



# MANDURAH BASKETBALL ASSOCIATION

## DOMESTIC MANUAL

**Version History:**

Version	Revision Date	Revised By	Description
3.1	28 June 2023	Office Manager	Updates to terminology, formatting and reference to relevant policies
3.2	16 February 2024	General Manager	Updates to Restricted players (WABL Restrictions)
3.3	9 April 2024	Competitions Manager	Updates to incorporate bylaws

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## OVERVIEW

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Mandurah Basketball Association (MBA) aims to provide an enjoyable, welcoming, inclusive and safe environment for members to play basketball. Domestic competition represents the recreational arm of our association and encourages participation diverse of ability, culture and background from ages 6 to adult. Our aim is to encourage a love of basketball and a lifelong commitment to a healthy, active lifestyle in an environment of equality and mutual respect.

The rules, policies and documents referred to within this manual stipulate the rules by which we govern our domestic competition.

For clarification regarding any points within the FIBA rules or this document (including documents referred to within), please contact the Competitions Manager.

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## MANDURAH BASKETBALL POLICES AND FORMS

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All Mandurah Basketball Association policies referred to in this manual can be located on the Mandurah Magic Website <https://www.mandurahmagic.com.au/resources/>

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## DOMESTIC COMPETITION CONTACTS

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Office	<a href="mailto:info@mandurahbasketball.com.au">info@mandurahbasketball.com.au</a>
Competitions Manager	<a href="mailto:Competitions@mandurahbasketball.com.au">Competitions@mandurahbasketball.com.au</a>
Domestic Director	<a href="mailto:Domestic.director@mandurahbasketball.com.au">Domestic.director@mandurahbasketball.com.au</a>

For Summer Competition any queries regarding the domestic competition should first be directed to your team manager and then Club Administrator.

For Winter Competition any queries regarding the domestic competition should first be directed to your team manager and then Mandurah Basketball Association's Competitions Manager.

The MBA office can be contacted via the above email addresses, attending in person during MBA office hours or by telephoning 08 9550 3849

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## GAME DAY STAFF

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### Games Controller

A Games Controller is present during all MBA domestic competitions. The Games Controller:

- Coordinates game day operations including compliance,
- Coordinates any fill-in players making payment through Play HQ QR Code
- Fields any game day queries as required,
- Acts as the First Aid officer.

### Referee Supervisor

MBA endeavor to have a Referee Supervisor present during all MBA domestic competitions. The Referee Supervisor:

- Is responsible for overseeing referee management on game days,
- Supports junior referees through attendance and review,
- Can provide rule clarification and explanation to members,
- Assists with compliance and promoting an enjoyable and safe basketball experience for all participants.

### Referees/Umpires

MBA rosters referees for each game. Like similar local sporting competitions, our referees are often junior members who because of their interest in the game and dedication to the club, are expanding their basketball pathway to include officiating. Refereeing is a vital component of our game. We commend and support our referees on their development pathway. We ask that members display consideration, particularly toward our junior referees. We strongly encourage all coaches and players to introduce themselves to and shake hands with referees prior to or at the conclusion of each game. MBA has introduced Green Lanyards to identify Referees who are under the age of 18. Referees wearing Grey or Green shirts are not to be approached with questions or concerns as they are still learning. Teams Coaches or Managers may approach Officials wearing black and white striped shirts, or Referee Coaches/Games Controllers in a respectful manner.

### Complaints and Feedback

A Teams Coach or Manager is to approach a Referee Coach or Games Controller during any games in which they are concerned or have questions. If the issue has not been resolved during the game and needs to be escalated, the Team Manager or Coach is to contact their Junior Domestic Club (Summer) or MBA (Seniors/Winter).

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## WORKING WITH CHILDREN (WWC)

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MBA are committed to providing a safe participation environment for our children.

- All coaches and managers aged 18 years and over must have a valid Working with Children Check (unless an exemption applies)
- As a sporting association, work carried out on a voluntary basis by a **parent** of a child who is **involved, or is ordinarily involved** in some, or all, of the activities of the association is EXEMPT from requiring a WWC check.
- All WWC documentation must be provided to your club or MBA prior to participation in the season.
- Should appropriate notification of WWC status not be received by MBA prior season commencement, coaches/managers will not be permitted to perform their roles until such time as this information is received.

