

DIAMOND VALLEY BASKETBALL ASSOCIATION INCORPORATED

Junior Domestic Competition – Rules and Regulations

Diamond Valley Basketball Association Inc.

NJBL

Junior Domestic By-Laws

Rules & Regulations
Playing Condition
General Information
Fee Schedule

November 2017

DIAMOND VALLEY BASKETBALL ASSOCIATION INCORPORATED

Junior Domestic Competition – Rules and Regulations

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DIAMOND VALLEY BASKETBALL ASSOCIATION INCORPORATED JUNIOR DOMESTIC

These by-laws are endorsed by the DVBA executive.

The role of Diamond Valley Basketball Association Incorporated (DVBA), through their Junior Domestic Program, is to provide a safe and enjoyable environment that enables each player to develop to the full potential of his/her ability and desire.

A competition organised according to a structure set in place by the participating Clubs and played under rules determined by the DVBA will direct the playing of the game.

The competition will be administered by Diamond Valley Basketball Association's Competitions Manager.

The Competitions Manager will be generally responsible for the conduct of the competition and will have the power, under the rules, to administer the rules, procedures and regulations.

The Competitions Manager in conjunction with the DVBA's CEO will make the necessary ruling in any matter not specifically covered by these rules.

The following Rules and Regulations will apply.

ANNUAL GENERAL MEETING

The Annual General Meeting (AGM) of the Diamond Valley Basketball Association Inc. is held as stipulated in the Constitution.

Any general business to be included in the agenda for the AGM must be forwarded to the Secretary of the Executive Committee twenty-one (21) days prior to the meeting.

All correspondence may be forwarded as follows:

Post DVBA. Inc., PO Box 28, GREENSBOROUGH 3088;

Email daniel@dvbasketball.com.au

Hand to DVBA in office hours.

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SECTION 1 – COMPETITION RULES AND REGULATIONS

The competition will be comprised of Clubs admitted from time to time to the Junior Domestic Program of DIAMOND VALLEY BASKETBALL ASSOCIATION INCORPORATED (DVBA).

1.1 DEFINITION OF A CLUB

- 1.1.1 A club consists of no fewer than 3 teams in its first season and 3 or more teams for each season after. It is to be administered by a committee for the purpose of junior basketball.
- 1.1.2 Each team registered by a Club must have a minimum of 5 uniquely named players in each team, who are not listed to play in any other team during the season. Example: If a Club enters 6 teams into the competition, they must also register a minimum of 30 different players, 5 players per team entered.
- 1.1.3 A team is permitted to have a maximum of 12 permanent registered players.

1.2 FIDELITY BOND

- 1.2.1 Each new Club applying to enter teams (minimum of 3 teams required in the first season) in any competition conducted by the DVBA shall first lodge a fidelity bond with the DVBA Office at the rate prescribed by the DVBA. (Refer to the Fee schedule). Additional bond/s are not required in subsequent seasons.
- 1.2.2 The Bond shall be retained by Diamond Valley Basketball Association Incorporated to be held in Trust, until such time as the Club ceases to participate in the competitions conducted by Diamond Valley Basketball Association Incorporated, and application is received in writing from the Club for the return of the Bond. Refunds will be made, subject to the prior settlement by the Club of all monies owing to the Association.
- 1.2.3 The Bond may be appropriated towards any amount owed by the Club to the Association. Until the amount is paid and Bond reinstated the Club is not allowed to participate in any manner or in any competition run by the Association.

1.3 TEAM ENTRY

- 1.3.1 Applications by Clubs for teams entering the Junior Domestic Competition are to be lodged by computer entry into the computer system by the due date, as advised by the DVBA.
- 1.3.2 Details of the teams, age groups and gender, should be lodged with the DVBA Office by the due date as advised by the DVBA.
- 1.3.3 The payment of fees, at the rate set by the DVBA Board (refer fee schedule) must accompany the Team details. The names of the club's volunteers (as per rule 3.1) must also be lodged with the team submissions.
- 1.3.4 Late entry of teams will incur a \$20 late fee for each team submitted to a maximum penalty of \$200.00
- 1.3.5 The DVBA is not bound to accept applications. It may reject applications in respect of Individuals, Teams or Clubs or impose such limitations on numbers of Teams or other conditions as it sees fit.

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- 1.3.6 Where applications for a team or teams are not accepted, the club will have the prescribed fees returned, cancelled or credited to the club account.
- 1.3.7 Clubs must enter their teams in the specified method of: {Age Group}, {Gender}, {Club Name}, {Team Number} e.g. U12 Boys Apollo 3. Clubs must now ensure that all players that have played Representative basketball in the past 24 months include this detail when registering.
- 1.3.8 When entering a team, clubs must nominate the true grade standard.
- 1.3.9 Any club withdrawing team/s after the fixtures have been created will incur a withdrawal penalty (refer Fee Schedule) as set from time to time by the DVBA Board.
- 1.3.10 If a club does not notify the Competitions Manager forty – eight (48) hours prior to the first game of the season that a team is to be withdrawn, then the walkover fine (refer Fee Schedule) will be imposed in addition, to the Withdrawal Penalty.

