



CYMS Senior Domestic Competition By-Laws

All games are played under the current FIBA rules with alterations below to accommodate domestic basketball. In the event of a situation arising not outlined in these rules, association staff will have the final decision in the best interest of Basketball.

The following rules apply to all Senior Domestic Competitions held under the administration of Melbourne Central Basketball Association.



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1 DEFINITIONS

- 1.1 The Association: Melbourne Central Basketball Association (MCBA)
- 1.2 Association Staff: Person(s) responsible for the day-to-day operations of the MCBA
- 1.3 FIBA: Federation of International Basketball Associations
- 1.4 BV: Basketball Victoria

2 COMPETITION

- 2.1 MCBA competitions are conducted nightly with each night conducted as a separate competition.
- 2.2 Playing Rules - All competitions are conducted under the current FIBA Official Basketball Rules, unless otherwise stated in these by-laws or the by-laws of Basketball Victoria.
- 2.3 BV Jewelry Policy
- 2.4 BV Player Protection By-laws
- 2.5 BV Codes of conduct
- 2.6 BV Tribunal By-laws
- 2.7 Interpretation - The Association Staff/Executive Committee has the right to rule on matters not specifically covered in the by-laws in the best interest of Basketball and MCBA Competitions.

3 GRADES

- 3.1 Grades of competition will be as advertised on the cover sheet of the Entry Form issued for each season.
- 3.2 In the first 4 weeks of the season the Committee reserves the right to transfer any side to any grade at any time, to ensure more even competition.

4 SEASONS

- 4.1 There will be two (2) seasons of competition each year. One (1) summer and one (1) winter.

5 REGISTRATIONS

To play in the competition all players must:

- 5.1 Be a minimum of 14 years old at the time they take to the court. Players must be registered online with the association and Basketball Victoria through PlayHQ prior to the game. The Association may choose not to accept the registration of a player for any reason.



- 5.2 Team Registration - To take part in any official match a team must have paid fees and registered with the Association through PlayHQ. The Association may reject the Team Entry into our competition for any reason. Any Team who has not paid the registration fee will not be permitted to take the court.
- 5.3 One Game per night per player - Players are only allowed play for their registered team in each competition (men's or women's or mixed, etc) Penalty: Team of the Offending player forfeits the match.
- 5.4 Fill Ins - A Fill in can only play 2 matches with one team before they are required to register for that team. A fill in cannot be sourced from or play in another MCBA Senior Competition team from the same night.
- 5.5 Team Organiser - the Team Organiser's responsibility to make sure that their contact number and email address is current. The Team Organiser will be the person responsible for all matters related to team entry and team conduct and will be the person to whom all matters are directed. The Team Organiser will be responsible for responding to any matter raised by the Competitions Manager.

6 CLEARANCES

- 6.1 At the end of the season all players will be regarded as 'open agents' who may join any team.
- 6.2 During the season a player who is registered to a team and has taken the court may clear to another team, provided they gain written approval from their previous team, and notify the Association staff.
- 6.3 A Transfer will only be approved if the Competitions Manager is satisfied that the Transfer will not disadvantage the Competition.
- 6.4 No Transfers will be granted after the fourth (4) round of any season except where special circumstances apply.
- 6.5 In special circumstances a player may apply in writing to the Competitions Manager providing details of the special circumstances that the player believes would warrant the overturning of the rule and granting the transfer.

7 FEES

- 7.1 Fees and Charges will be set at the start of each season when the registration period opens.
- 7.2 Weekly Game Fees - Each team must pay for their team sheet before the game. A team must have at least 4 players and a paid team sheet to begin the game.
- 7.3 Forfeits – All forfeits must be submitted via Teammo to notify venue staff and the opposing teams.



8 UNIFORMS

8.1 Singlets - All teams must register uniform colours on the application form online. Reversible uniforms must consist of tops of the same Design, numbered back and front as prescribed by the rules.

8.2 Shorts – All shorts must be the same colour for the whole team. Leggings and Bike shorts are allowed if and only if they are the same colour for the whole team. Alternate shorts may only be black.

Board shorts, Tracksuit pants or shorts with pockets, buttons, belts, or buckles are not allowed.

Shoes - Regulation shoes or gym boots must be worn. All shoes must have non-marking soles.

