



JUNIOR DOMESTIC COMPETITION RULES & BY-LAWS

FOR ALL JUNIOR DOMESTIC COMPETITIONS OF THE

MELBOURNE EAST BASKETBALL ASSOCIATION
& GREATER EASTERN BASKETBALL CONFERENCE

Adopted by the MEBA Board & Effective From:

06 APRIL 2025

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

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SECTION 1 – GOVERNANCE

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 and Basketball Victoria Interpretations.

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 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 are defined:

“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 that is recognised as a member of the MEBA under its Constitution.

“Other Club” means a Club that isn't 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 the 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.

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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 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 but, at the discretion of Competition Management are permitted to enter teams into competitions.

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

6. CLUB DELEGATE

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

6.2 The Competition Manager must be informed by all Clubs/Independent Teams of the Delegates 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, and then through the CEO via:

Email:

lorraine@nunawadingbasketball.com.au

mark@nunawadingbasketball.com.au

8. MEETINGS & FORUMS

8.1 The MEBA Board and Competition Management aim to hold the following annual meetings to provide opportunity for face to face communication between competition staff and the Clubs/Independent Teams:

1. 1x Club Forum
2. 2x Club Information Meetings

Dates of meetings shall be determined annually.

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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 CEO 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. The year shall be split as follows:

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

11. AGE GROUPS & GENDER

11.1 The Competition Manager in consultation with the CEO 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:

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 CEO 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:

Summer Season	31 st December
Winter Season	30 th June

Summer Example:

A child who turns 8 years of age on 31st December, must play that summer season in Under 9's whereas a player who turns 8 years of age on the 1st January the following year is eligible to play in the Under 8's for that Summer season.

Winter Example:

A child who turns 11 years of age on 30th June, must play that winter season in the Under 13's whereas a player who turns 11 years of age on the 1st July that year is eligible to play in the Under 11's for that Winter season.

11.6 Where there is any doubt regarding a players age, a player may be called upon by the Competition Manager, Grade Secretary, Domestic Competitions Committee or MEBA Board to supply proof of their age. Proof must be supplied prior to the next match of the player.

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12. CLUB BOND

12.1 All Clubs/Independent Teams applying to enter teams into any competition must pay a Bond. The amount of such Bond shall be determined by the MEBA Treasurer prior to the commencement of each season and detailed in Clause 85.

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.

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

12.5 Where a Club/Independent Team cease 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 the Club/Independent Team does not request a refund of their Bond in writing within the 12 months the funds shall be forfeited to the Association.

12.6 Notwithstanding Clause 12.6, 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 as the Competition Manager prescribes.

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

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 by said Club/Independent Team 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.

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14. LATE ENTRIES

14.1 Late Entries from Clubs/Independent Teams may be accepted at any time at the discretion of the Competition Manager provided there are sufficient rounds remaining in the season 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 who is entered into the competition after the grading period has been completed must pay a late entry fee. The late entry fee amount shall be determined by the MEBA Treasurer prior to the start of each season and detailed in Clause 85.

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 the cost of 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 the cost of 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.

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 of an individual team, multiple teams or an entire Club 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 on the jersey or playing with jerseys that have 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 as the T-shirt colour for that game.

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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 the 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 (i.e. the team listed on the left of the screen) 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 Clubs/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 as detailed in Clause 20.1 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.

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22.4 Grade Secretaries, in consultation with the Competition Manager are responsible for evaluating all team entries and allocating teams into grades based on all entries received in that age group for that season. Competition Management reserve the right to change the starting grade of any team.

22.5 Re-Grading of teams, both up/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 (including up or down age groups) will be at the discretion of the Grade Secretary in consultation with Competition Manager and CEO.

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

22.8 Competition Management reserve 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. This includes, if all players registered with a team were not listed on the team's entry form or new players have been added to the team during the season.

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 Grades' "Finals Period" differs from the standard format as detailed in Clause 24.2, the Competition Manager shall communicate this variation to the Clubs/Independent Teams of the Grade involved as soon as reasonably possible but 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.

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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 for win, loss and draw:

Win	Loss	Draw
3pts	1pt	2pts

26.2 Where a team gives a walkover, the result will be a 10-0 win to the opposition along with the awarding of 3 premiership points to the non-walkover team and the walkover team receive 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 the awarding of 3 premiership points to the non-forfeiting team and forfeiting team receive 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 seasons "For" points scored by each team shall be used to determine the final ladder position of only the teams involved in the ladder tie.

SECTION 3 – PLAYERS & COACHES

28. PLAYER & COACH REGISTRATION

28.1 All players and coaches 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 13 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 responsible adult who is 18+ years of age sit on the team bench with them each game.

28.5 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.

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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.

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.

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 that the player plays in for that season and the player 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. Clubs/Independent Teams who accept new player registrations after Round 4 of the Grading Period must apply for special consideration from the Competition Manager. All new players must play the final 2 games of the Grading Period.

28.10 Clubs/Independent Teams who accept a new players' 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 teams' 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 in any match or matches under a false name shall forfeit

that match and will receive 0 premiership points. The player who plays under a false name 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 final's 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.

