



Casey Basketball Association Inc. A0058834H

DOMESTIC BY LAWS

Version 13 – June 16th, 2020

Version	Date	Author	Nature of Amendment
1.0	19/09/2013	Simon Krug	First release of document after format change. Amended penalties and eligibility criteria.
2.0	07/04/2014	CBA	BV Player quota. No Zone Rule. U10's size 6 ball. Heat Rule
3.0	23/09/2014	CBA	Withdrawal Fee. T-shirts not allowed. Afterschool timing. Mercy Rule amendments. U8's/ Grade 1 / 2 defence amendment.
4.0	09/04/2015	CBA	Numbering on Uniforms, Heat policy 40-minute time slot, Sin Bin- Unsportsmanlike foul included, Walkover policy
5.0	21/09/2015	CBA	Under 21 competition, Approval of Knee pads to uniforms, Transferring of clubs (interclub transfer), Player Eligibility.
6.0	21/03/2016	CBA	Change of Format, Amendment to Contents Page, Added page numbers, Domestic Points System, Arm bands for under 8's program, Stadium scoring, Amendment to Ejections, Amendment to Registrations.
7.0	24/01/2017	CBA	Amendment to Sin Bin rule, Amendment to Mixed Senior Competition, Amendment to Timing rules for After School Competition
8.0	08/01/2018	CBA	Amendment to Sin Bin rule, Amendment to Mixed Senior Competition Rules
9.0	17/07/2018	CBA	Amendment to Compression gear ruling
10.0	13/03/2019	CBA	Amendment to names of VJL grades for points system
11.0	04/07/2019	CBA	Amendment to Loyalty points, Player eligibility and Breach of points system
12.0	16/07/2019	CBA	Points System Fill Ins, Loyalty Point Deduction, Points form submission, Clearances between competitions
13.0	16-6-2020	CBA	Addition of ladder average, re-arrangement of competition sections, removal of spectators, amendment to withdrawal fine wording and Covid-19 Timings

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Rules and Application

1. TEAM CONTACT

1. Each club/team must nominate two people to contact for queries or information. It is the responsibility of the club/team contact to distribute fixtures, fill out the score sheet/online scoring before each game, pay the game fees to the Session Supervisor before each game, ensuring players have correct uniform, and making players aware of all by-laws and insurance procedures.

2. It is the Team Contacts responsibility to ensure they check the online fixture (www.caseybaseketball.com.au) at least 48 hours before the game, as changes can be made. Teams will be emailed/called if a change is within 48 hours.

2. REGISTRATION/GAME FEES

1. Game fees must be paid to the Session Supervisor before commencement of game.

2. All Team registration fees must be paid in full at the time of submitting the online registration. Your team will not be entered into the competition until the registration fee is paid in full. Team registration fee is non-refundable.

3. If a team is registered and paid for in full after the competition has started, we reserve the right to enter your team into the next available grade, in the suitable age group, at the next convenient date. Should the competition have reached capacity, you will receive a refund of your registration fee. For all other circumstances, the registration fee is non-refundable.

4. Withdrawal Fee of \$200 is payable if a team withdraws after the completion of their final grading match.

5. CBA has the right to refuse any team entries.

3. TIMING REGULATIONS

1. Each game will consist of two 20-minute halves, each with an interval of 2 minutes between halves. Afterschool Program will consist of two 18 minutes halves with a 1 minute's interval between halves.

2. There will be allowed 2 time-outs per team per half. Each time-out being a maximum of one minute. There will be no time outs allowed in the last 2 minutes of the first half. The clock does not stop for these time outs.

3. Time allowed in the Key from U10, U12, U14, 5 seconds.

4. Time allowed in the key from U16 up, including all senior competition, 3 seconds.

5. In all rostered non-finals games the clock shall stop only in the last three minutes of 2nd half for all whistles. If the score differs by 30 points or more, the clock will not stop. Not applicable to the afterschool competition. Clock does not stop on the afterschool competition.

6. In a finals series the clock shall stop for all time outs and five personal foul situations. In the last three minutes of the second half the clock shall stop, for all whistles. Clock shall start once the ball is touched by a player in the court.

In the Afterschool competition, the clock does not stop for time outs, unless it is in the last 3 minutes of the second half, where the clock shall stop for all whistles.

7. In the case of extra time in finals series, the clock shall stop for all whistles in the last 3 minutes. Extra Time will consist of a 5-minute period, with 1 time out per team. The clock will stop for these time outs. Time outs do not roll over from regular time.

In the Afterschool competition, the clock does not stop for time outs, unless it is in the last 3 minutes of extra time, where the clock shall stop for all whistles.

8. In the case of the game still being a draw once extra time is played, another 5 minutes shall be played with the same timing rules as above. This will continue till a result is achieved.

9. Referees shall not start a game clock before the scheduled starting time of the match. Once the referee has called for Centre's the game clock will be started by the scorers at the referee signal. Should either team not be ready the clock will commence, and By-law 12.1 will take effect. Session supervisors/CBA staff are able to delay the start time if deemed necessary.

10. Any Team not ready to play at the fixtured time will incur a one-point penalty per minute they are not playing. This includes not finalising a score sheet or allocating players to the online scoring system.

COVID-19 restrictions

While COVID-19 restrictions are effective-

All games

- Two 18 minutes halves
- 1-minute half time break
- 1 x 30 sec time out each half
- Clock to stop in the last minute of the second half only.

