Casey Basketball Association Inc. A0058834H

DOMESTIC BY-LAWS

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Casey Basketball Association By-Laws

For the purposes of this By-law document, the Casey Basketball Association will be referred to as "CBA."

Definitions:

Cancelled Game is a game that is officially called off before it begins due to unforeseen circumstances such as facility unavailability, extreme weather, or administrative decisions. A cancelled game is not considered played and may be rescheduled, if determined possible and appropriate by CBA.

Abandoned Game is a game that starts but is halted before its completion due to factors such as serious injury, unsafe playing conditions, or external disruptions. If a game is abandoned before or during half time, it will be marked as cancelled in PlayHQ and scores will display a 0-0 draw. If a game is abandoned after half time, the game score stands as the final result.

1. Team contact

1. Each club/team must nominate 2 people to contact for queries or information. It is the responsibility of the club/team contact to distribute fixtures, fill out the scoresheet/online scoring before each game, pay the game fees via Teampay (or other method outlined in By-law 2.3), ensuring players have correct uniform, and making players aware of all by-laws and insurance procedures.

2. It is the team's responsibility to check the online fixture [www.caseybasketball.com.au] for any updates or changes. This must be done by the close of business on the business day before the scheduled game. Teams will only be notified via email or phone if changes occur after this time.

2. Registration/Game Fees

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

2. If a team is registered and paid for in full after the competition has started, CBA reserves the right to enter the team into the next available grade, in the suitable age group, at the next convenient date. Should the competition have reached capacity, the team will receive a refund of the registration fee. For all other circumstances, the registration fee is nonrefundable.

3. Where a Club fails to pay game fees within seven (7) days, the Association may record the result of the relevant game(s) as a 0–20 scoreline against the offending team.

4. Independent teams must pay all game fees via TeamPay prior to the commencement of each scheduled game. Club teams must pay all game fees via TeamPay within seven (7) days of the completion of the scheduled game.

5. Any teams who opt to not use TeamPay or a season invoice for game fees will be recorded as a 0-20 forfeit against the team.

6. A withdrawal fee of $200 is payable where a team withdraws after fixtures have been published. The Association may waive or reduce the withdrawal fee where a withdrawal results from grading changes or other exceptional circumstances.

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

3. Match Rules & Timing regulations

1. Competitions will be conducted in accordance with the FIBA Official Basketball Rules except as modified by these By-laws.

2. Each game shall be played in 2 halves, and the 24 Second Shot Clock does not apply, unless specified in By-law 9.8.

3. Each half shall be 20 minutes in duration, each with an interval of 2 minutes between halves. Afterschool competition will consist of 2 x 18-minute halves with an interval of 1 minute between halves.

4. There will be allowed 2 time-outs per team per half. Each time-out shall be a maximum of 1 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.

5. In all rostered non-finals games, the clock shall stop only in the last 3 minutes of the second half for all whistles. If the score differs by 30 points or more, the clock will not stop.

i. Not applicable to the Afterschool competition. The clock does not stop in the Afterschool competition.

6. In a finals match, the clock shall stop for all time-outs and 5 personal foul situations.

i. In the last 3 minutes of the second half, the clock shall stop for all whistles. The clock shall start once the ball is touched by a player in the court.
ii. In an Afterschool competition finals match, 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 a drawn game, the final score will stand for all regular season matches. In the case of a drawn finals match, additional Extra Time periods will be played until a result has been achieved.

i. Each Extra Time will consist of a 5-minute period.
ii. For each Extra Time period required, the clock shall stop for all whistles in the last 3 minutes.
iii. Each team will be granted with 1 time-out. The clock will stop for these time-outs. In Afterschool competitions, the game clock shall not stop for time-outs, except during the final 3 minutes of Extra Time, at which point the clock shall stop for all whistles.
    a. Team fouls do not reset from the second half for Extra Time periods.
    b. Unused time-outs do not roll over from regular time or previously completed Extra Time periods.

8. Referees shall not start a game clock before the scheduled starting time of the match. Once the referee has called for each team's starters to take the floor, the game clock will be started by the scorers at the referee's signal. Should either team not be ready, the clock will

commence, and By-Law 11.1 will take effect. Session Supervisors and CBA staff can delay the start time, if deemed necessary.

9. Any team not ready to play at the fixtured time will incur a 1-point penalty per minute they are not playing. This includes not finalising a scoresheet or allocating players to the online scoring system.

10. Unless otherwise stated for specific competitions, the *team foul penalty situation* shall be in effect when a player commits additional fouls above the 8th team foul registered in each half.

11. Blood Ruling - During the game the official shall order any player who is bleeding or has an open wound to leave the playing court, causing 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 (Refer to By-law 14.10).

12. Appendix B and C list the match rules including modifications that pertain to the Under 8 and All Abilities competitions.

4. Scoresheet/Online Scoring System

1. Each player's first name, surname, DOB, and singlet number must be clearly printed on the scoresheet provided or entered into the online scoring system before the game commences. If not, the game will not count towards finals qualifications.

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.

i. At the conclusion of the time-out, if players have not completed being added to the team sheet/online scoring system, then an additional time-out should be charged to the player's team (if any are remaining).
ii. If there are no time-outs remaining, the opposition team will be awarded one point per minute for the additional delay.

3. At half- ime, the referee/s will remove players from the scoring system who are not playing in that game.

4. No more than 10 players can play in any grading, regular season, or finals game. Therefore, if the scoresheet or the online scoring system has more than 10 players listed, a team representative must cross off/untick the extra players prior to the game commencing.

5. Coaches must register through PlayHQ and be allocated to the team prior to coaching. If a printed scoresheet is used, the coach's full name must be printed on this.

6. Only players suited up to play can be ticked into the online scoring system.

5. Bench Official

1. Each team must supply a competent scorer of 14 years of age or older for the duration of the game. The game will not commence until 2 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. Participant 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 their player registration details on the back of the scoresheet or entered into the online scoring system before their first game commences, to become an affiliated player with that team.

2. The penalty for playing an unregistered player is as per By-Law 19 for any games the unregistered player has played in.

3. Coaches, Assistant Coaches, and Team Managers must complete the Child Safety Declaration at the start of each Domestic season. Failing to do this may result in a participant being unable to fulfil game day duties until submission is complete and screening has occurred.

4. CBA has the right to refuse any participant's registration.

7. Grading

1. At the commencement of each season, a grading period will be conducted to ensure that all teams compete in a division that best reflects their skill and competitiveness. The grading period will consist of a designated number of matches, determined by CBA, to assess the suitability of teams in their initial divisions.

2. Teams will be evaluated based on performance by CBA, including but not limited to:

- Match results
- Points differential
- Overall competitiveness
- Observations from the Domestic Council, CBA Staff, Referee Supervisors and Referees.
- Consideration may also be given to team composition, player ability and previous season performance.

3. Grading committee filming requirements:

3.1 - Members of the grading committee may film games for the purpose of assessment and review during the grading period.

3.2 - Where possible, the grading committee should provide at least 2 business days' notice to CBA if they intend to film any grading matches for administrative purposes.

