

# 2021 TIFTAREA YMCA WINTER BASKETBALL INFORMATION

Due to Covid guidelines, information is subject to change. Updates will be sent via email

## **REGISTRATION DATES**

EARLY BIRD: Nov 1<sup>st</sup>-Dec 16<sup>th</sup> (5\$ OFF REGULAR FEE)

REGULAR FEE: Dec 17<sup>th</sup>-January 13<sup>th</sup>

LATE FEE: January 14<sup>th</sup>-26<sup>th</sup> (10\$ PLUS REGULAR FEE)

## **SEASON DATES**

BEGINS: Thursday, January 28<sup>th</sup>, 2021

ENDS: Thursday, March 11<sup>th</sup>, 2021

## REGISTRATION FEES

\$45 FOR MEMBERS

\$65 FOR NON-MEMBERS

REGISTRATION FEE includes jersey.

Financial Assistance is also available to **those who qualify.**

**Applications due by Jan 11<sup>th</sup>**

## **AGES & AGE DIVISIONS**

**Age Cutoff date is January 1<sup>st</sup>**

U10 COED (Age 8-9)

U12 COED (Ages 10 & 11)

U14 BOYS (Ages 12 & 13)

U15 GIRLS (Ages 12-14)

## **Important Dates**

Coach's Meeting Monday, January 18<sup>th</sup> 6pm -7pm

Parent Meeting Monday, January 25<sup>th</sup> 6:30pm (Zoom Conference Call)

Zoom Meeting ID: 685 289 9709 Password:123456 [click here to join](#)

## **Evaluations**

(location to be determined)

January 21<sup>st</sup>: (U10) @ 5:45pm (U12) @ 6:30pm (U14) boys, (U15) Girls @7:30pm

January 26<sup>th</sup>: (U10) @ 5:45pm (U12) @ 6:30pm (U14) boys, (U15) Girls @7:30pm

## **PRACTICES & GAMES**

- **Skills and Drills on Thursday January 28<sup>th</sup>**, first team practices will begin **TUESDAY, February 2<sup>nd</sup>**. Teams will hold 2 practices per week until games start.
- Games will begin **the week of Tuesday, February 16<sup>th</sup>**. There will be 8 regular season games with each team playing 2 games per week.
- All games and practices will be played on Tuesday's and Thursday's with any additional games on Monday's
- The YMCA is in need of volunteer coaches! No experience necessary! This is a great way to spend time with your child and help your community. Training will be provided by the Tiftarea YMCA at the coaches meeting.
- We are working to improve our leagues and reduce the age gap between players. In the event that we do not have enough participants to play in an age group we will combine them with the closest age group to them.

**\*\*INFORMATION IS SUBJECT TO CHANGE\*\***