



BY-LAWS

FOR

JUNIOR & SENIOR

DOMESTIC COMPETITIONS
(Effective: November 2016)

**Dandenong Basketball Association
Incorporated**

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BY-LAWS FOR JUNIOR, SENIOR, & ALL ABILITIES DOMESTIC COMPETITIONS

The following By-Laws of Dandenong Basketball Association Inc. ("the DBA") (which are to be read in conjunction with FIBA rules and Basketball Victoria's interpretation) become effective from the commencement of the Domestic Competition and apply to all teams competing in domestic competition conducted by the DBA.

The DBA reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these By-Laws. The DBA also reserves the right to vary or set aside the application of these By-Laws, in the best interest of basketball.

1. Definitions

In these By-Laws:

"Junior player" means a player eligible to play in the junior competition.

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

"Junior competition" means age group competition up to and including Under 23.

"Senior/ All Abilities competition" means open age competition.

"Score Sheet" means the Computer screen located on the score bench.

"Computer Screen" means the computer hardware located on the score bench.

2. Clubs

- 2.1. Club Membership will be extended to any organisation that enters 2 or more teams to play in the DBA Junior competitions.
- 2.2. Clubs will be considered as having an ongoing business relationship with the DBA.
- 2.3. Clubs will be expected to coordinate the entries of all teams playing under the club name and pay the entry fees for all teams playing under the club's name. The club will honour any amounts owing by individual teams of the club.
- 2.4. Clubs are required to recruit players and enter teams at the base level of competition offered by DBA (i.e., at the Under 8 and 9 age levels).
- 2.5. Clubs will be asked to provide nominations for the Junior Domestic Committee.
- 2.6. Clubs are required to have an active participation in the grading observation process and participate in running of the Grand Final presentations

3. Teams

- 3.1. Team membership is necessary to allow the scheduling of competitions. Teams can join the DBA competition as single entities in their own right or as part of a club.
- 3.2. Teams entered by Clubs must register either a Club Contact or an individual Team Contact, who will be the point of contact between the team and the DBA.
- 3.3. All "non-club" teams must register a Team Contact (preferably the person responsible for entering the team) who will be the point of contact between the team and the DBA. This person may be eligible for membership of the DBA (refer to the Constitution of the DBA.).
- 3.4. The contact person must specify an email address and a mobile telephone number and is responsible for keeping this information current.
- 3.5. Senior teams are required to appoint a team captain at the beginning of each season. The player so appointed must be clearly identified to the referees. Only the team captain may

approach a referee during the game for clarification of any ruling by the referee during the game.

Team Conduct and Referee Contact

- 3.6. Each team is responsible for their conduct. Teams may be penalised for unsportsmanlike conduct by its players, scorer, coach/es and supporters on the court and in the precincts of the court.
- 3.7. Senior teams must appoint one of its players as team captain. The player so appointed must be clearly identified to the referees. Only the team captain may approach a referee during the game for clarification of any ruling by the referee during the game.

4. Team/Club Eligibility to Play

- 4.1. A Club or individual team will not be eligible to register for a new season of competition (e.g. Summer 2015/2016) until all outstanding payments due have been made to the DBA.
- 4.2. All payments due must be made to the DBA by 5.00pm the Friday prior to the closing of registrations for the new season.
- 4.3. Should a team have registered for the current season with payments outstanding, the DBA reserves the right to withdraw the team from competition and hold any registration money paid until all outstanding payments due have been made. The DBA reserves the right to reinstate such registration once full payment has been made.
- 4.4. Working examples are as follows:

• For Senior Teams

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

- previous season's Registration;
- previous season's scoresheet payments;
- previous season's forfeit payments;
- previous season's finals payments;
- any other amounts outstanding and due from season(s) prior.

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

• For Junior Teams/Clubs and teams invoiced by Season

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

- previous season's Registration;
- previous season's scoresheet payments;
- previous season's forfeit payments incurred;
- previous season's finals payments;
- any other amounts outstanding and due from season(s) prior.

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

5. Restrictions on Representative Players

- 5.1. The following guidelines have been drafted to assist in the task of making the Junior Domestic Competition at Dandenong both fair and competitive for all players, coaches, teams and supporters (this covers Under 12s through to Under 16s). The primary aim of the Domestic Competition is for fun and exercise for all concerned. While the DBA rules require all representative players to also play in the Domestic Competition, it is essential that no one team should dominate in any grade as a result of being “stacked” with Representative Players.
- 5.2. Team entry will require players to declare to their Clubs/teams that they are currently playing in representative basketball (Friday nights), the Association they play with, and the competition/division in which they play to their team coordinators.
- 5.3. Where an individual player plays for another representative club, he/she will be assigned a value according to the closest Dandenong representative team to that player’s team.
- 5.4. Points will be allocated as follows for Dandenong representative players:

Players:

The number of points allocated to a player will be determined as follows:

First Team Players	4 Points;
Second Team Players	3 Points;
Third Team Players	2 Points;
Fourth Team Players	1 Point.

- 5.5. Players in Regional Competitions attract no points and are not classed as Representative Players for the purpose on the Rep Player Points System.

