



# **MELTON BASKETBALL**

## **JUNIOR & SENIOR DOMESTIC COMPETITION RULES**

EFFECTIVE AS AT JUNE 2019

# CONTENTS

1.	REGISTRATION OF TEAMS .....	3
2.	COMPETITION STRUCTURE .....	3
3.	REGISTRATION OF PLAYERS.....	3
4.	PLAYER ELIGIBILITY.....	4
5.	COACHES ELIGIBILITY .....	5
6.	GAME ADMINISTRATION.....	5
7.	POINTS ALLOCATION.....	6
8.	UNIFORMS .....	7
9.	TIMING RULES.....	8
10.	MAN TO MAN DEFENSE .....	8
11.	MERCY RULE .....	8
12.	SIN BIN .....	9
13.	TRANSFERS.....	9
14.	FINALS QUALIFICATION .....	11
15.	SUB-COMMITTEES.....	11
16.	REPORTS .....	11
17.	PROTESTS.....	12
18.	WALKOVERS.....	12
19.	GENERAL .....	12
20.	INTERPRETATION OF RULES .....	14

## **1. REGISTRATION OF TEAMS**

- 1.1 Teams may seek entry to competitions by lodging the prescribed form and fees, as determined by the Melton Basketball Association (MBA), by the stipulated date.
- 1.2 When clubs are registering teams, teams must have a minimum of five (5) players registered to each team. Four (4) of those registered players must be of required age to play in each age group.
- 1.3 All junior Teams (Under 8 to Under 18) must be affiliated with an MBA recognised Club. The Club will submit and pay registration on the team's behalf.
- 1.4 Senior Registration forms must be lodged using the online registration (SportingPulse) system and accompanied by the registration fee in full, before being accepted.
- 1.5 The MBA Board of Management reserves the right to place a financial bond on a Team/Club or individual or refuse entry to the competition as it sees fit.
- 1.6 As a condition of entry, each Team or Club agrees to abide by the Competition Rules as written and as interpreted by the MBA Board of Management.
- 1.7 All teams must have a team delegate/manager who is at least 18 years of age.

## **2. COMPETITION STRUCTURE**

- 2.1 The MBA Board of Management shall determine the structure of the competition, based on the number and quality of the teams entered.
- 2.2 Competition Seasons will be known as summer and winter. Based approximately on school terms 4 & 1 and 2 & 3 respectively.
- 2.3 The first 4 rounds in each season will be known as the 'grading phase'. After the Grading Phase is complete, teams may be moved to a different grade and late entries may be accepted after review by the administrator and MBA Board of Management.
- 2.4 Finals will be played in all competitions except for Under 8s. Finals structures will be determined based on number of teams and the age group or grade.

## **3. REGISTRATION OF PLAYERS**

- 3.1 Players must be added to team lists using the Online System by the commencement of Round 1.
- 3.2 It is the responsibility of the Team (senior) or Club (junior) Delegate to ensure all players are registered and named are appearing on the online system.
- 3.3 Junior Clubs must have paid their teams registration fees by the stipulated date. Failure to do so may result in all teams in that club being ineligible to play until the Club is financial.
- 3.4 Senior Teams must have paid their registration in full (plus any applicable bonds) before the commencement of Round 1.

- 3.5 Players in any competition will not be permitted to take the court if they have not registered to their Team (senior) or Club (junior) successfully using the online system. Players must be registered in Order to take the court.

