



Basketball Moe Incorporated

Competition Playing Rules By Laws

Effective: 2013

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VISION STATEMENT:

Basketball Moe Inc. will strive to:

- encourage, promote, manage and improve the sport of basketball within the Moe and surrounding areas and as an affiliated association of Basketball Victoria.
- provide an enjoyable and safe environment for players to both play and learn the skills of basketball and for all other basketball participants.
- promote and encourage a range of values such as fair play, integrity, equal opportunity, good sporting conduct and sense of community.
- conduct and manage basketball competitions at Latrobe Leisure Moe and other venues.
- administer the teams selected to represent the Association in National and State competitions and in tournaments in Australia and overseas.
- conduct development programs for players, coaches, official, administrators and other persons involved in basketball.

PLAYING REGULATION BY-LAWS:

- Basketball Moe Inc. supports and abides by the Basketball Victoria constitution and the Basketball Victoria Country By-Laws. If any of the following by laws conflict with Basketball Victoria, these by laws have precedence and over ride Basketball Victoria.
- All tribunals will be conducted as per Basketball Victoria Tribunal By-Laws.
- Basketball Moe Inc. supports the philosophy of the Victorian Drug Foundation and encourages all members to do likewise.
- Basketball Moe Inc. Committee of Management reserves the right to arbitrate in the best interest of our sport and competition, on any matter not covered by these playing regulations.
- All individuals participating in our sport whether as a player, official, administrator or spectator are expected to abide by the relevant Codes of Conduct as per Basketball Victoria.
- Basketball Moe Inc. Committee of Management may from time to time make, repeal and amend all playing regulations as the Committee shall consider conducive to the proper management of the business and affairs of the Association.
- Basketball Moe Inc. playing regulations shall be accessible from the website.

1. Competition Introduction

- 1.1. Basketball Moe Inc. will offer both senior and junior competitions.
- 1.2. All junior competitions will be structured on age guidelines in accordance with Basketball Victoria Country subject to these by-laws.
- 1.3. Nights of competition are at the discretion of Basketball Moe Inc. Match committee in conjunction with stadium management and are subject to change for any season.
- 1.4. All competitions will be managed in accordance with the current FIBA Official Basketball Rules
 - 1.4.1. except where modified by these playing by laws and all previous playing rules are hereby revoked.
- 1.5. It is a provision of entry that each senior and junior team will have a minimum of one (1) representative of the team who is a member or parent of a junior member of Basketball Moe Inc. at the Annual General Meeting and any Special General Meetings that may be called.
 - 1.5.1. Member representatives must have attained the age of eighteen (18) years in order to vote.
 - 1.5.2. Failure to have at least one member attend shall result in the loss of four premiership points.
 - 1.5.3. Apologies will not be accepted.
 - 1.5.4. Members attending the Annual General Meeting or any Special General Meeting that may be called are entitled to represent one (1) team only. Special dispensation may be granted at the discretion of the Committee to represent more than one team, upon application.
- 1.6. All Junior team coaches who are 18 years old or over must have and produce a current Working With Children Check Card.

2. Registration

2.1. Team Entry

- 2.1.1. Any person seeking to enter a team or teams in a Basketball Moe Inc. domestic competition shall make application by lodging the prescribed team entry form by the stipulated date. These forms are available on the Basketball Moe Inc. website and from the basketball office.
- 2.1.2. A minimum of five players must be entered on the proscribed team entry form.
- 2.1.3. Basketball Moe Inc. Match committee reserves the right to refuse any application for entry as it sees fit or for teams which:
 - i) have outstanding fees / fines
 - ii) have proved unreliable in previous seasons
 - iii) have previously withdrawn from a fixtured competition.
- 2.1.4. Basketball Moe Inc. Match committee reserves the right to grade or regrade any team entry to ensure fair competition.

- 2.1.5 Basketball Moe Inc. Match committee reserves the right to reject any team name deemed to be offensive, racist or against the philosophy of Basketball Moe Inc.
- 2.1.6. As a condition of entry, each team agrees to abide by the Laws of the Game and the Playing Regulations as written and interpreted by Basketball Moe Inc. Committee.