3.3. When filming a game, the following conditions apply:

a) The individual filming must wear a clearly identifiable media accreditation fluoro vest, in which case there is no requirement to introduce themselves to team officials; or

b) If not wearing a media accreditation vest, they must inform both team coaches prior to the start of the game that they are filming in an official capacity for grading purposes.

3.4. All footage captured is to be used solely for internal grading assessment and must not be distributed or published without prior written approval from Casey Basketball.

4. Teams may be graded to a higher or lower division and at the discretion of CBA 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 (CEO).

5. On completion of the grading period, all teams in that grade will have all point and percentages set back to 0. If there have been no changes to the teams during the grading period to a division, then this will not occur.

6. Any team that is regraded after the defined grading period, by the decision of the CBA, will be moved into their new grade with 0 games played, and 0 percent. Any team that has versed the regraded team will have the game result marked as 'cancelled' in PlayHQ, so these games do not contribute to the ladder.

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. Changing clubs (includes independent teams):

• A player cannot change club/independent team after having played a game with a club/independent team once a season has commenced (including during the grading period); they must wait until the next season.

o 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.

• If there are exceptional circumstances, and a player has already played a game with a team in the season, a request for move must be submitted in writing to CBA and can only be approved by the CEO. The CEO must advise their decision within 14 days to both clubs/independent teams.

• Any player that is unfinancial with a club will be tracked by CBA. Any unfinancial player that plays in any game for a new club/independent team after the club has been advised of the debt will result in the team's score being changed to a 0–20 scoreline against the offending team.

o Clubs will follow the unfinancial players process (Refer to Appendix G).

• During grading games, any player moving from a team to another (within the same club) must notify the CBA Competitions Administrator in writing. After grading, players may not transfer from a club/independent team to another.

3. Players can only play 1 game in each competition, per age group, on any single night/day. Exception is U8s, refer to Appendix C.

- Players wishing to play for more than 1 club in 2 different age groups, must complete a Player Permit Application each season. A permit must be submitted to the player's registered club by the gaining club within 48 hours of the player playing their first game with the gaining club. The registered club has 96 hours to advise if declining.

4. All CBA junior competitions are to be advertised as separate gender competitions. Where separate boys' and girls' competitions are on offer, they are to be strictly policed as boys only and girls only competitions. (This excludes the U8-U14 Afterschool competitions, 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. Players playing permanently in a higher age group can only play in their own age group in the equivalent grade or higher.

- Example, a player playing in U16 B Grade can only play in U14 in B or A grade.
- Exception is if the player has played a minimum of 50% of grading games in both teams, they may play wherever the team grades.

7. Any junior player is only allowed to play up 1 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. 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 than 50% of grading games to be eligible to play in a lower grade.

9. Any Team entered, cannot include more than 3 players who compete in Big V competition or higher in the past calendar year or current year. This includes Youth League players.

10. Players will only be permitted 2 games as a fill in before they will be required to register through PlayHQ to their team. Any games played as a fill in after their 2nd game may not be counted towards finals qualifications.

11. Once a player has played 1 game for a team as a fill in or registered player, they may not play in another team in the same gender and age group in the same competition until the next season commences.

12. If a player participates in the Premier League competition, they may only fill-in for teams in CBA's A Grade division within the same age group. However, they may fill-in up one age group without any division restriction. For the avoidance of doubt, any Premier League player

filling in for other domestic teams will count towards the representative player points for that team.

Exception: A player may participate in both Premier League and a division lower than A Grade within the same age group if they played in 50% or more of grading games in the lower division.

Any breach of rules 8.1 - 8.11 deems the player ineligible. Penalties apply as per By-Law 19.

13. Representative Player Fill In's

Where a team requires a fill-in player allocated two (2) points or more (prior to the application of loyalty points), the team must submit a written request for approval to comps@caseybasketball.com.au no later than 12:00pm on the last business day prior to the scheduled game.

Any team or Club wishing to dispute the eligibility of a fill-in player must submit the dispute in writing to CBA within two (2) business days of the completion of the game. Disputes received outside this timeframe will not be considered and no penalty will apply.

Where a dispute is submitted within the required timeframe and upheld by CBA, the offending team will incur the applicable penalty in accordance with By-law 19.

9. Competitions

1. Each player may be required to provide proof of age or identity 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. Ladder Points and Points Average

Win – 3
Draw – 2
Loss – 1
Forfeit – 0

Teams are not given competition points for byes. 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 played.

Example without using points average:

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.

Example using points average:

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. Competition Rules

For a specific rule summary relating to the All Abilities or U8 competitions, refer to Appendix B or C.

1. Time allowed in the Key:
   - U8 has no limits.
   - U10, U12, and U14 is 5 seconds.
   - U16 and up (including senior competitions) is 3 seconds.

2. Ball sizes will change between age groups:
   - U8, U10 and, U12 will use a size 5 ball.
   - U14 and all female competitions aged U16 or higher will use a size 6 ball.
   - All male competitions aged U16 or higher and Senior Mixed competitions will use a size 7 ball.

3. In specific junior competitions, the free throw line is advanced to
   - the super short line in U8 (inside edge of the no-charge semi-circle).
   - the short line in U10 and U12 competition.

4. 3-point line

- All courts shall be marked with 2 3-point arcs at each end of the playing surface, referred to as the "inner" and "outer" 3-point lines for the purpose of these By-Laws.
- The inner 3-point line (6.25m) shall be the designated 3-point line for all competitions in the U14 age group and below.
- The outer 3-point line (6.75m) shall be the designated 3-point line for all competitions in the U16 age group and above.

5. No-Charge Semi-Circle
   - Not used in any Domestic competition.

6. Technical Fouls
   - Technical Fouls will use the FIBA application of 1-free throws and the ball is returned to where the game was stopped from for resumption.
     - Additional behaviour penalties, still apply for Category 1 Technical Fouls [Refer Appendix A.5]

7. Mercy Rule

   - The Mercy Rule applies to U10 and U12 competitions.

   - The Mercy Rule is to be implemented at the discretion of the losing team's coach and is to be enforced when the team is losing by 20 points or more.

   - The request to apply the Mercy Rule must be communicated to the match officials during any dead ball period.
     - If the Mercy Rule is implemented, the winning team must defend inside the 3-point line but still playing man-to-man defence within this area. The defending team must go back behind the 3-point line on a dead ball. Once the ball enters the 3-point line, the defence then becomes active, until there is another dead ball, in which the defending team would then have to go behind the 3-point line 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.

   - Penalties for infractions:
     - A public warning to the winning team, have a conversation with the coach.
     - If the winning team re-offends, 1 free throw to losing team. Both teams take positions as like a normal free throw.
     - If the winning team re-offends, 2 free throws to the losing team. Both teams take position as like a normal free throw. o If the winning team continues to re-offend, then 2 free throws will be awarded for each additional infraction being penalised.

7. Shot Clock
   - 24 second shot clock will be used for the following competitions:
     - U18 Boys A Grade.
   - There will be no 14 second reset.
   - The 1st listed team is required to supply a scorer for shot clock.
   - Shot Clock Rules:
     - Whenever:
       - a player gains control of a live ball on the court, or

        - On a throw-in, and the ball touches or is legally touched by any player on the court and the team of that player taking the throw-in remains in control of the ball,
    - then that team must attempt a shot for a goal within 24 seconds.

