

Keilor Basketball Association



Junior Domestic Competition By-Laws

Last Updated – 15/08/2019

TABLE OF CONTENTS

1	OVERVIEW	3
2	REGISTRATION OF TEAMS	3
3	COMPETITION STRUCTURE.....	3
4	REGISTRATION OF PLAYERS.....	4
5	PLAYER ELIGIBILITY	4
6	GAME ADMINISTRATION	5
7	POINTS ALLOCATION	6
8	UNIFORMS	7
9	TIMING RULES.....	8
10	CLEARANCES / TRANSFERS	9
11	REPRESENTATIVE PLAYERS	10
12	FINALS QUALIFICATION	12
13	NO ZONE PHILOSOPHY	12
14	COMMITTEES.....	12
15	REPORTS	12
16	PROTESTS.....	13
17	WALKOVERS.....	13
18	GENERAL.....	13

1 OVERVIEW

- 1.1 Competitions will be administrated in accordance with the laws and Codes of Conduct of basketball as set out by the International Basketball Federation (FIBA), Basketball Australia and Basketball Victoria, excepting individual bylaws as set out below by the Keilor Basketball Association Junior Sub-Committee (KBAJ).

2 REGISTRATION OF TEAMS

- 2.1 Teams seeking entry to competitions shall do so by lodging the prescribed forms, entering relevant information into the KBA nominated online database and payment of fees as determined by the Keilor Basketball Association (KBA), by the stipulated date.
- 2.2 The KBAJ 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 bylaws as written and as interpreted by the KBAJ.

3 COMPETITION STRUCTURE

- 3.1 The structure of the competition shall be determined by the KBAJ based on the quality of the teams entered.
- 3.2 The KBAJ may, at its discretion, combine grades in the interests of grade viability. For example, if low numbers of nominations are received, grades may be combined. It remains with competition administration to determine the number and structure of competition finals.
- 3.3 Where team numbers demand, a competition comprising teams of same nomination level shall be named with grade and number (i.e. Not 'A Reserve' or B or even C). For example, if 15 teams nominate for A grade and competition administration determines three finals series will apply, the competition shall be named A123, combining A1, A2 and A3.
- 3.4 Where a grade has a large number of nominated teams, the KBAJ may determine that they be separate competitions. e.g. E1, E2, E3, E4 may be separate competitions instead of combined as E1234.
- 3.5 The duration of the seasons shall be determined prior to the beginning of the season's commencement. Usually finals will not be scheduled for school holidays and long weekends however the KBAJ reserves the right to use these weekends if the need arises.

4 REGISTRATION OF PLAYERS

- 4.1 Players are required to be registered on the KBA's nominated online Database/form prior to the commencement of the season. Late online registration will result in a penalty of one (1) premiership point each week until such as the online registration is received.
- 4.2 Teams playing unregistered players will incur a penalty of one (1) premiership point per player, per game, for all games in which the unregistered player plays.
- 4.3 Players must register with the team in order to qualify for finals. .A player may play in a second team which is higher in age (e.g. under 14 may play under 16) but the player must register with the second team.
 - 4.3.1 All other restrictions and terms of eligibility apply to this player.
 - 4.3.2 Players playing up an age group must not play in a grade more than one level below the grade they play in regularly (e.g. a under 14 "A" grade player must not play in any team below under 16 "B" grade).
 - 4.3.3 Any player who breaches the conditions of this bylaw shall be declared an ineligible player for the team in which they do not regularly play and penalties as outlined in bylaw 5.3 shall be applied.

5 PLAYER ELIGIBILITY

- 5.1 Apart from the requirements under the registration, representative player, clearance and transfer bylaws, the age provisions are: -
 - 5.1.1 The competition season and timing will be determined by the KBA
 - 5.1.2 The competition is open to players in under 10, under 12, under 14, under 16 and under 19 age groups as determined by the KBAJ.
 - 5.1.3 To be eligible to participate in an age group, a player must not exceed the competition age as at the 31st December of the calendar year in which the season ends.
- 5.2 Players must produce original documents of proof of age promptly on receiving such a request from the KBA.
- 5.3 A team which fields an ineligible player shall forfeit all games in which the infringing player participated. For percentage purposes, the score will stand if the offending team lost the game, otherwise the score will be recorded as a 2-0 win to the opponents. Zero (0) premiership points shall be awarded to the offending team.

