Mornington District Basketball Association Inc

By Laws

February 2016

1 Powers of the Committee

1.1 The Committee of Management (COM) shall have the power to suspend, disqualify, fine or otherwise deal with any teams or member thereof, any score-bench official, referee or spectator which or who has committed any breach of the constitution laws, or By-Laws, or rules made hereunder or practised, counselled or sanctioned any conduct is in the opinion of the Committee of Management, unbecoming, unfair, or contrary to the interests of basketball, after hearing relevant evidence from any teams, players or person connected with the incidents.

1.2 The COM shall have the power to make By-Laws and to alter, amend, add to or rescind same as the occasion may require. The By-Laws may be altered by resolution passed at a meeting of the Committee of Management, of which notice setting out the proposed amendment has been given to the Committee of Management members not less than twenty eight days (28) prior to the meeting.

2 Team Registration

2.1 Team registration forms must be completed on-line, with all the requested information filled in and payment, as detailed. This must be completed prior to the closing date for the next season.

2.2 Any team withdrawing after the fixture has been completed will lose monies paid. Providing it is not as a result of game rescheduling in which case the decision will be made by the COM.

2.3 The registration of any team with outstanding fines from a previous season will not be accepted until the fines are paid.

2.4 The COM reserves the right to refuse any team entry to the competitions.

3 Eligibility of Players

3.1 All players must be financial members of the association and registered with the teams in which they play. All registered players shall be eligible to play in association matches subject to the following conditions.

3.2 Grades are defined as ability levels (e.g. A, B, C Res) for senior competition and age or school levels for junior competition.

3.3 Divisions are defined as ability levels within a grade in junior competition.

3.4 Once a player is registered with a team, on the 3rd game with a team within a grade, that player cannot play with another team in that grade/division during that season, without a clearance, except as under paragraph 2.2. Otherwise clearances must operate as in paragraph 9.

3.5 Fill in players must pay any applicable fees and complete a “Fill in Disclaimer Form”, available from the Customer Service Office, prior to taking the court.

3.6 The COM reserves the right to refuse any player entry to the competitions.

3.7 Players are NOT permitted to play under any other player’s registration or name. Penalties for this breach of the rules will be recorded as a forfeit for the offending team and the team will be awarded loss of **twelve (12) premiership points.**

4 Senior Competition

4.1 Players may play more than one grade provided they seek written permission from the COM.

4.2 No team will be accepted if there are outstanding fines from the previous season and will be charged a $100.00 bond if they wish to play the following season. This $100.00 bond will be refunded at the end of season.

4.3 Legal numbers are 0- 99.

4.4 The policy for senior representative players (Big V) is that they cannot play lower than B reserve grade; therefore they cannot play in C grade or D grade. MDBA does not have a B Reserve division therefore our players cannot play lower than A, B or open competition. This will apply to current or players who have played Big V in the past 12 months, as well as players in the super A competitions. Junior players will still be eligible to play in their age group competitions but will be monitored to ensure fair and competitive competition (Introduced May 2008).

4.5 The COM has the power to accept or reject any application to play in domestic competition. Acceptance or rejection will be decided using the following criteria:-

(i) Appropriate (age, division, etc.) placement.
(ii) Fair competition.

5 Junior Players

5.1 Unregistered fill in players are permitted to play 2 games with any one team, the junior player must choose either the higher or lower division, the player must register on the 3rd game.

5.2 Proof of age will be required at the time of first registration of players.

5.3 Female players may play in male competition up to and including U14's.

5.4 Players in the junior competition may play additional weekly games in the older age grades and in senior competition. Any junior player must complete an age indemnity form prior to taking the court if playing two age groups above or any senior competition.

5.5 The COM has the power to accept or reject any application to play in the domestic competition. Acceptance or rejection will be decided using the following criteria:-

(i) Appropriate (age, division, etc.) placement.
(ii) Fair competition.

5.6 To qualify to play in the finals series, a player must play half plus one game of the total amount of games fixtured. A bye is counted as a fixtured game.

5.7 Representative Team Players will be those players who are currently playing or played in the previous season in a representative team in their age group regardless of the Association they represent.

5.8 To be eligible to play in a Junior Representative side the player must play in the domestic competition or be enrolled in a skills development program at MDBA. However in recognition of the commitment to study in years 10, 11, 12, under 18's and above representative players can take the decision not to play in a domestic team.

