



BASKETBALL BALLARAT

OPERATIONS MANUAL UPDATE JANUARY 2023

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TEAMS AND ENTRY CRITERIA:

General Entry Criteria – All Teams

There are set criteria for the acceptance of team entries and they are:

- a) Team must be submitted via Play HQ by the due date provided.
- b) Team Entry should include 8 players listed on the team sheet. If the team/club lists less than 8 players it is the responsibility of the team/club to field enough players each game.
- c) Clearing of all outstanding accounts or in the case of new teams the lodging of a guarantee (**see APPENDIX A: Current Fees and charges**).
- d) The meeting of the advertised deadline for both the team entry and player entry into the team.
- e) The general standard of behaviour over the current season and adherence to the BV Codes of Conduct.
- f) The number of games that can be accommodated on any given night.

Extra Entry Criteria for A Grade Senior Teams

All of the above – and:

- a) Team must be an Affiliate club team or endorsed by the Competitions and Programs Committee prior to acceptance.
- b) Must list at least eight (8) players that the club expects will be available to play on a weekly basis.
- c) List up to 4 Youth (21 years of age or younger) development players.
- d) 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.

Extra Entry Criteria for Junior Teams

All of the above listed in General Entry Criteria – and:

- a) Junior teams must be submitted by a club representative via play HQ by the due date.
- b) Junior players must be submitted into each team by the due date provided.
- c) Junior players are only eligible for 1 game per week in each age group.
- d) A coach must be listed for each team.

ELIGIBILITY OF PLAYERS & UNIFORM REQUIREMENTS:

Player Registrations

All players must complete the Basketball Victoria (BV) online registration form prior to playing their first game. This can be found on the when registering as a player via the Play HQ “player to club” or “player to team” links that are made each season.

If players fail to complete this registration/insurance then their team will forfeit the match. Points will not be added back once the player does register.

Uniforms

All uniform rules apply to all competitions regulated by Basketball Ballarat. There are no exemptions from graded to social competitions.

- All competitions have a grace period in the first 4 rounds for the competition that players are registered in. The Basketball Department may make teams aware of the possible breaches in the rounds leading up to round 5.
- 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. If the Club or Team desire to alter uniform colours, written application must be made to the Basketball Manager.
- Any new team, or any existing team wishing to update its uniform, must have reversible singlets with contrasting colours, and the same numbers on both sides.
- 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.
- All players must wear the same colour basketball-style shorts. The shorts **must have no pockets, zips or buttons**. Any player found to have pockets, zips or buttons in their shorts past round 4 will be asked to leave the court and take no part in the game until correct shorts are sourced
- Basketball Ballarat take into account the city’s cold weather and people who may be conscious of just wearing a singlet top. Undergarments may be worn by players but all team members must have the same colour undergarment on. The items don’t need to be specific to the team colour as long as they are all the same. T-Shirts, short and long sleeve skin type clothing covering arms and skin type leggings are also permitted. Anything that may be deemed dangerous to another player will be required to be removed.
- 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.
- Referees and coaches have no discretion to set aside this rule.

Any team which fails to wear an alternative uniform or comply with instructions shall:

- Lose 5 points per player out of uniform up to a maximum of 15 points per team. These points will be added to the opposition score when the players take the court and commence playing.
-

Blood Rule:

During the game the official shall order any player who is bleeding or has an open wound or has blood on the uniform is to leave the playing court and cause this player to be substituted. If any blood is on the uniform a substitute uniform must be worn to return to the court.

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 will 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 will forfeit the match and may be subject to monetary penalties.

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.

COMPETITION REGULATIONS & RESTRICTIONS: SENIOR & JUNIOR

Approved Basketball Sizes for competitions:

The following size basketballs will be used for all competitions within the listed age groups:

- Under 8 , Under 10/12 Boys & Girls: Size 5 basketballs
- 14 Boys & Girls: Size 6 basketballs
- Under 16 & above Girls/ Women's: Size 6 basketballs
- Under 16 & above Boys/Men's: Size 7 basketballs
- Mixed Competitions: Size 6 basketballs

Restrictions for Senior Graded Competitions

Players are only able to play in one (1) senior graded game per week (Monday to Sunday). All graded games are listed as but not limited to A Grade, A1, A2, A3, B1, B2, B3, B4, B5 as this may vary each season. If the player can't identify which is their listed game, their name on the entry form submitted will be used. The highest level their name appears on will be used if listed on multiple.

The only exception to this rule is if the players are listed as "development players" on an A Grade team sheet, this allows them to play both A1 (must be nominated to a team) and A grade.

Players will be given a grace period in the first 5 rounds to interchange between competitions but must not breach playing more than one game per week.

A/A1 Development Player

Clubs playing in Senior A Grade competition may nominate up to four (4) 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 21 in the year of competition and must not be eligible for under 16 competitions. Junior players must comply with the restrictions regarding Juniors playing Senior matches.
- b) Players must be nominated with entry form for A Grade
- c) The Basketball Manager must approve the team nomination prior to the commencement of the season.
- d) 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.

