

# **FRANKSTON**

# **BASKETBALL**

## **DOMESTIC**

## **COMPETITION**

## **BY-LAWS**

**Frankston & District Basketball Association Incorporated**

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## INTRODUCTION

The Frankston & District Basketball Association (FDBA) aims to provide opportunities for all those involved in the sport to continuously learn and develop their skills, knowledge and understanding of the game of basketball, thus enhancing and prolonging their enjoyment of the game.

The FDBA Board of Management reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these By-Laws. The FDBA Board of Management also reserves the right to vary or set aside the application of these By-Laws, in the best interest of basketball.

The Frankston Basketball Match Committee shall be comprised of the General Manager (GM) and front office staff.

The Board of Management and Match Committee expects all participants to abide by the relevant codes of conduct (see section XI) and to obey any reasonable direction given by FDBA staff.

The FDBA supports and abides by the Basketball Australia and Basketball Victoria By-Laws and associated policies.

The following by-laws assume the usage of the Frankston Basketball website [www.frankstonbasketball.asn.au](http://www.frankstonbasketball.asn.au) and all applicable software relevant to the website, including but not limited to SportsTG and associated packages.

## **I. COMPETITIONS**

### **1.1 Structure**

The FDDBA shall offer competitions as follows:

Senior:

- a) Open age (Men & Women),
- b) Masters (over 35) Men, and
- c) Mixed

Junior:

- a) U8 Boys and Girls,
- b) U10 Boys and Girls,
- c) U12 Boys and Girls,
- d) U14 Boys and Girls,
- e) U16 Boys and Girls,
- f) U18 Boys and Girls, and
- g) U21 or U23 Boys and Girls

Competitions will be conducted only if a minimum of 4 teams register. For competitions restricted by age, the age eligibility date/time shall be midnight on 31st December of the year in which the competition commences. The day on which a competition will be offered is at the discretion of the Match Committee.

### **1.2 Match Rules**

Competitions will be conducted in accordance with:

- a) These By-Laws, and
- b) The F.I.B.A. Official Basketball Rules

### **1.3 Grading**

The FDDBA reserves the right to grade/re-grade team entries to ensure fair competition. Competitions must be graded into separate divisions/sections if 15 or more teams are entered. Competitions may be graded if less than 15 teams are entered. Graded divisions/sections may be played as separate fixtures or as a single fixture with separate finals for each division/section at the discretion of the FDDBA Match Committee.

Promotion and/or relegation of teams will be at the discretion of the FDDBA Match Committee.

## **II. PARTICIPANT BEHAVIOUR**

### **2.1 Codes of Conduct**

All participants of the FDBA are subject to the relevant [Basketball Victoria Codes of Conduct](#). Separate codes of conduct apply for:

- a) Players,
- b) Coaches,
- c) Parents,
- d) Spectators,
- e) Officials, and
- f) Administrators

The codes of conduct are available on the FDBA website.

### **2.2 Referee, Player and Coach Communication**

Respectful communication is encouraged between referees and players/coaches. A call may be questioned as long as the reaction is not aggressive, overly demonstrative nor prolonged. Referees will be instructed that they may communicate with players and coaches to answer reasonable questions seeking clarification. Assistant coaches, team managers and spectators are not permitted to communicate with referees.

Apprentice (green shirt) referees are not to be approached under any circumstances.

#### **2.2.1 Junior Domestic**

Coaches of junior domestic teams are responsible for the behaviour of players and associated spectators/parents. Coaches and referees are expected to work together to provide a safe environment for all participants.

Coaches may request to speak to a referee during a time out or dead ball situation. They are not permitted to step onto the court and the conversation will take place in vicinity of the team bench. They may question a call in a courteous manner and the question must end when the official has provided an answer.

#### **2.2.2 Senior Domestic**

The team captain may request to speak to a referee during a time out or dead ball situation. They may question a call in a courteous manner and the question must end when the official has provided an answer.

### **2.3 Referee Complaints**

Complaints regarding referees should be addressed during or immediately after the match with the referee supervisor. The supervisor may watch the remainder of the match upon request. Supervisors are responsible for multiple courts and may be unable to watch the entire game. FDBA staff are not to be approached or spoken to in an aggressive manner.

If not satisfied with the match day outcome a team or club official may lodge a formal complaint.

### **2.3.1 Junior Domestic**

A complaint may be made to club committee who will review the complaint and if deemed necessary forward to the FDDB office. The FDDB will investigate the complaint and notify the club of the outcome.

### **2.3.2 Senior Domestic**

Team Delegate may lodge a complaint via email to the FDDB office. The FDDB will review the complaint and notify the delegate of the outcome.

