



# **SENIOR DOMESTIC COMPETITION RULES & BY-LAWS**

FOR ALL SENIOR DOMESTIC COMPETITIONS OF THE

MELBOURNE EAST BASKETBALL ASSOCIATION

Adopted by the MEBA Board & Effective From:

**07 APRIL 2025**

**SENIOR DOMESTIC COMPETITION  
RULES & BY-LAWS**

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## **SENIOR DOMESTIC COMPETITION RULES & BY-LAWS**

### **SECTION 1 – GOVERNANCE**

#### **1. INTRODUCTION**

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

1.2 The By-Laws of the MEBA Senior 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 Senior Domestic Competitions are administered by the employee(s) appointed to the role(s) under NABA.

1.4 These By-Laws are followed to ensure the MEBA Senior Domestic Competitions maintain relevant and best-practice structures and integrity.

1.5 These By-Laws are to be read in conjunction with FIBA's Rules and Basketball Victoria Interpretations.

1.6 These By-Laws apply to all clubs and teams competing in all Senior Domestic Competitions conducted by the MEBA.

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 Senior 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 Senior 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 Senior Domestic Competitions also support and abide by the Basketball Victoria and Basketball Australia By-Laws and associated Policies.

#### **2. DEFINITIONS**

2.1 In these By-Laws, unless the context requires otherwise, the following words and expressions have the following definitions:

***"Association"** means the Melbourne East Basketball Association Incorporated.*

***"Committee"** means the Domestic Competitions Committee of the MEBA.*

***"Club"** means a group of teams all playing under a consistent name/logo.*

***"Member Club"** means a club that is recognised as a member of the MEBA under its Constitution.*

***"Delegate"** means the person nominated by a club or team to be the communication channel between their club/team and the MEBA.*

***"Independent Team"** means an individual team or group of teams who is not member club of the MEBA.*

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### **3. ADMINISTRATION**

3.1 The Senior Domestic Competitions of the MEBA shall be 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 in the Constitution.

4.2 The MEBA Domestic Competitions Committee is responsible for providing guidance to the Board, Competition Manager and Nunawading Basketball Operational Team on the strategic direction of the Senior Domestic Competitions of the MEBA.

### **5. MEMBERSHIP OF CLUBS & TEAMS**

5.1 The Senior Domestic Competitions of the MEBA shall be comprised of Member Clubs, Other Clubs, and Independent Teams.

5.2 Member Club status is reserved for those clubs who are deemed "Member Clubs" of the MEBA under the MEBA Constitution.

5.3 Other Clubs are clubs who are not considered a member club of the MEBA under its Constitution and as such are permitted to enter teams into the Senior Domestic Competitions but do not receive any of the benefits of being a member club.

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

### **6. COMMUNICATION**

6.1 All teams in the Senior Domestic Competition must nominate a primary contact as a Club/Team contact and provide contact details. The Club/Team contact will be the point of contact for all communication from the Association/Competition to the Team/Club each season.

6.2 All communication from Clubs/Teams must be sent to the Competition Manager in writing via:

Email:

[sdc@nunawadingbasketball.com.au](mailto:sdc@nunawadingbasketball.com.au)

## **SECTION 2 – COMPETITION STRUCTURE**

### **7. COMPETITION STRUCTURE**

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

7.2 The Competition Manager in consultation with the CEO shall determine the competition structure each season. This includes the Day(s) and type(s) of Competition.

### **8. SEASONS**

8.1 The MEBA shall conduct 2 Senior competition seasons annually. The year shall be split into these 2 seasons known as the "Summer" (Term 4 & 1) and "Winter" (Term 2 & 3) seasons.

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**9. AGE GROUPS & GENDER**

9.1 The Age Groups and Gender of competitions will be determined by the Senior Competition Manager, in consultation with the CEO each season.

9.2 The Senior Domestic Competitions of the MEBA consists of the following competition:

Open Age Men's
Over 35 Men's
Over 50 Men's
Open Age Women's
Over 30 Women's
Mixed

**10. TEAM/CLUB BOND**

10.1 All Clubs and Independent Teams applying to enter teams into any competition must pay a Bond.

10.2 The Bond of a Club or Independent Team shall be retained by the competition until such time as the Club or Independent Team ceases to participate in any competition.

10.3 The amount of the Bond shall be determined by the MEBA Treasurer prior to the start of each season.

10.4 If a Bond has been paid by a Club or Independent Team in a previous season, provided there are no outstanding monies owed, the Club or Independent Team is not required to pay another bond.

10.5 The Bond of a Club or Independent Team will be appropriated towards any amount owing by a Club

or Independent Team. Until the debt is paid, and the full bond amount reinstated the Club or Independent Team shall be in breach and will not be permitted to participate in any competition or receive any other benefits under the Constitution, by-laws or policies.

