**CRAIGIEBURN BASKETBALL ASSOCIATION INC.**

(Registered No. AOO 26876Z)

**Craigieburn Basketball Association**

**Domestic Competition By-laws**

**Version 5**

**April 2022**

These By-laws apply to all Domestic Competitions and/or Tournaments run by Craigieburn Basketball Association and are in the interest of creating a fair and equitable competition for all players

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**DEFINITIONS**

* DC refers to the Domestic Coordinator of the relevant competition (i.e. Junior Domestic, Senior Domestic).
* Grades, Rounds and Games refer to the current season.
* Should a contradiction in terms occur between these general By-laws and Senior Domestic Playing Rules (listed at the end of this document), the SD Playing Rules apply.
* Any reference to Working with Children (WWC) relates to the current Victorian WWC Regulations.
* Any reference to electronic scoring also relates to the score sheet where applicable and visa versa.

**1.0 ELIGIBILITY FOR GAMES**

### All eligible players must be aged over 5 years

To be eligible to participate in an age group, a player must not exceed the competition age as at the 31 December of the calendar year in which the season ends/finals played. All players must supply proof of age. Where inconsistent birth dates are submitted and the revision is to a lesser age, proof of age must be resubmitted to the DC upon request.

Proof of age and online registrations are due by Round 4 or teams will incur a walkover for the following game(s) until registration is completed. It is the individual Club’s responsibility to ensure accuracy of date of birth details. Proof of age must be in the form of an original document, e.g. Birth Certificate, Passport, Driver’s License or other method specifically approved by the DC. The Association shall conduct random audits of players age throughout the playing year.

### RESTRICTIONS WITHIN AGE GROUP

* + 1. In one round, a player may not play in the same age-group twice. If any player has played illegally in a second team, then that team shall forfeit the game and all points scored will be removed.
		2. A player who has played for a team which has a bye in any given round may not play that round for a lower grade team (players may play up a grade in their age group, i.e. C Grade under 12 player may play B grade under 12 if the C grade team has a bye).
		3. In any given round, a player may play up in a number of age groups (subject to restrictions in 1.1.5 or 1.1.6) e.g. an under 12 player may play under 12 and under 14, but may not play in the same age group twice. However, A, B and C grade players may only drop one grade regardless of the age of the older group, i.e. A grade cannot play in C, D or E grade in any older age group, B grade cannot play in D or E grade in any older age group, C grade cannot play in E grade in any older age group.
		4. A player may only play in the age-group they are registered in or a higher age group, i.e. a 13 year old registered to play under 16’s cannot play in the under 14 age group. A player may only play up one age group, not two or more. This excludes bottom age players who will be required to only play in their respective age group.
		5. A Club may enter an entire team from a lower age-group in a higher age-group (subject to Clause 1.1.4). This team may then only play in that higher age-group.
		6. Once a player has played three (3) games with a team in his/her age group they are deemed to be a permanent player with that team, they cannot play for another team within the same age group, they can however play as many games as they wish in an older age group.

## 2.0 REGISTRATIONS (CLUBS, PLAYERS & TEAMS)

For the purpose of these By-laws, individual teams entered into the Competition up to and including 30 June 2018 are classified as a Club. From 1 July 2018, a Club must consist of a minimum of 3 teams (including at least 1 Under 8 team) to be registered.

Club request for registration with CBA must be via the on-line portal or prescribed form, available from the DC and approved by the Board of Management.

It is a requirement that all registered Clubs provided CBA with the name and contact details for the Club President, Secretary and Treasurer (as a minimum) and General Committee Members (if applicable). These details are to be updated and supplied prior to the commencement of each season.

Clubs must ensure that each Team has a Coach and Team Manager and that their details are recorded correctly in PlayHQ. Audits will be conducted on Coach and Team Manager’s WWC details to ensure they are correct.

### PLAYER REGISTRATION

Players shall be registered via the PlayHQ online registration platform as directed by the DC or Club. This registration remains valid for the duration of the player's time at that Club or until a transfer to another Club is approved

When registering, players will be requested to pay the Basketball Victoria annual Licence payment along with the CBA registration fee and any additional individual Club fees requested.

The CBA season registration fee will be set annually by the Board of Management and is payable seasonally.

* + 1. New players must be registered and allocated prior to 6 pm Friday following their first game played. Any unregistered player playing after Round 4 deemed not to be a fill-in for that game will not quality for finals.
		2. A fill in is only required if a team has less than their normal quota of available players. Any fill in that plays 3 or more games is considered to be a permanent player and must be registered for that team before playing again (refer Clause 1.1.6). Teams are expected to arrange their own fill in players.
		3. Any unregistered player participating in a game after Round 4 will not qualify for any final series games and all points scored by the unregistered player after Round 4 will be removed and the final score adjusted accordingly. The Club may receive a Club fine at the discretion of the Competition Sub-Committee.
		4. Any player unregistered from the previous season(s) must be registered before playing again.
		5. A player can only be registered and/or play with one Club per competition and must register with the team with which they play (refer 2.2.7).

### TRANSFERS

A transfer request (clearance) is a request for a player to register to a new Club. Transfers are initiated by a player during registration to their intended new Club on the PlayHQ portal and require the approval of the player’s current Club, new Club and the DC before the player can complete their registration to their new Club.

* + 1. No transfers will be approved after Round 4 unless an exceptional circumstance or in the case of a returning player occurs whereby the clearance may be approved by the DC and one Competitions Sub-Committee Member.
		2. Any player has the right to be cleared to another Club subject to paying all monies owed to his/her Club.
		3. The players shall not play with their new Club until the transfer is approved by the DC. The penalty for use of a player who is ineligible because of lack of proper clearance is forfeit of games. The other team does not gain any extra points.
		4. Where a player is cleared from one Club to another prior to Round 4, finals qualification with the previous team is cancelled and the player is required to have played 50% plus 1 games with his/her new team to qualify for the finals.
		5. Where a Club desires the services of a player who is registered with another Club, written permission for an approach to transfer must be given to the player’s existing Club by the desiring Club. No player is permitted to play with two or more Clubs. Refer Appendix 1 – Poaching Definition and Clause 2.1.5.

