

CANADIAN NATIONAL ROUNDNET TEAM AND SELECTION PROCESS FOR 2024 WORLDS



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Overview

The purpose of this selection process is to identify, select and train a group of athletes for the 2024 Canadian National Roundnet Team. Offer Canadian Roundnet athletes the opportunity to train and represent Canada in international competition at the 2024 World Championship August 29th - September 1st, 2024 in London, at the Surrey Sports Park.

- The IRF (International Roundnet Federation) requires a roster of 20 individuals, 10 Men's and 10 Women's athletes for the competition.
- Men's and Women's National Team will require 2 alternates per squad (Men's and Women's). An additional 4 players will be invited to join the Canadian National Roundnet Team as alternates at the World Championship.
- The 2023 Men's and Women's Canadian National Champions have automatically qualified for the Canadian National Team. Those players are:
 - Men's Canadian National Team - Blake Bosak, Etienne Cote
 - Women's Canadian National Team - Geneviève Tardy, Kim Aspirot
- Players are eligible to qualify for the Canadian National Team if they (a) Hold a 2024 [Annual Membership](#) (b) Be a Canadian citizen and have a valid Canadian passport (c) Registered for the [Team Canada Selection Camp](#) Open, Men's Elite or Women's Elite divisions May 10-11th, 2024.
- During and/or following the selection camp, the panel consisting of 3 selectors (See Appendix A for List of Current Active Selectors and Evaluators) will select 8 Men's, and 8 Women's players based on the following criteria:
 - Physical attributes
 - Skills and tactical assessment
 - Character attributes
 - Roundnet accomplishments and recent level of play
- Selectors and evaluators will be selected by the National Governing Body (Roundnet Canada) committee.
- Athletes signed up for the Camp will compete in a one day tournament event. Athlete's will be further evaluated if requested (invite only) on day two at the physical attributes, skills, and tactical assessments. Evaluators and selectors will make cuts, and finalize the roster.

- The National team will be selected by **Saturday June 1st, 2024**.
- Once the athletes have been selected, they will either **accept** or **decline** the invitation to join the Canadian National Roundnet Team and participate at the 2024 Roundnet World Championship. Following the roster finalization alternates will be offered an alternative spot on the Canadian National Roundnet Team and will either **accept** or **decline** an alternative spot at the 2024 Roundnet World Championship.

Process

The evaluation process will be split into 2 days.

- **Day 1** - Tournament
- **Day 2** - Physical, Skills, and Character Evaluation

Day 1 - Will include the tournament for both Men's Elite, Women's Elite, Open, the top performing open division teams will have a chance to join the Elite bracket, and will be in the consideration to bring to day 2. Top 8 players from each division (top 4 teams from Men's and Women's Elite) will be chosen to be further evaluated on day 2. Selectors and evaluators will also hand select 4-12 additional players from each division (via. Skill Evaluation Report) (PDF/Google Form Resource) to be further evaluated on day 2 (Men's and Women's Elite). Individuals who made the cut for day 2 will be notified during the community lounge portion of day 1.

Day 2 - Will include testing the individuals in their physical attributes:

- a. Broad Jump
- b. T-Test
- c. 40yd Dash

Players who participate in day 2 will be required to participate in the physical attributes testing, players will be assigned to play a series of scheduled matchups (See Appendix B for format) (**Note:** All structured match gameplay games required to be recorded via. Phone Camera, and sent through wetransfer to roundnetcanada@gmail.com, and blakebosak@gmail.com), and self-evaluation questionnaire at the end of day 2.

The Men's and Women's assessments will be taking place simultaneously on separate fields.

Schedule

DAY 1 - SATURDAY (Men's Elite, Women's Elite, Open Division**)

8:30am - Check-in & Warm up

9:00am - Announcements

9:15am - Pool Play **Open division teams Pool winners will earn RC Elite Status and join Elite Bracket**

11:15am - Lunch Break (Selection Camp Shirts handouts to 1st 80 players / 40 teams to sign up)

12:15pm - Bracket Play

4:00pm - Women's Elite Final

5:00pm - Men's Elite Final

6:00pm - Dinner Break

10:00pm - Community Lounge & Invitations to Sunday Announcement

DAY 2 - SUNDAY (Physical Attribute Testing, Invitational KOTC / QOTR)

8:00-8:30am - Warm up, Activation & Mobility Session #1

8:30-9:00am - Warm up, Activation & Mobility Session #2

9:30am - Physical Assessments / Testings (Broad Jump, 40yd Dash, T-Test)

