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GRADING

Fixturing for the Summer 2016/17 season has begun, following is some information on how the grading process works.

Due to our sheer size we are capable of finding the right level for your playing needs in a varied and exciting competition.

The Grading Process

1. Players allocated to teams (Club level)
2. Clubs estimate (based on skill set of players) as to which initial grade the team will start in. For example, **PK1** is entered in C3 and is the 17th team.

Club grade entries									
A/AR	B1	B2	B3	C1	C2	C3	D1	D2	D3
KN1	BT1	BT3	WR1	BT4	MC1	PK1	BWN2	IVE2	KN3
E1	BT2	BWN1		KN2			CW2	PK2	PK3
	CW1	NV1		D1			IVE1		WR3
	E2			E3			E5		
				E4			E6		
							E7		
							WR2		

3. The Grading Chair will then distribute the teams to allow appropriate numbers of teams per grade for the grading rounds. Please note that **PK1** is now entered into B1 but is **still** the 17th team.

We cannot have a grade with just one team in it so we have to push everyone up. If you just looked at the grade, you would assume PK1 had jumped 5 grades however they are in the exact same spot.



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Suggested Grade			
A/AR	B1	C1	D1
KN1	BT4	BWN2	IVE2
E1	KN2	CW2	PK2
BT1	D1	IVE1	KN3
BT2	E3	E5	PK3
CW1	E4	E6	WR3
E2	MC1	WR2	E7
BT3	PK1		
BWN1			
NV1			
WR1			

The first 6 rounds of the season are grading rounds. After each round, the teams will be adjusted according to results. Some teams may move up, down or stay exactly where they are.

For example: PK1 may beat MC1 by 15 points which you would assume means PK1 move up however you have to take into consideration the fact that in other rounds MC1 lost to E3 by 20 points yet only beat PK1 by 2pts. With this information it is not PK1 who needs to move up rather MC1 that needs to move down.

After round 6 each team will be placed into their final grade for the season.

GRAND FINAL MOST DETERMINED PLAYERS:

At the end of each Grand Final, a most determined medal is presented. This is given to the player the referees thought gave just that little bit extra during the game. The great thing about this award is that it doesn't always mean that the player who scores the most points will be deemed the most determined.

The link below will direct you to our website for full list of most determined players for all grand finals. If you know whose name should be in the missing fields, please send us a message via our Facebook page and we will update is right away.

http://websites.sportstg.com/assoc_page.cgi?client=1-4593-0-0-0&SID=328401&&news_task=DETAIL&articleID=48182783

IMPORTANT DATES:

Saturday October 8, 2016: Round 1.

Saturday October 29, 2016: No game – Melbourne Cup Long Weekend.

Saturday December 17, 2016: Last game of the year.



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FEATURE TEAM: ELTHAM 13, UNDER 9 BOYS



Last Season's Grade: BC

Players: Will Kent, Harry Prior, Luca Bongornio, Diesel Gale, Tom Clarke, Tom Mair, Timothy Moar and Tanner Wilson

About the Team: U9 E13 played in BC grade for the 2016 winter season. They started grading games in CB and won each of these games and ended up in a much higher grade than they originally thought. One of their players is only six years old and a few of the other boys are 7 - they did really well to finish in a high grade.

In the last few games of the season the boys were beaten quite easily by Banyule 1 and Ivanhoe 2 who were much bigger and stronger. By the end of the season Banyule 1 finished on top of the ladder, Ivanhoe 2 finished second, and Eltham E13 team finished 3rd.

The boys worked really hard throughout the season and even attended extra training sessions on Sundays. They were able to take on different roles that they were given and followed instructions about what they needed to do in the games.

In the finals they came up against both of the teams that had beaten them in the regular season, and finished higher than them on the ladder. They played together as a team and put the things into place that they had been working on throughout the season. They never gave up and kept trying until the very end. Seeing the boys work so well as a team and put the skills they learned in practise into play during the grand final was definitely a highlight for the team.

It was wonderful to see the boys learn new skills, progress, and play so well as a team.

