



PAKENHAM AND DISTRICT BASKETBALL ASSOCIATION Inc.

COMPETITION BY- LAWS and CONDUCT OF PLAYERS AND GAME

Rev 5.0 Effective as at Winter Season 2022

The playing rules of the Association will be those set down by FIBA in the Official Basketball Rulebook, in conjunction with the Rules of Operation as outlined by other sanctioned and governing bodies such as Basketball Australia, Basketball Victoria, Big V, Melbourne Metropolitan Basketball League, and Victorian Junior Basketball League

Except as changed by the following By-Laws

The Board shall have the power to make, alter and rescind any By-Law that it considers necessary for the effective administration of the Association, provided that no By-Law may be inconsistent with the rules of the Association.

Association: Pakenham and District Basketball Association Inc.

Board: Board of the Association

TEAM AND PLAYER REGISTRATION

1. Team Registrations are to be completed through PlayHQ. All team entry fees, and registration fees must be paid in full by round 4 of each season.
2. Failure to do the following will result in non-registration of a team.
 - a. All Coaches and Team Managers working with players under 18 years of age must supply Working with Children Check (WWC) information, specifically WWC Card Number and Expiry Date for the team(s) they are associated.
 - b. All teams must provide a current contactable email address and mobile number with SMS capability.
3. Any player entering the competition after the season has begun, or who is new to the Association must record all required details in Play HQ including their name, address, phone number, date of birth and email address before they play. If they choose to continue to play, they must have a valid Play HQ registration with all fees for insurance and PDBA membership paid in full.
4. Junior players who are new players to the Association must show proof of age when requested by the Association or Venue Management Body. Failure to do so may cause the team to lose points for all games played without proof of age.
5. A junior player will be registered with the first team in each age group they play with each season and may not change teams within that same age group during a season.
6. Junior players will be recognised as players eligible to play in an Under 21's age group of competition in accordance with Basketball Victoria.
 - a. Due to legislation change, competitions above the Under 10 age group are single sex competitions only. This means that a girl cannot play in an Under 14 Boys competition. At the discretion of the Association, mixed gender teams in U12 competitions may be considered.
7. A junior player may play in only one division of an age group in the junior competition in any one round.
 - a. For the avoidance of doubt, an U12 Competition and an U12 Gender specific competition are two different competitions when applied to rule 8.
8. To play in any of the Association basketball competitions, a child must have attained "school age", or older, during the competition being entered. e.g. To play the summer competition in under 8's, a child must have attained school age, or will turn school age, in that summer competition.
9. A junior player who has attained the age of 14 years, but has not attained the age of 18 years, may not participate in senior competition until the player's parent or guardian has provided, in writing to the Board, consent to play on behalf of the player.
10. Teams may register as many players as they wish, however only 10 players may play in any game, including Finals.

11. Players playing at a senior representative level with any association (IE: NBL, WNBL, Big V etc) may only register in teams fixtured in Men's, Women's or Mixed A Grade competition as appropriate to their gender.
 - a. Enforceable at the discretion of the Association.
12. No more than 3 players playing at a senior representative level with any association (IE: NBL, WNBL, Big V etc) may be registered in the same team.
 - a. Enforceable at the discretion of the Association.
13. Players in senior competition may register in a maximum of two (2) senior teams in a single competition. IE: They may register in two Monday Night Men's teams, so long as both teams are not in the same grade.
14. Players in junior competitions may only register in one (1) age group team in a single age group competition IE: U10 Mixed. The player could then play in the U10 Girls as this is classed as a different age group competition.
15. All senior players not classified as A grade players, may play unrestricted in other grades. (An A grade Classified player is a per clause 12)
 - a. The Association reserves the right to monitor and grade players accordingly.
16. The Association reserves the right to grade and re-grade all players, and teams, at any time during a season.
17. All junior players must be under the age of the age group they are playing in, as at 31st December, in the year that the playing season commences.
18. Finals
 - a. Players must be registered to the team through PlayHQ to qualify for finals
 - b. A minimum of seven games must be played to qualify for finals games, including byes that have occurred after playing of the first game.
 - c. Where a team has less than 4 players qualify for finals, an 'unqualified player exemption' may be granted to the next most qualified player/s.
 - d. Where a team has less than 4 players available for finals due to injury or other, an 'unqualified player exemption' may be granted to the next most qualified player/s.
 - e. A player, who has not played any games for the team seeking an 'unqualified player exemption' in that season, will not be allowed to play.
 - f. Teams with 4 available players will not be granted an 'unqualified player exemption'.
 - g. Teams must apply for an 'unqualified player exemption', in writing to the Association at least 7 days prior to the game, and only after approval has been granted in writing will the next qualified player/s be allowed to play.
 - h. Fill in games do not register as a qualifying game for finals.
19. Senior players, on request by Competition Management, will be required to supply photographic identification to play in all final games prior to taking the court.

