

**BASKETBALL BALLARAT**

**OPERATIONS  
MANUAL**

**APRIL 2018**

# TABLE OF CONTENTS

## TEAMS

- General Entry criteria
- Entry criteria for A Grade Senior Team
- Entry criteria for Junior Teams

## UNIFORMS

- Senior Graded Competition – out of uniform rule
- Jewellery Rule
- Fingernails
- Referee Dress Code

## PLAYER REGISTRATION

### ELIGIBILITY OF PLAYERS

- Restrictions on social teams
- Senior Player Restriction
- Masters Player Age Restriction
- Junior Player Restrictions
- Elite Junior Player Restriction
- Miners and Rush Playing Restriction – elite allocated players
- JET Playing Restriction
- A/A1 Development Player

### INELIGIBLE PLAYERS

- Playing of an Ineligible Player

### APPROACHES TO PLAYERS

### CLEARANCES

- Clearances general
- Restricted and Home Grown Players
- Restricted Junior Players
- Association Clearances
- Clearance Appeals

### SENIOR COMPETITIONS

- Graded Competitions
- Social Competitions
- Senior Game Arrangements
- Mixed Basketball Regulations

### JUNIOR COMPETITIONS

- Under 8 Conditions
- Regrading Junior Teams
- Junior Game Arrangements
- Junior auto Fill in rounds
- Common-sense Playing Conditions in Junior Matches

### COMPETITION REGULATIONS

- Number of Players
- Late Arrivals
- Timing Rules
- Time Outs
- Technical Fouls
- Technical Foul Policy
- Abandoned or Unplayable Games

Re-scheduling of Games

Heat Policy as per Basketball Victoria Policy

On Court Air Conditioning Policy

Coaches sitting

#### PREMIERSHIP POINTS

Eligibility for Finals

#### FINALS

Finals Game Schedule

#### SCORETABLE REPRESENTATIVE

Scoretable Attention

#### APPENDIX A: CURRENT FEES AND CHARGES

#### APPENDIX B: CLUB OFFICIALS

#### APPENDIX C: JUNIOR AGE CATEGORIES

#### APPENDIX D: CODES OF CONDUCT

## TEAMS

### General Entry Criteria

There are set criteria for the acceptance of team entries, although some preference will normally be extended to existing teams, and they are:

- a) The average number of players taking the court over the current season.
- b) Clearing of all outstanding accounts or in the case of new teams the lodging of a guarantee (**see APPENDIX A: Current Fees and charges**).
- c) The meeting of the advertised deadline.
- d) The general standard of behaviour over the current season and adherence to the BV Codes of Conduct.
- e) The number of games that can be accommodated on any given night.
- f) Where a team has not been accepted into a season's competition, clearance procedures will be relaxed to allow opportunities for players to transfer to other clubs, subject to satisfactory reports from above criteria.

### Entry Criteria for A Grade Senior Team

All of the above – and:

- a) Must list at least eight (8) players that the club expects will be available to play on a weekly basis.
- b) List Youth Development Players (2 players).
- c) Name a coach – if playing coach then name a non-playing bench assistant coach to support the playing coach.

Each team is required to provide one competent scorer for every game and a second competent scorer for every game where the team is named first on the draw. Scorers must not be players or coaches at the same game they are acting as scorer.

### Entry Criteria for Junior Teams

Clubs entering teams in Junior Divisions other than in Under 8, must enter in A Grade or B Blue. Any additional teams may be included in B Yellow, B Red and/or C Grade.

Variations on this policy need to be submitted in writing to the Basketball Manager on the entry form.

## UNIFORMS

- Each team shall specify clearly on the team entry form the details of the playing uniform of the team and of an alternative uniform to be used when required by the Basketball Department, if the uniforms of the two competing teams are similar.
- Official numbers are those specified by FIBA rules. Currently they are numbers from 00 to 99. Duplicate numbers are not permitted. The size of numbers in uniforms must not be less than 20cm on the back and not less than 10cm on the front of the playing singlet.
  - In the instance of two players having the same playing number, the team must seek permission from the Venue Coordinator / Referee Supervisor/Senior Game referee for an alternative option.

Failure to do so may have that player deemed ineligible and the team subject to monetary penalties.

- All players must wear the same colour basketball-style shorts. The shorts **must have no pockets, zips or buttons**. Variations on Club singlet design can be tolerated provided the variation is within the same colour. But each team must be the same.
- Associations are encouraged to be flexible with their uniform regulations to take into account the cold weather and people who may be embarrassed to wear just a singlet top i.e. Long tight skin garments and T-shirts may be permitted to be worn in domestic competition. Players may wear T-shirts and Skin Garments under their uniform providing all members wearing these items wear the same colour.
- A change of shorts is not regarded as a change of uniform.
- If there is a clash of singlet colours, Team B on the official draw will be obliged to wear an alternate singlet.
  - If a team does not have access to its own alternative uniform, then bibs need to be hired.
- If one player is out of uniform all players must change to bibs or alternative singlets.
- Any player who is not clothed in the team uniform, according to these guidelines shall not be eligible to play.
- Referees and coaches have no discretion to set aside this rule.
- Any team which fails to wear an alternative uniform when directed shall lose the match.
  - An appeal may be lodged where due to a fixture change, the forfeiting team was not aware of the team they were playing, or where a temporary fixture does not show the team names.

