



## **Keilor Basketball Association**



# **Junior Domestic Competition**

**By-Laws**

**Effective from June 2016  
Amended 14/06/16**



**Keilor Basketball Association By-Laws**  
**Junior Domestic Competition**  
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**1. OVERVIEW**

1.1 Competitions will be administrated in accordance with the laws and Codes of Conduct of basketball as set out by the International Basketball Federation (FIBA), Basketball Australia and Basketball Victoria, excepting individual By-Laws as set out below by the Keilor Basketball Association Junior Sub-Committee (KBAJ).

**2. REGISTRATION OF TEAMS**

2.1 Teams seeking entry to competitions shall do so by lodging the prescribed forms, entering relevant information into the KBS nominated online form and fees as determined by the Keilor Basketball Association (KBA), by the stipulated date.

2.2 The KBAJ reserves the right to refuse entry to the competition as it sees fit.

2.3 As a condition of entry, each club agrees to abide by the By-Laws as written and as interpreted by the KBAJ.

**3. COMPETITION STRUCTURE**

3.1 The structure of the competition shall be determined by the KBAJ based on the quality of the teams entered.

3.2 The duration of the seasons shall be determined prior to the beginning of the season's commencement. Usually finals will not be scheduled for school holidays and long weekends however the KBAJ reserves the right to use these weekends if the need arises.

**4. REGISTRATION OF PLAYERS**

4.1 Players are required to be registered on the Keilor Basketball Associations nominated online Database/form prior to the commencement of the fourth round of each season. Late online registration will result in a penalty of one (1) premiership point each week until such as the online registration is received.



4.2 Registration of new players after submission on KBA nominated online database/form will occur as follows. The new player needs to clearly print their name, address, telephone number, date of birth and previous 12 months junior representative history on the back of the score sheet for their first game.

The new player shall also provide their signature. Note that under 10 players are not required to sign the sheet.

4.3 Teams playing unregistered players will incur a penalty of *one* (1) premiership point per player, per game, for all games in which the unregistered player /s plays.

4.4 Players must register in order to qualify for finals. Refer to Section 11 of these By-Laws.

4.5 A player may play in a second team which is higher in age (e.g. under 14 may play under 16 but the player must register with the second team. All other restrictions and terms of eligibility apply to this player. Players playing up an age group must not play in a grade more than one level below the grade they play in regularly (e.g. a under 14 “A” grade player must not play in any team below under 16 “B” grade). Any player who breaches the conditions of this by-law shall be declared an ineligible payer for the team in which he does not regularly play and penalties as outlined in by-law 5.3 shall be applicable.

## **5. PLAYER ELIGIBILITY**

5.1 Apart from the requirements under the registration, clearance and transfer clauses, the age provisions are:-

5.1.1 The competition season and timing will be determined by the KBAJ Committee

5.1.2 The competition is open to players in under 10, under 12, under 14, under 16, 18 & under and 23 & under age groups as determined by the KBAJ.

5.1.3 To be eligible to participate in an age group, a player must not exceed the competition age as at the 31<sup>st</sup> December of the calendar year in which the season ends.

5.2 Players must produce original documents of proof of age promptly on receiving such a request from the KBAJ.

5.3 A team which fields an ineligible player shall forfeit all games in which the infringing player participated. For percentage purposes, the score will stand if the offending team lost the game, otherwise the score will be recorded as a 2-0 win to the opponents. Zero (0) premiership points shall be awarded to the offending team.