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## PLAYER REGISTER

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MBA maintains a register of all players registered in the applicable season via the Play HQ database and competition management system.

## PLAYER AGE GROUPS

Players must register for an eligible age group as determined by MBA. The age group brackets, along with their corresponding date of births, will be published by MBA prior to the opening of Winter and Summer team nominations via the website and social media. Players must be 16 years or older to participate in the Seniors Competition unless an exemption has been granted by MBA.

### Age group Exemptions

Players may be eligible for an age group exemption in extraordinary circumstances. To qualify for an exemption, players must meet criteria a and b in addition to either c or d:

- a) The player date of birth must fall within 3 months of the age group cut-off date.
- b) The players statistics from previous seasons will be reviewed by the Competitions Manager.
- c) The player must provide documentation from their school confirming that they have been held back a year, indicating they are not in the same year group as their peers.
- d) Players with a physical disability that affects their development relative to their peers must provide a letter from a specialist confirming this including information on the players height/size.

Players granted an age group exemption must reapply for exemption prior to the commencement of every season.

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## PLAYER FEES

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Domestic competition playing fees and team nomination fees are set by the MBA Board prior to registration links being released for each season. Fees for all domestic competition are due before the first game upon registration.

Fee structures are reviewed prior to each season and published on the MBA website.

## **RESTRICTED PLAYERS**

### *Western Australia Basketball League (WABL) Restrictions*

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MBA sets out guidelines regarding allocation of junior representative (WABL) players to domestic teams. This is to ensure Competitions remain equitable and enjoyable for all involved. Player restrictions include;

- Players assigned to Mandurah Magic WABL Red or Gold teams in the most recent/current WABL season will be deemed a 'WABL Restricted Player'
- WABL Players from other association's respective 1st and 2<sup>nd</sup> teams will be deemed a 'WABL Restricted Player'
- WABL Red and Gold players playing up an age group will NOT be considered a 'WABL Restricted player' (ie. an U14 WABL Red Player, playing in U16 Summer Domestic will not be Restricted).
- Players from Mandurah Magic Black and White WABL teams in an age group, will not be considered a 'WABL Restricted Player'.
- Teams are restricted to a maximum of five (5) "WABL Restricted Players" with a maximum of three (3) Red/1<sup>st</sup> team from other association, or Gold/2<sup>nd</sup> team from other association players from the most recent/current WABL season.
- Where a team has at least three (3) "WABL Restricted Players" they must nominate for Division 1 Domestic Competition.
- Teams found in breach of the 'WABL Restricted Player' policy will have any games where breaches have occurred result in a forfeit.
- WABL Restricted Player Restrictions apply to all Junior age groups (U10-U20), the Seniors Competition is not subject to the WABL Restricted Player Restrictions.

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## **PLAYER WITHDRAWAL**

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MBA understand that, on occasion players are required or choose to withdraw from teams after season commencement.

In regard to players withdrawing from teams the following applies:

- A player who withdraws within the first three weeks of any season will, following a written request to and approval from MBA, be eligible for a refund. The refund amount will be determined by deducting games played, the association administration fee of \$20, and the BWA affiliation fee.
- Any player withdrawing after the first three weeks of the competition will not be entitled to a refund of their registration fees however, they can seek MBA approval for a player replacement.
- The withdrawing and replacement players are required to determine financial settlement between themselves.
- The replacement player may be required to pay an administration fee to MBA.
- All player replacements will be required to register in the manner advised by the MBA office.

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## FILL IN PLAYERS

*(Including FIFO Players)*

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### Fill in or playing up players

In some circumstances MBA will permit a player to participate in a higher age group and/or division than they are currently playing in. It is each team's responsibility to ensure the fill in meets the eligibility criteria. In these instances:

- Any registered player shall be permitted to 'play up' in a higher division in the same age group, or in any division in a more senior age group.
- No Player is permitted to fill-in for a team within the same or lower age group/division for which they are registered
- Any player can 'play up' for no more than three games in total during the season.
- During the Summer Competition any Junior Domestic 'playing up' player can do so with any club if they are registered for the current season.
- 'Playing Up' players are not required to pay the casual player fee but must register with the Court Controller.
- 'Playing Up' and casual players are permitted to make team numbers up to a maximum of **6 players only**. They are not permitted to play in any finals.

