

# Keilor Basketball Association Senior Domestic By-Laws

2024



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Keilor Basketball acknowledges the Traditional Owners of the Country throughout Victoria and pays respect to their Elders past and present. We are respectful of the ongoing living cultures of Aboriginal Peoples from all of the Victorian Aboriginal Nations.

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<sup>1</sup>This version last updated 12th November 2024.

## **Section 1 General**

**1.1** These by-laws are authorized by the Board of Management of the Keilor Basketball Association (KBA) and are to be used as a supplement to the policies, procedures, by-laws, and Codes of Conducts as set out by Basketball Australia (BA), Basketball Victoria (BV), and the International Basketball Federation (FIBA).

**1.2** These by-laws shall apply to all senior domestic competitions administered by the KBA, including but not limited to:

- open age men's and women's competitions,
- over 35 men's competition and,
- any other competition as advised by the KBA.

**1.3** KBA senior domestic competitions are conducted on a team basis with each night of competition conducted separately.

**1.4** The grades of competition will be determined by the KBA, and may be subject to variation at any time.

**1.5** There will typically be two seasons of competition each year. The KBA shall advise competition dates in advance.

## **Section 2 Registration and Administration**

**2.1** Teams seeking entry to competitions shall complete the required registration information in the manner required by the KBA and pay any fees prescribed.

**2.1.1** Team registration must be completed by the nominated date.

**2.1.2** Approval of registration is subject to availability.

**2.1.3** The KBA reserves the right to refuse entry to any team with a name that may be considered derogatory, discriminatory, offensive, or inappropriate. This includes but is not limited to names that target individuals or groups based on race, ethnicity, gender, sexual orientation, religion, disability, or any other characteristic protected by law or recognised as a basis for discrimination.

**2.1.4** The KBA reserves the right to refuse the entry of any team to any competition, including those teams which have participated previously.

**2.2** It is a condition of registration that teams agree to abide by any venue conditions of entry, the Official Basketball Rules, any relevant Basketball Victoria or Basketball Australia by-laws, these by-laws, and any other regulations applied by the KBA.

**2.2.1** These conditions apply to:

- players,
- coaches,
- spectators and,
- any other person associated with a given team.

**2.3** Players are required to be of at least 15 years of age to participate in open age competitions conducted under these by-laws.

**2.4** Regular players are to be registered and complete the required registration information in the manner required by the KBA. This includes the Basketball Victoria licence fee, which covers insurance prior to playing.

**2.4.1** At the time of writing, registration is facilitated with the PlayHQ online system endorsed by Basketball Victoria.

**2.4.2** Players must pay any prescribed fee and be in good standing with Basketball Victoria.

**2.4.3** Teams are to ensure that their players are registered prior to the commencement of the season.

**2.4.4** If a player is to be registered for a team following the commencement of the season, they must be entered onto the team using the prescribed registration method. At the time of writing this is to be done using PlayHQ.

**2.4.5** Players may only play a maximum of 2 games as an unregistered fill-in player. After this, they must register to ensure that the requirements of the KBA and Basketball Victoria are met.

**2.4.6** Only players who are registered and entered onto a given team will be considered for finals qualification.

**2.4.7** The KBA reserves the right to refuse the entry of any player to any competition, including those players who have participated previously.

**2.4.8** If it is determined by the competition administrator that a player has participated in any game without being compliant with the above restrictions, the team for which they played shall not have any such game counted towards finals qualification requirements.

**2.4.9** To qualify for finals, players must play the prescribed number of games, as advised by the competition administrator. If a game is cancelled due to forfeit of the opposing team, or due to extenuating circumstances, all registered players are considered to have played that game for the purpose of finals eligibility.

**2.5** Players are only allowed to play for one team in each competition on a single night. The player is then bound to that team for that season. Each night is considered a separate competition and players may play multiple nights.

**2.5.1** Any player may be cleared to another team in a season, provided there are sufficient games remaining in the season for that player to qualify for the finals. The competition administrator must be advised prior to this happening to allow recording on PlayHQ platform. Qualification for finals commences from the date of clearance.

**2.5.2** The competition administrator must give approval before the player can play for a new team.

**2.5.3** No player will be cleared to any other team (on any night of senior competition) if they have outstanding financial commitments (unpaid bonds/fines/registration fees etc.).

**2.6** It is a condition of registration that players agree to abide by any venue conditions of entry, the Official Basketball Rules, any relevant Basketball Victoria or Basketball Australia by-laws, these by-laws, and any other regulations applied by the KBA.

