

PLAYBALL BASKETBALL BY-LAWS

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PLAYBALL BASKETBALL JUNIOR TRAINING & COMPETITION

ABOUT PLAYBALL BASKETBALL

An Affiliated Association of Basketball Victoria running **After-School Basketball** competition and training for **Primary school age** Boys and Girls Years 1 to 6. **Competition** runs year round, except school holidays.

Located at Melbourne Stadiums & local school gyms including **Sportlink & Aqualink** in Whitehorse & Boroondara, **MSAC**, Port Philip and **GESAC**, Glen Eira; catering for 350 teams.

Emphasis is on participation, teamwork, sportsmanship, skill development and having fun. Pathways to VJBL competitions are provided.

1) DEFINITIONS

These by-laws are endorsed by the Playball executive.

The role of Playball Basketball (Playball), is to provide a safe and enjoyable environment that enables each player to develop to the full potential of his/her ability and desire.

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

The General Manager in conjunction with the executive will make the necessary ruling in any matter not specifically covered by these rules.

The following Rules and Regulations will apply

2) AGE GROUPS / GENDER / DIVISIONS

- a) For competition, there are two seasons per Calendar year. Term 1&2 Season and Term 3&4 Season.
- b) Competition Divisions are based on Year at school. Players play in their school Year level or an older year level but not a lower year level unless exemption provided by Playball Management.
- c) There are separate boys and girls competitions.
- d) Each Age Group may be separated into one or more Divisions. Divisions will be identified as A, B, C, D etc
- e) At seasons end, finals are played. Grand Finals are between the two teams who finish in ladder positions 1 & 2 and the end of the regular season. All teams play on final night with positions 3 v 4 , 5 v 6 etc.
- f) Most Playball teams commence as a training team in Term 1 of each year with Playball coaches conducting the training. From Term 2 all training teams commence modified competition.

3) ENTRY OF TEAMS

- a) New Teams - both Training or Playing teams, are to complete a [New-Team-Registration-Form](#) and email or post the completed form to Playball.

- b) Once approved/processed, the team will be allocated a Team ID number and invited to enter Team & Player details on the Playball [Team-Portal](#). This Team ID identifies the team for the life of its involvement with Playball.
- c) All Team & Player details must be entered on the portal prior to commencement
- d) Team Managers are responsible for maintaining the accuracy of their team's information via the online portal
- e) Personal data of Teams including players, coaches and team managers and contact information will be used by Playball for communication purposes only and will never be shared with any third party.
- f) Team requests such as BYES and Other Request are to be made via the portal and not by email. Reason for the request must be included otherwise it will not be considered.
- g) Teams are expected to be able to play at all venues. Playball looks to schedule games at a venue close to the two school teams however this is not always possible.

4) FIXTURES

- a) Weekly [fixtures](#) are published on the Playball website. At the commencement of each Term of school, the first 2 weeks is published only. This gives Team Managers a chance to see if there are any school commitments for that Term that will prevent the team from competing, such as school camps or excursions. After week two, the full Terms Fixture will be published.
- b) BYES should not be requested unless required, teams may receive more byes than requested due to the large number of teams registered to play and limited venue space.

5) ELIGIBILITY OF "FILL IN" PLAYERS FOR GAMES

This rule is to not disadvantage the team who fields registered players, whilst avoiding forfeits that disappoint players.

- a) Teams can field fill-in players: from an equal or lower grading to a total of six players only on the scoresheet provided fill-in players are from the same year level or lower and the match result will stand.
- b) A team shall forfeit all games in which it has used ineligible players.

Teams allowed by PLAYBALL to play in a lower age division (*usually due to player development*) are ineligible to play in a Grand Final position.

