



Playball Junior Basketball Competition By-Laws

Playball Bayside, After-School Basketball competition is run by Melbourne Central Basketball Association for Primary school aged boys and girls Years 1 to 6. Competition runs year-round, except for school holidays.

Located primarily at Melbourne Sports and Aquatic Centre and other venues in the Port Phillip and surrounding area.

Playball Bayside has an emphasis on participation, teamwork, sportsmanship, skill development and having fun. Pathways to VJBL competitions are provided.

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 Playball Bayside 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 competitions are conducted over the afternoon and evening with each afternoon and evening 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 Member Protection By-laws
- 2.5 BV Codes of conduct
- 2.6 BV Tribunal By-laws
- 2.7 Interpretation - The Association Staff/MCBA Board of Directors 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 registration form link for each season via PlayHQ.
- 3.2 In the first 3 weeks of the season the Management and/or Grading Officers reserve the right to transfer any side to any grade at any time, to ensure more even competition.
- 3.3 Generally, based on the previous seasons ladder results, the top two teams in each division will be promoted to a higher division and the bottom 2 teams relegated to a lower division. MCBA retains full flexibility on how it grades teams.

4 SEASONS

- 4.1 There will be two (2) seasons of Playball competition each year. One (1) Terms 1/2 and one (1) Term 3/4.



5 REGISTRATIONS

To play in the competition all players must:

- 5.1 Competition Divisions are based on Year at school. Players play in their school Year level or an older year level but players are not permitted to compete in a lower year level unless exemption provided by MCBA Management. Players must be registered online with the association and Basketball Victoria through PlayHQ prior to the game. MCBA 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 or invoicing in line with the Melbourne Central Basketball Association Payments and Refunds Policy. The Association may reject the Team Entry into our competition for any reason and no team with outstanding monies owed will be allowed entry into the competition for a further season. Any Team who has not paid their fees will not be permitted to take the court.
- 5.3 Teams can field fill in players from an equal or lower grades to a total of seven players on the score sheet only if they are registered to a team from the same year level or lower.
- 5.4 Team Organiser – it is the Team Organiser’s responsibility to make sure that their contact number and email address are 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 FEES

- 6.1 Fees and Charges will be set at the start of each season when the registration period opens.

To retain financial standing in the Playball Bayside Competition teams are to make payment of monies to the MCBA in the following manner:

- i) Fees will be paid in accordance with the Melbourne Central Basketball Association Payment and Refund Policy
- ii) Walkover & Forfeit Fines, will be added to the team fee due, these fees will be set at the discretion of the Association. In Term 1/2 in 2026 the fees are as below, the Association may increase these fees at any stage with by providing 14 days notice to all participants:

Weekly Match Fee - \$102.50
Forfeit with more than 24 hours notice - \$115
Forfeit with less than 24 hours notice - \$200

- 6.2 Teams must be financial to participate in Finals.



7 UNIFORMS

- 7.1 Singlets - must consist of tops of the same base colour, numbered back and front as prescribed by the rules.
- 7.2 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.
- 7.3 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).
- 7.4 Numbers must be within the following ranges 00 to 99 and must be of the correct size and the same colour throughout the team.
- 7.5 Fingernails should not protrude beyond the visible line of the finger. If so, they must be taped.
- 7.6 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.
- 7.7 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.

8 GAME REGULATIONS

- 8.1 Playing times for the games will be two 18-minute halves for Tuesday and Friday competition and 17-minute halves for the Wednesday competition.
- 8.2 The clock will stop for all whistles in the last 1 minute of the second half if the score difference is 6 or under.
- 8.3 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.
- 8.4 Each team is allowed one (1) time-out per half.



- 8.5 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.
- 8.6 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.
- 8.7 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.
- 8.8 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

Loss by Disqualification – 0 Points

Win by Disqualification – 3 Points

- 8.9 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.

9 FINALS

- 9.1 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.
- 9.2 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.
- 9.3 Games played as a fill-in player without a Basketball Victoria 365-day registration do not count as a qualifying game.
- 9.4 Players who have not played the required number of games due to an injury or medical condition can apply to the Competitions Management 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.



- 9.5 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.
- 9.6 All finals exemptions and qualification issues must be lodged in writing (i.e., email) to the competition's management 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.
- 9.7 All Playball Teams shall play finals. Ties for position will be decided on percentage of results for the overall season.
- 9.8 Finals are conducted over one week. The top two teams at the end of the regular season will play off in the grand final. All other teams will play consolation matches, in the event a grade has an uneven number of teams, the three bottom placed teams will play a round robin of shorten games.
- 9.9 The clock will stop for all time-outs and for all whistles in the last one (1) minute of the second half.
- 9.10 In the case of the grand final game resulting in a tied score then an extra 3 minute Over Time period will be played until a result is reached. Each team will be permitted one time-out in this extra period.
- 9.11 Drawn Grand Final Games:
- An initial 3-minute period of overtime
 - One (1) Minute between Periods
 - One (1) Time out per team per extra period
 - All grand finals matches must conclude with a result.

