may not make the first team if GSCS volleyball is not their primary sport for the season.

#### **3.2.1 5th/6th Grade Team Selection**

Teams at these grade levels shall be balanced if numbers dictate more than 1 team at each grade level. 5<sup>th</sup> graders will be placed in the JV 5<sup>th</sup>/6<sup>th</sup> grade league. 6<sup>th</sup> graders will be placed in the Varsity 5<sup>th</sup>/6<sup>th</sup> grade league.

#### **3.2.2 7th/8th Grade Team Selection**

Priority for team selection is to place the most competitive team in the Varsity league based on player evaluations. The intent at these grade levels should be to keep 8<sup>th</sup> graders with 8<sup>th</sup> graders and 7<sup>th</sup> graders with 7<sup>th</sup> graders. This means that one 8<sup>th</sup> grade varsity team will be formed and the potential of one 7<sup>th</sup> grade varsity team if player evaluations dictate. If there are more than 9 players on a team, there is a potential to form a mixed 7<sup>th</sup> and 8<sup>th</sup> grade JV team for players who do not make varsity. Team selection shall be based on player evaluation criteria set in (3.1).

### **3.3 Playing Time**

Playing time shall conform to the guidelines set in (1.2).

**NOTE** – Playing time at all levels is not guaranteed. It can be altered by coach's discretion based on the player's commitment, effort, and sportsmanship. If a coach alters playing time from these guidelines, he or she should make attempts to discuss the reasons with the parents prior to or after the match.

#### **3.3.1 5th/6th Grade Playing Time**

A minimum of one game per match shall be required.

#### **3.3.2 7th/8th Grade JV**

A minimum of one game per match during league shall be required. During tournament, playing time is at coach's discretion.

#### **3.3.3 7th/8th Grade Varsity**

Playing time is at coach's discretion.

## **4. Basketball**

### **4.1 Coaching Evaluation Criteria**

Coaches shall be selected by criteria set in (2.1). The past seasons active head varsity coach in 8<sup>th</sup> grade should be given precedence over evaluating a new varsity coach each calendar year. Past performance evaluations should be weighed by the AD when deciding if a new head varsity coach should be selected. The AD may include verbal feedback from Athletic Committee members before rendering a decision. Hearsay outside of the Athletic Committee meeting should not be used as a factor.

### **4.2 Player Evaluation Criteria**

The evaluation period shall be determined and be communicated in advance of two weeks. The evaluations shall be a closed gym to parents with a minimum of two evaluators. Evaluators shall be determined by the AD based on the same criteria as (2.1). Scoring shall be based on the following criteria: shooting, dribbling, passing, defense, rebounding, athletic ability, game play, and coachability. In addition to skill assessment each player shall be evaluated by position capability. Players who miss evaluations will be scored on evaluators knowledge and understanding of ability by past coaches. Annex 'A' is an example form that may be used to score evaluations.

**NOTE** –For middle school grade levels a nonparent Memorial High School basketball staff member and/or GSCS PE middle school teacher should be requested by the AD to take part in the evaluations to ensure nonbiased evaluations. Also note, parents can request to see and discuss their individual child's evaluation, but will not be allowed to obtain a copy.

### **4.3 Team Selection**

Teams shall be selected based on the scoring of player evaluations and player position capability. The minimum number of players on a team should be 7 and the maximum should be 10.

**NOTE** – When selecting teams, player commitment to GSCS sports should be evaluated especially when more than one team per grade level is dictated by numbers. This means the top ten highest scored players may not all make Varsity if GSCS sports is not their first priority during season.

#### **4.3.1 3<sup>rd</sup>/4<sup>th</sup> Grade Team Selection**

Teams at these grade levels shall be balanced if numbers dictate more than 1 team at each grade level.

#### **4.3.2 5<sup>th</sup>/6<sup>th</sup> Grade Team Selection**

Teams at these grade levels shall be balanced if numbers dictate more than one team at each grade level.

**NOTE** – Refer to (1.2.2) for requests for alternative team selection at 6<sup>th</sup> grade.

### **4.3.3 7th/8th Grade Team Selection**

Priority for team selection is to place the most competitive team in the Varsity league based on player evaluations and position capability. The Varsity team may have a mix of both 7<sup>th</sup> and 8<sup>th</sup> graders. Players at JV level may be asked to play up at any time by the head Varsity coach. JV team selection should be determined by balancing both 7<sup>th</sup> and 8<sup>th</sup> graders on teams base on player evaluation criteria, refer to (4.2).

## **4.4 Playing Time**

Playing time shall conform to the guidelines set in (1.2).

**NOTE** – Playing time at all levels is not guaranteed. It can be altered by coach’s discretion based on the player’s commitment, effort, and sportsmanship. If a coach alters playing time from these guidelines, he or she should make attempts to discuss the reasons with the parents prior to or after the game.

### **4.4.1 3rd and 4th Grade Playing Time**

There shall be equal playing time during each regular season game and a minimum of one quarter playing time during each tournament game.

### **4.4.2 5th and 6th Grade Playing Time**

There shall be a minimum of one quarter or equivalent of six minutes during each regular season game and a minimum of three minutes during each tournament game.

### **4.4.3 7th and 8th Grade Playing Time**

Playing time shall be at discretion of the head coach. Diocesan guideline Rule 13 shall apply for maximum allowed quarters when a player is asked to play up on a weekend. For JV players who are not asked to play up to Varsity, the head JV coach should consider a minimum of two minutes during each regular season game.

**NOTE** – During tournament games the focus of playing time should be to win and move on in the tournament, but the head coach should make an effort when possible to give all players some time.