5.9 In order to try and present a fairer and more even competition for our domestic teams each junior team playing under 12 and above is only permitted to have 3 representative players in total, if playing in Divisions two or below.

5.10 No junior representative players may be added as fill in if a team already as three junior representative players on court. Individuals will be regarded as junior representative players if they:

(i) Currently play in a Representative team at any Association.
(ii) If they played in the representative competition prior to the start of the summer domestic season regardless of the number of games played.

5.11 The onus is on the team to follow the correct rules. Teams who play ineligible players in any game will forfeit that game.

5.12 Teams playing within their age group with more than 3 representative players are permitted to play in Division one without penalty. Players can play with unlimited representative players in any division if playing up one age group.

5.13 The COM has the power to accept or reject any team or player application in order to try and present a fair and even competition for all domestic teams.

5.14 In the event of a player being ineligible to play in finals matches, the player may through the team apply to the association in writing no later than 14 days before the end of fixtured games for permission to play finals matches. The application must clearly outline valid and genuine reasons for the application and be supported by a medical certificate from an approved medical practitioner. The decision by the COM shall be deemed final.

5.15 Any COM member whom are connected in any way with the team lodging the permit application shall not take part in the proceedings

6 Ineligible Player

6.1 An Ineligible player is one that:

- Has not been cleared from one team to another during the season in the same competition.
- Is suspended.
- Is over age for the competition.
- Is not a registered player.

6.2 Referees do not have jurisdiction to determine the eligibility of players for a game. Ineligible players will be determined subsequently.

6.3 It is an offence to play under an assumed name, or to arrange for someone to do so.

6.4 Penalty for playing an ineligible player:

(i) 1st Offence - As per By-law 3.6
(ii) 2nd Offence - As per By-law 3.7 and $50 fine
(iii) 3rd Offence – Disqualification

7 Interchange of players within clubs

7.1 Clubs with two (2) or more teams in the same grade shall have the first (3) weeks of a season to stabilise their teams by interchanging their players between rounds. After the third round no interchange or players between such club teams may occur.

7.2 Players are not permitted to play in two (2) teams within the same grade.

8 Clearances

8.1 Application for clearances must be forwarded in writing to the COM. No clearance will be required between seasons.

8.2 A player who is refused a clearance may appeal to the COM in writing.

9 Match Officials

9.1 Each team is to provide a reliable official for the score-table.

9.2 Each team must supply a competent score table official over the age of 14 years. If both score bench officials are supplied by only 1 team, a 20 point penalty can apply. This penalty may be given at the discretion of the opposing team and is only applied if the opposing team request to do so. Any discussion regarding this must take place with the official prior to the commencement of the game. Points must be allocated at the commencement of the game.

10 Grading

10.1 A three (3) week grading phase fixture will be issued at the beginning of the season.

10.2 Teams will be graded based on the following:

- Information on the registration form (e.g. Age, representative player, etc.)
- Performance in preceding season (e.g. final ladder position)

10.3 Each competition will be monitored over the first 3 weeks of the season by the Program Manager.

10.4 Ladder points and percentage will be reset to zero after the grading games.

10.5 Teams registering after grading phase will be required to pay a penalty to be included in the MDBA competitions from round 4.

10.6 MDBA and the COM reserve the right to grade/regrade team's entries to ensure fair competition. If this results in a schedule change consultation will take place with affected teams prior to the final decision being made.

11 Late Entries

11.1 Teams may enter after the website "Online Registration portal" has closed at the discretion of the MDBA. Subject to the following:-

- Entries received after the close date and before fixturing will be include in the initial grading fixture with a fee of $50.00.
- Late entries received after the initial fixture is published are guaranteed to be included only at the discretion of MDBA management with penalty as per item above.

12 Competition Rules

12.1 All domestic matches will be conducted under the official basketball rules of F.I.B.A with the following modifications which apply to all matches except final series. Final series variations are listed in By-Law 16.

12.2 Game fees should be paid direct to the Customer Service Assistant a minimum 10 minutes prior to the scheduled start of the game. Score sheets will not be released until all game fees have been paid. Team paying 2nd is required to take the score sheet to the court score bench.