2.2. Late Entry

- 2.2.1. Acceptance of entry forms received after the stipulated date will be dependent upon a decision by Basketball Moe Inc. Match committee.
- 2.2.2. Late entries which are not accepted shall be placed on a waiting list and will be considered for entry.

2.3. Team Grading

- 2.3.1. Teams can be promoted or relegated at the discretion of the Basketball Moe Inc. match committee.

2.4. Disqualification

- 2.4.1. Teams may be disqualified from the Basketball Moe Inc. domestic competition at the discretion of the Basketball Moe Inc. Match Committee if teams -
- i) have two (2) consecutive forfeits without sound reasoning,
 - ii) have three (3) forfeits in one season without sound reasoning,
 - iii) refuse to pay outstanding fees and fines; or
 - iv) breach acceptable standards of behaviour as set out in the Codes of Conduct.

2.5. Fees

- 2.5.1. Players must register and pay the prescribed registration fee for all teams with whom they play by the nominated round as advised by the Match Committee and a penalty may be imposed at the discretion of the Match Committee for failure to do so.
- i) New players after the nominated round must obtain Match Committee approval and pay the prescribed registration fee before their first game.
- 2.5.2. All players must pay the annual Basketball Victoria Country (BVCC) Affiliation fee **IN FULL PRIOR TO TAKING THE COURT** by round one (1) or as nominated by the respective junior or senior Match Committee. If this has been paid through another association proof will be required or another insurance fee paid.
- 2.5.3. All registration fees are at the discretion of Basketball Moe Inc. Committee of Management and will be published prior to the availability of entry forms for each season.
- 2.5.4. Basketball Moe Inc. provides a family discount for third and subsequent members of the same family. Only dependant family members qualify. Details of the discounts will be published by the Match Committee with the team entry forms and on the website.
- 2.5.5. Basketball Moe Inc. will also provide reduced fees to those players participating in more than one team in the domestic competition in one season. Details of the fees will be published by the Match Committee with the team entry forms and on the website.
- 2.5.6 Refunds of registration fees are at the discretion of Basketball Moe Inc. Committee of Management.

- 2.5.7 All registered players become members of Basketball Moe Inc. subject to the rules of the Basketball Moe Inc. Constitution and Playing Regulations.

2.6. Player Restrictions

2.6.1. **Seniors:**

- i) Players who compete in any Big V Division 2 or higher competition must register with teams entered in the A grade competition. Players classed as a Big V player are:
 - a) those who partake in a single game of such competitions.
 - b) those who have participated in any such competition within the previous twelve (12) months upon commencement of the current Basketball Moe Inc. season.
- ii) No more than two (2) Big V Division 2 or higher players may be registered in a single team.
- iii) Players who are a playing member of any senior representative team must register with teams entered in the A grade competition. Players classed as a senior representative players are:
 - a) those who partake in a single game of such competitions.
 - b) those who have participated in any such competition within the previous twelve (12) months upon commencement of the current Basketball Moe Inc. season.
- iv) Players who compete in any Basketball Moe Inc competition lower than A grade and become a playing member of any senior representative team can remain in their current grade until the commencement of the following season.

2.6.2 **Mens Over 35 :**

- i) Players will be eligible to register to play in the current season they turn 35 years of age.

2.6.3. **Juniors:**

- i) All players must be under the stated age as at 31 December of each year the relevant season finishes, however Basketball Moe Inc. Match Committee reserves the right to grade teams as it deems appropriate.
 - a) Age Group
 - Under 8
 - Under 10
 - Under 12
 - Under 14 (C Grade) (subject to 2.6.3. ii).
 - Under 16 (B Grade) (subject to 2.6.3. ii)
 - Under 18 (A Grade) (subject to 2.6.3. ii)
- ii) Junior teams **ARE REQUIRED** to play in their respective age division specified in 2.3.6 i) a) subject to the Match Committee grading of their team in A, B or C grade and any player wishing to compete in a higher or lower age division should seek approval from the Junior Match Committee prior to playing. Non-compliance may result in the player being deemed ineligible and subject to rule 5.5.8., unless the player is a fill-in.

