

# Altona Bay Basketball Assoc. Inc.

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## JUNIOR DOMESTIC COMPETITION PLAYING RULES February 2008

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Competition will be administrated in accordance with the laws and codes of conduct of Basketball Victoria, matches will be conducted under the Official Basketball Rules of Basketball Australia with the following modifications, which apply to all matches.

## **1. REGISTRATION OF PLAYERS**

- 1.1. Team may only register a maximum of 10 players at a time.
- 1.2. All players must be able to produce proof of age when requested. This proof must be in the form of an original document, e.g. birth certificate, health book, school certificate, or other methods specifically approved by the committee. Where proof of age has been requested the player concerned shall not play until such proof has been produced, except where the express permission of the Junior Committee has been given.
- 1.3. Playing unregistered players will invoke RULES 14.2 & 14.6.
- 1.4. Name will only appear on scoresheet if registration sheet are in prior to Semi Final of the previous season.
- 1.5. Clubs/Teams must present completed registration sheet to the Junior Committee by the completion of round 4. Infringement penalty RULE 14.4.
- 1.6. The new player needs to clearly print their name, address, telephone number, date of birth on the back of the scoresheet for their first game.
- 1.7. A player may play in only one age group above their eligible age.

## **2. PLAYER QUALIFICATIONS**

- 2.1. Following the completion of the fourth fixture round, where a Club has more than one team in a division or grade, players cannot **MOVE** from their chosen team without a clearance from the Junior Committee.
- 2.2. A player can play more than one game on a particular night or day providing it is in a higher age group and with the same Club.
- 2.3. No players are allowed to play more than **ONE** game per round in a particular **AGE GROUP**. The Junior Committee may grant an exemption to this rule at their discretion. Infringement penalty see RULE14.2.

## **3. CLEARANCE**

- 3.1. A clearance is required for any player who wishes to transfer between clubs/teams registered in Association competition.
- 3.2. A clearance is not required for any player transferring between teams belonging to the same club provided that the transfer occurs in accordance with RULES 2.1 and 2.2.



- 3.3. Clearance must be lodged with relevant Association Officials by the 6.00pm on Friday night of Round 1. Clearance application after this time must go to a full Junior Committee Meeting for adjudication. Players must wait until this meeting is convened.
- 3.4. All clearances shall be processed by the club/team within seven days. Only the authorised official whose signature appears on the registration form will be accepted. The Association must be notified in writing of any change of official to sign the clearance.
- 3.5. If a player is cleared to another club/team, the player must qualify for finals in accordance with RULE 12.1.
- 3.6. In the case of a disputed clearance, the player has the right to lodge a written appeal to the Secretary of the Association stating the grounds of appeal.
- 3.7. Playing an uncleared player. Infringement penalty RULE 14.5.
- 3.8. VJBL Junior Representative Player will not be cleared to a domestic team that already has THREE or more VJBL rep Players. Infringement penalty RULE 14.2 14.5 & and 14.6.

#### **4. GRADING**

- 4.1. All teams are bound by the grading committee decision with regard to relegation or promotion.

#### **5. GENERAL RULES**

- 5.1. All Junior teams must have adult supervision during their whole game.
- 5.2. All players are to be under the age on 31st December during the calendar year in which the final series are played.
- 5.3. No Basketballs are permitted in the stadium during competition times.
- 5.4. All girl teams and boys under the age of 14 shall use a size 6 ball and all other teams size 7 ball.
- 5.5. Teams comprising 3 or more VJBL Rep players must play division (1), unless written permission is sought and granted, by the Junior Committee.
- 5.6. All Victorian Junior Championship League & Victorian Junior League 1 & 2 VJBL Rep Players must play division (1).
- 5.7. Division (2) will be capped at 2 Rep Players maximum. No Victorian Junior Championship or Victorian Junior League 1&2 players will be allowed in this division without written permission.



- 5.8. Division (3) will have no Rep Players without written permission.
- 5.9. Players and teams playing out of their age group will have Rep status removed, but must play no lower than division 2.
- 5.10. A Rep player that is cleared to a club will be tagged a foreign player for two seasons and limit that team to **THREE VJBL** Rep Players. Infringement penalty see RULE 14.2 & 14.5 and 14.6.
- 5.11. Team on same points will be separated by head to head result not percentage. Firstly by comparing the number of wins against each other, with the team with the most wins taking the higher position. If this still does not separate them, the number of points scored in head to head competition will be totalled with the higher points taking the higher position.

