

JUNIOR DOMESTIC COMPETITION RULES

FOR
 GREATER EASTERN BASKETBALL CONFERENCE
 JUNIOR SATURDAY COMPETITION
 ALSO FOR
 M.E.B.A. WEEK NIGHT JUNIORS' COMPETITION
 M.E.B.A. FRIDAY NIGHT BOYS' COMPETITION

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1. INTRODUCTION

The Junior Domestic Competitions are administered by a competition committee (the "Committee") which appointed as provided for in the Constitution of the Melbourne East Basketball Association Incorporated (MEBA Inc) and which may determine rules applicable to the competition within its powers under the Rules of the MEBA Inc.

2. MEMBERSHIP OF CLUBS

- i. Application by a club for membership in a Junior Domestic Competition must be made on forms and by procedures prescribed from time to time by the Committee.
- ii. A prospective club which makes application for membership shall not be considered as a member of a Junior Domestic Competition unless it has received written notification of approval of the membership application from the Administrator of the Committee and has paid the required fees.
- iii. The Committee may at its discretion reject any application by a club for membership.
- iv. After the acceptance of the membership of a club the Committee may cancel that membership upon being satisfied that such club has persistently engaged in conduct which is prohibited by these Rules or if such club fails to comply with any of these Rules.

3. BONDS

- i. Each club applying to enter a team or teams in any competition conducted by the Committee shall first lodge a bond with the Committee equal to the cost of three (3) walkover fees.
- ii. In subsequent seasons, a further bond is not required except where the Committee increases the prescribed walkover rate.
- iii. The bond may be appropriated towards any amount owing by a club to the Committee (but the club shall be in breach of Rule *Penalties and Charges Outstanding* until the amount is paid and the bond reinstated).
- iv. The bond shall be retained by the Committee until such time as the club ceases to participate in competitions conducted by the Committee and application is made in writing by the club for the return of the amount so paid. Refund will be made subject to prior settlement by the club of all amounts owing to the Committee.

4. CLUB NOMINEE

Each club shall nominate one person to be appointed as contact or be available for contact by members of the Committee, club members or the general public with queries, information or enquires. It is the responsibility of the club's nominated person to acquaint their club of decisions of the Committee as advised.

5. COMPETITION SEASONS

The year shall be divided into two competition seasons known as "Winter" (school terms 2 & 3) and "Summer" (school terms 4 & 1).

6. AGE LIMITS

- i. Age limits for competitions shall be:-
 - a. Summer Season – Under the age of the prescribed competition (8, 10, 12, 14, 16, 18 and 23) on the 30th June in the year in which the season commences.
 - b. Winter Season – Under the age of the prescribed competition (8, 10, 12, 14, 16, 18 and 23) on the 31st December in the year prior to which the competition commences.
- ii. Any player may be called upon by the Registrar, competition committee or Grade Secretary to supply proof of age. This proof of age must be provided within seven (7) days of the initial request.
- iii. The prescribed age deadlines will be strictly adhered to.

7. PLAYER REGISTRATION

PLAYERS MUST BE REGISTERED IN ORDER TO QUALIFY FOR FINALS (RULE *Finals Series*).

- i. Players participating in competitions conducted by the Committee shall be registered with the Committee. Player data required for the administration will be submitted through an online registration system. A Team Registration Form (TRF) is required for each team entered for grading purposes only. Player details are required as follows: Full name, birth date, gender, suburb and postcode and age/grade played last season, do they play representative basketball. Clubs who fail to register their teams into the online registration system no later than 48 hours prior to a team's first game will incur a \$20 fine for each team within that club that have not been entered into the system.
- ii. After lodgement of team entries, NEW players (not previously registered online) must register their details by entering their Name, Date of Birth, Suburb, Postcode and Playing Number into the Electronic

Scoring System for the first game that they play. A player playing under a false name can be suspended for life.

- iii. Registration of a player with a club shall be valid for the period such player remains eligible to participate in competitions conducted by the Committee unless a clearance has been granted to Another club in accordance with Rule *Transfers and Clearances*. If a player does not participate in two (2) or more consecutive seasons in competitions conducted by the Committee that player may transfer to another club without requiring a clearance.

8. TEAM ENTRY

- i. Applications by clubs for teams entered in a competition conducted by the Committee shall be by:
 - a. The lodgment of the prescribed Team Entry Form and Club Details and Club Declaration Form fully completed and agreed to.
 - b. The lodgment of players in teams via the online membership system.
 - c. The payment of fees at the rate set by the Committee which must accompany lodgment of the Team Entry Form (see also Rule *Penalties and Charges Outstanding*).

The above (a), (b), and (c) shall be lodged with the Administrator or nominee of the Committee, by the date fixed by the Committee.

- ii. The Committee is not bound to accept applications. It may reject applications in respect of individual teams or clubs or impose such limitations on the number of teams or other conditions as it sees fit. Where applications for a team or teams are not accepted, the prescribed fees will be returned or credited to the club's account.
- iii. Any club withdrawing a team prior to the fixtures being drawn up will not receive a refund of the team entry payment, but may use such payment towards any late entry team for the same season. Any club withdrawing teams after the fixtures have been drawn up will incur a withdrawal penalty equalling the cost of three (3) walkovers (see also Rule *Penalties and Charges Outstanding*).
- iv. Clubs may withdraw teams without incurring a withdrawal penalty after the grading games (i.e. the first five fixtured games of a season) provided formal notification of this intention is made to the Committee (via the Administrator) prior to Round 3 of a season.
- v. Any club withdrawing teams after the finals fixture has been drawn will incur a withdrawal penalty equalling the cost of two (2) walkovers unless the team next highest team on the ladder in the same

competition agree to take the withdrawn teams place in the finals series (see also Rule *Penalties and Charges Outstanding*).