    - To constitute a shot for a goal within 24 seconds:
        - The ball must leave the player's hand(s) before the shot clock signal sounds, and
        - After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

    - The shot clock shall be reset to 24 seconds whenever the game is stopped by a referee:
        - For a foul or violation (not for the ball having been caused to go out of bounds) by the team not in control of the ball,
        - For any valid reason caused by the team not in control of the ball,
        - For any valid reason not caused with either team
    - In these situations, the possession of the ball shall be awarded to the same team that previously had control of the ball.

    - However, if the game is stopped by a referee for a referee for any valid reason not connected with either team and, in the judgement of the referee, the reset of the shot clock would place the opponents at a disadvantage, the shot clock shall continue from the time it was stopped.

    - After the ball has touched the ring of the opponent's basket, the shot clock shall be reset to 24 seconds.

    - The shot clock shall be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure.

8. Senior Mixed Competitions
    - To start a game, there must be a minimum of 4 players per team. This can be 3 and 1, or 2 and 2 of either gender. During the game, no more than 3 players of any single gender is permitted on the court at any time for a team.
    - A size 7 basketball is to be used for all senior mixed games.
    - 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 their opponent's basket.
    - 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.
    - 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.
    - If all players of one gender in a team have received 5 personal fouls each and are therefore fouled out (or cannot take the court for any other reason), the game will

cease immediately as the team can't provide more than 3 players of one gender on the court. The game result will be a 20 – 0 win for the opposition.

10. No Zone Defence

1. Definition of a Zone: Any defence played inside the 3-point line which does not incorporate normal man to man defensive principles shall be considered a zone.

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

2. Intention of this by-law:

a. 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.

b. To teach all players good defensive principles of man-to-man defence.

3. By-law: During any U8 – U14, CBA Junior Domestic basketball game played, there is to be "NO ZONE DEFENCE" allowed by either team.

4. Exception:

- A team can play a Zone Defence if the team has 4 or less players on the court.
- For the purposes of these By-Laws, the no zone ruling does not preclude a team or its players from playing the following concepts:
    - Help defence,
    - Split line defence,
    - Full/Half court press, and
    - Traps or double teaming

Further information about the "No-Zone" policy can be found in "CBA No-Zone Guide".

6. Penalty:

If a team believes the opposition is playing a "Zone Defence", it is the responsibility of the coach or team manager to request the Referee Supervisor review the defence being played. A team may supply video evidence to the Referee Supervisor for immediate review if the supervisor is not near the court.

The video evidence must show the entirety of the defensive possession and if possible, at least 3 clips be captured for review.

If the Referee Supervisor believes that a "Zone Defence" is being played, then the game is to be stopped at the next dead ball opportunity by the referee (at the Referee Supervisors instruction), and the offending coach is to be warned by the Referee Supervisor.

The Referee Supervisor's interpretation of the defence is final.

If the coach does not take appropriate action to change the defence after the warning has been issued, and continues to use a "Zone Defence", the Referee Supervisor is to request the official on the game issues the Coach with a Technical Foul.

Please Note: If in the Referee Supervisor's 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.

10. 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 marked as 'cancelled' in PlayHQ with results showing a 0-0 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 scores shall stand 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, will result in no game fees refunded to either team.

11. Walkovers

1. The referees will commence all games on time. When starters 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 forfeit will be awarded to the team (a 0 – 20 result.) CBA Session Staff can extend the forfeit 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 2 matches in a season, the team will be asked to show why they should remain in the competition. If a team forfeits/walks over 2 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 are as determined by the Casey Basketball Association.

12. Finals Qualifications

1. To qualify for finals, a player must have played at least 8 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. In the circumstance where a team is unable to have a minimum of 5 players for finals, CBA can grant qualification to players who have played a game during the season as a 4th and/or 5th player. However, a 6th or more players will not be given an

exemption to play finals.

3. 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 an exemption to play. This must be submitted no later than 7 days prior to finals. Exemptions are granted on a case-by-case basis.

4. 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 19.

5. All players must register to their team using the individual PlayHQ registration link prior to 30 days before the first scheduled final for the competition. Failure to do so may result in the game not counting towards finals qualification.

13. Finals Structure

All teams are required to play in finals, if qualified. Any teams moved into finals due to disqualification or unavailability of qualified team, are required to play (not playing may result in forfeit fees being charged).

All competitions will be a 'top 4 finals structure' unless there are 12 or more teams, then a reserve final will be played.

CBA may add Reserve Finals between teams 5th to 8th where there are less than 12 teams. In these situations, it will be communicated to teams with advance notice.

Placement Structure

1st vs 4th
2nd vs 3rd

Winner of each match will proceed to play in the grand final.

14. 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.
    a. Any names or design printed on uniforms must not contain offensive gestures, symbols or language that are deemed inappropriate. Failing to adhere to this may result in CBA restricting the use of the uniform within its competitions.

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

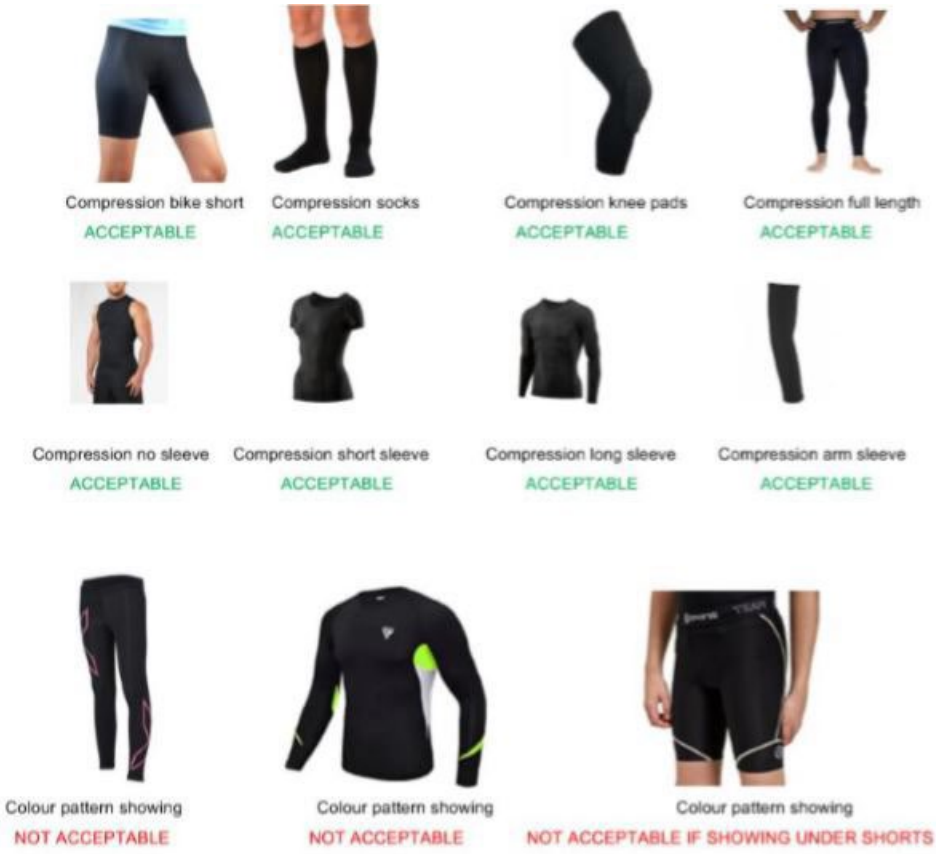
4. At the conclusion of grading, players are to be in correct uniform independent of when they started. Any player not in correct uniform will not be permitted to take the court.

