PAKENHAM AND DISTRICT BASKETBALL ASSOCIATION Inc.

COMPETITION BY- LAWS and CONDUCT OF PLAYERS AND GAME

Rev 5.3 Effective as at Summer Season 2025/26

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.

It is the responsibility of the Competitions Manager to effectively enforce the By-Laws as necessary in the best interest of the competition.

Any grievances with the administration of the Competition By-Laws by the Competitions Manager can be escalated to the Association's General Manager via email.

Any by-laws that have been amended in the August 2025 5.3 version have been highlighted.

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. 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.

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 Mixed Competition and an U12 Gender specific competition are two different competitions.

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 Competition Management, 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, NBL1, 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, NBL1, Big V etc) may be registered in the same team.
    a. Enforceable at the discretion of the Association.

13. Players in senior competition may only register in one (1) senior team in a single competition. IE: A player may play in a team in both the Wednesday and Thursday competitions; however, they cannot play in 2 teams in the same competition.

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 11)
    a. The Association reserves the right to monitor and grade players accordingly.

16. The Association reserves the right to grade and re-grade all 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 of 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. Players must play in a minimum of 50% of a team's available games in a season (rounded down) to be eligible to play finals.
        i. IE: If a team plays 14 games, players must play 7 games to qualify for finals. If a team plays 13 games, players must play 6 games to qualify for finals.
        ii. Byes and cancelled games do not count as a game played.
        iii. A medical exemption may be granted where medical documentation with dates detailing the period that the player was unable to participate in games is submitted to Competition Management at least 5 days prior to the commencement of the finals series.
    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 Competition Management at least 5 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 player requires assistance for an injury they must be substituted out of the game. IE. Assistance from a coach, parent or spectator coming onto the court.

21. If a player requires medical assistance from Competition Management, including receiving ice, they may take no further part in the game.

22. In the event an injury delays the resumption of the game, the game clock may be stopped temporarily, however, it shall be restarted such that the starting time of any subsequent game on that court is not delayed.
    a. Enforceable at the discretion of the Association.

23. An adult/parent/coach can only approach/assist an injured player after approval from the referee.

24. 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.

25. 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.

26. 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 10 minutes of when the game was meant to start.

GRADING and GAZETTED PUBLIC HOLIDAYS

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

28. 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.

29. 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

30. PlayHQ scoring system is used for all PDBA sanctioned games where possible, each team is responsible for correctly recording numbers and names of its players, indicating their court captain and where applicable, a coach.

31. Each team must provide one competent 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, a 5-point penalty will be enforced against the team who failed to provide a competent scorer
    A. Applicable at the discretion of the opposition team.

32. Under no circumstances may either of the rostered match officials act as score bench officials.

33. At half time the Referee must check PlayHQ 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.

34. Scoring queries must be raised with the Referee during the course of play by the court captain or coach. The referees can attempt to resolve any issues where possible, or concerns must be addressed to Competition Management.

35. If there is a conflict between the score recorded on the scoreboard, the running total on PlayHQ takes precedence.

36. During the game a scorer is a game official and must act impartially and refrain from supporting a team.

37. 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

38. The following are the timing rules for all domestic games.
    a. All games shall consist of:
        i 2 x 18-minute playing halves
        ii 2-minute warm up iii. 2-minute half time
    b. All games (Regular Season) – 45-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 2 minutes of the 2nd half of the game on all whistles (if game is within 15 points margin).
        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 2 minutes of the 2nd half of the game on all whistles.
        iv Overtime shall be played for all drawn games and consist of;
            a 1 minute break after regular time.
            b 3 minutes of overtime.
            c All team and personal fouls to remain as per finish of regular time.
            d Each team granted 1 time out in overtime.
            e The clock shall stop on all whistles.

39. 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.

40. 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.

41. A team that is not ready to commence playing when the match clock is started shall be penalised for a "late start".

42. 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

43. 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.

44. 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. IE. If Team A is 5 minutes late and Team B is 6 minutes late, then Team B will have a one-point penalty imposed.

