



# **YARRAWONGA MULWALA BASKETBALL ASSOCIATION**

## **GENERAL BY-LAWS**

YMBA General By-Laws  
June 2025

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# 1. INTRODUCTION

The Yarrawonga Mulwala Basketball Association Inc. (the YMBA) provides domestic basketball competitions for junior and senior players, ranging from Under 10 through to Open-age divisions.

Our domestic basketball competitions are governed by the following BY-LAWS, (which can be read in conjunction with FIBA rules, and Basketball Victoria's interpretation of such).

Assisting the YMBA in the adjudication of these BY-LAWS is a Senior Domestic Competitions Administrator and a Junior Domestic Competitions Administrator, a Domestic Committee, and the YMBA Board.

The YMBA reserves the right to adjudicate in the best interest of basketball, to ensure the quality of participation, and on any matters not specifically covered by these BY-LAWS.

The YMBA also reserves the right to vary and/or set aside the application of the BY-LAWS, should it be in the best interest of basketball.

The BY-LAWS are intended to assist all participants in deriving the maximum benefit and enjoyment from their involvement in our Domestic Basketball Competitions.

All matches will be conducted under the current FIBA Basketball Rules and Referee's Manual with the following modifications known as the By-Laws, which apply to all matches including finals.

# 2. STADIUM MANAGEMENT

YMBA conducts the Domestic Basketball competitions at school stadiums that are managed and cleaned by the respective schools, namely the Yarrawonga Secondary P12 College ECA Centre and the Sacred Heart Secondary College Multi-Purpose Building.

YMBA have the responsibility to ensure that competitions are conducted in a safe environment at these stadiums. The YMBA may decide that a person's behaviour is unacceptable and request the person to leave the stadium.

The requirement to leave the stadium includes all surrounding areas of the stadium, including the car park area, and refusal to leave the stadium may result in the need to engage Victoria Police.

It is expected that all persons entering either stadium will treat the building, contents and equipment with care and respect and leave the premises in a clean and respectable condition upon leaving.

Any person not respecting the stadium buildings, contents or equipment should be reported to the YMBA Board and may be subject to any or all penalties within this document for any given amount of time.

### 3. CODES OF CONDUCT

- 3.1 Teams are responsible for the conduct and behaviour of their players and spectators and should particularly ensure that such persons are not under the influence of alcohol or drugs when attempting entry to the Stadium or any venue where competition games are played.
- 3.1 No player or official shall be permitted to participate in any competitions at the Stadium or any venue where competition games are played if they have been consuming alcohol.
- 3.3 Hanging from nets, rings, backboards or other supporting structures in the Stadium, or any venue where competitions are held, is prohibited and can result in ejection from the venue. In the event of damage being caused to venue equipment, the person who caused the damage or, in the event the offender cannot be identified, the team responsible for court usage will be invoiced for the cost of repair and/or replacement and any loss of revenue suffered through the unavailability of the court or venue.
- 3.4 Smoking, vaping, the consumption of alcohol or any illicit drugs is not permitted within the Stadium or any venue where competitions are held.
- 3.5 Players will be reported to the YMBA Board if they engage in unsportsmanlike conduct; assault, fight, trip, kick, elbow or use offensive language, dispute referee decisions or engage in racial vilification. Teams and/or team officials and spectators can also be reported.
- 3.6 At Yarrowonga Mulwala Basketball Association we support and promote Basketball Victoria's Codes of Conduct and Policies. As a member of YMBA, you are agreeing to all the Codes of Conduct and Policies that are governed by Basketball Victoria.
  - Players Code of Conduct
  - Coaches Code of Conduct
  - Administrators Code of Conduct
  - Officials Code of Conduct
  - Parents Code of Conduct
  - Spectators Code of Conduct
  - Zero Tolerance Policy for Parents and Spectators
  - Photography and Filming Policy

It should be noted that the YMBA has a number of POLICIES that should be read in conjunction with the Codes of Conducts.

These include but are not limited to:

- Social Media Policy
- Child Safety Policy
- Basketball Australia Man to Man Policy

## 4. PLAYERS

### 4.1. PLAYER DEFINITIONS

- 4.1.1. Junior player - Any player who is 18 years of age or under, as of 31 December the year of competition and who is registered with the YMBA.
- 4.1.2. Senior player - Any player who is 19 years of age or older as of 31 December of the year of competition and who is registered with the YMBA.

### 4.2. PLAYER REGISTRATION

- 4.2.1. All players must be registered to the Association having paid the required Insurance Membership and Registration Fee online prior to competing in any competition run by the Association.
- 4.2.2. All players will be required to complete an online registration form at the start of each domestic season or as requested to do so by the YMBA. The applicant must provide the information as requested by the Association and at a minimum, the form must include the player's full name, date of birth, address, email and mobile number. For junior players, the registration must also include parental contact information and emergency contact details.
- 4.2.3. All players must be registered by the due cutoff registration date to be able to participate in the given season. Once the registration cutoff date has passed, interested players will be placed on a waiting list. As positions become vacant listed player will be notified.
- 4.2.4. Player fees are determined by the YMBA Board. The fee for each season or year will be communicated on the official website, social media platforms, emailed to all registered players, and can also be obtained directly from the administrator prior to the season commencement.
- 4.2.5. Special payment arrangements may be sought by a player and granted at the discretion of the Administrator and/or Treasurer. A payment plan must be set up and signed by the player if over 18 or parent/guardian if under 18.
- 4.2.6. A player must not take the court and play under another player's name.
- 4.2.7. At the administrator's discretion, and subject to team availability, additional players may be registered after the season has commenced. Registration must be completed online, and the prescribed fees must be paid in full prior to the player's first game.

