



BeeSports Tournament & Celebration Day

28TH APRIL 2024

BeeSports Spring 2024 Celebration Day is all about BeeSports family coming together to congratulate on the achievements over the Spring 2024 term (Jan 2024 – Apr 2024). As our club's primary goal is to focus on improvements and encouragement, a celebration is no celebration without a competitive game.

This Celebration Day brings 5 venues together and try out the skills learned in a competitive environment. This time we are introducing all girls Under 14s tournament.

Day Format:

Following is summary of the tournament day.

- Check-in at the front desk
- Teams will be announced
- Tournament format will be round-robin and then semi's* & finals.
 - A game is of 6 - 8 mins length
 - Aim is to fit the Team Size as 5 but will be decided on the day & substitutions will be allowed only in exceptional scenario.
- Skills contests in-between games.*
- Celebration time – Trophy & Medals presentation.
- Check-out at the front desk

* Provided time permits or have enough teams.

Time Table:

	Activity	Start Time	End Time
Under 7s	Check-In	09:15	09:30
	Team Announcement	09:30	09:45
	Tournament & Skill Contest*	09:45	10:30
	Celebration	10:30	10:45
Under 11s	Check-In	10:45	10:55
	Team Announcement	10:55	11:10
	Tournament & Skill Contest*	11:10	12:50
	Celebration	12:50	13:00
Under 14s – All Girls	Check-In	13:00	13:05
	Team Announcement	13:05	13:15
	Tournament & Skill Contest*	13:15	13:35
	Celebration	13:35	13:45
Under 14s – All Boys	Check-In	13:45	13:55
	Team Announcement	13:55	14:10
	Tournament & Skill Contest*	14:10	15:30
	Celebration	15:30	15:45

Skill Contests

A player gets opportunity to do atleast one skill contest before the matches and during while resting between games. Skills are:

- Spot Shooting
- Lay-up
- Pivot & shoot
- Free Throw
- 3 pointers

Every participant will receive equal number of opportunities (most likely 7 chances). Of these, top 5 or equivalent will be qualifying for second round.

Second round will decide a winner and 2 runners-up for each of skill.

A player can score 2 points on each chance, 1 point for following correct technique and 1 point for getting basket in.

Tournament Format:

Teams will be playing round-robin matches and pooled in the same group. Only one match against an opponent on group matches. Each win will give 3 ranking points, each draw/tie will give 1 ranking points.

Scenario 1: More than 7 teams

Top 2 from each group – goes to Semi-Finals.

Semi-Final #1 Group 1 – First vs Group 2 - Second

Semi-Final #2 Group 2 – First vs Group 1 – Second

Finals – Winners of Each Semi-Finals

Scenario 2: 6 or less teams

Finals – Top 2 of the group stage.

Only in situations, where we are unable to decide the group positions (first and second), we will try to decide the winner/position by applying one rule at a time (in this exact order)

- Number of 15 point wins for Dunkers and 21 point wins for Champs & Gamers (Golden wins)
- Points difference (baskets scored vs conceded)
- Free throws

* Subject to change, depending on the number of participants.

Team Selection Process (some of, not limited to these):

- Coach Raj will do team selection.
- A team will have squad of minimum 4/5 depending on the number of players.
- Team allocation will happen only after the Check-In
- We will do our best to fit a full team representing a venue, we might end-up with mixed venue teams.
- A team will have a coach allocated – to discuss tactics.
- This system is not perfect so keep that in mind – players been groomed with dynamic team selection during the Saturday sessions.

Basketball Game Instructions

- Games are always 4 - 10 minutes long with a running clock.
- Substitutions will be allowed only on uneven teams scenario.
- Time-outs.
- Warm-up shooting is not allowed before and after each game.
- Pre-Game Player Introductions to start immediately after Team announcements – Players run onto the court when coach calls out Team Name.
- Pre-Game Meeting with Referees/Coaches prior to the start of each game to emphasize rules, & reminder to work together so all players have a good experience.
- Coaches who are not refereeing must stay off the court during the game.
- Clock operator is in charge of time and scoreboard countdowns to keep things on schedule.
- Coaches will be the referees. The intent is for coaches to encourage, teach, and manage the game better as referees than they normally could over on the sideline. Coaches will get a good view of what should be called and how to manage the game.

Game Time:

A game is a maximum of 6 - 8 minutes. Alternatively, a game can finish on Golden Win when a team reaches a score of 15 or 21 points.

Players on the Court:

4v4 OR 5v5

Side Court (max of 8 players per game)

Substitution System:

As we look to offer everyone a chance to play their match, there might be substitution scenario. We will ensure everyone will have even minutes on a match.

Bad Call Rule:

Coaches/players/parents must learn not to argue any referee calls, but instead to use a “bad” call as a learning opportunity for his/her team and to focus on the next play down the court.

