



KEY CONTACT INFORMATION

Mount Martha Basketball Club (MMBC)

Website: mtmarthabasketballclub.com.au

Email: President@mtmarthabasketballclub.com.au

Facebook: Mount Martha Basketball

Instagram: [mtmarthabasketballclub](https://www.instagram.com/mtmarthabasketballclub)

Uniforms: Uniforms@mtmarthabasketballclub.com.au

Mornington District Basketball Association (MDBA)

Phone: (03) 5975 0067

Website: morningtonbasketball.com.au

Manager (Sam Browne): manager@morningtonbasketball.com.au

Administration (Nathan): admin@morningtonbasketball.com.au

Southern Peninsula Basketball Association (SPBA)

Phone: (03) 5981 0347

Website: <https://www.sthpen.com.au/>

General Manager (Ben White): gm@sthpeb.com.au

Administration (Nicole): basketball@sthpen.com.au

Please Remember

- These are kids
- This is a game
- The coaches are volunteers
- The referees are human

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GENERAL INFORMATION ABOUT THE GAME

By Laws

The By Laws and Policies are provided by the associations with which MMBC affiliates. Please view these at www.morningtonbasketball.com.au/wp-content/uploads/2022/09/By-Laws-Summer-2022-2023.pdf
<https://www.sthpen.com.au/policies/>

Code of Conduct

Go to www.basketballvictoria.com.au/cdn/byuip6j02lssg4ok
We are all bound by these rules.

Basic Rules

Violations - the Umpire blows their whistle and holds a hand up with an open palm. Some basic violations include:

- Travel (moving feet while holding the ball)
- Double dribble (dribbling, catching the ball and then dribbling again)
- Jump ball (2 players from opposite teams holding onto the ball at the same time)
- Out of bounds (ball or player's foot going outside the court)
- 3 or 5 seconds in the key in offence (depending on the age group)
- 8 second limit for the team in the backcourt (for the offensive team bringing the ball down the court)
- 5 second inbound penalty (players throwing the ball in from the sideline or end line)
- Hitting the side of the backboard with the ball.
- Cross court (bringing the ball from the forecourt, to the backcourt and then back to the forecourt)

Fouls - the type of foul is irrelevant and really only gives players an indication of where they have infringed.

- Defensive fouls - hands, push, hold, block
- Offensive foul - charge, illegal screen
- Technical fouls/ unsportsmanlike foul
- Team Fouls - Once a team reaches 9 team fouls in a half, the other team will have two free throws for each foul incurred. Scorers are required to notify the referee as soon as 8 fouls are reached so they know the next will incur the penalty.
- Personal Fouls - 5 personal fouls is the maximum number of fouls a player can receive in a game and then the player is removed from the game. Scorers are required to notify the referee when a player reaches 5 personal fouls.

One on One Defence

All teams are encouraged to play one on one defence to develop all players in all aspects of the game, offensively and defensively. This is compulsory in U8 to U14 age groups.

Zone Defence

A zone is a defensive strategy that has players guarding areas rather than defending a player each. This can occur in a full court situation as a press or in the key area. This is not allowed in age groups U14 and below in the interest of developing all players in all aspects of the game.

Please inform the referee supervisor if you suspect this is occurring. You may video the game and share with the MDBA management if necessary.

Scoring

1. Scorers are provided by each of the teams (usually parents take it in turn) and work with the referees to record the game.
2. Team Managers can set up a scoring roster to share the load between parents/carers.
3. Scoring is electronic.
4. All player's names should be automatically loaded through player's registrations on PlayHQ prior to the season commencing. (Players registered to the team should appear on the team list on the ipad at the beginning of each game.)
5. If you need to add a fill-in player you are required to enter the player's full name, jersey number, date of birth and email address prior to the commencement of the game.
6. Please check that all jersey numbers are accurate prior to the game commencing.
7. Scorers can use the siren during a side ball to let the referees know when a substitution or time out is required by either team.
8. Scorers manage the clock and record points scored, fouls for players and time-outs per team.
9. If you have a new scorer it may be worth directing them to PlayHQ for some great help videos on how the scoring system works
<https://support.playhq.com/hc/en-au/sections/4409753731097-Electronic-Scoring-for-Basketball>

GETTING YOUR TEAM ORGANISED

Registration

1. **Team** registrations are completed by our Age Group Coordinator and can not be completed through the MDBA website.

2. Please wait for your Age Group Coordinator to send you the link to send to your team for **individual** registration.
3. If players are not returning in the following season, please inform your Age Group Coordinator as there may be players on the waiting list.
4. All parents of new players wanting to join a team are required to email details via <https://mtmarthabasketballclub.com.au/team-connect/> . The club requires the full name of the player and a guardian, DOB, mobile, email and any requests or specific information that needs to be taken into account e.g player game experience.
5. Team creation for the following season will occur in the second half of the current season.. A message will go out to all team managers and coaches around this time. Coaches and team managers will be asked to be involved in communication with their team.

Uniforms

1. The MMBC uniform is a reversible singlet with the club logo and navy shorts. Full club uniforms are required by players.
2. Singlets and shorts are to be ordered online through mtmarthabasketballclub.com.au/shop
3. Numbers are allocated by the club to avoid accidental double up in player numbers. First time uniform purchases should not include a player number (unless stipulated by the Club's Uniform Officer)
4. Singlets can take up to 4 weeks to arrive. Uniforms will be sent to the billing address.
5. If a spare uniform is required you can contact our uniform officer or borrow from another team.
6. Existing players can order a new uniform via the website if they have outgrown their current one. Please let them know if you have an existing player number.
7. When obtaining a second hand top please contact our uniform officer to make sure that that player number top can be used in the age group the player will be playing in. This is to avoid number clashes within that age group.

