

Basketball Moe Incorporated

Competition Playing Rules – By Laws

Effective: April 2024

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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 Newborough and other facilities.
- 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, officials, administrators, and other persons involved in basketball.

Playing Regulation By-Laws (*'Playing Regulations'*):

- Basketball Moe Inc. supports and abides by the Basketball Victoria constitution.
- All tribunals will be conducted in accordance with the [Basketball Victoria Tribunal By-Laws](#).
- Basketball Moe Inc. reserves the right to arbitrate in the best interests of our sport and competitions 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](#) issued by Basketball Victoria.
- Basketball Moe Inc. Committee may from time to time make, repeal, and amend all *Playing Regulations* it considers necessary for the proper management of the business and affairs of the Association.
- The current Basketball Moe Inc. *Playing Regulations* shall be accessible from the Basketball Moe website.

1. Competition Introduction

- 1.1 Basketball Moe Inc. will offer competitive and social basketball competitions.
- 1.2 All junior competitions will be structured on Age Group guidelines in accordance with the Basketball Victoria Country regulations, except where modified by these *Playing Regulations*.
- 1.3 The Competition Fixture, including days and times of games, is at the discretion of the Basketball Moe Inc. Committee, in conjunction with facility management, and are subject to change from season to season.
- 1.4 All Competitions will be conducted in accordance with the current FIBA Official Basketball Rules, except where:
 - 1.4.1 Modified by these *Playing Regulations*, or
 - 1.4.2 An updated version of the FIBA Official Basketball Rules is published during a Basketball Moe Inc. Competition season, in which case the new rules shall not apply until the commencement of the next season.

1.5 Requirement to attend Annual General Meeting

- 1.5.1 It is a condition of entry that each team participating in our competition will have a minimum of one (1) representative who is a Basketball Moe Inc. current financial member (or parent/guardian thereof) attend the Annual General Meeting and any Special General Meetings that may be called.
- 1.5.2 The representative must have attained the age of eighteen (18) years.
- 1.5.3 Failure to have at least (1) representative attend shall result in the team being penalised the loss of (4) premiership points for the current season. If the AGM occurs during a break between seasons, the penalty applies to the new season.
- 1.5.4 For the purposes of *Playing Regulation 1.5.3*, apologies will not be accepted except in extenuating circumstances at the discretion of the Committee.
- 1.5.5 Members attending the Annual General Meeting, or any Special General Meeting are entitled to represent one (1) team only (either a junior team OR a senior team, not both).

1.6 Member Protection/Child Protection

- 1.6.1 All participants must abide by the Basketball Victoria Member Protection By-Laws.
- 1.6.2 All participants who are eighteen (18) years old or over who engage in coaching, team managing or officiating must provide a current and valid Working with Children Check Card or evidence as required by the Working with Children Act 2005.

This must be registered in the competition management system, and a copy of the card sighted by Basketball Moe Inc.'s Child Safety Officer.

2. Registration

2.1 Team Entry

- 2.1.1 Any person seeking to enter a team or teams in a Basketball Moe Inc. competition shall make application by lodging the prescribed team entry form by the stipulated date.
- 2.1.2 A minimum of five (5) players must be entered on the prescribed team entry form with full player details.
- 2.1.3 The Basketball Moe Inc. Committee reserves the right to refuse any application for entry as it sees fit, including for, but not limited to the following reasons:
 - i) Having outstanding fees/fines.
 - ii) Having proven unreliable in previous seasons.
 - iii) Having previously withdrawn from a competition after completion of the fixture.
- 2.1.4 Basketball Moe Inc. Committee may also:
 - i) Grade or regrade any team entry to ensure fair competition.
 - ii) Reject any team name it deems offensive, racist, or not aligned with the philosophy of Basketball Moe Inc.
 - iii) Reject any team entry that contains members whom the Basketball Moe Inc. Committee holds a reasonable belief are unable to participate for reasons of their own prior conduct.
- 2.1.5 As a condition of entry, each team agrees to abide by the rules of the game and these *Playing Regulations* as they are written and interpreted by the Basketball Moe Inc. Committee.
- 2.1.6 All junior teams must have a coach registered to the team in digital registration platform each new season.
- 2.1.7 All senior teams must have a team manager registered to the team in digital registration platform each new season.
- 2.1.8 Failure to have a coach and/or team manager registered by the commencement of the first team game of a new season will result in the loss of (3) premiership points.