4. SCORE SHEET/ONLINE SCORING SYSTEM

1. Each player's number, given name and surname, DOB, Suburb and postcode must be clearly printed on the score sheet provided or entered into the online scoring system before the game commences. If not, the game will not be recorded as a qualified game.

2. Once a game has commenced, a player can only be added to the team sheet/online scoring system at a time-out or at half-time. This can occur anytime throughout the game, where a time out is allowed.

3. No more than ten players can play, therefore if the sheet or the online scoring system has more than ten listed, a team representative must cross off/untick the extras players prior to the game commencing.

4. Coaches must register through PlayHQ and be allocated to the team prior to coaching. If printed score sheet is needed coaches full name must be printed on this.

5. BENCH OFFICIAL

1. Each team must supply a competent scorer being 14 years of age or older for the duration of the game. The game will not commence until two scorers are on the bench. If a team fails to provide a scorer a member of their team must leave the court and attend the score bench.

6. PLAYER REGISTRATIONS

1. All players' individual details must be on the online registration form. Any player not listed on the team registration entry form must list all of their player registration details on the back of the score sheet or entered into the online scoring system before their first game commences, to become a registered player with that team.

2. The penalty for playing an unregistered player is as per by-law 20 for any games the unregistered player has played in.

3. CBA has the right to refuse any player registrations.

7. GRADING

1. Any competition graded after the defined grading period will result in all teams in that grade, having all points and percentages set back to zero after grading. If no changes are made to the grade at the conclusion of the grading period, ladders are not reset.

2. Teams may be graded to a higher or lower division and/or age group at the discretion of the Domestic Council up until the end of the defined grading period. After the grading period no teams will be regraded unless they can show exceptional circumstances through an appeal to the CBA [General Manager].

3. Any team that is regraded after the defined grading period, by the decision of the CBA, will be moved into their new grade/age group with the same points as 4th place, and zero percent.

8. PLAYER ELIGIBILITY

1. All Junior players must be under the age of the competition they are registering to play in as at the 31st of December of that year.

2. During grading games, any player moving from one team to another due to exceptional circumstances, must notify the CBA Competitions Administrator in writing. After grading, players may not transfer from one team/Club to another, in any one competition, in the current season, without a clearance approved by the CBA [General Manager].

3. Players can only play one game in each competition, per age group, on any one night/day.

4. All CBA junior competitions are to be advertised as separate gender competitions. Where separate boy's and girl's competitions are on offer, they are to be strictly policed as boys only and girl's only competitions. [This excludes the Afterschool and U8's competition, which are mixed]

5. Any player under the age of 14 will not be allowed to play in the senior domestic competition unless written consent is received from the player's parent or guardian and submitted to CBA staff prior to their first game.

6. If a player is playing “A” grade in a higher age group. They must play “A” grade in their own age group. Exception-If the player plays grading games in their correct age group (more than half grading games required), and the team is then placed in a lower grade.

7. Any junior player is only allowed to play up one age group from their lowest eligible age group. [e.g. U12 to U14 if lowest eligible age group is U12] unless written consent is received from the player’s parent or guardian and submitted to CBA staff prior to their first game.

8. For the domestic competition. A player is registered to a club not an age group. When transferring between clubs or transferring between teams within the same club at any time during the season all players must obtain a clearance.

- If a player leaves a club/team to play for another club/team, they must obtain a clearance, if the original club/team is still registered with the CBA. If the original club/team is no longer registered with the CBA, a clearance is not required. This applies to all junior competitions, including moving between junior competitions.
- Once a player has played a game with a club/independent team, they cannot move to another club/independent team until the next season (this includes during the grading period). Clubs/independent teams must submit and finalise clearances before the end of grading. For example, Tom registers to play the season with ABC Basketball Club, he is placed in Team A. He plays his first game with Team A in round 2 of the season. A week later he decides he wants to move to XYZ Basketball Club. Tom cannot move to XYZ Basketball Club until the next season as he has already played a game with Team A this season.
- Clubs/teams must deal with all clearance applications and player permits within 14 days of receipt.
- Players wishing to play for more than one club in two different age groups, must complete a Player Permit application each season. This must be submitted to CBA staff prior to their first game.

9. Any player who has competed in the Big V Competition or higher in the past calendar year or current year, must play in the A grade competition. Youth League players competing in the BIG V Competition in the past calendar year or current year, cannot play in any grade lower than B grade. ** Exception – player must have played more the 50% of grading games to be eligible to play in the lower grade.

10. Any Team entered, cannot include more than three [3] players who compete in Big V Competition or higher in the past calendar year or current year. This includes Youth League players.

11. Only players suited up to play can be ticked on the online scoring system.

Any breach of rules 8.1 - 8.11 deems the player ineligible. Penalties apply “by-law 20. Penalties”

9. COMPETITIONS

1. Each player may be required to provide proof of age to CBA for any reason deemed appropriate. It is each club/team's responsibility to ensure players are eligible for an age group based on their year of birth. Proof of age includes an original (not photocopied) birth certificate, extract of birth, student concession card, passport, statutory declaration, infant welfare booklet or learners permit
2. Any person ejected out of a game is required to leave the venue. All junior players under the age of 18 must have an adult accompany them. This cannot be a CBA staff member
3. **Ladder average**

Teams are not given competition points for byes but rather than sorting the ladder by competition points, it is sorted by points average (per game). A team's points average is attained by dividing the total number of competition points by the number of games they actually played.