## 6. **MODIFIED RULES**

- 6.1. A team may commence a game with minimum four players.
- 6.2. Extra period will not be played during normal rostered games.
- 6.3. A player must be substituted off when bleeding occurs. If a player has blood on his/her uniform all affected clothing must be cleaned before retaking the court.
- 6.4. Unregistered or Unfinancial players are not insured.
- 6.5. Under 10 & 12 shall take foul shots from a line marked inside the key.
- 6.6. No centre line violations exist in under 10 competitions.
- 6.7. Under 8 & 10 boys and girls competitions shall have a restricted NO GO ZONE for the defensive team that will be invoked in the FIRST HALF of the game. This NO GO ZONE requires the defence to drop below the 3 point line until the offence cross the last Netball 1/3 line (Yellow). The defence can resume normal activities once the ball has crossed this line. The NO GO ZONE will only be invoked if the offensive team has the ball behind the Netball 1/3 line. A violation will constitute a side ball.
- 6.8. All games will have a 20 points rule applied to them, where a team has a lead of 20 points or more, that team must go back behind the Yellow Netball 1/3 line in defence. This will not apply in the finals.
- 6.9. Teams are permitted 5 seconds in the key in under 10 & 12 competitions

## 7. **UNDER 8 RULES**

- 7.1. Coaches of both teams will be allowed to run up and down the court and encourage and instruct players on their team.



- 7.2. At no stage is a coach to abuse or be derogatory towards any player, coach, spectator or official. A coach may be ejected from the playing area if the referee considers any breaches have occurred.
- 7.2.1. No coach shall direct any comments to opposition players.
- 7.3. There will only be one Referee due to coaches being able to instruct players first hand.
- 7.4. Two time out per half of 30 seconds duration are allowed during games.
- 7.5. At half time coaches must organise players to have 10 free throws and the score out of 10 accredited accordingly to the player and team total. In the event that teams have less than 10 players, the coach must select a player that has not scored to take a second shot. This will be administered by the referee.
- 7.6. The clock will not stop during the game.
- 7.7. Teams do not play for premiership points and no finals will be played. Normal season will have two weeks extra.

## 8. **TIMING REGULATIONS**

- 8.1. Each half shall be of 20 minutes duration.
- 8.2. Half time shall be of 2 minutes duration, timed by the match clock.
- 8.3. The referee shall give each team a clear one minute warning. Then proceeds to the centre circle 30 seconds before the start of play and calls for centres.
- 8.4. If the above procedure has been followed by the referee and the teams, the timekeeper shall start the clock when the ball is tapped by one of the players.
- 8.5. If the referees have followed the above procedure and both teams have not lined up as instructed, the referee shall direct the timekeeper to start the clock.
- 8.6. If the referees have followed the above procedures and one team fails to line up to commence the game, the procedure for late starts shall apply. The timekeeper shall be instructed to start the clock at the scheduled starting time of the game, and the team that is present shall receive 1 point for each minute the game is delayed until 10 minutes have elapsed, after which time the game shall be called a walkover and score of 10-0, plus zero match points inscribed against a team giving a walkover. If there is a genuine attempt being made to ensure the game will commence within 15 minutes from commencement time, the game will take place, but remain a walkover and invoke all appropriate walkover penalties except the walkover fine. Team sheet fees shall still be paid by both teams.



- 8.7. For normal rostered competition the clock will stop for the following reasons at any time during the game:-
- Referees time out.
- 8.8. Additionally during the last three minutes of the second half the clock will stop for:-
- Substitutions;
  - Time Outs;
  - Free throws.
- 8.9. Exempt for the above rule (8.8) if the score difference is more than 10 points it will only stop for Time Outs.
- 8.10. In the event of a match being unable to commence at the scheduled time through no fault of either team, the referee may commence the game when play is possible. If after 15 minutes the game still cannot commence, it shall be declared a drawn game and team sheet money will be refunded.
- 8.11. Finals timing will be on a 60 minutes schedule where possible. The clock will stop in the last minute of the first half and in the last three minutes of the second half for all whistles and all time outs.
- 8.12. Extra periods (Final Only) shall consist of three (3) minutes with the clock stopping for all whistles. The first extra period will begin with teams playing in the same direction as the previous period.
- 8.13. Heat Policy: The heat policy shall be implemented as follows. Two (2) halves shall be reduced to 18 minutes duration, with one (1) compulsory timeout after the 9 minute of each half regardless of the number of timeouts used by coaches. The Clock shall stop for each of these compulsory timeouts. Coaches should not view compulsory timeouts as a chance to coach players but as a chance for players to rest and re-hydrate and should encourage such.

## 9. SCORESHEETS

- 9.1. All teams must supply a competent scorer. This person then becomes a part of the game officialdom and then cannot disrupt the game due to loud barracking or derogatory comments against any team and they must remain impartial.
- 9.2. Player names can **ONLY** be added to the scoresheet prior to half time and must be done before the player takes the court.
- 9.3. Player name must be in full (Both Given and Family Names) Penalty 14.3.
- 9.4. The team score on the body of the scoresheet counts as the final score regardless of what is recorded anywhere else.
- 9.5. Participating players must sign the back of the scoresheet for finals eligibility.