### 4.3 PLAYER REGISTRATION REFUND POLICY

- 4.3.1 YMBA accepts player registrations on a seasonal basis. From time-to-time players may be unable to continue playing in the competition. In these instances, players may apply for a part refund of the registration fee. Refunds will only be considered within the first 3 weeks of each season. Refunds after this time will only be considered if the

player provides a Doctors Certificate to indicate they are unable to play the remainder of the season.

***Registration withdrawn before season commences:***

*The YMBA season fee minus Basketball Australia and Basketball Victoria fees will be refunded.*

*\* Basketball Australia and Basketball Victoria fees may be refunded by applying directly to BA and BV.*

***Registration withdrawn up to week 3:***

*The YMBA season fee minus \$10 for every game played, less BV/BA Insurance, less any outstanding amount owed, will be refunded.*

***Registration withdrawn after week 3:***

*No YMBA season fee will be refunded.*

***Registration withdrawn due to Injury:***

*Where a player ceases to play in the season due to injury, they must put, in writing, when they will be ceasing or have ceased. This will be tabled at the next YMBA Board meeting and a pro-rata of games not played may be reimbursed or transferred to the next season, if approval is given at the meeting based on the circumstances.*

- 4.3.2. A player may apply in writing to YMBA to review a decision made under this policy. The player must set out the full circumstances as to why a refund should be paid.

## 4.4 PLAYER ELIGIBILITY

- 4.4.1 Any player from another Basketball Victoria affiliated association must present proof of registration from their association before qualification/registration is accepted by YMBA.
- 4.4.2 All completed clearances must be processed by the Administrator. In the event of a dispute a player may appeal in writing to the YMBA Board citing the reasons for his/her clearance to be granted.
- 4.4.3 To be eligible to play Junior Representative Basketball for YMBA, players must play at least 75% of YMBA Domestic games, in their age group in both YMBA seasons in the calendar year. Players with special circumstances or needs may write to the YMBA Board for special consideration. If the player is new to the association the previous season is not applicable.
- 4.4.4 Junior players must be registered and play half plus one of the domestic season games within their own age group/grade to be eligible to play in domestic finals for their age group. The committee will consider exceptional circumstances and/or a medical certificate (refer to 6.17.4).

- 4.4.5 If a player has failed to play the required half plus one games of the domestic season due to injury, in order to qualify for finals, the player must provide a medical certificate confirming the period they were unfit to play due to injury.
- 4.4.6 The final decision on player eligibility for finals will be at the discretion of the YMBA Administrator and/or Board.
- 4.4.7 Junior players must be registered and playing in the YMBA domestic competition before receiving the support of the Association to participate in any pathway operations including but not limited to junior representative selection, BV Skills days, BV State Selections, BV High performance activities and other such activities.
- 4.4.8 Junior players selected in any BV pathway programs that require weekly training sessions will have the support of the Association and where possible, are to continue to play in the YMBA Domestic competition when their training schedule allows.

## 4.5 PLAYER GRADING

- 4.5.1 Juniors will be selected into teams by the YMBA, where the emphasis is on making even teams.
- 4.5.2 Junior player grading will be determined by Age Group Coordinators and YMBA officials at the start of each season and during the first three (3) weeks of each season.
- 4.5.3 Players will generally participate in their usual age group and be placed in a playing grade that reflects their ability, while also considering their overall basketball wellbeing. This approach ensures that players can develop and enjoy the game in a grade suited to their skill level, comfort whilst still offering development opportunities.
- 4.5.4 YMBA reserves the right to alter teams after the third week of play, if it is deemed in the best interest of the grade. Full cooperation of coaches, parents and players is expected. Any such decision will be made to ensure fairness for all participants and in a bid maintain balance within the grade.
- 4.5.5 A player or players parent should speak with the Administrator if they wish to have their grading reviewed, prior to teams being finalised.
- 4.5.6 If there is a dispute concerning grading, the disputing player must submit their dispute in writing to the Board and will not be permitted to change grades until a resolution has been reached and communicated via a reply from the Age Group Coordinator, Administrator or Board.



## 4.6 PLAYER FILL-INS

### Junior Competition:

- 4.6.1 If a grade has a BYE, players may be sourced from the BYE team as a fill-in to make up a team of 6, if required. Like-for-like ability players should be sourced.
- 4.6.2 In the event that a team has 5 **or less** players they can have players fill in from the age group immediately below them (they must be registered with YMBA), for them to make a team of 6.
- 4.6.3 If a team has 6 players, you cannot ask an underage player to play up.
- 4.6.4 You may not get a younger age player to fill in after the half time mark in the game. The fill-in must take the court before half time.
- 4.6.5 If a player knows that they cannot play for a particular reason on any given week, it is the **player or parents' responsibility** to notify their coach ASAP so that the coach knows whether they need to bring a player up or not. Coaches must make their players aware of this at the start of the season.
- 4.6.6 If a fill in is required, coaches and age group managers must try and contact **different players** each time to fill in from the age group immediately below, to give a variety of younger age players the opportunity to fill in.
- 4.6.7 Age group managers have contact details for all players in the younger age group.
- 4.6.8 If the situation occurs that players just do not show up on a particular night and a team has **less than four players** and the team cannot take the court due to insufficient numbers, the following may occur:
  - i) If a registered YMBA player from the age group immediately below is there watching, they may fill-in to enable the side to have 4 players and take the court to play.
  - ii) If both coaches agree, the opposing team may "loan" a player to the other team for the game, for the team to have 4 players & be able to take the court to play. The opposing coach is under no pressure to be forced to loan a player, as ladder points count.  
(In both i) and ii), the points will count towards the ladder.)
  - iii) If there is no fill-in or no agreement between coaches to loan a player, the team must wait 10 minutes to see if a player turns up and the opposition gets 2 points per minute, up to 10 mins, due to no show. If no player turns up after 10 minutes, then the game is a forfeit with score 20-0. A scratch match may then take place, dividing the attending players into 2 teams, to enable a game to be played for the night.
- 4.6.9 If a team uses a younger age player(s) to make up to 6 players for their team on the night, the points will still count towards the ladder, if the above guidelines have been met.
- 4.6.10 There must be a minimum of three (3) members of the original team to create a game, or a forfeit will be called.
- 4.6.11 Teams may not use fill-ins from a younger age group or from any other source for any finals, unless approval is granted by the board under clause 4.6.12.
- 4.6.12 In cases of extraordinary circumstances when a team has only 4 players for a finals game, a coach may apply in writing to the Board to allow for a fill-in for finals, to make up a team of 5 players. The application must be made at least 24 hours before the scheduled final game time.

