



CRAIGIEBURN BASKETBALL ASSOCIATION INC.
(Registered No. AOO 26876Z)

Craigieburn Junior Domestic Basketball Association Bylaws Version 2.9 - July 2017

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

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DEFINITIONS

Individual teams are classified as a Club for the purpose of these Bylaws.

Grades, Rounds and Games refer to the current season.

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

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

DC refers to Domestic Coordinator.

Any reference to Working With Children (WWC) relates to the current Victorian WWC Regulations

1.0 ELIGIBILITY FOR GAMES

All eligible players must be aged over 5 years:

Under 8 – eligible players must not turn 8 in 2017, they are born in 2001 or 2010

Under 10 – eligible players must not turn 10 in 2017, they are born in 2009 or 2008

Under 12 – eligible players must not turn 12 in 2017, they are born in 2007 or 2006

Under 14 – eligible players must not turn 14 in 2017, they are born in 2005 or 2004

Under 16 – eligible players must not turn 16 in 2017, they are born in 2003 or 2002

Under 18 – eligible players must not turn 18 in 2017, they are born in 2001 or 2000

Under 20 – eligible players must not turn 20 in 2017, they are born in 1999 or 1998

Any player may be called upon by the DC to supply proof of age (refer 2.1.3.5). Where inconsistent birth dates are submitted and the revision is to a lesser age, proof may be supplied.

1.1 RESTRICTIONS WITHIN AGE GROUP

1.1.1 In one round, a player may not play in the same age-group twice. If any player has played illegally in a second team, then that team shall forfeit the game and all points scored will be removed.

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

1.1.3 A player who has played for a team which has a bye in any given round may not play that round for a lower grade team (this rule prevents a Club from dropping a 'B' grade team to 'C' grade in the first five rounds if the 'B' grade team has a bye).

1.1.4 In any one round, a player may play in a number of age-groups (subject to restrictions in 1.1.5 or 1.1.6), e.g. an under 12 player may play under 12 and under 14, but may not play in the same age-group twice. However, A, B and C grade players may only drop one grade regardless of the age of the older group, i.e. A grade cannot play in C, D or E grade in ANY older age-group, B grade cannot play in D or E grade in ANY older age-group, C grade cannot play in E grade in ANY older age group.

1.1.5 A player may only play in the age-group they are registered in or a higher age group, i.e. a 13 year old registered to play under 16's cannot play in the under 14 age group. A player may only play up one age group, not two or more.

1.1.6 A Club may enter an entire team from a lower age-group in a higher age-group. This team may then only play in that higher age-group.

- 1.1.7 A team who breaches these conditions shall incur a loss of points in accordance with By-Law 3.1.1.
- 1.1.8 Once a player has played three (3) games with a team in his/her age group they are deemed to be a permanent player with that team, they cannot play for another team within the same age group, they can however play as many games as they wish in an older age group.
- 1.1.9 Where a team plays a player in an incorrect age group, the Club will be fined as per By-law 7.2.1.

2.0 REGISTRATIONS (PLAYERS & TEAMS)

2.1 PLAYER REGISTRATIONS

- 2.1.1 Players shall be registered by the DC or Club completing an online registration. The DC must view proof of age (refer 2.1.3.5). This registration remains valid for the duration of the player's time at that Club or until a clearance to another Club is approved.
- 2.1.2 New players commencing play during the periods of Round 1 to Round 4 must be registered by 6pm on the Friday following Round 4.
- 2.1.3 In the case of an unregistered player after Round 4:
 - 2.1.3.1 A team shall lose one (1) premiership point in the first game in which any unregistered player participates after Round 4 and one (1) additional premiership point for each additional game after notification by the DC.
 - 2.1.3.2 The opposition team does not gain any extra points.
 - 2.1.3.3 Once the player has lost four (4) points for being unregistered, then that team who is playing a suspended player is an automatic forfeit for that game. Player shall remain out of the game until registered for the team.
 - 2.1.3.4 Any player unregistered from the previous season(s) must be registered before playing again. Failure to comply - penalty as per By-Law 2.1.3.1.
 - 2.1.3.5 Proof of age and online registrations are due in by Round 4 or teams will incur a walkover for the following game(s) until registration is completed. Proof of age must be in the form of an original document: e.g. Birth Certificate, Passport, Driver's License or other method specifically approved by the DC.
- 2.1.4 A player can only be registered with one club per competition, and must register with the team with which they play (refer 2.2.7).
- 2.1.5 A team registration form must be completed and lodged with the Association before the first game of the competition. All details of registration must be completed before a player is considered as being registered. Where a player is not registered on the original registration form lodged with the DC and plays unregistered, any points scored by that player will be removed from the score sheet and the score adjusted accordingly. A team registration form must be completed and lodged with the association by the first week of finals of the current season.
- 2.1.6 A player not included on that team registration form must complete all details of

registration (full name and address, signature and for junior competition only, date of birth) on the back of the score sheet of the first game in which they play.

