



Junior 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 Junior 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 competition is conducted on a TEAM basis with each day/night of competition 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 BasketballVictoria.
- 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 VENUE

- 3.1 Melbourne Sports and Aquatic Centre

4 SEASONS

- 4.1 There will be two (2) seasons of competition each year. One (1) summer and one (1) winter. Summer runs over Terms 4 & Term 1 and Winter runs over Terms 2 and 3.

5 GAME TIMES

- 5.1 Rotate between 12.00pm, 12.50pm, 1.40pm, 2.30pm, 3.20pm, 4.10pm, 5.00pm start times (subject to change)



6 GRADES

- 6.1 Grades of competition will be advertised on the cover sheet of the Entry Form issued for each season.
- 6.2 The Committee reserves the right to transfer any side to any grade at any time, to ensure a more even competition.

7 AGE GROUPS

- 7.1 All players must turn six (6) prior to season commencement.
- 7.2 Players can only be registered with one team in an age group. Players cannot play in an age group below their qualifying age group however players may play in an age group that is older than their current age group. I.e. A player who qualifies for Under 10's may play in a team that is playing in the Under 12 age group. However, if a player qualifies for Under 12 they are not permitted to play in the Under 10 competition.
- 7.3 The tables bellow shows the Date of Birth Range for each age group for the MCBA Junior Domestic Winter 24 Season:

AGE GROUP	YEARS: EQUAL TO OR OLDER THAN	YEARS: YOUNGER THAN	DATE OF BIRTH RANGE
U10	8	10	01/01/2016 - 31/12/2017
U12	10	12	01/01/2014 – 31/12/2015
U14	12	14	01/01/2012 – 31/21/2013
U16	14	16	01/01/2010 – 31/12/2011
U18	16	18	01/01/2008 – 31/12/2009
U21	18	21	01/01/2005 – 31/12/2007

8 BASKETBALL SIZES

- 8.1 For all Junior Domestic competitions, MCBA will provide the match ball.
- 8.2 Ball sizes for each competition as follows:
- Size 5 – Girls U8, Boys U8, Girls U10, Boys U10, Girls U12, Boys U12
 - Size 6 – Boys U14, Girls/Women U14+
 - Size 7 - Boys/Men U16+



9 3-POINT & FREE THROW LINE

- 9.1 Where the court allows; junior age groups up to and including U14 will use the inside 3-point line for all 3-point attempts. All other competitions must use the designated FIBA (outside) 3-point line for all 3-point attempts.
- 9.2 Free Throws – U10-12s will shoot free throws between the second hash-mark and standard free throw line.
- 9.3 Free Throws - Under 14 and above will shoot free throws from the standard free throw line.

10 NO ZONE RULE (IN EFFECT START OF SUMMER 24/25 SEASON)

- 10.1 During any U8 – U14, MCBA Junior Domestic basketball game played, there is to be “NO ZONE DEFENCE” within the 3-point area allowed by either team. The Intention of this By-Law is to assist in the teaching and development of team/individual defensive principles. This rule will also assist with avoiding having players unfairly position themselves in an area on the court that provides an advantage to some players based on height or ability.
- 10.2 Definition of a Zone: a method of defence, in which each member of the defensive team guards a specified portion of the playing area in the key.

The following situations are used as indicators that a “Zone Defence” is being played:

- An offensive player cuts through the key and is not followed by an opponent who should be playing defence on this player.
 - A Clear structure zone is set up 2/3 or 2/1/2 defence in the key.
 - A defensive player is continually standing in the middle of the key and not making any attempt to guard an opponent.
- 10.3 The only exception to this rule is that your team can play a Zone Defence if your team has four (4) or less players on the court.
- 10.4 If you believe the opposition is playing a zone defence, a Team/Club Official may approach Venue Staff.
Venue Staff will speak to the offending coach and depending on the game situation, the severity of the infringement or if previous infringements have been detected may:
- a) Ask them to adjust their defence
 - b) Give the coach an official warning
 - c) Instruct the referee to issue a technical foul on the coach
 - d) Any further breaches will result in technical fouls being issued by venue staff
 - e) If in the officials’ opinion the “Zone Defence” is being caused by a lack of understanding by a player on the floor, a second warning maybe issued to the coach with a direct reference to the need to educate the individual.



11 MERCY RULE: U10-U14 COMPETITION ONLY

- 11.1 Mercy Rule: This is at the discretion of the losing team and is only to be enforced at the instruction of the losing teams coach when the team is down by twenty points or more. If requested, the Mercy Rule is to be invoked and the leading team is to fall back into a team defence within the 3-point line each time the opposition has clear possession (i.e., there is no pressing allowed). Once the ball enters the 3-point area, the game is then live, until there is another dead ball.
- 11.2 When the margin goes below 20 points the leading team may revert to full court defence if it so elects, but only until the difference exceeds twenty points again.
- 11.3 Penalty: After formal first warning from a referee to a coach, a team that breaches the Mercy rule is guilty of a “technical foul on the bench.”