## Senior Graded Competition – out of uniform rule

If other aspects of uniform are deemed incorrect or are not amended as above then -

- a) A player who is not wearing the team's correct uniform and official BB playing number will be penalised five (5) points per player. Should a team have more than one player not in correct uniform and playing number, then the team shall be penalised five (5) points per player, up to a maximum of fifteen (15) points being awarded to the opposing team.
- b) Any players who are not in correct uniform and official playing number by the commencement of round four (4) will be penalised as described in paragraph (a).
- c) The points penalty is to be added to the opposition score as soon as the player/s take the court. The referee shall stop the game and instruct the score bench official to amend the scoresheet.

## **Jewellery Rule**

The referee shall not permit any player to wear objects that may cause injury to themselves or to other players. The following are not permitted – Headgear, hair accessories and jewellery.

In addition to this rule it is Basketball Australia policy that the following directions be implemented by all Associations.

Referees should monitor all players' appearance prior to the start of each match. In particular, referees should look for rings, bracelets, necklaces, earrings and other body piercing objects.

Any player wearing an object which might cause injury (such as those objects listed above) must be politely told of the existence of the rule (referees should not presume that a player is aware of the rule) and asked to remove the object prior to taking the court.

If a player claims that a particular item cannot be removed, then the referee should instruct the player that (s) he must cover the object with a suitably protective device such as tape. The player may not participate until such time that the referee is satisfied that the object is appropriately covered.

Where the protective device (e.g. tape) falls off during a game the referee must immediately stop play and direct the player to remedy the cover. If this occurs, more than a couple of times then the referee should instruct the player that (s) he can no longer participate in the game whilst wearing the object – protective cover or not.

In circumstances where:

1. A referee is not convinced that such a protective measure will adequately overcome the risk of injury;
2. Suitable protective measures are not available;
3. The player refuses to remove or cover the offending object,

The referee should prohibit the player from participating in the game.

Any player who seeks to participate in defiance of any of the above directions by a referee should be disciplined as per the Association rules.

## **Fingernails**

Taping of fingernails using specially designed soft tape, which is endorsed by Basketball Ballarat, is permitted to be used, Nails, if no tape is available, must be cut to a safe length prior to the start of the game. Players refusing to cut or tape their nails, when requested by officials, are not permitted to take the court.

## **Referee Dress Code**

Referees must adhere to the VBRA Dress Code.

## **PLAYER REGISTRATION**

All players must complete the Basketball Victoria Country (BVC) online registration form prior to playing their first game. This can be found on the Basketball Ballarat (BB) website under Local Basketball-Player Registration (see **Current Fees and charges**).

## **ELIGIBILITY OF PLAYERS**

### **Interchange of Players**

Where a Club has more than one team in the Association, a free interchange of players shall be permitted up to and including the fourth round of matches in any one season, after which, no player, junior or senior may change down without permission.

Where a Club has more than one team in any one grade, a free interchange of players shall be permitted up to and including the fourth week, after which there will be no interchange of players.

### **Restrictions on Social Teams**

Local A Grade players are eligible to play in Social Competitions.

No social team shall have more than two (2) local A Grade players.

A player is deemed to be Local A Grade player if listed as a player on the team entry, and if not, will become one once he has played the minimum number of games to qualify for A Grade finals.

All social players can only play one game per night with the following exception:

- Mixed Competition and Masters players may play 2 games per night but not in the same competition.

### **Senior Player Restriction**

The following category of senior player is restricted from all Social competitions for the seasons in which he is playing.

- A squad member of a team playing in the SEABL or similar Basketball Australia elite leagues.

### **Masters Player Age Restriction**

A Masters player must be thirty-five (35) years old or older. Ages are calculated as at 31 December same as Junior players.

### **Junior Player Restrictions**

- In all Junior Grades, a player's age is determined by that player's age at 31 December that year.
- A junior player is able to play a second game in an older age group. However, where that player plays in an A level competition in the younger age group, that player is not eligible to play in an older C Grade and/or B Red section if one or both exist.
- Any junior player, having reached the age of 15 years, may take part in only one senior graded match in the same round.
- A Junior player is restricted to three (3) games in a single week, and may not play in more than one (1) Senior graded and more than one (1) Social game in any given week, which commences on a Monday and concludes on a Sunday, other than the nominated development players who may play both A Grade and A1.
- Any junior player who plays more than three (3) Senior A Grade competition games in any one season, may not play in any Junior B Grade competition, unless that player's Club does not have a Junior A Grade team in any of the ages that the player is eligible for.
- Junior players will be allowed to play two games in the same age group only in "designated auto fill in rounds" as determined at various times during the season by the Basketball Department.

### **Elite Junior Player Restriction**

A junior player who is a member of the 16 or 18 Ballarat Representative Program teams is restricted from all Social Competitions.

## **Miners and Rush Playing Restriction – elite allocated players – Subject to Change**

All new players arriving in Ballarat, who become members of the Miners or Rush rosters, or who are on the roster of any team playing in the SEABL or similar Basketball Australia elite leagues, will become “Elite Allocated Players”, for the duration of the time they remain on those rosters.

**With the exception of contracted players, the policy does not apply to any player, who has played a minimum of three years of junior basketball with a local Ballarat Club, and who remains with that Club.**

Players at this levels, who wish to play in BB A Grade competition, would have to agree that they must be registered firstly as a BB player. They will then be allocated to a club on the basis of need and in the interests of an even competition. The registration would then be transferred from BB status to a club for that season.