ON COURT INJURY

- 20. If a junior player needs adult assistance for an injury they must be subbed out
- 21. If a player requires medical assistance from Competition Management (ice) they take no further part in the game.
- 22. An adult/ parent/coach can only approach/assist an injured player after approval from the referee.
- 23. In accordance with the FIBA Rules of Basketball, any player who suffers an injury during the course of a game, which openly bleeds, must leave the court and may not resume playing until the Referee is satisfied that the bleeding has stopped, and blood is removed, from both player and uniform.
- 24. Each team is responsible for attending to his or her own injured player. If an ambulance is required either a consenting adult associated with the player or a team official or in the case of senior players, the player themselves, must accept responsibility for payment of ambulance fees.
- 25. If the injured player is unable to be safely removed from the court, the game will be abandoned. If the match is in the second half, that result will be published. If the injured player is still unable to be moved prior to the next match, the following game will be cancelled and the result will be a draw after 10mins of when the game was meant to start.

GRADING and GAZETTED PUBLIC HOLIDAYS

- 26. Grading of all teams will be as per the Association "Grading Policy and Procedures" document
- 27. No games, including finals, will be played on Gazetted Public Holidays or the Saturday or Sunday of a long weekend whereby the Friday prior, or the Monday following is a Gazetted Public Holiday.
- 28. Although the Monday before Melbourne Cup Tuesday is not a gazetted public holiday, no games shall be played on this day, or the preceding Saturday and Sunday

SCORERS

- 29. PlayHQ scoring system is used for all PDBA sanctioned games (Cardinia Life / Officer Hub), each team is responsible for correctly recording numbers and names of its players and indicating court captain and where applicable a coach.
- 30. Each team must provide one scorer (over the age of 16). If a team does not have a scorer, then a player from that team must score and can sub off the court to the score bench, unless the opposition agrees to provide all scoring personnel. Failure to provide a scorer shall result in a 5-point penalty being applied. If a team agrees to supply all scorers, then there will not be a 5-point penalty.
- 31. Under no circumstances may either of the rostered match officials act as score bench officials.
- 32. At half time the Referee must check the score sheet and delete the name of any player who is not in attendance. A player who arrives after the start of the second half may have his or her name and number added to the PlayHQ Team list and may take the court after obtaining permission from the referee.

33. Scoring queries must be raised with the Referee during the course of play by the court captain or coach. Under no circumstance is the Referee to change or alter any details on the score sheet. Any statements by the Referees in reference to the score sheet or the scorers must be written through PlayHQ.
34. If there is a conflict between the score recorded on the scoreboard, the running total on PlayHQ, PlayHQ takes precedence.
35. During the game a scorer is a game official and must act impartially and refrain from supporting a team.
36. Teams are to call for substitutes and time outs through the score bench. Scorers are encouraged to inform the relevant coach (bench) when a player accumulates four fouls, but essentially it is the team's responsibility to keep advised of this situation. Bench areas, as may be designated by the Referees, are to be kept clear for players and coaching staff only.

STOPPING AND STARTING THE CLOCK

37. The following are the timing rules for all domestic games.
- a. All games shall consist of:
 - i. 2 x 20-minute playing halves
 - ii. 2-minute warm up
 - iii. 2-minute half time
 - b. All games (Regular Season) – 50-minute time schedule
 - i. No time outs in the last minute of the 1st half.
 - ii. No substitutions in the last minute of the 1st half unless compulsory substitutions.
 - iii. The Clock does not stop in the 1st half.
 - iv. The clock shall stop in the last 3 minutes of the 2nd half of the game on all whistles.
 - v. No overtime during the regular season.
 - c. All games (Finals) – 60-minute time schedule
 - i. Clock stops on all time outs.
 - ii. The clock shall stop in the last 1 minute of the 1st half of the game on all whistles.
 - iii. The clock shall stop in the last 3 minutes of the 2nd half of the game on all whistles.

