

PAKENHAM AND DISTRICT BASKETBALL ASSOCIATION Inc.

COMPETITION BY- LAWS and CONDUCT OF PLAYERS AND GAME

Rev 4.0 Effective as at Winter Season 2019

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, BigV, Melbourne Metropolitan Basketball League, and Victorian Junior Basketball League

Except as changed by the following By-Laws

The Committee 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.
Committee: Committee of the Association

TEAM AND PLAYER REGISTRATION

1. Team Registrations are to be completed online. 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 their name, address, phone number date of birth and email address on the back of the score sheet before they play.
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 senior player will be registered with the first highest graded team they play with each season.
6. 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.
7. Junior players will be recognised as players eligible to play in an Under 21's age group of competition in accordance with Basketball Victoria.

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.

8. A junior player may play in only one division of an age group in the junior competition in any one round.

For the avoidance of doubt, an U12 Competition and an U12 Gender specific competition are two different competitions when applied to rule 8.

9. 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.
10. 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 Committee, consent to play on behalf of the player. The consent may be either by letter to the Committee, or endorsed on the back of the score sheet and signed by the player's parent or guardian in the presence of, and duly witnessed by, the Referee at time of taking the court.

11. Teams may register as many players as they wish, however only 10 players may play in any game, including Finals.
12. Players playing at a senior representative level with any association (e.g: NBL, WNBL, Big V etc) may only register in teams fixtured in Men's or Women's A Grade competition as appropriate to their gender.
Enforceable at the discretion of the Association.
13. No more than 3 players playing at a senior representative level with any association (e.g: NBL, WNBL, Big V etc) may be registered in the same team.
Enforceable at the discretion of the Association.
14. Players in senior competition may register in a maximum of two (2) senior teams in a single competition. e.g: They may register in two Monday Night Men's teams, so long as both teams are not in the same grade.
15. Players in junior competitions may only register in one (1) age group team in a single age group competition e.g: U10 Boys.
16. All senior players not classified as A grade players, may play unrestricted in other grades.
The Association reserves the right to monitor and grade players accordingly.
17. The Association reserves the right to grade and re-grade all players, and teams, at anytime during a season.
18. 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.
19. Finals
 - a. a minimum of seven games must be played to qualify for finals games, including byes that have occurred after playing of the first game.
 - b. 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.
 - c. 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.
 - d. 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.
 - e. Teams with 4 available players will not be granted an 'unqualified player exemption'.
 - f. 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.
20. Where a player has not scored and/or committed a foul, the player must sign the back of the scoresheet in the presence of the referee for that game to be counted for finals qualification. Referee must counter sign.
21. An injured player is deemed to participate in a game if their name is on the sheet and if they are in uniform and sitting on the bench during that game, and adhere to By-Law 20.
22. Senior players, on request, will be required to supply photographic identification to play in all final games prior to taking the court.

GRADING and GAZETTED PUBLIC HOLIDAYS

23. Grading of all teams will be as per the Association “Grading Policy and Procedures” document.
24. 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.
25. 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

ON COURT INJURY

26. 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.
27. 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.

SCORERS

28. The FIBA Scoresheet, or equivalent electronic scoring system shall be used. Each team is responsible for correctly recording numbers and names of its players and indicating court captain and where applicable a coach. For all competitions, the last team to pay the scoresheet fee is responsible to bring the scoresheet to the score bench.
29. Each team must provide one scorer. 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.
30. Under no circumstances may either of the rostered match officials act as score bench officials.
31. 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 scoresheet and may take the court after obtaining permission from the referee.
32. 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 on the back of the score sheet and signed by the Referee.
33. If there is a conflict between the score recorded on the scoreboard, the running total on the scoresheet or the players' total on the scoresheet, the players' total takes precedence.
34. During the game a scorer is a game official and must act impartially and refrain from supporting a team.
35. 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

36. The following are the timing rules for all domestic games.

All games shall consist of:

- 2 x 20 minute playing halves
- 2 minute warm up
- 2 minute half time

All Senior Men and Women A and B grade, and Junior U16 and above Division 1 teams may play with a 30 second shot clock with a verbal 10 second warning given by the referees.

