

MOUNT ISA BASKETBALL ASSOCIATION

2017 By-laws

BYLAWS, PLAYING RULES AND CONDITIONS

1. VISION

- 1.1 The vision of the Mount Isa Basketball Association is to promote, encourage and develop basketball within Mount Isa and surrounding areas

2. DISCLAIMER

- 2.1 Because sentences using "he"/"she" become cluttered and difficult to understand, "he" has been used to represent both sexes. What is said applies equally to both he and she.

3. AMATEUR LAWS

- 3.1 The amateur laws of the MIBA (Mount Isa Basketball Association) are based upon the rules promulgated by the International Basketball Federation (F.I.B.A.) or as modified by Basketball Australia or Basketball Queensland. These may be further modified by MIBA as set out in these By-laws.

4. INTERPRETATION OF RULES

- 4.1 The Management Committee shall determine the interpretation of the association rules and shall have the power of deciding, using principles of fair play and with the vision of the MIBA in mind, all questions not provided for in the Rules of the Association.

5. REGISTRATIONS / CLEARANCES

- 5.1 All new players or players requiring a clearance must complete a registration form online full with name, date of birth and address to the association for insurance purposes. Parental consent and proof of age must be produced for all junior players. A player is not considered registered unless all details are recorded.
- 5.2 Each player must be registered prior to their first fixture match by completing an online registration form and have paid such fees as determined by the Management Committee.
- 5.3 Club Secretary/Registrar must notify the Association Registrar of any change of player's names during the season.
- 5.4 Each team, together with such fees and forms as are necessary, must be submitted to the Registrar in a format to comply with the associations systems. Ref Page 3 of 12 By-laws.
- 5.5 A player cannot register for two Clubs/Teams during any one season unless the Management Committee grants a clearance.

Mount Isa Basketball By-laws 2017

- 5.6 A clearance is required for any player transferring between MIBA clubs. The transfer section of the registration form needs to be completed by both clubs/teams.
- 5.7 Transfers – clearance required.
- 5.7.1 Between teams require written clearance – seven (7) days penalty from the date the clearance application is received by the Management Committee.
- 5.7.2 New season requires written clearance – no penalty.
- 5.7.3 Inter-town requires written clearance – no penalty.
- 5.8 If clubs or teams are holding up a clearance to a player, the Management Committee has the right to ask the club or team to show cause as to why the clearance is being withheld. If insufficient reason is given, the Committee can grant the clearance.
- 5.9 Any applications for waiver of the 7 day penalty should be submitted to the Management Committee in writing on the approved form stating reason for requesting waiving of penalty (e.g. Injury, pregnancy etc.). The Management Committee will assess the reason and approve or reject the application to waive the penalty period.
- 5.10 No club shall register any player unless they are an amateur in accordance with the following definition; -
“an amateur, for the purpose of competition, shall be one who competes solely for the pleasure and physical, mental and social they derive there from and who has not disqualified themselves by the following act: by directly or indirectly receiving payment or other valuable consideration for the playing of basketball in this or any other Association.”

6. AFFILIATED BODIES & INDIVIDUALS

Shall be clubs consisting of teams and individuals who are members of those clubs.

Individuals who are members of clubs or teams and all individuals who are not members of clubs or teams are bound by the constitution and by-laws of the Association.

Individuals who are not members of clubs or teams will be affiliated with the Association directly.

CLUBS

- 6.1 To be considered as a fully affiliated club, a club shall provide a minimum of two teams in both the men's and women's competitions.
- 6.2 Flexibility applies for the first year the club is affiliated.

CLUB COLOURS & UNIFORMS

- 6.4 All teams must appear in matching uniforms in all aspects except sponsors' logos by round six (6) of the current season.
- 6.5 A club may field as many teams in any grade as it sees fit (subject to grading), as long as one team wears the basic club colours. All other teams in that grade can be dressed in any colour as long as that colour does not clash with another team in that grade and has the permission of the Basketball Committee.
- 6.6 A third club team in any grade may wear any colour that does not clash with another team in that grade and has the permission of the Basketball Committee.
- 6.7 All uniforms colours must be approved by the Basketball Committee.