Overtime shall be played for all drawn games and consist of;

 - 1. 1 minute break after regular time
 - 2. 5 minutes of overtime
 - 3. All team and personal fouls to remain as per finish of regular time
 - 4. Each team granted 1 time out in overtime
 - 5. The clock shall stop in the last 3 minutes of overtime on all whistles.
38. It is the Referee's responsibility to ensure that games start on time provided teams have been given a minimum of two minutes warm up time. If the previous game is running late, it is the Referees responsibility to ensure that the two minutes warm-up time is given before the clock is started. – combined the clauses

39. The clock is to be started by the Referees at the scheduled start time, or when the game is ready to begin, (based on whichever occurs first taking into account warm-up time) if:
- a. there are no scorers present.
 - b. there are not enough eligible players in uniform present.
 - c. there are no names or numbers on the score sheet.
 - d. alternate strips when required, are not being worn by the designated home team.
40. A team that is not ready to commence playing when the match clock is started shall be penalised for a “late start”.
41. For all domestic games, including finals, each team must have a minimum of four (4) players in correct uniform on the court at the commencement of play.

FORFEITS, PENALTIES and FINES

42. If a team is unable to field four players on court in uniform, after ten minutes have elapsed, the game will be deemed to be a forfeit, a score of 20-0 will be recorded with the forfeiting team receiving no premiership points.
43. For a late start, a penalty of one point per minute or part thereof will be imposed on the team responsible for the late start. If both teams contribute to a late start, the team that is latest to be ready to commence will be penalised the difference.
- a. i.e. if Team A is 5 minutes late and Team B is 6 minutes late, then Team B will be have a one point penalty imposed.
44. Late Start penalties must be applied before the second half of the game begins. Referees have no discretion in applying these penalties.
45. Forfeits will incur a fine (as specified by either the Association or the Venue Management Body) and this must be paid prior to the next allocated game, or all premiership points will be forfeited until such time as fine has been paid.
- a. In the case of the non-forfeiting team, where payment is made for the game, on game night, the refund will be issued on the night, on presentation of the PlayHQ Team list.
 - b. In the case of the forfeiting team, where payment is made for the game, on game night, the refund will be issued on payment of the fine.
 - c. If prepaid in instance (a) and (b), the refund will be credited in the next season’s fees.
46. The walkover fine will be at the discretion of the Association or the Venue Management Body.
47. All players present, must ensure that their name is on the team sheet on [PlayHQ](#) and that the team sheet fee has been paid for the game to be counted as eligible for finals.
48. If a team forfeits three (3) matches in a season the Contact Person of the team, as nominated on the registration form, will be asked to show just cause why the team should remain in the competition. Where the contact cannot show just cause, that team will be disqualified. Players in the disqualified team are ineligible to play with any other team affiliated with the Association until the outstanding walkover fines are paid.

49. A technical forfeit will be imposed on any team found to have played an ineligible player, or in the case of a junior team breaching any of the By-Laws as outlined in the section entitled *VJBL Domestic Player Governance*.
50. An ineligible player is a player
- a. Who is not registered with the team they play with.
 - b. Plays in another division in the same age group.
 - c. Plays when under suspension.
51. Where a team is imposed with a technical forfeit, the opposition team wins 20-0 regardless of the score. If both teams are penalised the score will be 0-0 with no premiership points awarded.
52. There will be no fine incurred for a technical forfeit.
53. If the Referee is aware of the technical forfeit, it must be noted on the back of the score sheet.
54. There will be a withdrawal fine of an amount set out on the entry form, due from any team withdrawing from the competition after the competition has begun. In the event of disqualification, a withdrawal fee is not imposed. Where a player of a team that has withdrawn and the team withdrawal fine has not been paid, who wants to play with another team, that player must pay their share of the withdrawal fine (e.g. For a team consisting of 7 registered players, where the withdrawal fee is set by the Competition Management Body, their share would be 1/7th)
55. The Association reserve the right to apply bonds and/or fines and/or revoke membership for any individual player, team, coach, manager, or support person should complaints be received and substantiated whereby any breach of the Basketball Victoria Codes of Conduct have occurred.
56. Referees can report an individual (player, team manager, coach, etc) who may then be required to attend a tribunal hearing and be subject to the Basketball Victoria disciplinary process which may include among other things, financial penalties.