Please Note: If in the officials’ opinion, a violation of this rule is being caused by a lack of understanding by a player on the floor, a second warning should be issued to the coach with a direct reference to the need to educate the individual.

12 UNIFORMS

- 12.1 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.
- 12.2 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.
- 12.3 Compression Undergarments - must be the same dominant colour as the playing singlet/shorts or black/white may be worn. Note: any undergarments with loose long sleeves may not be worn. (i.e., t-shirts under uniforms are not permitted).
- 12.4 Numbers must be within the following ranges 00 to 99 and must be of the correct size and the same colour throughout the team.
- 12.5 Fingernails should not protrude beyond the visible line of the finger. If so, they must be taped.



- 12.6 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. Note: teams can source an alternate colour from Uniform Hire before the game begins.
- 12.7 As of Round 5, incorrect uniform penalties apply. Teams with players without correct uniform (shorts and tops) will be penalised, five 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.

13 FILL-INS

- 13.1 Apart from the lowest age group for each gender, teams may source fill ins from a team in the competition only from a lower grade team. For example, a team in the U14 A grade can use a fill in from the U14 B grade or any U12 grade however a U14 B grade team cannot use a fill in from a U14 A grade team.
- 13.2 Alternatively, fill in can be sourced from outside of the competition if they meet the age requirements for whichever grade they are filling in to.
- 13.3 A Fill in can only play 2 matches with one team before they are required to register for that team.

14 COACH & TEAM MANAGERS

- 14.1 Each Coach and Team Manager must supply copies of their Working with Children's Check (if over 18 years) which can be obtained via - [click here](#). It is a Basketball Victoria Requirement that they must also supply their witnessed Member ProtectionForm. Please [click here](#) for a copy to download.
- 14.2 Victoria Requirement that they must also supply their witnessed Member ProtectionForm. Please [click here](#) for a copy to download.
- 14.3 All Teams must have a registered Coach AND Team Manager.

15 GAME REGULATIONS

- 15.1 Playing times for the games will be two 20-minute halves.
- 15.2 The clock will stop for all whistles in the last 2 minutes of the second half.
- 15.3 Should teams not be ready at the scheduled start time of the game, referees can 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.
- 15.4 Each team is allowed one (1) time-out per half.
- 15.5 To promote fair play, the referees can enforce a twenty-four second possession rule if a team is attempting to maintain possession for extended periods of time.
- 15.6 Players will be allowed to score and to sub into the game off the score bench.



15.7 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 the injured player has been moved from the playing area.

15.8 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.

15.9 Ladder Positions -Teams will be sorted based on their premiership points average. If more than one team is on the same premiership points average, they will then be sorted by highest %, then points for, and lastly by alphabetical order.

15.1 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

15.2 Games abandoned or called off by association staff/officials before half time will result in a draw for both teams. If the game is called off after half time, the score at the time of the abandonment will stand. If the team winning has a deliberate act that caused the game to be called off, the game will be recorded a disqualification and a loss to that team.

16 FINALS

16.1 Finals Qualifications - To be eligible to play in finals, a player must be registered with a team and have played in six (6) games as a registered player. Byes do not count towards finals eligibility. Unregistered players are not eligible to accrue games for finals eligibility.

16.2 A bye round does not count as a qualifying game.

16.3 Games played as a fill-in player without a Basketball Victoria 365-day registration do not count as a qualifying game.

16.4 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 be given for any games that fall within the dates listed on the medical certificate.

- 16.5 Whereby a team has less than seven (7) players they may request an exemption for another player for finals. These exemptions are at the sole discretion of the Association and will not automatically be granted.
- 16.6 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.
- 16.7 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.
- 16.8 In FINALS the games shall be of two 20-minute halves. Each team will be allowed two (2) timeouts in each half.
- 16.9 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.
- 16.10 The clock will stop for all time-outs throughout the game, for all whistles in the last (1) minute of the first half and for all whistles in the last three (3) minutes of the second half.
- 16.11 In the case of the game resulting in a tied score an initial 5 minute Over Time period will be played. Should results still be tied further 3 minute overtimes will be played until there is a result. Each team will be permitted one (1) time-out per extra period.

17 SCORING

- 17.1 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 game. New players can be added on the night by entering a first name, surname, date of birth, suburb, and postcode.
- 17.2 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.
- 17.3 Playing with the Association for the first time a player must enter his or her details in the stadium scoring laptop to register with the association.
- ~~17.4 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.

