Balwyn Blazers Basketball Club Team Selection Process



The Club often receives requests from parents trying to understand how the club allocates players to teams. This process is designed to provide an insight into this process.

Age Groups

Age Groups are set by the Eastern Districts Junior Basketball Association (EDJBA). In line with the EDJBA the requirements the Balwyn Blazers allocate players to their allocated age group. "Playing up" an age group is discouraged by the club as it is generally not in the best interest of the player to do so.

Player Commitments, Restrictions & Requests

- Friendship Requests If you wish to play with a friend this must be a reciprocal request (ie: requested by both players at registration). Players wishing to play in the same team will be placed in a team corresponding to the skill level of the lower graded player. Players should only nominate one player request. Where possible reciprocal friendship requests will be honoured by the club, however if other factors such as Training and Game availability are not compatible the club cannot honour these requests
- Training Availability We understand that many players have multiple commitments. Limiting the
 time a player is available to train has a big impact on the team you are placed in. If a player is seeking
 to be placed in a higher graded team then training availability must match the majority of the team's
 availability to be considered
- Game Availability We understand that some players will have other commitments of a Saturday, such as compulsory school sport. Stipulating a requirement for AM or PM games is available, however this can reduce a player's team options. The club has quotas for the number of teams required to be available to play at particular times by the EDJBA which need to be adhered too.

Players will generally play two seasons in each age group once, as a bottom age and once as a top age player. With the spread of age groups it is common for younger aged players to be in lower grading groups in their first year in an age group, and a higher age grade in their second year.

Unlike most single season sports with basketball there is movement of players between aged groups each season. This may result in players being moved down or up each season. A player moving down a grade or team is not a reflection of a child's ability, more so it is matching them against players of similar age.

Factors Considered in Team Selection

In addition to a player's age and availability, there are several other factors considered by the Age Group Coordinators (AGC's) when allocating players to teams;

- Coaches Reports Coaches submit a report which covers player's ability and development, attitude to training & reliability
- Past History (where applicable) AGC's consider the age group and grade played in previous seasons. AGCs will also observe players in games during the season
- Team Selection Session Performance AGC's and several age group coaches will review the progress of players against their age group peers in team selection sessions. Often players do not develop at the same rate, so it is not unusual for players to move between grades and therefore teams differently
- **Team Balance** In the interest of the enjoyment of the players the club will often mix teams that have a balance of skill, speed, height and in older age groups that ability to play a position.

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It is important to remember the more constraints/restrictions you have for your child, the less opportunities for your child to be placed in a team matched to their ability. If you wish for your child to be placed in a team on their ability keeping restrictions to a minimum will assist.

Custom Teams

- The club appreciates that there will be players wanting to stay together as a team each season, however logistically this is not possible to accommodate with the club having such a large playing group
- Therefore 'custom teams' are only allowed in U15 age group and above, there are no custom teams allowed below this age group
- Customs teams must be able to provide; *the majority of a playing group (min 6 players)*, a *coach* and *team manager*. For custom teams all players should be able to play and train at the same time