Example:

Green has the same number of wins as Blue but have an extra loss. Despite this extra loss, Green is higher on the ladder because they've played an extra game and therefore had more opportunity to accrue points. Blue have been disadvantaged by having an extra bye.

Team	Played	Won	Lost	Drawn	Byes	Points
Green	4	2	2	0	0	8
Blue	3	2	1	0	1	7

If points average was used, Blue would be higher on the ladder because they've got a higher points per game average from the games they've played compared to what Green have averaged in the games they've played.

Blue points average = 7 points / 3 games played = 2.33

Green points average = 8 points / 4 games played = 2.00

Team	Played	Won	Lost	Drawn	Byes	Points	Average
Blue	3	2	1	0	1	7	2.33
Green	4	2	2	0	0	8	2.00

Junior competitions

1. Each junior team must have a responsible person over the age of 18 at their games.
2. At no time should a domestic coach, or club representative, approach a player/parent that is currently registered at another club, in an attempt to encourage that player to move clubs.
3. Time allowed in the Key from U10, U12, U14, 5 seconds.
4. Time allowed in the key from U16 up, 3 seconds.

UNDER 8

Please see separate rules for U8's

UNDER 10

Ball Size: 6. Free throw line is advanced 3 feet to short line.

UNDER 10 AND UNDER 12'S

1. Mercy Rule- This is at the discretion of the losing team. Only to be enforced at the instruction of the losing coach, when the team is losing by 20 points or more.

2. If the mercy rule is implemented, the winning team must defend inside the 3-point area, but still playing man to man defence within this area. The defending team must go back to the 3-point area on a dead ball. Once the ball enters the 3-point area, the game is then live, until there is another dead ball, in which the defending team would then have to go behind the 3-point area again, if it is the losing team's possession.

The team is sent back to allow the other team the opportunity to bring the ball up the court and develop their dribbling skills. When the margin goes below 20 points the winning team may revert to full court defence if it so elects, but only until the difference exceeds 20 points again.

3. Penalty-

- A public warning to the winning team, have a conversation with the coach.
- Winning team re-offends, 1 free shot to losing team. Both teams take positions as like a normal free throw.
- Winning team re-offends, 2 free shots to the losing team. Both teams take position as like a normal free throw.
- If winning team continues, the action 3 is to keep being used.

UNDER 14, 16, 18 & 23'S

No Mercy rule Applies as of the Summer Season 2012.

• Senior Competitions

1. Time allowed in key is 3 seconds

Mixed

1. Players are allowed to score 10 points each. Once all players in the team have scored 10 points then they may score another 6 points each.

2. Each keyway shall be designated female & male for each half. Any violation of the opposite sex in the key will result in a turnover. Any player fouled near a keyway while shooting shall take their shots at the keyway they were fouled at.

3. In finals, extra time will be played should the game be drawn at full time.

Extra time of 5 minutes will be played if the game is drawn at fulltime. This will consist of 1 period of 5 minutes. As per by-law 3, points 6, 7 and 8.

4. A size 7 basketball is to be used for all senior mixed games.

5. If a player is injured or fouled out- while the remaining players have scored out; each additional player may score another 6 points. The injured player may not return to the game once this has been awarded

6. To start a game there must be a minimum of 4 players per team which can be 3 and 1 of any gender. During the game, no more than 3 players of any one gender on the court at any time for a team.

7. If all players of one gender in a team have received 5 personal fouls each, and are therefore fouled-out, the game will cease immediately as the team cannot provide no more than 3 players of any one gender on the court. The game result will be a 20 – 0 win for the opposition.

10. NO ZONE DEFENCE

Definition of a Zone: a method of defence, in which each member of the defensive team guards a specified portion of the playing area in the key.

For the purpose of the By Law, CBA are only referencing to Zone Defence's played within the 3-point area.

Intention:

1. The Intention of this By Law is to avoid having players unfairly position themselves in an area on the court that provides an advantage to some players based on height or ability.
2. To teach all players good defensive principles of Man to Man defence.

By-Law:

During any U8 – U14, CBA Junior Domestic basketball game played, there is to be "NO ZONE DEFENSE" allowed by either team.

The following situations may be used as indicators that a "Zone Defence" is being played.

1. An offensive player cuts through the key and is not followed by an opponent who should be playing defence on this player.
2. A Clear structure zone is set up 2/3 or 2/1/2 defence in the key.
3. A defensive player is continually standing in the middle of the key and not making any attempt to guard an opponent.

Exception:

1. Your team can play a Zone Defence if your team has four (4) or less players on the court.

Penalty:

If in the opinion of the official on the floor, a "Zone Defence" is being played, the game is to be stopped at the next dead ball opportunity and the offending coach is to be warned by the official.

If the coach would like to have the defence reviewed by the Referee Supervisor, they are to send one of their own team representatives to request that the Referee supervisor comes to the court to review the defence. The referee supervisor's interpretation of the defence is final.

If the coach does not take appropriate action to change the defence after a warning has been issued, or does not use the option of review by the referee supervisor, and continues to use a "Zone Defence", the official is to issue the Coach with a Technical Foul.

Please Note:

If in the officials' opinion the "Zone Defence" is being caused by a lack of understanding by a player on the floor, a second warning maybe issued to the coach with a direct reference to the need to educate the individual.

