

SENIOR BY-LAWS

McKINNON BASKETBALL ASSOCIATION INC.

BY-LAWS FOR SENIOR & CLASSIC DOMESTIC COMPETITION

Revision November 2017



INTERPRETATION

The MBA will have the sole discretion to interpret these by-laws and adjudicate on any exceptions to these rules on a case by case basis.

1. DATE OF BIRTH / AGE GROUP LIMITS

- (a) Over 30/35 age groups in open age competition. The rule states that any player wishing to compete in the Over 30/35 age group must be 30/35 years of age before the first round of the competition. If a player turns 30/35 during the season, they can commence until the following season.
- (b) Classic competition players must be 16 years of age (by end of calendar year) and have played in their own age group first (u17/18/19/20). No players younger than this age are permitted to play.

2. PLAYER REGISTRATION / NEW PLAYER REGISTRATIONS

- (a) Player registration sheets must be filled out in full by each club/team, with each player's full name, email address, phone and D.O.B. clearly recorded. These must be forwarded to the Association's address with the appropriate fee on or before the due date.
- (b) Players may register with two different clubs in different age groups (It is not permitted in the same age group) only where a club fields a team in one age group but not the other. If a club fields a team in both age groups, a player can apply for a clearance, but cannot be registered with two different clubs. If a club forms a team in that competition the next season, then the player will be registered with the club they first registered with.
- (c) New players (unregistered) cannot be added to a team without permission from the MBA in advance if there are insufficient games remaining for the player to qualify for finals (i.e. less than 7 games remain in the season). A breach of these rules may result in a player being deemed ineligible, and the game recorded as a forfeit result.

3. JOINT JUNIOR/SENIOR PLAYER GUIDELINES

- (a) Any player representing McKinnon U18's MUST play in their own age group first as per junior bylaws, a player can play in both Classic and U18's having played in U18's first.
- (b) Where a player is a member of a club from its junior (U17/18) competition teams, they may change teams in the Men's and Women's Classic without the need for a clearance. However, such transfers will be scrutinised by the MBA to ensure the whole competition remains fair and competitive.
- (c) Non representative players may play in U17/18 and Men's Classic
- (d) There will only be a Sunday U19/20 boys competition if numbers allow. These players may enter the Men's Classic competition and will be graded accordingly.

4. CLEARANCES / TRANSFERS

- (a) Where a player is a member of a Club from its junior competition teams, they may change teams in the Men's or Women's Classic without the need for a clearance. However, such transfers will be scrutinised by the MBA to ensure the whole competition remains fair and competitive.
- (b) If a player registers for one team, they cannot change team for that season.

If there are no U19/20 competitions these players may enter the Men's or Women's Classic and be graded accordingly.

5. UNIFORMS

- (a) All team's uniforms must be of identical design and colour, and must carry a legal number on the front and back of each singlet. Allowable numbers are in the range 1-99. All numbers must be permanently fixed to the singlet. TAPED NUMBERS ARE NOT ACCEPTED.
- (b) T-shirts, vests/singlets may be worn providing they are of identical colour to the predominant colour of the teams' singlet and carry no logos or designs. Shorts must be identical in colour and design. No pockets, zips or buckles are permitted. Trim on singlets and shorts must be of the same colour and about the same width throughout the team. Club emblems, Team or Player names and sponsorship logos of any kind are deemed to be trim and must be registered with the Executive and must be uniform throughout the team.
- (c) Players are not allowed to wear the uniform (either shorts or top) of the Associations championship club. Any player doing so will incur a uniform penalty. Bike shorts are permitted beneath shorts as long as they are of the same colour as the shorts and do not protrude below the shorts. Logos and designs are not permitted. Shorts must be worn at all times.
- (d) Compression Gear; Full length skins & shooting sleeves are approved for players to wear under a uniform. These must be either white/black or neutral/skin tone in colour. Players that wish to wear a shooting sleeve with elbow pads on them will require a medical certificate due to the risk of this padding scratching another player (this needs to be available at games for referees to sight). If this is not provided the sleeve must be removed.
- (e) Any discrepancies must be discussed with the referees before the game or before the player concerned takes the court. The referee's decision shall be final. Incorrect uniform points must be decided before the beginning of the second half, unless a player with incorrect uniform takes the court in the second half at which time incorrect uniform points will be awarded.
- (f) Teams shall be given a grace period of until completion of Round 5. In round 6, uniform penalties will apply.
- (g) Colour clash - Where there is a colour clash the team listed first on the fixture need to organise alternates uniforms for that game. In finals the lower ranked team will be listed first and will be required to wear the clash uniform.