The Miners and Rush, its coaches and squad officials, and Club Coaches and officials all have an obligation to notify the Basketball Manager immediately they become aware that a player will be trying out with a Ballarat Elite Squad, or is a member of such a team outside of Ballarat. This allows BB to register the player immediately and to advise clubs that the player is a BB player and will be allocated to a Club against set criteria.

It is against the spirit of the policy for Miners and Rush or Club to knowingly allow a player to register with a club and commence playing before they notify BB. This then creates disunity between clubs and unnecessary friction. In particular – BB officials cannot act on behalf of both their local club and BB in such matters, as they have a conflict of interest. *If any player defined as an “Elite Allocated Player” commences without being assessed under the allocation procedure, BB reserves the right to withdraw a player’s club registration and re-register the player with BB so that the proper allocation process can occur.*

The CPC also has a role to play in identifying new players from such levels of competition and then explaining to the new players, BB policy and its requirements. For Ballarat elite players this would also need to be reinforced by the BB Elite Teams Administrator through their letter of offer.

Players will only be allocated to clubs that adhere to BV Codes of Behaviour, who have a clear Club development strategy and who have a strong commitment to the local A Grade competition.

This policy sits beside the current by-laws and will be managed for elite players as defined in this document by the Competitions and Programs Committee.

A schedule of allocated players may be obtained from the Basketball Manager on request.

The allocation of players will be managed by the CPC.

### **A/A1 Development Player**

Clubs playing in Senior A Grade may nominate up to two (2) development players who are able to play in both grades in the same round. The following criteria must be adhered to:

- a) Players must be Under 23 in the year of competition. Junior players must comply with the restrictions regarding Juniors playing Senior matches.
- b) Players must be nominated with entry form for A Grade
- c) Players must be seen to be “end of the bench” players for the A Grade team, and if they become “starters” or players to be relied upon, their status as Development Players will be cancelled and their ability to play A1 will cease.

- d) The Basketball Manager must approve the team nomination prior to the commencement of the season, and reserves the right to withdraw this special status in the event of a player being regularly used by his Club in a role other than developmental.
- e) Players can qualify for both Grades' finals, and although consideration will be given to avoiding clashes with draws, nothing more than avoiding the clash will be taken into account.

## **INELIGIBLE PLAYERS**

### **Playing of an Ineligible Player**

Notwithstanding the wording of By-Law 7 – Ineligible Players and subsequent Competition Regulations, if sufficient players are in attendance and wish to play knowing and understanding that a team cannot profit from the playing of an ineligible player, the Court Supervisors or Venue Coordinators may authorise the playing of the scheduled game. The result will be recorded as 20 points to 0 win for purposes of ladders, if one team could have claimed a walkover win. If neither team could have legitimately claimed a win, then a double forfeit will be applied to the results, regardless of the outcome of any game played on the night.

## **APPROACHES TO PLAYERS**

All matters to do with approaching players for the purposes of seeking clearances may take place in the clearance window dates which will be announced by the Basketball Manager each year and/or season.

A player who is registered and playing with a Club may not train or negotiate a transfer with another Club without written approval of the Club with whom the player is registered.

It is the responsibility of the receiving Club to ensure that the player has the written approval.

No Club should approach a player during the season without first having contacted the Club with which the player is registered.

If a Club has allowed a player to train without permission this will be grounds for:

- Refusal of the registration of that player with the Club until the end of the following season.
- The receiving Club to be fined at a rate determined by the Basketball Manager.

## **CLEARANCES**

The duties of Basketball Ballarat and Clubs receiving a clearance application are as follows:

- Junior players can only apply for a clearance at one point during the year: at the end of Summer Season round games and prior to the commencement of the following winter season.
- The Basketball Manager shall record the details set out on the clearance form and note the date of receipt and dispatch of the forms to the Club's Delegated Officer.
- The President or Delegated Officer of the said Club must return the acknowledgement of receipt form to the Basketball Manager or his delegate within seven (7) days.
- The President or Delegated Officer of the said Club must sign any Clearance and return it to the Basketball Manager or his delegate within fourteen (14) days of receipt.
- If the application for a clearance is not dealt with and returned to the Basketball Manager or his delegate within fourteen (14) days, then the player shall be granted an automatic clearance by the Basketball Manager except in extraordinary circumstances where a longer period is allowed by the Basketball Manager.

## **Clearances General**

In general, the following applies to all clearances

- Until a player has been notified of the outcome of his clearance application by the Basketball Department he is not permitted to play with a new Club.
- No application for a clearance shall be lodged with the Basketball Manager after the first working day following the last Grand Final of a season, subject to the following variations:
  - If a player has not played in the previous season and both Clubs agree to a clearance, then it may be processed up to and including the halfway mark of the season.
  - The Basketball Manager reserves the right to review any clearance requests that arise as a result of a team being regraded.
  - The Basketball Manager, in conjunction with the Competitions and Programs Committee reserve the right to review any request outside these guidelines.
- Only one (1) clearance will be granted per season unless covered under the provision for an Association Clearance. An Association Clearance can be granted at any time.

## **Restricted and Home Grown Players**

Players are deemed to be Restricted if they have in the previous twelve (12) months:

- Played in any Basketball Australia or similar overseas League or Basketball Victoria senior league competition e.g. SEABL, Big V or equivalent; any BVC (excluding Club Championships) or VJBL championship, and/or
- Played for the Ballarat Junior Elite Teams (JET) in either Blue or Gold team in any match endorsed by the JET.

