



2022 National Program Selection Criteria

Overarching approach

Players will be evaluated on three assessment areas. An individual skill assessment, a tactical assessment, and a character assessment. Further consideration will be given to a player's potential to develop.

Note, the assessment criteria described below was designed for a Selection Camp process. Not all aspects will be able to be assessed through the video process, however it should provide a clear picture of the player attributes and skills the committee will be looking for. Player histories will inform decision-making. These criteria will equally inform player activations to Team Canada.

Player Assessment, Overview

Individual Skill Assessment

Ability to consistently apply the five (5) major skills while limiting errors during competition and in training. The five (5) major skills are: Throwing, Dodging, Catching, Blocking, Rushing.

An assessment framework for each of the five major skills along a five-point scale is attached as Annex A. The scale establishes 5 as exceptional, 3 as the expected baseline for a Team Canada Athlete, and 1 as an intermediate level of skill.

The purpose of this approach is to facilitate an assessment of an individual athlete's strengths and weaknesses, provide a structure to enable the selection committee to compare athletes with differing skill sets, and evaluate team make-up to identify strengths and weaknesses at the team level to inform comparative decision-making.

Tactical Assessment

- Ability to read the play and make strategic decisions on court.
- Ability to selectively deploy appropriate tactics given the context of the in-game moment.
- Ability to apply a team approach that includes protection of teammates (cover), and execution of team throws / play calls.
- Ability to effectively communicate during games.
- Ability to utilise information provided by the coaching staff and relate it to individual or team performance.

Character Assessment

Provincial representatives may be asked to speak to an athlete's character on- and off-court. Guiding topics to inform this assessment include:

- Demonstrates qualities conducive to individual improvement, integrity, and personal accountability such as:
 - Self-motivated, strong work ethic, dedicated, responsible, and focused;
 - Respect for teammates, opponents, coaches, officials and volunteers;
 - Coachable: Listens to and implements coaches direction;
 - Adaptable: resourceful, self-controlled, creative, and seeks to be challenged;
 - On-court integrity, honesty and respect.
- Demonstrates qualities conducive to team success such as:
 - Strong leadership, positive attitude, cooperative, effective communication;
 - Contributes to overall team cohesiveness, communicates effectively with coaching staff and other players on and off the court;
 - Possesses mental toughness and is not affected by distractions or high pressure situations;
 - Implements the game plan of the coaching staff.

Development Potential

Multiple factors may be considered including experience, demonstrated growth from previous years (i.e. current performance level relative to past performance level), and behavioural elements such as actively seeks feedback and demonstrates ability to apply feedback.

Provincial representatives may be asked to speak to an athlete's observed development potential. Guiding questions to inform this assessment include:

- Has this athlete grown in your province?
- Have they shown demonstrable improvement every season?
- Do they seek feedback from their peers and community members?
- Do they do the work outside of dodgeball to develop?

Annex A: Individual Skill Assessment Framework

Throwing, Dodging, Blocking, Catching, Rushing

The following assessment framework provides a guideline for how the selection committee will rate players in each of the five foundational skills of dodgeball. The language provides illustrative descriptions of what the selection committee will be looking for. It should be noted that a player may not be able to perform every skill exactly as described to be rated a 5, but they must be able to perform the majority at an exceptionally high level.

The scale is the assessment of a competitive athlete. As such, 1 should not be interpreted as “beginner”. An assessment of 1 means a player is capable in the skill.

Rating guideline:

5 - The standard at which we all strive to achieve, the gold standard.

4 - An exceptional player, who would be a strong asset for Team Canada, and expected to be a first line player

3 - A competitive player, with the foundational skill sets expected of a Team Canada athlete

2 - A competitive player, well suited to national level competitive dodgeball.

1 - An intermediate player - on the cusp of becoming a competitive player but more work is required to develop proficiency.

0 - Demonstrates a below adequate level of this skill.

Note, while players may be assessed at any whole number between 0 and 5, only the 5, 3 and 1 levels are outlined below. It is implied that 2 and 4 are assessed as in between the numbers described.

Throwing

5 – Superior accuracy and power - very difficult to catch. Multiple deployable throws*, including a quick release option and a powerful option. Able to accurately hit deep crosses left and right without total vulnerability*. Convincing fake for multiple throws. Can release an accurate powerful throw after a very convincing fake. Applies aggressive, convincing pressure. Excellent execution of counters* (excellent recognition of counter opportunities,

excellent accuracy and timing). Excellent centre line awareness. Effortlessly time throws with a teammate, including well timed trail throws (e.g. no count required).

