

Thank you for registering for the Kingwood Classic! We have been approved for NCAA certification, so we will offer both certified and non-certified high school boys divisions. We will be calling each of you to see if you would like to be in the certified or non-certified division.

To play in an NCAA certified high school boys division, you will need to follow the steps below (**this process includes new steps, so it is even more crucial to start early this year!**):

1. Coaches must renew or get their [USAB Gold License](#). **The price goes up from \$68 to \$125 on April 1, so please apply for your Gold License this week!**
2. Coaches must create or sign in to their [BBCS profile](#). **New to this year:** Coaches must say if they are financially responsible for the team, or if they are part of an organization. If part of an organization, the head of the organization must get a Gold License and set up a BBCS profile. Coaches will then be prompted to associate their team with the organization.
3. In the meantime, players must create an account with the [NCAA Eligibility Center](#). Choose the DIII or Undecided option for the free account. Once the profile is created, the player will receive a NCAA ID Number. **This step is new to 2019.**
4. Players then create or sign in to their [BBCS profile](#). They will be prompted to input their NCAA ID Number, their Eligibility Center email and password.
5. Players must watch the education video and input their school information before the coach is able to search their profile.
6. Coaches will then invite players to their bench. An email will be sent to the players.
7. Players will accept the invitation via their email.
8. Coaches will search "Bigfoot Hoops Kingwood Classic" and create their roster for this event.

Below are links with step-by-step instructions, but please feel free to call or email with any questions!

[NCAA Website](#)

[Adult User Registration](#)

[Athlete Registration](#)

[Organization Registration](#)

[USAB Gold License Registration](#)