### Casual Players

- Any player not registered with any domestic club will be permitted to take the court for up to three games per season as a 'casual player' at a fee set up by MBA.
- The player must be an eligible player and must currently be affiliated with BWA.
- The player must pay the set fee to the Games Controller prior to the commencement of the game.
- The player's details must be manually added to the iPad's Play HQ scoring system.

### FIFO Players

- Upon evidence of FIFO/DIDO employment to the MBA office, during usual office hours, a player may purchase unlimited vouchers via QR code at the Games Controller table to play in one team only throughout the season.
- With the exception of FIFO/DIDO players, non-financial playing up, fill in and casual players are not permitted to play in finals unless they become financial prior to the final commencing and have satisfied provisions for the number of qualifying regular season games. The current number of qualifying games required is **five**.

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## PLAYER FINALS ELIGIBILITY

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A player is eligible to represent their team in finals provided they have played in five (5) qualifying regular season games for the team they are registered with. A qualifying game is defined as:

- Any game in which a registered player has been legally subbed into and has a full name and playing number recorded on the iPad PlayHQ scoring system.
- Any BYE rounds.
- Any game won by forfeit.

If, through extenuating circumstances, a player does not meet these criteria, the club with whom the player is registered, may submit a request in writing to MBA for finals eligibility consideration.

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## TEAM GRADING

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All competitions administered by MBA are conducted on a grade basis, and divisions shall be determined by the DCC and/or the Domestic Competitions staff and Board.

- For the Summer Competition (Term 4-1) Junior Clubs and Senior Teams are responsible for nominating their teams into preferred divisions for each competition.
- For the Winter Competition (Term 2-3) Junior and Senior Teams are responsible for nominating their teams into preferred divisions for each competition.

MBA may decide to move teams from one division to another prior to the start of competition should it be necessary to facilitate a fair and even competition. At the conclusion of the grading period, MBA may decide to move or re-grade teams into different divisions or competitions in consultation with coaches and the DCC to:

- Ensure we provide a competitive but fair and fun competition for all teams.
- Encourage teams with Junior Representative players to nominate for Division 1.

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## FORFEITS, FINES AND PENALTIES

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Failure to start games on time when a team does not have at least four players present and ready to play will result in a 2-point penalty being awarded to the opposition for each *full minute* that the game is delayed (with the exception of the U8s and U10s competition).

If a team does not have four players who have legally taken the court within 10 minutes of the scheduled starting time, they shall lose by forfeit.

### **Notified Forfeits**

Teams are required to make every effort to find eligible fill ins/casual players for their game to go ahead. If every effort has been made and a forfeit is unavoidable, and sufficient notice has been given (24 hours), no fine will be levied in the first instance for the season. Subsequent notified forfeits will be fined \$30 at the discretion of the Competitions Manager. All fines are payable prior to the teams next fixtured game.

### **Un-notified Forfeits**

Where insufficient notice has been given (24 hours), a fine of \$30 will apply for the first and subsequent instances at the discretion of the Competitions Manager. This is payable prior to the teams next fixtured game. Where a team has three (3) or more forfeits within a season they may be withdrawn from the competition at the discretion of the Competitions Manager.

### **Illegal Player**

Where a team has fielded an illegal player an un-notified forfeit will apply, and a \$30 fine may be issued at the discretion of the Competitions Manager.



## GAME RESULTS/LADDERS

### Game Points

Win	3 points
Draw	2 points
Loss	1 point
Bye	2 points
Forfeit	0 points for the forfeiting team

### Environment Points

Environment (E-Points) will be awarded for teams displaying positive game day behaviour. Please see Environment Points Document.

Actions	Points Scale
Behavioural Technical Foul on Coach and/or Player	-1 Point
Disqualifying Foul	-1 Point
Player, Coach and/or Team Manager reported to tribunal and found guilty	-1 Point
Poor spectator behaviour. Eg. Swearing at referee, abusive slurs towards players and/or referees	-1 Point
Breach of Code of Conduct, Zero Tolerance, Domestic Manual or Policy relating to inappropriate game day behaviour	-1 Point

In the event two or more teams are level on ladder points at the end of the regular season, the positions in the standings shall be determined by the following:

- Any team tied on ladder points that have forfeited during the regular season will automatically be positioned below the respective tied teams.
- If a tie still exists, teams that are tied shall be ranked in order of the highest ladder points percentage to the lowest ladder points percentage.

