

# Keilor Basketball Association



## Senior Domestic Competition

By-Laws  
Effective from 16<sup>th</sup> April 2008



**Keilor Basketball Association By-Laws**  
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**1. AUTHORITY**

- 1.1 These by-laws are authorized by the committee of management of the Keilor Basketball Association (KBA) and are to be used as a supplement to the laws and Codes of Conducts as set out by Basketball Australia, Basketball Victoria and the International Basketball Federation (FIBA).

**2. REGISTRATION OF TEAMS**

- 2.1 Teams seeking entry to competitions shall do so by lodging the prescribed forms and fees as determined by the KBA, by the stipulated date.
- 2.2 The KBA Committee reserves the right to refuse entry to the competition as it sees fit.
- 2.3 As a condition of entry, each club agrees to abide by the Laws of the Game and the By-Laws as written and interpreted by the KBA Committee.

**3. REGISTRATION OF PLAYERS**

- 3.1 Team registration forms must be lodged at Keilor Stadium by the nominated date. Late registrations will be considered on a case by case basis.
- 3.2 To register a new player after team registration forms have been lodged, the player must write all relevant player details on the back of the scoresheet in the game they first played.
- 3.3 Players must be registered in order to qualify for finals.
- 3.4 The Association may refuse entry to players as it sees fit

**4. TEAM FEES**

- 4.1 Each team is required to pay a game fee as set out by the KBA Committee at the beginning of each season. This fee is to be paid to the stadium prior to the commencement of each game. .
- 4.2 Both teams will have the payment of their game fee marked on the sheet in a clear manner. Upon payment of the game fee by the second team, the sheet will be released to this team in order for the game to proceed.
- 4.3 If either team fails to pay their fee or fails to turn up, then the other team's fee will be refunded. (See also section 14 - Walkovers).

**5. GAME ADMINISTRATION**

- 5.1 Both teams are responsible for clearly completing the scoresheet with the following details: Team Name, Player's Names, Player's Numbers, Competition Grade and a Team Captain to be marked next to the players name with a "(c)". The game shall not commence until such time as all of the above details have been completed. Late start penalties will apply during this period (See By-Law 5.7).
- 5.2 If in the opinion of relevant Competition Administration Officer, either the teams name or, names of players have been omitted are incorrect or illegible, then the offending team(s) will not have those games counted towards qualifying for the finals.
- 5.3 Only ten (10) names per team are allowed on the score sheet.
- 5.4 Player's names may be added to the score sheet at any stage of the game, but must be added prior to their taking the court.



- 5.5 All players must sign the back of the scoresheet for each game to qualify for finals. Failure to complete the back of the scoresheet with name **and** signature will result in that game not counting towards finals eligibility.
- 5.6 All teams are required to provide a competent scorer. Teams who fail to do so by half time will be penalised by having four-points added to their opponent's score. The scorer may be a substituted player. The four (4) points must be awarded prior to the commencement of the second half.
- 5.7 A team which is unable to take the court at the scheduled time shall be penalised by having one (1) game point added to their opponents score for every minute or part thereof that they cannot commence the game. After ten (10) minutes delay an un-notified walkover will be awarded in favour of the correctly constituted team present. Where a game is scheduled to commence at 6:15pm or earlier, a 15 minute delay before a walkover is called will be permitted in lieu of the normal 10 minute delay. See Section 14 for further walkover details.
- 5.8 Teams must have at least four (4) players on the court before a game can commence.
- 5.9 A player cannot play in more than one game per night except in the case of a mixed team or to prevent a walkover for a team.
  - 5.9.1 If a player is used to prevent a walkover and subsequently a registered player for that team substitutes on, the player used to prevent the walkover must substitute off and exit the game. The team will continue to play with four registered players
- 5.10 Games cannot be played at any other venue or time to that specified by the fixture except at the discretion of the KBA as a result of venues becoming unavailable or other extenuating circumstances.
- 5.11 Only players fourteen (14) years of age and over are permitted to play in the Senior Domestic Competition. Written parent or guardian permission is required before any 14 year old player can take the court.
- 5.12 A "sin bin" policy will be implemented in all games. Any player who refuses to abide by this policy will be asked to leave the stadium immediately. The policy is outlined in Section 16 "Sin Bin" Policy Appendix.

## **6. POINTS ALLOCATION**

- 6.1 The winning team will be awarded three points and the losing team one point. Two points will be allocated to each team in the event of a draw.
- 6.2 At the conclusion of the regular season, should two teams be in an equal position on the ladder, percentage shall determine the higher position. Should both points and percentage be equal, the following method shall be used to split them:
  - 6.2.1 The teams' head to head record will be considered. Firstly by comparing the number of wins against each other, with the team with the most wins taking the higher position. If this still does not separate them, the number of points scored in head to head competition will be totalled with the higher points taking the higher position.
  - 6.2.2 Should this still not resolve the issue, the teams will play a deciding match during the week prior to the finals beginning to decide who will occupy the higher position.
  - 6.2.3 This system will only apply to teams eligible to play in finals; all other teams will receive a tied ladder positioning.
- 6.3 In the event of a walkover the score shall be recorded as 20-0 with the non-offending team being credited with a win. This team shall receive three (3) premiership points whilst the offending team shall receive zero (0) premiership points.
- 6.4 If both teams fail to appear then neither side shall receive any premiership points.
- 6.5 A bye is considered a win and shall be awarded three (3) premiership points.