### Senior Competition:

- 4.6.12 Teams can get a fill-in if they have less than 7 players (not necessary, but you can get fill-in's if required).
- 4.6.13 The fill-in can be anyone and they don't need to be registered to the current YMBA season or have paid the Basketball Victoria (BV) annual participation licence , but the following rules apply:
- i. that person can only fill-in up to 2 times per calendar year without paying the BV affiliation fee and must pay a \$10 per game fill-in fee.
  - ii. If they fill-in more than twice they must pay the BV affiliation fee of \$43.00 (valid for 12 months) plus the \$10 per game fill-in fee.
  - iii. The fill-in player (or the team) is to pay the \$10 YMBA fill-in fee which must be paid in cash or via direct deposit into YMBA bank account before the person takes the court

SENIOR SCENARIO FOR FILL IN	OUTCOME
Not registered to current YMBA season No active BV licence	Can play up to 2 games <u>per year</u> . To pay \$10 YMBA fill-in game fee per game
Not registered to YMBA senior season Has a current BV licence that is active (eg. May have played last season, or in YMBA juniors or somewhere else in Vic)	Can fill-in as many times as they like. To pay \$10 YMBA fill-in game fee per game.
Registered in our current senior YMBA season for another team	Can fill-in whenever. No additional fill-in game fee is needed.

## 5 TEAMS

### 5.1 JUNIOR TEAM GUIDELINES

- 5.1.1 Junior teams will consist of a minimum of six (6) players and a maximum of eight (8) players.
- 5.1.2 After the registration period has finished, registered junior players are pooled and teams are made up at the start of the season by Age Group co-ordinators, Junior Co-ordinator, Administrator and YMBA Officials with the intention of making even teams to the best of their ability.
- 5.1.3 A junior player will not be permitted to play in more than one team in their age group, unless filling in whilst their ordinary team has a BYE or the opposing team coach agrees, subject to clause 4.6.8 (ii).
- 5.1.4 Junior players must play their own age group/grade, before being considered to play in a higher age group, unless they have been graded up.
- 5.1.5 To ensure all interested parties have the opportunity to participate in basketball, the Age Group Coordinators or administrator may approve changes during the season.

These changes may be made in response to injuries, a team's ongoing difficulty in fielding a team of at least 5 players, or any other circumstance where the change is considered necessary and beneficial.

- 5.1.6 Upon application and approval by the YMBA Board, YMBA Junior Representative teams may be entered into the domestic competition but must play in the age group above their representative age group.
- 5.1.7 Players with special circumstances or needs may write to the YMBA Board for special consideration.
- 5.1.8 Age limits for the appropriate age groups for each season will be as of 31 December in the same year.

## 5.2 SENIOR TEAM GUIDELINES

- 5.2.1 Senior teams will consist of a minimum of six (6) players and a maximum of eight (8) players.
- 5.2.2 Senior players may register individually or as part of a team.
- 5.2.3 To be eligible to play in the YMBA senior competition, players must be of at least 15 years of age at the start of the season they are registering to play in.

## 6 COMPETITIONS

### 6.1 GRADING

- 6.1.1 Re-grading of players in teams may occur at the end of week 3 of the season and will be determined by YMBA Officials, Age Group Managers and the Administrator.
- 6.1.2 Any later grading must be approved by the Domestic Competitions Administrator.
- 6.1.3 The YMBA reserves the right to re-grade players after the three-week mark if it is in the best interest of the remaining games in the competition.

### 6.2 BALL SIZE

- 6.2.1. The **ball size** for each competition/age group will be in accordance with the BVC guidelines.
  - Size 4 or 5 - Aussie Hoops
  - Size 5 - U10 and U12 Boys and Girls
  - Size 6 - U14 Boys and Girls, U16 Girls, U18 Girls and Women
  - Size 7 - U16 Boys & 18 Boys and Men

## 6.3 MATCH TIMING

- 6.3.1 Junior Domestic season game rules will apply as follows:

**Game Times:** 2 x 17-minute halves.

**Time Outs:** One minute duration – one time-out per team, per half. Allowed on any whistle & after opponent's goal. Not allowed in last minute of the first half. Clock doesn't stop for time outs, unless taken in the last minute of the second half.

**Clock Stops:** During last minute of last half on all whistles.

- 6.3.2 Senior Domestic game rules will apply as follows:

**Game Times:** 2 x 20-minute halves.

**Time Outs:** One minute duration – two time-out per team, per half. Allowed on any whistle & after opponent's goal. Not allowed in last minute of the first half. Clock doesn't stop for time outs, unless taken in the last minute of the second half.

