



Macarthur Basketball Association Incorporated Competition By Laws

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1. PREAMBLE

- 1.1. MBA refers to Macarthur Basketball Association Inc.
- 1.2. MBA is a voluntary organisation of people wishing to facilitate the game of basketball in the Macarthur District.
- 1.3. MBA shall be the governing body for the authorisation, implementation and enforcement of the MBA Competition By-Laws.
- 1.4. Where a conflict exists between these By-Laws, the FIBA Rules of Basketball and/or Interpretations, Basketball NSW Limited (NSWBAL) Competition Rules and/or Interpretations, and/or the Official Rules of Basketball, these By-Laws will take precedence.
- 1.5. These By-Laws shall apply to the operation of any domestic competition and participants thereof, operated or directed by MBA.

- 1.6. In these By-Laws, an Association Official shall refer to
 - 1.6.1. A current member of the MBA Executive Committee.
 - 1.6.2. A current member of the MBA Administration team, including office staff, Court Supervisor and Referee Supervisor.
- 1.7. The MBA Board will have the final say in all disputes and infractions of these By-Laws

2. REGISTRATION

- 2.1. All players must be registered or affiliated with MBA before participating in any trial or competition game. Any team playing an unregistered player will forfeit all points for any game in which that player participates and may be issued with a fine, at the discretion of MBA.
- 2.2. Referees, Coaches, and other officials of MBA must be registered.
- 2.3. It is the individual's responsibility to maintain a current registration status. MBA is not obligated to remind, in advance, any individual of their registration due date.
- 2.4. The onus of proof of registration and/or affiliation lies with the individual. Any individual may be asked to produce registration forms or numbers at any time.

3. GRADING OF TEAMS AND PLAYERS

- 3.1. All players participating in an age governed competition must be able to produce acceptable proof of age when initially registering or upon request by a Game Official or Association Official.
- 3.2. In all age governed competitions, a player will become ineligible to play if their age achieves the upper age limit within the current competition.
- 3.3. Once a player has played for one team in a particular age group/grade/division they may not transfer, swap or join another team in that same age group/grade/division within the same competition.
- 3.4. Players may participate in a number of competitions as long as the additional games are in a higher age group/grade for juniors and higher grade/division for seniors.
- 3.5. Junior players may not play more than two (2) age groups/grades/divisions higher than the lowest age group/grade/division that they participate in.
- 3.6. Once a player has played in a higher age group/grade/division for one team, they are not permitted to play for any other team in that age group/grade/division within the same competition. A player playing three (3) games in a higher grade/division in a senior competition will become ineligible to play in the lower grade/division.
- 3.7. There will be no restriction on the number of games played by a junior player in a higher age group/grade and their continued participation in the lower age group/grade, subject to by-laws 3.2, 3.3, 3.4, 3.5 and 3.6.
- 3.8. Juniors wishing to participate in senior competitions must have submitted an application form with parental /guardian consent and approval from the Development Officer.
 - 3.8.1. Violation of by-law 3.8 will result in removal of the junior player from the game.

- 3.8.2. Removal of the junior player for any other reason will be at the discretion of an Association Official.
- 3.9. MBA will have the final say on the grading of teams and players.

4. TEAM ENTRY

4.1. Teams must submit the official MBA Team Nomination form accompanied by the entry fee by such date as MBA requests.

4.1.1. Late submissions may be charged with a late fee at the discretion of MBA.

4.2. Entries will only be accepted if signed by an adult who is prepared to act as team manager and appropriate contact details are provided.

4.3. Teams may nominate a maximum of ten (10) players.

4.4. Junior teams, up to Under 18's, will be allowed a maximum of three (3) representative players (as defined in 4.4.1) in the same age group as their representative commitment. Any junior team wishing to play more than three (3) representative players must play one age group/grade higher than their representative age group commitment.

4.4.1. A representative player is a player who is selected to represent the association in any NSWBAL sanctioned competition. Representative Player status is maintained for any MBA domestic competition for that calendar year.

4.4.2. For the Under 19's competition, the respective representative age will include both Under 18's and Youth League.

4.4.3. Exceptions to by-law 4.4 will be decided on by MBA on a case by case basis.

4.5. Representative players will not be allowed to fill in for a team already having the maximum of three (3) representative players on a game by game basis.

4.6. MBA reserves the right to refuse any team name submitted by registering teams.

4.7 MBA is not bound by any offer of team entry, to accept nomination by any team to any competition under its control. Where a team entry is rejected the entry fee will be refunded.