All games (Regular Season) – 50 minute time schedule

- No time outs in the last minute of the 1st half.
- No substitutions in the last minute of the 1st half, unless compulsory substitutions.
- The Clock does not stop in the 1st half.

The clock shall stop in the last 3 minutes of the 2nd half of the game on all whistles.

No overtime during the regular season.

All games (Finals) – 60 minute time schedule

- Clock stops on all time outs.
- The clock shall stop in the last 1 minute of the 1st half of the game on all whistles.

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 minute break after regular time
- 5 minutes of overtime
- All team and personal fouls to remain as per finish of regular time
- Each team granted 1 time out in overtime
- The clock shall stop in the last 3 minutes of overtime on all whistles.

37. 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.

38. 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.



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. one team has not paid for the team sheet.
 - c. there are not enough eligible players in uniform present.
 - d. there are no names or numbers on the score sheet.
 - e. 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.
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 start of the game. 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 scoresheet.
 - 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 and that the team sheet fee has been paid for the game to be counted as eligible for finals. Referees shall enforce that court captain and or coach should have completed the score sheet before the commencement of the game.
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. In the interest of domestic basketball a Senior team cannot have more than three Representative players (those having played NBL, WNBL, Big V, CBL) listed on their sheet or playing for them at any time.
50. 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*.

51. 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.

52. 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.

53. There will be no fine incurred for a technical forfeit.

54. If the Referee is aware of the technical forfeit it must be noted on the back of the score sheet.

55. 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 Venue Management Body, their share would be 1/7th)

56. 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.

57. 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

58. A new player may be added to the list of players registered for a team after the commencement of each season, as long as that player is still able to qualify for finals.
59. 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 the reverse side of the score sheet.

CODES OF CONDUCT

60. The Basketball Victoria Codes of Conduct apply to all players, teams, coaches, managers, support persons, referees and officials. The Codes of Conduct are available on the Basketball Victoria website, the 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 and support persons on the court and in the precincts of the court.
62. A team will appoint one of its players as court captain. The player so appointed must be clearly identified on the scoresheet. 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 also be written on the scoresheet.

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 hand written 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.
 - iv. Stripes no thicker than a centimetre are acceptable; stripes thicker than a centimetre are only acceptable when everyone on the team has the same.
 - 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 and under 16 – 20's games, after grading, players in incorrect uniform, as defined in these By-Laws, will be unable to take part in the game. In Junior (under 8 – 14's) 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.
- This rule may change from time to time at the discretion of Basketball Victoria.
69. Players who have faded or damaged shirts or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms will be warned by the Referees.

70. 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.
71. 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.
72. Stadium tops are available for use at no charge when there is a clash of uniform colours.
73. Stadium tops are available for hire at any time when one or more players are unable to take the court due incorrect uniform.
74. 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.
75. 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.
76. 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.
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.

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 Committee.

80. Disputes or Protests regarding any game situation can be made by a player or team and must be in writing to the Committee.

Notification of a dispute or protest must be given to the Committee not less than 48 hours after the incident. Notification must be accompanied by a copy of the scoresheet. 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.

81. 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 Committee and must be accompanied by all other supporting documentation relevant to the complaint or issue in question.

82. Any correspondence received by the Committee in relation to any dispute, protest, complaint or issue will be addressed at the next scheduled Committee 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.

83. 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.

84. 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 Committee.

85. An appeal regarding any outcome determined by the Committee may be made back to the Committee 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.

86. All parties have the right of appeal to any outcome via official processes via and as per Basketball Victoria policies.



CLEARANCES AND TRANSFERS

87. Players will not require clearances if they change teams at the end of a season and prior to the beginning of the next season.

