



SPORTS COMPETITIONS

Senior Basketball

Summer 2022/23

Information & Registration Pack

Ryde Community Sports Centre

ELS Hall Park, Kent Rd, North Ryde
9878 2223 | ymcansw.org.au/ryde

 City of Ryde


Lifestyle and opportunity
@ your doorstep

the 

Welcome and thank you for choosing the Y 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 instructions for registration ONLINE. Our basketball competition is a 5-a-side, played indoor and based on FIBA International Rules.

NEW TEAM REGISTRATIONS FOR THE 2023 SUMMER COMPETITION ARE OPEN

COMPETITION DETAILS

COMPETITION	SEASON DATES	TIMES	TEAM COSTS
Sunday Men's (Afternoon Competition)	18 September 2022 - 5 March 2023	12pm - 5:15pm	22 weeks (including grading, rounds and finals) = \$1837
Sunday Men's (Evening Competition)	18 September 2022 - 5 March 2023	5:15pm - 10:30pm	22 weeks (including grading, rounds and finals) = \$1837
Sunday Mixed	18 September 2022 - 5 March 2023	12pm - 6:45pm	22 weeks (including grading, rounds and finals) = \$1837
Thursday Men's	15 September 2022 - 9 March 2023	6:30pm - 11:00pm	22 weeks (including grading, rounds and finals) = \$1837

COMPETITION FEES

Sunday Men's 22 Weeks (including grading, rounds and finals) = \$1837

Sunday Mixed 22 Weeks (including grading, rounds and finals) = \$1837

Thursday Men's 22 Weeks (including grading, rounds and finals) = \$1837

*The Y reserves the right to adjust the amount of grading rounds therefore increasing or decreasing the number of competition rounds.

Deposit:

- Team Registration is secured with a \$250 deposit, which is taken off your remaining team fee balance. This deposit is paid online through our SportsFix registration platform.

Team Fee Balance:

- The outstanding team fee balance is paid direct to the centre (i.e. not online) and must be paid before the team takes the court for the 4th week of the competition (includes grading rounds).
- RCSC will only accept bulk payments from the Team Captain/Manager rather than split payments for team fees.
- Payments can be made at the RCSC Reception by cash or card (EFTPOS, Visa, Mastercard only).
- RCSC accepts Active Kids Vouchers (AKV's) towards team fee totals. The Team Captain/Manager is responsible for submitting any players' AKV to be used toward the team fee balance by the second week of competition. Email is preferred. AKV's can only be processed with correct information.
 - Player Name
 - Player DOB
 - AKV Number

- No discount on fees will be given if a BYE exists and/or a forfeit occurs in your competition division.
- Failure to pay by the fourth game may result in your team to be withdrawn from the competition with NO refund.
- Team Season fee is NOT inclusive of Individual Player insurance which is separate per person cost (details below).

INDIVIDUAL BASKETBALL PLAYER INSURANCE

- **ALL players** must be registered prior to taking the court. Individual Player insurance is a requirement for registration.
- Payment for Individual Player insurance is to be completed online through the SportFix platform when the player registers themselves in their team (further instructions below).
- Players who are registered in multiple basketball competitions at RCSC (eg, both Thursday and Sunday Men's, or Sunday Mixed and Men's), only need to pay for the Individual Player insurance ONCE. If a player plays in an RCSC Basketball competition and a netball competition, they will need to pay the Individual Player Insurance Fee for basketball only (\$40), and will be covered for netball. Once a player has registered online for one team, they can then email the centre at admin.rcsc@ymcansw.org.au to confirm the second team they intend to play in and RCSC staff will register them in the additional team manually.
PLEASE NOTE YOU CAN ONLY BE REGISTERED IN ONE TEAM PER COMPETITION.
YOU CANNOT BE REGISTERED IN BOTH A SUNDAY AFTERNOON AND AN EVENING TEAM
- Players can be added once the season starts, subject to RCSC staff approval (as our competitions are graded).

Individual Player Insurance - per person, per season

- Senior Basketball Player Registration = **\$40**

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

IMPORTANT: Please report all injuries and incidents immediately to Centre staff so that an Incident Form can be completed. Players are to contact the Centre as soon as possible in order to initiate an Insurance Claim. A Claim Form will be provided with instructions. Completed Claim Forms must be submitted to the insurer **WITHIN 30 DAYS** of the incident, in order to initiate the claim (additional receipts and details can be provided at a later time once the claim is initiated).