Teams

- 5.6. Teams with more than 13 points will be required to split up the team or reassign players to bring it within 13 points. A team that has 13 points across their playing list cannot add any further representative players to the team when a permanent representative player is not present. Failure to comply with these provisions will see the game deemed a forfeit
- 5.7. If a child is playing in their “natural” age group, the full points will apply, but if also playing in an older age group, the points will be halved in the older age group. The primary requirement is that they must play in their “natural” age group to be able to halve the points in the older age group. If a child is not playing in their “natural” age group, full points will apply at the older age group. To be eligible for this exception a player must play sufficient games in their natural age group. A failure to meet this condition will attract a retrospective penalty at the older age group.
- 5.8. The Junior Domestic Committee will review instances of representative players competing in teams lower than Domestic B grade. The guiding principle is that no team or player should dominate by virtue of representative skill levels. Clubs/Teams must refer such cases to the Junior Domestic Committee.
- 5.9. If a player is playing representative basketball at the time they commence a domestic season (whether at the start of the domestic season or at some other time during that season), these points will apply for the duration of that domestic season.
- 5.10. If a player was playing representative basketball in a season that overlaps the start of a domestic season, and then ceases playing representative basketball, (this includes quitting representative basketball in the middle of a representative season or in the break that follows that season), the points applicable to the pre-break representative season shall apply.

- 5.11. An exception will be made for any player, who commences playing representative basketball for the first time in the middle of a domestic season. No points will apply for the balance of the domestic season
- 5.12. If a player quits representative basketball during the domestic season they will have their points removed at the end of that domestic season. If the player resumes representative basketball the next year, the player will carry the representative points again in the next domestic season.
- 5.13. Please refer to the Representative Player Point system on the DBA website for the full explanation of the rules and section 15.

6. Bond (on affiliate teams only)

- 6.1. Non Club teams (individual teams) paying as they play within a season of domestic competition will be required to pay a bond when registering the team online. The bond will be held for the duration of the regular season of competition in which the team is playing.
- 6.2. At the completion of each season a team can opt to roll over their bond payment into the next season of competition.
- 6.3. Existing teams may be levied for any increase in the scheduled fee or the entire amount of the bond, if a bond is not held against the team.

Forfeiture of Bond

- 6.4. A team shall forfeit their bond if:
 - the team withdraws from the competition after the fixtures (including grading and finals) have been prepared;
 - the team is disqualified for any reason;
 - A request for a refund of the bond is not received within twelve (12) months of the end of the season in which the team last participated.

Refund of Bond

- 6.5. When a team against which a bond is held does not enter the following DBA domestic competition season, the team is entitled to a refund of their bond. Requests for a refund of the bond must be in writing addressed to the Domestic Competitions Manager and be sent by the team contact (as recorded on the team's last team entry).
- 6.6. Refunds will be credited direct to their nominated bank account. The amount returned to the team will be the full amount paid, less any deduction for any outstanding amounts due to the DBA by way of fines (e.g. forfeits or withdrawal payment within the season of competition).

7. Team Entry

- 7.1. Applications by Clubs and independent teams entering the domestic competition are to be lodged by computer entry by the due date. The due date is contained within the Domestic Competition Entry Form general information leaflet on the DBA website.
- 7.2. Details of the teams, age groups, grades and gender must be lodged on the system by the due date.
- 7.3. The DBA is not bound to accept applications. The DBA may reject applications in respect of individuals, teams or Clubs or impose such limitations on numbers of teams or other conditions as it sees fit.
- 7.4. Where applications for a team or teams are not accepted, the club/team will have the prescribed fees returned, cancelled or credited to the club/team's account.

- 7.5. Any team/club withdrawing teams after the fixtures have been drawn will incur a withdrawal penalty set out by the DBA and will forfeit any fees paid.
- 7.6. Senior Teams entered by Clubs must register a Club contact or an individual team contact, which will be the point of contact between the team and the DBA.
- 7.7. All “non-club” teams must register a team contact. This person will be the person responsible for entering the team and will be the point of contact between the team and the DBA.
- 7.8. The contact person must provide a current email address and mobile telephone number and is responsible for keeping this information current.
- 7.9. Teams must list a minimum of seven (7) players on their team entry. Entries for Senior Mixed Competition must comply with the gender conditions in the Senior Mixed Competition rules. (see clauses 18.7 & 32)
- 7.10. All players must be registered with their teams prior to the first game of the season. For senior teams this can be done by accessing the link on the DBA website, or at the time of registering the team. For Clubs this can be done using the Sporting Pulse system.
- 7.11. All senior teams are required to appoint a team captain who will be the point of contact for any code of conduct breaches or other issues arising (see clause 3.5)

Acceptance of Entry

- 7.12. Receipt of the Team Entry and payment of the required fees does not guarantee acceptance of the entry into DBA Competition.
- 7.13. The DBA may impose such limitations on the number of teams or other conditions as it sees fit to aid in the management of competitions.
- 7.14. Teams may be refused entry due to:
 - unpaid fines;
 - proven unreliability in previous seasons;
 - previous withdrawal from fixture competition;
 - non-payment of prescribed fees;
 - a DBA Board or Domestic Committee decision taken in the best interest of basketball for the DBA;
 - failure to comply with competition rules; and/or suspension.

Late Entries

- 7.15. Late entry will only be accepted up to round three and Teams/Clubs will be charged a late entry fee of \$20.
- 7.16. Clubs/Teams must seek approval from the Competitions Manager before adding additional teams after the closing date.