1.4 REGISTRATIONS, CLEARANCES AND TRANSFERS

1.4.1 LODGEMENT OF FORMS RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS

- 1.4.1.1 A completed Transfer form must be lodged online with the DVBA and approved by the previous club before the player is allowed to play for their new club. Failure to do so in a timely manner may incur a penalty as decided by the competitions manager.
- 1.4.1.2 If the other club does not approve the transfer within 7 days of being notified, the matter can be referred to the Competitions Manager.
- 1.4.1.3 Any player who is the subject of a clearance request cannot play with the receiving club until the clearance is approved. Any player who does so will be classed as an “Ineligible Player”. Refer to 1.4.5.1.

1.4.2 REGISTRATIONS

- 1.4.2.1 Any player wishing to participate in any competition run by the DVBA must be registered. Players are not permitted to play for more than one club within the DVBA
- 1.4.2.2 A player must follow the registration process of their club of choice to play for that club in the DVBA Junior Domestic Competition. Players must abide by the club’s individual rulings which may include the paying of all fees.
- 1.4.2.3 A player remains a registered player of his / her initial club until age prevents participation in the Junior Domestic Competition, or he/she is cleared to another club.

1.4.3 RESTRICTED PLAYERS

The intent of this ruling is to ensure an even but strong competition, in particular it looks to prevent clubs recruiting representative players to a single team within their club, resulting in a lop-sided competition.

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- 1.4.3.1 A Restricted Player is one who has competed in specific divisions of the VJBL within the previous **12 months**.
For Girls a Restricted Player is one who has played at the level of VC or VJL1.
For Boys a Restricted Player is one who has played at the level of VC, VJL1 or VJL2.
- 1.4.3.2 A player who has played for **12 months** continuously with the same club will be deemed to be a home-grown player. There is no limit to the amount of home-grown restricted players that can play for a team unless there are non home grown restricted players in that team – refer to 1.4.3.3. If a home-grown restricted player stops playing at the DVBA for a season; should that player return to play for their club as a home-grown restricted player, any restricted player that has transferred to this club within this duration cannot be selected onto the same team, if this team has the maximum amount of restricted players.
- 1.4.3.3 A player classified as restricted cannot transfer/clear to a team that already has **four (4)** restricted players
- 1.4.3.4 One player classified as restricted entering the NJBL for their first season, may join a team if that team has no more than **four (4)** restricted players.
- 1.4.3.5 A transferred restricted player in their second consecutive season is NOT considered 'home grown' and is still considered a transferred restricted player.
- 1.4.3.6 Any team possessing **four (4) or more** Restricted Players will only be allowed to play in A Grade.
- 1.4.3.7 A Restricted Player may fill-in for a maximum of **five (5)** games for the one team in a season if that team already possesses the maximum number of restricted players. If the team possesses less than the maximum number of restricted players, there will be no limit of games for the fill in player. (Confirmation will be required from the DVBA's Competitions Manager)
- 1.4.4 CLEARANCES / TRANSFERS**
- 1.4.4.1 The transfer or addition of only **two (2)** Players will be allowed per team per season. If these players are classified as restricted, there can only be **five (5)** restricted players allowed on the given team. It will be the Competitions Manager discretion as to whether any more than **two (2)** players are added to a given team for the improvement of the competitions.
- 1.4.4.2 Any player wishing to transfer clubs within DVBA Junior Domestic Competition must apply for a transfer.
- 1.4.4.3 Any transfer for a player where their previous club no longer exists within the DVBA or where the player has not played with their registered club within the DVBA for 12 Months will be automatically approved by DVBA Competition Manager so long as the transfer does not contradict any other by-law.
- 1.4.4.4 No transfer is to be submitted after Round five (5) unless approved by the Competitions Manager. This does not include grading rounds.
- 1.4.4.5 No transfer, clearance or registration will be accepted where it would breach the Restricted Player rule in section 1.4.3.

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- 1.4.4.6 No club is permitted to accept the transfer of more than **two (2)** players into the same team from the same club unless both clubs mutually and amicably agree in writing to the DVBA Competitions Manager.
- 1.4.4.7 No official of DVBA may approach, coerce, or attempt to persuade a player or their parents to transfer to another club (otherwise known as poaching)
- 1.4.4.8 Any movement of players once grading has commenced will require confirmation from the DVBA Competition Manager before any change is made.
- 1.4.4.9 Finals eligibility will apply from the time any transfer has been approved and will not include games played prior to the transfer.
- 1.4.4.10 New players must not to be added to a team after the conclusion of grading unless approved by the DVBA Competitions Manager.
- 1.4.4.11 Should the DVBA have any doubts as to the details supplied on a registration, clearance or transfer, they can request additional proof they believe is warranted to satisfy their enquiries.
- 1.4.4.12 The DVBA Competitions Manager may override any existing rule and approve a clearance where it feels exceptional circumstances apply.

1.4.5 PENALTIES RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS

- 1.4.5.1 Any registration, clearance or transfer that is approved but are subsequently found to be false or misleading, will result in the player being classed as ineligible and will result in the forfeit of all games the player participated in. Clubs found in breach of this bylaw may be subject to disciplinary action and referred to the Tribunal.
- 1.4.5.2 A club cannot play a player who is the subject of a clearance or transfer request, until the request is approved. Any club that intentionally ignores this rule, after being formally advised of the player's ineligibility, will forfeit all premiership points for the game the individual has played in.
- 1.4.5.3 If a team plays an ineligible or illegal player, the team will forfeit all premiership points for the games the individual has been active.
- 1.4.5.4 If a clearance involving a Restricted player is approved, and it is then found that at the time of the clearance the receiving club had the maximum Restricted Players in the team the individual is to play on, the clearance will be revoked and all games that the cleared player played in for his/her new club will be forfeited.
- 1.4.5.5 Where an official of a club is proven to be guilty of poaching as defined in section 1.4.4.7, the offending club will not be allowed any Restricted player clearances for two full seasons and the offending official/s or representative/s will not be allowed to hold any official position for the same period.