- 2.1.7 In junior competition only, a player who has never competed in competition organised by the Association must complete a new player registration and provide proof of age to the DC prior to playing (also refer 2.1.3.5).

- 2.1.8 Playing unregistered players will cause By-law 2.1.3.1 and 2.1.3.3 to be invoked.

2.2 CLEARANCES

- 2.2.1 Clearance applications must be lodged with the DC prior to Round 3 of the current season. No clearances will be approved after Round 3 unless an exceptional circumstance occurs whereby the clearance may be approved by the DC and one Junior Domestic Committee Member.

- 2.2.2 Any player has the right to be cleared to another Club subject to paying all monies owed to his/her Club and Clause 2.2.9).

- 2.2.3 The DC must approve all clearances. The player shall not play with his/her new Club until the clearance is lodged with, and approved by, the DC.

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

- 2.2.5 Where a player is cleared from one Club to another prior to Round 3, finals qualification with the previous team is cancelled and the player is required to have played 50% plus 1 games with his/her new team to qualify for the finals.

- 2.2.6 In the case where a new Club or Team is formed by breaking away from an existing Club, all clearances to the new Club shall be approved by the DC for any person having played with the existing Club, (in subject to clause 2.2.2) unless the existing Club approves a clearance application.

- 2.2.7 Where a Club desires the services of a player who is registered with another Club, permission for an approach in writing to transfer must be given to the player's existing Club by the desiring Club. No player is permitted to play with two or more Clubs. Refer Appendix 1 - Poaching Definition and Clause 2.1.4.

When any person is found to be in breach of this By-Law, they may be suspended from any involvement in the CJDBA including playing and/or coaching. If a Club violates this By-Law, suspension in total from the Association is possible, pending investigation.

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

- 2.2.9 A clearance request will be denied if that clearance will result in the player's current team folding or unable to continue within the current season of competition.

- 2.2.10 When a player has not played for a Club for six (6) seasons, or where his/her Club no longer exists, no clearance to another Club is required. Players from a non-member Club require a clearance when any such Club resumes and becomes a member of the CJDBA again. e.g. standalone Teams vs Clubs.

2.3 ENTRY OF TEAMS

- 2.3.1 Applications by Clubs to be entered into the competition shall be on the prescribed entry form and shall be submitted to the DC by the first finals game of the current season.
- 2.3.2 Clubs with a combined team need to nominate to which Club the official notices shall be given.
- 2.3.3 Clubs are expected to submit new team lists to the DC by the first week of finals of the current season. If all players are not included on the team list or new players are added prior to Round 4, re-grading of that team can be made by the Domestic Committee. Entry of teams without the Coach and Team Manager's name and a valid WWC linked to CBA will not be accepted.
- 2.3.4 Players may be added to teams at a later date, unless the Domestic Committee determines that certain players may not play in certain grades, but additions may be taken by the Domestic Committee as a case for re-grading. Where grading is used at the commencement of a new season, any player having played one game for a team cannot be moved from that team to another team.
- 2.3.5 Any team which has been expelled or disqualified from a competition shall not be entitled to any refund.
- 2.3.6 Teams admitted to competition after the seasons commencement shall be awarded 'loss' points for each round prior to their first game. No new team will be entered after Round 4.
- 2.3.7 The CJDBA reserves the right to re-grade teams at any time during the season. Premiership points will be reallocated accordingly following discussion with teams involved.
- 2.3.8 The Association reserves the right to vary the conditions of entry on consideration of an applicant's case. However, penalties may apply and the applicant will be notified at the time this decision is made.
- 2.3.9 Mixed competitions are conducted by the Association under special conditions and rules (refer Appendix 3).
- 2.3.10 Entry Fees:
- Spectator entry is free
 - Team Sheet costs are \$60.00 per team per game
 - Team registration is \$130 per Team payable to the Association by the Club
- 2.3.11 It is the respective Club's responsibility to ensure that their Coaches, Team Manager's and Officials are registered with current Working with Children's cards and their WWC's are linked to the CBA, via the platform advised by CBA. Penalties for non-compliance will be passed back to the respective Club's and will not be the responsibility of CBA (also refer Clause 7.2). People without the relevant WWC will have no access to the court area for games and shall have no access to the team for games and/or training until the WWC compliance is met.
- 2.3.12 Any Club removing a team from the competition after the release of the fixture will be fined \$200.00 per team. Late team entry will result in a \$25.00 surcharge per team. Non-payment of outstanding fines may result in the respective Club's teams not being eligible to play in the finals series.

- 2.3.13 An applicant shall pay a fee not exceeding one half ($\frac{1}{2}$) of the prescribed entry fee in order to have one (1) or more teams placed on a waiting list where the desired competition has a full quota of teams.
- a) An applicant who has paid the fee to be placed on a waiting list shall be given priority for entry into competition when a vacancy occurs.
 - b) Applicants on waiting lists shall be considered in the order they were placed on the waiting list.
 - c) Where no vacancy occurs the waiting list fee shall be refunded to the applicant at the time when applications for the following season are called for or upon demand by the applicant at any reasonable time.
 - d) Where no vacancies have occurred during the season the applicants listed on official waiting lists shall be given priority over other new applicants for entry into competition the following season.
 - e) No more teams will be allowed entry following Round 4 unless exceptional circumstances occur.