9. UNIFORMS

- i. Correct uniforms shall consist of uniform colour shorts, base colour (or coloured panels) of singlets and numbers (piping is not considered part of the uniform). Players wearing shorts of the style known as "bicycle shorts" are deemed to be out of uniform. For safety reasons, pockets are not permitted in shorts and no protruding jewelry may be worn. Hair is not permitted to be worn in plaits. Natural, Acrylic and Gel nails are deemed a suitable length as long as they cannot be felt or seen over the top of the finger and that they are rounded and not sharp in any way. If the referee deems the nails to be too long, the player will not be allowed on court unless the nails are cut or taped. This is the decision of the referee and their decision is final.
- ii. Numbers 0-68 and 70-99 are permitted for all junior competitions.
- iii. The penalty for incorrect uniform shall be the awarding of two (2) game points to the opposing team for each player taking the court in incorrect uniform with a maximum of ten points. FOR GRADING GAMES ONLY, R1-6, there is NO PENALTY to be applied when a (00) singlet is worn by a player waiting for a new uniform.
- iv. A club shall apply (to the Competition Committee) for registration of the colour and design of its uniform. The Committee shall draw up a list of clubs where the uniform registered indicates a clash of colour between two or more clubs. Refer List at Venues.
- v. When teams from two clubs with the same or similar colours meet in a game, the "home" team shall be obliged to change to alternative coloured singlet's or tops. The "home" team shall be the first named team on the fixture and score sheet. If the "home" team refuses to change to an alternative colour – see Rule *Uniforms* (VI).
- vi. When two teams of the same club meet in a game, (e.g.: AB1 v AB2) it is the club's responsibility to provide another colour uniform for one of the teams. Failing this, the first named team on the fixture and score sheet shall be deemed to be the "home" team and shall change to alternative colored singlet's or tops.
- vii. Where a team is required to change to an alternative colour under (IV) or (V), and refuses to do so, that team will forfeit the game 10-nil. The premiership points in such cases will be three points to nil.

10. GRADING OF TEAMS

- i. The grading of teams shall be determined at a meeting of the Grade Secretaries and shall be based on the lists of players submitted in accordance with Rule 5(iv).
- ii. Re-grading shall occur between rounds 3 and 6 and shall be effective from and including round 7. Re-grading Submission Forms from Clubs shall be lodged with the Administrator prior to the date advised by the Competitions Administrator at round 5. Clubs should utilize this opportunity to contribute valuable feedback regarding teams, by providing constructive assessments in the space provided. Written submissions on the prescribed form shall be endorsed by the Secretary or the Nominee (see Rule Club Nominee) of the Club making the submission.
- iii. The grading period is effectively six (6) weeks no further re-grading shall occur after round 7.

For the M.E.B.A. Inc. Friday Night Boys' and Week Night Junior (WNJ) Competitions:-

Based on the number of teams entered per season, variations to above grading rules may occur at the discretion of the Administrator, Friday Night and the WNJ Grade Secretaries.

NOTE: The above Grading Rules cover the age groups that compete in finals- U10-U23.

For Mixed U8:- MU8 Grading/Fixturing schedule (see Attachment 1).

11. PREMIERSHIP POINTS

For Grading Games:

- i. No Premiership points are awarded throughout the grading period. Points will be awarded from round 7 inclusive.

After Grading:

- i. A team winning a non-finals game shall be awarded three premiership points and the losing team shall be awarded one premiership Point. Where a game results in a tie each team shall be awarded two premiership points.
- ii. A team allocated a bye shall be awarded three premiership points.
- iii. If non-finals games cannot be played due to a power strike or other cause beyond the control of the Committee, the Committee may declare these games as tied games. (I.e. two premiership points to each team).
- iv. Premiership points for non-finals games may, in addition, be awarded or deducted as provided elsewhere in these Rules (e.g.: Rule 12(vi)).

12. FINALS SERIES

- i. Unless otherwise indicated by a split-grade fixture (e.g. G12A/B, B16C3/4), the four teams leading in premiership points at the completion of the rostered non-finals games will play in a finals series to be conducted within the Rules as laid down by the Committee.
- ii. If two teams finish on the same number of points, then percentage will decide their positions.
- iii. The finals play-offs for split-grade fixtures will be published on the website (www.nunawadingbasketball.com.au) prior to the last normal round of the season. The position of the split or splits in the grade is at the discretion of the Administrator and Grade Secretary.
- iv. In order to be eligible to play in a finals series a player shall have taken part in 50% or more of the games rostered for the season with the team the player intends to play. Byes count as qualifying games provided that the scheduled dates of the byes are later than the date of the player's first game played for the season. It is the clubs responsibility to ascertain the eligibility of a player from the Administrator no later than two weeks prior to the commencement of a finals series.
- v. When a player has taken part in less than the required number of games because of injury or other reasons a club may by writing to the Committee seek special permission for that player to participate in a finals series. Compulsory training sessions for selection in State teams (this does not include BigV or SEABL) shall be counted as games played in lieu of corresponding GEBC Junior Saturday Competition games. Clubs should supply a letter signed by the State coach for each training session in which the player has participated. The player must have played 1/3 or more of the games rostered for their Domestic team for the season.
No special permission will be granted if the written request has not been received at least seven (7) days prior to the commencement of a finals series.
- vi. When, because of injury or other reason satisfactory to the Committee, a team scheduled to play in a finals game is unable to attend with more than five players, the club must apply, by written notification, to the Competition Administrator 36 hours prior to the Elimination Final for a player in a lower age group and the same or lower grade be permitted to play, including the substitutes name, current grade and the player they are replacing. Recruit players using one of the following options to bring their team numbers up to no more than six (6) players.
 - a. Player/s from lower age who have taken part in 50% or more of the non-finals games rostered for the season in the player's normal age group and comply with the Eligibility ruling (see attachment 2).

REPLACING (A) ABOVE - The mid-week (MEBA) and Saturday (GEBC) competitions are two separate bodies. If a player plays mid-week and not in the GEBC, they are not eligible to play in the GEBC finals and vice-versa.