Players are deemed to be home grown for the first Club they started playing with at Basketball Ballarat.

- Home grown status transfers to another Club when they have played for three (3) consecutive years with the new Club.
- Players who are deemed as restricted (e.g. elite allocated players) before their first Basketball Ballarat competition game will not have the status of home grown until after they have played two (2) consecutive years with the Club.
- Clubs can have as many home grown restricted players in a team as they wish/require.

## **Restricted Junior Players**

Basketball Ballarat will implement a point's cap for U12A, U14A & U16A domestic teams, based on the following:

- Representative players will be given a player points rating
- Points cap is calculated by club team per age group and will be 8 points
- All home grown players attract a one point deduction (Playing in JET)
- A Category player transferring to another club attracts a 1 point penalty
- A player on permit does not attract penalty points. There will be a limit of one permit player per age group at each club.
- Junior players can only apply for a clearance at one point during the year: at the end of Summer Season round games and prior to the commencement of the following Winter season

### **Player Points Rating**

- A player's points rating is defined by the highest level of Basketball they play in their age group currently

and/or the previous season.

- |             |                        |   |
|-------------|------------------------|---|
| Category 1: | <b><u>3 POINTS</u></b> | Ballarat JET Blue Team. Outside players will be allocated points as per their VJBL's team and if equivalent or above will attract 3 points                          |
| Category 2: | <b><u>2 POINTS</u></b> | Ballarat JET Gold Team. Outside players will be allocated points as per their VJBL's team and if equivalent or above, but below our Blue team will attract 2 points |
| Category 3: | <b><u>1 POINT</u></b>  | Any Regional 1 <sup>st</sup> . Teams deemed to be below Category 2  |
- A player cleared to another club becomes home-grown after 2 Consecutive years and attracts NO penalty points after 1 year of a clearance being approved
  - Each player will be categorised based on the normal representative team. A player who has filled in for a higher level team should not be categorised as a higher level player.
  - A JET player who is not selected for the following year in the same age group will carry their points minus 1 point for that 12 months. If they are not selected for the next age group they will not carry any points

Note: Player points will commence only for athletes selected in the 2017/18 JET. Then carry through each season after.

## Association Clearances

A player who is too old to play junior grade basketball and comes from a Club which has only Junior teams, must apply for an Association Clearance.

Any player from a disbanded Club must apply for an Association Clearance to be eligible to play with another Club. The Clearance Application form is to be labelled "Association Clearance".

If a period of at least thirty-six (36) calendar months has elapsed since a player last played basketball with any Basketball Ballarat club, and provided he was not at that time still under disqualification and is financial with his Club, then a Club clearance may be dispensed with and an Association Clearance granted.

The procedure for the processing of an Association clearance will be as follows:

- Association Clearance lodged by the player.
- Association registration records, which are kept for three years, will be checked and the player's former Club notified of the clearance application.
- The Club will have seven days in which to advise the Basketball Department if the player is un-financial. Full details of the amount outstanding and what the sum represents must be provided.
- The player will then be advised of any outstanding amount and notified that this amount must be paid prior to the Association Clearance being granted. Should there be disagreement between the former Club and the player regarding that player's financial status then the dispute will be resolved by the Competition and Programs Committee.

## Clearance Appeals

The procedures for the lodgement of an appeal and the subsequent hearing are as follows:

- All appeals lodged with the Basketball Manager or his delegate must be accompanied by the requisite deposit, and must set the grounds of appeal.

- Immediately upon receipt, the Basketball Manager or his delegate shall proceed to arrange for the hearing within the period allowed under these rules.
- The Basketball Manager or his delegate shall notify each affected party of the date, time and place of the hearing.
- In the case of absence of any person eligible to attend, the case will proceed in that person's absence provided the Committee is satisfied that all notification procedures have been carried out.

The procedures at the hearing will be as follows:

- The appellant will be asked if he accepts the members of the Committee as impartial and independent or whether he wishes to raise objections to any member.
- The appeal will be read out in the presence of all persons eligible to be present.
- The appellant will be asked if the appeal as read correctly represents his intentions.
- All persons eligible to be present may remain in the hearing while all the evidence is given.
- The appellant will present his case.
- The representative of the losing Club will present his Club's case.
- The appellant will be asked if he has any questions for the Club representative.
- The representative of the losing Club will be asked if he has any questions of the appellant.
- The Committee shall be empowered to question any person giving evidence.
- All will be asked to leave while the Committee deliberates.
- The decision of the Committee shall be announced in the presence of all.
- The Committee's decision shall be final.

Those eligible to attend the Appeal Hearing are:

- The appellant
- One representative from the Club from which the player is requesting a clearance
- One representative of the Club to which the player is applying for a clearance. This person has no rights at the Appeal Hearing and is only present to answer put to him by the Committee.

Regulations governing Appeal Hearings need to consider the following criteria:

- The Basketball Ballarat Tribunal and Appeals Committee shall hear and determine evidence from the player and the Club and shall determine the player's rights to obtain a clearance in its sole discretion and shall have as its foremost consideration the contractual or other written arrangement between the player and the Club and their respective efforts to clarify and comply with that obligation.

## **SENIOR COMPETITIONS**

### **Graded Competitions**

Graded competitions will be named Men's/Women's A, B etc. Graded competitions will be played on Monday or Tuesday night. Clubs and individuals may nominate teams for any grade. The Basketball Department may refuse the placement of a team in a nominated grade depending on:

- The previous season's results, and/or
- The ability of players on the team sheets.