10.6 Where a Club or Independent Team cease to participate in competition, the Club or Independent Team shall have 12 months to request a refund of their bond in writing via email to the Senior Competition Manager. If the Club or Independent Team does not request a refund of their bond in writing via email within the 12 months the funds shall be forfeited to the Association.

10.7 Notwithstanding Clause 10.6, where a Club or Independent Team is removed or disqualified from the competition, the Bond shall be forfeited to the Association.

**11. TEAM ENTRIES**

11.1 All teams must submit team entries to the Competition Manager in the approved manner and by the due date each season as prescribed by the Competition Manager.

11.2 All team entries must be entered into the Associations prescribed platform by the team/club prior to the due date each season as prescribed by the Competition Manager.

11.3 Competition Management and the MEBA Board, may, at its discretion reject an application for entry of any club or team into the competition.

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11.4 Competition Management may impose such limitations on clubs and teams including the number of teams or other conditions as it sees fit.

11.5 Where application for a team or teams are not accepted, the prescribed fees paid will be returned.

11.6 A club or team will not be accepted into the new season of competition until all monies required to be paid for entry including Team Entry Fees and Bond have been paid to the Association.

11.7 Competition Management reserves the right to make changes to a team name if deemed necessary.

### **12. LATE ENTRIES**

12.1 Late Entries may be accepted at any time at the discretion of the Competition Manager and provided there are sufficient rounds remaining in the current season for the team to 'qualify' its players for finals.

12.2 A team is considered a "late entry" if the team registers into the competition after the registration period has closed.

12.3 Teams who register after the grading period has been completed must pay a "late entry fee".

12.4 The late entry fee amount shall be determined by the Competition Manager in consultation with the CEO prior to the start of each season.

### **13. WITHDRAWAL OF TEAM(S)**

13.1 Any team who withdraws from the competition after the first round of the grading fixture has been released will forfeit their bond to the Association.

13.2 If a club or team fails to notify the Competition Manager of their intention to withdraw a team from the competition at least 48 hours prior to their next match, the club or team shall incur an additional penalty of 1x Walkover Fee for that season, in addition to the forfeit of their bond to the Association.

### **14. REMOVAL OF TEAM(S)**

14.1 A team, teams or an entire club may be removed from the competition if the team, teams, or club have or continue to engage in conduct prohibited by these Rules or fails to comply with any of these Rules. Or in the opinion of the Competition Manager in where behaviour is detrimental to the competition.

14.2 Removal of a team, teams or club is at the discretion of the Competition Manager in consultation with the CEO.

14.3 Any team that is removed from the competition under Clauses 14.1-2 shall forfeit their bond.

### **15. UNIFORMS**

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

15.2 Uniforms must have a clearly visible, printed or stitched numbers on the front and back of the jersey. Playing without numbers on the jersey or having taped or hand-written numbers is not permitted.

15.3 Players are permitted to wear numbers 0-99 as well as 00.

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15.4 Players from the same team are not permitted to wear the same jersey number.

15.5 Players are permitted to wear compression garments under their uniforms. All players on the same team must wear the same colour compression undergarments. Players are not permitted to wear a short or long sleeve shirt under their jersey that is not compression except for religious reasons, for which approval must be sought from the Competition Manager prior to the start of the season.

15.6 Players must wear basketball shorts than end above the knee, and are not permitted to wear pants, leggings or only compression shorts. Shorts are not permitted to have pockets, belts zips or buckles.

15.7 A Team shall incur a ten (10) point penalty for uniform infractions. This penalty applies irrespective of the number of incorrect uniform items within a team. No uniform penalty is to be applied during the Grading Period.

### **16. UNIFORM PRIORITIES**

16.1 Where a clash of singlet colours occurs, the first named team on the fixture/scoring system (i.e. the team listed on the left of the screen) shall be required to change singlet colour for that game. A colour clash occurs where the officials deem there to be an indistinguishable difference in the singlet colours. Coloured "bibs" will be offered to teams at no charge.

16.2 Any team that hires one or more singlets or purchases playing shorts from the Nunawading Basketball Centre will not incur a uniform penalty for any infraction caused with the hired item/s on the same day as the hire and/or purchase.

16.3 Where a team is required to change their singlet colour under Clause 16.1 and refuses to do so, that team will forfeit the match.

### **17. REGISTRATION OF COLOURS**

17.1 All clubs/teams entered in the competition must advise the Competition Manager each season of the club/team's dominant singlet colour.

### **18. SECTIONS**

18.1 Each competition will be separated into one or more "Sections". Sections will be identified using a number (1, 2, 3, 4 etc.).