A player qualifies if they meet the following criteria;

- [i] Are actively playing in the designated competition
- [ii] Have participated in minimum amount of games for the current season

AGE GROUPS

If a player is eligible to play in a lower age group but elects to play in a higher age group for the current season, this player cannot then play in a lower age group unless the player has qualified for finals by having played the required number of games needed to do so. There are no exceptions for this player to play in a lower age group in order to make a 5th or 6th player if they are ineligible.

- b. For Grand Finals the club must reapply. You can only have 6 players.

- vii. No finals series shall be conducted for the MU8 age group. Instead, the following will occur:
For Junior Saturday Competition, extra games for this age group will be added to the fixture on the Elimination Final Day relative to the remaining age groups.
For Week Night Junior Competition, extra games for this age group will be added to the fixture on Elimination Final Day.

13. WALKOVERS AND LATE STARTS

- i. If a team does not field a minimum of four players within a period of ten minutes following the scheduled time of commencement as shown on the fixture, then the game shall be deemed a walkover. In addition games for U/8's to U/18's must have a responsible adult present on the bench. The game shall be awarded to the opposing team, if in attendance within the required time or if they have been notified previously by the Competition Administrator that their attendance is not required. The score will be recorded as a win for the non-absent team by a score of ten points to nil. The premiership points in such case will be three points to nil.
- ii. If both teams fail to appear with a minimum of four players within a period of ten minutes following the scheduled starting time, the game shall be recorded as nil all and no premiership points will be awarded to either team.
- iii. Except where there is an official timekeeper, it is the responsibility and decision of the officiating referee to determine when the period of 10 minutes following the scheduled starting time is reached.
- iv. For each full minute beyond the scheduled starting time that the game is delayed by any team not being present (with a minimum of four players ready to play), the opposing team while in attendance shall be

credited with one game point to a maximum of 10 points. After 10 minutes have elapsed, Rule *Walkovers and Late Starts* (i) takes effect.

- v. For each walkover given a team shall be liable to pay to the Committee an amount deemed to be appropriate reimbursement for expenses incurred by the giving of the walkover. (Such amount, as determined by the Committee prior to the beginning of each season, to be called a “walkover fee”.) Teams who do not notify the Competition Administrator at least three (3) hours prior to the scheduled start time of their game will be charged an un-notified walkover fine which will be 50% more than the normal walkover fee. In the case where a team shows up with less than four (4) players and are unable to field a team this will be deemed an un-notified walkover and will be charged as such (this does not include Forfeits where the team play an ineligible player to avoid a walkover. Any team which gives two or more walkovers during a season may be disqualified from the competition.
- N.B. A walkover given for a finals game will be charged at double the normal rate.**
- vi. With regard to eligibility for finals, a team receiving a walkover shall be given the same game points as for a BYE [Rule *Premiership Points* (IV)], players qualify as per Rule *Finals Series* (ii). A team giving a walkover shall receive zero game points and players shall not be credited with a game.

14. UNREGISTERED PLAYERS

NEW Players (not previously registered for the current season) must register on the Electronic Scoring System prior to the commencement of the first game that they play. See Rule *Player Registration* (ii).

- i. Teams playing unregistered players in a game shall forfeit that game.
- ii. The PENALTY shall be the loss of all premiership points for that game. The opposing team will be awarded three (3) premiership points for the game. Score line shall be 10 – 0.
- iii. Notification made by the Competition Administrator to the Club Nominee via the web site prior to the following round shall be deemed to be official notification.
- iv. Games played by players whilst unregistered shall NOT be credited to the players' total games for finals eligibility.

15. CLEARANCES

- i. Players wishing to transfer to another club shall obtain, on the prescribed form, a clearance from their present club and lodge this clearance with the Administrator of the Committee. **CLEARANCES WILL NOT**

BE ACCEPTED ONLINE UNDER ANY CIRCUMSTANCES. The penalty for playing a player who has not been cleared is the same as the penalty applicable to ineligible players (see Rule *Eligibility*)

Any player who does not play in any GEBC or MEBA competition for two consecutive seasons shall be permitted to change clubs without a clearance.

All transfers and clearances are subject to the final approval of the Committee

As a rule, the Committee will approve the clearance from one 'A' or 'A1' or 'A2' player per age group per season per receiving club for both a male and a female player. For this Rule, players shall be considered at their normal age group only. **The onus is on the receiving club to ensure compliance with this Rule.**

A club can only accept a clearance from one representative player per age group per season. This player must have played representative basketball within the past six months. i.e.: Nunawading Spectres, Knox Raiders, Ringwood Hawks, Waverley Falcons etc.

Only in exceptional circumstances shall more than one 'A' or 'A1' or 'A2' and representative male and female player be cleared per season and the reason must be stated clearly on the clearance form.

Transfer of B and lower grade male and female players shall not be restricted provided that such clearances do not render the losing club unable to field a team in the particular age group for that season.

Additional clearances may be approved at the discretion of the Committee. In all cases considered under this discretionary power, both the losing and receiving clubs shall unreservedly endorse the application. In exercising this discretion, the Committee will consider each application on its merits and make a decision with consideration to both, the desire to ensure that persons wishing to play basketball are not prevented from doing so, while ensuring fairness and equity of the competition is maintained for all participants. Where a sibling of the player seeking a clearance is already playing with the prospective club the clearance becomes automatic.