**Clock Stops:** During last minute of last half on all whistles.

- 6.3.3 Junior game times may be changed at the discretion of the Board, in cases where teams of eight (8) players are in a grade and if timing permits.

- 6.3.4 The game clock will be started at match time. If, after ten minutes has elapsed from the scheduled start of the game, a team fails to take the court, the other team wins by Forfeit.

- 6.3.5 The half time break is for two (2) minutes.

- 6.3.6 No shot clock is used for domestic competition.

- 6.3.7 Junior Semi and Preliminary Finals game rules will apply as follows:

Same game rules apply as per normal season games.

**Drawn Matches of Semi and Preliminary Games:** Decided by as many extra 3-minute periods required until a result is reached. Clock stops on all whistles of extra period, one timeout per team per extra period allowed. Team fouls will remain the same; as at the conclusion of the 2nd half, any team fouls thereafter in overtime will accrue as normal.

- 6.3.8 Junior Grand Finals game rules will apply as follows:

**Clock Stops:** Clock stops in the last minute of first half and last 3 minutes of the second half.

**Time Outs:** 2 time-outs allowed per team per half, clock stops for all time outs.

**Drawn Matches:** Decided by as many extra 3-minute periods required until a result is reached. Clock stops on all whistles of extra period, one timeout per team per extra period allowed.

## 6.4 COMMENCEMENT OF PLAY

- 6.4.1. One minute before the start of play the referee will call "one minute".

- 6.4.2. Before the commencement of play the referee will call “centres”.
- 6.4.3. Each team must have a minimum of four players on court at the commencement of play.
- 6.4.4. Teams are required to take the court at the published time for their match. All pre-match administration, e.g. players entered on electronic scoring, team singlet put on, etc. should be completed before the published start time for the match.
- 6.4.5. The match officials will start the match clock at the published time. Both teams must be ready to commence playing when the match clock is started.
- 6.4.6. A team that is not ready to commence playing when the match clock is started shall be penalised for a “late start” (refer section 9.1.1 “Penalties”). If both teams are unable to commence playing, a penalty shall be recorded against both teams.

## 6.5 SCORING

- 6.5.1 Each team is responsible for correctly entering players on PlayHQ Scoring, located at the score bench prior to the commencement of the game.
- 6.5.2 Each team will supply a competent person to act as score bench official for all matches except Grand Finals.
- 6.5.3 If a senior team cannot supply a competent person to act as their score bench official, the captain of the side will nominate a player to act as their score bench official. This person may act as a substitute during the match but only if their replacement on the score bench is also a competent person.
- 6.5.4 In the case of a senior team having only five (5) players and no competent person to act as score bench official, clause 6.5.3 above will apply and the team must play with four (4) players.
- 6.5.5 In the case of a team having only four (4) players and no competent person to act as score bench official, the opposing team shall perform the functions of both score bench officials to the best of their ability.
- 6.5.6 Under no circumstances may either of the rostered match officials acts as score bench officials.
- 6.5.7 At half time the referee must check the score sheet and delete the name of any player who is not in attendance from the PlayHQ Scoring.
- 6.5.8 A player who arrives after the start of the second half, after obtaining permission from the referee may have his or her name and number added to the score bench

computer screen if they are an active player in the team. No new players may be added to the team after the start of the second half.

- 6.5.9 Scoring queries must be raised with the referee during play.  
Scoring queries will be resolved by both scoring parties and the officials, during this time the playing clock will continue to run, until any deficiencies are resolved.
- 6.5.10. If there is a conflict between the score recorded on the scoreboard and the score on PlayHQ Scoring, and if the conflict isn't resolved according to 6.5.9, PlayHQ Scoring will take precedence.
- 6.5.11. During the game a scorer is a game official and must act impartially and refrain from supporting a team.
- 6.5.12. Scorers and referees may not leave the score bench until the final score is checked, agreed upon and finalised on the PlayHQ Scoring system.
- 6.5.13. For Grand Final matches, the YMBA shall supply score bench officials.

## 6.6 RESCHEDULING/CANCELLATION OF A FIXTURED MATCH

- 7.6.1. If, due to circumstances beyond the control of the YMBA, a match is unable to be played as fixtured (except forfeits) the YMBA reserves the right to reschedule the match.
- 7.6.3. Where a match is unable to be rescheduled, the match will be cancelled.
- 7.6.4. If, due to circumstances beyond the YMBA's control, an entire round of a fixture is cancelled the matches will not be rescheduled. No premiership points will be awarded for that round, and the round shall be deleted from the fixture.
- 7.6.5. In the event of power restrictions, power failures or Emergency Evacuations, the onus is on the Age Group Manager or YMBA Official in attendance to verify whether games may continue as fixtured. If games are abandoned the result at the time of abandonment will be the result for the game, if the match cannot be rescheduled.

## 6.7 THREE POINT LINE

- 6.7.1. The **three-point line** will not be acknowledged in any competition for age groups up to and including U12. No three pointers count in these age groups.

## 6.8 FREE THROW LINE

- 6.8.1 For Under 10 and Under 12 junior age groups, a player may shoot free throws from the modified free throw line, estimated to be approximately 1.0m closer to the ring than the FIBA free throw line. If no line is present, the referee will be responsible for providing the distance a player may shoot from in a consistent and fair manner.
- 6.8.3. All other competitions must use the designated FIBA Free Throw line and remain behind it during free throws as per FIBA rules.