18.2 Sections have the possibility to split into 'Reserve' Sections where 8 or more teams are allocated into the Section.

18.3 Each section must have a minimum of 4 teams.

### **19. GRADING PERIOD**

19.1 The Grading Period for all shall consist of Rounds 1-6 each season.

19.2 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.

19.3 Upon registering teams into the competition, all Clubs/Teams must nominate which section they'd like to start in.

19.4 Re-grading of teams, both up/down for all competitions can occur at the end of any round,

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following the completion of Round 2 up to the end of the Grading Period.

19.5 Promotion and relegation of teams during the grading period will be at the discretion of Competition Manager.

19.6 Where the Competition Manager believes they have made a significant error in a teams' Grading after the end of Round 7 (Regular Season Round 1).

19.7 The Competition Manager 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.

19.8 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.

### **20. REGULAR SEASON**

20.1 The Regular Season shall consist of all rounds post Grading Period and prior to the finals period as prescribed by the Competition Manager.

### **21. FINALS PERIOD**

21.1 After completion of the last round of the regular season each section shall conduct a "Finals Period".

21.2 Unless otherwise specified by the Competition Manager, the Finals Period for each Section, shall comprise the Top 4 teams in that Section with games held over a two-week period and consist of 2x Semi-Finals (1v4, 2v3) and a Grand Final (Winner v Winner).

21.3 Where the format of a Sections "Finals Period" differs from the standard format (as outlined above), the Competition Manager shall communicate this variation to the clubs/teams impacted no less than 4 weeks prior to the end of the regular season.

### **22. FIXTURES**

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

22.2 Fixtures shall be released with as much notice as possible.

22.3 Fixture changes can be made at any time up to 24 hours before the proposed scheduled time of the game being changed.

22.4 The Competition Manager shall advise the Club/Team contact of any fixture changes made if the change relates to a match less than 72 hours into the future.

22.5 Use of any third-party App for fixtures and results is not an approved source of information by the MEBA. All information relating to fixtures will use the prescribed platform as the sole source of information.

### **23. PREMIERSHIP POINTS**

23.1 During the Regular Season, teams shall receive the following premiership points distribution for win, loss and draw:

Win	Loss	Draw
3pts	1pt	2pts

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23.2 Where a team is unable to play a match and gives a walkover, the result will be a 10-0 win to the opposition along with 3 premierships points and the team giving the walkover shall receive 0 premierships points.

23.3 Where a team causes a forfeit, the result will be a 10-0 win to the non-forfeiting team along with 3 premierships points and the team giving the forfeit receiving 0 premierships points.

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

### **24. LADDERS**

24.1 All competitions shall use the "ladder points average" method of calculating ladder position.

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

24.3 Where 2 or more teams remain tied based on ladder points average AND overall percentage, the seasons "For" points scored by each team shall be used to determine the final ladder position of the teams involved in the tie.

### **25. MIXED COMPETITION SPECIFIC RULES**

25.1 In addition to all rules outlined in these By-Laws, this section relates to specific rules that are to be applied for Mixed competitions only.

25.2 A size seven (7) ball shall be used for all matches.

25.3 Teams must consist of both genders. A team must field at least four (4) players with a minimum of one (1) female and one (1) male to start the match. Normal late start penalties shall be applied if this rule is not met.

25.4 Players must specify their gender prior to the start of each season when registering to play in the competition.

25.5 A team cannot play with more than three (3) players of the one gender on the court at any time.

25.6 If, during the match a team is left with players of only one gender (up to the maximum of three (3) on the court at one time) the game will continue however Clause 25.4 continues to apply.

25.7 Male players are not permitted in the restricted (key) area at either end during the 1<sup>st</sup> half of the match and female players are not permitted in the restricted (key) area at either end during the 2<sup>nd</sup> half of the match.

25.8 The restricted area (key) is defined as the 'key' of the basketball court and the space between the key's baseline extended to the baseline wall. The penalty for encroaching on the key area is a violation and a baseline throw-in awarded to the non-offending team.

25.9 Any restricted area violation by a defensive player during the act of shooting by the offensive team will result in two (2) points being awarded to the offensive team and a baseline throw-in given to the team who committed the violation.

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25.10 If, in the eyes of the officials, a player deliberately enters the key illegally to stop a scoring opportunity then 2 points will be awarded to the offensive team regardless of if a player is in the act of shooting (e.g. a male player deliberately intercepting a pass to an open female in the key to give away the violation).

25.11 If an offensive player is likely to enter the act of shooting, then the referees are directed to wait until the act of shooting begins and then call the violation if a defensive player enters the restricted area.

