



**BEACY BANDITS BASKETBALL CLUB INC.**

**REGISTRATION NO. A0104976W**

**Date of Incorporation: 12 December 2018**

**BY-LAWS**



## **1. Introduction**

These By-Laws shall be the By-Laws of the Beacy Bandits Basketball Club Incorporated, herein after referred to as the Club and any previous By-Laws are hereby revoked. The Club Committee of Management, hereinafter referred to as the Committee shall be the body responsible for the implementation of the rules and guidelines of these By-Laws.

These By-Laws, the Rules of Incorporation (Constitution), Codes of Conducts and any other Club Policies documented on our website form the Rules of the Club.

Beacy Bandits Basketball Club Inc. requires all members to abide by the Club's Rules and to obey any reasonable direction given by Club Administrators and Officials.

The Club supports and is bound by the policies and by-laws of Basketball Victoria (BV), Dandenong Basketball Association (DBA) and Pakenham and District Basketball Association (PDBA).

These By-Laws may be changed or altered in any way by a motion, which is seconded and carried by a majority vote at a committee meeting. Any changes to the Club By-Laws must be forwarded in writing to all club members not later than 14 days following the general meeting at which changes were implemented.

## **2. Players**

- 2.1 To qualify for a certain age group, the player must be under that age at 31<sup>st</sup> December of the year in which the season starts. So to be able to play U12, the player must still be 11 years of age at 31<sup>st</sup> December.
- 2.2 Player registrations will only be accepted by completing the online registration on our website.
- 2.3 The acceptance of new members will be managed by the Club Committee and players will be placed in a team where there is a vacancy (ie: fewer than eight (8) players).
- 2.4 Players can only play in more than one team with the club's approval. Strict guidelines are applied by DBA and PDBA.
- 2.5 Players must register with DBA and PDBA prior to playing their first game. The Club Registrar will organise this. DBA's players must provide proof of age by way of a birth certificate copy when arriving at their first game at the stadium.
- 2.6 All players are expected to train regularly to be part of the team. Failure to attend training will result in starting games on the bench and less court time at the coach's discretion.
- 2.7 Behavior of players must be appropriate at both training and games or disciplinary action will be enforced. Please refer to the Players Code of Conduct for further information.
- 2.8 Players should arrive at games at least 10 minutes prior to their game starting time to have their name on the team sheet, sign a paper copy of the team sheet (where applicable) and for warm ups with their coach.
- 2.9 Players must contact their team manager if unavailable to play or train.



- 2.10 Insurance - As the Club is affiliated with DBA and PDBA, our players are covered by insurance through Basketball Victoria. Note that players are only covered by insurance if their registration fees are paid in full.
- 2.11 Injuries - If a player is injured during a game, the injury must be registered on the courtside scoring system by the match referee or be written on the back of the score sheet and signed by the referee. If injured at training, please ensure that your team manager is made aware. If an insurance claim needs to be made, please contact the club secretary.
- 2.12 Players are not at any stage allowed to hang off basketball rings due to the danger of this practice.
- 2.13 Parents and spectators are not permitted on the court at any stage during a game. If a player is injured only the coach and/or team manager are permitted on the court.
- 2.14 All players must abide by the Club's Codes of Conduct and Rules.

### **3. Uniforms**

- 3.1 All players must wear the Club uniform, which is a numbered singlet and shorts in navy blue with gold and white contrast. Reversible singlets are white with navy blue and gold contrast.
- 3.2 Uniforms are to be ordered from our website.
- 3.3 Payment must be made for uniforms when ordering.
- 3.4 Incorrect uniform during a game can result in penalties being applied to the team by deduction of scoring points.
- 3.5 It is the responsibility of each player and their parents to ensure that the club uniform is maintained in a manner deemed as acceptable by the club and in accordance with the DBA and PDBA dress codes.

### **4. Fees**

- 4.1 Fees are set by the Committee and reviewed each season. Any queries regarding fees should be directed to our Treasurer at [beacybanditstreasurer@gmail.com](mailto:beacybanditstreasurer@gmail.com).
- 4.2 Current fees per season are:
  - \$200 Dandenong Basketball Association, U8's to U18's
  - \$220 Dandenong Basketball Association, U23's
  - \$240 Pakenham and District Basketball Association
- 4.3 Fees are payable in two instalments:
  - (a) A deposit of \$50 on registration. A player's place will not be confirmed in a team unless this deposit is received.



