



## **COBURG BASKETBALL ASSOCIATION**

### **JUNIOR DOMESTIC COMPETITION RULES**

***IGNORANCE OF THE COMPETITION RULES WILL NOT BE CONSIDERED AS  
ACCEPTABLE GROUNDS FOR APPEAL***

# RULES FOR JUNIOR DOMESTIC COMPETITION

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# RULES FOR JUNIOR DOMESTIC COMPETITION

## CANCELLATION OF GAMES

Where games are cancelled due to heat, power failure etc, teams due to play will be allocated draw points only

## CLEARANCES

- If a player has not played for two (2) seasons or more and there is no financial obligation to his/her club or the association, an automatic clearance will be granted any time during the season.
- A clearance form must be completed for record purposes.
- The clearing club must process all clearances within fourteen (14) days of the date of application on the clearance form.
- If the clearance form is NOT signed within the above time frame by the clearing club, contact is to be made to Board of Management for their action
- Only the authorized officials whose signature appears on the entry form will be accepted. The relevant committee must be notified of a change of the club official authorized to sign clearances.
- Teams playing players without clearances will be penalized **PREMIERSHIP POINTS** for all games in which any uncleared player participated.
- Not more than three (3) players per club will be granted a clearance to any other club fielding a team in the same age group, e.g. under 16 to under 16.
- No more than 2 players who are playing in the following competitions, Victorian Championship VC, VJBL, NW or EQ will be granted clearances into any one team per season.
- All clearances must be lodged with the Junior Domestic Administration by the **FIRST** round of grading season
- All clearance paperwork must be placed in the pigeon hole marked **JUNIOR DOMESTIC**
- Club delegates will be advised of outcomes
- **EXCEPTIONS-** Where a club has disbanded for more than one season, an automatic clearance will be granted providing there is no financial obligation to the previous club

## FINES/PENALTIES

**UNCLEARED PLAYER**– LOSS OF PREMIERSHIP POINTS for all games they have played

**INELEGIBLE PLAYER**- if an ineligible player is listed on the score sheet and plays,

**PENALTY** - LOSS OF PREMIERSHIP POINTS for all games that player has participated in will apply

**REGISTRATION FORMS** - must be handed in the last round of the fixtured season

**PENALTY**- No teams will be entered after grading is complete

**TEAM LISTS and player Specimen Signature sheets** must be handed to administration by **ROUND 1** of the fixtured season.

**PENALTY** – no player qualifications will be granted for games played until received by Administration.

**REGISTRATION FEES** – Must be paid in full to the administration by the completion of the Grading games.

**PENALTY** - Unfinancial clubs will not be allowed entry the following season

**TEAM WITHDRAWAL** after first grading game has been completed will forfeit their registration money.

**TEAM WITHDRAWAL** after round 3 will incur a fine to the club of \$50

**COACH'S NAMES ON SCORESHEETS**- This information must be placed on each score sheet.

**PENALTY- \$ 10 FINE PER INFRINGEMENT - Invoice will be sent to the Club Contact.**

## RULES FOR JUNIOR DOMESTIC COMPETITION

**WALKOVERS** - to be notified to SSV on 9355 7200 or via email: [bsvcoburg@netspace.net.au](mailto:bsvcoburg@netspace.net.au)

- **NOT NOTIFIED** to SSV by 3PM on Friday prior to fixtured game time.  
**FINE issued by SSV will be \$ 44.00**
- **NOTIFIED**  
Notification **MUST** be received by SSV by 3PM ON FRIDAY PRIOR TO FIXTURED GAME TIME.  
**FINE issued by SSV will be \$ 30.00**

Where a walkover occurs the penalty will be a loss awarded against the offending team. The result will be 20-0 win, loss.

