TOTAL STAT POINTS (BREAKDOWN)

1pt = 1 tsp**Points** 1=3 tsp'sASSISTS 1 = 1 tspOffensive rebs 1 = 1.5 tsp'sDefensive rebs $1=\,1\,$ tsp (Good pass= a pass that leads to a good shot/ if shot is made its an assist) Good pass Tie ups (on def) 1=1 tsp 1= 2 tsp's Steals 1 = 1 tsp**Blocks** 1=1 tsp **Deflections** 1 = -2 tsp's**Turnovers**

BS= Bad Shots: You do not want to lead te team in this category

Hustle points: Giving effort above and beyond the norm

My "Total Stat Points" chart promotes and rewards players for bieng productive in all phases of the game. Too many players/parents only judge a good game based on how many points they score. That way of thinking is very one dimensional and often times results in very selfish ballplayers. If all you merit is points then all your going to do is shoot, that is not going to lead to very productive teams. I value an assist (3 tsp's) more than a basket (2 tsp's). I also give you credit for making the pass that leads to the shot, make the right plays and you get rewarded. I also keep track and reward a player for defensive statistics (rebounds, steals, deflections, tie-ups and blocks). Everyone who steps on the court has a chance to be a productive player. If you are not a great scorer get the hustle stats (rebounds, steals, deflections, good passes, assists and tie-ups) there are no excuses for a player not to affect the game in a positive manner while on the court. The more productive you are the more you'll play (very simple formula). The guys that hustle the most and play the hardest almost always are the most productive.

Coach Mike LOB CITY Basketball