3.0 POINTS

3.1 PREMIERSHIP POINTS

3.1.1 For each game during the season:

- Three (3) premiership points awarded for a win or a bye, one (1) premiership point for a loss.
- Two (2) premiership points for a drawn game, one (1) premiership point for a forfeiting team.
- Zero premiership points for a team giving a walkover.
- Twenty (20) points for the team receiving the walkover on the score sheet
- Three (3) points for the team receiving the walkover.

3.1.2 A team shall lose one (1) premiership point in the first game in which any unregistered player participates after Round 4 and one (1) additional premiership point for each additional game after notification by the DC.

3.1.3 Walkovers – if a team does not appear with four (4) eligible players within ten (10) minutes of the scheduled starting time, then that team has given a walkover. The opposing team will be awarded a 20-0 score. A scratch match can be arranged free of charge to players however official match referees will not referee scratch matches

A team that gives three walkovers during one season will be withdrawn from the competition. Refer Section 7 for walkover penalties.

3.1.4 A team giving three (3) forfeits during one season will be withdrawn from the competition.

A team shall forfeit all games in which it has used ineligible players. Points allocated will be nil points for the team that gave the forfeit and three (3) points for the team they played. The scores will stand unless the forfeiting team won, in which case the score will become 20-0.

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

Any Club wishing to defer a game for attendance at Tournaments must submit an application to the DC. Four (4) playing weeks' notice must be given.

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

- 3.1.6 In one round, where games are cancelled for a portion of the grade, nil-all draws will be awarded for those games not played. The results will stand for those games played.
- 3.1.7 Where games are cancelled due to extenuating circumstances such as power failures, the complete round will be cancelled if all teams are affected and no points will be awarded. However, if not all the teams in the grade are affected, the affected teams will be awarded two (2) premiership points each and the bye teams will be awarded three (3) points. All players registered at that date will be deemed to have played the game and will be awarded a game credit towards finals eligibility. Any team that is aggrieved may appeal to the DC.
- 3.1.8 The four teams (unless specified by the Domestic Committee) leading in premiership points at the end of the season will play finals series. The Association may organise supplementary finals series for those teams finishing lower down the ladder.
- 3.1.9 Where teams are level on premiership points, positions will be decided by head to head, then percentage.

3.2 GRADING POINTS

- 3.2.1 Percentages are to be calculated from the first round when the composition of the grade remains the same after grading.

4.0 COMPETITION RULES

Eligibility - teams are expected to arrange substitute players with the limits of eligibility rules when too few of their regular players are available.

4.1 DOMESTIC GRADING SYSTEM

- 4.1.1 Each player within a team will be ranked by the following points taken from the highest level of representative basketball played during the current and previous season:

VC	5 points
Metro 1-4	4 points
Regional	2 point
Non Rep	0 points

Unless a team is playing up an age group, the maximum points allowed are 13 per team. Teams playing up an age group have no restriction on points.

Teams will be graded according to their point score.:

A grade - 9 points and over

B grade - 6 points and over

Teams playing up an age group:

A grade - 13 points and over

B grade - 11 points and over

- 4.1.2 Homegrown System relates to teams who have played with the same players (no changes at ALL) for three (3) consecutive seasons. This will entitle the team to disregard the points of the three 3 players with the lowest points.

- 4.1.3 For this grading system to occur the age group competition must have twelve (12) or more teams. The CJDBA reserves the right to conduct grading as it sees fit.

Where a team has a total point score under 9 and wants to play in A grade, a written consideration/request needs to be lodged to Domestic Committee. The CJDBA will review the request and confirm if it is successful or not within seven (7) days of receipt of the written consideration/request.

4.2 PLAYING RULES

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

- The three-point rule does not apply for age groups under 10 and lower.
- The inner **GREEN** line shall apply for 3 point shots taken for all junior competitions including U18 competitions, the outer **WHITE** line for all senior competitions.
- The free throw line is advanced one metre for age groups under 12 and lower, except for under 8 players (refer below).
- The size 6 ball is used for all girl's age groups, and boys age groups under 14 and lower.
- The 3 second rule in the key is changed to 5 seconds for age groups under 14 and lower.
- The dock will stop only in the last 3 minutes of the second half for all foul shots, substitutions and timeouts.
- No time-out is allowed in the last three minutes, or part thereof, in the second quarter of the game. A variation may occur for finals.
- One (1) time out per quarter per team or two (2) per half
- Five (5) team fouls per quarter
- Once a team has attained a 20 point winning margin over their opponents then the mercy rule shall apply, meaning that the winning team must return to their own 3 point line (top of key).

