

MELBOURNE EAST BASKETBALL ASSOCIATION & GEBC

Junior Domestic Competition

Rules & By-Laws

Effective: Summer 2026/2027 Season

2026 REVISION — Board Approved 8th September 2026

Read in conjunction with:

MEBA Behavioural Management Framework | Basketball Victoria Tribunal By-Laws | Basketball Victoria Codes of Conduct

Administered by Nunawading Amateur Basketball Association (NABA)

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1. INTRODUCTION

1.1 The Melbourne East Basketball Association (MEBA) aims to provide participants with a safe, inclusive, and enjoyable environment that enables each person to develop to the full potential of their ability and desire.

1.2 The By-Laws of the MEBA Junior Domestic Competitions are governed by the MEBA Board who delegate such powers to the Nunawading Amateur Basketball Association (NABA) and MEBA Domestic Competitions Committee as established from time to time under the MEBA Constitution.

1.3 The MEBA Junior Domestic Competitions are administered by the employee(s) appointed to such role(s) under NABA.

1.4 These By-Laws aim to ensure the MEBA Junior Domestic Competitions maintain relevant and best-practice structures and integrity.

1.5 These By-Laws are to be read in conjunction with MEBA Policies, FIBA Rules, Basketball Victoria Interpretations, the MEBA Behavioural Management Framework, and the Basketball Victoria Tribunal By-Laws (effective 1 April 2016).

1.6 These By-Laws apply to Member Clubs, Other Clubs and Independent Teams competing in Junior Domestic Competitions conducted by the MEBA including the GEBC.

1.7 These By-Laws are effective from the start of the first game of the season immediately following the date noted on the cover of these By-Laws.

1.8 The MEBA, Domestic Competitions Committee and/or Junior Competition Management have the power to make any ruling necessary on any matter not specifically covered by these By-Laws and reserve the right to make adjudications in the best interest of basketball.

1.9 The MEBA, Domestic Competitions Committee and/or Junior Competition Management reserve the right to vary or set aside the application of these By-Laws, in the best interest of basketball.

1.10 The MEBA Junior Domestic Competitions also support and abide by Basketball Victoria and Basketball Australia By-Laws and associated Policies.

2. DEFINITIONS

In these By-Laws, unless the context requires otherwise, the following are defined:

Term	Definition
Association	Means the MEBA Inc.
Committee	Means the Domestic Competitions Committee of the MEBA.
Club	Means a group of teams all playing under a consistent name/logo, including both Member Clubs and Other Clubs.
Member Club	Means a Club recognised as a member of the MEBA under its Constitution.
Other Club	Means a Club not recognised as a member of the MEBA under its Constitution.
Delegate	Means the person nominated by a Club or Independent Team as the communication channel between their Club/Independent Team and MEBA/Competition Management.
Independent Team	Means an individual team who is not a club or member club of the MEBA.
Team	Means a specific team that an individual or individuals participate in under the MEBA.
Responsible Person	The individual to whom invoices and formal communications are directed: for Club-affiliated teams — the Club Delegate; for Independent Teams — the person who registered the team with Competition Management for that season.
Club-Registered	A person who is formally registered as a member of a Club in PlayHQ or the approved

Term	Definition
Member	registration system, but who is not currently registered in an active MEBA or GEBC team. This status enables the Club-Registered Member Fill-In pathway under Clause 37.2B.

3. ADMINISTRATION

3.1 The Junior Domestic Competitions of the MEBA are administered by a Competition Manager who is an employee of the Nunawading Amateur Basketball Association (NABA).

4. DOMESTIC COMMITTEE

4.1 The MEBA Domestic Competitions Committee shall be established from time to time by the MEBA Board as prescribed under its Constitution.

4.2 The MEBA Domestic Competitions Committee shall provide guidance to the Board and Competition Management on the strategic direction of the Junior Domestic Competitions of the MEBA.

5. MEMBERSHIP OF CLUBS

5.1 The Junior Domestic Competitions of the MEBA are comprised of Clubs and Independent Teams.

5.2 Member Club status is reserved for those Clubs deemed 'Member Clubs' of the MEBA under the MEBA Constitution.

5.3 Other Clubs are clubs not considered a Member Club of the MEBA under its Constitution but, at the discretion of Competition Management, are permitted to enter teams into competitions.

5.4 Independent Teams are standalone teams registered solely for the purposes of playing in the MEBA Junior Domestic Competitions.

6. CLUB DELEGATE

6.1 All Clubs/Independent Teams must nominate one (1) person to be Delegate.

6.2 The Competition Manager must be informed by all Clubs/Independent Teams of the Delegate's name and contact details prior to the start of each season.

7. COMMUNICATION

7.1 The Club/Independent Team Delegate is to be the point of contact for all communication to and from the competition each season.

7.2 All communication from the Club/Independent Team must be sent from the Delegate to the Competition Manager in the first instance, then through the GM of Competitions.

8. MEETINGS & FORUMS

8.1 The MEBA Board and Competition Management aim to hold the following annual meetings:

- 1x Club Forum
- 2x Club Information Meetings

Dates of meetings shall be determined annually.

SECTION 2 — COMPETITION STRUCTURE

9. COMPETITION

9.1 The Junior Domestic Competitions of the MEBA shall be conducted in accordance with these By-Laws, FIBA Rules, Basketball Victoria By-Laws and their Interpretations.

9.2 The Competition Manager in consultation with the GM of Competitions shall determine the competition structure each season including Age Groups, Gender(s), and Day(s) of Competition.

10. SEASONS

10.1 The MEBA Junior Domestic Competitions shall conduct 2 seasons each year:

Season	School Terms
Summer Season	Terms 4 & 1
Winter Season	Terms 2 & 3

11. AGE GROUPS & GENDER

11.1 The Competition Manager in consultation with the GM of Competitions shall determine the Age Groups and Gender of competitions each season.

11.2 The MEBA Junior Domestic Competitions shall be structured across the following age groups and gender classifications:

Age Group	Gender Classifications
Under 08	Mixed & Girls
Under 09	Mixed & Girls
Under 11	Boys & Girls
Under 13	Boys & Girls
Under 15	Boys & Girls
Under 17	Boys & Girls
Under 19	Boys & Girls
Under 21	Boys & Girls

11.3 Female players may register and participate in male competitions up to and including the Under 11 age group. Male players are not permitted to register or play in any female competition.

11.4 Where the Competition Manager believes there are insufficient teams registered within an age group to conduct a suitable competition, the Competition Manager in consultation with the GM of Competitions may combine age groups (e.g. U19/21).

11.5 To be eligible to play in a prescribed age group a player must be under the age of the competition on the following dates of the current year:

Season	Age Eligibility Cut-Off Date
Summer Season	31st December
Winter Season	30th June

Summer Example: A child who turns 8 years of age on 31 December must play that summer season in Under 9's. A player who turns 8 on 1 January the following year is eligible for Under 8's that Summer season. Winter Example: A child who turns 11 years of age on 30 June must play that winter season in the Under 13's. A player who turns 11 on 1 July that year is eligible for Under 11's that Winter season.

11.6 Where there is any doubt regarding a player's age, a player may be called upon to supply proof of their age. Proof must be supplied prior to the next match of the player.

12. CLUB BOND

12.1 All Clubs/Independent Teams applying to enter teams into any competition must pay a Bond. The amount shall be determined by the MEBA Treasurer prior to the commencement of each season and published in the Season Fees & Charges Announcement.

12.2 Such Bond shall be retained by the competition until such time as the Club/Independent Team ceases to participate in all MEBA competitions.

12.3 If a Club/Independent Team has paid the Bond in a previous season, provided no money is owing, the Club/Independent Team is not required to pay another Bond. This carry-forward concession applies to Junior competitions only and is a deliberate policy difference from the Senior Domestic Competition where bonds are seasonal.

12.4 The Bond will be appropriated towards any amount owed by said Club/Independent Team. Until said debt is paid, the Club/Independent Team shall be in breach and may not be permitted to participate in competitions or receive any other benefits.

12.5 Where a Club/Independent Team ceases to participate in all competition, the Club/Independent Team shall have 12 months to request a refund of their Bond in writing to the Treasurer. If no refund is requested within 12 months, the funds shall be forfeited to the Association.

12.6 Notwithstanding Clause 12.5, where a Club/Independent Team is removed or disqualified from the competition, the Bond shall be forfeited to the Association immediately.

13. TEAM ENTRIES

13.1 All Clubs/Independent Teams must submit their team entries to the Competition Manager via the approved method and by the due date each season.

13.2 All Club/Independent Team entries must be entered into PlayHQ by the Club/Independent Team prior to the due date each season.

13.3 Competition Management in consultation with the MEBA Board may, at its sole discretion, reject any application for entry of any Club/Independent Team into the competition.

13.4 Competition Management may impose such limitations on any Club/Independent Team including the number of teams or other conditions as it sees fit.

13.5 Where application for a Club/Independent Team is not accepted by the competition, any fees paid will be returned.

13.6 A Club/Independent Team will not be accepted into the new season until all monies required to be paid for entry including team entry fees and Bond have been paid to the Association.

13.7 Competition Management reserves the right to make changes to any Club/Independent Team name if deemed necessary.

14. LATE ENTRIES

14.1 Late Entries may be accepted at any time at the discretion of the Competition Manager, provided there are sufficient rounds remaining for any team entered late to qualify its players for finals.

14.2 Any team seeking entry into the competition after the registration period has closed shall be considered a 'late entry'.

14.3 Any team entered into the competition after the grading period has been completed must pay a late entry fee, as published in the Season Fees & Charges Announcement.

15. WITHDRAWAL OF TEAM(S)

15.1 Any team withdrawn from the competition after the registration period has closed but prior to the end of the grading period shall incur a withdrawal fee equivalent to 1x Walkover Fee for that season.

15.2 Any team withdrawn from the competition after the grading period has concluded shall incur a withdrawal fee equivalent to 2x Walkover Fees for that season.

15.3 If a Club/Independent Team fails to notify the Competition Manager of their intention to withdraw a team from the competition at least 72 hours prior to their next match, the club or team shall incur an additional penalty of 1x Walkover Fee for that season.

Note: The Junior Domestic Competition requires 72 calendar hours notice for withdrawal. This is a deliberate policy difference from the Senior Domestic Competition (48 business hours) and reflects the volunteer-based structure of junior clubs.