6) WALKOVERS / FORFEITS

- a) If a team does not appear with four players within twelve minutes of the scheduled starting time, then that team has given a walkover. The opposing team will be awarded a 20-0 score. A scratch match may be arranged free of charge to players.
- b) A team that gives two or more walkovers or forfeits during one season may be disqualified from the competition.
- c) A fine is charged to the team giving the walkover or forfeit. The opposition receives a game refund /credit equal to a BYE refund.

7) ABANDONED OR CANCELLED GAMES

- a) Any game cancelled prior to the beginning of the game, or abandoned during the first half, shall be declared a nil-all draw.
- b) Any game abandoned at half time or in the second half shall be declared a nil-all draw unless the margin is ten points or greater, in which case the team leading by ten points or more shall be declared the winner, and the score shall stand.
- c) Games shall be cancelled or abandoned only in accordance with Playball policy by decision of the venue supervisor, or if no venue supervisor, the most senior referee at the venue, whether officiating or not.
- d) A game will be abandoned at a venue when the Venue Supervisor determines that there is no reasonable prospect of restarting play in a safe environment, in a timely matter, at that venue, or another nearby venue.
- e) If the delay in restarting the game is expected to be more than 20 minutes, the game will only be restarted with the agreement of both coaches
- f) Where a game is stopped and cannot be restarted due to the failure of a coach, player, spectator or any other person to follow the direction of the Venue Supervisor, then
 - i. the game shall be awarded as a walkover against the offending team,
 - ii. where there is any ambiguity PLAYBALL will investigate to decide which team is determined to be the offending team.
 - iii. where both teams are determined to be the offending team, both teams will be deemed to be giving a walkover.
 - iv. Penalties may be applied in accordance to 25) DISPUTES, PROTESTS AND COMPLAINTS

8) PREMIERSHIP POINTS

- a) Win-3 pts, Draw-2 pts, Loss-1 pt, Forfeit & Walkover-0 pts and score recorded 20-0.
- b) Byes are not included in premiership points calculation. [calculation method](#)
- c) Loss to higher grading-2 pts awarded & 15-point maximum difference recorded. Where difference in score is >15pts, the winning teams' score is reduced. *(occasionally teams may be scheduled to play a team not in their division, this is done so teams do not receive excess byes when the objective is to have teams play basketball)*
- d) Teams not registered on Play-HQ for the current Season or Teams with less than five players registered on Play-HQ for the current season are relegated to last position on the [ladder](#) until corrected.

9) GRADING OF TEAMS

- a) Generally, based on the previous seasons ladder results, the top two teams in each division will be promoted to a higher division and the bottom 2 teams relegated to a lower division. PLAYBALL retains full flexibility on how it grades teams.

- b) Playball may re-grade teams between Terms (i.e. mid-season) if in Managements opinion a team is clearly incorrectly graded. Points are carried over for Teams being relegated to a lower division.
- c) Where Teams are promoted mid-season, their score to that point is removed and only their scores in the higher division are counted. Based on their performance the team has an equal chance of making finals – see [points calculation](#)

10) FINALS

- a) Clock Stops: For positions 1 vs 2 (Grand Final):
Clock stops in the last one (1) minute of the game for All Referee Whistles.
- b) For all other ladder positions
Clock stops in the last one (1) minute of the game where the score difference is 6 points or under. *Note: Clock does not stop for Year 1 competitions.*
- c) Ladder positions 1 vs 2 drawn at full-time
2-minute over-time will be played. If scores are still drawn, the first team to score will win the game. For other ladder positions: a drawn game stands.
- d) Teams are not required to come back within 3-point arc on defence. (*no mercy rule*)
- e) No Time-Out allowed in the last 3 minutes of the game. One time out per team each half allowed, maximum of 2 per game. *Note: Clock does not stop for time-outs.*
- f) Maximum Individual points per half apply: *See regular rules*
- g) Grand Final Player Eligibility
Players must have played 7 games in a two term season in order to play in a Grand Final. Teams joining the competition Mid Season i.e. Terms 2 or 4 are ineligible to play in a Grand Final.
- h) Teams playing in a lower year level are ineligible to play in a Grand Final, will play in 3rd position.
- i) Round Robin
The last 3 teams in a grade with an odd number will play two x 11 minute games. No half time, no end change. Total of 3 games within 45 minutes.