Playing Rules for U8's

- Size 5 ball
- Lower rings
- Maximum score per player is 10 points.
- When all players have scored the maximum allowed of 10 points then all players are free to commence shooting with no additional cap on number of points (i.e. unlimited)
- Free throws will be taken from behind the point of the circle nearest the ring.
- Under 8 Group shall play a modified finals format
- All Under 8 teams **MUST** have a girl registered with the team.

- If unable to field a girl on match day, only 4 boy players are able to take the court.
 - When a team is 10 points ahead of the opposing team, the mercy rule will come into effect, meaning that the winning team must return to their own yellow third line
- 4.2.2 A team must have four (4) players on court before the game can commence. A minimum of two (2) players per team is required on court for the game to continue.
- 4.2.3 Late starting teams will be penalised one (1) point per minute or part thereof. It is the team's responsibility to have the paid score sheet available at the score bench by the commencement of game time as listed in the competition fixture. Ten (10) minutes late constitutes a walkover. Referees will automatically instigate these penalties without request from either team.

FIXTURES/GRADING/LADDERS

- 4.3.1 Initial grading of teams can be recommended by their Clubs and reviewed by the Domestic Committee (also refer 4.1.3). The DC will regrade a team should the point allocation be greater than allowed. Clubs must advise the DC if there is a change to grading numbers.

Results and ladders will be posted onto the official webpage and team app. Results and ladders will be available after midnight on the Monday following each round. Clubs have two further rounds to query ladders, except for the last two rounds where queries must be made within 24 hours of the ladders being published. Once these periods of time have expired ladder positions will stand, except if changes are advised by the DC.

- 4.3.2 Fixtures may be changed up to 5.00 pm on the Friday prior to the Saturday's game. All changes will be advised via Team App.

4.4 FINALS QUALIFICATION

- 4.4.1 To qualify to play finals matches with any team, a player must be registered and have played 50% plus 1 of games with that team, except in the case of medical evidence of unavailability, in which case the DC may give a permit. Medical certificates are to be received by the DC within seven (7) days of the injury occurring. Byes are counted for qualification.
- 4.4.2 No player may play in the same age group twice.
- 4.4.3 No substitute player may be added for Finals games who is other than one age-group or more below and of a lower grade, i.e. a 16B team with special permission may be granted approval to play a 14C lower grade player, but cannot play 14A player.
- 4.4.4 When a team may have less than six qualified players special permission may be obtained from the DC to make up numbers to six players. Choice of appropriate players will fall within Bylaw 4.4.3.
- 4.4.5 Clubs are to give the DC twenty four (24) hours notice of a need for a substitute player.
- 4.4.6 Any team found to be knowingly using illegal players during the Finals Series (i.e. under someone else's name) will be disqualified from the balance of the Finals and be subject to further action following review.
- 4.4.7 Players eligible to play finals will be notified via Sporting Pulse. It is the individual Clubs

responsibility to ascertain which of their players are ineligible to play.

4.5 CONDUCT OF GAMES

- 4.5.1 Each team shall provide a competent scorer and timekeeper, both of whom are to be over 18 years of age for the junior competition and over 16 years of age for the senior competition. In EXTREME cases, the DC or Venue Supervisor may grant permission for a younger scorer or timekeeper over the age of 16. Once the score sheet is received by the DC or staff, the score will stand even if a later complaint is received regarding the ability of the scorer.
- 4.5.2 Although the clock may be in progress, play will not start until a competent scorer is provided for each game. Teams not represented on the score bench have no avenue for complaint if they are not satisfied with the manner in which the game is either scored or timed.
- 4.5.3 Score bench personnel are not to use mobile phones during the game and will be asked to step down if they are seen to do so.
- 4.5.4 The attention of the referee shall be drawn to a scoring error at the first break in play (whistle) after it has been noticed. The referee's decision shall be final.
- 4.5.5 Personal names and surnames, not one or the other, must be entered on the score sheet before half time, i.e. must be John Smith, not John. It is the responsibility of every player to ensure that they sign the back of the score sheet before or after each game; failure to do so may result in their ineligibility for finals games.
- 4.5.6 The name of a player who has ceased playing with the team must be marked as NLP (no longer playing) on the score sheet.
- 4.5.7 Players must play with the number they are registered with at the beginning of each season. Teams not abiding by this rule will forfeit the game and the win will be awarded to the opposing team (refer 3.1.4).
- 4.5.8 Once the score sheet has been handed in, it will not be returned to anyone unless a discrepancy is noticed by the DC or Domestic Committee Member. The DC will notify the Clubs concerned of any discrepancy.
- 4.5.9 Where players name appears on the score sheet they may take the court at anytime. Player names cannot be added to the score sheet after half-time.

4.6 TIMING REGULATIONS

4.6.1 HOME AND AWAY GAMES

- 2 minute warm up.
- 60 minute game schedule - four 10 minute quarters. Quarter time - 1 minute, half time - 2 minutes, to be timed on match clock. Each team is entitled to one time out per quarter.
- No time-outs allowed in the last 3 minutes of the second quarter
- The clock will stop for all, foul shots, substitutions and timeouts during the last 3 minutes of the last quarter.

