

FRANKSTON

BASKETBALL

DOMESTIC

COMPETITION

BY-LAWS

Updated January 2018

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INTRODUCTION

The Frankston & District Basketball Association (FDBA) aims to provide opportunities for all those involved in the sport to continuously learn and develop their skills, knowledge and understanding of the game of basketball, thus enhancing and prolonging their enjoyment of the game.

The FDBA Board of Management reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these By-Laws. The FDBA Board of Management also reserves the right to vary or set aside the application of these By-Laws, in the best interest of basketball.

The Frankston Basketball Match Committee shall be comprised of the General Manager (GM), Programs Manager (PM), Programs Administrator (PA) and/or Junior Competition Committee (JCC) who will work under the direction of the FDBA Board of Management.

The Board of Management and Match Committee expects all participants to abide by the relevant “Codes of Conduct” (see section XI) and to obey any reasonable direction given by FDBA staff.

The FDBA supports and abides by the Basketball Victoria “Anti-Discrimination By-laws”

The FDBA adheres to the Basketball Australia “Blood Policy”

The FDBA adheres to the Basketball Victoria “Member Protection Policy”

The following by-laws assume the usage of:

Frankston Basketball website www.frankstonbasketball.asn.au and all applicable software relevant to the website, including but not limited to SportsTG and associated packages.

I. COMPETITIONS

1.1 Structure

The FDBA will offer competitions as follows:

- Senior:
 - Open age (Men & Women),
 - Masters (over 35) Men, and
 - Mixed.
- Junior:
 - U8 Mixed,
 - U9 Mixed,
 - U10 Boys and Girls,
 - U12 Boys and Girls,
 - U14 Boys and Girls,
 - U16 Boys and Girls,
 - U18 Boys and Girls, and
 - U23 Boys and Girls.

Competitions will be conducted only if a minimum of 4 teams register. For competitions restricted by age, the age eligibility date/time shall be midnight on 31st December of the year in which the competition commences. The day/night on which a competition will be offered is at the discretion of the Match Committee.

1.2 Conduct

Competitions will be conducted in accordance with:

- these By-Laws, and
- the F.I.B.A. Official Basketball Rules.

1.3 Grading

The FDBA reserves the right to grade/re-grade team entries to ensure fair competition. Competitions must be graded into separate divisions/sections if 15 or more teams are entered. Competitions may be graded if less than 15 teams are entered. Graded divisions/sections may be played as separate fixtures or as a single fixture with separate finals for each division/section at the discretion of the FDBA Match Committee.

Promotion and/or relegation of teams will be at the discretion of the FDBA Match Committee.

II. TEAM REGISTRATION

2.1 Application for Entry

Senior teams must register via the online registration portal on the FDBA website. An online registration portal will be opened on the website not less than four weeks prior to the start of a season. Teams must register a minimum of five players on their team entry. Entries for mixed competition must comply with the gender conditions in the mixed competition rules. Teams will be classified as “Existing” or “New”. Teams must make payment of the prescribed fees as specified by the FDBA Match Committee.

Junior teams must register via an affiliated domestic club.

Once registration has closed entries are subject to the provisions covered under section 2.5 late entries.

2.2 Acceptance of Entry

Receipt of the team entry and payment of the required fees does not guarantee acceptance of the entry into FDBA competition.

Teams may be refused entry due to:

- non-compliance with section 1.3 above,
- unpaid fines,
- proving unreliable in previous seasons,
- previous withdrawal from fixture competition,
- non-payment of prescribed fees, and
- an FDBA Board or Match Committee decision taken in the best interest of basketball for this Association.

2.3 Existing Teams

Existing Senior teams can be re-registered via the FDBA website only by the registered team delegate. The entry must be lodged in accordance with section 2.1 above. Existing Junior teams can be re-registered via their affiliated domestic club.

2.4 New Teams

New Senior teams can be entered via the FDBA website. The entry must be lodged in accordance with section 2.1 above. All new Senior teams are required to pay a New Team Application Fee (see section VIII). New Junior teams can be registered via an affiliated domestic club.

2.5 Late Entries

Teams may enter after the registration portal has closed at the discretion of FDBA management. Subject to section 2.2 above, late team entries received before fixture publication may be included in the initial season fixture or grading fixture. Teams may be added to a fixture at any time at the discretion of the FDBA match committee.