3 – At least one excellent throw (accurate; powerful and /or puts movement on the ball). Able to accurately hit a deep cross in at least one direction and a moderate cross in the other direction. Convincing fake for at least one throw. Can release an accurate powerful throw after a fake. Applies convincing pressure. Can consistently execute forced trades, with moderate survivability. Can reliably execute a counter (good accuracy and timing). Excellent centre line awareness. Can time throws with a teammate, including well timed trail throws.

1 – At least one deployable throw (fair accuracy, fair power). Can execute a moderate cross in one direction. Semi-convincing fake for at least one throw. Requires a moment to recover to execute an accurate throw after a fake. Applies general pressure. Can execute forced trades with low survivability. Execute counters with moderate accuracy or delayed timing. Excellent centre line awareness. Can time throws with a teammate with an auditory cue (e.g. 3-2-1).

0 - Demonstrates a below adequate level of this skill.

***Terminology**

Deployable Throw: A throw that can be consistently released (4/5 times) with sufficient accuracy and power to be useful in a game scenario. Trick shots or notably inconsistent throws do not qualify as deployable throws.

Total vulnerability: Fully exposing a flank to an opponent without having first put the opponent in a defensive stance. Examples of deep crosses without total vulnerability: a throw that permits you to remain square or nearly square to the opponent directly in front of you, but release a ball across the body. Either a fake or intimidating approach that puts the opponent in a defensive stance, with a last minute change in direction to execute the deep cross. A "No Look" throw. A quick return to catching position after throw execution. Incorporating a dodge into the throwing motion.

Counter: A throw that is released on an opponent the instant after the opponent releases a ball. A counter is distinguished from a pre-counter (a throw released before the opponent releases), and from a late counter (a throw released once the opponent has recovered from their throwing follow-through). A general principle is that the counter should be released no later than a heartbeat after the ball has left the opponent's hand.

Catching

5 – Superior at securing catches from a variety of throwers (curve balls, drop shots, etc.) - frequently secures catches in game. Extended catching range (able to catch balls overhead and down at toes, moves to catch balls thrown past arms reach). Actively seeks catch while retaining excellent survivability (choosing viable catching opportunities vs dodging non-viable opportunities). Excellent at catching while in motion while maintaining excellent court awareness (e.g. catch while jumping, catch while sliding backwards). Excellent at creating viable catching opportunities by deploying a combination of well timed tactics (interrupts, shadow catching). Quickly grabs balls that hit them before they become pop-ups (snatch grabs). Strategically alert and positioned for team pop-up opportunities. When dropping a ball to make a catch, keeps the dropped ball in play.

3 - Proficient at securing catches from a variety of throwers (curve balls, drop shots, etc) - occasionally secures catches in game. Moderate catching range (able to catch balls at head height, just above the knee, moves to catch balls thrown inside arms reach). Actively seeks catch while retaining moderate survivability or selectively seeks catch with excellent survivability (choosing viable catching opportunities vs dodging non-viable opportunities). Able to catch while in motion (e.g. catching while dodging left or right). Occasionally creates viable catching opportunities by deploying a combination of well timed tactics (interrupts, shadow catching). Commits to catch balls that hit them and pop-up (i.e. self pop-ups). Strategically aware of team pop-up opportunities. When dropping a ball to make a catch, generally keeps the dropped ball in play.

1 - Good at securing catches from direct, relatively straight throws - rarely secures catches in game. Narrow catching range (able to catch balls below the chin to above the knees, and between the elbows, small movements into balls - i.e. limited “pocket” catcher). Frequently seeks catch with moderate survivability (i.e. rarely successful when attempting to catch) or rarely seeks catch. Rarely moves to make a catch. When dropping a ball to make a catch, the ball may roll out of reach.

0 - Demonstrates a below adequate level of this skill.

Dodging

5 – Superior at dodging along all planes (up, down, left, right, forward, back) with speed and agility. Able to react after the ball is released (i.e. close to the final moment). Able to execute multiple consecutive dodges involving changes in direction in a controlled manner; recovers quickly and is prepared to react after every dodge. Extremely successful at dodging multiple balls, including trail throws (i.e. tracks balls). Excellent ability to simultaneously dodge and throw / dodge then quickly execute an effective throw. Reliably dodges at close distances

(e.g. under 10'). Excellent ability to convincingly feint a dodge (hint you will move one way, then go another). Excellent side and back line awareness. Excellent teammate awareness (no collisions). In no blocking, confident at dodging while holding a ball (i.e. can confidently maintain offensive pressure).