4.8. Any team withdrawing or disqualified from a competition after it has commenced will forfeit their nomination entry fee.

5. UNIFORMS

5.1. All players must be correctly attired before taking the court. Any team member out of uniform will incur a two (2) point penalty for each piece of clothing as determined by the Court Supervisor, which will be awarded to the opposing team, recorded as being scored by the team captain.

5.1.1. Any disputes about team uniforms will be decided on by the Court Supervisor. Should the Court Supervisor be unavailable the Referee Supervisor will be approached next, followed by any other Association Official.

5.2. Each player in each team must wear the uniform applicable to his/her team, being of the same predominant colour.

5.2.1. 'Fill-in' players must wear the same uniform as the team they fill in for. Should a jersey be unavailable a similar singlet/bib must be worn, the similarity being to the satisfaction of an Association Official. No penalty points will be awarded.

5.2.2. Hire singlets will be made available by MBA. Singlets will be hired out as a team set only and all players must wear the hire singlet. Each singlet not returned to HDBA at the conclusion of the game will be given a penalty.

5.3. Players deemed as permanent players must acquire a full team uniform within three (3) weeks of competition commencement or joining the team. With the provision of a receipt or other acceptable proof of purchase, an extension may be granted.

5.4. A uniform comprises of:

5.4.1. Shorts:

5.4.1.1. All shorts must be the same colour.

5.4.1.2. Compression pants or 'skins' are permitted under the shorts providing they are the same colour as the uniform or plain black.

5.4.1.3. Shorts may not have pockets, zippers or buckles. Turning shorts inside-out is not sufficient for those with pockets, zippers or buckles.

5.4.2. Singlets:

5.4.2.1. All team singlets must be the same colour and design.

5.4.2.2. The numbers on singlets must be clearly visible on both the front and back.

5.4.2.3. T-shirts and compression tops are permitted under the singlet. T-shirts must be the same colour as the main singlet colour or plain black.

5.4.2.4. Sponsor's logos and names, team names, and nicknames may be printed on the singlet providing they do not interfere with the singlet numbers and are not of an offensive nature.

5.4.3. In the event of a uniform clash between two teams, the team indicated as Team B on the score sheet will be fitted with bibs of an alternate colour.

5.5. Other clothing items and accessories:

5.5.1. Shooting sleeves are permitted.

5.5.2. Sweat bands (e.g. wrist and head) are permitted.

5.5.3. Watches are not permitted.

5.5.4. No jewellery, of any form or kind, is permitted, with the exception of flat wedding bands.

5.5.4.1. All holes resulting from the compulsory removal of piercings known as 'stretchers' must be taped.

5.5.4.2. Players with piercings known as 'dermals' will not be permitted to take the court.

5.5.5. MBA accepts no responsibility for any injury resulting from jewellery or piercings not visible to a Game Official or Association Official at the commencement of the game. Such items are worn at the risk of the individual.

5.5.6. Under no circumstances is any player to take the court chewing gum.

5.5.7. Plaits are not permitted.

5.6. Fingernails must not extend past the end of the finger. It is the player's responsibility to ensure fingernails are trimmed and filed before taking the court. In the event that fingernails are deemed too long or sharp the player may use sports tape to cover fingernails.

6. PLAYER QUALIFICATION/ELIGIBILITY

6.1 For a player to qualify for the final series they must participate in at least 50% of all scheduled games. Season with an odd amount of games will be rounded down to the nearest even number.

6.1.1 Players in attendance for qualification reasons, without taking the court, will be recorded as being in attendance the score sheet.

6.2. All players must be registered and/or affiliated in order to participate in each game and have their attendance counted towards their qualification for the final series, the penalty for non-conformance being in accordance with by-law 2.1.

6.3. In the event of injury or exceptional circumstances a player may apply for special consideration to the MBA Executive Committee. Applications shall be made out in writing to the Association Secretary, accompanied by a doctor's certificate or other appropriate form of proof. Special consideration will be awarded on a case by case basis at the discretion of the MBA Executive Committee.

6.4. All byes will not be counted towards player qualification

6.5. Forfeits will not be counted towards player qualification for the forfeiting team, but will count towards player qualification for all opposing players.

6.6. Players will be marked as attending for player qualification by a Game Official before the commencement of the second half after being sighted by said Game Official. Players arriving late will be permitted to take the court and marked as attending up until the commencement of the second half, in accordance with the aforementioned statements of by-law 6.

