

U16 – Team Selection Process 2025

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 10th – June 19th

* 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 Barbarian Cup, 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 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 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 (discussions with other clubs with similar numbers to play a 2nd modified game, after the regular season game). We are hoping to have some “development games” immediately following our competition games (same day and place). We expect 4-5 games.
- 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 not earn you minutes with the competition team.

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 2. Movement and lifting skills in lineout 3. Strong ball retention and recycle
	3	1. Strong Scrummager 2. Movement and lifting skills in lineout 3. post defender
Hooker	2	1. Lineout throw consistency 2. Ability to quickly hook ball back in scrum 3. Always on feet, looking for work
Locks	4	1. Jumping and lifting skills in lineout 2. Strong Scrummager 3. Dominates breakdowns
	5	1. Strong scrummager 2. Lifting and Jumping Skill in lineout 3. Dominates breakdowns

Flankers	6	1. Consistent tackler 2. Accurate and physical in breakdowns 3. Always on your feet
	7	1. Consistent tackler 2. Always on your feet 3. Ability to turnover the ball on defense
8man	8	1. Ability to gain territory as ball carrier 2. Accurate and physical in breakdowns 3. Always on feet
Scrumhalf	9	1. Strong range of pass in both directions 2. Strong communication and tactical leadership 3. Situational Awareness
Fly-half	10	1. Strong range of pass in both directions with quicktransfer 2. Strong communication and tactical leadership 3. Accurate kick from hand
Centers	12	1. Strong range of pass in both directions with quicktransfer 2. Strong communication and tactical leadership 3. Reliable open field tackler
	13	1. Reliable open field tackler 2. Ability to make decisions with ball in hand 3. Ability to gain territory as ball carrier
Wingers	11	1. Beating players 1-on-1 2. Ability to offer playing options through the middle ofthe field 3. Work effectively in back 3 in counter attack
	14	1. Beating players 1-on1 2. Catch high ball / challenge ball in air 3. Work effectively in back 3 in counter-attack
Fullback	15	1. Strong communications and tactical leadership 2. Reliable open field tackler 3. Reliable covering / catching kicks

Special Notes:

- FULL refunds will only be available BEFORE you have attended your 1st 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