MCBA

MELBOURNE CENTRAL BASKETBALL ASSOCIATION

Senior Domestic Competition By-Laws

Contents

1. Definitions 3
2. Competition 3
3. Team Registration & Match Fees 4
4. Grading 5
5. Player Registrations 5
6. Age Restrictions 6
7. Uniforms 6
8. Game & Timing Regulations 8
9. Mixed Competition Rules 9
10. Forfeits 10
11. Ladders 11
12. Finals 12
13. Scoring 13
14. Alterations to the Rules & By-Laws 14
15. Care of Venues 14
16. First Aid 14
17. Unsportsmanlike Conduct 14
18. Behaviour Review System 14
19. Addendum 17

1. Definitions

The Association: Melbourne Central Basketball Association (MCBA).
Association Staff: Person(s) responsible for the day-to-day operations of MCBA.
MCBA Board: Elected persons responsible for the governance of MCBA.
Executive Board: Members of the MCBA board filling the Chairperson, Deputy Chairperson, Treasurer and Secretary Positions.
Competition Advisory Committee: Board appointed volunteer advisory body made up of domestic competition stakeholders.
FIBA: International Basketball Federation, responsible for the rules of basketball.
Basketball Victoria (BV): Governing body for Basketball in the state of Victoria.
Basketball Australia (BA): Governing body for Basketball in Australia.

2. Competition

2.1. MCBA Senior Domestic Competitions are made up of the following competition days.

Spartans Tuesday Senior Domestic
Wednesday Senior Domestic
Thursday Senior Domestic
CYMS Sunday Senior Domestic

2.2. MCBA operates 3 types of senior domestic competition across these competition days, men's, women's and mixed.

2.2.1. Only those that identify as male are permitted to play in the men's competition.

2.2.2. Only those that identify as female are permitted to play in the women's competition.

2.2.3. Those that are non-binary or gender diverse are permitted to play in the competition that most closely aligns with their gender identity but are not permitted to play within both the men's and women's competition within the same season without receiving an exemption from MCBA.

2.2.3.1. With the understanding that an individual's gender identity journey is ever evolving, exemptions will be provided on compassionate grounds, with no medical proof required.

2.3. All competitions are conducted under the current FIBA Official Basketball Rules or Interpretations, unless otherwise stated in these by-laws or the by-laws of BV.

2.4. Association Staff or the Executive Board have the right to rule on matters not specifically covered in the by-laws in the best interest of basketball and MCBA.

2.5. Any breach of these by-laws must be submitted in line with the MCBA Complaints and Grievance Policy.

3. Team Registration & Match Fees

3.1. Teams must register to their desired competition, including making registration payment, via MCBA PlayHQ page.

3.2. New teams must pay a new team bond of $120 which is refundable upon leaving MCBA competitions at the conclusion of the season whereby there are no outstanding funds due to the Association.

3.2.1. Refunds of team bonds must be requested in line with MCBA's Payment & Refund policy which can be found on the policy page of MCBA's website.

3.3. Match fees will be stipulated as part of the team registration process on PlayHQ.

3.4. Forfeit fees are as follows.

Over 24 hours notice: $110
Less than 24 hours notice or no show: $165
Less than 24 hours notice or no show A grade: $183

3.4.1. All forfeits must be paid and submitted via Teampay.

3.5. Match payments will be made online via Teampay or via invoice where requested.

3.5.1. Payments made in-venue via MCBA's payment terminal will incur a $5 fee.

3.5.2.Whereby invoice payment is requested, teams must make payment in full for the season except in the circumstance of clubs. Payment of the invoice must be settled by round 4 at the very latest. If payment is not made by round 4 the team will be unable to continue in the competition if payment is not settled prior to the round 4 game.

3.5.3. Match fees must be paid prior to the commencement of the match when paying via Teampay.

3.5.4. Teams and Clubs may request to be invoiced for match payments but must still have a Teampay profile to process forfeits.

