

KILSYTH BASKETBALL

The logo for Kilsyth Basketball features the word "KILSYTH" in a large, black, serif font. The letter "S" is replaced by a stylized cobra snake with a red body and a black and white patterned hood. Below "KILSYTH" is the word "BASKETBALL" in a smaller, black, sans-serif font.

BY-LAWS

June 2016

KILSYTH BASKETBALL BY-LAWS

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KILSYTH BASKETBALL BY-LAWS

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KILSYTH BASKETBALL

BY-LAWS – as at June 2016

1. INTERPRETATION

1.1 In these By-Laws:

- "Association"** means the Kilsyth and Mountain District Basketball Association Inc. trading as Kilsyth Basketball;
- "Affiliated Association"** means other associations which are affiliated with either the Kilsyth Basketball or Basketball Victoria or Basketball Australia;
- "Appeals Committee"** means the three (3) persons appointed on an ad hoc basis by the Basketball Commission to hear appeals or disputes relating to any Association competition;
- "Association Competition"** means Basketball competitions conducted at the Kilsyth Sports Centre and at other venues sanctioned and managed by Kilsyth Basketball in which only registered players may compete;
- "Basketball Commission"** means the endorsed Commission answerable to the Kilsyth Basketball Board, charged with the responsibility of governing all matters Basketball for the Association;
- "Competition Committees"** means those committees elected pursuant to Clause 12 of the Constitution of the Kilsyth and Mountain District Basketball Association Inc.;
- "Official"** means an identified employee of Kilsyth Basketball, a Board Member of Kilsyth Basketball, a Basketball Commissioner, a session supervisor, the appointed referee and members of the Basketball Victoria (Outer Eastern) Tribunal;
- "Player's Registered Club"** means the member club or participating club through which a player is registered with Kilsyth Basketball;
- "Registrar"** means the Registrar (as at 1st December 2012 it is Competitions Administrator) of Kilsyth Basketball;
- "Junior"** individual player 17 years old and under;
- "Senior"** individual player 18 years old and over.
- "Washout"** Games cancelled due to circumstances beyond the control of Kilsyth Basketball.

1.2 The By-Laws of Basketball Victoria are applicable to Kilsyth Basketball domestic competitions and shall apply as if they were an integral part of these By-Laws.

- 1.3 The By-Laws of Basketball Australia and FIBA are applicable to Kilsyth Basketball domestic competitions and shall apply as if they were an integral part of these By-Laws.

2. ADMINISTRATION

- 2.1 The administration and accountability of Kilsyth Basketball competitions is the responsibility of the Basketball Commission.
- 2.2 The administration and conduct of Association competitions shall be determined by the Statement of Purpose of the Association.

3. SEASONS

Seasons shall be those periods of time determined by the Basketball Commission for the conduct of an Association Competition.

4. PLAYER REGISTRATION

- 4.1 Players competing in an Association Competition must be a member of Kilsyth Basketball by completing an Application for Membership Form, payment of the set fee and being accepted by the Association.
- 4.1.1 Registration to play with a team playing in a competition run by Kilsyth Basketball is effected by the lodgement of a Registration Sheet on application for team entry.
- 4.1.2 Additional players must be members of the Association. To register with their team during the season they must complete the Player Registration on the Stadium Scoring / Sporting Pulse electronic system or fill out the required details on the back of the scoresheet on the day of their first match i.e. if a player is playing junior, senior, open age and championship then four (4) separate entries must be made by that player.
- 4.1.3 A player can only be registered with one (1) Club in any one Association Competition.
- 4.2 A junior player who has not competed in Association Competition for three (3) consecutive seasons does not require a transfer to recommence playing, unless the absence has been the result of suspension or disqualification by the Association or any affiliated Association.
- 4.3 A player in the senior competition does not require a clearance to change clubs between seasons.
- 4.4 Players competing in the senior competition must be at least 14 years of age.
- 4.5 All Kilsyth Basketball competitions for participants 12 years and under are open to players of any sex or gender identity.

