



**SENIOR DOMESTIC COMPETITION  
BY-LAWS**

**APRIL 2021**

## SENIOR DOMESTIC COMPETITION RULES

### 1. MELBOURNE EAST SENIOR DOMESTIC CLUB COMPETITIONS

Consists of grades of OPEN AGE MEN'S, WOMEN'S AND MIXED competitions played on Monday, Tuesday, Wednesday, Thursday nights and Sunday afternoon and night.

All players must have attained the age of fifteen (15) years to participate.

Use of the any third-party app for fixtures and results **IS NOT** an approved source of information by M.E.B.A. Third party apps are known to have issues updating fixtures accurately. **Patrons using third party apps use at their own risk.** The **ONLY** official fixture and results can be located at <https://www.playhq.com/basketball-victoria/org/melbourne-east-basketball-association-meba/87b2f13c>

### 2. SEASONS

There shall be two seasons – Summer and Winter.

Timeslots allocated to sections are based on the number of teams within that section and timeslot equality. Specific timeslots cannot be requested and are subject to change after grading.

### 3. TEAM ENTRY

#### THE FOLLOWING PROCEDURES MUST BE COMPLIED WITH:

- [A] Completion of the online team entry form.
- [B] The payment of the prescribed registration fee and (if applicable) a bond.
- [C] The lodging of the form as prescribed on the form itself.
- [D] In the event of a new team/club a bond is applicable – one (1) bond covers three (3) teams bearing the same name.
- [E] Teams withdrawing from the competition once the fixtures have been published will forfeit their bond and registration monies.

- [F] Teams no longer participating in competition are given three (3) calendar years from their last registered season to claim back their bond. If a team does not claim the money within the 3 calendar years the bond is forfeited to the association.
- [G] On initial entry to the M.E.B.A Senior Domestic Competition teams playing under a junior domestic club name or wearing their uniform must have their team endorsed by the club.
- [H] No Senior Domestic teams will be permitted under a Junior Domestic club bond.

#### **4. PLAYERS**

- [A] All players playing within the Association must abide by the Rules of Basketball Victoria and the by-laws of the M.E.B.A Inc.
- [B] Participants involved in activities organized by the M.E.B.A Inc are insured through an Insurance Company nominated by Basketball Victoria. In the event of an accident, the details should be recorded in the electronic scoring system and the injured person/s should ring the Nunawading Basketball Centre's office phone (03) 9802 6711 between the hours of 9:00am and 3:30pm Monday to Friday to arrange for the forwarding of a claim form for completion.

#### **5. REGISTRATION OF ALL PLAYERS**

- [A] To play in any competition and be covered by insurance all players must be registered in teams via the electronic scoring system or endorse the back of the scoresheet on their first game of the season with their full name, gender, suburb, date of birth, postcode and signature. Date of birth is now a requirement to validate identity for insurance claims. Any additional players commencing in the team throughout the season must register using the electronic scoring system on game day. Additional players entered in the electronic scoring system must abide by the Rules of Basketball Victoria and the by-laws of the M.E.B.A Inc.
- [B] Unregistered/unfinancial players will not be covered by insurance.
- [C] Players participating in a mixed competition are eligible to play in the men's or women's competitions on the same night and must be registered in accordance with the competition rules. No player can play in two (2) or more men's, women's or mixed teams on the same night.

- [D] Teams playing ineligible or unqualified player/s shall lose premiership points for the game/s in which the ineligible player/s participated. These points will not be re-instated. Any team and/or club found to be playing anybody under an assumed name shall be brought before the Senior Domestic Competition Committee and/or the M.E.B.A Tribunal.
- [E] In the event that ineligible players are used to prevent a walkover the substitute player's first name, surname, date of birth and suburb must be present in that team in the electronic scoring system.
- [F] Any unfinancial player/team will not qualify to play in finals games.

