



McKinnon Basketball Association

Domestic Competition By-Laws

| | | |
|---|--|----------------------------------|
| Policy Title: Domestic Competition By-Laws | Policy Owner: MBA General Manager | Authorised: MBA President |
| Revision: March 2023 | Original Date: February 2019 | Version: 1.5 |

Contents

Definitions and Interpretations

Variations

Items not provided for

Communication to the Association

Team/Club Eligibility to play

Late Entries

1. Age Groups
2. Grading
3. Representative Players
4. Ladders
5. Playing Up/Second Game/Multiple Teams
6. Fill ins/Emergency
7. Player Registration
8. Clearances
9. Uniforms
10. Commencement of play
11. Timing
12. Injuries
13. Balls & Ball sizes
14. 3 Point Line
15. Team responsibility & Scoring
16. Penalties
17. Sin Bin
18. Fall Back
19. Man-to-Man / No Zone defence
20. Disputes
21. Team Conduct/Referee Conduct
22. Finals
23. Forfeits/Walkovers
24. Game Abandonment
25. Tribunal Attendance
26. Care of Venue

Appendix 1 - Eligibility & Fill ins

Appendix 2 - Heat Policy

Appendix 3 - Age Groups



McKinnon Basketball Association

Domestic Competition By-Laws

The following By-Laws are to be read in conjunction with FIBA rules and Basketball Victoria's interpretation. The By-Laws are effective from the commencement of the Domestic Winter 2020 season and apply to all teams and clubs competing in domestic competitions conducted by the McKinnon Basketball Association.

Definitions and Interpretations

In these By-Laws, unless the context requires otherwise, the following words and expressions have the following meanings.

"MBA" McKinnon Basketball Association (the association)

"Exec" Executive Committee of the MBA

"Club" Affiliated member club

"Delegate" person nominated to be the communication channel between their club and the MBA

"Team Contact" Independent Team contact to communicate information between their team and the MBA

"Independent Team" Individual team/s not affiliated with a club

"Team" Individual team governed by a club

"MBA Administration" Combination of MBA Operational Staff

"Junior Domestic Competition" Competitions from U10 through to U21

"Senior Domestic Competition" All competitions above U21

"Junior Player" a player eligible to play in the junior competition

"Senior Player" a player eligible to only play in the senior competition

"Rep Player" Representative player currently playing in competitions administered by the Victorian Junior Basketball Competition (VJBL), Big V or NBL1.

"Emergency Player" a player that is not registered to a team or club but is filling in for a team or club. Can only fill in for Independent teams or Senior teams which are not affiliated with a club. Can play a maximum of 2 games per season.

"Fill-In Player" a player who is registered to a team or club with the MBA in the current season and is filling in for an age group above their own.

"Scoring system" Method of collection of match scores and fouls, submitted to the competition administration

Variations

The By-Laws may be amended by the Exec as it sees fit with the following provisions;

- a. The Executive Committee may change these rules time to time for the betterment of the competition.
- b. Notwithstanding (a), any club may request the Exec to consider an amendment to these rules provided that such a request is made in writing to the MBA and is accompanied by a supporting document which clearly states the grounds for the requested amendment.
- c. These rules constitute a contract between each club, independent team/s and the MBA, accordingly each party agrees to comply with these rules.

Items Not Provided For

The MBA shall have the discretion to interpret these By-Laws and adjudicate on any matters not provided for in the MBA Competition By-Laws.



McKinnon Basketball Association

Domestic Competition By-Laws

Communication to the Association

- The MBA requires all clubs to appoint 1 person to become their club delegate who will be the point of contact for their club, all correspondence will be sent to and from this person and the club President.
- Independent Teams will nominate 1 person as their team contact, all communication from and to the MBA will go through this nominated team contact.

Team/Club Eligible to Play

A Club or Independent Team will not be accepted into the new season of competition until all outstanding payments have been made to the Association. Should a team have registered for the new season with payments outstanding, the MBA reserves the right to withdraw the team from competition and hold any registration money paid until all outstanding payments have been made. The MBA also reserves the right to reinstate their registration once full payment has been made.

The MBA team fee must be paid when the team registers their details online for the coming season.

For Independent teams

To register for a new season the following payments must be made in full prior to registration

- Prior season's registration
- Prior season's scoresheet fees
- Prior season's forfeit payments
- Prior season's finals payments

For Clubs, invoiced by season

To register for a new season the following payments must be made in full prior to registration

- Prior season's registration payments
- Prior season's scoresheet fees
- Prior season's forfeit payments
- Prior season's finals payments
- Any other amounts outstanding and due from the season/s prior

If full payment has not been made, the club/team is considered not eligible.