When any person is found to be in breach of this By-Law, they may be suspended from any involvement in the Domestic Competition including playing and/or coaching. If a Club violates this By-Law, suspension in total from the Association is possible, pending investigation.

2.2.6 Where a Club may disband, transfers for players not immediately transferring to a new Club, must be discussed with the DC prior to the disbandment taking place.

### ENTRY OF TEAMS

* + 1. Applications by Clubs to enter teams into the competition shall be via the PlayHQ portal and shall be submitted by the date the DC specifies in writing to the Clubs, giving a minimum of one month’s notice.
		2. If all players are not included on the team list or new players are added prior to Round 4, re-grading of that team can be made by the DC. Entry of teams without the Coach and Team Manager's name and a valid WWC linked to CBA will not be accepted (refer Clauses 2.3.9 and 7.2). All Coach and Team Manager details must be registered in PlayHQ, allocated to their specific team.
		3. Players may be added to teams at a later date, but additions may be taken by the DC as a case for re-grading subject to qualifications.
		4. Any team which has been expelled or disqualified from a competition shall not be entitled to any refund.
		5. Teams admitted to the competition after the seasons commencement shall be awarded ‘loss’ points for each round prior to their first game. No new team will be entered after Round 4.
		6. The DC reserves the right to re-grade teams at any time during the season. Premiership points will be reallocated accordingly following discussion with teams involved.
		7. Entry fee, team sheet and team registration costs are set annually by the Board of Management as required. The Board of Management reserves the right to charge a spectator entry fee.
		8. Weekly team sheet fees are payable via TeamPay prior to the game commencement time or alternate time advised by the DC. No team will be able to commence playing until the team sheet fee shows as paid on the DC’s TeamPay dashboard.
		9. It is the respective Club’s responsibility to ensure that their Coaches, Team Managers and Officials are registered and allocated in PlayHQ and have current Working with Children cards linked to CBA. Penalties for non-compliance will be passed back to the respective Club and will not be the responsibility of CBA (also refer Clause 7.2). People without the relevant WWC will have no access to the court area for training, games or to the team until the WWC compliance is met.
		10. Any Club removing a team from the competition after the release of the fixture will be fined a $200.00 removal fee per team. Non-payment of outstanding fines may result in the respective Club's teams not being eligible to play in the finals series.

## 3.0 POINTS

### PREMIERSHIP POINTS

* + 1. For each game during the season the following premiership points will be awarded:
* Win three (3)
* Loss one (1)
* Draw two (2)
* Bye zero (0)
* Win Forfeit three (3)
* Loss Forfeit zero (0)
* Win by DQ three (3)
* Loss by DQ zero (0)
* Abandoned Game zero (0)
* Cancelled Game zero (0)
	+ 1. Non-Notified Walkovers – if a team does not appear with four (4) eligible players within ten (10) minutes of the scheduled starting time, then that team has given a non-notified walkover. The opposing team will be awarded a twenty – zero (20-0) score. Teams may choose to run a training session on this court space following discussion with the DC.
		2. A team giving three (3) consecutive forfeits/walkovers during one season may be withdrawn from the competition at the discretion of the Competitions Sub-Committee.

A team shall forfeit all games in which it has used ineligible players. Points allocated will be zero (0) points for the team that gave the forfeit and three (3) points for the team they played. The scores will stand unless the forfeiting team won, in which case the score will become (twenty – zero) (20-0). Playing ineligible players may constitute cheating and become a reportable offence.

* + 1. Rostered games may be deferred in extraordinary circumstances (for example: power/equipment failure, weather event, Emergency Services requirement) at the request of the team(s) with the approval of the DC but must be played within fifteen (15) days of the rostered date.

If the game is not played within fifteen (15) days, the requesting team has forfeited the game. The responsibility for arranging the game rests with the requesting team. Where possible, the game will be played in advance of the scheduled time.

Any Club wishing to defer a game for attendance at Tournaments must submit a written application to the DC. Four (4) playing weeks’ notice must be given.

The date and location of deferred games will be decided by the DC. Applications must include the reason and names of the players in the team that will be absent. Application for deferral does not necessarily imply acceptance of deferral.

* + 1. In one round, where games are cancelled for a portion of the grade, nil-all draws will be awarded for those games not played. The results will stand for those games played.

Where games are cancelled due to extenuating circumstances (for example: power/equipment failure, weather event, Emergency Services requirement), the complete round will be cancelled if all teams are affected, and no points will be awarded.

However, if not all the teams in the grade are affected, the affected teams will be awarded two (2) premiership points each and the bye teams will be awarded three (3) points. All players registered at that date will be deemed to have played the game and will be awarded a game credit towards finals eligibility.

* + 1. The four (4) teams (unless specified by the DC) leading in premiership points at the end of the season will play finals series. The DC may organize supplementary final’s series for those teams finishing lower down the ladder.
		2. Teams will be sorted based on the default system in PlayHQ, firstly by their total number of ladder points. If more than one team is on the same number of total points, then they will be sorted by highest %, then points for and then lastly by alphabetical order.
	1. **GRADING POINTS**

3.2.1 Grading points will not carry over into the season proper for junior domestic.

## COMPETITION RULES

**4.1 JUNIOR DOMESTIC GRADING SYSTEM**

All age groups with twelve (12) or more teams will be graded according to the following points system and the grading phase, as determined by the DC. Individual players will be ranked by the following points system based on their current VJBL ranking.

Point’s allocation applies to ALL VJBL players regardless of the Association they play for.

