

FOOTHILLS CHRISTIAN HIGH SCHOOL COACH EVALUATION

Coach's Name: _____ Observer (Optional): _____

Sport: _____ Date: _____

GUIDELINES FOR EVALUATING COACHES

5-Exceptional; 4-Good; 3-Satisfactory; 2-Needs Improvement; 1-Poor
ONLY FULL NUMBERS USED BELOW

Pre Game / Post Game — Displays the following: Values, Vision, Mission, and Message (VVMM) of FCHS as outlined in the Parent/Student Handbook; professional appearance, and appropriate interactions with refs, opponent coaches, and table. Effective pre game conference, table introductions, and management of players with review of proper uniforms during pregame warm-up.

Appearance — Proper condition; neat, well-groomed; demonstrates confidence and interest in tasks at hand. Demonstrates Christ-like behavior and professionalism toward refs, opponent coaches, fans, and players; is poised, courteous and alert; maintains self-control and focus. Engaged and motivated utilizing good communication techniques with assistant coaches and athletes.

Mechanics — Appropriate rotations/switches. Promotes Christ-like behavior; team work; builds moral, and character among athletes. Demonstrates confidence in assistant coaches; alert to responsibilities; violations; in-appropriate behavior, and unsportsmanlike conduct by fans, assistant coaches, and athletes.

Judgment — Understands the game; allows play without unnecessary interruption (calls what needs to be called), and is knowledgeable of game principals. Makes rational decisions; is consistent with play calling; does not undermine assistant coaches, and is attentive and corrects unsportsmanlike play. Maintains a Christ like character regardless of score; does not run up the score.

Game Management — Properly handles athletes on and off the court; assistant coaches; bench personnel, and scorer's table. Exhibits good game management skills. Exhibits a Christ like manner in pressure situations; makes the tough calls; is firm and clear, and makes timely decisions. Allows the game to flow.

TOTAL Points _____

- Exceptional** (21-25 pts)
- Good** (16-20 pts)
- Satisfactory** (11-15 pts)
- Needs Improvement** (6-10 pts)
- Poor** (0-5 pts)

Scoring Description

1. **Poor:** Bottom 10%, unacceptable, not suitable for any level game
2. **Needs Improvement:** Below average, suitable for lower level game only
3. **Satisfactory:** Average, suitable for average game
4. **Good:** Top 25%, suitable for high level games
5. **Exceptional:** Top 10%, suitable for highest level games

