

2024

Deleted: 2

Domestic Competition By-Laws 9

Deleted: 8



Bacchus Marsh Basketball
Association

06.05.2024

Deleted: 01

Deleted: 7

Deleted: 2

Domestic Competition By-Laws 8.0

Version Control

Version	Date	Change Summary
0.1	22/05/2012	Draft for season two 2012.
0.2	31/05/2012	Updated with feedback from stakeholders.
0.3	02/06/2012	Updated with feedback after stakeholder meeting.
0.4	06/06/2012	Updated with stakeholder feedback arising from changes made at meeting.
0.5	09/06/2012	Updated with stakeholder feedback.
1.0	19/06/2012	Distributed for approval and implementation.
1.1	25/05/2012	Feedback from BMBA committee meeting 23/06/2012. Change points allocation. Addition of points for uneven bye numbers.
2.0	30/06/2012	Distributed for approval and implementation.
2.0	29/01/2013	Distributed to clubs for opinion on new By-Law inclusions.
3.0	04/03/2014	Updated with new By-Law amendments or inclusions 4.2, 4.13, 15.19
3.1	19/09/2014	Distributed to clubs for review or new By-Law inclusions.
3.2	17/10/2014	Updated with stakeholder feedback.
4.0	09/11/2014	Updated with new By-Law amendments to 1.6, 4.6, 5.13, 12.1.
5.0	14/04/2015	Updated with amendment to By-Law 17.14. Accepted 14/4/2015.
6.0	04/02/2015	Updated with amendments to By-Law 3.3-3.7.
7.0	18/06/2016	Complete update for the entire document, changes throughout.
7.1	17/07/2016	Some minor amendments prior to draft distribution to the BMBA membership.
7.2	22/07/2016	Minor formatting and grammatical changes based on committee feedback.
7.3	27/02/2017	Minor changes based on feedback from members. Distributed to clubs for further feedback prior to putting out to members.
7.3	26/04/2017	Voted and accepted at BMBA Committee Meeting.
8.0	6/9/2021	By-Laws Document review by BMBA Committee.
8.0	13/4/2022	Voted and accepted at BMBA Committee Meeting.
8.0	29/6/2022	Amendments based on feedback from members.
8.0	01/07/2022	Voted and accepted by BMBA Committee.
<u>9.0</u>	<u>06/05/2024</u>	<u>Amendments to By-Laws 7.6, 11.5, 12.2, 12.4, 13.2, 21.2, 21.7, 27.</u>

Domestic Competition By-Laws 8.0

Contents

Version Control	1
Glossary of terms	3
1. BMBA Rules and Regulations	4
2. Inappropriate Behaviour	4
3. Competition Structure	5
4. Registration of Teams	5
5. Registration of Players	5
6. Fees	5
7. Player Eligibility	5
8. Game Administration	6
9. Points Allocation	7
10. Uniforms	8
11. Timing Rules	8
12. Mercy Rule	9
13. Heat Policy	9
14. Clearances and Transfers	9
15. Finals Qualification	10
16. Reports	11
17. Protests and Complaints	11
18. Walkovers	11
19. Injury	11
20. Intentionally Hanging from the Ring	12
21. Technical Fouls	12
22. Alcohol and Drugs	12
23. Chewing Gum	12
24. Referee Supervisor	13
25. Working with Children Check	13
26. Medical Conditions	13
27. Committees	13

Domestic Competition By-Laws 8.0

Glossary of terms

Acronym	Description
BMBA	- Bacchus Marsh Basketball Association
BMLC	- Bacchus Marsh Leisure Centre
BVC	- Basketball Victoria Country
BV	- Basketball Victoria
<u>MARC</u>	- <u>Moorabool Aquatic and Recreation Centre</u>
Stadium	- Any stadium that is used by the BMBA
PHQ	- Play HQ