VC 4

VJL 3

Non-Rep 0

Points reductions will occur in the following instances:

* Players playing above their age group, i.e. under 12 playing in under 14’s will receive a 50% reduction in points.
* Home grown players (see definition below) will receive a 50% reduction in points.
* Players may only receive one (1) 50% reduction, i.e. a home grown VC player that is playing up an age group will have a point’s allocation of two (2) not zero (0).

**Points Allowance/Grading**

Maximum points per team playing in their correct age group is 12, if a team exceeds 12 points they are required to either, 1) split the team or 2) play up in the next age group (subject to Clause 1.1.5).

Entire teams playing up an age group have no maximum points allowance but are subject to grading according to their points allocation.

Teams in all age groups will be graded according to their points score as below:

A Grade – 9 or more points up to a total of 12 points

B Grade – 8 or less points

C Grade – up to 6 points (C Grade will only be applied where an age group exceeds 18 teams)

Teams playing up an age group:

A Grade – 9 or more points, no maximum points apply

B Grade – 8 or less points

C Grade – up to 6 points (C Grade will only be applied where an age group exceeds 18 teams)

Home grown relates to individual players that have played with the same team for five (5) or more consecutive seasons.

The DC with the support of the Competitions Sub-Committee where required, may, at their discretion re-grade any team, age group or competition in the interest of creating a fair and equitable competition.

### PLAYING RULES

4.2.1 All Competitions are played under Basketball Victoria rules, except where amendments/additions to BV rules are specifically listed within these By-laws.

* No two players may play in or share the same singlet number
* The three-point rule does not apply for age groups under 10 and lower.
* The inner **green** line shall apply for 3 point shots taken for all U12, U14 and U16 age groups, the outer **white** line for all U18, U21 and senior competitions.
* The free throw line is advanced one metre for age groups under 12 and lower as marked on the court, except for under 8 players (refer below).
* Size 5 ball U12 boys and girls

Size 6 ball U14 boys and U14 and older girls

Size 7 ball U16 and older boys

* The 5 second in the key rule applies for U10 and U12 age groups. The 3 second in the key rule applies for U14, U16, U18, U21 and all senior competitions.
* The clock will stop only in the last 3 minutes of the second half for all foul shots, substitutions and timeouts if the lead is less than 20 points.
* No time-out is allowed in the last 2 minutes, or part thereof, in the first half of the game. A variation may occur for finals.
* Two (2) time outs per half.
* A team is in the foul penalty situation when they have committed eight (8) team fouls in the half. The ninth (9) team foul will result in the opposition receiving two (2) free throws. Once a team has attained a 20 point winning margin over their opponents then the mercy rule shall apply, meaning that the winning team must remain behind the 3 point line until such time as the ball has crossed the 3 point line or been passed into the key, whichever occurs first.

 **Playing Rules for U8 Competition**

* Size 5 ball
* Lower rings
* Maximum score per player is 10 points.
* When all players have scored the maximum allowed of 10 points then all players are free to commence shooting with no additional cap on number of points (i.e. unlimited)
* Free throws are to be taken from the closest point of the free throw line circle to the ring. On a regulation size court this is a distance of 2.8m from the projected line of the backboard.
* There can be any combination of girls and boys on the court at any time during the game
* Defence for Under 8 games will start behind the yellow netball line
* Coaches are permitted onto the court however they must not at any time impede or interfere with play or engage with the Referee. Should this occur, the coach will be removed from the court for the remainder of the game.

4.2.2 If a player’s name is listed on the electronic scoring system at the commencement of a game, they are eligible to commence play at any time during the match providing they have been registered. No names can be entered onto the electronic scoring system after half time.

 All players who take the court are to be checked off and their corresponding player number verified on the electronic scoring system. If electronic scoring is not available players must sign the reverse side of the score sheet. Failure to do so will result in non-qualification for finals in that season.

 Only players taking the court are to be checked off. Any person found to be knowingly checking off absent players may face tribunal on the charge of cheating, cheating carries a maximum penalty of life ban.

4.2.3 A team must have four (4) players on court before the game can commence. A minimum of two (2) players per team is required on court for the game to continue.

4.2.4 It is the team’s responsibility to have paid the game fees and be available at the score bench prior to the commencement of game time as listed in the competition fixture.

 The clock will be started by the referees on time for each game. Late starting teams will be penalised one (1) point per minute or part thereof. If after 10 minutes has elapsed a team is still unable to field the required number of players, walkover penalties will be applied.

 Referees will automatically instigate these penalties without request from either team.

**4.3 FIXTURES/GRADING/LADDERS**

* + 1. Initial grading of teams can be recommended by their Clubs and reviewed by the DC. The DC will re-grade a team should the point allocation be greater than allowed. Clubs must advise the DC if there is a change to grading numbers.
		2. Results and ladders will be posted onto PlayHQ and the official webpage and will be available after midnight on the Monday following each round. Clubs have 48 hours following ladder publication to query ladders, except for the last two rounds where queries must be made within 24 hours of the ladders being published. Once these periods of time have expired ladder positions will stand, except if changes are advised by the DC.
		3. Fixtures may be changed up to 5.00 pm on the Thursday prior to the Saturday's game. All changes up to Thursday will be advised via PlayHQ and email to Club Officials. Any changes occurring from Friday onwards will be advised via text and/or phone call. It is the Club Officials responsibility to relay this information to the affected teams.

 Reasons for fixture changes may include, but are not limited to, notified walkovers, unforeseen circumstances and human error.

### FINALS QUALIFICATION

* + 1. To qualify to play finals matches with any team, a player must be registered and have played 50% plus 1 of games with that team, except in the case of medical evidence of unavailability, in which case the DC may give a permit. Also refer Clause 4.2.1.
		2. Medical certificates are to be received by the DC within seven (7) days of the injury or illness occurring. A Statutory Declaration will not be accepted in place of a medical certificate. Byes are counted for qualification.
		3. When a team may have less than five qualified players special permission may be obtained from the DC to make up numbers to five players. Choice of appropriate players will be selected from unqualified players registered with that team.
		4. Players eligibility to play finals will be available via PlayHQ. Clubs are to give the DC seven (7) days notice prior to the first final, of a need for a substitute player. It is the Club’s responsibility to check the qualification list regularly.
		5. Any team found to be knowingly using illegal players during the finals series (for example under someone else’s name) will be disqualified from the finals series and that team or any persons associated with that team may be subject to Tribunal action.
		6. Any team subject to an investigation that has been found guilty of deliberately not trying to win a game that may have influenced finals positioning will be disqualified from that season’s finals series and may also be penalised with a fine not exceeding $500.