NEW PLAYER REGISTRATION

57. A new player may be added to the list of players on PlayHQ registered for a team after the commencement of each season.
58. Before the start of the new player's first game with the team the new player's name, address, telephone number, date of birth, email address and Representative Player Information must be recorded on PlayHQ.
59. Fill ins, for the purpose of fielding a team, are allowed .
- a. A Player in a lower age group, or higher if they are playing above their natural age group may fill in for a team in a different age group they are eligible for and not currently registered to for up to 3-4 games. If a player exceeds that limit, they are considered part of that team and unable to fill in for a different team in that age group.

- b. Within the last 7 matches of the season, fill ins will only be allowed to prevent a forfeit. i.e, up to 5 players.

CODES OF CONDUCT

- 60. The Basketball Victoria Codes of Conduct apply to all players, teams, coaches, managers, parents and support persons, referees, and officials. The Codes of Conduct are available on the Basketball Victoria website, the PDBA Association website, and are displayed at the stadium.
- 61. Each team is responsible for and may be penalised for unsportsmanlike conduct by its players, teams, coaches, managers, parents and support persons on the court and in the precincts of the court.
- 62. Senior teams will appoint one of its players as court captain. The player so appointed must be clearly identified on the PlayHQ Team list. Only the court captain may approach a Referee during the game, at an appropriate time (e.g. time out, end of period of play) and in an appropriate manner (e.g. 1 question, 1 answer, play on) for clarification of any ruling by the Referee during the game. Where there is a recognised coach, their names should be registered on PlayHQ even if that coach is filling in.

UNIFORMS

- 63. The uniform of the players must comply with the FIBA Official Basketball Rulebook (currently, Rule 3, Article 4, Paragraph 4.3) with the following additions and/or exemptions.
 - a. Singlets.
 - i. The singlets worn by the players of each team must be uniform in design and colour.
 - ii. Numbers must be visible on both the front and back of the singlet.
 - iii. Playing in a singlet without a number is not permitted.
 - iv. Taped or handwritten numbers are not permitted.
 - v. Tee shirts are only permitted to be worn under a player's singlet if they are the same colour as the main colour of the singlet.
 - vi. Singlets are required to be tucked into the shorts.
 - b. Shorts
 - i. Shorts worn by the players of each team must be of the same colour.
 - ii. Small manufacturer's logos are permitted.
 - iii. Shorts may NOT have cuffs, pockets, belt loops, zips or buckles or be turned inside out.
 - c. Shoes
 - i. Only suitable sports shoes with non-marking soles are to be worn on the court.
- 64. Pakenham Warriors representative uniforms are not permitted in the domestic competition.
- 65. The referees must advise teams if there is an issue relating to uniform prior to the game.
- 66. No penalty for incorrect uniform will be imposed until the end of the grading rounds.
- 67. In Senior after grading, players in incorrect uniform, as defined in these By-Laws, will be unable to take part in the game. In Junior games, the emphasis is participation. Therefore, players with minor uniform violations, such as incorrect colour shorts (pockets are NOT allowed) or inside out singlet (with no visible numbers), will be permitted to take the court and participate in the game. The opposing team will be awarded 5 points on the score sheet at half time, for each player that has a

uniform violation.