- (b) Balance payable by round 4. The player will not be allowed to continue to play or train if fees are not settled on time. Please refer to our Finance Policy for further detail.

4.4 Fees can be paid by:

- (a) Bank transfer to:  
Account Name: Beacy Bandits Basketball Club  
BSB: 633-000  
Account No.: 160 792 479
- (b) Or by PayPal at [www.PayPal.Me/BeacyBandits](http://www.PayPal.Me/BeacyBandits)

- 4.5 Unless all fees are paid in full, all trophies and registrations for future seasons will be withheld.
- 4.6 Once teams have been entered and team entry fees incurred from DBA and PDBA, any player who withdraws before the start of the season, shall forfeit their \$50 deposit.
- 4.7 If a player sustains a long-term injury that results in them being unable to play for greater than half the season, the player can apply to the Club to have their fees reduced to \$25 for team entry and \$10 for every game played. These requests should be directed to the Club Registrar and include a medical certificate.

## 5. Parent's Duty Statement

- 5.1 All junior players from U8 to U12 should be accompanied by a parent / guardian to all training sessions and games. If you are unable to attend a game or training session, then arrange for another parent to be responsible for your child.
- 5.2 All youth players upwards from U12 should have a minimum of one responsible adult - in addition to the coach - present at all training sessions. If this does not occur then the team manager will formulate a roster for this task.
- 5.3 Parents / guardians must ensure they return to the training venue prior to the conclusion of the training session to collect their child/ren or make suitable arrangements for their child/ren.
- 5.3 Parents should be aware that encouragement of the team is very important but coaching of players is not acceptable. Each team has a coach, instructions on how to play must only come from the coach.
- 5.4 Team Managers will make up a scoring roster for their team and each parent must take their turn at scoring according to the roster. The Team Manager will arrange assistance if required.
- 5.5 All parents and spectators must abide by the Club's Codes of Conduct and Rules.

## 6. Presentations

- 6.1 There will be a club presentation function at the end of each season. Trophies will be presented at this time to all players as follows:



U8 to U10 - participation trophies

U12 - Most Valuable Player (MVP), Runner-Up MVP, Bandits Award trophies and participation medals remaining members of each team.

U14 to U23 - Most Valuable Player (MVP), Runner-Up MVP and Bandits Award trophies.

- 6.2 The club will also offer other awards to players, coaches and administrators where deemed appropriate for service rendered to the club.

## **7. Meetings**

- 7.1 Committee Meetings will be held every 4 to 6 weeks at The Central Hotel, Beaconsfield (unless changed for special reason by the President).
- 7.2 Annual General Meetings are to be held no later than November of each year.

## **8. Games**

- 8.1 All games are played at either:
- (a) Dandenong Basketball Stadium, Stud Road, Dandenong
  - (b) Cardinia Life, 4 Olympic Way, Pakenham
- 8.2 When playing matches at Dandenong there is an admission charge, currently set as follows:
- |                       |         |
|-----------------------|---------|
| Adult / Child over 12 | \$3.00  |
| Concession            | \$2.40  |
| Family                | \$10.00 |

## **9. Training**

- 9.1 The Club hires courts for training at local schools. Members must respect the training venue's facilities and equipment. Careless or willful damage will result in disciplinary action.
- 9.2 No food is to be taken into any training venue.
- 9.3 Members are to ensure the training venue is left clean and tidy and all drink bottles, training supplies and personal property are packed away or removed.
- 9.4 Members are not permitted to enter training venues outside their allotted training time and teams are not permitted to over-run their scheduled training time.
- 9.5 Training during school holidays or on public holidays is not available and deemed as trespassing by the training venue. If teams require training, the coach or team manager should make alternative arrangements.
- 9.6 Training is compulsory.



## **10. Coaches and Team Managers (Officials)**

- 10.1. Coaches and Team Managers must abide by the Codes of Conduct and Club Rules.
- 10.2 Coaches and Team Managers must register as members on our website.
- 10.3 Coaches and Team Managers must supply a valid Working With Children Check (WWCC) to the Club Registrar and ensure their WWCC details are updated to include Beacy Bandits Basketball Club as a nominated place they volunteer.

## **11. Fundraising**

- 11.1 Our club is a not for profit organisation. Fees cover the essentials such as match fees, training venues, coaching and training supplies and trophies. Fundraising allows the Club to keep fees to a minimum.
- 11.2 It is the expectation of families that they will actively support the club's fundraising activities or pay the fundraising levy, currently set at \$40 per family, per season.