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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 or 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 to the Club/Independent Team 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 hasn't been cleared from their previous Club/Independent Team will forfeit any match that player plays in with a score of 10-0 and 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", decimating the player pool of Clubs/Independent Teams while providing opportunities for players to play basketball with their friends while maintaining the 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 that is 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.

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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, Clause 32.3 and 32.4 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 32.3-32.5 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. Where a player is applying to transfer under Clause 32.6, Clause 32.2 still applies.

32.7 Where a Club/Independent Team receives transfer requests OUT from a player or players that are 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 detailed in Clause 32.2 to 32.4 do not apply.

32.9 Where a Club/Independent Team no longer exist, 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 or after breaking away from an existing Club/Independent Team, no clearances to the new Club/Independent Team shall be given for the first 2 seasons.

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.

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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 (across grading and regular season) because of injury or illness the Club/Independent Team must apply in writing, (along with providing a medical certificate that specifies the dates of games affected by the injury or illness) 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.

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 of 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, and the move is in the best interests of the overall competition.

34.7 Subject to Clause 34.6, where team(s) are moved up age groups, said teams may be required to play opposition that have been moved down age groups

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(e.g. U19 team moved down into an U17 age group).

Where this occurs, teams cannot play a team that is from more than 2 age groups above the age group the team initially registered into (e.g. an U13 team can play against an U17 team but not play against an U19 team).

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 (i.e. an U15 eligible player can only request to play down in U13's, not U11's or below).

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, and the move is in the best interests of the competition.

35.7 Subject to Clause 35.6, where team(s) are moved down age groups, said teams may be required to play opposition that have been moved up age groups (e.g. U15 team moved up into an U17 age group). Where this occurs, teams cannot play a team that is from more than 2 age groups below the age group the team initially registered into (e.g. an U19 team can play against an U15 team but not play against an U13 team).

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

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 6 players, the team may use a fill-in or fill-ins to bring the total number of players up to a **maximum of 6 players** (i.e. 1 substitute) playing in the match.

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37.2 Fill-in players may only be sourced from within that team's Club and must be sourced from the age group/grade in accordance with the prescribed "Fill-In Matrix" in **Appendix 1** or is a player who is of the correct age and does not hold a current Basketball Victoria License (e.g. player is not registered with another junior basketball competition).

Note: A Club can source a fill-in player only from within their own Club, however, this fill-in can be from a team on the same day of competition or from a team within their club on another day/night of MEBA Competition. (e.g. a Saturday girls' player from the club can fill-in for a Monday girls' team from the same club provided they do not play for another club on a Saturday and meet the age/grade criteria in the "Fill-In Matrix").

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

37.4 Where a team graded into an age group that is combined (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 (e.g. in the case of U19/21, the age group assigned will be U19's, so a player from U15 or U17 can fill in).

37.5 Any fill-in must enter their personal details as a fill-in in the electronic scoring system.

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. Where a fill-in is required, the Club/Independent Team is required to provide the Competition Manager with a list of unavailable players and also the name of the player(s) requested to be used as fill ins.

37.7 For all finals matches, a team can only request a maximum of 2 fill-ins, up to a maximum of 6 players total for that game (i.e. if a team only has 3 players available, the team must play the finals game with 5 players).

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 player's highest age group played (i.e. if the player plays in U13 and U15, the player can only be a fill in for U17's in the grades applicable based on the Fill-In Matrix).

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

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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:

- (a) 45 Minute Timeslot
- (b) 18 Minute Halves
- (c) 2 Minute Half-Time Break

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.

Note: A timeout called in the first half with less than 3 minutes remaining on the match clock shall only last as long as is left until the 2-minute mark (i.e. 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" of the game with 5 fouls.

40. REGULAR SEASON MATCH TIMING

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

- (a) 45 Minute Timeslot
- (b) 18 Minute Halves
- (c) 2 Minute Half-Time Break

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.

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

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" of the game with 5 fouls.

41. FINALS PERIOD MATCH TIMING

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

- (a) 55 Minute Timeslot
- (b) 18 Minute Halves
- (c) 2 Minute Half-Time Break

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" of the game 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.

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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 U08 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 U08 team in the U08 competition 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 in the game;
- (ii) do not cause interference in either the line of sight or direction in which referees or players are operating within;
- (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 42.1 the referees will be required to:

- (i) explain to the coach where it was deemed that they breached the Clause 42.1;
- (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 U08 competition does not have a "finals period". The U08 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
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 (e.g. U11/13) 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	Normal (10'0")
Under 11	Normal (10'0")
Under 13	Normal (10'0")
Under 15	Normal (10'0")
Under 17	Normal (10'0")
Under 19 & Above	Normal (10'0")

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45.2 Where two (or more) age groups are combined for a season (e.g. U11/13) 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	Normal
Under 15	Normal
Under 17	Normal
Under 19 & Above	Normal

46.2 Where two (or more) age groups are combined for a season (e.g. U11/13) 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	3 Seconds
Under 15	3 Seconds
Under 17	3 Seconds
Under 19 & Above	3 Seconds

47.2 Where two (or more) age groups are combined for a season (e.g. U11/13) 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
Under 09	Inner
Under 11	Inner
Under 13	Inner
Under 15	Inner
Under 17	Inner
Under 19 & Above	Inner

48.2 Where two (or more) age groups are combined for a season (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 (i.e. on the left of the screen) shall provide a scorer to operate the shot clock.

