



BY LAWS

of

Mornington District Basketball Association  
Incorporated

**(as of Winter 2026)**

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Mornington District Basketball Association is a member organisation of Basketball Victoria and Basketball Australia any or all of their policies or rules or FIBA rules apply unless specifically stated in these By Laws.

## 1. Powers of the Committee

- 1.2 The Committee of Management (COM) shall have the power to suspend, disqualify, fine or otherwise deal with any teams or member thereof, any score-bench official, referee or spectator which or who has committed any breach of the constitution laws, or By-Laws, or rules made hereunder or practised, counselled or sanctioned any conduct is in the opinion of the Committee of Management, unbecoming, unfair, or contrary to the interests of basketball, after hearing relevant evidence from any teams, players or person connected with the incidents.
- 1.3 The COM shall have the power to make By-Laws and to alter, amend, add to or rescind same as the occasion may require. The By-Laws may be altered by resolution passed at a meeting of the Committee of Management, of which notice setting out the proposed amendment has been given to the Committee of Management members not less than twenty-eight days (28) prior to the meeting.
- 1.4 Any COM member whom are connected in any way with a matter, complaint or concern shall not take part in any proceedings in relation to that matter.

## 2. Team Registration

- 2.1 Team registration must be completed via PlayHQ and payment, as detailed. This must be completed prior to the closing date for the next season.
- 2.2 Any team withdrawing after the fixture has been completed will lose all monies paid and will be required to pay a \$200.00 administration fee. The administration fee is not applicable if it is a result of game rescheduling, in which case the decision will be made by MDBA Management.
- 2.3 The registration of any team with outstanding fines which includes withdrawal fees from a previous season will not be accepted.
- 2.4 All junior teams must have a registered Team Manager or Coach that has a valid Member Protection Declaration and Working with Children Check in attendance at all matches. Failure to comply will result in the match being forfeited and/or removal of the team from our competitions.
- 2.5 Registered teams are permitted a maximum of **10** players to be registered to a team.
- 2.6 The COM reserves the right to refuse any team entry to the competitions.

## 3. Late Team Entries and Refunds

- 3.1. Teams may enter after registrations have closed at the discretion of the MDBA Management. Subject to the following:
  - 3.1.1. Entries received after the close date and before fixturing will be included in the initial grading fixture with a fee and any applicable team entry fees.
  - 3.1.2. Late team entries received after the initial fixture is published are guaranteed to be included only at the discretion of MDBA management with penalty as per item above.

- 3.2. Refer to MDBA Refund Policy.

#### 4. Eligibility and Registration of Players

All registered players shall be eligible to play in association matches subject to the following conditions.

- 4.1. All players must be financial members of Basketball Victoria and Mornington District Basketball Association and registered with the teams in which they play by the first round of the season.
- 4.2. The COM reserves the right to refuse any player entry to the competitions.
- 4.3. Proof of age will be required at the time of first registration of players.
- 4.4. Players that participate in more than one team will be required to register online and pay the Mornington Basketball player registration fee for both teams.
- 4.5. Once a player is registered with a team (independent team), on the 3rd game with a team, that player cannot play with another team in that age group or division during that season, without a clearance. Refer to By Law 10.3 in regards to a player in a club team.
- 4.6. Unregistered fill in players are permitted to play 2 games with any one team. The player must register on the 3rd game. A fill in player must pay applicable fees a minimum of 10 minutes prior to the match starting via Teampay and entered into PlayHQ courtside. The penalty for not complying will be as per By Law 4.8.
- 4.7. The onus is on the team to ensure any representative player that fills in for the team meets the representative rule By Law 9. The penalty for not complying will be as per ByLaw 4.8 and 5.
- 4.8. A fill in player that registers during the season will have their previous matches (maximum of 2) counted towards their final's eligibility.
- 4.9. Players are NOT permitted to play under any other player's registration or name. All players must be registered in PlayHQ with the team. Penalties for this breach of the rules will be recorded as a forfeit for the offending team and the team will be awarded a loss of twelve (12) premiership points.
- 4.10. To qualify to play in the finals series, a player must play 5 games fixtured with that team and must be registered in PlayHQ. A bye is NOT counted as a qualifying game, a receiving forfeit IS counted towards eligibility and a forfeit given is NOT counted as eligibility, grading matches are counted towards eligibility.
- 4.11. A player wishing to register to a team after grading must complete an Added Player Application and submit to MDBA for approval prior to registering in PlayHQ with the team refer to Appendix E.
- 4.12. In the event of a player being ineligible to play in finals matches, the player may through the registered Team Manager (if an independent team) or through their club, apply to the association in writing no later than 14 days before the end of fixtured games for permission to play finals matches. The application must clearly outline valid and genuine reasons for the application and be supported by a medical certificate from an approved medical practitioner. The decision by MDBA Management shall be deemed final. Teams who play ineligible players in a final will forfeit that game and not be able to play any further finals matches.
- 4.13. Any player that injures themselves during the season and is unable to participate must provide MDBA with a medical certificate within 14 days of the injury or illness to seek eligibility for the missed matches.
- 4.14. The onus is on the team to follow the correct rules. Teams who play ineligible or unregistered players in any game will forfeit that game and be awarded a loss of twelve (12) premiership points.