#### **4. PLAYER ELIGIBILITY**

- 4.1 To be eligible to participate in a junior age competition, a player must be under the competition age as at the 31st December of the year the season ends.
- 4.2 Players or their Parents/Guardians must produce original documents as proof of age promptly on receiving such a request from the MBA.
- 4.3 An ineligible player will result in the forfeit of all games in which the infringing player participated. For percentage purposes, the score will stand if the offending team lost the game, otherwise the score will be recorded as a 20-0 win to the opponents.
- 4.4 Junior players may only play in the next age group above their own, providing it is with either their existing Club.
- 4.5 Junior players must be 15 years or older to be eligible to play in senior competition or at the discretion of the MBA Board of Management on a case by case basis.
- 4.6 No senior player may play more than one game per night in any Senior MBA competition. If found playing a second game this game will be forfeited.
- 4.7 All MUVJBL players MUST play & qualify in a minimum of 7 games in the WINTER season of the MBA Domestic Competition to be eligible to represent the Melton Basketball Association in that year of MUVJBL competition.
- 4.8 All senior representative (Big V, SEABL, NBL) players who have played in the previous 24 months MUST play in the A Grade competitions and MUST display good sportsmanship at all times.
- 4.9 ALL CBL representative players who have played in the previous 24 months MUST play in the B Grade competition or higher and MUST display good sportsmanship at all times.
- 4.10 The Under 10 Competitions and above are played as same sex competitions only with exception to senior mixed teams.
- 4.11 When required the competition structure may be changed to accommodate team composition.

#### **5. COACHES ELIGIBILITY**

- 5.1 All junior coaches must have completed a modified referee's course to be delivered by MBA Referees Advisor, before being able to coach in the Junior Domestic Competition.

All NEW coaches MUST complete the modified referee's course within the first 4 weeks of each domestic season.

## 6. GAME ADMINISTRATION

- 6.1 The matches will be conducted under the Official Basketball Rules (FIBA). The MBA Board of Management may approve changes to rules governing conduct of basketball where deemed to be in the interests of the game.
- 6.2 Each team is responsible for payment and completion of the active players, any new player's registrations and all players' numbers for their respective teams into Stadium Scoring before the commencement of the designated start time. Late start penalties will apply as per Competition Rule 5.7.
- 6.3 Players' names must be entered into the game before the commencement of the second half of the game. Names may not be added to the game after this time. Players arriving late are not restricted from taking the court if they are registered to the team.
- 6.4 No more than 10 players are entitled to play in any one game.
- 6.5 Each team is responsible for providing a competent person **at least 14 years of age or has completed a score bench course** to operate as the score-bench official. A game cannot commence until each team has provided a scorer. Late start penalty will apply as per bylaw 5.7.
- 6.6 A late starting team will be penalised two (2) game points per minute or part thereof after the starting time. After a ten (10) minute delay a walkover will be awarded.
- 6.7 Teams must have at least four (4) players on the court before a game can commence.
- 6.8 A junior player cannot play for more than one team in the same age group without a transfer. If found playing a second game this game will be forfeited.
- 6.9 A Size 6 ball will be used for the Under 8, 10, 12 & 14 age groups and all Girls/Women's competitions. A size 7 ball will be used for all other Boys/Men's competitions.
- 6.10 An eight (8) second in the KEY rule will apply for Under 8 competitions, a five (5) second in the KEY rule will apply for Under 10 & 12 age groups and a three (3) second in the KEY rule will apply for Under 14 age group and above.
- 6.11 Under 8 competitions will shoot free throws from the yellow netball line.
- 6.13 For the Under 8 competition ONLY every player will be given 2 foul shots. 1st half game time will be 15 minutes, 5 minutes for the half time break (which is when shots will be taken) and 2<sup>nd</sup> half game time will be 20 minutes in duration.
- 6.14 Under 10 & 12 competitions will shoot free throws from a black line marked on the court.
- 6.15 Under 8 competitions will have the ring height lowered to 8.5 feet.
- 6.16 Scores will not be displayed on the scoreboard for Under 8 competitions.
- 6.17 In Under 8 competitions, one (1) coach per team is able to enter the court area to more actively instruct and communicate with players. They are not to contact the ball or obstruct play in any way.
- 6.18 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 10 minutes the game still cannot commence, it shall be declared a drawn game.

- 6.19 Games may not be played at any other venue or time to that specified by the fixture unless approved by the MBA Board of Management.