Formatted: Space After: 0 pt

1. BMBA Rules and Regulations

- 1.1. All basketball rules are governed by FIBA.
- 1.2. Coaches may only enter the court proper when a referee gives approval.
- 1.3. Coaches may only enter onto the court and approach referees at a time when the game has stopped for either end of a half or a time out and then only with direct game referee approval.
- 1.4. No spectator, player, or any person with no direct involvement with the game is to approach referees at any time.
- 1.5. Players must not approach the Referee Supervisor during a game. Any request to speak to the Referee Supervisor during a game can only be made by a coach via the officiating referees and only after a time-out has been called by the coach.
- 1.6. Any person failing to comply with 1.2, 1.3, 1.4, and/or 1.5 will be asked to leave the premises and be warned that any further breaches will result in an automatic two-week BMBA suspension.
- 1.7. No person other than a current game player may take the court during scheduled game time.
- 1.8. No balls are allowed to be brought into the Stadium on game day by any person other than by a game day Coach to a maximum of 2 balls per Coach. These balls must then be removed from the stadium immediately after the game is over. Any balls remaining in the stadium will be impounded. Any referee, referee supervisor or other BMBA representative may request that a ball be immediately removed from the stadium, or it shall be impounded, and not be available for pick up until the owner is leaving the stadium.
- 1.9. The BMBA Committee has the ability to create, alter, amend, add to or rescind any BMBA By-Laws at any General Meeting. Any proposed amendment to the By-Laws must be posted on the BMBA Stadium Notice board and BMBA website for a period of 14 days. Objections must be received by the BMBA Secretary within 14 days of posting. If no objections are received the new By-law(s) shall be deemed to be approved.
- 1.10. Parents will be held responsible for conduct of children in their care while in the confines of the BMLC, or any other BMBA venue, and particularly within the confines of court areas.
- 1.11. The BMBA will not accept any responsibility for any personal property or valuables other than such property or valuables directly under its control.

2. Inappropriate Behaviour

- 2.1. Spectators are permitted within the stadium court confines to watch games. However, all spectators are required to observe the BMBA and BVC zero tolerance policies.
- 2.2. A player, coach, official, spectator and/or team where an incident report has been issued may face suspension and deregistration from the association and/or barred from any/or all venues operated by the association for a period to be deemed appropriate by the relevant committee.
- 2.3. Any registered member at any time has the right to lodge a complaint for any offending or abusive conduct, in writing to the Association's Secretary.
- 2.4. The BMBA appointed Referee Supervisor and/or Venue Supervisor is empowered to remove any person who is in breach of the zero-tolerance policies.
- 2.5. In the event of a report being lodged as a result of any player or coach being disqualified from a BMBA domestic game, the BMBA imposed penalties referenced in clauses 21.4 will also exclude the said player or coach from participating in any games at representative level.
- 2.6. Any person that receives a penalty from BV or the BMBA that involves exclusion from BMBA activities must adhere to the following:
 - Not verbally communicate with BMBA committee, referees, referee supervisors, players or coaches; and

Domestic Competition By-Laws 8.0

- Must observe games from upstairs seating area at the stadium or from outside the primary school direct court area.

Any breach of 2.6 may be reported immediately to the BMBA Committee for further action.

3. Competition Structure

- 3.1. The BMBA Committee shall determine the structure of the competition, based on the quality and quantity of the teams entered.
- 3.2. The BMBA Committee shall determine the full duration of each season.

4. Registration of Teams

- 4.1. All Clubs and Senior Teams are required to enter their teams for any upcoming season via their link with PlayHQ prior to the close off date decided and as advertised by the BMBA for each season's entries.
- 4.2. Junior registration must be lodged via the BMBA Play HQ database before the start of each new season with a minimum of four player's names including full details.
- 4.3. Senior registration must be lodged via the BMBA database before the cut-off date decided and advertised by the BMBA.
- 4.4. The BMBA Committee reserves the right to place a financial bond on a team/club or individual or refuse entry to the competition as it sees fit.
- 4.5. As a condition of entry, each team or club agrees to abide by the By-Laws as written and as interpreted by the BMBA Committee.
- 4.6. All teams must have a registered team delegate/manager via PlayHQ - who is at least 18 years of age.

