



CRAIGIEBURN BASKETBALL ASSOCIATION INC.

(Registered No. AOO 26876Z)

Craigieburn Junior Domestic Basketball Association Bylaws Version 2.4 – 15TH 2014

These Bylaws apply to all Domestic Competitions and/or Tournaments run by the Craigieburn Basketball Association and/or the CJDBA

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1.0 ELIGIBILITY FOR GAMES

Teams are expected to arrange for substitute players within the limits of eligibility rules when too few of their regular players are available.

1.1 DEFINITIONS

Grades, Rounds and Games refer to the current season.

Divisions are formed when one grade of an age-group is separated into groups upon time or locality or some other principle (morning, afternoon, east or west).

Divisions are treated as separate grades for the purpose of moving players between teams.

1.2 RESTRICTIONS WITHIN ONE AGE GROUP

- 1.2.1 In one round, a player may not play in the same age-group twice. If any player has played illegally in a second team, then that team shall forfeit.
- 1.2.2 A player may move freely between grades or divisions in the one age-group until he/she has played five rounds with one grade in a season. Once he/she has played five rounds in a particular grade, he/she may not play in a lower age-group. He/she may move to a higher grade at any time by if he/she has played five rounds in that season then they may not move back to a lower grade without permission of the Registrar.
- 1.2.3 A player who has played for a team which has a bye in any given round may not play that round for a lower grade team (this rule prevents a Club from dropping a 'B' grade team to 'C' grade in the first five rounds if the 'B' grade team has a bye).

1.3 RESTRICTIONS WITHIN & ACROSS AGE-GROUPS

- 1.3.1 In any one round, a player may play in a number of age-groups (subject to restrictions in 1.3.2), e.g. an under 13 player may play under 13 and under 15, but may not play in the same age-group twice. However, A, B and C grade players may only drop one grade regardless of the age of the older group, i.e. A grade cannot play in C, D or E grade in ANY older age-group, B grade cannot play in D or E grade in ANY older age-group, C grade cannot play in E grade in ANY older age group.
- 1.3.2 A Club may enter an entire team from a lower age-group in a higher age-group. This team may then only play in that higher age-group.
- 1.3.3 No team may play more than two players from a lower age-group in any round or final except with permission from the Registrar.
- 1.3.4 A team who breaches these conditions shall incur a loss of points in accordance with By-Law 3.1.1.

1.4 RESTRICTIONS WITHIN ONE AGE-GROUP (OR DIVISION)

- 1.4.1 Where a Club has more than one team in one age-group, a player may transfer between teams on a permanent basis and ONLY with the prior permission of the Registrar. The spirit of this rule is to encourage multiple entries by one Club in the one grade to be of equal strength.

- 1.4.2 Once a player has played three (3) games with a team in his/her age group they are deemed to be a permanent player with that team, they cannot play for another team within the same age group, they can however play as many games as they wish in an older age group.

2.0 REGISTRATIONS

2.1 PLAYER REGISTRATIONS

- 2.1.1 Players shall be registered by registering a completed registration card with the appropriate Registrar. This registration card remains valid for the duration of the player's time at that Club or until a clearance to another Club is approved, in which case another signed registration card and clearance must be submitted for the new Club.

- 2.1.2 When a player has not played for a Club for six seasons, or where his/her Club no longer exists, no clearance to another Club is required. Players from a non-member Club require a clearance when any such Club resumes and becomes a member of the CJDBA again. e.g. standalone teams vs. Clubs

Clubs with a combined team need to nominate to which Club the official notices shall be given.

New players commencing play during the periods of Round 1 to Round 6 must be registered by 6pm on the Friday following Round 6. New players commencing play during the season must be registered by 6pm on the Friday preceding the game where they wish to play.

- 2.1.3 In the case of an unregistered player after Round 6:

- 2.1.3.1 A team shall lose one premiership point in the first game in which any unregistered player participates after Round 6 and one additional premiership point for each additional game after notification by the Registrar.

- 2.1.3.2 The opposition team does not gain any extra points.

- 2.1.3.3 Once the player has lost four points for being unregistered, then that player will be automatically suspended from CJDBA games until the appropriate Registrar has received registration. Playing a suspended player is an automatic forfeit for that game. Player shall remain out of the game until registered for the team.

- 2.1.3.4 Any player unregistered from the previous season(s) must be registered before playing again. Failure to comply - penalty as per By-Law 2.1.3.

- 2.1.3.5 An applicant shall pay a fee not exceeding one half (½) of the prescribed entry fee in order to have one (1) or more teams placed on a waiting list where the desired competition has a full quota of teams.

- a) An applicant who has paid the fee to be placed on a waiting list shall be given priority for entry into competition when a vacancy occurs.
- b) Applicants on waiting lists shall be considered in the order they were placed on the waiting list.
- c) Where no vacancy occurs the waiting list fee shall be refunded to the applicant at the time when applications for the following season are called for or upon demand by the applicant at any reasonable time.