Mount Isa Basketball By-laws 2017

7. TEAM NOMINATIONS

- 7.1 Team nominations will not be accepted unless on an official nomination form.
- 7.2 The Committee shall have the right to demand any information asked for on the nomination form.
- 7.3 Nominations shall close on a date set by the Committee.

8. ELIGIBILITY WITHIN GRADE AND FOR FINALS

- 8.1 A senior player may play a total of five (5) games above their grade and still be eligible to play their original grade in the current season. A sixth game means players stay in the higher grade.
- 8.2 A player playing up a grade during the normal season may wear their own uniform provided the number is not duplicated and the colour does not clash with the opposition.
- 8.3 A player must play at least 2 games in the higher grade to qualify to play finals in that grade. This is in addition to finals eligibility in their regular grade.
- 8.4 Junior players must play one (1) game in senior grade to qualify to play the finals in that grade.
- 8.5 Junior players may play unlimited games in a higher grade.
- 8.6 Junior players can only play up with one team in each grade in one night.
- 8.7 Players cannot play in a lower grade than they are registered unless re-graded or requested in written form to the Grading Committee.
- 8.8 The Grading Committee shall decide the grading of all individual players and/or teams. Decisions by the Grading Committee shall go through the Management Committee to be accepted, and players / teams affected by these decisions shall be able to present a case to the Grading Committee.
- 8.8.1 The committee shall decide if a player is graded as an individual on their skill level without grading the team.
- 8.9 A team that is re-graded to another grade will take the points earned in their original grade to their new grade.
- 8.10 A player is ineligible to play in an underage grade if they turn that age in that calendar year.
- 8.11 Any player entering the competition late in the season is still subject to grading, 3 game rule for eligibility into finals and can be required to play in a different grade, if deemed fit by the Committee.
- 8.12 Juniors registered in junior competition are not permitted to play in any grade lower than "B" grade unless they have been graded into "C" grade. If a junior has been graded as a "C" grade player, then they will be subject to the same rules as seniors with respect to playing in higher grades.
- 8.13 Where there are two seasons in a calendar year, all players must play three (3) games in their registered grade in regular season to be eligible to play in finals series. If there is a single season extending over the calendar year, each player must play at least five (5) games in a calendar year.
- 8.14 A player transferring between clubs / teams during a season must requalify in their new team to be eligible to play in the finals.
- 8.15 A player wishing an exemption to the eligibility rules for finals must submit a letter to the Management Committee stating the reason for the proposed exemption. The Management Committee shall respond with an approval or rejection of the request.
- 8.16 Team nomination forms require seven players who live in the Mount Isa area. Ref page 5 of 12 By-laws

Mount Isa Basketball By-laws 2017

9. PLAYING RULES

- 9.1 Point scoring throughout the regular season shall be three (3) for a win, one (1) for a loss, three (3) for a bye, two (2) for a draw, and zero (0) for a forfeit. Should a count back be necessary to decide semi-final positions, the FIBA system will be used (i.e. points for and against in games played between drawn teams only will be considered). If still equal, it goes to points for and against (all teams).
- 9.2 Mount Isa Basketball Inc. to supply playing balls.
- 9.3 In any grade, teams may take the court with only four (4) players.
- 9.4 When a junior team is drawn to play and does not have four (4) players to take the court at the start of the game, the clock shall start and they shall be fined one (1) point for every one (1) minute or part thereof they are late, provided the opposition is ready to play. This will start from the time the game clock is started by the officials.
- 9.5 For senior teams, the points penalty shall be two (2) points for every one (1) minute or part thereof, the team is late. This will start from the time the game clock is started by the officials.
- 9.6 In both junior and senior grades if, at the end of ten (10) minutes from the start of the game (as taken by the game clock sounding the end of the 1st quarter) the team is still unable to take the court, they shall forfeit the game 20-nil to the opposition. Any team which forfeits three (3) games by this means shall be automatically disqualified for the rest of the season.
- 9.7 Forfeit games count as a game played as long as they have signed the sign in sheet.
- 9.8 If a team has three players only prior to the start of a match, and a junior is available, the junior is allowed to play for that team, regardless of grade, or whether or not that junior has played a match in that grade already. If additional players of that team turn up after the match has commenced so that at least 5 players of the team are available, then the junior may only continue to play for that team with the agreement of the other team.