**2.7** The KBA will apply a fee for each game to be played.

**2.7.1** The rate of any fee applied will be set and advised by the KBA at the commencement of each season.

**2.7.2** Teams must pay this fee in the manner prescribed by the KBA prior to the commencement of each game. At the time of writing, this is the electronic TeamPay system.

**2.7.3** If either team forfeits a game for any reason, the other team's fee will be transferred to the next game, if already paid.

**2.8** A notified forfeit shall be considered valid if the team giving the forfeit gives at least 48 hours notice. This shall be done by contacting the appropriate competition administrator who will notify all other affected parties.

**2.8.1** Notified forfeits shall incur a monetary penalty equal to the cost of the game fee. After three such forfeits in any one season the team may be removed from the competition.

**2.8.2** An un-notified forfeit is to be awarded by the official(s) when the offending team is not able to field a team in accordance with the requirements of these by-laws, or by the competition administrator if a team fails to notify a forfeit more than 48 hours prior to the game commencement time. Un-notified forfeits shall incur a penalty double the standard game fee. After two such walkovers the team may be removed from the competition.

**2.8.3** Teams giving forfeits will be issued with a forfeit fee on TeamPay.

**2.8.4** Where a team fails to pay a forfeit fee within three weeks, the team faces removal from the competition. Three forfeits in a season may result in the team being removed from the competition.

## **Section 3 Uniform and Equipment**

**3.1** For application of the Official Basketball Rules Equipment, level 2 standards shall apply.

**3.2** For all women's competitions a size 6 basketball shall be used. For all men's competitions a size 7 basketball shall be used.

**3.3** All uniform requirements shall apply from the Official Basketball Rules unless mentioned herein.

**3.4** Uniform requirements for these by-laws are separated into two sections. Players who do not meet the requirements of section 3.5 will not be permitted to participate. Players who meet the requirements of section 3.5 but do not meet the requirements of section 3.6 will be permitted to participate, however a penalty will be attracted as outlined in the relevant section.

**3.5** Players who are not wearing uniform compliant with this section (3.5) will not be permitted to play in the game and shall not be entered in the scoring system. If an infraction of this section is discovered after a player has begun playing, they must be substituted immediately and cannot continue to play until they are in compliance. No allowances can be made for these restrictions under any circumstance.

**3.5.1** Singlets or tops must be easily distinguished from the opposition.

**3.5.2** Each player on a given team must have a unique number as specified in the Official Basketball Rules.

**3.5.3** A player may not wear shorts that have pockets or zips. Taping of pockets is not permitted nor is it permissible to play in shorts turned inside out. Bicycle shorts or leggings are not considered shorts, they can be worn underneath approved shorts only.

**3.5.4** Jewellery, including piercings are not permitted to be worn whilst playing. Rings and body piercings that cannot be removed must be taped in order to be permissible. If tape falls off during play, it must be replaced immediately.

**3.5.5** Fingernails must be cut to a safe length prior to the game. Officials may check players' fingernails as required. Fingernails that cannot be cut and/or are deemed to be unsafe, must be taped in order to be permissible. If tape falls off during play, it must be replaced immediately.

**3.5.6** Only Basketball Victoria approved gloves may be worn. If such gloves are worn, section 3.5.5 does not apply.

**3.6** Players who are not wearing uniform compliant with this section (3.6), but are otherwise compliant with section 3.5 are permitted to play. Teams shall be penalised with 5 points added to the opponents' score for each player participating with uniform out of compliance with this section. This shall be entered upon instruction from the crew chief as having been scored by the captain of the opponents' team:

- If a player starts on court with an incorrect uniform, points are added immediately before commencement of the game.
- Any other uniform penalties are applied as soon as a player with an incorrect uniform is substituted onto the court.
- If for any reason, the points are not applied as above, the points must be applied as soon as the error is identified, in accordance with correctable scoretable errors in the Official Basketball Rules.

**3.6.1** Singlets or tops must be exactly the same including trim, colour and number style, in accordance with the Official Basketball Rules.

**3.6.2** All players must wear a valid number without blank singlets or shirts.

**3.6.3** Taped numbers or hand drawn numbers are not permitted.

**3.6.4** Shorts must be the same dominant colour. Trim is not required to match.

**3.6.5** Restrictions relating to the colour of accessories and compression garments do not apply.

**3.7** The penalty set out in section 3.6 shall not apply during the first three playing rounds each season. Written permission must be obtained from the competition administrator for an extension of this time.

