



Team Information Pack 2023

Mooroolbark Flashes Basketball Club Inc.

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www.mooroolbarkflashes.com.au

Please remember that as the coach and team manager, you are representing Mooroolbark Flashes Basketball Club. Your behaviour reflects on all Flashes teams, players, parents and committee members, and we aim to maintain the high regard that exists for our club across the association.

Team Manager Duties

The role of a Team Manager is vital to the successful operation of a basketball team. The Team Manager is responsible for the smooth running of the team and organising the team sheet on game day. If your coach is unable to coach a particular game, please let your coordinator know, as we have a number of coaches who are available to fill in.

The following is a list of duties expected of a Team Manager:

- Paying for the teamsheet prior to the game. We recommend using the Teampay App – we will issue Teampay codes prior to the start of the season. There are further instructions on how to setup the app for your team on our website.
- Fill ins – if you require fill ins, please contact your co-ordinator first, as there are restrictions on who is allowed to fill in.
 - An A grade player may not play C grade or below.
 - If an player qualifies for finals in A or AR, they cannot play in a lower age group in a lower grade.
 - Please let the coach know as soon as possible if players are unable to make the game.
 - Temporary fill in players are not required to pay for the team sheet, however permanent fill ins/players playing a second game should be paying.
 - Fill in names must be entered correctly, or else the game will not count towards finals qualification should they need it.
 - No player may compete in more than one (1) team in their age group per season. Once a player fills into an age group, that is the only team they can play for in that age group. A player who's team has a bye cannot fill into another team in the same age group.
 - U8 players cannot fill in to U7s.
- If playing another Flashes team, the first named team is responsible for changing singlets. If the team does not have reversible singlets, then a spare set can be arranged by contacting Sharon Stivey.
- If playing Fosters, the first named team is supposed to change singlets where possible.
- Fixtures are available online via the K&MDBA website and via a link on the Flashes website. Some teams find it useful for the team manager to text the game times prior to each game. Note that at the start of the season you should check the fixture the day before the game as there are often fixture changes for the first few weeks.
- Players should arrive 10-15 minutes before the game to allow players to stretch, warm up and receive instructions from the coach.

Game costs

The team sheet fees are:

U7s \$82

U8-U10s \$89

U11s \$91

U12-U18s \$93

U23 \$82

Scoring

Both teams must provide a competent scorer for the game. This is required to be an adult or someone over 16 years of age. One scorer is responsible for electronic scoring, while the other operates the clock. Both scorers should communicate with each other after every point and foul to ensure there is agreement as to the scores and foul count. All parents must take their turn at scoring, it is recommended that you make up a roster at the start of the season. If parents are new to scoring, then someone competent should buddy up with them until they feel confident. For Grand Finals a referee will be present on the bench, and the club will provide a scorer for your team. Please note that the clock stops for all whistles in the last three minutes of the game in all age groups from U9 – U21. Some older competitions also run a 24 second shot clock.

Please note that if points or fouls are assigned to the wrong player, this cannot be changed after the game. Scorers should take care when scoring to ensure these things are correct.

If a player is not playing but is under a medical certificate, please do not select them as playing on the scoresheet, as this invalidates their certificate.

Unregistered players: Players must not play in a team in excess of three (3) games without being registered to that team. Players must be registered with a club to play in the last non-finals game of a season. Clubs who play an unregistered player in the last non-finals game of a season, will incur a penalty of loss of that game's premiership points.

Illegal players: Teams playing a player using a false name or another player's name shall forfeit each game in which the offender played and they will be reported to the Basketball Victoria Tribunal.

Grading: The format for grading can change from season to season, but there are usually four grading games at the start of the season followed by some moving of teams from section to section as appropriate. Note that although the coordinator does their best to get our teams in the correct grades at the start of the season, it doesn't always work out. Often other clubs may have started their teams in too low a section, resulting in some lopsided games during the first few weeks. If you are concerned about the grade your team is in, please talk to your coordinator.

Singlet clashes: There is an agreement between Fosters and Flashes that the first named team on the team sheet will change singlets for the game.

