

Game Play Assessment

1. Psychomotor
 - a. Biomechanical Assessment (Game Stage 1)
 - b. Functional Assessment (Game Stage 2)
2. Tactical Skills
 - a. Offense
 - i. On Ball Movement: Skill Execution, Decision Making, Adjust
 - ii. Off Ball Movement: Support, Adjust, Decision Making
 - iii. Re-Start Play: Base
 - b. Defense
 - i. On Ball Movement: Guard/Mark, Adjust, Decision Making
 - ii. Off Ball Movement: Cover, Adjust, Decision Making
 - iii. Re-Start Play: Base
3. Cognitive Knowledge
 - a. Rules
 - b. History
 - c. Strategy
4. Social Behavior
 - a. Play Behavior
 - b. Etiquette
 - c. Rituals