12.3 All outstanding fees recorded by a team during a season must be paid before the team can play the following match.

12.4 Game fees for forfeited games will be refunded unless the team(s) uses the referees and/or court during the game time.

12.5 For all grades the clock is started at the scheduled time for commencement of the match, provided a referee is ready at the centre.

12.6 For each full minute a team delays the start of a game, the opponents are awarded 2 points. If after 10 minutes a team is still unable to commence the match, they shall forfeit the game

12.7 For all grades the referee will call centres and start the clock at the scheduled time for commencement of the match

12.8 A Sin Bin is implemented in the domestic competition at MDBA for all competitions from Under 18's boys and girls up. This rule is supported by Basketball Victoria.
A player will have sinbin applied for flagrant unsportsperson like conduct which includes but is not limited to:

- Technical fouls that involve arguing decisions, abusive language, threatening gestures;
- Unsportsperson like fouls of a 'hard foul' nature that are careless and or likely to cause injury.

12.9 The sin bin does not apply to all technical fouls (e.g. delay of game) nor does it apply to all unsportsperson like fouls (e.g. break away USF)

12.10 The technical/unsportsperson like foul will be called and administered in the usual way. The difference is that the player will leave the court and may not return to the game for five minutes of playing time.

12.11 The player may be substituted if a substitute is available.

12.12 The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may return to the court through a normal substitution.

Examples:

- Player who leaves court with time on clock 12:35 may return at the nearest available substitution opportunity after the clock ticks through 7:35.
- Player who is sent to the sin bin at 3:20 in the first half may return after the clock ticks past 18:20 in the second half.
- Any player who is Sin Binned with 5 minutes to go in the second half may not return to the game.

12.13 A team may commence the match with four (4) eligible players. In mixed competition, each team must have a minimum of two players of each gender to commence the game

12.14 Forfeit fines will be determined from time to time by the program Manager, details can be found on the current registration information. Teams who notify the office of a forfeit at least 2 Working Days (a working day being defined as Monday to Friday, not including Public Holidays) prior to the fixture game time will be fined a reduced amount to be determined by the program manager from time to time.

12.15 No time outs can be called in the last 1 minute of the 1st half and the last 3 minutes of the 2nd half of game. Referee's time outs can be called at any time during the game and the clock will be stopped.

12.16 No subs in the last minute of any half as the clock does not stop.

12.17 **No zone defence** - All junior teams under 14 and down are expected to play one to one defence for the entire game. The purpose of this rule is to improve the defensive skills of all MDBA participants. The focus should be education, not application of sanctions.

12.18 It is possible that junior referees will lack the confidence and skills to correctly assess whether zone is being played. At no time should a coach or parent complain to a referee about the opposition playing a zone defence.

12.19 It is possible the regular coach is absent and the stand in coach does not have the skills or knowledge to instruct the players in one on one defence. In this situation, the shift supervisor (or referee or even opposition coach) may provide instructional support for the stand in coach.

12.20 Where a referee observes and assesses a team is playing a zone defence they should raise the issue with the offending team's coach charge a timeout to the offending team so that the coach may adjust his team's defence. If the team has no remaining time outs, the referee may choose to call a referee time out to manage the situation.

12.21 Request the scorer note the zone defence breach on the rear of the score sheet.

12.22 Where a coach believes the opposition is playing a zone defence, they should:-

- Request the team manager seek the shift supervisor to come to the court and observe the game.
- If the shift supervisor assess the team is playing a zone defence, he/she will request the referees call a timeout at the next stoppage and follow the above protocol.

12.23 Where a coach believes the opposition is playing a zone defence, and there is no shift supervisor available or the shift supervisor disagrees with the coach assessment:-

- Request the team manager get video (smart phone) evidence of the breach and forward this with a report to the COM.
- If substantiated, on receiving reports of a no zone breach the COM (or subset) may:-
- Provide written reminder/warning to the team manager on MDBA no zone policy with advice on how to coach one on one defence.
- Require the coach to attend a conference on defensive strategies
- Deduct premiership points for the game played
- Award 3 premiership points to the opposition for the game played
- Deduct 6 premiership points

13 Mixed Competition

13.1 Teams must commence the game with a minimum of two (2) females and two (2) males. The fifth player can be either male or female. If prior to the commencement of a game, a team cannot field the required players, normal late start penalties are to be applied. If after ten (10) minutes has elapsed and a team is still unable to fulfil this requirement, then normal walkover penalties are to be applied.