Finals qualification: A player must play in 50% of the games to qualify in a team for finals, excluding byes. U7s do not have finals. It is the responsibility of the Team Manager and Coach to ensure that players play sufficient games to qualify for finals. If a paper scoresheet is used, any players that need to be added to the sheet must also fill out their full details on the back of the sheet. Any players that do not score or foul should also sign the sheet to ensure the game counts towards finals qualification. If a player suffers any injury during the season that may prevent them qualifying for finals, then a medical certificate should be lodged with the Flashes Junior Delegate who will record it and pass it on to the Convenor. Please do not give a medical certificate to anyone except for the Junior Delegate. Medical certificates need to be handed to the Junior Delegate ASAP, and we need to be able to get them to Kilsyth before the player returns to play.

Uniform - Compression items:

Any compression item must be solid black or the same dominant colour of playing singlet. If there is a logo or branding on the item, it must be the same colour as the item or be less than 10cm in width. The colour choice will be decided by the player's club to ensure that teams have uniformity if more than one player in a team is wearing compression gear. This means that if one player is wearing solid black compression gear, any other player in the team must also wear solid black in any compression gear worn. Each player in breach of this ruling will incur a ten (10) point penalty.

Forfeits

Forfeits should be made as soon you are aware that you will not have enough players and have been unable to find suitable fill ins. The Team Manager should notify the Coordinator via text message containing the team number and age group. Please note that individual teams are responsible for forfeit fees. Early notification (prior to 24hrs before the game) of a forfeit has a reduced fee:

Early notification forfeit: \$67

Full forfeit fee: \$99

Grievances/problems

If you have any problems or grievances arise, advise the coach and if you think it's necessary, contact the coordinator. If your issue is unable to be resolved, written grievances may be made to the committee via the secretary at secretary.mfbc@gmail.com. Don't get personally involved. Your committee takes all grievances seriously and we are striving to be a club with a good reputation for taking our codes of conduct seriously too. Any breach of the codes will be addressed by the committee.

Bad behaviour

Bad behaviour by players, parents and coaches will not be tolerated. Any instance of such should be reported to your coordinator immediately after the relevant game/training session. Such issues will be reviewed by committee where appropriate, and will result in whatever actions they deem necessary.

Training

PLEASE NOTE: There must be at least TWO parents/guardians in attendance for a training session to commence. This is for the safety of the children in case they are injured or wander off during the training session. Coaches are responsible for coaching – they are not a babysitting service! If TWO parents are not in attendance, then a coach is within their rights to cancel the training session.

Security at Mooroolbark College Training Venue

Teams that train first each afternoon are responsible for picking the key up and unlocking our training venue. If there are two teams for each time slot team managers need to communicate with each other and decide who is picking up the key. The opposite is applicable for the last time slot, as those teams need to lock up the venue and return the key. The key for our training venue is a very important, if we lose the key, we lose our training venue. We all need to take responsibility for the key! If the team after yours hasn't turned up for training after you have finished please give them five minutes, and if there is still no one there make sure the key is returned to its home and the stadium locked when you leave. Please communicate with teams training before/after yours if you are not training on a given night, and also let the Coordinator know. The key can be picked up and returned to: The Meter Box at 144 Manchester Road, Mooroolbark. The key should NEVER, under any

circumstances, be delivered to another address for later use; the only two places the key should be left at are the one above and during training at our training venue, Mooroolbark College.

New players

If anyone wishes to join your team, or any other team at the club, please get them to first contact the relevant Coordinator to ensure that an appropriate vacancy exists. Do not assume that because there is a vacancy in your team that the Coordinator has not already filled the position. Players and coaches from other clubs are not to be approached and poached. If you are approached by someone wishing to join Flashes, please pass on the relevant coordinator details so that they can contact the club directly. Please also keep the Coordinators informed if players leave the team for any reason. If a coach is not able to train or coach a game, the Coordinator should be notified via text message.

If a player leaves your team during the season, please also notify your coordinator so that they know there is a position vacant.

Working with Children Check

All coaches, team managers and committee members over the age of 18 at Mooroolbark Flashes are required to have a current Working with Children card. It is free for volunteers, but you will need a current passport photo. The form can be filled out online at www.workingwithchildren.vic.gov.au and then the process gets completed at the Post Office. You'll need to provide contact details for the club: PO BOX 374 Mooroolbark Vic 3138 Phone: 0421 865 895.