Team Entries

Applications by Clubs or Independent Teams to enter any MBA competition are to be lodged online in accordance with the MBA approved and recommended registration program by the date set by the MBA.

The MBA is not bound to accept all applications. It may reject applications in respect of individuals, teams or clubs or impose limitations on the number of teams or other conditions as it sees fit. Where applications for a team/s are not accepted, the prescribed fees will be returned/cancelled/credited to the Club or Team contact. Any team withdrawing after the fixtures have been created will incur a withdrawal penalty (refer Penalties 16).

The MBA reserves the right to make a team change their team name if deemed necessary.



McKinnon Basketball Association

Domestic Competition By-Laws

Late Entries

Late entries for Junior & Senior Competitions will only be accepted up until round three and those teams/clubs will be charged a late entry fee of \$50.00 per team. Teams will only be accepted if there is capacity within the fixture to accommodate late entries.

1. Age Limits

- 1.1. Age limits shall be determined by the Association.
- 1.2. For Junior competition, the criteria for eligibility is as follows;
 - Summer and Winter Seasons – a player must be under the age stated in the relative age group by the 31st December in the year of the completion of that season.
 - Players must have turned 5 years of age prior to the start of the season
- 1.3. Over 30/35 Senior competition players must have already attained the age of 30 for women's competition and 35 for men's competition before the first round of the competition. If a player turns 30/35 during the season, they cannot commence until the next season.
- 1.4. Open Age competition players must be 16 years of age, no players under 16 will be permitted to play. All players under 18 years of age must complete an indemnification form signed by their parents which can be found on the website.
- 1.5. Proof of age may be required to validate a player's date of birth, if requested the MBA Administration must sight and record details for future reference.

2. Grading

- 2.1. Each season there will be a pre-season Club meeting within the Grading period that requires a representative from each club to attend.
- 2.2. The grading phase occurs from round 1 through to round 4 of each domestic season
- 2.3. Re-grading of teams, both up and down, may occur at any stage of the season prior to and including round 4.
- 2.4. The MBA will make grading decisions on a number of factors including but not limited to;
 - Points margin
 - Points scored
 - Competition balance
 - Team numbers within the division
- 2.5. Teams will be nominated into specific grades by their Clubs/Team Contacts at the time of team registration with the aim of creating balanced teams based on the depth of players within the Club- will be reviewed by the MBA. The MBA has the discretion to request Clubs to rebalance teams during grading. If a Club fails to rebalance a team at MBA's request the MBA will regrade the entire team a division or age group higher.
- 2.6. Any team may be re-graded after the official grading period at the discretion of the MBA and with consolation with the team within the first half of the season.
- 2.7. There will be limited fixture compatibilities during grading (rounds 1-4).

3. Representative Players

- 3.1. As a part of playing Representative Basketball for the MBA it is important that all players show a commitment to the MBA domestic competition, as such all eligible junior players



McKinnon Basketball Association

Domestic Competition By-Laws

including new representative players that play representative basketball for McKinnon Cougars must be registered with a domestic club by the winter season. To be eligible to play rep a player must have played a minimum of 7 domestic games within the season. Failure to meet the minimum playing requirement will see the rep player suspended from the representative competition.

- 3.2. Any request for variation of the above rule must be applied for via email to the MBA for consideration. Grounds for consideration are but not limited to players undertaking basketball at Big V, State Level or Australian Level, players that live in excess of 40km away from MBA office but have chosen to play rep at MBA.
- 3.3. Representative players (including non-MBA Representative Players) playing in first or second representative teams must nominate in Division 1 in their age group unless approved by the MBA or regraded to a lower division by the MBA.
- 3.4. Players who join the MBA Representative program during the domestic season can remain in their registered team for the remainder of that season but will need to register in conjunction with rule 3.3 in the following season.

4. Ladders

- 4.1. Ladder column order: games played (only excludes byes), points average, total points, percentage, wins, losses, draws, byes, points for, points against, forfeits, and disqualifications.
- 4.2. Ladder positions are determined by Points Average (competition points / games played) and then by percentage (points for / points against) followed by Head-to-Head.
- 4.3. Competition premiership points are awarded as follows:
 - Win - 3pts
 - Loss - 1pt
 - Draw - 2pts
 - Win by Forfeit - 3pts
 - Loss by Forfeit - 0pts
 - Win by Disqualification - 3pts
 - Loss by disqualification - 0pts
 - Byes - 0pts
- 4.4. Ladder results will be reset to zero (0) after the official 4 x Rounds Grading period. If a team moves divisions after the official Grading period, the results from all previous games played after Round (game) 4 within their previous division(s) will be nullified.