13.2 TEAM ELIGIBILITY:-No more than three (3) males or females maybe on court at any one time. A team that is reduced to one (1) male or female due to injury or having fouled out of the game the team may continue to play until such times, as there are NO males or females left to take the court. In the vent this occurs the game will be a forfeit if the team that has lost their players was winning at the time, however the score will stand if the team that is unable to continue was losing at that time.

13.3 KEYWAY VIOLATION**:-**Male players only (from both teams) will be permitted in the key at the western end of the court for the duration of the game. Female players only (from both teams') will be permitted in the key at the eastern end of the court for the duration of the game.

13.4 12-POINT RULE:-No player is permitted to score more than twelve (12) points. When all players present and registered on the score sheet have scored twelve (12) points, then all players are permitted to score a further four (4) points per player until time. Prior to players scoring twelve (12) points, the following will apply:

(i) If a player is on eleven (11) points and scores a field goal, only one (1) point is recorded

(ii) If a player is on twelve (12) points if fouled, he or she MUST nominate another player in their team to take the penalty shots (points).
(iii) If a player on twelve (12 Points shoots and the basket is good, but a violation is called, no score, and the opposing team takes a side ball

13.5 JUMP BALL:-No jump ball. Arrows are in place

13.6 Ball Size: Size 6

13.7 All other basketball rules apply

14 Rules for Junior Domestic Competition

14.1 Grade 1 and 2 School Comp

- Size 5 Basketball
- Each half is 15 Minutes
- Do not have: In the key limits
  The 8 second back court rule
  The back over the centre-line restrictions (cross court)
- The No Zone Defence Rule applies
- Shoot foul shots a metre forward of the foul line
- Shooting goals in the wrong basket will not count
- Once a team is leading by twenty points, the leading team will play one on one only, double teaming will not be permitted when in defence
- Travel rules are not fully applied at the start of the Term. Interpretation of travel and double dribble violations are modified by officials to suit the development of the players. It is at the Referees discretion to apply the rule more stringently as the term progresses
- Bonus Foul shots are taken on the ninth team foul
- A player with 5 fouls is required to substitute out of the game

14.2 Under 10 Boys/Girls, Grade 3 and Grade 4

- Size 6 Basketball
- 2x 20 halves
- Free throws from one metre forward of the normal free throw line.
- Five (5) second rule in restricted key.
- One time out only per half
- No Zone Rule applies
- Once a team is leading by twenty points, the leading team is not permitted to steel the ball with their hands in the opposition back court and will be called for a violation if it occurs.

14.3 Under 12 Boys/Girls

- Size 6 Basketball
- 2x 20 halves
- Free throws from one metre forward of the normal free throw line.
- Five (5) second rule in restricted key
- One time out only per half
- No Zone Rule applies

14.4 Under 14 Boys/Girls

- Size 6 Basketball
- 2x 20 halves
- One time out only per half
- No Zone Rule applies.

14.5 Under 16/18 Girls and Women

- Size 6 Basketball
- 2x 20 halves
- Outer 3 point line to be used by Under 18's and above
- Sin Bin Rule applies from Under 18 and up

14.6 Under16/18/20/23 Boys and Men

- Size 7 Basketball
- 2x 20 halves
- Outer point line to be used
- Sin Bin Rule applies

15 Final Series Competition Rules

15.1 **Time outs:** during finals there will be 2 timeouts per half for each team for all age group competitions.

15.2 **Game timing**: during finals the following game timings shall apply.

The clock will stop for the following:

(i) All time outs.

(ii) All whistles in the last 1 minute of the 1st half and the last 2 minutes of the 2nd half

16 Players Uniforms

16.1 A Player wearing incorrect uniform will be penalised by **two (2)** points being awarded to the opposition team for each item.

16.2 Singlets must be correctly numbered back and front as per FIBA guidelines. Numbers 1 to 99 are permitted.

16.3 In the event of a clash of colours, the first named team on the score sheet will change to alternate singlets supplied by the MDBA door keeper

16.4 The team shorts must be identical in colour and markings, which is seam strips, brand symbols and insignias. Pockets on shorts are not permitted for safety reasons. Shorts must be "Sports “shorts. Small (approx. 5cm) brand names and strips worn by individuals are acceptable. Individual players cannot have large brand symbols across their shorts, or insignias such as Chicago Bulls unless all team members have identical markings.