- d) Where no vacancies have occurred during the season the applicants listed on official waiting lists shall be given priority over other new applicants for entry into competition the following season.
- e) A player can only be registered with one club per competition, and must register with the team with which they play.
- f) A team registration form must be completed and lodged with the Association before the first game of the competition. All details of registration must be completed before a player is considered as being registered.
- g) A player not included on that team registration form must complete all details of registration (full name and address, signature and for junior competition only date of birth) on the back of the score sheet of the first game in which they play.
- h) In junior competition only, a player who has never competed in competition organised by the Association must complete a "new player registration" card BEFORE playing their first game, proof of age must be provided and the said card certified BEFORE issue to the relevant grade secretary.
- i) Proof of age must be in the form of an original document: e.g. Birth Certificate, Health Book or other method specifically approved by the Competition Organiser.
- j) Playing unregistered players will cause By-law 2.1.3 to be invoked.

2.2 CLEARANCES

- 2.2.1 Any player has the right to be cleared to another Club subject to paying all monies owed to his/her Club.

All clearance cards must be affected before a player takes court with the new Club. The penalty for use of a player who is ineligible because of lack of proper clearance is forfeit of games. The other team does not gain any extra points.

- 2.2.2 The Registrar must approve all clearances. The player shall not play with his/her new Club until the clearance is lodged with the Registrar.
- 2.2.3 Where a player is cleared from one Club to another during the season, finals qualification with the previous team is cancelled and the player requires five games with his/her new team to qualify for the finals. It will be 50% plus 1
- 2.2.4 In the case of a new Club formed by breaking away from an existing Club, no clearances to the NEW Club shall be approved by the Registrar for any person having played with the existing Club, unless the existing Club approves a clearance application.
- 2.2.5 Where a Club desires the services of a player who is registered with another Club, permission for an approach in writing must be given to the player's existing Club. Poaching Definition: refer Appendix 2.

When any person is found to be in breach of this By-Law, they may be suspended from any involvement in the CJDBA including playing and/or coaching.

If a Club violates this By-Law, the Association may cause that Club to be suspended in total from the Association.

Clearance applications must be lodged with the relevant Association official prior to round 3 of the current season.

For juniors, application for clearances must be endorsed by a parent or guardian of the player before the Association will consider the application.

If a player is cleared to another club/team, the player must qualify for the finals in accordance with Bylaw 3.3.1

3.0 POINTS

3.1 PREMIERSHIP POINTS

3.1.1 For each game during the season:

- Three premierships points awarded for a win or a bye, one premierships point for a loss.
- Two premierships points for a drawn game, one premierships point for a forfeiting team.
- Zero premierships points for a team giving a walkover.
- 20 points for the team receiving the walkover.
- Three points for the rostered team that is not responsible for the loss of a walkover.

3.1.2 Ineligible Players - a team shall forfeit all games in which it has used ineligible players receiving one point for each game.

3.1.3 Walkovers – if a team does not appear with four eligible or ineligible players within ten minutes of the scheduled starting time, then that team has given a walkover. The opposing team will be awarded a 10-0 score. A scratch match can be arranged free of charge to players.

A team that gives two walkovers during one season may be suspended or withdrawn from the competition. Refer Section 7 for walkover penalties

Teams that give more than two walkovers in any season may be suspended or withdrawn from the Competition.

3.1.4 Forfeits - a team without four eligible players may forfeit the game by noting, on the score sheet, that it has used an ineligible player to make up the numbers to at least four, so being able to make up a team to play the game and thus avoiding a walkover. Such a game counts for premierships points and is not a scratch match. In forfeit games, normal playing fees apply.

A team shall forfeit all games in which it has used ineligible players. Points allocated will be one point for the team that gave the forfeit and three points for the team they played. The scores will stand unless the forfeiting team won, in which case the score will become 10-0.

3.1.5 Rostered games may be deferred in extraordinary circumstances at the request of the team(s) with the approval of the Competition Administrator, but must be played within 15 days of the rostered date. If the game is not played within 15 days, the requesting team(s) has forfeited the game. The responsibility for arranging the game rests with the requesting team. Where possible, the game will be played in advance of the scheduled time.

Any Club wishing to defer a game for attendance at Tournaments must submit an application at least one week prior to Fixtures Day. Must give four playing weeks' notice .

All Clubs will be advised of this requirement prior to the Season commencing. The date and location of deferred games will be decided by the CJDBA. Applications must include the reason and names of the players in the team that will be absent. Application for deferral does not necessarily imply acceptance of deferral.

- 3.1.6 In one round, where games are cancelled for a portion of the grade, nil-all draws will be awarded for those games not played. The results will stand for those games played.
- 3.1.7 The four teams (unless specified by the Grading Committee) leading in premiership points at the end of the season will play finals series. The Association may organise supplementary finals series for those teams finishing lower down the ladder.
- 3.1.8 Where teams are level on premiership points, positions will be decided by the ratio of points for and against.

When calculating percentage, no team may be credited with a win by more than 20 points.

3.2 GRADING POINTS

- 3.2.1 Prior to the start of the season, the Executive will decide the number of grading rounds with Fixtures Day or its equivalent normally set after the last grading round. Prior to, or on Fixtures Day, teams will be graded into their final grade.
- 3.2.2 Percentages are to be calculated from the first round when the composition of the grade remains the same.