The Committee may consider whatever facts and circumstances they deem relevant in reaching any decision.

i. **Between Season Clearance**

Players wishing to transfer to a new club between seasons shall appear on their new club's team entry list and have their clearance form (dated as at competition start date) lodged with that entry list. The players shall be allowed to play with their new club from Round 1 unless advice to the contrary is received from the Committee.

ii. **Pre-Season Clearance**

Clearances received after team registration date (normally about six weeks prior to start of the season) but before Round 1, may be approved so that players can commence playing for their new club from Round 2. Result of the clearance application shall be notified to the-clubs concerned.

iii. **Mid- Season Clearance**

- a. Clearances received between Rounds 1 to 5 (inclusive) may be approved so that players can commence playing for their new club 7 days after receipt of the clearance application. The Administrator is to notify Club Contact of starting round of each player.
- b. Clearances received after Round 5 of a season shall be held over to the following season.
- c. The Committee may under exceptional circumstances review and grant approval for clearances received after round 5.

iv. **Other Clearances**

- a. Players who wish to transfer to another club, because their club has disbanded or has no teams entered in the competition, do not need a clearance.
- b. Any player, who wishes to transfer to another club because their club does not have a team entered in the Competition in their age group, is required to complete and lodge a clearance form with the Administrator. The receiving club shall be notified of the commencement date for the player concerned. The player will be an "ON LOAN" player and as such may transfer back to his/her original club, without penalty, at the end of the season. It is the responsibility of the losing club to mark the transfer form with the words "ON LOAN"

NOTE: For the purpose of this Rule, the Junior Saturday Mixed, Boys' and Girls' Competitions are considered as separate. As Junior Saturday Competition, Week Night Junior Competition and Friday Night Competition are deemed to be separate competitions, players may be registered and play for a different club on Saturday to their week night club.

- v. **Clearances Not Covered by the above Rules** shall be considered on their merit by the committee. Details shall be submitted in writing to the Administrator of the Committee.
- vi. **Appeals** – Decisions under this Rule can be subjected to Appeal (See Rule *Appeals*).

16. ELIGIBILITY

Eligibility refers to the movement of players between grades and age groups. All age groups shall be limited to ten players per team, per game, except for the lowest age group in a particular season.

Players can be added to the scoring system at any time during the game.

i. **DEFINITIONS – In this Rule:**

- a. Each season stands on its own; there is no carry forward of requirements from one season to the next;
- b. "games" refers to non-finals games; byes count as games played;
- c. "Section" - where teams of the same grade and age group are divided into separate competition groups (e.g. Section 1 and Section 2, or 14C1 and 14C2) for convenience of fixturing these are called sections.
- d. "normal age group" is the lowest age group in which a player is eligible to play;

ii. **PLAY IN DIFFERENT TEAMS IN THE ONE ROUND**

Subject to compliance with the rest of this rule - in any one round a player may play with only one team in the one age group, but may play in a number of age groups (e.g. an under 14 player may not play in two under 14 teams, but may play in an under 14 and in an under 16 team). See also Clause (vii).

Where a player has taken part in more than one game per age group per round (e.g. to avoid a walkover), the game points earned by the player's regular team shall be counted, the game points earned by any subsequent team shall be forfeited [see Clause (viii)].

iii. **PLAYER WHOSE TEAM HAS A BYE**

A player who plays for a team which has a BYE in any given round may not play for any team in that age group in that round.

iv. **CLUBS WITH TWO OR MORE TEAMS IN THE SAME GRADE & AGE GROUP**

Subject to compliance with the rest of this Rule - where a club has more than one team in the grade and age group concerned, players may move between teams until they have played three games in one team. They may not subsequently revert to another team. See also Clause (VI).

v. **PLAY IN SAME AGE GROUP**

- a. A player may move to a higher grade at any time but once the player has played three games in the higher grade, he/she must remain in the higher grade for the remainder of the season.
- b. A player cannot move to a lower grade once he/she has played three games in the higher grade. This is subject to Eligibility ruling (ii).

vi. **PLAY IN DIFFERENT AGE GROUPS (For Chart – see Attach. 2- page 18)**

Using FILL-IN players to avoid a walkover or forfeit

When, because of injury or other reason, a team is unable to attend with more than five players, the team may substitute players from lower age groups within their club or with a player that does not play in the same MEBA/GEBC Competition for another club. The table shown on Attachment 2 has been created so that teams may avoid being charged for a walkover and to avoid losing points for a forfeit.

Fill-in players are required to provide their details (including correct date of birth) on the electronic scoring system.

The chart is for FILL-IN PLAYERS ONLY and shows ALL grades permitted to be played by any player playing in a higher age group.

N.B. Clubs needing to play players in two age groups due to a permanent shortage of players in an older age team are required to notify the Administrator in writing when lodging team entries. Such players are required to play all grading games in both age groups so that both teams are graded fairly.

ANY VARIATIONS TO THESE RULES MUST HAVE PRIOR APPROVAL OF THE APPROPRIATE GRADE SECRETARIES AND COMPETITION COMMITTEE AND ADMINISTRATOR.

vii. **PENALTIES FOR INELIGIBILITY UNDER RULE 16**

A team shall forfeit all games in which it has used ineligible players. The opposition team shall receive 3 premiership points, the offending team shall receive 0 (zero) premiership points, the score line of the game shall be 10-0 to the opposition team. The maximum loss of points (due to conversion of wins to losses) until notification by the Administrator is 6 points.

Explanatory Note:

The purpose of Rule *Eligibility* is to prevent a team gaining an unfair advantage over another team, whether by accident or design, through movement of a player or players from one team to another. It is not intended to prevent a player from finding the grade suited to his/her skills or from 'making up' a team which might otherwise have to give a walkover. Clubs are strongly recommended to seek prior help from the Grade Secretary / Competition Administrator who shall assist in providing a ruling. Clubs have the right to appeal against such ruling.

17. APPEALS

- i. An Appeals Committee, shall consist of 3 panel members, appointed by the Committee to:
 - a. Hear submissions and deal with all disputed transfers and clearances of players from one club to another.
 - b. Hear submissions from the administrator of the competitions as to why a transfer or clearance was not granted.
 - c. Hear submissions and deal with all appeals regarding the validity of registration or eligibility of players to play in different age groups, teams or grades or in finals series (including appeals against the decisions of Grade Secretaries).

- d. Adjudicate upon such other matters as the Committee may decide to refer to the Appeals Chairman.
- ii. Reference to the Appeals Committee shall set out the grounds of appeal in writing and include payment of a bond (equal to a walkover fee). All appeals to be submitted to the Administrator of the Competition via the Club Secretary.
- iii. The Appeals Committee must adjudicate within the rules of the competition and may only deviate from said rule(s) in extreme circumstances.
- iv. The Appeals Committee has no power to change these Rules but is required to recommend revision to the Committee if it considers this necessary on the evidence of appeals heard.
- v. A decision by the Appeals Committee within its power shall be final.