4.6.2 SENIOR DOMESTIC

The clock does not stop during regular games for the Senior Men's, Senior

Women's/Mixed competitions.

4.6.3 HEAT POLICY

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

- 60 minute game schedule - four 10 minute quarters. Half time - 2 minutes, to be timed on match clock.
- Compulsory "referee's time-out" will be called at the first whistle closest to the 5 minute mark.
- The Referee must call an additional compulsory timeout in each quarter if no timeout has been called by halfway through the quarter.

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

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

4.6.4 SEMI AND PRELIMINARY FINALS GAMES ONLY

- 60 Minute game schedule – four 10 minute quarters. Half time – 2 minutes, to be timed on match clock.
- One (1) time out per quarter per team or two (2) per half
- The clock will stop for all foul shots, substitutions and timeouts during the last 3 minutes of the last quarter. In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.
- The mercy rule does not apply during finals games.

4.6.5 GRAND FINAL GAMES ONLY

- 60 Minute game schedule – four 10 minute quarters. Half time – 2 minutes, to be timed on match clock.
- The clock will stop on all time-outs throughout the game. Time-outs are permitted at any time during the game.
- The clock will stop on all whistles during the last 1 minute of the second quarter.
- The clock will stop on all whistles during the last 3 minutes of the last quarter.
- In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.
- The mercy rule does not apply during finals games.

4.7 UNIFORMS & ON COURT STANDARDS

- 4.7.1 New teams will be required to have all players in full uniform within 6 weeks of the commencement of the new season. Excluding the 6 week grace period, teams shall be penalised four (4) points for each player out of uniform with a maximum penalty of

sixteen (16) points. No maximum penalty for senior competitions.

- 4.7.2 In the case of a uniform colour clash, the team listed first on the score sheet will be required to wear an alternate colour. All Clubs should have their own set of alternative singlets, however a set may be borrowed from the CJDBA with payment of a \$50.00 bond, refundable when singlets are washed and returned with five (5) days. Non return of tops will incur a \$25.00 per singlet charge.

- 4.7.3 Basketball shorts, singlets and numbers must be of uniform colour and not seriously faded. Long board shorts or football shorts are not permitted, nor are shorts with decoration/stripes/emblems, pockets and side adjusting straps. Same colour shorts are to be worn and if not, penalties as per 4.7.1 will apply.

T Shirts are **NOT PERMITTED TO BE WORN** under a playing singlet/jersey at any time except for U8 teams, religious reasons or medical condition (i.e. rash, psoriasis, eczema). Any that are worn must be a tight or snug fit at the wrist or below the shoulder to prevent fingers being caught in them.

Tight fitting short bicycle pants or skins are allowed only if they are black or are the same colour as the respective singlet and shorts and are worn underneath the basketball uniform and are not visible below the shorts

Knee pads are acceptable when encompassing the kneecap area only.

The above relates to all competitions.

- 4.7.4 Insignia and logos will be permitted on playing uniforms only by authorisation of the Domestic Committee for the following:

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

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

- 4.7.5 Following the instigation of the blood rule (refer 4.8.1) a team singlet may be exchanged with a change of number for the player, with no penalty. If a team singlet is not available, the player may wear any singlet and appropriate shorts, provided that they are not of the same colour as the opposing team, with no penalty imposed.
- 4.7.6 The playing numbers 00, 0, 1, 2, 3, 69 are not to be used as a playing number by any team. Any number not being used by another player is usable as a blood singlet, but 0 or 00 are preferred. If a team does not have these numbers any other legal number can be used as long as no other player has the same number on court.
- 4.7.7 Long fingernails must be cut to a safe playable length and not taped. Gloves are allowed to be worn.
- 4.7.8 Jewellery shall not be worn on court; this includes watches, bracelets, necklaces and all body ornaments. Players are allowed to wear plastic replaceable studs in their ears only for the duration of games. The wearing of any other jewellery or studs on any other body parts is also forbidden.
- 4.7.9 Long hair must be tied back to allow a clear view of the rear number. Pigtails and

ponytails of a length that may contact other players are not allowed. Hair may be tied up and/or back but headbands (other than towel sweatbands) and hair ornaments are not allowed. Platts are not permitted at any time.

4.8 INFECTIOUS DISEASES/MEDICAL

- 4.8.1 If bleeding occurs the player must leave the court area and receive appropriate treatment. Players may not resume play until bleeding has stopped and cannot return in any clothing that has blood on it.

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

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

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

- 4.8.2 Following a medical procedure, a Doctor's certificate must be submitted to the DC, within seven (7) days of the diagnosis/procedure, in order for a player to resume playing. Also refer Section 4.4.1.

