

Competition Information

Tuesdays: Mixed Competition starting from 13th July 2021 for a 10 week competition All Team Nominations must be in by Monday 5th July 2021 **All Competition Timeslots will vary between 6pm – Late**

Competition Fees – Teams

Adults Competition (10 weeks) UPFRONT \$540 – Per Team

*It is an upfront payment of \$540 to be made in one payment. It is the responsibility of the team captain to organise the money from their team members so that this payment can be made before the competition starts.

Registration

-Basketball registration is included in the team fee for up to 7 players. -Registration is valid for only ONE competition.

How to Register

- 1. Team Captain registers the team with PCYC Young
- The team Captain must complete a team registration form included in the pack and return it.
- Completed team registration forms must include ALL player details.
- Team captains are responsible for updating player details.
- Only players who are on the team sheet are eligible to play.

- No fixtures will be allocated until PCYC Young have received BOTH a completed team sheet and full payment.

2. All players must be registered under PCYC Young. If a player is not registered over the course of the competition they will not be able to step foot on to the court. Registration is compulsory and must be purchased before the start of the first game.

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

1. A team captain/coach must be nominated on the team nomination form. In the event of a forfeit or any correspondence, PCYC will contact the team captain/coach

2. All players are required to be PCYC club members before entering the court at all times. Players are to use their membership cards at the front desk to sign in each game.

Competition Points

PCYC Young uses Sports Fixi to allow players to access their draw, fixtures and results.



Complaints and Disputes

If a team or a player has a complaint or dispute about another team, player, referee or staff member. They are required to fill out a complaint form which they can receive from the Competition Coordinator via email. This is the only way to make a formal complaint. All complaints and disputes mist be reported within 24 hrs of the event.

This means that players or spectators who are found complaining to the referee or staff members may be subjected to suspension or temporary ban from PCYC competitions.

Injuries

All injuries must be reported by the team or player involved on the night of the incident. If the injury is not reported within 24 hours of the incident, PCYC will not be held liable for the injury. Personal Accident Insurance is available, however the injury must be reported to the staff on the night and an injury report must be competed.

BASKETBALL CODE OF BEHAVIOUR

1) REMEMBER THAT CHILDREN PLAY SPORT FOR THEIR ENJOYMENT.

2) ENCOURAGE CHILDREN TO PARTICIPANT, DO NOT FORCE THEM.

3) FOCUS ON THE CHILD EFFORTS AND PERFORMANCE NOT WINNING OR LOOSING.

4) ENCOURAGE CHILDREN TO ALWAYS PARTICIPATE ACCORDING TO THE RULES.

5) NEVER RIDICULE OR YELL AT A CHILD FOR MAKING A MISTAKE OR LOOSING A GAME.

6) REMEMBER THAT CHILDREN LEARN BEST BY EXAMPLE, APPLAUD GOOD PLAYS BY ALL TEAMS.

7) RESPECT OFFICIALS DECISIONS AND TEACH CHILDREN TO DO LIKEWISE.

8) SHOW APPRECIATIONS OF VOLUNTEER COACHES, OFFICIALS AND ADMINISTRATORS WITHOUT YOUR CHILD COULD NOT PARTICIPATE.

9) DO NOT BECOME ABUSIVE OR RUDE TO OTHER PARENTS OR OTHER TEAMS CHILDREN.

10) NEVER ARGUE WITH AN OFFICIAL. IF YOU DISAGREE, HAVE YOUR COACH OR MANAGER APPROACH THE OFFICIAL DURING A BREAK OR AFTER THE GAME.

11) JEWELLERY SUCH AS WATCHES, HOOP EARRINGS, WRISTBANDS, BRACELETS, RINGS OR ANY OTHER PERSONAL BODY ITEMS THAT MAY POSE A RISK TO THE PLAYER OR OTHER PLAYERS MUST NOT BE WORN DURING THE GAME. MEDICAL AIDS SUCH AS BRACES AND CASTS MAY PRECLUDE THE PLAYER FROM GAME WHERE PCYC DEEM IT A POSSIBLE RISK TO OTHERS OR SELF.