2.2 Late Entry

- 2.2.1 Acceptance of entry forms received after the stipulated date will be dependent upon a decision by the Basketball Moe Inc. Committee.

2.3 Team Grading

2.3.1 Teams can be promoted or relegated at the discretion of the Basketball Moe Inc. Committee at any time.

2.4 Disqualification

2.4.1 Teams may be disqualified from Basketball Moe Inc. competitions at the discretion of the Basketball Moe Inc. 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:

- i) Prior to playing in their first game for that team
- ii) For registration to be processed, that payment must be received prior to the commencement of the first game in the session in which they play.
- iii) Session means a calendar day of fixtured games.
- iv) For senior competitions, new players after the nominated round must obtain Match Committee approval for registration.
- v) If an unregistered player is deemed to have participated in a game, that game will be considered a forfeit by that players team.

2.5.2 All players must pay the annual Basketball Victoria Participant License Fee and Basketball Australia Development Levy when required to via the digital registration platform.

2.5.3 Registration fees are at the discretion of the Basketball Moe Inc. Committee and will be published on the digital player registration form for each season.

2.5.4 Basketball Moe Inc. will provide a family discount for third and subsequent members of the same family household. Only dependent family members will qualify. Details of the discount and how to access it will be published with the digital player registration form for each season.

- 2.5.5 Basketball Moe Inc. will provide reduced registration fees to players participating in more than one team in its competitions in one season. Details of the reduced fee will be published with the digital player registration form for each season.
- 2.5.6 Any refunds of registration fees are at the discretion of the Basketball Moe Inc. Committee, and subject to the terms and conditions agreed to when making the payment on the digital player registration form.
- 2.5.7 All registered players become members of Basketball Moe Inc. subject to the rules of the Basketball Moe Inc. Constitution and these *Playing Regulations*.

2.6 Senior Player Restrictions

- 2.6.1 Players who compete in any Senior Representative Competition or higher must register with teams in the A Grade Competition.
- 2.6.2 A player is considered to have competed in a Senior Representative Competition if they have:
 - i) Played in a single game of such competition, or
 - ii) Been selected for state or national team programmes.
 - iii) For the purposes of this rule, playing and selection history for the twelve (12) months preceding the current season shall be considered.
- 2.6.3 No more than two (2) Senior Representative players may be registered in a single team.
- 2.6.4 Members who become a player competing in a Senior Representative Competition after the commencement of the current Basketball Moe Inc. season may remain in their current grade until the commencement of the following season.
- 2.6.5 Players are not permitted to play in multiple teams or Grades unless:
 - i) The player is participating in the Veterans competition (2.6.6) as a second competition.

or

 - ii) Exceptional circumstances exist and an application for relaxation of the rule with adequate reasons is provided in writing to the Basketball Moe Inc. Committee and express permission is granted by that Committee.
- 2.6.6 Veterans Competitions**
 - i) Players will be eligible to register and play in the current season if they will attain the required age set

by the Basketball Moe Inc. Committee prior to the commencement of the final regular round game of that season.

2.6.7 Children playing seniors:

Players under the age of 15 years of age are ineligible to participate in senior competition 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.

