



**JUNIOR, SENIOR  
AND MIDWEEK DAYTIME LADIES**

**DOMESTIC COMPETITIONS**

**BY-LAWS**

**The Southern Basketball Association Incorporated**

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The following by-laws (which are to be read in conjunction with FIBA rules and Basketball Victoria's interpretation) become effective from the commencement of the Domestic Winter Season 2017 and apply to all teams competing in domestic competition conducted by the Association.

**a) Definitions**

In these by laws:

"Club" includes a single team club.

"Junior player" means a player eligible to play in the junior competition up to and including under 18's.

"Representative Player" means a player currently playing in the Victorian Junior Basketball League Competition [VJBL] conducted by Basketball Victoria on a Friday evening.

"Senior competition" means open age competition including mixed competition.

"Score Sheet" means the tablet located on the score bench.

"Computer Screen" means the tablet located on the score bench.

**b) Variation**

The Rules may be amended by the Board as it sees fit in accordance with the following provisions.

- I. The Board may change these rules from time to time by:
  - i. Amending something in these rules; or
  - ii. Deleting something in these rules or adding something to them; or
  - iii. Revoking these rules and adopting new rules in their place.
- II. Notwithstanding (I), any Club may request the Board to consider an amendment to the Rules provided that such a request is made in writing, is accompanied by a supporting document which clearly states the grounds for the requested amendment.
- III. These Rules constitute a contract between each Club and the SBA. Accordingly, each Club is required to comply in all respects with these Rules

**c) Items Not Provided For**

Any matter not covered by the scope of these Rules, provided it comes within the objects of the Competition shall be dealt with by the Board.

**d) Team/Club Eligibility to Play**

A Club or individual team will not be eligible to register for a new season of competition until all outstanding payments have been made to the Association. All payments due must be made to the Association by 5.00pm the Friday prior to the closing of registrations for the new season. Should a team have registered for the new season with payments outstanding, the Association reserves the right to withdraw the team from competition and hold any registration money paid until all outstanding payments have been made. The Association also reserves the right to reinstate such registration once full payment has been made.

The SBA individual player registration fee will need to be paid when a player registers their details online for the coming season. The fee is payable by each player in the team for both Winter and Summer seasons. A player filling in for one game only may have the fee waived but if any additional games are to be played by the same player, then that player is required to register their details online and pay the individual registration fee.

#### **For Senior Teams**

To register for a new season the following payments must be made in full prior to registration:

- Prior Season's Registration
- Prior Season's scoresheet payments
- Prior Season's forfeit payments
- Prior Season's finals payments

Any other amounts outstanding and due from season[s] prior.

If full payment has not been made then a team is considered not eligible to register. Existing teams will be given a one week early entry period to enter their teams before registration is opened up to new teams. Existing teams need to register in the grace period offered into their existing grade and competition on a first in, first served basis.

#### **For Junior Teams/Clubs Invoiced by Season**

To register for a new season the following payments must be made in full prior to registration:-

- Prior Season's Registration
- Prior Season's scoresheet payments
- Prior Season's forfeit payments incurred
- Prior Season's finals payments.

Any other amounts outstanding and due from season[s] prior.

If full payment has not been made then a Club/team is considered not eligible to register.

#### **All Team Entries**

Applications by clubs and independent teams to enter the domestic competition are to be lodged online using the Sports TG system by the due date, as advised by the Association. Details of the teams, age groups, grades and gender should be lodged with the system online by the due date.

The Association is not bound to accept applications. It may reject applications in respect of individuals, teams or clubs or impose limitations on the number of teams or other conditions as it sees fit. Where applications for a team/teams are not accepted, the prescribed fees will be returned/cancelled/credited to the team account.

Any team withdrawing after the fixtures have been created will incur a withdrawal penalty (refer Penalties 16).