Any team giving 3 walkovers will be withdrawn from the competition unless there are extenuating circumstances

## FIXTURING REQUESTS CRITERIA/CHANGES

- NOTE- IF A PERSON IS PLAYING OR COACHING IN MULTIPLE TEAMS THEN **ONLY ONE (1)** request will be accepted.
- All requests must be handed to the administration in writing on the Junior Domestic Team Request Form on Registration Day.
- Fixtures will be completed at the earliest possible time.
- **Fixture changes will occur if there is a team withdrawal, and may also occur during the Big V season**

## GAME QUALIFICATIONS

- Players must play in at least half of the number of fixtured games (including byes), plus one to qualify for finals.
- For odd number of fixtured games, half of the total plus one will be required (e.g. 17 fixtured games, including byes = 9 games to qualify.)
- All players must sign the back of the score sheet as per player specimen signature if the game is to be counted towards finals qualification
- **8/UNDER** – Due to this being a development competition, game qualification will be 5 games
- **If reduced number in team for finals due to injuries** – submission to be made to Junior Domestic Administration. Must be qualified and can come from same age group but lower grade or age group below. Can only fill to a maximum of 5 players

## ADMINISTRATION ACTION-

**TEAM LISTS** showing player qualifications will be emailed to all delegates round 3 and 6.

**COMPLETE PLAYER QUALIFICATION LISTS** will be emailed to all club delegates 2 weeks prior to the end of the fixture

**TIMELINE FOR CLUB ACTION** must be received by the administration within 7 days of the distribution date. **NO LATE QUERIES WILL BE ACTED ON.** Delegates will be required to confirm receipt of this information.

## GRADING OF TEAMS

**GRADING GAMES** – all teams must participate in both grading games or run the risk of being placed in a higher grade or non acceptance of the relevant team into the competition.

The promotion and / or relegation of teams will be determined by the results of the Grading games. The Administration of the competition has the final say in this matter.

Rep Players – Team signature sheets have been changed as discussed at delegates meeting to include a column asking for Rep level of players eg VC, Met 1, 2, 3, 4 or Regional. If there is a team of all /majority rep players this team will have to play up an age group, although each team will be looked at individually.

# RULES FOR JUNIOR DOMESTIC COMPETITION

## HEAT POLICY

Games will be called off when the inside temperature reaches **38 degrees**, by the appointed day supervisor

When the court temperature reaches **30 degrees**, the appointed day supervisor must consider implementing reduced timing rules.

- A compulsory time out of 1 minute in each half

Where the court temperature reaches **35 degrees** the appointed day supervisor must implement the following timing rules:

- Two 18 minute halves, a compulsory time out to be called by the referee close to the 9 minute mark in each half, with the clock stopping for 2 minutes
- Two time outs per team per half
- No time outs allowed in the last minute of the first half and the last 3 minute in the second half.
- The clock only stops for compulsory time outs.

## INELIGIBLE PLAYER

Players MUST NOT be over the designated age as at 30 April 2013

Players may not play for 2 teams in the one age group

NOTE- Application can be made to administration for dispensation in special cases.

## INFECTIOUS DISEASE AND SAFETY PROCEDURE

- If a basketball has blood on it, it MUST NOT continue to be used.
- A player who is bleeding shall be removed from the court immediately.
- The player may not enter the court or remain on the court if the wound continues to bleed
- A uniform with blood on it MUST be replaced immediately with a makeshift top or shorts. This will not incur a penalty.

## INJURIES

If a player is injured within the course of a match, this injury must be reported to the SSV venue manager to enable them to complete the required Incident Report.

## INSURANCE

If a player's name is not clearly printed in **FULL** on the score-sheet, any Insurance claim will be deemed null and void.

## JEWELLERY/WRISTBANDS

All jewellery MUST be removed prior to player taking the court.

## MEDICAL CERTIFICATES

To gain qualification for games missed (be it one or several) the following action must be taken by the individual.

A **MEDICAL CERTIFICATE** or **STATUTORY DECLARATION** with supporting documentation must be placed in the pigeonhole marked Junior Domestic Competition

: **THIS ACTION MUST BE COMPLETED** within 14 days of the dated certificate

## MEDICAL CONDITIONS

The individual clubs must monitor medical condition(s) of players.

