



## Basketball Scoring Rubric for:

<b>Qualifying Criteria</b>					
	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
	Player exemplifies the Cub Core 4 in all areas consistently	Player exemplifies the Cub Core 4 in all areas most of the time.	Player exemplifies the Cub Core 4 in all areas some of the time.	Player exemplifies the Cub Core 4 in some areas some of the time.	Player exemplifies the Cub Core 4 in some areas inconsistently.
<b>Cub Core 4</b>					
	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
	Player exceeds the minimum GPA (4.0-3.5).	Player exceeds the minimum GPA (3.4-2.6).	Player meets the minimum GPA = 2.5.	Player misses the minimum GPA = (2.4-2.0).	Player misses the minimum GPA = ( $\leq$ 1.9).
<b>Grades</b>					

Feedback:

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<b>Sport Specific Criteria</b>					
	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
	Player is one of the best in the age group.	Player's skill in this area is above what we would expect for this age group.	Player is on target for the age group.	Player's skill in this area is below what we would expect for this age group.	Player's skill in this area is well below what we would expect for this age group.
<b>Dribbling/Ball Control:</b>					
<b>Passing:</b>					
<b>Shooting:</b>					
<b>Speed to the Ball/Hustle:</b>					
<b>Fitness:</b>					
<b>Defensive Techniques:</b>					
<b>Games Sense:</b>					
<b>Positioning/Spatial:</b>					
<b>Coachability:</b>					

Feedback:

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### Qualifying Criteria Description

Our Qualifying Criteria are the minimum requirements to participate and represent our community on our sports team. We expect that our student athletes model Cub Core 4 expectations and prioritize performance in classroom before participating in our athletic program. These are our minimum requirements to participate in our program:

-  **CUB Core 4:** The student athlete earns behavior grade of Bs or higher in all classes and follows the Cub Core 4 consistently. Cub Core 4 rubric scores are determined by coach, teacher and administrative reference. Past and current behavior issues will be reviewed. Scores less than 4 disqualify the student from participating on this team.
  -  **Grades:** The student athlete earns a 2.5 GPA or higher and does not earn any Fs academically or behavior. Regular grade checks are performed before tryouts and during the season. Scores less than 3 disqualify the student from participating on this team. Any Fs on the grade check disqualify the student from participating on this team.
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### Sport-Specific Criteria Description

Our Sport-Specific Criteria are skills of the sport upon which prospective athletes are objectively judged to determine who makes the team. Athletes with the highest level of skill based on this rubric will make the team. These are the skill descriptions for this sport:

-  **Dribbling/Ball Control:** A player's acquisition of the technique of moving the ball quickly, while under complete control combining pace, deception, and skill. Uses both hands, under control, under pressure. Composed manner, shielding and seldom losing control.
  -  **Passing:** A player can accurately and concisely pass the ball at the correct pace to a teammate. Proper passing/receiving techniques, pass to hands.
  -  **Shooting:** The ability to shoot the ball to the basket with a variety of differing ranges accurately. Showing proper shooting techniques.
  -  **Speed to the Ball/Hustle:** The ability to accomplish techniques quickly with efficient and fast movements in all areas on the field. Overall speed with and without the basketball. Speed, quickness, reaction time.
  -  **Fitness:** Overall endurance, ability to play entire game. Athletic abilities with respect to running, quick change of pace and direction (agility) leaping, and strength. Game fitness and shape.
  -  **Defensive Techniques:** Understands transition to defense. Demonstrates ability to contain attackers and knows when to challenge an offensive player.
  -  **Games Sense:** How well the players understand the tactical side of the game. Players understands of principles of attacking and defending and rules of the game. Aware of situational play, transition between attack and defend, makes a difference in the play.
  -  **Positioning/Spatial:** A player's ability to read the game as it develops and to position themselves in the most advantageous area from which to support their team effectively. A player's understanding of their positions and other positions on the court. Understands positions and format the team is playing. Adjusts dynamically and accordingly.
  -  **Coachability:** Shows up, listens, makes progress, shows good sportsmanship, and applies lessons. Shows a desire to play basketball for the love of the game. Focused. Eager to learn. Always makes best effort. Willing to help the team on and off the field. This is one of the highest weighed categories.
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