6.7. All 'fill-in' players must be approved by an Association Official before they take the court and their names must be recorded on the score sheet by an Association Official. Games where players are classified as 'fill-ins' will not count towards player qualification for any other team/competition.

7 DUTY AND FORFEITS

7.1. Duty:

7.1.1. Junior Competitions:

7.1.1.1. Each team must provide a minimum of one (1) competent bench person, who is at least eighteen (18) years of age.

7.1.1.2. The only minors deemed competent to perform bench duty are junior Game Officials.

7.1.1.3. Failure to adhere to by-law 7.1.1.1 will result in a \$20.00 fine.

7.1.2. Senior Competitions:

7.1.2.1. Teams nominated for duty must provide a minimum of two (2) people for the role of score bench.

7.1.2.2. Failure to comply with by-law 7.1.2.1 will result in a a loss of three (2) competition points.

7.1.2.3. Late arrival of duty teams will attract different penalties whether the team is less or greater than five (5) minutes late from the scheduled game time.

7.1.3. Unsatisfactory performance, as determined by an Association Official, by any duty team member will result in said duty team member being removed and replaced. Removal will incur a total loss of three (3) competition points.

7.1.4. Continual failure to comply with by-laws 7.1 through to 7.1.3 inclusive, in part or full, will result in the offending team or individual being disqualified from the current competition, and in the case of team disqualification the nomination entry fee will be forfeited as per by-law 4.8.

7.2. Forfeit:

7.2.1. Games shall commence at the scheduled game time where possible.

7.2.2. Teams must have a minimum of four (4) players at the commencement of the game in order to take the court. This shall then be reduced to a minimum of two (2) once play has been initiated.

7.2.3. Failure to comply with by-law 7.2.2 will result in the game clock starting and the following:

7.2.3.1. One (1) point will be awarded to the opposing team, recorded as being scored by the team captain, for every minute the offending team is unable to field the minimum number of players.

7.2.3.2. Once the minimum number of players has been achieved the game will start at the current time and score.

7.2.3.3. A game will be declared an un-notified forfeit after ten (20) minutes has expired and twenty (20) points has been awarded to the opposing team.

7.2.3.4. Teams charged with an un-notified forfeit will attract a penalty of double court fees and no competition points will be awarded.

7.2.4. A forfeit will be considered notified if the Administration team is given a minimum of seventy-two (72) hours notice.

7.2.4.1. A notified forfeit will attract no penalty, however the forfeiting team will receive zero (0) competition points. Court fees may also be payable if MBA believes the reason for forfeiting to be unsatisfactory.

7.2.5. Where there is a forfeit, notified or not, the score will be recorded as 20-0 against the forfeiting team, and the winning team shall receive their entitled three (2) competition points for the win.

7.2.6. Any team forfeiting three (3) times within a competition may be disqualified from the competition and/or final series.

8 COMPETITION RULES, TIMING AND RESULTS

8.1 Timing:

8.1.1 All competition games will consist of the following:

8.1.1.1. One (1) warm up period of three (3) minutes duration.

8.1.1.2. Two (2) halves of twenty (20) minutes duration.

8.1.1.3. One (1) half time period of two (2) minutes duration.

8.1.1.4. Two (2) time outs per team, per half, of one (1) minute duration.

8.1.1.5. The ball can be advanced after a time out in the last minute of the game

8.1.1.6. the last two (1) minutes of the second half will be fully timed, including after a basket is made.

8.1.1.7. In the event of a tied score the game will be recorded as a draw.

8.1.2. Final series games will consist of the following:

8.1.2.1. One (1) warm up period of five (5) minutes duration.

8.1.2.2. Two (2) halves of twenty (20) minutes duration.

8.1.2.3. One (1) half time period of two (2) minutes duration.

8.1.2.4. Two (2) time outs per team, per half, of one (1) minute duration

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8.1.2.5. The clock will stop for time outs.

8.1.2.6. Only the last two (1) minute of the second half will be fully timed, including after a basket is made.

8.1.2.7. The clock will stop for injuries and referee's time outs.

8.1.2.8. In the event of a draw, teams will be given a two (2) minute break before the commencement of an extra period. The foul count for each team will remain the same for any following extra periods. One (1) time out will be permitted per team per extra period of one (1) minute duration.