3.6. All teams must have a team organiser, with current phone number and email address, assigned to the team on PlayHQ. The team organiser will be the person to whom all communication will be sent.

3.7. Team name's must be in line with MCBA's Team Name Policy, located the policy page of MCBA's website.

3.8. It is the responsibility of the team organiser to ensure all team participants remain up to date and compliant with the details of these by-laws upon registering the team or when updates are communicated by Association Staff.

3.9. MCBA reserves the right to not accept or cancel a team's registration for any reason.

4. Grading

4.1. Grades of competition will be available when registering the team via PlayHQ.

4.2. A grading period of the first 4 rounds of each season will be utilised to re-grade teams in the best interest of the competition and basketball.

4.2.1. Teams can typically expect the top 2 and bottom 2 teams of the previous season to be re-graded up or down respectively, prior to the commencement of round 1.

4.2.2. Whereby a team wishes to have their grading position reviewed during the 4 grading rounds, they may request it via this form: Senior Competition Grading Review Request Form – Fill out form

4.2.3. MCBA reserves the right to re-grade teams at any point throughout a season in the best interest of the competition and basketball.

4.3. Whereby the Association determines a combined grade (e.g. A/B grade) is appropriate, they will not place less than 8 teams in the grade to commence the regular season.

4.3.1. If, due to team withdrawal, the regular season ends with less than 8 teams in the grade, finals will be determined in line with clause 12.1 of these by-laws.

4.4. Match results during the grading period will receive ladder points for teams that remain in the same grade as the match occurred and will not be impacted by the final grade of the opposition.

4.4.1. Teams that are moved grade will remain eligible for finals where, at the time of the move, a new player joining the team would have sufficient games remaining to qualify for finals.

5. Player Registrations

5.1. All players must be registered to their team via PlayHQ.

5.1.1. Teams may source fill-in players that are permitted to play 2 matches without registering to the team.

5.1.1.1. Fill-in details must be correct in their entirety or MCBA may issue a forfeit against the team.

5.1.1.2. Playing a fill-in more than twice in a season will result in MCBA issuing a forfeit against the team for all subsequent games played by the fill-in.

5.1.1.3. A fill-in is not permitted to be registered to another team within the same competition type.

5.2. A player is only permitted to be registered to one team per competition type, per competition day.

5.3. A player may play in multiple teams on the same competition day, provided they play in different competition types.

5.3.1. I.e. A player may play a game in either the men's or women's competition and the mixed competition.

5.4. MCBA reserves the right to not accept a player's registration for any reason.

6. Age Restrictions

6.1. To play in any of the competitions, a player must be a minimum of 14 years old at the time they take to the court.

6.1.1. In line with Basketball Victoria child safety advice, all registered players aged 16 or younger must have a parent or guardian complete the MCBA Underage Player Consent form, located here.

6.2. A team which has a minimum of 4 registered players under the age of 18 must have a non-playing adult present on the team or score bench for the duration of the match.

6.2.1. Failure to adhere to this may result in forfeit.

7. Uniforms

7.1. Singlets must be the same base colour for all members of the team with numbers clearly visible on the front and rear of the singlet.

7.1.1. Numbers must be clearly visible and:

- 20cm high on the rear
- 10cm high on the front
- At least 2cm wide
- Teams may only use number 0 & 00 and from 1 to 99
- Players on the same team shall not wear the same number

7.1.2. Taped or handwritten numbers are not permitted.

7.2. Shorts must be the team's base colour or black. The base colour is the shorts colour worn by the most players present at the match.

7.3. The base colour is the shorts colour worn by the majority of players present. Players in other colours, except black, will be penalised for incorrect uniform.

7.3.1. For example, if four players wear red and three wear black, the uniform is compliant; if four wear black and three wear red, the three players in red will be penalised.