5. Exception:
    a. Any player playing in their 1st game (registered or fill in) is allowed 1-week grace after they have notified the Session Supervisor. The colour of the singlet is to be as similar as possible to the regular singlets worn so it is easily identifiable that the person is a part of that team.
    b. If a player is unable to be in correct uniform after their 1-week grace, the team must apply for an exemption from CBA. In this case, the team would be issued with written approval which is to be presented to the Session Supervisor prior to the game. Exemptions would only be granted in exceptional circumstances.

6. The 1st named team on the scoresheet 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 forfeit against the offending team.

7. All undergarments worn under playing singlets must be skintight.

8. Compression gear can be worn; it must be fitted, not loose. Any compression item must be black, white, or the same dominant colour of the playing singlet. If there is a logo or branding on the item, it must not be visible outside of the uniform or must be the same colour as the item. E.g. Black on Black. The colour choice will be decided by the team to ensure that teams have uniformity when more than one player in the 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.



9. Sweatband can only be worn on the forehead. Exception, U8 and All Abilities competition armbands are permitted.

10. If there is blood (or any other hazardous substance) on the uniform, the player should change the uniform immediately. Under no circumstances should a player with wet or dry blood stains on their uniform be allowed on the court.
    a. If the team does not carry a spare number uniform, then clash singlets will need to be obtained from the Session Supervisor.

15. 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 FIBA Rule Interpretation Article 13.2.5 and any future revisions.

16. Fingernails, Hair & Religious Headgear

1. CBA adopts the current Basketball Victoria Uniform Policy in relation to fingernails, hair, religious headgear and all other player equipment. Where the Basketball Victoria Uniform Policy is amended, the current version shall apply.

Basketball Victoria Uniform Policy:
https://api.basketballvictoria.com.au/api/assets/6cdfkx7hajs484os

2. Braided or plaited hair is acceptable and preferred to be held together with a hair tie to reduce swinging around of the braid or plait during play, to reduce the risk of injury to players. If the braid or plait swings free from the head to an excessive nature that may cause harm to other players, the match officials, Referee Supervisors, or Session Supervisor may request that the styling be altered for safety to others.

3. 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.

4. Religious headgear that complies with a player's religious faith, such as hijabs, turbans, and yarmulkes are legal to be worn during games on the provision that:

- The headgear is the same colour as the team's uniform.
- It must be black, white or the same dominant colour as the uniform.
- It must not cover any part of the players face.
- It must not have parts the protrude from its surface.
- It must not pose a danger to the player or other players.

17. 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 (refer to By-Law 3.11).

3. As Per Basketball Victoria guidelines, limited First Aid equipment will be available at Casey Basketball competition venues.

4. CBA, its Staff, and Referees reserve the right to remove any participant(s) who display concussion or concussion-like symptoms as the result of a head knock, blow, or jolt from participating in the match for the purposes of assessment or treatment. The individual should be reviewed in accordance with CBA's Concussion Policy and FIBA Art 5 (Players: Injury and Assistance).

18. Spectator / Team followers

1. Any spectator entering the basketball area is subject to the applicable Codes of Conduct set out by BV, CBA, and Venue Management.

2. Any spectator that is asked to leave a stadium due to inappropriate behaviour (breaking code of conducts) by a Referee Supervisor/Sesson 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 Appendix A.

4. Smoking, vaping, and alcohol are prohibited in/or around any of the venues or school premises where Casey Basketball runs its competitions.

19. Penalties

1. Where a player is found to be in breach of the eligibility criteria, any game in which that player participated will be recorded as a 0–20 scoreline against the offending team. The full game fee remains payable by both teams. In finals matches, an eligibility breach will result in the disqualification of the offending team.

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

2. Right of Appeal

Clubs/independent teams have the right of appeal to the penalties applied by CBA, by forwarding the letter of appeal in writing to the CBA (CEO). Grounds for appeal:

- Significant new or additional evidence has become available.
- The penalty imposed by CBA is outside the By-Laws.
- The CBA failed to follow the procedures required within the By-Laws to one's significant detriment.

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

20. 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/independent team contact in writing to the CBA Competitions Administrator, comps@caseybasketball.com.au, within 7 days of the incident. CBA 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 CEO as per By-Law 19.2.

21. 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 1-week suspension. Person/s caught will be evicted from the stadium immediately.

22. General

1. In any matter not specifically covered by these By-Laws, the CBA (CEO) may make the necessary ruling.

2. The CBA can amend these By-Laws at any time.

3. Any breach of the By-Laws or actions felt by the CBA to not be in the best interests of the game, CBA reserve the right to impose penalties and/or restrictions as seen appropriate by the CBA.

APPENDIX A – BEHAVIOUR POLICY

1. Overview

   The CBA is committed to providing a safe environment for all participants in our Domestic competitions. This includes players, coaches, team managers, parents, spectators, officials, and administrators. This policy has been developed in consultation with the Casey Referee Program to provide clear expectations of our members and the penalties that apply for breaching acceptable standards of behaviour.

   This policy and associated penalties apply for CBA Domestic competitions only.

2. Codes of Conduct

   Everyone involved in Basketball are bound by Basketball Victoria's Codes of Conduct and members who fail to adhere to these rules must be held accountable.

3. Referee, Player and Coach Communication

   Respectful communication is encouraged between our referees and players/coaches. Clarification can be sought, as long as the reaction is not aggressive, overly demonstrative. or prolonged. Referees will be instructed that they may communicate with any player to answer reasonable questions seeking clarification.

   Assistant coaches, team managers. and spectators are not permitted to communicate with referees.

   Apprentice (green shirt) or trainee (white shirt) referees are not to be approached under any circumstances.

   3.1. Junior Domestic
   - Coaches and team managers of Junior Domestic teams are responsible for the behaviour of players and associated spectators/parents. Coaches and referees are expected to work together to provide a safe environment for all participants.
   - Coaches may request to speak to a referee towards the end of a time-out, or half time break. They are not permitted to step onto the court, and the conversation will take place in vicinity of the team bench. They can seek clarification in a courteous manner, and the conversation must end when the official has provided an answer.

   3.2. Senior Domestic
   - The nominated team captain may request to speak to a referee at the end of a time-out, or half time break. They can seek clarification in a courteous manner, and the question must end when the official has provided an answer.

4. Referee Complaints

Complaints regarding referees should be addressed during or immediately after the game with the Referee Supervisor.
The coach, assistant coach, team manager, or court captain should request the Referee Supervisor to attend the court to watch the game. Supervisors are responsible for multiple courts and may be unable to watch the entire game.

CBA staff are not to be approached or spoken to in an aggressive manner.