Results and ladders will be posted onto the official webpage rather than being sent to individuals and Clubs as in the past. Results will be available on Sunday night and ladders will be posted after Round 8 on Wednesdays. Clubs have two further rounds to query ladders, except for the last two rounds where queries must be made within 24 hours of the ladders being published. Once these periods of time have expired ladder positions will stand, except if changes are advised by the Grade Secretary to the Ladder's Coordinator.

3.3 FINALS (Qualification)

- 3.3.1 To qualify to play finals matches with any team, a player must be registered and have played 50% of games plus 1 with that team, except in the case of medical evidence of unavailability in which case the Registrar may give a permit. Byes are counted for qualification
- 3.3.2 No player may participate in finals with more than one team in the one age group.
- 3.3.3 No substitute player may be added for Finals games who is other than one age group or more below and of a lower grade, i.e. a 16B team with special permission may be granted approval to play a 14C lower grade player.

The Registrar is to obtain from the Grade Secretary the names of three players from whom a choice of a substitute is made.

- 3.3.4 When a team may have less than six qualified players special permission may be obtained from the Registrar to make up numbers to six players. Choice of appropriate players will fall within Bylaw 3.3.3.
- 3.3.5 Clubs are to give reasonable notice of a need for a substitute player.

- 3.3.6 Any team found to be knowingly using illegal players during the Finals Series (i.e. under someone else's name) will be disqualified from the balance of the Finals and be subject to further action.

It is the responsibility of every player to ensure that they sign the back of the score sheet before or after each game, failure to do so may result in their ineligibility for finals games.

3.4 ENTRY FEES

- Spectator entry is FREE
- Team Sheet costs are \$55.00 per team per game
- Player registration is \$35:00 per player per season payable to the club of they are playing for
- Team registration is \$125 per Team payable to the association

4.0 CONDUCT

4.1 AGE LIMITS FOR THE COMPETITION

- 4.1.1 Summer Season: Under 8, 10, 12, 14, 16, 19 and 20 on 30 June in the year of the season start. For example; a player turning 10 before 31 December of that year must play in the Under 12 age group. Should the player turn 10 after 31 December he/she shall be permitted to finish playing that season in the team that he/she is currently registered in.
- 4.1.2 Winter Season: Under 8, 10, 12, 14, 16, 19, 20 on 31 December just prior to the season start. For example: a player turning 10 on 31 December is Under 12. Under 20 cut off date shall be 30 June in the year prior to that season. In the event of there being no Under 20 competition the Under 18 cut off date will revert to 30 June in the year prior to that season.

Any player may be called upon by the Registrar to supply proof of age. Where inconsistent birth dates are submitted and the revision is to a lesser age, proof may be supplied.

4.2 PLAYING RULES

- 4.2.1 The rules are those of the Basketball Victoria except:

- The three-point rule does not apply for age groups under 10 and lower.
- The inner **GREEN** line shall apply for 3 point shots taken for all junior competitions, the outer **WHITE** line for all senior competitions.
- The free throw line is advanced one metre for age groups under 12 and lower, except for under 8 players (refer below).
- The number 6 ball is used for all girl's age groups, and boys age groups under 14 and lower. The 3 second rule is changed to 5 seconds for age groups under 14 and lower.
- The clock will stop only in the last 2 minutes of the second half for all FOULS, SUBSTITUTIONS AND TIMEOUTS.
- No time-out is allowed in the last three minutes, or part thereof, in the first half of the game. A variation may occur for finals.
- Once a team has attained a 20 point winning margin over their opponents then the mercy rule shall apply, meaning that the winning team must return to their own side of the centre court line.
- No zone defence are to be played for age groups 14 and under.

- 4.2.2 Playing Rules for U8's

- Size 5 ball
- Lower rings

- Maximum score per player is 10 points.
- When all players have scored the maximum allowed of 10 points then all players are free to commence shooting
- Free throws will be taken from behind the point of the circle nearest the ring.
- Under 8 Group shall play a modified finals format
- All Under 8 teams **MUST** have a girl registered with the team.

4.3 CONDUCT OF GAMES

- 4.3.1 Each team shall provide a competent scorer and timekeeper. The attention of the referee shall be drawn to a scoring error at the first break in play (whistle) after it has been noticed. The referee's decision shall be final.
- 4.3.2 Personal names and surnames, not one or the other, must be entered on the score sheet before half time, i.e. must be John Smith, not John.
- 4.3.3 The name of a player who does not play shall be removed at the end of the game by the scorer. YES CHANGE TO PLAY