6. GAME TIMES AND COMMENCEMENT OF PLAY

- (a) Matches will be conducted in two 18 minute halves with each game allowed two minutes warm up and two minutes for half time.
- (b) To start the game, the referees will (loudly so that coaches hear and acknowledge) call 2 minutes, then 1 minute, and then call for centres at which time the clock will start. Penalty points (2points/minute or part thereof) will be awarded for lateness - this includes coaches who continue to talk to players once centres have been called. For the second half the referees will call 2 minutes, then 1 minute, and then call for centres at which time the clock will start.

- (c) One standard time out per team per half will be allowed. Timeouts are not permitted in the last three minutes of the first half.
- (d) An additional Time Out will be allowed in the Last three (3) minutes of the 2nd half.
- (e) Spectators are not allowed on the court during timeouts. This includes players “warming up” for the next game. Spectators, including parents are not allowed to sit on the main bench which is reserved for coaches and players only.
- (f) The clock only stops in the last 3 minutes of the second half, except when the referee calls a referee's timeout. When this occurs the clock stops at that stage of the game.
- (g) Where the margin is more than 20 + points in the last 3 minutes of the game the losing coach/captain can ask the referee to keep the clock running. The clock will stop on a timeout.
- (h) No substitutions can be made in the last minute of the first half.
- (i) All games must start on time and any team not ready will be penalised two points per minute that they are late starting up to a maximum of eighteen points. The game cannot start until each team has completed their team responsibilities. A forfeit will be awarded if the game cannot start by the 9-minute mark of the first half.
- (j) There will be no recompense of late start points for teams going to the wrong venue; the onus is on the team to check the fixture. Any fixture changes are linked to the website fixtures and the MBA app.
- (k) Normal timing rules apply for finals games (2 x 18 minute halves). If a game is tied at full time the following applies.
 - (l) 5 minutes will be played
 - (m) 1 time out per team
 - (n) Fouls carry over from game into over time
 - (o) Clock stops on whistles during the last 3 minutes for all whistles.

FINALS

Normal timing rules apply for finals games (2 x 18 minute halves). If a game is tied at full time in finals, the following overtime rules apply:

- 5 minutes will be played
- 1 time out per team
- Fouls carry over from game into over time
- Clock stops on whistles during the last minute for u/14's and below
- Clock stops on whistles during the last 3 minutes for u15 upwards

7. TEAM RESPONSIBILITIES

- a. A team representative must have completed the following before the game starts:
 - i. Filled in the electronic scoring system with the date, grade, team name, full name and playing numbers of players participating in that match. NOTE: first names only are not acceptable. It is each team's responsibility to ensure these details are correct. To prove their participation in a game all players must be entered into the electronic scoring system game tray. Referees will remove any player not present at the match prior to signing off at the end of the game.
 - ii. Paid the playing fee to the referees or court manager, if it has not been paid in advance (e.g. for seniors or finals games).
 - iii. Provide a scorer. If a scorer is unavailable one player from the team will score until a scorer is found. Any team not providing a scorer will be penalised 5 points. During the game a scorer is a game official and must act impartially.
- b. If there is a conflict between the scoreboard and the electronic stadium scoring, then the electronic score will take precedence

- c. A player who arrives after the start of the second half may have his/her name and number added to the electronic stadium scoring and may take the court after obtaining permission from the referee.
- d. Register/Enter any new players through the electronic system. All players are to ensure their name is entered on the scoring system as per bylaw.
- e. A team must have a minimum of four (4) players on court to start the game.
- f. There must be no more than 2 coaches (Head & Assistant) on the players bench at any one time. Only 1 coach can stand at any one time.

8. TEAM PENALTIES

- (a) Incorrect Uniform: 5 points per player in incorrect uniform (as per by-law 6). Points penalty will be applied by the referees at half-time.
- (b) Late Start of Game: 2 points per minute that a team directly causes the delay of the start of the game (waiting on players to arrive, players not entered in the electronic scoring system after Rd 2 point's penalty will be applied by the referees before game commences.
- (c) Walkover: If after nine minutes has elapsed from the start of the game and a team cannot play, a walkover shall be awarded to the other team. The team players awarded the walkover will all be given eligibility for finals for that match. Any team giving a walkover shall incur a fine equivalent to the combined sum of both teams' scoresheets fees. This fine must be paid before they play their next match. Until this fine is paid no premiership points shall be awarded and the opposition wins 20-0. Any lost match points are not redeemable if the fine is paid after the due date. Any team giving more than two walkovers shall be disqualified from the competition at the discretion of the MBA. The walkover fine shall be waived if a minimum of two week's notice is given so that venue and referee bookings can be changed and opposition teams notified.
- (d) No Scorer Provided: 5 point penalty, if the other team provides a scorer. If other team refuses, then the team without a scorer must substitute one of their players and play with only four players.