5. TRANSFERS

- 5.1 A senior competition player can transfer registration from one (1) club to another by lodging an electronic Clearance Form with the Registrar, signifying the consent of the registered club to the transfer or by a decision of the "Appeals Committee".
- 5.1.1 Uncontested Clearance - The player must lodge with the Registrar, a completed clearance form signifying the consent of both the club with which he is currently registered and the new club, before competing for the new club.
- 5.1.2 Contested Clearance - The player must lodge a completed clearance form signifying the opposition of the registered club (or an explanation of its absence) with the Registrar who shall convene a meeting of the "Appeals Committee" to be held within seven (7) days. The decision of the "Appeals Committee" is final.
- 5.1.3 Clearances whether granted or refused must be signed and returned by the club within seven (7) days or the player may take it to the "Appeals Committee". Clearances will be granted automatically on the 8th day.
- 5.1.4 The "Appeals Committee" shall be convened and duly appointed by the Basketball Commission, as per Item 9.
- 5.2 A transfer will be granted if an Electronic Clearance is lodged with the Registrar up to midnight after the completion of round three (3) of the competition, byes and grading included. A junior player must lodge an Electronic Clearance Club to Club.
- 5.2.1 A player can only have one (1) transfer each season.
- 5.2.2 Junior clubs with forty one (41) teams or more (boys and girls combined across all age groups) are permitted no more than one (1) player transfer, per grade, per age group, per season, to transfer to the same club without permission being granted at the Junior Forum.
- 5.2.3 Junior clubs with forty (40) teams or less (boys and girls combined across all age groups) shall be permitted to accept two (2) player transfers, per grade, per age group, per season without penalty – this will exclude "A" grade.
- 5.2.4 For the purpose of the transfer rule, all variances of each grade shall take the highest grade
i.e. A = A & ARes
B = B, B1, B2 & BRes
- 5.2.5 The grading of the transferring player is taken on the highest grade (within the age group) played by the transferee in the preceding season.
- 5.3 A senior competition player who has been granted a transfer may not compete with the new club in a lower grade competition than that in which he was competing with the previous club except with the approval of "Appeals Committee". The Clearance Form must be accompanied by a full explanation of the circumstances.

6. UNREGISTERED OR ILLEGAL PLAYERS

Unregistered Players

- 6.1 Teams playing unregistered players who remain unregistered in excess of seven (7) days of first playing, or who play an unregistered player in the last non-finals game of a season, will incur a penalty of loss of that games premiership points.
- 6.1.1 Notification of loss of any points shall be by a notice placed on the controlled venue's noticeboard, on the Kilsyth Basketball website and/or emailed to the club nominated contact person (Club Secretary).

Illegal Players

- 6.2 Teams playing a player using a false name or another player's name shall forfeit each game in which the offender played.
- 6.3 Any player using a false name or another player's name will be reported to the Basketball Victoria Tribunal.
- 6.3.1 An Official can ask any player to sign proof of identity, including player's name, date of birth and residing address.
- 6.3.2 Any player may be required to present to an "Appeals Committee" for proof of identity.
- 6.4 Any player who refuses to sign the proof of identity will be reported to the Basketball Victoria Tribunal.

7. TEAM ENTRY

- 7.1 Club registration is effected by concurrently:
- (a) Lodging a completed Club Registration Form with the Registrar, and
 - (b) The payment of all required fees and bonds.
- 7.2 New team entry is effected by:
- (a) Lodging a completed Team Entry Form with the Registrar, and
 - (b) The payment of all required fees and bonds.
- 7.3 Team entries received after the closing date will be entered into competitions as vacancies are available. Kilsyth Basketball will do all in its power to accommodate all team entry requests into its competitions.
- 7.4 Applications for single team entries in senior competitions shall be considered as applications for club registrations. A completed Club Registration Form shall be lodged by the person nominated as the Club Secretary, together with the Team Entry Form, fees and bonds.
- 7.5 Any club withdrawing teams after the fixtures have been compiled and distributed will incur a penalty, as determined by the Basketball Commission, or forfeiture of the Bond.

- 7.6 A club entering more than one (1) team in an Association Competition or in an age level of a junior domestic competition shall number each team in order of ability and provide the phone number of the person to contact for each respective team.

8. BONDS AND FEES

- 8.1 Clubs applying to register with the Association shall lodge a Bond with the Association.
- 8.1.1 Application for return of Bond money must be made in writing within 12 months of ceasing to compete in Association competitions.
- 8.1.2 Any uncollected money will then return to the general funds of the Association.
- 8.1.3 The amount of the Bond shall be determined annually by the Basketball Commission.
- 8.2 At the discretion of the Basketball Commission, the Bond may be forfeited if the club:
- 8.2.1 Withdraws any team from Association Competitions after the fixtures have been compiled and distributed;
- 8.2.2 Has a team disqualified from Association Competition/s.
- 8.3 The amount of fee payable for team entry shall be determined by the Basketball Commission prior to the commencement of each season and shall be due and payable upon the lodging of the Team Entry Form.
- 8.4 A club which fails to pay its Bond or Fees shall not compete in Association Competition/s.
- 8.5 Monies owing to the Association will be deducted from the held Bond before any refund is made.

9. APPEALS COMMITTEE – Appeal to the Basketball Commission

- 9.1 An “Appeals Committee” of three (3) persons shall be appointed on an ad hoc basis by the Basketball Commission, in order to hear appeals or disputes of any matter relating to Association competitions.
- 9.1.1 Generally the “Appeals Committee” will comprise; the President and two others, preferably from the Kilsyth Basketball Commission. If one or more of these persons is directly involved in the appeal or dispute then that person or persons would be substituted by another person or persons as determined by the General Manager as applicable.