4.4 ENTRY OF TEAMS

- 4.4.1 Applications by Clubs to be entered in the competition shall be on the prescribed entry form and shall be submitted prior to the Grading Committee Meeting.
- 4.4.2 Clubs are expected to submit team lists to the Association Administrator.
- 4.4.3 Players may be added to teams at a later date, unless the Grading Committee determines that certain players may not play in certain grades, but additions may be taken by the Grading Committee as a case for re-grading.
- 4.4.4 A team that gives two walkovers during one season may be suspended or withdrawn from the competition.
- 4.4.5 New Clubs entering the CJDBA with one or two teams, and are unable to demonstrate an intention to develop a series of teams in the future, shall pay a bond, and not be entitled to wear uniforms of the same colour as a Club from which three or more of their players were previously associated, or the reverse colours of the same.
- 4.4.6 Any team which has been expelled or disqualified from a competition shall not be entitled to any refund
- 4.4.7 Teams admitted to competition after the season's commencement shall be awarded 'loss' points for each round prior to their first game.
- 4.4.8 The Association reserves the right to re-grade teams at any time during the season.
- 4.4.9 The Association reserves the right to vary the conditions of entry on consideration of an applicant's case. However, penalties may apply and the applicant will be notified at the time this decision is made.
- 4.4.10 Mixed competitions are conducted by the Association under special conditions and rules.

4.5 ON COURT STANDARDS

Code of Standard

- 4.5.1 Teams shall be penalised four (4) points for each player out of uniform with a maximum penalty of sixteen (16) points. NO maximum penalty for senior competitions.

When two teams play each other and there is a uniform clash, the opposing team has the right of appeal for the uniform points to the CJDBA, if the team fails to wear alternatives when required does not do so.

The team listed first on the score sheet will be required to wear an alternate colour.

A player may not play if the singlet colour could be confused with that of the opposition.

Shorts, singlets and numbers must be of uniform colour and not seriously faded. Long board shorts are not permitted. Same colour shorts are to be worn and if not refer to point 1.

Pockets and side adjusting straps on shorts are not allowed.

The playing numbers 00, 0, 1, 2, 3 are not to be used as a playing number by any team. Any number not being used by another player is usable as a blood singlet, but 0 or 55 are preferred. If a team does not have these numbers any other legal number can be used as long as no other player has the same number on court. Refer Appendix A for permissible playing numbers.

Insignia and logos will be permitted on playing uniforms only by authorisation of the CJDBA Executive for the following:

- Notified Club emblems, insignia and logos
- Logos and insignia of notified Club sponsors or CJDBA sponsors

No Club, player or team may add any other writing or images to the playing uniform. The Secretary of the CJDBA shall maintain a list of notified Club and sponsors' emblems, insignia.

Tight fitting bicycle pants and long-sleeved tight-fitted sports shirts that extend to and are tightly banded at the wrist are allowed as under garments only if they are black or are the same colour as the respective singlet and shorts.

Long fingernails must be cut to a safe playable length and not taped. Gloves are allowed to be worn.

- 4.5.2 Jewellery shall not be worn on court; this includes watches, bracelets, necklaces and all body ornaments. Players are allowed to wear plastic replaceable studs in their ears only for the duration of games. The wearing of any other jewellery or studs on any other body parts is still forbidden.

Long hair must be tied back to allow a clear view of the rear number. Pigtales and ponytails of a length that may contact other players are not allowed. Hair may be tied up and/or back but headbands and hair ornaments are not allowed. Platts are not permitted at any time.

- 4.5.3 Although the clock may be in progress, play will not start until a competent scorer is provided for each game. Teams not represented on the score bench have no avenue for complaint if they are not satisfied with the manner in which the game is either scored or time d.

- 4.5.4 Where games are cancelled due to extenuating circumstances such as power failures, the complete round will be cancelled if all teams are affected and no points will be awarded. However, if not all the teams in the grade are affected, the affected teams will be awarded two (2) premiership points each and the bye teams will be awarded three (3) points. All

players registered at that date will be deemed to have played the game and will be awarded a game credit towards finals eligibility. Any team that is aggrieved may appeal to the relevant Competition organiser.

4.5.5 A team must have four (4) players on court before the game can commence. A minimum of two (2) Players per team is required on court for the game to continue.

4.5.6 Late starting teams will be penalised one (1) point per minute or part thereof. It is the team's responsibility to have the paid score sheet available at the score bench by the commencement of game time as listed in the competition fixture. Ten (10) minutes late constitutes a walkover.

4.6 INFECTIOUS DISEASES

4.6.1 If bleeding occurs the player must leave the court area and receive appropriate treatment. Players may not resume play until bleeding has stopped.

If bleeding should reoccur the above procedure must be put into place.

If bleeding cannot be controlled, and the wound securely covered, the player must not continue the game. All contaminated clothing and equipment must be replaced prior to the player being allowed to resume play.

A team singlet may be exchanged with a change of number for the player, with no penalty. If a team singlet is not available, the player may wear any singlet and appropriate shorts, provided that they are not of the same colour as the opposing team, with no penalty imposed.

4.7 GRADING

4.7.1 Initial grading of teams shall be recommended by their Clubs and reviewed by a Grading Committee. Teams that have been competitive in higher age groups can expect to be promoted to a higher grade in the new season.

4.7.2 If all players are not included on the team list or new players are added during the season, re-grading of that team can be made by the Grading Committee.

4.8 WITHDRAWALS

4.8.1 If a team is withdrawn after Fixtures Day the Club shall pay a withdrawal fine, in addition to walkover fines if the Association cannot fill the schedule times.