3 – Proficient at dodging along all planes (up, down, left, right, forward, back) - Excellent at dodging in at least 2 planes. Able to react close to the final moment. Able to execute two consecutive dodges involving changes in direction; recovers quickly and is prepared to react after each dodge. Successful at dodging multiple balls. Capable of dodging then quickly executing an effective throw. Able to convincingly feint a dodge (hint you will move one way, then go another). Excellent side and back line awareness. Excellent teammate awareness (no collisions). In no blocking, can comfortably dodge while holding a ball.

1 – Proficient at dodging along at least 3 planes. A dodging plane is unavailable (e.g. can't drop or jump). May react early (e.g. begin dodge in advance of the throw). Able to execute a dodge and is prepared to react. Fair line awareness, occasional line-outs. In no blocking - prefers dodging without a ball (i.e. drops a held ball when thrown at to dodge). Good line awareness, rarely touches back line and sidelines. Good teammate awareness (may occasionally interfere with players).

0 - Demonstrates a below adequate level of this skill.

Blocking

5 - Superior blocking ability: Excellent at blocking with one ball and two balls. Very effective at blocking multiple balls from a variety of throwers (curve balls, drop shots, etc.). Effective at blocking at short range (mid court). Ability to block effectively while maintaining aggressive pressure*, can quickly transition from offensive stance to execute a block, and return to offensive stance. Very difficult to disarm. Blocking technique prevents "dirty blocks" (i.e. either hand blocks or deflections into oneself). Controlled blocks (avoids deflections into teammates, team retains ball after block).

3 - Proficient blocking ability: Very good at blocking with both one ball and two balls. Moderately effective at blocking multiple balls. Ability to block effectively while maintaining moderate pressure, can quickly transition from offensive stance to execute a block. Very difficult to disarm. Blocking technique prevents "dirty blocks" (i.e. either hand blocks or deflections into oneself). Controlled blocks (avoids deflections into teammates, generally team retains ball after block).

1 - Adequate blocking ability: Good at blocking with one ball, moderate at blocking with two balls. Effective at blocking solo balls (occasionally blocks multiple balls). Occasionally able to

block effectively while maintaining moderate pressure. Rarely disarmed. Blocking technique can leave hands exposed (“dirty blocks” or deflections into oneself occasionally occur). Occasionally deflects into teammates when blocking.

0 - Demonstrates a below adequate level of this skill.

***Terminology**

Pressure: leveraging a ball to intimidate opponents and draw their attention through faking, eye contact, advancing, and “mirroring” (assuming the posture of the opponent and replicating their motions), while remaining prepared to react (i.e. to throw or block)

Rushing

Opening Rush is a physically intensive skill that is deployed at every point. While not every player on the team must run the rush - in order to manage player load across a tournament there needs to be a deep list of players capable of running the rush, to ensure Canada has a 5 star rush against the best in the medal rounds.

5 – *Passing*: Superior in speed, pass accuracy and survivability. Extremely fast to the line, accurate pass back to any position on the court (e.g. middle, left wing), and at multiple heights (i.e. effective passbacks for short and tall players). No false starts. Fast retreat. Excellent at deploying dynamic survival strategies to survive opponent’s rush (anticipate the throw, lateral dodging). AND Self clearing: Excellent clear-line awareness (ball passes over line just enough to be clear) - excellent at quickly activating a ball and immediately applying pressure or release.

3 – *Passing*: Consistent pass back to one position. Fast to the line, accurate pass back to one position on the court at multiple heights (i.e. effective passbacks for short and tall players). Very rarely fakes starts. Quick retreat. Good at deploying dynamic survival strategies to survive opponent’s rush (anticipate the throw, lateral dodging). AND Self clearing: Good clear line awareness (feet may cross clear line to clear) – able to self clear a ball and quickly apply pressure.

1 - *Passing*: Able to pass back to one position. Moderate speed to the line, accurate pass back to one position on the court at an average height (roughly the same height every time). Very rarely fakes starts. Occasionally survives by deploying strategies to survive the opponent's rush. AND Self clearing: Poor clear line awareness (may move well behind clear line before applying pressure) – able to self clear a ball, may be slower to apply pressure.

0 - Demonstrates a below adequate level of this skill.