## **7. POINTS ALLOCATION**

- 7.1 The winning team will be awarded three (3) premiership points and the losing team one (1) premiership point. Two (2) premiership points will be awarded to each team in the event of a draw.
- 7.2 In the case of a walkover the non-offending team will be awarded three (3) premiership points with the score of 20-0 for percentage purposes. The offending team will not receive any points.
- 7.3 If both teams fail to appear then neither team will receive any points. Both teams incur a walkover fine.
- 7.4 A bye shall be awarded three (3) premiership points.
- 7.5 If a team forfeits during a game and is, currently leading on points then the opposing team will be awarded three (3) premiership points with a score of 20-0 for percentage purposes. The forfeiting team will be awarded one (1) premiership point.
- 7.6 If a team forfeits during a game and is currently behind on points the winning team's score at that time will stand and the winning team will be awarded three (3) premiership points. The forfeiting team will be awarded one (1) premiership point.
- 7.7 Where games are cancelled due to extenuating circumstances (e.g. power failure etc.), the complete round will be cancelled if all teams in the said grade are affected. Those teams which have had their games cancelled will be awarded 3 premiership points each (including the bye team which will receive 3 premiership points). All players registered at that date will be deemed as having played.

**In respect of Articles 7 to 11 inclusive: only referees or the Referees Supervisor will make decisions during the progress of the game. Any disputes MUST be in writing to the MBA after the game has been completed \*\* all penalties for Uniform must be before the commencement of the 2<sup>nd</sup> half of play.**

## **8. UNIFORMS**

- 8.1 Five (5) game points per player for incorrect shorts will be awarded to the opposing team effective from the first game of the season. For new Teams or new Players refer to 7.2.
- 8.2 New teams, or new players in established teams, must play in their correct uniform by the 5th round of the current competition. However, if extenuating circumstances require an extension of time, written permission must be obtained from the MBA Board of Management prior to round 4.
- 8.3 Each team must have a set of Uniforms which is consistent in style, colour, lettering, approved numbers **“as per FIBA rules”**
- 8.4 A player may not take part in any match with an incorrect uniform singlet, subject to section 7.1 and 7.2 of these Competition Rules. All Singlets must be uniform and the same dominant colour.
- 8.5 A player may not wear shorts that have pockets and all shorts must be the same uniform colour. Bike shorts and thermo skins are only permitted to be worn under team coloured shorts. Full leg skins are allowed; upper body skins must be sleeveless – **arm sleeves must be accompanied by a medical certificate.**
- 8.6 Singlets or tops must be uniform and of the same colour (i.e. dark blue and light blue are considered different colours). All numbers must be the same colour and size contrasting to the singlets or tops. No player can take the court without a number. Taped numbers are not permitted. Numbers must be front and rear of singlet.
- 8.7 Taped fingernails are not permitted. Players must remove such tape and if any fingernails are of such a length that might be considered likely to cause injury they must be trimmed below the top of the fingers or covered with sports gloves otherwise the player must not take part in the game.
- 8.8 Only sport footwear with non-marking soles may be worn on the courts. Players with incorrect footwear will not be permitted to take the court.
- 8.9 A Player is permitted to wear a short-sleeved T-shirt under their uniform singlet. **Where possible the T Shirt should be white/black or blue in colour.**
- 8.10 Players are permitted to wear bike shorts or thermo-skins under their uniform provided they are of the same team colour & shorter in length than their own singlet/shorts.
- 8.11 No player will be permitted to take part in any match whilst wearing neck chains, rings, other ornaments or jewellery, or any surgical appliance (including plastic items) which may in any way be considered as dangerous or likely to cause injury. These items must be removed from the person. Earrings and facial piercing must be completely taped over if unable to be removed. Plain wedding bands are exempt/hair pins or bands cannot be made of metal: plaited hair is allowed – however if plaits are deemed to endanger other players – the referee can instruct the plait to be tied up in a bun or undone.

## 9. TIMING RULES

- 9.1 Games will be of two halves of twenty (20) minutes with the clock stopping for all whistles during the last one (1) minute of the first half and the last three (3) minutes of the second half. Where a time-out is in progress prior to either of these points in time the clock will stop when it reaches these marks.
- 9.2 Timing for the finals will be two twenty (20) minute halves with the clock stopping for all time-outs throughout the game and for all whistles in the last one (1) minute of the first half, and for all whistles in the last three (3) minutes of the second half.
- 9.3 Two time-outs per team per half are allowed.
- 9.4 The referee will start the clock two (2) minutes before the starting time and give both coaches a one (1) minute warning.
- 9.5 Overtime for drawn finals games will be played over a period of three (3) minutes. Each team will be permitted one (1) time out per overtime period.
- 9.6 At the discretion of the MBA the 24 second Shot Clock can be implemented for Junior or senior competition.