8.3 Compression Undergarments - must be the same dominant colour as the playing singlet/ shorts or black/white may be worn. Note: any undergarments with loose sleeves may not be worn (i.e t-shirts under uniforms are not permitted).

8.4 Numbers must be within the following ranges 00 to 99 and must be of the correct size and the same colour throughout the team.

8.5 Fingernails should not protrude beyond the visible line of the finger. If so, they must be taped.

8.6 In the event of a singlet colour clash, the first named team on the fixture will be required to reverse their singlets before the match begins. Alternate shorts may only be black. Note: teams can source an alternate colour from Uniform Hire before the game begins if need be.

8.7 As of Round 5, incorrect uniform penalties apply. Teams with players without correct uniform (shorts and tops) will be penalised, 5 points per offence will be awarded to the opposition. This is capped at 10 points per game. Penalties can only be applied by the referee on the iPad by half time of the game.

9 GAME REGULATIONS

9.1 Playing times for the games will be two 20-minute halves.

9.2 The clock will stop for all whistles in the last 2 minutes of the second half.

9.3 Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on court for the commencement, the offending team will be penalised one (1) point per minute.

9.4 Each team is allowed one (1) time-out per half.

9.5 To promote fair play, a 24 second possession rule may be enforced by the referees if, in



their opinion, a team is attempting to maintain possession for extended periods of time.

- 9.6 Players shall be permitted to score and to sub into the game off the score bench.
- 9.7 Should an injury occur, the clock will not stop. Should the next game be affected, the clock will start at the scheduled time and play will commence when an injured player has been moved from the playing area.
- 9.8 If due to unforeseen circumstances the game has not commenced before the scheduled half-time break, the game will be declared a bye and team sheet money will be refunded.
- 9.9 Ladder Positions -Teams will be sorted based on their premiership points average. If more than one team is on the same premiership points average then they will be sorted by highest %, then points for and then lastly by alphabetical order.
- 9.10 Premiership Points:
- Win 3 Points
 - Draw 2 Points
 - Loss 1 Point
 - Bye 0 Points

Loss by Forfeit/Walkover – 0 Points, Score 0 Points

Win by Forfeit/Walkover – 3 Points, Score 20 Points

Scratch Match Given – 1 Point, Score 0 Points

Scratch Match Received – 3 Points, Score 20 Points

Loss by Disqualification – 0 Points

Win by Disqualification – 3 Points

- 9.11 Games which are abandoned or called off by association staff/officials prior to half time will result in a draw awarded to both teams. After half time, the score at the time the game is called off will stand. If the team winning has a deliberate act that caused the game to be called off the game will be recorded as a loss by Disqualification.

10 FINALS

- 10.1 Finals Qualifications - To be eligible to play in finals a player must be registered on a team and have played in Seven (7) games as a registered player. Registered players at the time of a forfeit will be credited with a game for finals eligibility. Unregistered players are not eligible to accrue games for finals eligibility.
- 10.2 A bye round does not count as a qualifying game. In the case of the cancellation of a fixtured round/s of matches all players registered to the team will be deemed to have played.
- 10.3 Games played as a fill-in player without a Basketball Victoria 365-day registration do not count as a qualifying game.



- 10.4 Players who have not played the required number of games due to an injury or medical condition can apply to the Competitions Manager for special consideration by providing a medical certificate. If approved, credit will then be given for any games that fall within the dates listed on the medical certificate.
- 10.5 Whereby a team has less than six (6) players they may request an exemption for another player for the finals. These exemptions are at the sole discretion of the Association and will not be automatically granted.
- 10.6 All finals exemptions and qualification issues must be lodged in writing (i.e., email) to the competition's manager no less than 5 days before the scheduled finals. Playing ineligible players during finals may result in automatic forfeiture of those matches and sanctions placed against the team / club, including but not limited to refusal of entry in upcoming seasons.
- 10.7 Except as provided by the Committee, the four (4) leading teams shall comprise the final four. Ties for position will be decided on percentage of results for the overall season.
- 10.8 In FINALS the games shall be of two 20-minute halves. Each team will be allowed two (2) timeouts in each half.
- 10.9 Finals are conducted over two weeks. In week one, teams placed first and fourth play each other and teams placed second and third play each other. The winners of these games play in the grand final in week two.
- 10.10 The clock will stop for all time-outs throughout the game and for all whistles in the last three (3) minutes of the second half.
- 10.11 In the case of the game resulting in a tied score then an extra 5 minute Over Time period will be played until a result is reached. Each team will be permitted one time-out in this extra period. Three (3) minutes thereafter will be played until a result has been achieved.
- 10.12 Drawn Games:
- An initial 5-minute period of overtime
 - One (1) Minute between Periods
 - One (1) Time out per team per extra period
 - 3 minutes thereafter will be played until a result has been achieved.
 - All finals matches must conclude with a result.