## **6.GAME ADMINISTRATION**

- 6.1 Both teams are responsible for clearly completing the scoresheet with the following details: Team Name, Player's Names, Player's Numbers, and Coaches Name.
- 6.2 If the team name or name of players have been omitted, or are incorrect, then the offending team(s) will be penalised *one* (1) premiership point.
- 6.3 Player's names may be added to the scoresheet at any stage of the game, but they must be added before they take the court.
- 6.4 Only *ten* (10) names per team are allowed on the scoresheet.
- 6.5 All players, excluding the under 10 group, must sign the back of the scoresheet for each game. Failure to sign will result in the penalty as described in by-law 11.4. See section 10 for further details.
- 6.6 Both teams are responsible for providing a competent person to operate the score-bench.
- 6.7 A late starting team will be penalised *one* (1) game point per minute or part thereof after the starting time. After *ten* (10) minutes of such a delay, an un-notified walkover will be deemed to have occurred. The correctly constituted team shall be awarded a win in accordance with By-Law 15.2.
- 6.8 Teams must have at least *four* (4) players on the court before a game can commence.
- 6.9A representative from the winning team shall present the scoresheet within 30 minutes of the end of the game to the referee's office. Failure to do so shall result in the loss of *one* (1) premiership point from the offending team.
- 6.10 A player cannot play in more than one game in the same age group. Any player who does so shall be declared an ineligible player for the team in which he does not regularly play and penalties as outlined in by-law 5.3 shall be applicable. A player may play in a higher age group but must comply with the directions outlined in by-law 4.5.
- 6.11 A *three* (3) second key rule will apply to all under 14 and above age groups, and a *five* (5) second rule for under 10 and under 12 age groups.
- 6.12 Under 10 and under 12 age groups will shoot free throws from a mid point between the normal free throw line and the edge of the circle closest to the basket.
- 6.13 In junior basketball, for all age groups and grades (except under 10s) if a team is leading by 20 points or more, then the leading team is required to fall back behind their (3) point line following a successful shot attempt, or whenever the opposition team in-bounds the ball. No defense may be played until the ball is dribbled or passed across the centre line. The penalty for non-compliance is violation.
- 6.14 For teams playing in under 10 girls' and boys' competition, the playing conditions outlined in by-law 6.13 shall apply when a team is leading by 10 or more points.



6.15 Games cannot be played at any other venue or time to that specified by the fixture except at the discretion of the KBAJ as a result of venues becoming unavailable or other extenuating circumstances.

6.16 Where games are cancelled due to extenuating circumstances, eg power failures etc. the complete round will be cancelled if all teams in that grade are affected. However, if not all teams in the grade are affected, those who have had their games cancelled, will be awarded *two* (2) premiership points each and the bye team will be awarded *three* (3) premiership points. All players registered at that date will be deemed to have played the game and will be awarded a game towards finals eligibility.

## **7. POINTS ALLOCATION**

7. The winning team will be awarded *three* (3) premiership points and the losing team *one* (1) premiership point. *Two* (2) premiership points will be awarded to each team in the event of a draw.

7.1.1 At the conclusion of the regular season, should two teams be in an equal position on the ladder, percentage shall determine the higher position. Should both points and percentage be equal, the following method shall be used to split them.

7.1.2 The team's head to head record will be considered. First by comparing the number of wins against each other, with the team with the most wins taking the higher position. If this still does not separate them, the number of points scored in head to head competition will be totalled with the higher points taking the higher position.

7.1.3 Should this still not resolve the issue, the teams will play a deciding match during the week prior to the finals beginning to decide who will occupy the higher position.

7.1.4 This system will only apply to teams eligible to play in finals; all other teams will simply receive a tied ladder positioning.

7.2 In the case of a walkover the non-offending team will be awarded *three* (3) premiership points with the score of 10-0 for percentage purposes. The offending team will not receive any points.

7.3 If both teams fail to appear then neither team shall receive any points.

7.4 A bye is considered a win and awarded *three* (3) premiership points.

7.5 If a game is abandoned as a result of a team being unable to continue to field a team, the following shall occur:

7.5.1 If the team responsible for such actions is currently leading on points, the opposing team shall be awarded the game and the score shall be recorded as 2-0 for percentage purposes.



The team awarded the game shall be given three (3) premiership points and the losing team shall be awarded one (1) premiership point.

7.5.2 If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the winning team shall be awarded three (3) premiership points and the losing team shall be awarded one (1) premiership point..