5. Playing up/Second Game/Multiple Teams

- 5.1 Any player who is eligible to play in the junior domestic competition may play up in no more than one age group above their current age competition and limits on the division they can play up in is dependent on their current age group and division, refer to Appendix 1.
- 5.2 A junior player may only play 1 game in their designated age group excluding U8s (refer to Appendix 1), example an U14-3 player cannot fill in or play for another team within any division in the U14 competition.



McKinnon Basketball Association

Domestic Competition By-Laws

5.3 An eligible junior player over the age of 16 years and under 18 years old wishing to play in the senior domestic competition must apply in writing to the MBA and their parents or guardians must complete any required forms. (Refer to 1.4).

6 Fill in Player

From time to time a team may be required to use a fill in player so the team can be eligible to take the court.

An Emergency player that is not registered to a team or club but is filling in for a team or club. Can only fill in for Independent teams or Senior teams which are not affiliated with a club. Can play a maximum of 2 games per season.

6.1 The fill in player clause can only be implemented if a team has 5 or less players eligible to play that game and the fill in players make their team up to a maximum of 6 players.

6.2 Should a 6th player registered with that team arrive late and take the court, the fill in / emergency player will then be substituted off the court for the rest of the game.

6.3 A fill in player must be a current registered with the same club they are filling in with.

6.4 A fill in player for any club or Independent team must come from the age group below. Refer to Appendix 1.

6.5 Once a player plays 3 games for any 1 team within the higher age group, that player is then restricted from filling in for any other team within that age group.

6.6 A current registered player may only fill in for a maximum of 3 x games per season.

6.7 If a player fills in for a team after round 4 they cannot become a regular player for that team without written approval from the MBA.

6.8 Open teams (Open Classic and Over 30 & Over 35) can use a fill in player from another Open team as long as they are from a division below, players cannot permanently be registered to play in two (2) open teams on the same night

7 Player Registration

7.1 Every player must register themselves into the MBA approved and recommended online registration system before their first game, excluding emergency players/fill in players (refer to by law 6), this must be completed every season.

7.2 If a player chooses to play in a second team permanently or for a minimum of 3 games they must be registered for both teams via their club or independent team registration link from the MBA online registration system.

7.3 No new players can be added or registered to a team after round 4 without the permission of the MBA.

7.4 Players may only register in two (2) different clubs within the Junior competition if;

- A club fields a team in one age group but does not have an appropriately graded team in the age group above. If a club forms a team in the appropriate grade the following season the player will no longer be able to play for the second club and will be registered with the original club.

7.5 A player may not play in two (2) games that are scheduled at the same time in the same venue, any attempt to play in both games will result in the second game being a forfeit.

7.6 An emergency player added courtside into the iPad will be eligible to play two games every 12 months before having to register and pay Basketball Victoria and/or club registration fees.



McKinnon Basketball Association

Domestic Competition By-Laws

- 7.7 A fill in or emergency player entered onto the scoresheet is not classed as being registered, the player must register via the online registration system before taking the court in their next match.
- 7.8 A fill in or emergency player who is unregistered will not have their played games count toward finals eligibility.
- 7.9 A player must not take the court and play under another players name. The teams match will be recorded as a forfeit loss to any team that breaches this rule.

8 Clearances

- 8.1 A clearance is required for all junior players to change from one club to another club or to an independent team.
- 8.2 A clearance is not required if a player has not played with any MBA team for two (2) full consecutive seasons (Summer and Winter).
- 8.3 Any Junior player transferring from one Club to another is required to complete and lodge the designated clearance form (online or hard copy). All clearances must be finalised by the 5pm Monday after the Grand Final weekend.
- 8.4 A clearance cannot be denied at any point if a club has no place for a player within a team.
- 8.5 Where a player is a member of a club from the junior competition teams, they may change clubs or teams in the senior competition without a need for a clearance.
- 8.6 A forfeit will be applied to any junior team who allows a player to play without first obtaining a clearance.
- 8.7 A club may refuse a clearance for a player who is nonfinancial or has not returned club owned property or is dissatisfied with team allocation.
- 8.8 The current club has five (5) business days to action the application for the clearance. If no action has been taken within the five (5) business days, the applicant must contact the current club via email to follow up and include MBA Administration.
- 8.9 Players who are approached by an opposition club or coach while playing with another club will have their clearance automatically denied. Clubs or their officials including coaches will face financial penalties (refer to by-law 16) or suspension if they approach opposition players without gaining permission from the President or Delegate of the players current club.
- 8.10 Clubs and Independent teams will only be allowed to accept two (2) clearances coming from each age group and division from a single club each season.