10. ELIGIBILITY

- 10.1 In addition to the By-Laws applicable to player registration, the following By-Laws shall determine the eligibility of players to compete in different grades.

- 10.1.1 No player may compete in more than one (1) grade in any age group per round. Junior players may play in different age groups in which they are eligible.
- 10.1.2 Junior and After School Competition players registered and playing A or ARES Grade cannot play in C Grade or below regardless of the age group. Players cannot play more than one game per round in the same age group – if their team has a bye they can fill in. Players that qualify in a higher grade of the same age group cannot return to a lower grade in the same age group.
- 10.1.3 No player playing in a graded junior competition is permitted to play U7, U8 or miniball without prior permission from the Junior Convenor. Failure to gain permission will result in a loss of one (1) premiership point from the graded team the player is registered with.
- 10.1.4 Once a team has been entered, a player in that team may not play in a lower grade that season without prior approval of the relevant competition forum.
- 10.1.5 A player who has qualified for finals in the season with a higher grade may not return to the lower grade for that season, except for the provisions applicable to junior players in By-Law 10.1.1.
- 10.1.6 Players may be added to "A" grade teams at any time however if players are added to a lower grade team that team may be regraded at the discretion of the Junior or Senior Competition Committee.
- 10.2 Where a club has more than one (1) team in the one (1) grade, each team will be treated as if they were separate clubs and the transfer provisions will apply.
- 10.3 Players competing in any State, National, International or Elite League/s as determined by the Basketball Commission, or Kilsyth Basketball Championship competitions may not also compete in any other domestic teams below A Reserve or Section 1 standard, without prior approval from the Basketball Commission.
- 10.4 Junior players are required to play in the Kilsyth Basketball domestic season prior to attending try-outs for Junior Cobras, and play enough games to qualify for the finals. The exception being under 9 players in their first season of basketball, who must be competing in a current domestic competition.
 - 10.4.1 Upon being selected to play Junior Cobras and represent Kilsyth Basketball, players are required to continue playing in the Kilsyth Basketball domestic competitions.
 - 10.4.2 The Basketball Commission may consider any exceptions if a written application is made.

11. GRADING

- 11.1 The grading of teams shall be determined by the relevant Competition Committee based on the Team Entry Forms.
 - 11.1.1 If all players are not listed on the Team Entry Form or new players are introduced to the team during the season, re-grading of that team may be made by the relevant Competition Committee.
 - 11.1.2 Any team may be re-graded at the discretion of the relevant Competition Committee after the third (3) round of matches in any season.

12. WALKOVERS AND FORFEITS

12.1 If a team is not on the court ready to commence play with four (4) players within ten (10) minutes of the scheduled time of commencement as shown on the fixture, the game shall be awarded to the opposing team if it is on the court ready to play within the scheduled time and it shall gain three (3) premiership points and the score will be recorded as a 20 points to nil (0) win for that team.

12.2 If both teams fail to be on the court ready to commence play with four (4) eligible players within ten (10) minutes of the scheduled time of commencement as shown on the fixture, the score shall be regarded as nil (0) all and no premiership points shall be awarded to either team. The only exception shall be when the Competition Committee, or its delegates, has advised a team not to attend following advice of an intended walkover by a team, when the premiership points and score shall be awarded as in 12.1.

12.3 A team giving a walkover shall be liable to a fine for each walkover given.

12.3.1 The amount of the fine for walkovers shall be determined annually by the Basketball Commission.

12.3.2 Fines for notified walkovers given as per the table below shall be a less fine than normal walkovers.

Session Day	Notify by 5.30pm
Saturday AM & PM	Friday
Sunday	Saturday
Monday	Sunday
Tuesday	Monday
Wednesday AM & PM	Tuesday
Thursday	Wednesday
Friday	Thursday

12.4 A team which gives two (2) or more walkovers during a season may be disqualified for the remainder of the season at the discretion of the Competition Convenor.

12.5 A team playing an illegal player, i.e. a player who is not eligible to play in that team (e.g. a player registered with another club in the same competition) forfeits the game and may be liable for a fine, as determined by the Basketball Commission.

12.6 Premiership points in the case of a forfeited game shall be the same as in 12.1.

12.7 No premiership points will be awarded to teams with outstanding walkover fines.

13. FINALS

13.1 The four (4) teams leading in premiership points at the completion of the non-finals games will play in a final series to be conducted on the following system;

First Semi-Final	-	3rd plays 4th;
Second Semi-Final	-	1st plays 2nd;
Preliminary Final	-	Loser of Second Semi-Final plays winner of First Semi-Final;
Grand Final	-	Winner of Second Semi-Final plays Winner of Preliminary Final;

or by a finals system chosen by the relevant Competition Committee with a minimum of four (4) weeks from the end of the season.