25.12 Each player on a team is permitted to score a maximum of sixteen (16) points in any game and cannot score again until all players on their team have scored sixteen (16) points each. Once all players on the team have scored sixteen (16) points, all players on that team are free to continue scoring without further restriction.

25.1 Prior to all players on a team scoring sixteen (16) points the following shall apply:

1. If a player on sixteen (16) points is fouled resulting in free throws, then he/she must nominate another player in their team to take the free throws if awarded for that foul.
2. If a player on fifteen (15) points scores a field goal, only one (1) point is added to the player/team score.
3. If a player on sixteen (16) points scores a field goal, zero (0) points are awarded, and a violation is called on the offensive team and an inbounds pass awarded to the defensive team.
4. If a player on fifteen (15) points has two or more free throws and is successful with the first free-throw attempt, another player

must be nominated to take the remaining free throw attempts.

5. If a player scores their sixteenth (16<sup>th</sup>) point from a field goal and is fouled resulting in an additional free throw attempt another player must be nominated to take the free throw attempt.

25.14 Each overtime period (OT) in Mixed finals the teams will shoot the same direction however:

- 1st OT: Male players are not permitted in the restricted (key) area at either end;
- 2<sup>nd</sup> OT: Female players are not permitted in the restricted (key) area at either end;

Each subsequent overtime period will continue to alternate.

### **26. MONDAY MORNING LADIES' COMPETITION RULES**

26.1 All players must be at least sixteen (16) years of age to participate.

### **27. OVER 30's COMPETITION RULES**

27.1 The age eligibility for the Over 30's competition is classified as a player who meets or exceeds the minimum age required by the competition in the same calendar year as the season finishes.

27.2 In the Over 30's competition where a team has less than six (6) players, one (1) player under the age of 30 but over 27 years of age is permitted to play as a fill-in.

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### **28. OVER 35'S COMPETITION RULES**

28.1 The age eligibility for the Over 35's competition is classified as a player who meets or exceeds the minimum age required by the competition in the same calendar year as the season finishes-

28.2 In the Over 35's competition where a team has less than six (6) players, one (1) player under the age of 35 but over 30 years of age is permitted to play as a fill-in.

### **29. OVER 50'S COMPETITION RULES**

29.1 The age eligibility for the Over 35's competition is classified as a player who meets or exceeds the minimum age required by the competition in the same calendar year as the season finishes-

29.2 In the Over 50's competition where a team has less than six (6) players, one (1) player under the age of 50 but over 40 years of age is permitted to play as a fill-in.

29.3 Teams registered to participate in the Over 50's Competition will receive a bye round if the scheduled round coincides with the Pan Pacific Masters Games.

## **SECTION 3 – PLAYERS**

### **30. PLAYER REGISTRATIONS**

30.1 Players wishing to play in any competition run by the MEBA must be registered to the MEBA via the prescribed electronic registration system prior to their first match each season.

30.2 Players must be at least fifteen (15) years of age to participate in senior domestic competitions

(excluding age limits set for MML, O30's, O35's and O50's)..

30.3 All players must be registered with their team(s) through the prescribed platform, providing all required details and have paid the annual BV Licence Fee to be covered by insurance.

30.4 Players are not permitted to play for more than one (1) team in each competition type (Men's, Women's or Mixed) each night. However, a player is permitted to play in both Men's and Mixed or Women's and Mixed on the same night and must be registered with each team in accordance with these Rules.

30.5 Players who are registered to a team who have a bye, walkover or other reason and play as a fill-in for another team on the same night they are registered, can only fill-in for a team that is in a higher section than their usual team only.

30.6 All players must be registered into a team to qualify for finals.

30.7 Clubs or Independent Teams who play a player in a match or matches under a false name shall forfeit that match and shall receive 0 premiership points. The player who plays under a false name shall be reported to the Basketball Victoria Tribunal.

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

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### **31. UNREGISTERED PLAYERS**

31.1 Any player who plays in a game without first registering into the electronic registration system shall be deemed unregistered and ineligible to play.

31.2 A team is permitted to use "fill-in" players where required. Once a player has been a "fill-in" for two (2) games, they must register with the team and pay the BV Licence fee if they wish to play for that team again.

31.3 To have a game counted to a player's seasons games tally, the player must be registered (i.e. not a "fill-in"), have their full first name and full surname entered in the electronic scoring system. Any use of just an initial (first or last) or nickname will not be counted.

### **32. ILLEGAL PLAYERS**

32.1 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.

### **33. CLEARANCES & TRANSFERS**

33.1 Players who are registered to a team cannot transfer between teams within the same competition after having played two (2) games with the team they are registered to.

33.2 All clearances must be submitted via email to the Senior Competition Manager for approval.

33.3 Any Club or Independent Team that plays a player that hasn't been cleared from their previous club or independent team will forfeit that match with a score of 10-0 and the forfeiting team shall receive 0 premiership points.