- iii) Players are not permitted to play in two age groups or Grades unless exceptional circumstances exist (Over 35's Mens competition is excluded from this rule). Written application must be made to the senior or junior Match Committee outlining those exceptional circumstances. The Match Committee reserves the right to approve or deny any application. The Match Committee is in no way bound by any previous decision made and all applications will be treated on it merits.
- iv) Junior players are not permitted to play in a team that is two age brackets (or Grades) above the players present age unless exceptional circumstances exist. Written application must be made to the senior or junior Match Committee outlining those exceptional circumstances. The Match Committee reserves the right to approve or deny any application. The Match Committee is in no way bound by any previous decision made and all applications will be treated on it merits.
- v) Players under the age of 5 are ineligible to participate in the junior competition.
- vi) Players under the age of 15 years of age are ineligible to participate in senior competitions unless:
 - a) a request is received in writing from the players' parent or guardian;
 - and
 - b) expressed permission is granted by the Basketball Moe Inc. Match Committee.

2.6.4 **Representative teams**

- i) Junior representative players must be registered with Basketball Moe Inc. and competed in the domestic competition for at least one season to be eligible for selection unless:
 - a) an application for relaxation of the rule with adequate reasons are provided and submitted in writing to the Match Committee and express permission is granted by that Committee.
- ii) Junior representative players will participate in the domestic competition in a grade at the discretion of the appointed Squad Coach and the Match Committee.

2.7. **Fill-in Players**

- 2.7.1. That in both the Senior and Junior Competitions, teams will be permitted fill in players in order to avoid a forfeit.
- 2.7.2. A fill-in player must be a registered and affiliated player with Basketball Moe Inc.
- 2.7.3. The same fill in player may only fill in for a maximum of three times per season. This rule may be relaxed at the discretion of the Match Committee.
- 2.7.4. That Junior teams fill-in players may only fill-in for the same or a higher grade than the one they are registered with.
- 2.7.5. That Senior team fill in players may be from any Grade.
- 2.7.6. If after the commencement of the game, a team's regular player(s) arrive, the fill-in player(s) must leave the court and take no further part in the game.

- 2.7.7. All games played as a fill-in will count towards finals qualifications if the fill-in becomes a registered player with that team.
- 2.7.8. Failure to comply with the above requirements will result in the player being deemed ineligible and subject to rule 5.5.6 where the match will become a forfeit.

3. Clearances

- 3.1.** All registered players are affiliated to the teams in which they are registered.
- 3.2.** Once a season has commenced, all players registered in a team require a clearance if they wish to move to another team within Basketball Moe Inc.
- 3.3.** A clearance may be denied until all outstanding monies are paid in full and all uniforms returned in good condition.
- 3.4.** At the end of a season, players are no longer bound to any team and may move to another team without a clearance. (Players intending to go to a new team should ensure that they are not included on the old team's registration for the new season or a clearance may be required).
- 3.5.** If a team withdraws or is otherwise removed from the competition, all players registered with that team become free agents from the first round after the last game the team played.
- 3.6.** Clearance forms are available from Basketball Moe Inc. office and must be completed and signed by the team coach or manager and the player seeking the clearance or in the case of a junior player, the players' parent or guardian. Players are required to lodge the clearance request with Basketball Moe Inc. Match Committee prior to the first game with the new team.
- 3.7.** The team coach or manager is required to approve or deny clearance requests within seven (7) days of receiving them; otherwise they will be automatically approved.
- 3.8.** If a player is denied a clearance from a team, they may appeal this decision by lodging a written request to the Committee of Management. Representatives from Basketball Moe Inc. Committee of Management who are not involved with the player or either team concerned will hear the appeal within seven (7) days of lodgement of the appeal, with all parties present.

4. Uniforms & Accessories

- 4.1.** Each team must register the colours of their uniform on Basketball Moe Inc. team entry form when entering the competition and obtain approval from the Match Committee.
- 4.2.** The registered uniform of the players must comply with the Official FIBA Basketball Rules which consist of:
- 4.2.1. Shirts of the same dominant colour front and back.
- 4.2.2. Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.
- i) Shorts with pockets are not allowed under any circumstances
- 4.2.3. Undergarments that extend below the shorts may be worn provided they are of the same dominant colour as the shorts.
- 4.2.4. Full length skins or gloves are not permitted without the production of a medical certificate from a qualified medical practitioner and express permission from the Match Committee.