8.1.2.9. Final series games must have a winner. In the event of a draw extra periods of three (3) minutes for juniors and five (5) minutes for seniors will be played. The last two minutes of each extra period will be fully timed, including after a basket.

8.2. Rules:

8.2.1. Teams will be considered in 'foul trouble' on the eighth (8th) and subsequent foul.

8.2.2. Bonus shots will be awarded on the eighth (8th) and subsequent foul unless the eighth (8th) or subsequent foul is an offensive foul, no bonus shots will be awarded.

8.2.3. The three (3) point basket will not exist in the Under 12's competition. All baskets made outside of the two (2) point area will be considered a two (2) point basket also.

8.2.4. Free throws in Under 12's will be taken from the junior line, located sixty (60) centimetres in front of the free throw line or four (4) metres from the backboard.

8.2.5. Zone defence is not permitted in the Under 12's and 14's competition. All team members must play a man-to-man defence.

8.2.5.1. 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.

8.2.5.2. Violations of the Zone Defence rule shall fall into one of the four categories listed below:

8.2.5.2.1. One or more player(s) was/were not in an acceptable man to man defensive position in relation to their man and the ball.

8.2.5.2.2. 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.

8.2.5.2.3. Following a trapping or help and recover situation, the team made no attempt to re-establish man to man defensive positioning.

8.2.5.2.4. The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.

8.2.5.3. Teams suspected of breaching the zone defence rule will be assessed by the Court Supervisor, should the Court Supervisor be unavailable the Referee Supervisor will be approached next, followed by any other Association Official.

8.2.5.4. If a team is deemed to be breaching by-law 8.2.5, the assessing Official will issue a warning to the infringing team's Coach. If the warning is not adhered to, the assessing Official will instruct a Game Official to charge the infringing Coach with a technical foul.

8.2.5.5. Where there is any doubt the benefit of the doubt must be given to the defensive team.

8.2.6. Mercy Rule:

8.2.6.1. Once a thirty (30) point score margin has been established, the leading team must retreat to behind their defensive three (3) point line after every successful basket, and may not engage the offense until they have entered the front court.

8.2.6.2. This shall apply until the margin is reduced to a fifteen (15) point difference or the game concludes, whichever occurs first.

8.2.6.3. The Mercy Rule shall only exist for junior competitions.

8.2.6.4. Only the losing team Coach may invoke the mercy rule.

8.2.6.5. If the losing team Coach wishes to invoke the mercy rule, they should approach the Court Supervisor with their request. The Court Supervisor will then notify the opposing team Coach of their duties under by-laws 8.2.6.1 and 8.2.6.2.

8.2.7. MDA competitions have a ZERO TOLERANCE for any swearing or inappropriate language. Infringing players or Coaches will be assessed with a technical foul at the discretion of the Game Official.

8.2.8. Spectators who are deemed to be behaving inappropriately, including swearing, making derogatory or demeaning comments to other spectators, players, coaches, or officials, will be issued with a warning or ejection at the discretion of the Court Supervisor.

8.3. Results:

8.3.1. Competition points will be awarded as follows:

8.3.1.1. Win = 2 points

8.3.1.2. Loss = 1 point

8.3.1.3. Draw = 2 points

8.3.1.4. Bye = 2 points

8.3.1.5. Notified forfeit (for forfeiting team) = 0 points

8.3.1.6. Notified forfeit (for non-forfeiting team) = 3 points

8.3.1.7. Un-notified forfeit (for forfeiting team) = -3 points

8.3.1.8. Un-notified forfeit (for non-forfeiting team) = 3 points

8.3.2. Where a score sheet error is discovered at the time of recording, score and/or results may be altered by an Association Official to reflect the correct result. Teams will be advised should the result be altered.

8.3.3. In the event of a discrepancy between the score sheet and scoreboard, the score sheet will always take precedence.

8.3.4. If a game cannot be played due to factors beyond the control of MBA, the association reserves the right to reschedule the game to another time and/or date. If the game cannot be rescheduled the game may be declared a draw or the next game will be made a double points game.

8.3.5. Where the game has begun and is terminated due to factors beyond the control of MBA the outcome will be subject to the provision of by-law 8.3.4.

