



**FRANKSTON**  
**BASKETBALL**

# **DOMESTIC COMPETITION BY-LAWS**

**Updated December 2016**

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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), Program 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 X) 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](http://www.frankstonbasketball.asn.au)

and all applicable software relevant to the website, including but not limited to SportsTG and associated packages.

## **I. COMPETITIONS**

### **Structure**

The FDBA will offer competitions as follows:

- Senior
  - Open Age (Women & Men)
  - Masters (over 35) Men
  - Mixed
- Junior
  - Age Based (e.g. Under 12) Girls & Boys

Competitions will be conducted only if a minimum of 4 teams enter.

For competitions restricted by age, the age eligibility date/time shall be midnight on 31 Dec 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.

### **Conduct**

Competitions will be conducted in accordance with:

these By Laws, and

the F.I.B.A. Official Basketball Rules

### **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 14 or more teams are entered.

Competitions may be graded if less than 14 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**

### **Application for Entry**

Prior to the commencement of a new season, teams must register online or via a affiliated domestic club. An “Online Registration portal” will be opened on the website not less than 4 weeks prior to the start of a season. Once the “Entry Window” has closed entries are subject to the provisions covered under “Late Entries”.

To participate in FDBA competition teams must apply for entry by:

- lodging an entry via the FDBA website or a club, and
- making payment of the prescribed fees as specified in Schedule A.
- Teams must register a minimum of 5 players on their Team Entry. Entries for Mixed Competition must comply with the gender conditions in the Mixed Competition rules.
- Teams will be classed as “Existing” or “New”.
- 

### **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:

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

### **Existing Teams**

Existing teams can be re-entered, via the website or via an affiliated domestic club, only by the registered Team Representative. The entry must be lodged in accordance with section 1 above.

### **New Teams**

New teams can be entered, via the website or via an affiliated domestic club . The entry must be lodged in accordance with section 1 above.

All New teams, not affiliated domestic club, are required to pay a New Team Application Fee (see section VIII).

### **Late Entries**

Teams may enter after the website has closed at the discretion of FDBA management.

Subject to 2.2. above late entries will be processed as follows:

- Late entries received before fixturing may be included in the initial season fixture or grading fixture.

At the discretion of the FDBA Match Committee teams may be added to a fixture at any time.

### **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.

### **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 significant change in player personnel should not expect grading consideration from the FDBA. Existing teams are graded primarily based on previous season results. In these circumstances a new team should be registered and participate in any applicable pre-grading games.

### **Disqualification from Competition**

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

- gives 2 consecutive forfeits.
- gives 3 forfeits in a season.
- refuses to pay fines incurred.
- breaches acceptable standards of behavior (see section X)
- any reasons deemed appropriate by the FDBA Board or Match Committee, in the best interest of basketball and/or its members.

### **III. PLAYER REGISTRATION**

#### **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.

Players are only eligible to register in a team subject to the restrictions listed below.

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

- Surname
- First Name
- Date of Birth
- Gender
- Suburb
- 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.

#### **Registration Restrictions**

Teams may register as many players as they wish. A maximum of 10 players may be added to a single match in “Stadium Scoring”.

NBL, WNBL, SEABL, 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 exception.

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 set down in “Competitions”.

For example

- to play Under14 competition the player must comply with the ‘Year of Birth’ criteria set for that competition
- to play Masters Men’s competition the player must turn 35 yo in the year the competition commences.

In the interest of player safety, players must have reached 15 years of age to participate in senior competition.

Female players may register in male competition teams up to U10 inclusive. Senior Mixed competition rules do not apply. Male players are ineligible to register in female competition teams.



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

### **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 teams / clubs nominated delegate(s).

### **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. Irrespective of the highest grade/division they play they may participate in any other grade/division. NOTE: 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 same grade/division may only play for one team when the teams are drawn to play each other.

Junior players may not be registered for more than one team in the same age group.