- 4.15 A player must be under the age stated in the relative age group by the 31st December in the year of the COMPLETION of that Season.

## 5. Ineligible Player

- 5.1. An Ineligible player is one that:
- 5.1.1. Is not a registered player,
  - 5.1.2. Is over age for the competition,
  - 5.1.3. Has not been cleared from one team to another during the season in the same competition,
  - 5.1.4. Is suspended.
- 5.2. Referees do not have jurisdiction to determine the eligibility of players for a game. Ineligible players will be determined subsequently by MDBA Management.
- 5.3. It is an offence to play under an assumed name, or to arrange for someone to do so.
- 5.4. Penalty for playing an ineligible player:
- 5.4.1. 1st Offence - As per By-law 4.8 and \$50.00 fine.
  - 5.4.2. 2nd Offence – Disqualification.

## 6. Senior Players

- 6.1 Senior players may play more than one team provided they are in different divisions and they seek written permission from MDBA Management and register and pay applicable registration fees.
- 6.2 The policy for senior representative players (Big V) is that they cannot play lower than division 1. This will apply to current or players who have played Big V in the past 12 months.
- 6.3 Big V players that are also eligible for junior domestic competitions will still be eligible to play in their age group competitions but will be subject to By Law 9.
- 6.4 A player must of turned 16 years of age to participate in the senior competitions.
- 6.5 A player can fill in for a team in the same age group a maximum of 2 times.
- 6.6 Fill in players that are already registered in a team in the same age group will not be permitted in grading matches or any finals match.
- 6.7 A player can only fill in for a team in the same age group in a higher division than any team they are currently registered with.
- 6.8 The COM has the power to accept or reject any senior player application in the domestic competition. Acceptance or rejection will be decided using the following criteria:
- 6.8.1 Appropriate (age, division, etc.) placement,
  - 6.8.2 Fair competition,
  - 6.8.3 Behaviour.

## 7. Junior Players, Registration and Fill in Rules

- 7.1 Players cannot register in more than 1 team in any one age group.
- 7.2 A player can fill in for a team in the same age group a maximum of 2 times, but cannot register for a second team in that age group as per 7.1.
- 7.3 Current registered VJBL players must comply with the representative rule By Law 9.
- 7.4 A player can only fill in for a team twice in the same age group in a higher division than they are currently registered.
- 7.5 Fill in players that are registered in the same age group will not be permitted in grading matches or any finals match.
- 7.6 If a player is registered in a higher age group (than their natural age group), but wishes to fill in for their correct/natural age group they may do so, but must play in the highest and/or higher division than the team they are registered in.
- 7.7 Players in the junior competition may play additional weekly games in the older age grades and in senior competition (if 16 years of age) if they register in PlayHQ. Any junior player must complete an age indemnity form prior to taking the court if playing two age groups above or any senior competition.
- 7.8 Female players may play in male competition up to and including U14's.
- 7.9 The COM has the power to accept or reject any junior player application to play in the domestic competition. Acceptance or rejection will be decided using the following criteria:
  - 7.9.1 Appropriate (age, division, etc.) placement,
  - 7.9.2 Fair competition,
  - 7.9.3 Behaviour.

## 8. Representative Players & Eligibility for Mornington Breakers

- 8.1 Representative players will be those players who are currently playing VJBL or Big V or played in the previous season regardless of the association they represent.
- 8.2 To be eligible to represent Mornington District Basketball Association as a Mornington Breaker all players up to the Under 18 age group must:
  - 8.2.1 Participate in the MDBA domestic competition both Summer and Winter for the duration of the VJBL season.
  - 8.2.2 Must participate in a minimum of 5 matches per season.
  - 8.2.3 An injured player may submit a request for an exemption from domestic to the MDBA Management, which must be supported by a medical certificate.
- 8.3 Any player that does not comply with 8.2 above will:
  - 8.3.1 be suspended from the Breakers VJBL team by Round 5 of the Summer season until they register in a domestic team or pay a \$300 fine for each season they are not a registered domestic player.