2.7 Junior Player Restrictions

2.7.1 All players must be under the stated age as at 31st December of the year in which the competition finishes.

2.7.2 Basketball Moe Inc. reserves the right to grade teams as it deems appropriate.

2.7.3 Competitions will be conducted in the following age groups:

- i) Under 8
- ii) Under 10
- iii) Under 12
- iv) Under 14 (C Grade, subject to rule 2.7.2)
- v) Under 16 (B Grade, subject to 2.7.2)
- vi) Under 18 (A Grade, subject to rule 2.7.2)

2.7.4 Junior teams must initially be entered in the relevant age division specified in rule 2.7.3, based on the date of birth of the oldest member registered in the team.

2.7.5 The Basketball Moe Inc. Committee will grade teams based on ability for competitions 2.7.3 iv – vi. Teams requesting to play a division of 2.7.3 iv – vi lower or higher than their age must have Match Committee Approval.

2.7.6 Players are not permitted to play in a team that is two age groups (or grades) above the players present age unless:

- i) Exceptional circumstances exist and an application is made to the Junior Match Committee, and express permission is granted.

2.7.7 Players are permitted to register in their respective age division and/or the division one age group bracket above for a maximum of two teams in total:

- i) This excludes their domestic squad team entry.
- ii) The match committee reserve the right to approve or deny any players' registration and is in no way bound by any previous decision made, and
- iii) All applications will be treated on their merits.

- 2.7.8 The competition fixture will not take into consideration the scheduling requirements of players playing in multiple teams when making fixture requests.
- 2.7.9 In the event of a fixture clash between two teams that a player is registered to, the player is permitted to participate in both games, however:
- i) Once the player leaves the first game and they take the court in the second game, they are not permitted to return to the first game, and
 - ii) Must remain in the second game until its conclusion.
 - iii) If a player is found to have played in multiple teams and games without being registered to both teams, the games that the player has participated in will be deemed forfeits.
- 2.7.10 Players under the age of five (5) are ineligible to participate in the junior competition.

2.8 Representative Teams

- 2.8.1 To be eligible for selection to a junior representative team, players must be registered with Basketball Moe Inc. for the duration of the current representative season they are participating in and have competed in the Summer domestic competition immediately prior to the current representative season unless:
- i) An application for relaxation of the rule with adequate reasons is provided and submitted in writing to the Basketball Moe Inc. Committee and express permission is granted by that Committee.
- 2.8.2 Junior representative players will participate in the domestic competition in a grade at the discretion of the appointed Squad Coach and the Basketball Moe Inc. Committee.

2.9 Fill-in Players

- 2.9.1 Teams will be permitted fill-in players to avoid a forfeit.
- i) Fill-in players can only be used to make up to a team total of 4 players for the match.
- 2.9.2 A fill-in player must be a current registered player with Basketball Moe Inc.
- 2.9.3 The same fill-in player may only fill-in for a maximum of three (3) times per season. This rule may be relaxed at the discretion of the Match Committee.
- 2.9.4 Fill-in players must:

- i) Report to the court supervisor who will determine their eligibility to fill-in, prior to taking the court, and
 - ii) Be added to the digital scoresheet for the game.
- 2.9.5 Junior players may only fill-in for teams of the same or higher grade than the one they are registered with.
- 2.9.6 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.
- 2.9.7 All games played as a fill-in player will count towards finals eligibility if the fill-in becomes a registered player with that team.
- 2.9.8 Failure to comply with the above requirements will result in the player being deemed ineligible, and the game will be deemed 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 to 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 are 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.
- 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 on the Basketball Moe Inc. website and must be completed and signed by the team coach or manager and the player seeking the clearance (or their parent/guardian), 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 clearance from a team, they may appeal this decision by lodging a written request to the Basketball Moe Inc. Committee. Representatives from the Basketball Moe Inc. Committee 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 the Basketball Moe Inc. team entry form when entering the competition, and obtain approval from the Match Committee
 - 4.1.1 New teams, and teams replacing their uniforms must do so with reversible playing singlets.
 - i) The first side of the reversible singlet should be a dark colour, and
 - ii) The second side of the reversible singlet should be a light colour.
- 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.
 - 4.2.3 Shorts with pockets are not allowed under any circumstances.
 - 4.2.4 Players may choose to wear accessory items underneath their playing uniform, providing those items are in accordance with the Basketball Victoria Approved Uniform and Equipment Items policy.
- 4.3 Team shirts are to be numbered in accordance with the Official FIBA Basketball Rules, which are to consist of shirts numbered on the front and back with plain numbers contrasting with the colour of the shirt.
- 4.4 No T-Shirts are permitted to be worn under the uniform.
- 4.5 All registered team players must wear the same registered uniform shirt and the same-coloured shorts at the commencement of round three (3) unless the uniform is still being manufactured and the Basketball Moe Inc. Match Committee has been advised. Otherwise, the following will apply:
 - 4.5.1 A player may be permitted to participate in any match with the incorrect uniform (except for 4.2.3) The non-infringing team will be awarded five (5) game points for each item that is incorrect uniform. Fill-in players as specified in 2.9 are exempt from this rule.
- 4.6 In the case of a clash of uniform colours between two teams and the referees' request a change:
 - 4.6.1 Where one team has reversible singlets, they must change so that the colours do not clash.
 - 4.6.2 Where both teams have reversible singles, the team named first on the scoresheet must change.
 - 4.6.3 Where neither team has reversible singlets:

- i) The team named first on the scoresheet must change into alternate shirts, available from the Basketball Office, and
 - ii) Wash and return borrowed singlets to Basketball Moe Inc. prior to their next scheduled game.
- 4.7 All items of jewellery must be removed except for flat wedding bands. Items of jewellery that cannot be removed must be adequately covered and padded to pose no danger to other players. The referee or court supervisor 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 or court supervisor shall be final.
- 4.8 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 and Specific Rules

5.1 General Rules

- 5.1.1 All matches will be conducted in accordance with the current Official FIBA Basketball Rules, except where modified by these playing regulations.
- 5.1.2 If at any time the officiating referee, referee coordinator or a referee coach deems it unsafe for a player to play or to continue to play, the player will not be entitled 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 Under 8s, which shall have 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 The name of any player on the scoresheet who was not present for any part of the game will be removed by the officials at the end of the game, and not be credited with playing the game.

5.4 Scorers

- 5.4.1 Each team shall supply a competent person to function as a Scoretable official for all matches.
 - i) Competent means of fourteen (14) years of age or older.
- 5.4.2 If a team fails to supply such a person, then a player must function 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 function as a 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 function as score table official, the opposing team shall perform the function of both score table officials to the best of their ability and will receive an additional (5) game points in the match.
- 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 Where possible, Basketball Moe Inc. will provide score table officials for Grand Final matches for both Juniors and Seniors.

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 Teams will incur a prescribed penalty for unnotified forfeits, as set by the relevant Match Committee at the start of each season.
- 5.5.4 Teams must pay the prescribed penalty BEFORE playing their next scheduled game.
- 5.5.5 Teams which provide a 'notified forfeit' no later than 12:00PM on the day of their game will be awarded zero (0) premiership points and will avoid the prescribed penalty.
- 5.5.6 In the event of a forfeit by both teams, a double forfeit shall be the result with no premiership points awarded to either team.

- 5.5.7 A forfeit also occurs in the following circumstances:
- i) A match is abandoned by the referees due to actions of either/both teams and/or players and spectators.
 - ii) Unregistered or ineligible player/s has participated in the match.
- 5.5.8 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 Cheating, Match Fixing and Tanking

- 5.6.1** If a team is deemed to be forfeiting intentionally against another team, the points lost as detailed in 5.8.1, along with the prescribed penalty outlined in 5.5.3, shall be doubled on each subsequent occasion.