6 GAME ADMINISTRATION

- 6.1 Both teams are responsible for ensuring the following details are correct on the online scoring: Team Name, Player's Names, Player's Numbers, and that only players who meet the following conditions are marked as active (earn a game qualification):
- player is at the game,
 - player is in uniform; and
 - player is able to take the court to play (e.g. not injured or sick).
- 6.2 If the team name, player's name or player's playing number have been omitted, or are incorrect, then the offending team(s) will be penalised one (1) premiership point.
- 6.3 Player's names (and playing number) may be added to online scoring at any stage of the game, but the player must be added or made active before they take the court.
- 6.4 Only ten (10) players per team are allowed to play each game, so a maximum of ten (10) players can be active for each team per game.
- 6.5 Both teams are responsible for providing a competent person to operate the score-bench (online scoring, possession arrow and the scoreboard).
- 6.6 A late starting team will be penalised one (1) game point per minute or part thereof after the starting time. After ten (10) minutes of such a delay, an un-notified walkover will be deemed to have occurred. The correctly constituted team shall be awarded a win in accordance with bylaw 7.3.
- 6.7 Teams must have at least four (4) players on the court before a game can commence.
- 6.8 A player cannot play in more than one game in the same age group. Any player who does so shall be declared an ineligible player for the team in which they do not regularly play and penalties as outlined in bylaw 5.3 shall be applied. A player may play in a higher age group but must comply with bylaw 4.3.
- 6.9 A three (3) second key rule will apply to all under 14 and above age groups, and a five (5) second rule for under 10 and under 12 age groups.
- 6.10 Under 10 and under 12 age groups will shoot free throws from a midpoint between the normal free throw line and the edge of the circle closest to the basket.
- 6.11 In junior basketball, for all age groups and grades (except under 10s) if a team is leading by 20 points or more, then the leading team is required to fall back behind their (3) point line following a successful shot attempt, or whenever the opposition team in-bounds the ball, at the discretion of the losing coach. No defence may be played until the ball is dribbled or passed across the centre line. The penalty for non-compliance is violation. This bylaw does not apply during grading games or finals.
- 6.12 For teams playing in under 10 competitions, the playing conditions outlined in bylaw 6.11 shall apply when a team is leading by 10 or more points, at the discretion of the losing coach.

- 6.13 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.
- 6.14 Where games are cancelled due to extenuating circumstances, e.g. 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.

7 POINTS ALLOCATION

- 7.1 The winning team will be awarded three (3) premiership points and the losing team one (1) premiership point. Two (2) premiership points will be awarded to each team in the event of a draw.
- 7.2 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.
- 7.2.1 The team's 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.
- 7.2.2 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.
- 7.2.3 This system will only apply to teams eligible to play in finals; all other teams will simply receive a tied ladder positioning.
- 7.3 In the case of a walkover the non-offending team will be awarded three (3) premiership points with the score of 10-0 for percentage purposes. The offending team will not receive any points.
- 7.4 If both teams fail to appear then neither team shall receive any points.
- 7.5 A bye is considered a win and awarded three (3) premiership points.
- 7.6 If a game is abandoned as a result of a team being unable to continue to field a team, the following shall occur:

- 7.6.1 If the team responsible for such actions is currently leading on points, the opposing team shall be awarded the game and the score shall be recorded as 2-0 for percentage purposes. The team awarded the game shall be given three (3) premiership points and the losing team shall be awarded one (1) premiership point.
- 7.6.2 If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the winning team shall be awarded three (3) premiership points and the losing team shall be awarded one (1) premiership point.
- 7.7 If a game is abandoned as a result of the referee deeming the team's conduct warrants a cancellation, the following shall occur:
 - 7.7.1 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.
 - 7.7.2 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.