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

18 TIMING RULES

18.1 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.

On court warm-ups will only be permitted when 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 2 minutes of the second period for all whistles.

- 18.2 Each Team is permitted one (1) time outs per half; 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, the score will be recorded as a draw (no extra period).

18.3 60 Minute Time Schedule (Finals):

Warm Up period of two (2) minutes.

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

Each Team is permitted two (2) time-outs per half.

Clock stops for:

18.3.1 All time outs.

18.3.2 The last one (1) minute of the first half the clock stops for all whistles.

18.3.3 The last three (3) minutes of the second half the clock stops for all whistles.

18.4 Drawn Games:

18.4.1 An initial 5-minute period of overtime

18.4.2 One (1) Minute between Periods



- 18.4.3 One (1) Time out per team per extra period
 - 18.4.4 3 minutes thereafter will be played until a result has been achieved.
 - 18.4.5 All finals matches must conclude with a result.
 - 18.4.6 All fouls carry over from regulation time.
- 18.5 Should teams not be ready at the scheduled start time of the game, referees can 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 me.

19 WALKOVERS

- 19.1 Walkovers are required to be paid for and submitted online. Fees shall be structured to increase when less notice is given.
- 19.2 If a team is unable to start the game within 15 minutes of the starting time, a walkover will be declared.
- 19.3 Outstanding fines may result in teams losing Premiership Points and could be withdrawn from the competition.
- 19.4 Teams giving walkovers may, at the discretion of the Competition Manager, be suspended and replaced in the competition immediately. Note: only three walkovers can be given per season.

20 PHOTOGRAPHY

- 20.1 Images of participants and officials can be published on the Associations official website and social media pages. If a person requests their image to be removed, they may do so in writing to the Association staff.
- 20.2 Games may be videoed at any point for referee education by Referee Supervisors/Coaches.
- 20.3 Games may be videoed at any point by association staff/officials, which may assist in the event of a report leading to a tribunal.
- 20.4 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>



21 CARE OF VENUES

- 21.1 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.

22 FIRST AID

- 22.1 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.

23 UNSPORTSMANLIKE CONDUCT

- 23.1 If, in the opinion of MCBA, 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.
- 23.2 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 outside of the Basketball Victoria code of conduct.
- 23.3 Once disqualified, a Player and/or Spectator must leave the stadium and will not be permitted to return for the remainder of that session (night).

24 YELLOW CARD SYSTEM

- 24.1 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.
- 24.2 The incident Committee consists of at least three of the following and one chair:
- Eligible Chairs
 - MCBA Competition Staff Member
 - Associate Program Development Officer
 - Venue Supervisor
 - Referee Supervisor
- 24.3 The Committee's powers will include an ability to review any player/Coach/Spectator ejected under clause 19.1 for breach of Basketball Victoria's Code of conduct. If a behavioral breach is confirmed the following will occur:
- First Minor Breach: The Player/ Coach/Spectator (and Team Secretary/Manager) will receive a written warning advising them of their "Yellow Card" and a copy of the Code of Conduct.
 - Subsequent Minor Breaches: If a subsequent breach within the same season (including finals) is confirmed, the Player, Coach, Spectator (and Team Secretary/Manager) 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 exceptionally detrimental behavior, then the Player, Coach, Spectator (and Team Secretary/Manager) 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.

- 24.4 The suspension is written as a “one match suspension within that competition.” For situations where the following may occur, the criteria is expanded to 1 (one) 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.
 - The player and coach participate in multiple teams in the same competition: this will extend to the entire night (of competition) and affect any teams involved on that day/night.
- 24.5 If an incident is referred to the tribunal system as mentioned in clause 19.1, the committee will be ineligible to review the incident and all subsequent outcomes will be at the discretion of the Tribunal System.
- 24.6 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 notification. This should also include a written reason for the appeal.
- If the appeal is accepted 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.

25 TEAM NAME POLICY

- 25.1 Any Team names that are derogatory, discriminatory, offensive, or inappropriate are prohibited. This includes but is not limited to names that target individuals or groups based on race, ethnicity, gender, sexual orientation, religion, disability, or any other characteristic protected by law or recognized as a basis for discrimination. Any team name found to violate this policy will be subject to immediate review and potential change.
- 25.2 If the Domestic Competitions Committee determines a team name is derogatory or offensive, the team must change their name within a specified time period. Failure to comply with the name change requirement may result in disciplinary action, including but not limited to suspension or expulsion from the Competition.
- 25.3 Teams have the right to appeal against the decision of the review committee. Appeals must be submitted in writing to the Basketball Development Manager within 5 days of receiving notice of the decision.



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