5. Registration of Players

- 5.1. Players must be registered via Play HQ before they take the court in each new season. (See also 5.3)
- 5.2. It is each individual Club's responsibility to sight a proof of age document for each player prior to registering them in a team e.g., Birth Certificate/ Passport/ Drivers Licence.
- 5.3. No new senior or junior player may register within the last four rounds before finals in any season. Exemptions may be granted by the committee in extenuating circumstances. This by-law does not apply to under 8 competitions.
- 5.4. Players must have registered in PlayHQ and paid the registration fee before taking the court for the first game.
- 5.5. If an unregistered player takes the court, a forfeit is declared against the offending players' team.
- 5.6. Teams who play an unregistered player a second time during a season will receive a fine and/or other penalty as determined by the BMBA committee.
- 5.7. Senior Players must show proof of ID as requested by Referees, as proof of registration.
- 5.8. The BMBA reserves the right to accept or refuse any registration of any individual player/s entirely at their discretion.
- 5.9. Players must be registered in order to qualify/play in any finals game.

6. Fees

- 6.1. For all Senior Competitions all Teams must pay all BMBA fees when registering on the BMBA PlayHQ database before taking the court
For all Junior Competitions each individual BMBA Club must pay weekly those fees for all their Teams that have participated in any Junior age group competition.

Domestic Competition By-Laws 8.0

Players or teams may be excluded from taking part in any further competition matches until all such monies are paid.

- 6.2. The BMBA Committee will determine, from time to time:
 - I. what fees will be paid by teams or players to participate in any BMBA Competition.
 - II. what ongoing admission charges will apply, what trophies and/or awards will be available each season.

7. Player Eligibility

- 7.1. To be eligible to participate in a junior age competition, a player must be at least (6) six years of age. Any player under 6 years of age should be referred to the Beginners Program to develop their basic skill level before entering the 8 and Under Competition proper.
Any Club can apply for an exemption to this rule based on an individual child's development and skill set.
- 7.2. For age groups 8 years and under, players may turn the maximum age allowable in the year they are playing in that age group. For example, a player turning 8 can play in the under 8 age group for that entire calendar year.
- 7.3. For all age groups U10 and above, players must be under that competition age as at 31 December of the year the season ends. For example, a player turning 10 years of age any time during that calendar year must play up in the next age bracket above Under 10.
- 7.4. Players and/or their parents/guardians may be requested from time to time to produce original birth documents as proof of age, if at any time the age of any player becomes unclear to the Competition Administration Manager.
- 7.5. 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.
- 7.6. Junior players may only play up in one **age** grade (division) above their own, providing it is within their club. Players must however be **ALSO** playing in their own age group in the same round to qualify to play up an age group in that round. Exemptions can be sought but will only be granted in exceptional circumstances. 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.
- 7.7. No permits will be issued for players to play in an age division above their own with another club. The exception to this is where there is no junior club team above their own age group and both Clubs agree in the player playing up. **The rule does not allow payers to Play A and B divisions within an age group (refer 8.11)**
- 7.8. Junior players must be 16 years or older to be eligible to play in the senior competition or an exemption can be granted at the discretion of the BMBA Committee on a case-by-case basis. No senior team will be permitted to register more than three players who are under 16 years of age.
- 7.9. No Senior player may play more than one game per night in any Senior BMBA competition.
- 7.10. No Junior player may play more than one senior game per night in any Senior BMBA competition.
- 7.11. All players who represent Bacchus Marsh in Junior or Senior squad teams must play in a competition at domestic level.
The Committee reserves the right to grant an exemption if it is deemed appropriate.

8. Game Administration

- 8.1. All games will be conducted under the official basketball rules of Basketball Victoria. The BMBA Committee may from time to time approve other changes to rules governing the management of games where it is deemed to be in the interests of the BMBA Members.