11) PLAYING RULES

The rules are those of Basketball Victoria except:

- a) The three-point shots count for Year 5/6 only on Tuesdays MSAC competition. (not MSAC Wed)
- b) The free throw line is advanced 1 metre for age groups Year 3&4 and 1.8 metres for Years 1&2. For Years 5&6 and MSAC Wed comp, the regular Free Throw Line is used.
- c) The 3-second-rule in the key on offence is changed to 5-seconds
- d) Ring Height: For Year 1's (1&2 GESAC), ring height where possible will be lowered to 8.5ft or the default lower setting.
- e) No-Zone-Rule applies to all Playball Competitions. (*Help Defence is allowed*)
- f) Mercy Rule: Teams leading by 10-points or more (Year 1-4 Fridays & GEWED) must fall back within the three-point circle on defence until the ball passes the half court. For MSAC Tue (YR5/6) & MSAC Wed (YR4/5), a lead of 15-points is allowed. (*This rule does not apply for finals.*)
- g) Maximum Individual Points: 10-points maximum per-player per-half up to Year 4. 12-points maximum per-half for MSAC TUE & WED) If on 9 or 11 points, a 2 or 3 point shot counts.

- h) It is the scorers responsibility to advise players who are at their maximum allowed points. Excess points will be deducted from the score sheet at the game's conclusion.
- i) Match Ball size. Prep to YR 4: Size 5. MSAC TUE & WED (YR4-6): Size 6.

12) NO ZONE DEFENCE

- a) Playball along with all Basketball Victoria U14 competitions ban [Zone Defence](#).
- b) Person to Person defence or Help-Defence / Pack Defence, helps children develop sound fundamentals – both offensively and defensively.
- c) Coaches whose teams continually fail to comply with this rule should be reported to PLAYBALL to be referred back to the team in question. No penalties should be administered during the course of the game.
- d) If teams are playing a zone the coach should be reminded of this rule and instructed to make the appropriate changes.
- e) The referee may award a side ball to the team in possession of the ball and remind the defence team Zone Defence is not allowed.
- f) As long as the defence aren't hovering around the keyway or standing in the key showing no signs of concern for their player - the game should be allowed to flow and the team considered to be playing appropriate defence.

13) TIMING REGULATIONS

- a) Game Times: Two x 18 minute halves. (17-minute halves Tuesdays at APC, Port M.SC)
- b) Halftime: 2 minutes - Timed on match clock.
- c) Time Outs: 1 time out per half per team of one-minute duration. No time outs allowed in last 3 minutes of the game.
- d) Game Clock: For all Fridays & GESAC-Wednesday, YR.1-4. Clock does **NOT** stop.
For MSAC/Bayside TUE & WED YR.4-6: Clock Stops in the last 1-minute of the game where the score difference is 6-points or under - for referee whistles for Fouls, Free-Throws & Substitutions. (*clock doesn't stop for Violations i.e. travels, double dribbles*)
- e) 10 Seconds in Back Court: Team in constant possession has 10 seconds to bring the ball over half court for Year 3-6.
- f) 5 seconds in Key area for the team on offence applies for Year 3-6 competitions. Year 1&2 encouraged to move through.

14) CONDUCT OF GAMES

- a) Each team shall provide an Adult scorer or timekeeper.

- b) The attention of the referee shall be drawn to a scoring error at the first break in play (whistle) after it has been noticed. The referee's decision shall be final.
- c) Personal names and surnames must be entered on the score sheet before half time.
- d) Teams with three or less players, are unable to take to the court until a fourth player arrives, and shall be penalised one point for each minute, until they take to the court, with a maximum penalty of 12 points.