(As teams require four players to take the court to commence a match, if that team only has four players then a forfeit will be awarded if a scorer isn't found within nine minutes of scheduled commencement of the match)

- (e) An ineligible player is a player who –
 - (i) is not registered with the team he/she has taken the court with.
 - (ii) has not obtained a clearance from his/her previous team or club if required.
 - (iii) is playing in the wrong age group or division or breaches playing restrictions as outlined in 1(e).
 - (iv) does not meet fill-in guideline requirements as outlined in section 7

Any teams who play ineligible players forfeit any matches those players participate in. A 20-0 loss is recorded for these forfeits. If this happens during the grading phase a \$55.00 fine will be the penalty rather than a forfeit.

9. SIN BIN PENALTY U15 & above

- (a) Any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls, bad language by a player or coach shall be penalised with technical fouls.

- (b) Where a player receives a technical foul or an unsportsmanlike foul (with the exception of a clear path foul) for abusing a referee, uttering obscene or offensive language, dissent with a referee's decision/s or commits any action which could endanger other players, spectators or equipment he/she is required to sit out for the next five minutes of playing time or whatever time remains in the match up to the five-minute limit. This is considered the sin bin rule.
- (c) If a referee sees a player punch, kick or slam the ball in disgust at a call, slapping of the floor and/or equipment, then such offence will immediately incur the penalty of a technical foul.
- (d) Where a player upon returning to the court (after the five-minute penalty expires) receives a second technical foul or unsportsmanlike foul as above he/she will be disqualified in taking any further part in the match.
- (e) A substitute player if available can be introduced into the match to replace the "sin binned" player.

10. MATCHUP RULE

Division 1 Men's Classic must play a man-to-man defence for the whole game.

For all other open age competitions, the Matchup Rule will not be enforced for the entire game.

Final Note: Matchup defence does NOT have to be played full court. The defence starts from where the offense is picked up from by the defence, either full court, half court or back at the 3-point line.

11. PLAYING FEES:

The playing fees for Senior domestic players are \$55 per team, per week if paid in advance. Otherwise, a scoresheet fee of \$55 per team, per week is applicable. A \$100 registration fee is also required to be paid before the commencement of the season, along with a refundable \$150 bond. Door entry is \$3 per player and spectator over 10 years of age.

12. DISPUTED RESULTS

If a team wishes to dispute a result, it must record the incident with the stadium manager with all the relevant details. That team must then advise the Association's administration of that dispute no later than 48 hours after the event. If the Association is contacted later than this then the result of the match will stand and the dispute will not be acted upon.

If a team or a coach is found to be violating the nature of this rule by continually reporting trivial matters, then he or she could face a charge of bringing the game into disrepute and be summoned before the tribunal.

NOTE: In the event of a dispute about a score error, any team which has been found not to be providing a scorer shall have that dispute dismissed. If the two scorers disagree and it affects the result of the game, then the dispute will be heard. Referees will always be instructed to take the electronic scoresheet as being correct if there are any inconsistencies between the electronic scoresheet and the scoreboard.

Please remember that it is the responsibility of both teams to provide competent scorers.

13. FINALS AND PLAYER ELIGIBILITY

- (a) Finals: The finals series will be Page-McIntyre format. First Semi-Final: 1 v 2, Second Semi-Final: 3 v 4. The 1st semi-final losers and 2nd semi-final winners playing in a Preliminary final the Tuesday and Wednesday prior to Grand Finals. Winners of the 1st semi-final and preliminary final go through to the Grand Final. NOTE: This format can be changed to accommodate more than four teams. In these situations, teams will be advised of the format in the competition notes.
- (b) Finals Eligibility - to be eligible to play in the finals a player must have played 50% of games with a minimum of 7 games during the season regardless of the number of games

in the season (Byes do not count). Grading games can be counted towards finals qualifications.