Domestic Competition By-Laws 8.0

- 8.2. Each team is responsible for providing a scorer and confirming players' names and all players' numbers for their respective teams into the scoring system before the commencement of the designated start time. Late start penalties will apply as per By-Law 8.9.
- 8.3. Player's must be available to play before the end of the first half. Player's may not take the court if they arrive after the commencement of the game after the half time break.
- 8.4. In any one game a max of 10 players can be used to represent each team for domestic competition.
- 8.5. Teams must provide a scorer over 14 years of age to score. If teams fail to provide an adequate scorer, the opposing team shall be awarded 2 points.
- 8.6. Teams not represented on the bench have no recourse if they are not satisfied with the way the game is either scored or timed.
- 8.7. Shot clock will only be used where it has been approved by the BMBA and where there is a shot clock to operate. If there is no shot clock being used, the shot clock rule will be removed from that game.
- 8.8. Games will not start until two officials are on the score bench. However, the game can commence in exceptional circumstances at the discretion of the Referee supervisor on duty.
- 8.9. A late starting team will be penalised two scoring game points per minute or part thereof after the starting time. After a 10-minute delay a walkover will be awarded.
- 8.10. Teams must have at least four players on the court before a game can commence.
- 8.11. A junior player cannot play for more than one team in the same age division.
- 8.12. A five (5) second in the key violation rule will apply for ALL COMPETITIONS under 12 and below. A three (3) second in the key violation rule will apply for all grades from Under 14s and above. No restrictions on U8.
- 8.13. Under 8 age division - a size five 5 ball and lowered rings will be used for all competitions.
Under 10 and 12 age divisions - a size 5 ball will be used with normal height rings
Girls from U14 competition - a size 6 Ball with normal height rings.
Boys U14 – a size 6 Ball will be used with normal height rings.
Boys U16 and U19 – a size 7 ball will be used with normal height rings.
- 8.14. All Women's senior competitions will use size (6) and all Men's competitions a Size (7) ball.
- 8.15. 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.
- 8.16. Games may not be played at any other venue or time to that specified by the fixture unless approved by the BMBA Committee.
- 8.17. Games may be scheduled at other venues at the discretion of the BMBA Committee with adequate notice given to all Clubs involved.
- 8.18. Unless the BMBA advises all teams prior to the commencement of the season of any other format, the BMBA final series format will be as follows:
 - 8.18.1. First placed team versus second placed team and third placed team versus fourth placed team.
 - 8.18.2. Winner of first versus second will proceed directly to the grand final and loser playing the winner of third versus fourth in a preliminary final.
 - 8.18.3. The losing team from third versus fourth game is eliminated.
 - 8.18.4. The winner of the preliminary final plays the team already qualified and waiting – this becomes the Grand Final.
 - 8.18.5. Where the scores are tied at the close of play in any BMBA Finals game, a three (3) minute overtime will be played, if scores remain tied at the end of the first overtime period, then a second overtime period of three (3) will be played and this process will

Domestic Competition By-Laws 8.0

be repeated until the game has a result. Note: With all overtime periods there will be a (1) one minute break prior to commencement of any extra time and each new period will commence with the jump ball process. In addition, a single time out will be allocated to each team for the extra period and all player fouls will remain in place and continue from the game period. Each extra period will resume with a jump ball.

9. Points Allocation

- 9.1. The BMBA will use the Ladder points average system in PlayHQ, which ranks teams based only on the result of the games played. 'Byes' do not factor in the calculation. This is deemed to be a fairer manner to rank teams in typical domestic type competitions as often teams are provided with an unequal number of 'byes' given the season and the number of teams in the grade. Teams will be ranked based on their Points Average (which is calculated by the ladder (championship) points divided by the number of games played). If more than one team is on the same Points Average then they will be sorted by highest % (Points For divided by Points Against, multiplied by 100), then sorted by Points For.

Points scheme

Win	- 3 pts
Loss	- 1 pt
Draw	- 2 pts
Win by Forfeit	- 3 pts
Loss by Forfeit	- 0 pts
Win by Disqualification	- 3 pts
Loss by Disqualification	- 0 pts
Abandoned Game	- 0 pts
Cancelled Game	- 0 pts
Byes	- 0 pts

10. Uniforms

- 10.1. New teams, or new players in established teams must play in their correct uniform by the third round of the current competition. However, if extenuating circumstances require an extension of time, permission must be obtained from the BMBA Committee.
- 10.2. Each team must have a set of uniforms which is consistent in style, colour, lettering & FIBA approved numbers.
- 10.3. A player wearing incorrect uniform will incur for their team a 2-point penalty for each item of uniform that is incorrect.
- 10.4. A player may not wear shorts that have pockets; all team shorts must be the same uniform colour.
- 10.5. 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.
- 10.6. In the event of a singlet colour clash, if neither team is willing to change to an alternate singlet, the team appearing at the top of the scoresheet will wear alternative tops. These are available from the Competition Administrator free of charge.
- 10.7. Only under 16 and above players may wear gloves provided the referee considers them suitable for play. Otherwise, fingernails shall be as short so that when the hand is turned with the palm facing you, no part of the fingernail will extend past the flesh part of the fingers.
- 10.8. The Referee Supervisor will be able to advise as to whether the fingernails are short enough.