9 Uniforms

- 9.1 All club/team must play in identical uniform colour and design for their jerseys and same colour shorts, they must carry a legal number on the front and back of each jersey (refer to FIBA rules).
- 9.2 All numbers must be permanently fixed to the jersey, taped on numbers will incur a 5 point penalty (refer to 16.1).
- 9.3 T-shirts may be worn under a jersey provided they are the same colour to the predominant colour of the team's jersey, the t-shirt must not carry any visible logos or designs.
- 9.4 Shorts must be the same predominant colour, no zips, pockets or buckles are permitted.
- 9.5 No player is permitted to wear the McKinnon Cougars Representative uniform (jersey or shorts) any player doing so will incur a uniform penalty (refer to 16.1).
- 9.6 Players are permitted to wear arm and leg compression sleeves (full length, 7/8 length included), all players on the team must have all their arm and leg compression sleeves of



McKinnon Basketball Association

Domestic Competition By-Laws

the same solid colour, approved colours include black, white and identical predominant colour of the team's jersey .

- 9.7 Long sleeve t-shirts and pants are not permitted, unless for religious and cultural reasons or with written approval from the MBA.
- 9.8 Incorrect uniform penalties must be awarded before the end of the half time break, player arriving after half time, the out of uniform penalty will be applied immediately. Teams are given a grace period of four (4) weeks to obtain their correct uniforms, from round 5 uniform penalties will apply (refer to 16.1).
- 9.9 In the event of a jersey colour clash, the team listed first on the fixture needs to organise alternate jersey for that game. This is the only time an exemption for uniforms to not be identical will be accepted, however the alternate jerseys must all be of the same dominant colour, original team shorts can be still worn in the event of a colour clash.

10 Commencement of Play

- 10.1 Each team must have a minimum of four (4) players on the court to start the game.
- 10.2 The game clock will start on time as per the fixture, any team not ready will be penalised 2 points per minute that they are late starting up to a maximum of 18 points from round 5 (refer to 16.2). The game cannot start until each team has completed their team responsibilities (refer to 15.1).
- 10.3 A game will be deemed a forfeit if it cannot be started 9 minutes after fixtured game start time (refer to by-law 16).

11 Timing

- 11.1 The game shall consist of two (2) halves of 18 minutes each, there shall be one interval of 2 minutes between the first and second half (half time). Times are modified for U8 competition.
- 11.2 One (1) timeout per team per half will be allowed, an additional timeout will be permitted in the final 3 minutes of the last half if the team has already used their allocated timeout. If a team has not used their allocated 1 timeout in the second half they will not be given a bonus timeout in the last 3 minutes of the game.
- 11.3 The clock will stop in the last 3 minutes of the second half, also for an injury or heat policy timeout.
- 11.4 No timeouts will be permitted in the final 2 minutes of the first half.
- 11.5 No substitutions can be made in the last minute of the first half unless for injury or a player who has 5 fouls.

Note: If a timeout is called at the 2:30 minute mark in the first half, the players will be returned to the court by the 2:00 minute mark ready to commence play in the first half.

- 11.6 When the winning margin is greater than 20 points with 3 minutes remaining on the clock in any U12 - Open age group games the clock will not stop regardless if the score drops below 20 points within the last 3 minutes.
- 11.7 Finals timing regulations refer to by-law 22



McKinnon Basketball Association

Domestic Competition By-Laws

12 Injuries

- 12.1 Each team is responsible for attending to their own injured player, coach and spectator. If an ambulance is required either the player or team representative must accept responsibility for payment of ambulance fee. MBA will require the injured person to complete an injury report form, which will be kept on file with MBA in case the injured player requires it to claim insurance. This form can be found with the Venue Manager or on the MBA website.
- 12.2 All fingernails must be trimmed to avoid injury to other players. Tape or appropriate gloves may be used instead of cutting nails. Spot checks must be administered by the referees if a coach or player requests, players not in compliance will be asked to leave the court.

13 Balls & Ring sizes

- 13.1 For all Junior Domestic competitions, MBA will provide the match ball.
- 13.2 Ball sizes for each competition as follows:
- Size 5 – Girls U8, Boys U8, Girls U10, Boys U10, Girls U12, Boys U12
 - Size 6 – Boys U14, Girls/Women U14+
 - Size 7 - Boys/Men U16+
- 13.3 Ring height for Under 8 Boys/Girls and U10 Girls competition will be modified to 8 foot.