10 SCORING

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.

- 10.1 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.
- 10.2 Each player must be registered via the team registration link in PlayHQ to register with the Association.
- 10.3 Each team must supply a competent scorer for any game in which they are engaged. Scorer must be 14YO and over
- 10.4 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.

11 TIMING RULES

11.1 Time Schedule:

The game will consist of two (2) periods of eighteen (18) minutes

– Tuesday/Friday

The game will consist of two (2) periods of seventeen (17) minutes

on Wednesdays

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 one (1) minute of the second period for all whistles when the score difference is 6 or less.

12 WALKOVERS

12.1 Walkovers are required to be advised to the competitions administrators, an invoice will be issued and payment is required within 5 business days of the forfeit. If there are outstanding forfeit fees at finals, the team will not be able to participate in finals.

12.2 If a team is unable to start the game within 15 minutes of the starting time, a walkover will be declared.

12.3 Teams giving walkovers may, at the discretion of the Competition Management, 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.

12.4 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.

13 ALTERATIONS TO THE RULES



The rules are those of Basketball Victoria except:

1. The three-point shots count for Year 5/6 only.
2. The free throw line is advanced 1 metre for age groups Year 1-4. For Years 5/6 and MSAC Wed comp, the regular Free Throw Line is used.
3. The 3-second-rule in the key on offence is changed to 5-seconds
4. Ring Height: For Year 1's, ring height where possible will be lowered to 8.5ft or the default lower setting.

Mercy Rule: Teams leading by 15-points or more (Year 1-4 Fridays) must fall back within the three-point circle on defense until the ball passes the half court. For MSAC Tue (YR5/6) & MSAC Wed (YR4/5), a lead of 15-points is allowed. *(This rule does not apply for finals.)*

Maximum Individual Points: 20-points maximum per-player per-game up to Year 6. If on 18 or 19 points, a 2 or 3 point shot counts.

14 NO ZONE RULE

14.1 During any Playball Bayside, MCBA After-School basketball competition 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.

14.2 Definition of a Zone: a method of defense, 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 Defense" is being played:

An offensive player cuts through the key and is not followed by an opponent who should be playing defense on this player.

A Clear structure zone is set up 2/3 or 2/1/2 defense in the key.

A defensive player is continually standing in the middle of the key and not making any attempt to guard an opponent.

14.3 The only exception to this rule is that your team can play a Zone Defense if your

- o team has four (4) or less players on the court.

14.4 If you believe the opposition is playing a zone defense, a Team/Club Official may approach Competition Staff.

Competition 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 defense
- 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 competition staff
- e) If in the officials' opinion the "Zone Defense" 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.

15.COACH & TEAM MANAGERS

15.1 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](#).

15.2 All Teams must have a registered Coach AND Team Manager.

16 PHOTOGRAPHY

16.1 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.

16.2 Games may be videoed at any point for the purpose of referee education by Referee Supervisors/Coaches and all games held at MSAC will be recorded by Glory League, the Association follows the Glory League Privacy Policy and the MCBA Glory League Policy

16.3 Games be videos may assist in the event of a report leading to a tribunal. The Association holds the right to withhold footage if there are any tribunals, significant injuries or complaints/grievances relating to the footage. In the case of footage being withheld, the Association may clip the incident from the Glory League footage before releasing the footage

16.4 By accepting the terms in the PlayHQ registration 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>



17 CARE OF VENUES

- 17.1 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 Management.

18 FIRST AID

- 18.1 First aid and ice and/or ice packs 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.

19 UNSPORTSMANLIKE CONDUCT

- 19.1 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.
- 19.2 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.
- 19.3 Once disqualified, a Player and/or Spectator must leave the stadium and is not permitted to return for the remainder of that session (night).

20 YELLOW CARD SYSTEM

- 20.1 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 MCBA Management, for as long as the incident has not been submitted to the MCBA/Basketball Victoria Tribunal system.
- 20.2 MCBA Management is considered to be the General Manager, Operations Manager, Administration Manager or Technical Officials Program Manager
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- 20.3 Managements 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 management 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.



- 20.4 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.
- 20.5 Should an incident be referred to the tribunal system as mentioned in clause 19.1 then management will be ineligible to review the incident and all subsequent outcomes will be at the discretion of the Tribunal System.
- 20.6 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.

21 APPENDUM

21.1 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