5.0 FINANCE

5.1 Financial Standing

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

- 5.1.1 Registration and Bond Fees – payment is due at the time of submitting team lists, unless prior arrangements are made to the contrary. If registration monies are not paid at this time all teams within that Club will be removed from the Competition until payment is made.
- 5.1.2 Walkover Fines, Score sheets and Withdrawal Fees – payment is due by the due date noted on the invoice. Failure to pay by the due date will result in the team not being able to take to the court until the fine is paid. This game would be considered a walkover and the team would then be responsible for the additional walkover fine. (Also refer Section 7).
- 5.1.3 All accounts due and payable in relation to a particular season are to be paid prior to the commencement of the finals series.
- 5.1.4 Should a Club become un-financial, the Domestic Committee may, at its discretion, cancel all or part of premiership points gained by the Club whilst that Club remains un-financial.
- 5.1.5 Clubs must be financial to participate in the Finals series.

6.0 DISPUTES, PROTESTS AND COMPLAINTS

6.1 DUTIES OF OFFICIALS

- 6.1.1 Basketball Victoria Codes of Conduct applies to all players, coaches, parents, spectators and administrators.
- 6.1.2 The CJDBA holds the right to investigate and or convene an investigation into any matter it feels necessary without approval and or complaint from the Clubs. Investigations may be held into any matter that relates to breaches of the Codes of Conduct.
- 6.1.3 All disputes, protests and complaints must be lodged in writing by a nominated Club official with the DC within five days of the matter under dispute. Information should include details of known persons who are available as witnesses to the matter complained of, and the nature of the evidence to be given.
- 6.1.4 A person who is aggrieved by any decision taken by a Committee of the Association may appeal in writing to the CBA Committee within five (5) days of notification of that decision. The appeal shall include the grounds of appeal but the decision of the Committee will stand until the appeal is heard and the result notified.
- 6.1.5 All protests, complaints or other communications must be in writing and addressed to The Secretary, Craigieburn Basketball Association Inc, and may be mailed to the postal address of the Association (PO Box 102 Craigieburn 3064) or left at the stadium in mailbox 36.
- 6.1.6 The CBA President or his/her nominee shall appoint the Investigation Committee/Tribunal.
- 6.1.7 The terms of reference of the Investigation Committee/Tribunal shall include any contentious matter requiring arbitration, which the CBA President or his/her nominee shall refer to the Investigations Committee/Tribunal.
- 6.1.8 The DC or nominee will advise all parties involved.
- 6.1.9 The Investigation Committee/Tribunal finding shall be directed to the Clubs via the DC unless otherwise decided.
- 6.1.10 Persons affected by the Investigation Committee/Tribunal decisions shall have the Right of Appeal to the VBA through the appropriate channels, unless a BV alternative procedure is offered. Details will be confirmed at the investigation.

6.2 REPORTS

PLAYERS, COACHES & SPECTATORS

- 6.2.1 Referees are to lodge reports with the score sheets at the conclusion of the game where the incident occurred. If the referee is scheduled to referee the following game, an alternative referee must officiate at that game until the report is completed and given to CBA Office. Any summary of investigations by Clubs, Coaches or Parents must be lodged via e-mail to eagletribunal@gmail.com, with a copy to reportseaglesdomestic@gmail.com within forty eight (48) hours of game completion. Investigation information will not be accepted after this time.

- 6.2.2 The DC or nominee will advise Club officials and the reported players or coach of the place, time and date of the Investigation Committee/Tribunal Hearing and the outcome following the Hearing.

Written or verbal advice to the Club by the DC or nominee is deemed to be official notification.

REFEREES

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

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

6.3 VENUES

- 6.3.1 Venue managers and CBA/CJDBA Committee Members are empowered to exclude any person from an Association venue. Also refer to By Law 7.3, Venue Ejection.
- 6.3.2 Alcoholic beverages must not be consumed at or outside an Association venue while the competition is in progress, unless it is at a CBA Association official function where the appropriate liquor license has been obtained. On these occasions, alcoholic beverages must only be consumed in the designated areas.
- 6.3.3 Smoking is prohibited at all venues.
- 6.3.4 It is permissible for the Venue Supervisor to authorise a reduction in game time to deal with extraordinary situations such as lockouts and meeting deadlines for the conclusion of the season.

7.0 FINES AND PENALTIES

7.1 SCORE SHEET INFRINGEMENTS, WALKOVER & FORFIET FINES

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

- | | |
|--|---------------------|
| a) Coaches name not completed or legible | \$10.00 (incl. GST) |
| b) One or more players name not completed or legible | \$10.00 (incl. GST) |
| c) Team filled out under wrong team name | \$10.00 (incl. GST) |

Fines for b) and c) above are \$10.00 per infringement or name

Results & Score sheet Fines

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

Fines for a) and b) above per infringement \$50.00 (incl. GST)

- 7.1.2 **Non Notified Forfeit or Walkover fines** - home and away games:

- | | |
|--|----------------------|
| a) \$120 for the first two walkovers given by any team | \$120.00 (incl. GST) |
|--|----------------------|

- | | |
|---|----------------------|
| b) \$200 for the third walkover and withdrawal from competition | \$200.00 (incl. GST) |
|---|----------------------|

Notified forfeit/walkover regardless of time advised*	\$60.00 (incl. GST)
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* Notified walkover/forfeit must be advised to the DC prior to 6.00 pm on the Friday preceding the game

All fines are payable within 14 days of date of invoice.