16. REMOVAL OF TEAM(S)

16.1 An individual team, multiple teams or an entire Club may be removed from the competition if they fail to comply with any of these By-Laws or continue to engage in conduct prohibited by these By-Laws.

16.2 Removal is at the sole discretion of the Board after having an issue brought to its attention by the Competition Manager.

17. UNIFORMS

17.1 All playing members of each team must play in identical uniform colour and design for their jerseys and shorts as approved by the Competition Manager.

17.2 All uniforms must have clearly visible printed or stitched numbers on the front and back of the jersey. Playing without numbers or with taped/hand-written numbers is not permitted.

17.3 Players are permitted to wear numbers 1–99.

17.4 Players from the same team are not permitted to wear the same jersey number in the same game.

17.5 Players are permitted to wear a short sleeve T-shirt under their jersey provided it is of the same dominant colour as the playing singlet. Where a team is required to wear their reversible/alternate colour jersey due to a colour clash, players are permitted to wear their usual dominant colour T-shirt colour for that game.

17.6 Players are permitted to wear long-sleeve shirts under their singlet only if they are compression.

17.7 Players must wear basketball shorts and are not permitted to wear only compression shorts or pants. Shorts are not permitted to have pockets, belts, zips or buckles.

17.8 Players wearing incorrect uniform items shall be penalised 2 game points to the opposition for each player taking the court with incorrect uniform items, up to a maximum of 10 game points, with the penalty applied by the match referees.

17.9 No uniform penalty is to be applied for incorrect uniform items during the Grading Period.

17.10 Clubs/Independent Teams are permitted to add sponsor logos to their uniform in prescribed locations only after seeking Competition Manager approval in consultation with the CEO/MEBA Board.

18. UNIFORM PRIORITIES

18.1 Where a clash of uniform colours occurs, the first named team on the fixture/scoring system shall be required to change singlet colour for that game.

18.2 Where a team is required to change their singlet colour under Clause 18.1 and refuses to do so, that team shall forfeit the match.

19. REGISTRATION OF COLOURS

19.1 All Clubs/Independent Teams must advise the Competition Manager of the Club/Independent Team's dominant uniform colour.

20. GRADES

20.1 Within each Age Group the competition will be separated into one or more 'Grades'. Grades will be identified using a letter (A, B, C, D etc.).

20.2 Within each Grade the competition shall then be further separated into 'Sub-Grades'. Sub-Grades will be identified using 'R' for 'Reserve' (AR, BR, CR etc.).

20.3 Each Grade must have a minimum of 4 teams.

21. GRADE SECRETARIES

21.1 Each Age Group shall have a Grade Secretary and Grading Assistants who are responsible for grading teams into grades for each season.

21.2 Grading is completed by reviewing all team performances within the age group over the grading period, endeavouring to place all teams into grades in which the Grade Secretary believes each team will be competitive.

22. GRADING PERIOD

22.1 Each season, the Grading Period for all junior competitions (U09–U21) shall consist of Rounds 1–6.

22.2 The grading of teams will be based on their ability to play at a specified level to ensure, as much as possible, fair and competitive competition.

22.3 All Clubs/Independent Teams must provide a list of all players allocated into each team and estimate the team's skill level to be used as a guide by the Grade Secretary.

22.4 Grade Secretaries, in consultation with the Competition Manager, are responsible for evaluating all team entries and allocating teams into grades. Competition Management reserves the right to change the starting grade of any team.

22.5 Re-Grading of teams, both up and down (including up or down age groups) from U9–U21 may occur at the end of any round after Round 2, up to the end of the Grading Period.

22.6 Promotion and relegation of teams during the Grading Period will be at the discretion of the Grade Secretary in consultation with Competition Manager and GM of Competitions.

22.7 Where the Grade Secretary believes they have made a significant error in a team's grading after the end of Round 7 (Regular Season Round 1), the Grade Secretary may request a review by the Competition Manager and GM of Competitions who can make a final change if necessary.

22.8 Competition Management reserves the right to re-grade a team up or down at any time during the season if in their opinion the team's performance is significantly different from that displayed during the grading period.

22.9 Premiership Points are not awarded to teams for wins, losses or draws during the Grading Period and ladders are reset at the end of the Grading Period.

23. REGULAR SEASON

23.1 The Regular Season shall consist of all Rounds post the Grading Period and prior to the Finals Period as prescribed by the Competition Manager.

24. FINALS PERIOD

24.1 After completion of the last round of the Regular Season each Age Group and Grade (excluding U8's) shall conduct a 'Finals Period'.

24.2 Unless otherwise specified by the Competition Manager in consultation with the Grade Secretary, the Finals Period for each Grade shall comprise the Top 4 teams in that Grade with games held over a 2-week period and consist of 2x Semi-Finals (1st vs 4th and 2nd vs 3rd) and a Grand Final (SF1 Winner vs SF2 Winner).

24.3 Where the format of a Grade's Finals Period differs from the standard format, the Competition Manager shall communicate this variation to the Clubs/Independent Teams of the Grade involved no less than 4 weeks prior to the end of the Regular Season.

25. FIXTURES

25.1 The Competition Manager is responsible for the creation and publishing of all fixtures.

25.2 Fixtures shall be released with as much notice as reasonably possible.

25.3 Fixtures can be changed by the Competition Manager at any time as required.

25.4 The Competition Manager shall advise the Delegate of any fixture change made if the change relates to a match less than 72 hours out from the fixtured start time.

25.5 Clubs/Independent Teams may submit Fixture Requests for approved reasons to the Competition Manager via the prescribed method only. Fixture requests are not guaranteed.

26. PREMIERSHIP POINTS

26.1 During the Regular Season, teams shall receive the following Premiership Points distribution:

Win	Loss	Draw
3 Points	1 Point	2 Points

26.2 Where a team gives a walkover, the result will be a 10-0 win to the opposition along with 3 premiership points to the non-walkover team. The walkover team receives 0 premiership points.

26.3 Where a team causes a forfeit for any reason, the result will be a 10-0 win to the non-forfeiting team along with 3 premiership points. The forfeiting team receives 0 premiership points.

26.4 Teams who are fixtured a bye will not play a game in that round and receive 0 premiership points.

27. LADDERS

27.1 All competitions shall use the 'Ladder Points Average' method of calculating ladder position.

27.2 In the event that 2 or more teams are tied by ladder points average, 'overall percentage' shall then be used to determine each ladder position of only the teams involved in the tie.

27.3 Where 2 or more teams remain tied based on ladder points average AND overall percentage, the season's 'For' points scored by each team shall be used to determine the final ladder position.

SECTION 3 — PLAYERS & COACHES

28. PLAYER, COACH, TEAM MANAGER REGISTRATION

28.1 All players, coaches and team managers wishing to play in any competition run by the MEBA must be registered to the MEBA via the prescribed system prior to their first match each season.

28.2 All players must be at least 5 years of age on the date of the first game of the season to participate in any competition.

28.3 All coaches must be at least 14 years of age on the date of the first game of the season to participate in any competition.

28.4 All coaches that are under 18 years of age must have a person who is 18+ years of age sit on the team bench with them each game.

28.4.1 Any person over the age of 18 that is required to sit on the bench to support an under 18 years of age coach, must be registered with the club, be allocated to the team on the competition system and be compliant under BYLAW 70 Child Safety Compliance.

28.4.2 Bylaw 70.10 applies to any supporting person over the age of 18 that sits on the bench for the team.

28.5 Only registered and complaint players, coaches, team managers and approved support persons may sit on the bench.

28.5.1 There is no limit on the total number of players permitted to be registered into a team; however, a maximum of 10 players may participate in any match.

28.6 Players cannot be registered, nor permitted to play in 2 or more teams within the same age group on the same day of competition. Any breach of this clause shall result in forfeit of any match(es) in which the player participated in breach, with 0 premiership points awarded to the team.

28.7 Players cannot register, nor play with 2 or more Clubs/Independent Teams on the same day in the same competition even in different age groups. Any breach shall result in forfeit of any match(es) in which the player participated in breach, with 0 premiership points awarded to the team.

For clarity: a player can be registered for 1 Club/Independent Team in the Monday/Friday Competition and a different Club/Independent Team in the GEBC Saturday competition. However, they may not fill in for a third Club in any competition — see Clause 37.

28.8 If a player elects to play in more than 1 team within the same Club, the player must be registered into each team and must play at least 4 of the 6 grading games in each of the teams.

28.9 No Club/Independent Team is permitted to register any new players into a team after Round 4 of the Grading Period without first applying for special consideration from the Competition Manager. All new players registered after Round 4 must play the final 2 games of the Grading Period. Where a Club/Independent Team registers a new player after Round 4 without seeking special consideration, that player shall be deemed ineligible and any matches played by that player shall be subject to forfeit provisions under Clause 30.1.

28.10 Clubs/Independent Teams who accept a new player's registration after the Grading Period has concluded must apply for special consideration from the Competition Manager. In consultation with the Grade Secretary, they shall assess the impact any new player may have on the team's grading and reserve the right to regrade said team if necessary. This decision is final.

28.11 All players must be registered into a team to be eligible to qualify for the finals period, subject to Clause 33.1.

28.12 Clubs/Independent Teams who play a player under a false name shall forfeit that match and will receive 0 premiership points. The player may also be reported to the Basketball Victoria Tribunal.

28.13 A player who is currently suspended under the Basketball Victoria Tribunal or MEBA may not register until their suspension is served in full.

29. UNREGISTERED PLAYERS

29.1 An 'Unregistered Player' is any player who is not formally registered into a specific individual team.

29.2 Any unregistered players as defined in Clause 29.1 must enter their personal details courtside via the electronic scoring system prior to participating in any match.

29.3 Any player who participates in a match without complying with Clause 29.2 will be deemed ineligible.

29.4 Teams who play an ineligible player as defined in Clause 29.3 shall forfeit the match with a result of 10-0 and receive 0 premiership points.

29.5 Any matches played by a player who has not complied with Clause 29.2 will not have those games counted towards their finals eligibility.

30. ILLEGAL PLAYERS

30.1 Any player who plays in a game and is deemed by Competition Management to be illegal/ineligible under these Rules shall forfeit the match with a result of 10-0 to the opposition, with the forfeiting team receiving 0 premiership points.