- 4.3.** Team shirts are to be numbered in accordance with the Official FIBA Basketball Rules which are to consist of:
- 4.3.1. Shirts numbered on the front and back with plain numbers of the same colour contrasting with the colour of the shirt. No T-Shirts are permitted to be worn under the uniform.
 - 4.3.2. Basketball Moe Inc. permits the following numbers for use: 4-15, 20-25, 30-35, 40-45 & 50-55. Note that 00 is not an approved number.
- 4.4.** All registered team players must wear the same registered uniform shirt and same coloured shorts at the commencement of round three (3), unless the uniform is still being manufactured and the Match Committee has been advised. Otherwise the following will apply:
- 4.4.1. A player may be permitted to take part in any match with incorrect shorts or shirt. The non-infringing team will be awarded five (5) game points for each item that is incorrect uniform. Fill in players as specified in rule 2.7 are exempt from this rule.
- 4.5.** In the case of a clash of uniform colours between two teams and the referees' request a change, the first named team on the score sheet must change into alternate shirts, which can be obtained from Basketball Moe Inc. Basketball Office.
- 4.6.** All items of jewellery must be removed with the exception of flat wedding bands. Items of jewellery that cannot be removed must be adequately covered and padded so as to pose no danger to other players. The referee shall be responsible for deciding if the item has been adequately covered and padded. If it is not adequate, the player may not take the court. The decision of the referee will be final.
- 4.7.** All players are required and expected to have closely cut fingernails prior to taking the court. Any player found with long nails will be asked to cut and file their nails. The wearing of gloves or taping of the nails is not permitted.

5. Game Administration & Specific Rules

5.1. General Rules

- 5.1.1. All matches will be conducted in accordance with the current Official FIBA Basketball Manual except where modified by these playing regulations.
- 5.1.2. If at any time the officiating referee or referee co-ordinator deems it unsafe for a player to play or continue to play, the player will not be allowed to enter the court and participate in the game.

5.2. Timing Rules

- 5.2.1. Unless otherwise provided for, all competition games shall consist of two (2) twenty (20) minute halves in all grades except U8 which will be two (2) fifteen (15) minute halves.
- 5.2.2. Unless otherwise advised or noted, two (2) time outs, each of one (1) minute duration will be allowed per team per half.
- 5.2.3. There shall be a half-time interval of two (2) minutes.
- 5.2.4. The game clock only stops when directed to do so by the match officials.

5.3. Playing Requirements

- 5.3.1. A team must have four (4) players on court before a game can commence.
- 5.3.2. A minimum of two (2) players per team is required on court for the game to continue.
- 5.3.3. Players are to supply their full name (ie given and surname) on the score sheet. Initials will not be accepted. Non-compliance will result in the player concerned not receiving credit for that game.
- 5.3.4. Any player whose name appears on the score sheet prior to half time is eligible to take the court at anytime during the game. If the name does not appear on the sheet prior to half time they are ineligible to play.
- 5.3.5. Any player name on the score sheet and not present at the end of the game will be removed by the officials and not credited with playing that game.

5.4. Scorers

- 5.4.1. Each team shall supply a competent person to act as a score table official for all matches except the Grand Final (where possible).
- 5.4.2. If a team fails to supply such a person, then a player must act as their score table official and can remain a substitute for their team during the match but only if the replacement on the score table is also a competent person.
- 5.4.3. In the case of a team only having five (5) players present and no competent person to act as score table official, rule 5.4.2 will apply and the team must play with four (4) players.
- 5.4.4. In the case of a team having only 4 players and no competent person to act as score table official, the opposing team shall perform the function of both score table officials to the best of their ability.
- 5.4.5. Teams which fail to provide a score table official have no avenue for complaint if they are not satisfied with the manner in which the game is either scored or timed.
- 5.4.6. Basketball Moe Inc. will provide score table officials for all Grand Finals (where possible).