If injuries and incidents are not sufficiently documented at the time, this may invalidate a subsequent insurance claim.

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 <https://isnsw.org.au/about-us/resources/>

REGISTRATION PROCESS

STEPS TO REGISTER A TEAM + ADD PLAYERS

Online registrations can be made on SportsFix. The Team Captain/Manager must complete the Team Registration and then individual players (or their guardians) are able to add themselves to the team via an online link.

If you do not already have a SportFix account, you will need to create one, following the prompts.

1. Team Captain/Manager to Register the team
Please click the link below and follow the steps.

- <https://sportfix.net/RydeCommunitySportsCentre>, or go to sportfix.net and search for "Ryde" in the venue search to select Ryde Community Sports Centre.
- Click on "Register a new team"
- Proceed to your relevant sport and Competition night.
- Submit your team name, skill level and agree to the T&Cs.
- Pay the deposit as prompted.
- Finalise your registration by clicking submit.
- The Centre will be notified of your registration in real time. The team details will be accessible through "My Registrations" and your registration status will read "Pending Allocation". Teams are "allocated" when fixtures are developed.

2. Team Captain/Manager to "invite" players to join.

- Go to "My Registrations within your SportFix account. Copy the "Invitation Link."
- All players (or guardians) will need to login or create an account if they are new to SportFix.
- Direct your players to sportfix.net. and advise them to search to select Ryde Community Sports Centre.
- Click on "+ join a Team" and enter the Invitation Code. This should direct them to register as part of your team.
- Ensure all player details are completed as required and follow prompts to pay for the Individual Player Insurance. Please note that players need only pay for insurance ONCE per season, even if they are playing in multiple competitions (eg. Men s AND Mixed Basketball). If you have a team mate that is playing in multiple teams, make sure they only pay for the Individual Player Insurance for one team, then notify the Centre that you would like that player added to the additional team and staff will do that manually.
- Once Individual Player Insurance is paid, they will appear as a registered player.

RCSC recommends 7 players per team, with a maximum of 10 players are allowed on each team. If you wish to have more than 10 players, the Team Captain must consult with RCSC staff first.

Teams must complete registrations for each new season/competition. There is no registrations from season to season.

A minimum of 7 players will need to be registered through SportFix before the team will be included in season fixtures.

Team Captains are responsible for updating the Y Staff of the roster and player details throughout the season.

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

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 captain/coach to pass all correspondence onto their team players.

The team captain/coach alone is responsible for organising game fees from their team mates and in paying his/her team registration fee in full by the fourth game of the competition (includes grading rounds).

DURATION OF GAME

- Games consist 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 half for each team.
- Division 1 games will feature a 24-second shot clock.

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 commence even if players forget to sign on.

TEAMS AND PLAYERS

- Seven 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 at least 50% of games with the team to be eligible to play finals. For a game to be counted as eligible, a player must have signed on for that game. Any time a player forgets to sign on due to lateness or other reasons does not count as a game played.

COMPETITION POINTS

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

SportFix

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

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

Matching uniforms must be organised by the 4th week of competition. Failure to comply with the below uniform requirements will incur point penalties for the relevant fixture. Teams with repeat offenders are subject to deduction of competition points.

All players in each team must wear like-colored matching uniforms (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 2 points jersey penalty. Temporary numbers such as tape or stickers are not permitted. This rule will be strictly enforced by Centre Management.

Teams are not permitted to have the same shirt number on more than one player. Teams that feature players with the same shirt number will incur a 2 point penalty.

Non-marking shoes must be worn.

Teams not complying with the uniform rules (uniform colour jersey, taped numbers, etc) will be penalised. A 2 point penalty is given for each incidence.

FORFEITS

There will be no refunds for team fees paid when your team misses a game/s due to a forfeit. The Centre will do its 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. Please read the table on the last page of the registration pack to see how we work our friendly games procedures.

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. .

Forfeits require as much notice as possible, at least 24 hour notice by phone or email (however less than 24 hour notice must be given by phone call). A forfeit fee of \$70 applies to any forfeits made within 3 hours of the scheduled match time. Excessive forfeiting may lead to your team being suspended from registering in future competitions.

BORROWING PLAYERS

Teams are able to borrow players from other teams as long as the player is fully registered.