#### **e) Late Entries**

Late entries for Junior & Senior Competitions will only be accepted up until round three and those teams/clubs will be charged a late entry fee of \$20.00. Teams will only be accepted if there is capacity within the fixture to accommodate late entries.

## **Age Limits**

- 1.1. Age limits for competitions shall be specified by the Association.
- 1.2. For junior competition, the criteria for eligibility is as follows:

Summer and Winter Seasons – a player must be under the age stated in the relative age group by the 31st December in the year of the completion of that season.

To be eligible to participate in SBA Junior Domestic Competition players must have turned 7 years of age by midnight 31<sup>st</sup> December in the year in which the season finishes.
- 1.3. Over 35 Senior competition players must have already attained the age of 35 years from the date of the first round of the season to be eligible to play.
- 1.4. For the male 20 and under competition you cannot turn 21 during the year the competition concludes.
- 1.5. Proof of date of birth may be required for all competitions.

## **2. Grading**

- 2.1. Once grading has commenced no players may change teams without prior approval from Grading Secretary and Administration.
- 2.2. Within each age group, the competition is divided into grades. Teams will be nominated into specific grades by their clubs/managers at the time of team entry. In conjunction with the Association, grading secretaries will evaluate all team entries and allocate teams to grades during the grading phase. Teams are graded based on their ability to compete in that grade.
- 2.3. If a team has qualified for finals in the previous season they must be registered in a higher grade for the following season.
- 2.4. Grades will usually range from A, B, C & D etc with the most skilled teams placed in A grade and the least skilled in the lower grades to promote competitiveness.
- 2.5. Wherever possible, grades during the grading phase will consist of eight (8) teams of similar skill level, allowing those teams to play each other.
- 2.6. Grading of junior teams within each age group will be completed by the end of the fourth week in each season. Any later re-grading must be approved by the Committee of Management.
- 2.7. Re-grading of teams, both up and down, may occur at any stage of the season prior to the season's mid-point. Whilst it is hoped that most re-grading occurs by week 4, it is recognized that re-grading may be necessary at a later time.
- 2.8. Once Grading has concluded all Teams revert to 0 points and 0 PP%.
- 2.9. Where teams finish level on points ratio at the end of the season, ladder positions will be determined by head to head results. If teams are still level, ladder head to head positions will be determined by percentage.
- 2.10. Requests for teams to be moved to a different grade can be made but may only be approved by the Committee of Management in extraordinary circumstances.

## **3. Restrictions on Representative Players**

- 3.1. As a part of playing for Sabres Representative Basketball it is important that all players show a commitment to the Domestic program, as such all girls and boys that play Sabres representative basketball must be registered and play on a regular basis for a domestic

club or team in the SBA Junior Domestic Competition (in both Summer & Winter Seasons). Regular commitment would be seen as playing enough games during a season to enable that player to qualify for the domestic finals of that age group.

