

## Team and Player Registration

### Section 3

- 3.1 The EYBA and its board of directors, mandate players must play in their respective geographical zone, thus ensuring long term sustainability of each Zone's program, and are able to service players from their own community before taking imports. This policy helps ensure comparable competition between zones, and the strength and sustainability of the league as a whole.
  - 3.1.1 Each zone may have a transfer / release request package and reserve the right to refuse or accept transfer request.
- 3.2 Teams are only accepted from EYBA member zones.
  - 3.2.1 EYBA member zones:
    - [Northeast \(Edmonton\) Basketball Association](#)
    - [Northwest \(Edmonton\) Basketball Association](#)
    - [Southeast Swarm \(Edmonton\) Basketball Association](#)
    - [Southwest \(Edmonton\) Basketball Association](#)
    - [Beaumont Basketball Association](#)
    - [Leduc & County Basketball Association](#)
    - [Morinville Youth Basketball Association](#)
    - [Parkland Pride Basketball Association](#)
    - [Strathcona Basketball Association](#)
    - [St. Albert Slam Basketball Association](#)
    - [Wetaskiwin Basketball Association](#)
- 3.3 Cost per team – The cost per team to the association, will be determined by the EYBA Executive, and approved by the EYBA Board, prior to the start of all member zones/association's registration for the upcoming season. This allows the members to set their player fees accordingly.
- 3.4 Team Refunds – No refund of registration fees will be granted for withdrawal of a team after the schedule has been made.
- 3.5 Teams in all categories must register a minimum of eight (8) players and may register a maximum of fifteen (15). Zones need to keep in mind that under the Joint Use Agreement, a minimum of 12 players are needed to secure practice space and to maintain practice time. Any deviation for whatever reason, from the above rules must be approved by the Executive.
- 3.6 Teams may add up to a maximum of three (3) players to their rosters, after the EYBA team registration date, provided that they do so before January 1<sup>st</sup> of that particular season of play. Late player registrations will not be accepted after this date. Moving players after January 1<sup>st</sup> requires EYBA Executive approval.
- 3.7 A player may be registered with only ONE (1) team per season.
  - 3.7.1 An EYBA association (or EYBA itself) may approve a player to play for a different team in an older age category.
- 3.8 Each Zone Program is responsible for ensuring that all players on a team meet all eligibility criteria including: they are of the correct age, live within the boundaries of that zone or a eligible imports who are properly released, and do not play on

the Senior High School team. Zone Directors shall follow the player release process and complete the necessary player release/transfer forms to ensure players are released properly.

- 3.9 Each Zone Program is responsible for ensuring that all players on a team meet all eligibility criteria including: they are of the correct age, live within the boundaries of that zone or a eligible imports who are properly released, and do not play on the Senior High School team. Zone Directors shall follow the player release process and complete the necessary player release/transfer forms to ensure players are released properly.

## Building Teams

- 3.10 Zones are responsible for evaluating athletes and building tiered teams for initial declaration.
- 3.11 Zones are encouraged to work together to find or form teams so that all who wish to play are accommodated.
- 3.12 Players must register with the zone program in which they live or attend school.
- 3.13 Zones may choose to implement “Try-Outs” to build teams for top tier play (ie: Tier 1/2/3).
- 3.14 Teams can elect to declare in a top-tier division. This is a decision that is made by the respective Zone Director as they are responsible for all team declarations.
- 3.15 Any Zone, Coach, Manager or responsible adult who is found persuading (“poaching”) an athlete to leave their respective zone or team to play for another organization or team, shall be banned from the EYBA for a minimum of two years.
- 3.16 Senior Varsity High School players are not eligible to participate in the EYBA after the last 18U fall season game.
- 3.17 Any violation of player registration rules shall result in the team being disqualified from the EYBA playoffs and other EYBA hosted tournaments. The EYBA Executive Director will pass these violations on to the Commissioner for further action and team notification.

## Transfer & Release Policies

- 3.18 All member zones have a responsibility to follow transfer and release procedures.
- 3.19 Each zone is considered an independent member association
- 3.20 **Edmonton Zone Boundaries** – Within City of Edmonton Limits
- Northeast Zone: North of the North Saskatchewan River and East of 97 Street to the City Limits.
  - Northwest Zone: North of the North Saskatchewan River and west of 97 Street to the City Limits.
  - Southeast Zone: South of the North Saskatchewan River and East of Calgary Trail South to the City Limits.
  - Southwest Zone: South of the North Saskatchewan River and west of Calgary Trail South to the City Limits.

- 3.21 **Outlier Zone Boundaries – Outside City of Edmonton Limits**
- Beaumont Youth Basketball Association
  - Leduc & County Basketball Association
  - Morinville Youth Basketball Association
  - Parkland Community Basketball
  - Strathcona Basketball Association (Sherwood Park)
  - St Albert Youth Basketball Association
  - Wetaskiwin Basketball Club
  - If a player lives within one of the locations listed above, they are required to register with that zone.
  - Players who live outside of the locations listed above are encouraged to register for the zone closest to them.
- 3.22 Transfers are subject to each zone's capacity and discretion. **Zones are not obligated to accept transfers or release players.** Release (only) exception, see 3.24
- 3.23 Players looking for a release must request a release from their geographical zone. Once their home zone agrees to a transfer they will provide the registrant with a password to their respective Transfer Package.
- 3.24 All Transfer must be processed through RAMP's registration services.
- 3.25 If a player's respective zone has reached capacity, they are eligible for release and can not be refused release for that season.
- 3.26 As a best practice, Zone Directors should communicate regularly and inform one another when transfer inquiries are being made and releases are being requested.
- 3.27 Player Release/Transfer Process- Zone Directors are responsible for completing (approving) Player Transfers through RAMP Registration Services. Process is as follows:
- Parent of player requesting the release must contact the director of their current zone program and advise that they would like to be released and must indicate the reason why.
  - Director of the releasing zone will either approve or deny the request. Zone directors must state their rationale for approval/denial.
  - If approved, the releasing director will provide a password to a Transfer Package.
  - Transferring the Player takes place within RAMP Registration Services and requires another zone to accept the transfer
  - Once the transfer is approved by the receiving zone (and the league) an appropriate package will then be added to the player's account.
- 3.28 A player that crosses from one Zone to another Zone shall be considered an import player and count towards the import maximum (3) for one team.
- 3.29 Any player that lives in one Zone, but goes to school in a second Zone, shall not be considered an import player for either Zone.

- 3.30 No team may register and play more than (3) import players without the written approval of the Board of Directors
- 3.31 Import player(s) not properly released through their Zone Director shall be considered an ineligible player.
- 3.32 All player transfers must be submitted and approved within 4 weeks of the start of the season for the players to be considered eligible to play.
- 3.33 **Transfer Grandfathering Rule**
  - 3.33.1 All Import Players playing in Tier 4 or lower are not required to return to their geographical zone for the following season, they are considered part of their new zone if they remain in Tier 4 or lower.
  - 3.33.2 All Import Players playing in Tier 1-3 are required to return to their geographical zone for the following season. These players must request a new release each season to ensure their geographical zone has enough players to field Tier 1-3 teams in each age category.
  - 3.33.3 Any player looking to try out for a Tier 1-3 team must always register with their geographical zone first.
  - 3.33.4 \*\*Transfers that took place for the 2024-25 (or in a previous year) regular season (anyone that registered in the Fall of 2024 or before) can be considered grandfathered regardless of tier.