- 8.4 A player may be eligible for an exemption from domestic if the following applies:
- 8.4.1 player in VJBL under 20's
  - 8.4.2 player over 18 years of age
  - 8.4.3 player studying full time, Year 12 only
  - 8.4.4 Big V, Youth League or Senior full time listed player
  - 8.4.5 State Development Program, State Performance Program, National Performance Program
  - 8.4.6 scholarship or equivalent in another sport
  - 8.4.7 State team or national team representative in either basketball or another sport
  - 8.4.8 Exemption request must be submitted to the MDBA Management with supporting evidence.

## 9. Representative Points System (Representative Rule)

- 9.1 Any junior domestic teams U8-U16 with representative level (VJBL) players are required to comply with a points system based on the level/grade of competition each player competes in. Refer to By Law 9.17 in regards to the representative rule for U18s.
- 9.2 This points system applies to all players irrespective of which association they are registered at.
- 9.3 There is no restriction as to how many representative players per team as long as each team complies with the points system, being a total of 12 points allowed **per match**. Refer By Law 9.13.
- 9.4 Representative points of a player do not count if a player does not play and is replaced by a fill in player. The total maximum representative points allowed per match is **12**, which includes any fill in player points.
- 9.5 A fill in player must register to a team after they have participated in 2 matches, but the team can only ever play a match carrying a maximum of 12 representative points.
- 9.6 Clubs and independent teams must ensure that each team meets the representative rule by the close of team registrations each season.
- 9.7 Any changes during the season to the team with respect to the participation of representative players, will require completion of the approved online form and final approval from MDBA, prior to the player commencing.
- 9.8 Criteria for points allocation is that the player's status at the start of the winter domestic competition remains in place until the end of the subsequent summer season, including finals.
- 9.9 The representative season is deemed to include all of the break that follows it, up to the commencement of the next representative season.
- 9.10 If a player quits representative basketball during a domestic season, this includes quitting in the middle of a representative season or in the break that follows that season, the player will hold these points until the end of that representative season.
- 9.11 Where a player who has only been playing domestic basketball, commences playing representative basketball in the middle of a domestic season, no points will apply for the

remainder of that domestic season. Points will apply to that player if the player continues domestic and representative the following season.

- 9.12 The total points per team is twelve **(12)** Individual player points are based on level of competition that player is registered in and competes in, as follows:
- Big V = 4 points
  - Victorian Championship (VC) 4 points
  - VJL 1 - 3 = 3 points
  - VJL 4 – VJL 6 = 2 points
  - VJL 7 & Below = 1 point
- 9.13 Players that elect to play in an older age group in domestic will carry their points with them to the higher age group.
- 9.14 If a player is competing in a higher representative level, for example an U14 representative player that is registered in an U16 representative team, will carry their U16 points with them for domestic.
- 9.15 If a representative player withdraws from the team during grading their points will be deducted from the total team points.
- 9.16 If a representative player withdraws from a domestic team after grading has been completed the player and the points will be removed from the team.
- 9.17 The points-based system does not apply to U18 domestic teams. MDBA reserves the right to grade U18 domestic teams with representative players in the highest division and/or move them up an age group.
- 9.18 Penalties for this breach of the representative rule point system, will be recorded as a forfeit in accordance with these rules. Any subsequent breaches the offending team will be awarded a loss of twelve (12) premiership points.

## **10. Interchange of Players within Clubs**

- 10.1 Clubs with two (2) or more teams in the same age group shall have the first (3) weeks of a season to stabilise their teams by interchanging their players between rounds. After the third round no interchange or players between such club teams may occur.
- 10.2 Club players are not permitted to register in two (2) teams within the same age group.
- 10.3 Once a player is registered with a club team and has played one match that player cannot transfer to another club during that season in the same age group, unless exceptional circumstances exist via approval from MDBA Management.

## **11. Team Clearances**

- 11.1 No clearance will be required between seasons.
- 11.2 Teams cannot change clubs once they are registered with a Club in PlayHQ. A “Club to Club Transfer Application” must be completed before the team is registered in PlayHQ to be eligible for a transfer.