- 3.2. Any request for variation of this rule must be applied for in writing. An “Exemption Request” form is available from the SBA website. This completed form must be returned either as a hard copy or electronic to the Customer Relations Manager for consideration by the Sabres Junior Sub-Committee.
- 3.3. All Players must continue to participate in the domestic competition until formally advised if the exemption has been approved. Players undertaking basketball at State Level or Australian Level, certain medical grounds with proper medical certificates & reports, would be some of the grounds that the exemptions would be considered. Training squads do not necessarily qualify for exemptions. These exemptions MUST be reapplied for each Domestic Season, they are not based on a Representative Season.
- 3.4. Any player that misses participation in SBA Junior Domestic scheduled games whilst representing their State in National Junior Championships, or Australia on official national duties at national camps or playing for Australia shall have those games missed due to participation, included in the calculations for Domestic finals eligibility. The player must have played a minimum of four (4) games for that club to be eligible to have the missed games included in the calculations for Domestic finals eligibility. Application in writing to the Administration Office at least 14 days prior to the start of the finals stating the details of games missed must be included.
- 3.5. The following restrictions will be placed on representative players that participate in the junior domestic competitions in under 12, under 14 and under 16 age groups. The intentions of these restrictions are to:
  - a. better facilitate the participation of non-representative players into the domestic competition
  - b. Spread the representative players across more domestic teams
  - c. Make the competition more even.
- 3.6. The Registration Form will require teams to declare all players that are currently playing representative basketball (Friday nights), the association they play with, and the competition division in which they play. Examples of representative clubs locally are: Southern Peninsula ‘Sharks’, Mornington ‘Breakers’, Cranbourne ‘Comets’, Frankston ‘Blues’, Chelsea ‘Gulls’, Keysborough ‘Cougars’, Dandenong ‘Rangers’, McKinnon ‘Lakers’, Waverley ‘Falcons’, Melbourne ‘Tigers’ and Sandringham ‘Sabres’. Players will be assigned a ‘points value’ based on the team in which they play. The team’s ‘points value’ will be the sum of all players’ ‘points value’ for that team.
- 3.7. Teams will be allocated a maximum ‘points value’ of:
  - a. 14 points for Domestic Winter and Summer competition
  - b. There are not to be more than 2 Representative players with a point value of 4 points per team.
  - c. All current Representative Players that play VC, Metro 1-3 must play A Grade, all Metro 4 and Regional 1 must play A or B Grade. Allowances will be available for those playing in low regional grades but the preference is that they do not play lower than B Grade.
- 3.8. Points for Sabres or Non Sabres Representative players will be allocated as follows:

- a. Representative Players Points for Under 14s & 16s
  - I. Vic Championship – 4 Points
  - II. Metro 1 & 2 – 3 Points
  - III. Metro 3 & 4 – 2 Points
  - IV. Regional – 1 Point
- b. Representative Player Points for Under 12s
  - V. Victorian Championship - 4 Points
  - VI. Metro 1 - 3 Points
  - VII. Metro 2 - 2 Points
  - VIII. Regional - 1 Point

Note: The points system for certain age groups may vary from Rep season to Rep season as the VJBL trials and changes the grading of that particular age group as the competition expands, it will still be based on that the Top 20 teams in the competition will be allocated 4 points per player, the next 20 teams will be allocated 3 points, then the next 20 teams 2 points and every team after that 1 point.

Bottom age Representative Players will be allocated 1/2 points when moving up an age group in their first Summer Season for that age group, e.g. a VC player moving up from under 12 VC to U14's will be allocated 2 points, and a Met 3 player moving from U/14 to U/16 will be allocated 1 point. This By-Law is for all Representative Players

- 3.9. Any player who plays in a Domestic Competition must first play in their own age group before playing in a higher age group. If a player chooses to play a second domestic game in a higher age group than their Representative Competition, they will have their points allocation halved. For example, if a player plays Under 12 in Representative Basketball in Metro 1 (normal allocation of 3 points), but plays in the Under 14 Domestic Competition, he will be allocated a value of 1.5 points for that domestic team.
- 3.10. For Representative players no longer playing Representative basketball but continuing to play in Under 12, Under 14 and Under 16 age groups in the junior domestic competition, a player will have half points allocated for the first two seasons of domestic basketball (i.e. both summer and winter seasons) directly following their retirement. There will be no points allocated after this. For example in 2013 Lisa has been playing in a third team in Under 14 representative basketball and has had 2 points allocated when playing in the junior domestic competition. Lisa stopped playing representative basketball at the end of the 2013 season and is registered to play in the junior domestic Competition for Summer Season 2013/2014. Lisa will have 1 point allocated in this season and the following winter season and then no points will be allocated after this.
- 3.11. This rule does not apply to players who have been cut from the representative program. Players will only be entitled to have the half points rule allocated on one occasion (i.e if the player is playing an additional game in a higher age group, then the points will stand as halved only – not quartered).