11. UNFINISHED MATCHES

1. In the event of a match being unable to be completed during the regular season due to circumstances beyond the stadiums control [e.g. power blackouts, flooding] the following action shall be taken;

- a. If a problem occurs before half time the match shall be treated as a draw unless the match can be recommenced within 15 minutes of play being stopped. Game fees will be refunded.
- b. If a problem occurs during or after half time the team that is leading shall be declared the winner unless the match can be recommenced within 15 minutes of play being stopped. Game fees will not be refunded.
- c. Any game that is cancelled by an official, due to on court indiscretions, no game fees will be refunded to either team, for this game.

2. In all cases of matches being unable to be completed the scores when play is stopped will count for percentages

12. WALKOVER'S

1. The referees will commence all games on time. When centres are called to begin play, any team not on court with a minimum of 4 players to begin play will be penalized for a late start – 1 point per minute or part thereof. After 10 minutes a walk-over will be awarded to the other team (a 20 – 0 win.) CBA Session staff are able to extend the walkover time if deemed necessary.

2. Any team giving a walk-over will incur a fine in order to recover court, registration and referee costs. This fine must be paid before the next fixtured game, or arrangements made to pay with the session supervisor before the team is allowed to play. If a team forfeits two matches in a season, the said team will be asked to show why they should remain in the competition. If a team forfeits/walks over two matches in a row they will be removed from the competition at the discretion of the Competitions Administrator and incur a \$200 exit fee as per by-law 2.4.

3. Walk-over fines as determined by the Casey Basketball Association. (Refer to walkover policy)

13. FINALS QUALIFICATIONS

1. To qualify for the finals a player must have played at least eight fixtured games of the season [this includes grading games]. At half time referees are to cross off/untick players that aren't there. Any players that arrive after half time, should add their name to the scoresheet or on-line scoring system, at the next available time out.

2. Any player who has not been able to play the required number of rounds to qualify for the finals, whether it be through injury or other just cause, may apply to the CBA staff for a clearance to play. This must be submitted no later than 7 days prior to finals.

3. It is the club/team's responsibility to ensure all players are qualified for finals. Any team who plays an unqualified player will incur a penalty, as per by-law 20.

14. FINALS STRUCTURE

1. All competitions will be a 'top 4 team finals structure' unless stated otherwise by the Domestic Council, or CBA
2. Where there are 11 teams or less in a competition, 4 will play in the finals. Where there are 12 or more teams, 8 will play in the finals (top 4 play for the grade and next 4 play for reserve).

15. UNIFORMS

1. Uniforms consist of numbered singlets from 0, 00 - 99 and basketball shorts. [Small manufacturing logos are allowed]. Shorts with pockets and metal buckles are NOT allowed.
2. All players must be in full uniform. Singlets must be of identical colour and design and must carry a legal number, of contrasting colour to the singlet. Numbers must be on the back and the front of the singlet (minimum of 10 cm on front and 20 cm on back). All shorts must be the same colour and design.
3. At the start of the regular (not grading) season, players are to be in correct uniform independent of when they started. Any player not in correct uniform will not be permitted to take the court

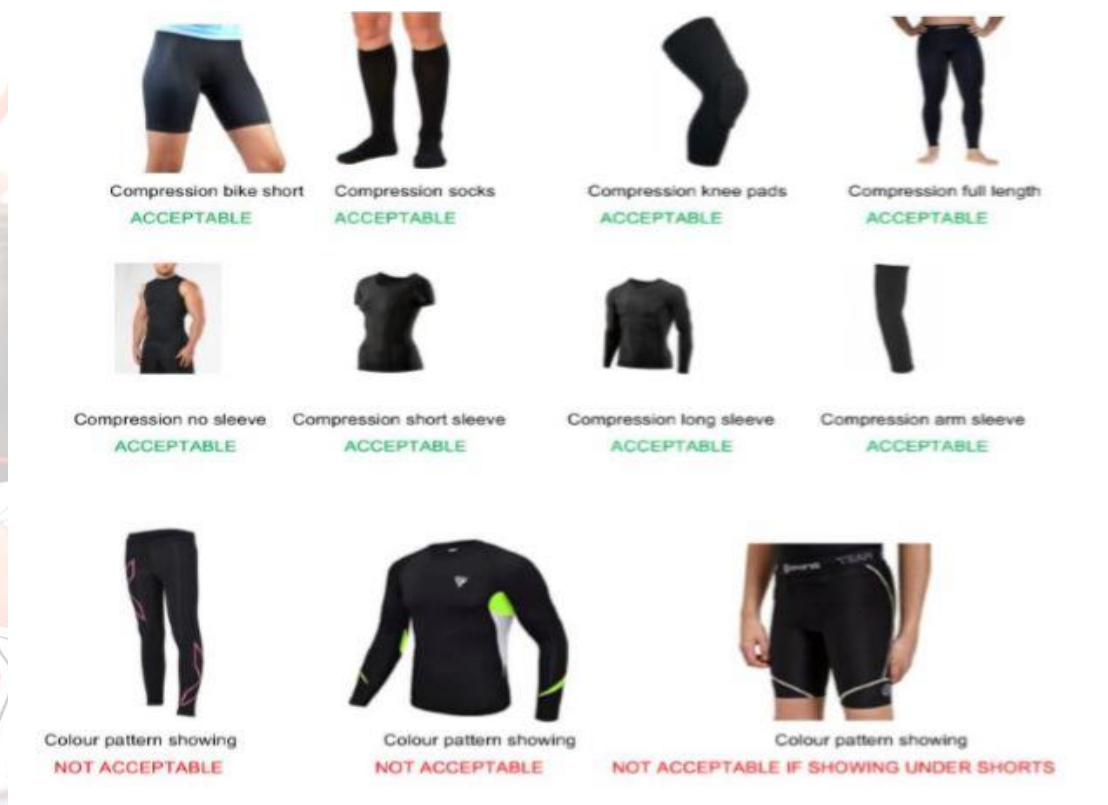
Exception -

A singular newly registered player is allowed one-week grace after they have notified the stadium supervisor of the day.