COACHES / MANAGERS

1) REMEMBER THAT CHILDREN PARTICIPATE FOR PLEASURE AND THAT WINNING IS ONLY PART OF THE FUN.

2) NEVER RIDICULE OR YELL AT A CHILD FOR MAKING A MISTAKE OR LOOSING A GAME.

3) BE RESPONSIBLE IN YOUR DEMANDS ON YOUNG PLAYERS TIME, ENERGY AND ENTHUSIASM.

4) TEACH PLAYERS TO FOLLOW THE RULES

5) DEVELOP TEAM RESPECT FOR THE ABILITY OF THE OPPONENTS AND FOR THE JUDGEMENT OF THE OFFICIALS.

6) COACHES/ MANAGERS ARE RESPONSIBLE FOR THE ACTIONS AND BEHAVIOUR OF ALL TEAM SPECTATORS.

PLAYERS

1) PLAY BY THE RULES

2) NEVER ARGUE WITH AN OFFICIAL. IF YOU DISAGREE HAVE YOUR COACH/ MANAGER APPROACH THE OFFICIAL DURING THE BREAK OR AFTER THE GAME.

3) CONTROL YOUR TEMPER, VERBAL ABUSE OF OFFICIALS OR OTHER PLAYERS OR DELIBERATELY PROVOKING AN OPPONENT IS NOT ACCEPTABLE.

4) WORK EQUALLY HARD FOR YOURSELF AND YOUR TEAM.

5) BE A GOOD SPORT, APPLAUD ALL GOOD PLAYS WHETHER THEY ARE BY YOUR TEAM OR THE OPPOSITION.

6) TREAT ALL PLAYERS AS YOU WOULD LIKE TO BE TREATED. DO NOT INTERFERE WITH, BULLY OR TAKE UNFAIR ADVANTAGE OF ANOTHER PLAYER.

7) CO-OPERATE WITH YOUR COACH, TEAM MATES AND OPPONENTS.

8) PLAY FOR THE FUN OF IT AND NOT JUST TO PLEASE PARENTS AND COACHES.

YOUNG BASKETBALL BY-LAWS

1) COACHES/ MANAGERS ARE REQUIRED TO ENSURE THAT COURT FEES ARE PAID AND THE SCORE SHEET IS COMPLETED BEFORE THE SCHEDULED COMMENCEMENT OF THE GAME.

2) THE CLOCK WILL COMMENCE AT THE SCHEDULED TIME. IF A TEAM IS UNABLE TO COMMENCE ON TIME THEIR OPPONENTS WILL RECEIVE 2 POINTS FOR EVERY MINUTE EXPIRED ON THE CLOCK.

3) IF A TEAM IS UNABLE TO COMMENCE WITHIN 5 MINUTES A FORFEIT WILL BE CALLED.

4) ALL TEAMS THAT FORFEIT WITHOUT AT LEAST 24 HOURS NOTIFCATION WILL BE REQUIRED TO PAY A FORFEIT FEE.

5) THE CLOCK WILL STOP IN THE LAST 3 MINUTES FOR ALL WHISTLES IN THE GRAND FINAL.

6) UNIFORMS SHOULD HAVE NUMBERS ON FRONT AND BACK.

7) ALL PLAYERS MUST REMAIN AT LEAST ONE METRE BEHIND THE LINE WHEN THE BALL IS BEING THROWN IN.

8) PLAYERS MUST PLAY AT LEAST 1/3 OF THE COMPETITION TO QUALIFY FOR THE FINALS.

9) PLAYERS CAN ONLY PLAY FOR ONE TEAM IN THE SAME COMPETITION.

10) PLAYERS CAN PLAY UP TO 5 GAMES IN A HIGHER DIVISION.