10. UNIFORM RULES

- 10.1 All uniforms must be numbered 0 to 99, front and back (4 inches on the front and 6 inches on the back).
- 10.2 Numbers are not to be chalked or taped on.
- 10.3 New teams have six (6) weeks from the start of fixtures to be in uniform.
- 10.4 Players out of uniform after this time cannot take the court, otherwise the team will lose 5 points per player out of uniform
- 10.5 Players must be in team uniform for the grade in the finals.

MIBA SUPPLIED UNIFORMS

- 10.6 Any team without uniforms must wear MIBA supplied uniforms.

11. MAN ON MAN DEFENCE

- 11.1 Man to man defence is recognised as the best way for juniors to learn the basic concepts of Basketball & develop core individual skills. Thus:
 - 11.1.1 Zone defences in Under 10's to Under 14's are prohibited.
- 11.2 1. DEFINITION – ZONE DEFENCE

Mount Isa Basketball By-laws 2017

- 11.2.1 Any defence played in the half court which does not incorporate normal man-to-man defensive principles shall be considered to be a zone. For this purpose trapping defences which rotate back to man defensive principles shall be acceptable.
- 11.3 VIOLATIONS OF MAN-TO-MAN DEFENCE
 - 11.3.1 The use of man-to-man defence is integral to junior competition. Therefore, when refereeing games, Referees should be concerned about determining players or teams who are not executing acceptable man-to-man principles.
 - 11.3.2 Specifically, violations fall into one of the four main categories listed below:
 - 11.3.3 One or more player(s) was / were not in an acceptable man-to-man defensive position in relation to their man on the ball.
 - 11.3.4 A cutter moved all the way through the key and was not defended using acceptable man-to-man defensive techniques –for example, bumped, switched, followed.
 - 11.3.5 Following a trapping or help and recover situation the team made no attempt to re-establish man-to-man defensive positioning.
 - 11.3.6 The team zone pressed and did not assume man-to-man defensive positioning once the ball had been advanced into the quarter court.
- 11.4 NOTES FOR REFEREES – IN ANY JUDGEMENT
 - 11.4.1 Take into account the intention of the defensive team.
 - 11.4.2 Take into account the time and state of the game.
 - 11.4.3 Deliberate and pre-meditated use of a zone defence at a critical time in a game should be acted upon immediately.
 - 11.4.4 Where there is any doubt, the benefit of the doubt must be given to the defence, i.e. be sure of the violation.
 - 11.4.5 PENALTY
 - 11.4.6 1st Violation – Warning to Head Coach.
 - 11.4.7 2nd Violation – Technical Foul. "Coach Foul" on the Head Coach. (If Head Coach already has a "Coach Foul" for another matter, then would be disqualified at this point).
 - 11.4.8 3rd Violation – Technical Foul. "Coach Foul" on the Head Coach and subsequent Disqualification of Head Coach (2 Coach fouls and Coach is disqualified)
- 11.5 Where the Under 14s and Under 16s competitions are combined, zone defence is allowed.

12. TIMING RULES

- 12.1 All games facilitated by MIBA shall have a time clock.
- 12.2 A Shot Clock (aka 24 second clock) shall be used in A Grade matches where the equipment is present and in all Grand Finals. All matches using the shot clock will use FIBA rules for the shot clock throughout.
- 12.3 The Shot Clock shall be operated independently of the time clock.

REGULAR SEASON

- 12.4 Timing shall be 10 minutes each quarter with no stoppages.
- 12.5 There shall be no time-outs in the last three (3) minutes of the last quarter.
- 12.6 There shall be three (3) minutes for half time and one (1) minute per quarter.
- 12.7 If the score is tied at the end of the game, it is recorded as a draw. No extra time periods are played during the regular season.

Mount Isa Basketball By-laws 2017

FINALS

- 12.8 During semi-finals, preliminary finals and Grand finals the following shall apply:
- 12.9 All games – one clock for each court stopping for:
 - 12.9.1 time-outs,
 - 12.9.2 free throws and
 - 12.9.3 Fully timed (i.e.: every whistle call as per FIBA RULES) in the last three (3) minutes of the last quarter
- 12.10 Drawn FINALS – these games shall be played as per FIBA rules and the above timing regulations.
- 12.11 Additional periods of three minutes shall be played, with fouls remaining as for the fourth quarter. One charged time-out per team is available per period of extra time.
- 12.12 During Grand Finals “A” grade only will play fully-timed game as per FIBA rules.