1.5 APPEALS PROCEDURES

- 1.5.1 Where a club believes such circumstances exist, in relation to player transfer and clearances, a request for special consideration must be submitted in writing to the DVBA Competitions Manager with as much detail as possible, including the grounds for such special consideration.

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- 1.5.2 Where a club does not accept the special consideration decision it shall have the right to appeal the decision. The appeal request must be lodged with the Competitions Manager in writing by the club secretary within 7 days of such a decision.
- 1.5.3 The appeal will be heard by the DVBA Board.
- 1.5.4 In all cases, the onus is on the club to ensure that the appeal has been upheld before playing.
- 1.5.5 The decision by the DVBA Board will be communicated to the Competitions Manager who will notify the club in writing.

SECTION 2 – PLAYING CONDITIONS

All games are to be played according to the requirements of the DVBA

Domestic Games

A team may commence the match with four (4) players

The free throw line shall be advanced 3 feet for the U08 age group and the shorter line for U10 and U12's

The three (3) second rule in the key is changed to five (5) seconds for age groups up to and including Under 12

2.1 AGE LIMITS

- 2.1.1 Age limits, being U08, U10, U12, U14, U16, U18 and 20 & Under, for competitions shall be as specified from time to time by the DVBA.
- 2.1.2 The criteria for eligibility within each age group are:
- Spring Season – A player must be under the age stated in the relative age group by the 31st of December of the year of the competition.
 - Autumn Season – A player must be under the age stated in the relative age group by the 30th of June of the year of the competition.
- The age qualifications are Under 8, 10, 12, 14, 16, 18 and 20 & Under. Players must not have turned that age on or before the cutoff date for each season, in the year the season commences i.e.; Spring season – 31st December: Autumn season – 30th June.
- 2.1.3 Domestic Clubs will hold proof of age. Should any doubt exist over a player's age the Competition Manager may require the club to supply proof of his/her date of birth.

2.2 GRADES

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- 2.2.1 Within each age group, the competition will be divided into grades depending on the number of teams entered into a specific competition. Teams will be nominated to specific grades by their clubs at the time of team entry. Teams are graded based on their ability to play at a specified level within their specific age group. It is the DVBA's expectation that clubs will enter their teams in the higher, rather than the lower grade. If it is viewed that a team has underperformed during grading, re-grading will be considered.
- 2.2.2 Grades will be determined by alphanumeric prefixes e.g. A, A Reserve, B1, B2, C1 etc. with the most skilled teams placed in A grade and the least skilled at the lower end of the range of grades for that season.

2.3 GRADING SEASON

- 2.3.1 The grading of all teams in the competition will be based on ability.
- 2.3.2 The grading of teams shall be determined by the Grade Secretaries for each respective age group and shall be based on the lists of players submitted on the team entry forms.
- 2.3.3 Grade Secretaries will review the performances of the teams and will determine the grade to which each team should be assigned, in an endeavor to have all teams placed into a grade in which they will be competitive.
- 2.3.4 Clubs must lodge their grading concern immediately after grading phase and are also able to submit by 6.00pm on the Monday after round six (6), listing each team and the grade in which they believe they should be assigned. The club should make as many relevant notes as possible against each team in support of grading requests.
- 2.3.5 After grading, game points and percentage will not be carried into the normal season.
- 2.3.6 The Competition Manager reserves the right to regrade a team at any time in consultation with the appropriate club which may include moving a team into a higher age group.
- 2.3.7 The mercy rule does not apply during grading.

2.4 PLAYER ELIGIBILITY

- 2.4.1 Within the player's registered club their team and grade is determined by the lower age group team and grade in which the player participates for that season. Governed by the player's date of birth, the individual is unable to play up two age groups
- 2.4.2 Playing up refers to a player playing in a higher age group.
- 2.4.3 A player can play up one age group with the same Club during the season and qualify for finals in both age groups, with the exception of A grade players. "A" grade players cannot play in any D grade team games.

Acceptable examples as follows:

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- A 14A grade player can play in either a 16A, B or C grade team, but cannot play in a 16D grade team.
- A 14B grade player can play in an U16 team in any grade with the same club.

2.4.4 Players may only play in one team per age group.

2.4.5 Players are not permitted to play for any club other than the one to which they are registered unless they have acquired special consideration from the Competitions Manager. Any team playing a player registered to another club will forfeit the game.

2.5 UNIFORMS

2.5.1 In submitting applications to play in the competition, Clubs must submit details of the colours and combination of colours to be worn by Players in teams representing the Club. Upon being first accepted by the DVBA, the uniform will be regarded as the registered uniform of the Club.

2.5.2 Players will be permitted to play in a Team only when wearing the relevant team colours according to the registered uniform.

2.5.3 Singlets must be tucked in to the top of the shorts as per FIBA rules.

2.5.4 All Players must wear distinguishable numbers as part of the uniform. Players may not participate in a game when wearing duplicate numbers.

2.5.5 Numbers 00 to 99 will be accepted as approved numbers.

2.5.6 Taping of numbers on singlets will not be permitted

2.5.7 A penalty of six (6) points will be imposed per player for shorts and / or singlet not consistent in base colour and trim.

Shorts / briefs must be visible below team singlet.