31. CLEARANCES & TRANSFERS

31.1 All players remain registered with their Club/Independent Team until age prevents any further participation in the junior domestic competitions, the player is cleared to another Club/Independent Team, or the player becomes exempt from clearance restrictions based on Clause 32.7.

31.2 For the purposes of the clearance rules, the MEBA Monday, MEBA Friday and GEBC Saturday competitions are considered separate.

31.3 Any player has the right to be cleared from a Club/Independent Team to a new Club/Independent Team subject to payment of all monies owed and/or equipment returned and subject to the clearance/transfer Clauses in these By-Laws.

31.4 ALL clearances must be submitted through the approved transfer lodgement system.

31.5 Provided there are no funds owed or equipment to be returned, and the restrictions imposed by the By-Laws are met, the Club or Independent Team a player is being cleared from has up to 10 days to approve the application for clearance.

31.6 Once a player is registered with one Club/Independent Team on a day of competition, that player is not permitted to fill-in for another club or team on the same day of competition.

31.7 Mid-season clearances are not permitted except in exceptional circumstances at the discretion of the Competition Manager.

31.8 Any Club/Independent Team that plays a player that has not been cleared from their previous Club/Independent Team will forfeit any match that player plays in with a score of 10-0, with the forfeiting team receiving 0 premiership points.

31.9 If a Club/Independent Team is deemed to have wilfully violated these clearance rules, Competition Management reserves the right to impose further sanctions.

32. CLEARANCE RESTRICTIONS

32.1 The Competition shall impose restrictions on Clubs/Independent Teams relating to clearances and transfers. These restrictions aim to prevent Clubs/Independent Teams from poaching players, creating 'Superteams' or decimating the player pool of other Clubs/Independent Teams, while providing opportunities for players to play basketball with their friends and maintaining competition strength and integrity.

32.2 Clubs/Independent Teams can only accept a maximum of 1 transfer IN per age group per season for each gender for A or AR grade MEBA domestic players in the previous season, or any player currently registered to a team that plays in the VC or VC Reserve grade in the VJBL.

32.2.1 For the avoidance of doubt, in line with Clause 42.1, all U08 competitions shall be considered 'A Grade' and as such be subject to the restrictions in Clause 32.2.

32.3 Clubs/Independent Teams can only accept a maximum of 2 transfers IN per team per season for each gender for B or BR grade players in the previous season.

32.4 Clubs/Independent Teams can accept unlimited transfers IN per team per season for each gender for C grade (and below) players in the previous season, subject to sub-clauses 32.5–32.14.

32.5 Where a player or players are seeking clearance from a Club/Independent Team that had less than 3 teams in an age group in the previous season, Clauses 32.2 and 32.3 do not apply. In this instance, the Club/Independent Team receiving the transfers can only take 1 player from that Club/Independent Team in that age group for that gender in total.

32.6 Clauses 32.2–32.5 do not apply where a transfer IN is the sibling of a player who was registered and playing with the destination club in the prior season.

32.7 Where a Club/Independent Team receives transfer requests OUT from a player or players applying to join the Club/Independent Team of their current VJBL Coach, the Association shall decline said clearance(s) into that Club/Independent Team for that season. Where a transfer is declined under this Clause, Clause 32.6 does not apply.

32.8 Where a player was not registered nor played in the season immediately prior to the current season where a clearance is being sought, the player shall become a 'free agent' and the restrictions in Clauses 32.2 to 32.4 do not apply.

32.9 Where a Club/Independent Team no longer exists, the players of that Club/Independent Team are exempt from the restrictions in Clause 32 and all sub-clauses.

32.10 In the case of a new Club/Independent Team being formed, no clearances to the new Club/Independent Team shall be given for the first 2 seasons. A new club or team is deemed to have 'broken away' from an existing Club/Independent Team where 50% or more of the founding registered players of the new club were

registered with the same single existing club in the immediately prior season. Where no such concentration exists, the new club shall be treated as genuinely new and the Competition Manager may at their discretion reduce or waive the restriction.

32.11 For all clearance applications, the Club/Independent Team that is 'losing' the player(s) can override Clauses 32.1–32.14 and give approval for the destination Club/Independent Team to accept the clearance/transfer if they wish.

32.12 The onus of compliance with these restrictions is on the receiving Club/Independent Team. Where the Club/Independent Team does not comply with these restrictions, each team that does not comply shall forfeit any matches played where they fail to comply.

32.13 No clearance will be approved where it is proven that a player has been approached, coerced and/or persuaded in any way by any coach, official or representative of a Club/Independent Team. The Club/Independent Team may also be sanctioned by the Board.

32.14 Competition Management may override any clearance and approve or deny a clearance where it believes exceptional circumstances apply.

33. FINALS ELIGIBILITY & QUALIFICATION

33.1 To be eligible to participate in finals matches a player must be registered into that team via the approved registration system and have played at least 8 of the non-finals games (across grading and regular season games) in that team.

33.2 If a team has a bye or byes during the season, these byes count towards players' finals qualification.

33.3 Where a player takes part in less than 8 games because of injury or illness, the Club/Independent Team must apply in writing, along with providing a medical certificate specifying the dates of games affected, to the Competition Manager seeking special permission to become eligible for finals.

33.4 Any request for exemption under Clause 33.3 must be made in writing to the Competition Manager at least 48 hours prior to the scheduled finals match.

33.5 Where a player misses games due to being selected for Basketball Victoria State or Basketball Australia National representation, the games missed shall be included in the player's eligibility for finals qualification, provided the player has played at least 2 matches for the team prior to missing games. The Club/Independent Team must submit a letter to the Competition Manager confirming the dates of games missed due to said representation.

33.6 Any request for special exemption under Clause 33.5 must be made in writing to the Competition Manager at least 14 days prior to the finals period.

33.7 As the MEBA Monday, MEBA Friday and GEBC Saturday Competitions are separate, games played in one competition do not count towards eligibility in the other competitions.

33.8 Players must not be added courtside to the scoring system for any finals matches. Any player added to the scoring system courtside during a finals match shall be deemed an illegal player and the team shall forfeit that match in accordance with Clause 30.1.

34. PLAYING UP AN AGE GROUP

34.1 Individual players are permitted to register and play for a team in their own age-eligible age group and also register and play for a team in the age group above.

34.2 Individual players are also permitted to register and play for a team only in the age group above their age group of eligibility.

34.3 Where a player elects to only play for a team in the age group above their age group of eligibility, the player will be deemed to be eligible for that age group and no longer eligible for the age group below.

34.4 Where a Club/Independent Team needs to play more than one player in multiple age groups/teams due to a permanent shortage of players in the team(s), the Club/Independent Team must notify the Competition Manager in writing when lodging their team entries. Such players are required to play at least 4 of the 6 grading games in teams in both age groups.

34.5 Players who play in multiple teams in the same competition cannot submit fixture requests.

34.6 In line with Clause 22, the Grade Secretary and Competition Manager may move whole team(s) up age groups if said team(s) are considered too strong for their age group of eligibility.

34.7 Subject to Clause 34.6, where team(s) are moved up age groups, teams cannot play a team that is from more than 2 age groups above the age group the team initially registered into.

35. PLAYING DOWN AN AGE GROUP

35.1 Clubs/Independent Teams must submit a request using the approved form to the Competition Manager seeking special consideration for a player to participate in a competition age group below their age group of eligibility.

35.2 Any request to play down an age group can only be made to play down a maximum of 1 age group.

35.3 Where a request to play down an age group is granted, the granting is for that season only and must be re-applied for each season if required.

35.4 Competition Management shall establish the guidelines used to consider requests to have a player play down an age group for a season.

35.5 Competition Management reserves the right to deny any request for a player to play down an age group in the best interests of the competition and player safety.

35.6 In line with Clause 22, the Grade Secretary and Competition Manager may move whole team(s) down age groups if said team(s) are considered not strong enough for their age group of eligibility.

35.7 Subject to Clause 35.6, where team(s) are moved down age groups, teams cannot play a team that is from more than 2 age groups below the age group the team initially registered into.

36. MOVEMENT OF PLAYERS BETWEEN TEAMS

36.1 Within an age group, a player's allocated team will be the team that they are listed with the first round they play.

36.2 A player is permitted to be moved up to a team in a higher grade in the same age group at any time, but once the player has played 3 games in the higher grade/team, he/she must remain in the higher-grade team for the remainder of the season.

36.3 Should a player be moved up to a higher grade team, that player cannot play in their usual team and the higher grade team in the same age group on the same day.

37. FILL-INS & EMERGENCY PLAYERS

37A — Overview & General Conditions

37.1 In any grading or regular season match, where because of injury, illness or any other reason a team is unable to attend a match with at least 7 players, the team may use a fill-in or fill-ins to bring the total number of players up to a maximum of 7 players (i.e. 1 substitute) playing in the match.

37.2 Fill-in players may only be sourced from within that teams Club. The following pathways apply, in priority order:

- Priority 1 — Standard Club Fill-In: The fill-in is registered within the Club and sourced from the age group and grade in accordance with the Fill-In Matrix (Appendix 1).
- Priority 2 — Small Club Exemption (37.2A): The Club does not have a registered team in the required age group.
- Priority 3 — Unlicensed Player (37.2B): The fill-in does not hold a current BV Licence.
- Priority 4 — Club Member / Cross-Competition Player (37.2C): The fill-in is a club member or holds a BV Licence with a club competing in a MEBA or GEBC competition on a different day.
- Priority 5 — Emergency Walkover-Avoidance (37.3): No suitable fill-in can be sourced under any above pathway.

A Club can source a fill-in player from within their own Club from a team on the same day of competition or from a team within their club on another day/night of MEBA Competition. For example, a Saturday girls player from the club can fill in for a Monday girls team from the same club, provided they meet the age/grade criteria in the Fill-In Matrix.

37B — Small Club Fill-In Exemption

37.2A Where a Club does not have a registered team in the age group from which a fill-in would ordinarily be required under the Fill-In Matrix, the Club may source a fill-in from the next lower registered age group within their club that the matrix would otherwise permit. If no such team exists within the club at any age group below, the Club may apply to Competition Management to use the emergency walkover-avoidance provision under Clause 37.3, with the game recorded as a forfeit (avoiding a walkover).

