



## 2010 YBOA Humanitarian Award Nomination Form

NOMINEE'S NAME: \_\_\_\_\_

ASSOCIATION NAME: \_\_\_\_\_ ASSOCIATION #: 10- \_\_\_\_\_

GIRLS  BOYS Division: 1 2 3 (Circle One)

TEAM NAME: \_\_\_\_\_ AGE DIVISION: \_\_\_\_\_

GENDER: \_\_\_\_\_ AGE: \_\_\_\_\_ GRADE: \_\_\_\_\_

PERSON MAKING RECOMMENDATION: \_\_\_\_\_

TITLE/POSITION: \_\_\_\_\_ YEARS WITH ORGANIZATION: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

*Street*

*City*

*State*

*Zip Code*

HOME PHONE: \_\_\_\_\_ EMAIL: \_\_\_\_\_

WORK PHONE: \_\_\_\_\_ FAX: \_\_\_\_\_

### **QUALIFICATIONS**

The YBOA Humanitarian Award is not intended for academic achievement only. Nominee should be a person that would normally not be eligible for other awards. This player should exemplify a serious concern for others at all times, on and off the court. They should empower others to excel regardless of their athletic abilities. This player should consistently strive to improve their community and the lives of those in it. The nominee should be a player who actively pursued one of but not limited to the following criteria:

**SERVICE:** Service to Community, School, Family, Church or Team.

**SCHOOL:** Acts of kindness while participating in clubs and activities other than basketball.

**MISCELLANEOUS:** An act of bravery, integrity, honesty or leadership.

Submit a separate sheet of paper with a testimonial regarding the community services this player has performed. Be sure to be detailed and specific, as we will only choose one player in each age group for this honor.

Any individual, parent, coach, school personnel, sibling, community person, or friend may submit a recommendation for this annual prestigious award.

### **Due Dates**

June 16, 2010: Boys 8, 9, 10, 11, 12 & 14 Division 1, 2 & 3

June 30, 2010: Girls 9, 10, 11, 12, 13, 14, 15, 16 & 18U Division 1 & 2

July 14, 2010: Boys 13, 15, 16 & 17 Division 1, 2 & 3

**PLEASE RETURN COMPLETED ESSAY FORM TO:**

Youth Basketball of America

10325 Orangewood Boulevard, Orlando, Florida 32821

FAX: (407) 363-0599