5.7 Cancellations

- 5.7.1 If, due to circumstances beyond the control of Basketball Moe Inc. an entire round cannot be played, the matches may or may not be rescheduled.
- 5.7.2 Premiership points will not be awarded to any entire cancelled rounds, which do not get rescheduled.
- 5.7.3 Where matches in a partial round are played, the results from these matches will stand because the Ladder Points Average calculation method is used to determine ladder position.

5.8 Results and Ladders:

- 5.8.1 Premiership points will be allocated as follows:
- i) Win = 3 points
 - ii) Loss = 1 point
 - iii) Draw = 2 points
 - iv) Bye = 0 points
 - v) Forfeit (notified) = 0 points (Score: 20-0)
 - vi) Forfeit (unnotified) = 3-point deduction (Score: 20-0)
 - vii) Failure to attend AGM = 4-point deduction
- * Includes when domestic junior teams play squad teams.
- 5.8.2 Results of all matches and a ladder displaying team positions will be displayed on the Basketball Moe digital competition platform.

- 5.8.3 Ladder position will be calculated using the Ladder Points Average method.
- 5.8.4 Ties for positions in the top four (4) will be determined by percentage.
- 5.8.5 At the completion of each fixtured season a finals series will be conducted between the top four (4) teams on the end-of-season ladder in each grade/section, except for Under 8s competition.

5.9 Incomplete Match

- 5.9.1 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 for each team.
 - ii) **Half time and beyond** – the scores of the teams at the time the match was interrupted shall be deemed to be the final scores of the match.

5.10 Team Fouls

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

5.11 Personal Fouls

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

5.12 Technical and Unsportsmanlike Fouls

- 5.12.1 All technical fouls and unsportsmanlike fouls will incur a penalty of two (2) shots and possession of the ball.
- 5.12.2 At the referee's discretion, the player committing these fouls shall also serve a five (5) minute penalty in the Sin Bin.
 - i) The Sin Bin penalty consists of clock-running playing time only, with time outs and the half-time interval excluded.

- ii) Where a coach is serving a Sin Bin penalty, they must do so from the opposite end of the court to their team bench.

5.13 Time Outs

- 5.13.1 No time outs are permitted in the last one (1) minute of the first half, or the last three (3) minutes of the second half.
- 5.13.2 If there is insufficient time showing on the clock for a full sixty (60) second time out to be taken, the time out shall not be granted.
- 5.13.3 This rule does not apply in games where the clock is stopped.

5.14 Substitutions

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

5.15 Finals Qualification

- 5.15.1 To qualify for finals a player is required to play four (4) games for the team during the season.
- 5.15.2 Players of a forfeiting team will not be credited with having played that game. Players of the non-forfeiting team will be credited with playing that game.
- 5.15.3 Where particular circumstances exist, any player may apply to Basketball Moe Inc. Match Committee for exemption to rule 5.15.1.
- 5.15.4 Application for exemption must be received by the Match Committee no later than two (2) weeks PRIOR to the commencement of finals.
- 5.15.5 Each request will be considered individually on its own merit, and approval is not guaranteed.

5.16 Junior Development Rules

- 5.16.1 Basketball Moe Inc. Match Committee has introduced a number of rules to the junior competition to assist in the well-rounded development of players at all levels.
- 5.16.2 Under 8s 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, or a technical foul may be issued.

- iii) The free-throw line shall be modified in accordance with the players ability.
- iv) Three (3) point field goals will not count and shall be recognised as two (2) points.
- v) No penalty is enforced for: ball returned to backcourt, 3, 5 or 8 second violations.
- vi) If a team is 10 points or more ahead, the Mercy Rule applies (see rule 5.17).
- vii) No official ladder will be maintained.
- viii) Every player will be awarded with a participation award at the conclusion of the season.

5.16.3 Under 10s Modified Rules:

- i) If a team is 10 points or more ahead, the Mercy Rule applies (see rule 5.17).
- ii) Three (3) point field goals will not count and shall be recognised as two (2) points.
- iii) All free throw attempts in any match shall advance to the prescribed short free throw line.