Restrictions on Social Teams

- Local A grade listed players are eligible to play in Social Competitions. No Social team shall have more than **two (2) local A Grade Players take the court at any one time**. This applies to regular fixtured games and finals games. If more than 2 A grade listed players qualify for finals the team will only be able to field two of the players for the game.
- 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/she has played the minimum number of games to qualify for A Grade final (6).
- **All first team 16 and 18 JET listed players are restricted from social competitions**
- All Players playing at NBL1, Big V division two or higher or equivalent competition sanctioned by Basketball Australia will not be eligible to play in social competitions.



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

- A Mixed competition player may play the following on the same night: 1 Mixed game and 1 Social game (men's or women's).
- A Masters competition player may play the following on the same night: 1 Masters game and 1 Social game (men's or women's).

Masters Player Age Restriction

A Masters player must turn thirty-five (35) years old or older during the current season. Age will be calculated based on the date of the final round prior to finals series start date

Mixed Basketball Regulations

- 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.

Electronic Scoring System/PlayHQ/ Eligibility of Entering Players

Games where available will be scored via electronic scoring system via Play HQ's platform. All results will be confirmed and published as soon as possible to our public facing website.

Any player who is listed on the team list and able to be ticked in pre-game without typing any personal details in may turn up and be ticked in at any stage while the game is playing. This may include right up to the last minute of a game, if there is sufficient time to tick the player in correctly. A timeout would be required to be called in order for the player to be ticked into the game.

A player who is required to be entered into the team list manually is not able to join a game after the half time break has finished.

Restricted 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., NBL1, Big V, Youth League or equivalent; any BVC (excluding Club Championships) or VJBL championship, and/or
- Played for the Ballarat Junior Elite Teams (JET) in the number one (1) listed team for VJBL.

Restrictions for Junior Competitions and Junior Players

- In all Junior Grades, a player's age is determined by that player's age at 31 December that year. Please see appendix B for breakdowns.
- Junior players are only allowed to play in one (1) game per age group per week (Monday to Sunday). Once past the first 5 rounds teams are confirmed by clubs at a grading meeting and players are unable to change between teams in the same age group.
- A junior player (U8-U16) is restricted to two (2) junior games and one (1) senior game in a single week which commences Monday and concludes Sunday. Two exceptions apply 1: Where a player is listed on the team entry as the development player in an A1 senior competition, allowing that player to also play in A grade men's or women. 2: Players being 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.
- Under 19 aged players are considered un-restricted in the amount of games per week
- 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 the lowest level available in the older age group.
- Any junior player, having reached the age of 15 years, may take part in only one senior graded match in the same round.

Under 8 Conditions & Under 10 Development Competitions

- 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 are 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. These listed Grades/Competitions are the only lowered rings competitions.

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

MERCY RULE: for all under 8, 10, 12 & 14 competitions, once a team has gained a lead of 20 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 reaches 30 points, then the playing condition apply for the entire game or until the opposing team reach a 10-point deficit.

MERCY RULE: For all 16 & 19 competitions, 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. Until the opposing team reaches a 20-point deficit at which time both teams may recommence normal playing conditions.

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.

Home Grown Players

Players are classified to be home grown once they have played with a club for two (2) consecutive years.

- Home grown status transfers to another Club when they have played for two (2) consecutive years with the new Club.

Ineligible Players

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 walkover 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.

COMPETITION REGULATIONS: NORMAL ROUNDS & FINALS SERIES:

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.

The team also need to provide a scorer that the referee deems to be capable of scoring. If the score bench representatives are not considered suitable or enough by the official, then the game may be paused.

Timing Rules – Normal Competition Rounds

- Fixture games are played on a fifty (50) minute schedule, which allows for 2 x 20-minute halves, 3 minutes warm up, 1 minute at half time and 2 x 30 second time outs per team per half.
- Games will start once the referees have indicated to both teams to be ready and take the starting positions. This occurs after the warmup time of 3 minutes has expired on the scoreboard which is set by the referees. If any teams take longer than prompted the clock will be switched on by the score bench or referee.
- Clock stops for all time outs in both halves and last 1 minute of second half.
- The clock will recommence from a time out at the referee's discretion. If free throws are administered directly after a timeout the clock will start as the players re-enter the court from the timeout. The clock will be started prior to the free throws. The only exception of this is if the free throws are in the last minute of the second half at which time the clock remains off.
- For any unusual delay including injury, the referee will order that the clock be stopped and in exceptional circumstances will order a time-out.
- For A Grade Men and Women competitions, full shot clock will be used (including both 24 and 14 second resets).
- In games played with a 24-second clock in use, the score table 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.
- 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. The clock will be switched on once the referees indicate that teams should be ready to commence again.
- During hot weather, the BB Heat Policy will determine when a time-out is to be taken in a half.