Withdrawal of Entry

- 7.17. Teams may withdraw their entry at any time prior to their inclusion in a fixture without penalty.
- 7.18. Once teams have been included in a grading fixture or season fixture, all fees paid to the DBA are forfeited and will incur a withdrawal penalty (refer to clause 25.8).
- 7.19. A team may be disqualified from competition at the discretion of the Domestic Competitions Manager, when the team:
 - gives 3 forfeits in a season;
 - refuses to pay fines incurred;

- breaches acceptable standards of behavior, as specified in the Codes of Conduct. (Please refer to the Codes of Conduct on the DBA website).

8. Match Fees

- 8.1. Playing basketball incurs a fee, which will be borne by the whole team.
- 8.2. Payment of the match fee is to be made to the DBA Doorkeeper at the designated place prior to the published start time of the match. The DBA Doorkeeper will maintain a record of team payments and as applicable shall mark teams as paid in the Stadium Scoring or the scoresheet.

Pre-payments (Single Team)

- 8.3. Match fees may be paid in advance by prior arrangement with the DBA office.

Bulk Payments (Multiple Teams):

- 8.4. Clubs may arrange with the DBA office to make a bulk payment of match fees in respect of more than one team.
- 8.5. Please refer to the Schedule of Fees on the DBA website.

9. Age Limits

- 9.1. Age limits for competitions shall be as specified by the DBA.
- 9.2. For competitions restricted by age, the age eligibility date/time shall be midnight on 31 December of the year in which the competition commences.
- 9.3. Club registrars must obtain proof of date of birth for all new players joining their Clubs.
- 9.4. Any player may be called upon by the DBA to supply proof of age and identity, at any time.
- 9.5. In the interest of player safety:
 - players may only play up one age group above their natural age group (eg the lowest age group in which the player is eligible to play);
 - to participate in junior competition, a player must turn 6 years of age, unless playing in a competition specifically designed for participants 6 years and younger;
 - to participate in senior competition, a player must have turned 16 years of age;
 - in the Over 35 senior competition a player must have already attained the age of 35 years from the date starting the first round of the competition to be eligible to play.

10. Grades

- 10.1. Within each age group, the competition is divided into grades. Teams will be nominated to specific grades by their Clubs at the time of team entry. Under the direction of the Domestic Competitions Manager, the Grade Secretaries will evaluate all team entries and allocate teams to grades throughout the grading phase. Teams are graded based on their ability to compete in that grade.
- 10.2. Grades range from A, B, C and D, etc with the most skilled teams placed in A Grade and the least skilled at the lower end of the range of grades for that season.
- 10.3. For competitions where finals are played, fixtures will be named A Grade, B Grade, C Grade and so on.
- 10.4. If more than one (1) set of finals are to be played in a fixture, then a "Reserve" grade may be added eg. A/A Reserve. If required, each grade may be divided into separate divisions, eg: B1, B2, C1 etc, preferably to a maximum of two (2) divisions.

10.5. Where only a single fixture is required, the fixture may be called "Open" rather than A Grade.

11. Grading

- 11.1. Re-grading of teams, both up and down, may occur in the first four weeks of the competition. Whilst it is hoped that most re-grading occurs by week 4, in extraordinary circumstances at the discretion of the Domestic Competitions Manager, teams shall be moved to a higher or lower grade in week 5.
- 11.2. Any later re-grading must be approved by the Domestic Competitions Manager and the Grade Secretaries.
- 11.3. The DBA will review any grading where players are added or removed from teams subsequent to the lodging of team lists.
- 11.4. The DBA reserves the right to grade/re-grade team entries to ensure fair competition.
- 11.5. Promotion and/or relegation of teams will be at the discretion of the relevant Domestic Grading Secretary and the Domestic Competitions Manager.
- 11.6. Teams not participating in grading for whatever reasons (e.g., late entries & forfeits) will automatically play "A" grade unless special permission is granted by the Domestic Competitions Manager. Submissions regarding re-grading of such teams must be in writing and delivered to the Domestic Competitions Manager not later than the end of the third week in each season. The Domestic Competitions Manager will then forward the request to the Grading Secretary.
- 11.7. Where a team is re-graded during the season, they will commence on the ladder at 0%. Points will be calculated by using the PP% (Points Your Team Has Scored / Total Points Your Team Could Have Scored) (eg. if your team has played 10 games, won 7, lost 3, with a win as 3 points, and a loss as 1 point, the total you could of scored is 30, your actual score is 24, so your PP% 24/30, which converts to 80%). This method quickly balances the ladder as more games are played.
- 11.8. Where teams finish level on percentage points (PP %) at the end of the season, ladder positions will be determined by F/A% then head to head results.
- 11.9. All requests in relation to grading changes need to be made to the Club President, or for individual teams, the team representative. The Presidents/team representative must investigate whether the move is required and if they agree then forward the request to the Domestic Competitions Manager, for the Grading Secretary to review. All grading disputes need to be sent to the Domestic Competitions Manager for discussion with the Domestic Committee. The decision passed down from the Domestic Committee will be final.
- 11.10. Ladder positioning for juniors will be reset after grading to 0%.
- 11.11. Senior promotion and relegation of teams from one season to the next will be at the discretion of the Domestic Competitions Manager. Teams playing in the finals in the previous season may be promoted to a higher grade for the following season.

12. Player Registration

- 12.1. Before the commencement of the new season all players listed in teams must register their details prior to the first game of the season. This can be done on the DBA website or at the time of registering the team. Failure to register players prior to the season may result in penalties for teams. Adding players via stadium scoring is not registering the player to the team.
- 12.2. Players are required to play in their correct age group; they can play a second game in the next age group with the approval of their club and the DBA.