33.4 If a club or Independent Team is deemed to have wilfully violated the Rules, Competition Management reserves the right to impose further sanctions.

### **34. FINALS ELIGIBILITY & QUALIFICATION**

34.1 Teams who enter the competition late must play a minimum 75% of the regular season games for that competition/section to be eligible for finals.

34.2 For players to be eligible to participate in finals matches a player must be registered into the team via the approved electronic registration system and have played at least eight (8) games (across both grading and regular season games) with their team.

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

34.4 Where a player takes part in less than eight (8) of games because of injury or illness the team may apply in writing, along with the accompanying medical certificate that specifies the dates of games affected by the injury or illness to the Competition Manager requesting special permission.

34.5 Any request for special exemption (under clause 33.4) must be made in writing to the Competition Manager at least 48 hours prior to the first finals match.

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34.6 In all Men's and Women's Competitions, where a team cannot field a team of at least six (6) players for a finals game a request may be sent to the Competition Manager seeking approval for the use of ineligible players to bring the number of players up to a maximum of six (6) for that game. The players requested must be registered with the team, have paid their BV licence, and have played two (2) or more games with the team throughout the season and be one of the top three (3) most games played from the team's ineligible player list.

34.7 In the Mixed Competitions, where a team cannot field three (3) male and three (3) female players for a finals game a request may be sent to the Competition Manager seeking approval for the use of ineligible players to bring the number of players for each gender up to three (3) males and three (3) females for that game. The players requested must be registered with the team, have paid their BV licence, and have played two (2) or more games with the team throughout the season and be one of the top three (3) most games played from the team's ineligible player list.

34.8 Any team who plays an ineligible player in a finals match without written permission from the Competition Manager shall forfeit the match.

### **SECTION 4 – PLAYING CONDITIONS & TIMING**

#### **35. MATCH TIMING FOR REGULAR SEASON AND GRADING.**

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

- (a) 45 Minute Timeslot

- (b) 18 Minute Halves
- (c) 2 Minute Half-Time Break

35.2 The clock shall stop for all whistles in the final 2 minutes of the 2<sup>nd</sup> half only and for no other reason.

35.3 Each team shall be permitted 1x Timeout in the 1<sup>st</sup> half and 1x Timeout in the 2<sup>nd</sup> half.

35.4 No timeouts are permitted in the last 2 minutes of the 1<sup>st</sup> half.

*Note: If a timeout is called in the first half with less than 3 minutes remaining on the match clock, the timeout shall only last as long as is left until the 2-minute mark of the match clock remains (i.e. a timeout called with 2min 40sec on the clock shall only last 40sec).*

35.5 Teams cannot make substitutions in the final 1 minute of the 1<sup>st</sup> half, unless for an injury or a player who has 5 fouls.

#### **36. FINALS PERIOD MATCH TIMING**

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

- (a) 50 Minute Timeslot
- (b) 18 Minute Halves
- (c) 2 Minute Half-Time Break

36.2 The clock shall for all whistles in the final 2 minutes of the 2<sup>nd</sup> half only.

36.3 Each team shall be permitted to call 1x Timeout in the 1<sup>st</sup> half and 1x Timeout in the 2<sup>nd</sup> half.

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36.4 Teams cannot make substitutions in the final 1 minute of the 1<sup>st</sup> half, unless for an injury or a player who has 5 fouls.

36.5 In the event of a draw at the end of regulation time, extra period(s) of (3) minutes will be played with a 1-minute break between periods until a team wins.

36.6 The clock shall stop for all whistles in the last two (2) minutes of each extra time period.

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

36.8 The foul count will not reset in each extra time period.

### **37. COMMENCEMENT OF PLAY**

37.1 Each team must have a minimum of 4 players in uniform and on court to commence the game.

37.2 No match shall commence until both teams have paid for their team sheet fee.

### **38. SHOT CLOCK**

38.1 The Senior Competition Manager has the right, to implement the shot-clock for sections deemed appropriate prior to the start of the season. The shot clock will only be used if, between the two teams, a 3rd scorer in total is available to operate the shot clock.

### **39. SCORING**

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

39.2 Each team must provide a competent scorer of at least fifteen (15) years of age for the entire game in which their team is playing and be able to communicate with the referees in English.

39.3 A team is permitted to use an active player in the game as the scorer and the player is permitted to substitute in and out of the game from the score table.

39.4 Teams will be penalised ten (10) points for failing to provide a suitable scorer prior to the match starting.

39.5 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 (e.g. injured) must not have their names marked off. If a team is found to have marked off players as present who were not, they will forfeit the match.