15) UNIFORMS

- a) Each team member shall wear a singlet numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt.
- b) The numbers shall be clearly visible
- c) Teams may use numbers from zero (0) to ninety-nine (99). FIBA rules.
- d) Players on the same team shall not wear the same number.
- e) When two teams play each other and there is a uniform clash, the second listed team is to obtain Stadium Tops from the Venue Supervisor or Referee at a single court venue. These must be returned to the Supervisor / Referee at games conclusion or a fine will be levied.
- f) Shorts, singlets and numbers must be of uniform colour and not seriously faded.
- g) Pockets and side adjusting straps on shorts are not allowed.
- h) From Round 3, teams shall be penalised two-points for each player out of uniform with a maximum penalty of 10 points. The wearing of singlet inside out as double zero, is an illegal number and from Round 3 onward will incur a penalty.

16) OTHER EQUIPMENT

- a) Players shall not wear equipment (objects) that may cause injury to other players. The following are not permitted:
 - i) Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding
 - ii) Objects that could cut or cause abrasions
- b) The following are permitted:
 - i) Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - ii) Tightly fitted undergarments that extend beyond the singlet or below the shorts.
 - iii) Compression sleeves, Compression stockings.
 - iv) Head scarves or other fabric articles if worn for religious purposes and held in place by bobby pins or snap clips.
 - v) Knee braces if they are properly covered.
 - vi) Protector for an injured nose, even if made of a hard material.

- vii) Mouth guards.
- viii) Spectacles, if they do not pose a danger to other players.
- ix) Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- x) Taping of arms, shoulders, legs, etc
- xi) It is recommended that the colours of garments be either black or a colour that resembles the official colours of the team they are representing.

17) FINGERNAILS

- a) Fingernails must be closely cut to avoid injury to other players.
- b) If an official establishes that a player has fingernails that could cause abrasions, the player must:
 - i) Closely cut their fingernails to eliminate the threat of causing abrasions (usually not protruding above the finger), or
 - ii) Cover the protruding fingernails with a suitably protective device such as medical strapping tape. (The tape must be applied in such a manner that no sharp edges or corners are created by the taping)
- c) The player may not participate until such time that the referee is satisfied that the nails are appropriately covered.
- d) Where the protective device falls off during the game the referee must stop play at the next opportunity and direct the player to leave the court and remedy the cover.
- e) The player will be prohibited from participating in the game if:
 - i) The player refuses to cut or cover the offending fingernails as required above,
 - ii) Suitable protective measures are not available; or
 - iii) The proposed protective measure will not adequately overcome the risk of abrasive injury to others
- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

18) HAIR ACCESSORIES

- a) To clarify what is considered acceptable, players are permitted to take the court wearing “bobby pins” and/or “one touch” or “snap” clips to hold their hair back. These items pose no threat of injury to any player on the court.
- b) Players will not be permitted to wear barrettes, bandanas, headbands made of metal, or clips larger than a bobby pin or snap clip – especially those that are present for decorative purposes only. These items do pose a threat of injury, due to their increased size.
- c) If items in a player’s hair are made from a non-abrasive, pliable material, they may be permitted to be worn, as (by rule) they pose no threat of injury. This includes headscarves or other fabric articles if worn for religious purposes and held in place by bobby pins or snap clips.

19) BRAIDED &/OR PLAITED HAIR

- a) If a player has their hair braided or plaited, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid or plait.
- b) Due to injury that may be caused, players are not permitted on the court with free braids or plaits in their hair.
- c) Free braids or plaits must either be secured into a bun or removed.
- d) Players are not permitted to cover their braids or plaits with a bandana.
- e) The player will be prohibited from participating in the game if: The player refuses to remove or secure the braids and/or plaits as required above.
- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

20) PROTECTIVE HEADGEAR

- a) No player is permitted to play with headgear, which according to FIBA includes protective helmets.