4.9 FIXTURES

4.9.1 After the grading meeting, fixtures are drawn up for the first six rounds by the Competition Administrator the Grading Committee re-grades teams, and a meeting on Fixture Day or its equivalent draws up the fixtures for the rest of the season.

4.9.2 Requests for games at preferred times and location are considered if made before the fixtures are drawn up.

Reasons are considered if requests clash.

4.9.3 Requests for venues, times compatibilities will be given consideration when making the fixtures. This will be better done if valid reasons for the requests are supplied.

- 4.9.4 Clubs must be fully co-operative when decisions by the Association are made regarding finals fixtures changes. Requests from Clubs for finals fixtures changes must be valid and reasonable.
- 4.9.5 Venues/Referees are not considered valid and reasonable requests for changes.
- 4.9.6 The CJDBA will only permit four (4) requests, (including compatibilities and time requests), per team entering the competition regarding fixture placings. If a Club refuses to play at a particular venue for whatever reason, their request is to be ignored.

5.0 FINANCE

To retain financial standing in the Association, Clubs are to make payment of monies to the Association in the following manner:

- 5.1.1 Registration and Bond Fees – payment is due at the time of submitting team lists, unless prior arrangements are made to the contrary.
- 5.1.2 Walkover Fines, Score sheets and Withdrawal Fees - payment is due prior to the next game being played by the team/club issued with the fine.
- 5.1.3 All accounts due and payable in relation to a particular season are to be paid prior to the commencement of the following season.
- 5.1.4 Should a Club become unfinancial then the Executive Committee may, at its discretion, cancel all or part of premiership points gained by the Club whilst that Club remains unfinancial.
- 5.1.5 Clubs must be financial to participate in Finals.
- 5.1.6 President and Treasurer, jointly, will decide whether claims as to the validity of amounts invoiced are justified. Such claims are to be lodged within 21 days of invoice.
- 5.1.7 Venue contributions are based on the number of games fixtured at the Club's venue during the season, calculated at a rate set by the Executive.

6.0 DISPUTES, PROTESTS AND COMPLAINTS

6.1 DUTIES OF OFFICIALS

- 6.1.1 From 5 May 2003, the CJDBA will adopt the Codes of Conduct from Basketball Victoria for all players, coaches, parents, spectators and administrators.
- 6.1.2 The CJDBA holds the right to investigate and or convene an investigation into any matter it feels necessary without approval and or complaint from the Clubs. Investigations may be held into any matter that relates to breaches of the Codes of Conduct.
- 6.1.3 All disputes, protests and complaints must be lodged in writing by a nominated Club official with the Administrator within five days of the matter under dispute.
- 6.1.4 Letters of complaint should include details of known persons who are available as witnesses to the matter complained of, and the nature of the evidence to be given.
- 6.1.5 The terms of reference of the Investigation Committee shall include any contentious matter

requiring arbitration, which the President or his/her nominee shall refer to the Investigations Committee.

6.1.6 The President or his/her nominee shall appoint the Investigation Committee.

6.1.7 The Administrator will advise all parties involved.

6.1.8 The Investigation Committee finding shall be directed to the Clubs via the Administrator unless otherwise decided.

6.1.9 Persons affected by the Investigation Committee decisions shall have the Right of Appeal to the VBA through the appropriate channels and will be advised of this right at the investigation.

6.2 REPORTS

PLAYERS, COACHES & SPECTATORS

6.2.1 Referees are to lodge reports with the score sheets.

6.2.2 The Administrator or nominee will advise Club officials, who will advise the reported players or coach of the place, time and date of the Tribunal hearing.

6.2.3 The Administrator or nominee will forward the report sheet and scoresheet to the Tribunal Secretary. The Administrator or nominee will notify the Clubs involved of the result of the Tribunal hearings. The Administrator or nominee will advise Clubs of the Tribunal procedure.

Written or verbal advice to the Club Secretaries by the Administrator or person deputised by him/her is deemed to be official notification to Clubs.

REFEREES

6.2.4 In the case of a referee exceeding his/her power by altering timing regulations on starting a game early, a re-match shall be ordered if the losing or drawing team can produce evidence that:

- referee exceeded his/her power
- the consent of both coaches was not given
- the result of the game could have been judged reasonably to have been affected.

6.3 VENUES

6.3.1 Venue managers and Executive members are empowered to exclude any person from that venue.

6.3.2 Alcoholic beverages must not be consumed at or outside an Association venue while the competition is in progress.

6.3.3 Smoking is prohibited at all venues.

6.3.4 It is permissible for the venue manager to authorise a reduction in game time to deal with extraordinary situations such as lockouts and meeting deadlines for the conclusion of the season.