### CONDUCT OF GAMES

* + 1. Each team shall provide a competent scorer and timekeeper, both of whom are to be over 18 years of age for the junior competition and over 16 years of age for the senior competition. In extreme cases, the DC or Venue Supervisor may grant permission for a younger scorer or timekeeper over the age of 16.
		2. Although the clock may be in progress, play will not start until a competent scorer is provided for each team and both teams are correct on the electronic scoring system. Teams not represented on the score bench have no avenue for complaint if they are not satisfied with the manner in which the game is either scored or timed. Teams not represented on the score bench will be penalized one (1) point for the junior competition and six (6) points in the senior competition.
		3. A results sheet will be provided for each court on which games take place. The winning team is responsible for filling in the match results after the game and having the opposition scorer and at least one referee sign off. Once the game is completed by the referees, the score will stand even if a later complaint is received regarding the ability of the scorer.
		4. Mobile phones are not to be used by score bench personnel during the game, with the exception of instances of power failure or clocks not being available when a mobile phone may be used to ensure no interruption to the game. Any other instances of usage during a game will result in the person being asked to step down of the score bench and By-law 4.5.2 invoked.
		5. The attention of the referee shall be drawn to a scoring error at the first break in play (whistle) after it has been noticed. The Referee’s decision shall be final.
		6. Player’s full name and surname, not one or the other, must be entered on the electronic scoring system and ticked off before half time, i.e. must be John Smith, not John.

All permanent changes to team lists must be updated in PlayHQ within 7 days of the first game played by the player.

* + 1. Where a player’s name appears on the electronic scoring system and is ticked off they may take the court at any time throughout the game. Player names cannot be added to the electronic scoring system once the siren has sounded to end the first half of play.
		2. Players must play with the number they are registered with at the beginning of each season. Players are encouraged to retain the number they are first registered with while playing in the Domestic competition.

## 4.6 TIMING REGULATIONS

### 4.6.1 HOME AND AWAY GAMES

* Two (2) minute warm up
* Fifty (50) minute game schedule – 2 x 20 minute halves
* Half time two (2) minutes, to be timed on match clock
* Each team is entitled to two (2) time outs per half
* No time-outs allowed in the last two (2) minutes of the first half
* The clock will stop for all foul shots, substitutions and timeouts during the last three (3) minutes of the second half, unless the winning margin is twenty (20) points or greater
* The clock does not stop for all whistles

4.6.2 **HEAT POLICY**

 CBA endorses [Basketball Victoria’s Policy](https://www.basketballvictoria.com.au/cdn/iejfzlh84w84gos8) which incorporates but not limited to:

 When the court temperature reaches thirty (30)oC competition organisers must consider implementing and where the court temperature reaches thirty five (35)oC, must implement, the following timing rules:

 The referee must call an additional compulsory timeout in each quarter if no timeout has been called by half way through the quarter.

 When the court temperature reaches forty (40)oC games must be abandoned.

 Subject to any rule or ruling by a competition organiser, if a game is abandoned before it commences or before or at half time it is counted as a draw. If a game is abandoned after half time, the game score stands as a final result.

4.6.3 **SEMI AND PRELIMINARY FINALS GAMES ONLY**

* Two (2) minute warm up
* Sixty (60) minute game schedule – 2 x 20 minute halves
* Half time two (2) minutes, to be timed on match clock
* Two (2) time outs per half
* The clock will stop for all foul shots, substitutions and timeouts during the last three (3) minutes of the second half.
* In the event of a drawn game, extra period(s) of three (3) minutes will be played with one (1) minute break between each period, until a result is reached. In each extra period, each team is entitled to one (1) time-out, and the clock stops as above.
* The mercy rule does not apply during finals games.

### 4.6.4 GRAND FINAL GAMES ONLY

* Two (2) minute warm up
* Sixty (60) minute game schedule – 2 x 20 minute halves
* Half time two (2) minutes, to be timed on match clock
* Two (2) timeouts per half
* The clock will stop for all whistles during the last three (3) minutes of the second half
* In the event of a drawn game, extra period(s) of three (3) minutes will be played with one (1) minute break between each period, until a result is reached. In each extra period, each team is entitled to one (1) time-out, and the clock stops as above.
* The mercy rule does not apply during finals games.

**4.7 UNIFORMS & ON COURT STANDARDS**

4.7.1 New teams will be required to have all players in full uniform within six (6) weeks of the commencement of the new season. Excluding the six (6) week grace period, teams shall be penalised four (4) points for each player out of uniform with a maximum penalty of sixteen (16) points. Three is no maximum penalty for senior competitions.

4.7.2 In the case of a uniform colour clash, the team listed first on the score sheet or A on the electronic scoring system will be required to wear an alternate colour. All Clubs should have their own set of alternative singlets.

4.7.3 The uniform of the team members shall consist of basketball singlet and shorts of the same dominant colour front and back.

 Each team member shall wear a singlet numbered on the front and back with plain numbers of a solid colour contrasting with the colour of the singlet. The numbers shall be clearly visible and those on the back shall be at least 20 cm high and numbers on the front shall be at least 10 cm high. All numbers shall be at least 2 cm wide.

Players on the same team shall not wear the same number. Teams playing 2 or more players in the same number shall forfeit any game in which this occurs. Subsequent infractions by the same player(s)/team will result in possible disqualification from finals series.