5.16.4 Under 12 Modified Rules:

- i) If a team is 20 points or more ahead, the Mercy Rule applies (see rule 5.17).
- ii) Three (3) point field goals will not count and shall be recognised as two (2) points.
- iii) All free throw attempts in any match shall advance to the prescribed short free throw line.

5.16.5 A, B and C Grade Modified Rules:

- i) If a team is 20 points or more ahead, the Mercy Rule applies (see rule 5.17)

5.17 Mercy Rule

5.17.1 The team that is leading by the prescribed number of points for their age group, or more, will be required to retreat inside the three-point line to play defense, only after the ball becomes dead when:

- i) It scores a basket.
- ii) A violation or foul is called against them.
- iii) It will no longer be a breach of the rule for the defensive team to play defense outside of the three-point line when there is a turnover in live play.

5.17.2 The penalty for a breach shall be:

- i) On the first occurrence, a warning.
 - ii) On all subsequent occurrences, a technical foul charged against the Team Bench (B2) with two shots for any player from the opposition team, followed by possession of the ball at the designated throw-in line in the front court.
 - iii) The technical foul shall not count towards the coach for game disqualification purposes.
- 5.17.3 Where the referee believes the rule is being blatantly disregarded by a Player or Coach outside the spirit and intent of the rule, a Behavioural Technical foul may be charged, either against the Coach (C2) or a player (T2), followed by two shots for any player from the opposition team and possession of the ball at the designated throw-in line in the front court.
- 5.17.4 Following any penalty for a breach of this rule, the team leading by the prescribed number of points for their age group, or more, must retreat inside the three-point line to play defense for the next possession.
- 5.17.5 The Mercy Rule applies to all round games AND all finals games.

6. Finals

6.1 Format

- 6.1.1 The Basketball Moe Inc. Match Committee shall reserve the right to structure the finals series as circumstances require.

6.2 Timing Rules

- 6.2.1 All finals games are played to 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 last three (3) minutes of the second half.
 - ii) Substitutions and time outs will be permitted at any time during finals games.
 - iii) The clock will stop for all time outs called in Grand Finals only. For all other finals, it will stop for time outs in the last one (1) minute of the first half and last three (3) minutes of the second half only.
 - iv) The clock will stop for all whistles during any overtime.

6.3 Extra Period

- 6.3.1 All finals matches must conclude with a result. If a draw occurs, an overtime of three (3) minutes shall be played.
- 6.3.2 If a result has not been determined after two (2) overtimes, a third (3rd) overtime will commence with the first team to score a field goal or free throw declared the winner.
- 6.3.3 Where a third (3rd) overtime is required, it shall commence with a Jump Ball in the centre circle.

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 coach or team contact.
- 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 notify the Secretary via email of their Intention to Protest.
- 7.2.2 The Intention to Protest must be signed by the Coach or Team Contact.
- 7.2.3 The official Protest must be lodged in writing with Basketball Moe Inc. Secretary within forty-eight (48) hours of the completion of the match.
- 7.2.4 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/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 player registration 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 published.

8.3 Penalties

8.3.1 Penalties of game points, premiership points, and forfeiture of games are applied as outlined in these rules.

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 between seasons but may occur at any time with notification being published on the Basketball Moe Website.

10. Special Circumstances/Provisions

10.1 Where these playing regulations are silent, the Committee may use its reasonable discretion to alter, vary or waive the requirements set out in these playing regulations.

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

- 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 honour 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 honour 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 many 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 considering 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 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 honour 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

- 13.1 CBL Sides representing Moe will be entered at the sole discretion of the Committee of Management.
- 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 have 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 the Committee.
- ii) The above reasons must be unforeseen circumstances such as injury or alike.
- iii) A request for the relaxation of CBL eligibility criteria must be expressly authorised by the Committee of Management of Basketball Moe.