68. Garments worn under the uniform, such as skins, are permitted to be worn. Please see attached Basketball Victoria “Uniform Rule” document for specifics regarding permitted compression gear and undergarments
69. Teams are not expected to have a second contrasting set of shirts or singlets. However, in the case of a colour clash in any fixtured Home and Away, or Finals game, the following shall apply.
 - a. Priority on Colours.
 - i. The first named team on the fixture for each game shall be deemed the home team, and will be required to wear an alternative, non-clashing set of shirts (no team or club has automatic priority in the case of colour clashes, other than by being listed as the home team for that game).
 - ii. By mutual consent between the teams involved home team maybe reversed for Priority of Colours.
 - b. Teams may use their own alternate shirts or may use the stadium tops available at Venue Reception.
70. If a team, listed as the home team, refuses to change to an alternative colour, that team will be deemed to have given a forfeit.
71. Stadium tops are available for use at no charge when there is a clash of uniform colours.
72. Stadium tops are available for hire at any time when one or more players are unable to take the court due incorrect uniform. If Stadium tops are not available a technical forfeit will occur.
73. Teams wearing stadium tops must leave a security deposit at Venue Reception when collecting the tops. The deposit may consist of keys, money, wallet or purse or any other item of value. The deposit shall be returned only when the issued stadium tops are returned.
74. If the stadium tops are returned in damaged condition (eg ripped, knots tied in the elastic, etc) or if any of the tops are missing the team will be fined an amount equal to the replacement cost, or as specified by the Venue Management Body.
75. Religious & Cultural Exceptions. It is recognized in circumstances where religious and cultural beliefs conflict with the standard uniform code, exceptions to the Uniform Rule may be permitted. Exceptions must be bought before the Referees Supervisor prior to commencement of the game.
76. Players who wear jewellery that is visible and could cause injury to themselves or to other players shall be instructed as follows;
 - a. Any player wearing an object that 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 be asked to remove the object prior to taking the court.
 - b. If a player claims that an item cannot be removed, the referee should instruct the player that he/she must cover the object with a suitably protective device such as medical tape. The player may not participate until such time that the referee is satisfied that the object is appropriately covered. – See below for referee responsibility.
 - c. Where the protective device (e.g. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that they can no longer participate in the game, unless they remove the jewellery

- d. Where the protective device (e.g. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that they can no longer participate in the game, unless the band is removed.
- e. Medical information Wrist Bands may be worn by players if they are;
 - i. Not dangerous to other players;
 - ii. Covered using medical strapping tape; or

Referee responsibility

The referee should prohibit the player from participating in the game in the following circumstances:

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

77. Other Equipment (Jewellery, Hair Accessories, etc). In accordance with the FIBA Official Basketball Rulebook (currently, Rule 3, Article 4, Paragraph 4.4), "Players shall not wear equipment (objects) that may cause injury to other players."

- a. Hair and Hair Accessories.
 - i. In general, hair accessories are not to be worn. Hair accessories include but are not limited to any metal or hard plastic device for securing hair, beads and/or any other item designed for hair decoration. Long hair must be secured in a ponytail or other suitable arrangement that will stop the hair from "whipping" into the eyes of other players. If the arranged hair obscures the number on the back of the playing shirt then the hair must be placed inside the collar of the shirt so that the number is not obscured.
- b. Sweat bands must be worn above the elbow.
- c. With the exception of flat wedding bands, ALL jewellery, watches, necklaces, body piercings and rings must be removed.

78. All fingernails must be trimmed to avoid injury to other players. Tape or gloves may be used instead of cutting nails.

DISPUTES, PROTESTS and APPEALS

79. Disputes regarding the interpretation and application of these By-laws must be made in writing to the Board.

80. Disputes or Protests regarding any game situation can be made by a player or team by email to the competition management and Pakenham and District Basketball Association.

81. Notification of a dispute or protest must be given to the Board not less than 48 hours after the incident. Notification must be accompanied by a copy of the PlayHQ Team list. The opposing team must be advised by the disputing/protesting team and given a copy of the dispute notice not less than 48 hours after the incident.

82. All other complaints or issues arising from, or relating to, the playing of basketball in an Association sanctioned competition must be addressed in writing to the Board and must be accompanied by all

other supporting documentation relevant to the complaint or issue in question.