#### **4. Playing Up/Second Game/Multiple Teams**

- 4.1. A junior player MUST play in their designated age group before playing in a higher age group.
- 4.2. A junior player who has turned 15 years of age may play in junior competitions more than one age group above the player's age with the written consent of their parent or guardian

i.e. an U16 player can play in the U20 competition. A player 14 years of age and under may only play up one age group. For the purpose of this Rule Under 9s are treated the same as Under 10s. Eg Under 9s can play in the Under 12 competition.

- 4.3. No junior player may play more than two (2) junior competition games in any one week except where Bylaw 4.5 applies.
- 4.4. A junior player may play in only one grade of an age group in the junior competition in any one round, unless Bylaw 4.5 applies. For the Under 9 competition, full court is recognized as a higher grade to modified. (Full court players are not permitted to play modified.)
- 4.5. A junior player may play up to three (3) games a season in a higher grade of the same age group in junior competition. Once a player plays a fourth game in the higher grade, they are no longer an eligible player in the lower graded team. Junior players are not permitted to play in a Grade lower than the team they are registered to play in.
- 4.6. An emergency / fill in player may play for a team as long as the addition of said player does not mean that the team exceeds the total representative points allocated for the team (14 points for winter season, 14 points for summer season). An emergency player's representative points may not take the place of an existing player's points if the existing player is not playing – the existing player's points are in place for the season regardless if they play or not. The exception to this rule is if the existing representative player has a long term injury. In this case the team may apply to replace that player with another representative player, providing that proof of the injury is supplied to the club and on the understanding that the injured player may not return to the team for the rest of that season and providing the new player's points do not exceed the limit. A junior player may not play in a lower grade if they are already playing in a higher grade.
- 4.7. An Emergency / Fill In Player is only allowed to play one game. Prior to playing a second game the player must be registered with the Association. Failure to register will result in a forfeit for the offending team.
- 4.8. An eligible junior player under the age of 16 years wishing to play in senior domestic competition must have completed (by their parents/guardian) a "Domestic Competition Underage Players Policy and Indemnification" form. This form is available on the website. It must be completed and signed by the SBA Domestic Representative to the Committee of Management before a player can commence playing in the senior domestic competition. The Domestic Representative will confirm sign-off advice with the parent/guardian.

## **5. New Player Registration**

- 5.1. A new player may be added to the list of players registered for a team after the commencement of each season. Before the start of the new player's (other than a onetime emergency) first game with the team the new player needs to register their details online. The player's name will then be automatically added to the tablet scoring system.

A player must not take the court and play under another player's name. This will incur a forfeit for the team and the player will not have this game added to their qualifications to play finals.

## **6. Clearance for Junior Player**

- 6.1. A clearance is required for a junior player to change from one club to another club unless that player has not played any games for at least one (1) clear season.

- 6.2. Any Junior player transferring from one Club to another is required to complete and lodge the prescribed Sports TG Online Transfer Request. All clearances must be finalised prior to the commencement of the Grading Period.
- 6.3. Clearance Requests lodge after the conclusion of Grading must have approval from both Clubs and Administration.
- 6.4. If a player leaves the domestic team within the grading period then the team may seek approval from Administration to have that player replaced with another representative player so long as the points limit is not exceeded.
- 6.5. A forfeit will be applied to any Junior team who allows a player to play without first obtaining a clearance under By Law 6.2.
- 6.6. A club may refuse a clearance for a player who is nonfinancial with that club. There are no other grounds for refusal to clear. The current club has 10 days to action the application for clearance in writing. If no action has been taken within 10 days, the clearance becomes automatic.

## **7. Timing**

- 7.1. The game will consist of two halves of twenty minutes (unless the Heat Policy is invoked).
- 7.2. Half time break is two minutes for Juniors, U/20s, U/23s and Mixed and one minute for Seniors.
- 7.3. If, after ten minutes has elapsed from the scheduled start of the game, a team fails to take the court, the other team is awarded a win by forfeit and a “20-0 walkover” is applied.