- 12.3. Teams may register as many players as they wish. However, only 10 players may play in any game, including finals. A maximum of 10 players may be added to a match in "Stadium Scoring".
- 12.4. Players playing at a senior representative level with any Association (e.g. NBL, WNBL, Big V & SEABL) may only register in team fixtures in Men's or Women's A Grade competition as appropriate to their gender.
- 12.5. No more than 3 players playing at a senior representative level with any Association (e.g. NBL, WNBL, SEABL and Big V) may be registered in the same team.
- 12.6. A new player may be added to the list of players registered for a team after the commencement of each season. Before the new player's first game with the team, the new player is required to register to the team via the DBA online registration form.
- 12.7. If a player's name is not displaying on Stadium Scoring it is due to the player not registering to the team via the DBA website.
- 12.8. 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.
- 12.9. It is a reportable offence to play under another name.
- 12.10. A player who is suspended and or banned by the BV Tribunal cannot register to play in any teams until the suspension/ban has expired. All games played by the suspended/banned player will be deemed a forfeit.
- 12.11. An unregistered player is any player who has not registered to their team. When an unregistered player is played:
 - a team playing an unregistered person(s) shall lose premiership points gained from the first game in which that person played whilst unregistered. The game will be deemed a forfeit;
 - the DBA will notify the team/club via the team contact and club contact (as recorded in the electronic database) that an unregistered/suspended player has played;
 - after notification, the team shall lose all subsequent points and the result of affected games will be revised in favour of the opposing team(s), until such time as the player becomes a registered player. Teams will not be eligible to play finals.

13. Playing up/second game/multiple teams

- 13.1. No junior player may play more than two (2) junior competition games in any one day, except in the case of emergency players (see section 14 below).
- 13.2. A junior player may play in only one grade of an age group in the junior competition in any one round, unless in the case of emergency players.

14. Emergency Player

- 14.1. 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. The player's details must be sent to their club administrator informing them that a player was played as an emergency player for a higher graded team, so they can keep a record of the games played and notify the DBA office.
- 14.2. An emergency player may play a game provided the addition of said player does not mean that the team exceeds the total representative points allocated for the team (13 points).
- 14.3. An eligible junior player 16-18 years wishing to play in senior domestic competition must have completed (by their parents/guardian) a *Domestic Competition under Age Players*

Policy and Indemnification form. This form is available from the DBA Competition Manager. It must be completed and signed by the DBA Junior Domestic Committee before a player can commence playing in the senior domestic competition. The Domestic Competitions Manager will confirm sign-off advice with the parent/guardian.

- 14.4. Players in senior competition may register in a maximum of two (2) teams in a single competition (eg: Monday men) so long as both teams are not in the same grade and the second team is no more than 2 grades lower than the other team.
- 14.5. A junior player, playing in an older age group, may only play in one grade/division below the grade/division in which they play in their normal age group (eg: a player from a team in U14 "A" Grade can only play in another team in U16 "A" or "B" Grade). A Club may apply in writing to the DBA for any variation to this Rule.
- 14.6. Players registered to play in more than one grade/fixture or age group on the same day/night of competition should not expect that special fixturing to be undertaken to allow them to play in each competition round.
- 14.7. A senior player may only play in one team in the same grade in the senior competition.

15. Clearance for Junior Players

- 15.1. A clearance is required for a junior player to change from one club to another club at the commencement of a new season.
- 15.2. Any player who has not played for two consecutive seasons does not require a clearance.
- 15.3. A player wishing to clear to another team/club must notify the club to which they seek to be cleared to.
- 15.4. The receiving club is required to apply for a clearance online from the player's originating club using the Sporting Pulse system.
- 15.5. Electronic approval or non-approval is required within 7 days from the Club/Team receiving the clearance request (using the Sporting Pulse system).
- 15.6. Where Clubs do not deal with the clearance request within the prescribed 7 day period, a clearance will automatically be granted by the Domestic Competitions Manager, who shall have the right to grant or refuse any clearance.
- 15.7. Clearances after the end of the grading season shall only be permitted where the player is leaving a team that has been re-graded during the season, or at the discretion of the Committee of Management.
- 15.8. A player who plays with a new club before a clearance is submitted for approval is an ineligible player, and will incur a penalty (loss of competition points).
- 15.9. A club may refuse a clearance for a player who is nonfinancial with that club. There are no other grounds for a refusal to clear.
- 15.10. Any player who is cleared to another club will have a mandatory one (1) point added to any other points they carry (eg: Rep Points). When a player has completed 2 seasons with their new Club the point will be waived.
- 15.11. Representative players clearing to a team that is coached by their representative coach/assistant coach will be allocated one (1) point on top of all other points allocated, when the player has completed 2 seasons with their new Club the point will be waived. (Please refer to Section 5 of these By-Laws - Restrictions on Representative Player and the DBA website for explanation of points.)
- 15.12. A player, who has played with their Club for 6 seasons, shall accrue 1 Loyalty Point.

15.13. A player who has played with their Club for 10 seasons shall accrue 1 additional Loyalty Point (which is a total of 2 Loyalty Points).