18. DEFERRED GAMES

Deferral of rostered games, if requested and agreed by both teams, is at the discretion of the Committee. Applications shall be made to the Administrator of the Committee giving reasons.

- i. If the Committee decides that deferral is not practical or appropriate, the original fixture shall stand.
- ii. If the Committee agrees to the deferral they may:
 - a. Set a new date, place and time for the deferred game, which becomes the fixtured time for the purpose of these Rules; or
 - b. If unable to find a location within reasonable time, declare the deferred game forfeited by the team which first requested the deferral, but Rule 12(v) shall not apply.

19. BALL SIZE AND FREE THROW LINE

UNDER 8: **Ball Size:** 5 (Boys and Girls)
Free Throw Line: Extended
Seconds in Key: No Violation. (U8 is development and referees discretion should be applied)

UNDER 10: **Ball Size:** 6 (Boys and Girls)
Free Throw Line: Extended
Seconds in Key: 5

UNDER 12: **Ball Size:** 6 (Boys and Girls)
Free Throw Line: Extended

Seconds in Key: 5

UNDER 14: **Ball Size:** 6 (Boys and Girls)

Free Throw Line: Normal

Seconds in Key: 3

UNDER 16 +: **Ball Size:** 6 (Girls) & 7 (Boys)

Free Throw Line: Normal

Seconds in Key: 3

20. TIMING REGULATIONS

Regulations listed below are for the Junior Saturday Competition only. For Week Night Juniors and Friday Night Domestic Competitions see Attachment 4.

- i. In all rostered non-finals games 2 x 18-minute halves will be played.
- ii. In all rostered non-finals games the clock shall stop only in the last two minutes of the game for all whistles and shall not stop at any other time including the blood rule and referees time out, except at the expressed direction of the officiating referees.
- iii. One time out per team per half is permitted. There shall be no time outs permitted in the last two minutes of the first half.
- iv. In a finals series, the clock shall stop for all timeouts and five personal foul situations. In the last three minutes of the second half and extra time the clock shall stop for all whistles. Clock shall start on referees signal.

Extra time is five minutes on the clock. One time out per team permitted. Clock shall stop for all whistles in the last three minutes of extra time.

21. OFFICIALS (SCORE BENCH)

The Junior Domestic Committee has passed a motion that to perform the duties of a scorer for any of the Junior Domestic Competitions Monday to Saturday (inclusive) an individual **MUST be a minimum of 15 years of age and be a competent scorer.**

This rule is in line with the Victorian Basketball Scoretable Association.

Each team shall provide one competent bench official (scorer or time keeper) for each game in which the team is engaged. This scorer cannot be a coach. Failure to do so will result in a 2 point penalty to be applied at half time.

The Team listed as “home team” (first team listed on the Electronic Scoring System (ESS) or scoresheet) shall do visuals. The “Away team shall be on scoresheet or ESS. If both scorers agree, roles can be swapped.

22. CONDUCT OF PLAYERS, OFFICIALS, ETC.

- i. If, in the opinion of the Committee, any player, official, spectator or team conducts them self in a manner contrary to the best interests of junior basketball then that player, official, spectator or team may be required to attend and be heard at a meeting of the committee which shall decide what action, if any, shall be taken.
- ii. Clubs or teams playing a player or players under false names shall lose all premiership points for that game and shall be reported to the Committee for further action.

23. WORKING WITH CHILDRENS CHECK

- i. All coaches of a junior domestic team that has players, either regular or likely fill in's, under the age of 18 will require a Working With Children (WWC) check and a completed Basketball Victoria statutory declaration. This includes:
 - a. Teams in the Under 21 and Under 23 age groups where they have regular players or likely fill in players, who are under 18 years of age but do not include coaches who are themselves under the age of 18.
 - b. Coaches who are also parents or close relatives of players in the team are not exempt and must also complete a WWC check and statutory declaration
 - c. The only exemptions that are recognized by Basketball Victoria, and therefore Melbourne East Basketball Association, are sworn members of the Victoria Police Force, on receipt of a photo copy of their current police photo ID card and registered Victorian school teachers, on receipt of a photocopy of their current teacher's registration card.
 - d. In addition to coaches all junior domestic club committee members and members of the Junior Domestic Competitions Committee must also undergo a WWC check or provide a copy of one of the above listed alternatives.

Basketball Victoria Statutory Declaration will be required to be completed every 2 years and WWC checks every 5 years.

- ii. It is a legal requirement that all coaches, who coach players under the age of 18 on a regular basis, have a WWC card. Penalties for non-compliance are significant and can be applied to association and club officials. As such MEBA has no other alternative than to ensure that this occurs and as such any coach who fails to meet this obligation will be prohibited from coaching and games coached will be deemed to have been illegal and will be forfeited. Prior to round 6 in every season, any coach who has not completed the WWC check and has not notified MEBA of their WWC card number, expiry date or their receipt number and its expiry date will be INELIGIBLE TO COACH until these details have been received. Basketball Victoria has further imposed a requirement that all coaches and committee members must complete a statutory declaration form every 2 years. While there is no penalty under the law this is an obligation that MEBA is required to meet and as such the same requirements and forfeit penalties will also apply to the failure to complete a statutory declaration.

Note: Where the Coach/Club has a legitimate reason for not being able to sign the standard statutory declaration they must write a letter and forward it to the office of Gerry Glennen at Basketball Victoria, giving details of the reason why the statutory declaration cannot be signed.