5.5. Forfeits

- 5.5.1. For each minute, or part thereof the game is delayed, the opposing team's score is to be increased by one (1) point.
- 5.5.2. If a team is more than ten (10) minutes late to take the court from the advertised start time, the match will be called a forfeit.
- 5.5.3. Senior teams will incur a prescribed penalty for the first offence, a further prescribed penalty for the second offence, a further prescribed penalty for the third offence and a subsequent offence will incur automatic disqualification from the competition. The prescribed penalty will be set at the start of each season by the Match Committee and advised to teams.
- 5.5.4. Senior teams must pay the prescribed forfeit fee **BEFORE** playing their next scheduled game.
- 5.5.5. Teams which provide a "notified forfeit" no later than twelve (12) hours before the scheduled match commencement time by calling the Match Committee nominee as detailed on the team entry form, will be awarded zero (0) premiership points and if a senior team will avoid the prescribed forfeit fee.

- 5.5.6. In the event of a forfeit by both teams, a double forfeit shall be the result with no premiership points.
- 5.5.7. If a team is deemed to be forfeiting against the same team each round, the points lost as detailed in 5.5.3 will be doubled on each subsequent occasion.
- 5.5.8. A forfeit also occurs in the following circumstances:
- i) A match is abandoned by the referees due to the actions of either/both teams and/or players and spectators.
 - ii) Unregistered or ineligible player/s has participated in the match.
- 5.5.9. The result of the match will be 20-0 if the forfeit is caused by the team winning at the time the match was abandoned. The score of the match will stand if the action is caused by the team losing at the time the match was abandoned.

5.6. Cancellations

- 5.6.1. If, due to circumstances beyond the control of Basketball Moe Inc., an entire round is cancelled, the matches may or may not be rescheduled.
- 5.6.2. Premiership points will not be awarded for a cancelled round except in the case of a washout where all teams are allocated a draw.
- 5.6.3. The cancelled round of matches will be deleted from the fixture and finals qualifications will be adjusted accordingly.

5.7. Points Allocation

- 5.7.1. Premiership points will be allocated as follows:
- i) Win = 3 points
 - ii) Loss = 1 point
 - iii) Draw = 2 points
 - iv) Bye = 3 points *
 - v) Forfeit (Notified) = 0 points
 - vi) Forfeit (Un-notified) = 3 point deduction (Score: 20-0)
 - vii) Failure to attend AGM = 4 point deduction

** includes when domestic junior teams play squad teams*

5.8. Incomplete Match

- 5.8.1. If a match is unable to continue within the time scheduled for the match for reasons beyond the control of either team (including circumstances where it is unsafe for the match to proceed) the following shall apply:
- i) **Prior to Half Time** - the match shall be deemed to be drawn and the scores of the teams at the time the match was interrupted shall be used in calculating the percentage of each team.

- ii) **Half Time & Beyond** - the scores of the teams at the time the match was interrupted shall be deemed to be the final scores of the match. The team with the highest score shall be deemed the winner of the match and the scores shall be used in calculating the percentage of each team.

5.9. Team Fouls

- 5.9.1. A team is in a team foul penalty situation when it has committed eight (8) personal fouls in any half.

5.10. Personal Fouls

- 5.10.1. A player who commits five (5) fouls, personal and/or technical, shall be informed thereof by the match official and must leave the game immediately.

5.11 Zero Tolerance (Sin Bin)

- 5.11.1 All unsportsmanlike fouls will incur two free shots and side ball possession as well as an automatic 5 minute exclusion from the game. A second offence will incur expulsion from the game.
- 5.11.2 At the referees absolute discretion, technical fouls may incur the same penalty as detailed in 5.11.1.

5.12. Time Outs

- 5.12.1. No time outs are permitted in the last one (1) minute of the first half. Where a time out is in progress prior to the one minute point, that time out will cease at the one minute point and play will resume immediately. This rule does not apply to finals.
- 5.12.2. No time outs are permitted in the last three (3) minutes of the second half. Where a time out is in progress prior to the three minute point, that time out will cease at the three minute point and play will resume immediately. This rule does not apply to finals.

5.13. Substitutions

- 5.13.1. Substitutions will not be permitted in the last one (1) minute of the second half. This rule does not apply to finals
- 5.13.2. Compulsory substitutions are exempt.

5.14. Finals Qualifications

- 5.14.1. To qualify for finals a player is required to play one third (1/3) plus one (1) game of available games scheduled during any given season.
 - i) Byes count as games played.
- 5.14.2. Players of a team giving a forfeit will not be credited with having played that game unless their name appears on the team sheet.
- 5.14.3. All players of the team receiving an un-notified forfeit will be credited for that game towards finals qualification.
- 5.14.4. Where a forfeit has been notified the team receiving the forfeit will be granted a

credit towards finals qualification for all the players fully registered up to the time of the forfeited game.