Although it is a slight inconvenience to get this check carried out, it is an essential safeguard to help ensure the safety of our kids whilst at basketball. The Mooroolbark Flashes Basketball Club Committee do not accept any responsibility for any person acting in a coaching position unless they are named on the scoresheet as that team's nominated coach. Only coaches with a current Working with Children card will be permitted to coach a junior basketball team on game day or at training, and no fill-in coaches should be organised without notifying your coordinator.

Social media policy

The club has its own Facebook page administered by our Webmaster. If teams or coaches wish to post positive comments or photos from Flashes games, training or events, please contact the Webmaster at it.mfbc@gmail.com. The club requests that all players, parents and coaches refrain from negative comments regarding their games on Facebook or other social media outlets. Criticism of our club, coaches, referees, players and opposition will not be tolerated.

Kilsyth Association Rules and Policies

The following is a summary of some notable rules and policies applicable to junior domestic basketball. A full list is available via the K & MDBA website at www.kilsythbasketball.com.au>Resources>Rules and Policies.

Photography: Parents, guardians and family members are welcome to take photos of their own children, however it is requested that the privacy of other patrons be respected and photos of them are not taken.

Hot weather: If the court temperature exceeds 30C, then the referees will call an extra timeout at the mid point of each half. Coaches are encouraged to use their time outs as well. Should the ambient court temperature reach 38C, then the game will be cancelled.

Zones: No zones are permitted in all junior ages up to and including U14s. This is to help players to develop better skills both offensively and defensively.

A half court or full court press is allowed at all times, but once the play reaches the 3 point area the players must be in man to man. Players should be able to identify which player is their player, and adjust to their player if they cut or move. This is obviously applied with discretion in younger age groups and lower skill games, but Flashes coaches should make teaching proper man to man principles a priority.

Free throw line: U7 to U12 inclusive will use the advanced free throw line.

3 point line: U16 to U23 inclusive, will use the outside three (3) point line (6.75m) where marked.

Game timing:

- U7 boys 20 minute halves, clock does not stop.
- For all games U8 to U23, the clock stops in the last three minutes of the second half for all whistles.
- No time-outs or substitutions will be allowed in the last minute (1) of the first half.
- One time out per team per half.
- U16 and U18A/AR use a 24sec shot clock, refer to our website for the rules around use of this.
- **Finals** – The clock shall stop for all time outs and all whistles in the last three (3) minutes of the second half. Two time outs per team per half.
 - Extra time – Five (5) minutes with one (1) time out each. The clock shall stop for all whistles in the last three (3) minutes and time outs in all extra time played.

Technical foul sin bin: If a player receives a personal technical foul, an automatic substitution for that player shall be called. The offending player must remain on the bench for five (5) minutes of playing time. This is also referred to as sitting in the “Sin Bin”. Upon receiving a second (2nd) technical foul the player is disqualified from play for the remainder of the game and must leave the vicinity of the court.

Heat policy: These rules are to be implemented when the courts ambient temperature is 30°C as read on the thermometer within the stadiums.

1. Referees are to encourage coaches to use all their time outs in each half.
2. Regular substitutions are to be made to ensure the safety of the players. Coaches, do not leave players on for the whole half.
3. At the half way point of each half, the referee shall call a special time out.
4. All players should drink sufficiently prior to, during and immediately after the game to prevent dehydration.
5. Should the ambient court temperature reach 38°C then the game shall be cancelled.

Basketballs: Two (2) basketballs per team are allowed into the controlled stadiums. They must be in a bag and remain under the control of the Coach or Team Manager at all times.

Injuries: Players injured during a game who wish to claim compensation for the injury must lodge a claim form within thirty (30) days of that injury occurring. A claim form is available from the venue doorkeeper or the stadium office. The insurance does not cover all of your injury costs.

Blood on the court: If any player is bleeding from an injury he/she must leave the court to attend to the injury. The player (or the team if the player is too injured) is responsible for cleaning up any spilt blood. Gloves and disinfectant are available at the kiosk and/or the doorkeeper.

Ball sizes:

Boys - Size 5 basketballs are to be used for Under 7 to Under 11 inclusive. Size 6 basketballs are to be used for U12 to U14 inclusive. Size 7 balls for Under 15 to Under 23 inclusive.

Girls – Size 5 basketballs are to be used for Under 7 to Under 11 inclusive. Size 6 basketballs will be used for all other girl's games regardless of age group.

Five (5) seconds in the key in offense up to and including Under 12, **three (3) seconds** Under 13 and above.