## **8. Commencement of Play**

- 8.1. Each team must have a minimum of four players on court at the commencement of play.
- 8.2. For the Mixed Competition, a minimum of four players are required to start the game, with no more than three players of any one gender on the court at any time – see by-law 20.1.

## **9. Scoring**

- 9.1. Each team is responsible for correctly entering players and their correct numbers into the tablet located at the score bench prior to the commencement of the game.
- 9.2. Each team must provide one scorer, 14 years of age or above, prior to the game commencing. A team without a scorer will incur a 10 point penalty to be applied no later than half time. Alternatively, the team can sit one of their players off to score, playing with 4 people on the court in order to avoid the 10 point penalty. This player can be substituted, the player who takes the substitutes place then becomes the scorer. Referees must not score for a team without a scorer.
- 9.3. At half time the referee must check the tablet and delete the name of any player who is not in attendance. A player who arrives after the start of the second half may have his or her name and number added to the tablet and may take the court after obtaining permission from the referee.
- 9.4. Scoring queries must be raised with the referee during the course of play by the team representative.
- 9.5. If there is a conflict between the score on the scoreboard and the tablet then the tablet score will take precedence.
- 9.6. During the game a scorer is a game official and must act impartially.

- 9.7. Scorers and referees may not leave the score bench until the final score is checked, agreed upon and finalized in the tablet system.
- 9.8. In the Daytime Ladies Competition only, scorers will be required to score for either games prior to or after their own fixtured game depending on the number of teams in the competition (i.e. in an 8 or 9 team competition 1st and 2nd game score for each other and 3rd and 4th game score for each other).

#### **10. Time Outs/Substitutions/Time in the Key**

- 10.1. Each team may have two time-outs per half, each of one minute duration. The clock does not stop during these time-outs. In finals, the clock will stop for time outs.
- 10.2. For all junior age groups, a time-out is NOT allowed in the last 3 minutes of the first half. Time outs are also NOT allowed in the last 3 minutes of the second half. Substitutions are NOT allowed in the last 3 minutes of the second half unless a player is injured or has five (5) fouls. In finals, the clock will stop for fouls and time outs in the last 3 minutes of the second half.
- 10.3. In senior competition, a time out is NOT allowed in the last 3 minutes of the first half and time outs and substitutions are NOT allowed in the last 3 minutes of the second half.
- 10.4. For junior age groups up to and including Under 12, the time limit in the key for any member of the offensive team is five seconds. For all other age groups the time limit in the key for any member of the offensive team is three seconds.
- 10.5. In senior competition, only if the score is within ten (10) points during the last three minutes of the second half, then the clock will stop for time outs and fouls only.

#### **11. Balls and Ball Size**

- 11.1. For all Junior, U/20, U/23 & Mixed Domestic competitions, NO balls are to be brought into the stadium at any time. Two balls will be provided for warm up for each court by the referees which must be returned to the referees. The clock will run but the game will not commence until this has occurred.
- 11.2. For Under 9 Modified Competition, a size five (5) ball is to be used
- 11.3. For junior male competition, up to and including Under 14 and all junior female competition, a size six (6) ball is to be used.
- 11.4. For senior women's competition, a size six (6) ball is to be used.
- 11.5. For junior male competition Under 16 and over and for all senior male competition, a size seven (7) ball is to be used.

#### **12. Injuries**

- 12.1. A bleeding player must leave the court immediately and may not resume playing until the bleeding has stopped. Blood must be removed from the player, uniform and court before the player can resume playing. A blood kit is stored in the referee's room during competition. The kit should be used only with dealing with spilt blood on the floor or benches and should only be used by referees or supervisor.
- 12.2. Each team is responsible for attending to his or her own injured player. If an ambulance is required either the player or a team representative must accept responsibility for payment of ambulance fees.
- 12.3. All fingernails must be trimmed to avoid injury to other players. Tape or appropriate

gloves may be used instead of cutting nails. Spot checks can be called at any time by the referees and players not in compliance may be asked to leave the court.