37C — Unlicensed Player Fill-In

37.2B Where a fill-in player does not hold a current BV Licence, that player may be used as a fill-in provided:

- The player is of the correct age to be eligible to participate in that age group competition; and
- The player enters their personal details courtside via the electronic scoring system prior to the game commencing.

There is no Fill-In Matrix grade restriction for unlicensed players. Age eligibility for the competition is the only qualifying requirement. No Competition Manager pre-approval is required for this pathway.

37D — Club Member / Cross-Competition Player Fill-In

37.2C Where a fill-in player holds a current BV Licence but does not have a registration with any MEBA or GEBC team on the same day as the fill-in game, the player may be used as a fill-in provided all of the following conditions are met:

- The player is a financial club member of the fill-in Club (i.e. has paid a current club membership fee to that Club for the current season), OR holds a current BV Licence with a club or team that competes in a MEBA or GEBC competition on a different day of competition to the fill-in game;
- The player is not already playing for any other team in any competition on the same day as the fill-in game — regardless of association;

- The player satisfies the Fill-In Matrix age and grade criteria for the team they are filling in for; and
- Competition Manager pre-approval has been obtained. Pre-approval is required for the first use only in each season. Once granted, a standing approval is issued for the remainder of that season. The Club Delegate must apply as early as possible and no later than 2 hours before the scheduled game start time for the first use.

Example 1 — Cross-competition: A Vikings team on Friday night requires a fill-in. The fill-in player plays on Saturday nights in the GEBC competition for a different club but is not registered to play on Friday nights for any team in any competition. Provided they satisfy the Fill-In Matrix and Competition Manager pre-approval is obtained for the first use, they may fill in for the Vikings on Friday.

Example 2 — Club member, different association: A player is a paid-up financial member of the club requiring the fill-in but competes for another association on Sundays. They hold no registration in any competition on the Friday the fill-in is needed. Provided they satisfy the Fill-In Matrix and Competition Manager pre-approval is obtained for the first use, they may fill in.

Without Competition Manager pre-approval, the player will be deemed an ineligible player under Clause 30.1 and the team shall forfeit the match 10-0 with 0 premiership points.

37E — Emergency Walkover-Avoidance Provision

37.3 Where, to avoid a walkover (i.e. the fill-in can only be the 4th player), a Club/Independent Team is unable to source a suitable fill-in under any of Clauses 37.2, 37.2A, 37.2B or 37.2C, the Club/Independent Team may use any player as a fill-in and must notify the Competition Manager as soon as possible. The game will be deemed a forfeit; however the Club/Independent Team will avoid a walkover.

37F — Additional Fill-In Rules

37.4 Where a team graded into a combined age group (e.g. U19/21) requires a fill-in, the age group assigned for the purposes of the fill-in matrix will be the lower of the age groups listed.

37.5 Any fill-in must enter their personal details as a fill-in in the electronic scoring system prior to the game commencing. Where a fill-in is used under Clause 37.2C, the Club Delegate must be able to confirm the Competition Manager standing approval reference if requested by a match official.

37.6 Where a team needs a fill-in for a finals match, the Club/Independent Team must request the use of a fill-in in writing to the Competition Manager no less than 7 days prior to the fixtured final. The Club/Independent Team must provide a list of unavailable players and the name of the player(s) requested to be used as fill-ins.

37.7 For all finals matches, a team may use a maximum of 2 fill-ins. In all cases, the total number of players (registered + fill-ins) playing in the finals match must not exceed 6.

37.8 Any player who is registered and plays in 2 consecutive age groups can only be used as a fill-in for a team in the age group above the players highest age group played.

37.9 A player who is age eligible to play in a younger age group but elects to register and only play in an older age group will be assessed as being eligible for the older age group only and cannot go back down to the younger age group to fill-in for a team at any stage.

37.10 The onus of compliance with the fill-in rules is on the Club/Independent Team. Where a Club/Independent Team does not comply with the fill-in rules the team shall forfeit all matches where they failed to comply.

38. MEDICAL CERTIFICATES

38.1 A player who misses games due to illness and/or injury must submit to their Delegate a Medical Certificate within 1 week of the illness and/or injury occurring. The Delegate must submit the medical certificate to the Competition Manager within 1 week of receipt from the player for games missed to count towards the player's finals eligibility.

SECTION 4 — MATCH CONDITIONS

39. GRADING PERIOD MATCH TIMING

39.1 All Grading Period matches are fixtured with the following timing conditions:

Condition	Detail	
Timeslot	45 Minutes	
Halves	2 x 18 Minutes	
Half-Time Break	2 Minutes	

39.2 The clock shall stop for all whistles in the final 2 minutes of the 2nd half only.

39.3 Each team shall be permitted 1x Timeout in each half. No timeouts in the last 2 minutes of the 1st half.

A timeout called in the first half with less than 3 minutes remaining shall only last as long as is left until the 2-minute mark (e.g. a timeout called with 2min 40sec on the clock shall only last 40sec).

39.4 A team cannot make substitutions in the final 1 minute of the 1st half, unless for an injury or a player who has fouled out with 5 fouls.

40. REGULAR SEASON MATCH TIMING

40.1 All Regular Season matches are fixtured with the following timing conditions:

Condition	Detail	
Timeslot	45 Minutes	
Halves	2 x 18 Minutes	
Half-Time Break	2 Minutes	

40.2 The clock shall stop for all whistles in the final 2 minutes of the 2nd half only.

40.3 Each team shall be permitted 1x Timeout in each half. No timeouts in the last 2 minutes of the 1st half.

A timeout called in the first half with less than 3 minutes remaining shall only last as long as is left until the 2-minute mark.

40.4 A team cannot make substitutions in the final 1 minute of the 1st half, unless for an injury or a player who has fouled out with 5 fouls.

41. FINALS PERIOD MATCH TIMING

41.1 All Finals Period matches are fixtured with the following timing conditions:

Condition	Detail	
Timeslot	55 Minutes	

Condition	Detail	
Halves	2 x 18 Minutes	
Half-Time Break	2 Minutes	

41.2 The clock shall stop for all timeouts throughout the game and for all whistles in the final 2 minutes of the 2nd half only.

41.3 Each team shall be permitted 1x Timeout in each half.

41.4 A team cannot make substitutions in the final 1 minute of the 1st half, unless for an injury or a player who has fouled out with 5 fouls.

41.5 In the event of a draw at the end of regulation time, extra period(s) of 5 minutes will be played with a 1-minute break between periods until a team wins.

41.6 The clock shall stop for all whistles in the final 2 minutes of each extra-time period. The team foul count does not reset for any extra-time period.

41.7 Each team shall receive 1x Timeout in each extra-time period.

42. UNDER 8 COMPETITION SPECIFIC RULES

42.1 In all U8 competition (currently Mixed and Girls), there shall only be one (1) 'grade' which, although unlabelled, shall be considered 'A Grade'.

42.2 In the U8 competition, teams are permitted 10 seconds in the backcourt before a violation is to be called by the referees.

42.3 The Coach of a U8 team is permitted to enter the court during play to coach their players provided they: (i) do not interfere with the flow of play or cause unnecessary delays; (ii) do not cause interference in the line of sight or direction of referees or players; (iii) do not initiate conversation or make contact with a referee or opposition player; (iv) conduct themselves in a polite manner.

Where the referees deem that the coach breaches Clause 42.3, the referees will: (i) explain where the coach breached the clause; (ii) provide the coach with a warning; and (iii) restrict the coach from entering the court area for the remainder of the game.

42.4 The U8 competition does not have a finals period. The U8 season continues with regular season matches through to the grand final week.

43. COMMENCEMENT OF PLAY

43.1 Each team must have at least 4 players in uniform, ready to play, a coach and/or a responsible adult (18+ years of age) sitting on the team bench to start the game.

44. BALL SIZE

44.1 For all junior domestic competition matches the following ball sizes shall be used:

Age Group	Boys/Mixed	Girls	
Under 08	Size 5	Size 5	
Under 09	Size 5	Size 5	
Under 11	Size 5	Size 5	
Under 13	Size 6	Size 6	

Age Group	Boys/Mixed	Girls	
Under 15	Size 7	Size 6	
Under 17	Size 7	Size 6	
Under 19 & Above	Size 7	Size 6	

44.2 Where two or more age groups are combined for a season, the ball size to be used shall be that of the younger age group listed.

45. RING HEIGHT

45.1 For all junior domestic competition matches the following ring heights shall be used:

Age Group	Ring Height
Under 08	Lowered (8'6")
Under 09 and above	Normal (10'0")

45.2 Where two or more age groups are combined, the ring height to be used shall be that of the younger age group listed.

46. FREE THROW LINE

46.1 For all junior domestic competition matches the following free throw line shall be used:

Age Group	Free Throw Line
Under 08	Advanced
Under 09	Advanced
Under 11	Advanced
Under 13 and above	Normal

46.2 Where two or more age groups are combined, the free throw line to be used shall be that of the younger age group listed.

47. TIME IN THE KEY

47.1 For all junior domestic competition matches the following time in the key shall be used:

Age Group	Time in the Key
Under 08	No Violation
Under 09	5 Seconds
Under 11	5 Seconds
Under 13 and above	3 Seconds

47.2 Where two or more age groups are combined, the time in the key to be used shall be that of the younger age group listed.

48. THREE POINT LINE

48.1 For all junior domestic competition matches the following three-point line shall be used:

Age Group	Three-Point Line
Under 08	Inner

Age Group	Three-Point Line
Under 09	Inner
Under 11	Inner
Under 13	Inner
Under 15	Inner
Under 17	Outer (International — VJBL standard)
Under 19 & ** Above**	Outer (International — VJBL standard)

VJBL Alignment: The outer/international three-point line applies to U17 and U19+ competitions, consistent with VJBL competition rules for these age groups. This ensures players competing in both MEBA and VJBL competitions develop consistent spatial awareness. U15 and below retain the inner line to support player development.

48.2 Where two or more age groups are combined (e.g. U11/13) the three-point line to be used shall be that of the younger age group listed.

49. SHOT CLOCK

49.1 Where equipment access allows, the 24-second Shot Clock will be used in all U17, U19 and U21 'A' Grade Competitions only.

49.2 The first named team on the electronic scoring system shall provide a scorer to operate the shot clock.

49.3 In all applicable instances where a shot clock reset is required, the shot clock shall be reset to 24 seconds.

50. SCOREBENCH OFFICIALS & SCORING

50.1 Electronic scoring is to be used for all matches. In the event of equipment failure, paper scoresheets shall be provided.