21) JEWELLERY

- a) Players who wear jewellery must, wherever able to, remove the object prior to taking the court.
- b) If a player claims that a particular item cannot be removed, the player must cover the object with a suitably protective device such as medical strapping tape.
- c) The player may not participate until such time that the referee is satisfied that the object is appropriately covered.
- d) Where the protective device (eg. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to leave the court and remedy the cover.
- e) A player will be prohibited from participating in the game if:
 - I. The player refuses to remove or cover the offending object;
 - II. Suitable protective measures are not available; or
 - III. The protective measure will not adequately overcome the risk of injury
- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

22) INFECTIOUS DISEASES

- a) If bleeding occurs the player must leave the court area and receive appropriate treatment.
- b) The player may not resume play until bleeding has stopped.
- c) If bleeding should reoccur the above procedure must be put into place.
- d) If bleeding cannot be controlled, and the wound securely covered, the player must not continue the game.

- e) All contaminated clothing and equipment must be replaced prior to the player being allowed to resume play.
- f) A team singlet may be exchanged with a change of number for the player, with no penalty. If a team singlet is not available, the player may wear any singlet and appropriate shorts, provided that they are not of the same colour as the opposing team, with no penalty imposed.

23) FINANCE

- a) To retain financial standing in the PLAYBALL Competition teams are to make payment of monies to the PLAYBALL in the following manner:
 - i) Team Fee for the Term - will be invoiced by week 1 of the new Term. Payment for the full Term is required by Week 4. A late fee may be charged of 7% if full payment not received by the advertised date.
 - ii) At the discretion of Playball, credit terms maybe withdrawn from teams who do not pay fees in full by the due date. Such teams will be required to pay Term Fees in advance for the Term to be scheduled to play.
 - iii) Walkover & Forfeit Fines, will be added to the team fee due – currently \$50.00. Byes are to be deducted from the Team Fee at the advertised rate – currently \$80.00.
- b) Teams must be financial to participate in Finals.

24) TEAM BEHAVIOUR WHEN ATTENDING GAMES

- a) PLAYBALL adopts the [Codes of Conduct](#) from Basketball Victoria for all players, coaches, parents, spectators and administrators.
- b) Each team is responsible for their own players, scorers, coaches and supporters. Teams may be penalised with a technical foul for unsportsmanlike conduct outside of the spirit of the game.
- c) The team coach may be invited by the referee to speak to him/her during the game for at an appropriate time for clarification of any rulings. The coach **MUST** be invited as it is not a right to speak with the referee. Seek the Venue Manager if at a main venue if want clarification.

24.1) SIN BIN

Where a player receives a technical foul or an unsportsmanlike foul (except for a clear path foul) they are required to sit out for the next five-minutes of playing time (timeouts are not classed as playing time) or whatever time remains in the match. While the player is off the court in the “Sin Bin” the player must not question or speak with the referees. A player from the team bench can replace the player who has been placed in the “Sin Bin”.

25) DISPUTES, PROTESTS AND COMPLAINTS

- a) PLAYBALL holds the right to investigate and/or convene an investigation into any matter it feels necessary without approval and/or complaint from Teams. Investigations may be held into any matter that relates to breaches of the Codes of Conduct.

- b) All disputes, protests and complaints must be lodged by email to info@playballbasketball.com by a Team Manager, Coach or Playball Official to PLAYBALL within five days of the matter under dispute.
- c) Email should include details of the complaint and known persons who are available as witnesses to the matter complained of.
- d) A Playball Complaints Committee will look at each complaint. Committee will be a minimum of two persons.
- e) PLAYBALL, after investigating the matter may apply a penalty of Suspension of attending Playball matches for up to **FIFTEEN**-weeks. These suspensions are not able to be appealed.
- f) Whilst a matter is being investigated, Playball may suspend a person(s) from attendance to Playball events until a final decision is made. This period of suspension will be reduced from the official Penalty if one is applied.
- g) PLAYBALL, reserves the right to apply a **life-time ban** on an individual as a result of threatening or intimidating words or action which involve physical harm or physical intimidation of any player, parent or Playball Official.
- h) Playball reserves the right to eject a team from the Playball competition mid-season or refuse a team's return - for either a breach of a suspension or a refusal to co-operate with a Playball investigation.