## 12. Match Officials and Scoring

- 12.1 Each team is to provide a reliable official for the scoretable. The official needs to be a competent user of PlayHQ scoring and/or be supervised by a team official who is a competent scorer.
- 12.2 Each team must supply a competent score table official over the age of 14 years. If a team cannot provide a scorer by the start of the second half the Referee Supervisor will impose a 10 point penalty.

## 13. Working With Children Check and Volunteer Check

- 13.1 The Mornington District Basketball Association Volunteer Check assists in protecting children from sexual or physical harm by ensuring that people who work with, or care for them are subject to a screening process.
- 13.2 All coaches and team managers must register in PlayHQ provide all relevant information including a valid Working With Children Check (WWCC) to the Association BEFORE undertaking their role.
- 13.3 If a coach or team manager is not present, only someone who is registered in PlayHQ and holds a valid WWCC will be permitted to coach or team manage.
- 13.4 Any team with children aged under 18 years of age must have a registered Coach in attendance at every match.
- 13.5 The Association reserves the right to forfeit a match if the team is unable to comply with the above.

## 14. Grading

Grading of all competitions from Under 10's upwards will be as follows:

- 14.1 Divisions are defined as ability levels within an age group i.e Division 1, 2, 3 4, 5.
- 14.2 A four-week grading phase fixture will be in place for all competitions. Competitions with one division at the time of grading, may at the discretion of MDBA Management commence the normal season without grading matches.
- 14.3 Teams will be graded based on their performance in the preceding season, performance during grading matches, taking into account the number of team registrations, team movement and available resources.
- 14.4 Ladder points, percentage, eligibility will be reset to zero after the grading games.

- 14.5 Teams registering after grading phase will be required to pay a penalty to be included in the competitions from Round 5.
- 14.6 MDBA Management reserve the right to grade/regrade teams at any time during the season to ensure fair competition. If this results in a schedule change consultation will take place with the affected teams prior to the final decision being made.
- 14.7 MDBA reserves the right to grade/regrade teams at its own discretion and does not accept grading requests.

## 15. Match and Forfeit Fees

- 15.1 All Domestic match fees are to be pre-paid using Teampay.
- 15.2 Game fees for forfeited games will be refunded or credited to the following week.
- 15.3 Teams that use the referees and/or court during the forfeited game time will be ineligible for a refund.
- 15.4 Teams that forfeit more than twice during any one season, may be removed from the competition at Management's discretion.
- 15.5 All forfeits must be submitted to MDBA via Teampay. Teams who submit their forfeit 48 hours prior to the fixture game time will be fined a reduced amount to be determined by MDBA Management. Teams who do not submit a forfeit via Teampay will be regarded as a No Show and will be fined at a higher rate. Refer to season information guide for fine details.
- 15.6 Team Managers are required to register and have a Teampay account. This account must be used to pre-pay match fees. In the event that the Team Manager is absent then another member of the team must use the Teampay account to pay all applicable match fees a minimum of 10 minutes prior to the match starting. Failure to pay via Teampay may result in the team being removed from the competition and/or charged additional administration fees at MDBA's discretion.

## 16. Competition Rules

- 16.1 All domestic matches will be conducted under the official basketball rules of FIBA with the following modifications which apply to all matches except final series. Final series variations are listed in By-Law 15.
- 16.2 A team may commence the match with four (4) eligible players.
- 16.3 For all grades the clock is started at the scheduled time for commencement of the match, provided a referee is ready at the centre.
- 16.4 For each full minute a team delays the start of a game, the opponents are awarded 1 point. At the half way point of the first half (9 or 10 minutes) if a team is still unable to commence the match, they shall forfeit the game.
- 16.5 A Sin Bin is implemented in the domestic competition at MDBA for all competitions. Refer to Appendix A.
- 16.6 The Referees can stop the match at any time during the game and the clock will be stopped at the referee supervisor's discretion in all junior competitions.
- 16.7 No subs in the last minute of first half as the clock does not stop in all competitions. Unless for Sin-Bin, 5 personal fouls or injury.
- 16.8 No zone defence - All junior teams under 14 and down are expected to play one to one defence for the entire game. Refer Appendix B.

- 16.9 Coaches, assistant coaches, bench staff and players are subject to the Behavioural Technical Foul policy in these By Laws, Appendix D.