49.3 In all applicable instances under the rules of basketball, where a shot clock reset is required (e.g. shot hits the rim, a foul is called etc.) 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.

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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 (i.e. left of screen) shall be tasked with the scoreboard and timekeeping role and the team listed second (i.e. right of screen) 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 (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 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 attempt 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 teams 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. In this scenario, the score will revert to 0-0 and neither team will be awarded any premiership points.

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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 and 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 detailed in Clause 85.

52.5 Where a team owes money for a walkover past its due date, that team shall not receive any further premiership points until such time as 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.

53. DEFERRED GAMES

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

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. If any additional costs are incurred in relation to the deferral (e.g. court hire, referee loading, administration time) these 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 Associations control a match is unable to be played as fixtured (except walkovers) the Competition reserves the right to cancel or reschedule the match.

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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 CEO. 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 or spectator or any other person to follow the direction of the venue supervisor or staff then 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 outcome(s) prevail:

- (a) If the game is abandoned or cancelled before it starts the result will be a 2-2 draw.
- (b) If the game is abandoned or cancelled before the first half concludes the result will be a 2-2 draw;
- (c) If the game is 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 the 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 that is designed to increase a player's height, reach, grip or strength or in any other way given 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.

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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 3pt 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, at the request of the losing coach, the referees waive the implementation of the mercy rule, then 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 Clause 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, typically in and around the "key" 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 that has been 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 rule written in the VJBL "No Zone Rule".

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 age 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 less 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 of 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. If a team believes their opposition has played a zone, they must have their Delegate submit the zone complaint using the approved Form detailing why they believe their opponent played a zone as well as providing video evidence with at least 3 separate clips where they believe the team played a zone.

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.

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57.10 Following the lodgement of a zone complaint, Competition Management shall review information, footage, 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 the following penalties shall be applied:

First Offence: Warning.

Second Offence: Forfeiture of match.

Third Offence: Forfeiture of match and \$100 fine.

Fourth Offence: Forfeiture of match and \$250 fine.

57.12 Where a team is determined by Competition Management 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 as detailed in Clause 57.11.

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 CEO.

58.5 The CEO 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.

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 teams are 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 then that Club/Individual Team or individual may be required to attend a hearing of the

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Board which shall decide what action, if any, 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 a Behaviour Management Framework (**Appendix 3**) 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.

61. BEHAVIOURAL TECHNICAL FOUL

61.1 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 scorebench 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.

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 foul and penalties.

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 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.

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 the 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.

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.

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

64.4 The Delegate 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.

65. TRIBUNAL ATTENDANCE

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

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

65.3 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

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 via 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 reserve 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 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.

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.

67. APPEALS COMMITTEE

67.1 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.

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.

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

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 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 any 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 which clearly states the grounds for such a 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 additions, removal, correction, or change 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. WORKING WITH CHILDREN CHECKS (WWCC)

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

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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 years of age must hold a valid and current WWCC.

70.3 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.

70.4 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.

70.5 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.

70.6 Prior to Rd 1 each season, Clubs/Independent Teams must ensure that all coaches details are entered into the approved registration system. Any coach who fails to meet this obligation will be prohibited from coaching until such time as the policy is met.

70.7 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.

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.

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

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 Managers discretion, 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>

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 players parent/guardian, or representative of the team must call for the ambulance and accept responsibility for payment of any fee.

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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 will be 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.

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 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.

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

76. ICE

76.1 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.

77. FIRST AID

77.1 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.

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.

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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, 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
- (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 medical purposes provided they:

- (a) Are appropriate for basketball;
- (b) Do not give additional reach or grip;
- (c) Do not in any other way given an unfair advantage to the wearer; and
- (d) Aren't 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 As noted above, the MEBA aims for its junior 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.

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 whether in this document or otherwise, 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. In these situations, Competition Management shall notify the clubs and teams of the state of play and make any

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changes as it sees fit to the entire competition (or part thereof) in the interests of basketball.

SECTION 9 – FEE SCHEDULE

83. FINANCE

83.1 Clubs/Independent Teams are required to make payment of Team Entry Fees, Bond, Team Scoresheet 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.

84. MATCH FEES

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

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

85. FEES & CHARGES SCHEDULE

85.1 The current charges relating to the MEBA Junior Domestic Competitions are:

Category	Amount
Team Entry Fee	\$75 per team
Late Team Entry Fee	\$100 per team
Club Bond	\$210 per club*
Team Sheet Fee (Teammo)	\$94 per match
Team Sheet Fee (Invoiced)	\$92 per match
Team Walkover Fee	\$150 per team
Finals Team Walkover Fee	\$300 per team
Team Withdrawal (Grading)	\$150 per team
Team Withdrawal (Regular)	\$300 per team

**Includes each independent team*

86. FINES & PENALTIES

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

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

86.3 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.

86.4 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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86.5 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.