

Team Manager Information: Bellarine Competition

(Updated April 05, 2026)

Welcome, Team Managers! Your role is important, but your responsibilities are straightforward. This guide will help you get started.

Your Core Responsibilities

The Team Manager primarily acts as the link between the club, the parents, and the association. Your main tasks are:

1. **Communication:** Maintain a **team chat group** on GAMBIT to share key info with parents.
2. **Game Fees: Manage payments** from parents to cover the weekly game fees.
3. **Scoring Roster:** Set up and maintain a **roster** to share scoring duties equally among families.


There are no strict rules on *how* you complete these tasks—simply do what works best for your team!

Key Information and Resources

Rules and Manuals

Please review the following documents as they contain important updates:

- **BPBA Domestic Competition Handbook (Winter 26):** Contains all venue, grading, fee, and finals information.

 [BPBA Competitions Manual Winter 26](#)

- **BPBA By-Laws (Updated Dec 2025):** Includes recent changes to **Fill-In Rules, Age Group-Specific Rules, and Rep Point Rules.**

[By-laws \(Updated December 2025\)](#)

Communication Guidelines

Communication Type	Method	Purpose
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Team	GAMBIT Group Chat	Share game times, scoring duties, player absences, and training reminders.
Club (Team Managers)	GAMBIT Team Manager Group Chat	You will be invited here to receive information from club administrators and ask questions to the community.
Club (General)	Website	Check the FAQ and Resources tabs first for answers to many common questions:
Club (General)	GAMBIT Noticeboard	All Club Announcements - ensure you and your team follow this noticeboard for information
Association (BPBA)	Via the Club Only	DO NOT contact the Bellarine Basketball Association (BPBA) directly. Email any concerns or feedback to: info@oceangrovebreakers.com.au

Information on signing up to Gambit can be found here - [Gambit Profile Set Up](#)

We also encourage all parents to follow our social media accounts for general updates: [Website](#) / [Facebook](#) / [Instagram](#).

Game Day Payments

Game fees are paid **per team, per round** to the Bellarine Peninsula Basketball Association (BPBA).

Game fees are a team responsibility and are divided equally between all team members every week. If you miss a game for holidays or illness, the game fee is still to be paid. The only exception is long term injury (exceeding 4 weeks) In this instance, after the 4th week, the injured player does not pay until they return to the court

- **Juniors:** \$78 per team
- **Seniors:** \$88 per team

Payment Methods (On the Day):

- Payment is made at the stadium via **EFTPOS only (No Cash)**.
- Payments can also be made in advance via **TeamPay**.
- Fees are **required for forfeits**, but **not required for byes**.

Common Methods for Collecting Funds:

- **TeamPay:** Use this online platform to collect, manage, and make team payments.

- **Direct Deposit:** Collect money via bank transfer and pay the full fee using EFTPOS on game day.
- **Cash:** Collect cash from parents on the day and pay via EFTPOS.
- **Roster:** Create a roster where families take turns paying the full game fee.

Forfeit/Walkover Fines (Must be paid on TeamPay)	Notice Given	Fine
Junior Games	More than 24 hours	\$78
Junior Games	Less than 24 hours	\$156
Senior Games	More than 24 hours	\$88
Senior Games	Less than 24 hours	\$176

TeamPay

Teampay is replacing Teammo as the association's online payment platform. This is an app that allows you to collect game payments and seamlessly pay for game fees, removing the need to manage cash/transfers with your team members.


Note: All Forfeits will need to be paid via Teampay so you will need to set this up.

Please find below the user guide and the list of team codes. You will need to set yourself up and then share the information with your team.

User Guide:

<https://drive.google.com/file/d/11C9TLnZ6fHg9kAEp9ggr0o8YFHv7xMMw/view?usp=sharing>

TeamPay Team List:

 OGB Team Pay Codes Winter 26.xlsx

Fixtures, Ladders, and Grading

You can find your team's fixtures and ladders in the following locations:

- **Club Website:** Click on "**Fixtures**" near the top of the webpage: <https://www.oceangrovebreakers.club.com.au>
- **My Hoops App:** This app, powered by PlayHQ, is a great mobile option: [My Hoops App | Powered by PlayHQ](#)

The first three or four rounds of the Winter season are **grading games**. Fixtures will be released **weekly** during this period to allow for adjustments. This ensures teams are placed in appropriate divisions for evenly matched games.

The last two rounds of the seasons are U12's and up are finals for the top four teams on each ladder.

Semi Finals - Team 1 v Team 4 and Team 2 v Team 3 with the winners progressing to the Grand Final in the last week of the season.

U10's do not play finals, instead there is a round robin match in the last week of the season, followed by a medal presentation.

Playing Numbers

On your first game please check the ipad to see if the player numbers are correct. Any updates or missing numbers please email the club on info@oceangrovebreakers.com.au

Scoring Duties

Every team must provide **one scorer** for each game to keep time and record points/fouls.

- This is typically a parent or carer. Please use your roster to **share this duty equally**.
 - While it may feel daunting initially, support is usually available from referees, coaches, and other parents. You will get the hang of it quickly!
 - Rule sheets are usually available at the scorers' bench, as rules can vary between age groups.
 - [PHQ_Electronic_Scoring_Guide \(1\)](#)
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Fill-In Players

If your team is short due to sickness or holidays, you can utilize players from other club teams to **minimize forfeits**.

- **How to find a player:** Post your game details (time/location) in the **Team Manager Group Chat**.
- **Maximum Players:** When using fill-ins, your roster cannot exceed **7 players**.
- **Consequence:** **Failure to comply with these rules will result in a forfeit.**

Criteria for Fill-In Players:

Requirement	Details
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Registration	Must be a registered player with our club and the association. Bellarine players for Bellarine fill-ins and Geelong registered players for Geelong.
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Division	Must come from a lower division . (e.g., If your team is Div 4, the fill-in must be from Div 5 or lower). They cannot come from the same or a higher division.
Age Group	Can also come from a lower age group . (e.g., An U14 Div 6 team can use an U12 player).
External Players	CANNOT use fill-in players from other clubs or independent teams.

More Questions?

Please visit our [FAQ | Ocean Grove Breakers Basketball Club](#) for any further questions,

Check the Resources page on the website - [Resources | Ocean Grove Breakers Basketball Club](#)

or ask the Team Manager community in the **OG Breakers Team Managers chat on GAMBIT**.

Go Breakers!!!