## 17. Timing

### 17.1 Regular Season Timing Rules

#### 17.1.1 U8, U10 competitions

- 2x 20 Minute Halves
- Clock does not stop

#### 17.1.1 U12 & above competitions

- 2x 18 minute halves
- Clock stops on all whistles in the last 2 minutes of the second half
- Each team is entitled to 1 time out in the first half and two time outs in the second half
- No time outs in the late one minute of the first half
- Only one time out per team can be used in the final two minutes of the game
- If you have yet to use a timeout you will forfeit that timeout as it enters the final minute of the game.

### 17.2 Finals Timing Rules

17.2.1 Time outs - during finals there will be 2 timeouts per half for each team for all age group competitions.

17.2.2 The clock will stop for the following:

- All time outs.
- All whistles in the last 1 minute of the 1st half
- All whistles in the last 3 minutes of the 2nd half and overtime

### 17.3 Finals Overtime and Golden Point

17.3.1 If the score is tied at the end of the game, the game shall continue with an overtime of 3 minutes

17.3.2 If the score is tied at the end of the overtime, the game shall continue until the next team scores. The first team to score shall be the winner of the game.

## 18. Rules for Junior Domestic Competition

### Under 8

- Size 5 Basketball.
- Backboards lowered to 8ft.
- 2 x 20 minute halves.
- Do not have time limits in the key.
- No 8 second rule.
- No cross court rule.
- No Zone Defence Rule applies.

- No three (3) point line. Three-point shots are counted as two (2) points only.
- Free throws from one metre forward of the normal free throw line Shooting goals in the wrong basket will not count.
- Once a team is leading by 15 points, the leading team be instructed to move to the back court and a violation will be called if the leading team double team the ball.
- Travel rules are not fully applied at the start of the Season. Interpretation of travel and double dribble violations are modified by officials to suit the development of the players. It is at the Referees discretion to apply the rule more stringently as the year progresses.
- Bonus Foul shots are taken on the sixth team foul.
- A player with 6 fouls is required to substitute out of the game.
- A player can only be registered for one Under 8 team per season and can fill in for another team in the same age group, as there are no ladders or finals in this competition.
- Two-time outs only per half, per team.
- No finals.
- No ladder.
- Social and fun competition to teach the rules and fundamentals of basketball.

#### 18.1 Under 10 Boys/Girls

- Size 5 Basketball.
- 8ft ring.
- 2 x 20-minute halves.
- Five (5) second rule in restricted area (key).
- Two time outs only per half, per team.
- No Zone Rule applies.
- No three (3) point line. Three point shots are counts as two (2) points only.

#### 18.2 Under 12 Boys/Girls

- Size 5 Basketball.
- 2x 18 minute halves.
- One time out per team in first half, two timeouts per team in second half.
- No Zone Rule applies.
- Inner three (3) point line used.

#### 18.3 Under 14 Boys/Girls

- Size 6 Basketball.
- 2x 18 minute halves.
- One time out per team in first half, two timeouts per team in second half.
- No Zone Rule applies.
- Inner 3 point line used.

- 18.4 Under 16/18/21-23 Girls and Women
- Size 6 Basketball.
  - 2x 18 minute halves.
  - One time out per team in first half, two timeouts per team in second half.
- 18.5 Under 16/18/20/23 Boys
- Size 7 Basketball.
  - 2 x 18 minute halves.
  - One time out per team in first half, two timeouts per team in second half.
- 18.6 Open Men, Over 30 Men, Over 40 Men
- Size 7 Basketball.
  - 2x 18 minute halves.
  - One time out per team in first half, two timeouts per team in second half.

## 19. Players Uniforms

FIBA uniform rules apply with the following exceptions:

- 19.1 Singlets must be correctly numbered back and front as per FIBA guidelines. Numbers 1 to 99 are permitted.
- 19.2 All teams are required to wear reversible numbered singlet.
- 19.3 In the event of a clash of colours, the first named team on the score sheet will change to alternate singlets which can be hired for a cost of \$10.00 from the MDBA Customer Service Desk.
- 19.4 The team shorts must be identical in colour and markings, which is seam strips, brand symbols and insignias. Shorts must be basketball shorts. Small (approx. 5cm) brand names by individuals are acceptable. Individual players cannot have large brand symbols across their shorts, or insignias such as Chicago Bulls unless all team members have identical markings. For each player non compliant with this rule the opposition team will be awarded 3 points. These points will be added at half time by the referee supervisor.
- 19.5 Pockets on shorts are not permitted for safety reasons.
- 19.6 Playing singlets must be identical in colour and markings. Teams are not permitted to have different logos of club/team names on their uniforms. Players who fail to have the correct playing singlet will not be permitted to take the playing court.
- 19.7 The referee supervisor may allow a fill in player to wear a singlet that is predominantly close to the team colour and the opposition team will be awarded 3 points for each non compliant singlet. These points will be added at half time by the referee supervisor.
- 19.8 Compression shirt may be worn under a singlet. The compression shirt must be in the same dominant colour as the singlet and the colour must be the same for all members of the team.
- 19.9 Players in women's competitions (from U14 girls onward) are not required to tuck playing singlets into shorts.
- 19.10 Full length compression tights maybe worn under uniforms if compliant with FIBA rules.

