

Parents & Players Handbook

Welcome

Following is information to acquaint players and parents with information pertaining to the Melbourne United Victorian Junior Basketball Leagues Representative Competition.

The Melbourne United Victorian Junior Basketball Leagues consists of various levels of competition, Victorian State Junior Championship, Victorian Junior League 1 - 4, North West Conference and Eastern Qualifying. The competition provides a pathway and extends opportunity to all players, officials, coaches, administrators and spectators to participate in across all levels.

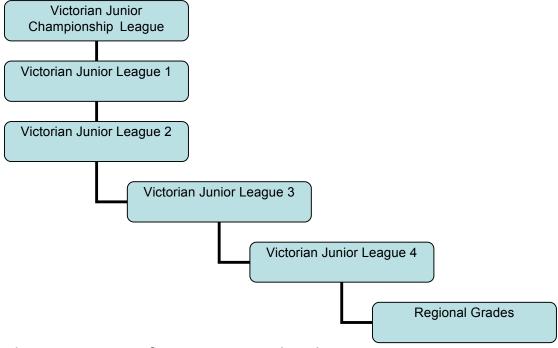
Our Competition

The MUVJBL is played on a Friday evening at associated venues across the state. Each week approx. 1220 teams participate in the competition which equates to about 600 games on 180 Courts across approximately 78 venues. The MUVJBL is arguably the largest competition of its kind, offering a graduated system of junior basketball competition giving opportunities for players to reach the peak, but also to climb the foothills.

The MUVJBL is made up of associations who enter representative teams. In most cases, these teams are selected from a 'domestic' competition that is played out of that particular association.

The MUVJBL Competition comes under the governing body of Basketball Victoria.

The League was designed to give keen junior basketballers an opportunity to participate at a more competitive level than their local domestic competitions. The MUVJBL allows teams to compete against composite teams from other Associations. The competition has developed as such to incorporate Associations Victoria wide.



There are 3 tiers of competition within the MUVJBL:

- 1. Victorian Junior Championship League (highest level of competition)
- 2. Victorian Junior Leagues 1 through 4
- 3. Regional Competition Eastern and North West

Age Grouping

Players are 'grouped' depending upon age. Age grouping's are as follows:

Under 12 - eligible players must not turn 12 in 2016, they are born in 2005 or later Under 14 - eligible players must not turn 14 in 2016, they are born in 2003, 2004 Under 16 - eligible players must not turn 16 in 2016, they are born in 2001, 2002 Under 18 - eligible players must not turn 18 in 2016, they are born in 1999, 2000 Under 20 - eligible players must not turn 20 in 2016, they are born in 1997, 1998

All junior players will spend a maximum of two years in each of the age groups (unless they start Under 12's at a young age). The age group classifications for all players is no different to domestic basketball where there are also top and bottom age players playing in the age groups.

The MUVJBL is one of the strongest breeding grounds for elite players graduating to the senior ranks. Most associations treat their junior representative programs as such and provide opportunities for players to advance. There are several players competing at the highest level that have come through the MUVJBL these include and are not limited to Andrew Gaze, Penny Taylor and Chris Anstey.

Season

Games within the MUVJBL structure are played for about 40 weeks of the year commencing approximately early-mid November and going through to October the following year. There are three phases of competition played throughout the year as follows:

• Spring Phase or Pre Grading phase - Usually early November

- Grading Phase One & Two Usually late November March
- These two different phases decide where the teams will play throughout the main season
- Championship Phase March through to September.
 The basketball year finishes usually mid December and recommences at the end of January.

Cost

Associations pay a fee to enter representative teams into the MUVJBL. Generally this cost is one component of the subscription paid to the local association by participating players.

All players are required to wear a team uniform. Costs for uniforms differ from association to association. Please also keep in mind players may also need to purchase shorts, warm-up tops, tracksuits etc. For more information please contact your association. The MUVJL expects a high standard of presentation of teams on the court.

Training

Most associations hold training sessions on a weekend (principally Sunday mornings) and some will have a mid week session.

A great deal of dedication is required by parents who have a child (children) participating in the MUVJBL. There is a lot of travel required to get players to training and games as required.

Entry Fees

These vary from stadium to stadium. Spectator and Player Entry Fees are required at most stadiums currently average about \$3.00 per person - players and spectators.