- iii. Prior to round 1 of every season clubs must ensure that:
- a. All teams' coaches must be entered into Online Registration System Database.
 - b. All coaches have a valid and current WWC card or have applied for the card.
 - c. The WWC number and expiry date or the receipt number for an application for WWC check and date of lodgment, have been entered into the Sporting Pulse Database.
 - d. A list of the members of your club committee is sent to the Office and should include the WWC number and expiry date or the receipt number for an application for a WWC check and date of lodgment.
 - e. All coaches and committee members have completed their statutory declarations, updated Online Registration System and have been suitably filed for long term retention.
 - f. Where coaches or committee members have a police card or teacher's registration that proof in the form of a photocopy of the card and their driver's license is recorded and suitably filed for long term retention.
 - g. Each club will monitor their coaches status and use the reports that identify those whose WWC and Statutory declaration expiry dates are due so that renewals can be undertaken prior the expiry date being reached.
- iv. The club representative will enter the details of the check, receipt number, expiry date, lodgment data and statutory declaration details into the Online Registration System Database. Clubs will be able to

review the current status of all of their coaches by running a report in Sports Tg System at any stage of the season.

Details on the committees will be maintained manually as Sporting Pulse does not hold details of club committees in the system.

Note: If the person completing the check has not added MEBA in as one of the sporting bodies they are aligned to then a "Notification of change of personal details" form must be completed listing MEBA and your domestic club on the form. This ensures that your club and MEBA will be notified of any change of status that may occur.

All assessment notices will be kept in a secure filing cabinet within the offices of MEBA and will only be accessed by the one nominated employee. They will not be used for any other purpose.

- v. Where a failure is detected the office will advise the club, in case they had not already been informed, that this person is not able to coach or serve on a committee until the matter has been resolved. The Applicant is able to contact the Department of Justice regarding the negative assessment and has the right of appeal against it. The individual will not be eligible to coach until a positive assessment notice is received.
- vi. The Junior Domestic Competitions Committee WWC officer will monitor Sporting Pulse System to ensure that clubs have accredited coaches for all teams and will contact the club contact where this is not the case. The WWC Officer will also monitor club committee checks and the use of fill in coaches to ensure a fill in coach does not fill in on more than three occasions. On all occasions the WWC Officer will advise the club where a problem exists.

24. DISPUTES AND PROTESTS

- i. Any dispute or protest between teams or clubs not provided for elsewhere in these Rules shall be decided by the Committee. Teams or clubs likely to be affected by any decision made by the Committee as a result of a dispute or protest shall be entitled to send one representative to attend and be heard at the meeting which is dealing with the matter.
- ii. All disputes or protests shall be lodged in writing with the Administrator of the Committee (via Club Secretary) within five (5) days of the dispute or protest arising.
- iii. At the discretion of the Appeals Chairman, clubs may be granted an appeal against Committee decisions regarding disputes and protests. Clubs seeking an appeal against Committee decisions regarding disputes and protests shall lodge a request in writing with the Administrator of the Committee. A bond

(equaling the cost of a walkover fee) shall accompany the club's written submission. Such bond shall be refunded if the appeal is successful; and refundable, at the discretion of the Appeals Chairman (or Appeals Committee), if unsuccessful.

25. PENALTIES AND CHARGES OUTSTANDING

Where:

- i. Any penalty, suspension, disqualification or ruling given or imposed by the Committee upon any club, team, player, spectator or official; or
- ii. Any deposit, team application fee or other charge owing to the Committee by any club, team, player, spectator or official;

Remains outstanding or unpaid then such club, team, player, spectator or official shall not be permitted to participate in any manner in relation to any competition or event conducted by the Committee unless such penalty, suspension, disqualification or ruling has been complied with and any deposit, fee or other charge owing has been paid to the Committee.

26. CARE OF VENUES

- i. Venue Manager(s) are empowered to exclude any person from a particular venue.
- ii. Alcoholic beverages or any other illicit substances shall not be consumed by any spectator, player or official during the course of the competition and any report received by the Committee for this offence shall result in disciplinary action being taken under Rule *Conduct of Players, Officials etc.*
- iii. Any player, official, spectator or other person responsible for causing damage to a venue may be required to pay the cost of reinstatement as determined by the Committee. Any persons affected under this Clause shall be entitled to present their case in writing and to attend and be heard at the meeting of the Committee which determines the case.

27. NOTIFICATION

- i. Decisions of the Committee notified to the club's nominee under Rule 3, shall be deemed to be official notification.
- ii. Whilst the Committee shall accept documents received by mail from clubs which are required to lodge such documents under these Rules, it is impracticable for the Committee to acknowledge such lodgment. Accordingly:

- a. The Committee does not accept posting by ordinary mail as proof of lodgment; and
- b. It is the responsibility of each individual club's nominated representative to check matters such as lodgment of clearances, registrations, eligibility for finals etc. with the relevant officer of the Committee.

28. MEMBERSHIP AND VOTING

Membership, voting rights, procedures at meetings and other similar matters relative to the Junior Domestic Competition Committee activities are, as determined by the Rules of the Melbourne East Basketball Association Incorporated.

29. ALTERATION TO RULES

A Rule may be altered, added to, rescinded or inserted by resolution of the Junior Domestic Committee.

Note: Notice of a resolution in writing shall be lodged with the Administrator of the Committee at least 14 days before the Annual Meeting is held.

30. GENERAL

In any matter not specifically covered by these Rules the Committee may make the necessary ruling.

31. ATTACHMENT ONE

ZONE GUIDELINE

The Committee strongly encourages Clubs to direct their coaches coaching in under 14 and younger age groups to play Man to Man defence.