## **2.4 Behavioural Technical Fouls**

A behavioural technical foul is one which:

- a) Shows some form of dissent (by word or action) towards a referee or their calls, or
- b) Shows some form of disrespect (by word or action) towards match officials

Referees will attempt to issue warnings for the following, although they are not required to do so:

- a) Continuing to discuss a call after the referee has responded,
- b) Holding arms in the air following a call for a prolonged period of time,
- c) Attempting to demonstrate actions, and
- d) Repeatedly asking questions, making comments, or gesturing in response to calls

Referees will issue a behavioural technical foul without warning for the following:

- a) Wave offs, aggressive or excessive motioning of the arms,
- b) Aggressive hand claps directed at an official or showing resentment for a call or non-call,
- c) Running towards or aggressively approaching a referee,
- d) Shouting a reaction to a call or using profanity,
- e) Extended or prolonged complaining about a call, particularly after being told to stop, and
- f) Not responding to a warning by repeating the action (or some other disrespectful action)

### **2.4.1 On Court Penalties**

As per [Basketball Victoria Rules](#) all technical fouls will result in the following penalty:

- a) 2 shots plus possession, and
- b) 5 minute sin bin penalty (game clock)

### **2.4.2 Off Court Penalties**

Coaches and players who receive 3 or more behavioural technical fouls in a 12 month period will have the following penalty applied:

- a) 3 technical fouls: automatic 2 week suspension,
- b) 4 technical fouls: automatic 4 week suspension,
- c) 5 technical fouls: automatic 6 week suspension,
- d) 6 technical fouls: automatic 8 week suspension, and
- e) 7 technical fouls: automatic 12 month suspension



If a member receives 2 technical fouls in a single game both will be added to their quota. Technical fouls for flopping or delay of game, etc. will not be added to a member's quota.

If a technical foul is committed by member of the team's bench in junior domestic competitions, this shall be issued to the coach.

#### **2.4.3 Warning/Notification Procedures**

The FDBA will send email notification to the team/club delegate informing them of the member's violations after each technical foul. If the member receives a period of automatic suspension the team/club delegate will be advised of their date of return to competition.

A register of active technical fouls will be publicly displayed on the FDBA website.

#### **2.4.4 Recording of Technical Fouls**

Match officials that issue a behavioural technical foul are required to report to the referee supervisor at the completion of the match. The supervisor is authorised to review the situation and will sanction or dismiss the technical foul. The supervisor will lodge a notification form for all sanctioned fouls. An explanation of why the technical foul was issued must be included on the form.

#### **2.4.5 Appeals**

Participants who receive a behavioural technical foul have the right to appeal to the FDBA Match Committee for a review of their technical foul by 5.00pm the next business day. Appeals must be made via email by their team delegate (senior teams) or club delegate (junior teams). Delegates will be advised of the appeal outcome within two business days of the request being received. The Match Committees decision is final.

### **2.5 Disqualifying Fouls**

A disqualifying foul is any flagrant unsportsmanlike action from a participant. All disqualifying fouls are reported to the FDBA Match Committee for investigation and further penalties may apply.

The disqualified member must leave the court area immediately. Failure to leave the court will result in forfeiture of the match and a report submitted to the Tribunal.

### **2.6 Spectator Behaviour**

Spectators are permitted to support their team and loud barracking does not constitute disruptive behaviour.

The following spectator behaviour is considered unacceptable:

- a) Disputing or yelling at decisions made by the referee,
- b) Encouraging violence or threatening violence,
- c) Approaching the score bench about a score or time discrepancy; and
- d) Approaching a referee or member of the opposition team

### **2.6.1 Spectator Warning/Removal**

Referees will comply with the following procedure when aware of unacceptable spectator behaviour:

- a) Identify which team the person is connected to,
- b) Stop the game and advise the coach or captain that the team has received a warning for inappropriate spectator behaviour,
- c) If the behaviour continues a behavioural technical foul will be issued against the team and the referee will summon the referee supervisor,
- d) The supervisor will request the spectator to leave the court area, and
- e) If the spectator does not comply their team will forfeit the match and a report will be submitted to the Tribunal

A warning will not be issued for a serious breach of the code of conduct.

### **2.6.2 Penalties**

All spectator incidents are to be reported to the FDBA Match Committee for investigation. If a reportable offence has occurred the member will be charged to appear before the Tribunal.

Spectators that are removed from venues will have the following penalty applied:

- a) First offence: formal warning,
- b) Second offence: automatic 2 week suspension,
- c) Third offence: automatic 6 week suspension, and
- d) Fourth offence: automatic 12 months suspension

A register of spectator ejections will be publicly displayed on the FDBA website. Ejections will be active on the register for a period of 24 months.

## **2.7 Serious Incidents**

Any FDBA staff member may request a participant leave the venue immediately for misconduct deemed of a serious nature.

Serious misconduct may consist of the following:

- a) Discriminatory comments,
- b) Violent, threatening or dangerous behaviour,
- c) Damage to association or member property,
- d) Intoxication, and
- e) Possession or suspected use of an illicit substance

Police will be called for any matter of a criminal nature.

### **III. TEAM REGISTRATION**

#### **3.1 Application for Entry**

Senior teams must register via the online registration portal on the FDBA website. The registration portal will be opened on the website not less than four weeks prior to the start of a season. Teams must register a minimum of five players on their team entry. Entries for mixed competition must comply with the gender conditions in the mixed competition rules. Teams will be classified as “Existing” or “New”. Teams must make payment of the prescribed fees as specified by the FDBA Match Committee. Junior teams must register via an affiliated domestic club.