### **Social Competitions**

Social competitions will be named Men's/Women's/Mixed Social 1, 2, 3 etc. Social competitions will be played on Wednesday, Thursday and Sunday. Clubs and individuals may nominate for a nightly competition, however, the Basketball Office will determine the level of competition that each team will play depending on:

- The previous season's results, and/or
- The ability of players on the team sheets.

## Senior Game Arrangements

Senior players, except those who play A Grade, can play one (1) game each week in either A1, A2, B or C Grade, and can play additional games each week in Social Grades. All Social Grades are independent grades, but the qualification rules apply equally to all and no special arrangements will be made when setting up game schedules on a given night.

## Mixed Basketball Regulations

- Basketball Ballarat has rules relating to the conduct of Mixed Competitions which can be viewed on the website, requested from the Basketball Manager and will also be provided to each entrant in Mixed Competitions each season.
- No more than three (3) players of either sex may take the court at one time.
- Players of each sex have a designated key. This designated key is the only one they are permitted to enter for the entire match. The penalties are as follows:
  - If either team is in possession of the ball and a player from the opposite team accidentally steps into a non-designated key, a violation is called, awarding the ball to the attacking team at the nearest side line.
  - If either team is in possession of the ball and a player from the opposite team deliberately steps into a non-designated key, a technical foul is called, awarding one foul shot to the attacking team.
  - If a player from the attacking team steps into their non-designated key at any time, a violation is called, awarding the ball to the defending team at the nearest side line.
  - If a player from the attacking team steps into their non-designated key in the act of shooting, the basket does not count and a violation is called, awarding the ball to the defending team at the nearest side line.
- Players may not score more than ten (10) points within either half of the game. Any player that reaches ten points will have any further scores nullified.
  - If a player on ten points is fouled and awarded foul shots, they are ignored and a side ball is awarded.
  - If a player on nine (9) points scores the first foul shot, the second is ignored and a side ball is awarded to the shooter's team.
  - If a player on nine points scores a field goal, only one point is counted, bringing his/her total to ten.

## JUNIOR COMPETITIONS

Junior games from Under 10 and older will be graded and named A, Yellow, White, Blue and Red. Clubs must enter teams according to the criteria set out in the Junior Team Entry Criteria above.

## Under 8 Conditions

- There are a number of special Under 8 playing conditions which can be viewed on the website, requested from the Basketball Manager and will also be provided to each Club who enters U/8 Competitions each season.
- Point scores are not recorded or displayed and no ladders are maintained.
- Players who receive 5 fouls are rested for 5 minutes and may resume playing with 2 additional foul “credits”.
- Substitution rules may be relaxed, to assist in giving players equal court time.
- Draws may be altered to accommodate new teams at regular stages during a season.
- Games will be played on lower rings.

## **Regrading Junior Teams**

A Junior Competitions Grading Group consisting of the Basketball Manager, a member of the Competitions and Programs Committee (CPC) (acting as chairperson) and up to two nominees from every Junior Club will meet to review the grading of teams in Junior competitions where there is more than one section.

A Coaching and Development Review Team will identify teams that may be considered for re-grading after the third round. A report will be compiled after each round so that a clear picture can be established about the performance and capabilities of a team. The final report with recommendations will be published on the Sunday directly after round 3 in preparation for the Grading meeting.

Clubs will be asked to give reasons as to why a recommendation for their team should not be acted upon – if no reason offered, recommendation stands.

Clubs are not able to comment on performance of other Club teams at the Grading Meeting, however may suggest to ‘Review team’ during R1-3 that a team be looked at.

Participants at Grading Meeting listen to case and then vote on recommendation.

Competition structures will only be considered if number of entries is to fall below 4 or above 12, subject to overall budgetary directions.

Each club present shall have only one vote. In the event of a tie, the Chairman will have a casting vote.

## **Junior Game Arrangements**

A Junior player cannot play more than three (3) games in a week, which could be a combination of 2 Junior and either one Senior or one Social; or on Junior, one Senior and one Social. A Junior cannot play three (3) Junior games in the one week. A Junior who plays 16 or 18 A Grade on a Tuesday cannot play B Grade games on the Friday night following those games in the same age group.

## **Junior Auto Fill in Rounds**

The Basketball Department will designate ‘Auto Fill in’ rounds to Clubs each season to allow for players to help cover players who are away at events e.g. U12 Skills Days, U14 Academy Camps etc. Clubs will tell the Basketball Department what players are away and also who they will designate to be the fill in players in that round.

## **Common sense Playing Condition in Junior Matches**

In Junior Basketball, once a team has gained a lead of 30 points in either half, it is required to fall back to the **three-point line** in its defensive half, and commence all play from that point, once the ball has been brought forward to the vicinity of this point by the opposition, for the remainder of the half. If the lead is 30 points or more at half time, then this playing condition applies for the entire second half. Coaches are expected to respond to requests from referees to adjust their team play once this situation arises, and can expect to have referees stop play and call for a change of possession, if they deliberately flout this condition.

Note – Extension and/or limitation of this practice to be discussed further with Clubs, including operation at Senior Level

Also – some aspects relating to No Zone playing requirements need to be included in this section.

## **COMPETITION REGULATIONS**

### **Number of players**

The referee will direct that a match commences at the designated time if the minimum number of four (4) players per team are in attendance.

