

# 4<sup>th</sup> Grade Traveling Procedures

Adding a 4<sup>th</sup> grade travel program in the winter will allow players to continue to play and get some additional practice and tournament experience. Currently most associations are providing 4<sup>th</sup> grade traveling.

## The Tryouts

Tryouts will be conducted similar to our current travel tryout procedures with independent evaluators ranking players. Potential coaches will be able to view the tryout, but will not be included in the picking of teams. The 1<sup>st</sup> day of tryouts will be Sunday (Day after the 4<sup>th</sup> grade tournament). All players must come on that day, receive a numbered pinnie, and check-in (Provide name, house jersey number, and tryout pinnie number). There will be two sessions for boys (by alphabet) and one for girls. At this clinic a parent meeting will take place as well as an evaluation of each player. Players will then return on Monday night for day 2 of the tryout. Here the players will be grouped by ability with the potential to move between groups and teams will be formed. Final teams will be posted on the website soon after the tryout.

## Coach Selection and Number of Teams

All coaches interested in coaching 4<sup>th</sup> grade travel will be interviewed by an interview committee in early December. **The number of travel teams formed will be directly based on number of qualified coaches.** It is the intention that all players will make a team as long as there are qualified coaches willing to coach. **In order to coach a 4<sup>th</sup> grade travel team, you must be a head coach in the fall house league program at the 4<sup>th</sup> grade level.**

## Team Selection

On the first day of the tryout, all players will line up by height and will be assigned a pre-numbered jersey. The players will go through a variety of drills and will be given a score by a group of independent evaluators. Based on that score, the players will be grouped by ability on day two with the option to move back and forth between groups. On day two, the players will participate in several small sided scrimmages and full court games. They will receive another score for day two. The scores given both days will be added together to develop a ranking of players. The rankings will be used by the evaluators to develop the teams. Once a top team is formed, the top coaching candidate with a child on that team will be contacted. This procedure will continue for each team. If two coach's kids land on the same team, the 2<sup>nd</sup> coach (as chosen by the interview committee) will have the decision to coach their child on the next team or have their child stay on the team they made. In the event that a team is formed without a coach, the next coach will be selected and their child will be moved to that team. All teams will consist of 10 players. If there are not enough players to form a complete team of 10 for the final team, a team will not be formed.

## **Uniforms**

All 4<sup>th</sup> grade travel teams will wear their house uniform. The uniforms are being upgraded with reversible jerseys and matching shorts so will work well for traveling also. House uniforms will be numbered 0-5,10-15,20-25,30-35,40-45,50-55. This will Provide 36 different numbers so there will only be about 3 players that will share the same number in the program resulting in less of a chance of duplicates. If duplicates arise, trade-ins will be made.

## **Practice and Tournament Schedule**

Each travel team will receive 2 practices per week. One practice will be on a main gym and one in a small gym (As gym space allows). When gym time is tight, teams may be schedule to share a large gym. Each team will be scheduled for 5 tournaments, 2 in January, 2 in February, and either Grade State or Rec State. Any additional tournaments desired will be scheduled and paid for by the teams individually. Tournaments have been preselected by our traveling coordinators.

## **Fees**

Each player will pay the \$155 house fee prior to the start of the season which covers the uniform, house league season (Refs, gym space, balls, clocks, etc.), and end of season trophy. Once they are placed on a travel team with a coach, they will be assessed another \$100 travel fee to cover tournament expenses. Checks will be made out to OMGBA and given to the coaches at the first team meeting. The total cost will be \$255.

## **IMPORTANT NOTE**

Gym time will only be given to 4<sup>th</sup> grade travel teams put together by OMGBA in the winter.

No 4<sup>th</sup> grade players or coaches will be able to request gym time regardless of whether the players did not try out for travel or the team was disbanded due to lack of volunteer coaches or the inability to fill a complete roster. **4<sup>th</sup> graders must be on a travel team to receive winter gym time through OMGBA.**

3<sup>rd</sup> graders planning to play MYAS winter ball can receive gym time as in the past if it is available. Parents put these teams together outside of OMGBA.

If there are any questions regarding these procedures, email [admin@omgba.net](mailto:admin@omgba.net) .

SEE BELOW FOR EVALUATION CRITERIA

<u>Skills</u>	<u>Evaluation Criteria</u>	<u>Pts</u>
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<b>Ball Handling</b>		<b>15</b>
Speed Dribble	Under Control/Head-up/Use of both hands	1-5
<b>Recorded best of two times</b>		
Cone Dribble	Under Control/Head-up/Use of both hands	1-5
	Ability to complete moves at cones	1-5

<b>Shooting</b>		<b>20</b>
V-lay-ups	Form/Right Hand/Accuracy	1-5
	Form/Left Hand/Accuracy	1-5
Catch & Shoot	Square-up/Form	1-5
	Accuracy/Range	1-5

<b>Rebounding/Match-Up</b>		<b>15</b>
2 on 2 Box-out	Positioning/Contact/Boxing Out	1-5
1 on 1 Roll-out	Ability to Score with Defense	1-5
	Ability to Defend	1-5

**Skill Points** **50**

<u>Scrimmages</u>	<u>Evaluation Criteria</u>	<u>Pts</u>
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<b>Offensive Ability</b>		<b>15</b>
3 on 3 & 5 on 5	Ball Handling/Court Awareness/Passing	1-5
	Scoring - Outside/Inside/Drives	1-5
	Rebounding/Off-Ball Movement/Talking	1-5

<b>TEAM PLACEMENT (All Score)</b>	<b>20</b>
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<b>Top 3 = 20, A Team = 15 - 19</b>	
<b>B Team = 10 - 14, C Team = 5 - 9</b>	1-20
<b>Not a Travel Player = 0 - 4</b>	

<b>Defense</b>		<b>15</b>
3 on 3 & 5 on 5	Defensive Stance/Shuffle/Deny/Help D	1-5
	Positioning/Rebounding/Box Out	1-5
	Pressure/Aggressiveness/Anticipation	1-5

**Scrimmage Points** **50**

<b>Total Points</b>	<b>100</b>
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