Shorts with pockets will not be permitted.

Swimming trunks, board shorts, track pants, athletic shorts are not acceptable uniform.

2.5.8 Undergarments may be worn but must be black, white, skin colored or the same color as the major part of the uniform.

2.5.9 The DVBA need to be informed of any changes or additions to registered uniforms.

2.5.10 Correct uniforms shall consist of:

Tops:

To be of the same colour/colours, legibly numbered back and front with matching trim.

Shorts / Briefs:

To be of the same colour /colours, style trim and length (No longer than knee length). Shorts are to have no pockets, exposed zips or buckles.

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Trim:

Trim on singlets and shorts must be of the same colour and about the same width throughout the team. Club emblems, Team or Player names and sponsorship logos of any kind are deemed to be trim and must be registered with the DVBA and must be uniform throughout the Team.

Footwear:

Must be sports footwear with non-marking soles.

Jewelry:

DVBA will follow the FIBA Official Basketball Rules, Basketball Australia and Basketball Victoria policies in regards to jewelry. "The referee shall not permit any player to wear objects that may cause injury to themselves or to other players".

Non-obtrusive earrings, such as sleepers can be worn on court subject to them being adequately taped i.e., material band aids (ordinary band aids are not accepted), thick tape, etc. No other jewelry such as nose rings, belly rings, etc. can be worn.

Fingernails:

Long fingernails must be cut or taped, before participating in any game

Hair:

The plating of hair is not permitted

Gloves:

The wearing of gloves is not permitted, unless a medical certificate is provided prior to taking the court

- 2.5.11 The Club with the longer record of continued participation in the competition has uniform priority over newer Clubs. (Refer the Junior Domestic Colour Priority Chart)

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JUNIOR DOMESTIC COLOUR PRIORITY CHART

COLOUR	DATE	COLOUR	DATE	COLOUR	DATE
LIGHT BLUE		PURPLE		MAROON	
1. ST. MARY'S (Girls)	1981	1. WATSONIA WARRIORS	1976	1. ELTHAM NORTH 2. HURSTBRIDGE	1997
MID BLUE		RED		LIME GREEN	
1. MARYMEDE FLAMES	2014	1. PLENTY KNIGHTS	2007	1. APOLLO	1982
DARK BLUE/BLACK		WHITE		GREEN	
1. ROSANNA EAST	1976	1. NORTHERN SAINTS	2009	1. WATTLE GLEN	1995
2. DIAMOND CREEK	1976	2. LAURIMAR THUNDER	2010		
3. ST MARYS (Boys)	1981	3. ST JOSEPH'S JAGUARS	2017		
4. YARRAMBAT	1981				
5. COUGARS	2011				
6. POWER	2012				
BROWN		AQUA		GOLD	
1. ST THOMAS	1982	1. ST HELENA	1992	1. GREENHILLS	1976
GREY					
1. ST MARTINS	1980				
COLOUR PRIORITY UPDATED OCTOBER 2017					

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- 2.5.12 Failure of the newer Club to switch to alternate tops will result in a forfeit of the game.
- 2.5.13 Where two teams of the same Club meet in a game, it is the responsibility of the lower numbered team to ensure it has alternate club tops i.e. Watsonia U16(1) versus Watsonia U16(2) – Watsonia U16(2) is responsible & will forfeit the game if alternate club tops are not worn.
- 2.5.14 After two (2) seasons absent from Diamond Valley Competition the colour priority detailed in 2.5.11 automatically elapses.

2.6 TIMING REGULATIONS

- 2.6.1 A game shall consist of either two twenty minute halves or two eighteen minute halves.
- 2.6.2 No time outs are permitted in the last 3 minutes of the first half or a Grading or Premiership Season Game
- 2.6.3 Time outs are only permitted in the last three minutes of the second half if the score difference is 10 points or less, where the clock will stop.
- 2.6.4 The clock shall stop in the last minute of the second half when the score difference is 10 points or less for all whistles.
- 2.6.5 Two fifty second time outs are permitted per half per team. The clock will not stop for time outs except as detailed in 2.6.3
- 2.6.6 See 2.16.2 for Finals Timing Rules

JUNIOR DOMESTIC BOYS

50 Minute Time Slots

- 2 x 20 minute halves
- 1 minute half time
- 2x 50 second time outs per half per team
- No time out is permitted in the last three (3) minutes of the first half
- Time outs are only permitted in the last three (3) minutes of the second half if the score difference is 10 points or less, where the clock will stop.
- Clock stops in the last minute of the second half when the score difference is 10 points or less for:

-Every whistle

JUNIOR DOMESTIC GIRLS

45 Minute Time Slots

- 2 x 18 minute halves
- 1 minute half time
- 2x 50 second time outs per half per team
- No time out is permitted in the last three (3) minutes of the first half
- Time outs are only permitted in the last three (3) minutes of the second half if the score difference is 10 points or less, where the clock will stop.
- Clock stops in the last minute of the second half when the score difference is 10 points or less for:

-Every whistle

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2.7 BALL SIZES

- 2.7.1 The Basketballs to be used in the Junior Domestic Competition will be as follows: - Boys Under 8-14 size 6. All other age groups Size 7. Girls all age groups size 6.

2.8 FREE THROW SHOOTING LINE

- 2.8.1 Under 8's – Mid way from the ring and the free throw line. Under 10 & Under 12 – the shorter line prior to the free throw line. Under 14 to 20 & Under – Free throw line as marked on court.