Junior players may only play once in the same round of the same age group, unless playing for a second team under the 'emergency player' provisions.

Junior players may play in more than one competition assuming all eligibility criteria are met for the respective competitions.

For example

- A player eligible for Under 12 competitions may also play Under 14 competition.
- A player eligible for Under 16 competitions (but not Under 14) may also play senior competition.

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.

### **Emergency Players**

Players that would otherwise be ineligible may be allowed to play as emergency players. Suspended players may not be used as emergencies.

"Emergency" players may be used only as follows:

- 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 3<sup>rd</sup> 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)

## **IV. CLEARENCES**

### **Player Status**

All registered players are associated to the team/s in which they are registered and additionally the club/s to which those teams belong.

Once a season has commenced ALL players registered in a team must apply in writing to FDBA management if they wish to move to another in the same age group irrespective of the club/s to which the teams belong.

At the end of each season ALL players become “free agents” and may move teams/clubs without the need for a clearance., subject to any restricts in place for Junior Representative Players intending to change teams/clubs should ensure that they are not included on their old teams registration for the new season otherwise a clearance may be required.

If a team withdraws from competition or is otherwise removed from competition, ALL registered players become “free agents” from the round after the last game played by the team.

### **Procedure**

Players are required to submit clearance in writing to the FDBA Office PRIOR to playing in their first game with their new team.

## **V. PLAYER EQUIPMENT**

### **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.

### **Specification of Uniforms**

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

- 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.
- 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.
- Taped or hand written numbers are not permitted.
- 

### **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's supervisor. The warning will be noted in the Referees supervisor's report.

### **Incorrect Uniform**

Players who are not clothed in the registered uniform singlet shall not be permitted to take the court or they may hire tops to avoid the 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's supervisor in the first instance and then to the FDBA Match Committee.

### **Clash of Uniform Colours**

Where a clash of uniforms colours occur, the first named team on the fixture and computer (ie the home team) must wear alternate colour singlets, as supplied by the F.D.B.A.

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

### **Use/Hire of Stadium Singlets**

The stadium singlets are available for use at no charge, when there is a clash of uniform colours.

The stadium singlets are available for hire at any time when one or more players are unable to take the court due incorrect uniform.

When stadium singlers are in use the following protocol applies:

- Stadium tops must be worn by all players of the team using the tops.

### **Security Deposit**

Teams wearing stadium tops 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.

#### **Damage to Stadium Tops**

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 fined.

### **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 Official Basketball Rules with the following additions and/or exemptions.

### **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.

### **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 eg Elastoplast.
- Wear approved gloves eg netball gloves.

### **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.

## **VI. MATCH ADMINISTRATION**

### **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.
- 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.

### **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 and prepayments. Matches will not commence until both teams have paid the required match fee.

Pre-payments. 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 fixture on FDBA website.

### **Match Officials**

The FDBA will appoint a session supervisor who will roster qualified officials, members of Frankston and District Basketball Referees Association (FDBRA) to the best of its ability.

### **Stadium Scoring Computers**

All games are scheduled on the Stadium Scoring computers located on each score bench.

- The computer lists the following:
- The name of the competition.
- The date and start time of the match.
- The names of the competing teams.
- The names of all registered players (both given and family names).

Unregistered Players: 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.

### **Scorebench 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.

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.

Under no circumstances may either of the rostered match official's act as score bench officials.

Grand Finals. The FDBA, FDBRA or the Frankston Basketball Score Table Association shall supply one Scorebench official for Grand Final matches.

### **Commencement of Fixtured Match**

Teams are required to be able to take the court at the published time for their match. All pre-match administration, eg payment of match fee, provision of singlets etc 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".

### **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 must take place within 14 days of the original date and time.

Where a match is unable to be rescheduled the match will be treated as a 20-20 draw.

### **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.



### **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.

### **Premiership Ladders**

Weekly results of all matches and a ladder showing team positions will be displayed on the FDBA website prior to the next round of competition for all competitions or as soon as possible.