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

1. If a team can only field (4) players on the court, then (1) registered player maximum can be borrowed making a total of (5) players on the court.
Teams CANNOT borrow other registered players if there are already (5)
2. You may NOT borrow any players from divisions above your own.
eg. CANNOT borrow a division 1 player for a Division 2 game.
3. Borrowed players must be registered at RCSC with individual player registration costs paid in full.
4. It is the team captain's responsibility to notify staff members of any borrowed player.
Games with unapproved borrowed players will be a forfeit.
5. Mixed Competition: 2 females must be on the court at all times.
6. Players cannot be borrowed for finals

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 additional week suspension

5 Technical fouls or straight ejection over the course of the season = Whole season suspension.

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

The Y at 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 AND REPORTABLE CONDUCT PROCEDURE

Teams wanting to register a complaint or report misconduct about another player, team, referee or centre staff, will need to complete a Match Report Form. These are 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 max.johnolsson@ymcansw.org.au

RULES + REQUIREMENTS

FIBA RULES APPLY UNLESS OTHERWISE STATED BELOW.

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

INFORMATION FOR STAFF, OFFICIALS AND PLAYERS

Sign On	<p>Captains/Coaches are responsible to fill out score-sheets 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 will result the game being a forfeit.</p>
Timing Regulations	<p>Standard timing regulations for round games shall be RUNNING CLOCK:</p> <p>2 x 18 minute halves 1 x 2 minute half time periods (Referees can reduce time if games are running late)</p> <p>During games with a running clock, teams shall be permitted:</p> <ul style="list-style-type: none"> • 1 x 1 minute time-out per half. Clock will stop during time-out for Men's competition. • The clock will stop for the last minute • Tied score shall stand as a draw.
Semi-Finals / Finals	<p>Men's and Mixed:</p> <p>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.</p> <ul style="list-style-type: none"> • 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. <p>Qualifying for Semis & Finals Men's and Mixed players must play a total of 50% of games throughout the season to qualify for semis and finals.</p>
Bench/Substitutions	<p>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.</p> <p>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.</p>
Bench & Spectator Sitting Area	<p>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.</p>
Forfeits & Late Starts	<p>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. A team may commence a game with a minimum of 4 players.</p> <ul style="list-style-type: none"> • 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 still waiting for teammates to arrive) will be penalised 2 points per minute. • Where a team forfeits the score shall be recorded as 30 – 0. <p>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.</p> <ul style="list-style-type: none"> • 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.

INFORMATION FOR STAFF, OFFICIALS AND PLAYERS	
Injuries	Must be reported immediately to the Y Staff 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	<p>TECHNICAL FOUL</p> <p>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.</p> <p>TWO TECHNICAL FOULS</p> <p>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 automatically given a 1 week suspension.</p> <p>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.</p> <p>UNSPORTSMANLIKE FOUL</p> <p>Takes on same ruling for Technical fouls as above.</p> <p>Note: 1 Technical Foul plus 1 Unsportsmanlike Foul = ejection from the game. Player will be automatically given a 1 week suspension.</p> <p>DISQUALIFYING FOUL</p> <p>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.</p> <p>Technical fouls - 1 free throw shot to be taken with no line up and possession at half court throw in.</p> <p>U & D Fouls - 2 free throw shots to be taken with no line up and possession at half court throw in.</p> <p>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.</p>
Multiple Team Registrations	<p>A single player may not be registered on more than 1 team per night in the same gender comp regardless of divisions. This means players in the Sunday Afternoon competition are ineligible to play in the Sunday Evening competition.</p> <p>A single player may however register for a team in Sunday Mixed Competition and Sunday Men's Competition.</p> <p>A Single Player may be registered on a different nights in the same gender competitions. E.g. Thursday Men's and Sunday Men's.</p>



YMCA NSW will not be responsible for any competition days and/or rounds cancelled due to factors beyond our control, such as, Environmental Issues (flooding, heat, smoke, wind) or cancellations due to advice from Authoritative Directions (NSW Police, NSW Emergency Services, Local and State Governments and or any other national, state and/or local authority) and or Abandonment due to illegal activity (vandalism, sabotage or criminal and illegal activity). In the event of any such cancellations and/or Abandonment, YMCA NSW reserves the right to NOT Refund any fees, deposits, payments or any other costs incurred by individual participants and or teams, spectators, players and supporters.