



WHITEHORSE
MUSTANGS

Coach Handbook

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INTRODUCTION

Our coaches are an essential part of the **Whitehorse Amateur Basketball Association - Whitehorse Mustangs**.

Coaches are the single most important link to the player's welfare and enjoyment of basketball and as such hold a privileged position with our club.

The Whitehorse Mustangs accepts its responsibility and role in safeguarding and promoting the game of basketball. We are committed to achieving this through investing in development of our coaches and players to ensure all members, families and participants can ***enjoy...encourage...evolve***

The purpose of this document is to inform coaches of their obligations to players, parents and the club.

- **enjoy** – participate in basketball in a fun, safe and enjoyable environment;
- **encourage** – all children of all abilities and cultures to come together and learn the fundamental skills of basketball;
- **evolve** – as players, coaches, managers, committee members and volunteers through team work, leadership, commitment, confidence, sportsmanship & respect;

Whitehorse Mustangs encourages the following behaviours:

- **Perform your duties in accordance with the Basketball Victoria (BV) Code of Conduct for Coaches;**
- **Reinforce to players the requirement to abide by the BV Code of Conduct for Players and the Conditions of Registration and Entry to stadiums as provided by the club, the competition and BV;**
- Being fair, considerate and honest with each player and respectful of everyone's opinions;
- Exercising a high standard of care and demonstrating fair play, self-control, respect and dignity at all times;
- Operating an individual system of player development involving the player where possible in planning and evaluation and recognising the capabilities of each player's strengths, weaknesses and needs;
- Showing concern and caution towards sick and injured players and maintaining interest and support;
- Refraining from using your influence as a coach to encourage inappropriate intimacy with players, including unnecessary physical contact;
- Teaching the fundamentals of basketball
- Managing and assisting in ensuring team complies with COVID safe rules and responsibilities

Any queries you are unable to answer from players, parents or family members should be directed in the first instance to the Coaching Director and/or Club Administrator.

SAFEGUARDING CHILDREN

WORKING WITH CHILDREN'S CHECK

All Coaches and Team Managers over 18 years of age are required by Basketball Victoria to obtain a Working with Children Check (WWCC). A copy of this must be provided to the Club, ideally before Round 1.

There is no fee for a Volunteer WWCC application. When applying, please list 'Whitehorse Amateur Basketball Association' as the organisation, address PO Box 2270, Blackburn South Victoria 3130, email

operations@whitehorsebasketball.org.au. If you already have a WWCC, please login and update your details to include WABA as a linked organisation. For more information, visit the Service Victoria [website](#).

MEMBER PROTECTION

Coaches and Team Managers are also required to provide the Club with a signed and witnessed Member Protection Statutory Declaration. This declaration must be completed by any person in basketball who is required to have a WWCC or who would be required to have one if a recognised exemption did not apply. Please download this form: Member Protection Declaration

Once the Club has received the WWCC and MPD from Coaches, they will be eligible to receive the Coaching rebate at the end of the season.

EQUIPMENT

Ball

- **UNDER 8, 9, 10 and 11** (boys and girls) teams use size 5 basketballs.
- **ALL OTHER GIRLS'** teams use size 6 basketballs.
- **OTHER BOYS** use size 6 basketballs for ages 14 and under: size 7 for 15 and above.

Stadiums, Ring & Backboard

- ALL VENUES CURRENTLY UNDER THE LICENSE OF WHITEHORSE MUSTANGS **ARE NOT** SET UP OR CONSTRUCTED TO ALLOW FOR THE HOLDING ON TO OR HANGING FROM RINGS AND THE LIKE –

PLEASE ENSURE ALL PLAYERS ARE AWARE AND THAT THEY DO NOT ATTEMPT TO DO SO;
- ONLY BASKETBALL games and basketball training activities are permitted to take place in the Stadiums
- Kitchens, meeting rooms, class rooms and crèche areas connected to the courts under license are out of bounds and must not be entered at any time without permission from the Committee.