Premiership Points: Points for games, will be allotted as follows:

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

### **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 within 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 on Stadium Scoring. 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 on the scoresheet.

### **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 th discretion of the FDBA, ie. In most circumstances 24 hours notice.

### **Refund of Match Fee.**

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

### **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. Payment must be made by the due date before further penalties are applied.

### **Exemptions for Junior Teams.**

Junior teams shall be allowed one 'free' notified forfeit per season.

This forfeit may be used in circumstances where due to other commitments eg school camps, etc teams are physically unable to field a team.

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.

### **Fines and Penalties**

#### **Fines.**

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.

#### **Penalties.**

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.

### **Complaints & Protests**

Any team wishing to complain about any matter relating to FDBA Competitions must do so in writing, addressed to the FDBA Match Committee. Complaints will only be recognized if signed by the registered Team Contact/Manager. All club based teams must submit complaints through their nominated club delegate

## **VII. COMPETITION RULES**

### **1. Match Rules - General**

All matches will be conducted in accordance with the 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 will be given their entitled 2 minute warm-up.

The match officials are required to give a verbal warning to teams to be ready to play eg. 1 minute. The game clock shall start when the ball is touched in the tip.

Number of Players. A team may commence a match with a minimum of 4 players.

Late Start. Teams are expected to be ready to commence playing at the published fixtured start time. Teams that are not ready to play shall be penalized: a score of 1 point for each minute or part thereof shall be awarded to the team that was ready to play. Penalty points will be added to the team in Stadium Scoring.

Forfeit. A match that has not commenced by the 10-minute mark of the first half, as shown on the match clock shall be declared a forfeit. The supervisor can over ride this at their discretion. The team that was ready to play shall be declared the winner and the final score shall be recorded as 20 – 0 in favour of the team that was ready to play. If neither team is ready to play the match shall be declared a 'double forfeit' and the final score shall be recorded as 0 – 0.

Drawn Matches. Drawn games are recognized during the regular season but not in finals.

### **2. Match Rules – Competition Specific Modifications**

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

### **3. Junior Representative Rules -> 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. Teams will need to submit a Representative Players Points System form before each season commences. Any changes during the season to the team with respect to the participation of representative players will require approval from FDBA.

Clubs / Teams to submit points system nomination form for all teams with representative players by closing date of registration

Any teams seeking approval to play up in higher age group under 'half points' provision must do so before registration closing date

Any modification to team lists that alters the team's points after registration is required to seek approval from FDBA. Teams seeking modification approval should allow no less than 72hrs for response from time of submission.

#### 4. Heat Policy

Games are to follow the Heat Policy set out by the FDBA. This policy can be found on the website.

#### 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 the following will be used to determine the tie breaker:

Head-to-head matchup differential of teams with identical percentages

If head-to-head of teams is equal the next highest ranked team is used to determine head to head comparative differential;

E.g: If tie is for 1<sup>st</sup> v 2<sup>nd</sup> and their head-to-head is identical we would go to head-to-head comparative of the 3<sup>rd</sup> placed team. ie:

1<sup>st</sup> vs 3<sup>rd</sup> head-to-head

2<sup>nd</sup> vs 3<sup>rd</sup> head-to-head

In the event of no differential the head-to-head comparison goes to the next highest ranked team (eg 1<sup>st</sup> vs 4<sup>th</sup> / 2<sup>nd</sup> vs 4<sup>th</sup>) and so forth until a differential can determine which team (1<sup>st</sup> or 2<sup>nd</sup>) places higher on end of season ladder

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

Semi Final Round (SF)      Game A – 1<sup>st</sup> v 4<sup>th</sup>  
   Game B – 2<sup>nd</sup> v 3<sup>rd</sup>

Grand Final    Round (GF)    Championship Game – Winner of SF Game A v Winner of SF Game B  
   \*Bronze Medal – Loser of SF Game A v Loser of SF Game B

\*Only applies to Junior Competitions

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

No drawn matches. All finals matches must conclude with a result. Extra periods will be played in accordance with the Official Basketball Rules except as modified by these By Laws.