45. Late Start penalties must be applied before the second half of the game begins.

46. Forfeits will incur a fine (as specified by the Association) 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.

47. The walkover fine will be at the discretion of Competition Management.

48. 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.

49. 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.

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 who:
    a. Is not registered with the team they play with.
    b. Plays in another division in the same competition.
    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, they must notify competition management.

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 Competition Management Body, their share would be 1/7th)

56. The Association reserve the right to apply suspensions, bonds, 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 on PlayHQ registered for a team after the commencement of each season.

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 PlayHQ.

60. 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 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. In junior competitions, a player playing in the same age group may fill in for a different team within that same age group if the team is in a higher grade than the team the player is registered to for up to 4 games. IE. An U10's D grade player may fill in for an U10's B grade team.

       For the purpose of this by-law:
       i A grade is considered the 'highest' grade, followed by B grade (or B1) etc.
       ii Once a player plays more than 4 games for a team in a single season, they will be considered a registered member of the team.
    c. Within the last 7 rounds of the season, fill ins will only be allowed to prevent a forfeit. i.e., up to 5 players.

CODES OF CONDUCT

61. 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.

62. 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.

63. 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) to request 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

64. 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 black or 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. Plain black shorts (no additional colours/patterns/stripes etc) are allowed if a player cannot wear matching shorts.
        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.

65. Pakenham Warriors representative uniforms are not permitted in the domestic competition.

66. No penalty for incorrect uniform will be imposed until the end of the grading rounds, however uniform violations which create safety hazards will not be permitted. IE. Pockets on shorts.

67. In Senior competitions, 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.
    a. Outside of grading games, 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.
    c. Referees shall have the discretion to require the first listed team to use alternative tops.

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 when there is a clash of uniform colours.

72. Stadium tops are available for hire 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. If the stadium tops are returned in damaged condition (IE: 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.

74. 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 brought before the Referees Supervisor prior to commencement of the game.

75. 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 they 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;
b. Suitable protective measures are not available; or
c. The player refuses to remove or cover the offending object.

76. 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. With the exception of flat wedding bands, ALL jewellery, watches, necklaces, body piercings and rings must be removed or adequately taped.

77. 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

78. Disputes regarding the interpretation and application of these By-laws must be made in writing to the Associations General Manager.

79. Disputes or Protests regarding any game situation can be made by a player or team by email to the Competition Management of the Pakenham and District Basketball Association.

80. Notification of a dispute or protest must be given to Competition Management no 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.

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

82. 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) business days.

83. All outcomes of any dispute, protest, complaint, or issue will be forwarded in writing to the lodging party within five (5) business days of that outcome having been determined by Competition Management.

84. An appeal regarding any outcome determined by Competition Management may be submitted to the Junior Domestic Competition Appeals Committee (JDCAC) as per the JDCAC Charter.

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

AWARDS

86. 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 referee appointed as crew chief for the game shall have the deciding vote.

COMPETITION POINTS and FINALS

87. Competition points are awarded as follows: a win 3 points, a bye 0 points, a draw 2 points, a loss 1 point, a walkover/forfeit nil points.

88. Ladder positioning will be determined by average ladder points, then by percentage, then by head-to-head matchup.
    a. U8 competitions will not have a ladder.

89. Unless there are exceptional circumstances, as determined by Competition Management following a written submission received no less than five (5) days prior, a player must play in a minimum of 50% of a team's available games in a season (rounded down) to be eligible to play finals.

90. 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.

91. A finals series shall be played for all grades in U10 competitions and above. The Finals format will be at the discretion of the Competition Management in conjunction with the Association.

92. 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.

93. If a game is cancelled by the Competition Management group, the result will be a draw.

JUNIOR COMPETITION (whereby 'Junior' is as defined by By-Law 6)

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

95. Each team must ensure they are aware and correctly follow the Association's Child Safety Policy.

96. 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.