2.9 GAME DETAIL ENTRY

- 2.9.1 Sporting Pulse will provide all of the team's players at the bottom of the screen. If a player is required to be added please insert the first name, surname, gender, date of birth, suburb and postcode. Care must be made to ensure these details are correct as the team can be penalized if they are entered in error. Initials are not permitted (penalty for non-compliance: player will not be credited with the game)
- 2.9.2 Players names are to be entered on the screen prior to the player entering the court. (Failure to do so results in a Technical Foul being awarded to the opposition team; player may continue to play in that game once the name has been entered.)
- 2.9.3 New player's names must not be added to Sporting Pulse (or score sheet) after half time.
- 2.9.4 Players names should be removed from the team list if they are not at the game and/or not dressed to play. This is the responsibility of the referees and scorers at half time.
- 2.9.5 Allocation of Premiership Points: Win = 3 points; Loss = 1 point; Draw = 2 points; Byes = 3 points; Team committing walkover or forfeit = 0 points; Team receiving a walkover or forfeit = 3 points.
- In the case of a walkover, the score will be 20-0 to the team receiving the walkover.
- 2.9.6 There will be no extra periods. A drawn result will be recognized except in Final Series (refer to 2.17.2.3)
- 2.9.7 In the case of a bye, all currently registered players at the time of the bye will be credited with playing the game
- 2.9.8 Game will be a forfeit where a player is considered unregistered due to: The incorrect surname, given names or date of birth being entered into Sporting Pulse
- 2.9.9 If a game other than a final cannot be played due to unforeseen circumstances beyond the control of the DVBA, the game will be declared a bye and three (3) premiership points will be awarded to both teams. If more than 50% of scheduled games for the same grade for the same round could not be completed, all teams will receive premiership points which includes a team already scheduled a bye.
- 2.9.10 Grading, Regular and/or Finals games will be rescheduled at the discretion of the DVBA.
- 2.9.11 Should games be cancelled at short notice (i.e. at the venue) all registered players will be credited with playing the game. Players that have played either side of a cancelled game will also be credited with playing the cancelled game.

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2.9.12 Where the decision to cancel the game occurs after the completion of the first half the scores at the time of cancellation will stand as the final score. Where it occurs prior to the completion of the first half the game is deemed to have not been played and both Teams are awarded a bye. This applies to court conditions such as water on the court and player injury but does not apply to any players or team officials disqualified or fouling out resulting in the game ending.

2.9.13 Each team shall provide one competent Score Table Official (Scorer or Timekeeper) for each game in which the Team is engaged. The Referees will start the clock at the scheduled commencement time and if a scorer is not in position by the six-minute mark of the first half, the opposition team will be awarded six points. Score table officials must be at least 14 years of age.

A coach, participating in the game, must not act as a scorer

2.9.14 Assistant Coaches can be in attendance, but only one person may stand and Assistant Coaches cannot approach the Referee / s.

2.10 FORFEITS

2.10.1 A forfeit occurs as follows:

A match is abandoned by the referees, due to the actions of either/both teams and/or players and spectators

Unregistered or ineligible player/s has participated in the match

2.10.2 To be classified a “match” half time must be attained

2.10.3 Referees are to officiate all domestic matches scheduled by the DVBA. However, referees are not to officiate “scratch matches” caused by walkovers/forfeits

2.10.4 If the Forfeiting team is leading, the score reverts to 20 to nil (20-0) to the other Team. (No premiership points awarded to the forfeiting Team and three premiership points to the other Team.)

2.10.5 If the forfeiting Team is trailing, the score will remain the score line at the time the game is forfeited. (No premiership points awarded to the forfeiting Team and three premiership points to the other Team.)

2.10.6 If both Teams forfeit, no premiership points are awarded to either Team and the score is recorded as nil all (0-0).

2.10.7 If the game score is level and one Team forfeits, the score reverts to twenty to nil in favour of the other Team. (Three premiership points to the other Team.)

2.10.8 Where the game is called off by the referees prior to half time due to the actions of 1 team, the score will stand if the opposing team is leading. If the opposing team is trailing, the score reverts to 20-0 in their favour. No points are awarded to the forfeiting team.

2.10.9 If a team is unable to continue due to the loss of players during the normal course of the game, e.g. injury, illness or fouling out, the losing team is still entitled to the 1 premiership point as this is not deemed a forfeit.

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2.11 WALKOVERS

2.11.1 UNNOTIFIED WALKOVER

2.11.1.1 If a Team does not appear with at least four players within ten minutes of the scheduled time of commencement as shown on the fixtures, then the game shall be declared a walkover and no premiership points shall be awarded to that Team. The game shall be awarded to the opposing Team and the score recorded as a win by twenty points to nil (20-0).

2.11.1.2 If both Teams fail to appear with at least four players within ten minutes of the scheduled starting time, then both teams will have given a walkover game and shall be declared a nil all (0-0) draw and no premiership points awarded to either Team.

2.11.1.3 A Team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the rate prescribed by the DVBA. Any team, which gives a walkover in two or more games during the season, may be disqualified from competition and will forfeit all monies.

2.11.1.4 Teams late to the court shall be penalized two (2) points per minute or part thereof. After ten minutes a walkover will take effect.

2.11.1.5 In the case of a walkover, all registered players of a team receiving a walkover will be credited with that game towards finals qualification. The same ruling also applies to players that have played either side of receiving the walkover.