50.2 Each team must provide at least 1 competent person who is at least 15 years of age and is able to communicate with the referees in English to be scorer for each game. The scorer cannot be the coach. If a team cannot provide their scorer, the match will be forfeited by that team.

50.3 During the match the scoretable officials from each team are recognised as officials of the game and must act honestly, impartially and refrain from cheering, disputing decisions or communicating with referees (outside normal requirements). Failure to do so could result in removal from the scorebench.

50.4 If a team is concerned about the competency of a scorebench official supplied by the other team, the coach of that team may request the referee have the scorer replaced by another opposition person. The referee's decision is final.

50.5 The team listed first on the electronic scoring system shall be tasked with the scoreboard and timekeeping role and the team listed second shall be tasked with the electronic scoring system role, unless both scorers and teams agree to swap roles for that game.

50.6 The names of players must be marked as present in the electronic scoring system. Players who are not present or are present but not playing must not have their names marked off. If a team is found to have marked off players who were not present, they will forfeit that match.

50.7 Players that are registered into the team can be added to the playing list for a game at any time during the game. Players who are not registered with a team must have their name added to the playing list prior to the start of the game.

50.8 Where a discrepancy or issue arises between the scores and/or scorers, the referees must be notified immediately and an attempt made to resolve the issue at that time.

50.9 If after the conclusion of the game there is a discrepancy between the electronic scoring system and the scoreboard, the resulting scores shown on the electronic scoring system shall prevail.

51. FORFEITS

51.1 A team shall forfeit any game in which the team has used an ineligible player.

51.2 The result/score of a match where a team has played an ineligible player will be: (a) If the forfeiting team wins, or the game ends in a draw, the result will be overturned and the score will revert to 10-0 in favour of the non-forfeiting team; (b) If the forfeiting team loses, the result and score as played will stand provided the margin of victory benefits the non-forfeiting team's overall percentage more than a 10-0 scoreline. In both instances, the non-forfeiting team receives 3 premiership points and the forfeiting team receives 0 premiership points.

51.3 If a game is played where both teams play an ineligible player, a double forfeit will be applied. The score will revert to 0-0 and neither team will be awarded any premiership points.

51.4 Where a team forfeits a match due to playing an ineligible player, both teams are still required to pay the normal match fee, and no refund is given for the non-forfeiting team.

52. WALKOVERS & LATE STARTS

52.1 A Walkover occurs where one or both teams fail to take the court with at least 4 players present and 10 minutes has elapsed on the match clock.

52.2 Where a team gives a walkover, the opposition shall win the game with a score of 10-0 and receive 3 premiership points. The walkover team receives 0 premiership points.

52.3 Where both teams give a walkover, the score will be shown as 0-0 and neither team will be awarded any premiership points.

52.4 Where a walkover occurs, the Club/Independent Team that gives the walkover will be liable to pay the Walkover Fine as published in the current Season Fees & Charges Announcement.

52.5 Where a team owes money for a walkover past its due date, that team shall not receive any further premiership points until all overdue Walkover Fines owed by that team have been paid.

52.6 With regard to late starts, where a team is unable to take the court at the scheduled start time, the opposition shall receive 1 game point for each minute or part thereof up to a total of 10 points, at which time the game becomes a walkover.

52.7 Where a team is present and ready to play and their opposition gives a walkover, the non-walkover team will have all players registered into that team credited with the game for finals eligibility.

52.8 A team that gives a walkover in 3 or more games throughout the season may be disqualified from the competition.

52.9 The amount charged for a walkover of a finals match shall be charged at double the rate of the regular season walkover fee, as published in the current Season Fees & Charges Announcement.

53. DEFERRED GAMES

53.1 A game may only be deferred if requested in writing and agreed to by both teams involved and the Competition Manager and GM of Competitions.

53.2 Applications for game deferral must be made in writing no less than 21 days prior to the match in question, detailing reasons for the request.

53.3 A game that has been deferred must be played within 14 days of the original fixture. Any additional costs incurred must be borne by the team requesting the deferral. The team must also pay an administrative fee.

53.4 If a suitable day/time/location is unable to be found within the 14-day period, the team originally requesting the deferral will forfeit the match and the walkover fee will become immediately due.

54. ABANDONED & CANCELLED GAMES

54.1 If, due to circumstances beyond the Association's control, a match is unable to be played as fixtured (except walkovers), the Competition reserves the right to cancel or reschedule the match.

54.2 If due to circumstances beyond the Association's control an entire round of a fixture is cancelled, the matches will not be rescheduled. All matches will be declared a 0-0 draw.

54.3 Games can only be cancelled by the venue manager or referee supervisor after consulting the Competition Manager and GM of Competitions. A game may be abandoned/cancelled where there is no reasonable prospect of starting/re-starting play safely, in a timely fashion.

54.4 If a match is abandoned due to poor behaviour by participants, the result may be recorded as a forfeit or double forfeit at the discretion of the Competition Manager and will result in a report to the Basketball Victoria Tribunal. Match fees will not be refunded.

54.5 Where a game is halted and cannot be restarted due to the failure of a coach, player, spectator or any other person to follow the direction of the venue supervisor or staff, the game shall be awarded as a walkover against the offending team and the walkover fine will become payable.

54.6 Where the decision has been made to abandon or cancel a game or games the following outcomes prevail: (a) If the game is abandoned or cancelled before it starts — result is a 2-2 draw; (b) If abandoned or cancelled before the first half concludes — result is a 2-2 draw; (c) If abandoned or cancelled at or after half-time — the score at that time will stand.

55. OTHER EQUIPMENT

55.1 Players shall not wear equipment or objects that may cause injury to other players. All players must comply with FIBA Rules unless a contrary rule is specified in these By-Laws.

55.2 The following equipment is not permitted: (a) Any guard, cast or brace made of leather, plastic, metal or any other hard material; (b) Objects that can cut or cause abrasions.

55.3 The following equipment is permitted: (a) Shoulder, upper arm, thigh or lower leg protective equipment if the item is padded; (b) Head scarves or other fabric articles if worn for religious purposes and held in place by bobby pins or snap clips; (c) Knee braces if they are properly covered; (d) Protector/face mask for an injured nose, even if made of hard material; (e) Mouthguards; (f) Glasses if they do not pose a danger to other players.

55.4 Equipment used by players must be appropriate for the game. Any equipment designed to increase a player's height, reach, grip or strength or in any other way give an unfair advantage is not permitted.

56. MERCY RULE

56.1 The Mercy Rule shall be implemented in all games for the U08 competition where the margin is 10 points or more.

56.2 The Mercy Rule shall be implemented in all regular season games for U09 to U15 games where the margin is 20 points or more.

56.3 The Mercy Rule shall be implemented in all regular season games for U17 to U21 games where the margin is 30 points or more.

56.4 The mercy rule requires the winning team to drop back to within their own defensive 3-point area and play man-to-man defence (zone not permitted) immediately after scoring a basket.

56.5 The coach of the losing team can choose to ask the referees not to enforce the mercy rule. If the referees waive the implementation of the mercy rule, the mercy rule is waived for the remainder of the match.

56.6 Should the winning team fail to abide by the referee's direction to play under the mercy rule, the team will receive a warning in the first instance, and the second and subsequent instances will result in a technical foul being charged against the coach of the team and resulting free throw penalty.

56.7 The requirement to play under the mercy rule ends if the margin falls below the margins set for each age group in Clauses 56.1 to 56.3.

57. ZONE DEFENCE & NO-ZONE RULE

57.1 A 'zone' is defined as a method of defence in which each member of the defensive team guards an area of the court rather than guarding a direct opponent. A full-court or half-court press is not considered a zone under this rule.

57.2 The VJBL 'No Zone Rule' as amended from time to time, tailored for the MEBA junior competition, is the only rule to be applied to MEBA junior competitions and is attached in Appendix 2.

57.3 Where a clause in the VJBL 'No Zone Rule' is mentioned in these By-Laws, these By-Laws override the VJBL rule. The version in Appendix 2 is the operative version for all MEBA competitions — not the standalone VJBL No Zone Rule document.

57.4 At NO stage is a zone defence permitted to be played during any junior competition matches in the U08–U13 age groups inclusive.

57.5 In all junior competition matches in the U15–U21 age groups inclusive, zone defence is permitted.

57.6 Contrary to Clause 57.4, in all age groups Under 13's and below, a team is permitted to play a zone when such team only has 5 or fewer players suited up to play in a match.

57.7 Clause 57.6 does not apply where a team starts a match with more than 5 players but is then reduced due to players fouling out or leaving the game.

57.8 If a team believes their opposition is playing a zone, at no stage are the coach, players or spectators to approach the referees or opposition to discuss the allegation either during or after the game. The Delegate must submit the zone complaint using the approved Form detailing why they believe their opponent played a zone, along with video evidence with at least 3 separate clips.

57.9 All complaints relating to the playing of a zone must be lodged within 72 hours of the scheduled start time of the match in question.

57.10 Following the lodgment of a zone complaint, Competition Management shall review information, footage and investigate the allegations and determine if the team violated the No Zone Rule.

57.11 Where a team is determined to have played a zone during grading and the regular season:

Offence	Penalty
First Offence	Warning
Second Offence	Forfeiture of match

Offence	Penalty
Third Offence	Forfeiture of match + \$100 fine
Fourth Offence	Forfeiture of match + \$250 fine

57.12 Where a team is determined to have played a zone during any finals match, the team shall forfeit the match whether it is their first offence or not. If it is a team's second or subsequent offence, the prevailing fine shall also be imposed.

57.13 There is no right of appeal in relation to the No Zone Rule. Once Competition Management has made its determination, this decision is final.

SECTION 5 — CONDUCT

58. CARE OF VENUES

58.1 All Clubs/Independent Teams, individual teams, players, coaches, spectators and officials must treat all venues with care and respect.

58.2 Staff and venue managers are empowered to exclude any person from a venue.

58.3 Alcoholic beverages and illicit substances shall not be consumed by any individual at any time on the premises of any venue.

58.4 Any Club/Independent Team, individual team, player, spectator or official that causes damage to a venue will be required to pay the reasonable costs of repair and an administrative fee as determined by the Association.