- 5.14.5. All game qualifications are transferable in the case of a clearance in accordance with Rule 3.

5.15. Results & Ladders

- 5.15.1. Results of all matches and a ladder displaying team positions will be displayed on the Basketball Moe website and the notice boards for senior and junior competitions when available.
- 5.15.2. At the completion of each fixtured season a finals series will be conducted between the top four (4) teams, where possible, on the end-of-season ladder in each grade/section with the exception of all under 8 competitions.
- 5.15.3. Ties for places in the top four (4) positions will be determined by percentage.

5.16. Junior Development Rules

- 5.16.1 Basketball Moe Inc. Committee has introduced a number of rules to the junior division to assist in the well-rounded development of all players of all levels.

5.16.2 *Under 8's Modified Rules*

- i) Competition games shall consist of two (2) fifteen (15) minute halves.
- ii) The coach shall be allowed to enter the playing court and remain there for the duration of the game to assist in the development of the players. The coach must not impede on the flow of the game failure which may result in a two shot penalty.
- iii) The free throw line will be modified in accordance with the players ability.
- iv) No penalty shall be enforced for cross court violation or 3 second violation in the restricted key area.
- v) If a team is 10 points or more ahead the following rules apply to their defensive arrangement. All defensive players will need to return behind the three point line and remain there until the offensive team moves the ball past this line. If the offensive team passes the ball back outside the three point line, the defensive team must remain behind the three point line. If the referee feels that they are not making an effort to enter the three point zone after a reasonable time (20-30 seconds), they will be able to allow the defensive team to come out and extend their defence.
- vi) Every player will be encouraged to shake hands at the end of the game.
- vii) No official ladder will be maintained.
- viii) Every registered player will be awarded a trophy at the end of each season.

5.16.3 *Under 10 Modified Rules*

- i) If a team is 10 points or more ahead the following rules apply to their defensive arrangement. All defensive players will need to return behind the three point line and remain there until the offensive team moves the ball past this line. If the offensive team passes the ball back outside the three point line, the defensive team must remain behind the three point line. If the referee feels that they are not making an effort to enter the three point zone after a reasonable

time (20-30 seconds), they will be able to allow the defensive team to come out and extend their defence

- ii) 3-pt field goals will not count and shall be recognised as a two (2) point field goal.
- iii) All free throw attempts in any competition match shall be advanced to the Under 12 line.

5.16.4 **Under 12 Modified Rules**

- i) Rule 5.16.3 will apply to the under 12 competition with the exception of rule 5.16.3. i)
- ii) If a team is 20 points or more ahead the following rules apply to their defensive arrangement all defensive players will need to return behind the three point line and remain there until the ball is turned over. If the referee feels that they are not making an effort to enter the three point zone after a reasonable time (20-30 seconds), they will be able to allow the defensive team to come out and extend their defence.

This rule does not apply to the representative team or the team competing against the representative side nor in any finals games.

5.16.5 **A, B and C Grade Modified Rules**

- i) If a team is 20 points or more ahead the following rules apply to their defensive arrangement: all defensive players will need to return behind the three point line and remain there until the ball is turned over. If the referee feels that they are not making an effort to enter the three point zone after a reasonable time (20-30 seconds), they will be able to allow the defensive team to come out and extend their defence. This rule does not apply to the representative team or the team competing against the representative side nor in any finals games.

6. Finals

6.1. Eligibility

- 6.1.1. Only players who have played the pre-determined number of games detailed in Rule 5.14 qualify to participate in finals.
- 6.1.2. Where particular circumstances exist any player may apply to Basketball Moe Inc. Match committee for exemption to rule 5.14. by writing to the Match Committee.
- 6.1.3. Application for exemption must be received by the Basketball Moe Inc. Match committee by **NO LATER THAN (2) WEEKS** prior to the commencement of finals. Any application received after this time may not be considered.
- 6.1.4. Each request will be considered individually on its own merit and approval is not guaranteed.