Domestic Competition By-Laws 8.0

Nails will be checked from time to time by the game referees. Any Players refusing to cut fingernails will not be allowed to go on the court. Taped fingernails are not acceptable.

- 10.9. 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.
- 10.10. Player is NOT permitted to wear a T-shirt under their uniform singlet. This is considered a safety issue AS PER FIBA/VJBL RULINGS
- 10.11. The BMBA will allow players to wear compression gear. Any compression item must be black, white, or same dominant colour of playing singlet. If there is a logo or branding on the item, it must not be visible outside of the uniform or to be the same colour as the item. Eg, black on black. The colour choice will be decided by the player's association to ensure that teams have uniformity if more than one player in a team is wearing compression gear. This means that if one player is wearing black compression gear, any other player in the team must also wear black in any compression gear worn.
- 10.12. No jewellery of any nature will be permitted to be worn by any player or referee. This includes earrings (except for plastic studs), watches, rings (apart from flat wedding bands), necklaces and bracelets or any other form of jewellery. Players refusing to remove jewellery will not be permitted to take the court. Taped over jewellery is not permitted.
- 10.13. Any new team/club entering any BMBA competition must have their intended uniform approved by the BMBA Committee prior to commencing a season of competition, to avoid colour or uniform design clashes with existing teams/clubs.
- 10.14. Requests for exemptions to the uniforms by-laws must be in writing to the BMBA Committee.

11. Timing Rules

- 11.1. Games will be of two halves of twenty minutes and/or as approved from time to time by the BMBA committee.
- 11.2. Game clock will stop in all regular and finals game for:
 - 11.2.1. All whistles during the last one minute of the first.
 - 11.2.2. All whistles in the last three minutes of the second half.
 - 11.2.3. All referee called time outs.
 - 11.2.4. Where a time-out is in progress prior to either of 11.2.1 and 11.2.2 clock will stop when it reaches these marks. Two time-outs per half, per team, are allowed.
 - 11.2.5. In all finals games, the clock will stop for all timeouts.
- 11.3. The referee will start the clock two minutes before the starting time and give both coaches a two-minute warning.
- 11.4. Timing rules will be posted on each score-bench of each court.
- 11.5. Extra time for drawn finals games will be played over a period of three minutes. Each team will be permitted one time out per extra period. A one-minute break will be given to teams prior to the commencement of the extra time and this process will continue until a winner has been declared. All extra time periods will resume using the jump ball arrow.
- 11.6. The competition timing rules may be varied only by approval of the BMBA Committee.

Deleted: with a

12. Mercy Rule

- 12.1. For all teams playing in 8 and Under competitions, the defending team for all inbound passes for the opposing team, must drop back in defence and not exceed the three (3) point line at their defensive end. The penalty for non-compliance is a violation and the impacted team is to in bound the ball at half court.
- 12.2. In all other Junior boys' and girls' basketball for teams playing in the under 10, 12, 14, 16 and 19 groups. Once a team is leading by 20 points or more, the trailing team Coach may request to the game referee, that they want to adopt the Mercy Rule and then the leading team is to fall back behind their (3) point line following a successful shot attempt, or whenever the opposition team in-bounds the ball. No defence may be played until the ball is dribbled or passed across the centre line.

Deleted: MUST drop back in defence and

Deleted: not exceed the quarter court

Domestic Competition By-Laws 8.0

The game referee when seeing a team has a 20 point lead over another team will go to the Coach of the effected Team and advise that Coach of their capacity to request the mercy rule – if they choose not to, then the Referee simply states that they still have the option and to let them know if they change their mind later in the game.

Once the Mercy rule has been enacted by a first warning being given to the leading team coach, then the penalty for further non-compliance will be Tech Foul on the bench and (2) Free Throws awarded to the trailing team.

- 12.3. For U16 and U19 age groups rule 12.2 may be enforced at the request of the trailing teams Coach.
- 12.4. In line with the VJBL rules, in all relevant BMBA scheduled junior games, Zone defence is not permitted to be played by either team in the first half of any game, including all finals games. Where it is deemed a team is playing a Zone in the first Half on any BMBA game, the game referee will immediately notify the Team in question's Coach of their observation, whereby giving that Coach an opportunity to either explain their structure for consideration and/or immediately alter their defence tactics for the remainder of that half. Any team guilty of continuing to not abide by this rule may be penalised with a technical foul being placed on the bench and the other team being given two (2) free throws. This action will then continue with every violation and/or at the discretion of the game referee.

