

We believe in the power of inspired young people



Welcome and thank you for choosing YMCA indoor sports competitions. Our competitions are professionally run and SERIOUSLY FUN. Our competitions focus on fun, fairness and participation. We use great facilities and umpires and offer the latest in online draws, results and fixtures.

This document contains all competition information and includes a team nomination form.

Our basketball competition is 5-a-side, played indoor and based on FIBA International Rules.

**TEAM REGISTRATIONS FOR THE WINTER COMPETITION OPEN 15th JUNE 2019** 

# 1. COMPETITION DETAILS

#### **Season Dates**

The season kicks off for the first grading week on:

Sunday Men's: 25<sup>th</sup> August 2019 Thursday Men's: 29<sup>th</sup> August 2019

Sunday Mixed: 25th August 2019

# **Timeslot Allocations**

Thursday Men's: 6:30pm-11:00pm Sunday Men's: 1:00pm-10:45pm

Sunday Mixed: 1:00pm-6:45pm

\*time-slots subject to demand and may change

# **Team Competition Fees**

Sunday Men's: (2 Grading Round\* + 18 Rounds + 2 Finals) = 22 Rounds \$1,672

Sunday Mixed: (20 Rounds\* + 2 Finals) = 22 Rounds \$1,672

Thursday Men's: (2 Grading Round\* + 18 Rounds + 2 Final) = 22 Rounds \$1,672

\*YMCA reverses the right to adjust the amount of grading rounds therefore increasing or decreasing the number of competition rounds.

Full term fees are payable upfront and are to be paid BEFORE the start of the game from the first game of the competition season. The deadline for fee payments is the FOURTH GAME OF THE COMPETITION (including grading round).

Fees can be paid by Visa, MasterCard, EFTPOS, Cheque (payable to YMCA Ryde Community Sports Centre) or cash.

No discount on fees will be given if a BYE exists and/or a forfeit occurs in your competition or division.

Failure to pay by the fourth game may result in your team to be withdrawn from the competition with NO refund.



# 2. REGISTRATION PROCESS

## TWO EASY STEPS TO REGISTER A TEAM

- 1. Team Captain/Manager registers the team with the centre
  - The Team Captain/Manager must complete a team nomination form included in this pack and return it with a *non-refundable \$250 deposit* to secure your team's spot.
    - Credit card is the preferred method of payment for the deposit, made either in person or over the phone on 9878 2223, to avoid delays at the Centre during the registration period.
  - Completed team nomination form (on the back) must include ALL player details.
    - o Team captains are responsible for updating player details.
    - Only players who are on the team sheet are eligible to play.
    - There is no roll over for registration from previous seasons.
  - No fixtures will be allocated until the YMCA has received BOTH a complete team sheet and a \$250 deposit.
  - Full team fees are payable in the first game of the competition.
    - o The deadline for complete fees is before the fourth game of the competition
    - o (i.e. fourth week into the competition, including grading rounds).
  - Teams will not be allowed to take the court if fees are not finalised by the due date.
- 2. All players **MUST** pay and complete the individual player registration form before the season commences.
  - Individual registration for Men's is \$38.
  - Individual registration for Women's / Mixed is \$32.
  - Only players who have completed the registration will appear on the scoresheet and are eligible to play.
  - If a player plays in multiple teams, only one registration is required.

The Centre recommends 7 players per team, minimum of 6 and maximum of 10 players are allowed on each team. If you wish to have more than 10 players on your team, Team Captain must consult with YMCA staff first.

Team nomination sheets from previous competitions are not acceptable. A new team sheet is required each season.

Team Captains are responsible for updating YMCA staff the roster and player details throughout the season.

# ALL TEAM REGISTRATIONS MUST BE COMPLETED BY THE DATES BELOW TO BE ELIGIBLE FOR THE FIRST GAME. LATE ENTRIES MAY BE ACCEPTED DEPENDING ON AVAILABLTY:

- Thursday Men's Competitions –19<sup>th</sup> August
- Sunday Men's and Mixed Competitions 19<sup>th</sup> August

PLEASE NOTE THAT WE OPERATE ON A FIRST IN FIRST SERVED BASIS AS CAPACITY IS LIMITED.



