

Tournament Level	Values	Selection Process
International Advanced (eg. Switzerland, France)	Success (win) Commitment Growth	<p>Invitation only</p> <ul style="list-style-type: none"> - Selector assumes all members are available for selection - Makes decisions based on current form of players, positions required, combinations between players, commitment to trainings - Select 10-12 players <p>Selector/s:</p> <ul style="list-style-type: none"> - Club coach (first preference) - Training committee
Intermediate (eg. ANC, Utrecht)	Growth Success (win) Commitment	<p>Call for interested players</p> <ul style="list-style-type: none"> - Players are asked to register their interest - Team is formed based on skill level, positions required, combinations between players, commitment to trainings - Waitlist created for those who miss out <p>Selector/s:</p> <ul style="list-style-type: none"> - Tournament organisers - Training Committee
Mixed (eg. Rotterdam, Brabant)	Inclusivity Fun Community Success (compete)	<p>Players may sign up via Wix</p> <ul style="list-style-type: none"> - First in best dressed - Preference for non-league players <p>No selection process – team captain to source missing positions</p>
Social (eg. Tournaments for fun only)	Inclusivity Fun Community Success (compete)	<p>Players may sign up via Wix</p> <ul style="list-style-type: none"> - First in best dressed - Preference for non-league players <p>No selection process – team captain to source missing positions</p>