#### **3.2 Acceptance of Entry**

Receipt of the team entry and payment of the required fees does not guarantee acceptance of the entry into FDBA competition.

Teams may be refused entry due to:

- a) Non-compliance with section 1.3 above,
- b) Unpaid fines,
- c) Proving unreliable in previous seasons,
- d) Previous withdrawal from fixture competition,
- e) Non-payment of prescribed fees, and
- f) An FDBA Board or Match Committee decision made in the best interest of basketball

#### **3.3 Existing Teams**

Existing senior teams can be re-registered via the FDBA website only by the registered team delegate. Existing junior teams can be re-registered via their affiliated domestic club.

#### **3.4 New Teams**

New senior teams can be registered via the FDBA website. All new senior teams are required to pay a new team application fee (see section VIII). New junior teams can be registered via an affiliated domestic club.

#### **3.5 Late Entries**

Teams may enter after the registration portal has closed at the discretion of FDBA management. Subject to section 3.2, late team entries received before fixture publication may be included in the initial season fixture or grading fixture. Teams may be added to a fixture at any time at the discretion of the FDBA Match Committee.

#### **3.6 Withdrawal of Entry**

Teams may incur a withdrawal fine after submission of entry. Once teams have been included in a fixture, a withdrawal fine must be paid.

### **3.7 Promotion and Relegation**

Promotion and relegation of teams from one season to the next will be at the discretion of the FDBA Match Committee. Factors including but not limited to previous season results will be taken into consideration by the Match Committee. An existing team that has a significant change in players should not expect grading consideration from the FDBA. Existing teams are graded primarily based on previous season results. New teams will be scheduled to participate in any applicable pre-grading games.

### **3.8 Disqualification from Competition**

A team may be disqualified from competition at the discretion of the FDBA, when the team:

- a) Gives two consecutive forfeits,
- b) Gives three forfeits in a season,
- c) Refuses to pay fines incurred,
- d) Breaches acceptable standards of behaviour (see section XI), and
- e) Any reasons deemed appropriate by the FDBA Board or Match Committee, in the best interest of basketball and/or its members

## **IV. PLAYER REGISTRATION**

### **4.1 Procedure**

Players should register online, or via their affiliated club for every team for which they play prior to playing in their first game with that team.

To register, a player must be able to provide the following minimum mandatory information:

- a) Surname,
- b) First Name,
- c) Date of Birth,
- d) Gender,
- e) Email,
- f) Suburb, and
- g) Postcode

FDBA management may alter or add additional mandatory information based on association needs and in response to technological adaptations. All registered players become members of the FDBA subject to the provisions of the FDBA constitution.

### **4.2 Registration Restrictions**

Teams may register as many players as they wish. A maximum of ten players may be added to a single match in "Stadium Scoring". Players may not be added to a team list after a match has started if another player on that team has been ejected from the venue.

Individuals currently under suspension by the Basketball Victoria Tribunal or FDBA Match Committee may not register until the suspension is served. Players in restricted competitions must meet the eligibility criteria as specified in section 1.1.

Clubs seeking to register a junior player after the fourth round of the current season of competition must notify the FDBA Match Committee. In addition to these By-Laws, Frankston Blues Junior players may be subject to any restrictions included in the Frankston Junior Blues By-Laws.

#### **4.2.1 Minimum Age**

In the interest of participant safety, players must be a minimum of 15 years of age to participate in senior competition. Players must be a minimum of 4 years old at the commencement of the season to participate in the U8 competition.

#### **4.2.2 Gender Exclusion**

Female players may register in male competition teams up to the Under 12 age group inclusive. Male players are ineligible to register in female competition teams.

### **4.3 Age Group Exemptions**

Domestic clubs may submit an exemption request for a player to participate in a competition below their classified age group. Requests must be lodged in writing by a member of the club committee. An exemption request form is available from the FDBA website.

Grounds for exemption include but are not limited to:

- a) Medical grounds (medical certificate must be provided), and
- b) Learning or developmental difficulties

Exemptions may be granted for a period of 1-2 seasons and must be approved by the FDBA Match Committee.

### **4.4 De-Registration of Players**

Players can only be removed from a team's list if they have not played during the current season or at the request of the team / club nominated delegate.

### **4.5 Multiple Registrations**

Players may register for multiple teams subject to restrictions below.

#### **4.5.1 Senior Domestic**

Senior players may play in more than one senior competition and more than one grade of the same competition. Players are not permitted to play for more than one team in the same division during a competition season. They may participate in any grade/division irrespective of the highest grade/division they play or have previously played.

Teams may be re-graded as a result of the inclusion of a player who plays or has played in a higher grade/division.

#### **4.5.2 Junior Players**

Junior players may play in more than one competition subject to the following conditions:

- a) Players may only play in one regular team per age group, and
- b) Players may only participate in a competition that is two or more age groups higher than their qualified age group after requesting written permission from the FDBA Match Committee

Players registered to play in more than one competition on the same day/night of competition should not expect that special fixturing will be undertaken to allow them to play in each competition round.