- 83. Any correspondence received by the Board in relation to any dispute, protest, complaint, or issue will be addressed at the next scheduled Board meeting. Under ALL circumstance, the Association reserves the right to call a special meeting to address any correspondence received in relation to a dispute, protest, complaint, or issue.
- 84. The Association will notify the lodging party in writing on receipt of any written correspondence regarding a dispute, protest, complaint, or issue within five (5) working days.
- 85. All outcomes of any dispute, protest, complaint, or issue will be forwarded in writing to the lodging party within five (5) working days of that outcome having been determined by the Board.
- 86. An appeal regarding any outcome determined by the Board may be made back to the Board in writing within five (5) working days of that outcome having been communicated to the original lodging party. This must be accompanied by further evidence supporting the original submission.
- 87. All parties have the right of appeal to any outcome via official processes via and as per Basketball Victoria policies

CLEARANCES AND TRANSFERS

- 88. Players will need to request a transfer to another club / team through PlayHQ. Transfers will be approved by competition management after consultation with PDBA.

AWARDS

- 89. Grand Final 'Best on Court' will be judged by the two (2) Referees, with input from the appointed Scorers when requested. In the case of disagreement on the 'Best on Court' the senior scorer will have the casting vote. For the purpose of this clause the senior scorer means the scorer who holds the highest official Basketball Victoria recognised qualification.

COMPETITION POINTS and FINALS

- 90. Competition points are awarded as follows: a win 3 points, a bye 3 points, a draw 2 points, a loss 1 point, a walkover/forfeit nil points.
- 91. Unless there are exceptional circumstances, as determined by the Board following a written submission received not less than five (5) days prior, a player must play in seven games including byes of the fixtured games to be eligible to play in finals.
- 92. A team with insufficient qualified players, as outlined in these By-Laws, to compete in the finals, forfeits its place to the next team on the ladder with sufficient qualified players.
- 93. A finals series shall be played for all grades. The Finals format will be at the discretion of the Competition Management in conjunction with the Association
- 94. If the game is called off by a referee/supervisor the game will be abandoned. If the match is in the second half, that score will be published.

95. If a game is cancelled by the management group, the result will be a draw.

JUNIOR COMPETITION (whereby 'Junior' is as defined by By-Law 7)

96. Each team must have a responsible adult to act as team manager/coach with a current Working With Children (WWC) check.

97. The competition management group will appoint staff to police and audit WWC checks. Player Protection Officer(s) must:

- a. Remove any persons from the venue that is in breach of the WWC check.
- b. Where a coach/team manager refuses to leave the venue on the direction of a PPO, venue management must be informed, and the Police may be contacted.
- c. Report any breaches to the Board.
- d. Where a report is made to the Board, the charge will be 'Bringing the game of Basketball into disrepute'.
- e. Where there is ANY DOUBT with any WWC checks, a report must be submitted to Victoria Police at that time.
- f. All breaches of a WWC check audit will be posted on the Notice Board and on the Association Website until the breach has been cleared.

For clarification, where any person who is in charge of children that train or play basketball at venue whereby the competition is Association affiliated, whether a parent or not, and does not have a current WWC check, must not be permitted under any situation be allowed to continue to act in charge.

The exceptions to this are: Police Officers, Teachers (Who must provide appropriate documentation such as their VIT card) and any person under the age of 18.

98. Special Conditions for Under 8 Competitions.

- a. Size 5 Ball
- b. Lowered rings.
- c. 5 seconds in the keyway.
- d. Foul shots shall be taken from the junior foul line.
- e. Modified travel/violation rule to apply at the referee's discretion in the first 10 rounds. The intent of this rule is that the referees do not overcall violations for the first 10 rounds. In round 11 and beyond (including finals) all travel/violations shall be called.

99. Special Conditions for Under 10 – Under 12 Competitions.

- a. Size 5 Ball
- b. 5 second in the keyway
- c. Foul shots shall be taken from the junior foul line

100. The PDBA has adopted the philosophy that zone defense should not be played from Under 8 to Under 14 level. If a team is playing zone defense there will be firstly a verbal warning to the coach, the a technical foul will be called on the bench.

101. There is no Mercy Rule in an age groups, coaches can request this in Under 8's – Under 14's -It is encouraged that the referee consult with opposing team if a request has been made by 1 team.

102. The PDBA reserves the right to refuse a junior player permission to play more than one (1) age group higher than their natural age group, for safety reasons

ZERO TOLERANCE and SIN BIN

The Sin Bin is the removal of a player from the court for 5 minutes for poor behaviour. The 5 minutes must consist of playing time;

1. Timeouts and interruptions of the game are not counted with the 5 minutes
2. The 5 minutes shall begin from the resumption of the game following the removal of the player from the court and administration of any additional penalties (free throws or a throw in)
3. The player undertaking the Sin Bin penalty may be replaced by a substitute.