Referee Calls:

Our goal is for every player to be developed to reach their potential on and off the court so the calls by the referee/coaches may vary in strictness from player to player but there must be a clear teaching of the right way to do things even if a “travel” or “double dribble” is not called for a specific reason.

Timeouts:

There are no timeouts officially. We offered timeout last time around and it was successful, so we are undecided.

Backcourt Press:

No full-court pressing, guarding, or stealing in the “backcourt” is allowed. Half-court marks on the floor will be used to create a “defensive zone” (defense must wait for their player to enter the zone before guarding them). Loose balls may be picked up by the defense in the backcourt.

One Shot Rule:

The primary goal is for each team to get a minimum of one shot during each possession. While this rule cannot be fully enforced (turnovers, bad passes, etc. will happen), the defensive team can adjust accordingly (especially if the game is somewhat lopsided).

Stealing:

Since many players still have trouble controlling their dribble, allowing stealing off the dribble makes it extremely difficult for a team to get off a shot every possession and usually disrupts the game flow.

Fouls:

If a player receives two (2) fouls in one game, he/she will be taken out of the game for the remainder of the game immediately following the second foul. No other penalty will be assessed.

Upon returning to the next game, the player will start back at zero (0) fouls. If a single player continues to have trouble with constant fouling, further measures may be deemed necessary to help the player understand how to play proper defense (less fouls in a period, sit out longer, etc.).

Free Throws:

Free throws will be awarded when fouled at the time of shooting. There could be situations where a free throw can be awarded by referee.

Switching Directions:

Teams switch directions (baskets) doesn't happen. As we are having only one period for a game.

Defensive Guidelines:

Man-to-Man defense only. Defensive players must stay in the “defensive zone” (half-court) to give the offensive team an opportunity to move the ball closer to the basket before being contested. However, once the ball crosses into the “defensive zone” defenders are permitted to guard outside the zone if offensive players begin moving in and out of the zone.

Offensive Screens/Picks:

Ball Screens/Picks are not allowed so defensive players can guard their designated player at all times (the reason for the wristband system). Off the Ball Screens/Picks are allowed but must be done properly. Most players at this level do not fully understand all that is involved with screens/picks since there are four players involved (screener, person being screened for, both defensive players). Coaches need to call “moving screen” fouls so the players can learn and the offensive is not gaining an advantage.

Keeping Score:

Even though, our primary focus is on player development versus winning/losing. We would nominate someone for a game to keep track of the score.

Lane Violations: Three (3) seconds in the lane will not be called.

Stalling:

There is no specific shot clock, but players may not stall to cause the time to run out on offense. One warning is given for stalling and then it would be an immediate free throw to opponent Captain if stalling occurs again.

Black Hole Players:

Players who are shooting almost every time down the court should be instructed to stop shooting (goal is for all players to have an opportunity to get an occasional shot). If a player continues to shoot, he can be taken out of the game in the middle of the period at the discretion of the Coaches, Referees, and/or League Commissioners.

PARENT/GUARDIAN CODE OF CONDUCT

- **STAY POSITIVE:** At BeeSports we aim for all players, coaches and officials to engage in the game we love in a positive and enjoyable environment. We actively encourage (and expect!) cheering and support for our teams from all spectators, but please refrain from coaching or criticising from the sideline. Focus on your own child's enjoyment and development, other players should not be discussed or compared. Should you wish to raise any concerns then please contact the club office after the session or game.
- **BE PUNCTUAL:** Please make sure players are on time for training and fixtures. We understand (and encourage) our players participation in other interests and activities and juggling these can be very difficult. Thus, if a player will be late or missing a session, the coach should be notified via Phone/email/ text message/Whatsapp as early as possible.
- **COMMUNICATE:** Please respond promptly to communications/notifications, especially via Phone/email/text message/whatsapp. Not responding to a game selection notification can result in your child, or another child, missing out on vital competitive experience.
- **RESPECT THE COACHES:** It is important that our coaches are able to focus on the game/session that they are delivering, so please keep interactions with the coach to a minimum during these times. Furthermore, despite our commitment to player development, playing time cannot be equal for every player. Your coach is more than happy to be contacted during regular office hours via phone/email for any matters that require further discussion. Should you feel your concerns have not been dealt with in a satisfactory manner by the coach then please contact the club office who will direct your concern to either our CVL Coordinator or NBL Coordinator to follow-up.
- **RESPECT THE OFFICIALS AND OPPOSITION:** Set a great example to our young players by respecting the officials and the opposing team and their supporters. Put your energy into supporting the positive aspects of the game and acknowledge perceived 'mistakes' by the officials as necessary learning opportunities for our players in dealing with and overcoming adversity.