Non-payment of outstanding fines may result in the respective Club's teams not being eligible to play in the finals series.

7.2 MISCELLANEOUS PENALTIES

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

- a) the penalty for player infringement (playing an incorrect player) shall be forfeiture by the team for all games the infringing player competes in and loss of all points scored.
- b) the penalty for team infringement shall be forfeiture of all games the infringing team competes in and loss of all points scored.

Administration Forms

Registration forms and team lists are to be returned by Round 1. Team entries to have coach and team manager's name and WWC number (WWC must be registered with CBA via the platform advised by CBA).

Fines for noncompliance of a) and/or b)	\$50.00 (incl. GST)
Plus additional per week item is delayed	\$25.00 (incl. GST)
Team pulling out after the release of the fixture (per team)	\$200.00 (incl. GST)

Fine for not registering Coach and Team Manager's WWC	*\$100.00 (incl. GST)
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*** CBA will not be responsible for non-compliance in any way. Fines issued to CBA for non-compliance to WWC conditions will be passed onto the respective Club. This could include fines of up to \$35,000 or possible imprisonment.**

Playing of Uncleared or Unregistered Players

Refer By-Laws Section 2.

Team Removal

Removing a team after the release of the fixture	\$200.00 (incl. GST)
Late team entry surcharge	\$25.00 (incl. GST)

All fines are payable within 14 days of date of invoice.

7.3 VENUE EJECTION

This rule applies to players, coaches, team managers, officials, spectators and referees.

Following disqualification from a game, reentering any venue under the control of CBA will be prohibited for the remainder of that session (i.e. remainder of day or night).

Following ejection from the court, details of name, team, parents name (if applicable) and any

siblings the ejected person may be watching during the session, must be given to the relevant door person.

Details of all ejected persons will be registered and should a third ejection occur the matter will be sent to the Tribunal for review and consequence.

8.0 GENERAL

- 8.1.1 A mailbox will be provided for all dubs or individual teams. Mail boxes are located at the entry door foyer area. If the mail box key is lost or stolen then the replacement cost for the key is \$20 and is payable by the team/dub responsible for the mail box.
- 8.1.2 Hanging from nets, rings, backboards or other supporting structures in any CBA controlled venue is prohibited and can result in ejection from the venue. If any damage is caused to venue equipment, the person who caused that damage or, in the event that an offender cannot be identified, the Club/Team responsible for court usage will be invoiced for the cost of repair and/or replacement and any loss of revenue suffered through the unavailability of the court or venue.
- 8.1.3 Clubs/Teams are responsible for the conduct and behaviour of their players, coaches, officials and spectators and should particularly ensure that such persons are not under the influence of alcohol or drugs when attempting entry to stadiums managed by the Association. The relevant Club or Team Secretary will be held accountable for breach of this By-law.
- 8.1.4 Notwithstanding anything expressly provided for in these By-laws the CBA Committee may determine any matter where unusual or exceptional circumstances exist as it deems fit.

8.2 SOCIAL MEDIA

Social Network Sites - we currently live in an age where technology allows Immediate access to friends and family through social networks like Facebook, My Space and the like which make it possible to share with everyone immediately what you're doing, where you are and what your thoughts are on things and on many levels it is a great way of keeping up with what's going on with friends and family. What is potentially concerning about the use of Facebook, Twitter, You Tube and other social networking sites by people involved in basketball is that these sites may be used to bully, criticise or make racist or sexist remarks about other participants. This sort of behaviour is totally unacceptable in basketball and will not be tolerated.

These networks can create situations that can bring both the user and those who read it down. Voicing opinions that bring disrespect to others in a public forum can only be harmful to those who write those opinions and to those they are directed at.

In recent times there is much talk in the media about "cyber bullying". This is a new phenomena but it can be and has proven to be just as hurtful as any other form of traditional bullying. And bullying isn't always about the bigger kid picking on the smaller kid. Behind a computer screen, it is easy for that little kid to feel empowered and say something negative and/or derogative about someone bigger than them. Having an opinion about others is fine and in no way should anyone be restricted what they say - as long as it comes with the respect of others. What is concerning with these social pages is how these kinds of comments can be perceived on these social pages. For example, if someone has had a negative experience in a game or perhaps there is a clash of

personalities and they decide to air their opinion in a negative light and without recourse for the person they are directing their opinions at, then they expose themselves to the ramifications that come with that. Many of the remarks are being made with the posters believing that because those remarks can only be seen by people they have accepted as friends on their pages, they will not be made public. However, fortunately, there are enough decent people around who bring this behaviour to the attention of the Club and League. This occurs even when the posts are made by friends because those people recognise the harm and distress this sort of behaviour can generate.