## 10. MAN TO MAN DEFENCE

- 9.1 At no stage is a half court zone defense permitted during an MBA Junior Domestic game. **This rule applies to 10, 12 and 14 age groups.**
- 9.2 Full court zone press is allowed, as long as it breaks down into half court man-to-man. **This rule applies to 10, 12 and 14 age groups.**
- 9.3 The 'man to man' Policy does not apply when:
  - A team only has 4 players on the court.
  - A team only has 5 players suited up, they can play zone in the first half and must play man-to-man in the second half.
- 9.4 The man to man policy will be regulated by referees.
- 9.5 If the Referee deems that a coach/captain has breached 9.1 and/or 9.2 then a warning will be issued to the respective coach.
- 9.6 If the coach/captain continues to breach 9.1 and/or 9.2 then the officiating referees will issue a technical foul on the coach that has breached the rules.
- 9.7 If a second breach occurs, the officiating referee will issue a second technical foul without a warning. The offending coach/captain will then need to leave the court area before play can continue to commence.
- 9.8 At no stage is a Coach/Player/Spectator to approach the opposition team or referees to discuss the alleged incident during the game or after the game. Offenders may be put on report.



## **11. MERCY RULE**

- 11.1 For all teams playing in Under 8, 10, 12 & 14 age groups, once a team is leading by 20 points or more, the leading team is required (on all of their made baskets and on all of their opponent's side line and end line situations), to drop back in defence and not exceed the 'quarter court' line. The penalty for non-compliance is a violation and the trailing team is to in-bound the ball. Subsequent violations will result in a Technical Foul on the offending coach. Teams must still comply with rule 9.1.

## **12. SIN BIN**

- 12.1 In any MBA competition, when a referee awards a technical foul to a player, the player is required to sit on the bench (Sin Bin) for five (5) minutes playing time.
- In junior competitions the player can be substituted.
  - In senior competitions, no substitution will be permitted
- 12.2 **EXCEPTION TO RULE 11.1 A GRADE MEN**
- 1<sup>ST</sup> Technical foul – normal penalty – no sin bin ruling
- 2<sup>nd</sup> Technical foul – player will be disqualified, ejected from court and will receive an automatic 2 game suspension (not including bye game)
- 12.3 In any MBA competition (both seniors and juniors) a player who receives two technical fouls or a disqualifying foul, any player ejected for any reason will automatically receive a 1 game suspension from all competitions in which they participate in A Grade 2 game suspension.
- 12.4 Any teams/players whom caused game to be called off by the officials will be reported and appear before a Tribunal.

## **13. TRANSFERS**

- 13.1 Transfers are seen as a last resort option for junior players and every effort must be made to resolve issues with the players' current team or club before seeking a transfer.
- 13.2 In senior competitions, all players will be regarded as 'free-agents' at the completion of each season. Transfers for senior players are only required when changing teams during the season.
- 13.3 No transfer requests will be accepted before the commencement of Round 2 of the grading season unless exceptional circumstances can be proved to the MBA Board of Management.
- 13.4 If a player is cleared to another team or club after the season has commenced, games towards finals qualification with the original team will **NOT** be recognised.

