

# RED DEER CHIEFS 'A' BOX LACROSSE

## PLAYER EVALUATION CRITERIA

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- 5 – (Exceptional) Reserved for top 1-2% only
- 4 – Impact Player
- 3 – Above Average / High Potential
- 2 – Average / Project
- 1 – Below Average / Wildcard

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## POSITIONING

|                   |   |
|-------------------|---|
| <b>Defense</b>    | Reads the play, positions body in the correct position, reading the floor position. Hustles into defensive position, adjusts defensive positioning to play and to defensive scheme. |
| <b>Checking</b>   | Angling ability (e.g. steer or deflect), avoids unnecessary penalties, balanced ABC's (Approach, Breakdown, Contact), flash out to ball, lead with contact, hold positioning.       |
| <b>Transition</b> | Demonstrates ability to rapidly move from Defense to Offense or Offense to Defense. Opens passing lanes transitioning to offense and takes away passes transitioning to Defense.    |
| <b>Offense</b>    | Go to "dirty areas", active on and off the ball, utilizes picks and screens, effective cuts and rolls, crease work (fakes, cross crease), and eyes to the middle.                   |

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## PASSING

|                         |  |
|-------------------------|--|
| <b>Accuracy</b>         | Gives passes that lead the target or are in a catchable area for teammates.                                |
| <b>Touch</b>            | Passes with appropriate velocity, timing, and stick position (Over/underhand, sidearm, left/right-handed). |
| <b>Receiving Passes</b> | Consistently makes a target and easily catches passes from teammates.                                      |

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## GAME IQ/AWARENESS

|                                     |   |
|-------------------------------------|---|
| <b>Vision</b>                       | Has the ability to see the floor and can find/create plays. Makes others around them better players.  |
| <b>Decision Making</b>              | Ability to sort out options and make good choices on the floor.   |
| <b>Anticipation</b>                 | Reads and reacts to the play. Gets into position before play develops, not chasing the ball or getting out of position by taking risks that don't work out. |
| <b>Clock Awareness/Line Changes</b> | Keen awareness of shot clock as well as time remaining in period/pk/pp. Line changes made appropriately, not staying out too long or making bad changes.    |

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## TEAMWORK/COMMUNICATION

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|----------------------------------|--|
| <b>Team Player</b>               | Brings the team up, not down. Maintains positive outlook, encourages teammates, and are willing to go out of their way for the team.                     |
| <b>Leadership</b>                | Displays tenacity, courage, and perseverance. Leads by example, with superior work ethic, positive communication, and ownership.                         |
| <b>Communicates Effectively:</b> | Verbally and/or non-verbally communicates with teammates, directing flow on the floor, and communicates positively with coaches, parents, and officials. |
| <b>Attitude</b>                  | Level of maturity; stays levelheaded under pressure and contributes in game.   |

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## SPEED

|                     |  |
|---------------------|--|
| <b>Acceleration</b> | First few steps are fast and powerful, gets to top speed quickly.  |
| <b>Game Speed</b>   | Pulls away from opposition in key areas. Moves quickly with and without the ball.  |
| <b>Agility</b>      | Deceptive, makes stops, changes of pace, and using a variety of body movements to move through tight areas. Creates opportunity where little exists. |

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## STICK SKILLS

|   |  |
|---|--|
| <b>Picks up Loose Balls</b>               | Easily picks up balls on the floor or on a bounce at speed.  |
| <b>Protects Ball</b>                      | Adjust stick position to keep away from opponents.   |
| <b>Maintains Possession with Movement</b> | At low and high speeds and in traffic, maintains ball possession.  |
| <b>Active Stick</b>                       | Demonstrates active stick for knocking ball loose, taking away shooting/passing lanes, opening offensive lanes, and maintains stick control to not draw unnecessary penalties. |
| <b>Variety/Creativity</b>                 | Incorporating tactics (e.g. delays, fakes, varies stick position, small area deception, changes pace, switches for hands).   |

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## SHOOTING

|                                |  |
|--------------------------------|--|
| <b>Accuracy</b>                | Picks a spot when shooting, shoots to score, and hits the net.   |
| <b>Touch</b>                   | Shoots with appropriate velocity, timing, and stick position (Over/underhand, sidearm, left/right-handed), and capitalizes on chances. |
| <b>Shooting Under Pressure</b> | Ability to get shots through traffic, while taking on contact, and as the shot clock winds down.                                       |
| <b>Variety/Creativity</b>      | Incorporating tactics (e.g. delays, fakes, varies stick position, changes shooting angles, changes pace, switches hands).              |