8.3.6. In the event of two (2) or more teams finishing equal on competition points at the conclusion of competition games, the placing shall be decided as follows:

8.3.6.1. The win/loss record of the games between them; then

8.3.6.2. Higher goal difference of the games between them; then

8.3.6.3. Higher number of goals scored in games between them; then

8.3.6.4. Higher goal difference of all games in the group; then

8.3.6.5. Higher number of goals scored in all games in the group.

8.3.7. Technical and Unsportsmanlike Fouls:

8.3.7.1. Any player charged with a technical or unsportsmanlike foul may be required to leave the court for a minimum of five (5) minutes as

8.3.7.2. Any player charged with two (2) technical or unsportsmanlike fouls in one game shall be automatically disqualified from the game and be asked to leave the court area. The infringer may also be asked to leave the stadium. The offending player will also be subject to an administrative review.

8.3.7.3. A coach shall be disqualified from the game if he/she:

8.3.7.3.1. Receives two (2) technical fouls personally, or

8.3.7.3.2. Receives three (3) technical fouls in total.

9 FINAL SERIES

9.1. Player's eligibility is determined by by-laws 2, 3 and 6.

9.2. It is the responsibility of the team to ensure that all players qualify to play in the final series with MBA Administration, this includes semi, preliminary, and grand finals.

9.3. Teams must field the final series with a minimum of four (4) eligible and registered and/or affiliated players. Teams unable to do so will forfeit their game and the next qualifying team will take their place.

9.4. A notified forfeit, as defined in by-law 7.2 and its subsections, of a Grand Final will result in the next qualifying team taking the forfeiting team's position.

9.5. An un-notified forfeit, as defined in by-law 7.2 and its subsections, of a Grand Final will result in the already qualified team for the Grand Final being declared the Competition Winners and the team placed third (3rd) being declared the Competition Runners Up.

9.6. A notified forfeit, as defined in by-law 7.2 and its subsections, of a Semi or Preliminary Final will result in the next qualifying team taking the forfeiting team's position.

9.7. An un-notified forfeit, as defined in by-law 7.2 and its subsections, of a Semi or Preliminary Final will result in the game being recorded as a loss for the forfeiting team. The opposing team will then progress to the next round.

9.8. Teams fielding unregistered, and/or unaffiliated, or unfinancial players will be disqualified from the final series. HDBA reserves the right to disqualify any team for the infringement of its Competition By-Laws. Disqualification in the final series shall be dealt with as follows:

9.8.1. Disqualification seventy-two (72) hours before a Grand Final shall follow the same protocol as by-law 9.4.

9.8.2. Disqualification after, or less than seventy-two (72) before, a Grand Final shall follow the same protocol as by-law 9.5.

9.8.3. Disqualification seventy-two (72) hours before a Semi or Preliminary Final shall follow the same protocol as by-law 9.6.

9.8.4. Disqualification less than seventy-two (72) hours before a Semi or Preliminary Final shall follow the same protocol as by-law 9.7.

9.8.5. Disqualification after a Semi or Preliminary Final shall follow the same protocol as by-law 9.6 providing that the disqualification is made seventy-two (72) before the next final series game. Should the disqualification be made with less than seventy-two (72) hours before the next final series game it shall follow the same protocol as by-law 9.7.

9.9. Any team disqualified from or forfeiting a final series game will be relegated a position in accordance with by-laws 9.3 through to 9.8 including their respective subsections.

10 COURT RULES AND BENCH AREA

10.1. Court Rules:

10.1.1. There will be no hanging from the ring (except to avoid injury), grabbing or hanging from the net, or misuse or abuse of equipment and facilities. Failure to comply will result in a two (2) week suspension for offending individuals at the discretion of the Court or Referee Supervisor or any other Association Official.

10.1.2. No one is permitted on the court unless playing or officiating during competition times

10.2. Bench Area:

10.2.1. Teams shall situate themselves on either side of the score bench according to their nomination as Team A and Team B.

10.2.2. The 'Bench Area' will begin three (3) metres from the score bench and finish at the team's respective baseline.

10.2.3. Only substitutes ready to enter the game are permitted in the restricted area between the team bench and score bench during play. Infringing coaches, players, and/or team officials will be awarded a technical foul to the infringing team's bench at the discretion of the Game Official.

10.2.4. It is the responsibility of the team Coach/Captain to ensure that players, team officials and spectators are located in the correct areas.

10.2.5. During the final series spectators and supporters must sit in the allocated area as determined by MBA.

10.2.6. It is the responsibility of each team to ensure that the Bench Area is to be left clean and uninhibited by litter at the conclusion of each game.