- 13.1.1 If any teams are level on premiership points at the completion of the non-finals games, the team having the higher percentage taking into account the ratio of points for and against, shall take the position higher.
- 13.1.2 If teams remain level on percentage then a head to head ratio shall apply between the two teams tied on points and percentage.
- 13.1.3 If any teams are level in all respects, an elimination series shall be conducted on conditions decided by the Competition Committee.

13.2 **Eligibility for finals**

- 13.2.1 In order to be eligible to compete with a team in any finals a player must have registered with the team and then competed in one third (1/3rd) of the possible non-finals games for Seniors, After School Competition and Daytime Ladies and fifty percent (50%) for juniors with that team (entered by the player's registered club), or as determined by the respective Competition Committee/s when exceptional circumstances occur. Byes are not counted as qualification games. Any games played prior to registration do not count for finals eligibility.
- 13.2.2 Medical certificates may be accepted as evidence of injury/illness and can be used for exemption to game qualification criteria only if the medical certificate is submitted to the doorkeeper or convenor within fourteen (14) days of the diagnosis.
- 13.2.3 Where registered players are injured in the prior season they may become qualified for the next season during the injury period by a signed medical certificate and written application being lodged for consideration to the Basketball Commission.

14. **CONDUCT**

If in the opinion of the Competition Committee/s any player, official, team, club or supporter conducts themselves in a manner contrary to the best interest of Basketball, that player, official, team, club or supporter may be required to attend a meeting of the Basketball Commission for action to be considered or have the incident/behaviour reported directly to Basketball Victoria Tribunal for investigation.

15. **FINES AND PENALTIES**

Where any fine, penalty, suspension, disqualification or ruling is given or imposed by the Basketball Victoria Tribunal, the Basketball Commission or the Competition Committee upon any player, official, team, club or supporter, such person or persons shall not be permitted to participate in Association Competition/s or other events conducted by the Association until such fine, penalty, suspension, disqualification or ruling has been complied with.

16. UNIFORMS

- 16.1 All members of a team must wear identical basketball uniforms which shall consist of uniform colour and style shorts, base colour of singlets or top as approved by the Basketball Commission, with numbers of a contrasting colour.
- 16.2 Trim, panels, emblems or brand names are optional providing they are less than 10cm in width.
- 16.3 A player who competes in any game with an incorrect, faded or tattered uniform will incur a penalty of ten (10) points awarded against their team, for each player in incorrect uniform.
- 16.3.1 An incorrect uniform being a singlet or top and/or shorts of a colour or colours not consistent with the team colours.
- 16.3.2 A faded uniform being a singlet or top and/or shorts faded to the extent that the colour or colours differs noticeably from that of other members of the team.
- 16.3.3 All players shall be correctly numbered with all numbers being identical in colour, and numbers must be either printed or bonded onto the singlet. Kilsyth Basketball domestic competition allow player uniforms numbers 1-99 (Number 69 not allowed in Junior Domestic Competitions).
- 16.4 Shorts must be sports type, without pockets or tabs, or women's sports briefs.
- 16.5 Full length compression garments may be worn with a signed medical certificate lodged to the Competitions Convenor. These compression garments must be uniform colour or black. Medical certificates are valid for the season in which they are issued, exceptions will be granted for ongoing medical conditions.
- 16.6 Any new uniform or change to colour or design of uniform must be registered and endorsed by the Basketball Commission prior to use.
- 16.7 Basketball Victoria Domestic Uniform Policy is applicable to all domestic competitions.

17. UNIFORM PRIORITY

- 17.1 The Association will provide a set of player uniforms free whenever two (2) teams from one (1) club meet.
- 17.2 The Association will provide a set of player uniforms for use by any team upon payment of the prescribed fee as determined by the Basketball Commission.
- 17.3 Teams will be liable for the cost of replacement of any playing uniforms not returned immediately upon completion of the game, and for the cost of replacement of any playing uniform considered by the Basketball Commission to have been excessively damaged on return. Costs will be payable within fourteen (14) days of demand by the Basketball Commission. Non payment will result in forfeiture of the bond for that club and cancellation of all premiership points from the time of demand until full payment is made. Demand for payment will be considered to be the posting of account to the offending Club's Secretary.

17.4 Teams are given three (3) weeks at the start of each season to arrange correct uniforms before penalties are imposed.

18. REGISTRATION OF COLOURS

18.1 All clubs must apply to the Registrar to have their uniform colours registered. (It is suggested that no club order uniforms until approval of their colours by the Association).