2.6 Withdrawal of Entry

Teams may incur a withdrawal fine after submission of entry. Once teams have been included in a fixture, a withdrawal fine must be paid.

2.7 Promotion and Relegation

Promotion and relegation of teams from one season to the next will be at the discretion of the FDBA Match Committee. Factors including but not limited to previous season results will be taken into consideration by the Match Committee when deciding on promotion or relegation. An existing team that has a significant change in player personal should not expect grading consideration from the FDBA. Existing teams are graded primarily based on previous season results. New teams will be scheduled to participate in any applicable pre-grading games.

2.8 Disqualification from Competition

A team may be disqualified from competition at the discretion of the FDBA, when the team:

- gives two consecutive forfeits,
- gives three forfeits in a season,
- refuses to pay fines incurred,
- breaches acceptable standards of behaviour (see section XI), or
- any reasons deemed appropriate by the FDBA Board or Match Committee, in the best interest of basketball and/or its members.

III. PLAYER REGISTRATION

3.1 Procedure

Players should register online, or via their affiliated club for every team for which they play prior to playing in their first game with that team.

To register, a player must be able to provide the following minimum mandatory information:

- Surname,
- First Name,
- Date of Birth,
- Gender,
- Suburb, and
- Postcode

FDBA management may alter or add additional mandatory information based on association needs and in response to technological adaptations. All registered players become members of the FDBA subject to the provisions of the FDBA constitution.

3.2 Registration Restrictions

Teams may register as many players as they wish. A maximum of ten players may be added to a single match in "Stadium Scoring". NBL, WNBL, SEABL and Big V players from any association may only register in teams fixtured in Men's or Women's A grade competition as appropriate to their gender. These players may apply to FDBA management for exemption. Individuals currently under suspension by the Basketball Victoria Tribunal or FDBA Match Committee may not register until the suspension is served. Players in restricted competitions must meet the eligibility criteria as specified in section 1.1.

For example:

- to play Under 14 competition the player must comply with the 'Year of Birth' criteria set for that competition, or
- to play Masters Men's competition the player must turn 35 years old in the year the competition commences.

In the interest of player safety, players must be a minimum of 15 years of age to participate in senior competition.

Female players may register in male competition teams up to the Under 10 age group inclusive. Senior mixed competition rules do not apply. Male players are ineligible to register in female competition teams. Junior players may not change teams after commencement of a season without the approval of the FDBA.

In addition to these By-Laws, Frankston Blues Junior players may be subject to any restrictions included in the Frankston Junior Blues By-Laws.

3.3 De-Registration of Players

Players can only be removed from a team's list if they have not played during the current season or at the request of the team / club nominated delegate(s).

3.4 Multiple Registrations

Senior players may play in more than one senior competition, more than one grade of the same competition and more than one team in the same grade/division. They may participate in any grade/division irrespective of the highest grade/division they play or have previously played.

Teams may be re-graded as a result of the inclusion of a player who plays or has played in a higher grade/division. Senior players playing for more than one team in the same grade/division may only play for one team when the teams are drawn to play each other.

Junior players may play in more than one competition subject to the following eligibility criteria:

- Players may only play in one team per age group (e.g. U10 Boys). Players may fill-in for a team from the same age group subject to section 3.5 below,
- A player may play in multiple teams in different competitions (e.g. U10 Boys and U12 Boys) provided:
 - there is no more than a 2 division difference (e.g. U10 A grade player can also play U12 A, B or C grade – but not U12 D grade), and
 - player must be compliant with age group requirements (U10 player can play up in U12 – but an U12 player cannot play down in U10)

Players registered to play in more than one competition on the same day/night of competition should not expect that special fixturing will be undertaken to allow them to play in each competition round.

3.5 Junior Fill-In Players

A player is classified as a fill-in if they are not registered with the team for which they intend to play. Junior teams may use fill-in players to bring the team up to a maximum of six players. The following conditions apply:

- A higher graded player cannot fill-in for a lower graded team in the same age group (e.g. U12 B grade player cannot fill in for U12 C or D graded teams),
- If a fill-in player plays three games in a higher division that player becomes a permanent registered player of that team and cannot continue to play in a lower graded team, and
- Representative players must seek approval from FDBA staff before filling in for any teams. If approval cannot be sought before the match due to circumstances beyond the teams control:
 - Team should in first instance attempt to obtain non-representative player, and
 - Where this is not possible or practical (e.g. A grade competition) the team must notify supervisor on duty.