If not satisfied with the game day outcome, a team or club official may lodge a formal complaint. (Refer to CBA's complaints process for more information).

4.1. Junior Domestic

A complaint may be made to the clubs committee, who will review the complaint and, if deemed necessary, forward to the CBA office. The CBA will investigate the complaint and notify the club of the outcome.

4.2. Senior Domestic

A team delegate may lodge a complaint via email to the CBA office. The CBA will review the complaint and notify the delegate of the outcome.

5. Technical Fouls & The Sin Bin

The referees may prevent Technical Fouls by giving warnings or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same infraction after the warning.

CBA enforces the Sin Bin rule. Any player that receives a behavioural Technical Foul (Category 1), 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.

A Category 1 Technical Foul is one which:

- Shows some form of dissent or disrespect (by word or action) towards a referee, match official or other participant.
- Continuing to discuss a call after the referee has responded,
- Holding arms in the air following a call for a prolonged period,
- Repeatedly asking questions, making comments, or gesturing in response to calls,
- Wave offs, aggressive or excessive motioning of the arms,
- Aggressive hand claps directed at an official or showing resentment for a call or non-call,
- Running towards or aggressively approaching a referee,
- Shouting a reaction to a call or using profanity,
- Extended or prolonged complaining about a call, particularly after being told to stop, and
- Not responding to a warning by repeating the action (or some other disrespectful action).
- Is any Technical Foul that applies to a Coach or participant on the team bench

These above behavioural Technical Foul infractions, if called on an active player on the floor, will result the Sin Bin applied toward the player who committed the infraction.

Category 2 Technical Fouls will not have the Sin Bin applied. The following are examples of Category 2 (Non-behavioural) Technical Fouls.

- A defender reaching over the line on an inbound play unintentionally.
- Illegal substitutions.
- Goaltending by a defensive player on the last or only free throw

5.1 On Court Penalties

All behavioural Technical Fouls will result in:

- 2 shots plus possession as per Basketball Victoria Rules.
- 5-minute sin bin penalty – Player not replaced on court (game clock)

All non-behavioural Technical Fouls will result in:

- 2 shots plus possession as per Basketball Victoria Rules.

1.2 Recording of Technical Fouls

- The game official that issues the Technical Foul is required to complete a Behavioural Incident form at the conclusion of the game. An explanation of why the Technical Foul was issued must be included on the form. They will then submit this to the CBA office.
- The Technical Officials Development Manager and Competitions Administrator will review the form and determine if the Technical Foul is deemed behavioural, and if it will count towards the participants behavioural Technical Foul count for that season. (Refer to Appendix A, 6.1).

6.1 Behavioural Technical Fouls, Additional Penalties

Coaches, assistant coaches, and players who receive behavioural Technical Fouls in 3 or more games in a season (winter/summer), will have the following penalty applied across all Casey Basketball competitions.

- Behavioural Technical Fouls in 3 Games: Automatic 1 Game Suspension
- Behavioural Technical Fouls in 4 Games: Automatic 2 Game Suspension
- Behavioural Technical Fouls in 5 Games: Automatic 4 Game Suspension
- Behavioural Technical Fouls in 6 Games: Automatic 6 Game Suspension

6.2 Notification Procedures

1st Game Behavioural Technical Foul/s:
CBA will send an email to the Domestic club/team contact informing them of the relevant persons 1st violation.

2nd Game Behavioural Technical Foul/s:
CBA will send an email to the Domestic club/team contact informing them of the relevant

persons 2nd violation. Relevant persons will have 24 hours to acknowledge the email that any further behavioural Technical Fouls will result in automatic suspension.

3rd Game Behavioural Technical Foul/s:
CBA will notify the Domestic club/team contact that the relevant person has been suspended from the CBA competition and will provide the Domestic club/team contact with their return to competition date.

6.3 Appealing Behavioural Technical Foul or Penalty

Coaches, assistant coaches, or players who receive a behavioural Technical Foul have the right to appeal to CBA administration for a review of their Technical Foul record by close of business on the next business day. This must be emailed by their Domestic club/team contact or delegate. Response to a review request will be advised within 2 business days of the request being received.

If a relevant person is suspended, the Domestic club/team contact may email the CBA within 24 hours of receiving the penalty notification to appeal the suspension. This will then be passed on to the CBA match committee for review.

The appeal committee decision is final.

7. Disqualifying Fouls

A disqualifying foul is any flagrant unsportsmanlike action from a participant. All disqualifying fouls are reported by the referee at the conclusion of the game via Behavioural Incident Form and will count towards a player's behavioural Technical Foul record.

1. The disqualified member must leave the stadium immediately. Failure to leave the court will result in forfeiture of the game and a report submitted to the Basketball Victoria Tribunal.

2. All junior players under the age of 18 must have an adult accompany them. This cannot be a CBA staff member.

8. Spectator Behaviour

Spectators are permitted and encouraged to support their team. It is important to note that loud barracking does not constitute disruptive behaviour.

Spectators must abide by the Basketball Victoria Spectator Code of Conduct.

A behaviour card system has been introduced to address poor spectator behaviour. This card is held by the Supervisor and issued to the team manager (or coach if no team manager present), who is then required to issue it to the spectator exhibiting inappropriate behaviour. Below outlines behaviours and the process for issuing the behaviour card.

8.1 The following spectator behaviour is considered unacceptable:

- Disputing decisions or yelling at the referee.
- Encouraging violence or threatening violence.
- A person interacting in a negative manner with opposition players, coaches or spectators.
- Approaching the score bench about a score or time discrepancy.
- Approaching a referee or member of the opposition team.

- At no point before, during, or after a game are spectators permitted to approach a referee.

8.2 When the supervisor is alerted to poor behaviour, they should issue a behaviour card by:
- Approaching the team manager of the team linked to the spectator.
- Notifying the team manager of the spectator causing issues.
- Handing the card to the team manager to pass onto the spectator.

8.3 Behaviour cards will be recorded and tracked by CBA with notice given to Domestic clubs on who has received them.

Repeat offenders may face further penalties.
These penalties could include but are not exclusive to the below:
- Reported and sent to a Basketball Victoria Tribunal.
- Suspended by CBA.
- Banned from venues for a period of time.

8.4 Spectator Removal

If all attempts to correct poor spectator behaviour have failed, or if the displayed behaviour is deemed a serious breach to the Code of Conduct, then the Supervisor will request the spectator to leave the court area.
- If the spectator does not comply, their team will forfeit the match, and a report will be submitted to the Basketball Victoria Tribunal.

CBA has the right to ban any spectator from its venues/competitions.

8.5 Penalties

- All spectator incidents are to be reported to CBA for investigation. If a reportable offence has occurred, the member will be charged to appear before the Basketball Victoria Tribunal.

9. Tribunals

Any player, team, or spectator who is reported (as per the Basketball Victoria Tribunal By-Laws) 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 By-Laws.

10. Serious Incidents

Any CBA staff member may request a participant leave the venue immediately for misconduct deemed of a serious nature.

Serious misconduct may consist of the following:

- Discriminatory comments.

- Violent, threatening, or dangerous behaviour.
- Damage to association or member property.
- Intoxication.
- Possession or suspected use of an illicit substance.