14 3-Point Line

- 14.1 For junior age groups, up to and including U14 where the venue allows will use the inside 3-point line for all 3-point attempts. All other competitions must use the designated (outside) FIBA 3-point line for all 3-point attempts.

15 Team Responsibility & Scoring

- 15.1 A team representative must complete the following before the game starts;
- Ensure all team players are registered and appear on the list of eligible players.
 - Only select the players on the scoresheet or iPad who take the court for the match. Injured players who are seated on the bench in support of their team must not be selected as playing.
 - If a player is not taking part in the game they must not be selected as an active player for that game
 - Paid for team sheet before the game begins for finals matches.
 - Each team must supply a scorer 13 years or older who is capable of completing the scoring duties competently. If neither team can provide a competent scorer one player from each team will score, penalty points will be applied for not providing a scorer (refer to 16.9).
- 15.2 If there is a conflict between the scoreboard and the scoresheet/electronic version (iPad) the scoresheet/electronic version will take precedence.
- 15.3 A player who arrives any time after the game has begun may have their name added to the scoresheet/electronic version so long as they are registered within the electronic version.
- 15.4 A team must have four (4) registered players on the court to start the game (refer to 10.1).
- 15.5 During the game a scorer is a game official and must act impartially, failure to do so could result in the scorer being removed and the team asked to supply an alternate.



McKinnon Basketball Association

Domestic Competition By-Laws

16 Penalties

- 16.1 Uniform Penalty five (5) points per penalty, with a maximum of 15 points in total for one team, referees will allocate uniform penalty points at half-time. (Refer to by-law 9).
- 16.2 Late start of game penalty is two (2) points per minute that a team directly causes a delay of the start of the game (e.g. late players, coach continues to talk in huddle after referee has called them in). Players not registered and who need to be added after round four (4) only will be penalised for late start penalty. Referee's will allocate points before the commencement of the game.
- 16.3 Forfeit penalty will result in the match scores being reverted to 20-0 with the team receiving forfeit winning and gaining 3 premiership points while the team that lodged the forfeit will receive 0 premiership points.
- 16.4 In the case of a forfeit by both teams the result will be declared a double forfeit (0-0).
- 16.5 should the team forfeit more than three times in a season a \$50 forfeit fee will be charged from then on.
- 16.6 A team that fails to pay their forfeit fine on time will lose all premiership points and match will be classified as a forfeit. Scores will be reverted to 20-0 until the fine is paid. Any lost match points are not redeemable if the fine was paid after the due date.
- 16.7 A forfeit fine can be waived if a minimum 48 hour's notice is given in writing prior to the game date.
- 16.8 A game will be deemed a forfeit if it cannot be started by the 9 minute mark after the fixtured game start time (refer to 10.3).
- 16.9 If a team has no scorer a 5 point penalty will apply, referees will allocate scorer penalty at half-time (refer to 15.1).
- 16.10 An ineligible player is a player who;
- Is not registered to the team they have taken the court for excluding emergency players.
 - Has not obtained a clearance from their previous club.
 - Does not meet the fill in/emergency player by-laws (refer to by-law 6 & Appendix 1).
- 16.11 If a team is found to have played an ineligible player, that team will forfeit any match the ineligible player participated in. If any games are during the grading phase (Rounds 1-4) a \$50 fine will be imposed.
- 16.12 If a team withdraws from the competition after round four (4) they will incur a \$200 fine.
- 16.13 Technical foul penalty will be 2 shots and side ball for any technical foul. The ball will be inbounded at the throw in line in the teams front court in accordance with Basketball Victoria.
- 16.14 Penalties for playing a zone during regular season;
- First offence, written warning.
 - Second offence, loss of premiership points for that particular match (forfeit).
 - Third offence, forfeit plus a \$65 fine to the Club or Independent Team.
- 16.15 Penalties for playing a zone during finals;
- First offence, Supervisor will advise coach they are in breach of playing a zone which must be fixed immediately and given an official warning.
 - Second offence, Supervisor will advise Referee to call a technical foul at the most convenient time.
 - Any further zone incident will result in the game being forfeited and the win awarded to the opposition.



McKinnon Basketball Association

Domestic Competition By-Laws

17 Sin Bin

- 17.1 Where a player receives a technical foul or an unsportsmanlike foul (with the exception of a clear path foul) they are required to sit out for the next five minutes of playing time (timeouts are not classed as playing time) or whatever time remains in the match up to the five minute limit. While the player is off the court in the "Sin Bin" the player must not question or speak with the referees.
- 17.2 A player from the team bench can replace the player who has been placed in the "Sin Bin".