3.6 U8 Age Group Exemption

Players in the U8 Mixed competition may fill-in for team's graded two divisions below their regular team as well as any higher graded team (e.g. Div 4 player is permitted to fill-in for Div 5 or Div 6 graded teams)

IV. PLAYER EQUIPMENT

4.1 Registered Team Uniform

Each team shall register the colours of their uniform on the FDBA registration form when entering the competition. The colours registered shall be the dominant colour of the shirts and the dominant colour of the shorts. The registered colours shall comprise the registered uniform.

4.2 Specification of Uniforms

The uniform of the players must comply with the Official Basketball Rules with the following additions and/or exemptions:

- T-Shirts may be worn under the playing singlet. Sleeves must not extend beyond the elbow and the colour must be the same for all members of the team,
- Shorts may not have cuffs, pockets, belts or buckles,
- Numbers 0, 00 and 1 to 99 are permitted,
- Playing in a singlet without a number is not permitted, and
- Taped or hand written numbers are not permitted

4.3 Condition of Uniforms

Players who have faded or damaged singlet or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms may be warned by the referee supervisor. The warning will be noted in the supervisor's daily report.

4.4 Incorrect Uniform

Players who are not clothed in the registered uniform singlet shall not be permitted to take the court. The team may hire tops to avoid a forfeit.

Players who are not clothed in the registered uniform shorts may be permitted to play but a penalty score shall be awarded to the opposing team (see section IX).

Disputes regarding incorrect uniforms are to be directed to the referee supervisor in the first instance and then to the FDBA Match Committee.

4.5 Clash of Uniform Colours

Where a clash of uniform colours occurs, the second named team on the fixture and on the stadium scoring computer (ie the away team) must wear alternate colour singlets, as supplied by the FDBA.

No late start penalty points shall be awarded to the either team. Where possible the referees will not commence the match clock until the team changing tops are ready.

4.6 Use/Hire of Stadium Singlets

Stadium singlets are available for hire at all venues when one or more players are unable to take the court due to incorrect uniform. A hire fee applies. The stadium singlets are available for use at no charge when there is a clash of uniform colours. "New teams" are not charged for singlet hire until the 5th round on the season fixtures.

When stadium singlets are in use they must be worn by all players on the team.

4.7 Security Deposit

Teams hiring stadium singlets must leave a security deposit with the doorkeeper when collecting the tops. The deposit may consist of keys, money, wallet or purse or any other item of value. The deposit shall be returned only when the issued stadium tops are returned.

If the stadium tops are returned in damaged condition (eg ripped, knots tied in the elastic, etc) or if any of the tops are missing the team will be required to cover the cost of replacement.

4.8 Other Equipment (Jewellery, Hair Accessories, Etc)

Players shall not wear equipment (objects) that may cause injury to other players. All players must comply with the FIBA Official Basketball Rules unless an exemption is specified in these By-Laws.

4.9 Jewellery

All items of jewellery that can be removed must be removed. Items of jewellery that cannot be removed may be worn so long as they are adequately padded so as not to create a danger for other players.

The referee in conjunction with the Referee's supervisor shall be responsible for deciding if an item of jewellery has been adequately padded. If the padding is not considered adequate, the player may not take the court. The decision of the officials will be final.

4.10 Fingernails

The referee may inspect the fingernails of all players, male and female, prior to the commencement of each match.

Players with fingernails that are not closely cut must do any of the following before taking the court:

- Cut and file their fingernails,
- Cover the nails with approved soft nail tape (e.g. Elastoplast), or
- Wear approved gloves (e.g. netball gloves).

4.11 Hair and Hair Accessories

In general, hair accessories are not to be worn. Hair accessories include but are not limited to any metal or hard plastic device for securing hair, beads and/or any other item designed for hair decoration.

Long hair must be secured in a ponytail or other suitable arrangement that will stop the hair from “whipping” into the eyes of other players. If the arranged hair obscures the number on the back of the playing shirt then the hair must be placed inside the collar of the shirt so that the number is not obscured.