8 UNIFORMS

- 8.1 Five (5) game points will be added to the opponent's score for each player wearing an incorrect uniform (which includes the shorts and/or singlets) to a maximum penalty of thirty (30) points. Points must be added prior to the commencement of the second half of the game. Penalties shall be effective from the 4th game of the season.
- 8.2 A player shall not wear shorts that have pockets; any player attempting to play in such shorts will not be allowed to take the court. Taping of pockets is not permitted. Shorts must be the same uniform colour(s) including any trim.
- 8.3 Singlets or tops must be uniform and of the same colour.
- 8.4 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.
- 8.5 Permissible player numbers are 0 and from 1 to 99. All other numbers are illegal and will incur a penalty as per bylaw 8.1.
 - 8.5.1 If a player's uniform has blood on it, the uniform must be removed. The player will be permitted to play in a clean singlet without a number which would then be regarded as 00.
- 8.6 New teams, or new players in established teams, must play in their uniform by the fourth (4) week of the current competition. However, if extenuating circumstances require an extension of time, permission must be obtained from the KBAJ.

- 8.7 In the event of a colour clash teams shall consult the uniform priority list to determine the colour of the singlets to be worn. The team required to change their singlets, may not take the court until the change is made.
- 8.8 If 2 teams from the same club are to play against each other, the lower ranked team will be responsible for wearing of the alternate uniform. The Lower Ranked Team is defined as the Lowest Identifying Number and does not relate to Ladder Position. E.g. BA (1) vs. BA (2), BA (2) is responsible for alternate uniform.
- 8.9 Any new club to the competition, or any current club intending to introduce new uniforms, must raise a submission to the junior committee. This submission must clearly illustrate the intended design and show clearly that the requirements of bylaw 8.7 have been addressed. The submission must be approved by the Committee prior to the club playing in that uniform.

9 TIMING RULES

- 9.1 Games shall consist of two halves of twenty (20) minutes.
- 9.1.1 The game shall stop for timeouts in the last two (2) minutes of the second half only.
- 9.1.2 The clock shall stop for all whistles in the last two (2) minutes of the second half, except where a team is leading by 20 points or more (for under 12 to under 19 competitions) or for under 10 if a team is leading by 10 points or more, then the clock will only stop for timeouts.
- 9.1.3 No timeouts will be taken in the last one (1) minute of the first half. Where a time-out is in progress prior to the one-minute point of the first half, that time-out will cease at the one (1) minute point and the players will be called to resume play immediately.
- 9.2 Timing for the finals will consist of two twenty (20) minute halves with the clock stopping for all 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.
- 9.3 Overtime (finals only) shall consist of five (5) minutes with the clock stopping for all whistles in the last one (1) minute of each overtime period.
- 9.4 Two time-outs per team per half are allowed.
- 9.5 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.
- 9.6 Timing rules will be posted on the score-bench of each venue.
- 9.7 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

Climate Policy. The Senior Referee Supervisor will notify all relevant venues of this decision.

- 9.8 "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 bylaws 9.1 and 9.2. Coaches 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.

10 CLEARANCES / TRANSFERS

- 10.1 The receiving club must request the player transfer using the KBA nominated online database and it must be approved by the player's current club and the KBA. The transfer will be assumed to be satisfactory unless the Competition Administration Officer advises the player otherwise.
- 10.2 The clearance period for playing within any season is closed at close of business hours on the last business day before the season's grading review meeting.
- 10.3 For the purposes of a player moving between clubs:
- 10.3.1 A team may have only one registered player who has been cleared to the club within the prior six months (current/new season).
 - 10.3.2 A team may have only two registered players who have been cleared to the club within the prior twelve months (current/new season and prior season).
 - 10.3.3 A team may have any number of registered players who have been cleared to the club for more than twelve months (not in the current new season or prior season).
- 10.4 If a player is cleared to another club, they must qualify for the finals from the date of clearance and registration.
- 10.5 Where a club has more than one (1) team in an age group, as from the fourth (4) week (inclusive) from the commencement of the current season, a player cannot transfer from their allocated team.