Police will be called for any matter of a criminal nature.

11. Score Bench Officials

The person taking the role of scorer is considered an official and is expected to act accordingly:

- Be diligent in fulfilling scoring duties.
- Report any score bench discrepancies to the referees immediately.
- Act in an unbiased manner.
- Refrain from cheering.

If a team is concerned at the competency of the score bench official supplied by the other team, the coach/captain may request the referee to have the person replaced. The referee's decision is final. The score bench official can only be replaced by another person from the same team.

APPENDIX B – UNDER 8 COMPETITION RULE SUMMARY

U8 Blue will play with different allowances to all other divisions. Where there is only one division, teams will play under the rules listed under the 'All other divisions' column.

	U8 Blue	All other divisions
Player Numbers	Teams can start game with only 3 players. No penalty applies.	
Coaching	Coaches can walk around the court to instruct their players but must not remain under the backboard during free-throws.	
Timing	Saturday Competition: 2 x 20-minute halves. Afterschool Competition: 2 x 18-minute halves. Clock does not stop in any Under 8 Competition matches.	
Time-Outs	2 time-outs per half per team. If the losing team has less than 5 players on the court, then an additional 3rd time-out can be granted on request. No time-outs allowed in the last 2 minutes of the 1st half.	
Half Time	Saturday Competition: 2-minute half time break. Midweek Competition: 1-minute half time break.	
Keyway Violation	5 seconds in the key limit.	No keyway violation.
Half Court Violation	Backcourt violations can occur.	No backcourt violation.
Team Fouls	Penalty will be imposed after a team has committed 8 fouls in a half.	
Personal Fouls	U8 players are allowed to receive a revised amount of 6 personal fouls.	
Foul Line	Super short foul line (inside the edge of the no-charge semi-circle).	
Violations	At the conclusion of grading, leeway on travels or double dribbles will no longer occur, with these violations being called in the same manner as U10's.	For all divisions during grading, a 5-double dribble/5-step travel rule will be introduced before a travel or double dribble violation is called by the officials. From Week 7 (the first week immediately after grading), this will be reduced to a 3-step/3-bounce rule before a violation is called.
Match Ball	Size 5 Ball to be used.	
Substitutions	Substitutes can be called on any whistle.	
Goals	Player may only score 6 points per half. Once all players on the team have scored 6 points each, they may score again. A 2 or 3-point shot is to be counted if the player is on 5 points.	
Definitions	Offensive Team is the team in control of the ball. Defensive Team is the team not in control of the ball.	
Offence	No restrictions on the maximum number of dribbles that can occur before being required to pass the ball.	5-bounce rule. 5 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.	
Fill in players	A fill in player may be used from another U8 team.	

Uniform	Players in the U8 competition are permitted to wear long sleeve undergarments beneath their playing singlet, provided they comply with existing uniform guidelines regarding fit, colour, and the use of logos.	
Armbands	Will not wear armbands at the conclusion of the Grading Period, with this division being called in the same manner as U10's for the remainder of the season. Armbands will be worn during grading.	In all other divisions (that are not U8 Blue), 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 an arm band on each arm. When on the court, each player is required to defend only 1 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 a blue arm band, this is deemed acceptable. 2. If a player with a blue arm band has offensive possession of the ball and an opposing player with a green arm band attempts to steal the ball from 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 is has bounced on the floor more than once before returning to the dribblers hand. Help defence on an opposition player with a different colour wrist band is legal, but a violation occurs on an attempt to steal the ball. a. Scenario: a fast break layup with a different coloured defender may defend but not try and steal the ball. b. Blocking a shot on an opponent of a different coloured wrist band is legal.

APPENDIX C – ALL ABILITIES COMPETITION RULES

The All Abilities competition has participants of vast differing abilities and restrictions. All are to be encouraged to participate to the best of their ability. It is encouraged that the stronger players do not intimidate the weaker ones and, in fact, give the ball back at appropriate times. Hence the armbands implemented, see below. Both coaches and officials are to discuss any individual requirements prior to the game.

Game Start	Teams can start game with only 3 players. No penalty applies.
Timing	2 x 20-minute halves. Clock does not stop. 2 x time-outs per half per team. No time-outs allowed in the last 2 minutes of the 1st half.
Violations	No keyway violation. No half court violation. 5-dribble passes are encouraged.
Substitutions	Substitutes can be called on any whistle. No substitutions can be made in the last 2 minutes of the game, unless ○ 5 fouls have been committed, or ○ a medical issue.
Scoring	6 points per half each player. In the spirit of the game, non-scoring players should start the 2nd half to be given the opportunity to score. If 1 player is left yet to score their points limit, the opposition team cannot place multiple defenders on this player to stop them from scoring. Only 1 player is allowed to defend this player. The other players on the offensive team cannot score again until all players have scored out.
Fouls	6 fouls per game.
Arm Bands	Players wearing an arm band will be officiated differently to other participants. Players wearing an arm band will be called for cross court violations, double dribble violations, and travelling violations. Players wearing an arm band are only permitted to defend other players wearing an arm band. There is no minimum number of players that are required to wear an arm band at any time.

APPENDIX D – 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, with a total of 10 points allowed for a Domestic team.

If using a fill in player, this players points count towards the overall team points for the season. Therefore, if a team is sitting on 10 points, they can only use a fill in player with a 0-point value. When a player fills in for a team, they become an affiliated player with that team, and 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.

Exemptions 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 (CEO) 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.

Clubs/independent teams must submit any required documentation 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 final approval from CBA, prior to the player commencing.

Criteria for Points Allocation to a Player

1. The player's status at the start of the winter Domestic season 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 rep ball the following season.

Loyalty Points

If a player has remained with a club/independent team for 4 consecutively completed seasons, 1 point will be removed from any points that they carry (minimum points will be 0), while they remain with that club/independent team. If a player has remained with a club/independent team for 10 consecutively completed seasons, an additional 1 point will be removed from any points that they carry (minimum points will be 0), bringing their total loyalty points to 2 while they remain with that club/independent team. This is capped at a maximum of 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 10 points allocated to its registered players, including fill ins, the following shall apply:

• The 1st known offence, game marked as forfeit and a score of 0 – 20 for that game and any previous game where they are found to be over points.

• At the time of the 1st known offence, a written warning is to be sent to the club President/team contact from Casey Basketball. A copy will also be forwarded to Domestic Council's Chairperson and Secretary for information purposes.

• If a 2nd known breach to the points system occurs in the same season, all games for the remainder of the season will result in the game marked as forfeit and a score of 0 – 20. Written notification is to be sent to the club President/team contact from Casey Basketball. 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 10 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 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 see the results for their games in rounds 8, 9, 10 and 12 change to a forfeit and have the scores reflect 0 – 20. They will also receive a written warning from Casey Basketball, to be sent to the club President/team contact. 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 true. Team A will see the result for round 15 onwards until the end of this season changed to a forfeit and receive game results of 0 – 20 for round 15 onwards, as this is their 2nd known breach.