## 6.9. MAN TO MAN DEFENCE RULE FOR JUNIOR COMPETITION

- 6.9.1 **Zone defence** will not be played in any competition by any team in age groups up to, and including, U14, in line with Basketball Australia Policy.
- 6.9.2 All other junior age groups above U14 are encouraged to play Man-to-Man defence, but it is not compulsory.
- 6.9.3 Man-to-Man principles involve each defensive player having to guard a player of the offensive team – they must know who they are guarding and be accountable for them e.g. know your opponent's number.
- 6.9.4 Under the principles of correct Man-to-Man Defence, players may sag off their players into a "HELP" position and be able to guard their player should they receive the ball.
- 6.9.5 U10 Competitions – Players in U10 are not permitted to play full court man-to-man defence for the whole game. Defensive players must retreat to the yellow thirds court line before manning up on their player. Players may not form a defensive "wall" at this yellow line. They must pick up a specific player and be Man-on-Man. This is to encourage all children to have a turn at dribbling the ball down the court.
- 6.9.6. U12 Competition - Players in U12 must play half court Man-to-Man defence in the first half and then can play full court Man-to-Man defence in the second half, if they so choose.
- 6.9.7 U14 Competition – Man-to-Man defence is to be played and can be full court for the whole game, if they so choose.
- 6.9.8 U16 Junior Competition and above – Man-to-Man or Zone defence may be played.

## 6.10 MERCY RULE

- 6.10.1 During any junior game, if the winning team leads by twenty (20) points or more the **mercy rule** is to be applied.

The Mercy Rule / Fall Back Rule:

- The referee and coach will enforce this rule when a winning team is 20 points or more in front.
- The defensive team must move their man-to-man defence back to their defensive three-point line
- The rule can be revoked at any stage throughout the game by the losing coach
- This can continue all game, or the losing coach may decide not to invoke at all.
- Automatically stops being applied once the margin drops to less than 20 points.

## 6.11 TWENTY POINT GAME LIMIT FOR JUNIOR PLAYERS

- 6.11.1 A **20-point game limit** applies for each individual player playing in the U10, U12 and U14 competitions
- 6.11.2 Each player in U10, U12 or U14 may shoot up to a limit of 20 points in a game.
- 6.11.3 If a player reaches 20 points, they must then pass to other members in the team to enable others to have a chance at scoring.
- 6.11.4 If a player on 19 points scores a field goal, only 1 point is allowed.
- 6.11.5 If a player on 20 points is intentionally fouled, he or she may nominate another player in their team to take the free shots (points count).
- 6.11.6 If a player on 20 points shoots and the basket is good, then it is a violation, no score, and side ball to the opposition is the result.
- 6.11.7 This 20-point game limit does not apply to U16 or U18 age groups, however, this will be reviewed by the Age Group manager at week 3 of competition and if players aren't sharing the ball around, then this rule may be enforced in these age groups.

## 6.12 COLOURED ARM BANDS

- 6.12.1 For the U10 competitions, YMBA can introduce initiatives to help with education around man to man in U10 level. The use of coloured arm bands is encouraged to be used to aid in the education of man-to-man defence.
- 6.12.2 Coaches and Referees are responsible for educating the players on the use of the coloured armbands and will help players during the game with substitutions and matching up.



## 6.13 REFEREES

- 6.13.1 Referees will be appointed by YMBA to administer games. YMBA aims to appoint two referees to each game. In some circumstances, due to unforeseen events, there may be only one referee appointed.
- 6.13.2 The YMBA engages Referee Supervisors to manage game-day arrangements and to support the on-court referees.
- 6.13.3 When Apprentice Referees (wearing green shirts) are gaining on-court experience, they will be supported by experienced referees. This support may be in the form of one experienced referee on court with each apprentice (shadowing), one experienced referee on court with one or two apprentices, or an experienced referee observing from courtside.
- 6.13.4 During a game, the team representatives administering the score bench are deemed to be part of the game administration team and will come under the control of the game referees.

## 6.14 UNIFORMS

- 6.14.1 Team singlets are supplied to all junior and senior teams by YMBA.
- 6.14.2 Team singlets are not to be taken home by players - they are to be given to the coach at the end of the game for the coach to wash each week.
- 6.14.3 Players must supply and wear their own shorts. Shorts must be plain black basketball shorts with NO pockets, zips or buckles. Pockets cannot be turned inside out or taped. Players will not be permitted to take the court if they are wearing shorts with pockets.  
Shorts must be at least mid-thigh in length.
- 6.14.4 Each singlet must have a number on both the front and the back.  
Allowable numbers are in the range 0, 00, 1-99.
- 6.14.5 Singlet numbers must be permanently attached. Taped numbers are not permitted.
- 6.14.6 T-Shirts, arm sleeves and full body compression garments are not permitted. Such garments can only be worn for medical conditions. A current medical certificate stipulating the reason for the garment to be worn needs to accompany an email and be sent to the Domestic Competitions Administrator for approval. These compression garments must be uniform colour, skin tone or black.  
The certificate then needs to be carried to all games and produced at the request of the referees. Medical certificates are valid for the season in which they are issued, exceptions will be granted for ongoing medical conditions.

- 6.14.7 Any other type of compression garment may be worn on the lower part of the body and legs, provided they are skin tone or black.
- 6.14.8 Only suitable sports shoes with non-marking soles are to be worn on the court.
- 6.14.9 After Round 3 in the Junior Competition, a 2-point penalty will apply for each player in incorrect uniform (Refer to penalties below).

## 6.15 COMPETITION POINTS

6.15.1 Competition Points are awarded as follows:

- |                   |           |                        |
|-------------------|-----------|------------------------|
| • Win             | 3 Points  |                        |
| • Draw            | 2 Points  |                        |
| • Loss            | 1 Points  |                        |
| • Bye             | 0 Points  |                        |
| • Win by forfeit  | 3 Points  | (Walkover 20-0 result) |
| • Loss by forfeit | 0 Points. | (Walkover 0-20 result) |
| Abandoned         | 0 Points  |                        |
| Cancelled         | 0 Points  |                        |

Weekly results of all matches and a ladder showing team positions will be displayed on the YMBA PlayHQ Organisation Page for all competitions.

