

Please use these guidelines to rate your team and players. On the entry form, your overall team level will be placed on the right hand side while each player will receive a rating from below as well – no need to total anything!

Level 1 - Competitive Model

- **General:** Fast pace game. Athletes and partners all play at the same pace and there is a good flow to the game.
- **Athletes:** Have a good knowledge of the rules. High skill level. Can understand multiple offenses. Can dribble, pass, and shoot.
- **Partners:** Partners and athletes should complement each other and participate equally.
- **Officials:** Should call the game very closely enforcing all rules.

Level 2 - Competitive Model

- **General:** Fairly fast paced game. Athletes and partners still function at a high pace but a slight difference in skill may be noticed.
- **Athletes:** Have a good knowledge of the rules. Moderately high skill level although all athletes may not be at level 1.
- **Partners:** Partners and athletes should complement each other and participate equally. Not all partners will be at level 1.
- **Officials:** Should call the game very closely enforcing all rules.

Level 3 - Competitive Model

- **General:** Slower paced game.
- **Athletes:** Still learning the game with support of partners. Learning how to dribble, pass, and shoot as well as offensive and defensive concepts.
- **Partners:** Some mentoring is happening at this level while playing, but they are still involved in the game. Skill set is a bit lower level to match the ability of the athletes although they should still be able to successfully facilitate the game.
- **Officials:** Should be calling fouls. Reminders are necessary but should call traveling, double dribbling, 3 seconds, etc. when it's repetitive. Encourage appropriate skills.

Level 4 - Player Development Model

- **General:** Slow paced game but the integrity of the game is still intact.
- **Athletes:** Learning the basic rules, feeling comfortable on the floor and being a part of a team. Not proficient in the basic individual or team skills but are in the process of learning.
- **Partners:** Facilitate the basic skills needed to play basketball. Encourage athletes to shoot or pass to others. Direct players on where to stand on defense and offense. A lot of leadership is needed at this level while playing.
- **Officials:** Should call fouls, excessive traveling, and remind players to get out of the lane on offense and to dribble the ball etc.