10:30am - Structured Match Gameplay Format for men's and women's elite invites

12:00pm - Lunch Break (Photoshoot/Jersey Fitting)

1:00pm - Structured Match Gameplay Format for men's and women's elite invites

4:00pm - Closing Announcements

5:00pm - Clean-up

Evaluation Tools

Physical Attributes (40yd Dash, Broad Jump, T-Test)

Procedure:
(See Appendix B)

Evaluation Tool:
Player Profile (PDF) (See Appendix C)

Gameplay Statistics (Structured Gameplay)

Procedure:
(See Appendix B)

Evaluation Tool:
Player Profile (PDF) (See Appendix C)
Roundnet Stats Tracker (Phone/Tablet Application)

Self-Evaluation

Procedure:
(See Appendix B)

Evaluation Tool:
Player Profile (PDF) (See Appendix C)
Formative Assessment (See Appendix B)

Evaluation Table

Evaluations

Results (Day 1), Current, and Past

Statistics via. Film review (Day 2)

Physical Attributes (Day 2) (40yd dash,
T-Test, Broad Jump)

Self-Evaluation

Note. The above table represents the evaluations that the selection committee will use to choose the members for the Canadian National Roundnet Team in 2024. Each evaluation will provide insight on each player, and their performances over the weekend, current and past performances as well. All evaluations will be posted on the **player profile** (PDF) (See Appendix C). Results of the Day 1 tournament, current (2024) as well as past (2023) results, structured match gameplay statistics and skill evaluation reports will be the primary assessment tools used to assess players' roundnet abilities. Although the Self-Evaluation is a formative assessment, the selection committee may use them to provide insight to make final decisions. Although primary selections will be made based on these evaluation tools, the selection committee (selectors) may use their discretion in determining the bottom 3 athletes to make the team, in which case a vote will take place to determine these spots.

Conclusion

Past evaluations for Roundnet Canada have been insufficient in determining the best possible athletes for the team. By considering not only results that are achieved, but also cognitive ability, confidence, and various other psychomotor skills, this assessment aims to create a space for evaluation of the whole roundnet player. Although there will be heavy emphasis on results from day 1, our other evaluation tools will provide insight into the other important aspects of being a national level athlete.

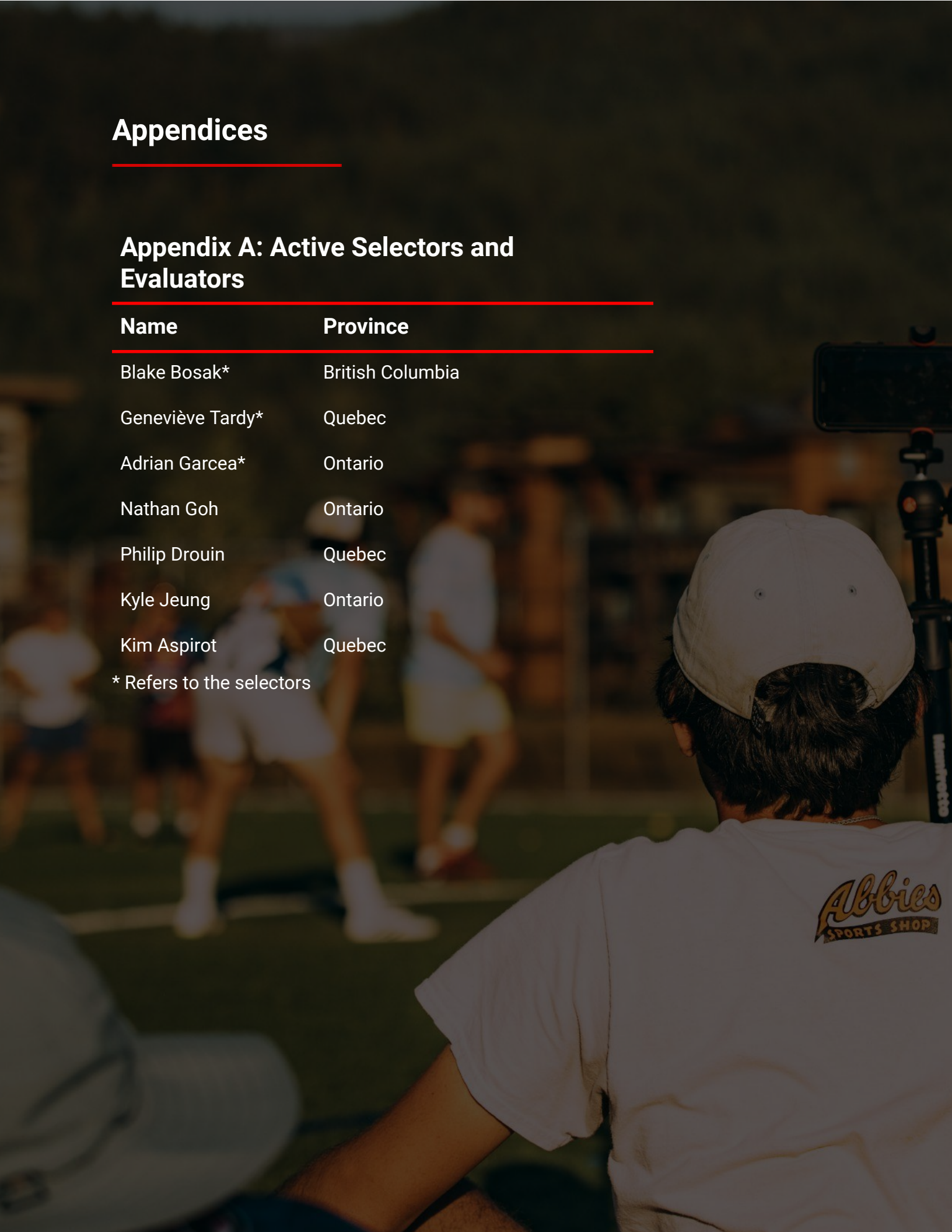
As many of the selection committee are also current players, it may be necessary in the future to hire third party selection officials to make final decisions to avoid any potential bias. Due to a lack of resources on this front, it is important for us to be transparent in our decision making, thus all data that is being collected from the tryout process will be made available to the athletes. The **player profiles** will be returned to each player following the final cuts on **Saturday June 1st, 2024**. When making final decisions we aim to meet with each athlete, to provide feedback for both those who made the team, and for those who did not, to cultivate a culture of improvement within Canada.