16. Permit/ Movement between Clubs

- 16.1. Junior players may only play for one Club during a season, except where a permit has been granted by their "home" club and accepted by the DBA. Movement of players between Clubs is controlled.
- 16.2. The purpose of a permit is to allow a player to participate with another Club if the Club to which the player is registered does not have a team at the desired age or grade level for the duration of 1 season. The player will remain registered with their original Club. If a player does not return to the originating club the following season, the player must apply for a clearance.
- 16.3. A permit request must be submitted prior to Round 1 using the Sporting Pulse system and approved by both Clubs before the end of the 4 week grading phase. A player who plays outside of this time frame will be ineligible to play with the new team and will incur a penalty resulting in the game being deemed a forfeit in favour of the opposition team. Permits requested after the end of the grading phase are subject to approval by the Domestic Competitions Manager and Domestic Committee.
- 16.4. For the team to be allowed to continue playing, they must remove players (played illegally) from the team so as to comply with the ruling of the By-Laws. A failure to comply with the By-Laws will see the team removed from the competition.
- 16.5. Games illegally played by a person shall not be credited to the player's total games for finals eligibility.
- 16.6. If a player is denied a clearance or permit, the club/team has 10 days to submit an appeal to the Domestic Competitions Manager.

17. Match Timing

- 17.1. The game will consist of two halves each of twenty minutes (unless the Heat Policy is invoked).
- 17.2. The half time break is for two minutes.
- 17.3. If, after ten minutes has elapsed from the scheduled start of the game, a team fails to take the court, the other team wins by Forfeit (a 20-0 "Walkover").
- 17.4. No shot clock is used for domestic competition
- 17.5. Teams will have 2 time outs per half unless otherwise specified.
- 17.6. Elimination and Qualifying finals will be 50 minute schedules with 2 x 20 minute halves. The clock stops for substitutions in the last minute of the 1st half and on all whistles in the last 3 minutes of the 2nd half. Two time outs are permitted in the 1st half but the clock does not stop if requested in the last 2 minutes. The clock will stop for timeouts taken in the last 3 minutes of the 2nd half. If the score spread is 25 points or more, the clock will run during the last 3 minutes of the 2nd half (time outs excluded). Extra periods will be 5 minutes and the clock will stop for all whistles in the final 3 minutes.
- 17.7. Preliminary and Grand Finals will be 60 minute schedules (2x20 minutes), the clock will stop for substitutions in the last minute of the 1st half, and on all whistles in the last 3 minutes of the 2nd half. If the score spread is 25 points or more, the clock will run during the last 3 minutes of the 2nd half (time outs excluded). Timeouts are permitted in the last 2 minutes of the 1st half. Extra periods will be 5 minutes and the clock will stop for all whistles in the final 3 minutes.

18. Commencement of Play

- 18.1. One minute before the start of play the referee will call "one minute".
- 18.2. Before the commencement of play the referee will call "centres".
- 18.3. Each team must have a minimum of four players on court at the commencement of play.
- 18.4. Teams are required to take the court at the published time for their match. All pre-match administration, e.g. payment of match fee, provision of alternate uniforms, etc should be completed before the published start time for the match.
- 18.5. The match officials will start the match clock at the published time. Both teams must be ready to commence playing when the match clock is started.
- 18.6. A team that is not ready to commence playing when the match clock is started shall be penalised for a "late start". If both teams are unable to commence playing, a penalty shall be recorded against both teams. The penalty for a late start is 1 point for every minute elapsed.
- 18.7. For Senior mixed competitions, a minimum of four players are required to commence the game, with at least 2 female and 2 male players on the court. The fifth player can be either female or male. No more than three players of either gender can be on the court at any time.
- 18.8. At the commencement of the first half the referee will call "centres" at which time the clock will start.

19. Scoring

- 19.1. Each team is responsible for correctly entering players on the computer screen located at the score bench prior to the commencement of the game.
- 19.2. Each team will supply a competent person to act as score bench official for all matches except Grand Finals. The "first named" team shall be responsible for the "Stadium Scoring"/score sheet recording and the "away" team shall be responsible for the scoreboard and timekeeping.
- 19.3. If a senior team cannot supply a competent person to act as their score bench official, the captain of the side will nominate a player to act as their score bench official. This person may act as a substitute during the match but only if their replacement on the score bench is also a competent person.
- 19.4. In the case of a senior team having only five (5) players and no competent person to act as score bench official, clause 19.3 above will apply and the team must play with four (4) players.
- 19.5. In the case of a team having only four (4) players and no competent person to act as score bench official, the opposing team shall perform the functions of both score bench officials to the best of their ability.
- 19.6. Under no circumstances may either of the rostered match officials acts as score bench officials.
- 19.7. At half time the referee must check the score sheet and delete the name of any player who is not in attendance from the computer screen located at the score bench.
- 19.8. A player who arrives after the start of the second half may have his or her name and number added to the score bench computer screen and may take the court after obtaining permission from the referee.
- 19.9. Scoring queries must be raised with the referee during the course of play.
- 19.10. If there is a conflict between the score recorded on the scoreboard and the score on Stadium Scoring, Stadium Scoring will take precedence.

- 19.11. During the game a scorer is a game official and must act impartially and refrain from supporting a team.
- 19.12. Scorers and referees may not leave the score bench until the final score is checked, agreed upon finalisation in the system.
- 19.13. For Grand Final matches, the DBA shall supply a score bench official/s.

