

## **U18 Boys – Team Selection Process 2024**

**NEW Selection Process:** 2-week selection process for "competition team". This will include 4 training sessions and game time to ensure a fair process and chance to be evaluated. Athletes are able to begin attending club training sessions when they begin in May – but all athletes must attend the “Evaluation Window” to earn a place on the Competition Roster.

**Evaluation Window: June 4<sup>th</sup> – June 16<sup>th</sup>**

\* We will only consider running 2 teams if we have 50+ players registered before May 30.

**NOTE** – If your team will be competing in GBSSA finals to attend OFSAA, please email the coaches to inform them. Coaches will look to view the GBSSA Finals to help evaluate athletes who are unable to attend the first club practices.

**WHY WE ARE DOING THIS** – Our overall intention with this model is to keep as many athletes involved in our junior boys programs as possible, while balancing the need to create meaningful competition and commitment to practice and games. We have reached a point with our athlete numbers where we have too many athletes to give equal play time to all, and we found last year that being guaranteed game time was causing a lack of consistency in attendance and effort in training. This model will reward athletes who are committed and performing on a weekly basis, while allowing developing players the opportunity to train and grow with the team as they continue to work towards earning a competitive roster spot.

The Selection Window will identify athletes into 2 groups:

### **Competition Team**

- 30-33 players selected
- Selection means we expect you to be in the top 30 for performance on a weekly basis
- These players are to be used in regular season games and playoffs
- Attendance and performance in practice still required for gameday selection

This DOES NOT GARUANTEE YOU GAME TIME IN SEASON GAMES IF YOU ARE NOT ATTENDING OR PEFORMING AT PRACTICE. Game time will be decided on a weekly basis.

### **Development Team**

- All players outside of the top 30
- Players will be sent a partial refund of the club portion of your registration dues (\$100)
- Still train twice / week with the team
- These players will be priority for playing minutes in exhibition games and touring games. 3-5 games dependant on how many exhibition games can be coordinated with (will have confirmed by Evaluation Window)
- Development team players can be selected for competition team based on attendance, performance, and team needs that week.
- More flexibility for attendance - you are still prioritized for exhibition games, but poor attendance will can effect number of minutes.

## Selection Criteria:

1. **Performance:** How consistently and accurately you perform skills under pressure
2. **Attendance / Accountability:** How often do you attend practice? Do you let coach know when you can't make it?
3. **Positional skills / Depth at position:** How much depth is there at your main position? Can you play multiple positions? Do you perform the 3 top skill for that position better than everyone else? (Based on Team Profile)
4. **Succession Planning for team:** Consideration will be given to player depth of the team next year

| Position  | Pos | Position profile   |
|-----------|-----|--|
| Prop      | 1   | 1. Strong scrummager<br>2. Movement and lifting skills in lineout<br>3. Strong ball retention and recycle                                      |
|           | 3   | 1. Strong scrummager<br>2. Movement and lifting skills in lineout<br>3. post defender  |
| Hooker    | 2   | 1. Lineout throw consistency<br>2. Ability to quickly hook ball back in scrum<br>3. Always on feet, looking for work                           |
| Locks     | 4   | 1. Jumping and lifting skills in lineout<br>2. Strong scrummager<br>3. Dominates breakdowns  |
|           | 5   | 1. Strong scrummager<br>2. Lifting and Jumping Skill in lineout<br>3. Dominates breakdowns   |
| Flankers  | 6   | 1. Consistent tackler<br>2. Accurate and physical in breakdowns<br>3. Always on your feet  |
|           | 7   | 1. Consistent tackler<br>2. Always on your feet<br>3. Ability to turnover the ball on defense  |
| 8man      | 8   | 1. Ability to gain territory as ball carrier<br>2. Accurate and physical in breakdowns<br>3. Always on feet                                    |
| Scrumhalf | 9   | 1. Strong range of pass in both directions<br>2. Strong communication and tactical leadership<br>3. Situational Awareness                      |
| Fly-half  | 10  | 1. Strong range of pass in both directions with quicktransfer<br>2. Strong communication and tactical leadership<br>3. Accurate kick from hand |

|                 |           |   |
|-----------------|-----------|---|
| <b>Centers</b>  | <b>12</b> | <ol style="list-style-type: none"> <li>1. Strong range of pass in both directions with quick transfer</li> <li>2. Strong communication and tactical leadership</li> <li>3. Reliable open field tackler</li> </ol> |
|                 | <b>13</b> | <ol style="list-style-type: none"> <li>1. Reliable open field tackler</li> <li>2. Ability to make decisions with ball in hand</li> <li>3. Ability to gain territory as ball carrier</li> </ol>                    |
| <b>Wingers</b>  | <b>11</b> | <ol style="list-style-type: none"> <li>1. Beating players 1-on-1</li> <li>2. Ability to offer playing options through the middle of the field</li> <li>3. Work effectively in back 3 in counter-attack</li> </ol> |
|                 | <b>14</b> | <ol style="list-style-type: none"> <li>1. Beating players 1-on1</li> <li>2. Catch high ball / challenge ball in-air</li> <li>3. Work effectively in back 3 in counter-attack</li> </ol>                           |
| <b>Fullback</b> | <b>15</b> | <ol style="list-style-type: none"> <li>1. Strong communications and tactical leadership</li> <li>2. Reliable open field tackler</li> <li>3. Reliable covering / catching kicks</li> </ol>                         |

**Special Notes:**

- FULL refunds will only be available BEFORE you have attended your 1<sup>st</sup> practice
- Players may identify themselves as a “development roster” player early in the season if they know their commitment / attendance will be irregular
- Development players who earn game time in season games, WILL NOT be charged any additional fees after receiving their partial club refund.