PLAYBALL will advise all parties involved.

- I. Persons affected by the Investigation Committee decisions shall have the Right of Appeal for suspensions greater than 15-weeks (*not including point e) or g) above*) to Basketball Victoria through the appropriate channels and will be advised of this right at the investigation.
- II. The suspended person will not be able to attend any Playball Stadium or event during the suspension period.
- III. Any breach of a suspension will result in forfeit of any game in the suspension period and 20-0 loss recorded for each breach.

26) REPORTS BY REFEREES OF PLAYERS, COACHES AND SPECTATORS

- a) Referees are to lodge reports with the PLAYBALL of reportable infringements of significance.
- b) PLAYBALL will advise reported Teams by email, of the mater under investigation.
- c) Reported Team will need to respond by email in the allocated time frame.
- d) The process is the same as in 25) *Disputes, Protests and Complaints*.

27) CARE OF VENUES

- a) NO FOOD is to be consumed by children or parents within any stadium. DRINKS must be within a resealable container to minimise spillage. Correct gym shoes are required to play -. Children to be supervised at all times by an adult guardian. Depart from school stadiums quietly to preserve neighbourhood amenity.
- b) At School Stadiums: Stay within the Gymnasium building. Pick up rubbish your team leaves, depart quietly please. Please respect all school property and supervise siblings at all times so Schools continue to hire their facilities to Playball.

- c) The Venue Supervisor (or if no venue supervisor, the most senior referee at the venue, whether officiating or not) or an authorised representative of PLAYBALL Management are empowered to exclude any person from that venue.
- d) Alcoholic beverages must not be consumed at or outside an Association venue while the competition is in progress.
- e) Smoking is prohibited at all venues.
- f) It is permissible for the venue supervisor to authorise a reduction in game time to deal with extraordinary situations such as lockouts and meeting deadlines for the conclusion of the session.

28) CLIMATE POLICY - DISCRETIONARY CANCELLATION OF GAMES

After consideration of weather forecasts PLAYBALL may cancel all games for the same or next day, if the temperature is to exceed 40 degrees,

The decision shall be made by the Playball General Manager in consultation with two PLAYBALL executives.

They shall consider: maximum predicted temperature, the time at which that will be reached, the prediction of any change, the temperature of preceding days, humidity and any other relevant factors.

29) HEAT RULE

- a) When the court temperature reaches **30°C** competition organisers must consider implementing and where the court temperature reaches **35°C**, must implement the following timing rules
 - i) **Compulsory Time out:** The referee will call a compulsory 1-minute timeout half way through each half. The clock does not stop for time outs. Each Teams can call for two-timeouts per half on either side of the compulsory Referee time out.
- b) If coaches have not called a time out, at the referees discretion he/she may call for 1 additional referee timeout per half.
- c) At **40°C** court temperature, games are abandoned - The result of the game will be determined by reference to By-Law 7.
- d) If games are abandoned due to Heat no refund or credit is applied to team accounts.

30) PHOTOGRAPHY POLICY

- a) There are many legitimate reasons why still and video photography at sports is very common and PLAYBALL permits that photography.
- b) Venue Supervisors may take reasonable steps to ascertain that any photography of basketball activities is being used for legitimate and harmless purposes.
- c) As a courtesy, both teams should be notified of the intention to photograph or video the game.
- d) If any person objects to photographing or videoing and has a legitimate and strong reason for the objection, then a bar should be placed on the photography or videoing. A strong reason may

be that the child concerned is the subject of contested custody proceedings or has been the subject of violence or threats and publication of a video or photograph may compromise the safety of the child.