First Aid

- *Training Venues are supplied with a basic first aid kit, containing instant ice pack, band-aids, etc. These kits are located;*
 - Orchard Grove – In the basketball cupboard located in the kitchen and in a box above the cupboard, and
 - Surrey Hills Primary – In the Whitehorse locker located in the Disabled WC.
- At our home venue, Box Hill High School (BHHS), there is a first aid kit and ice packs available at the stadium – see the stadium supervisor.
- If a player bleeds on court, EDJBA policy is that the player is removed from the court and all spilled blood cleaned up – both venues are equipped with Blood Spill Kits.
- The player may not play in contaminated clothing but can change into any plain t-shirt without a uniform penalty.

THE TEAM MANAGER'S ROLE

The Team Manager is a vital support for you and ensures effective communication for your team. **ALL club communication will be via email and sent to both the Coach and Team Manager.** It is the Team Manager's responsibility to distribute club information. The easiest way of communicating this information with your team is via email. These details are provided on the team list at the start of each season.

ENSURE ALL INFORMATION PROVIDED BY THE CLUB IS DISTRIBUTED BY THE TEAM MANAGER.

Scoring Rosters

- This should be set up by your Team Manager and distributed with the game fixtures. The Team Manager is to ensure that all families are aware of their responsibility. The coach should not be on this roster as they cannot score and coach at the same time.
- Scoring is simple and intuitive with the computerised scoring system. Parents new to scoring can be directed to this short tutorial: https://youtu.be/OdTboL_uYqk

Team Lists

- Original team lists are issued via email. If your team has had any changes to players, team contacts etc. the team list will be updated and re-issued by the Registrar.

Venue Lists

- A list with all the EDJBA venue locations is available on the EDJBA website. The fixture also shows where to go for the allocated venue.

SEASON PHASES

EDJBA Fixtures & Grading

The grade your team ultimately ends up in is dependent upon the results during the Grading Rounds. If large wins or losses occur, grades are adjusted. If there was a problem – e.g. your team was short of players, the opposition didn't field a full team, please let the Club Administration know immediately as this may impact where your team is finally graded.

All coaches are encouraged to provide feedback to the club during the grading rounds which allows the club to communicate any issues with the EDJBA Grading Committee – there are over 1400 teams in the EDJBA competition and many game results have to be considered when finalising the grade in which your team will play in.

- **Rounds 1- 6** are generally GRADING games - Fixtures for these games are available on the EDJBA website on a weekly basis. **Feedback via the Group Coordinator or Club Administrator during Rounds 1 – 6 is encouraged by the club to ensure your team can be accurately assessed for grading.**

Regular Season

- **Rounds 7-16** (depending on the length of the season) forms the MAIN SEASON – Fixtures for these Rounds are confirmed and issued after grading has been completed and confirmed.

Results and ladders for the regular season are posted on the EDJBA website www.edjba.basketball.net.au and are also available via the Club website www.whitehorsebasketball.org.au or the PlayHQ website

Fixture Changes

- During the grading rounds fixtures will be released weekly while the EDJBA make grading changes in an effort to grade teams in their appropriate level.
- After the grading phase has been completed, teams are placed into their respective grades and fixtures are released for the rest of the season. It is unlikely that these grades or fixtured games will be changed after that point.

Finals

In the younger age groups up to and including U14 teams there are usually 2 sets of finals. One for the 4 teams which came top of the ladder and another for the next 4 teams, i.e. all teams in these age groups will be involved in finals. If you are unsure if you are in finals check with the Administrator. All teams playing A grade will participate in finals.

- **Finals Fixtures** – are emailed through to the Coach and/or Team Manager the week of the game. These must be passed on to the team via email and phone to ensure everyone is aware of the game.

The way finals run is

Qualifying Finals:	A. 1st v 2nd – winner straight through to grand finals Loser to preliminary finals
Semi Finals:	B. 3rd v 4th – winner to preliminary finals Loser out of competition
Preliminary Finals:	C. Loser A v Winner B (Loser out of competition)
Grand Finals:	Winner A v Winner C

- If you are in Finals you and your Team Manager will be contacted by email early in the week prior to the finals games with your game time, venue and opposition. Please note – if you train early in the week, and have not received your finals game time by then, **do not** leave it until Friday to phone your team members with details.
- Players must have played 5 games throughout the season to qualify to play in finals. If you have a player who missed many games due to an injury the club can request special permission for them to play in finals
- If you are definitely not in finals, please be certain to tell all your players that there will be no more training until the next season. If players were missing from the last training, please phone them.