20. Rescheduling/Cancellation of a Fixtured Match

- 20.1. If, due to circumstances beyond the control of the DBA, a match is unable to be played as fixtured (except forfeits) the DBA reserves the right to reschedule the match.
- 20.2. The rescheduled match must be within 14 days of the original date and time.
- 20.3. Where a match is unable to be rescheduled, the match will be removed from the fixture.
- 20.4. If, due to circumstances beyond the DBA's control, an entire round of a fixture is cancelled the matches will not be rescheduled. No premiership points will be awarded for that round and the round shall be deleted from the fixture.
- 20.5. In the event of power restrictions, power failures or Emergency Evacuations, the onus is on the Referee Supervisors to verify whether games may continue as fixtured. If games are abandoned the result at the time of abandonment will be the end result for the game.

21. Ball Size

- 21.1. For Junior Modified Rules and Mixed U8 a size five (5) ball is to be used.
- 21.2. For Junior Full Court players, male players up to and including Under 14, and all female junior and senior competitions including senior mixed a size six (6) ball is to be used.
- 21.3. For all other Junior Competition play and Senior Competition play, a size seven (7) ball is used.

22. Injuries

- 22.1. To avoid injury, we recommend that a mouth guard be worn at all times during play.
- 22.2. A bleeding player must leave the court and may not resume playing until the bleeding has stopped. Blood must be removed from both the player and the uniform before the player can continue playing.
- 22.3. Each team is responsible for attending to their own injured players. If an ambulance is required, either the player or a team representative must accept responsibility for payment of ambulance fees.
- 22.4. A "Blood Kit" is situated in the referee's room during competition games. The kit should be used only for the purpose of dealing with spilt blood on the floor or benches by the referees.
- 22.5. All fingernails must be trimmed to avoid injury to other players. Tape or gloves may be used instead of cutting nails.
- 22.6. All jewellery, watches, necklaces, earrings, hair accessories and rings must be removed or taped so as to prevent injury. Players shall not wear equipment (objects) that may cause injury to other players.

23. Competition Points

23.1. Competition points are awarded as follows:

- win: 3 points;
- loss: 1 point;
- draw: 2 points;
- bye: 0 points;
- walkover (forfeit): 0 points.

Ladder positions will be determined by point's percentage.

The points are calculated by using the PP% (Points Your Team Has Scored / Total Points Your Team Could Have Scored) (eg. if your team has played 10 games, won 7, lost 3, with a win as 3 points, and a loss as 1 point, the total you could of scored is 30, your actual score is 24, so your PP% 24/30, which converts to 80%). Where teams finish level on percentage points (PP %) at the end of the season, ladder positions will be determined by F/A% then head to head results.

- 23.2. For eligibility for finals a player must have played with the team in question in one half of the actual rounds (inclusive of grading) for that team. In the case of an uneven number of rounds, the required number of rounds for finals qualification shall be rounded up to the next whole number (eg. 17 Rounds divided by 2 = 8 ½ rounds, rounded up to 9). Rounds where teams have a bye will not count as a round played.
- 23.3. Qualification requirements will be displayed at the bottom of the season fixtures.
- 23.4. Only those players who can be shown to be "bona-fide" members of the teams involved in the finals series shall qualify to participate in those finals. Players who have not made a substantive contribution to a team during the season because of illness, work commitments, etc should not expect to be able to participate in the finals series.
- 23.5. Any player who through injury or other considered just cause has not been able to play the required number of rounds to qualify for the finals, may apply to the Domestic Competitions Manager for consideration. Such application is to be made in writing 7 days prior to the finals series commencing. A medical certificate or other appropriate documentation stipulating the type of injury, date of injury and the period of time out with the injury must accompany the request.
- 23.6. Compulsory training sessions for selection in State teams and NITP Camps shall be counted as games played in lieu of corresponding DBA competition games, provided that the player has actually played for that team in no less than one quarter of the fixtured games (rounded down to next whole number where necessary). The team/Club should supply a letter signed by the State coach, confirming the player's participation and the dates of the training sessions to the Domestic Competitions Manager.
- 23.7. For the final series, if a team is reduced to fewer than 5 players due to injury, a part qualified player may be added to the team, at the discretion of the Domestic Competitions Manager. If the qualified player becomes available later in the final series, the part qualified player can no longer play. Requests to qualify players must be submitted 7 days prior to the commencement of the finals series.
- 23.8. A team with insufficient qualified players to compete in the finals forfeits its place to the next team on the ladder with sufficient qualified players.
- 23.9. Senior players must provide photo identification for all finals games.

24. Uniforms

24.1. Team singlets and shorts must be consistent in colour, design and style.

- 24.2. Shorts worn by the players of each team must be basketball shorts of the same colour.
- 24.3. To minimise the risk of injury no pockets, zips or buckles in shorts are permitted.
- 24.4. Team colours must be approved by the Domestic Committee.
- 24.5. Each singlet must have a number on both the front and the back. Allowable numbers are in the range 00-99.
- 24.6. Singlet numbers must be permanently attached. Taped numbers are not permitted.
- 24.7. T-Shirts, arm sleeves and full body compression garments are not permitted. Such garments can only be worn for medical conditions. A medical certificate stipulating the reason for the garments to be worn needs to accompany an email and be sent to the Domestic Competitions Manager for approval. The certificate then needs to be carried to all games and produced at the request of the referees. Any other type of compression garment may be worn on the lower part of the body and legs.

No penalty for incorrect uniform will be imposed until the end of the first five rounds for juniors and seniors.

