# AFTER SCHOOL BASKETBALL

### IHITEHORSE FRIDAY PREP BOYS & GIRLS TERM 4 2024

## TRAIN & PLAY

Playball will be running Train & Play in Term 4 prior to entering Regular Competition in Term 1 2025.

#### BASKETBAL Where our future stars grow



### The Format for PREP children in Term 4

- A Boys competition and Girls' competition.
- 12 minutes of team training by Playball Coaches.
- Two x 12-minute halves of modified competition (7 to 9 players recommended per team)

#### Train & Play includes

- No scores recorded on the scoreboard and no scoresheet
- Low ring setting of 8.5 feet.
- Start Times at 4:00, 4:45, 5:30 start.
- Modified rules easy on violations. Coach/ Referees explain all decisions to all players.
- Bring a ball Playball will have some spares to borrow on the night if one forgets.

Place/ Times: Aqualink Box Hill, Sportlink & Local School Stadiums. Rotate b/w: 4:00, 4:45, 5:30PM.

**Season:** Term 4: Friday 11-October to 29-November 2024 (8 weeks).

**Awards:** End of Term 4 - Participation Ribbon. All Teams enter regular competition from Term 1 or 2 2025.

**Team Manager:** Required by all teams. Note: Working with Children Checks are required by all Team Managers (and Coaches) who are 18 years or over. They are free to obtain online.

Term 4: \$875.00 per team, 8-week Term. Byes refunded at \$80.00. No Door-Entry or Team-Sheet fees apply. Basketball Vic. Term 4 Player Registration & Insurance: \$5.00 per player - paid by parent via Play-HQ.

Closing date for new teams: Wednesday 18-September 2024. Team Invoice to be paid by 30-October 2024.

Please check school diaries for scho	<u>ool functions</u> that may requ	ire your team to requ	iest a BYE.		
Team Name:	<i>School:</i>	Bye date	<b>&amp; reason:</b>		¥
Notes/Requests					
cor	APLETE & RETURN BY WEDNE	SDAY 18-SEPTEMBER 2	024		
Coach & Manager	ADDRESS	S SUBURB	P.Code	PHONE NO'S	
Team Manager:				Mobile:	
Email:					
W.W Children No.:					

PLAYERS NAME	GENDER M / F	YEAR AT SCHOOL 2024
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		