58.5 The GM of Competitions, Competition Manager or MEBA Board can suspend or fine any individual for damaging a venue.

58.6 Any person swinging or hanging from the rings, nets or backboard supports of venues will be sent from the venue and reported to the Tribunal.

58.7 Any person posing a risk to child safety, wellbeing or safe participation may be removed immediately by any staff member of the Association.

59. CODE OF CONDUCT

59.1 Participants including players, coaches, officials, spectators and administrators must abide by the relevant Basketball Victoria Code of Conduct (<https://www.basketballvictoria.com.au/resources/association-resources/policies>).

59.2 Each Club/Independent Team and individual team is responsible for the conduct of their players, coaches, spectators and officials.

59.3 Any Nunawading Basketball staff member may request a participant leave a venue immediately for misconduct deemed of a serious nature. If an individual refuses to leave a venue after being asked to do so, the police shall be called.

59.4 If, in the opinion of Competition Management, the Domestic Committee or the MEBA Board, a Club/Independent Team or individual conducts themselves in a manner contrary to the best interests of basketball, that Club/Independent Team or individual may be required to attend a hearing of the Board which shall decide what action shall be taken, or have the incident/behaviour taken directly to the Basketball Victoria Tribunal.

60. BEHAVIOUR MANAGEMENT FRAMEWORK

60.1 All Junior Domestic Competitions operate under the MEBA Behavioural Management Framework (as amended from time to time). This Framework details the expected behaviours of all participants including players, coaches and spectators, and the consequences for any breach. The Framework applies equally to Junior and Senior Domestic Competitions and is referenced as Appendix 3.

60.2 The Behavioural Management Framework operates in conjunction with the Basketball Victoria Tribunal By-Laws (effective 1 April 2016). Matters requiring referral to the BV Tribunal are governed by those By-Laws. MEBA Framework penalties and BV Tribunal penalties may operate concurrently.

Cross-reference: For full behaviour expectations, individual suspension scales, team penalty sliding scales, spectator ejection procedures, payment of fines, and all related provisions, refer to the MEBA Behavioural Management Framework.

61. BEHAVIOURAL TECHNICAL FOUL

61.1 A 'Behavioural Technical Foul' is one in which a player or coach shows dissent by word or action towards any official of the match including referees, supervisors and scorebench officials, including:

- Repeated questioning, commenting or gesturing in response to calls, or continuing to argue a call after a response;
- Shouting a reaction to a call or non-call, or using profanity;
- Aggressive or excessive motioning of the arms or holding arms up in the air following a call;
- Aggressive approach or running toward the referee or other official;
- Clapping, taunting, or intimidation directed at an official or an opponent;
- Not correcting actions of a previously warned behaviour.

61.1.1 For the purpose of Clause 61, Behavioural Technical Foul refers to CATEGORY ONE Technical Fouls

61.2 Referees that issue a behavioural technical foul during a match are required to log the technical foul via the approved method at the end of the match.

61.3 The MEBA will send notification to each Club/Independent Team weekly informing them of their member's behaviour, technical fouls and penalties.

61.4 Individual Suspension Scale: Players and coaches who receive multiple Behavioural Technical Fouls in a season will be suspended in accordance with the MEBA Behavioural Management Framework suspension scale:

Tech Fouls in Season	Penalty
1 Technical Foul	Warning — Club Delegate notified in writing
2 Technical Fouls	Automatic 1 Week Suspension
3 Technical Fouls	Automatic 2 Week Suspension
4 Technical Fouls	Automatic 4 Week Suspension
5 Technical Fouls	Automatic 6 Week Suspension
6+ Technical Fouls	Mandatory referral to BV Tribunal

61.5 Team Technical Foul Penalty — Sliding Scale: Where a team displays consistently poor behaviour resulting in multiple technical fouls collectively across a season, that team shall be penalised through the loss of Premiership Points in accordance with the MEBA Behavioural Management Framework sliding scale:

Team Season Total	Penalty
1 – 3 Tech Fouls	Written warning to Club Delegate — no deduction

Team Season Total	Penalty
4 Tech Fouls	1 Premiership Point deducted
5 Tech Fouls	2 Premiership Points deducted (cumulative)
6 Tech Fouls	3 Points deducted + formal show cause issued
7 Tech Fouls	5 Points deducted + BV Tribunal referral considered
8+ Tech Fouls	7 Points deducted + \$250 fine + Mandatory BV Tribunal

61.6 Premiership Point deductions for team technical fouls are applied at the time the relevant threshold is crossed. Where a points penalty cannot be applied (e.g. season concluded, Finals points), the penalty is automatically converted to a monetary fine in accordance with the MEBA Behavioural Management Framework Conversion Table and invoiced to the Responsible Person.

62. SIN BIN

62.1 Where a player receives a behavioural technical foul or an unsportsmanlike foul, the player will be sin binned and required to sit out of the match for the next 5 minutes playing time (timeouts do not count as playing time) or, if less than 5 minutes remain in the match, the player must sit out the remainder of the match.

63. SPECTATOR BEHAVIOUR

63.1 Coaches of junior domestic teams must ensure that all players and spectators associated with their team behave in an appropriate manner at all times.

63.2 Spectators are permitted to support their team in a positive manner. Spectators must not dispute decisions made by officials. Spectators must not be violent, threaten violence or encourage violence.

63.3 Spectators must not enter the court space, approach the referees, scorers, other officials or the opposition under any circumstances.

63.4 The behaviour by any person which intimidates, humiliates, threatens or emotionally harms children may trigger removal from the stadium, reporting, team sanctions or further child safety actions and not just behaviour framework penalties.

63.5 Detailed spectator obligations, ejection procedures, the 72-hour spectator identification requirement, and associated team penalty and fine provisions are contained in the MEBA Behavioural Management Framework and are incorporated into these By-Laws by reference.

64. REPORTS & TRIBUNAL

64.1 From time to time, participants may be reported by match or competition officials.

64.2 Members appointed to the MEBA Tribunal Panel act on behalf of Basketball Victoria in accordance with the Basketball Victoria Tribunal By-Laws (effective 1 April 2016).

64.3 Tribunal hearings are conducted in accordance with the Basketball Victoria Tribunal By-Laws. The BV Tribunal has power to suspend, disqualify, reprimand, fine, bond, ban or otherwise deal with any person involved with basketball in relation to any incident arising from competition activities (BV Tribunal By-Law 2.3).

64.4 The Delegate of a Club/Independent Team shall be notified of any person affiliated with their Club/Independent Team who has been reported.

65. TRIBUNAL ATTENDANCE

65.1 Reported persons may be required to attend the Tribunal following notification. Where appropriate, an alternate procedure may be offered by the Tribunal or Competition Management to resolve the matter without the need for Tribunal attendance.

65.2 Where attendance is required and an alternate procedure has not been completed in its place, the Tribunal has the right to penalise any person for non-attendance, including a suspension of up to 20 weeks (BV Tribunal By-Law 18.16).

65.3 Should a reported person be under 18 years of age, they will be required to bring a parent/guarding/support person over the age of 18 with them to the tribunal hearing. Support persons are not permitted to be legal counsel (BV Tribunal By-Law 13.3).

SECTION 6 — DISPUTES & APPEALS

66. DISPUTES, PROTESTS & COMPLAINTS

66.1 Clubs/Independent Teams wishing to lodge a dispute, protest or complaint about any matter relating to the junior domestic competition must do so in writing through their Delegate addressed to the Competition Manager.

66.2 Any dispute or protest relating to the eligibility of a player or the result of a match must be lodged within 72 hours of the scheduled start time of the match in dispute.

66.3 Competition Management reserves the right to investigate or convene an investigation into any matter it feels necessary without the approval from the Clubs/Independent Teams.

66.4 Any dispute or protest not provided for in these By-Laws shall be investigated and adjudicated on by the Competition Manager in consultation with the GM of Competitions. Any Club/Independent Team likely to be affected by a decision under this Clause shall be entitled to send 1 person as representative and be heard at a meeting dealing with the matter.

66.5 At the discretion of the MEBA Board, Clubs/Independent Teams may be granted appeal against a decision. An appeal must be lodged in writing to the MEBA Board within 72 hours of the original decision along with a Bond of \$140. Such bond shall be refunded if the appeal is successful.

66.6 Any complaint/integrity matter relating to member protection and/or child safety is excluded from bylaw 66

66.6.1 The process for receiving complaints relating to member protection and/or child safety is managed under the Complaints & Dispute Resolution Policy of Nunawading Basketball.

67. APPEALS COMMITTEE

67.1 Where a Club/Independent Team lodges an appeal, they shall appear before the Appeals Panel which shall consist of 3 panel members, not involved in the situation at hand and appointed by the Board.

67.2 An appeal hearing will only be granted on one or more of the following grounds: (a) Significant new or additional information which was not available for the original investigation; or (b) The investigation was conducted in a manner that resulted in an adverse finding. If an appeal is granted, the hearing must be held in the timeliest manner with regard to any upcoming season and/or particular match.

67.3 The Appeals Panel shall adjudicate within the rules of the competition and may only deviate from the rules in exceptional circumstances.

67.4 Where exceptional circumstances exist, the Appeals Panel has the power to override the rules relating to eligibility, clearance, transfers, player registration or other clauses affecting the rights of an individual or Club/Independent Team.

67.5 The Appeals Panel does not have the power to change these Rules but is required to recommend revisions to the Board if it considers this necessary.

67.6 Where, on appeal, a finding is overturned in favour of the appellant, the Bond of \$140 as detailed in Clause 66.5 shall be returned.

67.7 The decision made by the Appeals Committee within its power shall be final.

SECTION 7 — GENERAL INFORMATION

68. ALTERATION TO THESE RULES

68.1 These By-Laws shall be reviewed periodically by the Board, Domestic Competitions Committee and Competition Management for additions, removals, corrections or changes.

68.2 Competition Management may seek feedback from the Clubs/Independent Teams and the Board in relation to any considered additions, removals, corrections or changes to these By-Laws.

68.3 Any Club/Independent Team may request the consideration of an addition, removal, correction or change to these By-Laws provided that such request is made in writing to Competition Management and is accompanied by supporting documentation clearly stating the grounds for the request.

68.4 Any addition, removal, correction or change to these By-Laws cannot be introduced mid-season and can only be implemented from the commencement of the next scheduled season.