## **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 with their team in the current competition for the qualifying period for that competition, defined as follows:

Qualifying Period = 50%+ of regular season matches.

E.g.    15 round season is 8 games for finals qualification (53.3%)

Byes do not count towards qualification.

Grading games do 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 24 hours of competition of the game

In the case of lost results or un-played games all ‘regular’ players will be deemed to have played.

In the case of the cancellation of a fixtured round/s of matches all ‘regular’ players 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 not 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.

Qualifying Lists. 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 team delegates. It is each team responsibility to ensure players have qualified before finals commence. Any issues must be lodged in writing to the FDBA Match Committee

### **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 second half has commenced the scores at the point will be considered final and winner determined by that result.

## **VIII. 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

All Abilities "A" Grade

All Abilities "B" Grade

U8, U10, U12 & U14 Junior Competitions

U16 Junior Competitions

U18 Junior Competitions

New Team Application Fees

Senior Teams

All Abilities

Junior Teams

Team Season Registration Fees

Senior Teams

All Abilities

Junior Teams

Individual Player Registration

Senior Players

All Abilities

Junior Players

Hire of Stadium Tops

Colour Clash

No Colour Clash

Protest Bond

## **IX. SCHEDULE OF FINES & PENALTIES**

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

### Forfeit Fines

Notified Forfeit

Un-notified Forfeit

### Damage to Stadium Tops

Repair only

Replacement

### Good Behavior Bonds

### Damage to FDBA Property

In the case of willful damage to FDBA property or equipment eg rings and backboards, 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 Shirt. Unable to take the court (hire of singlets required)

Incorrect Uniform Shorts. 3-point penalty for each player.

Absence of Scorebench 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 signing off of 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
- player under suspension.



## **X. “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, reference to Zone Defense’s are specific to those played exclusively in the 3pt area

During any, Frankston Basketball Junior Domestic basketball game played, there is to be “NO ZONE DEFENSE” allowed by either team ;

- Under 8s the entire game
- Under 10s to 14s the first half
- Under 16’s and Up never, (rule does not apply)

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 set up 2/3 or 2/1/2 defense in the key”.
- For the purpose these by laws, the ‘No Zone’ ruling does not preclude a team or its plays from playing the following concepts;
  - Help defence
  - Split line defence
  - Full/Half court press
  - Traps or Double teaming

Exception

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

Penalty

If in the opinion of the official on the floor, a “Zone Defence” is being played, the game is to be stopped at the next dead ball opportunity and the offending coach is to be warned by the official. If the coach would like to have the defence reviewed by the Referee Supervisor, they are to send one of their own team representatives to request that the Referee supervisor comes to the court to review the defence. The referee supervisor’s interpretation of the defence is final. If the coach does not take appropriate action to change the defence after a warning has been issued, or does not use the

option of review by the referee supervisor, and continues to use a “Zone Defence”, the official is to issue the Coach with a Technical Foul.

Please Note: If in the officials’ opinion the “Zone Defense” 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.

## **XI. CODES OF CONDUCT**

Herewith Codes of Conduct for:

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

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

## **XII. COMPETITION SPECIFIC MATCH RULES**

Herewith are competition specific match rules for:

- Grading & Regular Season - Senior Men, Masters & Women
- Grading & Regular Season - Senior Mixed
- Grading & Regular Season - Juniors U18 & U16
- Grading & Regular Season - Juniors U10, U12 and U14
- Grading & Regular Season - Juniors U8
- Finals - All Senior
- Finals - Junior U16 & U18
- Finals - Junior U10, U12 & U14
- Finals Participation Match – U8

THE FOLLOWING RULES APPLY TO

## **GRADING MATCHES AND REGULAR SEASON MATCHES**

Competition:	Senior Men, Masters & Women
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 Competition = Size 7 Women's Competition = Size 6
Ladders & Finals	Points ladder Top 4 teams

THE FOLLOWING RULES APPLY TO

## **GRADING MATCHES AND REGULAR SEASON MATCHES**

Competition: **Senior Mixed**

Rules as for Senior Women with the following additions.