V. MATCH ADMINISTRATION

5.1 Match Fixtures

The FDBA Match Committee will publish match fixtures for each competition prior to the first round of each season.

The fixtures shall show:

- The name of the competition,
- The names of all teams entered in the competition, and
- The date, start time and location of each match.

The first listed team shall be designated as the “home” team and the second listed team the “away” team.

5.2 Match Fees

Playing basketball incurs a fee, which will be borne by the whole team. The FDBA Board of Management shall determine the amount of this fee (see section VIII). Payment of the match fee is to be made to the FDBA Doorkeeper at the designated venue prior to the scheduled time of the match. The FDBA Doorkeeper will maintain a record of team payments. Matches will not commence until both teams have paid the required match fee.

Match fees may be paid in advance by arrangement with the FDBA office and then only to the FDBA office during normal office hours or competition hours. Teams may only pay for matches published on the FDBA website.

5.3 Match Officials

The FDBA will appoint a session supervisor who will roster qualified officials to the best of their ability.

5.4 Stadium Scoring

All games are scheduled on computers located on each score bench. All domestic competitions utilize the SportsTG Stadium Scoring program.

Players whose names are not visible on the computer are by definition unregistered. They must manually register themselves to the team before the match commences.

5.5 Score Bench Officials

Each team will supply a competent person to act as score bench official for all matches. One scorer shall be responsible for the Stadium Scoring recording and the other shall be responsible for the scoreboard and timekeeping. Score bench officials must be a minimum of 14 years old unless agreed otherwise by both teams and the match officials.

If a team cannot supply a competent person to act as their score bench official, the captain of the side will nominate a player to act as their score bench official. This person may act as a substitute during the match but only if their replacement on the score bench is also a competent person.

In the case of a team having only 4 players and no competent person to act as score bench official, the opposing team shall perform the functions of both score bench officials to the best of their ability. A penalty score shall be awarded against the team that fails to provide a competent person to act as score bench official (see section IX).

Under no circumstances may either of the rostered match official's complete the duties of score bench officials. The FDBA, FDBRA or the Frankston Basketball Score Table Association shall supply one score bench official for Grand Final matches.

5.6 Commencement of Fixtured Match

Teams are required to be able to take the court at the published time for their match. A team may commence a match with a minimum of 4 players. All pre-match administration should be completed before the published start time for the match.

The match officials will start the match clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the match clock is started. A team that is not ready to commence playing when the match clock is started shall be penalized for a "late start" (see section IX).

5.7 Rescheduling Of A Fixtured Match

If due to circumstances beyond the control of the FBDA, a match is unable to be played as fixtured (except forfeits), the FDBA reserves the right to reschedule the match. The rescheduled match under normal circumstances should be at a date and time agreeable to both of the teams involved and should take place within 14 days of the original date and time. Where a match is unable to be rescheduled the match will be recorded as a 20-20 draw.

5.8 Cancellation Of A Fixtured Round Of Matches

If due to circumstances beyond the FDBA's control an entire round of a fixture is cancelled, the matches may not be rescheduled. All matches will be declared a 20-20 draw.

5.9 Power Failure Or Restrictions

In the event of power restrictions or failure the FDBA reserves the right to determine whether games will continue as fixtured.

5.10 Premiership Ladders

Weekly results of all matches and a ladder showing team positions will be displayed on the FDBA website for all competitions.

Premiership Points will be allotted as follows:

- Win – 3 Points,
- Draw – 2 Points,
- Loss – 1 Point,
- Win by Forfeit – 3 Points,
- Loss by Forfeit – 0 Points, and
- Bye – 3 Points

5.11 Forfeits

A match may commence when a team has a minimum of 4 players present. A forfeit occurs when one or both teams fail to take the court and 10 minutes has elapsed on the time clock.

In the case of a forfeit by one team the result of the match shall be a win in favour of the team that was ready to play. A final match score of 20 – 0 shall be recorded. In the case of a forfeit by both teams i.e. 'double forfeit' the result of the match shall be a double forfeit. A final match score of 0 – 0 shall be recorded.

5.12 Notified Forfeit

A forfeit shall be declared a 'notified forfeit' when the team forfeiting notifies the FDBA either in writing or by telephone with sufficient lead time for the opposing team to be contacted and notified of the forfeit. This will be at the discretion of the FDBA management, in most circumstances 24 hours' notice is required.