Appendices

Appendix A: Active Selectors and Evaluators

Name	Province
Blake Bosak*	British Columbia
Geneviève Tardy*	Quebec
Adrian Garcea*	Ontario
Nathan Goh	Ontario
Philip Drouin	Quebec
Kyle Jeung	Ontario
Kim Aspirot	Quebec

* Refers to the selectors



Appendix B: Assessment Tools/Equipment

T-Test:

Video: <https://www.youtube.com/watch?v=k7xUw9Sjf-c> (0:21 - 1:22)

Equipment/Resources:

- Cones x 4
- Stopwatch (or iPhone)
- Measurement Tape or Meter Sticks
- Tape

Setup:

1. Ensure the athlete is properly warmed up.
2. Place “starting cone” down a long with tape (in-case cone gets knocked out of place)
3. Measure 10m from the “starting cone” and place down the “middle cone” along with tape
4. Measure 5m right of the “middle cone” and place down a “right-side cone” along with tape
5. From the “right-side cone” measure 10m left of the cone and place down a “left side cone” along with tape
6. Have a evaluator or coach stand by the “starting cone” and tape with a stopwatch or equivalent
7. Have athletes use a 2-point contact start. Ask athletes to get into position, count-down to 5 and start their sprint. Whenever an athlete begins to move, start the stopwatch.
8. Have athlete sprint to the “middle cone” and touch the cone
9. Athlete will shuffle to the “right cone” and touch that cone
10. Athlete will shuffle to the “left cone” and touch that cone
11. Athlete will shuffle to the right and touch the “middle cone” then proceed to back-pedal backwards to the “starting cone” (**Note:** Athletes may use their discretion to decide which direction they will go off of the middle cone)
12. Evaluator or coach with the stopwatch will finish the time
13. Record time on the data sheet. Repeat twice for each athlete, recording their best time

40 Yd Dash:

Video: <https://www.youtube.com/watch?v=R6gwmXR5XXE> (0:02 - 3:02)

Equipment/Resources:

- Cones x 6
- Tape
- Measurement Tape or Meter Stick
- Stopwatch (or iPhone)

Setup:

