

## Declarations & Seeding

### Section 4

*At EYBA our top priority is providing a positive and supportive environment where kids can develop their skills and love for the game. We understand that every child develops at their own pace, and our goal is to ensure comparable and competitive play for all teams.*

***Our team placement decisions are made with this mission in mind, prioritizing the best interests of the players, the team, and the league as a whole.***

*The EYBA reserves the right to make these decisions at our discretion.*

*We appreciate your continued support and understanding.*

*If you have any concerns regarding EYBA rules and policies, please speak with your team coach. They will address your concerns with your zone director, who will then forward it to the league if necessary.*

***\*\*All inquiries to the league are to come from zone directors only.\*\****

#### 4.1 Goal of Declaration and Seeding

- 4.1.1 Create tiered divisions of play
- 4.1.2 Tiered divisions increase parity amongst divisional opponents
- 4.1.3 EYBA Strongly encourages associations to create teams of similarly skilled athletes for the purpose of development. Teams of similarly skilled athletes also fit the reseeding model better as, if the team is moved up or down, the players on that team should be ready for such a move

#### 4.2 Declaration

- 4.2.1 Teams are declared by the zones to EYBA prior to the start of the season. This declaration includes their declared division (i.e.: Tier 1, 2, etc.)
- 4.2.2 Teams may not start in their declared division for multiple reasons including, many teams declaring for the same division, or the ones above and below it
- 4.2.3 EYBA takes declarations across all zones into account when making the initial divisions
- 4.2.4 The seeding tournament is used for 13U and 15U teams declaring for Tier 1 and 2. This allows EYBA to compare data amongst these teams, helping to sort where these they should begin their season

#### 4.3 Round to Round

- 4.3.1 Variables considered when reseeding:
  - 4.3.1.1 Wins/Losses
  - 4.3.1.2 Points For/Points Against Percentage
  - 4.3.1.3 Winning Percentage (sometimes teams don't play an even amount of games)
  - 4.3.1.4 Level of Opponent

- 4.3.1.5 Any Extra Game Data we receive (tournament, exhibition games, etc.)
  - 4.3.1.6 Extenuating circumstances may be considered
- 4.3.2 Movement of multiple teams is used when the data supports it
- 4.3.3 Movement across multiple divisions is used when data supports it
- 4.3.4 All movement is at the discretion of the EYBA
- 4.4 Reseeding from a League Viewpoint
  - 4.4.1 Reseeding is completed considering what is best for the league, not for each team.
    - 4.4.1.1 while one team may think that they need to be moved down, there needs to be another team that needs to come up
    - 4.4.1.2 I.e.: if there are 2 teams with poor records in tier 2, and only one team that has a record good enough to move up from Tier 3, EYBA will decide what the compromise is
  - 4.4.2 Reseeding is always completed at the discretion of the EYBA, it is important to note that the goal is doing what is best for the league, not one individual team
  - 4.4.3 There are always “bubble teams”, teams too strong for their current division, but not strong enough for the next division (or vice versa), that is just part of youth sports
- 4.5 Struggling teams or “Bubble” teams
  - 4.5.1 Organizations and coaches of these teams are strongly encouraged to focus on other developmental strategies outside of wins and losses
- 4.6 Stronger teams or “Dominant” teams
  - 4.6.1 Organizations and coaches of these teams are strongly encouraged to focus on other developmental strategies outside of winning games (team culture, sportsmanship, etc.)
  - 4.6.2 Any team found to be much stronger than their opponent is encouraged to make use of several strategies to make the game enjoyable for both teams. These strategies may include:
    - 4.6.2.1 Removing the score; turning of the score clock
    - 4.6.2.2 Mixing up the players to create more even teams in an exhibition style game (game could be scored as a win for stronger team without playing it out)
    - 4.6.2.3 Set team restrictions. Such as minimum number of passes before a scoring attempt, allowing opponent to establish front court possession, only allow steals on passes, etc.
- 4.7 Remember, the focus is development in a safe and inclusive environment that provides a positive experience for all.