## 6.16. ABANDONED MATCHES

- 6.16.1 If a match is abandoned/discontinued for any reason, other than in 7.6.5, after it has started the following ruling will determine the outcome of the match:
- If the match was abandoned/discontinued before the half time break the game will be considered a 20-20 draw irrespective of the actual results at the time the match was stopped.
  - If the match was abandoned/discontinued at any stage after the 1st half has been completed the scores at that point will be considered final & winner determined.

## 6.17. ELIGIBILITY FOR JUNIOR FINALS

- 6.17.1 For eligibility for finals a player must have played with the team in question in one half plus one game of the actual rounds (inclusive of grading) for that team.

In the case of an uneven number of rounds, the required number of rounds for

finals qualification shall be rounded up to the next whole number (e.g. 11 rounds divided by 2 = 5 ½ rounds, rounded up to 6). Rounds where teams have a bye will not count as a round played.

- 6.17.2 Any player who through injury or other considered just cause has not been able to play the required number of rounds to qualify for the finals, must supply a medical certificate and apply to the Domestic Competitions Administrator for consideration.

Such application is to be made in writing 7 days prior to the final's series commencing. A medical certificate or other appropriate documentation stipulating the type of injury, date of injury and the period out with the injury must accompany the request.

- 6.17.3 No fill-in players are allowed to play in a team for the final's series, except in circumstances relating to clause 6.17.4.
- 6.17.4 For the final series, if a team is reduced to 4 players due to injury or other extraordinary circumstance, the coach may apply to the Board in writing to [secretary@ymba.org.au](mailto:secretary@ymba.org.au) to request to play a fill-in player from the grade below, to make up a team of 5 players. The fill-in player must be at a level equal to, or below, the ability of the absent original team player. The final decision on player eligibility for finals will be at the discretion of the YMBA Administrator and/or Board.
- 6.17.5 A team with insufficient qualified players to compete in the final series, forfeits its place to the next team on the ladder with sufficient qualified players

## 6.18 FINALS

- 6.18.1 After completion of the last round of the normal season a finals series shall be held for the top 4 teams in each grade or section (unless otherwise specified for multigrade fixtures).
- 6.19.2 In the event of a grade that has 8 teams or greater, the Administrator may decide to play top 4 teams as a finals series as per 6.18.5, and the bottom 4+ teams as consolation finals games in week one of finals, with 5V6, 7V8, 9V10, etc. This is at the discretion of the Competition Administrator and the cohort of teams in that grade for that season.
- 6.18.3 In the event of identical premiership points and percentages, head-to-head matchup differential of teams will be used to decide the higher ranked team. If this differential is also equal the next highest ranked team will be used to determine head-to-head comparative differential.

E.g.: If tie is for 1st vs 2nd and their head-to-head is identical the head-to-head comparative of the 3rd placed team will be used.

6.18.4 In the event of no differential the head-to-head comparison goes to the next highest ranked team (e.g. 1st vs 4th / 2nd vs 4th) and so forth until a differential can determine which team (1st or 2nd) places higher on the end of the season ladder.

6.18.5 Unless otherwise indicated, the final series will be conducted over 3 weeks as follows:

Week One - Qualifying and Elimination Finals:

QF– 1st vs 2nd (Winner straight to GF)

EF – 3<sup>rd</sup> V 4th

Week Two - Preliminary Final (PF):

Loser of QF V Winner of EF

Week Three - Grand Final Round (GF):

Winner of QF V Winner of PF

6.18.6 All finals matches must conclude with a result. In the event that there is a draw at the end of regular playing time, an additional three (3) minute period of overtime will be played and then three minutes thereafter, until a result has been achieved.

## 7. INJURY

7.1 The Association shall not be liable for any injury sustained by any player, official or spectator during any game or activity conducted or controlled by the Association.

7.2 A bleeding player must leave the court and may not resume playing until the bleeding has stopped. Blood must be removed from both the player and the uniform before the player can continue playing.

7.3 Each team is responsible for attending to their own injured players. If an ambulance is required, either the player or a team representative must accept responsibility for payment of ambulance fees.

7.4 A “Blood Kit” is situated at the score bench during competition games and should only be used for the purpose of dealing with spilt blood on the floor or benches by the Age Group Manager.

7.5 All fingernails must be trimmed to avoid injury to other players.

7.6 All jewellery, watches, necklaces, earrings, hair accessories and rings must be removed to prevent injury. Players shall not wear equipment (objects) that may cause injury to other players.

- 7.7 Tape or gloves may only be used for covering wedding bands that are unable to be removed or to cover religious items.
- 7.8 All players and officials will receive injury insurance cover through their PlayHQ registration with Basketball Victoria. Basketball Victoria's insurance provider is V-Insurance Group (Corporate Authorised Representative of Willis) and details regarding the level of coverage can be found via the V-Insurance Basketball website.
- 7.9 All injuries shall be recorded on the appropriate injury logbook, located in the Score bench tub.