11 SCORING

- 11.1 The players must be ticked on the main section of the Stadium Scoring system to be credited with having played in the game. If the player is not present, please do not select them as playing in that particular game. New players can be added on the night by entering a first name, surname, date of birth, suburb and postcode.
- 11.2 If a trained Score Table Official is operating the Referee will acknowledge them as the 3rd



Official. If team volunteers are scoring the Referee will ensure that the Score Table complies with his/her signals.

- 11.3 When playing with the Association for the first time a player must enter his or her details in the stadium scoring system to register with the association.
- 11.4 Each team must supply a competent scorer for any game in which they are engaged. Players may choose to score if no non-playing scorer is available, and subs may be made from the Score bench during the game.

If a team has only five players and no scorer, then one player must be a scorer throughout the game unless the team elects to take a 5-point penalty. The penalty must be applied before the commencement of the second half by the referee. No penalty applies for subs from the score bench.

- 11.5 The team will forfeit the game if the player details entered into the system at a game are not accurate. Any reasonable attempt to correctly enter the details will be accepted without penalty.

12 TIMING RULES

12.1 50 Minute Time Schedule:

The game will consist of two (2) periods of twenty (20) minutes.

Half-time interval of play of two (2) minutes.

Each Team will be permitted one (1) timeout per half.

On court warm up will only be permitted where time between matches is available.

Games shall commence at the scheduled time where possible.

The clock will not stop in the first period.

The clock will stop in the last two (2) minutes of the second period for all whistles.

- 12.2 65 Minute Time Schedule: The clock stops during all timeouts, all whistles in the last minute of the first half and all whistles in the last 3 minutes of the match. The clock will stop throughout game at the referee's discretion for any abnormal circumstances.

- 12.3 Each Team will be permitted one (1) time out per half; for 50 min schedules a time out may not be called in the last one (1) minute of the first half. If scores are tied at the end of the game a tie will be recorded (no extra period).

12.4 60 Minute Time Schedule (Finals):

Warm Up period of two (2) minutes.



Half-time interval of play is two (2) minutes.

Each Team will be permitted two (2) time outs per half.

The clock stops for:

- All time outs
- The last one (1) minute of the first half the clock stops for all whistles.
- The last three (3) minutes of the second half the clock stops for all whistles.

- 12.5 Forfeits in which scratch matches are played will be considered as qualified games.
- For example, if a team has 4 players and an ineligible fill in is used to that the game can be played, those 4 registered players will have the game count towards finals qualification.
 - The unregistered player therefore would not have the game count towards finals qualification.
- 12.6 Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on court for the commencement, the offending team will be penalised one (1) point per minute. This adjustment is made by the referee at the start of the game and no later than half time.

13 WALKOVERS

- 13.1 Walkovers are required to be paid for and submitted online using Teammo. Fees shall be structured to increase when less notice is given.
- 13.2 If a team is unable to start the game within 15 minutes of the starting time, a walkover will be declared.
- 13.3 Outstanding fines may result in teams losing Premiership Points and could be withdrawn from the competition.
- 13.4 Teams giving walkovers may, at the discretion of the Competition Manager, be suspended and replaced in the competition immediately. Note: only 3 walkovers may be given per season. If a walkover is given against your team, all registered players will be awarded a qualifying game.
- 13.5 To avoid a walkover, a team may request to use fill-ins from the same competition but will not be able to record a win.

14 ALTERATIONS TO THE RULES

- 14.1 A rule may be altered, added to, rescinded, or inserted by resolutions of the Domestic Competitions Committee.

15 PHOTOGRAPHY

- 15.1 Images of participants and officials may be published on the Associations official website and social media pages. If a person requests their image be removed, they may do so in



writing to the Association staff.