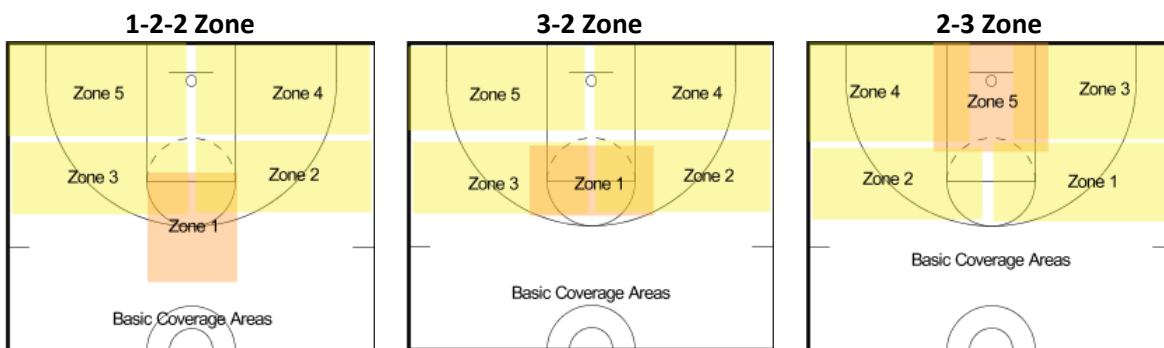
The only exception is when a team has no substitutions for the game.

Definition of zone defence: See diagram below:

What is a Zone Defense?

A Zone Defense is different from a Man-to-Man Defense in that instead of guarding a player, each defender is responsible for guarding an area of the court - or zone, and any offensive player that comes into that area. Zone defenders move their position on the court (within their designated area) in relationship to where the ball moves.

Zone Defenses can adopt a variety of player alignments, such as but not limited to the below;



The shaded zones in the diagrams above indicate the area each defender is designated to guard, as opposed to defending an individual player.

Why don't we allow Zone Defense to be played?

Whilst it is in many cases, the purpose of a No Zone Policy is simply explained, 'to teach players correct man-to-man principles', there are in fact a number of developmental skill objectives - both individual and team, offensive and defensive.

Zones limit an offensive teams' ability to penetrate the key, forcing the offense to take their shots from a greater distance. In the younger age groups, it is common for players to not yet possess the strength and coordination to execute a shot attempt whilst maintaining correct shot mechanics (shooting technique).

As a result, defensive skills such as 'closing out' and 'containment' are not taught and/or adopted with any significant value until later years.

Zone defenses generally do not apply much pressure to the offensive team, therefore developing an understanding and ability of 'ball movement' through 'passing' and 'dribbling' can also be restricted. Whilst being able to execute this against a zone is also important, like many aspects of skill development, building blocks are often the most effective way of skill acquisition.

Adopting to play a zone in the younger age groups can also develop complacency on the defensive end. Players can often play out of stance or upright, lose court vision and not develop correct 'boxing-out' techniques.

What is a Man-to-Man Defense?

Given that we have defined what constitutes a zone defense and why it is important it not be played in U8-U14 competition, it's best we also define what a Man-to-Man Defense is.

Man-to-Man Defense has each defender assigned to a designated offensive player rather than an area on the court. As a defender, you are accountable for containing (staying between your player and the basket) your designated player when he/she has the ball.

Teaching Man-to-Man Defense is often considered more complicated than coaching a Zone Defense. That is largely due to the perception that the many required individual defensive skills are more closely associated with Man-to-Man principles. Whatever the case, if you can work on teaching the following skillsets, you're well on your way to playing an integral role in the development of your young players.

Defensive Stance - Feet should be approximately shoulder width apart, with your knees bent (knees over toes), back straight and head up. Your weight should be evenly balanced on the balls of your feet and your arms should be up with palms forward.



Defensive Slides - When guarding your opponent on the move, we refer to what is called a defensive slide. Using quick, short steps (without crossing your feet over) you move your strong side / lead foot first. If you use your 'Defensive Stance' as a starting point, your first step see's your stance become wider, then your second step see's you return to balance. The aim when sliding is to stop your offensive players intended path to the basket - turn them to an alternative direction or make them pick the ball up.

Note: There are more advanced defensive movements, however we encourage the more traditional; 'Defensive Slide' be adopted in the early phases of development.

Man-to-Man Defensive Spacing

This is where we start throwing in team defensive concepts - these are much easier to instill as offensive spacing develops. The two go hand-in-hand and if repetition is provided during team training sessions, development will naturally occur at a faster rate.

Ball - when you are guarding the player with the ball. In your defensive stance (defensive slide if on the move) you want to maintain about an arm's length between you and the player with the ball.

Denial - when your offensive player is one pass away from the ball. In your defensive stance, you want to be one step off your player, towards the ball. Encourage an open defensive stance, chest up the court to maintain vision on both your own player and the player with the ball.

Help - when your offensive player is two passes away from the ball. Again in your defensive stance, you want to be on split line (an imaginary line length ways down the middle of the court). This discourages the offensive

team to penetrate the key but also allows enough time for you to 'close out' should the ball get quickly passed to your direct opponent.

Close Out - when the ball is passed to your offensive player, you must move towards them quickly and in a low stance (balanced). Your first 1-2 steps are long, your last several are short and quick as you throw your hands up to deter a shot. Because you are already in a low stance, you are able to shift into a defensive slide without losing balance.

Man-to-Man Rules and Rotations

There are so many concepts available to adopt when it comes to man-to-man rules and rotations, we won't confuse the intent of this document by diving too deep. When introducing man-to-man defense to young basketball players in a team environment, we encourage you to utilize the Shell Drill as your main teaching base. Below is a link to a video showing a basic execution of Shell Drill;

<https://www.youtube.com/watch?v=t9GWqQI-XVM>

MERCY GUIDELINE

The Mercy guideline is to help to promote sportsmanship in junior basketball. In simple terms, the defense is required to drop back to within the 3pt line, when under 8's, 10's & 12's are 15 or more points in front and under 14 and higher are 20 points in front.

FORMAL WORDING:

It is strongly advised that the leading team plays a man to man defense inside the three-point line, not a zone.

MIXED U8 GRADING – FIXTURING SYSTEM

The form of many teams in MU8 changes on a weekly basis. The Committee's aim is to, as near as possible, retain even grades throughout the season. As MU8 do not play finals, the Grade Secretary has the flexibility to re-grade where it is deemed necessary during the season on a one for one swap basis.

The following has been adopted as a guideline for the grading and fixturing of MU8 age/grades.