7.6 If a game is abandoned as a result of the referee deeming the team's conduct warrants a cancellation, the following shall occur:

7.6.1 If the team responsible for such actions is currently leading on points, the opposing team will be awarded three (3) premiership points and a score of 2-0 shall be recorded for percentage purposes. The team responsible for the forfeit shall receive zero (0) premiership points.

7.6.2 If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the team will be awarded three (3) premiership points. The team responsible for the forfeit shall receive zero (0) premiership points.

## **8.UNIFORMS**

8.1 *Five* (5) game points will be added to the opponent's score for each player wearing an incorrect uniform (which includes the shorts and/or singlets) to a maximum penalty of thirty (30) points. Points must be added prior to the commencement of the second half of the game. Penalties shall be effective from the 4th game of the season.

8.2 A player shall not wear shorts that have pockets; any player attempting to play in such shorts will not be allowed to take the court. Taping of pockets is not permitted. Shorts must be the same uniform colour(s) including any trim.

8.3 Singlets or tops must be uniform and of the same colour.

8.4 All numbers must be the same colour and size contrasting to the singlets or tops. No player can take the court without a number. Taped numbers are not permitted.

8.5 Permissible player numbers are 0 and from 1 to 99. All other numbers are illegal and will incur a penalty as per by-law 8.1.

8.5.1 If a player's uniform has blood on it, the uniform must be removed. The player will be permitted to play in a clean singlet without a number which would then be regarded as 00.

8.6 New teams, or new players in established teams, must play in their uniform by the *fourth* (4) week of the current competition. However, if extenuating circumstances require an extension of time, permission must be obtained from the KBAJ.



8.7 In the event of a colour clash teams shall consult the uniform priority list to determine the colour of the singlets to be worn. The team required to change their singlets, may not take the court until the change is made.

8.8 If 2 teams from the same club are to play against each other, the lower ranked team will be responsible for wearing of the alternate uniform. The Lower Ranked Team is defined as the Lowest Identifying Number and does not relate to Ladder P osition. Eg BA (1) vs. BA (2), BA (2) is responsible for alternate uniform.

8.9 Any new club to the competition, or any current club intending to introduce new uniforms, must raise a submission to the junior committee. This submission must clearly illustrate the intended design and show clearly that the requirements of by-law 8.7 have been addressed. The submission must be approved by the Committee prior to the club playing in that uniform.

## **9.TIMING RULES**

9.1 Games shall consist of two halves of twenty (20) minutes. The game shall stop for timeouts in the last two (2) minutes of the second half only. The clock shall stop for all whistles in the last two (2) minutes of the second half, except where the mercy rule is in force as per by-law 6.13 and 6.14 the clock will only stop for timeouts. No timeouts will be taken in the last one (1) minute of the first half. Where a time-out is in progress prior to the one minute point of the first half, that time-out will cease at the one (1) minute point and the players will be called to resume play immediately.

9.2 Timing for the finals will consist of two twenty (20) minute halves with the clock stopping for time-outs throughout the game and for all whistles in the last one (1) minute of the first half, and for all whistles in the last three (3) minutes of the second half.

9.3 Extra periods (finals only) shall consist of five (5) minutes with the clock stopping for all whistles in the last one (1) minute of each such period.

9.4 Two time-outs per team per half are allowed.

9.5 The referee will start the clock two (2) minutes before the starting time and give both coaches a *one* (1) minute warning. The referee shall start or shall instruct the timekeeper to start the game clock, no earlier than the prescribed starting time for each match.

9.6 Timing rules will be posted on the score-bench of each venue.

9.7 A Heat policy may be implemented when in the opinion of the Referee Supervisor, environmental conditions are overly oppressive in accordance with the Basketball Victoria Heat Policy. The Senior Referee Supervisor will notify all relevant venues of this decision.