## **6. TRANSFERS AND CLEARANCES**

- [A] At the beginning of the season players will automatically be cleared after fourteen (14) days of commencement in their new team if no transfer objection is brought to the attention of the Senior Domestic Competition Manager
- [B] A team/club can only refuse a clearance on the following grounds:
- The player is unfinancial
  - The player has not returned uniform to team/club
  - Player is under suspension
- [C] If a transfer objection by the former team/club is submitted, both parties will be directed to appear before the Senior Domestic Appeals Committee.
- [D] If the prior team/club of the player applying for a clearance is not playing on the same night of the week, no clearance is required.
- [E] A transfer objection cannot be submitted if the player has not played in the M.E.B.A Senior Domestic Competition the last twelve months [or two seasons]. This must be verified by the Senior Domestic Competition Administrator.

## **7. PREMIERSHIP POINTS**

- [A] Three (3) points are allocated for a win or bye, two (2) points for a draw, one (1) point for a loss and no points for a walkover or forfeit.
- [B] Teams late onto the court or who have not activated their players on the electronic scoring system or are yet to change uniform in a colour clash situation will be penalized one point per minute. After fifteen (15) minutes the team defaults the game.

- [C] Late entries will be allocated two (2) premiership points for the first six (6) weeks of the competition then one (1) premiership point per game up to and including Round 10.
- [D] Where games are cancelled due to extenuating circumstances e.g. power failure, storm damage etc.:
- The complete round will be cancelled if all teams in the grade (including bye teams) are affected and no premiership points will be awarded.
  - If a game is abandoned (as above):
    - [i] in the first half – the score will be a 10 all draw
    - [ii] after half time - the scores shown on the scoreboard stand.

## **8. ELECTRONIC SCORING/SCORESHEETS**

- [A] Teams must ensure a competent scorer with a minimum age of fifteen (15) years old is provided for each game in which their team is engaged and each team **MUST** have one representative on the score bench.
- [B] Teams shall be penalized ten (10) points for not providing a scorer. Penalty points can only be applied at the beginning of half time.
- [C] If a team does not have a scorer present on the score bench prior to the half time siren then Clause 8 [B] will apply.
- [D] If a team tries to cheat the ten (10) point scoring penalty in any form the referee will signal a timeout at the offending team's expense and apply the ten (10) point penalty.
- [E] Teams who do not provide a scorer have no right to object/appeal a result.
- [F] All players must participate at least eight (8) times throughout the season to be eligible for finals.
- [G] Teams recording a match played for players who are not participating in the game in the electronic scoring system on game day will be penalized by the loss of premiership points earned for that game. Teams purposely recording matches to qualify players for finals shall be brought before the Senior Domestic Competition Committee and/or the M.E.B.A Tribunal.

[H] If a player wishes to be added during the first half after the tip-off, then they can choose to:

[i] be added courtside to the team list on their phone using the QR code on the score table or link provided by the team organiser. They will need to either purchase or use their existing BV licence to register to the team.

[ii] be added manually as a fill-in player on the laptop, however, a timeout will be charged to the team for this to proceed. If the team do not have a timeout, then the fill-in player must wait until half-time or an opposition time out if the opposition team are not entering players. to be added

At half time referees will count the number of players on the computer matches the number of players at the match and remove absent players. Any player not present must have their name de-selected at the half time break on the electronic scoring system. It is the responsibility of the referees to remove any player whose name appears on the electronic scoring system but does not take part in the game.

A player cannot be added during the second half. All players must be present at the game before the commencement of the second half. No player is to be added to the match in the second half of play unless the player is present at the start and their name has been accidentally omitted from the electronic scoring system.

[I] If two teams are present with only four [4] players each have paid their team sheets and both teams are unable to provide a scorer, then they will be entitled to play a game, and both teams will lose on a forfeit but will not incur a walkover fine.

[J] If a player is reported and the details on the electronic scoring system do not correspond, the player whose name appears will be required to appear at a Tribunal hearing.

[K] It is the responsibility of every player/scorer to ensure all details on the electronic scoring system are correct and checked prior to scorers leaving the score bench. No game scores will be altered after the game has been confirmed by the officials.

## **9. FINALS**

[A] The four leading teams shall comprise the final four. Ties for position will be decided on percentage on results for the overall season. To be eligible to take part in finals a player must have participated in at least eight (8) games during the season. Monday Morning Ladies a player must have participated in at least six (6) games

[B] Byes do not count as a qualifying game.