The FDBA Match Committee reserves the right to deny permission for a player to participate in an age group they do not qualify for in best interest of participant safety.

#### **4.6 Junior Fill-In Players**

A player is classified as a fill-in if they are not registered with the team for which they intend to play. Clubs seeking to register an additional player after the fourth round of the current competition season must notify the FDBA Match Committee.

Junior teams may use fill-in players to bring the team up to a maximum of six players.

The following conditions apply:

- a) A fill-in player may be used from a younger age group at parental discretion
- b) A fill-in player may be used from the same age group provided they are playing in a higher graded division than their regular team
- c) A player is not permitted to fill-in for a team in the same division as their regular team
- d) A player may only fill-in for a single team a maximum of 3 games during a season

Representative players may be used to fill-in subject to the following conditions:

- a) Representative players may be used to fill-in for an absent representative player in A or B graded teams only
- b) Representative players cannot fill-in if the team's total points exceed the limit specified under the junior representative player points rule
- c) Teams using a representative player fill-in must notify the FDBA supervisor at their venue

If a team uses an ineligible player as a fill-in the match will be recorded as a 20-0 forfeit in favour of the opposing team, regardless of the result.

##### **4.6.1 U8 Age Group Exemption**

Players in U8 Competitions may fill-in for team's graded two divisions below their regular team as well as any higher graded team.

## **V. PLAYER EQUIPMENT**

### **5.1 Registered Team Uniform**

Each team shall register the colours of their uniform on the FDDB registration form when entering the competition. The colours registered shall be the dominant colour of the shirts and the dominant colour of the shorts. The registered colours shall comprise the registered uniform.

### **5.2 Specification of Uniforms**

The uniform of the players must comply with the Official Basketball Rules with the following additions and/or exemptions:

- a) T-Shirts may be worn under the playing singlet. Sleeves must not extend beyond the elbow and the colour must be the same for all members of the team,
- b) Shorts may not have cuffs, pockets, belts or buckles,
- c) Numbers 0, 00 and 1 to 99 are permitted,
- d) Playing in a singlet without a number is not permitted, and
- e) Taped or hand written numbers are not permitted

### **5.3 Condition of Uniforms**

Players who have faded or damaged singlet or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms may be warned by the referee supervisor. The warning will be noted in the supervisor's daily report.

### **5.4 Incorrect Uniform**

Players who are not clothed in the registered uniform singlet shall not be permitted to take the court. The team may hire tops to avoid a forfeit.

Players who are not clothed in the registered uniform shorts may be permitted to play but a penalty score shall be awarded to the opposing team (see section IX).

Disputes regarding incorrect uniforms are to be directed to the referee supervisor in the first instance and then to the FDDB Match Committee.

### **5.5 Clash of Uniform Colours**

Where a clash of uniform colours occurs, the second named team on the fixture and on the stadium scoring computer (ie the away team) must wear alternate colour singlets, as supplied by the FDDB.

No late start penalty points shall be awarded to the either team. Where possible the referees will not commence the match clock until the team changing tops are ready.

## **5.6 Use/Hire of Stadium Singlets**

Stadium singlets are available for hire at all venues when one or more players are unable to take the court due to incorrect uniform. A hire fee applies (see section VIII). The stadium singlets are available for use at no charge when there is a clash of uniform colours. New teams are not charged for singlet hire until the 5th round of the season fixture.

When stadium singlets are in use they must be worn by all players on the team.

### **5.6.1 Security Deposit**

Teams hiring stadium singlets must leave a security deposit with the doorkeeper when collecting the tops. The deposit may consist of keys, money, wallet or purse or any other item of value. The deposit shall be returned only when the issued stadium tops are returned.

If the stadium tops are returned in damaged condition or if any of the tops are missing the team will be required to cover the cost of replacement.

## **5.7 Other Equipment**

Players shall not wear equipment/objects that may cause injury to other players. All players must comply with the FIBA Official Basketball Rules unless an exemption is specified in these By-Laws.

## **5.8 Jewellery**

All items of jewellery must be removed if possible. Items of jewellery that cannot be removed may be worn so long as they are adequately padded so as not to create a danger for other players.

The referee in conjunction with the referee supervisor shall be responsible for deciding if an item of jewellery has been adequately padded. If the padding is not considered adequate, the player may not take the court. The decision of the officials will be final.

## **5.9 Fingernails**

The referee may inspect the fingernails of all players, male and female, prior to the commencement of each match.

Players with fingernails that are not closely cut must do any of the following before taking the court:

- a) Cut and file their fingernails,
- b) Cover the nails with approved soft nail tape (e.g. Elastoplast), or
- c) Wear gloves approved by the referee

## **5.10 Hair and Hair Accessories**

In general, hair accessories are not to be worn. Hair accessories include but are not limited to any metal or hard plastic device for securing hair, beads and/or any other item designed for hair decoration.



Long hair must be secured in a ponytail or other suitable arrangement that will stop the hair from contacting the eyes of other players. If the arranged hair obscures the number on the back of the playing shirt then the hair must be placed inside the collar of the shirt so that the number is not obscured.