For the initial grading of teams, the Grade Secretary is guided by clubs' requests on the team entries and also by their own knowledge of the listed players (where they have played previously).

Game details for rounds 1-6 are issued via a fixture available on the web site.

After round 5, the Grade Secretary notifies the Administrator of the changes to take effect from round 7. ***

Game details for round 7 are issued via a fixture available on the web site.

Fixtures are issued via the web site from round 8 for the remainder of the normal rounds.

At the discretion of the Grade Secretary, there may be a further re-grading (on a one for one swap basis) prior to the end of the season.

For MU8 grades, extra games will be fixtured on the Elimination Final Day relative to the remaining age groups. On Elimination Final Day, all MU8 players shall be presented with a participation award following their last game for the season.

MEDICAL CERTIFICATES

Any player injured or ill during the season must produce to their club contact a medical certificate within **two** weeks of the injury or illness occurring for games missed to be counted towards finals eligibility.

Club contacts must forward to the Administrator this certificate within the two week period.

32. ATTACHMENT TWO

CHART FOR RULE 15 (vii) – PLAY IN DIFFERENT AGE GROUPS (FOR FILL-IN PLAYERS ONLY)

X = NOT ELIGIBLE TO PLAY IN THIS AGE GROUP

Playing Age & Grade	U10 Grade	U12 Grade	U14 Grade	U16 Grade	U18 Grade	U21 Grade	U23 Grade
U8-1	ABCD	x	x	x	x	x	x
U8.2	ABCD	x	x	x	x	x	x
U8.3	ABCD	x	x	x	x	x	x
U8.4	ABCD	x	x	x	x	x	x
U10A	-	AB	ABC	x	x	x	x
U10B	-	ABC	ABCD	x	x	x	x
U10C	-	ABCD	ABCD	x	x	x	x
U10D	-	ABCD	ABCD	x	x	x	x
U12A	x	-	AB	ABC	x	x	x
U12B	x	-	ABC	ABCD	x	x	x
U12C	x	-	ABCD	ABCD	x	x	x
U12D	x	-	ABCD	ABCD	x	x	x
U14A	x	x	-	AB	ABC	x	x
U14B	x	x	-	ABC	ABCD	x	x
U14C	x	x	-	ABCD	ABCD	x	x
U14D	x	x	-	ABCD	ABCD	x	x
U16A	x	x	x	-	A	AB	AB
U16B	x	x	x	-	AB	ABC	ABC
U16C	x	x	x	-	ABC	ABCD	ABCD
U16D	x	x	x	-	ABCD	ABCD	ABCD
U18A	x	x	x	x	-	A	AB
U18B	x	x	x	x	-	AB	ABC
U18C	x	x	x	x	-	ABC	ABCD

33. ATTACHMENT THREE

MELBOURNE EAST BASKETBALL ASSOCIATION INC. FRIDAY NIGHT BOYS' COMPETITION

THE M.E.B.A. FRIDAY NIGHT BOYS' COMPETITION SHALL UTILIZE THE RULES CURRENTLY EMPLOYED BY THE "GREATER EASTERN BASKETBALL CONFERENCE" JUNIOR SATURDAY COMPETITION WITH THE EXCEPTION OF THOSE SPECIFIED BELOW.

The M.E.B.A. FRIDAY NIGHT BOYS' COMPETITION excludes players who play "A" grade in the Victorian Junior Basketball League's (VJBL) Competition. (For the purpose of this Rule, "A" grade includes "Vic. Championship" and "VJBL 1" grades.)

The Committee recognises that players in the MEBA Friday Night Competition may wish to trial with the above teams.

This trial currently would occur in the first 4-6 weeks of the VJBL grading season (held during the period November to March).

It is not the intention of the Committee to prevent players from participating in such a trial and subsequently returning to or completing commitments to the MEBA Friday Night Competition.

Therefore, during the first six weeks of the VJBL grading season, players who have been part of the MEBA Friday Night Competition may:

- i. If unsuccessful, return to their MEBA team,
- ii. If successful, complete the current MEBA season.

Players who lose their position with a Representative team after the MEBA Friday Night Competition has commenced and wish to play in the MEBA Competition, must apply through their respective clubs to the Committee.

The purpose of this competition is to provide additional basketball competition of high standard for MEBA players, and as such, VJBL players not playing in "A" grade may compete. However, VJBL players may not be included in teams for the purpose of winning specific games – they must be deemed to be regular players. If in the opinion of the Committee, a team/club infringes the spirit of the Competition, the player/s concerned will be deemed ineligible for that game or games, attracting the appropriate penalty for an ineligible player.

It is the responsibility of the club to ensure that players do not already play "A", "Vic. Championship", or "VJBL 1" grades within the Victorian Junior Basketball League. This should be verified with each player prior to entries being submitted and prior to new players being added to a team.

34. ATTACHMENT FOUR

MELBOURNE EAST BASKETBALL ASSOCIATION INC.

WEEK NIGHT JUNIORS' COMPETITION (INCLUDING FRIDAY NIGHT JUNIORS)

TIMING REGULATIONS

- i. All Week Night Junior rostered non-finals games will run over **two 18 minute halves**, with **the clock stopping on all whistles in the last two minutes of the second half**, and shall not stop at any other time including the blood rule and referees time out, except on the expressed direction of the officiating referee.
- ii. **One time out** per team per half is permitted. There shall be **no time outs** permitted in the last two minutes of the first half.
- iii. In a finals series, the clock shall stop for all timeouts and five personal foul situations. In the last three minutes of the second half and extra time the clock shall stop for all whistles. Clock shall start on referees signal. Teams will be allowed two (2) time outs per half.

N.B. Extra time is five minutes on the clock. One time out per team permitted. Clock shall stop for all whistles in the last three minutes of extra time.

For finals, the clock shall be set at 20 minutes for each half if a one hour time schedule as allowed. If a finals time schedule is 50 minutes or less, 18 minute halves shall be used.