18.2 Once a member club has been granted Registration of Colours, any club with similar colours will not be granted registration, but the Association may grant use of the colours, and the club granted use must change to another colour when playing a club with registered colours or hire a set of colours from the Association.

18.3 Registered colours of member clubs will be ranked in an Order of Priority, which is based upon length of time of registration as a member club.

18.3.1 If in the opinion of the session supervisor on duty, either team, or the referee in charge of the game, there is likely to be confusion caused by the similarity of the colours of the competing teams, the team with the lower priority must change to another colour or hire a set of colours from the Association. It is the responsibility of the lower ranked team to seek a ruling from the session supervisor on duty before the scheduled starting time of the match or incur late start penalties in By-Law 24.9.

18.3.2 If there is confusion caused by similarity of colours of two participating (non-member) clubs then a toss of a coin shall decide which team is to change colours.

18.3.3 Lists of colour priority for senior teams and for junior teams are attached to these By-Laws and are to be displayed on the noticeboard and Kilsyth Basketball website.

19. BENCH OFFICIALS

Each team must provide one (1) competent bench official (scorer or timekeeper) for each game in which the team is competing. Failure to do so could result in the game being forfeited by the offending team.

20. JUNIOR FORUM

Each club in the junior competition (with three (3) or more teams) is to provide one (1) representative for the Junior Competition "Forum" – which shall meet a minimum of six (6) times per annum.

The Junior Forum shall provide an opportunity for two (2) way communication between the Basketball Commission/Competition Committee and all Junior Domestic Clubs.

20.1 Only Clubs can vote at the Junior Competition Forum.

21. DISPUTES, PROTESTS

- 21.1 Any dispute or protest between teams or clubs not provided for elsewhere in these By-Laws shall be decided by the Appeals Committee.
- 21.1.1 Clubs likely to be affected by any decision of the "Appeals Committee" as a result of a dispute or protest shall be entitled to send one (1) representative to the meeting that is hearing the dispute or protest.
- 21.1.2 All disputes or protests must be made by the Club Representative by lodging a detailed written report with the Basketball Commission within 48 hours of the dispute or protest arising. All appeals must include a one hundred dollar (\$100) non-refundable payment.

22. TIME REGULATIONS

- 22.1 Game clock will start at the scheduled time.
- 22.1.1 Warm up time. There will be a two (2) minute timed warm-up given, prior to the commencement of a game.
- 22.1.2 Timing Rules
- Fifty (50) minute game
 - Two (2) x Twenty (20) minute halves
 - Three (3) minute half time interval
 - Forty Five (45) minute game
 - Two (2) x Twenty (20) minutes halves
 - Two (2) minute half time interval
- 22.1.3 The clock will stop in senior championship domestic games for all time-outs (permitted at any time) and all whistles in the last three (3) minutes of the second half.
- 22.1.4 No time-outs or substitutions will be allowed in the last minute (1) of the first half.
- 22.1.5 The clock will stop in junior domestic games, U9 to U21 inclusive, for all whistles in the last three (3) minutes of the second half.
- 22.1.6 No time outs in the last three (3) minutes of the second half, unless the clock stops.
- 22.1.7 5th personal foul substitution is to be regarded as a normal substitution.
- 22.1.8 One (1) time-out per team per half.
- 22.2 **Finals** – The clock shall stop for – All time outs and all whistles in the last three (3) minutes of the second half. **Extra time** – Five (5) minutes with one (1) time out each. The clock shall stop for all whistles and time outs in all extra time played.
- 22.3 Regulations regarding games and finals shall be determined by the Competition Committee.

23. SCORESHEETS

- 23.1 Scoresheets (when used) must be completed and/or details entered into the Stadium Scoring system and game fees paid to the Venue Doorkeeper before the scheduled time of the commencement of each game. Each player's number, given and surname, and the team name must be printed clearly when the scoresheet is provided.
- 23.2 Players names are not to be crossed off the scoresheet or removed from the Stadium Scoring system during the game as a player can arrive up to the final whistle and take the court.
- 23.3 At the end of the game any player who has neither fouled nor scored in the game must sign the back of the score sheet, if used (in order to testify their eligibility for finals games).
- 23.4 Failure to adhere to these rules will result in the loss of premiership points as determined by the Competition Committee.