- [C] At the discretion of the Committee, special consent may be given to allow an otherwise unqualified injured player who has played less than the required number of games to participate in the finals. A medical certificate will be required to be submitted to the Senior Domestic Competition Administrator or grade secretary.
- [D] For sections that are combined the finals layout will be the following 1 v 4, 2 v 3, 5 v 8, 6 v 7 or less stated otherwise in the fixture notes.
- [E] If any team plays an unqualified player in the finals without permission from the Senior Domestic Competition Administrator or grade secretary, the team shall be disqualified and forfeit the game and may be brought

before the Senior Domestic Competition Committee and/or the M.E.B.A Tribunal.

[F] All players must hold a valid I.D with photo at all matches i.e. driver's license, passport or student card. This is to be presented upon request from any official. A team may be disqualified and forfeit the game if a player is unable to provide adequate identification.

[G] In the event a team cannot field a side for either the elimination and/or grand final, a team may send a request to the grade secretary or the Competition Administrator for the use of unqualified player(s). The player(s) must meet the following requirements;

[i] Have participated in minimum of 4 games in the current season

[ii] Does not play in another team on the same night

[iii] The chosen unqualified player(s) cannot play if they make the 7th player for the final. Teams will be disqualified from the game if the unqualified player(s) plays.

## **10. FORFEITS**

[A] A forfeit occurs when:

[i] A team plays an illegal player. This will result in the game being awarded to the opposition who will become the winner with three (3) premiership points. The loser will receive no points. The scores will be treated to the winning team as 10-0.

[ii] A team is left with only one player on the court. This will result in the game being awarded to the opposition who will become the winner with three (3) premiership points awarded. The loser will receive no points. The scores will stand for the purpose of percentage.

## **11. WALKOVERS AND LATE STARTS**

[A] If a team does not appear with four players within fifteen [15] minutes of the scheduled time of commencement, then the game shall be a walkover and no premiership points shall be awarded. The game shall be awarded to the opposing team, if in attendance within the scheduled time or if they have been previously notified by the Grade Secretary that their attendance is not required and the score recorded as a win for the opposing team by ten points to nil [10-0].



- [B]
  - [i] For each minute the game is delayed by any team not being present [with a minimum of four players ready to play] the opposing team shall be credited with one game point to a maximum of fifteen points.  
Penalty points can only be applied at the beginning of half time.
  - [ii] If both teams fail to appear with four (4) players within fifteen minutes of the scheduled time it shall be recorded as nil all [0-0] draw. No premiership points will be awarded to both teams and a walkover fine will be incurred by both teams.
  - [iii] A walkover fine must be paid before the next game. Three (3) penalty premiership points will be applied to a team who does not pay the fine before playing their next game.
- [C] A fifteen [15] minute walkover time is permitted for all games.
- [D] Teams receiving a walkover are entitled to a refund of their game fees provided it is collected immediately after the game has been officially declared a walkover. If the team has paid the game fees via Teammo game fees will be carried to the next round's game. In the event there is no round game following the game fees shall be refunded back into the payer's account.
- [E] A walkover fine must be paid prior to the team's next game. This will be imposed on the team giving a walkover.
- [F] No premiership points will be issued until the fine is paid.
- [G] Any team is liable to a fine for each walkover given at the rate prescribed by the Nunawading Basketball Centre. Any team which commits two (2) walkovers during a season without paying the prescribed fines will be disqualified from the competition without notice.

## **12. M.E.B.A TECHNICAL RULINGS**

- [A] No substitutions are permitted within the last minute of the 1<sup>st</sup> half excluding for injury or a 5<sup>th</sup> personal foul. On an injury substitution, the game clock shall be stopped.
- [B] A player who commits a C1 or C2 unsportsmanlike foul or a technical foul will be placed in the sin bin and must exit the game immediately for the duration of (5) five minutes playing time. After the penalty time has elapsed the player may re-join the match.
- [C] A player who is disqualified from the match must take all their belongings and leave the court area and be out of sight and out of

hearing. The player may not return to the court under any circumstances.

- [D] The penalty for a technical foul will be (2) two shots and possession of the ball from the throw in line in the team's front court.