9.8 "*Heat Policy*" The heat policy shall be implemented as follows. Two (2) halves shall be reduced to 18 minutes duration, with one (1) compulsory timeout at the halfway point of each half. The clock shall stop for each of these compulsory timeouts, all others, in accordance with By Laws 9.1



and 9.2. Coaches should not view compulsory timeouts as a chance to coach players but as a chance for players to rest and re-hydrate and should encourage such.

## **10. CLEARANCES / TRANSFERS**

10.1 To be complete, an application for clearance must be submitted online via the Keilor Basketball website by the clearing player or the clearing player's guardian. A clearance then must be lodged via the KBA nominated online database/form and approved by the player's current club. The transfer will be assumed to be satisfactory unless the Competition Administration Officer advises the player otherwise.

10.2 No clearance will be granted after round *four* (4) of the current domestic season for transfers required in that season.

10.3 If a player is cleared to another club, he or she must qualify for the finals from the date of clearance.

10.4 Where a club has more than *one* (1) team in an age group, as from the *fourth* (4) week (inclusive) from the commencement of the current season, a player cannot transfer from their allocated team.

10.5 All clearances must be processed by the clearing club within fourteen (14) days of the receipt of application for clearance. Only the authorized delegate can accept transfers for their club. The KBAJ must be notified of any change to the authorized delegate.

10.6 Approved Clearances must lodged on the KBA nominated online database/form 48 hours before the player can play with his or her chosen club. A player cannot play with their new nominated club without a clearance being lodged. If this occurs the player will be considered to be an ineligible player under penalty 5.3. Clearance disputes must be finalized by the KBAJ within two weeks of the date of application of clearance.

10.7 If a player has not played for two seasons, and there is no financial obligation existing to his or her old club, an automatic clearance will be granted at any time during the season.

10.8 In the case of disbanded teams a clearance is required for all players when the team has not been disbanded for more than *one* (1) season.

10.9 A player who has been a Junior Representative Player (of any level including North West and Eastern Qualifying) in the previous twelve (12) months will not be cleared to a domestic team that already contains 3 or more Junior Representative Players.

10.10 Teams may have as many "home grown" rep players in a team as they wish/require, however no new rep players will be cleared to this team from other clubs if it already contains three (3) or more Junior Representative Players (including "home grown" players).

10.11 The term "home grown" shall refer to players who have grown up through the club (and



subsequently become rep players) or a player who has been with the club for a period of two (2) or more seasons.

10.12 Clubs should be wary about constructing “super teams” as this does not fit with the ethic of encouraging fair competition and sportsmanship

10.13 Failure to adhere to by-laws 10.9 and 10.10 will result in the Club being fined \$100 for every game in breach of these by-laws

## **11. FINALS QUALIFICATION**

11.1 The KBAJ will determine at the beginning of each season, the number of games required by players to qualify for the finals in each grade.

11.2 Qualification for finals commences from date of registration.

11.3 If in the opinion of the Qualifications officer, a player’s signature or number is deemed to be unclear or illegible, that player will not receive credit for those games towards finals eligibility.

11.4 Failure to sign the back of the scoresheet will result in that game not being counted towards finals eligibility except where in by-law 6.5

11.5 A fixtured “bye” is counted as a qualifying game provided that the player has registered prior to the bye occurring.

## **12. COMMITTEES**

12.1 The KBAJ shall comprise representatives of affiliated clubs in accordance with the Keilor Basketball Association By-Laws. Club representatives or their nominated representatives shall attend all scheduled KBAJ meetings in any given season. Failure to attend any 2 of the nominated meetings will incur loss of voting rights for the rest of the season.

12.2 Committees to handle grading, protests, clearances, etc. will be appointed by the KBAJ as required. The KBAJ will grade and re-grade teams as it sees fit.

## **13. REPORTS**

13.1 The Keilor Basketball Association and KBAJ will adopt the Basketball Victoria By-Laws in handling reports.



## **14. PROTESTS**

14.1 All protests or complaints must be in writing, addressed to the Chairman/Convenor, KBAJ and be lodged at the Keilor Stadium within *seven (7)* days of the incident.