24. GENERAL PLAYING RULES

- 24.1 The 24 second rule will not apply to Association Competitions.
- 24.2 All Kilsyth Basketball senior domestic competitions will use the outside three (3) point line (6.75m) where marked.
- 24.3 Competing teams must sit on either side of, and adjacent to, the score table. This position must be vacated immediately the game ends.
- 24.3.1 Any person sitting with the team while playing is regarded as part of that team.
- 24.3.2 Each team must provide one (1) competent bench official.
- 24.4 All substitutions and time outs are to be called through the score table except in the case of a playing coach.
- 24.4.1 5th personal foul substitutions are to be regarded as a normal substitution.
- 24.4.2 All substitutes must be ready to take the court immediately upon being granted.
- 24.5 No street shoes or runners which will mark the court surface are allowed on the playing areas.
- 24.6 Courts are to be mopped by the team that is named first on the fixture at half time.
- 24.7 No practice during time-out periods and only competing teams can use the court during interval and prior to the game.
- 24.8 The Basketball Commission reserves the right to refuse admittance to any person to any Kilsyth Basketball controlled venue.
- 24.9 If a team is not on the court ready to commence play with four (4) eligible players by the scheduled time of commencement as shown on the fixture, but is on the court ready to commence play with four (4) eligible players prior to the expiration of ten (10) minutes, a late start penalty of one (1) point for each (1) minute or part thereof shall be awarded to the opposing team.

24.10 After grading the following premierships points shall be awarded for Association Competitions:

Win	3 points
Bye	3 points
Draw	2 points
Loss	1 point
Walkover	Nil
Washout	2 points

Forfeiting team - no points

Non-forfeiting team - 3 points with score of 20 - Nil

24.11 Points for grading matches shall be decided by each Competition Committee.

24.12 If a player receives a personal technical foul, an automatic substitution for that player shall be called. The offending player must remain on the bench for five (5) minutes of playing time. This is also referred to as sitting in the "Sin Bin". Upon receiving a second (2nd) technical foul the player is disqualified from play for the remainder of the game and must leave the vicinity of the court.

25. TRIBUNAL

25.1 Tribunal members are nominated by Basketball Victoria.

25.2 Hearings shall be conducted in accordance with the Basketball Victoria By-Laws relating to tribunal proceedings.

25.3 The Club Secretary will be notified by the Kilsyth Basketball's Tribunal Convenor regarding date and time of any tribunal hearing.

25.4 All appeals against tribunal decisions must be lodged with the Basketball Victoria Tribunal in writing within seven (7) days.

25.5 Officials of the Kilsyth Basketball have the power to report players and/or coaches.

26. QUERIES AND ENQUIRIES

Each club must nominate one (1) person to contact members of the Association Secretary with queries and enquiries, such person is to be known as the Club Secretary.

27. CARE OF VENUES

27.1 Venue managers are empowered to exclude any person from that particular venue. Any three (3) members of the Competition Committee can suspend or fine a player, coach or official for damage to a venue. In each case, the player, coach or official so fined can appeal to a full meeting of the Basketball Commission.

27.2 Alcoholic beverages and illicit drugs must not be consumed by any spectators, players, coaches or officials during the course of any competition and any report of this offence will result in disciplinary action being taken.

27.3 Smoking is not permitted in any Kilsyth Basketball controlled venue.

28. GENERAL

28.1 The Basketball Commission may make a ruling on any matters not specifically covered in these By-Laws.

28.2 A By-Law may be altered in any manner and By-Laws may be added or removed by resolution of the Basketball Commission.

28.3 Clubs will be advised of changes to the By-Laws by display on the noticeboard and Kilsyth Basketball website within fourteen (14) days of the resolution of the Basketball Commission. The changes will be effective from the date on which they are first displayed on the noticeboard and Kilsyth Basketball website.

28.4 Ice is available from the Kiosk at the Kilsyth Sports Centre and Lilydale Basketball Stadium.

28.5 It is recommended that every team carry a first aid kit.

28.6 Two (2) basketballs per team are allowed into the controlled stadiums. They must be in a bag and remain under the control of the Coach or Team Manager at all times.

28.7 Players injured during a game who wish to claim compensation for the injury must lodge a claim form within thirty (30) days of that injury occurring.

28.8 Please check the Kilsyth Basketball website for up-to-date times and fixture changes. www.kilsythbasketball.com.au. Games played for eligibility in finals can also be checked here.

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

28.10 If any injury occurs during the game an insurance claim can be made. A claim form is available from the venue doorkeeper or the stadium office. The insurance does not cover all of your injury costs. Insurance information sheets are available from the venue doorkeeper or the stadium office

28.11 If any player is bleeding from an injury he/she must leave the court to attend to the injury. The player (or the team if the player is too injured) is responsible for cleaning up any spilt blood. Gloves and disinfectant are available at the kiosk and/or the doorkeeper.

28.12 **BY-LAWS** are displayed on the covered noticeboard and are available on the Kilsyth Basketball website www.kilsythbasketball.com.au.

APPENDIX 1

JUNIOR COMPETITION RULES

1. Size 6 basketballs are to be used for Under 9 to Under 14 inclusive. Size 7 balls for Under 15 to Under 21 inclusive. A size 6 basketball will be used for all girl's games regardless of age group.
2. The small line is used for foul shots up to and including Under 12.
3. Five (5) seconds in the key in offense up to and including Under 12, three (3) seconds Under 13 up.
4. All teams entered must have a club appointed non-playing coach at games.