103. Any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls, bad language by a player or coach shall be penalised with a Technical Foul.

104. All Behaviour Technical Fouls assessed to a player will incur the Sin Bin penalty.

105. If a referee hears a player or coach use inappropriate language, the offender will be IMMEDIATELY penalised with a technical foul.

106. The use of inappropriate language is to be penalised regardless of the volume at which it is spoken, or the circumstances. e.g. A player missing a shot and using inappropriate language (in frustration) is to be treated in the same manner as a player using words loudly to criticise an opponent, referee, spectator or scorer. There will be no warning.

107. If a referee sees a player punch, kick or slam the ball in disgust at a call, slapping of the floor and/or equipment, then such offence will IMMEDIATELY incur the penalty of a technical foul.

108. If a referee is being harassed by a player or coach (or Team Official IE: Manager/Score bench), the referee will IMMEDIATELY penalise the offending team with a technical foul.

109. Second similar offence results in the player/coach (or Team Official) being disqualified from the game.

110. When a spectator/supporter uses abusive language, consistently voices his/her opinions against calls, or harasses a referee the spectator's team is penalised with a bench technical foul and the spectator will be required to leave the court surrounds for the duration of the game.

111. Should further incidents occur from a previously penalised team or its supporters, then the game shall be forfeited with a result of 20 – 0 being recorded against the offending team.

112. Behavioural Technical Foul :

Coaches, assistant coaches, bench staff and players who receive behavioural technical fouls in 3 or more games during the calendar year, will have the following penalty applied.

- Tech Fouls in Three Games: Automatic 1 Game Suspension
- Tech Fouls in Four Games: Automatic 2 Game Suspension
- Tech Fouls in Five Games: Automatic 4 Game Suspension
- Tech Fouls in Six Games: Automatic 6 Game Suspension

When a Technical foul is called, a distinction needs to be made between a Behavioural Technical foul (involving dissent, overt gestures, bad language/abuse directed at a referee, disputing calls etc) and a 'rule based' Technical foul (hanging on the ring, delay of game, reaching over the sideline etc. At the next break in play (timeout/half time) the senior referee would check with the score bench to ensure that the tech foul has been added correctly

113. These behavioural technical fouls are to be noted to the association and competition management through PlayHQ by the referee, referee coach or supervisor following the game.

MIXED Senior Competition

114. A team must be represented by at least (2) female and (2) male players on the court, the fifth player can be either female or male.
115. A male player cannot be subbed on for a female unless there are (2) females on the court.
116. The game will be called a forfeit if either team is unable to comply and have at least (1) of each sex on the court. The offending team loses the game regardless of points scored.
117. If prior to the commencement of the game, a team cannot field the required players, normal late start penalties shall be applied. 1 point per minute.
118. Males are at no stage allowed in the key during the first half of the game. This includes on the line. In the second half, this rule is reversed and females at no stage are allowed in the key. This includes on the line.
119. If by accident, a player enters the restricted (key) area when not permitted, this is a violation.
120. If by accident, a player (defence) enters the restricted (key) area when not permitted, while the offense is shooting, the points shall automatically count.
121. If a player deliberately enters the restricted (key) area when not permitted, during the play or while offense is about to shoot the ball, a warning may be given for the first offence, or a technical foul will be called.

VJBL Domestic Player Governance

INTRODUCTION

The following guidelines have been drafted to assist in the task of making the Junior Domestic Competition, (whereby 'junior' is as defined by the By-Laws) at Pakenham both fair and competitive for all players, coaches, teams, and supporters. The primary aim of the Domestic Competition is for fun and exercise for all concerned. Representative players are strongly encouraged to play in the Associations domestic competition. Therefore it is essential that no one team should dominate in any grade as a result of being "stacked" with representative players.

What follows is a set of guidelines that all Clubs/Teams are required to follow. However, it must be understood that the intent is to prevent any one team from dominating in any grade, and the final decision on placement of a team (irrespective of the documented point allocation) will rest with the Association.

