



13U/15U Tryouts & 11U Skills Evaluations

Sept 7, 8, 9 @ EYBA Centre, 7111 - 56 Avenue

SUNDAY SEPT 7th					
	Time	SESSION	COURT LOCATIONS		
	8:15am-9:25am	11U Boys Evaluation	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
	9:30am-10:40am	11U Girls Evaluation	EYBA COURT 2	EYBA COURT 3	EYBA COURT 3
	10:45am-12:00pm	13U Boys - Session 1	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
	12:05pm-1:20pm	13U Girls- Session 1	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
	1:25pm-2:40pm	15U Girls - Session 1	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
	2:45pm-4:00pm	15U Boys - Session 1	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
	4:05pm-5:15pm	13U Boys - Session 2	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
MONDAY SEPT 8th					
	Time	SESSION	COURT LOCATIONS		
	6:00pm -7:15pm	13U Girls- Session 2	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
	7:15pm-8:30pm	15U Girls -Session 2	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
	8:30pm-9:45pm	15U Boys -Session 2	EYBA COURT 1	EYBA COURT 2	EYBA COURT 3
TUESDAY SEPT 9th					
	Time	SESSION	COURT LOCATIONS		
	8:15pm-9:30pm	18U Boys -Session	EYBA COURT 1	EYBA COURT 2	

Tryout and Evaluations- Important things all players should know

1. Tryouts/Evaluations are specifically for those players wishing to play on a competitive Tier 1, 2 or 3 team. Players not wishing to play competitively do not have to attend the tryout/evaluation sessions.
2. Players should report to check-in table 15 minutes prior to tryout/evaluation session.
3. All players attending tryouts or evaluations must be officially registered with NW (with registration paid) in the Northwest RAMP Registration System.
4. Players should ensure they RSVP to tryouts through the Google form at <https://forms.gle/LxydhhTLPEKNVsx08>
5. Players must bring indoor shoes, their own basketball and water bottle to their session(s).
6. Players should wear a reversible jersey (if they have one).
7. Athletes playing on a higher-level competitive team are expected to make a bigger commitment to the team in terms of attendance at practices, games and additional training sessions.
8. Once a player has been selected to a competitive level team they are committing to play for that team for the balance of the season. No player movement between teams will be permitted unless expressly requested and approved by the Northwest Basketball Executive.
9. All player selections will be made by a combination of independent skills evaluators and team specific coaches.
10. Northwest Basketball reserves the right to create (or not create) Tier 1, Tier 2 & Tier 3 teams based on the number and skill levels of players attending tryouts and evaluations.
11. Northwest Basketball reserves the right to enter teams in the league seeding tournament to determine the skill level of its teams.

11U Evaluations

12. 11U Boys & Girls will have one evaluation session only. There is no Session 2 for 11U Boys & Girls. Evaluations are for the sole purpose of identifying and grouping players of similar skill levels.
13. After the evaluation, players will be placed on to Tier 1 and or Tier 2 team (depending on the number of players attending evaluations). Final selection will be communicated by each individual team coach via email. Emails will be sent 24-48 hours after the evaluation session. Players not selected for top tier teams will be placed on a Northwest Community Team.

13U/15U Tryouts

14. Only select 13U and 15U players will be invited back for Tryout Session 2.
15. After Session 1, the list of players invited back for Session 2 will be posted online at <http://northwestbasketball.ca/> List will be posted within 2hrs of the end of the first tryout session.
16. After Session 2, final selections will be made for placement of players to a Tier 1, Tier 2 and Tier 3 team. Final selection will be communicated by each individual competitive team coach via email. Emails will be sent 24-48 hours after the final tryout session.
17. Players that are not invited to Session 2 (or not selected for a Tier 1, 2 or 3 team after Tryout Session 2) will be placed on a Northwest Community Team (Tier 4 and lower).
18. Session 2 may or may not be needed in all categories. This will depend on the number and skill level of players attending Session 1.