2.11.2 NOTIFIED WALKOVERS

2.11.2.1 In a case where a Club has prior warning that a walkover will occur and notifies the DVBA Office at least 24 hours prior (during office hours) to their relevant fixtured game, then the fine to the offending Club will be equal to the normal team sheet fee.

2.11.2.2 If the notification time is less than 24 hours (or outside office hours), the fine payable will be double that of the normal team sheet fee.

2.11.2.3 It is the Club Secretaries responsibility to notify the DVBA Office stating the following details: Club, Age Group, Grade, Gender, Team No, Venue, Date and Time of the match and opposition.

2.11.2.4 All registered players of a team receiving a walkover will be credited with that game towards finals qualification. Players competing in games either side of the walkover will also be credited with the game towards finals qualification.

2.12 MAN TO MAN DEFENSE

2.12.1 For the Under 10 and 12 competitions, Full Court or Half Court Man to Man Defense should be encouraged during every game. Zone Defense should not be over used.

2.12.2 Under the principles of correct Man to Man Defense, players may sag off their player to a “help” position and be in a position to guard their player should they receive the ball.

2.12.3 Each defensive player should guard a player of the offensive team – you should know your opponent’s number.

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2.13 RULES APPLICABLE TO U8'S COMPETITION ONLY

- 2.13.1 No Premiership ladders will be produced and no finals will be played.
- 2.13.2 The free throw shooting line for Under 8's is the mid – way point between the ring and the free throw line.
- 2.13.3 The DVBA would much prefer coaches to teach and instruct man to man defense
- 2.13.4 Lowered rings will be used for all under 8 grades when available.

2.14 FINALS SEASON

- 2.14.1 If any Teams are level on game points received, then the Team having the higher percentage points shall take the higher position.
- 2.14.2 If two or more Teams are level in all aspects then head to head results will come into calculation.

2.15 FINALS ELIGIBILITY

- 2.15.1 In order to be eligible to play in finals a player must have played seven (7) of the fixtured games for their registered team in a stipulated season, which includes grading games. A bye or forfeit received will be counted as a game played for all players registered for the team and also for players that have participated in games either side of the occurrence.
- 2.15.2 If a player is granted a Transfer during the season he / she must play sufficient games to qualify for finals with a minimum of seven games with their new Team.
- 2.15.3 Upon written application from the Club Secretary to the Competitions Manager for special consideration, consent may be given to allow a player to play in finals where he / she has not met the necessary criteria due to extenuating circumstances.
- 2.15.4 Where a player is injured following the last game of the regular season and is able to present a medical certificate, consideration will be given to a team that needs to include an unqualified player, allowing a maximum of 5 players to participate in the upcoming game. This replacement player must be appropriately aged, be a lower grade player and approved by the Competitions Manger.
- 2.15.5 Where player/s are injured during the season they can obtain Finals Eligibility for the games missed by producing a Medical Certificate for approval by the Competitions Manager within seven (7) days of initial diagnosis. Players will not be eligible to play any games for the period of time prescribed in the medical certificate.
- 2.15.6 Where a Team only qualifies five players no extra players will be allowed.
- 2.15.7 For players who are involved in State or DVBA Representative Team duties during which time their Club is participating in Diamond Valley Basketball Association Incorporated Junior Domestic Competition Finals, it will be mandatory for all Clubs affected to comply with deferred game times as organized by the Competitions Manager, providing the application for Special Consideration is submitted to the DVBA Office before the conclusion of the regular season.

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- 2.15.8 Players who do not qualify for the DVBA Junior Finals because of State or DVBA Representative Team duties must supply, in writing, dates and times of training etc. to the Competitions Manager for consideration of finals eligibility.

2.16 JUNIOR DOMESTIC FINALS

2.16.1 FORMAT

- 2.16.1.1 The Competition Manager and DVBA shall reserve the right to structure the Finals series, as circumstances require.

- 2.16.1.2 As a general rule the “Page System” principle shall be used i.e.: the four leading teams shall play.

1st Round- Game (a) 1 v 2 and Game (b) 3 v 4

2nd Round- Game I Loser of game (a) plays winner of game (b)

Grand Final- Winner of game (a) plays winner of game (c)

2.16.2 FINALS TIMING RULES

- 2.16.2.1 The game shall consist of two twenty-minute halves

- 2.16.2.2 Each team is permitted to two time outs per half (clock stops), with the clock stopping on all whistles in the last one minute of the first half and the last three (3) minutes of the second half.

- 2.16.2.3 In the case of a drawn result in Finals Series, extra periods, as applicable, shall be played until a winner is determined.

Under 12 and 14 age groups, extra periods of three (3) minutes duration and the clock stops for all whistles throughout the extra time period.

Under 16, Under 18 and Under 20 age groups, extra periods of five (5) minutes duration and the clock stops for all whistles in the last three (3) minutes of each extra period.

SECTION 3 – GENERAL INFORMATION

3.1 OFFICIALS

- 3.1.1 Each Club must nominate their delegates to contact or be contacted by the Competitions Manager with queries, information and enquires. It is the responsibility of the nominated person to acquaint his / her Club of decisions of the DVBA as advised.
- 3.1.2 The Club Delegate holds full responsibility for all matters where advice has been provided with at least one week’s warning. The DVBA will advise Club’s secretaries on urgent matters requiring immediate attention.
- 3.1.3 The DVBA requires all Clubs to provide the necessary and proportionate number of Officials (i.e. Grade Secretaries) to assist in the running of the Junior Domestic competition.