6.2. Format

- 6.2.1. Each competition will employ the Page-McIntyre System for its finals series as follows:

First Semi-Final:

3rd vs. 4th - Loser is eliminated; winner advances to "Preliminary Final".

Second Semi-Final:

1st vs. 2nd - Loser progresses to "Preliminary Final"; winner advances to "Grand Final".

Preliminary Final:

Loser of Second Semi-Final v Winner of First Semi-Final; loser is eliminated, winner advances to "Grand Final".

Grand Final:

Winner of Second Semi-Final vs. Winner of Preliminary Final.

- 6.2.2. The Basketball Moe Inc. Match committee shall reserve the right to structure the Finals series, as circumstances require.

6.3. Timing Rules

- 6.3.1. All finals games are played to a 60-minute schedule and the following will apply:
- i) The clock will stop on all whistles in the last one (1) minute of the first half and the last three (3) minutes of the second half.
 - ii) Substitutions and time outs will be permitted in the last one (1) minute of the first half and the last three (3) minutes of the second half.
 - iii) Clock will stop for time outs called in grand final only.
 - iii) The clock will stop for all whistles during any extra period.

6.4. Extra Period

- 6.4.1. All finals matches must conclude with a result. If in the event that a drawn game is produced extra periods will be required as follows:
- i) five (5) minutes for all finals.
- 6.4.2. In the event that a result has not been determined after two (2) extra periods, a third (3rd) extra period will commence and the first team to score either a field goal or a free throw will be declared the winner.

7. Disputes & Resolutions

7.1. Complaints

- 7.1.1. Any team wishing to complain about any matter relating to Basketball Moe Inc. domestic competition may do so in writing to Basketball Moe Inc. Secretary.
- 7.1.2. Complaints will only be recognised if they are signed by the team contact/manager.
- 7.1.3. Complaints will be administered in accordance with the Constitution.

7.2. Protests

- 7.2.1. Any team desiring to lodge a formal protest in respect to any game must endorse the score sheet to that effect in the presence of the officiating referees, notifying the Intention to Protest. The Intention to Protest must be signed by the Team Coach/Manager/Contact and their names printed clearly with their respective signatures.
- 7.2.2. The official Protest must be lodged in writing with Basketball Moe Inc. Secretary within forty-eight (48) hours of the completion of the match.
- 7.2.3. Any Protest is to be heard by Basketball Moe Inc. Match Committee, within seven (7) days of receipt of the official Protest.

7.3. Appeals

- 7.3.1. The decision of Basketball Moe Inc. Match Committee regarding any protest may be appealed to Basketball Moe Inc. Committee of Management, whose decision will be final.
- 7.3.2. The Team Coach/Manager/Contact must sign all correspondence regarding any appeal.

8. Schedule of Fees, Fines and Penalties

8.1. Fees

- 8.1.1. Player registration fees will be reviewed prior to entry forms being available and will be published.

8.2. Fines

- 8.2.1. Forfeit fines will be determined each season by Basketball Moe Inc. Committee of Management and will be advertised prior to the commencement of each season.

8.3. Penalties

- 8.3.1. All game infringements must be brought to the attention of the team coach prior to the penalty being applied.
- 8.3.2. All score penalties must be added to the score sheet at the time the infringement is first noticed.
- 8.3.3. Late start points must be added to the score sheet before the game commences (one (1) point for each completed minute in accord with Rule 5.5).
- 8.3.4. Points for incorrect uniform must be added when the player first enters the match (five (5) points per offence in accord with Rule 4.4).
- 8.3.5. Non- attendance of at least one (1) Association member representing a team at the Annual General Meeting or any Special General Meeting will incur the loss of four (4) premiership points.

9. Playing Regulation Amendments

- 9.1. Basketball Moe Inc. Committee may review and amend these playing regulations annually to facilitate the running of the competition. This should preferably be conducted in October each year but may occur at any time with notification being published on the website and attached to the noticeboards.

10. Special Circumstances/Provisions

- 10.1. Where these playing regulations are silent, a decision can be made that ensures the integrity of the Basketball Moe Inc. is maintained at all times. The Committee may in using its reasonable discretion, in exceptional and extenuating circumstances, alter, vary or waive the requirements set out in these playing regulations relating to Basketball Moe Inc.