## GAME TIMING

Warm up	Minimum of 3 minutes, Maximum of 5 minutes
Halves	2x 20 minutes running clock
Half time break	Minimum of 2 minutes, Maximum of 3 minutes
Overtime (Finals Only)	2 minute break followed by 5 minutes of Overtime.

## TIME OUTS

Each team is entitled to two timeouts during each half of the game. Timeouts may not be used within the final three minutes of the second half.

## FINALS

At the conclusion of the regular season, the Semi Finals and Grand Finals will take place in the following format.

First Semi Final	1 v 4	Winner progresses to the Grand Final. Loser is eliminated.
Second Semi Final	2 v 3	Winner progresses to the Grand Final. Loser is eliminated.
Grand Final	Winner of First Semi Final v Winner of Second Semi Final	

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## DOMESTIC UNIFORM GUIDE

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### Playing Top

- Each affiliated club shall select a distinctive uniform which shall be registered with MBA.
- Winter Competition teams may wear a Club uniform or an approved independent uniform. The entire team must wear the same uniform.
- The colour scheme and pattern on any uniforms shall be approved by MBA and (if applicable) will include uniform shorts with no pockets and singlets.

### Playing Shorts

Shorts must be at least mid-thigh length and follow these guidelines:

- Club uniform basketball shorts approved by MBA, or
- For all domestic Junior Competition - MBA branded black Domestic basketball shorts.
- For all domestic Senior Competition - Plain Black shorts without pockets or logos are acceptable.

### Uniform Clash

In the event of a uniform clash, team B (AWAY) shall be responsible for an alternate uniform or clash singlets.

### Numbering

Each player within a team shall have a unique number on the front and back of their playing singlet. In accordance with the FIBA rules, numbers between 00-99 inclusive are approved by MBA.

### Undergarments

Players are permitted to wear clothing under their playing uniform provided it is the same colour as their team jersey or black only and does not pose a safety risk as determined by the referee coach or Court Controller,

### Non-Compliant Apparel

To be eligible to play, players must ensure:

- They are not wearing any Jewelry (jewellery may be worn only if they cannot easily be removed and are covered with medical tape).
- All fingernails are short and blunt (nails cannot be taped under any circumstances, sports gloves may be worn).
- Any medic alert bracelets worn are around the ankle and either taped or secured under a sock.
- Any headgear/hair accessories worn do not have the potential to cause injury.
- Long hair is worn in a way that does not have the potential to cause injury to any participants.
- Any finger, wrist, hand, elbow or arm guards/braces must not have leather, plastic, metal or any other hard substance, even if covered with soft padding.

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## INJURIES

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All injuries are to be immediately reported to the MBA Games Controller or designated First Aider on duty. The Games Controller (or delegate) will control and manage the situation and all parents, coaches, managers, spectators and players are obliged to follow their directions. The Games Controller has access to a Blood Spill Kit should this be required. For further information regarding injury management and reporting refer to the MBA First Aid Policy.

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## CODES OF CONDUCT

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To protect the health, safety and wellbeing of all people participating in MBA activities, codes of conduct have been developed. The MBA codes of conduct encompass all participants including; players, coaches, managers, parents and spectators.

MBA requires that all those involved at any level of the association:

- Be accountable and responsible for their conduct.
- Be ethical, fair and honest with their interactions with other people.
- Treat everyone with respect and courtesy and have proper regard their rights and dignity.
- Place the welfare and safety of children above all else.
- Comply with all relevant legislation, in particular anti-discrimination, and child protection legislation.
- Promote good court demeanour and sportsmanship, a major aim in the development of players and coaches.
- Abide by the relevant role-specific Codes of Conduct found at [www.mandurahmagic.com.au](http://www.mandurahmagic.com.au)

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## COURT SIDE ETIQUETTE

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MBA requests that you consider the following recommendations regarding courtside behaviour:

- Do not sit at the base line to watch any games, this can be distracting and dangerous.
- Do not walk along the baseline when the ball is coming toward you, wait until play is at the opposite end of the court.
- Do not walk along the baseline during free throws, again this may be dangerous and distracting.
- Do not walk in front of score or player benches when the game is in progress. Always walk behind or on the other side of the court.
- 1 coach per team may stand, however if obstructing the game, the score bench may politely ask them to move or sit.