- 24.8. If there is a clash of team colours the team first mentioned on the stadium score system must wear a different colour uniform or a distinguishing coloured bib for that game.
- 24.9. Only suitable sports shoes with non-marking soles are to be worn on the court.
- 24.10. After Round 5, a 5 point penalty will apply for each player in incorrect uniform (Refer to penalties below).
- 24.11. Players who have faded or damaged shirts or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms will be warned by the Referee Supervisor. Disputes regarding incorrect uniforms are to be directed to the Basketball Supervisor in the first instance and then to the Domestic Competitions Manager and the Domestic Committee.
- 24.12. If a team listed as the home team (first team listed) refuses to change to an alternative colour, that team will be deemed to have given a forfeit.
- 24.13. The stadium has full sets of Tops available for hire at reception. Conditions for hire do apply. Please refer to the Hire of Stadium Tops information on the DBA website for the full explanation of hire.
- 24.14. The DBA recognises that in circumstances where religious and cultural beliefs conflict with the standard dress code, modification to that dress code may be required.
- 24.15. Headscarves are permitted to be worn, as long they do not pose a threat of injury. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips. It is recommended that the colours of head scarves or other garments should resemble the registered colours of the team the player is representing.
- 24.16. Teams with players wearing these garments must advise the Competition Manager via email.

25. Penalties

- 25.1. For a late start, a penalty of 1 point for every minute elapsed will be imposed on the team responsible for the late start.
- 25.2. For an incorrect uniform, the penalty is 5 points for each player out of uniform in the junior and senior competitions.
- 25.3. The Uniform penalty is applied when the player takes court. The penalty cannot be applied within the final 3 minutes of the game.
- 25.4. Late start penalty must be applied before the start of the second half. Referees have no discretion in applying these penalties.

- 25.5. For a Forfeit – a fine of two match fees for seniors and juniors is payable and the other team wins 20-0. This fine must be paid at the time of submitting the forfeit, if not paid prior to the next fixtured game, no premiership points will be awarded and the opposing team will win 20-0.
- 25.6. Any team with 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 DBA until the outstanding walkover fines are paid.
- 25.7. For playing an unregistered player a team incurs a forfeit. The team that plays an unregistered player incurs a penalty being loss of competition points.
- 25.8. A withdrawal fee (Equal to the relevant team entry fee) is payable within seven (7) days. In the event of disqualification, a withdrawal fee is not imposed. Individual players of a withdrawing team are not eligible to play in any competition until payment of the withdrawal fee has been made. Should extenuating circumstances arise, any request for consideration must be made in writing for the attention of the Domestic Competitions Manager.
- 25.9. Teams may be penalised for any breach of these By-Laws at the discretion of the Domestic Competitions Manager and Domestic Committee.
- 25.10. Breaches incurring a penalty include but are not limited to:
- playing an unregistered player;
 - playing an ineligible player;
 - unacceptable conduct.
- 25.11. Repeated breaches of these By-Laws may result in disqualification from competition.
- 25.12. All penalties and charges remain in force until fully paid. The DBA reserves the right to impose further sanctions and charges where fees are not paid on time or where other penalties are contravened.

26. Forfeits and Walkovers

- 26.1. If, after ten minutes has elapsed from the scheduled start of the game, a team has failed to take the court, the other team wins by forfeit (a 20-0 "Walkover"). In the case of a forfeit by both teams the result shall be a double forfeit the match score being 0 – 0.

26.2.

A forfeit shall be declared a notified forfeit when the team forfeiting notifies the DBA in writing or by telephone (the caller must speak to a staff member and not leave a message on voicemail) no later than 5.00pm on the day prior to the match, except for Sunday and Monday games (which must be advised no later than 5pm on the Friday prior to the match). The applicable fine must be paid at the time of submitting the forfeit, if not paid prior to the next fixtured game, no premiership points will be awarded and the opposing team will win 20-0.

- 26.3. Walkovers given by teams are required to pay the normal match fee. A fine shall also be levied, the amount of the fine to be determined by the DBA Board of Management. Teams shall be invoiced for monies owing and payment must be made within 7 days or prior to the next fixtured game (whichever is sooner).
- 26.4. The non-forfeiting team will be credited their score sheet payment.
- 26.5. Match fees paid by the forfeiting team shall not be refunded.

27. Fines

- 27.1. Fines levied against teams are the joint responsibility of all of the players registered to that team. No premiership points will be awarded and each opposing team will win 20-0 until the fine is paid.

- 27.2. Non-payment of a fine/s may result in disqualification of the team from competition.
- 27.3. Where a team is disqualified, each registered player remains responsible for their share of the fine. Continued participation in other teams may be contingent on payment of this amount.
- 27.4. Please refer to the Schedule of Fines on the DBA website.

28. Sin Bin Rule

- 28.1. A player who displays poor conduct or sportsmanship including dissent, arguing with the referee, inappropriate language, pushing and shoving, will receive a technical foul and the player must leave the court and may not return to the game for five minutes of playing time.
- 28.2. The player may be substituted if a substitute is available.
- 28.3. The referee will note the time on the playing clock that the player leaves the court and will instruct the scorer to write down the earliest time that the player may re-enter the game, through a normal substitution.
- 28.4. On return to the playing court, if the player commits a similar indiscretion, a disqualifying foul will be applied with the normal penalty.