The non-forfeiting teams match fee will be refunded or will roll over into the following round after the FDBA Doorkeeper has been given notification from the stadium supervisor on duty. Match fees paid by the forfeiting team shall not be refunded and will be allocated against appropriate fine.

5.13 Penalties for Forfeiting

Forfeiting teams are required to pay the normal match fee, except as specified below. A fine shall also be levied, the amount of the fine to be determined by the FDBA Board of Management (see section IX). Payment must be made by the due date before further penalties are applied.

5.14 Forfeit Exemptions for Junior Teams

Junior teams shall be allowed one 'free' notified forfeit per season. This forfeit may be used in circumstances where teams are physically unable to field a team due to other commitments eg school camps, exams, etc.

To claim an exemption, the FDBA Office must be notified in writing not less than 7 days prior to the date of the match that will be forfeited. The notification must include 'third party' evidence of the commitment to which the team members are held.

There is no charge levied against teams who been granted a 'free' forfeit. All registered players on the non-forfeiting team will be credited with a qualifying game for finals.

5.15 Fines and Penalties

Fines levied against teams are the joint responsibility of all of the players registered to that team. Non-payment of a fine/s may result in disqualification of the team from competition. Where a team is disqualified, each registered player remains responsible for their share of the fine. Continued participation in other teams may be contingent on payment of this amount.

Teams may be penalized for any breach of these By-Laws at the discretion of the Match Committee.

Breaches incurring a penalty include but are not limited to:

- playing an unregistered player
- playing an ineligible player
- unacceptable conduct

Repeated breaches of these By Laws may result in disqualification from competition.

5.16 Complaints & Protests

Any team wishing to lodge a complaint about any matter relating to FDBA Competitions must do so in writing, addressed to the FDBA Match Committee. All club based teams must submit complaints through their nominated club delegate.

VI. COMPETITION RULES

6.1 Match Rules – General

All matches will be conducted in accordance with the FIBA Official Basketball Rules except as modified by these By Laws.

Matches shall be played in 2 halves.

24 Second Rule does not apply, unless specified.

The match clock will be started at the published time in the competition fixture. If the previous match has run over time, the match clock will be started as soon as possible after the completion of the previous match. Teams are allocated a 2 minute warm-up.

The match officials are required to give a verbal warning to teams to be ready to play. The game clock shall start when the ball is touched in the tip-off.

In the case of a drawn game the final score will stand for all regular season matches. In the case of a drawn finals game extra periods will be played in accordance with section 6.5.

6.2 Match Rules – Competition Specific Modifications

Section XII lists the 'Match Rules' including modified rules that pertain to each competition.

6.3 Heat Policy

All games are subject to the FDBA Heat Policy. When the court temperature reaches 30° C the stadium supervisor must consider implementing and where the court temperature reaches 35°C, must implement the following timing rules:

- the game time will be reduced by 2 minutes per half with 2 team timeouts per half. The clock must stop for each timeout and the referee must call an additional compulsory timeout close to the half way mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams, and
- When the court temperature reaches 40°C games must be abandoned. Final scores will be recorded as specified in section 6.7.

6.4 Junior Representative Player 12 Point Rule

Any junior teams with representative level (VJBL) players will be required to comply with a points system based on the level/grade of competition each player competes. This points system will apply to all players irrespective of which association those players are registered at. There will be no restriction on the number of junior blues players per team provided each team complies with the points system.

6.5 Finals

After the completion of the last round of the normal season a finals series shall be held for the top 4 teams in each grade or section (unless otherwise specified for multi-grade fixtures). Premiership Point ties are decided on percentage.

In the event of identical premiership points and percentages, head-to-head matchup differential of the teams will be used to decide the higher ranked team. If this differential is also equal the next highest ranked team will be used to determine head to head comparative differential. E.g: If tie is for 1st v 2nd and their head-to-head is identical the head-to-head comparative of the 3rd placed team will be used. In the event of no differential the head-to-head comparison goes to the next highest ranked team (eg 1st vs 4th / 2nd vs 4th) and so forth until a differential can determine which team (1st or 2nd) places higher on the end of season ladder.