All Junior teams must have an adult present on the team bench for all games.

- Spectators are NOT permitted to approach the bench or officials at ANY stage of the game (unless invited by the referee).
- Ensure bags and belongings are placed well under bench seats and water bottles are kept clear of sidelines to avoid any potential trip hazard.
- Please do not allow smaller siblings to play courtside unsupervised.
- Do not play with a ball courtside while a game is in progress.
- Cheer and encourage your team.
- Parents are encouraged to cheer and praise efforts of all involved and NOT coach from the sidelines or undermine coaches. If you are louder than the coach, you are too loud.
- ALWAYS REMEMBER TO HAVE FUN, THE PLAYERS ARE KIDS, THE COACHES AND MANAGERS ARE VOLUNTEERS – IT'S JUST A GAME.

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## MERCY RULE

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Upon being notified by the score bench, the referee will instigate the 'Mercy rule' This consists of defenders starting behind their defensive 3-point line until the ball has progressed over half court. Failure to abide by the Mercy Rule will result in a violation being called, the game will be stopped and the ball awarded to the offensive team, to be taken out of bounds closest to where the violation occurred

The 'Mercy rule' applies to domestic competition in circumstances outlined below:

U10, U12 Age Groups	When margin is 15 Points or greater
U12 Age Groups	When margin is 20 points or greater
U14 & U16 Age Groups	When margin is 30 points or greater
U18s, U20s and Seniors	No mercy rule applies

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## CODE OF CONDUCT WHEN ON A SCORETABLE

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Scorers should arrive at the venue at least 10 minutes before the game starts and should have no other commitments until the score has been signed off at the end of the game. When performing scoring duties:

- Food and drink must not be consumed on the score table.
- Do not leave the score table at half-time or full-time until the iPad has been finalised.
- The score table must be supervised during all intervals throughout the game.
- You are part of the official's team and must remain neutral
- Work as a team and help each other by calling out singlet numbers of players scoring and fouling.

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## SCOREBENCH DUTIES

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### Scoring

MBA uses the PlayHQ system on iPads for all scoring activities. Please follow this link for training on how to use the PlayHQ scoring system [https://www.youtube.com/watch?v=OdTboL\\_uYgk](https://www.youtube.com/watch?v=OdTboL_uYgk)

Each team must provide a scorer over the age of 12 (under 12 must be accompanied by an adult). Scoring duties include:

- Operating all scoring, fouls and timing duties via the iPad
- Operating the electronic scoreboard
- Operating the alternating possession arrow on the score bench.
- Alerting the referee when a team reaches 8 team fouls (bonus) upon the 8<sup>th</sup> foul being committed.
- Alerting the referee to any applicable Mercy Rule as outlined below at the earliest dead ball.
- If any discrepancies exist between the iPad and scoreboard at the end of a game, the iPad score is considered the official result.
- Individual player scores will not be adjusted after a game has been finalised by an MBA Official.

## Before the game

- Locate the iPad on your scoring bench
- Player names will be available to select. Select all players participating in the game. Scorers must remove any players prior to ending the game that have not arrived.
- Register any 'Fill in' or 'Playing up' players as directed by the Court Controller.
- If player's names are missing from the list, it is because the player has not yet registered or is too old.  
**Games played by an unregistered player may result in a team forfeit.**

## During the game

- Check with the other person on the score table that you both agree with the score and foul count on each call.
  - If you are ever in doubt about anything, call the referee over to clarify.
  - When any player reaches three personal fouls, alert their coach. Do the same for a fourth foul.
  - If any player commits five personal fouls, immediately alert the referee by holding up a hand with five fingers extended. The player must leave the court immediately for the rest of the game.
  - Do not change the possession arrow at half time – this is the responsibility of the referees.
- Each team is allowed seven team fouls in each half. Notify the referees after the seventh team foul.

## At end of game

- Wait until referees have checked and approved the iPad before leaving the score table just in case any errors have been made or they have any queries.

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## MBA ZERO TOLERANCE RULES

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All patrons entering Mandurah Basketball venues are expected to conduct themselves in an appropriate and sportsmanlike manner in line with all Codes of Conduct.