# INDIVIDUAL BASKETBALL PLAYER INSURANCE DETAILS

All basketball players participating in our competition will need to complete an Individual Basketball Player – Insurance Information Form before taking the court for their first game.

An insurance fee of \$38 per person per season must be paid prior their first game for players playing in the Men's and \$32 per person for Mixed Competition. Junior Registration will be free of charge for promotional competitions and covered under this policy which will be paid by Ryde YMCA.

Please report all injuries and incidents immediately to Centre staff so that an Incident Form can be completed.

Insurance is brokered by Arthur J Gallagher for Indoor Sports NSW.

Indoor Sports NSW has arranged this insurance program to provide benefits to those registered participants of Indoor Sports NSW participating Centres who, through injury or accident, incur financial loss and who would otherwise not have received assistance. The program seeks to provide benefits to those most exposed and to maintain protection at the lowest possible cost. It therefore cannot provide 100% cover or a benefit for every loss that occurs. Federal Government Legislation prevents insurance companies from paying any insurance benefit for a medical service that is covered by Medicare. This legislation also applies to the Medicare gap. In addition to these policies all participants are encouraged to take out Private Health Insurance.

The insurer for the Personal Accident Program is Arthur J Gallagher. Indoor Sports New South Wales - ABN 69 009 098 864 AFS Licence No: 226827

More information and the Claim Form can be accessed from www.indoorsportsnsw.org.au/

# 3. GAME DETAILS + REQUIREMENTS

## **TEAM CAPTAIN/ COACH**

A team captain/ coach must be nominated on the team nomination form. In the event of a forfeit or any correspondence, the Centre will contact the team captain / coach. It will be the responsibility of the team captain/ coach to pass all correspondence onto their team players.

The team captain/coach alone is responsible for organizing game fees from his team mates and pay his/her team registration fee in full by the fourth game of the competition which includes grading rounds.

# **DURATION OF GAME**

- Senior game consists of 2 x 18 minute halves
- Running clock (last minute stop clock if game is 7 points or less difference)
- One timeout can be taken per halve for each team.

#### SIGN ON

- All players must 'sign on' on the score sheet before the start of a game by placing either their shirt number or signature next to their name. Late players must sign on before entering the court.
- The score sheet is located at the scorer's table before each game, games will not commence without all participating players signed on.

# **TEAMS AND PLAYERS**

- Six players must be registered before a team is included in the competition.
- For mixed, a minimum 2 females must be on at all times.
- A maximum of 10 players are allowed on the team. If you wish to have more than 10 players on your team, the Team Captain must consult with YMCA staff first.
- Teams can add additional players throughout the season, however, the Centre holds the right to re-assess and make any necessary division changes to the team based on the additional recruited player and the newly formed team.
- A player must have played 5 games with the team to be eligible to play finals.

# **COMPETITION POINTS**

Win = 3 points | Draw = 2 point | Loss = 1 points | Forfeit = 0 point | Forfeit (no notice) = -1 point

YMCA Ryde uses FIXI Sports Management system, get the APP to see your results and standings available at the App Store and Android.

# **SportFix**

Sportfix is a free app that offers a fun, fast and convenient way for players to stay up to date with their competitions. All data is published to the app by Sporting Centers using FiXi – The industry's leading Sports Management Software.

FiXi manages over 60,000+ teams and 300,000+ players.



#### **UNIFORMS**

All players in each team must wear like colored matching uniform (T Shirts are not accepted).

All players must wear permanent shirt numbers on the front and back of their singlet. Players without shirt numbers will incur 5 points jersey penalty. This rule will be strictly enforced by Centre management.

Teams are not permitted to have the same shirt number on more than one player. Players with the same shirt number will incur a 5 points penalty.