- 9.6. The Junior Committee has at its discretion, the right to adjudicate on any scoresheet discrepancies.

## 10. UNIFORMS

- 10.1. Players must have an acceptable basketball uniform.
- 10.2. Players will not be required to tuck their singlet in.
- 10.3. Teams must have correct uniforms by round 4 (ie the same style & colour singlets, (with regulation numbers properly attached) according to the uniform registered by their club. Teams may wear different style shorts, but must be the same colour. Player with incorrect uniform will be penalised 5 points.
- 10.4. Taped, pencilled or un-numbered tops do not comply and are subject to the above penalty. Incorrect uniform points must be decided before the beginning of the second half, unless a player with incorrect uniform takes the court in the second half at which time incorrect point will be awarded.
- 10.5. Numbers must be legible and not faded or peeling. Official numbers are 4 to 15 inclusive then 20 to 25, 30 to 35, 40 to 45 and 50 to 55. Double zero will not be used unless to avoid a walkover (worn by fourth player only). Duplicate numbers are not permitted.
- 10.6. Under garments and protective clothing worn under the uniform must be the same single colour as the garment under which they are worn (not the trim colour).
- 10.7. Teams must change singlets when meeting a team having a higher uniform priority. Check priority listing. The lower priority team shall be obliged to provide an alternative uniform. The team required to change their singlets, may not take the court until the change is made.
- 10.8. All Club/team must have a reverse set of singlets. The stadium has singlets available for hire, for a charge \$20.
- 10.9. Altona Bay Basketball Association Representative uniforms cannot be worn in domestic games.
- 10.10. No player is allowed to take the court wearing shorts with pockets. This includes taped up pockets or shorts worn inside out.
- 10.11. Jewellery of any description **MUST NOT BE WORN** including sleepers. If earrings cannot be removed they must be taped properly.
- 10.12. Head gear is not to be worn, including bandanna's metal clips, combs and beads. Persons required to wear head gear are to lodge a written request to the Junior Domestic Committee clearly stating their reasons.



10.13. Fingernails shall be as short as the tops of the finger. Taped fingernails are not acceptable unless as approved soft tape (eg Elastoplast finger tape) is used. The wearing of approved gloves is permitted.

10.14. Players refusing to adhere to these rules may not take the court.

10.15. All players play at their own risk.

## 11. **PREMIERSHIP POINTS**

11.1. Premiership points will be awarded as follows:-

- Win or Bye                      3 Points
- Draw                                2 Points
- Loss                                 1 Point
- Forfeit                            0 Points

## 12. **FINALS ELIGIBILITY**

12.1. For a player to be eligible to play in the finals they must sign their own name under their team heading on the back of the scoresheet in which they participate, a minimum of half the number of actual rounds scheduled, plus one. Byes don't count towards final eligibility, consideration will be given to grades with excessive byes. Unclear signatures will not be given credits. Misuse of this rule through fraudulent means will automatically invoke RULE 14.7.

12.2. It is the responsibility of the team to ensure that all players have signed.

12.3. Where special circumstances exist any player may apply in writing for RULE 12.1 to be waived. The Committee shall consider each application on its merits. Application must be lodged with the Junior Convenor, a minimum of one week prior to the last regular game or before finals start.

12.4. Clubs/Teams wishing to have players credited with games toward finals in lieu of injuries or other circumstances, should have relevant details lodged with the convenor two weeks after returning or before commencement of finals which ever is first.

12.5. For walkovers only players present for the game who have signed the back of the scoresheet will be granted finals eligibility for that game. All members of the team who do not give the walkover shall be considered present.

12.6. Notified walkover the team receiving the walkover will be granted a credit towards finals for all players who are registered up to the time of the walkover.

12.7. If a player is cleared to another team or club, he/she must qualify for the finals from the date of clearance.

12.8. No permission will be granted after the commencement of finals.





12.9. Clubs/Teams which owe money to the Association or stadium will be ineligible for finals.

12.10. It is prohibited to add players names to finals scoresheet invoke RULE 14.6.

### 13. **FINALS**

13.1. Division of grading for finals will be at the committee's discretion.

13.2. Usually the four leading teams at the completion of rostered games in a season shall comprise the final four, who will play off in finals round as follow:

- Semi-Finals (a) Qualifying final = 1<sup>st</sup> versus 2<sup>nd</sup>  
(b) Elimination final = 3<sup>rd</sup> versus 4<sup>th</sup>
- Preliminary Final Loser of qualifying final versus winner of elimination final.
- Grand Final Winner of qualifying final versus winner of preliminary final.

### 14. **PENALTIES**

14.1. Where no penalty is expressly provided for in these RULES, the general penalty clause shall prevail 14.2.

14.2. The penalty for player infringement shall be forfeiture by the team of all games the infringing player competes in.