Unless otherwise indicated, the finals series will be conducted as follows:

Semi Final Round (SF):

- SF1 – 1st v 4th
- SF2 – 2nd v 3rd

Grand Final Round (GF):

- Championship Game – Winner of SF1 v Winner of SF2.
- *Bronze Medal – Loser of SF1 v Loser of SF2

*Only applies to Junior Competitions

Junior competitions will have a Reserve Finals series for teams finishing 5th – 8th where a division has 8 or more teams. No Bronze Medal match is played for reserve finals.

All finals matches must conclude with a result. An initial five minute period of extra time and then three minutes thereafter will be played until a result has been achieved.

6.6 Qualification for Participation in Finals Series

Only those players, who can be shown to be “bona-fide” members of the teams involved in the finals series, shall qualify to participate in those finals. Players who have not made a substantive contribution to a team during the season, because of illness, work commitments, etc should not expect to be able to participate in the finals series.

To qualify for finals a player must have played a minimum of 50% of regular season games with their team in the current competition. This includes grading games. Byes do not count towards qualification.

All players added to the match in “Stadium Scoring” will be credited with a game. Players that have not played in a match must be removed from the game before match completion by the Match Officials. It is the responsibility of both appointed score bench officials that the correct players have been selected for the match. Any disputes must be lodged with the match committee within 24 hours of competition of the game.

In the case of lost results or un-played games all players registered to the team will be deemed to have played.

In the case of the cancellation of a fixtured round/s of matches all players registered to the team will be deemed to have played.

A player is able to seek special consideration via supported documentation (e.g. medical certificate) if they were unable to play the minimum required games due to medical reasons. This exemption can cover no more than 50% of required games and must be submitted to the FDBA office no later than 48 hours before finals commence. E.g. If 8 games are required for qualification, then a medical certificate deemed acceptable may cover no more than 4 matches. Medical certificates brought in on the game day may not be accepted.

The FDBA office shall prepare a list of player qualifications at the conclusion of the regular season. This information will be distributed (generally via email) to the club and team delegates. It is each team’s responsibility to ensure players have qualified before finals commence.

6.7 Abandoned Matches

If a match is abandoned / discontinued for any reason after it has started the following ruling will determine the outcome of the match:

- If the match was abandoned / discontinued before the half time break the game will be considered a 20-20 draw irrespective of the actual result at the time the match was stopped.
- If the match was abandoned / discontinued at any stage after the first half has been completed the scores at the point will be considered final and winner determined by that result.

VII. SCHEDULE OF FEES

The following fees are applicable, but not limited, for FDBA competitions. Fees are reviewed and adjusted accordingly each season and included with each season's registration:

Match Fees:

- Senior Competitions
 - Men - \$63.00
 - Women - \$63.00
 - Mixed - \$63.00
 - Masters - \$60.00
 - Monday Morning Ladies - \$60.00
- Junior Competitions
 - U8 Mixed - \$50.00
 - U9 Mixed - \$50.00
 - U10 Boys and Girls - \$50.00
 - U12 Boys and Girls - \$55.00
 - U14 Boys and Girls - \$55.00
 - U16 Boys and Girls - \$55.00
 - U18 Boys and Girls - \$60.00
 - U23 Boys and Girls - \$60.00

New Team Application Fees:

- Senior Teams - \$190.00

Team Season Registration Fees

- Senior Teams - \$185.00
- Monday Morning Ladies - \$70.00
- Junior Teams - \$158.00

Hire of Stadium Tops:

- Colour Clash - Nil
- No Colour Clash - \$20.00

VIII. SCHEDULE OF FINES & PENALTIES

The following fees are applicable, but not limited, for FDBA competitions. Fees are reviewed and adjusted accordingly each season:

Forfeit Fines

- Notified Forfeit – The sum of both teams match fees
- Un-notified Forfeit – Notified forfeit fee plus \$40.00

Damage to Stadium Tops

- Repair only – full cost of repair
- Replacement – full cost of replacement

Good Behavior Bonds

Damage to FDBA Property

In the case of willful damage to FDBA property or equipment a fine not less than the cost of repair or replacement of the damage item will be levied at the discretion of the Board of Management.