# RULES FOR JUNIOR DOMESTIC COMPETITION

## MERCY RULE

### **Both team coaches must be in agreement to disregard the Mercy Rule**

**8/UNDER, 10/UNDER and 12/UNDER age groups.** If a lead of more than 15 points is obtained, the team must play defense within the three-point line.

**14/UNDER, 16/UNDER, 18/UNDER and 20/UNDER age groups...** If a lead of more than thirty points is obtained, the team must play defense within the three-point line.

**10/UNDER & 12/UNDER ..**No zoning is allowed in the first half of the game except when the MERCY RULE applies.

## PLAYING OUT OF AGE

**PLAYING OUT OF AGE** – Out of Age Player Indemnification forms must be completed and signed by relevant player and guardian prior to taking the court. This is an insurance issue. **A child can only play one age group up within the one club**

## PROOF OF BIRTH

- Must be provided by all new players prior to taking the court for their first game.
- The Administration has the right to contact a club requesting outstanding PROOF OF BIRTH CERTIFICATES, which in turn must be sighted before the player/s in question take the court.

## PROTESTS AND COMPLAINTS

All complaints must be lodged in writing to the relevant persons.

<b>Venue and staff</b>	Georgia Pizarcoff- Stadium Manager
<b>Referees</b>	Mel Ross – President of the Referees Association
<b>Competition</b>	All protests or complaints must be lodged in writing to the Administration via email to <b>coburgdomesticcom@gmail.com</b> within 48 hours of the incident.

## REGISTRATION FEES

As advised each season

## REGISTRATION DAY

WILL BE THE DAY OF THE last fixtured game of the SEASON.

All clubs to submit:

- Registration form
- Team Grading List – which includes age groups and grades to be entered
- Coaches' requests – ONE REQUEST ONLY PER COACH
- Coaches list with WWC numbers or if under 18 DOB

## SCORESHEETS

- Both teams are responsible for legibly and accurately completing the score sheet with all necessary details- This includes-
  - Names of teams- to be placed on both the front and back of the score sheet.
  - Names of players (both family name and given name)
  - COACH'S NAME – legal requirement by Justice Department
- Player's names may be added to the score sheet until the commencement of the second half.
- No player is to take the court until his/her name is placed on the score sheet.
- It is the team(s) responsibility to provide a competitive scorer for each game.

# RULES FOR JUNIOR DOMESTIC COMPETITION

## TECH FOULS

Two Technical fouls received by one player will result in **AUTOMATIC EJECTION** from the stadium

## SIN BIN RULING - APPLIES TO ALL AGE GROUPS.

If a player receives a technical foul they are **NOT** permitted to take the court and play for 10 minutes. Half time is not counted; it is 10 minutes of playing time.

2 Technical fouls received by one player will result in **AUTOMATIC DISQUALIFICATION** from the game

## BALL SIZES -

Under 8 – size 5

All girls games – size 6

Under 10 to under 12 – size 6

Under 14 upwards size 7

## TIMING RULES

**45 MINUTE GAME** - (For all fixtured games)...Two 20 minute halves, two time-outs each half, no time-outs in the last minute of the first half or the last two minutes of the second half. The clock does not stop.

**60-MINUTE GAME** - (For Preliminary and Grand Finals)... Clock stops for all time-outs in both halves. Clock stops for all whistles in the last minute of the first half and all whistles during the last 3 minutes of the second half. Two (one minute) time-outs per team, per half. 3 Minutes allowed for half time

## UNIFORM RULE

Teams that are not in correct uniform will give a total of a 10 point penalty to the opposing team, as of round 1 of the fixture season.

### SINGLETS

- Must be the same basic colour. Markings or panels, which substantially alter the appearance of the individual's singlet, will not be permitted.
- Duplicate numbers are **NOT** permitted.
- **To avoid a number clash, double zero is permitted as an emergency number only.**
- T-shirts the same basic colour as the singlet, may be worn as an undergarment.