- 12.4. With the exception of wedding bands, all jewelry, watches, necklaces, earrings, hair accessories and rings must be removed or taped so as to prevent injury. Hair with braids and beading must be secured properly so as not to injure another player. Players not in compliance may be asked to leave the court.

### 13. Competition Points/Eligibility for Finals/Finals

- 13.1. Competition points are rewarded as follows:

Win	3 points
Draw	2 points
Loss	1 point
Bye	0 points

Forfeit/Walkover given 0 points. Forfeit received team to receive 3 points

- 13.2. Ladder positions will be determined by points percentage (PP%). The PP% is calculated by the points your team has been awarded divided by games played. i.e if your team has played 10 games, won 7 and lost 3, with a win as 3 points, a forfeit received as 3 points, 2 for draw, a loss as 1 point and 0 for a forfeit given, the total points you have scored is 24 divided by the amount of games played your actual score is 2.4, so your PP% is 2.4, the maximum PP% possible is 3. The ladder displays a forfeit received as a game won and also displays the forfeit received but the points are only calculated once. If teams are equal on Points Percentage (PP%), positions will be determined by head to head results

- 13.3. A player must play in seven (7) of the fixtured games to be eligible to play in finals. Byes do not count as games played. In exceptional circumstances a player may be granted dispensation from this by-law. Dispensation can be sought by applying in writing to the Association detailing the reason/s why dispensation should be granted at least 10 days prior to finals commencing.

- 13.4. A team with insufficient qualified players to compete in the finals forfeits its place. When a team has received a forfeit this will count as a game played to qualify for the finals

- 13.5. If a Team forfeits a semi-final, then their place will be taken by the highest placed team that did not qualify for finals. If a team forfeits the Grand Final, the team the forfeiting team played in the semi-final will be asked to take their place.

- 13.6. The finals series is elimination format.

First Semi-Final	1 v 4
Second Semi-Final	2 v 3
Winners play off in the	Grand Final.

If the Grades are combined as A/A Reserve grade

Third Semi – Final	5 v 8
Fourth Semi – Final	6 v 7

Winners of first and second semis play off in the Grand Final for A Grade and winners of

third and fourth semis play in the A reserve final.

- 13.7. An injured player who is present at a game, seated on the team bench and recorded on the tablet shall be treated as having played in the game for finals qualifications even though the player does not take the court. The onus is on the player to bring his/her presence to the attention of the referee. Medical evidence will be required to be submitted to the Association.
- 13.8. Medical Certificates may be accepted as evidence of injury/illness and can be used to exempt a player from the usual qualification criteria as long as the medical certificate is submitted to the Association within 14 days of the diagnosis. Medical certificates are accepted up to and including the last round of the competition. For female competition, confinement due to pregnancy does constitute exceptional circumstances.
- 13.9. The Daytime Ladies and Over-35s competitions require only five (5) games to qualify for finals.

#### **14. Uniforms**

- 14.1. Team singlets and shorts must be of a consistent colour, design and style and team colours must be approved by the Association.
- 14.2. Each singlet must have a number on both the front and the back. Teams shall use numbers 0 and 00 and from 1 to 99.
- 14.3. Singlet numbers must be printed or sewn. Taped or written numbers are not permitted.
- 14.4. Short sleeved T-shirts, bike shorts or performance tights may be worn under team uniforms. They should be of a black or skin tone or the same as the predominant colour of the uniform.
- 14.5. There will be no penalties imposed for incorrect uniform until the end of the grading phase for juniors and the first three rounds for seniors.
- 14.6. If there is a clash of team colours, the team first listed on the fixture/tablet must wear a different colour uniform or a distinguishing coloured bib for that game. Note that late start penalties will apply if teams do not organize this early.
- 14.7. To minimize the risk of injury, pockets, zips or buckles in shorts are not permitted.