13. CLUBS & TEAM DUTIES

MATCH FEES

- 13.1 For Senior teams - There shall be a match fee per team per game. This fee is to be payable prior to the match starting, and the score sheet stamped accordingly. The team game fee will be set annually by the Management Committee.
- 13.2 For Junior games -Payment of the match fee is on an individual basis, the amount to be set by the Management Committee annually.

SCORING AND TIMEKEEPING

- 13.3 Each team shall supply a person for scoring duties (scorer, timekeeper or shot clock operator) for its games. Failure to do so will result in the opposition being given a 5 point lead. The 5 point lead shall only be administered if the opposing team has brought it to the referees’ attention prior to the commencement of the game.
- 13.4 Exception: Grand finals only – the Committee shall organise these duties.

14. RULES OF CONDUCT

FORFEITS

- 14.1 Teams playing an ineligible player forfeit the said game.
- 14.2 A team that forfeits a semi-final is out of the competition.
- 14.3 If a team forfeits three times during a season, they may be ejected from the competition.
- 14.4 In case of a forfeit, the non-forfeiting team can request that their match fee be refunded.
- 14.5 A forfeit before the game starts shall be recorded as a 20:0 victory to the non-forfeiting team. The team which forfeits will be given no competition points.
- 14.6 A forfeit for whatever reason after the start of the match will be shown as the higher of 20:0 or the current score (if the non-forfeiting team has a greater than 20 points lead over the forfeiting team). A victory will be recorded to the non-forfeiting team.
- 14.7 For finals eligibility only, team members who have signed the sign-on sheet will be recorded as having played a game.
- 14.8 The committee reserves the right to forfeit a team after the match for any of the fore mention rules.

Mount Isa Basketball By-laws 2017

- 14.9 A game that has played 3 quarters of the 4 periods shall be deemed as a completed game.
- 14.10 A referee must seek approval from Management Committee before a game can be called a Forfeit. Committee member must talk to both team about the issues and code of conduct if applies.

15. ADMINISTERING THE GAME

- 15.1 Every member of the Association shall indemnify and render harmless the Association from all claims, suits, actions, demands, etc. which they may suffer arising out of any activity of the Association, whether by accident or negligence or other cause and by accepting membership in the Association, he or she shall be deemed to have waived all such claims against the Association.
- 15.2 Mode of fixtures to be set each year by the Committee and someone allocated the task of completing the draw.
- 15.3 These by-laws may be added to or changed at any annual or special general meeting, provided that notice of the motion to amend the rule is included in the notice of the meeting and the resolution is carried by no less than two-thirds of those present entitled to vote.
- 15.4 The Management Committee shall set the fees or registration annually.

16. PROTECTING THE GAME

- 16.1 The codes of conduct (Appendix A) will be enforced for all players, coaches, officials and spectators/parents.
- 16.2 A player in any one season receiving three (3) technical or unsportsmanlike fouls incurs an automatic one (1) weeks suspension and one (1) weeks suspension for each thereafter. (5 technical / unsportsmanlike fouls in one season constitutes removal from the competition)
- 16.3 Players receiving disqualifying fouls are to front a judiciary, and may not take part in competition until the judiciary has determined.
- 16.4 The judiciary must be convened promptly and the nature of the matter given to both the player and judiciary members.

TECHNICAL FOUL FOR ABUSE BY PLAYERS OF OFFICIALS

- 16.5 Technical fouls for verbal abuse of officials shall result in the player being substituted to the team bench for five minutes of playing time, irrespective of the score, the number of players on the court or the time remaining in the game. When the Official calls the technical foul, he/she is also to look at the clock and quote the time remaining, so the score table officials can note it on the scoresheet. E.g. 8.41 1st quarter, and the player can then re-enter the game at 3.41 or after (via substitution through the score table).
- 16.6 Any player, coach or spectator that verbally or physically abuses the referees will automatically be suspended and prohibited from entering the premises until a judiciary review has been completed. Only the team captains and coaches are to speak directly with the referees when an issue has been raised.