14.2 Appeals against decisions of any committee or tribunal must also be lodged with the Secretary of the Keilor Basketball Association within *seven (7)* days of the date of the decision.

## **15. WALKOVERS**

15.1 Notified walkovers will incur a monetary penalty equal to the cost of that team's share of the scoresheet. After *three (3)* such walkovers in any one season the team may be disqualified. To be a valid notified walkover, the team giving the walkover must do so prior to 8pm on the Wednesday before the scheduled game

15.2 Notice of such a walkover must be given to the other affected team, the Keilor Stadium and the competition Administration Officer.

15.3 Walkovers not meeting the criteria of By-Law 15.1 will be deemed to be un-notified walkovers and will incur a penalty double that stipulated in By Law 15.1 (the entire cost of the team sheet). After two un-notified walkovers the team may be disqualified.

15.4 Where an un-notified walkover is given, the players of the team not giving the walkover must sign the back of the scoresheet to enable the round to be registered as a qualifying game for finals.

15.5 In the case of a notified walkover, all registered players of the team receiving the walkover will be awarded a game towards finals eligibility.

15.6 Where a team in the finals gives a notified walkover, team's finishing below this team shall be promoted to fill the relevant positions.

15.7 Where a team in the finals gives an un-notified walkover, the team will incur a penalty double that stipulated in By-Law 15.1 (the entire cost of the team sheet). In the event of such a walkover the team who has not given the walkover shall be deemed to have won the match and shall proceed to the next round of the finals. In the event that a team gives an un-notified walkover in a Grand Final, the team who has given the walkover shall not receive trophies or other prizes associated with the match.



## **16. GENERAL**

16.1 A club representative is required to report any injury of a player, to a member of staff at the stadium at the time of injury. Accident Claim Forms are available from the stadium during office

hours, or from the Basketball Victoria website at [www.basketballvictoria.com.au](http://www.basketballvictoria.com.au)

16.2 The Association may refuse entry to players teams, officials or spectators as it sees fit. The association may remove players teams, officials or spectators as it sees fit.

16.3 Drink or food is not permitted on the court area, players and officials drink bottles being excepted.

16.4 Ignorance of By-Laws is not a ground for appeal.

16.5 Only sport footwear with non-marking soles may be worn on the courts. Players with incorrect footwear will not be permitted to take the court.

16.6 Amendments to the By-Laws may be proposed to the KBAJ. Such amendments can only apply from the beginning of the following season and should pass through two (2) KBAJ meetings.

16.7 The KBA may amend these By-Laws from time to time to facilitate the running of the competition. This should preferably be at the beginning of the season but may occur at any time with teams being notified accordingly.

16.8 A basketball with blood on it may not be used and must be substituted. A player who is bleeding shall be removed from the court until the wound is covered and all traces of blood removed from the surrounding area. A player may not enter the court or remain on the court in a uniform with blood on it, but may replace the uniform with a makeshift top without penalty.

16.9 Smoking is not permitted within 30 metres of any venue. Where a venue is a school smoking is prohibited within 30 metres of school grounds (this includes car parks).

16.10 In these By-Laws, where a decision on rulings/interpretation is required to be made by the KBAJ, it may also be made by the KBA Board of Management. Decisions/rulings /interpretations by the KBA Board of Management will take precedence over those of the KBAJ.

16.11 All clubs are required to provide a volunteer(s) to assist the association. Clubs need to provide details of volunteer(s) to competition administrator at the stadium at the start of every season.

16.12 Medical certificates should be submitted within 21 days of the original date of injury.

Certificates must include a start and end date, e.g. 01/07/15-14/08/15. If the certificate does not have an end date, the



player is then required to get a dated certificate or statutory declaration clearing them to play.

Medical certificate are only accepted up the last round of the season. All certificates are accepted at the discretion of the office as delegated with the authority of the KBAJ.