11. Miscellaneous

11.1. Codes of Conduct: Basketball Moe Inc. employs the current Codes of Conduct policies prescribed by Basketball Victoria and available on the website.

11.2. Participant's Protection By-Law: As prescribed by Basketball Victoria

11.2.1. **Climate Policy:** As per the current Participants' Protection By-Laws of Basketball Victoria.

11.2.2. **Pregnancy:** As per the current Participants' Protection By-Laws of Basketball Victoria.

11.2.3. **Infectious Diseases:** As per the current Participants' Protection By-Laws of Basketball Victoria.

11.2.4. **General Safety:** As per the current Participants' Protection By-Laws of Basketball Victoria.

11.3. Drug Policy: As per the current Drugs in Basketball Policy prescribed by Basketball Victoria.

11.4. Blood Policy: As per the current Basketball Australia Blood Policy.

11.5 Tribunal: As per the current Rules adopted by Basketball Victoria.

11.6 Social Media Abuse: As per the current policy adopted by Basketball Victoria

12. Life Membership (adopted 17 March 2015)

12.1 The award of life membership for Basketball Moe is formalized by this by-law and is the responsibility of the Committee of Management

12.2 Policy/principles/eligibility applicable to life membership

12.2.1 Life Membership is the highest honor which can be bestowed for longstanding and valued service to Basketball Moe

12.2.2 There is only one category of Life Membership and the award shall be restricted to those whose association with Basketball Moe extends for a lengthy period, generally for at least ten years, and whose service to Basketball is worthy of the highest honor in a voluntary capacity.

12.2.3 Mere longevity is not sufficient to qualify a person for this award; rather, the potential Life Member must have made a significant, memorable, positive, commendable, and lasting contribution directly to Basketball Moe organisationally. Demonstrating a significant contribution to the running of the Association over the majority of those years. Participation will be to a much greater extent than the average member.

12.2.4 While an association with Basketball Moe sport over a lengthy period would normally apply, the award may be made in exceptional circumstances where the individual concerned had made a distinguished contribution over a shorter period. Awards in such circumstances will be rare.

12.2.5 No person shall qualify automatically for any award.

12.3 Process

12.3.1 Nominations for life membership are to be lodged with the Secretary, Basketball Moe.

12.3.2 The nominator, being a member of the Association is to provide a written submission addressing the criteria at 12.2

12.3.3 The Secretary is to provide a copy of the nomination to the Committee of Management and the nomination is to be noted as an agenda item for the Committee of Management.

12.3.4 The Committee of Management must consider the nomination in light of the general principles and each nomination must be considered on its merits and not to make direct comparisons with other life members.

12.3.5 The Committee of Management must decide whether or not to grant the nominee Life Membership and provide a statement of reason for the decision which is to be noted in the minutes of the Committee of Management meeting.

12.3.6 The Committee of Management will grant Life Membership to the nominee on motion of one, seconded by another and passed by a vote of four (4).

12.4 Presentation/conferring of Awards

- 12.4.1 Once approved, it becomes the responsibility of the President to inform awardees.
- 12.4.2 All awards will be recognized on honor boards.
- 12.4.3 Presentation/conferring of awards will take place at the following AGM of Basketball Moe the Life Member will be acknowledged and presented with a Basketball Moe Life membership certificate.
- 12.4.4 Life members have the right to receive notice of, and to attend and vote at General Meetings.

13. CBL Representative Sides (adopted March 2015)

13.1 CBL Sides representing Moe will be entered at the sole discretion of the Committee of Management of Basketball Moe.

13.2 Coach

13.2.1 CBL Coaches are to be appointed by the Committee of Management upon written application.

13.3 Eligibility

13.3.1 Despite CBL eligibility rules which must be complied with, representative players must be registered with Basketball Moe Inc. and competed in the summer domestic competition to be automatically eligible to compete in this competition.

If the above criteria is not fulfilled, the following applies to be eligible for selection:

- I. an application for exemption is provided together with reasons and submitted in writing to the Committee of Management and express permission is granted by that Committee.
- II. Note that the reasons above must be unforeseen circumstances such as injury or alike.
- III. A request for the relaxation of the CBL eligibility criteria must be expressly authorised by the Committee of Management of Basketball Moe.