- 13.5 Where a club has more than one team in an age group, a player cannot transfer between teams after the conclusion of round four (4) (grading phase).
- 13.6 For a junior transfer to be complete, the originating club must complete a Request for Transfer form, which can be found on the MBA Website. The transfer form is then to be submitted to the club that the player wishes to transfer to, for their approval/rejection. The receiving club then submits transfer form to the MBA office for final approval within 7 days. Final approval will be given by Office Manager and current Executive Board Member.
- 13.7 The player is not eligible to play until the request for transfer has been finalised by all parties.
- 13.8 If the player's originating team or club denies the transfer application, full reasons for such refusal must be stated on the request for transfer for.
- 13.9 If the transfer application is denied by the MBA, the player has the right to appeal the decision in writing within seven (7) days of being advised.
- 13.10 Transfer disputes must be finalised by the MBA Board of Management within two weeks of the date of application of transfer.
- 13.11 The Board of Management will deal with all protests, disputes, appeals and investigations, and the decision of this Board of Management will be final and binding with no further appeal to the MBA Board of Management.
- 13.12 All MUVJBL players MUST play & qualify in a minimum of 7 games in the WINTER season of the MBA Domestic Competition to be eligible to represent the Melton Basketball Association in that year of MUVJBL competition.
- 13.13 A player who has been a Junior Representative Player in the previous twelve (12) months will not be cleared to a junior team that already contains 3 or more Junior Representative Players.
- 13.14 Teams may have as many "home grown" representative players in a team as they wish/require, however no new representative players will be cleared to this team from other clubs if it already contains three (3) or more Junior Representative Players. The term "home grown" shall refer to players who have grown up through the club (and subsequently become representative players) or a player who has been with a club for a period of three (3) or more seasons. Once a player has not played for more than one (1) season, player will lose home grown status.
- 13.15 Clubs should be wary about constructing "super teams" as this does not fit with the ethics of encouraging fair competition and sportsmanship.
- 13.16 No representative (committee member, coach, team manager, player or parent) of any junior team or club may approach a registered player of another team or club to seek a transfer to their team or club. The MBA Board of Management will deny any Transfer requests made as a result of such action.

## **14. FINALS QUALIFICATION**

- 14.1 **A player must have played in 50% + 1 fixtured season games to be eligible for finals.**

### **THIS DOES NOT INCLUDE THE GRADING PHASE**

- 14.2 All players must be entered into the game by the officials on Stadium Scoring to have that game count towards eligibility towards finals.

- 14.3 Exemptions (Final Qualification) MBA may consider granting special consideration for finals eligibility in exceptional circumstances to players impacted by injury. Application for exemption must be submitted in writing to the Competitions Committee with medical certificates required as accompanying documentation with the letter requesting special consideration for exemption to finals qualification. The medical certificate may be accepted as evidence of the injury/illness. The application and medical certificate must be submitted a minimum of seven (7) days prior to the first day of finals. Each application will be considered on a case by case basis only. Melton Basketball does not guarantee it will approve any requests for exemption to the eligibility criteria and all steps to qualify must be taken.

**NOTE: This rule is to make sure they teams are entered with a team that will not rely on players playing up from the age group below. Teams will now have to have at minimum 4 players of the age group they are entered into.**

- 14.4 A fixtured 'bye' will **NOT** be counted as a game toward finals qualification.

- 14.5 Where a team has less than 5 available qualified players for a finals match, an exemption will be granted to the next most available qualified player.

**NOTE: The next most available player will come from the same team but may not have qualified for finals and will be assessed as to how many games they have played and if they are available for that game.**

## **15. SUB-COMMITTEES**

- 15.1 The MBA Board of Management will appoint Sub-Committees to handle grading, protests, transfers, appeals, tribunals etc. as required.

## **16. REPORTS**

- 16.1 The MBA Board of Management will use/adopt the Basketball Victoria Tribunal Competition Rules as far as possible, and where appropriate, in handling reports.
- 16.2 Any Player on report will be denied a transfer to any other club until tribunal has been heard.

## **17. PROTESTS**

- 17.1 All protests or complaints must be in writing, addressed to the MBA Board of Management and be submitted to the Secretary within *seven (7)* days of the incident.
- 17.2 Appeals against decisions of any Committee must also be lodged with the Secretary of the Melton Basketball Association. This must be done within *seven (7)* days of the receipt of the notification of the decision.