**3.8** In the event of a clash of dominant uniform colour, the team listed second on the fixture shall be required to change to an alternative uniforms.

**3.8.1** If a team is unable to alternative uniforms when required to, the crew chief shall use discretion as to the appropriate penalty:

- Any player whose uniform is not readily distinguishable from the uniform of the opponents shall not be permitted to play. If, as a result of this, a team is not able to meet the requirement of section 4.4 they shall forfeit the game.
- Any player whose uniform is readily distinguishable but clashing in dominant colour shall be permitted to play and have a penalty applied in accordance with section 3.6.

## **Section 4 Playing Regulations**

**4.1** An electronic scoring system approved for use by the KBA shall be used for all games in lieu of the scoresheet.

**4.1.1** Any references in the Official Basketball Rules to the scoresheet shall be understood to apply to the electronic scoring system for games conducted under these by-laws.

**4.1.2** A scoresheet compliant with the specifications in the Official Basketball Rules may be used when the prescribed electronic scoring system is not available. Incomplete or incorrectly completed scoresheets will not count towards qualifications. If a paper scoresheet is used it must contain the following:

- Game date, time, venue and court
- Full team names and competition grade
- Player numbers and full player names
- Full name, email address and date of birth for all fill-in players participating in the game must be written legibly on the back of the paper scoresheet for the scoresheet to be compliant.

**4.2** Prior to the commencement of the game, each team shall ensure that the team members who are present and eligible to participate are entered into the electronic scoring system. Teams should check their opponents' entries and have the names of those not present removed. If there is a dispute the matter should be referred to the official(s).

**4.2.1** Only team members who are present shall be entered in the electronic scoring system. Any team member who is not present for the start of the game, but arrives later shall be entered upon their arrival. Team members will be considered to be excluded players until their name has been entered.

**4.2.2** A maximum of 10 players may be entered for each team on each game.

**4.2.3** The game shall not commence until the crew chief is satisfied that all details have been entered correctly. Late start penalties apply during this period.

**4.3** The table officials shall consist of a scorer, and a timer at minimum.

**4.3.1** Each team is responsible for providing one competent table official.

**4.3.2** The scorer and timer shall be connected with different teams.

**4.3.3** Substitutes are permitted to act as table officials while not playing. If a substitute who is acting as a table official is substituted and becomes a player, a suitable person must be immediately available to continue the duties of the table official.

**4.3.4** Table officials shall act impartially while carrying out their duties.

**4.3.5** Any team who cannot provide a competent and impartial table official prior to the game clock displaying 10:00 remaining in the first half shall be penalised with 5 points to be added to the opponents' score. This shall be entered upon instruction from the crew chief as having been scored by the captain of the opponents' team on the court.

**4.3.6** Where a shot clock is to be used, a competent and impartial shot clock operator must be appointed from either team. If there is no such person available, the game may proceed without the use of the shot clock.

**4.3.7** The KBA may elect to appoint table officials directly, in which case teams may not be required to provide table officials.

**4.3.8** If in the opinion of the crew chief, any table official is unable to perform their duties, they will be removed and a suitable replacement sought from the team with which they are connected. If no such replacement is found, penalties shall apply in accordance with section 4.3.5.

**4.4** The game cannot start if one or both teams are not on the court with 4 players ready to play.

**4.4.1** Players may only play in one game per night unless it is required to prevent forfeiture in accordance with section 4.11.4 due to the requirement of section 4.4.

**4.4.2** A player who begins to play in any additional games per night to prevent a forfeit shall be substituted at the earliest opportunity for any other eligible player. The team shall continue the game with 4 players.

**4.5** Games must be played at the fixtured location and time, except at the discretion of the KBA due to extenuating circumstances.

**4.6** The Instant Reply System (IRS) shall not be used.

**4.7** The KBA may choose to use a shot clock for any game. This shall be administered in accordance with the Official Basketball Rules, with any adjustments as advised by the KBA prior to the game. Where a shot clock or shot clock operator is not available, the game will proceed without it and no shot clock violations will apply.

**4.8** Timing rules will be posted on the scorers table for each game.

**4.9** Games shall consist of two halves of 20 minutes. There will be an interval of play of 2 minutes between the first and second half.

**4.10** During finals only, if the score is tied at the end of the second half, the game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie in accordance with the Official Basketball Rules.

**4.11** The official(s) will warn both teams 1 minute before the starting time.

**4.11.1** The official(s) shall start or shall instruct the timer to start the game clock, no earlier than the prescribed starting time for each match. The game may start earlier upon mutual agreement from both teams and the official(s), and subject to any other requirements for the start of the game.