Temporary numbers such as tape or stickers are not permitted. Non-marking shoes must be worn.

Teams not complying with the uniform rules (uniform colour jersey, taped numbers, etc) will be penalised. 5 points is given to its opposition for each player out of uniform on that particular game (Maximum of 20 points).

# **FORFEITS**

There will be no refunds for team fees paid when your team misses a game due to a forfeit. The Centre will do it's best to arrange a friendly game for teams forfeited against, otherwise the timeslot of your game time will be available for your team to train.

Forfeits require as much notice as possible, at least 24 hour notice by phone or email (however later than 24 hour notice must be given by phone call.

Four registered players are required to take the court. If you cannot fill a team, let RCSC know ASAP and we can attempt to arrange friendlies. In that case, the game will be deemed as a forfeit but no team misses a game.

# **BORROWING PLAYERS**

# MEN'S & WOMEN'S:

A team may only borrow a maximum of (1) registered player under the following circumstances:

- 1. If a team has (4) originally rostered players on the court, making a total of (5) players on the court.
- 2. Teams cannot borrow other registered players if there are already (5) players on the court.
- 3. You may NOT borrow any players from divisions above your own eg. CANNOT borrow Div 1 player for Div 2 game.
- 4. If a player plays in multiple teams, their highest division is their qualifier for borrowing (i.e. if they play Div 4 and Div 2, they can only fill in for Div 2 and 1)
- 5. It is the team captain's responsibility to notify staff members any borrowed player. Games with not approved borrowed players will be deemed a forfeit.

## MIXED:

A team may only borrow to a maximum (1) player, under the following circumstances:

- 1. If a team has (4) originally rostered players on the court,
- 2. Only have 1 female, they are permitted to borrow one other female to reach the necessary 2 females.
- 3. You may NOT borrow any players from divisions or age groups above your own eg. CANNOT borrow Div 1 player for Div 2 game.
- 4. It is the team captain's responsibility to notify staff members any borrowed player. Games with not approved borrowed players will be a forfeit.



# **FINALS SERIES**

Teams will play 2 weeks of finals/playoffs for all competitions.

A player must have played 5 games with the team to be eligible to play finals.

Players cannot be borrowed for finals; only registered players who appear on the team sheet are eligible to play.

## **PENALTIES**

Straight ejection = 1-week suspension (Pending referee report more weeks or indefinite Centre ban may apply. Referees have the ability to eject any player and/or spectators acting outside the code of conduct)

- 2 Technical fouls in the same game = 1-week suspension
- 3 Technical fouls or straight ejections over the course of season = 2-week suspension.
- 4 Technical fouls or straight ejection over the course of season = 1 addition week suspension
- 5 Technical fouls or straight ejection over the course of the season = Whole season suspension. Technical fouls will only be recorded for bad or un-sportsman like behaviour is displayed.

Suspensions can apply for off the court incidents at the centre, you are responsible for your actions and behavior at all times.

YMCA Ryde uses the Basketball NSW Schedule of Disciplinary Penalties as a guideline for warnings and suspensions.

# **DISPUTES**

Any disputes made by a team towards another team (i.e. suspected unregistered players playing, jersey penalties) or other match disputes must be done through competitions staff as soon as possible, preferably at the start of the game.

# **COMPLAINTS & REPORTABLE CONDUCT PROCEDURE**

Teams wanting to register a complaint or reportable misconduct about another player, team, referee or centre staff will need to complete a Match Report Form, which will be given to all team captains upon request.

PLEASE NOTE: That this is the correct way of registering a complaint. Teams failing to comply with this and confronting referees, players or staff may receive suspensions or dismissals from the competition.

All complaints will be taken seriously, and appropriate actions will be undertaken in the following weeks of competition. However, depending on the severity of the complaint, some complaints may take longer to resolve.

Anonymous complaints can be handed in to staff on the day of competition or sent to admin.rcsc@ymcansw.org.au.