10.2.7. At the conclusion of each game, each team has two (2) minutes to vacate the Bench Area in order for the next playing team to situate themselves in their respective areas.

11. CODE OF CONDUCT

11.1. Basketball is a family orientated sport. It is therefore prudent that all participants, whether they are players, coaches, officials, or spectators, adhere to a code of conduct.

11.2. All participants of any competition or event organised, facilitated, or held by MBA shall adhere to the adopted NSWBAL Codes of Conduct and Behaviour Policies. Failure to do so shall result in the offending parties appearing before the MBA Judiciary Tribunal.

11.2.1. The NSWBAL Codes of Conduct and Behaviour Policies can be accessed through the following link: <http://www.nswbasketball.net.au/component/content/article/230-behaviour.html>

11.3. The MBA Judiciary Tribunal reserves the right to administer any punishment for breeches of the Codes of Conduct or Behaviour Policies via the NSWBAL Disciplinary Tribunal By-Laws.

12. TRIBUNAL AND DISCIPLINE

12.1 MBA will adopt the NSWBAL Disciplinary Tribunal By-Laws, as a guide only, in the disciplinary action of its members and/or individuals associated with MBA

12.2. Any player, coach, team official, or team follower may be cited and reported to appear before the MBA Judiciary Tribunal, if in the opinion of a Game Official, Referee Supervisor, Court Supervisor or Association Official, he or she has:

12.2.1. Drawn the sport of basketball into disrepute.

12.2.2. Drawn the operations or reputation of MBA into disrepute.

12.2.3. Drawn the role of a Game Official into disrepute.

12.2.4. Acted in a manner that is detrimental to the proper and efficient conduct, control or administration of basketball by MBA.

12.2.5. Contravened the by-laws, policies or guidelines of any governing body of the sport.

12.3. Any team fielding players under false names or birth dates or furnishing false information to achieve participation by a party, regardless of the team's knowledge of the deception, shall forfeit that game and the offending player(s) shall be reported to the Judiciary Tribunal for further action.

12.4. Coaches or players disqualified during a game will be required to appear before the MBA Judiciary Tribunal after administrative review deems it necessary.

12.5. Suspended players or individuals may not play, coach, bench or referee in any MBA competition until the end of said suspension. Failure to comply will result in referral to the Judiciary Tribunal and any game they are involved in being declared a forfeit

12.6. Any player or individual required to appear before the Tribunal may continue to play and/or participate in MBA competitions until the Tribunal is heard. In the event of suspension and subsequent appeal the player or individual is not permitted to play or participate pending the appeal hearing.

12.7. The disqualified person will be given ample notice by the MBA office of the time, date, and venue of the Tribunal meeting regarding their hearing which is greater than twenty-four (24) hours.

12.8. The Game Official must complete a Tribunal Report immediately after the game where a player or coach has been disqualified and lodge it with the Court Supervisor. The Court Supervisor must also complete a Tribunal Report should the actions of a spectator lead to their removal and be deemed necessary to be dealt with by the Judiciary Tribunal.

12.9. A Game Official, Referee Supervisor, Court Supervisor or Association Official may report any person to the MBA Board for appropriate action if needed.

12.10. Decisions of MBA and the Judiciary Tribunal are final, except where an appeal process is provided.

12.11. If these By-Laws are silent on any matter, the relevant by-laws of NSWBAL, or any authorised governing body will be taken into consideration, if not applied, when determining appropriate disciplinary action.

13. COMPLAINTS/PROTESTS/APPEALS

13.1. All complaints, protests, and/or appeals must be lodged within seven (7) days of the incident, in writing, signed by the Captain, Coach, Manager, or individual in question, and be addressed to the Association Secretary.

14. INTERPRETATIONS AND AMMENDMENTS

14.1 MBA reserves the right to make decisions or rulings on any matter or issue not specifically covered by these By-Laws notwithstanding the FIBA Rules of Basketball.

14.2. Any recommendations or proposals for amendments to these By-Laws must be submitted in writing to the Association Secretary.

14.3. The MBA Board reserves the right to amend these By-Laws as necessary. Any amendments to these By-Laws will be notified in writing by MBA to all relevant parties.

14.4. The MBA Board reserves the right to waive the By-Laws in part or full for any special circumstances that might arise.

14.5. No other party shall be authorised to waive the By-Laws except where authorised to do so in writing by the MBA Board.

14.6. The MBA Board will have the final say in the interpretation of the By-Laws.