TRAINING

Training is held once a week at either Surrey Hills Primary School or Orchard Grove Primary School. Training times are set at the beginning of each season at a time convenient to the Coach and most players in a team. Please call your Team Manager and Club Administrator if you, or an alternate coach, are unable to attend your training session. **Players must not be left unattended and venues unsecured at any time.**

First Training Session

It is a good idea to set up your expectations of the players and parents at the first training session – this will include outlining the ZERO TOLERANCE of unacceptable behaviour by players towards officials, spectators, coaches and team mates.

ZERO TOLERANCE includes the following and will result in removal from court/suspended from the team:

- Use of bad language (no matter how it is directed);
- Unsportsmanlike behaviour;
- Disrespectful behaviour towards game and club officials; team; coaches; and spectators;
- Receiving a TECHNICAL OR UNSPORTSMANLIKE FOUL (also reported to the Club Coordinator);
- Disputing umpires and coaches decisions;

Once bad habits start it is hard to break them. Many coaches hold a short meeting at the first training with parents and players and hand out notes outlining their expectations. Some of your expectations should include:

- Players must attend training – it is a team sport and the team cannot learn unless all players are present.
- ALL players MUST bring a basketball to training. You cannot run an effective training session if players don't bring a ball!!
- Players must bring a full water bottle to training. No player is to leave the stadium during training.
- Players must not be disruptive and disrespectful as players are there to learn and develop and have fun. Coaches are entitled to discipline players who are disruptive - sitting out for a period of time or running laps are usual consequences. For repeated disruption coaches may reduce the player's court time on Saturday. However, this is a last resort and should be discussed with the player and parents.
- Players must let the Team Manager know if they are unable to attend training or are going to be late
- Players must wear appropriate clothing & footwear. The same goes for the coach!
- Parents are welcome to stay and watch. If they choose not to stay they must be back in time to collect their child at the end of training – the Club is not providing child care.
- **All teams must have at least two adults present** (including the coach if not a junior) **at every training.** If one adult is required to deal with an incident or accident the other adult can deal with the remaining children.
- It is expected that parents at training backup junior coaches with discipline of players.

Managing Effective Training Sessions

- **It is essential that players see you in control. Don't let them undermine your plans. Be firm but positive;**
- If you cannot make a training session organise with a parent to fill in for you or contact the club immediately. **Never leave your team unattended at training;**
- Communicate with the coach at the other end of the court. If you have teams of similar ability you may wish to run some full court drills or play a short game;
- Assess and understand the level of skill and capability of your team and its individual players;
- Have points of interest noted from the last game(s) the team has played and be prepared for how you will address these items at training.

Below are some tips from Basketball Australia for managing your training sessions. The key point is **BE PREPARED.**

1. Be on time yourself, be early and be appropriately attired.

2. Have your training session planned and written down
3. Have players get into action quickly
4. Have drills specific to your long & short term goals – what would you like the team to achieve – what do they need to learn to do so
5. Alternate drills every 5 minutes (or less if required) to maintain variety intensity & concentration
6. Train at game pace
7. Keep players active and moving as much as possible
8. Alternate physically demanding drills with less intensive work
9. Have players move quickly from one drill to the next
10. Have all players involved at all times. No standing around.
11. Introduce new skills at the beginning when players are fresh
12. Give brief concise demonstrations
13. Have players learn by doing
14. Be supportive, fair and firm
15. Show humour, have fun and finish on a happy note.

Training Expectations

As part of our player and coaching development program, Whitehorse Mustangs aims to standardise the way in which its players are coached.

We do not want to continually find ourselves falling behind in basic skills development. While most of the very good players do their skill refining away from training, most of the actual learning is done in the time that we provide. It is an expectation and responsibility of yours to ensure that this happens.

The following is a very basic list of skill sets that the players must be taught, even from U8. The earlier a player starts learning a skill, the easier it is for them. In the younger age groups more than half the training should be spent on just basic skills.