## 20. Fingernails, Rings and Jewellery

- 20.1 Fingernails should **not** protrude past end of fingertips; if they do they must be cut prior to taking the court or on instruction from officials.
- 20.2 Taping of nails are not permitted.
- 20.3 All jewellery and lip and nose rings or are not permitted.
- 20.4 Ear piercings are permitted but must be taped front and back before the game commences.
- 20.5 All wrist bands must be removed with the exception of material sweat bands.
- 20.6 Plaits not permitted. Ponytail tied with ribbon or elastic band is accepted. Hair combs and clips, plastic semi-circular hair restraints and beads are not permitted.
- 20.7 Braided hair with beads is **not** permitted.
- 20.8 Bobby pins and flat hair clips permitted.

## 21. Protests and Complaints

- 21.1 Any teams desiring to lodge an official protest must lodge it via the Club or via their Team Manager if an independent team. Protests must be lodged in writing and be submitted to MDBA General Manager, via your club within 48 hours of the completion of the match.
- 21.2 MDBA will use its own video footage for tribunal or disciplinary matters only.
- 21.3 Video footage is not used by MDBA to review referee decisions or scoring discrepancies, these issues must be addressed on match day with the referee supervisor.
- 21.4 The score at the time of the referee ending the match in PlayHQ scoring courtside is the final score and will not be changed.
- 21.5 Any team desiring to lodge a complaint in respect to any concern of the Association must do so in writing via the registered Team Manager or Registered Coach only. If the team is part of a club the complaint must be lodged via the Club with the MDBA General Manager.
- 21.6 Any member of the Committee of Management or employee who is connected in any way with either team shall not take part in the proceedings.

## 22. Admission and Registration Fees

- 22.1 Admission and registration fees and penalty for non-payment for the competition matches will be determined from time to time by the COM.

## 23. Player Health

- 23.1 Players participate in any match at their own risk.
- 23.2 Basketball Victoria and its affiliated associations must not prevent a woman known to be pregnant from participating in basketball only because of the pregnancy unless it is clear that the woman or her unborn child is at risk to their health.
- 23.3 The MDBA have adopted Basketball Victoria policy "Participants' Protection" in regards to Blood, Heat and Pregnancy policy. These can be found on Basketball Victoria web site [www.basketballvictoria.com.au](http://www.basketballvictoria.com.au).

## **24. Equipment Damage**

- 24.1 Any damage done deliberately to backboards, rings or Mornington District Basketball property or facilities must be paid for by the player/s that has caused the damage.

## **25. Hanging from Rings**

- 25.1 Any participant that is caught swinging/hanging from the rings as opposed from dunking will be automatically ejected from the stadium and given a 2-week suspension from attending the stadium. Referees, employees or COM members have the authority to issue a suspension.

## **26. Cancellation / Rescheduling of Games**

- 26.1 If a game or games are unable to be played as fixture (except forfeits) the MDBA reserves the right to reschedule games as necessary. Where a game/s is/are unable to be rescheduled 2 premiership points will be awarded to each team and the game will be treated as a 0-0 draw.
- 26.2 If an entire round of a fixture is cancelled due to circumstances beyond the control of the MDBA, the games will not be rescheduled. No premiership points will be awarded.
- 26.3 If a round is cancelled the registered players of the teams rostered to play will be granted a qualifying game for the finals. The bye team players do not receive a qualifying game.
- 26.4 In case of power failure or acts of God (flood/earthquake etc.), the following rules apply:
- 26.4.1 Games that have been completed prior to the failure shall receive game points and premiership points.
  - 26.4.2 Games called off prior to half time shall be called a draw regardless of which team was in the lead.
  - 26.4.3 Games called off after half time, the leading team is declared the winner.
  - 26.4.4 Games not played shall be considered a draw (2 premiership points) and a bye team will be awarded 3 Premiership Points.