UNDER 8 COMPETITION RULES

1. Size 5 basketballs are to be used.
2. No finals at the end of the season. Presentation is held for all players.

UNDER 7 MINIBALL COMPETITION RULES

1. Size 5 basketballs are to be used.
2. Timing – 2 x 17 minute halves.
3. No finals at the end of the season. Presentation is held for all players.

AFTER SCHOOL COMPETITION RULES

1. Five (5) seconds rule applies in the key.
2. Timing – 2 x 15 minute halves.
3. Teams that require a cancelled game, for a school camp or activity, must notify the Convenor by the following – Term 1 – By the start of the new season. Terms 2, 3 and 4 – By the beginning of that term. Teams that have notified by these times will receive two (2) premiership points for that game. For any cancelled games outside of these times, three (3) points will be awarded to the non-cancelling team, zero (0) points awarded to cancelling team. The score will be recorded as 10 points to nil (0) win for the non-cancelling team.
4. Penalty of two (2) points per player for incorrect uniform.
5. Teams must play man-to-man defence during the first half.
6. Mercy Rule – Any team to gain a lead of fifteen (15) points or more are to retreat behind the halfway line for each defensive play thereafter. This rule is to be used in conjunction with Rule 5. A team must still play man-to-man defence once the ball has crossed the halfway line.

APPENDIX 2

SENIOR COMPETITION RULES

1. Players from lower grades or sections may fill in for a team in the Kilsyth Basketball Championship Competition.

Once a player becomes qualified for finals in the Kilsyth Basketball Championship team they become a Kilsyth Basketball Championship player and may not return to the lower grade or section in that season.

2. Any team that fails to supply a scorer at the commencement of play will incur a ten (10) point penalty.

SENIOR MIXED COMPETITION RULES

1. Size 7 basketballs are to be used.
2. At the start of the game a team must be represented by at least two (2) female and two (2) male players on the court. The fifth (5th) player can be either male or female.
3. Four (4) players may start the game -two (2) females and two (2) males.
4. No more than three (3) of either sex may be on the court any one time.
5. If prior to the commencement of the game, a team cannot field the required players, normal late start penalties are to be applied. If after ten (10) minutes has elapsed a team is still unable to fulfil this requirement then normal walkover penalties are to be applied.
6. Male players (first half) and female players (second half) shall alternate halves to allow access in the restricted (key) area at either end of the court. Penalty – Violation side ball to the opposing team.
7. Any intentional defensive key violation by players is to be treated as goal tending; ie. Automatic 2 (two) points to the opposing team.
8. After the first warning by the referee further intentional infringements of the above rule will be penalised by a technical foul (for unsportsmanlike conduct) on the offending player.
9. 10 point rule – no player is allowed to score more than 10 points.
10. When all players left in the game and registered on the scoresheet have scored 10 points, then all players are allowed to score a further 4 points, and a team score may advance in increments of 4 points per player until time.
11. Prior to all eligible players scoring 10 points the following will apply –
 - 11.1 If a player on 9 points scores a field goal, only 1 point is allowed.
 - 11.2 If a player on 10 points is fouled and his/her team is in the bonus situation, then the player may nominate another player in their team who is eligible to shoot, the free or bonus shots and all points will count. (The nominated player must not have points which will then place them over 10 points if the free/bonus shots are successful, unless they are the last eligible player in the team to reach 10 points, in which case all points will count).
 - 11.3 If a player on 9 points or less is fouled in the act of shooting, all points will count if shot is successful and they shall take any bonus shots and if successful the points will count (even if this takes the player over 10 points.) They are not permitted any more points until all other eligible players left in game have reached 10 points.
 - 11.4 If a player on 10 points (or more due to 11.3) shoots and the basket is good, then VIOLATION, NO SCORE and side ball to the opposition as a result.
 - 11.5 If a player on 10 points (or more due to 11.3) is fouled whilst shooting, and is not eligible to shoot, then a side ball will result to their team (even if in bonus situation).
12. The above rules also apply to players who are on 3 or 4 points when their team is in the increment situation.

APPENDIX 3

CHAMPIONSHIP MEN COMPETITION RULES

GAME

1 HOUR TIMESLOT

4 X 10 MINUTE QUARTERS

Clock stops last 1 minute in 1st, 2nd & 3rd quarters

Clock stops last 3 minutes in 4th quarter

2 Timeouts per half (clock runs unless taken in period of clock stopping)

1 minute break between quarters 1 and 2

1 minute break between quarters 3 and 4

2 minutes break half time

3 person officiating

24/14 second shot clock (official supplied)

Teams must still provide a scorer

WHEELCHAIR COMPETITION RULES

1. Size 7 basketballs are to be used.
2. Competition is open to male and female players of all ages.
3. Sporting shoes must be worn by all players.
4. The uniform of the team members shall consist of –
Shorts or tracksuit pants of the same dominant color front and back, but not necessarily of the same color as the shirt.
5. Undergarments may be worn but must be the same color as the dominant color of the playing singlet or black.