Basic Skills Include:

- **passing – chest and bounce pass**
- **dribbling either hand**
- **defensive footwork (sliding)**
- **triple-threat position**
- **pivoting**
- **lay up**
- **correct shooting technique**

The following is the summary of a Basketball Victoria coaching program and as such is just a guide. The more advanced players in an age group may be able to do some of the skills of an older age group and vice versa.

U8 & U9 Dribbling either hand, shooting using the correct technique, basic passing (chest, bounce overhead, baseball), man to man defence (staying with a player), moving to the ball, triple-threat position, and pivoting. Players should also start to learn the basic rules of basketball and positioning for free throws and jump balls.

- U10 & U11** As above, also more advanced passing, other ball handling moves (such as cross over, stutter or hesitation dribble), basic boxing out (rebounding position), basic offensive set-up (fill the lanes and court spacing concepts), foul shooting, defensive footwork both on ball (slides) and off ball. Leading and receiving the ball options. To understand some of the more complex rules such as centreline, 5 seconds in the key and on the sideline and 8 seconds in the back half violations and offensive fouls.
- U12 & U13** All of above, also slightly more advanced offensive moves (including fast breaks, basics of screening, cutting), more advanced ball handling (between the legs and behind the back dribble, fakes and offensive footwork), more advanced defensive concepts (denial, split line defence). Basic in bound/sideline plays.
- U14 & U15** All of above, full offensive set-up, more advanced post moves, screens. Team defences including press, traps, help and recover, double down and rotations. More advanced individual offensive skills such as put backs and reverse layups.
- U16 – U20** Refining of skills and set offenses/defences.

There are many ways to make the learning of skills fun, like little races for the younger players and developing them into competitive games. Please reach out to the Coaching Director if you require assistance with skills or drills. We also have several senior coaches who are more than happy to help you with any of these skills and drills, so please do not hesitate to ask for help or explanation. Remember that the only thing worse than not learning a skill is learning it incorrectly.

Zone Defence

Straight zone defence is strongly discouraged at Whitehorse Mustangs as it does not help younger players develop their footwork or defensive basics. From 2016 it also became an EDJBA policy that zone defence is not to be played in U8s to U14s.

The basis for the policy is that zone defences can limit the development of individual and team skills. For example, driving opportunities are limited and players often do not have the muscular strength and coordination to shoot, with good technique, from the perimeter or throw “skip” passes. This reduces the need for defensive skills such as “closing out” and positioning.

Whilst the “no zone” policy focuses on the defence, it enhances the development of both offensive and defensive skills. The “no zone” policy applies only in the quarter court and zone presses and trapping defences are allowed, if they fall back to man to man principles in the quarter court.

Players, as they get older, do need to know how to play zone and how to combat it, but it should not be the emphasis.

Heat Policy

From 2016 the club has introduced a heat policy for training days. If the BOM maximum forecast temperature for the day is 35 degrees or higher, all trainings will be cancelled. The policy protects player’s health, as well as provides certainty for parents who will need to make alternative arrangements for their children.

The EDJBA heat policy allows for modified game timings based on the temperature within the basketball stadium. On hot game days, please follow the direction of the referees and venue supervisors who will implement the policy.

COACHES' COURSES

The club values having accredited coaches and will provide the opportunity for coaches to participate in a range of courses.

A basic starting point for everyone is the Sport Australia Community Coaching General Principles (CCGP) course. This has become the minimum standard for all Whitehorse Mustangs Coaches. You can register and take the course online as per the details below:

https://www.sportaus.gov.au/coaches_and_officials/coaches

During the year the club will host a Basketball Victoria Community Coaching Clinic. This 2-hour session will provide each coach with an NCAS Community Coach Accreditation.

Following this, coaches are encouraged to obtain their Club Coach Accreditation (formerly Level 1). The club pays for coaches to attend a Community Coaching and Club Coaching courses. These are planned to be held in conjunction with Basketball Victoria and associated clubs. On successful completion of these courses, participants receive accreditation from Basketball Australia and the National Coaches Accreditation Scheme.

