

# Development Competition Information 2024

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**INNER WEST  
BALLERS**

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## Welcome

Welcome to the Inner West Ballers family (formerly Little Ballers) - we hope that you have a fun and positive experience with us for the upcoming season.

Thank you for registering your child into our development competition. We created this competition to ensure all our Inner West Ballers can experience the excitement and fun of taking part in a timed basketball game with a scoreboard and referees in a safe and positive environment.

This information pack has been prepared to provide you with as much information as possible in regards to the upcoming development competition.

## Philosophy

**What makes us different?**

**We are a development competition.**

**What we encourage is not a "win at all costs" mentality but individual and team development from week to week.**

**We ask all team coaches to strive for equal court time for all players.**

**From the very beginning, our philosophy has always been,**

***"To instil the love and passion for the game, from a very young age"***

What began as a few small Little Ballers Learn to Play classes, has led us to the Inner West Ballers Development Competition. We run two competitions;

- Primary Age Development competition; and
- High School Age Development competition; and

There are two (2) divisions for Primary Age and High School Age, Orange and Black:

- Orange Division is more relaxed and allows for participants to develop their game in a safe environment at a pace matched to their development stage. Our referees are also instructed not to call minor infringements for less experienced players like small travels and double dribbles to encourage continued movement of the game.
- Black Division is best suited to more experienced players. It is very competitive and fast paced.

Please be mindful that being in one division is not necessarily 'better' than the other. Our coaches will place players in the division that best suits the stage of their development.

## Code of Conduct

We are passionate about basketball and developing your child's basketball skills on the court as well as their sportsmanship and leadership off the court. We always encourage our Inner West Ballers to play hard and to play fair.

To ensure a fun and safe environment for all, we have the following **Code of Conduct** for participants, spectators and parents:

1. **Fun**; play for the fun of it, control your emotions and make no criticism, either by gesture or words.
2. **Positivity**; be encouraging and inclusive to fellow team members.

3. **Respect**; compete by the rules and respect the decision of referees. Respectfully co-operate with your coach and team members.
4. **Teamwork**; work equally hard for yourself and your team
5. **Good sportsmanship**; demonstrate respect for the opposing team regardless of the outcome of the game

We encourage all parents, coaches, managers and supporters to help us instil these values into every player. By participating in our Inner West Ballers Development Competition, you agree to our Code of Conduct. Any participants, spectators or guardians found to be violating these rules will be given a warning. Repeat offenders may be asked to withdraw from the competition without compensation, at the discretion of our management staff.

**Please remember that this is a development competition**  
**It is not the NBA, WNBA, NBL or WNBL – we expect all parents, coaches, managers and supporters to be positive and encouraging (just like we are with your child(ren)!)**

## Development Competition

### Team Formation

All teams will be carefully formed by our two head coaches, Ben and Terence. As this is a development competition, we aim to ensure all teams are as evenly balanced as possible. This allows for more competitive games between teams and we believe, provides the best development environment.

If you are new, it is important to attend the 'Muster' session at the beginning of the season so that the head coaches can assess your child's ability and place them on the appropriate team and if applicable, the appropriate division. Please note, the team that they are with one season may change the next. In rare cases, teams might be re-balanced in the first weeks of the competition.

We understand that your child may have particular friendship groups that they wish to be in and we will do our best to maintain friendship groups whilst trying to provide balanced competition.

### Cost

We have made every effort to minimise the cost of participating in this competition (with volunteer team coach and volunteer team manager). The cost per season is dependent on the number of weeks in that season. This includes court hire, referees and bench staff and other associated costs. We have our own insurance and do not charge a registration fee.

## Rules

### Primary Aged Orange

STRICT: Refs will aim to always call these rules

- Fouls: All fouls will be called. Please be mindful of reach in fouls, blocking fouls, shooting fouls, tech fouls, offensive fouls, charge fouls etc.

RELAXED: Refs may from time to time let these rules go especially for younger/less experienced players and earlier in the season:

- Travel: taking more than 2 steps without dribbling the ball. You can pivot as long as one foot is planted.
- Double dribble: dribbling with two hands
- Carry: when you carry a ball while dribbling
- Cross court: when your team has advanced the ball past the halfway line then moves backwards past the halfway line
- Line violation: stepping over the line when passing the ball in on the inbound
- Foot violation: Kicking the ball or striking it with any part of the leg is a violation when it is an intentional act.

- Free Throws: Can be taken 1m from the free throw line closer to the ring.