18 Fall Back

- 18.1 A team must fall back to the 3-point line each time the opposition has possession once they are twenty points ahead, once the ball crosses into the front court the team can leave the 3- point area and follow defensive rules as per by-law 19, with the exception of U10 where this rule applies after ten points ahead. At the discretion of the referees, the first penalty will be a warning. If the team is down by 20+ (or 10 points in U10s) points gets a loose ball possession and the winning team does not go straight back the referee will instruct them to go back into the 3-point line.

Note: The coach of a team who is 20 points down may ask the referee to waive this rule. If they do so, the referee will waive the rule for the remainder of the match.

- 18.2 To encourage play and team participation in U10 a player can score no more than 10 points in any one game. The only exception is if a player is on nine points and has two free throws then these points will be counted if made. If they have ten points and are awarded 2 free throws another player must take the free throws. Any additional points scored will not be counted. If the additional points are recorded the MBA will adjust the result accordingly. The coach/scorer should be aware of a player's score and advise the referees.
- 18.3 Fall Back rule will not be applied in grading (rounds 1 - 4) .

19 Man-to-Man Defence / No Zone

- 19.1 At no stage is a team to play a zone defence in U10 - U14. Junior Coaches are not permitted to instruct a team to play zone and they must play 'Man to Man' defence using correct 'Man to Man' defensive principles.
- 19.2 U16 - Senior competitions can play a zone at any point of the game.
- 19.3 If a coach hasn't instructed their team to play a zone, but their team is playing a zone outside of their instructions, it is the coaches responsibility to ensure their team play 'Man to Man' defence. No excuses will be tolerated for failure to do so as the coach has the power to remove offending players from the court if they are not playing correct 'Man to Man' defence.



McKinnon Basketball Association

Domestic Competition By-Laws

The MBA Administration will determine violations of the “No Zone Rule” by investigating one or more of the following points:

- One or more players were not in acceptable ‘Man to Man’ defensive position in relation to the player they are guarding and the player with the ball.
 - A cutter moved all the way through the key and was not defended using acceptable ‘Man to Man’ defensive techniques.
 - Following a trapping or help and recover situation the team made no attempt to re-establish correct ‘Man to Man’ defensive positioning.
 - The team zone pressed and did not assume ‘Man to Man’ defensive positioning once the ball had been advanced into the front half court.
- 19.4 If a team is suspected of playing a zone a written complaint with video evidence has to be sent to MBA Administration from the Club delegate or Independent team contact within 7 days.
- 19.5 Once the review is completed the MBA Administration will discuss its preliminary findings with the Club Delegate or Independent Team contact that made the original complaint and the Club Delegate or Independent Team contact from the team accused of playing a zone.
- 19.6 There is no right of appeal, once the MBA has made a decision this is final.

20 Disputes

- 20.1 Disputes regarding the interpretation and application of these by-laws or any other disputes may be raised in writing to the MBA. All disputes for the Junior competition must be made through the Club’s representative.

21 Team Conduct/Referee Conduct

- 21.1 Each team is responsible for their players, scorers, coaches and supporters. Teams may be penalised with a technical foul for unsportsmanlike conduct outside of the spirit of the game .
- 21.2 All MBA staff, Club committee members & staff/volunteers, coaches, team managers and referees over the age of 18 must have a valid working with children check (WWC) this includes parents that are coaching their children.
- 21.3 It is the responsibility of the clubs to ensure that all their volunteers, and staff comply with the Victorian State Government laws.

22 Finals

- 22.1 To be eligible to play finals a player must have taken the court and played at least 50% of scheduled games with that team within the season.
- 22.2 The following games count towards games played for finals qualifications;
- All games including grading games (all games played in any division in the same age group will count towards finals qualifications) .
 - Forfeits received (win) .
 - Injuries (subject to medical certificate) (refer to 22.4) .
- 22.3 The following games do not count towards games played for finals qualifications;
- Byes.
 - Forfeit loss.
- 22.4 A player may submit a medical certificate which has dates from and to, to be able to have the games missed due to injury counted toward finals eligibility. A minimum of four



McKinnon Basketball Association

Domestic Competition By-Laws

- (4) games must have been played in the season (including grading). A certificate from a doctor must be sent to MBA Administration two (2) weeks prior to finals starting.
- 22.5 In the exceptional event a finals team does not have enough players, clubs or independent teams must apply for an exemption for each fill in player. Fill in players in the first instance must be sought from past fill ins, no players can be added court side on game day. Fill in rules still apply (refer to by-law 6) .
- 22.6 Teams must only select players that will be taking the court during the game.
- 22.7 Normal timing rules apply for all finals .
- 22.8 If a game is tied when the sound goes for the final siren and the clock shows 0.00 the following overtime rules apply:
- 5 minutes extra time.
 - 1 timeout per team.
 - Fouls carry over from game.
 - Clock stops on all whistles in the last 3 minutes for all age groups .
- 22.9 For all Grand Finals the MBA will roster a representative person to be appointed to the role of scorers chairperson.