POINTS SYSTEM

10 total points per team

For Casey Cavaliers players:

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

• 1st Team = 4 points

• 2nd Team = 3 points

• 3rd Team = 2 points

• 4th and below = 1 point

• 9th and below = 0.5 point

• Youth League or Big V Players not in VJBL = 4 points

For all other rep players (non-Casey Cavaliers): If playing rep ball at another association, the points are to be calculated on the equivalent Casey team's points (playing in the same VJBL grade). If there is no Casey team in the same grade, the player's points will be rounded up to the next Casey team (see examples).

Example:

• Red Association 14.1 is playing in VJBL 5. The Casey equivalent team in this grade is the 14.5 team in which players are worth 1 point each. The Red Association 14.1 players will be worth 1 point each.

• Orange Association 16.2 team is playing in VJBL 2. Casey does not have a team in this grade. The Orange Association 16.2 team will be rounded up to the next Casey team. The Casey equivalent team in a higher grade is the 16.1 team playing in VC in which players are worth 4 points each. The Orange Association 16.2 players will be worth 4 points each.

• Green Association 18.1 team is playing in VC. Casey does not have a team in this grade. As there is no team in the same or a higher grade, the Green Association 18.1 team players will be worth 4 points each.

• Blue Association 12.1 and 12.2 teams are playing in VC. The Casey equivalent team in this grade is the 12.1 team in which players are worth 4 points each. The Blue Association 12.1 and 12.2 players will be worth 4 points each.

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:

• 1st Team = 2 points

• 2nd Team = 1.5 points

• 3rd Team = 1 point

• 4th and below = 0.5 point

• 9th and below = 0.25 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 10. Points are to apply for any player who continues playing rep after grading has finished. If a player withdraws during grading, points do not apply

APPENDIX E – STADIUM HEAT POLICY

When the court temperature reaches 30° C, the venue supervisors 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 with team having 2 time-outs per half. The referee must call a compulsory time-out close to the 9-minute mark in each half. The clock must stop for the referee time-out, which is a 30-second time-out only.

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 time-outs per half. The referee must call a compulsory time-out, close to the 8-minute mark in each half. The clock must stop for the referee time-out, which is a 30-second time-out only.

Based on a 45-minute schedule played in halves

The game time must be reduced to 2 halves of 15 minutes with each team having 2 time-outs per half. The referee must call a compulsory time-out, close to the 7-minute mark in each half. The clock must stop for the referee time-out, which is a 30-second time-out only.

When the on-court temperature reaches 37° C, games shall be cancelled.

Where a game is cancelled prior to commencement or abandoned before half time, the game will be recorded in PlayHQ as 'cancelled'. The result will display as a 0–0 draw, the game will not be included in ladder calculations, and any game fees paid will be credited to the team's next scheduled game.

Where a game is abandoned at or after half time, the score at the time of abandonment will stand as the final result. The game will be included in ladder calculations, and game fees for that game will be payable in full.

All other normal program playing/timing rules apply.

APPENDIX F – FORFEIT POLICY

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

Senior Domestic teams and standalone Junior Domestic teams will need to communicate this via TeamPay. Junior Domestic clubs will need to advise of all forfeits via email to CBA (during the week preceding the game) and utilise the Facebook group to communicate with opposing clubs outside of business hours.

Senior Domestic teams and standalone Junior Domestic teams will solely be notified of opposition forfeits through Team Pay.

Notified Forfeit- Teams must contact the CBA office to notify the forfeit or enter the forfeit on TeamPay 48 hours prior to the game. Notified Forfeit Fine = double team sheet fee minus the referee allocation.

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

If a scratch match is played, the team giving the forfeit is still required to pay the forfeit fine.

Forfeit fines must be paid within the following week, prior to the team's 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.

APPENDIX G – JUNIOR DOMESTIC UNFINANCIAL PLAYER PROCESS

The Unfinancial Player Process aims to provide clubs with financial security while simplifying and streamlining the management of player clearances between clubs.

The key purpose of this process is to ensure that clubs are protected from financial losses caused by players who leave without paying their dues.

- Each club will be required to send through any players that are unfinancial at the end of the season to the CBA office where they will be added onto an unfinancial list.
- This list will be crosschecked every month in PlayHQ to see if these players have moved anywhere.
- If a player who owes fees has moved, the gaining club will be sent an email stating they have a player who owes fees to the previous club and cannot continue playing until fees have been paid.
- Any further games played without outstanding balance being paid will be changed to 0-20 forfeits.
- Clubs will also need to notify the CBA office as soon as a player is not required to be on the unfinancial list.
- Each club should be enforcing a “no pay, no play” policy, which helps to prevent a lot of the unfinancial issues.

APPENDIX H – PREMIER LEAGUE

1. Application

Unless otherwise stated, all Casey Basketball Association Junior Domestic Competition By-Laws apply to the Premier League competition. This Appendix sets out the variations and additional provisions that apply specifically to Premier League.

2.1 Age Groups

Premier League will be conducted in the Under 12, Under 14 and Under 16 age groups.

2.2 Competition Format

Premier League is an opt-in competition. Teams are entered directly into the competition and are not subject to the Junior Domestic grading process.

3. Game Rules

3.1 Game Timing

Premier League games shall consist of:

- Four (4) quarters of nine (9) minutes each.
- Quarter time intervals of one (1) minute.
- Half time interval of two (2) minutes.
- Team time-outs shall not stop the game clock.
- The clock will stop in the last 3 minutes of the last quarter

3.2 Shot Clock

A shot clock will be used for all Premier League games where the allocated court is equipped with shot clock facilities.

3.3 Music

CBA may provide music and other game presentation enhancements during Premier League fixtures.

4. Finals

Premier League finals shall be conducted as a three-week Top Four finals series.

The format will be:

- Week 1 – Qualifying Final (1 v 2) and Elimination Final (3 v 4)
- Week 2 – Preliminary Final
- Week 3 – Grand Final

5. Awards

A Premier League Grand Final Most Valuable Player (MVP) award will be presented following each Premier League Grand Final.

6. Player Eligibility

6.1 Representative Player Points

Representative Player Points do not apply within the Premier League competition.

Players do not carry Representative Player Points into Premier League.

The Junior Representative Player Points System does not apply to Premier League teams.

6.2 Playing Multiple Games

Players may participate in:

- one (1) Premier League game; and
- one (1) Saturday Domestic game

within the same age group on the same day.

Where a player participates in Premier League, they may only fill in for an A Grade Domestic team within the same age group, however they may fill in one age group higher without division restriction.

Any Premier League player filling in for another Domestic team will count towards that team's Representative Player Points total.

Exception:

A player may participate in both Premier League and a Domestic division below A Grade within the same age group where they participated in at least fifty percent (50%) of grading games in that lower division.

7. Permits

Where a player competes in Premier League for a different Casey Domestic Club than their Saturday Domestic Club, a permit is required.

A player competing under permit:

- is not considered an import player; and
- must continue to play Saturday Domestic with the Club they represented in the previous season.

8. Import Players

Players transferring between Casey Domestic Clubs for the purpose of Premier League are **not subject to any import restrictions.**

Player movement expectations relating to Representative Teams participating in Domestic competitions will instead be governed through the CBA Representative Parent Handbook and Representative Coach Handbook.