- 15.2 Games may be videoed at any point for the purpose of referee education by Referee Supervisors/Coaches.
- 15.3 Games may be videoed at any point by association staff/officials, which may assist in the event of a report leading to a tribunal.
- 15.4 By accepting these terms you acknowledge and agree that we have contracted Glory League to provide video engagement services to us and, as part of such services, Glory League will film your gameplay and may collect information, including information supplied by us, that is your 'personal information' under the Privacy Act 2020 (NZ) or the Privacy Act 1988 (Cth) (Australia) or other applicable privacy and data protection laws. You acknowledge and agree that Glory League may use and disclose your personal information in the manner and for the purposes set out in Glory League's privacy notice at <https://www.gloryleague.basketball/privacy>

16 CARE OF VENUES

- 16.1 Any team, player, official or other person responsible for causing DAMAGE to a venue may be required to pay the reasonable cost of reinstatement or a contribution towards such cost, as determined by the Committee.

17 FIRST AID

- 17 First aid and ice are available. For more serious injuries the Association will assist in the request for an Ambulance or other treatment as required by the Player or Team.

18 UNSPORTSMANLIKE CONDUCT

- 18.1 If, in the opinion of MCBA that, any player, Team or Official conducts themselves in a manner that is considered detrimental to the Competition or MCBA, such Player(s), teams or officials may be charged and sent to the BV tribunal.
- 18.2 MCBA has the right, where it sees fit, to refuse entry and or remove any team from the competition if the conduct of the team or officials is deemed to be outside of the Basketball Victoria code of conduct.
- 18.3 Once disqualified, a Player and/or Spectator must leave the stadium and is not permitted to return for the remainder of that session (night).

19 YELLOW CARD SYSTEM

- 19.1 Any player/coach/spectator (and Team Secretary/Manager) having received a technical foul, been ejected from a game, or has displayed unsportsmanlike conduct will be subject to review by the Incident Committee. So long as the incident has not been submitted to the Competition/Basketball Victoria Tribunal System.
- 19.2 The incident Committee consists of at least 3 of the following and one chair:



- Eligible Chairs
- MCBA Competition Staff Member
- Associate Program Development Officer
- Venue Supervisor
- Referee Supervisor

19.3 The Committee's powers will include the ability to review any player/coach/spectator under clause 19.1 for breach of Basketball Victoria's Code of Conduct. If behavioral breach is confirmed, the following will occur:

- **First Minor Breach:** The player/coach/spectator will receive a written warning advising them of their **yellow card** along with a copy of the code of conduct.
- **Subsequent Minor Breach:** If a subsequent minor breach within the same season (including finals) is confirmed, the player/coach/spectator will receive a written advisement that a **red Card** has been issued. As such, an immediate 1 (one) match suspension from that competition will be issued.
- **Major Breach:** If the committee identifies an exceptionally detrimental behavioral breach, then the player/coach/spectator will receive a written advisement that a **Red Card** has been issued. As a result, an immediate one (1) match suspension from that competition will be issued.

19.4 The suspension is written as a "one match suspension within that competition." For situations where the following may occur, the criteria is expanded to one (1) active playing competition night and will include:

- The team had a bye: this does not count as the suspension and the following week shall apply.
- If The player/coach/spectator participates in multiple teams in the same competition: this will expand to the entire night (of competition) and affect any teams involved with on that day/night.

19.5 Should an incident be referred to the tribunal system as mentioned in clause 19.1 then this committee will be ineligible to review the incident and all subsequent outcomes will be at the discretion of the Tribunal System.

19.6 Should an individual wish to lodge an appeal, they can do so by paying a bond to the MCBA financial controller of AUD \$250, within 72 hours of the sending of the incident notification. This should also include a written reason for the appeal.

- If the appeal is granted by the MCBA Management Team, then the bond will be refunded.
- If the appeal is not accepted by the MCBA Management Team, the bond will be forfeited, and the suspension will stand.
- Player/coach/spectator may still participate while their appeal is in progress. The suspension will not come into effect until there is an outcome.

20 APPENDUM

20.1 Uniform Example Images



What is NOT allowed



Tracksuit pants



Loose fitting T-shirts under jersey



Shorts/pants/leggings with pockets



Non sport/gym shoes (shoes with marking soles)



Taped numbers



Damaged or missing numbers



Different coloured shorts

What is ALLOWED



Same base colour with different trim colour



Same base colour with different coloured numbers



Same base colour with different trim colour



All team members matching



Bike shorts/leggings without shorts over the top



Compression under playing jersey with all team in the same colour