AWARDS

88. An MVP recognition will be awarded in each grade or age division to the player receiving the highest number of votes each season as designated by the referees on the score sheet. Any player that plays in a lower grade is not eligible for the lower grade MVP awards.
89. The referees will award votes (on a 3, 2, 1 basis) after each match and after consultation with each other.
90. Other awards will be made from time to time as required by the Association.
91. 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

92. 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.
93. Unless there are exceptional circumstances, as determined by the Committee 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.
94. 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.
95. A finals series shall be played for all grades. The Finals format will be at the discretion of the Association.

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 Association will appoint two 'Player Protection Officers' (PPO) 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 Committee.
 - d. Where a report is made to the Committee, 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 8/9 Competitions.
 - a. Lowered rings.
 - b. 5 second in the keyway.
 - c. Foul shots shall be taken from the junior foul line.
 - d. 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 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 10/11 Competitions.
 - a. As per By-Law 98 b. and c. only
100. Special Conditions for Under 12 Competitions.
 - a. Time in the keyway (to be as per the current MUVJBL Rules of Operation)
 - b. As per By-Law 98 c. only
101. The committee 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

102. 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 Fouls.
103. If a referee hears a player or coach use inappropriate language, the offender will be IMMEDIATELY penalised with a technical foul.
104. 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.
105. 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.
106. If a referee is being harassed by a player or coach (or Team Official ie Manger/Scorebench), the referee will IMMEDIATELY penalise the offending team with a technical foul.
107. When a player/coach (or Team Official ie Manager/Scorebench) is penalised with a technical foul they must also spend time in the SIN BIN.
108. The SIN BIN is 5 minutes out of the game where the player/coach (or Team Official) must sit on the opposite side of team bench timed by scorer/referee.
109. Players can be replaced by a substitute.
110. Second similar offence results in the player/coach (or Team Official) being disqualified from the game.
111. Whilst a player/coach (or Team Official) has been 'sin-binned' they can still incur further technical fouls.
112. Behaviour in SIN BIN should be reflective not aggressive.
113. Time outs are not part of the 5 minutes sin bin penalty
114. When a spectator/supporter uses abusive language, consistently voices his/her opinions against calls, or harasses a referee the spectators 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.
115. 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.
116. "Unsportsman like" fouls will also have the "Sin Bin" rule applied.

“MIXED” Senior Competition

117. 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.
118. A male player cannot be subbed on for a female unless there are (2) females on the court.
119. 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.
120. 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.
121. 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.
122. If by accident, a player enters the restricted (key) area when not permitted, this is a violation .
123. If by accident, a player (defence) enters the restricted (key) area when not permitted, while the offense is shooting, the points shall automatically count .
124. 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.
125. The whole basketball court is to be played.

MUVJBL Domestic Player Governance

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

- 126. The MUVJBL season is deemed to be 1st November through 31st October, inclusive of any seasonal breaks, or alternatively, as outlined by MUVJBL.
- 127. A player's MUVJBL "status" is determined by the MUVJBL level at which the players current, or most recent, MUVJBL team participate in. (ie. VC, VJL1, VJL2, VJL3, VJL4, etc)
- 128. A player's MUVJBL "status" at the start of a domestic season remains in place until the end of that domestic season, including finals.
- 129. 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.

Players MUVJBL Status	Points Allocated
Victorian Championship (VC)	4
Victorian Junior League 1	3
Victorian Junior League 2	3
Victorian Junior League 3	2
Victorian Junior League 4	2
Victorian Junior League 5 and below	1

- 130. VJBL players playing up an age group from their representative age group will have their point allocation as per By-Law 129 halved.
- 131. No domestic team may exceed a total points value of twelve (12).
- 132. Any domestic team failing to comply with these rules will be deemed to be in breach of By-Law 51.
- 133. The final decision on grading of a junior team is at the discretion of the Association.