## **VI. MATCH ADMINISTRATION**

### **6.1 Match Fixtures**

The FDBA Match Committee will publish match fixtures for each competition prior to the first round of each season.

The fixtures shall show:

- a) The name of the competition,
- b) The names of all teams entered in the competition, and
- c) The date, start time and location of each match

The first listed team shall be designated as the “home” team and the second listed team the “away” team.

### **6.2 Match Fees**

Playing basketball incurs a fee, which will be borne by the whole team. The FDBA Match Committee shall determine the amount of this fee (see section VIII). Payment of the match fee is to be made prior to the scheduled time of the match. The FDBA venue supervisor will maintain a record of team payments. Matches will not commence until both teams have paid the required match fee.

Match fees may be paid in advance by arrangement with the FDBA office and then only to the FDBA office during normal office hours or competition hours. Teams may only pay for matches published on the FDBA website.

### **6.3 Match Officials**

The FDBA will appoint a referee supervisor who will roster qualified officials to the best of their ability.

### **6.4 Stadium Scoring**

All games are scheduled on computers located on each score bench. All domestic competitions utilize the SportsTG Stadium Scoring program.

Players whose names are not visible on the computer are by definition unregistered. They must manually register themselves to the team before the match commences.

### **6.5 Score Bench Officials**

Each team will supply a competent person to act as score bench official for all regular matches. One scorer shall be responsible for the Stadium Scoring computer and the other shall be responsible for the scoreboard and timekeeping. Score bench officials must be a minimum of 14 years old unless agreed otherwise by both teams and the match officials.

The person taking the role of scorer is considered an official and is expected to act accordingly:

- a) be diligent in fulfilling scoring duties,
- b) report any score bench discrepancies to the referees immediately,
- c) act in an unbiased manner, and
- d) refrain from cheering

If a team cannot supply a competent person to act as their score bench official, the captain of the side will nominate a player to act as their score bench official. This person may act as a substitute during the match but only if their replacement on the score bench is also a competent person.

In the case of a team having only 4 players and no competent person to act as score bench official, the opposing team shall perform the functions of both score bench officials to the best of their ability. A penalty score shall be awarded against the team that fails to provide a competent person to act as score bench official (see section IX).

If a team is concerned at the competency of the score bench official supplied by the other team the coach/captain may request the referee to have the person replaced. The referee's decision is final. The score bench official can only be replaced by another person from the opposing team.

#### **6.5.1 Finals**

Teams are to supply a score bench official for all semi final matches. The FDDB shall supply one score bench official for grand final matches.

#### **6.6 Commencement of Fixtured Match**

Teams are required to be able to take the court at the published time for their match. A team may commence a match with a minimum of 4 players. All pre-match administration should be completed before the published start time for the match.

The match officials will start the match clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the match clock is started. A team that is not ready to commence playing when the match clock is started shall be penalized for a late start (see section IX).

#### **6.7 Abandoned Matches**

If a match is abandoned after it has started due to factors outside of the participants control, the following ruling will determine the outcome of the match:

- a) If the match was abandoned before the half time break the game will be recorded a 0-0 draw irrespective of the actual result at the time the match was stopped, and
- b) If the match was abandoned at any stage after the first half has been completed the scores at the point will be considered final and winner determined by that result

If a match is abandoned due to participant behavior the result may be recorded as forfeit or double forfeit at the discretion of the FDBA Match Committee. Match fees will not be refunded.

### **6.8 Rescheduling of a Fixtured Match**

If due to circumstances beyond the control of the FDBA, a match is unable to be played as fixtured (except forfeits) the FDBA reserves the right to reschedule the match. The rescheduled match under normal circumstances should be at a date and time agreeable to both of the teams involved and should take place within 14 days of the original date and time. Where a match is unable to be rescheduled the result will be recorded as a 0-0 draw.

### **6.9 Cancellation of a Fixtured Round of Matches**

If due to circumstances beyond the FDBA's control an entire round of a fixture is cancelled, the matches will not be rescheduled. All matches will be declared a 0-0 draw.

### **6.10 Power Failure/Restrictions**

In the event of power restrictions or failure the FDBA reserves the right to determine whether games will continue as fixtured.

### **6.11 Premiership Ladders**

Weekly results of all matches and ladders will be displayed on the FDBA website for all competitions.

Premiership Points will be allotted as follows:

- a) Win – 3 Points,
- b) Draw – 2 Points,
- c) Loss – 1 Point,
- d) Win by Forfeit – 3 Points,
- e) Loss by Forfeit – 0 Points, and
- f) Bye – 3 Points

### **6.12 Forfeits**

A forfeit occurs when one or both teams fail to take the court and 10 minutes has elapsed on the time clock. In the case of a forfeit by one team the result of the match shall be a win in favour of the team that was ready to play. A final match score of 20-0 shall be recorded. In the case of a forfeit by both teams the result of the match shall be a double forfeit. A final match score of 0-0 shall be recorded.

### **6.13 Notified Forfeit**

A forfeit shall be declared a notified forfeit when the team forfeiting notifies the FDBA either in writing or by telephone with sufficient lead time for the opposing team to be contacted and notified of the forfeit. This will be at the discretion of the FDBA management; in most circumstances 24 hours' notice is required.

