

Evaluation Drill Script

Peewee Boys/Peewee Girls

Day 1

5 min – transition time (wall ball/organize pinnies, etc.)

- Use this time to organize as necessary
- If organized early, players may use time for wall ball

5 min – “X” shuttle passing (tight and far)

- *Note: have extra balls ready at the start of each line so if there is a missed pass, players can just pick up and start from there rather than chasing and wasting time
- Have 4 starting points with bottom lines starting at the bottom corners of the 24’ area and top lines out to top player positions (imagine the 24’ area as a full rectangle and start the top lines where the imaginary corners would be)
- Players will complete a passing shuttle to the opposite line
- After 2.5 minutes, have players start out wide by boards with top lines by the white lines and bottom lines close to corners

10 min – pass, pick, shot (outside, inside)

- *Note: have extra balls ready at the start of each line so if there is a missed pass, players can just pick up and start from there rather than chasing and wasting time
- Starting in 4 corner positions with balls at low corners
- Start on left side, low left passes to high left and follows their pass setting a pick for the high left player
- High left player runs around the outside, and down towards the net for an inside shot
- Repeat on other side
- After 5 minutes, instruct players to set picks on the inside, and have the top player step around the pick and take an outside shot (not run towards the net)

2 min – water

10 min – 1 on 1 (from low, from high)

- Left starts with the ball, with a right defender lined up against them
- Once in the proper position, floor coach yells “go”
- 1 on 1, until ball is stripped, shot is taken, or 10 seconds has passed
- Once over, offensive player goes to play defense on opposite side
- Once set up and ready, floor coach starts by yelling “go”

10 min – 2 on 2

- same as 1 on 1, but with 2 players

16 min – scrimmage

2 min off

Day 2

5 min – transition time (wall ball/organize pinnies, etc.)

- Use this time to organize as necessary
- If organized early, players may use time for wall ball

5 min – “X” shuttle passing (tight and far)

- *Note: have extra balls ready at the start of each line so if there is a missed pass, players can just pick up and start from there rather than chasing and wasting time
- Have 4 starting points with bottom lines starting at the bottom corners of the 24’ area and top lines out to top player positions (imagine the 24’ area as a full rectangle and start the top lines where the imaginary corners would be)
- Players will complete a passing shuttle to the opposite line
- After 2.5 minutes, have players start out wide by boards with top lines by the white lines and bottom lines close to corners

10 min – pass, pick, shot (outside, inside)

- *Note: have extra balls ready at the start of each line so if there is a missed pass, players can just pick up and start from there rather than chasing and wasting time
- Starting in 4 corner positions with balls at low corners
- Start on left side, low left passes to high left and follows their pass setting a pick for the high left player
- High left player runs around the outside, and down towards the net for an inside shot
- Repeat on other side
- After 5 minutes, instruct players to set picks on the inside, and have the top player step around the pick and take an outside shot (not run towards the net)

2 min – water

8 min – loose ball 1 on 1

- Have players lined up outside the white line (Only next 2 players ready will come in)
- Ready players will line up side by side at the bottom corner of the 24 foot
- Coach will gently roll ball into corner, then yell “go”
- Players fight for ball – player who gets ball tries to score, while other player defends

8 min – 2 on 2

20 min – scrimmage

2 min off

Day 3

5 min – transition time (wall ball/organize pinnies, etc.)

- Use this time to organize as necessary
- If organized early, players may use time for wall ball

5 min – “X” shuttle passing (tight and far)

- *Note: have extra balls ready at the start of each line so if there is a missed pass, players can just pick up and start from there rather than chasing and wasting time
- Have 4 starting points with bottom lines starting at the bottom corners of the 24’ area and top lines out to top player positions (imagine the 24’ area as a full rectangle and start the top lines where the imaginary corners would be)
- Players will complete a passing shuttle to the opposite line
- After 2.5 minutes, have players start out wide by boards with top lines by the white lines and bottom lines close to corners

10 min – pass, pick, shot (outside, inside)

- *Note: have extra balls ready at the start of each line so if there is a missed pass, players can just pick up and start from there rather than chasing and wasting time
- Starting in 4 corner positions with balls at low corners
- Start on left side, low left passes to high left and follows their pass setting a pick for the high left player
- High left player runs around the outside, and down towards the net for an inside shot
- Repeat on other side
- After 5 minutes, instruct players to set picks on the inside, and have the top player step around the pick and take an outside shot (not run towards the net)

38 min – scrimmage (15min play, 3min break, 20min play)

2 min off

Day 4

5 min – transition time (wall ball/organize pinnies, etc.)

- Use this time to organize as necessary
- If organized early, players may use time for wall ball

5 min – pass, pick, shot (outside, inside)

- *Note: have extra balls ready at the start of each line so if there is a missed pass, players can just pick up and start from there rather than chasing and wasting time
- Starting in 4 corner positions with balls at low corners
- Start on left side, low left passes to high left and follows their pass setting a pick for the high left player
- High left player runs around the outside, and down towards the net for an inside shot
- Repeat on other side
- After 2.5 minutes, instruct players to set picks on the inside, and have the top player step around the pick and take an outside shot (not run towards the net)

48 min – scrimmage (15min play, 3min break, 15min play, 3min break, 12min play)

2 min off