### **13. GRADING**

- [A] At the completion of a season the premiership team from each grade may be promoted to a higher grade and the bottom team may be relegated to a lower grade. The committee has the power to transfer any team to another grade to balance the competition.
- [B] Timeslots are shared in accordance with the competition and are divided equally between divisions.

### **14. UNIFORMS**

- [A] All teams must register colours of their uniform on the registration form. Uniforms shall consist of tops of the same colour, numbered front and back as prescribed by the rules, uniformly coloured shorts and non-marking shoes.
- [B] Teams shall use any number from 00, 0-68, 70-99.
- [C] A team shall incur a ten [10] point penalty for any uniform infraction. Uniform penalties are to be applied at the moment of recognition or up to the end of half time. No uniform penalties can be applied in the 2<sup>nd</sup> half.
- [D] A team shall forfeit a maximum penalty of ten [10] points penalty for incorrect uniforms.
- [E] No pockets are allowed in any part of the uniform.
- [F] All numbers must be heat pressed or sublimated onto the top, be of the same colour and size contrasting to the singlets – width no less than 2 cm. – height front 10 cm, back 20cm. Teams with shabby/old/faded uniforms or singlets with numbers missing will be requested to replace their uniform. No player shall take the court without a number. The number 69 will not be permitted as an official number.
- [G] Colour Clashes – In the event of a colour clash the Home team must change singlets (team listed first on fixture is regarded as the home team). The definition of a singlet colour clash is the singlet colour is indistinguishable from the opposition's singlet colour e.g. black vs black,

indistinguishable dark navy vs black. Colour clash decisions may vary between referees depending on visibility. The decision will be determined by the referees of the match and no other party. Alternate singlets are available for hire from the ticket office.

- [H] The committee reserves the right to reject wording on singlets and shorts that is considered offensive. This includes team names, player names, sponsors or other words.
- [I] If a t-shirt is worn it must be white, black or the same colour as the team singlet.
- [J] Nails are to be checked prior to commencement of game. Nails can be taped with Elastoplast finger nail tape only. No gloves are allowed unless a doctor's certificate is submitted to the grade secretary or the Senior Domestic Competition Administrator.
- [K] Flat wedding rings are only allowed if taped. All other jewellery must be removed prior to taking the court.
- [L] Long hair can be in pony tails only – no plaits allowed or base of neck pony tails.
- [M] Compression gear can be worn during the game however it must be the same colour as uniform, black or white.

## **15. MIXED COMPETITION**

- [A] A size 7 ball shall be used for all matches
- [B] Prior to the commencement of the game, a team must field (4) players with a minimum of (1) female and (1) male to start the match. Normal late start penalties shall be applied if this is not met.
- [C] A team cannot play with more than (3) players of the same sex on the court at any given time. i.e. you cannot play with 4 females and 1 male and vice-versa.
- [D] The game will be called a forfeit if either team is unable to comply and have at least (1) player of each sex is on the court. The offending team loses the game regardless of points scored.
- [E] Male players are not permitted in the restricted (key) area at EITHER END

of the court in the 1<sup>st</sup> half of the game and female players are not permitted in the restricted (key) area at EITHER END of the court in the 2<sup>nd</sup> half.

- [F] The restricted area defined as the 'key' is the key and the space between the key's baseline extended to the end wall. The penalty is a violation and a baseline throw-in awarded to the opponents.
- [G] Players in the key during an act of shooting - Any key violation by a defensive player while an offensive player is in the act of shooting will result in 2 points being awarded to the offensive team, and the ball is awarded for a baseline throw-in to the defensive team who committed the violation.
- [H] Players in the key before an act of shooting - If a defensive player enters the key will result in a violation.
- [I] Defensive players in the key when offensive player has a clear path – If an offensive player is likely to start an act of shooting then referees are directed to wait until the act of shooting begins and then call the violation. This will result in 2 points being awarded to the offensive team, and the ball is awarded for a baseline throw-in to the defensive team who committed the violation.
- [J] Fouls – Male and female players are permitted only (5) personal fouls.
- [K] Sixteen (16) Point Rule – Each player can only score Sixteen (16) points until all players on their team have scored sixteen (16) points each. Once each team member has reached sixteen (16) points, all players on that team are free to score.
- [L] Prior to all players scoring sixteen (16) points the following will apply:
  - If a player on sixteen (16) points is intentionally fouled she / he may nominate another player in their team to take the free shots (points count).
  - If a player on fifteen (15) points scores a field goal, only one (1) point is allowed.
  - If a player on sixteen (16) points shoots, and the basket is good VIOLATION, NO SCORE, side ball opposing team.
  - If a player is on fifteen (15) points with two shots, if one shot is successful then another player may be nominated to take the remaining free shot.