## **18. WALKOVERS**

- 18.1 Notified walkovers will incur a fine as determined by the MBA Board of Management. To be a valid notified walkover the team giving the walkover must notify the Customer Service Officer more than *forty-eight (48)* hours before the scheduled game.
- 18.2 In the case of a notified walkover, all registered players of the team receiving the walkover will be awarded a game towards finals eligibility.
- 18.3 Un-notified walkovers will incur a penalty as determined by the MBA Board of Management. The team given the walkover will be refunded all of their money if the court is cleared before half time. If the team remains on court, there will be no refund of money.
- 18.4 Where an un-notified walkover is given, all registered players of the team receiving the walkover will be awarded a game towards finals eligibility.
- 18.5 A team giving a second walkover in succession may be required to give the MBA Board of Management reasons why they should be allowed to remain in the competition.
- 18.6 If a walkover fine is not paid within seven (7) days of the walkover date, the team cannot take the court until the fine is paid in full. Premiership points lost are not redeemable.
- 18.7 The MBA Board of Management may disqualify any team from a competition which incurs three (3) or more Walkovers in the one season.
- 18.8 Teams will not be accepted into the new season's competition until prior walkover fines are paid in full.
- 18.9 Players from teams which have outstanding walkover fines must pay their share of the teams fines before they are able to play for any other team within the MBA competition.
- 18.10 A team is not permitted to give a walkover in finals. Any offending team will be disqualified from the finals series.

## **19. GENERAL**

- 19.1 A team or club representative is required to report any injury to the front desk at the stadium at the time of injury. Accident claim forms are available from the Basketball Victoria website.
- 19.2 The MBA Board of Management may refuse entry of players, officials or spectators to any venue which MBA competitions are operating as it sees fit.

- 19.3 All Club officials and junior coaches must hold a valid Working with Children's Card. Coaches under 18 years are exempt.
- 19.4 Coaches must be 15 years or older to be eligible to coach any basketball team within the MBA competition or at the discretion of the MBA Board of Management on a case by case basis.
- 19.5 A basketball with blood on it may not be used. A player who is bleeding shall be removed from the court until the wound is covered. A player may not enter the court or remain on the court in a uniform with blood on it, but may replace the uniform with a makeshift top without penalty.
- 19.6 Smoking is not permitted in the stadium or the spectator area of all venues. MBA officials including supervisors and referees are not permitted within the fence line of the venues.
- 19.7 If a player or person is ejected from the venue they that person or player are not allowed to enter back into the venue/s for 24 hours. **THIS INCLUDES ALL VENUES WHERE A MBA COMPETITION IN PROGRESS.**
- 19.8 Persons (Players, Coaches or Spectators) believed to be adversely affected by alcohol or drugs will not be permitted to play or coach and may be removed from the stadium if found to be disruptive or abusive.
- Offensive language will not be tolerated from any person or persons in the stadium. The Customer Service Officer, Referee Supervisor or Board of Management member has the right to evict such a person or persons from the stadium.
- AT NO TIME can any person in the stadium approach, harass, abuse, threaten any officials, referees, supervisors or committee members.**
- 19.9 A Board of Management person has the right to report any person or persons for any incident which involves bringing basketball into disrepute. The report is to be submitted to the MBA Secretary.
- 19.10 The MBA Board of Management has the right to impose penalties for breach of any of the Competition Rules contained herein which have no specified penalty.
- 19.11 The MBA will abide by all tribunal decisions and/or penalties.
- 19.12 **All complaints must be made in writing to the MBA Board of Management on forms available from your Customer Service Officer or submitted by email.**
- 19.13 The MBA will not accept any responsibility for any personal property or valuables other than such property or valuables directly under its control.
- 19.14 The MBA will not accept any responsibility for any injuries incurred.
- 19.15 All monies owed to the MBA must be paid within 7 days of date of invoice being issued; players or teams may be excluded from taking part in any competition matches until such monies are paid.
- 19.16 The MBA Board of Management will determine from time to time what Registration fees will be paid by teams or players. What admission charges will apply, what trophies and awards will be made, what regulations governing timing of games will apply, and any other matters in respect of fixtures or competition games not specifically referred to in these Competition Rules.

## **20. INTERPRETATION OF RULES**

- 20.1 The MBA Board of Management reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered in these competition rules. The MBA Committee of Management also reserves the right to vary or set aside the application of these Competition Rules, in the best interest of basketball.
- 20.2 A Competition Rule may be altered in any manner and Competition Rules may be added or removed by resolution of the MBA Board of Management.
- 20.3 Ignorance of the Competition Rules is not grounds for an appeal.