



POLICY  
2011 #1110

Player Placement

The Red Jacket Junior Hoops mission is to work in partnership with the Red Jacket community, and public schools to foster a safe and encouraging atmosphere in which young girls and boys will be afforded the opportunity to participate in the sport of basketball.

In the Red Jacket Junior Hoops Travel League program, there is a team for Boys Grade 5, a team for Boys Grade 6, a team for Boys Grade 7, a team for Boys Grade 8, a team for Girls Grades 5&6 combined, and a team for Girls Grades 7&8 combined. The mission of the advanced RJJH Travel Program is to emphasize fundamental and progressive team development at a competitive level.

Travel Teams will be determined by a Try-Out Placement process that is overseen by a panel of experienced Coaches. The process will involve try-out session(s) in which player's skill levels will be evaluated in several areas including, but not limited to: ball handling skills, vision and court presence, passing skills, defensive skills, shooting skills, work habits on the court, team play abilities, comprehension, and coachability.

Travel Teams will consist of no more than ten players per team.

At the YMCA Junior Levels, a panel of coaches will help in evaluating player's skill levels in different areas. Team rosters will then be determined by a draft process by respective coaches for the season, which will give each coach an opportunity to ensure the equity of the teams at the time of the draft. It is important to remember that developing skills at the younger ages is the RJJH mission, and that competition is secondary at the younger age levels. While this is the mission, RJJH is also realistically cognizant that players and parents will often innocently lean towards competitiveness without often realizing it. Because of this, RJJH feels a need to balance the rosters to the best of the organization's ability.

Every effort will be made to keep YMCA rosters to between 8-10 players per team, to maximize coach-to-player instruction, and play time during games.