39.6 Players that are registered into the team can be added to the playing list for a game at any time during the game. "Fill-In" players must be present and added to the electronic scoring team list prior to the commencement of game.

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

39.8 If after the conclusion of the game there is a discrepancy between the electronic scoring system

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and the scoreboard, the resulting scores shown on the electronic scoring system shall prevail.

39.9 Teams who do not provide a suitable scorer have no right to appeal a result.

39.10 During the match the score table officials from each team are recognised as officials of the game and must act honestly, impartially and refrain from cheering or communicating with referees (outside of the normal requirements of scorers). Failure to do so could result in removal from the score bench.

39.11 If a team is concerned about the competency of a score bench official supplied by the other team, the team contact of that team may request the referee to have the person replaced by another person from the opposition team. The referee's decision is final.

### **40. FORFEITS, WALKOVERS & DEFERRED GAMES**

40.1 A forfeit/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.

40.2 Where a team is unable to take the court at the scheduled time of commencement, the opposition shall receive 1 match point for each minute or part thereof up to a total of 10 points (10 minutes) at which time the game becomes a walkover.

40.3 Where a team gives a forfeit/walkover the opposition shall win the game 10-0 with 3 premiership points and the walkover team receives 0 premiership points.

40.4 Where both teams give a forfeit/walkover, the score shall be 0-0 with both teams receiving 0 premiership points.

40.5 A forfeit will occur should a team play an illegal player. This will result in the game being awarded to the opposition who will receive three (3) premiership points. The scores will be recorded as a 10-0 win to the opposition.

40.6 Where a team is left with only one (1) player on the court, the game is completed at that time. If the non-forfeiting team is ahead in the game the scores will be recorded as they stand at the time the game is forfeited (percentage purposes) and three (3) premiership points will be awarded to that team. If the forfeiting team is ahead at the time of forfeiting, the non-forfeiting team will win the game 10-0 and be awarded three (3) premiership points.

40.7 Where a team refuses to play after being instructed to do so by the match referee the team shall forfeit the match. Where this occurs, the non-offending team will win the game 10-0 and be awarded three (3) premiership points. The forfeiting team will not be awarded any premiership points and may be reported to the BV Tribunal.

### **41. MATCH PAYMENTS**

41.1 All match payments must be made through the Association's payment platform before the start of any match. Match payment made after the match has commenced will incur an additional fee, as set out by the CEO and Senior Competition Manager.

41.2 A fine will be imposed (see Art 72, Schedule of Fees) on any team giving a walkover.

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41.3 All walkovers must be lodged and paid for through the payment platform of the prior to the next fixtured game of that team. Three (3) premiership points will be deducted from the team if the walkover is not paid prior to the next match, and no premiership points will be awarded to that team until the walkover fee has been paid.

41.4 The team credited with the win due to a walkover are entitled to have payment of their match transferred to the following fixtured game of the team if payment has already been made through the payment platform. No transfer is required if the receiving team has not yet made payment of the match through the payment platform. If there are no future games for that team in the current season, then a refund shall be provided back to the team.

41.5 All players from the team receiving the walkover will have the game credited towards their season games tally.

41.6 Any team that has two (2) outstanding match payments or walkover payments will be removed from the competition and the Bond will be forfeited to the Association to cover the funds owed.

### **42. ABANDONED & CANCELLED GAMES**

42.1 Where the decision is made to abandon or cancel a game the following outcome will prevail:

- If the game is cancelled in the first half, the result will be a 10-10 draw;
- If the game is cancelled at half time or in the second half the score/result at that time will stand;

42.2 Where a team elects to abandon a game, they will be subject to a non-notified forfeit fee (see Art 72, Schedule of Fees).

## **SECTION 5 – CONDUCT**

### **43. CARE OF VENUES**

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

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

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

43.4 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 CEO.

43.5 The CEO or MEBA Board can suspend or fine any individual for damaging a venue.

43.6 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.

### **44. CODE OF CONDUCT**

44.1 Participants including players, coaches, officials, spectators and administrators must abide by the relevant Basketball Victoria Code of Conduct.

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<https://www.basketballvictoria.com.au/resources/association-resources/policies>

44.2 Each Club/Independent Team and individual teams are responsible for the conduct of their players, coaches, spectators and officials.

44.3 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.

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

### **45. BEHAVIOUR MANAGEMENT FRAMEWORK**

45.1 All senior domestic competitions operate under a Behaviour 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.

### **46. BEHAVIOURAL TECHNICAL FOUL**

46.1 A "Behavioural Technical Foul" is one which a player or coach shows dissent by word or action towards any official of the match including referees, supervisor and score bench officials including:

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

46.2 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.