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3.2 ALTERATIONS TO THE RULES

- 3.2.1 A rule may be altered, added to, rescinded or inserted by resolutions of the DVBA or resolution passed by the Member Clubs. All amendments to these rules must be ratified by the Diamond Valley Basketball Association.
- 3.2.2 Decisions of the DVBA notified to the Members of each Club shall be deemed to be official notification.
- 3.2.3 The Competitions Manager does not accept posting by ordinary mail as proof of lodgment. It is the responsibility of each Club's nominated representative to check matters such as lodgment of Transfer / Clearances, Registration Forms, eligibility for finals etc. with the DVBA Office.
- 3.2.4 All registered players participating in Junior Domestic Competition are covered under Basketball Victoria insurance
- 3.2.5 The DVBA accepts no claims for loss or damage to personal property.

3.3 CARE OF VENUES

- 3.3.1 Any Club, Team, Player, Official or other person responsible for causing damage to a Venue may be required to pay the reasonable cost of re-instatement or be required to pay a charge towards such cost, as determined by the DVBA. Any person / persons affected under this clause shall be entitled to present their case in writing and to attend and be heard at a meeting of the DVBA, which determines the case.

3.4 COMMUNICATION

- 3.4.1 All communication to the DVBA should be sent to the: Diamond Valley Basketball Association Incorporated, Competitions Manager PO Box 28 Greensborough 3088 or placed in the DVBA Box at the Diamond Valley Sports & Fitness Centre or via Email jackson@dvbasketball.com.au.

3.5 FORMAL MEETINGS

- 3.5.1 Information evenings with representatives of Junior Domestic Clubs may be called throughout the year.
- 3.5.2 Club Presidents can meet with the DVBA's CEO as required when necessary.
- 3.5.3 Annual General Meeting:
The Annual General Meeting (AGM) of the Diamond Valley Basketball Association Inc. is held as stipulated in the Constitution.
- I. Any general business to be included in the agenda for the AGM must be forwarded to the Secretary of the Executive Committee twenty-one (21) days prior to the meeting.
 - II. All correspondence may be forwarded as follows:
 - Post DVBA. Inc., PO Box 28, GREENSBOROUGH 3088;
 - Email daniel@dvbasketball.com.au
 - Hand to DVBA in office hours.

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3.6 TRIBUNAL ATTENDANCE

- 3.6.1 All members of the DVBA including coaches, spectators, and officials will be subject to the Basketball Victoria (BV) Tribunal By-laws. Any person reported in relation to a DVBA competition, program, event or activity, will be required to attend a tribunal convened by the DVBA Tribunal Secretary.

3.7 INCIDENT REPORTS

- 3.7.1 Each DVBA game venue Referee Supervisor holds an Incident Report Form that is to be used to report all injuries and significant matters felt to be of importance to the integrity of the Game of Basketball.

- 3.7.2 The DVBA Competitions Manager will investigate reported incidents, providing the report is endorsed by the Club Secretary/ President. The Competitions Manager will convey to the DVBA CEO the findings and recommendations from the investigation for endorsement.

Any Reports against Referees shall be investigated by the Referees Association.

- 3.7.3 Any team wanting to protest or appeal in respect to any game should advise the referees supervisor and raise an incident report.

- 3.7.4 If the findings of the Investigations show any Player, Official, Spectator or Team has conducted themselves in a manner contrary to the Codes of Conduct, as set down and amended from time to time by Basketball Victoria, that Player, Official, Spectator or Team, the Competitions Manager will file a BV Report form and submit to the DVBA Tribunal Secretary.

- 3.7.5 Where possible, it is the DVBA's preference that clubs take responsibility for the actions of their coaches, players and parents.

3.8 INCIDENT APPEALS

- 3.8.1 If the complainant does not agree with the Investigations findings, they may seek to appeal and request to have a hearing before the DVBA Executive. The request for a further hearing must be received by the Competitions Manager within 7 days of receiving findings.

- 3.8.2 The hearing will only be granted on one or more of the following grounds:
– Significant new or additional information which was not available for the original Investigation or
– The Investigation was conducted in a manner which would result in an adverse finding.

- 3.8.3 The DVBA Board Chairperson will decide if the grounds for a hearing are justified. If granted, the hearing must be held within 7 days of the receipt of the notification of intention to seek a hearing.

- 3.8.4 The hearing will be held before 3 members of the DVBA Executive Committee and any other person as may be deemed necessary.

- 3.8.5 Any Committee Member directly involved in the Incident must exclude themselves from the hearing. Any Committee Member who is connected with any Club involved with the Incident will be excluded from the Hearing.

- 3.8.6 No appeal will be deemed to be received until acknowledged by the Competitions Manager.

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3.8.7 The decision by the Appeals Committee, within its powers, will be final.

3.9 INCIDENT REPORT PROCEDURES

3.9.1 Visit www.dvbasketball.com.au for details on our current Incident Report Procedure.

3.10 BLOOD POLICY

3.10.1 DVBA will follow the FIBA Officials Basketball Rules as well as Basketball Australia Policy and Basketball Victoria's Participant Protection Policy.

3.11 EXTREME HEAT POLICY

3.11.1 Where the court temperature reaches 35°C, Referee Supervisors are to implement the following timing rules:

Additional time out at the 9-minute mark of both the first and second half, when the game consists of two 18-minute halves.

Additional time out at the 10-minute mark of both the first and second half, when the game consists of two 20-minute halves.

