

4th-6th Grade Bluejackets Boys Basketball Traveling Team Tryouts 2018-2019

Tryouts will be held for the boys basketball traveling teams for the 2018-2019 season. Tryouts will be held for players enrolled in the Hibbing School District on the dates below. In order to be on these teams, players must attend tryout sessions on the dates below. Official practice will begin on Monday, November 12th at times and places to be determined.

**MANDATORY PLAYER/PARENT MEETING ON OCTOBER 29TH @ 6 PM AT THE LINCOLN CAFETERIA.
PLAYERS AND A PARENT/GUARDIAN SHOULD ATTEND.**

GRADE	DATES	TIMES	PLACE
4th Grade Travel Tryouts	November 1st, 2018	5:00 pm - 7:00 pm	Lincoln
5th-6th Grade Travel Tryouts	October 30th, 2018	5:00 pm - 7:00 pm	Lincoln

****Players should wear a reversible jersey (if possible), shorts and tennis shoes for the tryouts.***

Tryouts will once again be held to determine the rosters for each team. Our goal is to provide players with the best opportunity to get the most court time in games throughout the season. We would like to have rosters no larger than 10 players per team, if possible. Players will make greater improvements when they can maximize the amount of time they get on the court. There may be multiple teams at a grade level or a combined team of players from different grade levels, depending on the numbers we have for each level of play. If numbers allow, we will again create "A" and "B" teams (based on skill level) at the 5th and 6th grade levels. We will do our best to balance teams at the 4th grade level for the season. Team rosters will be posted on our website (www.hibbingboysbasketball.org) no later than Sunday following tryouts.

NO PLAYER WILL BE LEFT OFF OF A TEAM ROSTER AS A RESULT OF "TRYOUTS".

ALL PLAYERS MUST BE REGISTERED PRIOR TO ANY PARTICIPATION! To register your player, please go to our homepage (www.hibbingboysbasketball.org) and click on "2018-2019 Hibbing Boys Basketball Registration".



2018-2019 TRAVELING TEAM FEE: \$125
PLAYERS MUST BE REGISTERED BEFORE TRYING OUT