Deleted: from U10 through to U19,

13. Heat

- 13.1. The BMBA Heat Policy is aligned with the Basketball Victoria Climate Policy which can be found here: <https://www.basketballvictoria.com.au/cdn/le13qh2dadscosk4>.
- 13.2. When the court temperature reaches 30oC competition organisers must consider implementing and where the court temperature reaches 35oC, must implement the following timing rules:
- If a game is played in halves, the game time must be reduced by 2 minutes per half with 2 team timeouts per half. The referee must call an additional compulsory timeout close to the half way mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.
 - If a game is played in quarters, the referee must call an additional compulsory timeout in each quarter if no timeout has been called by half way through the quarter.
 - The clock must stop for every whistle in the last minute of the first half and the last 3 minutes of the second half (this may be modified for local conditions in domestic basketball).
- 13.3. When the court temperature reaches 40C games must be abandoned. Subject to any rule or ruling by a competition organiser,
(i) if a game is abandoned before it commences or before or at half time it is counted as a draw.
(ii) if a game is abandoned after half time, the game score stands as a final result.

Deleted: The clock must stop for each timeout and

Deleted: t

Deleted: 2

14. Clearances and Transfers

The BMBA encourages all Clubs to work to arrange teams in a way that ensures an even competition within each age group within all BMBA junior competition for the benefit of all players skill development.

- 14.1. Any player seeking a clearance to another Club must use the BMBA clearance process. This is outlined below and in our clearance Policy. It is noted, that in all cases, where all current Club fees have been paid and any uniform returned, a clearance shall be forthcoming.
- 14.2. No clearances will be approved after the GRADING phase (round 3) of the season unless exceptional circumstances can be proved to the BMBA committee
- 14.3. To be complete, a clearance must be INITIATED BY THE PLAYER and/or BY THE NEW CLUB and the CURRENT CLUB will all approve the clearance as per the BMBA data base procedures. All

Domestic Competition By-Laws 8.0

clearances must be processed by the Current clearing club within seven (7) days of the receipt of application for clearance.

- 14.4. Where a club has more than one team in an age division, a player cannot transfer between teams after round three unless approved by the BMBA Committee.
- 14.5. If the clearance application is denied by the player's team or club, full reasons for such refusal must be stated in the clearance denial.
- 14.6. Clearance disputes must be finalised by the BMBA Committee within one week from the date of rejection of the clearance application.
- 14.7. The Committee will deal with all protests, disputes, appeals and investigations, and the decision of this committee will be final and binding with no further appeal to the BMBA Committee.
- 14.8. Upon receipt of such written appeal the Committee shall notify ALL parties. One representative from each team concerned may then attend the appeal meeting and speak on the matter, as well as the player involved.
- 14.9. If a player has not played in a BMBA competition for 12 months, and there is no financial obligation existing to his or her former club, an automatic clearance should be granted at any time during the season unless it is after round 7.
- 14.10. No clearance will be required for a player to play within an immediate older age division of teams registered to their same club with the Association.
- 14.11. Should a player who has represented the BMBA at a VJBL level wish to transfer to a another BMBA domestic team where the coach of that team is their current/previous VJBL squad coach, then permission from the BMBA must be sort. This applies to the coach/player for a period of (12) twelve months from the end of the relevant VJBL season. Clubs must notify the BMBA if this is going to occur prior to any transfer being sort. The BMBA reserves the right to refuse a transfer, if it deems this transfer will create an overly dominant team and/or create an uneven competition in the grade in question, refer 14.13.
- 14.12. Unless otherwise approved by the BMBA, players who currently play in a BMBA squad teams must play in the premier competition in their age group, however a Club has the right to request the BMBA give a player an exemption, if it deems the situation warrants such an exemption.
- 14.13. The BMBA reserves the right to challenge the composition of any Junior team that are shown to be overly dominant in their division through home and away results. This includes the right to request a reason from a Club as to why this team should not be broken up, in the interests of a fairer or more even competition.
- 14.14. Where the BMBA believes such a dominance is occurring in any grade, it will notify the Club involved in writing giving the club (7) days to provide any information that they believe may support this team continuing as is. The BMBA will review this information and make a final decision within (7) seven days of receiving this information, taking into account all/any information provided. After this final decision has been made, a club has (7) seven days to change the makeup of the team to the satisfaction of the BMBA Committee, failure to do so will result in the loss of competition points for all games played by this team in the season to date.