Any advertising or logo shall be at least five (5) cm away from the numbers and no offensive or vulgar logos or insignias are permitted on any part of the playing uniform. Penalties as per Clause 4.7.1 will apply for incorrect uniform. Refer [CBA Uniform Policy](https://craigieburneagles.com.au/wp-content/uploads/2021/01/2021-Policy-CBA-Uniform.pdf).

 Long board shorts or football shorts are not permitted, nor are shorts with decoration/stripes/emblems, pockets and side adjusting straps.

 T Shirts are not permitted to be worn under a playing singlet/jersey at any time except for U8 teams, religious reasons or medical condition (i.e. rash, psoriasis, eczema). Any that are worn must be a tight or snug fit at the wrist or below the shoulder to prevent fingers being caught in them.

Tight fitting short bicycle pants, skins or compression garments are allowed only if they are black, white or are the same dominant colour as the respective singlet and shorts and are worn underneath the basketball uniform and are not visible below the shorts.

 The following are also permitted:

* + - * Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
			* Knee braces if they are properly covered.
			* Protector for an injured nose, even if made of a hard material.
			* Spectacles, if they do not pose a danger to other players.
			* Medical information wrist bands may be worn by players as long as they are in no way dangerous to other players and are covered using medical strapping tape or an athletic sweat band.
			* Small cotton wristbands may be worn only if covered using medical strapping or similar, prior to taking the court.

 Players shall not wear equipment (objects) that may cause injury to other players. The following are not permitted:

* Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
* Objects that could cut or cause abrasions (fingernails must be closely cut to a safe playable length as determined by the Referee and not taped; gloves are allowed to be worn).
* Headgear, hair accessories and jewellery.

 Jewellery shall not be worn on court; this includes watches, bracelets, necklaces and all body ornaments. Players are allowed to wear plastic replaceable studs in their ears. Long hair must be tied back to allow a clear view of the rear number. Pigtails and ponytails of a length that may contact other players are not allowed. Hair may be tied up and/or back but headbands (other than toweling sweatbands) and hair ornaments are not allowed. Platts and braids are not permitted at any time.

 All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

 The above relates to all Domestic Competitions. For any items not covered in these By-laws, refer to Basketball Victoria’s uniform policies.

4.7.4 Following the instigation of the blood rule (refer Clause 4.8.1) a team singlet may be exchanged with a change of number for the player, with no penalty. If a team singlet is not available, the player may wear any singlet and appropriate shorts, provided that they are not of the same colour as the opposing team, with no penalty imposed.

4.7.5 The playing numbers 0 and 00 are not to be used as a playing number by any team. Any number not being used by another player is usable as a blood singlet, but 0 or 00 are preferred.

Taping numbers on singlets is not allowed.

### INFECTIOUS DISEASES/MEDICAL

* + 1. If bleeding occurs the player must leave the court area and receive appropriate treatment. Players may not resume play until bleeding has stopped. All contaminated clothing and equipment must be replaced prior to the player being allowed to resume play.

If bleeding cannot be controlled, and the wound securely covered, the player must not continue the game.

A team singlet may be exchanged with a change of number for the player, with no penalty.

* + 1. Concussion Rule – [CBA’s Head Injury Policy](https://craigieburneagles.com.au/overview/head-injury-policy/) encompasses [Basketball Australia’s Concussion and Basketball Participation Guidelines.](https://australia.basketball/wp-content/uploads/2018/09/BA-Concussion-Guidelines-Harcourt-FINAL.pdf) In any instance where a player or referees head, neck or face makes contact with a floor, wall, other player resulting in a fall, hard structure or similar, the injured person is to sit out of the game for a minimum of 10 minutes and the CBA Policy guidelines for concussion followed.
* Should the person not show any of the symptoms listed in the Guidelines, after this time period, they may recommence playing/referring.
* Should a concussion or other head injury occur, the person may not return to playing until a signed Doctor's Certificate is presented to the DC.
* In no instance should an ice pack be applied to a head or nasal injury, only to back of neck or cheek area for swelling.
* Any Coach, Team Manager or Referee Supervisor who allows any person to resume playing/referring without the required Doctor's Certificate or adhering to these guidelines will face a suspension without referral to the CBA Tribunal.
	+ 1. Following a medical procedure, a Doctor’s certificate clearing the player to resume training/playing must be submitted to the DC within seven (7) days of the diagnosis/procedure, in order for a player to resume playing. Also refer Clause 4.4.1.

## 5.0 FINANCE

**5.1 Financial Standing**

To retain financial standing in the Association, Clubs are to make payment of monies to the Association in the following manner:

* + 1. All accounts (registration, training, fine, bond etc.) relating to a specific season must be finalized as per CBA Membership/Fees & Payment Policy. Clubs with outstanding invoices and fees may be removed from the finals series.
		2. Should a Club become un-financial, the Competition Sub-Committee may, at its discretion cancel all or part of premiership points gained by the Club whilst the Club remains un-financial.

**6.0 DISPUTES, PROTESTS AND COMPLAINTS**

### DUTIES OF OFFICIALS

* + 1. Basketball Victoria and CBA Codes of Conduct apply to all players, coaches, parents, spectators and officials.
		2. The CBA and Competitions Sub-Committee holds the right to investigate and or convene an investigation into any matter it feels necessary without approval and or complaint from the Clubs and refer to the CBA Tribunal at their discretion.
		3. All disputes, protests and complaints must be lodged with the DC in writing by a nominated Club Official within forty eight (48) hours of the matter under dispute.
		4. A person who is aggrieved by any decision taken by an Official may appeal in writing to the Competition Sub-Committee within five (5) days of notification of that decision. The appeal shall include the grounds of appeal but the decision of the Competition Sub-Committee will stand until the appeal is heard and the result finalized.
		5. All protests, complaints or other communications not previously covered within these By-laws must be e-mailed to the relevant Competition supervisor.
		6. The terms of reference of the investigation shall include any contentious matter requiring arbitration, which the CBA President or their nominee shall refer to the Investigations Committee/Tribunal.
		7. The Investigation Committee/Tribunal finding shall be directed to the Clubs via e-mail unless otherwise decided.
		8. Persons affected by the Investigation Committee/Tribunal decisions shall have the Right of Appeal to Basketball Victoria through the appropriate channels unless a BV alternative procedure is offered. Details will be confirmed at the investigation.