## 8. HEAT POLICY

- 8.1 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:
- 8.1.1 Game times will be reduced by 2 minutes per half.
  - 8.1.2 The clock must stop for each timeout and the referee will call an additional compulsory timeout close to the half-way mark in each half.
  - 8.1.3 For Junior and Senior games, one team must call a timeout before the referee's compulsory timeout and the other team must call a timeout after the compulsory timeout.
  - 8.1.4 In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.
- 8.2 When the court temperature reaches **40 C** games must be abandoned. Subject to any rule or ruling by a competition organiser:
- 8.2.1 If a game is abandoned before it commences or before or at half time it is counted as a draw.
  - 8.2.2 If a game is abandoned after half time, the game score stands as the final result.
  - 8.2.3 If a game is abandoned before it commences, the Administrator may reschedule the game to another date only if court availability and circumstances allow, otherwise it is counted as a draw, as per 8.2.1
- 8.3 Players need to ensure that they hydrate regularly before, throughout and after the game.
- 8.4 Referees, coaches and their parents must monitor junior players to ensure they drink plenty of fluid and watch for any signs of heat stress.

## 9. PENALTIES & FORFEITS

- 9.1 GAME PENALTIES
- 9.1.1 For a late start, a penalty of 2 points for every minute, or part thereof, elapsed will be imposed on the team responsible for the late start, until such time as four (4) players are ready to play, or until 10 minutes have elapsed (whichever comes

first). If 10 minutes elapses, the game becomes a “Walkover” (refer 9.2.1 Competition Penalties).

9.1.2 Late start penalty must be applied before the start of the second half. Referees have no discretion in applying these penalties.

9.1.3 For an incorrect uniform, the penalty is 2 points for each player out of uniform in the junior competitions after week 3. The uniform penalty is applied when the player takes court.

9.1.4 For a forfeit, the other team is recorded with a win of 20-0

## 9.2 COMPETITION PENALTIES (FORFEITS)

### 9.2.1 WALKOVER

Where a team fails to field a team within the allotted time, they are deemed to have given a “Walkover” and lose the game. They are recorded in PlayHQ with a 0-20 point loss, receive no ladder points and are allocated a “Forfeit Against” on the ladder.

In the case of a walkover by one team the result of the match shall be a win in favour of the team that was ready to play. A final match score of 20-0 shall be recorded. In the case of a forfeit by both teams i.e. “double forfeit” the result of the match shall be a double forfeit. A final match score of 0-0 shall be recorded.

### 9.2.2 NOTIFIED FORFEITS

A forfeit shall be declared a “notified forfeit” when the team forfeiting notifies the YMBA either in writing or by telephone with sufficient lead time for the opposing team to be contacted and notified of the forfeit. This will be at the discretion of the YMBA management, in most circumstances 24 hours’ notice is required.

### 9.2.3 FORFEIT FOR BREACH OF THE BY LAWS

Teams may be penalised for any breach of these By-Laws at the discretion of the respective Domestic Competitions Administrator. Breaches incurring a penalty include but are not limited to:

- Playing an unregistered player
- Playing an ineligible player
- Unacceptable conduct

Such breaches will incur a forfeit.

Repeated breaches of these By-Laws may result in disqualification from Competition.

## 10. DISPUTE RESOLUTION PROCEDURE

10.1 The dispute resolution procedure set out in these By-laws applies to disputes under YMBA Domestic Competitions between:

- 13.1.1 a YMBA member and another YMBA member; or
- 13.1.2 a YMBA member and the Association.

- 10.2 The purpose of this procedure is to ensure reasonable and constructive communication between coaches, players, parents, guardians and concerned others and to resolve any grievances.
- 10.4.1 “Concerned other” covers all other persons reasonably known by the player such as friends or extended family.
- 10.4.2 Hereafter, the person making the complaint will be known as the “Complainant” and the person the complaint is being made against will be known as the “Respondent”.
- 10.3 For very minor disputes/issues that can be easily resolved at age group level, YMBA Age Group Managers are able to handle minor matters as they arise. Age Group Managers are not able to handle any other dispute of a more serious matter and must refer the Complainant to contact the Board, as per 10.4.
- 10.4 For all other disputes, or minor issues that Age Group Managers cannot or do not wish to handle, these must be referred onto the Board via the Dispute Resolution Procedure, outlined in 10.8.
- 10.5 This process may be reviewed at any time at the discretion of the YMBA Board.
- 10.6 The YMBA will keep an updated complaints register.
- 10.7 The Respondent must not be directly approached or contacted by phone or email by the Complainant.
- 10.8 If a player or parent/guardian/concerned other has a complaint regarding any aspect of the YMBA Domestic Program or Members, the following procedures must be followed:

**STEP 1:**

Once an issue is identified, the complainant must wait 24 hours after any incident before initiating contact with the Board. If the incident occurs during a domestic game, then the complainant must wait 24 hours after the conclusion of the game.

After 24 hours and within seven (7) days, the complainant must contact the YMBA secretary via email: [secretary@ymba.org.au](mailto:secretary@ymba.org.au) to advise the YMBA Board that they have a complaint, and list the details of the dispute/issue in question.

The complainant should advise of their best contact phone number and best time to be contacted. If the email is anonymous the committee will take no further action.

**STEP 2:**

The complainant will be contacted by the YMBA Disputes Resolution Officer to discuss the details of the complaint, have preliminary discussion and form an agreed plan of action.

**STEP 3:**

The Disputes Resolution Officer will notify the YMBA President and, if deemed necessary, schedule a meeting between the Respondent, the President and Disputes Resolution Officer to attempt to resolve the issue. The Respondent will be offered the opportunity to bring a support person of their choosing to the meeting.

**STEP 4:**

Feedback will be provided to the Complainant following the meeting with the Respondent. If the issue has not been resolved to the satisfaction of all parties at this point, a meeting with the Respondent, President, Disputes Resolution Officer and Complainant may be arranged at a mutually agreed time and venue. The Complainant and the Respondent will be offered the opportunity to bring a support person of their choosing to the meeting.