# Annex "A" Example Player Evaluation

## Player Performance Evaluation

Evaluator: \_\_\_\_\_

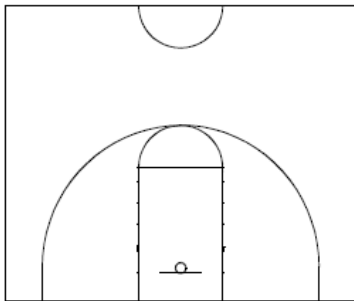
Player Information		Experience
<input type="text"/> First Name	<input type="text"/> Last Name	
<input type="text"/> Date of Birth	<input type="text"/> Grade	
<input type="text"/> Height	<input type="text"/> Weight	

### Evaluation

Mark rating for each category (1 = needs improvement; 5 = outstanding).

<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Shooting</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Lay-up*</li> <li><input type="checkbox"/> Mechanics &amp; Arc*</li> <li><input type="checkbox"/> 2-point range</li> <li><input type="checkbox"/> 3-point range</li> <li><input type="checkbox"/> Catch &amp; shoot</li> <li><input type="checkbox"/> Shoot off dribble</li> <li><input type="checkbox"/> Use of weak hand</li> </ul>	<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Dribbling</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Maintains control *</li> <li><input type="checkbox"/> Sees the court *</li> <li><input type="checkbox"/> Goes both ways</li> <li><input type="checkbox"/> Handles pressure</li> <li><input type="checkbox"/> Speed</li> <li><input type="checkbox"/> Dribbles with purpose</li> <li><input type="checkbox"/> Penetrates to hoop</li> </ul>	<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Passing</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Timing*</li> <li><input type="checkbox"/> Catching *</li> <li><input type="checkbox"/> Avoids turnovers</li> <li><input type="checkbox"/> 2 handed</li> <li><input type="checkbox"/> 1 handed</li> <li><input type="checkbox"/> Bounce pass</li> <li><input type="checkbox"/> Overhead</li> </ul>
<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Defense</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Position*</li> <li><input type="checkbox"/> Transition*</li> <li><input type="checkbox"/> Stance</li> <li><input type="checkbox"/> On ball</li> <li><input type="checkbox"/> Off ball</li> <li><input type="checkbox"/> Closes out</li> <li><input type="checkbox"/> Help</li> <li><input type="checkbox"/> Recover to man</li> </ul>	<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Rebounding</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Anticipates *</li> <li><input type="checkbox"/> Goes for the ball*</li> <li><input type="checkbox"/> Boxes out</li> <li><input type="checkbox"/> Finds the right spot</li> <li><input type="checkbox"/> Protects/chins the ball</li> </ul>	<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Athletic Ability</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Speed</li> <li><input type="checkbox"/> Quickness</li> <li><input type="checkbox"/> Stamina</li> <li><input type="checkbox"/> Coordination</li> </ul>
<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Game Play</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Court Sense</li> <li><input type="checkbox"/> Team play / assists*</li> <li><input type="checkbox"/> Vision*</li> <li><input type="checkbox"/> Anticipation*</li> </ul>	<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Coachability</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Attitude</li> <li><input type="checkbox"/> Accepts criticism</li> <li><input type="checkbox"/> Focus</li> <li><input type="checkbox"/> Interaction with teammates</li> <li><input type="checkbox"/> Team play</li> <li><input type="checkbox"/> Work ethic</li> </ul>	<div style="background-color: #e0e0e0; border: 1px solid black; padding: 2px;"><b>Overall Strengths*</b> <span style="float: right;">①②③④⑤</span></div> <ul style="list-style-type: none"> <li><input type="checkbox"/> Defense</li> <li><input type="checkbox"/> Dribbling</li> <li><input type="checkbox"/> Passing</li> <li><input type="checkbox"/> Rebounding</li> <li><input type="checkbox"/> Shooting</li> <li><input type="checkbox"/> Court sense</li> </ul>

*\* check all that apply*



### Comments / Recommendations

- ← Place an "O" where player would be most successful on offense.
- ← Place an "X" where player would be most successful on defense.

Player Number

Rating scale: ① Needs improvement ② Below average ③ Average ④ Above average ⑤ Outstanding

## Change Log

<b>Edit</b>	<b>Statement</b>	<b>Date</b>	<b>Rev</b>	<b>Description of change</b>
(A)	1.1, 1.2	3/6/2016	Draft 1	Created initial verbiage for these paragraphs
(M)	1.1, 1.2	3/7/2016	Draft 2	change reference of school name to GSCS and corrected spelling, added verbiage of "and maintain the spirit by"
(M)	1.1, 1.2.1, 1.2.2, 1.2.3	3/9/2016	Draft 3	Committee agreed upon edits discussed at March 9, 2016 meeting
(A)	Article 2	3/30/2016	Draft 4	Initial draft of volleyball guidelines
(M)	All sections	4/3/2016	Draft 5	Updated volleyball from 3/31 meeting and changed formatting of all sections
(A)	Article 3	4/5/2016	Draft 6	Initial draft of basketball guidelines
(M)	Article 3	4/7/2016	Draft 7	Updated basketball from 4/6 meeting
(A)	Various	4/10/2016	Final Draft	Added title page, Annex "A", log, and created common section for 3 common sections
(M)	4.2	5/1/2016	1 <sup>st</sup> Release	Changed typo of teach to teacher. Removed watermark
(M)	1.1, 2.1, 2.3, 2.4	5/10/2016	Rev 1	Changed dates to 'most current', referenced location of coaching application, split 2.3 into 2 sections by adding 2.4 to apply 24 hour rule to any game by school board recommendation and discussion at 5/9/2016 meeting
		9/11/2017	Rev 2	Changed dates to "most current"
		7/29-18	Rev 3	Changed dates to "most current"