7.0 FINES AND PENALTIES

7.1 SCORESHEET INFRINGEMENTS & WALKOVER FINES

7.1.1 **Scoresheet** - coaches names and player's given names and surnames must be included on score sheets. Score sheet infringement fines are:

- | | | |
|----|---|--------------------|
| a) | Coaches name not completed or legible | \$5.00 (incl. GST) |
| b) | One or more players name not completed or legible | \$5.00 (incl. GST) |
| c) | Team filled out under the wrong team name | \$5.00 (incl. GST) |

b) and c) are \$5.50 per infringement or name

7.1.2 **Walkover fines** - home and away games:

- | | | |
|----|---|-------------------|
| a) | \$110 for the first two walkovers given by any team | \$110 (incl. GST) |
| b) | \$200 for the third walkover and possible suspension or withdrawal from competition | \$200 (incl. GST) |

1. Home team walkover - half to the opposing team and half to the CJDBA
2. Away team walkover - half to the opposing team and half to the CJDBA
3. Two home teams walkover - half to the CJDBA only.

7.1.3 **Walkover fines** – finals:

\$120 payable before the team is entered into the following season's competition. Teams that give more than two walkovers in any season may be suspended or withdrawn from the Competition.

7.2 MISCELLANEOUS PENALTIES

7.2.1 Where no penalty is expressly provided for in these By-laws, this general penalty clause shall prevail:

- a) the penalty for player infringement shall be forfeiture by the team for all games the infringing player competes in
- b) the penalty for team infringement shall be forfeiture of all games the infringing team competes in.

Administration Forms

Registrations forms and payment/venue availability forms/compatibility cards team lists/general administration forms

- a) to be return by date nominated
- b) team entries to have coach and team manager's name and WWC number

Fines for a) and b) \$50.00 for each item plus additional \$20 per week item is delayed

Results & Scoresheet Fines

- c) results to be returned by the winning team to the front desk at the completion of the game
- d) If the sheet is lost or no result can be verified neither team will receive any points

Fines for c) and d) \$50.00

Playing of Uncleared or Unregistered Players

See By-Law 2.1 and 2.2.

Any player taking court without a clearance from their previous Club within the CJDBA will create a loss in a forfeit situation for the team they have played in. When a player has not played with a Club for six seasons, or where his/her Club no longer exists, no clearance to another Club is required.

8.0 TIMING REGULATIONS**8.1 HOME AND AWAY GAMES**

- 2 minute warm up.
- 50 minute game schedule - two 20 minute halves. Half time - 2 minutes, to be timed on match clock. Each team is entitled to two time-outs per half.
- No time-outs allowed in the last 3 minutes of the first half.
- The clock will stop for all, foul shots, substitutions and timeouts during the last 3 minutes of the second half.

8.2 SENIOR DOMESTIC

- The clock does not stop during any home and away games for the Senior Men's or the Senior Women's competitions.

8.3 HEAT POLICY

When the court temperature reaches 30°C, consider implementing the following and when the court temperature reaches 32°C, the following must be implemented:

- 50 minute game schedule - two 20 minute halves. Half time - 2 minutes, to be timed on match clock.
- Compulsory "referee's time-out" will be called at the first whistle closest to the 10 minute mark.
- Each team must call one time-out before the compulsory time-out, and one after the compulsory time-out.
- In the event the coaches do not call their time-outs as required, the referees must intervene and call the time-outs and attribute them to the respective team.

When the court temperature reaches 35°C, games must be abandoned:

- If the game is abandoned before it commences or before half time, it is counted as a draw. If the game is abandoned at or after half time, the game score stands as the final result.
- If any game is called off or abandoned due to extreme weather conditions such as storms, a leaking roof, water on the court, a power outage or any other unforeseen circumstance/s then the same rules shall apply as for the heat policy

8.4 SEMI AND PRELIMINARY FINALS GAMES ONLY

- 60 Minute game schedule – two 20 minute halves. Half time – 2 minutes, to be timed on match clock.
- The clock will stop on all time-outs throughout the game. Time-outs are permitted at any time during the game.
- The clock will stop for all foul shots, substitutions and timeouts during the last 3 minutes of the second half.

- In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.

8.5 GRAND FINAL GAMES ONLY

- 60 Minute game schedule – two 20 minute halves. Half time – 2 minutes, to be timed on match clock.
- The clock will stop on all time-outs throughout the game. Time-outs are permitted at any time during the game.
- The clock will stop on all whistles during the last 1 minute of the first half.
- The clock will stop on all whistles during the last 3 minutes of the second half.
- In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.

9.0 GENERAL

9.1.0 A mailbox will be provided for all clubs or individual teams. Mail boxes are located at the entry door foyer area. If the mail box key is lost or stolen then the replacement cost for the key is \$20 and is payable by the team/club responsible for the mail box.

9.1.1 Hanging from nets, rings, backboards or other supporting structures in any CBA controlled venue is prohibited and can result in ejection from the venue. If any damage is caused to venue equipment, the person who caused that damage or, in the event that an offender cannot be identified, the Club/Team responsible for court usage will be invoiced for the cost of repair and/or replacement and any loss of revenue suffered through the unavailability of the court or venue.

9.1.2 Clubs/Teams are responsible for the conduct and behaviour of their players, coaches, officials and spectators and should particularly ensure that such persons are not under the influence of alcohol or drugs when attempting entry to stadiums managed by the Association. The relevant Club Secretary or Team Secretary will be held accountable for breach of this By-law.