At any time you are encouraged to review the list of upcoming courses available and register at <http://basketballvictoria.com.au/coaching-courses/>

Useful Websites

There are many websites with basketball drills etc. Here are a couple you might find useful:

- www.coachesclipboard.net (Click on the heading 'Video Clip' at the top of the page to view a clip of specific drills).
- www.allstarcoaching.com.au (web based Coaches Club that has over 40 videos that address most of the common needs of junior coaches – must join up as a member of the coaches club – as from 2016 this resource is now free)

Positive Coaching

The club wishes all coaches to instruct and lead in a positive manner. You are not only an instructor, but also a role model and a big influence on young children's lives. For this reason, the Mustangs support the concept of positive sports coaching. Please review the website <http://www.positivesportscoaching.com.au/>, complete the free online introductory course and make use of the available resources.

GAME DAY

- Players **must tell the Coach/Team Manager if they are unable to play on Saturday** (or other game day). If this is done early in the week or as soon as the information is available (planned holidays etc.) the Team Manager can organise a fill in player through the Club Administration – **ALL FILL INS MUST BE ADVISED TO AND APPROVED** by the Club Administration.
- The team should arrive ten minutes before the game is due to start to allow for warm ups and the game plan to be discussed.

- It is the Team Manager's responsibility to ensure all parents do their scoring duty as well as checking the team list on the scoring computer.
- Players must bring a drink bottle.
- Parents and team members are welcome to encourage and support the team during the game. However; **parents must not coach from the side line**. Often these instructions are contradictory to the coaches – leading to confusion.
- Parents should not sit up by the score bench. This space is for the coach and players.
- Players arriving late should begin on the bench.

Equal Court Time

As a junior basketball club, it is our aim to teach young people the skills of basketball. We believe that all players should get EQUAL court time during the 'home and away' rounds. Coaches are encouraged to use the stronger players to help other players contribute during the game.

- Prepare for each game and provide clear instructions on your requirements for the game and any roles your players are required to perform;
- Come to each game with a clear idea of how and when you are going to sub your players. If they hassle you while they are waiting to go on, tell them it is their turn on the bench and that pestering you will not make them go back on sooner;
- You may wish to use a parent to time for you so you can concentrate on coaching and the game.
- Remember that your players will value their time on the court above all else. This can be very useful for you. You can choose the players who don't mess around at training to start the game and in extreme cases of bad behaviour you have the Club's full support in giving your player a longish time on the bench to consider how they might co-operate next week.

Borrowing Players/Walkovers

- Check at each training session that your players are attending the game – *insist* that you be notified. If there are any attendance problems contact the club Registrar.
- If you are short of players, you are allowed to "borrow" players from a younger age group. **There are strict rules with regards to eligible fill-ins so please ask the Club Administrator for assistance.** Remember that players may be eligible to fill in one week but may be regraded and not eligible to fill in the following week, so always check with the Club Administrator for fill-in eligibility.

FILL IN PLAYERS

Fill in players must not be used without the Team Manager first submitting a fill in request and the Club approving the player filling in. This is to make sure the player is eligible and to avoid a forfeit for playing an illegal player (either age or grade).

EDJBA restrictions regarding fill in players

The By Law is as follows:

1.3 RESTRICTIONS WITHIN AND ACROSS AGE GROUPS

SECTIONS, GRADES & DIVISIONS WITH AGE GROUPS

- For the purposes of the Fill in Player rules, separate definitions have been created for Sections and Grades
- Each Age group will have Sections which will be identified as A, B, C, D and or E etc,
- Each Section will contain one or more Grade and will be identified as BA, BB, BC, BD, B1, B2, B3, B4 etc

RULES FOR "FILL IN" PLAYERS FOR REGULAR SEASON GAMES

- A "fill in" player is permitted to come from the same age group, provided they are from a lower Section, and not registered to another EDJBA Club
- A player is permitted to play in the same age group more than once
- Rules for "fill in" players for Finals are different and must be organised through the Club

	ALLOWED	NOT ALLOWED
Player from a Section A team can "fill in" for:		
- Older age group	Section A or B	Section C, D or E
- Same or Younger age group	NIL	Section A, B,C,D or E
Player from a Section B team can "fill in" for:		
- Older age group	Section A, B or C	Section D or E
- Same or Younger age group	Section A	Section B,C,D or E
Player from a Section C team can "fill in" for:		
- Older age group	Section A, B, C or D	Section E
- Same or Younger age group	Section A or B	Section C,D or E
Player from a Section D team can "fill in" for:		
- Older age group	Section A, B, C, D or E	NIL
- Same or Younger age group	Section A, B or C	Section D or E

INELIGIBLE PLAYERS

A team shall forfeit all games in which it has used ineligible players.