7.4. Leggings and bike shorts are permitted only if they are the same base colour for the whole team.

7.4.1. Shorts with pockets, zips, buttons, belts or buckles are not permitted under any circumstances.

7.5. All shoes must have non-marking soles.

7.6. Visible undergarments must be compression material and tight to the skin.

7.6.1. Loose undergarments are not permitted under any circumstances.

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

7.8. In the event of a singlet colour clash, the first named team on the fixture will be required to reverse or change their singlets before the match begins.

7.8.1. Teams can hire alternate singlets from competition staff.

7.9. As of round 5, incorrect uniform penalties apply. Teams without correct uniform will be penalised.

7.9.1. Teams will be penalised 5 points per offence.

7.9.2. Penalties are capped at 10 points per team, per game.

7.9.3. Penalties must be applied by the referee or appointed scorer prior to the commencement of the second half.

7.9.4. Incorrect uniform penalties apply where a player's uniform is otherwise permitted under this section but does not match the required base colour of the team's uniform.

7.10. A player wearing any item of clothing or accessory that, in the opinion of the referees or competition staff, poses a safety risk will not be permitted to participate in the match until the item is removed.

8. Game & Timing Regulations

8.1. Match timing rules are based on time slot length and round. Applicable rules are outlined in the below table.

	50 Minute Schedule	60 Minute Schedule	60 Minute Schedule	70 Minute Schedule
Competition Day	Spartans Tuesday Senior Domestic Wednesday Senior Domestic Thursday Senior Domestic CYMS Sunday Senior Domestic (non-A Grade)	CYMS Sunday Senior Domestic (A Grade)	Spartans Tuesday Senior Domestic Wednesday Senior Domestic Thursday Senior Domestic	CYMS Sunday Senior Domestic
Round Type	Grading & Regular Season	Grading & Regular Season	Finals	Finals
Warm Up	Nil	Nil	2 minutes	2 minutes
Half-Time Interval	2 minutes	2 minutes	2 minutes	2 minutes
Periods	2 x 20 minutes	2 x 20 minutes	2 x 20 minutes	2 x 20 minutes
Overtime	N/A	N/A	5 minutes (First overtime period) 3 minutes (second overtime period) 1 minute overtime (all subsequent overtime periods)	5 minutes (First overtime period) 3 minutes (second overtime period) 1 minute overtime (all subsequent overtime periods)
Timeouts	1 per half Not permitted in final 1 minute of 1st period	1 per half	2 per half 1 per overtime period	2 per half 1 per overtime period
Clock Stop Instances	Final 2 minutes of 2nd half for all whistles	Final 1 minute of 1st half for all whistles Final 3 minutes of 2nd half All timeouts All free throws	Final 2 minutes of 2nd half for all whistles Final 2 minutes of 1st overtime period Final 1 minute of all subsequent overtime periods	Final 1 minute of 1st half for all whistles Final 3 minutes of 2nd half Final 2 minutes of 1st overtime period Final 1 minute of all subsequent overtime periods All timeouts All free throws
Shot Clock	A Grade Men only Full FIBA shot clock No shot clock for all other grades	A Grade Men only Full FIBA shot clock No shot clock for all other grades	A Grade Men only Full FIBA shot clock No shot clock for all other grades	A Grade Men only Full FIBA shot clock No shot clock for all other grades

8.2. To promote fair play, an approximate 30 second possession rule may be enforced by the referees in the final 2 minutes of the second half and overtime if, in their opinion, a team is attempting to maintain possession for extended periods of time.

8.2.1. Time keeping of this rule will be approximate & discretionary and not directly based upon the time shown on the game clock

8.2.2. The 30 second count resets upon a foul or foot violation.

8.2.3. This only applies in grades which do not have a formal shot clock in operation.

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 commenced that players are not ready to start the game, will result in the team of the offending players being penalised 1 point per minute commenced.

8.4. 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.

8.5. If, due to unforeseen circumstances, the game has not commenced before the scheduled half-time break, the game will be abandoned and declared a bye with team sheet money refunded.