- 6.6 If a game is abandoned as a result of a team not being able to continue to field a team or in the opinion of the referee the teams conduct warrants a cancellation, the following shall occur:
- 6.6.1 If the team responsible for such actions is currently leading on points, the opposing team will be awarded three (3) premiership points and a score of 2-0 shall be recorded for percentage purposes. The team responsible for the forfeit shall receive zero (0) premiership points.
- 6.6.2 If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the team will be awarded three (3) premiership points. The team responsible for the forfeit shall receive zero (0) premiership points.

## 7. UNIFORMS

- 7.1 Five (5) game points will be added to the opposition's score for each player wearing incorrect uniform (which includes the shorts and/or singlets) to a maximum of 30 game points. This penalty shall be added to the score before the commencement of the second half.
- 7.2 Singlets or tops must be uniform and of the same colour.
- 7.3 All numbers must be the same colour and size contrasting to the singlets or tops. No player can take the court without a number. Taped numbers are not permitted. Any breach of this By-Law will incur a penalty as per By-Law 7.1.
- 7.4 Only the numbers 4-15, 20-25, 30-35, 40-45 and 50-55 are acceptable, all other numbers (including "0" and "00") are illegal and will incur a penalty as per By-Law 7.1.
- 7.5 A player may not wear shorts that have pockets; any player attempting to play in such shorts shall not be allowed to take the court. Taping of pockets is not permitted nor is it permissible to play in shorts turned inside out. Shorts must be the same uniform colour. Failure in this regard will incur a penalty as per By-Law 7.1.
- 7.6 All teams must play in their correct uniform by the end of the fourth week of the current competition. However, where extenuating circumstances require an extension of time, permission must be obtained from the KBA Committee & Competition Administration Officer.
- 7.7 In the event of a colour clash a toss of the coin will decide which team is to wear alternative tops. This must be done prior to game commencement & no penalties apply.
- 7.8 Singlets to prevent colour clashes are available at the kiosk. A security deposit of either car keys, wallet or drivers licence is required. Once all singlets borrowed are returned the security deposit will be returned. A small fee applies to their use.
- 7.9 Jewellery (including piercings and body jewellery of all types) is not permitted to be worn whilst playing in the Senior Domestic Competition. Rings that cannot be removed must be taped. Earrings and all other jewellery shall not be taped and must be removed.
- 7.10 Fingernails must be cut to a safe length prior to the start of the game. Players refusing to cut their nails when requested by officials are not permitted to take the court. Only Basketball Victoria approved gloves may be worn.

## 8. TIMING RULES

- 8.1 Games shall consist of two halves of twenty (20) minutes with the clock stopping for time-outs, shooting fouls and substitutions during the last one (1) minute of the second half only. No time-outs will be taken in the last minute of the first half. Where a time-out is in progress prior to the one minute point, that time-out will cease at the one minute point and the players will be called to resume play immediately.
- 8.2 Timing for the finals will consist of two twenty (20) minute halves with the clock stopping for time-outs throughout the game and for all whistles in the last one (1) minute of the first half, and for all whistles in the last three (3) minutes of the second half.
- 8.3 Extra periods (finals only) shall consist of five (5) minutes with the clock stopping for all whistles in the last minute of each such period.



- 8.4 Two time-outs per team per half are allowed.
- 8.5 The referee will start the clock two (2) minutes before the starting time and give both coaches a one (1) minute warning. The referee shall start or shall instruct the timekeeper to start the game clock, no earlier than the prescribed starting time for each match.
- 8.6 Timing rules will be posted on the score-bench of each venue.
- 8.7 A Heat policy may be implemented when in the opinion of the Referee Supervisor, environmental conditions are overly oppressive in accordance with the Basketball Victoria Heat Policy. The Senior Referee Supervisor will notify all relevant venues of this decision.
- 8.8 "Heat Policy" The heat policy shall be implemented as follows. Two (2) halves shall be reduced to 18 minutes duration, with one (1) compulsory timeout at the halfway point of each half. The clock shall stop for each of these compulsory timeouts, all others, in accordance with By Laws 8.1 and 8.2. Coaches/Captains should not view compulsory timeouts as a chance to coach players but as a chance for players to rest and re-hydrate and should encourage such.

## **9. CLEARANCES/TRANSFERS**

- 9.1 A player may only register with one team in any grade on the same night. He/She is then bound to that team for that season. The exception to the rule being by-law 5.95.9.1.
- 9.2 Any player may be cleared to another club/team in a season, provided there are sufficient games remaining in the season for that player to qualify for the finals. A clearance form, available from the stadium, must be signed by both the player and the club/team from which the player is transferring and handed in at the stadium. Qualification for finals commences from the date of clearance. The representative of the KBA must give approval before the player can play for a new club/team. No player will be cleared to any other team (on any night of senior competition) if they have outstanding financial commitments (unpaid bonds/fines/registration fees etc).