Score Penalties

- Incorrect uniform shorts – 3 point penalty for each player
- Absence of score bench Official – 10 point penalty
- Late start – 1 point for each minute or part thereof

All infringements must be brought to the attention of the team captain/coach, prior to the penalty being applied. All score penalties must be added to the scoresheet prior to signing off the first half.

Premiership Point Penalties

Teams will lose premiership points for any match in which they:

- Play an unregistered player
- Play an ineligible player
- Select a player under another players name
- Select a player under suspension

IX. “NO ZONES” GUIDELINES

Definition of a zone: a method of defence, in which each member of the defensive team guards a specified area of the court, typically around the key.

For the purpose of these By-Laws, references to zone defences are specific to those played exclusively in the 3pt area.

The following rules apply to all FDBA Junior domestic basketball games:

- U8 & U9 – no zone defence the entire game
- U10, U12 & U14 – no zone defence permitted in the first half
- U16, U18 & U23 – zone defence permitted

The following situations may be used as indicators that a “Zone Defence” is being played:

- An offensive player cuts through the key and is not followed by an opponent who should be playing defence on this player
- A clear structure zone is established – “2/3 or 2/1/2 defence in the key”
- 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
 - Traps or double teaming

Exception

A Zone Defence is permitted if a team has four 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.

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.

X. CODES OF CONDUCT

All patrons of the FDBA are subject to the relevant Basketball Victoria Codes of Conduct. Separate Codes of Conduct apply for:

- Players
- Coaches
- Parents
- Spectators
- Officials
- Administrators

These documents can be found on the Basketball Victoria website, under policies.

XI. COMPETITION SPECIFIC MATCH RULES

Herewith are competition specific match rules for:

- Grading & Regular Season – Senior Men, Masters, Women & Mixed
- Grading & Regular Season – Juniors U8, U9, U10, U12, U14, U16, U18 & U23
- Finals – Senior Men, Masters, Women & Mixed
- Finals – Junior U9, U10, U12, U14, U16, U18 & U23
- Finals participation matches – U8

The following rules apply to

Grading Matches and Regular Season Matches

Competition:	Senior Men, Masters, Women & Mixed
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per half per team.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	No restrictions.
Keyway violation:	3 seconds.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	Normal foul line.
Match Ball:	Men's & Masters Competition – Size 7. Women's & Mixed Competition – Size 6.
Ladders & Finals	Points Ladder Championship Final – Top 4 teams

Competition:	Senior Mixed only
Gender:	Teams cannot have more than 3 players of the same gender on court at the same time. Games may start with 4 players as long as no more than 3 players are of the same gender.
Keyway Violation:	Male players are not permitted to enter the restricted area of keyway at the eastern end of the court. A violation is to be called only if the infraction affects the other team. If a violation is called then possession is to be awarded to the other team. If the violation occurs as a shot is attempted and the attempt is successful, the points shall be awarded and the violation ignored. If the violation is considered to be deliberate, then a technical foul shall be called on the offending player.

The following rules apply to

Grading Matches and Regular Season Matches

Competition:	Juniors U8, U9, U10, U12, U14, U16, U18 & U23
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per team in first half. Two (2) time outs per team in second half. No time out allowed in the last 1 minute of first half.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	U8 – “No Zones” rule applies for the entire match. U9 to U14 – “No Zones” rule applies during the 1st half U16 to U23 – No restrictions.
Keyway violation:	U8 – no keyway violation. U9 & U10 – 5 seconds. U12 to U23 – 3 seconds.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	U8 – Super short foul line (inside edge of circle). U9 to U12 – Short foul line (94cm inside the ‘normal’ foul line). U14 to U23 – Normal foul line.
Ring Height:	U8 - Lowered to 2.59m (8ft6in). U9 to U23 – 3.05m(10ft).
Match Ball:	U8 – Size 5 U9 to U14 – Size 6 U16 to 23 Girls – Size 6 U16 to U23 Boys – Size 7
Ladders & Finals	U8 – Modified ladder without percentage. Finals Participation Matches – 1v2 / 3v4 / 5v6 etc. U9 to U23 - Points ladder. Championship Finals – Top 4 teams. Reserve Finals – 5th to 8th ranked teams where 8 or more teams in division.