### **Late Arrivals**

- If a team is more than ten (10) minutes late, the match is forfeited. The Venue supervisor may vary this time if circumstances permit
- For each minute, or part thereof, that the team is late, its opponent is awarded one point.
- For all grades, the clock is started at the scheduled time for commencement of the match provided that the referee is ready at the centre of the court.
- For all grades, players' names may be added to the scoresheet up to the end of the half time break of the game after which no player's name can be added.

### **Timing Rules**

- Fixture games are played on a fifty (50) minute schedule, which allows for 2 x 20 minute halves, 3 minute warm up, 1 minute at half time and 2 x 30 second time outs per team per half.
- During the last minute of the second half the clock is stopped on all whistles.
- The half-time interval shall be one (1) minute.
- For any unusual delay including injury, the referee will order that the clock be stopped and in exceptional circumstances will order a time-out.
- The Basketball Manager shall have the power to alter any timing rules as considered necessary.

### **Time-Outs**

- Each team is allowed two time-outs per half. Time-outs will be of 30 seconds duration.
- The clock shall stop for all charged time-outs and referees' time-outs.
- During hot weather, the BB Heat Policy will determine when a time-out is to be taken in a half.

### **Technical Fouls Note**

Any player who feels the necessity to persistently or wilfully question or challenge the rulings of the referees, berate or abuse referees, display conduct which is inappropriate in a sporting environment, audible offensive language or

harassment of referees shall instantly receive a technical foul and sit out and take no part in the game for five (5) minutes. Should this player/coach receive two (2) technical fouls he/she shall be disqualified from the game and MUST leave the viewing area of the game.

Players in all grades of competition who receive a technical foul are required to serve a 5 minute penalty per technical foul out of the game. Should this player/coach receive two (2) technical fouls he/she shall be disqualified from the game and MUST leave the viewing area of the game.

### **Technical Foul Policy**

- A player or coach who receives a technical foul (behaviour focused i.e. back chatting, swearing, arguing, rude gestures, sarcasm, continually querying calls) during a game will be required to miss one week/one round (tournament) of all games they are involved in (including playing and coaching). A technical foul for any other matter will not come under this rule. NB. A technical foul for non-behavioural matter will not come under this ruling.
- A player or coach who receives 2 technical fouls in one game – the matter is referred to Basketball Office/CPC for penalty.
- The Code of Conduct is to be adhered to by all members of BB local competitions from U/8 – to all Senior Players.
- All JET players and coaches when playing in VJBL, BVCC competitions and other JET sanctioned tournaments will also have to abide by an extension of this policy which will be issued direct to all JET players, coaches and parents.

### **Abandoned or Unplayable Games**

In the event of a game having to be abandoned or being ruled unplayable both teams will be notified by the Basketball Manager or Venue Supervisor and the results will be recorded as follows:

- If notification is given prior to the commencement of the game, the game will be recorded as a 20-20 draw.
- If notification is given prior to the conclusion of the first half, the game will be recorded as a 20-20 draw.
- If notification is given on or after half-time, the score at the time of the notification will stand.

### **Re-scheduling of Games**

Only under extreme circumstances will an application from a Club for an alteration to a fixture be approved. In such cases:

- The application must be in writing at least fourteen (14) days prior, and must relate to one of the prescribed events eligible for a re-schedule as determined by the Basketball Manager.
- A suitable venue, date and time is to be arranged by the Basketball Manager, in consultation with the other team.
- The Referee Administrator is to be advised by the Basketball Manager.
- The venue in which the game was to be played must be notified at least seven (7) days prior to the date of the original scheduled match and an appropriate compensation shall result as a consequence of the change.
- The game, wherever practicable, should be played within one (1) week of the fixture date.

- The venue in which the re-scheduled game is to be played must be specified in writing, to all parties, at least three (3) days prior to the date of the re-scheduled match by the Basketball Manager.
- Notwithstanding the intent of this regulation to restrict re-scheduling to an absolute minimum, the standard re-scheduled day for junior games is Thursday or Friday, either the week before or after the scheduled Friday or Saturday. In most instances, Junior Elite Team commitments and clashes with other events at the venues are known well in advance, so as any changes can be included in the published draws.
- The Basketball Manager has the power to re-fixture any game that it deems necessary.

### **Heat Policy as per Basketball Victoria policy**

- All stadiums must be fitted with a thermometer. On hot days, court temperature must be taken hourly whilst the stadium is in use and must be recorded in a permanent record kept at the stadium. If the stadium is in sections, the temperature must be taken in each section.
- **When the court temperature reaches 30°C**, competition organisers must consider implementing and where the temperature reaches 35°C, 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 clock must stop for each timeout and 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 halfway 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).
- When the court temperature reaches 40°C games must be abandoned. Subject to any rule or ruling by a competition organiser.

### **On Court Air-Conditioning Policy**

- Air conditioning is to be used in conjunction with the Heat Policy regulations governed by Basketball Victoria.
- On days of potential implementation of the Heat Policy, regular temperature checks will be made by Basketball staff. When the court temperature reaches 30 degrees, the air-conditioning is to be turned on.
- Regular temperature checks need to be maintained by Basketball staff. If the conditions continue to heat up, it is likely that the court temperature will remain stable with the air-conditioning remaining on.
- If the conditions have peaked at 30 degrees on court, it is likely that the temperatures on court will fall rather quickly and the air-conditioning can be turned off for the comfort of both players and spectators.
- If for any reason the air-conditioning fails and the court temperatures continue to rise, then the usual Heat Policy Regulations will come into force at 35 and 40 degrees.