### REPORTS

**Players, Coaches and Spectators**

6.2.1 Reportable offences will be considered by Referee's. If a report is going to be lodged, it will be sent to the CBA Tribunal/Office within a reasonable time period after the game.

 Any summary of investigations by Clubs, Coaches or Parents must be lodged via e-mail to eaglestribunal@gmail.com, with a copy to juniordomestic@craigieburneagles.com.au within forty eight (48) hours of game completion. Investigation information will not be accepted after this time.

* + 1. The DC or nominee will advise Club officials and the reported players or coach of the place, time and date of the Investigation Committee/Tribunal Hearing and the outcome following the Hearing.

Written or verbal advice (in the presence of a witness) to the Club by the DC or nominee is deemed to be official notification.

### Referees

In the case of a referee exceeding his/her power by altering timing regulations on starting a game early, a re-match shall be ordered if the losing or drawing team can produce evidence that the:

* referee exceeded his/her power
* consent of both coaches was not given
* result of the game could have been judged reasonably to have been affected
* report must be lodged with the DC in writing by a nominated Club Official within 48 hours of the matter under dispute

### VENUES

* + 1. Venue Managers, CBA staff and CBA/Board of Management Members are empowered to exclude any person from an Association venue. Also refer Clause 7.3.
		2. Alcoholic beverages must not be consumed at or outside an Association venue while the competition is in progress, unless it is at a CBA official function where the appropriate liquor license has been obtained. On these occasions, alcoholic beverages must only be consumed in the designated areas. Refer [CBA Alcohol & Drug Policy](https://craigieburneagles.com.au/wp-content/uploads/2021/01/July-Policy-Alcohol-and-Drugs.pdf).
		3. Smoking is prohibited at all venues.
		4. It is permissible for the Venue Supervisor or DC to authorise a reduction in game time to deal with extraordinary circumstances.

## 7.0 FINES AND PENALTIES

### SCORE SHEET INFRINGEMENTS, WALKOVER & FORFEIT FINES

A grace period of three (3) weeks will be given at the beginning of each season, followed by a written notification advising fines will apply herewith.

 **Sign in Sheet**

 Coaches, assistant coaches and team managers - full names and signature must be completed on the provided sign in sheet located at the front desk prior to game start.

 **I**nfringement fine: $20.00

### Results Sheet Fines

1. results to be completed and signed by both scorers on the sheet provided at the completion of the game and by the Referee.
2. If the sheet is not completed or no result can be verified neither team will receive any points

|  |  |
| --- | --- |
| Fines for a) and b) above per infringement | $50.00 |

* + 1. **Non-notified Forfeit or Walkover fines** - home and away games:

|  |  |
| --- | --- |
| First two walkovers given by any team | $170.00 |
| Third walkover and withdrawal from competition | $300.00 |
| All forfeits/walkovers notified to the DC by 5 pm Tuesday prior to scheduled game | $60.00 |
| All forfeits/walkovers notified to the DC after 5 pm Tuesday prior to scheduled gameFines for a 3 x 3 competition will be calculated as above as per team sheet costs and confirmed by the DC | Team Sheet $ amount |

All fines are payable within 14 days of date of invoice and amounts are inclusive of GST.

Non-payment of outstanding fines may result in the respective Club’s teams not being eligible to play in the finals series.

### MISCELLANEOUS PENALTIES

* + 1. Where no penalty is expressly provided for in these By-laws, this general penalty Clause shall prevail:
1. the penalty for player infringement (playing an incorrect player) shall be forfeiture by the team for all games the infringing player competes in, and loss of all points scored
2. the penalty for team infringement shall be forfeiture of all games the infringing team competes in, and loss of all points scored.

 **Administration Forms**

 Club online registration and team lists are to be completed by the date requested by the DC. Team entries must include coach, assistant coach and team manager’s name and WWC details (WWC must be registered with CBA).

|  |  |
| --- | --- |
| Fines for noncompliance of a) and/or b) | $50.00 |
| Plus additional per week item is delayed | $25.00 |
| Team pulling out after the release of the fixture (per team) | $300.00 |

 CBA will not be responsible for non-compliance regarding registration of coach, assistant coach and team managers WWC in any way. Fines issued to CBA for non-compliance to WWC conditions will be passed onto the respective Club. This could include fines of up to five figures or possible imprisonment.

###  Playing of Uncleared or Unregistered Players

 Refer Clause 2.

All fines are payable within 14 days of date of invoice and amounts are inclusive of GST.

Any infringements of these By-laws considered to be in breach of CBA and/or Basketball Victoria’s Codes of Conducts and policies/procedures shall be subject to the BV Tribunal process which CBA Tribunal is a Branch of.

**7.3 VENUE EJECTION**

This rule applies to players, coaches, team managers, officials, spectators and referees.

Following disqualification from a game, reentering any venue under the control of CBA will be prohibited for the remainder of that session (i.e. remainder of day or night).

Following ejection from the court, details of name, team, parents name (if applicable) and any siblings the ejected person may be watching during the session, must be given to the relevant door person.

Details of all ejected persons will be registered and should a third ejection occur the matter will be sent to the Tribunal for review and consequence.