**4.11.2** If the fixtured starting time for the game is passed and the opening jump ball has not commenced due to any delay, the official(s) shall start or instruct the timer to start the game clock and continue to run.

**4.11.3** Any team who causes a delay which prevents the start of the game shall be penalised with 1 point added to the opponents' score for each minute or part thereof that the game clock is running prior to opening jump ball. This shall be entered prior to the commencement of the game and upon instruction from the crew chief as having been scored by the captain of the opponents' team.

**4.11.4** If a team is unable to begin the game after 10 minutes they will forfeit the game.

**4.11.5** Should a delay impact the whole competition round, all games will be awarded as a draw.

**4.11.6** If due to unforeseen circumstances the game has not commenced before the scheduled half-time break, the game will be considered a draw.

**4.12** Each team may be granted:

- 2 time-outs during the first half with none of these time-outs when the game clock shows 1:00 minutes or less in the first half.
- 2 time-outs during the second half.
- 1 time-out during each overtime.

**4.12.1** If a time-out is in progress when the game clock shows 1:00 minutes or less in the first half, it shall end immediately and the official(s) shall instruct both teams to begin the game.

**4.13** A team is in the team foul penalty situation after it has committed 8 team fouls in a half.

**4.14** The game clock will continue to run for the duration of the game and will not be stopped for any dead ball except as outlined in section 4.15.

**4.15** The timer shall stop the game clock when the game clock shows:

**4.15.1** 1:00 minute or less in the second half with neither team ahead by 10 points or more

**4.15.2** 3:00 minutes or less in the second half during finals games

**4.15.3** 1:00 minute or less in the first half during finals games

**4.15.4** 1:00 minute or less in any overtime, and:

- A referee blows his/her whistle while the ball is live.
- A goal is scored against a team which has requested a substitution.
- A goal is scored and either team has requested a time-out.
- The shot clock signal sounds while a team is in control of the ball.

**4.16** When the timer has stopped the game clock, they shall resume it in accordance with the Official Basketball Rules.

**4.17** Should an injury occur, the clock will not stop except as outlined in section 4.15.

**4.17.1** Should the next game be affected by a delay caused by injury, the clock will start on scheduled time and play will commence when injured player has been moved from the playing area.

**4.17.2** If an injury occurs with the clock has stopped in accordance with section 4.15, should the player be unable to be moved, the clock will be restarted after 1 minute and the remaining game time allowed to expire.

**4.18** If a foul is committed near the end of a half and overtime:

**4.18.1** If the clock should have been stopped as per section 4.15 the official(s) shall determine the remaining playing time. A minimum of 0.1 second shall be shown on the game clock.

**4.18.2** If the clock should not have been stopped as per section 4.15 the official(s) shall administer any penalty before the commencement of the interval of play or the conclusion of the game, with no further playing time in the half or overtime.

**4.19** The penalty for a player who is charged with a technical foul or unsportsmanlike foul as a result of unsportsmanlike conduct shall be implemented in accordance with the KBA behaviour policy.

**4.20** A player who is temporarily prohibited from participating as per the KBA behaviour policy shall be considered an excluded player for the purpose of these by-laws and the Official Basketball Rules.

**4.21**

**4.22** Adjustments to playing and timing regulations may be implemented when in the opinion of the KBA, environmental conditions are overly oppressive in accordance with the Basketball Victoria heat policy. The KBA will notify all relevant courts/venues of this decision.

**4.22.1** Where adjustments are made under this section, they shall be as follows:

- Each half shall be reduced to 18 minutes duration.
- If neither team has used a time-out prior to the game clock showing 9:00 in each half, an additional non-charged time-out will be called by the official(s).
- The official(s) shall instruct the timer to stop the game clock for the duration of the time-out.
- These additional time-outs should be used as an opportunity to rest and hydrate only.

**4.23** Where any extenuating circumstances exist the KBA has the authority to alter any playing regulation to ensure the health and safety of all players. Such adjustments shall be notified in advance wherever practical.

## **Section 5 Grading**

**5.1** All grading, protests, clearances, etc. will be handled by the KBA competition administrator.

**5.2** The competition administrator shall assign or re-grade teams where practical and at their own discretion.

## Section 6 Points Allocation

**6.1** For each game, the winning team will be awarded three premiership points and the losing team one premiership point. Two premiership points will be awarded to each team in the event of a draw. No points are awarded for a fixtured bye or if a game is cancelled. Premiership points may also be removed in accordance with the KBA behaviour policy.