3.11.2 When the court temperature reaches 40°C games must be abandoned. Subject to any rule or ruling by the Competitions Manager,

(i) If a game is abandoned before it commences or before half time it is counted as a draw;

(ii) If a game is abandoned after half time, the game score stands as a final result.

3.12 WORKING WITH CHILDREN

3.12.1 DVBA will adopt Basketball Victoria policy in regards to Working with Children Checks and the relevant Victorian State legislation. Therefore, all club officials including coaches over the age of 18 require a Working with Children Checks.

3.12.2 Prior to round 1 of every season clubs must ensure that:

- I. All teams' coaches must be entered into Sporting Pulse
- II. All coaches have a valid and current WWC card or have applied for the card

3.12.3 Clubs will keep a record of all coaches WWC information and will make it available to the DVBA if requested

Where coaches or committee members have a police card or teacher's registration, proof in the form of a photocopy of the card along with a copy of their driver's license must be held by the club.

Each club will monitor their coach's status and identify those whose WWC and Statutory declaration expiry dates are due so that renewals can be undertaken prior to the expiry date being reached.

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3.13 DVBA RULES TO OVERRIDE FIBA RULINGS

3.13.1

DVBA Local Domestic Basketball Rules which override the FIBA Rules: Dated 18/09/2014

Sin Bin Rule – Effective for Junior Domestic Under 12's – 20 & Under and All Senior Domestic Competitions.

The rule will be implemented as follows:

A Technical Foul or Unsportsmanlike Foul on a PLAYER:

- will result in that player being withdrawn from the game for a total of 5 minutes of playing time.
- The player may be substituted if a substitute is available.
- The score bench will be responsible for monitoring when the player entered the sin bin and when the player is eligible to return to the game. The player may return to the court through a normal substitution.
- On return to the playing court, if the player commits a similar indiscretion, a disqualifying foul may be applied with the normal penalty.

Answers to some possible questions:

Q. What if the second Technical Foul is for a 'technical' offence - eg. leaning over the line on a pass in?

A. The 'sin bin' option shouldn't be applied.

Q. What if the foul occurs with one minute to go in the first half?

A. The player sits out the last minute, then the first 4 minutes of the second half. Similar reasoning would be applied to all intervals of play between periods.

Q. What if the foul occurs with 5 minutes or less to go in the second half?

A. The player is out for the remainder of the game

Q. What if a player refuses to leave the court?

A. Normal game rules apply - if a Junior, seek adult support. The player can be reported.

Q. What if the team only has 5 players?

A. Now they only have 4!

Q. What if the team only has 2 players Left and one is 'substituted' because of a 'Sin-Bin' infraction?

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A: The game is over. The opposition win by forfeit.

Q. What if the team calls a time out?

A. 5 minutes is a 'fixed time' during a playing period and any time outs are not included and therefore extend time on the bench.

Under 8's

We do not enforce the following rules for under 8's to encourage learning of the game by all players:

Centre Line Violation.

Timed Violations: 5 Seconds in Key, 5 Seconds to inbound ball, 5 seconds closely guarded, 8 seconds in the backcourt, 5 seconds to release free throw etc.

Mercy Rule

A Mercy Rule is defensive restriction, helping to promote sportsmanship in junior basketball. In simple terms, the defence is required to drop back to within the 3pt line, when they are 20pts or more in front.

Formal Wording:

This rule shall apply to all games except grading games and finals. It shall apply to all age groups of junior basketball whenever one team has a lead of 20 points or more. The rule shall require the team in the lead to retreat behind the three point line, in defence, whenever the opposition gain possession, from an inbound or field play.

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

The penalty for infringement of the mercy rule shall be calling a violation on the offending team and returning the ball to the other team at the three point line extended, in the front court.

Should any losing team seek to merely hold the ball outside the three point line with no effort at all to penetrate, then the referees shall give three warnings and then allow the defence to press to the half-way line.

The rule shall be enforced by the referees with the intervention of the person in charge of the venue if necessary.

Coaches do not have the option not to claim use of the rule if losing by 20 points or more.

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SECTION 4 - FEE SCHEDULE

4.1 FEES AND CHARGES, PENALTIES AND FINES

- 4.1.1 The DVBA Office will publish a schedule of all fees and charges, penalties, fines and other associated fees and charges each season. Publication on the official DVBA website and emailed to the Secretary of all Clubs will be sufficient notification.
- 4.1.2 All Clubs will be required to meet and pay all such fees etc. as required under the Rules.
- 4.1.3 All Fees are quoted including GST except where specifically noted.
- 4.1.4 Fidelity bond \$100.00 per team.
- 4.1.5 The payment of fees, at the rate set by the DVBA Office, when Team Registrations are open, must accompany the Team Entry Form. Any club with unpaid fines or monies owed to DVBA will not be able to register for the new season until outstanding money is paid in full.
- 4.1.6 Any Club withdrawing team/s after the fixtures have been drawn will not have their registration fee refunded.
- 4.1.7 If a Club does not notify the Competitions Manager forty – eight (48) hours prior to the first game of the season that a team is to be withdrawn, then the walkover fine will be imposed as well.
- 4.1.8 A team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the rate prescribed set by the DVBA Office prior to the commencement of the season.
- 4.1.9 Fines not paid within 28 days of notification will result in the club's loss of Premiership points. All teams will have points reinstated if fines are subsequently paid.
- 4.1.10 When disputing a fine, contact must be made with the Competitions Manager within 7 days of notification.