SPECTATOR CODE OF CONDUCT

Our aim at BeeSports is for every player, coach, official and supporter to have a safe, exciting and fulfilling basketball experience in any session or event in which BeeSports Basketball is involved. In order to achieve this, we need everyone's help in adhering to the following guidelines:

- We encourage all supporters to cheer on their team as much as possible, but to refrain from booing, jeering or any other negative behaviour towards any team, player, official or fan.
- Accept the referee's calls and judgments. No player or spectator should challenge or argue with the referee or table officials. Any concerns should be communicated to the game commissioner, and will only be accepted from Coaches and Team Managers.
- Promote the positive aspects of our sport and encourage good sportsmanship at all times.
- No spectators are allowed on the court at any time, including time-outs and end of quarters, unless invited by a BeeSports staff member.
- Use correct and proper language at all times when expressing yourself at any competition or event in which BeeSports Basketball is participating.
- Please ensure only clean, indoor footwear is worn in the sports hall where competition is taking place.
- If you are using any camera or recording device please confirm with the head coach/team manager that BOTH teams have given permission. Do not post any images on social media without prior consent from all parties.
- Remember we are guests in our home facility as well as other facilities at which we compete – Treat all equipment with respect and report anyone who is not doing so to a BeeSports staff member or the local officials.
- Refreshments are not available, also, no food or hot drinks are permitted in the sports hall
- Neither BeeSports Basketball nor the facility owners accept responsibility for vehicles or belongings at our sessions/events.

BeeSports Basketball reserves the right to remove anyone from our facility who is not following these guidelines.

Should you have any questions or concerns regarding the behaviour or welfare of anyone involved with BeeSports Basketball, especially children or vulnerable adults, then please contact any of the following:

An adult coach at the session you are attending

- The club office (Raj, 07934854383, info@beesports.uk)
- club welfare officer (Raj, 07934854383, info@beesports.uk)

PLAYER CODE OF CONDUCT

ON THE COURT

- GIVE MAXIMUM EFFORT AT ALL TIMES – An opponent may be able to beat you for skill but should never beat you for effort!
- ENCOURAGE YOUR TEAM MATES BUT DO NOT ALLOW THEM TO GET AWAY WITH POOR PLAY – Be positive at all times but when a player is making a bad decision or a bad play then let them know POLITELY and suggest what they need to do to improve.
- NEVER LEAVE THE BENCH UNLESS INSTRUCTED BY THE COACH – Have your kit/drink ready behind bench.
- ONLY DRINK WATER/SPORTS DRINKS BEFORE & DURING THE GAME – No fizzy drinks or food! Go to the toilet before the game!
- CONCENTRATE ON THE GAME WHEN ON THE BENCH – This is your chance to learn about the other team and prepare yourself for when you go on.
- NEVER ASK THE COACH TO GO ON / MAKE CHANGE – The coach will put you on when he/she feels it is the right time.
- ALWAYS BE AWARE OF THE SCORE & THE GAME CLOCK – this will influence how we play and manage the game
- FOCUS ON YOUR OWN GAME AND YOUR OWN TEAM – Put your energy in to the aspects of the game that you can influence and do not worry about the aspects that you cannot influence. i.e. officials, spectators
- PUT ALL YOUR ENERGY IN TO PLAYING AND CHEERING FOR YOUR TEAM – Never boo, jeer, trash talk, put off or argue with the other team
- THE WAY WE PLAY IS MORE IMPORTANT THAN WINNING OR LOSING – If we are doing our best then the winning should take care of itself
- NEVER ARGUE WITH THE OFFICIALS
- ALWAYS SHAKE HANDS WITH EVERY PLAYER AND OFFICIAL AT THE END OF EACH GAME
- OUR TRAINING SESSIONS SHOULD BE TOUGHER THAN OUR GAMES – we need to push each other so hard in training that we find games easier!

OFF THE COURT

- BE WELL PREPARED FOR ALL TRAINING SESSIONS AND GAMES – be well rested, ensure you consume the correct food/drink prior to and during a session/game, bring the correct kit, know the time/place, organise transport if necessary.
- NOTIFY YOUR COACH OF YOUR AVAILABILITY FOR GAMES & SESSIONS – You have the schedule! We ask that playing BeeSports games takes priority over training for other sports. If you have a clash with another game, it's your decision.
- NOTIFY YOUR COACH IF YOU CANNOT ATTEND TRAINING – give at least 24hrs notice

- MANAGE YOUR PRIORITIES IN THIS ORDER
 - FAMILY
 - SCHOOL
 - SPORT

AND FINALLY, REMEMBER YOU REPRESENT BEESPORTS BASKETBALL ON THE PREMISES EVEN WHEN YOU ARE NOT WEARING THE KIT. THE WAY YOU CARRY YOURSELF AND TREAT OTHERS IN ALL OTHER ASPECTS OF YOUR LIFE WILL REFLECT ON THE CLUB. BE AN AMBASSADOR WE CAN BE PROUD OF!

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