68.5 Clubs/Independent Teams shall be notified in writing prior to the start of the next scheduled season of any additions, removals, corrections or changes made to these By-Laws.

69. GENERAL PROVISIONS

69.1 Any matter not specifically covered by these By-Laws shall be raised with Competition Management who shall review each unique situation and make a ruling if necessary.

69.2 All players participating in the competition do so at their own risk.

69.3 The MEBA accepts no claims for loss or damage to personal property.

SECTION 8 — POLICIES

70. CHILD SAFETY COMPLIANCE

The MEBA Junior Domestic Competitions prioritises child safety, wellbeing, cultural safety and safe participation across all junior competition.

70.1 The MEBA Junior Domestic Competitions have adopted all Basketball Victoria Policies and relevant Victorian Legislation regarding child safety compliance.

70.2 All coaches, team managers and volunteers (over the age of 18) involved with junior domestic Clubs/Independent Teams that have, or are likely to have, players under the age of 18 must hold a valid and current WWCC.

70.3 All coaches, team managers and volunteers involved with junior domestic competition must complete the Member Protection Declaration and the Behavioural Framework acknowledgement at the time of registration.

70.4 All coaches, team managers and volunteers are required to complete the relevant Child Safeguarding Course as outlined by the Association at the start of the season.

70.4.1 Child Safeguarding Course certificate must be downloaded and supplied to the Association for record of completion.

70.5 Child safety requirements are continually being reviewed and requirements may change season to season. Any additional requirements requested by the Association for child safety compliance must be adhered to.

70.5.1 Additional requirements may be added midseason. Where requirements are to be added midseason, adequate time will be communicated before requirements become set.

70.6 It is the responsibility of the Clubs/Independent Teams to ensure that all coaches, team managers and volunteers comply with the BV policy and relevant legislation.

70.7 All Clubs/Independent Teams must keep and regularly update a record of all WWCC details and input these details into the approved registration system prior to the first game of the season.

70.8 The only exemptions recognised by BV and therefore the MEBA are registered Victorian School Teachers. Where Basketball Victoria do not provide the adequate registration system to confirm compliance of WWCC and registered Victorian School Teacher, the Club/Independent team must obtain proof in the form of a photocopy of their occupation registration along with a copy of their driver's license.

70.8.1 Members of the Victorian Police are NOT exempt from holding a valid and current WWCC.

70.9 Prior to Round 1 each season, Clubs/Independent Teams must ensure that all coaches' and team managers' details are entered into the approved registration system. Any coach or team manager who fails to meet this obligation will be prohibited from coaching or managing until such time as the policy is met.

70.10 Any person over the age of 18 that sits on the bench for a team in the capacity as coach, supporting coach or team manager without a valid WWCC, a completed Child Safe Guarding Course and completed the Member Protection Declaration and Behavioural Framework Acknowledgement will be deemed to be an ineligible participant and will forfeit any game they have coached or managed in.

71. PHOTOGRAPHY POLICY

71.1 The Junior Domestic Competitions operate and adhere to the guidelines detailed in the Basketball Victoria Photography Policy as amended from time to time

72. CLIMATE POLICY

72.1 The Junior Domestic Competitions operate and adhere to the guidelines detailed in the Basketball Victoria Climate Policy as amended from time to time, unless, at the Competition Manager's discretion, the decision is made on a case-by-case basis to implement the climate policy at a lower temperature.

72.2 Where, under the Climate Policy, a game or games are abandoned or cancelled, the results of the match will be in line with Clause 54.

73. INJURIES

73.1 Each individual team is responsible for attending to any player of their team who is injured in a match.

73.2 If an ambulance is required for an injured player, either the player's parent/guardian or a representative of the team must call for the ambulance and accept responsibility for payment of any fee.

73.3 If a player is injured during a game and is unable to be moved, the game clock will continue to run (except in the case of finals matches).

73.4 If due to an injury occurring the game cannot continue prior to the starting time of the next timeslot, the game will be abandoned and the result determined in accordance with Clause 54.

73.5 Where a player is injured and the coach enters the playing area, that player must then be substituted out of the match until the next stoppage in play.

73.6 Clause 73.5 does not apply where a team does not have any substitutes, or a timeout has been taken by either team.

73.7 Where an injury results in a game being held up, abandoned or the result determined in accordance with Clause 54, the injury is to be recorded and reported to the competition manager.

74. BLOOD POLICY

74.1 If a player is bleeding, they must leave the court area and receive appropriate treatment. The player may not resume play until the bleeding has stopped.

74.2 All clothing and/or equipment (including the match ball) that becomes contaminated with blood must be replaced prior to the player returning to the game, or in the case of equipment, before the game recommences.

74.3 A team singlet may be exchanged with a change of number for the player with no penalty. If a team singlet is not available, the player may wear a T-Shirt and appropriate shorts, provided they are not of the same colour as the opposing team, with no penalty.

74.4 Blood spilt on the floor or benches must be wiped thoroughly using the blood kit solution and wipes after putting on surgical gloves.

75. CONCUSSION

75.1 The Junior Domestic Competitions operate and adhere to the guidelines detailed in the Basketball Victoria VJBL Concussion Policy as amended from time to time

76. ICE

76.1 It is the individual team's responsibility to ensure they have a supply of instant ice packs at all games to provide to their players in case of injury. Any venue where ice packs are available will only provide them for an injury.

77. FIRST AID

77.1 It is the responsibility of each team to carry a first aid kit to all matches. Venues are not equipped with first aid kits or medical staff. The Association will endeavour to maintain a basic supply of first aid items at each venue as a backup; however teams must not rely on venue supplies and must bring their own.

78. JEWELLERY POLICY

78.1 All items of jewellery must be removed where possible prior to taking the court. Items of jewellery that cannot be removed may be worn provided the item is protected by tape or padding so as not to be a danger for other players.

78.2 The referees in conjunction with the supervisor will decide whether an item of jewellery is adequately covered. If the covering is not considered adequate, the player cannot take the court. The decision of the officials will be final.

79. FINGERNAILS, GLOVES, WRISTBANDS, HAIR & ACCESSORIES

79.1 Fingernails must be closely cut and smooth to avoid injury to other players. The referee may inspect the fingernails of one or all players at any time during the match. Any fingernails that are not closely cut must either: (a) be cut and filed; (b) be covered with nail tape; or (c) wear gloves approved by the referee. The player must leave the court area and not return until suitable action has been undertaken and the referee has reinspected the nails.

79.2 Gloves may be worn by players only if used to cover long fingernails or for medical purposes, provided they: (a) are appropriate for basketball; (b) do not give additional reach or grip; (c) do not in any other way give an unfair advantage to the wearer; and (d) are not dangerous to other players.

79.3 Players must remove all wrist bands (including medical wristbands) and smart watches prior to play. If a player claims the wristband cannot be taken off, the player must cover it with strapping tape.

79.4 Players are permitted to take the court wearing bobby pins and/or one-touch or snap clips to hold their hair back. Players are not permitted to wear barrettes, bandanas, headbands made of metal or hard plastic, or anything for decorative purposes.

80. EQUALITY

80.1 The MEBA aims for its Junior Domestic Competitions to be an inclusive, safe and enjoyable sport for all, enabling each player to develop to the full potential of their ability and desire.

80.2 The MEBA expects all players, coaches, officials and spectators to show respect to all others involved. Any harassment or discriminatory behaviour by any participant will not be tolerated.

80.3 In principle, players should be allowed to play in competitions of the gender they identify as, unless it can be demonstrated clearly that they and their team gain a clear unfair advantage or create a dangerous situation due to the strength, stamina or physique of the player.

81. PANDEMIC, EPIDEMIC & INFECTIOUS DISEASES

81.1 If a Government declares a state of emergency and/or disaster for an ongoing period of time, or there is an Act of God or other set of circumstances outside of the MEBA's control, the MEBA may take such action and reserves the right to supersede any written rule, in the best interests of the MEBA and/or to ensure the MEBA's continued viability.

82. CRISES OPERATIONS

82.1 From time to time the MEBA may face unusual or unplanned circumstances which may impact the standard operations of the competitions. Competition Management shall notify the clubs and teams of the state of play and make any changes as it sees fit to the entire competition (or part thereof) in the interests of basketball.

SECTION 9 — FINANCE & FEES

83. FINANCE

83A — Financial Obligations

83.1 Clubs/Independent Teams are required to make payment of Team Entry Fees, Bond, Team Sheet Fees, Walkover Fines and Withdrawal Fees.

83.2 To maintain financial standing with the MEBA in the Junior Domestic Competition, Clubs/Independent Teams must make payment of all monies owed to the Association by each due date.

83.3 Should a Club/Independent Team become unfinancial, Competition Management or the MEBA Board may, at its discretion, cancel all or part of the premiership points gained by the Club/Independent Team while unfinancial.

83.4 Clubs and teams must be financial to participate in Finals.

83B — Match Fees

83.5 Match Fees (also known as Team Sheet Fees) are determined and advised by NABA each season and published in the Season Fees & Charges Announcement.

83.6 All Clubs/Independent Teams must pay the prescribed Team Sheet Fee prior to the start of each game.

83C — Payment of Fines & Penalties

83.7 All fines and penalties imposed under these By-Laws and the MEBA Behavioural Management Framework are invoiced to the Responsible Person as defined in Clause 2. Invoices must be paid within 7 days of the date of invoice. Where an invoice remains unpaid after 7 days, walkover penalties may apply for each game scheduled while the invoice remains outstanding, and the team may not participate in Finals until all outstanding amounts are paid in full.

83.8 The MEBA is authorised to exercise disciplinary powers provided by the MEBA Constitution.

83.9 Clubs/Independent Teams may be penalised and/or fined for any breach of these By-Laws at the discretion of Competition Management.

83.10 Any fine levied against a Club/Independent Team is the joint responsibility of all players registered to that team. Non-payment of any fine may result in disqualification of the team from the competition.

83.11 Where a team is disqualified, each registered player remains liable for their share of said fine(s). Continued participation in the competition with another Club/Independent Team will be contingent on payment of their share.

83.12 Where any penalty, suspension, disqualification, fine or ruling is given or imposed by the Basketball Victoria Tribunal, MEBA or Competition upon any Club/Independent Team, individual team, player, coach, spectator or official, such person or persons shall not be permitted to continue to participate in any MEBA competition until such fine, penalty, suspension, disqualification or ruling has been complied with in full.