All Clubs and/or Teams are required to adhere to these rules.

1. The VJBL season is deemed to be 1st November through 31st October, inclusive of any seasonal breaks, or alternatively, as outlined by VJBL.
2. A player's VJBL "status" is determined by the VJBL level at which the players current, or most recent, VJBL team participate in. (IE: VC, VJL1, VJL2, VJL3, VJL4, etc)
3. A player's VJBL "status" at the start of a domestic season remains in place until the end of that domestic season, including finals.
4. Player point allocation is as follows and will be allocated according to By-Laws 126, 127 and 128 at the commencement of each Winter domestic competition.
5. Boys' points will be as below and may not exceed a total of points value of twelve (12)
 1. VC/VCR 4 Points
 2. VJL1 3 Points
 3. VJL2 3 Points
 4. VJL3 2 Points
 5. VJL4 2 Points
 6. VJL5 or Below 1 Point
6. Girls' points will be as below and may not exceed a total points value of nine (9)
 1. VC/VCR 3 Points
 2. VJL1 2 Points
 3. VJL2 2 Points
 4. VJL3 2 Points
 5. VJL4 2 Points
 6. VJL5 or Below 1 Point
7. VJBL players playing up an age group from their representative age group will have their point allocation as per By-Law 129 halved.

8. Any domestic team failing to comply with these rules will be deemed to be in breach of By-Law 51.
9. The final decision on grading of a junior team is at the discretion of the Competition Management in conjunction with the PDBA.

TEAMS

10. Teams whereby more than 12 points (Boys team) or 9 points (Girls team) or are allocated to registered players in that team, will be required to split the team or play them up a age group so their points are halved.
11. Eemption to player points ruling - A HOME GROWN TEAM is a team that can demonstrate that the playing group has been playing together prior to players joining representative basketball.
12. Penalties: Refer to By-Law 132.

CLUB/TEAM RESPONSIBILITIES

13. Clubs (or Teams that are not part of a Club) are required to comply with the following:
 - i. Declare on the domestic team entry form, any players participating in VJBL including the VJBL Association and Victorian Junior League in which they participate;
 - ii. If a team wishes to add a VJBL player after the team entry is submitted, they must gain permission from the Association prior to that player participating. Failure to do so will incur a loss of premiership points. In adding a VJBL player, the team must still remain within the 12-point limit or make adjustments as described in Clause 4.

ASSOCIATION RESPONSIBILITIES: The Association will

14. Review all entries, giving consideration to team/player points, and representations from Clubs/Teams. This may include performing cross-checks with VJBL player lists. Based on any review the Association will assign teams to an appropriate grade;
15. Review team gradings from time-to-time, giving consideration to team representations, team performance within their current grade and changes to points during the season.
16. The guiding principle is that no team should dominate or be dominated in any grade. The Association reserves the right to re-grade teams in the interest of fair competition.

Specific Points of Emphasis for Domestic Basketball

All domestic basketball played under the authority of the Pakenham and District Basketball Association Inc (PDBA) will be officiated to the spirit and intent of the rules.

No advantage/disadvantage rules are to be applied to any domestic basketball under the PDBA, except for A-Grade games officiated by two (2) A-Grade qualified referees. This means specifically, that all contact, travels, and double dribbles must be called at all levels of domestic basketball, never interpreting advantage or disadvantage.



UNIFORM RULE

COMPRESSION GEAR & UNDERGARMENTS

FIBA allow players to wear compression gear.

Any compression item must be black, white or the same dominant color 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 color as the item. Eg, black on black. The color choice will be decided by the player's team 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.



Compression bike short

ACCEPTABLE



Compression socks

ACCEPTABLE



Compression knee pads

ACCEPTABLE



Compression full length

ACCEPTABLE



Compression no sleeve

ACCEPTABLE



Compression short sleeve

ACCEPTABLE



Compression long sleeve

ACCEPTABLE



Compression arm sleeve

ACCEPTABLE



Colour pattern showing

NOT ACCEPTABLE



Colour pattern showing

NOT ACCEPTABLE



Colour pattern showing

NOT ACCEPTABLE IF SHOWING UNDER SHORTS

Feb/2019