## GENERAL ITEMS

**8.1 GENERAL**

* + 1. Hanging from nets, rings, backboards or other supporting structures in any CBA controlled venue is prohibited and can result in ejection from the venue. If any damage is caused to venue equipment, the person who caused that damage or, in the event that an offender cannot be identified, the Club/Team responsible for court usage will be invoiced for the cost of repair and/or replacement and any loss of revenue suffered through the unavailability of the court or venue. This also includes any unauthorized lowering of the rings.
		2. Clubs/Teams are responsible for the conduct and behaviour of their players, coaches, officials and spectators and should particularly ensure that such persons are not under the influence of alcohol or drugs when attempting entry to stadiums managed by the Association. The relevant Club/Team will be held accountable for breach of this By-law and a consequence may apply.
		3. Notwithstanding anything expressly provided for in these By-laws the CBA Board of Management may determine any matter where unusual or exceptional circumstances exist as it deems fit. These circumstances include but are not limited to any matters relating to COVID-19 and force majeure.

### SOCIAL MEDIA & PHOTOGRAPHY

### CBA encompasses [Basketball Victoria’s Policies](https://www.basketballvictoria.com.au/resources/competition-resources/vjbl#general-resources) together with [CBA’s Media and Photography Policy](https://craigieburneagles.com.au/wp-content/uploads/2021/01/July-Policy-Media-Photographer.pdf) and [Social Media Policy](https://craigieburneagles.com.au/wp-content/uploads/2021/01/July-Policy-Social-Media.pdf).

### 8.3 POLICY, PROCEDURES & CODE OF CONDUCT

### All Clubs are required to abide by Basketball Victoria and CBA’s Code of Conduct, CBA’s Policy and Procedures, including but not limited to Child Protection [Policy](https://craigieburneagles.com.au/wp-content/uploads/2021/01/July-Policy-CPP-CBA.pdf), [Procedures](https://craigieburneagles.com.au/overview/child-protection-procedures/) and [Safety Reporting Process](https://craigieburneagles.com.au/child-safety-reporting-process/), and ensure that their own Club has developed, maintained and works within their own Child Protection Policy and Procedures. Refer to the [CBA website](http://craigieburneagles.com.au/overview/general-information/) for further information.

**8.4 SPECIAL PROVISIONS**

Notwithstanding anything in these By-laws, the CBA Board of Management may make special rules for the conduct of specific competitions which shall take precedence over these By-laws provided that:

* The rules shall be construed within the strict limitations of the subject matter dealt with
* The rules shall apply strictly within the bounds of that specific competition

In all other cases these By-laws shall prevail.

Where such special rules are made for specific competitions, then each Club/Team participating shall be provided with a written copy of such special rules prior to that Club/Team's first game in that specific competition.

**8.5** **REPRESENTATIVE PATHWAY**

There is an expectation that all players participating in Representative (VJBL) basketball with the Craigieburn Eagles also play domestic basketball in a CBA Domestic Competition. The CBA Board of Management will provide details pertaining to this Clause and their expectations annually in June.

Exemptions for certain circumstances may be considered upon application in writing to the CBA Board of Management prior to commencement of VJBL Representative tryouts.

### APPENDIX 1

**POACHING - DEFINITION**

* A player who is registered and playing with a Club may not train with, negotiate a clearance to or register with another Club without prior approval from their current Club.
* A Club intending to negotiate with a player for a transfer shall not commence the negotiations until the player has the necessary permission under Clause 2.
* A Club shall not invite a player to train or seek a transfer from another Club without first informing the player’s current Club of its intention to approach the player.
* A Club shall conduct negotiations for a transfer with courtesy to the player and the player’s current Club, with minimum pressure on the player and in a spirit of openness.
* All transfers will be processed via PlayHQ. A Club receiving a request for transfer shall reply to the request within five (5) days of its receipt, either by granting or refusing the request. Non-compliance may result in a consequence being issued.
* The DC and/or Competitions Sub-Committee may restrict the eligibility of players cleared during a season.
* A Club may only refuse a clearance at the completion of a season if the player has not fulfilled their obligations to the Club including fees outstanding and/or uniforms to be returned.

### APPENDIX 2

**MEN, WOMEN & MIXED RULES COMPETITIONS**

**REGISTRATION**

No player under the age of 16 may participate in open age (senior) competition.

Players shall be registered via the PlayHQ portal and shall be submitted by the date the DC specifies in writing. This registration remains valid for the duration of the current season.

When registering, players will be requested to pay the Basketball Victoria annual Licence payment along with the CBA registration fee.

The CBA season registration fee will be set annually by the Board of Management and is payable seasonally.

Teams playing unregistered or under aged players will be penalized all premiership points for each game in which the player participates. Playing an under aged player may also result in a Tribunal appearance. Photo ID must be presented upon request.

**FEES & FINES**

Weekly team sheet fees, as set by the Board of Management, are payable via TeamPay prior to the game commencement time or alternate time as set by the DC. No team will be able to commence playing until the team sheet fee shows as paid on the Administrator’s TeamPay dashboard.

A team must give forty eight (48) hours notice prior to 5 pm of the competition day/night or a $150 walkover fee will be incurred and payable via TeamPay.

**PLAYERS ON COURT**

Mixed Competition - a team must be represented by at least two females and two male players on the court to begin the game only; the fifth player can be either male or female.

A team must have four (4) players on court before the game can commence. A minimum of two (2) players per team is required on court for the game to continue.

In a mixed competition if there is a reduction of players as the game progress, due to injury or players fouled out of the game, there can at no time be more than three (3) players of the same sex on the court.

**GAME COMMENCEMENT**

It is the team’s responsibility to have paid the game fees and be available at the score bench prior to the commencement of game time as listed in the competition fixture. All players taking the court shall have their names checked off and the correct corresponding player number prior to game time.

The clock will be started by the referees on time for each game. Late starting teams will be penalised one (1) point per minute or part thereof. If after 10 minutes has elapsed a team is still unable to field the required number of players, walkover penalties will be applied.

Referees will automatically instigate these penalties without request from either team.

If a player’s name is listed on the electronic scoring system at the commencement of a game, they are eligible to commence play at any time during the match providing they have been registered. No names can be entered onto the electronic scoring system after half time. For the purpose of electronic scoring no player should be checked as active until they take the court to play.