Fill-In Players and Multiple Team Registrations

1. Fill-in players must not be from a team within the same age group division as the team they are filling in for. Players from lower divisions may fill in for teams in higher divisions within the same age group. Players can also fill in for teams in higher age groups if this is considered safe.
2. Fill-ins are only allowed to play 2 games with a team before they need to register with the team. The cost per game is higher than the standard game fee if the fill-in player is not previously registered through PlayHQ, which covers insurance costs.
3. Girls can fill in for or play in a boys team in the same year level competition up to and including U14.

4. A player cannot register in 2 divisions in the same age group competition; however, they can register in 2 teams in different age groups. For example, an Under 12 player can play in the Under 12 competition and also register in Under 14.
5. If a player decides not to continue at any time, please contact your Age Group Coordinator. There may be a player on the waiting list who could join the team.

Training

1. As we do not have club rooms or courts, training is to be arranged and sourced by the team manager, coach or parents.
2. Venues used by current teams are: Mt Martha PS Gym or outside courts, Osbourne PS Hall or outside courts, Bentons Junior College Hall and outside courts, Balcombe Grammar, Mornington Secondary College Old Gym, Civic Reserve Recreation Centre and the Southern Peninsula Basketball Association Courts..
3. Costs will vary from venue to venue, you will need to inquire.
4. Space will also vary and needs to be booked in with the relevant management for indoor courts. Outdoor courts cannot be booked and may need to be shared with others.
5. Some venues will ask for a copy of the insurance policy. This can be obtained from the MMBC website mtmarthabasketballclub.com.au/insurance-policy
6. Please note that the insurance policy covers players when they are training and playing in their allotted playing times.
7. The insurance policy does not cover damage to venues where accidents occur outside training times or not in the training space.

Coaches

1. Coaches can be either a parent volunteer, a junior coach or an older player.
2. Coaches should be sourced from contacts within teams. The club may have junior coaches but they are scarce. MDBA may also be a point of contact for possible coaches.
3. Coaches arrange suitable times for training that suit them and the majority of the team.
4. Coaches Resources are available on our website.

Working With Children Check (WWCC)

1. All team managers and coaches require a WWCC unless they are under the age of 18.
2. Police Officers are exempt.

3. To be correctly registered you must enter the details of the Mount Martha Basketball Club and the Association such as MDBA or SPBA. It is your responsibility to do this.
4. MDBA also requires a statutory declaration to be signed by the coach and team manager before the season starts. Full MDBA requirements for coaches and team managers can be found here morningtonbasketball.com.au/coaches-team-managers/

Team Managers Checklist

1. Make a list of players and their player number
2. Keep a contact list
3. Team App is a great app to use that provides a place to communicate with all team members and has a contact list at your fingertips.
4. MDBA uses <https://mdba.teamapp.com/> to communicate their news and events information. All members playing at MDBA are encouraged to download the app to stay informed.
5. Set up a scoring roster (have two assigned for each game so that there is a helper)
6. Inform the team of the game times/venue and the training time/venue. Ask parents to save the link to the selected competition from the PlayHQ website to their phone home screen.
7. Check for any fixture changes the day before each game and communicate any changes.
8. MDBA utilises Teammo Payments for Team Managers to collect money from players in advance and to pay for the players on the game day. For information on how to setup Teammo for your team go to morningtonbasketball.com.au/teammopayments/
9. SPBA has game fees paid on the game day just prior to the game. Team Managers need to collect and manage money from each player throughout the season.
10. It is a good idea to collect game fees in advance for example, at the beginning of each term. It is also a good idea to incorporate any additional fees such as the costs of hall hire and coaching fees where necessary.
11. Ask players to arrive 15 minutes early to ensure they are on time.

GAME DAY

Game Day Checklist

1. Check with your team in advance of the game so you know if any player is away that game.

2. Pay for competing players. (you may need to keep a spreadsheet to assist with which players have played which games) (reimburse players where necessary)
3. MDBA Player cost per game is \$11 (increasing in 2022 Summer Season). If you have a fill-in player that is not registered they are required to pay a \$13.50 game fee which includes \$2.50 to cover insurance. They can only play 2 games before they have to register for the season.
4. Scorer (supported by the Team Manager) is to set up the laptop for electronic score. Umpires can also help if unsure.
5. The MDBA has a fee for using spare uniforms.
6. If you are playing against another Mt Martha team the **home** team wears the navy. This is the team listed as Team A, or listed first. E.G.: Team A Vs Team B
7. Mornington District Basketball Association also requires Team Managers and Coaches to present their WWCC card at the front desk before each game. Full MDBA requirements for coaches and team managers can be found here morningtonbasketball.com.au/coaches-team-managers/

Forfeits

Fees must be paid where teams forfeit games. Costs vary for juniors and seniors and depending on the notice provided to the Association. Check with each Association for costs associated with forfeits.

Notified Forfeits – must be advised 2 working days in advance to the stadium

Un-notified Forfeits – Any notification less than 2 working days' notice to the stadium

FEEDBACK

Please remember that all members of the MMBC Committee including all age coordinators are volunteers and many of them take this responsibility on alongside full-time jobs.

That being said if you have any feedback or issues that you feel the club needs to address please email your feedback to the President, Mount Martha Basketball Club via email to President@mtmarthabasketball.com.au