23 Forfeits/Walkovers

- 23.1 Forfeit penalty will result in the match scores being reverted to 20-0 with the team receiving forfeit winning and gaining 3 premiership points while the team that lodged the forfeit will receive 0 premiership points.
- 23.2 In the case of a forfeit by both teams the result will be declared a double forfeit (0-0).
- 23.3 Should the team forfeit more than three times in a season a \$50 forfeit fee will be charged from then on.
- 23.4 A team that fails to pay their forfeit fine on time will lose all premiership points and match will be classified as a forfeit. Scores will be reverted to 20-0 until the fine is paid. Any lost match points are not redeemable if the fine was paid after the due date.
- 23.5 A forfeit fine can be waived if a minimum 48 hours' notice is given in writing prior to the game date.
- 23.6 A game will be deemed a forfeit if it cannot be started by the 9 minute mark after the fixtured game start time (refer to 10.3).

24 Game Abandonment

- 24.1 If a game is abandoned, the final decision as to the grounds upon which an abandoned game is cancelled or postponed lies with the MBA or due to heat policy rules (refer to Appendix 2) .
- 24.2 A 20+ point margin will mean that the result will stand at the score line when the game was abandoned, at any point of the game.
- 24.3 The Association at its discretion can determine the actions to be followed on games that cannot commence or be completed.

25 Tribunal Attendance

- 25.1 Reported persons must attend the Tribunal after proper notification has been received. The Tribunal has the right to penalise any person for non-attendance. (refer to Basketball Victoria By-Laws) .



McKinnon Basketball Association

Domestic Competition By-Laws

26 Care of Venue

- 26.1 Any club, team, player, official or spectator responsible for causing damage to a venue may be required to pay the reasonable costs of repair, as determined by the MBA. Any person affected by this clause shall be entitled to present their case in writing and to attend a hearing determining the outcome of the case.



McKinnon Basketball Association

Domestic Competition By-Laws

Appendix 1 - Eligibility & Fill ins

Age Group eligibility, all players, fill in players and emergency players must follow the MBA rules set out in these By-Laws, the grid below shows which players can fill in for what grades.

Fill in's for U10s need to come from 2 divisions below their current division

| Age Group Eligibility | |
|-----------------------|-------------------------------------|
| Current Division | Eligible to play in |
| U8 | U10 |
| U10-1 | U12 Div 1,2 |
| U10-2 | U12 Div 1,2,3 |
| U10-3 | U12 Div 1,2,3,4 U10 Div 1 |
| U10-4 | U12 Div 1,2,3,4,5 U10 Div 1,2 |
| U10-5 | U12 Div 1,2,3,4,5,6,7 U10 Div 1,2,3 |
| U12-1 | U14 Div 1,2 |
| U12-2 | U14 Div 1,2,3 |
| U12-3 | U14 Div 1,2,3,4 |
| U12-4 | U14 Div 1,2,3,4,5 |
| U12-5 | U14 Div 1,2,3,4,5,6 |
| U12-6 | U14 Div 1,2,3, 4,5,6,7 |
| U12-7 | U14 Div 1,2,3,4,5,6,7,8 |
| U14-1 | U16 Div 1,2 |
| U14-2 | U16 Div 1,2,3 |
| U14-3 | U16 Div 1,2,3,4 |
| U14-4 | U16 Div 1,2,3,4,5 |
| U14-5 | U16 Div 1,2,3,4,5,6 |
| U14-6 | U16 Div 1,2,3,4,5,6,7 |
| U14-7 | U16 Div 1,2,3,4,5,6,7 |
| U14-8 | U16 Div 1,2,3,4,5,6,7 |
| U16-1 | U18 Div 1,2 |
| U16-2 | U18 Div 1,2,3 |
| U16-3 | U18 Div 1,2,3,4 |
| U16-4 | U18 Div 1,2,3,4,5 |
| U16-5 | U18 Div 1,2,3,4,5,6 |
| U16-6 | U18 Div 1,2,3,4,5,6,7 |
| U16-7 | U18 Div 1,2,3,4,5,6,7 |
| U18-1 | U20 Div 1,2 |
| U18-2 | U20 Div 1,2,3 |
| U18-3 | U20 Div 1,2,3 |
| U18-4 | U20 Div 1,2,3 |
| U18-5 | U20 Div 1,2,3 |
| U18-6 | U20 Div 1,2,3 |
| U18-7 | U20 Div 1,2,3 |