### Coaches and Players

The following will be assessed as unsportsmanlike conduct:

- Outward disputes about any decision by a referee or scoring official.
- Obscene or offensive language toward anyone at any time.
- Visual displays of dissatisfaction with the official's decision, in a manner that openly embarrasses the official and/or challenges their judgement. This includes approaching with the intent of inciting the officials and opposition match personnel.

Questioning /clarification of referees should follow those outlined in FIBA guidelines.

### Spectators

Officials may stop the game if parents/spectators display inappropriate or disruptive behaviour or interfere with other spectators/participants of the game. Officials will identify and refer parties to the Games Controller or Referee Supervisor for where consideration will be given to removing them from the stadium. Unsupervised children (under 18) in breach of zero tolerance rules will be removed to the MARC foyer (where practicable) and their parent/guardian will be contacted.

Inappropriate and disruptive behaviour includes, but is not limited to:

- Using obscene or offensive language at any time.
- Taunting or ridiculing players, coaches, officials, or other spectators.
- Displaying or threatening physical violence toward any person.
- Throwing object/s on court or interfering with on-court proceedings.

### **Officials**

Officials are required to conduct themselves in a professional, fair and sportsmanlike manner at all times. They must be assertive, yet polite at all times and operate in accordance FIBA guidelines.

MBA expects all players, coaches and spectators to compete in good spirit, with respect and consideration for others.

### **Junior Player Technical Foul Penalties**

In cases where a junior player has received a technical foul that requires removal from stadium, the player may be escorted from the immediate area to the reception area of the venue until a parent/guardian is available to support. MBA will assist in contacting a parent/guardian if required.

At no time will a junior player be required to leave the stadium until a parent guardian is available.

## SPECIFIC RULES OVERVIEW

As part of improving MBA's domestic competition, in alignment with development pathways for athletes, a move to closer align with Basketball WA has been made. Specific rules for certain age groups exist to ensure access, enjoyment and development are afforded to all participants. Specific guidelines include:

Age Group	Age Group Specific Rules
Under 8	<ul style="list-style-type: none"> <li>• Size 5 ball (All competitions)</li> <li>• No scoreboard or online ladder</li> <li>• Defence to be played from the 3 point line - No zone defence - No stealing</li> <li>• 8' ring height - Inner 3-point line to be utilised</li> <li>• Free throws from blue line</li> <li>• 1 Coach allowed on court up to the green line</li> </ul>
Under 10	<ul style="list-style-type: none"> <li>• Size 5 ball (all competitions)</li> <li>• Stealing allowed (Div 1 &amp; 2) No stealing (Div 3 and below)</li> <li>• Full court defence allowed - No zone defence</li> <li>• Scoreboard utilised - No ladder</li> <li>• 8' ring height – Inner 3-point line utilised</li> <li>• Free throws from green line</li> <li>• 1 Coach is allowed to walk the whole length of the sideline.</li> </ul>
Under 12	<ul style="list-style-type: none"> <li>• Size 5 ball (all competitions)</li> <li>• Full FIBA rules</li> <li>• No zone defence</li> <li>• Inner 3 point line</li> <li>• Individual scores, team scores and ladders recorded - No finals</li> <li>• Coach to remain by the team bench</li> </ul>
Under 14	<ul style="list-style-type: none"> <li>• Size 6 ball (all competitions)</li> <li>• Full FIBA rules</li> <li>• No zone defence</li> </ul>
Under 16	<ul style="list-style-type: none"> <li>• Size 6 ball (female competitions) size 7 ball (male competitions)</li> <li>• Full FIBA rules</li> </ul>
Under 18 Under 20 Seniors	<ul style="list-style-type: none"> <li>• Size 6 ball (female competitions) size 7 ball (male competitions)</li> <li>• Full FIBA rules</li> </ul>
Mixed League	<ul style="list-style-type: none"> <li>• Size 7 ball</li> <li>• At least 2 Males and 2 Females on the court at any time</li> <li>• Teams must consist of a minimum 8 registered players (at least 3 females)</li> <li>• Males cannot block females (arms may extend upwards but no jumping)</li> <li>• Males cannot steal the ball off a female unless it has left hands (pass)</li> <li>• 2<sup>nd</sup> Half only, 1st female to hit a 3 pointer awarded 6 points (one team only)</li> <li>• All players must be sixteen years or older to compete</li> </ul>