Complaints involving staff members or very serious complaints will need to be emailed to tim.wilson@ymcansw.org.au

# 4. RULES

## FIBA RULES APPLY UNLESS OTHERWISE STATED BELOW.

Referee reserves the right to alter these regulations below if deemed necessary.

## SIGN ON

Captains/Coaches are responsible to fill out scoresheets 10 mins prior to game at the referees table. Late players must sign on before taking the court. Borrowed players must also write their names on scoresheet and indicate which team are registered in. See above on borrowing players. Players found signing on as another player would not be able to continue playing, and may result the game in a forfeit.

## **TIMING REGULATIONS**

Standard timing regulations for round games shall be RUNNING CLOCK:

2 x 18 minute halves (Men's)

2x14 minute halves (Junior's)

1 x 2 minute half time periods (Referees can reduce time if games are running late)

During games with a running clock, teams shall be permitted:

- 1 x 1 minute time-out per half. Clock will stop during time-out for Men's competitions; clock will run during time-out for Junior's competitions.
- The clock will stop for the last minute if the point score difference is 7 points
- Tied score shall stand as a draw.0

# **SEMI-FINALS / FINALS**

# Men's, Women's and Mixed:

Games are as standard timing regulations for running clock.

Except in a tied game, 3 minutes extra will be played running clock. All team/player fouls will remain.

- One timeout per extra period is allowed per team.
- Clock will stop for 1 minute time out.
- The final minute shall be fully timed stop clock.

Qualifying for Semis & Finals Men's and Mixed players must play a total of 5 games throughout the season to qualify for semis and finals.

# **BENCH/ SUBSTITUTION**

Only coach or captain is allowed to stand, and is responsible to keep team and supporters 2 metres away from the bench scoring area so bench can have clear view of game. Substitution players advise bench and/or referee but cannot enter the floor till referee on court advises. Substitution(s) must stand



clear of bench area's view after request. Any party or parties will be liable for a Technical Foul if the above are not followed.

Any concerns can be addressed to the referees via captain or coach at timeouts/half time and/or full time. Please note referee has final decision and must be respected.

# **BENCH & SPECTATOR SITTING AREA**

Teams are not allowed to be sitting on the same side of the bench. Teams and their supporters must be sitting together on either **side** of the bench, and away from the opposing team they are playing.

# **FORFEITS & LATE STARTS**

Teams failing to comply with sign on procedures or any form of prevention to start the game as scheduled will be penalised 2 points per minute. Clock will still start at scheduled game time even if players are not ready to take the court. Clock will not be stopped or reset for the commencement of the game.

10 minutes grace allowed to each team after scheduled game time before a team forfeits the match.

A team may commence a game with a minimum of 4 players.

- Team at fault will be penalised 2 points per minute for preventing game to start on time -Maximum 20 points
- Teams not ready to play (ie scoresheets not filled out prior the game starting) will be penalised 2 points per minute.
- Where a team forfeits the score shall be recorded as 30 0.

Where both teams fail to appear with less than 4 players after 10 minutes, the game shall be declared a double forfeit. The score recorded as 0-0 for both forfeited teams.

- By mutual agreement between the teams a match may be played after the forfeit time has lapsed and if Referee agrees.
- The match will be played at the remaining time left on the clock. If the match is then the scores will stand.

# **INJURIES**

Must be reported immediately to YMCA staff at reception.

#### DANGEROUS ITEMS

As per FIBA Rules no player shall wear objects which may cause injury to others. Dangerous items include head gear, hair accessories and jewellery. Fingernails must be cut and any hard objects on hands, wrists, arms or body must be removed prior the game.

## **UNISEX RULES**

Up to 3 members of either gender can be on the court at any one time.

Teams may start a game with only 4 players providing players of both genders are present.