McKinnon Basketball Association

Domestic Competition By-Laws

| | |
|-----------------|------------------------|
| U20-1 | Open Classic 1,2,3,4,5 |
| Open Classic-2 | Open Classic 1 |
| Open Classic-3 | Open Classic 1,2 |
| Open Classic-4 | Open Classic 1,2,3 |
| Open Classic 5 | Open Classic 1,2,3,4 |
| Over 35M2 | Over 35M 1 |
| Over 35M3 | Over 35M 1,2 |
| Over 30 Women 2 | Over 30 Women 1 |

Appendix 2 - Heat Policy

General Introduction

All persons involved in the organisation of games at McKinnon Basketball Association (MBA) must be aware of the effect that extremes of weather can have when playing or attending basketball. To minimise risk to persons, particularly when high temperatures are expected, the MBA has introduced the following heat policy procedures.

This policy is for MBA Domestic games and does not overrule VJBL, BV or BA game day guidelines.

This policy is to be read in conjunction with the Basketball Victoria Climate Policy

<http://basketballvictoria.com.au/policies/>

Court Temperature

The Venue Manager or Supervisor MUST measure the court temperature hourly with thermometer provided whilst the stadium is in use. Record the date, time and temperature in the temperature log book provided. This will be a permanent record kept by the MBA.

When the court temperature reaches **30 degrees Celsius** the Venue Manager should:

- open stadium doors where the outside temperature is cooler than the inside court temperature, particularly if there is a cool breeze outside.
- consider positioning fans, where available, on the players benches.
- ensure there are adequate supplies of icepacks for use where appropriate .

When the court temperature reaches **35 degrees Celsius** the Venue Manager MUST inform the referees who MUST implement the following modified timing rules:

Where games are played in halves:

- the game time must be reduced by 2 minutes per half .
- the referee must implement two (2) team timeouts per half. The clock must stop for each timeout.
- the referee must call an additional compulsory timeout at the 8 minutes mark of each half. .
- Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.



McKinnon Basketball Association

Domestic Competition By-Laws

When the court temperature reaches **37 degrees Celsius** games must be **abandoned**.

- If a game is abandoned before it commences or before half time or at half time it is counted as a draw.
- If a game is abandoned after half time, the game score stands as the final result.

Officials / Players / Coaches

The health, safety and wellbeing of players, coaches and officials is a priority for the MBA.

- Referees should wear shorts when officiating and be aware of the symptoms of heat stress and be on the alert to notice any such symptoms .
- Full knowledge of availability of first aid equipment and first aid and medical personnel is accessible by all persons attending.
- As a general guide, players and referees are advised to drink about 500ml (2 cups) of water in the 2 hours before exercising. During exercise lasting 60 minutes or longer, 500-750ml (2-3 cups) of fluids per hour should be sufficient to prevent dehydration. Constant sipping is also advised.
- Coaches should consider a common sense approach during games where high temperatures are experienced by:
 - Ensuring players are aware of the need to hydrate regularly during, before and after the game .
 - rotating players to ensure rest and rehydration.
 - utilising all timeouts to ensure players rehydrate.
 - taking a balanced approach to game play ie man to man defense in back court rather than full court.
- Were possible teams should make every effort to provide extra drinks and wet towels for games during these hot periods.



McKinnon Basketball Association

Domestic Competition By-Laws

Appendix 3 - Age Groups (year of birth)

The below table explains which age group a player is eligible to play in each season based on their year of birth. (Refer to 1.2) .

| | U8 | U10 | U12 | U14 | U16 | U18 | U20 |
|----------------------------|------------|------------|-----------|-----------|-----------|-----------|-----------|
| Summer 22/23 & Winter 2023 | 2017/20016 | 2015/20014 | 2013/2012 | 2011/2010 | 2009/2008 | 2007/2006 | 2005/2004 |
| Summer 23/24 & Winter 2024 | 2018/2017 | 2016/2015 | 2014/2013 | 2012/2011 | 2010/2009 | 2008/2007 | 2006/2005 |
| Summer 24/25 & Winter 2025 | 2019/2018 | 2017/2016 | 2015/2014 | 2013/2012 | 2011/2010 | 2009/2008 | 2007/2006 |
| Summer 25/26 & Winter 2026 | 2020/2019 | 2018/2017 | 2016/2015 | 2014/2013 | 2012/2011 | 2010/2009 | 2008/2007 |