Score Table 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

Each team must provide a competent scorer per round game. If a team does not provide a score bench attendant then they forfeit the right to question the result or score involvement and may be penalised five (5) points for not providing a scorer.

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.
- A player who is on the team sheet but may not be active in the current game, can be added at any time during a game.
- For all grades, players' names needing to be added manually (first name, last name and date of birth search) may be added to the scoresheet up to the end of the half time break of the game. Once the second term start no player's name can be added Manually.

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 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.

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

Ballarat Basketball uses a ladder point average to calculate a team's position on a ladder. The **Ladder points average** ranks teams based only on the result of the games played in that division. '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 number of rounds in the regular season and the number of teams in the grade.

In using the ladder points average any side that is moved during or after grading period will have their ladder points returned back to zero so that only games played in that grade will be reflected in a team's results.

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 which is six (6) games.

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.

- Only those players that are in attendance and in full uniform and ready to take the court in the event that they be required to should be included on the electronic scoresheet and credited as a game played in respect to finals qualifications

Finals

The Basketball Manager will determine the structure of finals' series for all competitions.

A list of players eligible to play finals will be promoted to all clubs and venue staff. This may also be available online via Ballarat Basketball's website.

Timing Rules-Finals Series

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 in the case of game resulting in the requirement of overtime.

- 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.
- All other timing rules revert to local timing rules –normal competition rounds including when the clock should be turned on and unusual delays in game.

Mixed Basketball Timing Rules (overtime):

If scores are tied at the end of the regulation an overtime period of the following will occur.

- Two (2) periods of Two (2) minutes each will be played
- Both sides will have one (1) period at each end
- Player scores will be reset to Zero (0) for overtime meaning that they can then be allowed to score up to ten (10) point per overtime.
- If at the end of the 1st overtime, the scores are still not able to be separated another Two (2) Periods of Two (2) minutes will be played.
- There will be no more than Two (2) overtime periods of two (2) minutes. If scores are still level after this, then a "golden point", where the first team to score 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
- Teams are allowed one (1) extra time-out per overtime period.

Score Table Representatives for Finals

It is necessary to have to have two competent score table 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 score table 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 score table representative(s) at the offending team's cost. This may include the team playing one player short.
- In games played with a 24-second clock in use, the score table 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 score table duties.

Appendix A: Current Fees & Charges

Applicable fees and charges		2023 updated
<u>Name of fee or charge</u>	<u>By-law</u>	<u>Amount</u>
Game fee-Sheet-Senior		\$84.00
Game fee-Sheet-Junior – All junior listed games		\$63.00
Training fee		\$45
BV Player registration Fee – Via Play HQ		\$43 Senior \$29 Junior
Senior Team entry fee	4.1.1.3	T.B.D
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	12.1.1.1	\$109.00
Team walkover-Senior-less than 24 hours before game time	12.1.1.2	\$152.00
Team walkover-Junior- 24 hours before game	12.1.2.1	\$80.00
Team walkover-Junior-less than 24 hours before game	12.1.2.2	\$119.00
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	\$33
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



Appendix B: Junior & Senior Age Categories

FOR THE 2023/24 SUMMER SEASON & 2024 CHAMPIONSHIP SEASON

Under 8 – Players born in 2017, 2018, 2019

Under 10 – Players born in 2015, 2016

Under 12 – Players born in 2013 and 2014

Under 14 – Players born in 2011 and 2012

Under 16 – Players born in 2009 and 2010

Under 19 – Players born in 2006, 2007, 2008

Under 21 – Players born in 2004, 2005

35+ Masters – 1988 and earlier

FOR THE 2024/25 SUMMER SEASON & 2025 CHAMPIONSHIP SEASON

Under 8 – Players born in 2018, 2019, 2020

Under 10 – Players born in 2016, 2017

Under 12 – Players born in 2014 and 2015

Under 14 – Players born in 2012 and 2013

Under 16 – Players born in 2010 and 2011

Under 19 – Players born in 2007, 2008, 2009

Under 21 – Players born in 2005, 2006

35+ Masters – 1989 and earlier

List of External Policies That Relate to Domestic Competitions

All external policies that directly relate to domestic competitions can be found via our website <https://www.ballaratbasketball.com/domestic-competition/playing-basketball/resources/>

Ballarat Basketball Policies Include:

- Technical Foul Policy – Updated April 2021
- No Zone Policy – Updated February 2020
- Domestic Clearance Policy - Updated May 2022
- JET Player Points - Updated May 2022
- Regrading junior teams - Updated July 2022
- Player Permits - Updated May 2022
- NBL1 / Senior Elite restrictions - Updated February 2020

Basketball Victoria Policies and By-Laws Include:

- Heat Policy
- Social Media Policy
- Photography Policy
- Zero Tolerance Policy
- Drugs in basketball
- Membership Obligations
- Member Protection
- Tribunal