DAYTIME LADIES COMPETITION RULES

1. Player Eligibility – The minimum age for players is 21 years, however teams are permitted to have one (1) player between the ages of 18 and 21 years per game.

APPENDIX 4

PRIORITY OF COLOURS OF MEMBER CLUBS

JUNIOR COMPETITION

Yellow

1. Maroondah Magic

Maroon

1. S.C.Y.C. Scorpions
2. Mt. Evelyn Meteors
3. Wandin Warriors

Green

1. Basin Wildcats
2. Maroondah Magic

Red

1. Montrose Vikings
2. SEBC Saints

Blue

1. Kilsyth Heat
2. M.L.B.C. Lakers

Teal

1. Eastern Eagles

Black

1. Mooroolbark Flashes

Navy Blue

1. Fosters Phantoms

Sky Blue

1. Wandin Warriors

APPENDIX 5

PRIORITY OF COLOURS OF MEMBER CLUBS

SENIOR COMPETITION

Yellow

1. Maroondah Magic
2. S.C.Y.C. Scorpions

Red

1. Montrose Vikings
2. S.E.B.C. Saints

Blue

1. Pembroke Cheetahs
2. Kilsyth Heat
3. Mt Lilydale Mercy

Black

1. Mooroolbark Flashes

Teal

1. Eastern Eagles

Maroon

1. S.C.Y.C. Scorpions
2. Mt. Evelyn Meteors
3. Wandin Warriors

Green

1. Basin Wildcats
2. Maroondah Magic

Sky Blue

1. Wandin Warriors

Dark Blue

1. Fosters Phantoms

APPENDIX 6

MAN TO MAN DEFENCE RULE

- Man to Man defence must be played in the first half of all Junior Domestic competitions up to and including Under 14's.
- Under the principles of correct Man to Man Defence, players may sag off their players into a "HELP" position and be in a position to guard their player should they receive the ball.
- Each defensive player must guard a player of the offensive team – they must know who they are guarding and be accountable for them e.g. know your opponents number.
- Teams may match up full court but no later than half court is stipulated.
- Failure to comply with this rule, after one warning by the Referee, will result in a technical foul being called on the offending team's bench.
- This rule does not apply when a team has less than five (5) players.

APPENDIX 7

JUNIOR DOMESTIC

POINT RANKING SYSTEM FOR REPRESENTATIVE PLAYERS

Player Points Ranking System is a way of trying to ensure a more even domestic competition and ensure a better quality of competition for all clubs.

1. Total Team Points (TTP) – 9 points per team from U12– U14 boys and girls inclusive

Each Representative Player will be allocated a Player Points Ranking (PPR) between 1-3.

Summer Domestic Season

For the summer domestic season (October-March) the PPR shall be calculated on the just completed VJBL Representative Basketball season.

Winter Domestic Season

For the winter domestic season (April-September) the PPR shall be calculated on the current VJBL Representative Basketball season.

2. The Player Points Ranking (PPR)

Championship League	-	3 points
Victorian Junior League	-	2 points
Regional Competition	-	1 point

- a) A player who transfers from one club to another (after Winter 2008) will incur a one (1) point penalty which remains for four (4) seasons. (Should this be a second clearance then it will be five (5) seasons). This/these players are never deemed to be a Home Grown Player.
- b) For the purpose of player replacement or injury a team may replace any player within By-Law restrictions provided the TTP is not exceeded.
- c) A player who has been recruited to play in a VJBL Representative Basketball team anytime after the start of the regular VJBL Representative Basketball season carries no points for that current domestic season.
- d) A player who plays grading and at least one (1) VJBL Representative Basketball game will carry a PPR for the corresponding domestic season.
- e) A quitting player carries no points provided they did not play the previous VJBL Representative Basketball season.
- f) Domestic players playing up an age group will carry the same PPR as would normally apply.

3. Player Loyalty Variations

Bonus for Home Grown VJBL Representative Basketball player: Deduct one (1) point from their PPR. A Home Grown VJBL Representative Basketball player playing in the Regional Competition will still have a PPR of one (1) point.

A Home Grown Player is defined as having played for **NO** other Kilsyth Basketball club, no matter which age group they joined that club in. i.e.: miniball to U21.

Failure to adhere to the above will mean loss of ladder points for every game the team is over the Total Team Points.