#### **15. Penalties**

Penalties may be imposed by the Competition Administrators upon individual players, Teams, members of Clubs or game officials. Penalties may be in the form of fines, loss of premiership points, suspension or disqualification from fixtures, or any other penalty deemed appropriate. All penalties will be notified in writing by the Competition Administrators.

- 15.1. For late starts, a penalty of two points per minute or part thereof will be applied against the team responsible for the late start. If a team cannot take the court after ten (10) minutes have elapsed, then by-law 7.3 applies.
- 15.2. For an incorrect uniform, a penalty of 5 points for each player in junior competition and 5 points for each player in senior competition will be applied against that team.
- 15.3. Late start and uniform penalties must be applied before the start of the second half. Should a player in incorrect uniform take the court after half time, penalties will be applied at this time. Penalties are fixed and referees have no discretion in applying or not applying these penalties.

- 15.4. For a walkover, a fine of \$130 for both seniors and juniors is payable to the Association and the opposing team will register a win of 20-0. This fine must be paid within seven (7) days of receipt of invoice . Until the fine is paid, premiership points will be forfeited and each opposing team will register a win of 20-0.
- 15.5. The walkover fine will be waived if seven days' prior notice is given to the Association that the game is to be forfeited.
- 15.6. Any team registering more than three (3) walkovers will be disqualified from the competition. Players in the disqualified team are ineligible to play with any other team affiliated with the Association until the outstanding walkover fines are paid.
- 15.7. If an unregistered player takes the court, a team will automatically incur a forfeit, unless By Law 4.7 applies
- 15.8. A team withdrawing from the competition will incur a withdrawal fee of \$80.00 for seniors and \$60.00 for juniors and this fee is payable within seven (7) days. Individual players of a withdrawing team are not eligible to play in any affiliated competition until payment of the withdrawal fee has been made. Should extenuating circumstances arise, any request for consideration must be made in writing to the Association.

## **16. Disputes**

- 16.1. Disputes regarding the interpretation and application of these by-laws may be raised in writing to the Association.
- 16.2. Any other disputes are to be made in writing to the relevant staff member for consideration.

## **17. Fall Back Rule/Man to Man Defence in Junior Competition**

- 17.1. The Association endorses the use of Man to Man Defence for junior basketball. Furthermore, it requires that ALL teams in ALL age groups up to and including UNDER 18 play at least QUARTER COURT (three-point line) man to man defence for the WHOLE game. After a first warning from the referee, consistent breaches of this rule may incur a technical foul on the bench.
- 17.2. For Under 9 and Under 10 competition, a team leading by 10 points or more must fall back to the three-point line when the opposition gains clear possession. In Under 12 competition, a lead of 20 points or more applies and for Under 14 and above a lead of 30 points or more applies. Once behind the three-point line, normal man to man defence applies. However, the coach of a trailing team may elect not to have the fall back rule applied and may instruct the referees not to apply it.
- 17.3. After a first warning from a referee, a team consistently breaching the fall back rule may incur a technical foul on the bench.

## **18. Free throws**

For junior age groups, up to and including Under 12, a player may shoot free throws from the modified free throw line, estimated to be approximately 1 metre in front of the FIBA free throw line. If no line is present, the referee will be responsible for providing the distance a player may shoot from in a consistent and fair manner. All other competitions must use the designated FIBA Free Throw line, and remain behind it during free throws as per the FIBA rules.

## **19. Under 9 Competition**

- 19.1. Players who are 7 years old as of midnight 31st December, in the year in which the season finishes are eligible to play in the U/9 competition.

- 19.2. No premierships ladders will be produced and no finals will be played in the Under 9 competition
- 19.3. The coach of an U9 team may walk the perimeter of the entire court whilst coaching their team but avoiding the oppositions coach's bench area.
- 19.4. Under 9 Modified Competition will be played with the rings lowered.