If unable to be in correct uniform after their one week grace they must obtain written permission (emailed to CBA) from the Domestic Council at least 5 days before their fixtured game, and be able to present this written permission at each game to the stadium supervisor of the day and the referees at request. Permission will only be granted in exceptional circumstances.

4. T-shirts cannot be worn under singlets.

5. Compression gear can be worn. Any compression item must be black, white or same dominant colour of playing singlet. If there is a logo or branding on the item, it must not be visible outside of the uniform or to be the same colour as the item. Eg. Black on Black. The colour choice will be decided by the players association to ensure that teams have uniformity if more than one player in a team is wearing compression gear. This means that if one player is wearing black compression gear, any other player in the team must also wear black in any compression gear worn



6. First named team on the score sheet must change uniforms if there is a clash of singlet colours. The game referees will decide if there is a clash. Failure to comply will result in a walkover against the offending team.

7. Sweatband can only be worn on the forehead.

8. All Teams must wear Basketball Singlets only; Basketball Bibs are not accepted.

9. Blood Ruling- During the game the official shall order any player who is bleeding or has an open wound, to leave the playing court and cause this player to be substituted.

- a. Before the player is allowed back into the game the wound should be treated (no further bleeding) and the affected area completely and securely covered.
- b. If there is blood on the uniform the player should change the uniform immediately. (It will be necessary to carry a spare number uniform for this purpose.) Under no circumstances should a player with wet or dry bloodstains on their uniform be allowed on the court.

16. JEWELLERY

All jewellery must be removed – no watches, studs, necklaces, rings or earrings may be worn (flat wedding bands are an exception but must be taped). Acceptable head wear and other requirements are as per Rule Interpretation Article 13.2.5 and any future revisions. Reference: V.B.R.A. and V.B.A.

17. FINGERNAILS & HAIR

Fingernails must be trimmed in order to avoid injury to other players. Tape of a suitable nature may be used. Gloves may not be worn unless a medical certificate is submitted to CBA staff prior to the first game.

If a player (male or female) has their hair braided or plaited and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid/plait. Players with braided or plaited hair ponytails must either roll their braid/plait into a bun or remove the braid/plait and play with a loose ponytail. This is due to injury that may be caused if stuck by the braid/plait.

Players are permitted to wear bobby pins and/or 'one touch' or 'snap' clips to hold their hair back as these items pose no threat of injury to any player on the court.

18. INJURIES

1. The injured player or legal guardian may obtain an insurance claim form from the Casey Basketball website. Additionally, an injured player, and if necessary, the player's legal guardian, must report to the session supervisor as soon as practical and complete an incident report form available on the Casey Basketball website.

2. Blood rule will apply. - A bleeding player must leave the court, and have the affected area covered, prior to re-joining the game.

3. Clubs/Teams are responsible for providing their own first aid. YMCA also have a Level 2 First Aid person at all games at Casey Indoor Leisure Centre.

19. SPECTATOR / TEAM FOLLOWERS

1. Any spectator entering the basketball area is subject to the applicable codes of conduct set out by the BV and the CBA.

2. Any spectator that is asked to leave a stadium due to inappropriate behaviour (breaking code of conducts) by a referee-supervisor/stadium-supervisor, must leave immediately, or the game will not proceed. Failure to leave when asked, will result in the spectator being reported to the Basketball Victoria Tribunal or to the Association as per by-law 22.

3. Alcohol is prohibited from been brought into the venues where Casey Basketball runs its competitions.

4. Smoking is prohibited in/or around any of the venues where Casey Basketball runs its competitions.

5. Smoking is prohibited on school premises where Casey Basketball runs its competitions.

20. PENALTIES

1. When found in breach of the eligibility criteria, each game played by the ineligible player will result in the offending team forfeiting the game with a 20 – 0 score line. [In case of finals, this will result in disqualification of the team].

Please Note - Teams playing a player under false names will result in the offending team forfeiting the game with a 20 – 0 score line and shall be reported as per the Basketball Victoria Tribunal By-Laws.

2. Right of Appeal

Individual teams/Clubs have the right of appeal to the penalties applied by the Domestic Council, by forwarding the letter of appeal in writing to the General Manager.

Grounds for appeal-

1. Significant new or additional evidence has become available.
2. The penalty imposed by the Domestic Council is outside the By-laws.
3. The Domestic Council failed to follow the procedures required within the By-Laws to your significant detriment

The General Manager will determine any change to the ruling or penalty if required. Each appeal will be reviewed on a case by case basis.

21. PENALTIES - SIN BIN

1. CBA enforces the sin bin rule. Any player that gets a tech foul, is to sit out of the game for 5 minutes time (excluding time outs and player injury) and is not to be replaced. They are only to return once advised by the referee.

2. Any person ejected out of a game is required to leave the venue. All junior players under the age of 18 must have a responsible adult accompany them.