The non-forfeiting teams match fee will be refunded or will roll over into the following round. Match fees paid by the forfeiting team shall not be refunded and will be allocated against appropriate fine (see section IX).

#### **6.14 Penalties for Forfeiting**

Forfeiting teams are required to pay a fee. A fine shall also be levied, the amount of the fine to be determined by the FDDB Board of Management (see section IX). Payment must be made by the due date before further penalties are applied.

#### **6.15 Forfeit Exemptions for Junior Teams**

Junior teams may apply to have a forfeit fee waived once per season. This forfeit may be used in circumstances where teams are physically unable to field a team due to school commitments.

To claim an exemption, the FDDB office must be notified in writing not less than 7 days prior to the date of the match that will be forfeited.

#### **6.16 Fines and Penalties**

Fines levied against teams are the joint responsibility of all of the players registered to that team. Non-payment of a fine may result in disqualification of the team from competition. Where a team is disqualified, each registered player remains responsible for their share of the fine. Continued participation in other teams may be contingent on payment of this amount.

Teams may be penalized for any breach of these By-Laws at the discretion of the Match Committee.

Breaches incurring a penalty include but are not limited to:

- a) playing an unregistered player
- b) playing an ineligible player
- c) unacceptable conduct

Repeated breaches of these By-Laws may result in disqualification from competition.

#### **6.17 Complaints & Protests**

Any team wishing to lodge a complaint about any matter relating to FDDB competitions must do so in writing, addressed to the FDDB Match Committee. All club based teams must submit complaints through their nominated club delegate.

### **VII. COMPETITION RULES**

#### **7.1 Match Rules – General**

All matches will be conducted in accordance with the FIBA Official Basketball Rules except as modified by these By Laws.

## **7.2 Timing Rules**

Matches shall be played in 2 halves and the 24 Second Rule does not apply, unless specified. The match clock will be started at the published time in the competition fixture. If the previous match has run over time, the match clock will be started as soon as possible after the completion of the previous match. Teams are allocated a 2 minute warm-up. The match officials are required to give a verbal warning to teams to be ready to play. The game clock shall start when the ball is touched in the tip-off.

## **7.3 Drawn matches**

In the case of a drawn game the final score will stand for all regular season matches. In the case of a drawn finals game an initial 5 minute period of extra time and then 3 minutes thereafter will be played until a result has been achieved.

## **7.4 Match Rules – Competition Specific Modifications**

Section XII lists the match rules including modified rules that pertain to each competition.

## **7.5 No Zone Restrictions – Junior Competitions**

A zone is defined as a method of defence, in which each member of the defensive team guards a specified area of the court, typically around the key. For the purpose of these By-Laws, references to zone defences are specific to those played exclusively in the 3pt area.

No zone rules apply only to FDBA junior domestic competitions:

- a) U8 – no zone defence the entire game,
- b) U10, U12 & U14 – no zone defence permitted in the first half, and
- c) U16, U18 & U21/23 – zone defence permitted

### **7.5.1 Zone Indicators**

The following situations may be used as indicators that a zone defence is being played:

- a) An offensive player cuts through the key and is not followed by an opponent who should be playing defence on this player,
- b) A clear structure zone is established – 2/3 or 2/1/2 defence in the key, and
- c) For the purposes of these By-Laws, the no zone ruling does not preclude a team or its players from playing the following concepts:
  - Help defence,
  - Split line defence,
  - Full/Half court press, and
  - Traps or double teaming

### **7.5.2 4 Player Exception**

A Zone Defence is permitted if a team has 4 or less players on the court.

### **7.5.3 Penalty**

If in the opinion of the official on the floor, a zone defence is being played, the game is to be stopped at the next dead ball opportunity and the offending coach is to be warned by the official. If the coach would like to have the defence reviewed by the referee supervisor, they are to send one of their own team representatives to request that the referee supervisor comes to the court to review the defence. The referee supervisor's interpretation of the defence is final. If the coach does not take appropriate action to change the defence after a warning has been issued, or does not use the option of review by the referee supervisor and continues to use a zone defence, the official is to issue the coach with a technical foul.

If in the officials' opinion the zone defence is being caused by a lack of understanding by a player on the floor, a second warning maybe issued to the coach with a direct reference to the need to educate the individual.

### **7.6 Mercy Rule – Junior Competitions**

A mercy rule is applicable for all junior competitions when a team is leading by 20 points or more:

- a) No zone defence permitted, and
- b) Must play behind the defensive half court line

The mercy rule ends if the difference becomes 10 points or less and is not applicable during grading matches.

### **7.7 Heat Policy**

All games are subject to the FDBA Heat Policy. When the court temperature reaches 30° C the stadium supervisor must consider implementing and where the court temperature reaches 35°C, must implement the following timing rules:

- a) the game time will be reduced by 2 minutes per half with 2 team timeouts per half. The clock must stop for each timeout and the referee must call an additional compulsory timeout close to the half way mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams, and
- b) When the court temperature reaches 40°C games must be abandoned. Final scores will be recorded as specified in section 6.7.