## **20. Mixed Competition**

- 20.1. At the commencement of the game, a minimum of four players are required to start the game, with no more than three players of any one gender on the court at any time.
- 20.2. Only female players are allowed into the key.
- 20.3. No player is allowed to score more than 10 points unless all players in that team have scored 10 points. Players can then score another 10 points and so on. Prior to all players scoring 10 points, if a player is on 9 points and a field goal is scored, only one point will be awarded.
- 20.4. If a player is on 10 points and shoots and scores, then a violation is declared with a side ball to the opposition.
- 20.5. If a player is on 10 points and is fouled, then they may nominate another player in their team (on less than 10 points) to take the free throws.

## **21. Team Conduct/Referee Contact**

- 21.1. Each team is responsible for and may be penalised for unsportsmanlike conduct by its players, scorers, coaches and supporters on the court and in the precinct of the court.
- 21.2. Only the Team Coach may approach a referee during the game for clarification of any ruling made by the referee.

## **22. Forfeits and Walkovers**

- 22.1. If, after ten minutes has elapsed from the scheduled start of the game, a team has failed to take the court, the opposing team will be awarded a win by forfeit (a 20-0 walkover). In the case of a forfeit by both teams the result will be declared a double forfeit (0-0 walkover).
- 22.2. A forfeit shall be declared a notified forfeit when the forfeiting team notifies the Association in writing at least seven (7) days prior to match time. In this instance, no fines or penalties will be incurred by the forfeiting team. If less than seven (7) days' notice is given, by-law 15.4 applies.
- 22.3. Teams who have had a walkover declared against them will be fined \$130 for both seniors and juniors. The fine must be paid within seven (7) days of the walkover match or prior to the next fixtured game (whichever is sooner). If the fine remains unpaid, no premierships points shall be awarded to that team and each subsequent game will be declared a 20-0 walkover.

## **23. Game Abandonment**

If a game is abandoned, the final decision as to the grounds upon which an abandoned game is cancelled, postponed or proceeded with in this situation lies with the Competition Manager.

The following formula be used to determine the result for a game that cannot be completed.

- 23.1. A 20 + point margin will mean that the result will stand at the scoreline when the game was abandoned, at any point of the game.

- 23.2. A margin less than 20 points before half time will mean the game is abandoned.
- 23.3. The Competition Manager at its discretion can determine the action's to be followed on games that can't commence or be completed.

#### **24. Extreme Heat Policy**

- 24.1. The Referees Supervisor on duty will activate the Extreme Heat Policy at their discretion.
- 24.2. The Extreme Heat Policy MUST be activated when the temperature on any court reaches 35 degrees Celsius. The Association has installed a digital thermometer/clock in the stadium between courts 2 & 3, which complies with Basketball Victoria's Participants Protection By-Laws. This thermometer will monitor the temperature on courts inside the stadium when the weather is hot.
- 24.3. Under the Extreme Heat Policy, the following modified timing rules will be implemented:
- Game halves will be shortened to 18 minutes each
  - Half time will be extended to 5 minutes.
  - Referees will call a mandatory time out at approximately the 9-minute mark of each half, regardless of the number of time outs called by the coaches.
  - Players will be monitored by the referees, coaches and parents to ensure they consume plenty of fluids and watch for any signs of heat stress.
  - If the temperature inside the stadium reaches 40 degrees' Celsius games will be cancelled. Team representatives will receive an SMS message or an email to advise them of any cancellations. A notice will also be displayed on the website.

#### **25. Care of Venue**

- 25.1. Any club, team, player, official or spectator responsible for causing damage to a venue may be required to pay the reasonable costs or repair, as determined by the Association. Any person affected by this clause shall be entitled to present their case in writing and to attend a hearing determining the outcome of the case.

#### **26. Tribunal Attendance**

- 26.1. Reported persons must attend the Tribunal after proper notification has been received. The Tribunal has the right to penalize any person for non-attendance. A junior player may have one witness and either a parent, guardian or club official to guide them.