- If a player scores their 16<sup>th</sup> point from a field goal and is fouled then another player may be nominated to take the bonus foul shot.

**Note: Mixed basketball is a social competition, we ask all players to play the game in a social manner and enjoy yourselves.**

## **16. MONDAY MORNING LADIES**

- [A] Players must have attained 16 years of age.
- [B] All players must participate at least four (4) times throughout the season to be eligible for finals.
- [C] Any player participating in representative basketball at any level can only play in Section 1.

## **17. CONDUCT**

- [A] If in the opinion of the Committee any player, team or official whom conduct themselves in a manner that is considered unsportsmanlike or offensive, such players, team or officials will be required to appear before a meeting of the Committee. The committee has the power to suspend team/s/player/s or official/s or impose a fine or bond.
- [B] Persons under the influence of alcohol or any foreign substances will not be permitted to enter any stadium or venue under the control the M.E.B.A Inc.
- [C] The consumption of BYO alcoholic beverages is not permitted at or within Nunawading Basketball Centre's controlled stadiums, venues, car parks and their surrounds.
- [D] Smoking is not permitted within 5 metres of the building.

## **18. BLOOD RULE**

Any player who starts to bleed on the court, must leave the court until the bleeding has stopped and the wound is covered. The player cannot return to the game, unless all blood from their body has been cleaned. Players with blood on their uniform must replace their uniform before returning to the court. A player is permitted to change into an alternate

singlet/uniform providing the colour does not clash with the opposing team.

However:

- [i] If the court or the basketball has blood on it this must be cleaned before play can be resumed.
- [ii] It is the responsibility of the referee to initiate the cleaning of the ball and to arrange for the provision of a non-contaminated ball.
- [iii] Cleaning solution and rubber gloves are available from the canteen, plus paper towels to mop up – solution should be left on 5 minutes before mopping up.
- [iv] Rubber gloves and cleaning solution **MUST** always be used, followed by paper towels to mop up – all available from the canteen and must be returned.

**BLOOD SPILT ON FLOORS/SEATS ETC.** It is the responsibility of the player or team with blood spillage to clean the area concerned.

## **19. PLAYING TIMES AND RULES**

**20.**

- [i] Playing times shall be of 2 x 18-minute halves. One (1) time-out per team per half allowed but no time-out is allowed to encroach in the last two (2) minutes of the first half e.g. A team that calls a time out with 2:30 on the clock will only receive a 30 second time- out. The clock will stop only in the last two (2) minutes on all whistles.
- [ii] Finals: Playing times shall be of 2 x 20-minute halves. Clock stops for all time-outs [two (2) per half], all whistles in the last three (3) minutes of the game.

## **TRIBUNALS AND PROCEEDINGS**

It is not a requirement that the referee notifies the person of his/her intention to report him/her at the time of the incident. Officials of the M.E.B.A have the power to report player/s coach/es. Those to attend the Tribunal are: the reported player, any other player involved in the incident, both referees. In addition, the player may

have one witness and the reporting official may call one witness. The Tribunal Secretary will advise the team contact, who will notify the reported player, of the time and date of the Tribunal appearance. The Tribunal convenes at the Nunawading Basketball Centre.

## **21. PROTESTS AND APPEALS**

Any team desiring to lodge a protest or appeal in respect to any game must do so in writing to the Senior Domestic Committee. The official protest must be lodged within 72 hours after the match. The parties concerned will be entitled to attend the meeting at which the protest will be heard. Any member of the committee connected with either team shall not take part in the proceedings.

## **22. UNFORESEEN MATTERS**

Should any matter arise for which provision has not been made in these Rules, the committee shall take such action as is necessary to protect the interests of the association and the competition.