15. Finals Qualification

- 15.1. A player must have been in uniform and been available to take the court for their team for at least one third of the fixture games plus 1 for the current domestic season to be eligible to play in the finals with that team.
- 15.2. An injured player with a prolonged absence must provide a medical certificate as substantiation of their injury in order to be eligible for an exemption from the minimum number of games required to play finals.

Domestic Competition By-Laws 8.0

- 15.3. A fixtured 'bye' is counted as a game towards finals qualification for all players registered to that team.
- 15.4. Where games are cancelled due to extenuating circumstances, e.g. power failure, water leaks equipment failure, etc. all players registered at that date would be deemed to have played the game and will be awarded a game towards finals eligibility.
- 15.5. The BMBA Committee reserves the right to give a team automatic qualification to a player who has not played enough games to qualify for finals, where the team has only four or less qualified players for the final's series and/or where extenuating circumstances may apply. The player to be added will be the player who has played the greatest number of games closest to the minimum number of games required to qualify for finals.

16. Reports

- 16.1. The BMBA Committee will use/adopt the Basketball Victoria Tribunal By-Laws as far as possible, and where appropriate, in handling all reported incidents.
- 16.2. In the event that a report is lodged, a Sub-Committee of three members of the BMBA Committee, none of whom shall be involved with the clubs/players concerned, will decide whether the report will proceed to a formal hearing.

Note: The BMBA may also elect to have the matter reviewed by its Executive and/or refer any report to Basketball Victoria or relevant authorities.

17. Protests and Complaints

- 17.1. All protests or complaints must be in writing and submitted to the BMBA Committee within seven (7) days of the incident.
- 17.2. Appeals against decisions of any committee must also be lodged with the Secretary of the BMBA. This must be done within seven (7) days of the receipt of the notification of the decision.
- 17.3. The BMBA will abide by all tribunal decisions and/or penalties.
 - 17.4 The BMBA may elect to refer any matter to Basketball Victoria or relevant authorities where it deems it appropriate.

18. Walkovers

- 18.1. Notified walkovers will incur a penalty as determined by the BMBA Committee. To be a valid notified walkover the team giving the walkover must notify the Venue Supervisor more than twenty-four hours before the scheduled game time.
- 18.2. In the case of a walkover either notified or un-notified, all registered players of the team receiving the walkover will still be awarded a game towards finals eligibility.
- 18.3. In the case of a walkover either notified or un-notified, all registered players of the team giving the walkover will **not** be awarded a game toward finals eligibility.
- 18.4. Un-notified walkovers will incur a penalty as determined by the BMBA Committee. The team receiving the walkover will be refunded all of their money.
- 18.5. A team giving a second walkover in succession may be required to give the BMBA Committee reasons why they should be allowed to remain in the competition.
- 18.6. A walkover fine must be paid before the team takes the court for its next scheduled game, otherwise the team cannot take the court until the fine is paid in full.
- 18.7. The BMBA Committee may disqualify any team from a competition which incurs three or more Walkovers in the one season.
- 18.8. Teams will not be accepted into a new season's competition until prior walkover fines are paid in full.
- 18.9. Walkover points allocation will be as per 9.1.

19. Injury

- 19.1. A team or club representative is required to report any injury to the Referee Supervisor at the stadium at the time of the injury.
- 19.2. Where blood becomes evident the game must stop immediately to address and clean up any blood. Blood kits are available from the Referee supervisor.
- 19.3. A basketball with blood on it may not be used.
- 19.4. A player who is bleeding shall be removed from the court until the wound is covered.
- 19.5. 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. The referee supervisor is responsible for organising the cleaning up the blood using the blood kit available provided by the BMBA.
- 19.7. The BMBA will not accept any responsibility for any injuries incurred.
- 19.8. Insurance claims for injuries can be lodged via the BVC insurer by following the process and forms on the BMBA website.