84. FEES & CHARGES SCHEDULE

84.1 The current fees and charges relating to the MEBA Junior Domestic Competitions are determined by the Competition Manager prior to the commencement of each season and published in the Season Fees & Charges Announcement issued to all Clubs/Independent Teams before the first game of each season. The Season Fees & Charges Announcement is incorporated into these By-Laws by reference for that season.

84.2 A summary of the fee categories that apply is set out below. Actual amounts are as published in the current Season Fees & Charges Announcement:

Fee Category	Description
Team Entry Fee	Charged per team entering the competition each season
Late Team Entry Fee	Charged per team entering after the grading period has concluded
Club/Independent Team Bond	Charged per club/independent team (carry-forward applies — see Clause 12.3)
Team Sheet Fee	Charged per match (rate varies by payment method)

Fee Category	Description
Team Walkover Fee — Regular Season	Charged per walkover during grading and regular season
Team Walkover Fee — Finals	Charged at double the regular season rate
Team Withdrawal Fee — Grading Period	Equivalent to 1x Walkover Fee
Team Withdrawal Fee — Regular Season	Equivalent to 2x Walkover Fees
Late Withdrawal Additional Penalty	1x additional Walkover Fee where 72 hours notice not given
Appeal Bond	\$140 — refundable if appeal is successful
Deferred Game Administrative Fee	Charged to the team requesting the deferral

Season Fees & ** Charges Announcement: **Dollar amounts for all fee categories are published by the MEBA Treasurer before each season commences and notified to all Clubs and Independent Teams via their registered Delegate. This removes the need to amend these By-Laws each season when fees are reviewed.

SECTION APPENDIX — 1 — FILL-IN MATRIX

FILL-IN MATRIX — PLAIN LANGUAGE GUIDE & ** ELIGIBILITY GRID**

How to Read the Fill-In Matrix

The Fill-In Matrix governs which players from within a club are eligible to fill in for another team within the same club. Two rules apply simultaneously:

Rule	Explanation
Rule 1 — Age Group Jump	A fill-in player may only play for a team up to TWO age groups above their own registered age group. Example: a U11 player can fill in for a U13 or U15 team, but NOT U17, U19 or U21.
Rule 2 — Grade Eligibility	For a fill-in ONE age group up, eligible grades depend on the player's own registered grade — see the grids below. A/AR can fill into the top 3 grades; B/BR into the top 4; C/CR into the top 5; D/DR and below into any grade. For a fill-in TWO age groups up (the maximum permitted), any grade is eligible regardless of the player's own grade.

Plain Language Summary — Maximum Age Group

The following table shows the maximum age group a player can fill into:

Player's Registered Age Group	Maximum Age Group They Can Fill Into
Under 08	U08 or U09 (any grade)
Under 09	U09, or U11 (subject to grade grid), or U13 (any grade)
Under 11	U11, or U13 (subject to grade grid), or U15 (any grade)
Under 13	U13, or U15 (subject to grade grid), or U17 (any grade)
Under 15	U15, or U17 (subject to grade grid), or U19 (any grade)
Under 17	U17, or U19 (subject to grade grid), or U21 (any grade)
Under 19	U19 or U21 (subject to grade grid)
Under 21	U21 only

Important: A fill-in ONE age group up is subject to the grade eligibility grids below. A fill-in TWO age groups up is open to any grade — no grid applies.

Worked Examples

Example 1 — Grade restricted (one age group up): A player registered in U11 Grade A (11A/AR) wants to fill in for a U13 team. Looking at the U11 to U13 grid, an 11A/AR player can fill into 13A, 13B or 13C only — NOT 13D or below.

Example 2 — Grade open (two age groups up): A player registered in U13, any grade, wants to fill in for a U17 team. Because this is a two-age-group fill-in, any grade is eligible — the player may fill into any grade in U17.

Example 3 — Small Club Exemption: A club has U15 and U11 teams but no U13 team. They need a fill-in for their U15 team. Normally the fill-in would come from their U13 team. Since no U13 team exists, under Clause 37.2A they can source from their U11 team — the next lower age group they have. As this remains a two-age-group fill-in (U11 to U15), any grade is eligible.

Example 4 — Club-Registered Member Fill-In: A club fields teams on Friday nights only and has no Saturday GEBC team. They need a fill-in for their Friday U13 team. They have a player who is formally registered as a club member in PlayHQ, holds a BV Licence with another association's Saturday competition, and has no MEBA/GEBC registration this Friday. The club applies to the Competition Manager at least 2 hours before the game for pre-approval (first use). Approval is granted. For the rest of the season, that player has standing approval and can be recorded courtside without further applications.

Grade Eligibility Grids — One Age Group Up

Rows = player's registered age/grade. Columns = grades in the fill-in age group. ✓ = eligible to fill in.

U09 Players Filling Into U11

U09 Grade	11A/AR	11B/BR	11C/CR	11D/DR	11E/ER	11F & below
09A/AR	✓	✓	✓			
09B/BR	✓	✓	✓	✓		
09C/CR	✓	✓	✓	✓	✓	
09D/DR and below	✓	✓	✓	✓	✓	✓

U11 Players Filling Into U13

U11 Grade	13A/AR	13B/BR	13C/CR	13D/DR	13E/ER	13F & below
11A/AR	✓	✓	✓			
11B/BR	✓	✓	✓	✓		
11C/CR	✓	✓	✓	✓	✓	
11D/DR and below	✓	✓	✓	✓	✓	✓

U13 Players Filling Into U15

U13 Grade	15A/AR	15B/BR	15C/CR	15D/DR	15E/ER	15F & below
13A/AR	✓	✓	✓			
13B/BR	✓	✓	✓	✓		
13C/CR	✓	✓	✓	✓	✓	
13D/DR and below	✓	✓	✓	✓	✓	✓

U15 Players Filling Into U17

U15 Grade	17A/AR	17B/BR	17C/CR	17D/DR	17E/ER	17F & below
15A/AR	✓	✓	✓			
15B/BR	✓	✓	✓	✓		
15C/CR	✓	✓	✓	✓	✓	
15D/DR and below	✓	✓	✓	✓	✓	✓

U17 Players Filling Into U19

U17 Grade	19A/AR	19B/BR	19C/CR	19D/DR	19E/ER	19F & below
17A/AR	✓	✓	✓			
17B/BR	✓	✓	✓	✓		
17C/CR	✓	✓	✓	✓	✓	
17D/DR and below	✓	✓	✓	✓	✓	✓

U19 Players Filling Into U21

U19 Grade	21A/AR	21B/BR	21C/CR	21D/DR	21E/ER	21F & below
19A/AR	✓	✓	✓			
19B/BR	✓	✓	✓	✓		
19C/CR	✓	✓	✓	✓	✓	
19D/DR and below	✓	✓	✓	✓	✓	✓

Grade Rule Summary: A/AR grade players can fill into the top 3 grades of the higher age group only. B/BR grade players can fill into the top 4 grades. C/CR grade players can fill into the top 5 grades. D/DR grade and below can fill into any grade. This applies to fill-ins ONE age group up only.

Grade Eligibility — Two Age Groups Up

For a fill-in TWO age groups up (the maximum permitted under Rule 1), any grade is eligible regardless of the player's own registered grade. No grid applies:

- U09 players are eligible to fill in for a U13 team in any grade.
- U11 players are eligible to fill in for a U15 team in any grade.
- U13 players are eligible to fill in for a U17 team in any grade.
- U15 players are eligible to fill in for a U19 team in any grade.
- U17 players are eligible to fill in for a U21 team in any grade.

SECTION APPENDIX — 2 — NO ZONE POLICY**NO ZONE POLICY**

Note: The MEBA No Zone Policy is the VJBL No Zone Rule as tailored for MEBA junior competitions. In any area of conflict between the VJBL No Zone Rule and these By-Laws, the MEBA By-Laws (in particular Clause 57) prevail. The version below is the operative version for all MEBA junior competitions — not the standalone VJBL No Zone Rule document.

The No Zone Policy is incorporated as Appendix 2 and shall be updated from time to time by Competition Management in consultation with the Domestic Competitions Committee. The current version is available from Competition Management upon request and is published on the MEBA competition platform.

SECTION APPENDIX — 3 — BEHAVIOURAL MANAGEMENT FRAMEWORK REFERENCE

MEBA BEHAVIOURAL MANAGEMENT FRAMEWORK — REFERENCE

Important: The MEBA Behavioural Management Framework is a standalone document that governs behaviour across both Junior and Senior Domestic Competitions. It is no longer reproduced in full in this Appendix. The current version of the Framework is the operative document and is available from Competition Management and on the MEBA competition platform.

The Framework covers the following areas, all of which are incorporated into these Junior Domestic Competition By-Laws by reference:

Framework Section	Summary
Community Education	Coach registration requirements, Play By The Rules course, venue posters
Behaviour Expectations	Detailed obligations for players, coaches, spectators and scorebench officials
Individual Suspension Scale	Tech foul thresholds and suspension periods (weeks-based, season tally)
Team Tech Foul Sliding Scale	Collective team penalties and premiership point deductions
Grading Period Fines	Fines applicable during grading where points cannot be deducted
Finals Period Fines	Elevated fines and club fine provisions for incidents during finals
Spectator Ejection Procedures	Ejection scale, 72-hour identification rule, cumulative bans
Loss of Premiership Points	Spectator ejection team penalties and post-match incident deductions
Conversion to Fines	Where points penalties cannot be applied, conversion rates apply
Payment of Fines	7-day invoice window, walkover trigger, re-registration obligations
Appeals (Conduct)	\$50 appeal for individual tech fouls; \$140 bond for team/fine appeals
BV Tribunal Connection	When matters escalate to BV Tribunal and how penalties interact
Association Suspension Loadings	25% loading on BV penalties where official is a minor (under 18)

All clubs, coaches, players and spectators are bound by the Behavioural Management Framework. Ignorance of the Framework's provisions is not a defence. Clubs are responsible for ensuring their coaches, players and spectators are familiar with the Framework before the season commences.

Melbourne East Basketball Association & ** Greater Eastern Basketball Conference | Junior Domestic Competition By-Laws** Administered by Nunawading Amateur Basketball Association (NABA) | lorraine@nunawadingbasketball.com.au | mark@nunawadingbasketball.com.au