The following rules apply to

All Finals

Competition:	Senior Men, Masters, Women & Mixed
Warm-up:	Two (2) minutes
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per half per team.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all time outs. Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	No restrictions.
Keyway violation:	Men, Masters & Women – 3 seconds Mixed – As per regular season rules
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	Normal foul line.
Match Ball:	Men – Size 7. Women & Mixed – Size 6.
Extra Periods:	In the case of a draw, an initial five minute period of extra time and then three minutes thereafter will be played until a result has been achieved. Match clock will operate as per 2nd half.

The following rules apply to

All Finals

Competition:	Juniors U9, U10, U12, U14, U16, U18 & U23
Warm Up:	Two (2) minutes
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per team in first half. Two (2) time outs per team in second half. No time out allowed in the last 1 minute of first half.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all time outs. Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	U9 to U14 – “No Zones” rule applies during the 1st half U16 to U23 – No restrictions.
Keyway violation:	U9 & U10 – 5 seconds. U12 to U23 – 3 seconds.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	U9 to U12 – Short foul line (94cm inside the ‘normal’ foul line). U14 to U23 – Normal foul line.
Ring Height:	3.05m(10ft).
Match Ball:	U9 to U14 – Size 6 U16 to 23 Girls – Size 6 U16 to U23 Boys – Size 7
Extra Periods:	In the case of a draw, an initial five minute period of extra time and then three minutes thereafter will be played until a result has been achieved. Match clock will operate as per 2nd half.

The following rules apply to

Finals Participation Matches

Competition:	Juniors U8
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per team in first half. Two (2) time outs per team in second half. No time out allowed in the last 1 minute of first half.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	“No Zones” rule applies for the entire match.
Keyway violation:	No keyway violation.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Ring Height	Lowered to 2.59m (8ft6in).
Foul Line:	Super short foul line (inside edge of circle).
Match Ball:	Size 5.
Extra Periods:	In the case of a draw the final score shall stand.

XII. AMENDMENTS

By-Law No	Existing	Amendment	Reason for Amendment	Date Amended
3.5	<p>3.5 <u>Emergency Players</u></p> <p>Players that would otherwise be ineligible may be allowed to play as emergency players. Suspended players may not be used as emergencies.</p> <p>“Emergency” players may be used only as follows:</p> <ul style="list-style-type: none"> • Junior teams may use emergencies only to avoid a forfeit, making a total of 5 players. Age group criteria still apply. • If Emergency Player plays 3rd game in higher division that player becomes a permanent registered player to that team and cannot continue to play in lower graded team • Emergency Players must not be representative players OR must obtain approval from FDBA (see Representative Players Points System) 	<p>3.5 <u>Junior Fill-In Players</u></p> <p>A player is classified as a fill-in if they are not registered with the team for which they intend to play. Junior teams may use fill-in players to bring the team up to a maximum of six players. The following conditions apply:</p> <ul style="list-style-type: none"> • A higher graded player cannot fill-in for a lower graded team in the same age group (e.g. U12 B grade player cannot fill in for U12 C or D graded teams), • If a fill-in player plays three games in a higher division that player becomes a permanent registered player of that team and cannot continue to play in a lower graded team, and • Representative players must seek approval before filling in for any teams. If approval cannot be sought before the match due to circumstances beyond the teams control: <ul style="list-style-type: none"> ○ Team should in first instance attempt to obtain non-representative player, and ○ Where this is not possible or practical (e.g. A grade competition) the team must notify supervisor on duty. 	<p>Provide clarity of fill-in policy for Junior competitions.</p> <p>Increased flexibility for teams.</p>	30/08/2017
5.2	<p>5.2 <u>Specification of Uniforms</u></p> <p>The uniform of the players must comply with the Official Basketball Rules with the following additions and/or exemptions:</p>	<p>5.2 <u>Specification of Uniforms</u></p> <p>The uniform of the players must comply with the Official Basketball Rules with the following additions and/or exemptions:</p>	<p>Simplification of the rule.</p>	30/08/2017

	<ul style="list-style-type: none"> • Shirts may have sleeves as long as the sleeves do not extend beyond the elbow, under the playing singlet • Medical permission is not required for players to wear T-Shirts under the playing singlet 	<ul style="list-style-type: none"> • T-Shirts may be worn under the playing singlet. Sleeves must not extend beyond the elbow and the colour must be the same for all members of the team 		
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