Team sheet Fees

A team sheet fee (applied to pay for the referees and venue hire) is also payable before the commencement of the game. This varies on the standard played and the time allocated for each game. I.e. Victorian Junior Championship teams pay more than Victorian Junior League teams. The fees start at about \$50 - \$55 for the younger age groups. The Team Sheet fee (on average \$7-\$8 per player) is collected on behalf of the team before the commencement of the game.

Inter-Venue Passes

These passes are available at all stadiums from the Venue Manager and should be requested if you intend to go on to another stadium on the same night. I.e. parents & spectators pay at one venue only and get a pass if they need to go to another venue.

Inter-venue passes are available to both spectators and players with the following restrictions:

 The player must pay at the venue at which he/she is playing irrespective of whether an entry fee has been paid for that player at an earlier stadium as a spectator. • Upon completion of his/her game the player is entitled to an Inter-venue Pass for any stadium, as a spectator.

Registration

All Associations are responsible for registering new players. This registration stays valid until the player moves into senior basketball (after U20's) or until they obtain a clearance and it is processed by the MUVJBL.

Final Qualification

All players are required to sign the back of the scoresheet after each game they play. This is to ensure they play enough games to qualify for finals and crossover grading games.

All players in each grade (Victorian Championship, Victorian Junior League 1-4, Eastern Qualifying and North West) must play 40% of games. In the case that 40% of total games not be a round number then the total will be rounded up to games. (ie. 7.2 would be rounded up to 8 games) Exemption is only granted on the basis of documented medical reasons or approved exceptional circumstances.

Clearances

If players wish to move from one association to another they must first obtain a clearance. Clearance forms can be obtained from the MUVJBL website. A fee of \$22 (GST included) must accompany the clearance application. The player or the new association must receive a receipt of clearance before the player is eligible to compete for their new association. Players must lodge the clearance forms with the MUVJBL office to be processed, please note each clearance my take up to 7 days from the date the clearance is received by the office to be processed. When a clearance has been processed, the player name will appear on the MUVJBL web site

Team Managers

Most associations appoint a Team Manager for each team. The Team Manager is usually a volunteer from one of the parents and assists the team in many ways or arranges a roster to do this. Tasks include, ensuring the scoresheet details are correct, collecting team sheet fees, etc. Information is supplied to assist each Team Manager with the requirements of the different competitions. League imposed fines are applicable for scoresheet misdemeanours, walkovers, etc. For a full list of fines please refer to the League Rules of Operation which can be found on the MUVJBL Website.

All queries to Basketball Administration, Victorian Junior basketball Leagues, Eastern Qualifying and North West should be made by the delegated club official. Calls from coaches, parents, team managers, etc. will not be accepted by MUVJBL, Eastern Qualifying and North West offices.

Fixtures & ladders - information can be obtained from the website

In the early stages of the Phases, fixtures are posted on a weekly basis, due to the fact that we need the results from the previous week. As soon as possible, blocks of

fixtures are accessible for families to plan. Ladders are contingent on results being obtained.

Unofficial results are posted on the MUVJBL website on the Saturday following the game. These results are verified once the official scoresheets are received, should any errors occur then they are rectified at this time.

Coaches

All Coaches in the MUVJBL are volunteers and give up their own valuable time to do so; we ask that you support them. While styles may change from coach to coach – all coaches all aim for the same result - to improve the player's skills and understanding of the game. Coaches should not be approached with complaints on game day. It is recommended that you follow your club policy concerning complaint processes.

Any adult who coaches in the MUVJBL is screened in accordance with the Basketball Victoria Screening By-Laws. A copy of these by-laws can be found on the Basketball Victoria website.

Referees

The referees are part of the game, and while we may not like their decisions at times, verbal or other abuse of referees is unacceptable behaviour and also sets a bad example to the children.

A copy of the Basketball Victoria's Code of Conduct is available on the Basketball Victoria Website. We encourage every parent/player to read this. Players at all levels are expected to conduct themselves in a manner which does not bring discredit to themselves, their parents and their club.

We trust all participants will wish to contribute positively to the playing environment of children, but it is fair to warn there are severe penalties for those who infringe the code.

The Melbourne United Victorian Junior Basketball Leagues welcome you to the Representative Program and hope you will enjoy the next step in basketball.

Websites:

http://www.vjbl.com.au

http://www.basketballvictoria.com.au