- Teams entered into domestic competitions must not consist of more than 50% of players from the same VJBL representative team, unless all players are currently playing for the same domestic club
- Coaches must not coach a domestic team that is made up entirely of the same players they coach in the VJBL representative program. This requirement is intended to maintain competitive balance within domestic competitions and to encourage the development of players across a broader range of teams

APPENDIX I – VERSION HISTORY

Version	Date	Nature of Amendment
1.0	19/09/2013	First release of document after format change. Amended penalties and eligibility criteria.
2.0	07/04/2014	BV Player quota. No Zone Rule. U10's size 6 ball. Heat Rule
3.0	23/09/2014	Withdrawal Fee. T-shirts not allowed. Afterschool timing. Mercy Rule amendments. U8's/ Grade 1 / 2 defence amendment.
4.0	09/04/2015	Numbering on Uniforms, Heat policy 40-minute time slot, Sin Bin-Unsportsmanlike foul included Walkover policy
5.0	21/09/2015	Under 21 competition, Approval of Knee pads to uniforms, Transferring of clubs (interclub transfer), Player Eligibility.
6.0	21/03/2016	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	Amendment to Sin Bin rule, Amendment to Mixed Senior Competition, Amendment to Timing rules for After School Competition
8.0	08/01/2018	Amendment to Sin Bin rule, Amendment to Mixed Senior Competition Rules
9.0	17/07/2018	Amendment to Compression gear ruling
10.0	13/03/2019	Amendment to names of VJL grades for points system
11.0	04/07/2019	Amendment to Loyalty points, Player eligibility and Breach of points system
12.0	16/07/2019	Points System Fill Ins, Loyalty Point Deduction, Points form submission, Clearances between competitions
13.0	16-6-2020	Addition of ladder average, re-arrangement of competition sections, removal of spectators, amendment to withdrawal fine wording and Covid-19 Timings
13.1	5-10-2020	Addition of Covid changes page
14	9-11-2020	Behaviour Policy Added
14.1	10-12-2020	Altered the definition for the time period that technical fouls stand from 12-months to one season.
14.2	6-4-21	Covid-19 timing rules altered (fill in rules removed)
14.3	2-7-21	Amendment to points system, loyalty points and behaviour policy penalties. Ball size change to U10 & U12.

14.4	21-2-2022	Updated all references to the “General Manager” to now read “CEO” to reflect the change in the CBA Constitution.
14.5	11-04-2022	Updated behaviour policy, walkover policy and U8 armbands reinstated, finals qualifications.
14.6	30-08-2022	Updates Zone Defence Protocols
14.6.1	23-11-2022	Removal of COVID related information
15.0	06-02-2023	The following changes have been made: 4. Scoresheet online scoring -Referee are to remove absent players from scoring system. 8. Player eligibility -Removed wording in points 2 and 8. -Added exceptional circumstances. -Moved players playing in 2 age groups to 8.3. 9. Competitions -Changed u12 free throw line 15. uniforms -Compression gear must be fitted, not loose -Sweatbands exception for U8 armbands 18. Injuries -1st aid kits available at Casey basketball venues U8 comp -Personal fouls now 6 -Goals removed 3 pointers count as 2 -Added 2 or 3 will be counted if player already on 6 -Fill in players. Points system -Cavalier players worth different points to other clubs -Points applied by closest cavalier team in grade level.
16.0	10-05-2023	All-Abilities Competition Rules
16.1	20-07-2023	Updated Section 8.8
17	08-08-2024	Updated finals qualification information. Introduction of placing games. Changed wording relating to undergarments worn under playing singlets. Shot Clock – U18 Boys
17.1	10-08-2024	Additional All-Abilities Rules
18.0	11-02-2025	Full document review and re-format with the following changes (summarised): • Document Restructure.

		• Alignment and update of key roles and governing bodies for consistency and relevancy through the document
		• 1.1 update of primary contact responsibilities
		• 1.2 Clarification of responsibilities arising from game changes and notifications
		• 2.3 now discusses the method that games must be paid for
		• 2.4 includes penalties for non-adherence to payment requirements
		• By-law 3.0 now includes Match Rules as well as Timing Penalties
		  o Reference of FIBA Rules as governance unless otherwise outlined in this document
		  o Relocation of a number of rules from various areas for relevancy
		  o Addition of team foul penalty situation (bonus free throws)
		  o Relocation of competition specific rules to appropriate Appendix documents.
		• 4.0 - clarity to the process of adding players to the tablet and penalties for delaying the game, and who is entitled to be entered
		• 6.0 – Terminology changes from player to participant registration to allow for addition of the Child Safety Declaration submission.
		• 7.0 – Update to the grading process so that it matches current processes. The document now lists who is involved in providing information on teams' performances during grading period.
		• 8.2 – now references the unfinancial player process (in use from summer 2024/25)
		• 8.10 – further clarification around the number of games that fill-in players can play and the impact of this toward finals qualifications.
		• 9.3.1 – 9.3.6 – lists changes to rules that are applied at a competition specific level
		• 9.3.7 – change of terminology so that it no longer clashes with FIBA Rulebook terms and tidy up of penalties
		• 9.3.9 – Update to the definition and application of a zone, in alignment with Basketball Australia's No-Zone policies
		• 11.1 – terminology update
		• 12.5 – discusses fill-ins registering to a team and deadlines that it needs to be done by to count toward finals qualification
		• 13.0 – Now discusses a top 4 finals structure
		• 14.0 – Uniforms, article numbering and ordering changes, inclusion of All Abilities for approved competitions for Sweatbands and processes around needing to change a uniform are now added.
		• 15.0 – Now references FIBA application of jewellery

		• 16.2 – Application of braids or plats being worn and review by supervisors if required. • 16.4 – inclusion of religious headwear in alignment with the FIBA stance. • 17.3 – 17.4 – updates to first aid responsibilities and implementation of CBA's Concussion Policy (2024). • 18.3 – 18.4 – Tidy up of describing appropriate and non-appropriate actions by spectators and team followers. • Appendix documents extracted from existing document and can now be easily referenced o Appendix A – Behaviour now discusses the separation of penalties for behavioural and non-behavioural technical fouls. o Appendix A – 8.0 now includes the behavioural card system for spectators and process for spectator removal updated for clarity. o Appendix A – 9.0 relocation of Tribunal to behavioural policy o Appendix B – Wording updates to coaches' responsibilities timing rules and application of violations in addition to clarifying the intent of the armband rule for calling consistency. o Appendix C – Tidy up of All Abilities rules so that it matches formatting structure of Appendix B o Appendix E – Correction to heat policy to reflect as 45-minute game schedule instead of a 40-minute game schedule
18.1	31/07/2025	Additional provision added to player eligibility. Grading committee filming. U8 long sleeves
19.0	13/01/2026	Updated Heat Policy. Added ladder points summary. Amended U8 rules. Added ruling for 9th & below team rep player points. Amended Senior Mixed competition rules. Adjusted wording throughout the document for clarity.
20.0	17/07/2026	Updates made to sections: 2, 8, 9, 16, 19, Appendix D. Appendix H changed to Appendix I New appendix H inserted to cover Premier League – Combining variations.