There are mechanisms in place for referees to deal with unacceptable behaviour from players and coaches during games. But it is a different ball game when it comes to the public and the media or when criticism and derogatory comments comes from within your own ranks, it becomes divisionary and disruptive and only serves to erode the teamwork that is so important.

There is a basic fundamental that transcends any rules and regulations that are in place - **respect for others**. Respect comes in all forms, including expressing an opinion that others might not agree with but is expressed with respect for those it is directed at. If this fundamental aspect of life is not adhered to, then they face any ramifications which may arise as a result of their actions.

8.3 POLICY, PROCEDURES & CODE OF CONDUCT

All Clubs are required to abide by Basketball Victoria's Code of Conduct, CBA's Policy and Procedures, including but not limited to Child Protection Policy and Procedures and ensure that their own Club has developed, maintained and works within their own Child Protection Policy and Procedures.

8.4 SPECIAL PROVISIONS

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

- The rules shall be construed within the strict limitations of the subject matter dealt with
- The rules shall apply strictly within the bounds of that specific competition. In all other cases these By-laws shall prevail.

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

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

APPENDIX 1**POACHING - DEFINITION**

- A player who is registered and playing with an association or club may not train with, negotiate a clearance to or register with another club without written approval from their current club.
- An association intending to negotiate with a player for a clearance shall not commence the negotiations until the player has the necessary written permission under By-law 2.2.7
- If an association rejects or does not respond to a request under By-law 2.2.7 within fourteen (14) days of the request being received, the player may make the request again and, unless there are exceptional circumstances, the CJDBA shall grant the request.
- An association shall not invite a player to train or seek a clearance from another club without first informing the player's current club of its intention to approach the player.
- A club shall conduct negotiations for a clearance with courtesy to the player and the player's current club, with minimum pressure on the player and in a spirit of openness.
- A club receiving a request for clearance shall reply to the request within fourteen (14) days of its receipt, either by granting or refusing the request.
- If a club fails to reply to the request for clearance within the required fourteen (14) days, the player may immediately notify the relevant association or delegated or governing body and the player shall be registered with the new club without a clearance unless there are exceptional circumstances.
- An association or delegated or governing body may restrict the eligibility of players cleared during a season.
- A club may only refuse a clearance at the completion of a season if the player has not fulfilled their obligations to the club including fees outstanding and/or uniforms to be returned.

APPENDIX 2

SIN BIN

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

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

Q&A

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

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

On Behalf of the Craigieburn Referees Association

APPENDIX 3

MEN, WOMEN & MIXED RULES COMPETITIONS

REGISTRATION

No player under the age of 16 may participate in open age competition.

Registration of players is to include all details of full name, address (including post code) and date of birth. This information is to be on the original registration sheet. No names can be written onto the sheet at any time without prior consent from the Competition Administrator. Teams with 'fill in' players must ensure they provide registration details to the Competition Administrator at the Office desk, prior to taking the court.

Teams playing unregistered or under aged players will be penalized all premiership points for each game in which the player participates.

PLAYERS ON COURT

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

All Competitions – if a player's name is listed on the score sheet at the commencement of a game, they are eligible commence play at anytime during the match providing they have been registered. No names can be written on the score sheet after half time.

INJURED PLAYER

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

LATE START

If prior to the commencement of the game, a team cannot field the required players, normal late start penalties will apply. After **10** minutes has elapsed, and a team is still unable to fulfill this requirement, then the normal walkover penalties will be applied. Payment is \$120.

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

KEY ALLOWANCES

Men only are allowed in the key for the first half of the game and then women only in the second half.

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

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

PLAYER FOULS

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

SCORE LIMIT

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

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

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

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

SIN BIN

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

SCORE SHEET AND QUALIFYING

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

GAME LIMIT

Players are only permitted to play 1 game per night per competition, i.e., senior men, senior women's, mixed. If there are two of the same dubs playing, then players must only play in 1 team. The offending team will be penalized all premiership points for each additional game in which the player participates.

SCORING

If there is no scorer for a team, 4 points will be awarded to other team if they request the referees before half time. After half time, no points can be added for no scorer or incorrect uniform.

UNIFORM

New teams will be required to have all players in full uniform within 6 weeks of the commencement of the new season. Excluding the 6 week grace period, teams shall be penalised four (4) points for each player out of uniform, including incorrect number or incorrect color shorts or singlet (unless for player filling in). A request must be made to the referee's before half time asking for points to be given.

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

No illegal numbers to be worn (0, 00, 000, 1,2, 3, 69)

No visible jewelry

No T-Shirts

No nails or taping for nails is permitted; gloves only (can be purchased for \$20). Any player with nails will be asked to step off the court and requested to cut nails or buy gloves. Player will not be allowed back on court unless seen and cleared by a Referee.

BASKETBALL SIZE

Senior games will be played with a size 7 basketball.

MERCY RULE

In mixed games there will be no mercy rule applied.

ALL OTHER RULES

All other rules of basketball will apply as per FIBA.

PLEASE REMEMBER

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