### **7.8 Junior Representative Player Points Rule**

Any junior teams with representative level (VJBL) players will be required to comply with a points system based on the level/grade of competition each player competes. This points system will apply to all players irrespective of their representative association. There is no restriction on the number of junior blues players per team provided each team complies with the specified points limit.

## **7.9 Finals**

After the completion of the last round of the normal season a finals series shall be held for the top 4 teams in each grade or section (unless otherwise specified for multi-grade fixtures). Premiership point ties are decided on percentage.

In the event of identical premiership points and percentages, head-to-head matchup differential of the teams will be used to decide the higher ranked team. If this differential is also equal the next highest ranked team will be used to determine head to head comparative differential. In the event of no differential the head-to-head comparison goes to the next highest ranked team and so forth until a differential can determine which team places higher on the end of season ladder.

Unless otherwise indicated, the finals series shall be conducted as follows:

Semi Final Round (SF):

- a) SF1 – 1st v 4th, and
- b) SF2 – 2nd v 3rd

Grand Final Round (GF):

- a) Championship game – winner of SF1 v winner of SF2, and
- b) Bronze medal\* – loser of SF1v loser of SF2

\*Only applies to junior competitions

Junior competitions may have a reserve finals series for teams finishing 5th – 8th where a division has 8 or more teams. No bronze medal match is played for reserve finals.

## **7.10 Qualification for Finals Series**

To qualify for finals a player must have played a minimum of 50% of regular season games with their team in the current competition. This includes grading games. Byes do not count towards qualification.

All players added to the match in Stadium Scoring will be credited with a game. Players that have not played in a match must be removed from the game before match completion by the match officials. It is the responsibility of both appointed score bench officials that the correct players have been selected for the match. Any disputes must be lodged with the match committee within 24 hours after completion of the game.

In the case of lost results or un-played games all players registered to the team will be deemed to have played.

In the case of the cancellation of a fixtured round/s of matches all players registered to the team will be deemed to have played.

### **7.10.1 Finals Exemptions**

A player may apply for a finals exemption if they were unable to play the minimum amount of required games:

- a) Medical restrictions - A medical certificate specifying the dates of the affected games must be supplied from a qualified medical practitioner. This exemption can cover no more than 50% of required games and must be submitted to the FDBA office no later than 48 hours before finals commence. Medical certificates brought in on the game day may not be accepted, and
- b) Extenuating family circumstances or work commitments – to be considered on a case by case basis at the discretion of the FDBA Match Committee

The FDBA office shall prepare a list of player qualifications at the conclusion of the each regular competition season. This information will be distributed to the club and team delegates. It is each team's responsibility to ensure players have qualified before finals commence.

## **VIII. SCHEDULE OF FEES**

Teams are required to pay a season registration fee and weekly match fee to participate in FDBA competitions. Fees are reviewed and adjusted accordingly each season and included with each season's registration information.

### **8.1 Match Fees**

Match fees are determined by FDBA Match Committee. Current fees shall be published on the FDBA website.

### **8.2 New Team Application Fee**

New senior teams may be required to pay a new team application fee in addition to their registration fee.

### **8.3 Team Registration Fees**

Season registrations fees are determined by the FDBA Match Committee.

### **8.4 Hire of Stadium Uniforms**

A hire fee of \$20.00 shall apply unless otherwise directed by the FDBA Match Committee. Teams are responsible for the full cost of replacement for tops that are intentionally damaged or not returned.

## **IX. SCHEDULE OF FINES & PENALTIES**

### **9.1 Forfeit Fines**

Forfeit fines shall be levied as follows:

- a) Notified forfeit: the sum of both teams match fees, and
- b) Un-notified forfeit: notified forfeit fee plus \$40.00

### **9.2 Good Behavior Bonds**

A member or team may be required to pay a good behavior bond at the discretion of the FDBA Match Committee.



### **9.3 Damage to FDBA Property**

In the case of willful damage to FDBA property or equipment a fine not less than the cost of repair or replacement of the damaged item will be levied at the discretion of the Board of Management.

### **9.4 Score Penalties**

Score penalties shall be applied as follows:

- a) Incorrect uniform: 3 point penalty for each player,
- b) Absence of score bench official: 10 point penalty, and
- c) Late start: 1 point for each minute or part thereof

All infringements must be brought to the attention of the team captain/coach, prior to the penalty being applied. All score penalties must be added to the scoresheet prior to signing off the first half.

### **9.5 Premiership Point Penalties**

Teams will lose premiership points for any match in which they:

- a) Play an unregistered player,
- b) Play an ineligible player,
- c) Select a player under another players name, and
- d) Select a player under suspension

Matches shall be recorded as a 20-0 forfeit in favor of the other team, regardless of the previous result.