20. Intentionally Hanging from the Ring

- 20.1. Any player who intentionally hangs from the basketball ring, net, backboard or supports shall be given a technical foul.
- 20.2. If damage occurs to the equipment whilst the player is hanging from it, that player will be disqualified from partaking any further in the game and liable for the cost of repairing or replacing the damaged equipment.
- 20.3. Should damage of the ring occur to the point where the game cannot proceed the game referee / supervisor may impose a forfeit to the offending team.

21. Technical Fouls

- 21.1. A player or coach may receive a technical foul for, but not limited to:
 - 21.1.1. Back chatting
 - 21.1.2. Swearing
 - 21.1.3. Arguing
 - 21.1.4. Rude gestures
 - 21.1.5. Sarcasm
 - 21.1.6. Continually querying calls
- 21.2. Any player, coach, or official who receives a technical foul is required to sit silently on the bench (sin bin) for five minutes playing time. Any player who has been benched (i.e. Sin-Binned) can be substituted.
- 21.3. Any player or coach receiving two technical fouls in a game, shall be disqualified from any further participation in the game and **must** leave the stadium playing area through the court exit doors.
- 21.4. Any player or coach receiving disqualification from the game will automatically be suspended for **TWO** fixtured weeks from any BMBA activity and/or VJBL representative activity. This is an automatic BMBA sanctioned suspension.
- 21.5. Any subsequent disqualification that occurs during the same season will result in a suspension/penalty as determined by the BMBA Committee.
- 21.6. The BMBA imposed penalties referenced in sub-clauses 21.3/ 21.5 will be in addition to any penalties handed down by any Basketball Victoria or BMBA tribunal hearing as a result of any report(s) being lodged by the officiating referee/s.
- 21.7. All technical fouls will be reviewed against the BMBA's Behavioural Technical Foul Policy and relevant penalties will be applied.
- 21.8. Referees are not obliged to provide warnings to coaches or players.

Domestic Competition By-Laws 8.0

- 21.9. All technical fouls are to be recorded by the Referee Supervisor.

22. Alcohol and Drugs

- 22.1. Persons (Players, Coaches or Spectators) **who are reasonably believed** to be under the influence of alcohol or drugs will not be permitted to play or coach and may be removed from the stadium by the Referee Supervisor, Competition Administrator or a BMBA Committee member if found to be disruptive or abusive

23. Chewing Gum

- 23.1. Chewing gum is not permitted in the playing area or while playing on the court.

24. Working with Children Check

- 24.1. The BMBA operates under the policies of BV in relation to Working With Children's Checks.
- All Clubs must ensure that any persons who take up a Coaching or Team management role with any team/club will provide their 'Working with Children' card via the BMBA database prior to their first game in this capacity.
- If they do not have a current card, 14 days will be given for them to make a satisfactory application and provide the lodgement number to the Competition Administrator.
- 24.2. Any person failing after the 14 days to provide their working with children's details will not be allowed to participate in their role until, they have either provided the lodgement number or a copy of the approved card.

25. Medical Conditions

- 25.1. A player that continues to play basketball with a medical condition e.g., pregnancy, diabetes, etc does so at their own risk. The BMBA recommends that any player returning from a prolonged injury or who has a medical condition should obtain medical advice prior to playing, as the BMBA cannot be held liable.

26. Committees

- 26.1. The BMBA Committee will appoint Sub-committees to handle/review/manage various matters associated with a number of Sub-committee portfolios including but not limited to:
- 26.1.1. Planning/Management
 - 26.1.2. Domestic Competitions
 - 26.1.3. Tribunal
 - 26.1.4. VJBL
 - 26.1.5. Sponsorship
 - 26.1.6. Player & Coaches Development
 - 26.1.7. Fundraising
 - 26.1.8. Game Day Venue Admin
 - 26.1.9. Referees
- 26.2. All decisions made by Sub-committees will be seen as decisions to be ratified by the BMBA Committee at an appropriate future Meeting.

27. Additional Variations to FIBA Rulebook

- 27.1 The no charge semi-circle, applied in VJBL in above, will not be applied.
- 27.2 The Instant Replay System shall not be used.

Domestic Competition By-Laws 8.0

27.3 The clock will not stop for field goals in the last two (2) minutes.