9.1.3 Consumption of alcohol is not permitted within the stadiums, venues or car parks with the exception of areas expressly designated and licensed for that purpose.

Infringement of this By-law can result in the expulsion of the player(s) and/or club/team(s) concerned from the Association.

9.1.4 Smoking is not permitted in playing and spectator areas of all venues

9.1.5 A person who is aggrieved by any decision taken by a Committee of the Association may appeal in writing to the Association within fourteen days of notification of that decision. The appeal shall include the grounds of appeal but the decision of the Committee will stand until the appeal is heard and the result notified.

9.1.6 All protests, complaints or other communications must be in writing and addressed to The Secretary, Craigieburn Basketball Association Inc, and may be mailed to the postal address of the Association (PO Box 102 Craigieburn 3064) or left at the stadium in mailbox 36.

9.1.7 Notwithstanding anything expressly provided for in these By-laws the Board or Committee may determine any matter where unusual or exceptional circumstances exist as it deems fit.

9.2 SPECIAL PROVISIONS

Notwithstanding anything in these By-laws, the Board or a Committee may make special rules for the conduct of specific competitions which shall take precedence over these By-laws provided that:

- The rules shall be construed within the strict limitations of the subject matter dealt with
- The rules shall apply strictly within the bounds of that specific competition

In all other cases these By-laws shall prevail.

Where such special rules are made for specific competitions, then each Club/Team participating shall be provided with a written copy of such special rules prior to that club/team's first game in that specific competition.

A copy of all special rules shall be kept posted at the main venue from where that specific competition is conducted.

APPENDIX 1**PERMISSABLE PLAYING NUMBERS**

The following numbers are deemed to be the only permissible numbers allowed as per Basketball Victoria's policy on playing numbers

Permitted Playing Numbers						
4	5	6	7	8	9	10
11	12	13	14	15		
20	21	22	23	24	25	
30	31	32	33	34	35	
40	41	42	43	44	45	
50	51	52	53	54	55	

APPENDIX 2**POACHING - DEFINITION**

- A player who is registered and playing with an association or club may not train with, negotiate a clearance to or register with another club without written approval from their current club.
- An association intending to negotiate with a player for a clearance shall not commence the negotiations until the player has the necessary written permission under by-law 2.2.5
- If an association rejects or does not respond to a request under by-law 2.2.5 within fourteen (14) days of the request being received, the player may make the request again and, unless there are exceptional circumstances, the CJDBA shall grant the request.
- An association shall not invite a player to train or seek a clearance from another club without first informing the player's current club of its intention to approach the player.
- A club shall conduct negotiations for a clearance with courtesy to the player and the player's current club, with minimum pressure on the player and in a spirit of openness.
- A club receiving a request for clearance shall reply to the request within fourteen (14) days of its receipt, either by granting or refusing the request.
- If a club fails to reply to the request for clearance within the required fourteen (14) days, the player may immediately notify the relevant association or delegated or governing body and the player shall be registered with the new club without a clearance unless there are exceptional circumstances.
- An association or delegated or governing body may restrict the eligibility of players cleared during a season.
- A club may only refuse a clearance at the completion of a season if the player has not fulfilled their obligations to the club including fees outstanding and/or uniforms to be returned.

APPENDIX 3

SIN BIN

All tech fouls will now be replaced with the SIN BIN technical foul**How does this work?**

- **Instantly** penalise any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls, bad language etc. with a technical foul and send them to the 'Sin-Bin'. The Sin-Bin isn't necessarily a specified place; it just means that the player is required to leave the court for five (5) minutes. Timing of the 5 minutes can be done by bench personnel (or any other means acceptable to the Association).
- The player who is sent to the Sin-Bin is allowed to be substituted.
- A second **similar** offence by the same player results in them being disqualified from the game. (A 'similar' offence involves more criticism, dissent etc. resulting in a second technical foul)

Q&A

1. Is a parent subject to the same penalty if a Tech Foul is called on them because of their actions? (e.g. when they are 'on or near' the bench.)
A: No - the match rules and Stadium Management should be used to control spectator actions
2. What if the second Tech Foul is for a 'technical' offence – e.g. leaning over the line on a pass in?
A: The 'sin bin' option shouldn't be applied.
3. What if the Tech foul occurs with one minute to go in the first half?
A: The player sits out the last minute, then the first 4 minutes of the second half. Similar reasoning would be applied to all intervals of play between periods.
4. What if the Tech foul occurs with four minutes to go in the second half?
A: The player is out for the remainder of the game
5. What if a player refuses to leave the court?
A: Normal game rules apply - if a junior, seek adult support. The player can be reported.
6. What if the team only has 5 players?
A: Now they only have 4!
7. What if the team only has 2 players left and one is 'substituted' because of a 'Sin-Bin' infraction?
A: The game is over. The opposition win by forfeit.
8. What if the team calls a time out?
A: 5 minutes is a 'fixed time' during a playing period. (This is open to variation if an association so decides. Some have decided to add the minute taken for the time out to the sin-bin period.)