### **Coaches sitting**

- Coaches are requested to remain seated within the player bench area, unless they wish to deliver an instruction to a player, when they may stand, but when completed they must resume their seat.
- Coaches who consistently move out of the area or who remain standing or who become abusive and argumentative with referees can expect to receive a technical foul and will then have to leave the bench area and cease coaching for 5 minutes.

## **PREMIERSHIP POINTS**

Premiership points shall be allocated as follows for all grades where scores are recorded:

- WIN – 3 points
- LOSS – 1 point
- DRAW – 2 points
- WIN BY FORFEIT – 3 points
- LOSS BY FORFEIT – NIL
- BYE – 3 points

In the event of an uneven number of byes, the ladder stands as is at the end of the season.

If two or more teams are equal in points at the end of the minor rounds, their respective positions shall be determined by percentage.

In the event of teams being regraded due to a decision made in the Grading Process, the following will apply to the regraded team in the new grade.

- All games played prior to the regrade will be treated as a Draw and the team allocated 2 points for each game.
- All games played prior to the regrade will be recorded as 20-20.
- The percentage allocated to the regraded team will be 100%.

In the event one team is split into two teams due to regrading , creating one new team in a competition then the above points will be applied to both teams.

## **Eligibility for Finals**

To be eligible to play in the Finals' series of a season a player must have played in no less than the minimum number of games prescribed by the Basketball Manager for that season. The prescribed minimum number of games to be played in a season is determined as follows: -

- Take the highest number of rounds in the season.
- Divide the figure by three.
- Round up to the nearest whole number.

The Basketball Manager may vary this number in situations where it is considered unrealistic.

- In order to play in the finals' series for any grade or age group, a player must qualify in each of the grades that the player elects and is eligible to play in.
- Under no circumstances can games played in various age groups or grades be summed together to achieve a minimum prescribed number of games for a particular grade.

- If a player is playing in an official sanctioned JET, Basketball Victoria or Basketball Australia event that clashes directly with a domestic game/s, then any such game/s will count automatically towards eligibility for finals.
- If a team is awarded a match by a notified forfeit, the winning team's players will be credited with having played a match.
- In the case of a match being awarded to a team without play commencing, those players named on the scoresheet shall be considered to be qualified as having played a match.
- Any requests for waiver of qualification conditions must be lodged on the required form with the Basketball Manager by 5.00pm on the Monday of the week prior to the commencement of finals. Typical requests will centre on injuries, illnesses, representative duties, or regular work commitments interrupting a season, or might arise from situations where a combination of above factors has made it difficult to field a team. Each case is determined on its merits. Players and Clubs must supply some documentation to support reasons for not being able to play the minimum number of games.

## **FINALS**

The Competitions and Programs Committee will determine the structure of finals' series for all competitions.

A list of players eligible to play finals will be displayed on the BB website.

### **Finals Game Schedule**

All finals shall be played on a 60 minutes' schedule. The games are played using the same timing rules as a fixture game with the following additions.

- Warm up period will be three (3) minutes.
- The clock will stop at the start of the last minute of play if it is a 'dead ball' situation e.g. ball is out of court, a player is taking foul shots, etc.
- There will be no more than two (2) overtime periods of three (3) minutes each. If the scores are still level after this, then a 'golden point', where the first team to score a point, will decide the winning team.
- There will be a one (1) minute break between overtime periods of play.
- All team and personal fouls will carry over into the overtime periods.
- Coaches are allowed one (1) extra time-out per overtime period.

## **SCORETABLE REPRESENTATIVE**

It is necessary to have two competent Scoretable representatives (one from each team) at each game. One person needs to record scores and fouls on the official scoresheet or electronic device. The other needs to operate the visual display. If agreement cannot be reached on which representative will perform which task, the first named team's representative on the scoresheet or electronic device, will complete the scoresheet or operate the electronic device.

- If Scoretable representatives are not available, the clock will be started and the offending team will be penalised one (1) point per minute late.
- At the three-minute mark, if a representative(s) is still not present, the Venue Supervisor may appoint Scoretable representative(s) at the offending team's cost.

- In games played with a 24-second clock in use, the Scoretable needs three representatives. The first named team on the scoresheet or electronic device must provide two representatives for these games. One of these will operate the 24-second clock.
  - All effort will be made to construct a draw that will allow for a fair distribution of teams being named first.
- In Senior A Grade no player listed on the game scoresheet may participate in the game's Scoretable duties.

### **Scoretable Attention**

There is a joint responsibility between referees and players to ensure that all players names are listed legibly on the scoresheet or electronic device, they are in attendance, and that all players who are part of the game can take to the court if required in correct team uniform