9. Mixed Competition Rules

9.1. Mixed competition players will be split into two categories; category A and category B.

9.2. Those that identify as female are classified as category A players and those that identify as male are classified as category B players.

9.2.1. Upon registration through PlayHQ, to a mixed competition team, any individual with their gender set as 'non-binary' or 'prefer not to say' will be contacted by an MCBA staff member to confirm which category they will be playing under.

9.2.1.1. In lieu of changing their gender on PlayHQ, a player may contact MCBA directly to advise which category they will be playing under.

9.2.1.2. These individuals must confirm which category they are playing under by the conclusion of the grading period, or no later than 1 week after registration, and once confirmed if grading has concluded, they must remain in this category for the entirety of the season unless an exemption is provided by MCBA.

9.2.1.2.1. With the understanding that an individual's gender identity journey is ever evolving, exemptions will be provided on compassionate grounds, with no medical proof required.

9.3. No more than three category B players are permitted on the court at the same time; there is no restriction on the number of players in category A permitted on the court at the same time.

9.4. Category B players are not permitted in the keyway (offensive or defensive ends of the court) at any time. The penalty for this violation will be the loss of possession (offensive end) or, one free throw and possession to the opponent (defensive end).

9.5. Once a player reaches 20 points in a game, that player is no longer permitted to score a field goal until another player on the same team has also reached 20 points.

9.5.1. If a player has scored 18 or 19 points and then successfully scores 3 or 2 points respectively, the basket shall count even if it causes the player to exceed the 20-point limit.

9.5.1.1. If the player is also fouled in the act of shooting they are permitted to attempt the resulting free throw.

9.5.2. A player who has reached 20 points in a game is permitted to score additional points only from free throws awarded as the result of fouls committed against them during live play.

9.6. If all category A players foul out of the game, leaving only category B players eligible to continue, then the maximum number of category B players permitted on the court, stipulated in 9.3, will remain in effect.

9.6.1. The game shall continue with 3 players, or less, until only 1 player remains, at which time the team with only one player shall forfeit the match.

9.6.1.1. The scores in this case will stand unless the scores are tied or the team that forfeits the match happens to be winning, in these circumstances the other team shall record a win with a score of 2-0.

10. Forfeits

10.1. Forfeits are required to be paid for and submitted online using Teampay.

10.2. If a team is unable to start the game within 15 minutes of the scheduled start time, a forfeit shall be declared.

10.3. Forfeits will be recognised as a 20 to 0 final score against the team that submits the forfeit.

10.3.1. Forfeits as a result of using illegal players will result in the final score remaining the same and the match will be recognised as win/lose by forfeit on PlayHQ.

10.4. Forfeit fees which are outstanding by over 2 weeks from the scheduled match date may result in teams losing premiership points and/or withdrawn from the competition.

10.5. Teams which give 3 or more forfeits in a season may, at the discretion of Association Staff, be suspended or removed from the competition immediately.

10.6. Forfeits given by an opposition team will result in all registered players of the non-forfeiting team being awarded a qualifying game.

10.7. If one team does not have sufficient players to play the match, they may, with the permission of their opposition and Association Staff, utilise illegal fill-ins to play a scratch match.

10.7.1. Scratch matches require both teams to pay the full match fee.

11. Ladders

11.1. The below premiership points will be attributed to the following result types.

Win: 3 Points
Draw: 2 Points
Loss: 1 Point
Bye: 0 Points
Loss by Forfeit: 0 Points
Win by Forfeit: 3 Points
Scratch Match Given: 0 Points
Scratch Match Received: 3 Points
Loss by Disqualification: 0 Points
Win by Disqualification: 3 Points

11.2. Ladder positions will be sorted and determined by the following factors:

1. Average premiership points
2. Highest percentage
3. Highest points for
4. Alphabetical order

11.3. Games which are abandoned or called off by Association staff/officials prior to half time, will result in the match being recorded as a draw. After half time, the score at the time the game is called off will stand.

