

NEWSLETTER



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Swish St. Paul's Basketball Club

newsletter no:9.

August/September 2006

BIG THINGS HAPPENING

MBA is growing!

The McKinnon Basketball Association will become the tenants of the new Bentleigh Secondary College 2 Court stadium commencing the start of the Summer Season. All of games will now be held either there or McKinnon Secondary.

The St Paul's Basketball Club will still be training out of the McKinnon Stadium and although training times have yet to be allocated, we hope that we can spread out a bit. The MBA is hopeful of getting a permit to use Brighton as well and with the Council soon to make a decision on new aquatic and Hi ball facilities, the future for Basketball in this area is certainly looking good.

What if I can't play any weekend?

It is always a good idea to get a message to either your Coach or Team Manager if you are unavailable to play for whatever reason.

Summer Fee payment

From the new season the committee has implemented a policy that requires all registrations and player payments to be made prior to the 3rd round. It is up to parents or players to make contact with our secretary if payment cannot be made.

It is unfortunate but players will be asked to sit out of their matches until some effort is made to pay the schedule fees.

THERE IS A NEW DIRECT DEBIT OPTION AVAILABLE: Check out the bottom of the attached Registration form for details.

Missing!

Do you have a RED St Paul's singlet? If so bring it along and give to your Coach or team manager.

Road Danger!

Children MUST wait on the steps to be picked up. It is advised that Children should not wait out the front of the School.

Web Site help!

Have you checked out the mckinnonbasketball.org site lately? We have space available to link our info but need someone with 'talent' to assist with putting it together.

Louise Gale, 0438 574521 would be happy to discuss her ideas and plans with a webmaster!

Presentation:

We have booked the 13th September for Winter presentation night but have yet to confirm with the school. Same as usual with drinks and pizza to thank everyone for a great season gone. Sofia will be in touch soon to organise trophies.

New Season Start:

The 2006/7 Summer season commences on Saturday 7th October for Boys and Sunday 8th October for Girls. Age groupings are U9, U11, U13, U15 & U17 (boys only). Cut off date for age levels is 31st December 2006.

Good Luck to Everyone!

ClubRap

TEAM MANAGERS are just as important as players and coaches!

Why not become one? **Swish**

OFFER to score! It is easy to do.

The back of this sheet has some basics.

Swish

Our uniform co-ordinator, Jenny Hughes has a number of 2nd hand tops and new tops can be ordered for as little as \$35. Jenny can be contacted on 9557 6129.

The Club would be interested in 'buying back' any ex-players top.

Swish

Good luck to all our teams playing in Finals. Remember, it's not always how you win but often how well you lose!

Operating a successful Basketball scorebench

All domestic games require two people working on the scorebench. The person doing the score-sheet should act as the chairperson, signalling to the referee and acknowledging the referees calls. The other person should operate the timeclock/scoreboard, constantly checking with the scorer to ensure that nothing is missed. The changing of the arrow is also the responsibility of the clock' person. Always remember that you are both assistants to the referees and that barracking and questioning referees decisions are not allowed.

The keys to being successful on the scorebench are:

CORRECTNESS

CONCENTRATION

COMMUNICATION

CO-OPERATION

Without these four key elements, the scorebench will not operate nor work efficiently.

TimeKeeping

The Time Keepers job is to accurately monitor the time remaining in the game, and to know when to start or stop the clock.

CHECKLIST:

Check that the clock is working - use the warm up period to find out how to operate the clock. The Referees are often happy to assist.

At the first tap of the ball, the team that gains possession has the ARROW turned to the advantage of the other team. When a team takes possession, do not move the arrow again until the ball is thrown into play.

Assist the Scoresheet person by calling the numbers of scorers.

Start and stop the clock in accordance with the McKinnon By Laws. i.e The clock stops only in the last 3 minutes of the game for:

TIME OUTS

FOULS

POSSESSION ARROW

SUBS

or at any time as instructed to by the referee.

Scoresheets

The scoresheet is an accurate record of the game. It is important that the scoresheet be done correctly and accurately.

CHECKLIST:

Check that the team players names and coaches name are on the sheet. First and Last names are necessary.

Call the fouls, subs and time-outs to the referee and continually confer with the Time-Keeper.

Immediately notify the referee if:

A player has 5 fouls.

A team has 8 fouls in the half.

The coach has used both time outs per half (& attempts to call another)

Any other discrepancies.

Recording SCORES

Scores are recorded by writing a '2' or '3' beside the players name and number on the sheet. The points should also be recorded on the 'running score' boxes by crossing them. When recording scores, enter the player points before crossing the running score box - if there is a discrepancy between both, the result of the game is taken from the total of the player points.

Note: as you become more proficient with the sheet, try also recording the player number above the running total for even more accuracy.

When recording **FREE THROWS**, the appropriate symbol is drawn on the same line as players name.

FOULS are recorded beside the players name as well as the tally box for both halves.