46.3 The Senior Competition Manager will send notification to each Club/ Independent team informing them of their member's behaviour, technical foul and penalties, as necessary.

46.4 A player who receives a technical foul while substituted out of a game will have the technical foul applied as an individual technical foul and not a bench technical foul. This will also result in a sinbin or disqualifying foul to the individual.

46.5 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 from the match referees. The player may not return to the court area under any circumstances.

46.6 If a player receives multiple technical and/or disqualifying fouls in a single season the following suspension/s will occur (see Appendix, Article 72.2).

## **SENIOR DOMESTIC COMPETITION RULES & BY-LAWS**

### **47. SIN BIN**

47.1 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 don't count as playing time) or, if less than 5 minutes remain in the match, the player must sit out the remainder of the match.

### **48. SPECTATOR BEHAVIOUR**

48.1 Team contacts of senior domestic teams must ensure that all players and spectators associated with their team behave in an appropriate manner, at all times.

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

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

### **49. REPORTS & TRIBUNAL**

49.1 From time-to-time participants may be reported by match or competition officials.

49.2 Members appointed to the MEBA Tribunal Panel act on behalf of Basketball Victoria.

49.3 Tribunal hearings are conducted in accordance with the Basketball Victoria Tribunal Charter.

49.4 The contact of a Club/Independent Team shall be notified of any person that is a member or affiliated with their Club/Independent Team who has been reported.

### **50. TRIBUNAL ATTENDANCE**

50.1 Reported persons must attend the Tribunal after notification has been made.

50.2 The Tribunal has the right to penalise any person for non-attendance.

50.3 Should a reported person be under 18 years of age they will be permitted to bring a support person with them to the tribunal hearing. Support person(s) are not permitted to be legal counsel.

## **SECTION 6 – DISPUTES & APPEALS**

### **51. DISPUTES, PROTESTS & COMPLAINTS**

51.1 Clubs/Independent Teams wishing to lodge a dispute, protest or complaint about any matter relating to the Senior Domestic Competition must do so via in writing through their contact addressed to the Competition Manager.

51.2 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.

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

## **SENIOR DOMESTIC COMPETITION RULES & BY-LAWS**

51.4 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 CEO. Any Club/Independent Team that is likely to be affected by a decision made under this Clause shall be entitled to send 1 person as representative and be heard at a meeting which is dealing with the matter.

51.5 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, as detailed in 72.1. Such bond shall be refunded if the appeal is successful.

### **52. APPEALS COMMITTEE**

52.1 Where a Club/Independent Team lodge 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.

52.2 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 in regard to any upcoming season and/or particular match.

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

52.4 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, Club/Independent Team to the extent necessary to arrive at an equitable solution to suit circumstances in individual cases.

52.5 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.

52.6 Where, on appeal, a finding is overturned in favour of the appellant, the Bond as detailed in Clause 72.1 shall be returned.

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

### **SECTION 7 – GENERAL INFORMATION**

#### **53. ALTERATION TO THESE RULES**

53.1 These By-Laws shall be reviewed periodically by the CEO and Competition Management for additions, removals, corrections, or changes.

53.2 Competition Management may seek feedback from the Clubs/Independent Teams and the CEO in relation to any considered any additions, removals, corrections, or changes to these by-laws.

53.3 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 which clearly states the grounds for such a request.

## **SENIOR DOMESTIC COMPETITION RULES & BY-LAWS**

53.4 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.

53.5 Clubs/Independent Teams shall be notified in writing prior to the start of the next scheduled season of additions, removal, correction, or change made to these By-Laws.

### **54. GENERAL PROVISIONS**

54.1 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.

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

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

### **SECTION 8 – POLICIES**

#### **55. WORKING WITH CHILDREN CHECKS (WWCC)**

55.1 The MEBA Domestic Competitions have adopted the Basketball Victoria Policy and relevant Victorian Legislation regarding working with children checks (WWCC).

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

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

55.4 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.

55.5 The only exemptions that are recognised by BV and therefore the MEBA, are sworn members of the Victoria Police Force and registered Victorian School Teachers. In these instances, proof in the form of a photocopy of their occupation registration along with a copy of their driver's license must be held by the Club/Independent Team.

55.6 Any coach who coaches a team without a valid WWCC will be deemed to be an ineligible participant and will forfeit any game they have coached in.

#### **56. PHOTOGRAPHY POLICY**

56.1 The Senior Domestic Competitions operate and adhere to the guidelines detailed in the Basketball Victoria Photography Policy as amended from time-to-time.