Walkovers and Forfeits

Definitions

- **Walkover:** When you do not have any or enough players to start the game after 10 minutes is up. No game is played and the team (not the Club) causing the WALKOVER pays the EDJBA fine.
- **Forfeit Match:** A team uses illegal players to make up their numbers.

A team must have a **minimum of four players** ready to commence when the referee calls for centres and starts the clock at the scheduled game time.

Late Start:

- 1 game point is credited to the opposition for every minute or part minute that game start is delayed (up to ten min)

Walkover = \$130+ fine payable by the team:

- If you do not have 4 eligible players after ten minutes, a walkover is given.
- This is **NOT** an option you should consider! **If you give a walkover the team is fined \$90!** A team which gives two walkovers during one season may be disqualified from the competition
- **A FORFEIT match should be arranged BEFORE the ten minutes is up!**
- A “scratch match” can be arranged free of charge to all players, however this still counts as a walkover and incurs a fine. Scoring is not required to be completed. **NB: SCRATCH MATCH = WALKOVER**

Forfeit Match:

This is how the team avoids a walkover fine! And you avoid your team being disqualified!

- The coach should notify the referees, BEFORE ten minutes has passed, that a forfeit match, not a scratch match, is to be played.
- You must have at least 4 players, anyone can play, siblings/cross gender/parents/coaches, on court.
- The match is scored on the official computer. The referees will record it as a “forfeit match” in the score computer along with the explanation e.g. forfeit match to BWN 3 against E4 (insufficient legal players BWN 3).
- Such a game counts for premiership points.

Referees are NOT permitted to say: ‘This is a forfeit game and we will not ref.’ They are paid to referee regardless and cannot ‘sit out’ the game or go home.

ADMINISTRATION & GAME DAY ISSUES

Problems?

- If a problem arises at a game on Saturday which you feel is serious enough to report to the EDJBA please advise our Stadium Supervisor and Game Day Manager (or Club Administration).
- If you are not at a home venue you will need to talk to the Venue Manager or Referees
- Incidents at training or games should be put in writing and emailed as well as phoned through to the Club Administrator.
- Injuries at training and games should be reported to the Venue Manager if one is present and submit a written report. If there is no Venue Manager report the incident to the Club Administrator as soon as possible.
- If you have any problems at all, please talk to the Club Administrator.

End of Season Coaches’ Report

As the end of the season approaches, the club requires you to provide an assessment of each player in your team which should reflect ability and skill level/development. This can be done by rating each player against the age group and grade you have played in. For instance, if your team has played the season in CC grade your players are rated using CC as the baseline – ie. where players are competent in that grade they would be given a CC rating; where they are above that level they would be given a CB or CA etc. Your rating can also be accompanied with comments for each player.

This is not an optional request. Failure to return your report penalises players in your team. Please make your comments comprehensive and to the point to assist the junior development co-ordinators place players in the best team possible.

PRESENTATION DAY & COACHES' AWARDS

Presentation Day

Presentation Day for the Whitehorse Mustangs will usually be held on the Sunday of the Grand Finals weekend. This is an occasion that players and coaches look forward to and it is usually very well attended. Please be available and encourage all team members to attend so that you can present the awards to your team personally.

Where the coach cannot attend, the coach shall nominate the team manager or a player to present the awards. The attendance of the main award recipients is essential to ensure their achievement is acknowledged on the day.

Players Awards

Awards are to be given as follows – Whitehorse Award and either an Enjoy, Encourage or Evolve award are the two main awards which apply to all age groups.