### Primary Aged Black Divisions, High School Aged Orange & Black Divisions

All rules detailed above will be called as STRICT and in addition:

- Free Throws: The free throw line must not be crossed before, during or after the free throw; the ball must hit the ring.
- 3 second in the key: the offensive team members cannot stay in the key for more than 3 seconds unless they are involved in the play, if they don't touch the ball they need to clear/exit the key and then the 3 seconds resets upon re-entry
- 5 second inbound: Players have 5 seconds to inbound the ball from the time the referee passes them the ball at an out of bounds play
- 8 sec to cross halfway: you have 8 seconds to advance the ball over the halfway line from the moment your team receives an inbound pass within the opponents half

### Competition Ladder

The format of the competition will include playing every other team at least once and depending on the size of your division and competition, you may play some teams twice.

- For every win your team will get 4 points
- For every draw or bye your team will get 2 points
- For every loss your team will get 1 point

An example ladder is shown here:

Example ladder where the White team is at the top of the ladder because they have 12 points accumulated over 3 wins

Green Div			
W3	Boys Ladder	Pts	PD
1	White	12	15
2	Orange	6	8
3	Red	6	-5
4	Purple	6	-18

W1	W2	W3	W4	W5	W6	W7
W	W	W				
W	L	L				
L	W	L				
L	L	W				

PD = Point Difference

W = Win = 4 Points  
B = Bye = 2 Points  
D = Draw = 2 Points  
L - Loss = 1 Point

A form guide to show how teams are performing over the season.

The last week of the season will be Finals Round based on the ladder positions – where 1<sup>st</sup> plays 2<sup>nd</sup>, 3<sup>rd</sup> plays 4<sup>th</sup> and so on.

Each week we will also record the point difference (PD) in case there is a tie for points at the end of the season; the PD will be used to determine placings. The point difference, as the name suggests, is the difference in points in the score at the end of each game. From the example below, in Week 2, Red team beat Orange team 17-8, Red team will be awarded 4 points for the Win and a PD of +9; Blue team will be awarded 1 point for the Loss and a PD of -9. An example point difference calculation based on the game results:

Point difference calculation

Week	Win	PD	Lose	PD	Win	Score	Lose	Score
1	White	12	Red	-12	White	20	Red	8
	Orange	18	Purple	-18	Orange	24	Purple	6
2	Red	9	Orange	-9	Red	17	Orange	8
	White	2	Purple	-2	White	18	Purple	16
3	White	1	Orange	-1	White	13	Orange	12
	Purple	2	Red	-2	Purple	24	Red	22

Game score from each week

If two or more teams are tied on points and PD at the end of the season; the team placings will be determined by the biggest PD game during the season.

If a team does not have enough players to field a team, they will forfeit that game. They will receive 1 competition point (equivalent to a loss). The opposing team will receive 4 points (equivalent to a win). The PD will be zero.

## Game Day

### Times

The development competition has been scheduled on different days\nights depending on your development group:

Development Group	Day\Night	Game	Times
High School Aged Orange Division	Friday Night	1, 2, 3, 4	4:30pm, 5:20pm, 6.10pm, 7:00pm
High School Aged Black Division	Friday Night	5, 6	7:50pm, 8.40pm
Primary School Aged Orange Division	Saturday Afternoon	1, 2	12:30pm, 1:20pm
Primary School Aged Black Division	Saturday Afternoon	3, 4	2:10pm, 3:00pm

Please check the draw or with your team manager on your teams WhatsApp group to confirm times for each week. Your child only needs to be at the allocated game; not the whole block of time indicated above.

### Game format

The format of games will typically be:

- 5 minutes – allocated time to enter hall, go to bench and do warm ups.
- 20 minutes – First half
- 4 minutes – Half Time Break
- 20 minutes – Second half

After the game, please promptly clear your bench area and vacate the hall for the next group

### Game clock

The game clock will continue to run if:

- A time out is called AND the time remaining is more than 2 minutes
- A foul, violation, change of possession or other game stoppage AND the time remaining is more than 2 minutes
- A foul, violation, change of possession or other game stoppage AND the time remaining is less than 2 minutes AND the point difference is more than 20 points

The game clock will stop if:

- A time out is called AND the time remaining is less than 2 minutes
- A foul, violation, change of possession or other game stoppage AND the time remaining is less than 2 minutes AND the point difference is less than 20 points

### Uniform

Each week please wear the double-sided Inner West Ballers singlet. The draw will note if your team is the home (dark) or guest (light) team for that week. There are no requirements for shorts except that they are comfortable for your child. Basketball shoes are recommended.

Please ensure your child does not wear any jewellery, watches or hats. Furthermore, please ensure your child's fingernails are cut – we have had a few incidents in the past where a child's face was cut by a long finger nail.