The person scoring must put on the score sheet the time that the player receives the Technical Foul and the game referees are to take note of the time.

On Behalf of the Craigieburn Referees Association

APPENDIX 4**WOMEN'S COMPETITION & MIXED RULES****PLAYERS ON COURT**

A team must be represented by at least two females and two male players on the court to begin the game **ONLY**; the fifth player can be either male or female.

INJURED PLAYER

As the game progresses if due to injury or players fouled out of the game, the team can continue with either 5, 4, 3 or 2 players. However at no time can there be more than 3 players of the same sex on the court.

LATE START

If prior to the commencement of the game, a team cannot field the required players, normal late start penalties will apply. After **10** minutes has elapsed, and a team is still unable to fulfill this requirement, then the normal walkover penalties will be applied. Payment is \$110.

If a team arrives **before** the 10 minute time, then **1 point** will be given for every minute late.

KEY ALLOWANCES

Male players are only allowed in key area during first half – no females.

Female players are only allowed in key area during second half – no males. **PENALTY:** violation, side ball to the opponents.

Any intentional defensive key violation by male/female players will be treated as basketball interference. i.e., an automatic two points to the opposing team. After the first warning by either referee, further intentional infringements of this rule will be penalized by a technical foul (for unsportsmanlike conduct) to the offending player.

A player **can** enter the key if there is no defense present- if the defensive team play full man press, the rules then apply and they cannot enter the key.

PLAYER FOULS

All players are allowed **5 personal fouls**. Unsportsmanlike and technical fouls must be treated under normal domestic bylaws- i.e. 2 personal technical fouls a player is disqualified for the game and must leave the court area and 2 personal unsportsmanlike fouls a player is disqualified for the game and must leave the court area

SCORE LIMIT

No player will be allowed to score more than **20 points**. When all players are present, and recorded on the score sheet have scored 20 points, then all players are allowed to score an unlimited number of points.

If an injured player who has not scored his/her 20 points is subbed out of the game, and all other players score their 20 points, the court captain has to inform the referee if the injured player will return to the game before any further points can be awarded to the team. If the decision is made that the player is not fit to return to the game, then under no circumstances can the injured player take any further part in that game (for example in the event players are fouled out).

Prior to all players scoring 20 points the following will apply:

1. If a player on nineteen points scores a field goal, only one point is allowed.

2. If a player on 20 points receives an unsportsmanlike foul she/he may nominate another player in their team to take the free shots
3. If a player on 20 points shoots and the basket is good, a violation will be called and no score will be allowed and the opposing team will be awarded the ball from the sideline.
4. The above applies also to a player on three or four points in increment situation.

SIN BIN

Unduly rough play will not be condoned, nor will rude or obscene language.

SCORE SHEET AND QUALIFYING

All players that are present and take to court are required to sign the back of the score sheet in order to qualify for finals. You must sign half plus one game of the season (e.g. there are 18 rounds you must sign the score sheet 10 times)

GAME LIMIT

No player shall play in more than one game per night for mixed teams.

If there are two of the same clubs playing, then players must only play in **1 team**. Include any points scored if played in wrong time will be deducted.

SCORING

If there is no scorer for a team, 6 points will be awarded to other team if they request the referees before half time. After half time, no points can be added for no scorer or incorrect uniform.

UNIFORM

No leggings are allowed to be worn-except if shorts are worn over the top

No illegal numbers to be worn (0, 00, 000, numbers ending with 6, 7, 8, 9)

No visible jewelry

No T-Shirts

6 points can be given per incorrect number or incorrect color shorts or singlet (unless for player filling in), must request the referee's before half time asking for points to be given.

No nails- no taping for nails, gloves only. These can be purchased for \$20. Any player with nails will be asked to step off the court. You can cut them or buy gloves. Player will not be allowed back on court unless seen by a Referee.

REGISTRATION AGE LIMITS

No player under the age of 16 may participate in open age competition unless parents sign a consent form. An offending team will be penalized in accordance with By-Law 2 c) if a consent form is not signed.

BASKETBALL SIZE

Mixed games will be played with a size 6 (small) basketball.

MERCY RULE

In mixed games there will be no mercy rule applied.

ALL OTHER RULES

All other rules of basketball will apply.

PLEASE REMEMBER

This is a social competition, we ask all players to play the game in a social manner - enjoy yourselves.

BY LAW 9**SENIOR COMPETITION**

- a) **Registration Age Limits** No player under the age of 15 may participate in open age competition. An offending team will be penalized in accordance with By Law 2 c).
- b) **Game Limits** No player shall play in more than one game per night after their first game on that night, except where a player plays in a mixed team. An offending team will be penalized in accordance with By Law 2 c)
- c) Registration of all players to include all details as stated in this clause –
- Full Name,
 - Address, Postcode
 - Date of Birth

This is to be on the original registration sheet, or on the back of the score sheet for the first game by the player. Failure to do so will incur a penalty in accordance with By Law 9 d).

- d) Teams playing unregistered players or under aged players will be penalized all premiership points for each game in which the player participates.
- e) **Basketball Size** - all women's games must be played with a size 6 (small) basketball as per FIBA Rules.