## **27. Fixturing**

- 27.1 At times the MDBA may be required to amend fixtures for any competition. Any changes within 24 hours will be notified to all teams involved via either telephone, text message, email or social media. Teams are responsible for regularly checking fixtures for updates particularly throughout the first 6 weeks of a Season.
- 27.2 The MDBA does not accept special requests for fixtures (times, late games etc.).
- 27.3 Any request from teams to alter or change fixture games will not be approved.
- 27.4 Competitions may have an unequal amount of rounds and byes, due to the number of weeks in the competitions season. This is luck of the draw and no further consideration is given. Fixtures are automatically generated by the MDBA fixturing software and amendments will not be considered.

## **28. Public and School Holidays**

- 28.1 Games will not be played on public holidays but may be scheduled the day before a public holiday.

## **29. General**

- 29.1 MDBA Committee reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these by-laws.

## **30. Competition Points**

The following premiership points apply for all competitions.

- 3 Points for a win.
- 3 Points for a bye.
- 2 Points for a draw.
- 1 Points for a loss.
- 0 Points for a forfeit given.
- 3 Points for receiving a forfeit.

## **31. Domestic Club Affiliation Process**

- 31.1 For a club to enter teams in the Mornington District Basketball Association (MDBA) competitions they must demonstrate a strong and stable foundation and support structure for its members and complete the following, which is due 30 days after their AGM or by no later than 31<sup>st</sup> December.

The following documents are required:

- 31.1.2 AGM Minutes,
  - 31.1.3 Annual Report,
  - 31.1.4 Financial Statement,
  - 31.1.5 Strategic Plan (if available),
  - 31.1.6 Child Safe Policies.
- 31.2 Any clubs that do not affiliate by 31st December or are not compliant to the satisfaction of MDBA Management will not be permitted to enter MDBA competitions.

## Appendix A – Sin Bin

1. Sin Bin is implemented in the domestic competition at MDBA for all competitions. This rule is supported by Basketball Victoria.  
A player will have sinbin applied for Criteria 1 (No play of the ball) and Criteria 2 (Heavy or Excessive contact) Unsportsmanlike fouls and Technical fouls.
2. The sin bin does not apply for technical fouls delay of game or faking (flopping) technical fouls nor does it apply to all unsportsmanlike fouls Criteria 3,4 and 5.
3. The technical/unsportsmanlike foul will be called and administered in the usual way. The difference is that the player will leave the court and may not return to the game for five minutes of playing time.
4. The player may be substituted if a substitute is available.
5. The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may return to the court through a normal substitution.

### Examples:

Player who leaves court with time on clock 12:35 may return at the nearest available substitution opportunity after the clock ticks through 7:35.

Player who is sent to the sin bin at 3:20 in the first half may return after the clock ticks past 18:20 in the second half.

Any player who is Sin Binned with 5 minutes to go in the second half may not return to the game.

A player who is disqualified from the match must not only leave the playing court and any view of it but they must also leave the venue. The only time a player would have to leave the playing court and not the venue is for safety reasons. (Under 18 or after a fighting situation) This will be at the Referee Supervisors discretion

## Appendix B – No Zone Defence

1. All junior teams under 14 and down are expected to play man to man defence (not guarding space) for the entire game. Refer Appendix B.
2. The purpose of this rule is to improve the defensive skills of all MDBA participants. The focus should be education, not application of sanctions.
3. It is possible that junior referees will lack the confidence and skills to correctly assess whether zone is being played. At no time should a coach or parent complain to a referee about the opposition playing a zone defence.
4. It is possible the regular coach is absent and the stand in coach does not have the skills or knowledge to instruct the players in one on one defence. In this situation, the shift supervisor (or referee or even opposition coach) may provide instructional support for the stand in coach.
5. Where a referee observes and assesses a team is playing a zone defence they should raise the issue with the offending team's coach charge a timeout to the offending team so that the coach may adjust his team's defence. If the team has no remaining time outs, the referee may choose to call a referee time out to manage the situation.
6. Request the scorer note the zone defence breach on the rear of the score sheet.
7. Where a coach believes the opposition is playing a zone defence, they should:-
8. Request the team manager seek the shift supervisor to come to the court and observe the game.
9. If the shift supervisor assess the team is playing a zone defence, he/she will request the referees call a timeout at the next stoppage and follow the above protocol.
10. Where a coach believes the opposition is playing a zone defence, and there is no shift supervisor available or the shift supervisor disagrees with the coach assessment:-
11. Request the team manager get video (smart phone) evidence of the breach and forward this with a report to the COM.
12. If substantiated, on receiving reports of a no zone breach MDBA Management or the COM may:-
13. Provide written reminder/warning to the team manager on MDBA no zone policy with advice on how to coach one on one defence.
14. Require the coach to attend a conference on defensive strategies
15. Deduct premiership points for the game played
16. Award 3 premiership points to the opposition for the game played
17. Deduct 6 premiership points