Mount Isa Basketball By-laws 2017

TROPHIES

Best & Fairest	Method of selection to be determined by Committee on a yearly basis
Player of the Year	Grading Committee
Club Person of the Year	Management Committee
Female Junior of the Year	Junior Coaches
Male Junior of the Year	Junior Coaches
Most Promising Female Junior	Junior Coaches
Most Promising Male Junior	Junior Coaches
Coach of the Year	Committee and Referees
Referee of the Year	Committee
Representative Teams	Coach
Committee Person of the Year	Committee

17. SPECIAL AWARDS

Special Awards may be granted:

- 17.1 As stipulated by sponsor.
- 17.2 Club representative on the night.
- 17.3 Direct from Management Committee.

- 17.4 Trophies are to be handed back to the Association on the night they are presented. After the Association's presentation of trophies, upon written application, trophies are available for photographic purposes to be returned after one (1) month.

18. HEALTH

KITS & TRANSFERRABLE VIRUSES

- 18.1 A 'Blood Kit' containing Bleach spray, gloves, cleaning cloths and bags shall be kept by MIBA for use during games. Materials such as gloves and cloths contaminated shall be placed in the bags and disposed of safely.
- 18.2 Initially an open bleeding wound shall be cleaned. It would not be necessary to remove a player from the game to achieve this.
- 18.3 After the first cleaning, the player should leave the game if further bleeding continues.
- 18.4 Before the player is allowed back into the game, the wound shall be treated (no further bleeding) and covered if not sutured.
- 18.5 If there is significant blood on the uniform the player should change. It will be necessary to carry a spare number uniform for this purpose.
- 18.6 Any doubts on the situation should be referred to medical staff where available.
- 18.7 Blood on the ball – replace ball.
- 18.8 Minor blood splatters on ball (replace ball), clothing or court to be treated by bleach spray from the blood kit.

PREGNANCY

- 18.9 A player known to be pregnant and wishing to play must supply a doctor's certificate to clear her to play.

Mount Isa Basketball By-laws 2017

PLAYERS

- Play by the rules
- Cooperate with and respect game officials and their decisions.
- Abstain from verbal abuse, distraction, or provoking of officials or other players: Note– see section on *Sledging* below.
- Treat all players as you would like to be treated and respect the property of others.
- In the event of a disqualifying foul leave the court immediately and without dissent.
- Abstain from excessive encouragement of team-mates.

COACHES

- Set a good example for all players.
- Encourage and create opportunities to develop individual and team skills.
- Ensure your players are friendly towards officials and opponents.
- Remove from the field of play, any of your players whose behaviour is unacceptable.

PARENTS AND SPECTATORS

- Provide a model of good behaviour for all players.
- Demonstrate courtesy towards all players, all officials, and all spectators.
- Encourage honest effort, skilled performance, and team loyalty.
- Let game officials conduct the match without interference yet be willing to provide assistance if requested.

ADMINISTRATORS AND OFFICIALS

- Ensure the equipment and conditions are safe for the skill level of the players involved.
- Ensure everyone involved, including parents, understand their responsibilities regarding fair play and appropriate behaviour.
- Officiate without bias, emphasize skill and enjoyment, encourage both teams, and set a good example.
- Be consistent, courteous, and helpful towards all participants.
- Ensure that the 'spirit of the game' is not lost by overcalling violations.
- Ensure that coaches and officials provide adequate supervision of the players.

5. SLEDGING

MIBA HAS DETERMINED THAT 'SLEDGING' HAS NO PLACE IN BASKETBALL. THIS PRACTICE IS FORBIDDEN.

Players and coaches:

- are to make no derogatory comments at an opposing player;
- are to make no derogatory comments about an opposing player, and
- are to make no comments or noises at critical times during the game

Penalty – Technical Foul will be awarded as per Article 38.3 of the FIBA rules.

6. TECHNICAL FOUL FOR ABUSE BY PLAYERS OF OFFICIALS

As per By-law 16.5, Technical fouls for verbal abuse of officials shall result in the player being substituted to the team bench for five minutes of playing time, irrespective of the score, the number of players on the court or the time remaining in the game. When the Official calls the technical foul, he/she is also to look at the clock and quote the time remaining, so the score table officials can note it on the scoresheet. E.g. 8.41 1st quarter, and the player can then re-enter the game at 3.41 or after (via substitution through the score table).