1. Ensure the athlete is properly warmed up.
2. Place "starting cones" horizontally across one another, creating a lane. Down a long with tape (in-case cone gets knocked out of place)
3. Measure 20 yards or 13 m (with steps or tape measure) placed down "middle cones" horizontally across one another, creating a lane. Down along with tape.
4. Measure 40 yards or 36 m (with steps or tape measure) placed down "finish line cones" horizontally across from one another, creating a lane.
5. Have one coach or evaluator stand at the "starting cone" and have one coach or evaluator stand at the "finish-line cone" standing with a stopwatch (iPhone) for recording time
6. Have athletes use a 2-point contact start. Ask athletes to get into position, count-down to 5 and start their sprint. Whenever an athlete begins to move, start the stopwatch.
7. Once an athlete reaches "finish-line cone" or any body part passes the cones, stop the time.
8. Record the time on the data sheet. Repeat twice for each athlete, recording their best time

Broad Jump Test:

Video: https://www.youtube.com/watch?v=cg_NASdYh-8 (0:02 - 0:32)

Equipment/Resources:

- Tape
- Tape Measure
- Measuring Stick
- Cones x 2

Setup:

1. Ensure the athlete is properly warmed up
2. Place “starting cones” horizontally across one another, creating a lane. Down a long with tape (in-case cone gets knocked out of place)
3. Have a measuring tape spanning out from the “starting cones”
4. Have the athlete jump as far as they can land in place
5. Measure the distance by placing a measurement stick at the back of the heel of the athlete align with the measuring tape
6. Repeat twice record the athletes longest jump on the data sheet

Statistics and Gameplay:

Phone Application:

<https://apps.apple.com/us/app/roundnet-stats-tracker/id1458198404>

Equipment/Resources:

- Roundnet Equipment
 - Net (IRF Approved)
 - Balls x 10 (Or More) (IRF Approved)
- iPhone or Camera (Or Equivalent)
- Tripod
- Roundnet Lines (Tape or Painted)

Setup:

1. Ensure athletes are warmed up
2. Use the schedule for structured match gameplay and direct athletes to the correct net. Nets labeled ex. Net 1
3. Set up a tripod with an iPhone camera, ensure someone monitors the tripod during the game. Press "record" and players will initiate in gameplay.
4. Observers will be issued if required
5. Refer back to the schedule for structured match gameplay, once game is complete.
6. Evaluators/Selectors will Label a "W" or "L" for a win or loss and with the score ex. W 21-15. (**Note:** Players will NOT be assessed based on a "W" or "L")
7. Each game should be played out with different combinations.
8. Ensure you have 1 Video recording of game sent (via WeTransfer) to the following emails: roundnetcanada@gmail.com, blakebosak@gmail.com
9. Ensure video is labeled with the Net #, Player Letter (A, B, C etc.), following their name after each letter. Ex. **Net 1 - Player A: Axel/Player B: Bob vs. Player C: Carl/Player D: Dom.mp4**
10. Stats trackers will be used to evaluate all players from that net.
11. Use "Roundnet Stats Tracker" application on tablet
12. Once the game has been "tracked" save the file and label file ex. **RC: Statistics Evaluation: Net 1 - Player A: Axel/Player B: Bob vs. Player C: Carl/Player D: Dom.pdf**
13. Record statistics in Player Profile (PDF) labeling the game accordingly

Formative Assessment: Semantic Differential Scale/Written:

The formative assessment will take into consideration the cognitive piece to the roundnet athlete. By evaluating in-game knowledge, what to do in certain scenarios, as well as the social aspect of being on a team. These surveys will need to be completed the following weekend of the tournament. Assessment will be released **May 11th, 2024**.

Note: If a player fails to complete the formative assessment cognitive and social aspects of the player will not be evaluated, and therefore exempt from further evaluation.

Appendix C: Player Profile Example



NAME: ETIENNE COTE

PROVINCE: QUEBEC

HEIGHT: 5'9"

BIRTHDATE: AUGUST XX, 19XX

TOP 3 PAST AND/OR CURRENT RESULTS (NOTE. MUST INCLUDE RESULT FROM TC TRIALS):

RESULT #1:

RESULT #2:

RESULT #3:

PHYSICAL ATTRIBUTE ASSESSMENT

TEST

RESULT

BROAD JUMP

40YD DASH

T-TEST

GAMEPLAY STATISTICS

Lastname/Lastname vs. Lastname/Lastname

GAME 1

RESULT

SERVING %

ACES : ACED

PUT-AWAY %

DEFENSIVE TOUCHES

ERRORS

BREAKS : BROKEN

RPR

YOUTUBE LINK:

SCORE (ex. W 21-15):