# **UNISEX SHOT BLOCK RULE**



A male player may take a defensive position in front of a female player but must not attempt to block or move to screen her shot within the key. The male player's feet must remain on the ground stationary and his hands within his cylinder. A male player may defend the shot by placing his arms straight in the air, however, shall not jump or make contact with the ball in defending the shot. Infractions of this rule female shooter shall automatically receive 2 points as per the referee judgement. Persistent offenders of this rule may incur a technical foul, as well as a possession throw in from half court.

# **PLAYERS MISCONDUCT**

#### **TECHNICAL FOUL**

Player who receives a Tech Foul in a game will be automatically removed from the court for a period of 5 minutes of playing time.

#### TWO TECHNICAL FOULS

Player who receives a second Tech Foul in a game will be automatically removed from the court and will not play for the remainder of the game. Player will be reviewed for suspension from the competition.

Players who receive a Technical Foul whilst on the bench are also subject to 5 minute penalty or removal from game (at the referees discretion). However, as per the FIBA rules this foul will not count as a personal foul nor against the team foul count.

Hanging on the ring, backboard, or net will result in a Technical foul as per the FIBA rules of basketball. Please note that this rule applies during warm-up as well as actual game time.

## **UNSPORTSMANLIKE FOUL**

Takes on same ruling for Technical fouls as above.

Note: 1 Technical Foul plus 1 Unsportsmanlike Foul = ejection from the game. Player will be reviewed for suspension.

#### **DISQUALIFYING FOUL**

Player is ejected from the game and following YMCA management decision will be subject to permanent removal from competition. Player must leave premises once disqualified by referee.

Technical fouls - 1 free throw shot to be taken with no line up and possession at half court throw in.

U & D Fouls - 2 free throw shots to be taken with no line up and possession at half court throw in.

The referee has the right to call any of the above in any order if the behavior is disruptive and detrimental to other player's safety. Referee has the right to end the game if deemed necessary for serious offenses.

# YMCA SPORTS **TEAM REGISTRATION FORM**

TEAM NAME & CONTACT DETAILS (Cap	otain/Manager/Coach will be u	used as point of contact)	
Team Name:			
Captain/Manager/Coach Name:			
Captain/Manager/Coach Email:			
Captain/Manager/Coach Phone Number:			
Captain/Manager/Coach Address:			
SPORT			
	ebsite for the most up-to-date in		Youth
TEAM HISTORY  Has your team previously played at our C  Have members of your team played other details (e.g. Age, division, club, etc.)		Yes ons this year / previou	No syears? Please give
How did you hear about our Centre?			
Played here previously	Friends	Internet	Flyer
Newspaper advert	Other, Please specify		
TEAM CAPTAIN TO TICK AND SIGN  As team Captain, I have read through this receptor pack to each player and/or parent in my team I have committed and must complete the full	n for their information. I unders and entire competition until th	stand that upon comme ne final round. Should m	ncing the competition, y team have no other
choice but to pull out of the competition, our of the competition.  As Captain, I have read and agree t			ving until the completion

# YMCA SPORTS TEAM SHEET

**TEAM TYPES** / Please note: Team Types available below will **DIFFER WITH EACH COMPETITION SEASON**. Please refer to the website for the most up-to-date information.

Men'	's	Women's		Mixed	Yo	uth
Team Name		Sport		_ Day	Age / Divis	ion
SHIRT#	PLAYER NAME	EMAIL ADDRESS	PHONE	DOB	SIGNATURE	FFA # (if applicable)
aptain						
ice-Captain						

#### **TEAM CAPTAIN TO TICK AND SIGN**

All players entering the competition agree to abide the YMCA NSW's code of conduct, policies and procedures, and to follow by these at all times. Failure to do so may result in termination from the competition with no refunds. As Team Captain, I understand YMCA NSW's Sports Competition policies and procedures and have forwarded this pack to each player/or parent in my team for their information. Team of the Week:

I give permission to YMCA NSW to take photos of my team, with verbal consent, for Team of the Week to be posted on social media use only.
I do not give permission for my team pictures to be posted on the Team of the Week.



Team Captain sign\_\_\_\_\_