22. TRIBUNAL

Any player or team or spectator who is reported (as per the Basketball Victoria tribunal bylaws) may be required to attend a tribunal hearing (on a date to be advised by the Tribunal Officer). Tribunals may be held at Casey Stadium, 65 Berwick-Cranbourne Road, Cranbourne East.

The reported team or player will be advised of the report lodged, and further tribunal proceeding at the earliest convenience. For further details, refer to the Basketball Victoria Tribunal Bylaws.

23. PROTESTS

1. In the event of any team, player or official desiring to lodge any protest, claim, report or complaint in respect of any team / game, player or official, such claim, report and such protests etc. shall be submitted by the club/team representative in writing to the Basketball Competitions Administrator, comps@caseybasketball.com.au within seven days of the incident referred to. Domestic Council have the right to decide the result on the information as presented according to the By-Laws.

2. All parties to the report have the right of appeal to the General Manager as advised in by-law 20.2.

24. CARE OF VENUE

1. CBA Staff (including session Supervisors) are empowered to exclude any person from the venue.
2. The management will refuse entry to any person under the influence of alcohol or attempting to carry alcohol into the stadium.
3. Any player, official, or the person responsible for causing deliberate damage to the venue shall be required to pay the cost of repair or be required to pay a charge towards such costs, as determined by the Centre Management.
4. Hanging from nets, rings, basket supports or any other deliberate damage to any part of stadiums may carry a MINIMUM one-week suspension. Person/s caught will be evicted from the stadium immediately.

25. GENERAL

1. In any matter not specifically covered by these By-laws, the CBA (General Manager) may make the necessary ruling.
- 2 The CBA can amend these by-laws at any meeting.
- 3 Any breach of the by-laws or actions felt by the CBA to not be in the best interests of the game, the CBA reserve the right to impose penalties and/or restrictions as seen appropriate by the CBA.



Under 8 Competition Rules

PLAYER NUMBERS

Teams can start game with only three players. No penalty applies.

COACHING

Coaches are able to walk around the court to instruct their players.

TIMING

Two (2) twenty-minute halves. Clock does not stop / Two (2) Seventeen-minute halves in the Afterschool competition.

TIME OUTS

Two (2) time outs per half per team. If the losing team has less than five players on the court, then an additional third Time Out can be granted on request. No time outs allowed in the last two (2) minutes of the first half.

HALF TIME

One two (2) minute half time break/ One-minute half time break in afterschool competition.

KEYWAY VIOLATION

No keyway violation.

HALF COURT VIOLATION

No half court violation.

TEAM FOULS

Penalty will be imposed after a team has committed (8) player fouls in a half.

FOUL LINE

Super short foul line (inside the edge of the circle).

MATCH BALL

Size 5 Ball to be used.

SUBSTITUTIONS

Substitutes can be called on any whistle.

GOALS

Player may only score (6) six points per half. Successful three-point shots will be awarded two (2) points only.

OFFENCE

Five bounce rule, five bounces are encouraged then the ball should be passed off. If on a fast break with no teammate in front, the player can go all the way.

DEFENCE

Both teams can play full court man to man defence. If the deficit gets to 10 points, the winning team must go back behind the 3-point area. (Mercy Rule in Play) If the score drops below the 10-point margin, the winning team can again play full court man to man.

OFFENSIVE TEAM

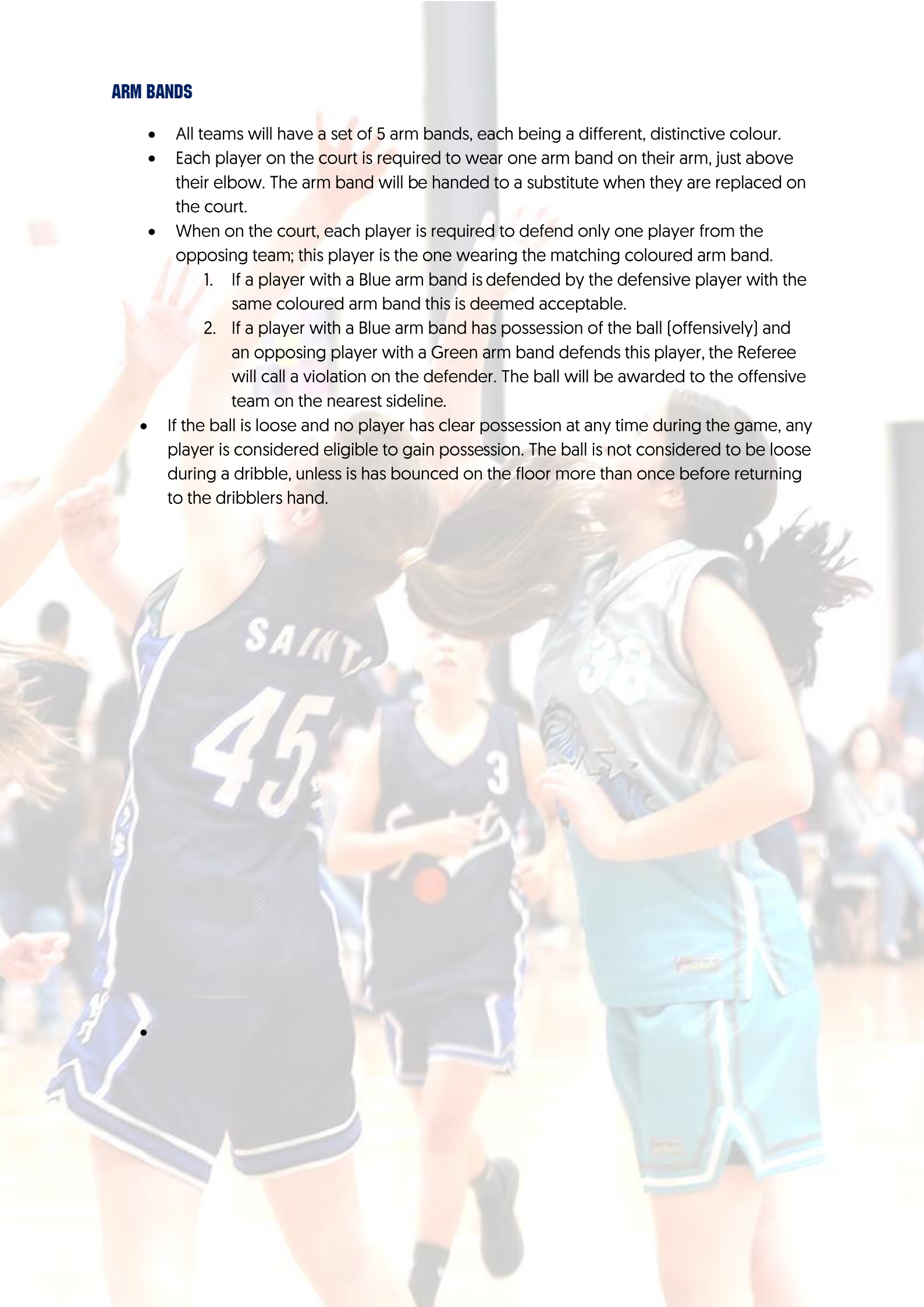
Is the team in control of the ball.