- 10.6 All clearances must be processed by the clearing club within fourteen (14) days of the application for clearance. Clearances must be lodged and fully approved on the KBA nominated online database/form 48 hours before the player can play with his or her chosen club. A player cannot play with their new nominated club without a clearance being fully approved. If this occurs the player will be considered to be an ineligible player under penalty 5.3. Clearance disputes must be finalized by the KBAJ within two weeks of the date of application of clearance.
- 10.7 If a player has not played for two seasons, and there is no financial obligation existing to his or her old club, an automatic clearance will be granted at any time during the season.
- 10.8 In the case of disbanded teams, a clearance is required for all players when the team has not been disbanded for more than one (1) season.
- 10.9 Clubs should be wary about constructing “super teams” as this does not fit with the ethic of encouraging fair competition and sportsmanship.

11 REPRESENTATIVE PLAYERS

11.1 A representative player is:

- Any player currently playing in a state-level squad, under the auspices of a state basketball governing body (e.g. Basketball Victoria) or a schools-based competition; or
- Any player currently registered to a MUVJBL representative team (or interstate equivalent).

11.2 A player is a current representative player:

- for the duration of the current MUVJBL season provided they registered;
- immediately upon acceptance of a place in a representative team.

11.3 A player ceases to be a current representative player when the teams for the new MUVJBL season have been finalised and the player:

- did not participate in the tryouts; or
- was not selected to a team or did not accept a place in a team.

11.4 At the conclusion of a MUVJBL season, a player who withdrew from their team prior to the season concluding and who is not attending representative tryouts for the next season is no longer considered a representative player.

11.5 Representative players and competition grading rules:

Teams will be nominated by clubs for competition based upon the following:

NUMBER OF REPRESENTATIVE PLAYERS		NOMINATED COMPETITION GRADE
BOYS TEAMS	GIRLS TEAMS	
4 or more	3 or more	A
3	2	A, B
2	1	A, B, C
1	0	A, B, C, D
0	0	A, B, C, D, E

- 11.6 The club must advise the KBA within five (5) working days of knowledge that a player has become a representative player resulting in the team no longer complying with the competition grading rules (bylaw 11.5). The KBA determines action to be taken.
- 11.7 A representative player may register with a club at any time provided they comply with player eligibility rules, registration of players and clearances/transfers bylaws and that the team complies with the competition grading rules (bylaw 11.5).
- 11.8 If the number of representative players in a team changes following representative tryouts, the new representative player count is considered in determining the grade options for the team for the post-grading period of that Summer season. A team with:
- an increased number of representative players will be subject to the revised minimum grading;
 - a decreased number of representative players may request a lower grade as per the table above during the grading process.
- 11.9 A club must provide the means of registration so that each player must declare their representative status. The club must keep a record of the declaration and notify the KBA within five (5) days of becoming aware of a change in the player's representative status.
- 11.10 A player must declare their representative status. If a player subsequently becomes a representative player, they must alert the club of their changed status within five (5) working days of that status change occurring.
- 11.11 A club must provide a list of all teams with a count of representative players registered to that team and a count of players within that team that have been cleared to the club within the preceding 12-month period (current/new season and prior season).
- 11.12 If the KBA becomes aware of any failure to accurately declare representative status as per bylaws 11.9, 11.10 and 11.11 the following will apply.
- 11.12.1 If the player has failed to declare, the KBA may impose one or more of immediate cessation of involvement, a penalty of \$20 per game payable to the KBA, and team forfeiture of games played.
- 11.12.2 If the club has failed to declare, the KBA may impose one or more of immediate cessation of involvement of the player, a penalty of \$50 per game payable by the club to the KBA, and team forfeiture of games played.
- 11.12.3 If the club has failed to declare over multiple occurrences, the KBA may deregister the player, the team and/or the club.

12 FINALS QUALIFICATION

- 12.1 The KBAJ will determine at the beginning of each season, the number of games required by players to qualify for the finals in each grade.
- 12.2 Qualification for finals commences from date of registration with the team.
- 12.3 A fixtured "bye" is counted as a qualifying game provided that the player has registered to the team prior to the bye occurring.