**Following Step 4**, the decision tree below will be followed:

Has the issue been resolved?

YES -> No further action required.

NO -> Matter to be referred to an external disputes officer.

## 11. TRIBUNAL ATTENDANCE

- 11.1 Reported persons must attend Basketball Victoria Tribunals after proper notification is received. The Tribunal has the right to penalise for non-attendance.
- 11.2 A Junior Player may have one witness and either a Parent, Guardian or Club Official to guide him/her. Players/Teams appearing in front of a Tribunal regularly, may be excluded from playing in the Domestic Competition.
- 11.3 A player who is suspended and or banned by the BV Tribunal cannot register to play in any teams until the suspension/ban has expired. All games played by suspended/banned player will be deemed a forfeit.

## 12. WORKING WITH CHILDRENS CHECK

- 12.1 All coaches and Age Group Managers of a Junior Domestic team that has players, or likely fill-in players, under the age of 18 will require a Working with Children Check (WWC) and a completed Basketball Victoria statutory declaration. This includes:
  - 12.1.1 Teams in the Senior Competition where they have regular players or likely fill in players, who are under 18 years of age but don't include coaches who are under the age of 18.
  - 12.1.2 Coaches who are also parents or close relatives of players in the team are NOT exempt and must also complete a WWC and Statutory Declaration.
  - 12.1.3 The only exemptions that are recognised by Basketball Victoria and YMBA, are sworn members of Victoria Police, (on receipt of a photocopy of their current police photo ID card) and registered Victorian School Teachers (on receipt of a photocopy of their current Teachers registration card).
  - 12.1.4 In addition to coaches, all Domestic Club committee members, and members of the Domestic Committee, must undergo a WWC check or provide a copy of one of the above listed alternatives (Police/Teacher).



- 12.2 YMBA has a Child Protection Officer. All coaches and committee members requiring a WWC should ensure that the YMBA Child Protection Officer has confirmation of their WWC card, and that YMBA is nominated as the domestic competition they are aligned with.
- 12.3 All coaches, Age group Managers, Domestic Club committee members, and members of the YMBA Board are required to register their WWC details to the YMBA PLAYHQ competition season, EVERY SEASON. Teachers and Policemen/women are also required to register and state their VIT number or police qualification.
- 12.4 YMBA is to be nominated as an entity that all coaches, Domestic Club committee members and member of the domestic Board and/or committee are volunteering with on the WWC application
- 12.5 All coaches, Domestic Club committee members, and members of the YMBA Board are required to update their PlayHQ profile to reflect a current WWC card, renew any expired cards ASAP and notify YMBA as soon as you have renewed your card if it has expired.

## 13. LIFE MEMBERSHIP

### Overview

Life Membership of the Yarrawonga Mulwala Basketball Association is the greatest honour that can be bestowed upon a member of the YMBA, and the conditions, obligations and privileges of Life Membership shall be formalized by these by-laws.

### Authority

The YMBA Board may confer Life Membership on a person under Section 7.5 of the YMBA Constitution.

#### 13.1. Policy/principles/eligibility applicable to life membership

- 13.1.1. Life Membership is the highest honour that can be bestowed on an individual by the YMBA for longstanding, valued and meaningful service to the YMBA.
- 13.1.2. There is only one category of Life Membership, and the award shall be restricted to those whose association with the YMBA extends for a period of at least ten (10) years, and whose service to YMBA is worthy of the highest honour in a voluntary capacity.
- 13.1.3. Mere longevity is not sufficient grounds to qualify a person for this award; rather, the potential Life Member must have made a significant, memorable, positive, commendable, and lasting contribution directly to the running of the YMBA. They must have demonstrated a significant contribution to the organisation or Association over a majority of those years. Participation will be at a much greater extent than the average member.

13.1.4. While an association with the YMBA and basketball as a sport in general, over a lengthy period would normally apply, the award may be made in exceptional circumstances where the individual concerned had made a distinguished contribution over a shorter period. Awards in such instances will be extremely rare.

13.1.5. No person shall qualify automatically for any award.

### 13.2. Process

13.2.1. Nominations for Life membership are to be lodged with the Secretary, YMBA. The nominator, being a member of the Association, is to provide a written submission addressing the criteria in clause 13.1

13.2.2. The Secretary is to provide a copy of the nomination to the YMBA Board, and the nomination is to be noted as an agenda item for the Committee meeting.

13.2.3. The YMBA Board must consider the nomination in the light of the general principles described in clause 13.1 and each nomination must be considered on its merits and not to make direct comparisons with other Life Members.

13.2.4. The YMBA Board must decide whether to endorse the nominee for potential Life Membership using a motion of one, seconded by another and passed by a vote of four (4) and if passed, will provide a statement of reason for the decision which is to be noted in the minutes of the YMBA Board meeting.

13.2.5. The statement of endorsement from the YMBA Board will be presented at either an Extraordinary General meeting or the following AGM and a vote called to grant Life Membership to the nominee requiring endorsement by 75% of eligible voters.

13.2.6. Presentation/conferring of the award will take place following the successful vote and the new Life Member will be acknowledged and presented with the YMBA Life Membership plaque.

### 13.3. Presentation / Conferring of Awards.

13.3.1. Once approved, it becomes the responsibility of the President to inform awardee(s).

13.3.2. All awards will be recognized on the Life Members Honour Board, a Life members certificate and or plaque.

13.3.3. Life members shall be granted the privileges of free admission to all functions held by the YMBA.

13.3.4. Life Members have the right to receive notice of, attend and vote at Annual General Meetings

13.3.5. Life Membership to the YMBA and the privileges associated with the Life Membership are not transferable to any other person.