### SHORTS

- Correct coloured basketball shorts must be worn. No other shorts or undergarment will be accepted.
- Shorts must not have pockets.

Players will not be permitted to take the court with fingernails visible above the level of the fingers.

## WALKOVERS/FORFEITING GAME/WITHDRAWAL OF TEAM

- Domestic teams must have four (4) players on the court before the game can commence
- Teams with insufficient players, when the game clock commences, will be penalized one point per minute or part thereof.
- A walkover occurs when a team cannot field sufficient players within ten-minutes of the start of the game clock.
- Where a walkover occurs the penalty will be a loss awarded against offending team. The result will be 20 – 0 win, loss.

## WORKING WITH CHILDREN

- All clubs playing in the Junior Domestic competition conducted by the Coburg Basketball Association must provide the Association with a list of all coaches and team managers as per requirements from Department of Justice and Basketball Australia. A new form (attached) to be filled in and submitted

## **RULES FOR JUNIOR DOMESTIC COMPETITION**

- At games coaches **are required** to produce their WWC or if underage a Student ID or a recognized proof of age (to the door person to be allowed to coach).
- No one is permitted to coach if ID is not produced.

Coaches who do not obey this procedure WILL NOT be warned. If they start to coach without their ID they will be asked to leave the venue

## **WORKING WITH CHILDREN POLICY AND PROCEDURE**

### **POLICY:**

With the introduction of legislation on the 1<sup>st</sup> July 2009 that adults who have contact with children through sport must have a Working With Children check through the Justice Department of Victoria, a current teaching check or be employed by the Victorian Police.

### **PROCEDURE:**

1. All clubs playing in Junior Domestic competition run by Coburg Basketball Association must provide the Association with a list of all coaches and committee members and documentation required to conform (card id numbers or dates of birth if minors). Clubs are advised that all team managers should also have this documentation.
2. At games all coaches are required to produce one of the above forms of ID cards (minors are to produce a current school ID, passport or learner's permit) to the door person to be allowed to coach. No one is allowed to coach if ID is not produced. Coaches who do not obey this procedure after being warned and continue to coach should be told to leave the venue.
3. A list is to be provided by the Coburg Referees Association of all referees and documentation (card ID numbers or dates of birth if minors) that referee in Coburg Junior Domestic Competition. This list is to be continually up-dated and if a referee is not on this list they are not allowed to officiate a game.



## RULES FOR JUNIOR DOMESTIC COMPETITION

### 8/UNDER RULES OF COMPETITION

1. All **teams should endeavor to field a girl / boy** combination.
2. No three (3) pointers.
3. Clock **does not** stop during games except for referee's time outs (e.g. injuries etc).
4. Foul shots (free throws) are to be taken from the closest point of the free throw line circle
5. Five second rule in offensive key shall apply.
6. Games to be played with a size five (5) ball.
7. Each player is permitted seven (7) fouls.
8. A player can only be credited with a maximum of ten (10) points. Any points scored by a player who already has scored ten (10) points will not count.
9. Travelling - Travel violation must be called. Three or four steps then dribble is acceptable depending on the player's experience.
10. Double dribble – dribble, stop and dribble is **not acceptable.**
11. Up to round five (5) one coach per team is permitted on court to assist players.
12. When a team has a sideline or baseline in their back-court. Following an out-of-hands violation or foul, the opposition shall retreat behind the half-court line. They shall not challenge for the ball until it has crossed the half-court line.
13. All other Rules at the current time will remain as per the "Official Basketball Rules", but the Association and the Board of Management reserve the right to add or delete rules as the competition progresses and in the interests of junior basketball.
14. Referees are encouraged to explain violations when called. Players need to understand that a foul is a penalty. An explanation will encourage players to improve.
15. Mercy Rules will apply when a team is ahead by 15 points