### Time Out

Each team has 1 time out each half that can be called when their team has possession of the ball. Each time out will be 1 minute in length. You cannot call a timeout in the last 2 minutes of the first half. See Game Clock section above for more details on how a timeout will affect the Game Clock.

### Fouls

Every player will have their fouls tracked by the bench.

### Personal Fouls

Every time a player commits a foul (this includes technical fouls (for example, un-sportsmanship-like behaviour)), it will count towards their personal foul tally. The bench will raise a numbered card to indicate to both teams how many fouls that player has committed. When a player reaches 5 fouls, they will no longer be able to play the remainder of that game.

### Team Fouls

Every time a player commits a foul, it will count towards the total team fouls. This will be indicated on the scoreboard. On the 9<sup>th</sup> and subsequent team foul, the opposing team will get two free throws. The team foul counter is reset for each half.

### Flagrant Foul

A flagrant foul is a personal foul that involves excessive or violent contact that could injure the fouled player. Any child that commits an unintentional flagrant foul will be asked by the court supervisor to be more careful. Any child that commits an intentional flagrant foul will be asked by the court supervisor to leave the game immediately and not play the remainder of that game. Ben or Terence will contact the parents regarding the next steps.

### Scoring

We have carefully considered this and decided not to record scores for individual players as a means of encouraging teamwork during games.

### Location

All games take place in the school hall at Wilkins Public School in Marrickville (see orange box below). Entry to the school is via Park Lane just off Park Road (please be aware that Park Lane may not appear on Google Maps). Parking is generally available on Park Road and Rose St. Do not park in the school car park as the gates might be locked. When arriving and leaving please be respectful to our neighbours and not make too much noise (for example, bouncing balls, shouting, double parking etc. – we have received complaints from households in the past)





## Referees

Refereeing for games will be done by our junior referees (all of them has progressed, or are progressing through, our Inner West Ballers program). At any one time, there will be 2 referees on court and a supervisor off court. Please keep in mind that our referees are constantly learning and may make mistakes from time to time.

Please encourage your child to respect the call of referee (even if it is wrong!) and continue playing; time spent arguing with a referee is less time playing basketball.

**Under no circumstances are any parents or carer's to approach the referee's.**

If you have any concerns please talk to the court supervisor or message Ben Ross or Terence Ha.

## Volunteer Team Coach

As part of keeping costs low, at least one parent is asked to be the 'Team Coach' each week or if your team wants to have a 'Team Coach' for the season. We encourage as many parents as possible to participate in this to experience the excitement of the game. The main responsibilities of this role are to:

- Ensure every child is given equal opportunity on the court (this website might help <https://www.thehoopsgeek.com/equal-playing-time/>);
- Positively encourage every child to play to his or her ability.

## Volunteer Team Manager

As part of keeping costs low, one parent is asked to be the 'Team Manager'. The main responsibilities of this role are to:

- Be the primary parent contact on the teams WhatsApp group;
- Send out a reminder each week regarding the game time and whether the team uniform is 'dark' or 'light'.
- Be aware of how many players are not able to play each week; please reach out to Ben if your numbers get low.

## Singlet

### Payments:

A team singlet needs to be purchased and will be provided once it is paid for. If you have difficulties making payments, please reach out directly to organise an alternative arrangement. Communication is key and appreciated.

### Allocation

This same numbered singlet must be worn each week. The draw and team manager will indicate whether the player should be 'dark' or 'light' for the upcoming game.

### Care

Please take care of your singlet. It can be re-used in subsequent seasons. The singlet can be machine washed and should be air dried (not put into a dryer, it might melt the numbering and logo's)

## Communication

We will be using WhatsApp to communicate with all teams. At the start of the season, we will set up a WhatsApp group:

- For your team to communicate with each other;
- For your team manager to communicate with you; and
- For us to communicate with your team

## Photography and Video's

### Team Photo

At least once during the season, Terence will take an official team photo for your team and share it with your team's WhatsApp group. If you do not want your child to be part of this please let Terence know (preferably via WhatsApp).

### Social Media

From time to time, we will take photos and/or video's for use on our social media channels (Facebook and Instagram). If you do not want your child to be photographed and appear on our social media channels please let Terence know (preferably via WhatsApp).

## Frequently Asked Questions

### Teams

#### *Can I enter my own team?*

As the Inner West Ballers Development Competition is primarily about development, we will need to assess if your team is able to compete at a similar level to other teams. Please talk to Ben or Terence about this.