### KEY ALLOWANCES

For mixed games men only are allowed in the key for the first half of the game and then women only in the second half.

Any intentional defensive key violation by male/female players will be treated as basketball interference. i.e. an automatic two points to the opposing team. After the first warning by either referee, further intentional infringements of this rule will be penalized by a technical foul (for unsportsmanlike conduct) to the offending player.

Any player from the offensive team can enter the key when there is no defensive pressure in the back court only. If the defensive team play a full court press, the offensive team will only be allowed to have the relevant gender in the key (male = first half, female = second half).

### PLAYER FOULS

All players are allowed 5 personal fouls.Unsportsmanlike and technical fouls must be treated under normal Domestic By-laws - i.e. 2 personal technical and/or unsportsmanlike fouls a player is disqualified for the game and must leave the court area. Also refer Appendix 3 – Sin Bin.

### SCORE LIMIT

No player in a mixed competition will be allowed to score more than 20 points. When all players that are present and recorded on the score sheet have scored 20 points, then all players are allowed to score an unlimited number of points.

If an injured player who has not scored his/her 20 points is subbed out of the game, and all other players score their 20 points, the court captain has to inform the referee if the injured player will return to the game before any further points can be awarded to the team. If the decision is made that the player is not fit to return to the game, then under no circumstances can the injured player take any further part in that game (for example in the event players are fouled out).

Prior to all players scoring 20 points the following will apply:

1. If a player on nineteen points scores a field goal, only one point is allowed.
2. If a player on 20 points receives an unsportsmanlike foul she/he may nominate another player in their team to take the free shots.
3. If a player on 20 points shoots and the basket is good, a violation will be called and no score will be allowed and the opposing team will be awarded the ball from the sideline.
4. The above applies also to a player on three or four points in increment situation.

### GAME LIMIT

Players are only permitted to play 1 game per night per competition, i.e., senior men, senior women or mixed. The offending team will be penalized all premiership points for each additional game in which the player participates.

### SCORING

Every team must provide a scorer over the age of 16. If there is no scorer for a team, Teams not represented on the score bench will be penalized six (6) points. Referees will automatically adjust points at half-time. After half time, no points can be added for no scorer or incorrect uniform penalties.

**TIMING RULE**

The clock does not stop during regular games for all Senior Competitions.

### UNIFORM

New teams will be required to have all players in full uniform within six (6) weeks of the commencement of the new season. Excluding the six (6) week grace period, teams shall be penalised four (4) points for each player out of uniform, including incorrect number or incorrect color shorts or singlet.

Refer Clause 4.7 Uniforms.

If shorts are not of the same dominant colour front and back as the singlet, they must be completely black in colour, without pockets, stripes or bands. A small logo (i.e. Nike) is acceptable for senior competition only.

In the case of a uniform colour clash, the team listed A on the electronic scoring system or first on the score sheet will be required to wear an alternate colour. A set of singlets may be borrowed from CBA with payment of a bond as set by Competitions Sub-Committee, refundable when singlets are returned after the game. Non return of tops will incur a $25.00 per singlet charge.

### BASKETBALL SIZE

Mixed and men’s games will be played with a size 7 basketball and women’s games a size 6 basketball.

**HEAT RULE**

CBA endorses Basketball Victoria’s Heat Policy. Refer Clause 4.6.2.

**FINALS QUALIFICATION**

Players must play half plus one game of the season (for example if there are 18 rounds you must have played 10 times). Only players who have taken to the court are eligible to be marked active on PlayHQ.

### MERCY RULE

All senior games do not adhere to the mercy rule.

### OTHER RULES

All other rules of basketball will apply as per FIBA and Basketball Victoria guidelines. Unduly rough play will not be condoned, nor will rude or obscene language.

### PLEASE REMEMBER

**This is a social competition and we ask all players to play the game in a social and respectful manner - enjoy the game that brings people together.**

**APPENDIX 3**

# SIN BIN – SENIOR DOMESTIC

### All technical and unsportsmanlike fouls will now be replaced with the SIN BIN technical foul.

* Any obvious form of dissent, such as disputing calls, critical comments, bad language etc. will be instantly penalized with a technical foul and the player sent to the ‘Sin-Bin’. The player is required to sit on the team bench for five (5) minutes. Timing of the five (5) minutes must be done by the time keeper of the game.
* The player who is sent to the Sin Bin is allowed to be substituted after the five (5) minutes of fixed play.
* A second similar offence by the same player results in them being disqualified from the game and removal from the court area. (A ‘similar’ offence involves more criticism, dissent etc. resulting in a second technical or unsportsmanlike foul and a report will follow.
* Also refer to Clause 7.3 Venue Ejection.
* Any player who receives two (2) ejections within a four (4) week period will automatically incur a four (4) week ban from all senior competition.

### Q&A

1. Is a parent subject to the same penalty if a Tech Foul is called on them because of their actions? (e.g. when they are ‘on or near’ the bench.)

*A: No - the match rules and Stadium Management should be used to control spectator actions*

1. What if the Tech foul occurs with one minute to go in the first half?

*A: The player sits out the last minute, then the first 4 minutes of the second half. Similar reasoning would be applied to all intervals of play between periods.*

1. What if the Tech foul occurs with four minutes to go in the second half?

*A: The player is out for the remainder of the game*

1. What if a player refuses to leave the court?

*A: Normal game rules apply. The player can be reported.*

1. What if the team only has 5 players?

*A: Now they only have 4!*

1. What if the team only has 2 players left and one is ‘substituted’ because of a Sin Bin infraction?

*A: The game is over. The opposition win by forfeit.*

1. What if the team calls a time out?

*A: 5 minutes is a ‘fixed time’ during a playing period. (i.e. 5 minutes playing time, timeouts not included).*

*The person scoring must put on either the score sheet or results sheet the time that the player receives the Technical Foul and the game referees are to take note of the time.*

### On Behalf of the Craigieburn Referees Association.