VJBL Domestic Player Governance - Rules Interpretation

1. INTRODUCTION

- 1.1. 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. As the Association rules now require all representative players to play in the Associations domestic competition, it is essential that no one team should dominate in any grade as a result of being "stacked" with representative players.

For information purposes, for a player to be eligible for selection in the Associations U12 and U14 age group representative teams (for both MUVJBL and BVC), players must participate in the Associations domestic competition. A player must be registered, financial, and play enough games to qualify for finals.

Players in older age groups are strongly encouraged to play in the Associations domestic competition.

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.

2. CRITERIA FOR POINTS ALLOCATION TO A PLAYER

Principle:

The general principal observed here is that the player's status at the start of the domestic season remains in place until the end of the domestic season, including finals.

Definition:

The MUVJBL season, as defined in By-Law 126, is deemed to include all of the break that follows it, up to the commencement of the next MUVJBL season.

- 2.1. Qualification for Points: Any player who plays domestic basketball and MUVJBL basketball (whether for the Pakenham and District Basketball Association, or any other Association) will be allocated points in accordance with the level of representative basketball the MUVJBL team they are a member of participates in. These points will apply while playing at their "natural" age level.

As an example, if playing in MUVJBL U14, the full points allocation will apply to their participation in U14 or U12 domestic basketball.

Variation:

If a player is playing is participating in an older domestic age group as defined by By-Law 18, then the points allocation will be halved.

As an example, if playing in MUVJBL U12, half points allocation will apply to their participation in U14 domestic basketball.

The Association will review instances of representative players competing in a domestic division lower than division 2. The guiding principle is that no team or player should dominate by virtue of skill levels. Clubs/Teams must refer such cases to the Association.

2.2. Application of Points: Clause 2.1 will apply to any player who :

- 2.2.1. Is playing MUVJBL at the time they commence a domestic season, whether at the start of the domestic season or at some other time during that season;
- 2.2.2. Was playing MUVJBL in a season that overlaps the start of a domestic season, and then ceases playing MUVJBL. This includes ceasing MUVJBL in the middle of a season or in the break that follows that season – in this case the points applicable to the pre-break MUVJBL season shall apply (see Clause 2.3. Removal of Points).

Exception: Where a player, who has only been playing domestic basketball, commences playing MUVJBL in the middle of a domestic season, no points will apply for the balance of the domestic season (points will apply if the child continues both MUVJBL and domestic basketball in the following season).

2.3. Removal of Points: Where a player ceases playing MUVJBL during a domestic season, clause 2.1 will not apply following the completion that domestic season.

Note: If, in such a case, the player re-commences MUVJBL during the next domestic season, the points will immediately be re-applied as soon as they re-commence MUVJBL.

3. POINTS

3.1. The number of points allocated to a MUVJBL player participating in domestic basketball, as per Clause 2, will be as follows for ALL junior age groups.

Victorian Championship (VC)	4
Victorian Junior League 1	3
Victorian Junior League 2	3
Victorian Junior League 3	2
Victorian Junior League 4	2
Victorian Junior League 5 and below	1

4. TEAMS:

- 4.1. Teams whereby more than 12 points are allocated to registered players in that team will be required to split the team.
- 4.2. Penalties: Refer to By-Law 132.

5. CLUB/TEAM RESPONSIBILITIES:

Clubs (or Teams that are not part of a Club) are required to comply with the following:

- 5.1. Declare on the domestic team entry form, any players participating in MUVJBL including the MUVJBL Association and Victorian Junior League in which they participate;
- 5.2. If a team wishes to add a MUVJBL 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 MUVJBL player, the team must still remain within the 12-point limit, or make adjustments as described in Clause 4.

6. ASSOCIATION RESPONSIBILITIES: The Association will:

- 6.1. Review all entries, giving consideration to team/player points, and representations from Clubs/Teams. This may include performing cross-checks with MUVJBL player lists. Based on any review the Association will assign teams to an appropriate grade;
- 6.2. 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.
- 6.3. 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) at 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

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