Voting for these awards during the season is an option, particularly where there are siblings or family members involved. However, parents are rarely across everything that occurs during the game and trainings and won't be able to recognise where a player has followed instructions particularly well or made a team contribution that did not involve scoring. We therefore encourage the coach to take responsibility for the awards.

At the Mustangs we like to reward good attitude and effort, over skill, as the latter will come with the first two. Our awards reflect this. Note that from Winter 2018, the Mustangs will no longer be offering a Most Valuable Player award.

Award Nominations

- Award Nominations can be submitted with Coaches Reports – these are generally required by the second last game of the season. Award nominations not submitted by the due date will not be ordered.
- **NOTE: All players from U8 to U10 not receiving a major award are awarded a 'TEAMWORK' award** from the club in recognition of their participation

Award Categories

WHITEHORSE AWARD; the player who shows the qualities that we would like to see in all team players at training and game day throughout the season. Key attributes of a worthy recipient would be; listens to the coach, follows instructions, always attends training, concentrates, plays a team game and encourages others.

The other award (named from our club values) can take on whatever meaning you assign. The award name and suggested reasons are:

- **ENJOY AWARD** - the player who has enjoyed their basketball the most and added to the enjoyment of others in the team;

- **ENCOURAGE AWARD** - the player who through encouragement is beginning to contribute more than they have in the past, or, the player who encourages others;
- **EVOLVE AWARD** - the player who has improved an aspect of their game the most, perhaps by taking on a role they were not used to.
- **TEAMWORK AWARD** – Remaining players who contributed throughout the season (for ages U8-U10).

COACHES CODE OF CONDUCT

These are the key points taken from Basketball Victoria's Code of Conduct for Coaches. To review the full document goes to <http://www.basketballvictoria.com.au>

- Be reasonable in your demands on young players time, energy and enthusiasm
- Teach your players that rules of the game are mutual agreements which no one should evade or break
- Whenever possible, group players according to age, height, skills and physical maturity
- Avoid over-playing the talented players. The "just-average" players need, and deserve, equal time
- Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule children for making mistakes or losing a competition
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players, taking responsibility for everything that is supplied, and returning when you are no longer coaching
- The scheduling and length of practice times and competition should take into consideration the maturity level of the players
- Develop team respect for the ability of opponents as well as for the judgment of officials and opposing coaches
- Follow the advice of a physician when determining when an injured player is ready to recommence play
- Be aware of the role of the coach as an educator. As well as imparting knowledge and skills, promote desirable personal and social behaviours

Seek to keep abreast of changes in the sport; ensure that the information used is up to date, appropriate to the needs of the players and takes account of the principles of growth and development of children

YOUR OBLIGATIONS

Read all communication put out by the club

Keep the Club Administrator and Registrar up to date on your team e.g.

- Players not turning up to games or training, players pulling out, injuries etc
- Difficulties at training
- Difficulties with players and/or parents' behaviour

- Fill-in requirements
- Special requirements and special requests during the season

If we do not know of any problems or difficulties, we can't do anything to help you.

Coaches are eligible to receive a small honorarium at the end of the season. However, to be eligible for this you must have completed the following requirements:

- Register as a Coach in PlayHQ for the current season
- Complete and submit the WWCC every 5 years and Members Protection Declaration every 2.5 years – the club will let you know when you are required to do this
- *Submit your coaches report as requested*
- Submit your team awards when requested

Finally -

You are part of an enthusiastic and growing club. If you have any concerns we are only a phone call or email away.

Please accept referees' decisions graciously and encourage your players to support each other.

DUTY OF CARE

- **First Aid**
All injuries must be documented – no matter how small!
- **Supervision & Safety**
All children must stay within the stadium for the entire training session.
No child must be left on their own after training.
Coaches may not transport a child on their own without written parental consent.
- **WWCC**
Required for all coaches over the age of 18 coaching children under the age of 18. This must be completed before training can commence.
- **Member Protection Statutory Declaration**
Completed by every coach - must be witnessed by a person authorised to witness a statutory declaration

AGAIN, THANK YOU FOR COACHING & WE HOPE YOUR EXPERIENCE IS A POSITIVE AND REWARDING ONE.