

Colorado Storm Playing Time Policy

Playing Time Criteria:

Playing time is based on the following criteria: Work Ethic, Talent and Skill, Attitude, Practice Attendance, Sportsmanship.

- Storm 12U and 14U Teams:
 - Coaches will ensure that their player's play at least 50% of the game time throughout the course of the season.
 - However, Storm is a competitive basketball team and, in some games, some players may only play 30% or 40% of the game, while in others, they may play 60% to 70% of the game.
 - Typically Storm teams carry less than 10 players for events, this will often create the perception of uneven playing time, if you have a concern, please wait 24 hours from the completion of a team event and contact a coach.
 - Playing time is earned with effort on and off the floor, having a bad game shouldn't impact hustle and effort. Coaches reward those who hustle (dive for loose balls, chase down rebounds, and challenge open players).

An example of how this rule works: Jane is the best player on a Storm team. Against really good teams, she plays 70% of the game. However, in a game when her team is either playing really well without her or is winning by a significant margin, Jane may only play 30% of that game. Therefore, over the course of a season, Jane will play about 50% of the time in games just like her teammates.

This rule is intended to allow for our teams to remain true to a competitive environment, allow players who are playing best to play at the appropriate times, and allow players who need additional work to get game time.

- Storm 15U Team:
 - We do not have a specific playing time requirement for Storm 15U players.
 - Coaches will use their discretion in regards to playing time in order to ensure that the team is as competitive as possible. Playing time is NOT GUARANTEED, playing time is EARNED
 - Coaches do their best to provide playing opportunities in the appropriate circumstances for all players on the team.
 - Storm 15U typically will carry a travel roster of 7-8 players, providing all ample playing time opportunity, on some occasions roster sizes might be expanded (swing players, injuries, extra games) that could impact playing time of more established players.
 - Playing time is earned with effort on and off the floor, having a bad game shouldn't impact hustle and effort.