## Appendix C - Mixed Competition

- i. Teams must commence the game with a minimum of two (2) females and two (2) males. The fifth player can be either male or female. If prior to the commencement of a game, a team cannot field the required players, normal late start penalties are to be applied. If after ten (10) minutes has elapsed and a team is still unable to fulfil this requirement, then normal walkover penalties are to be applied.
2. TEAM ELIGIBILITY:-No more than three (3) males or females maybe on court at any one time. A team that is reduced to one (1) male or female due to injury or having fouled out of the game the team may continue to play until such times, as there are NO males or females left to take the court. In the vent this occurs the game will be a forfeit if the team that has lost their players was winning at the time, however the score will stand if the team that is unable to continue was losing at that time.
3. KEYWAY VIOLATION:-Male players only (from both teams) will be permitted in the key at the western end of the court for the duration of the game. Female players only (from both teams') will be permitted in the key at the eastern end of the court for the duration of the game.
4. 12-POINT RULE:-No player is permitted to score more than twelve (12) points. When all players present and registered on the score sheet have scored twelve (12) points, then all players are permitted to score a further four (4) points per player until time. Prior to players scoring twelve (12) points, the following will apply:
  5. If a player is on eleven (11) points and scores a field goal, only one (1) point is recorded.
  6. If a player is on twelve (12) points if fouled, he or she MUST nominate another player in their team to take the penalty shots (points).
  7. If a player on twelve (12) Points shoots and the basket is good, but a violation is called, no score, and the opposing team takes a side ball.

## Appendix D – Behavioural Technical Fouls

1. This policy applies to all Mornington District Basketball Association (MDBA) domestic competition head coaches, assistant coaches, bench staff, spectators and players.
2. Coaches, assistant coaches, bench staff and players who receive **3** behavioural technical fouls or more in that team during the season, commencing in Grading will have the following penalty applied.
  - Received 3 Technical Fouls: Automatic 1 Game Suspension
  - Received 4 Technical Fouls: Additional Automatic 2 Game Suspension
  - Received 5 Technical Fouls: Additional Automatic 4 Game Suspension
  - Received 6 Technical Fouls: Additional Automatic 6 Game Suspension
  - (Technical fouls for flopping or delay of game, etc. will not be added to your quota)
3. If any coaches, assistant coaches, bench staff and players are DISQUALIFIED during a match regardless of the penalties that led to being disqualified will count as 2 penalties on the individuals technical foul count. This also includes being told to leave the venue by any Staff Member or Supervisor.
4. Any spectator removed from a game will receive an automatic 1-week suspension from MDBA and will not be permitted to enter any facility hosting MDBA governed activities (trainings, matches and programs) during that time.
5. A suspended coach, assistant coach, bench staff and players are banned from entering the MDBA facility during that team's match on the dates that they are suspended for.

### WARNING PROCEDURES

#### **1st Game Behavioural Technical Foul/s:**

No Action Taken.

#### **2nd Game Behavioural Technical Foul/s:**

MDBA will send an email to the Team Contact and Player informing them of the second violation. Player will have 24 hours to sign and return the email acknowledging that any further behavioural technical fouls will result in an automatic suspension.

#### **3rd and further Games Behavioural Technical Foul/s:**

MDBA will notify the Team Contact and Player that the player has been suspended from playing for that team and will provide them their return to competition date.

## Appendix E – Added Player Application

1. If a club or independent team wish to register any player in either the junior or senior domestic competition after the completion of grading and that player has not played for that team in any other grading game, an application must be made by the association on the Added Player Application form found on the website.
2. Once lodged the MDBA Administration will consider the application.
3. Any player includes and is not limited to, a player moving from another team, another age group within our association or a player seeking to register from another association or a new player to the competition.
4. The MDBA Administration may consult as appropriate and may:
  - 4.1 Refuse the application
  - 4.2 Grant the application for a limited time
  - 4.3 Grant the application subject to review and feedback over the subsequent weeks
  - 4.4 Grant the application unconditionally