11.3.1. If a team commits a deliberate act that causes the game to be called off at any time, the game will be recorded as a loss by disqualification.

11.3.1.1. Deliberate acts can be committed by the entire team or by individual players of the team.

11.3.1.2. Any MCBA staff member, competition staff member or appointed referee is permitted to call a game off for any reason in the best interest of basketball.

12. Finals

12.1. Except as determined by the Association, the 4 leading teams on the ladder shall qualify for finals.

12.1.1. Combined grades (e.g. A/B grade) will have finals structure determined by Association staff. However, typically teams placed 1 – 4 on the ladder at the end of the regular season will play in the higher graded final and teams placed 5 – 8 will play in the lower graded final.

12.2. Finals are conducted over 2 weeks, week 1 will have teams placed 1st and 4th play each other and teams placed 2nd and 3rd play each other. The winners of these games play in the grand final in week 2.

12.3. All finals must have a winning and losing team, drawn games are not permitted, timing will apply as per 8.1

12.4.To be eligible to play in finals a player must be registered on a team and have played 7 games as a registered player.

12.4.1. Registered players at the time of a forfeit will be credited with a game towards finals eligibility as per 10.6.

12.4.2. Unregistered players and fill-ins are not eligible to accrue games towards finals eligibility.

12.4.3. A bye round does not count as a game towards finals eligibility.

12.4.4. Cancelled fixtures or abandoned games will count as a game towards finals eligibility.

12.5. Players who have not played the required number of games to qualify for finals due to injury or medical condition can apply to the Association for special consideration by providing a medical certificate.

12.5.1. Players requested a medical exemption must have either played at least 1 match as a registered player for the team in the current season or have been a regular registered player in previous seasons.

12.5.2.If approved, credit will be given for any games that fall within the dates listed on the medical certificate.

12.6. Whereby at team has less than 6 finals qualified 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.

12.6.1. Only players that have either played at least 1 match as a registered player for the team in the current season or have been a regular registered player in previous seasons will be considered.

12.6.2. Exemption requests must be submitted more than 2 business days prior to the match.

13. Scoring

13.1. Players must be selected on PlayHQ to be credited with having played in the game.

13.1.1. Only players in attendance are permitted to be selected to play.

13.1.1.1. Selecting players that are not in attendance may result in the match being recorded as a forfeit.

13.1.1.2. Players may be added to the electronic scoring at any point during the game so long as they are able and willing to take part in the game.

13.1.1.3. There is no requirement that a player must score, commit a foul or substitute into the match to be considered as having taken part in the match.

13.1.2. Fill-in players can be added on the night by entering their details on the tablet.

13.2. Each team must supply a competent scorer for all games that the Association does not provide a scorer.

13.2.1.Spartans Tuesday Senior Domestic will have scorers appointed by the Association.

13.2.2. All men's A grade matches will have a scorer appointed to operate the shot clock only.

13.2.3. If a team only has 5 players and no scorer, then a player must be the designated scorer throughout the match.

13.2.3.1. This player is permitted to substitute into the game and swap scoring duties with other members of the team throughout the match.

13.2.4. Failure to provide a competent scorer may result in a 5-point penalty being awarded against the offending team.

13.2.4.1. 5-point penalty must be applied prior to the commencement of the 2nd half.

13.3. The team will forfeit the game if new player or fill-in player details are not accurately entered into PlayHQ.

13.3.1.1. It is the responsibility of the Team Organiser and registered players in attendance to ensure these details are entered accurately.

13.3.1.2. Any reasonable attempt to correctly enter the details prior to the conclusion of the game will be accepted without penalty.

14. Alterations to the Rules & By-Laws

14.1. Any rule may be altered, added to, rescinded, or inserted by resolution of the Competitions Advisory Committee or Association Staff.

15. Care of Venues

15.1. 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 MCBA Board or Association Staff.

16. First Aid

16.1. Basic first aid and ice are available in venue. For more serious injuries the Association will assist in the request for an ambulance or other treatment as required by the player or team.