## **X. COMPETITION SPECIFIC MATCH RULES**

Herewith are competition specific match rules for:

- a) Grading & regular season: senior men, masters, women & mixed,
- b) Grading & regular season – juniors U8, U10, U12, U14, U16, U18 & U21/U23,
- c) Finals – senior men, masters, women & mixed,
- d) Finals – junior U10, U12, U14, U16, U18 & U23, and
- e) Finals participation matches – U8

**The following rules apply to**  
**Grading Matches and Regular Season Matches**

Competition:	<b>Senior Men, Masters, Women &amp; Mixed</b>
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per half per team.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	No restrictions.
Keyway violation:	3 seconds.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	Normal foul line.
Match Ball:	Men's & Masters Competition – Size 7. Women's & Mixed Competition – Size 6.
Ladders & Finals	Points Ladder. Championship Final – Top 4 teams.

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Competition:	<b>Senior Mixed only</b>
Gender:	Teams cannot have more than 3 players of the same gender on court at the same time. Games may start with 4 players as long as no more than 3 players are of the same gender.
Keyway Violation:	Male players are not permitted to enter the restricted area of keyway at the eastern end of the court.  A violation is to be called only if the infraction affects the other team. If a violation is called then possession is to be awarded to the other team.  If the violation occurs as a shot is attempted and the attempt is successful, the points shall be awarded and the violation ignored. If the violation is considered to be deliberate, then a technical foul shall be called on the offending player.

## The following rules apply to Grading Matches and Regular Season Matches

Competition:	<b>Juniors U8, U10, U12, U14, U16, U18 &amp; U23</b>
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per team in first half. Two (2) time outs per team in second half. No time out allowed in the last 1 minute of first half.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	U8 – “No Zones” rule applies for the entire match. U10 to U14 – “No Zones” rule applies during the 1st half. U16 to U23 – No restrictions.
Keyway violation:	U8 – no keyway violation. U10 – U12 – 5 seconds. U14 to U23 – 3 seconds.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	U8 – Super short foul line (inside edge of circle). U10 to U12 – Short foul line (94cm inside the ‘normal’ foul line). U14 to U23 – Normal foul line.
3 Points Field Goals:	U8 to U10 – No 3 point field goals. U12 to U14 – Shorter 3 point line (where line marking is available). U16 to U23 – Regular 3 point line.
Ring Height:	U8 – Lowered to 2.59m (8ft6in). U10 to U23 – 3.05m(10ft).
Match Ball:	U8 – Size 5. U10 to U14 – Size 6. U16 to 23 Girls – Size 6. U16 to U23 Boys – Size 7.
Ladders & Finals	U8 – Modified ladder without percentage. Finals Participation Matches – 1v2 / 3v4 / 5v6 etc.  U10 to U23 - Points ladder. Championship Finals – Top 4 teams.

**The following rules apply to**  
**All Finals**

Competition:	<b>Senior Men, Masters, Women &amp; Mixed</b>
Warm-up:	Two (2) minutes.
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per half per team.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all time outs. Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	No restrictions.
Keyway violation:	Men, Masters & Women – 3 seconds. Mixed – As per regular season rules.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	Normal foul line.
Match Ball:	Men – Size 7. Women & Mixed – Size 6.
Extra Periods:	In the case of a draw, an initial five minute period of extra time and then three minutes thereafter will be played until a result has been achieved. Match clock will operate as per 2nd half.

## The following rules apply to All Finals

Competition:	<b>Juniors U10, U12, U14, U16, U18 &amp; U23</b>
Warm Up:	Two (2) minutes.
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per team in first half. Two (2) time outs per team in second half. No time out allowed in the last 1 minute of first half.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all time outs. Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	U10 to U14 – “No Zones” rule applies during the 1st half. U16 to U23 – No restrictions.
Keyway violation:	U10 – 5 seconds. U12 to U23 – 3 seconds.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Foul Line:	U10 to U12 – Short foul line (94cm inside the ‘normal’ foul line). U14 to U23 – Normal foul line.
3 Point Field Goals:	U8 to U10 – No 3 point field goals. U12 to U14 – Shorter 3 point line (where line marking is available). U16 to U23 – Regular 3 point line.
Ring Height:	3.05m(10ft).
Match Ball:	U10 to U14 – Size 6. U16 to U23 Girls – Size 6. U16 to U23 Boys – Size 7.
Extra Periods:	In the case of a draw, an initial five minute period of extra time and then three minutes thereafter will be played until a result has been achieved. Match clock will operate as per 2nd half.

## **The following rules apply to Finals Participation Matches**

Competition:	<b>Juniors U8</b>
Timing:	Two (2) x 18-minute halves.
Time Outs:	One (1) time out per team in first half. Two (2) time outs per team in second half. No time out allowed in the last 1 minute of first half.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops on all whistles in the final one (1) minute of both halves.
Defence:	“No Zones” rule applies for the entire match.
Keyway violation:	No keyway violation.
Team Fouls:	Penalty will be imposed after a team has committed 8 player fouls in a half.
Ring Height	Lowered to 2.59m (8ft6in).
Foul Line:	Super short foul line (inside edge of circle).
Match Ball:	Size 5.
Extra Periods:	In the case of a draw the final score shall stand.

**XI. AMENDMENTS**

<b>By-Law No</b>	<b>Existing</b>	<b>Amendment</b>	<b>Reason for Amendment</b>	<b>Date Amended</b>