<https://www.basketballvictoria.com.au/resources/association-resources/policies>

#### **57. CLIMATE POLICY**

57.1 The Senior Domestic Competition operates and adheres to the guidelines detailed in the Basketball Victoria Climate Policy as amended from time-to-time unless, at the Competition Managers discretion,

## **SENIOR DOMESTIC COMPETITION RULES & BY-LAWS**

the decision is made on a case-by-case basis to implement the climate policy at a lower temperature.  
<https://www.basketballvictoria.com.au/resources/association-resources/policies>

57.2 Where, under the Climate Policy a game or games are abandoned or cancelled, the results of the match will be in line with Clause 41.

### **58. INJURIES**

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

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

58.3 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).

58.4 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 will be determined in accordance with Clause 54.

### **59. BLOOD POLICY**

59.1 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.

59.2 All clothing and/or equipment (including the match ball) that becomes contaminated with blood must be replaced prior to player returning to the

game, or in the case of equipment, before the game recommences.

59.3 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.

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

### **60. CONCUSSION**

60.1 The senior domestic competitions operate and adhere to the guidelines detailed in the Basketball Victoria Concussion Policy as amended from time-to-time. <https://www.basketballvictoria.com.au/resources/association-resources/policies>

### **61. ICE**

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

61.2 Where a player suffers an injury or is involved in an incident that requires ice to be applied, that player is not permitted to return to that game or any other game that day.

## **SENIOR DOMESTIC COMPETITION RULES & BY-LAWS**

### **62. FIRST AID**

62.1 Venues are not equipped with first aid kits or medical staff. It is recommended that each team carry a first aid kit to all matches.

### **63. JEWELLERY POLICY**

63.1 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.

63.2 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.

### **64. FINGERNAILS, GLOVES, WRISTBANDS, HAIR, & ACCESSORIES**

64.1 Fingernails must be closely cut and smooth to avoid injury to other players. The referee may inspect the fingernails of one or all players, male and female, at any time during the match. Any fingernails that are not closely cut must either:

- (a) Cut and file their fingernails;
- (b) Cover the nails with nail tape; or

The player must leave the court area and not return until suitable action has been undertaken and the referee has reinspected the nails.

64.2 Gloves may be worn by players, for medical purposes provided, under the consideration that 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) Do not pose an injury risk to other players.

64.3 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.

64.4 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.

### **65. EQUALITY**

65.1 As noted above, the MEBA aims for its senior domestic competitions to be an inclusive, safe and enjoyable sport for all and be an environment that enables each player to develop to the full potential of his/her ability and desire.

65.2 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.

65.3 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.

### **66. PANDEMIC, EPIDEMIC, INFECTIOUS DISEASES**

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66.1 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 whether in this document or otherwise, in the best interests of the MEBA and/or to ensure the MEBA's continued viability.

### **67. CRISES OPERATIONS**

67.1 From time-to-time the MEBA may face unusual or unplanned circumstances which may impact the standard operations of the competitions. In these situations, 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 – FEE SCHEDULE**

### **68. FINANCE**

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

68.2 To maintain financial standing with the MEBA in the senior domestic competition, Clubs/Independent Teams must make payment of all monies owed to the Association by each due date.

68.3 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.

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

### **69. MATCH FEES**

69.1 Match Fees (also known as Team Sheet Fees) are determined and advised by NABA each season.

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

### **70. FEES & CHARGES SCHEDULE**

70.1 The current charges relating to the MEBA Senior Domestic Competitions can be found in Article 71.2.

### **71. FINES & PENALTIES**

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

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

71.3 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.

71.4 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.

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71.5 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 or other events conducted by the association until such fine, penalty, suspension, disqualification or ruling has been complied with.

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**72.APPENDIX**

**72.1 FEE SCHEDULE**

<b>Category</b>	<b>Amount</b>
Team Entry Fee	\$75
Team Bond	\$210
Match Fee	\$86
Late Team Entry Fee	\$100
Notified Walkover Fee >24 Hours	\$150
Notified Walkover Fee <24 Hours	\$172
Unnotified/No Show Walkover Fee	\$200
Late Match Payment Fee	\$25 for every day the match payment goes unpaid
MML Match Fee	\$72
MML Notified Walkover Fee >24 Hours	\$130
MML Notified Walkover Fee <24 Hours	\$144
MML Unnotified/No Show Walkover Fee	\$172
Appeal Bond	\$210

## 72.2 TECHNICAL OR DISQUALIFYING FOULS

Technical or Disqualifying fouls in a season	Number of Matches Suspension
3	No suspension - A warning email or text message sent from the Senior Competition Manager about future technical fouls
4	Automatic <b>one</b> game suspension
5	Automatic <b>two</b> game suspension (not including the initial one game suspension for three technical fouls)
6	Automatic <b>three</b> game suspension (not including the initial one game and two game suspensions for three and four technical fouls)
7	Automatic <b>suspension for the remainder of the season</b> including finals