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:	<b>Juniors U16 &amp; Up</b>
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 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:	Boys: Size 7      Girls: Size 6
Substitutions:	No substitutions, except for compulsory substitutions and injury replacement, are permitted in the last 1-minute of first half. Compulsory substitutions must be completed within 30 seconds or a technical foul is to be called on the team bench.
Ladders & Finals	Points ladder Top 4 teams Reserve Finals where 8 or more teams in division

## THE FOLLOWING RULES APPLY TO

### **GRADING MATCHES AND REGULAR SEASON MATCHES**

Competition:	Juniors U10, U12 & U14
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 during the 1 <sup>st</sup> half.
Keyway violation:	U10 – 5 seconds U12 & U14 - 3 seconds
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	U10 & U12- Short foul line (94cm inside the ‘normal’ foul line) U14 - Normal foul line
Match Ball:	Size 6

No substitutions, except for compulsory substitutions and injury replacement, are permitted in the last 1-minute of the first half. Compulsory substitutions must be completed within 30 seconds or a technical foul is to be called on the team bench.

Ladders & Finals	Points ladder Top 4 teams Reserve Finals where 8 or more teams in division
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THE FOLLOWING RULES APPLY TO

## **GRADING MATCHES AND REGULAR SEASON MATCHES**

Competition:	<b>Juniors U8</b>
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 from normal height of 3.05m(10ft) to 2.59m(8ft6in)
Foul Line:	Super short foul line (inside edge of circle)
Match Ball:	Size 5
Substitutions:	Substitutions can be called on any whistle.
Ladders & Finals	Modified ladder without percentage Finals Participation Matches = 1v2 / 3v4 / 5v6 etc

## THE FOLLOWING RULES APPLY TO

### **ALL FINALS**

Competition:	<b>All Seniors</b>
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:	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: Size 7                  Women & Mixed: Size 6
Extra Periods:	In the case of a draw, extra periods of 5 minutes will be played until a result has been achieved. Match clock will operate as per 2 <sup>nd</sup> half.



## THE FOLLOWING RULES APPLY TO

### **ALL FINALS**

Competition:	<b>Juniors U16 &amp; Up</b>
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:	“No Zones” rule applies during the 1 <sup>st</sup> half.
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:	Boys: Size 7                      Girls: Size 6
Extra Periods:	In the case of a draw, extra periods of 5 minutes will be played until a result has been achieved. Match clock will operate as per 2 <sup>nd</sup> half.

## THE FOLLOWING RULES APPLY TO

### **ALL FINALS**

Competition:	<b>Juniors U10, U12 &amp; U14</b>
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:	“No Zones” rule applies during the 1 <sup>st</sup> half.
Keyway violation:	U10 & U12 - 5 seconds U14 - 3 seconds
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	U10 & U12 – Short foul line (94cm inside the ‘normal’ foul line) U14 – Normal foul line
Match Ball:	Size 6
Extra Periods:	In the case of a draw, extra periods of 5 minutes will be played until a result has been achieved. Match clock will operate as per 2 <sup>nd</sup> half.

THE FOLLOWING RULES APPLY TO

## **PARTICIPATION MATCHES (FINALS)**

Competition:	Juniors U8s
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:	“No Zones” rule applies during the 1 <sup>st</sup> half.
Keyway violation:	U10 & U12 - 5 seconds U14 - 3 seconds
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	Super Short foul line (94cm inside the ‘normal’ foul line)
Match Ball:	Size 5
No Extra Periods:	Draws will stand. No extra time will be played