DEFENSIVE TEAM

Is the team not in control of the ball.

ARM BANDS

- All teams will have a set of 5 arm bands, each being a different, distinctive colour.
- Each player on the court is required to wear one arm band on their arm, just above their elbow. The arm band will be handed to a substitute when they are replaced on the court.
- When on the court, each player is required to defend only one player from the opposing team; this player is the one wearing the matching coloured arm band.
 1. If a player with a Blue arm band is defended by the defensive player with the same coloured arm band this is deemed acceptable.
 2. If a player with a Blue arm band has possession of the ball (offensively) and an opposing player with a Green arm band defends this player, the Referee will call a violation on the defender. The ball will be awarded to the offensive team on the nearest sideline.
- If the ball is loose and no player has clear possession at any time during the game, any player is considered eligible to gain possession. The ball is not considered to be loose during a dribble, unless it has bounced on the floor more than once before returning to the dribblers hand.



Junior Representative Players Points System Guidelines

Any junior domestic teams U10-U19 with representative level (VJBL) players are required to comply with a points system based on the level/grade of competition each player competes in. This points system applies to all players irrespective of which association they are registered at. There is no restriction as to how many representative players per team as long as each team complies with the points system, being a total of 12 points allowed for a domestic team.

If using a fill-in player, this player's points count towards the overall team points for the season, therefore if a team is sitting on 12 points, they can only use a fill-in player with 0-point value. When a player fills in for a team, they become a registered player for that team, and therefore their points count towards the team's overall points value. A team cannot deduct points from their team points due to a player not playing a game. Exception can be given in special circumstances for injury or absence for a period of no less than 4 consecutive weeks. This can only be approved by CBA (General Manager) prior to the fill-in player commencing. When the injured/absent player is ready to return to play, the fill-in player can no longer play with this team for the rest of the season. This includes finals, even if the fill-in qualified, as their team points would be over the cap.

Independent teams/Clubs must submit the required form before the commencement of round 1 of the domestic season. Any changes during the season to the team with respect to the participation of representative players, will require completion of the approved document and final approval from CBA, prior to the player commencing.

CRITERIA FOR POINTS ALLOCATION TO A PLAYER

1. The general principal observed here is that the player's status at the start of the winter domestic competition remains in place until the end of the subsequent summer season, including finals.
2. The Rep season is deemed to include all of the break that follows it, up to the commencement of the next rep season.

APPLICATION OF POINTS

1. The player is playing representative basketball (rep ball) at the time they commence a domestic season (whether it is the start or any other time). These points will apply for the duration of that domestic season.
2. If a player quits rep ball during a domestic season. This includes quitting in the middle of a rep season or in the break that follows that season. The player will hold these points until the end of that rep season.

Exception- Where a player who has only been playing domestic basketball, commences playing rep ball in the middle of a domestic season, no points will apply for the remainder of that domestic season. Points will apply to that player, if the player continues domestic and rep the following season.

LOYALTY POINTS

Not counting U8's, if a player has remained with a Club/Independent team for 4 seasons (consecutively) since playing in U10's or above, one (1) point will be removed from any points that they carry (minimum points will be zero), while they remain with that Club/Independent team. If a player has then remained with a club/independent team for 12 seasons (consecutively) since playing in U10's or above, an additional one (1) point will be removed from any points that they carry (minimum points will be zero), bringing their total loyalty points to two (2) while they remain with that Club/Independent team. This is capped at a maximum of two (2) loyalty points. When calculating a player's points, if eligible to receive a loyalty point deduction, this is deducted first, then the players total points are halved when playing in an older age group.