29. Fall Back Rule and No Zone Rule in Junior Competition

- 29.1. For Under 8 and Under 9 competitions, if a team has a lead of at least 10 points the team is to fall back into a team defence within the 3-point line each time the opposition has clear possession. In Under 10 and 12 competitions a lead of 20 points and for Under 14 and above a lead of 25 points applies. However the coach/es of a trailing team may elect not to have this rule applied.
- 29.2. After a first warning from a referee, a team that breaches the fall back rule is guilty of a "technical foul on the bench".
- 29.3. All teams in junior competition must not play a zone defence within the 2 point scoring area (ie. inside the 3 point arc) in the first half of the game. If a team has only four players it may play man-to-man defence or a zone defence. After a first warning from the referee, a breach of this rule is a technical foul on the bench. (For full explanation, refer to the DBA website.)

30. Free Throws:

- 30.1. 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 FIBA rules.

31. Competition Match Rules:

Rule	Age Group				Mixed U8 & Boys & Girls U9
	Senior Men & Women	U18 & U23	U16	U14	
Timing	2 x 20 min halves (refer section 17).				2 x 15 min halves.
Match Clock	Stops on: All whistles in the last 3 minutes of the 2 nd half; All substitutions during last 1 minute of 1 st half; The direction of the Basketball Supervisor.				Stops on Compulsory Time Outs (refer below). Will not stop at Team Time Outs. ¹
Time Outs	2 per half per team (refer section 17). Not permitted during last 2 minutes of 1 st half. If called after the 3 minute mark, will finish at the 2 minute mark.				2 Compulsory time outs per half at about the 10 & 5 minute marks.
Half Time Break	2 minutes (refer section 17).				
Sin Bin	Applies (refer section 28).		Does not apply.		
Heat Rule	Applies.				
Mercy Rule	Does not apply.		25 points.	20 points.	10 points.
Foul Line	Normal line (refer section 30).			Short line (refer Section 30).	Bottom of Circle.
Key Limits	3 seconds.			5 seconds.	
Defence Permitted	No restriction.		No Zone Defence within 3-point arc in first half (refer section 29).		Man-to-man only. Retreat to centre line after basket. ²
Ball Size Females	Size 6 (refer section 21).				Size 5 (refer section 21).
Ball Size Males	Size 7 (refer section 21).		Size 6 (refer section 21).		Size 5 (refer section 21).
Individual Player Limit on Points Scored	No limit.				U8 – 10 points. U9 – 14 points. Points scored beyond the above do not count.
Individual Player Court Time	No limit.				All players to receive fair and reasonable court time.

1. For Mixed U8 & Boys & Girls U9, additional Time Outs are permitted, but not recommended. Such Time Outs are not permitted in the last 2 minutes of either half.
2. For Mixed U8, a restricted man-to-man defence is played, where players are required to defend the opposition player wearing the same coloured arm band as they are wearing (see full rules on the DBA website).

32. Senior Mixed Competition

- 32.1. At the commencement of the game a team must be represented by at least 2 female and 2 male players on the court. The fifth player can be either female or male. No more than 3 players of either gender may be on court at any one time.
- 32.2. Only female players are allowed into the keyway at either end of the court.
- 32.3. No player is allowed to score more than 15 points unless all players in that team have scored 15 points. Players can then score another 15 points and so on. Prior to all players scoring 15 points, if a player is on 14 points and a field goal is scored, only one point will be awarded.
- 32.4. If a player with 15 points shoots and scores then a violation is declared with a side ball to the opposition.
- 32.5. If a player with 15 points is fouled then they may nominate another player in their team (with fewer than 15 points) to take the free throws. (For full explanation, refer to the DBA website.)

33. Tribunal Attendance

- 33.1 Reported persons must attend Tribunals after proper notification is received. The Tribunal has the right to penalise for non-attendance. A Junior Player may have one witness and either a Parent, Guardian or Club Official to guide him/her. Players/teams appearing in front of the tribunal regularly may be excluded from playing in the Domestic Competition.
- 33.2 A player who is suspended and or banned by the BV Tribunal cannot register to play in any teams until the suspension/ban has expired. All games played by the suspended/banned player will be deemed a forfeit.

34. Extreme Heat Policy

- 34.1. The Extreme Heat policy will come into force when the temperature on any court reaches 35C.
- 34.2. On-court temperature is to be checked hourly whilst the stadium is in use and recorded by the Referee Supervisor. Thermometers are located on courts which comply with Basketball Victoria's Participants Protection By-Laws for monitoring the temperature on courts inside the stadium when the weather is hot. If the court temperature reaches 35C the modified timing rules and heat policy must be implemented.
- 34.3. Under the Extreme Heat Policy, the following modified timing rules will be implemented:
- 34.4. game halves will be shortened to 18 minutes;
- 34.5. U8 & 9 matches will be shortened to 13 minute halves;
- 34.6. half time will be extended to 5 minutes;
- 34.7. referees will call a mandatory time out at the 9 minute mark of each half regardless of the number of time outs called by the coaches. The clock must stop for the referee mandatory time outs.
- 34.8. Players need to ensure that they hydrate regularly before, through and after the game.
- 34.9. Referees, coaches and their parents must monitor junior players to ensure they drink plenty of fluid and watch for any signs of heat stress.
- 34.10. If the temperature inside the stadium reaches 40C games will be cancelled.
- 34.11. If games are abandoned due to extreme heat before the match commences or before half time, the game will be counted as a 2 all draw. If the game is abandoned after half time, the game score stands as a final result.

35. Disputes

- 35.1. Disputes regarding the interpretation and application of these By-Laws may be raised in writing via the Domestic Competitions Manager who may forward the dispute onto the Domestic Competition Representative of the Committee of Management.
- 35.2. The Committee of Management reserves the right to convene a meeting to hear any emergency/time sensitive disputes.