



2025 Spring Unsigned Seniors

Welcome to the 2025 Spring Season!

There is a lot of information here, please take the time to read it carefully.

Go Premier!

2025 SPRING SCHEDULE

April 4-5	Crash The Boards (Warm-Up)	Nampa, ID
April 12-13	AOG Potato Bowl	Meridian, ID
April 26-27	UA Future - The Open	Salt Lake City, UT
May 9-11	Northwest Premier Invitational (NPI)	Meridian, ID
May 16-18	AOG Spring Classic NCAA Live	El Segundo, CA

Jerseys

- Jerseys are collected at the end of the season so you do not need to purchase uniforms.
- Players need to wear BLACK shorts at tournaments

Travel Info

We will have discounted hotel rates for all travel tournaments. Hotel information will be emailed once rosters are finalized. Players are responsible for their own travel expenses. If you need help coordinating a hotel room or transportation for your player please let us know ASAP. Please do not send your player out of town without having his hotel & transportation sorted out. We are happy to help! Please just give us enough time to get it coordinated.

Fees \$1600

-Tournament registration, coaches travel, gym space/practices, Premier gear etc...

FEES ARE DUE BY MARCH 17th

Venmo @IDPBasketball (Select Friends & Family when sending payment)

Debit/Credit - We can send you an invoice if you would like to pay by Debit or Credit Card, but there will be a 3% processing fee (\$48)

Cash or Check - if you'd like to pay with cash or check please let us know and send it with your player to the first practice.

Continued on the next page...



NCAA / BBCS Registration

All players who are participating in an NCAA Live event must be registered with the BBCS (NCAA Basketball Certification System) and added to our bench/team roster prior to the event. We cannot add players to the roster until they are registered with the BBCS, so please do this ASAP.

Coaches

Shane Larson
208-921-6941

Brent Chapman
208-631-2603

While it is unlikely we will make changes, some things are unavoidable and all information is subject to change