17. Unsportsmanlike Conduct

17.1. If, in the opinion of the Association, its staff or officials, 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 Basketball Victoria Tribunal.

17.2. The Association has the right, where it sees fit, to refuse entry and/or remove any team or individual(s) from the competition if their conduct is deemed to be outside of the Basketball Victoria code of conduct.

17.3. Once disqualified, a player and/or spectator must leave the stadium and is not permitted to return for the remainder of that session.

17.3.1. Unless their behaviour warrants it, this does not apply to players that have been disqualified due to accruing 5 personal fouls during the normal course of the game.

18. Behaviour Review System

18.1. Any player, coach, team member, spectator or team, having received a technical foul, been ejected from a game, or displayed unsportsmanlike conduct in breach of Basketball Victoria's code of conduct, will be subject to review by Association staff. So long as the incident has not been submitted to the Basketball Victoria Tribunal.

18.2. If, upon review, Association staff determine that a behavioural breach has occurred under clause 18.1, the following will occur:

First Minor Breach: The player/coach/team member/spectator/team will receive a written warning advising them of the breach. This will be referred to as a **warning** or **yellow card.**

Subsequent Minor Breach: If a subsequent minor breach within the same season (including finals) occurs, the player/coach/team member/spectator/team will be advised of a major breach. This will be referred to as a **suspension** or **red card.**

Major Breach: The player/coach/team member/spectator/team will receive a written notification advising them of the breach. This will be referred to as a **suspension** or **red card.**

18.3. The following are examples of behaviours that may be classified as breaches under the behaviour review system. These are only examples to provide a frame of reference and not an exhaustive list.

	Yellow Card	**Red Card**
Individual	• Continuing to dispute or criticise decisions post-match. • Questioning the integrity of an official towards a competition staff member. • A Criteria 1 or 2 unsportsmanlike foul which has not been correctly penalised by the officials on the match. • Delaying leaving the venue after being disqualified from the match. • Continually protesting the decision of a competition staff member.	• Directing abuse towards an official post-match. • Directly questioning the integrity of an official. • Leaving the team bench area with the intent of escalating a fight or scuffle. • A disqualifying foul which has not been correctly penalised by the officials on the match. • Refusing to leave the venue after being disqualified from the match. • Abusing a competition staff member.
Team	• Multiple team members speaking disparagingly about officials within the venue or the surrounding premises. • Multiple team members approaching competition staff in an event to have them change their decision or contradict another competition staff member.	• Multiple team members continuing to dispute, criticise or abuse officials or competition staff. • Refusal to continue playing a match in dispute of an official's decisions. • Multiple team members surrounding and/or abusing a competition staff member.

18.4. The penalty for a major breach or red card for a player/coach/team member/spectator will be a one match suspension within the same competition.

18.4.1. If the next scheduled match for their team is a bye, the suspension will transfer to the next fixtured match.

18.4.1.1. Forfeits do not result in the suspension transferring to the next match.

18.4.2. If the player/coach/team member/spectator participates in multiple MCBA competitions, the suspension will only apply to the competition the red card occurs within.

18.4.2.1. If the player/coach/team member/spectator participates in the Wednesday Senior Domestic men's or women's and mixed competition types, then they will not be permitted to play for either team on the date of their suspension.

18.5. The penalty for a major breach or red card **by a team** will result in that match being recorded as a forfeit.

18.5.1. 3 red card breaches by a team within a calendar year may result in the team's removal from the competition.

18.6. While serving a suspension for a red card, the participant must not play, coach, undertake score bench duties or participate in any way in the competition the red card occurred in.

18.6.1. The participant is permitted to attend and spectate, but not sit on the team bench, unless they received the red card for conduct as a spectator.

18.7. Should an incident be referred to Basketball Victoria's tribunal, as mentioned in clause 18.1, then the MCBA Behaviour Review System will not apply.

19. Addendum

19.1. Permitted uniform examples.