## APPENDIX A: CURRENT FEES AND CHARGES as of 2018 Championship Season

Applicable fees and charges	Year 2018	Championship Season
<u>Name of fee or charge</u>	<u>By-law</u>	<u>Amount</u>
Game fee-Sheet-Senior		\$73.00
Game fee-Sheet-Junior		\$58.00
Game fee-Individual-Junior		\$9.30
Game fee-Daytime competition		\$45.50
Training fee		\$36.00 per hour
Player registration Fee		\$40.58 (payable to BVC via online link)
Team entry guarantee fee/bond	4.1.1.3	\$275
Team withdrawn after publication of final draw	4.5.1	Up to \$250
Addition of team after final draw admin. Fee	4.6.1	\$50
Ineligible player	7	Up to \$100 per match
Team walkover-Senior- more than 24 hours before game time	12.1	\$97.85
Team walkover-Senior-less than 24 hours before game time	12.1	\$137.00
Team walkover-Junior- 24 hours before game	12.1	\$72.00
Team walkover-Junior-less than 24 hours before game	12.1	\$107.00
Forfeiture of match fine	12.3	Up to \$100
Fine payment overdue charge	13.1	\$5 per week
Lodgement of clearance fee	15.1.2	\$27
Appeals bond	16.2.2	\$25
Fine on a player	Tribunal Manual 10.7	Not exceeding \$100
Fine on a team	Tribunal Manual 10.7	Not exceeding \$500
Good behaviour bond-player	Tribunal Manual 10.7	Not exceeding \$100
Good behaviour bond-team	Tribunal Manual 10.7	Not exceeding \$500
Bibs bond Fee-returned if all bibs handed back		\$20

For a player or a team to be eligible to continue playing, all walkover, new players fees and other direct game expenses must be paid within 14 days of the date of the invoice is issued. Should a team or a club wish to appeal any such charge, then the invoice must be paid in full first, and then a written request for a review of the charge can be made to the Basketball Manager.

## **APPENDIX C: JUNIOR and SENIOR AGE CATEGORIES**

### **FOR THE 2017/2018 SPRING SEASON AND 2018 CHAMPIONSHIP SEASON**

Under 8 – Players born in 2011, 2012, 2013

Under 10 – Players born in 2009, 2010

Under 12 – Players born in 2007 and 2008

Under 14 – Players born in 2005 and 2006

Under 16 – Players born in 2003 and 2004

Under 18 – Players born in 2001 and 2002

Under 21 – Players born in 1998,1999 and 2000

Under 23 – Players born in 1996, 1997 and 1998

Masters – 1984 and earlier

### **FOR THE 2018/2019 SPRING SEASON AND 2019 CHAMPIONSHIP SEASON**

Under 8 – Players born in 2012, 2013, 2014

Under 10 – Players born in 2010, 2011

Under 12 – Players born in 2008 and 2009

Under 14 – Players born in 2006 and 2007

Under 16 – Players born in 2004 and 2005

Under 18 – Players born in 2002 and 2003

Under 21 – Players born in 1999,2000 and 2001

Under 23 – Players born in 1997, 1998 and 1999

Masters – 1985 and earlier

## **APPENDIX D: CODES OF CONDUCT**

Guidance on matters of general interpretation and consistency across the sport can be obtained by referring to the Basketball Victoria Codes of Conduct. These codes apply to Players, Coaches, Spectators, Administrators, Officials and Parents.

Summarised below are the Codes of Conduct for Players, Coaches, Spectators and Parents.

The detailed Codes of Conduct for these people and for Administrators and Officials is available on the Basketball Victoria website.

### **Codes of Conduct**

#### **Players**

1. Understand and play by the rules.
2. Respect referees and other officials.
3. Control you temper.
4. Work equally hard for yourself and for your team.
5. Be a good sport.
6. Treat all players as you would like to be treated.
7. Play for the enjoyment of it and not just to please parents and coaches.
8. Respect the rights, dignity and worth of every person.
9. Be prepared to lose sometimes.
10. Listen to the advice of your coach and try to apply it at practice and in games.
11. Always respect the use of facilities and equipment provided.

#### **Coaches**

1. Remember that basketball is for enjoyment.
2. Be reasonable in you demands.
3. Teach understanding and respect of the rules.
4. Give all players a reasonable amount of time.
5. Develop team respect for the ability of opponents including their coaches.
6. Instill in your players respect for officials and an acceptance of their judgement.
7. Guide your players in their interaction with the media, parents and spectators.
8. Group players according to age, height, skills and physical maturity, wherever possible.
9. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
10. Be prepared to lose sometimes.
11. Act responsibly when players are ill or injured.
12. As well as imparting knowledge and skills, promote desirable personal and social behaviors.
13. Keep your knowledge current.
14. Ensure that any physical contact with a player is appropriate.
15. Avoid personal relationships with players.
16. Respect the rights, dignity and worth of every person.
17. Always respect the use of facilities and equipment provided.

#### **Spectators**

1. Remember that most people play sport for enjoyment.
2. Accept decisions of all referees as being fair and called to the best of their ability.
3. Always be positive in the support for players.
4. Condemn the use of violence in any form.
5. Respect your team's opponents, officials and spectators.

6. Encourage players to obey the rules and to accept decisions of officials.
7. Demonstrate appropriate social behaviour by not using foul language of harassing players, coaches or officials.
8. Respect the rights, dignity and worth of every person.
9. Keep children in your care under control.
10. Always respect the use of facilities and equipment provided.

## **Parents**

1. Encourage your children to participate for their own interest and enjoyment, not yours.
2. Encourage children to always play by the rules.
3. Teach children that an honest effort is always as important as a victory.
4. Focus on developing skills and playing the game. Reduce the emphasis on winning.
5. A child learns best by example. Applaud good play by all teams.
6. Do not criticise your or others' children in front of others.
7. Accept decisions of all referees as being fair and called to the best of their ability.
8. Set a good example by your own conduct, behaviour and appearance.
9. Support all efforts to remove verbal and physical abuse from sporting activities.
10. Respect the rights, dignity and worth of every person.
11. Show appreciation for volunteer coaches, officials and administrators.
12. Keep children in your care under control.
13. Always respect the use of facilities and equipment provided.