They were really lucky to be team of the week and be involved in the Youth Men League Final throughout the season. It was a fantastic experience for the boys and a great team building exercise.

The boys have formed some great friendships that they will continue outside of basketball.

Well done boys on an amazing season!

If you would like your team to feature in this newsletter please send a team photo along with information on the team, including best moment, funniest memory and information on their current season to your Club representative.



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COACHES CORNER: Footwork

Teaching footwork is an integral part to the development of any player. If you look at the best players in the world, they all have outstanding footwork. One player in particular in my opinion how had some of the best footwork I have ever come across is Kobe Bryant. He was able to do what he could on the court because of his exemplary footwork.

This skill is something that needs to be taught from a child's very first training session as all aspects of the game are based on the players' ability to move up, down and laterally around the court. The key to becoming a good basketball player all begins with the feet.

There are countless ways to teach basic footwork drills to children, following is a nice easy one to get the kids started with. As always, for more drills click on the below link to go to my favourite coaching website:

<http://www.coachesclipboard.net/FootworkDrill.html>

4-Corners Footwork Drill

It starts with 4 lines, a ball at the front of each line. The 4 lines begin in 4 corners of a square, about 7 metres apart facing each other, the distance the corners are from one another can be changed depending on the skill level and age group.

On the whistle, all 4 lines speed dribble toward each other with a target in the middle of the square. All 4 players jump-stop about 1 metre before they collide (forming a small circle) and reverse pivot to face the line to their right or left (decided prior to whistle), and make a chest pass (or whatever pass has been decided on) to the person at the front of the line. Passers go to line they passed to and next 4 players go as soon as they receive the ball.

Timing is important so that all 4 lines are passing, jump-stopping, and beginning at the same time. When this drill is running smoothly it looks like a dance but and when the timing is bad, it looks like chaos. After 20 passes or so, call switch and they pivot/pass the opposite direction. This drill is good for teaching the jump-stop and reverse pivot and it makes them think a little bit too.

Teaching Points:

- The jump-stop (also known as a quick stop) is not a long, large jump in the air. As players pick up their dribble, you want them to lift their feet off the ground only a few centimetres to ensure they can stop as quickly as possible.
- Players should land from the jump stop in a good low stance having feet shoulder width apart, knees bent and the basketball in two hands.
- The pivot (whether it is a forward or reverse one) should be quick. Players should remain in a good low stand while performing the pivot and it is important that the pivot is made in one smooth movement.



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BASKETBALL TRIVIA:

Last issue we asked you how do you commit a travelling violation in wheelchair basketball?

The Answer is C. Pushing more than twice before bouncing the ball. If a player can cover the whole distance of the court by only pushing their wheels twice then they have no need to bounce the basketball, if they wish to push a third time, then they need to bounce the ball at least once.

This edition's question is AFL related (of course!)

Which of the following players in this year's AFL Grand Final has some from a semi-elite basketball background?

- A: Buddy Franklin
- B: Marcus Bontempelli
- C: Jake Stringer
- D: Josh Kennedy

The answer will be published in our next edition, remember no Internet/Google allowed!

REF'S RULE! – Block or Charge?

One of the more challenging calls for a referee to make is when two players from opposing teams collide, who does the foul get called on? There are a number of guidelines that referees are given on this rule, following are the more significant ones.

- Anticipate the play (not the Call). Think ahead as to what could possibly happen next. Be prepared.
- Think what the offensive player is trying to accomplish while observing what the defence is doing. Keep good vision on both offensive and defensive players, but referee the defence ("referee the defence, think like the offence").
- See the whole play from the beginning, with as wide an angle as possible. The closer to the action the more difficult it is judge.
- Establish quickly if a defender has established a legal guarding position (i.e. first to the position, feet on the floor, and initially facing the opponent).
- Note the point of contact (leg or chest etc). If contact is on torso (chest), it is a good indication who got the position first.
- Protect the rights of the airborne player. If it is close with a player in the air, call a block.
- Make sure that the contact has resulted in a player being put at a disadvantage (moved them from a legally established position) and do not be influenced by the dramatics of the players.