BREACH OF POINTS SYSTEM

Should a team breach this points system, by having more than a total of 12 points allocated to its registered players, including fill-ins, the following shall apply:

- The first known offence, loss of premiership points and a score of 20 – 0 loss for that game and any previous game where they are found to be over points
- At the time of the first known offence, a written warning is to be sent to the team contact from Casey Basketball, with a copy to the club President if they are part of a club. A copy will also be forwarded to Domestic Council's Chairperson and Secretary for information purposes
- If a second known breach to the points system occurs in the same season, all games for the remainder of the season will incur a loss or any premiership points and game results of 20 – 0 loss. Written notification is to be sent to the team contact from Casey Basketball, with a copy to the club President if they are part of a club. A copy will also be forwarded to Domestic Council's Chairperson and secretary for information purposes.

For example, Team A has 8 registered players at the start of the season worth 12 points. In round 12 it is reported that they have breached the points system by using a fill-in player worth 2 points, bringing their total now to 14 points. Casey Basketball investigate this and find that the fill-in player was also used in rounds 8, 9 and 10. As this is their first known breach, Team A will lose all premiership points for their games in rounds 8, 9, 10 and 12 and have the scores reflect 20 – 0 loss. They will also receive a written warning from Casey Basketball, to be sent to the team contact and the club president, if they are part of a club. A copy of this notification is also sent to Domestic Council Chairperson and Secretary. In round 15, Team A are again reported to have played a fill-in player worth 2 points. Casey Basketball investigate this and find this to have occurred. Team A will lose all premiership points for round 15 onwards until the end of this season and receive game results of 20 – 0 loss for round 15 onwards as this is their second known breach.

Points System

12 TOTAL POINTS PER TEAM

Individual player points based on level of competition that player competes in:

- Victorian Junior Championship (VC) = 4 points
- Victorian Junior League 1 or 2 (VJL 1&2) = 3 points
- Victorian Junior League 3 or 4 (VJL 3&4) = 2 points
- Regional Divisions = 1 points
- Youth League or Big V Players not in VJBL = 4 points

Important Note -> VJBL U12 Competition Players. Divisions are split into two groups of 20 for VJL1 and VJL2. As such player points in these divisions are as follows:

- Victorian Junior Championship (VC) = 4 points
- U12 Victorian Junior League 1 (VJL 1) = 3 points
- U12 Victorian Junior League 2 (VJL 2) = 2 point
- U12 Victorian Junior League 3 and below (VJL 3 & Below) = 1 point

Half Points Clause – Players that elect to play in an older age group for domestic (e.g. U14 player playing in U16 domestic competition) will have ½ points applied in this situation:

- Victorian Junior Championship (VC) = 2 points
- Victorian Junior League 1 or 2 (VJL 1&2) = 1.5 points
- Victorian Junior League 3 or 4 (VJL 3&4) = 1 point
- Victorian Junior League 5 and below (VJL 5 & below) = 0.5 point

However, if a player is competing in a higher representative level, for example an U14 child player in representative U16, their points are not halved for playing U14 domestic [this excludes U8 and U10 domestic as representative commences at U12].

Teams must still comply with total team points being not more than 12.

Points to apply for any player who continues playing rep after grading has finished. If a player withdraws during grading points do not apply.

Points are based on the division the player competes in the VJBL competition of that year.



Stadium Heat Policy

When the court temperature reaches 30°C the venue managers must consider implementing and where the court temperature reaches 35°C, must implement the following timing rules:

BASED ON A 60-MINUTE SCHEDULE PLAYED IN HALVES

The game time must be reduced to 2 halves of 18 minutes with each team having 2 timeouts per half. The clock must stop for each timeout and the referee must call a compulsory timeout close to the 9-minute mark in each half. When the on-court temperature reaches 37°C, games shall be cancelled.

BASED ON A 50-MINUTE SCHEDULE PLAYED IN HALVES

The game time must be reduced to 2 halves of 17 minutes with each team having 2 timeouts per half. The clock must stop for the referee time out, which is a 30 second time out only. The referee must call a compulsory timeout, close to the 8-minute mark in each half. When the on-court temperature reaches 37°C, games shall be cancelled.

BASED ON A 40-MINUTE SCHEDULE PLAYED IN HALVES

The game time must be reduced to 2 halves of 15 minutes with each team having 2 timeouts per half. The clock must stop for the referee time out, which is a 30 second time out only. The referee must call a compulsory timeout, close to the 7-minute mark in each half. When the on-court temperature reaches 37°C, games shall be cancelled.

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

All other normal program playing/timing rules apply.

A background image showing a basketball game in progress. A player in a blue jersey is dribbling a Molten basketball while being defended by a player in a white and red striped jersey. The scene is set on a wooden basketball court.

Walkover Policy

If a team is unable to play the scheduled match, they must contact the administration.

Notified Walkover- you must contact the administration office 48 hours prior to your game and notify them you are unable to play. Notified Walkover Fines = double team sheet fee minus the referee allocation.

Un-Notified Walkover- If you fail to notify the administration 48 hours prior of the scheduled game an Un-Notified Walkover fine will apply. Un-Notified Walkover Fine = double team sheet fee.

If a scratch match is played, the team giving the walkover is still obligated to pay the walkover fine.

Walkover Fines must be paid the following week prior to your next game.
Failure to do so will forfeit any ladder points for games played while the fine is outstanding.

Contact Casey Basketball on 5996 6033.