97. Special Conditions for Under 8 Competitions.
    a. Size 5 Ball
    b. Lowered rings.
    c. 5 seconds in the keyway.
    d. Modified foul shots shall be taken at the discretion of the referees.
    e. Modified travel/violation rule to be applied as per U8's guideline document at the referees discretion.

98. 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.

99. 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, and subsequently a technical foul will be called on the bench if the team is intentionally zoning as determined by the referee supervisors and competition management.

100. There is no Mercy Rule in any age groups, coaches can request this in Under 8's – Under 14's. It is encouraged that the referee consults with the opposing team if a request has been made by one team.

101. 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

102. 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.
    a. Timeouts and interruptions of the game are not counted with the 5 minutes.
    b. 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)
    c. 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 Fouls.

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

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

a. A second similar offence results in the player/coach (or Team Official) being disqualified from the game.

106. 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.

107. 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.

108. **Behavioural Technical Fouls**:
Coaches, assistant coaches, bench staff and players who receive 3 or more behavioural technical fouls during a 2-season span, will have the following penalty applied.

- 3 Behavioural Tech Fouls: Automatic 1 Week Suspension
- 4 Behavioural Tech Fouls: Automatic 2 Week Suspension
- 5 Behavioural Tech Fouls: Automatic 4 Week Suspension
- 6 Behavioural Tech Fouls: Automatic 6 Week 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 crew chief on the game will check with the score bench to ensure that the tech foul has been added correctly

a. The 2-season span will begin at the commencement of each Winter season and end at the completion of each Summer season.

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

MIXED Senior Competition

110. A team must be represented by at least two (2) female and two (2) male players on the court, the fifth player can be either female or male.
   a. In the case a team only has one (1) available player of a specific gender, they are exempt from by-law 60c in order to comply with by-law 110.

111. A male player cannot be subbed on for a female unless there are two (2) remaining females on the court.

112. 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.

113. If prior to the commencement of the game, a team cannot field the required players, normal late start penalties shall be applied at the discretion of the opposition team.

114. 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.

115. If by accident, a player enters the restricted (key) area when not permitted, this is a violation.

116. If by accident, a player (defence) enters the restricted (key) area when not permitted, while the offense is shooting, the points shall automatically count.

117. 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 Competition Management.

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

118. The VJBL season is deemed to be 1st November through 31st October, inclusive of any seasonal breaks, or alternatively, as outlined by VJBL.

119. 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)

120. A player's VJBL "status" at the start of a domestic season remains in place until the end of that domestic season, including finals.

121. Player point allocation is as follows and will be allocated according to By-Laws 118, 119 and 120 at the commencement of each Winter domestic competition.

122. Boys' points will be as below and may not exceed a total of points value of twelve (12)

a. VC/VCR 4 Points
b. VJL1 3 Points
c. VJL2 3 Points
d. VJL3 2 Points
e. VJL4 2 Points
f. VJL5 or Below 1 Point

123. Girls' points will be as below and may not exceed a total points value of nine (9)

a. VC/VCR 3 Points
b. VJL1 2 Points
c. VJL2 2 Points
d. VJL3 2 Points
e. VJL4 2 Points
f. VJL5 or Below 1 Point

124. VJBL players playing up an age group from their representative age group will have their point allocation halved.

125. In the U18/21 Girls Competition, players who have aged out of U18's VJBL and are playing Big V representative basketball will be counted as three (3) rep points.

126. Players that do not participate in VJBL competition but do play representative basketball in Junior Country Champs will be allocated one (1) rep point.

127. Any domestic team failing to comply with these rules will be deemed to be in breach of By-Law 50.

128. The final decision on grading of a junior team is at the discretion of the Competition Management in conjunction with the PDBA.

TEAMS

129. 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 an age group so their points are halved.

130. Exemption 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.

131. Penalties: Refer to By-Law 50.

CLUB/TEAM RESPONSIBILITIES

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

i. Notify competition management of any players participating in VJBL including the VJBL Association and Victorian Junior League in which they participate prior to the beginning of the domestic season.

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

133. 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.

134. 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.

135. 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.

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