- (c) for the purpose of finals qualification, games played in grading in any division will count towards games required for finals qualifications.
- (d) A player may qualify if they have a medical certificate for games they missed during the season due to illness or injury. A minimum of 4 games must have been played in the season (including grading) **Documented proof must be sighted by the MBA administrator within 4 weeks of the injury/sickness and not as the final series begins.**
- (e) In the exceptional event a finals team does not have enough players due to a school camp or school production qualified players from a lower age group may be played up an age group making the team up to a maximum of 6 players. This has to be agreed in advance by the MBA to allow a player to be added into Sporting Pulse. Players to be used in the first instance must be from a past fill in, a player may not be added game day court side.
- (f) To prove their participation in a match all players must be entered into the electronic scoring system game tray. Referees will remove any player not present at the match prior to signing off at the end of the game.
- (g) In final ladder standings, where teams finish equal on points, positions are decided on a head to head basis between those two teams.
- (h) That is, if there are two teams equal in this classification, the result(s) of the game(s) between the two teams involved will be used to determine the placing (Head to Head).
- (i) In the event that the total points scored for and scored against are the same in the games between the two teams, the classification will be determined by points difference taking into account the results of all the games played in the group/division by both teams.
- (j) If more than two teams are equal, a second classification will be established taking into account only the results of the games between the teams that are tied.
- (k) In the event that there are still teams tied after the second classification, then points difference will be used to determine the placing, taking into account only the results between the teams that are tied.
- (l) If there are still teams tied, the placing shall be determined using percentage from the results of all their games played in the group.
- (m) Point's difference is calculated by points scored for minus points scored against.

14. LADDER ADJUSTMENTS

- (a) **Round 1-4:** games played during the first four rounds will be converted to a draw unless one of these first 4 games are played against a team that ends up in the same division following grading. In this case the result will stand.

Example: team A plays team B in round 1. Following completion of grading both team A and team B end up in the division above. The result of round 1 will stand.

Round 5-7: results of games played during rounds 5-7 will stand regardless of whether a team has been graded up or down and regardless of whether the teams end up in the same division or not.

- (b) When a team is added after Round 1 due to late registration: they will be awarded 1 point per game missed. No points will be awarded to late team registrations due to poor organisation of an entry. NOTE: Ladders will be adjusted accordingly by round 7.

15. COMPETITION POINTS

Competition points are rewarded as follows:

Win 3 points, Draw 2 points, Loss 1 point, Bye 3 points, Forfeit/Walkover given 0 points.

Forfeit received team to receive 3 points

16. MIXED COMPETITION

- Teams must not have more than three (3) players of either sex on the court at any one time.
- Games to be played with a size 6 ball.
- Males are allowed in the key in the first half only, females in the second half only.

Players who infringe intentionally (warning to be given prior) will be assessed a technical foul.

If an offensive player is in the process of shooting when the infringement occurs, the referee will call the shot successful regardless of whether the ball actually passes through the ring.

Continued infringements will be penalized with a technical foul.

- Accidental entry of the key may be ok or play may go on, as long as it has no effect on the play and the player steps out immediately. This will be depending on the referee's discretion.
- The key markings continue from the foul line, down the sides of the key through to the end wall of the court, therefore not allowing any male players to run along the baseline out of court.
- Male players may inbound the ball from outside the edge of the key as long as they do not enter the key as they step back onto court.
- No player can score more than 12 points, until each team member has scored 12 points. It then resets, and a new 12 is allowed.

17. INJURIES

During the course of a game should a player bleed from an injury or bleed in any way either nose or cut he/she must leave the court and will not be able to continue playing until all bleeding is stopped and all blood is removed from that person and their clothing. Providing a contrast is still evident between the two teams a player may retake the court out of uniform with no penalty if they can no longer wear their uniform because of a blood spill.

18. FINGER NAILS AND JEWELLERY

Fingernails must be trimmed back in order to avoid injury to other players. Tape of suitable nature may be used instead of cutting nails. Hair must be tied up and no braids used. Glasses must be firmly secured (goggles are encouraged to protect the player and their glasses) Players will not be allowed to take the court until these measures are taken. All jewellery must be removed or suitably covered. No wristbands may be worn. Sweatbands and headbands are acceptable. Gloves cannot be worn.

19. PROMOTION/RELEGATION

All grand finalist teams will be promoted to the higher grade providing 70% of the team remains the same. Similarly, the bottom 2 teams at season end will be relegated unless they request to stay in the same grade.