**6.2** Competition standings and ladders are sorted via the points average, where a team's points average is attained by dividing the total number of competition points by the number of games they actually played. Teams with the higher points average shall be higher on the ladder.

**6.3** At the conclusion of the regular season, should two teams be in an equal position on the ladder according to ladder points average, percentage shall determine the higher position.

**6.4** Should both ladder points average and percentage be equal, the team with the higher 'points for' shall determine the higher position. Should two teams still be equal, the following method shall be used to split them

**6.4.1** The teams' head-to-head record will be considered. Firstly, by comparing the number of wins against each other, with the team with the most wins taking the higher position. If this still does not separate them, the number of points scored in head-to-head competition will be totaled with the higher points taking the higher position.

**6.4.2** This system will only apply to teams eligible to play in finals; all other teams will receive a tied ladder positioning.

**6.5** In the event of a forfeit the game score shall be recorded as 10-0 with the non-offending team being credited with a win. This team shall receive 3 premiership points whilst the offending team shall receive 0 premiership points.

**6.6** If both teams fail to appear without notification, then neither side shall receive any premiership points.

**6.7** If a game is abandoned as a result of a team not being able to continue to field a team or the referees deem the teams conduct warrants a cancellation the following shall occur:

**6.7.1** If the team responsible for such actions is currently leading on points, the opposing team will be awarded 3 premiership points and a score of 2-0 shall be recorded for percentage purposes. The team responsible for the forfeit shall receive 0 premiership points.

**6.7.2** If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the team will be awarded three premiership points. The team responsible for the forfeit shall receive zero premiership points.

**6.8** If the game is abandoned following the decision of the official(s), with neither team at fault the following shall occur:

**6.8.1** If the game is abandoned prior to the completion of the first half, the game is not deemed to have been played and both teams will be awarded a bye.

**6.8.2** If the game is abandoned after the completion of the first half the scores at the time of cancellation will stand as the final score.

**6.9** Where games are cancelled due to extenuating circumstances, e.g., COVID, power failures etc. the complete round will be cancelled if all teams in that grade are affected. However, if not all teams in the grade are affected, those who have had their games cancelled, will be awarded 2 premiership points each. All players registered at that date will be deemed to have played the game and will be awarded a game towards finals eligibility.

## **Section 7 Conduct**

**7.1** The KBA has the right, where it sees fit, to refuse entry and or remove any player or team from the competition if the conduct of the player, the team or any of its members is deemed to be outside of the Basketball Victoria Codes of Conduct and KBA Behaviour Policy.

**7.2** Players who are adversely affected by alcohol or drugs will not be permitted to play or, if the game has commenced, they can be asked to leave the court if the referee believes their performance has been affected by alcohol or drugs.

**7.3** Once disqualified or removed, a player or spectator must leave the stadium/building/premises and is not permitted to return or enter any other KBA venue for the remainder of that session (night).

**7.4** The Keilor Basketball Association will adopt the Basketball Victoria Tribunal by-laws in full for handling of misconduct.

## **Section 8 Miscellaneous**

**8.1** Correspondence, including complaints, relating to the competition can only be submitted by the Team Delegate via the approved form (jotform.com) and must be submitted within 48 hours of the incident.

**8.2** A team representative is required to report any injury of a player to a member of staff at the stadium at the time of injury. A KBA Injury report form is to be completed by the player or representative at the time of the injury and given to relevant KBA staff member. Accident Claim Forms are available from the stadium during office hours, or from the Basketball Victoria website at Basketball Victoria Insurance

**8.3** The Association may refuse entry to players, teams, officials, or spectators as it sees fit. The association may remove players, teams, officials, or spectators as it sees fit. (BV Conditions of Entry are displayed on entry to venue)

**8.4** Drink or food is not permitted on the court area, players and officials drink bottles being excepted.

**8.5** A basketball with blood on it may not be used and must be substituted. A player who is bleeding shall be removed from the court until the wound is covered and all traces of blood removed from the surrounding area. A player may not enter the court or remain on the court in a uniform with blood on it but may replace the uniform with a makeshift top without penalty.

**8.6** Smoking and/or vaping is not permitted inside any venue where the KBA administers a competition or within 30 metres of same venue.

**8.7** Amendments to by-laws can be made at any time during the season with teams being notified accordingly.

**8.8** Ignorance of these by-laws or any documents referenced herein will not be considered as a ground for appeal.