## **10. FINALS QUALIFICATION**

- 10.1 Where games are cancelled due to extenuating circumstances, eg power failures etc. the complete round will be cancelled if all teams in that grade are affected. However, if not all teams in the grade are affected, those who have had their games cancelled, will be awarded two (2) premiership points each and the bye team will be awarded three (3) premiership points. All players registered at that date will be deemed to have played the game and will be awarded a game towards finals eligibility.
- 10.2 To qualify for finals a player must play a total of half plus one, the number of games fixtured to be played in any given season. All players registered at the time of a fixtured bye will receive that game towards qualification.

## **11. GRADING AND COMMITTEES**

- 11.1 Committees to handle grading, protests, clearances, etc. will be appointed by the KBA Committee as required. The KBA will grade and re-grade teams as it sees fit.
- 11.2 The Competition Administration Officer shall re-grade teams where practical and at their own discretion.

## **12. REPORTS**

- 12.1 The Keilor Basketball Association will adopt the Basketball Victoria By-Laws in handling reports.

## **13. PROTESTS**

- 13.1 All protests or complaints must be made in writing, addressed to the Competition Administration Officer, KBA and arrive at the Keilor Stadium within seven (7) days of the incident.
- 13.2 Appeals against decisions of any committee or tribunal must also be lodged with the Secretary of the Association within seven (7) days of date of the decision.



#### **14. WALKOVERS**

- 14.1 NOTIFIED WALKOVERS; A notified walkover shall be considered valid if the team giving the walkover gives at least 48 hours notice. This shall be done by contacting the appropriate Competition Administration who will notify all other affected parties.
- 14.2 Notified walkovers shall incur a monetary penalty. After three (3) such walkovers in any one season the team may be removed from the competition.
- 14.3 NON NOTIFIED WALKOVER: A non-notified walkover is to be given by the referees when the offending team is not able to field a team for any of the reasons outlined in Section 5 of these By-Laws, or by the Competition Administration Officer if a team fails to NOTIFY a walkover more than 48 hours prior to the game commencement time.
- 14.4 Non Notified Walkovers shall incur a penalty double that stipulated in By-Law 14.1 (the entire cost of the team sheet). After two such walkovers the team will be disqualified.
- 14.5 Teams giving walkovers will be issued with a Walkover Notice by the Competition Administration Officer within fourteen (14) days of the walkover.
- 14.6 Where a team fails to pay a walkover fee to the Competition Administration Officer within seven (7) days of receiving a Walkover Notice(verbally or written), the team will incur loss of one (1) premiership point for each game played whilst the fee is outstanding. If the fee is not paid within three (3) weeks the team faces removal from the competition. Three (3) walkovers in a season may result in the team being removed from the competition.

#### **15. GENERAL**

- 15.1 A club representative is required to report any injury of a player, to a member of staff at the stadium at the time of injury. Accident Claim Forms are available from the stadium during office hours, or from the Basketball Victoria website at [www.basketballvictoria.com.au/fs\\_home.asp](http://www.basketballvictoria.com.au/fs_home.asp).
- 15.2 The Association may refuse entry to players, teams, officials or spectators as it sees fit. The association may remove players, teams, officials or spectators as it sees fit.
- 15.3 Drink or food is not permitted on the court area, players and officials drink bottles being excepted.
- 15.4 Ignorance of By-Laws is not a ground for appeal.
- 15.5 Only sport footwear with non-marking soles may be worn on the courts. Players with incorrect footwear will not be permitted to take the court.
- 15.6 A basketball with blood on it may not be used and must be substituted. A player who is bleeding shall be removed from the court until the wound is covered and all traces of blood removed from the surrounding area. A player may not enter the court or remain on the court in a uniform with blood on it, but may replace the uniform with a makeshift top without penalty.
- 15.7 Smoking is not permitted within 30 metres of any venue.
- 15.8 Amendments to by-laws can be made at anytime during the season with teams being notified accordingly.



## 16. "SIN BIN" POLICY APPENDIX

The rule will be implemented as follows:

- The rule is applicable to a player who displays poor conduct or sportsmanship that warrants a technical foul. This includes dissent, arguing with the referee, inappropriate language, pushing and shoving. A technical foul will be called and administered in the usual way. The difference is that the player will leave the court and may not return to the game for **five minutes** of playing time.
- **The five minutes is a 'fixed time' during a playing period, regardless of whether a time out is called or not.**
- The player may be substituted if a sub is available.
- The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may return to the court through a normal substitution.

Examples:

1. Player who leaves court with time on clock 12:35 may return at the nearest available substitution opportunity after the clock ticks through 7:35.
2. Player who is sent to the sin bin at 3:20 in the first half may return after the clock ticks past 18:20 in the second half.
3. Player who is "binned" with less than 5 minutes to go in the second half may not return to the game.
  - On return to the playing court, if the player commits **a similar indiscretion**, a disqualifying foul will be applied with the normal penalty.
  - Reportable offences are reported to the Tribunal in the usual manner