13 NO ZONE PHILOSOPHY

- 13.1 The KBA Junior Domestic Competition supports a no zone philosophy which requires that zone defence in the half court should not be played in the under 14 and younger competitions.
- 13.2 The Competition Administrator and clubs actively encourage coaches of under 14 and below teams to observe man to man defence principles and will assist and support coaches to improve their skills through communication and training.
- 13.3 Zone defence is defined as any defence played in the half court which does not incorporate normal man to man defensive principles.
- 13.4 The no zone philosophy applies only in the half court.
- 13.5 Zone presses and trapping defences that fall back to man to man principles inside the three-point line are not discouraged in a no zone philosophy.
- 13.6 The only exception is when a team has less than five (5) players on the court.

14 COMMITTEES

- 14.1 The KBAJ shall comprise representatives of affiliated clubs in accordance with the Keilor Basketball Association By-Laws. Club representatives or their nominated representatives shall attend all scheduled KBAJ meetings in any given season. Failure to attend any 2 of the nominated meetings will incur loss of voting rights for the rest of the season.
- 14.2 Committees to handle grading, protests, clearances, etc. will be appointed by the KBAJ as required. The KBAJ will grade and re-grade teams as it sees fit.

15 REPORTS

- 15.1 The Keilor Basketball Association and KBAJ will adopt the Basketball Victoria Bylaws in handling reports.

16 PROTESTS

- 16.1 All protests or complaints must be in writing, addressed to the Chairman/Convenor, KBAJ and be lodged at the Keilor Stadium within seven (7) days of the incident.
- 16.2 Appeals against decisions of any committee or tribunal must also be lodged with the Secretary of the Keilor Basketball Association within seven (7) days of the date of the decision.

17 WALKOVERS

- 17.1 Notified walkovers will incur a monetary penalty equal as advised by the KBA at the start of the season. After three (3) such walkovers in any one season a team may be disqualified. To be a valid notified walkover, the club of the team giving the walkover must notify the KBA prior to 8pm on the Wednesday before the scheduled game.
- 17.2 Walkovers not meeting the criteria of bylaw 17.1 will be deemed to be un-notified walkovers and will incur a penalty double that stipulated in bylaw 17.1. After two (2) un-notified walkovers a team may be disqualified.
- 17.3 In the case of a walkover, all registered players of the team receiving the walkover will be awarded a game qualification towards finals eligibility.
- 17.4 Where a team in the finals gives a notified walkover, team's finishing below this team shall be promoted to fill the relevant positions.
- 17.5 Where a team in the finals gives an un-notified walkover, the team will incur a penalty double that stipulated in bylaw 17.1 (the entire cost of the team sheet). In the event of such a walkover the team who has not given the walkover shall be deemed to have won the match and shall proceed to the next round of the finals. In the event that a team gives an un-notified walkover in a Grand Final, the team who has given the walkover shall not receive trophies or other prizes associated with the match.

18 GENERAL

- 18.1 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.
- 18.2 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.
- 18.3 Drink or food is not permitted on the court area, players and officials drink bottles being excepted.
- 18.4 Ignorance of bylaws is not a ground for appeal.

- 18.5 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.
- 18.6 Amendments to the bylaws may be proposed to the KBAJ. Such amendments can only apply from the beginning of the following season and should pass through two (2) KBAJ meetings.
- 18.7 The KBA may amend these bylaws from time to time to facilitate the running of the competition. This should preferably be at the beginning of the season but may occur at any time with teams being notified accordingly.
- 18.8 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, see bylaw 8.5.1.
- 18.9 Smoking is not permitted within 30 metres of any venue. Where a venue is a school smoking is prohibited within 30 metres of school grounds (this includes car parks).
- 18.10 In these bylaws, where a decision on rulings/interpretation is required to be made by the KBAJ, it may also be made by the KBA Board of Management. Decisions/rulings/interpretations by the KBA Board of Management will take precedence over those of the KBAJ.
- 18.11 Medical certificates should be submitted within 21 days of the original date of injury. Certificates must include a start and end date, e.g. 01/07/15-14/08/15. If the certificate does not have an end date, the player is then required to get a dated certificate or statutory declaration clearing them to play. Medical certificates are only accepted up until the last round of the season. All certificates are accepted at the discretion of the KBA as delegated with the authority of the KBAJ.