#### *Can I make team requests?*

Certainly! Please direct all team requests (friendship groups, siblings, etc.) to either Ben or Terence. We will try our best to accommodate your request whilst keep to the spirit of ensuring all teams are evenly balanced.

#### *Why am I being asked to move team?*

From time to time, for various reasons, we may get the balance of teams wrong (we are human after all!). While we understand that your child(ren) love winning, we strongly believe it is detrimental to their basketball development in the long term if their team is winning (or losing) every week by very large margins. We will try and re-balance teams early in the season to minimise disruptions.

### Competition

#### *Why does my team not play every other team the same amount of times?*

As the Inner West Ballers Development Competition is primarily about development, we want every team to play as much basketball as possible during the season. We do not want to cut the season short to ensure every team plays every other team once or twice – this goes against our philosophy and means that our teams miss out on a few weeks of basketball at the end of the season.

#### *Why does my team not have the same number of byes as every other team?*

As the Inner West Ballers Development Competition is primarily about development, we want every team to play as much basketball as possible during the season. We try very hard to ensure there is an even amount of teams in each competition, this would eliminate byes altogether. If there are an odd number of teams, we need to introduce byes for one team each week. Unfortunately in some cases, with the weeks that are available to us in the season we are unable to ensure every team has the same number of byes – if we forced every team to have the same number of byes this would almost certainly make the season shorter and your child would play less basketball.

#### *What time will my team play on Finals day?*

In general, we do not know the time your team will play on finals day until the results of the second last week are confirmed. Once the results are confirmed, the games will be played in the reverse order of the ladder. For example, for the High School competition, 5<sup>th</sup> vs 6<sup>th</sup> will play on Friday night at 4:30pm; 3<sup>rd</sup> vs. 4<sup>th</sup> will play on Friday night at 5:20pm; and 1<sup>st</sup> vs 2<sup>nd</sup> will play on Friday night at 6:10pm.

## Coach

### *What is my role?*

Please see Volunteer Team Coach section on Page 9

### *How can I ensure that each player has equal playing time?*

We have found that each Coach may have his\her own coaching style and may want to substitute players based on a number of game-related factors. If you want a rough idea of how to ensure equal playing time for all players, check out <https://www.thehoopsgeek.com/equal-playing-time/> (our games are 2 halves of 18 minutes)

## Manager

### *What is my role?*

Please see Volunteer Team Manager section on Page 9.

### *What do I do if a few players on my team are not able to play on the weekend?*

From time to time, players might not be able to make games (e.g. COVID isolation, not feeling well, birthday parties etc.). If you feel like your team numbers are getting low, please reach out to Ben and he will try (to the best of his ability) to get equal or lesser substitutes to help out your team. Please do not recruit your own players from within or outside the competition.

Please be aware, a team that has 3 or less players is an automatic forfeit.

## Miscellaneous

### *I have feedback, concerns or a complaint to make, who do I talk to?*

Any feedback, concerns or complaints should be made directly to either Ben or Terence.

### *Do I need to join Basketball NSW to play in your development competition?*

No, you do not need Basketball NSW membership to play in the development competition. The Inner West Ballers Development competition is a privately run competition.

### *Can I hire the Wilkins School Hall for team training?*

Unfortunately in our agreement with Wilkins Public School this is not possible. If you want to run training sessions we can recommend outdoor courts at Marrickville Park and Jarvie Park; and for indoor courts PCYC Marrickville.

### *Where I can find the rules for basketball?*

The overall rules for basketball can be found here <http://www.fiba.basketball/documents/official-basketball-rules-yellow/2020.pdf>. We have modified some of the rules to keep it simple for our Development Competition. For example, there is no shot clock; etc. If you have any questions please contact Ben or Terence.

### *Can I photograph, video or live stream the game?*

Due to child protection laws and the wishes of some players and parents to not be photographed or recorded, we respectfully ask that you do not photograph, video or live stream our games or players.

### *What size basketball should I buy?*

This will typically correlate to the level your child is at. For the younger players, a size 5 basketball is good to help with handling and building confidence. For the more confident players, a size 6 basketball. For the experienced players, a size 7. Please keep in mind that men's basketball uses a Size 7 and women's basketball uses a Size 6. If you are unsure, check in with Ben or Terence.

### *What size basketball do you use during games?*

For our primary age development competition, we use a Size 6 basketball. For our high school age development competition, we use a Size 7 basketball.

*How do I contact Ben or Terence?*

If your request is urgent please call us by phone:

- Ben Ross - 0413 577 527
- Terence Ha – 0416 138 287

If your request is not urgent please message us on WhatsApp:

- Ben Ross - 0413 577 527
- Terence Ha – 0416 138 287