16.5 Three quarter length leggings are not permitted

16.6 T-shirts may be worn but they must be the same dominant colour as the singlet.

16.7 Players in women’s competitions (from U14 girls onward) are not required to tuck playing singlets into shorts.

17 Fingernails, Rings and Jewellery

17.1 Fingernails should **not** protrude past end of fingertips; if they do they must be cut prior to taking the court or on instruction from officials.

17.2 Any type of glove is **not** permitted, unless a player has a medical certificate stating their need to wear gloves.

17.3 Taping of Nails are **not** permitted

17.4 Players **cannot** wear any jewellery or equipment that might cause injury

17.5 All wrist bands must be removed with the exception of material sweat bands

17.6 All jewellery, including ear, lip and nose ring or any other body piercing items are **not** permitted

17.7 Hair combs and clips, plastic semi-circular hair restraints and beads are not permitted

17.8 Plaits not permitted. Ponytail tied with ribbon or elastic band is accepted

17.9 Braided hair with beads is **not** permitted

17.10 Bobby pins and flat hair clips permitted

17.11 Basketball Victoria's policies apply for all other rules

18 Protests

18.1 Any team desiring to lodge a protest in respect of any game must endorse the back of the score sheet in the presence of the Referees or Stadium Official signifying its intention to protest

18.2 The official protest must be lodged in writing at the stadium office within 48 hours of the completion of the match. The protest will be heard by COM at their earliest convenience.

18.3 All correspondence regarding protests or complaints must be forwarded and signed by the team contact person or an alternate contact person as per the team entry form for the current season.

18.4 Any member of the Committee who is connected in any way with either team shall not take part in the proceedings.

19 Admission Fees

19.1 Admission fees and penalty for non-payment for the competition matches will be determined from time to time by the COM.

20 Player Health

20.1 Players all play any match at their own risk.

20.2 Basketball Victoria and its affiliated associations must not prevent a woman known to be pregnant from participating in basketball only because of the pregnancy unless it is clear that the woman or her unborn child is at risk to their health.

20.3 The MDBA have adopted Basketball Victoria policy "Participants' Protection" in regards to Blood, Heat and Pregnancy policy. These can be found on Basketball Victoria web site www.basketballvictoria.com.au.

21 Equipment Damage

21.1 Any damage done deliberately to backboards and rings must be paid for by the player/s that has caused the damage.

22 Hanging from Rings

22.1 Any player and or spectator found to be grabbing or unnecessarily hanging from the basketball rings will be ejected from the stadium immediately.

23 Cancellation / Rescheduling of Games

23.1 If a game or games are unable to be played as fixture (except forfeits) the MDBA reserves the right to reschedule games as necessary. Where a game/s is/are unable to be rescheduled 2 premiership points will be awarded to each team and the game will be treated as a 0-0 draw

23.2 If an entire round of a fixture is cancelled due to circumstances beyond the control of the MDBA, the games will not be rescheduled. No premiership points will be awarded

23.3 If a round is cancelled the registered players of the teams rostered to play will be granted a qualifying game for the finals. The bye team players do not receive a qualifying game.

23.4 In case of power failure or acts of God (flood/earthquake etc.), the following rules to apply-

i. Games that have been completed prior to the failure shall receive game and premiership points.
ii. Games called off prior to half time shall be called a draw regardless of which team was in the lead.
iii. Games called off after half time, the leading team is declared the winner.
iv. Games not played shall be considered a draw, as per by-law 24.1 except that a bye team will be awarded 3 Premiership Points.

24 Fixture Changes

24.1 At times the MDBA may be required to amend fixtures for any competition. Any changes will be notified to all teams involved.

24.2 Any special requests for fixtures (times, late games etc.) are to be in writing at time of team registrations.

24.3 Any request from teams to alter or change fixture games will not be approved unless extenuating circumstances apply in which case a $100.00 administration fee will be imposed.

25 General

25.1 MDBA Committee reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these by-laws

25.2 Games will not be played on public holidays