14.3. The penalty for the team infringement shall be a 1 point penalty.

14.4. The penalty for the team infringement shall be a 1 point penalty each week the registration sheet is late.

14.5. The penalty for player infringement shall be forfeiture by the team for all games the infringing player competed in, and if the Club/Team knowingly breaks this rule, a further FINE of \$25.00 will be invoked.

14.6. Not be eligible for finals.

14.7. Fraudulent signatures shall be deemed ineligible regarding qualification for finals games.

14.8. Premiership points lost are not redeemable.

### 15. **COMMITTEES**

15.1. The Altona Bay Junior Sub-Committee shall comprise of representatives of affiliated Clubs in accordance with the Altona Bay Basketball Rules. Club



representatives or their nominated representatives shall attend all scheduled Committee meetings in any given season. Failure to attend any 1 of the nominated meetings will incur a loss of voting rights for the rest of the season.

## 16. FINES

16.1. Fines for walk-overs are as follows:

- **FIRST WALK-OVER** is double court fees plus \$50 fine payable before the next game.
- **SECOND WALK-OVER** is double court fees plus \$100.00 fine payable before the next game.
- **THIRD WALK-OVER** is double court fees plus \$100.00 fine payable before the next game.

16.2. **NOTIFIED WALKOVER** notice to stadium management during office hours more than seventy two (72) hours before the scheduled game is \$40.00 plus fine payable before the next game.

16.3. **TEAM WITHDRAWALS** will incur a \$100.00 fine per team.

16.4. Fines for **NOT COLLECTING FIXTURE ON GRAND FINAL** will incur a \$50.00 fine.

16.5. Teams who leave the competition and fail to pay any fine or fees, will have all players from the team de-listed from playing at the Altona Sports Centre until the fine or Individual part of it is paid.

## 17. WALK-OVERS

17.1. For all walkovers, the team receiving the walkover will be credited with a win and a score of ten (10). The team giving the walkover will not receive any premiership points or score for that game and a walkover fine is incurred. Infringement penalty see RULES 16.1.

17.2. A junior team must pay all walkover fines before finals commence, otherwise that team is not eligible for finals.

## 18. GENERAL INFORMATION

18.1. All CLUBS/ TEAMS are to supply a representative at the ANNUAL GENERAL MEETING which will be held on the first Thursday of May each year, failure, will invoke a three match point penalty against those teams.

18.2. As a condition of entry, each club agrees to abide by the Playing Rules as written and as interpreted by the association.

18.3. SLAM DUNKING and HANGING from rings & nets are banned in all domestic competitions, during warm up, half time or any break in play: Penalty will result



in player being suspended from the stadium for TWO WEEKS. Slam dunking is allowed during play.

- 18.4. No balls allowed in stadium on match days.
- 18.5. The Altona Bay Basketball Association will adopt the Basketball Victoria By Laws in handling tribunals.
- 18.6. Sledging or taunting between players will be strictly policed and a Technical Foul will be issued.
- 18.7. Teams will be held responsible for their spectator's behaviour. Swearing, obscene language, any form of racial or derogatory remarks or gestures to officials or opposing teams will not be tolerated.
- 18.8. Each team is responsible for attending to his or her own injured player.
- 18.9. All teams are responsible for supplying their own first-aid equipment. Ice is available from the canteen at the stadium.
- 18.10. Injured players or their representative must register with the Association by placing name, and injury on the back of the score sheet and getting one of the officials to initial this record. It is the player's responsibility to make an injury claim by either contacting the Centre Management during office hours or download from basketball Victoria [http://www.basketballvictoria.com.au/FS\\_extra.asp?id=8469&OrgID=6](http://www.basketballvictoria.com.au/FS_extra.asp?id=8469&OrgID=6) for a claim form. Notification of the injury claim **MUST** be received by the nominated Insurance Agent within 21 days of the Injury, as failure to do so may jeopardise your claim.
- 18.11. The ABBA will not accept any responsibility for any personal property or valuables other than such property or valuables directly under its control.
- 18.12. The Association may refuse entry to players, officials or spectators as it sees fit.
- 18.13. Anyone wishing to videotape/photograph junior domestic basketball games (excepting Grand Finals) **MUST** seek and be granted permission to do so, by both coaches prior to the commencement of the game. A declaration of consent on the back of the scoresheet must be signed by both coaches prior to the commencement of the game. The Association reserves the right to film matches for reasons of security and referee evaluation.
- 18.14. Information regarding ladders, fixtures may also be obtained from the sportingpulse web site. [www.sportingpulse.com](http://www.sportingpulse.com) Errors may occur on this site. Please check your fixture.



18.15. All other matters not covered in these RULES will be dealt with by the Junior Domestic Committee as it deems appropriate.

18.16. Ignorance of playing rules will not be grounds for an appeal.