

GOLDEN PLAINS BASKETBALL CLUB

BY – LAWS FOR ALL COMPETITIONS

PART A – BY LAWS RELATING TO ALL COMPETITIONS

1. REGISTRATION

All players must be registered with the Victorian Basketball Association (VBA). This annual payment shall be paid to the YMCA who will then forward it onto the VBA. Any new players must pay registration before taking the court for their third game.

2. FEES

Senior and Junior game fees shall be set by the YMCA after consultation with the GPBC Committee.

3. BEHAVIOUR

- a) All games shall be played in a competitive manner using appropriate physical and verbal behaviour.
- b) All participants are expected to show respect for the officials, opposition players, facilities and visitors.
- c) Referees have the authority to enforce appropriate behaviour using the power invested in them by the Rules of Basketball eg technical, unsportsmanlike or disqualifying fouls and the removal of players from the court or stadium if necessary. Foul language will not be tolerated at any time.
- d) A Disciplinary Tribunal is established and has the authority to invoke suspension on any reported player.
- e) Any player(s) under the influence of alcohol or drugs will not be allowed to enter the stadium. If it becomes obvious that the player(s) in question is(are) under the influence of alcohol or drugs after the game has commenced, the officials shall immediately halt the game to allow the player(s) in question to leave the court and stadium. The game will not commence until the player(s) has/have left the stadium. If the player(s) refuse(s) to leave the stadium, that players team will immediately forfeit the match.

4. ARROW.

The arrow system will be in force in all competitions with one jump ball to start each game.

5. TECHNICAL AND UNSPORTSMANLIKE FOULS

If a player receives a technical or unsportsmanlike foul, that player will automatically be benched for 5 minutes. The player may be replaced if an appropriate team member is available. If the same player receives a second similar foul, that player will be ejected from the game. Again, the player may be replaced.

6. TEAM PLAYER NUMBERS

Each team must commence each game with at least 4 players.

7. TIMING OF GAMES

- a) All senior games will consist of four 10 minute quarters.
- b) There will be a one minute break at quarter and three quarter times and a 2 minute break at half time. One time out per team per quarter will be allowed. No time outs will be allowed in the last 2 minutes of any quarter. The clock will not stop for any time-outs.
- c) The game clock will start on time irrespective of whether the teams are ready or not. A penalty of 2 points per minute will be awarded against any team without the minimum number of players needed to start the game(4). The team will forfeit the game if it cannot start the game within 10 minutes of the start time.

8. SCORING – BENCH DUTY

- a) It is the responsibility of each team to supply 1 scorer for their own game.
- b) If no person can be found to man the bench, a player from each team can be nominated to score the game.
- c) A team which fails to provide a scorer will be penalised 1 point off their competition points at that time.
- d) The game cannot start until the scorers bench is manned.
- e) Score sheets should be filled out 10 minutes prior to the start of the game.
- f) The score sheet will be the only official record of the game.

9. COMPETITION POINTS

- a) Points shall be awarded to teams as follows:
 - Win – 3 points
 - Draw – 2 points
 - Loss – 1 point
 - Forfeit – 0 points
- b) If a team wins on forfeit, the official score will be 20 – nil.

10. UNIFORMS

- a) Players must wear tops and shorts of a uniform colour.
- b) All players tops will be numbered on the front and back.
- c) Two or more players from the same team cannot use the same number in the same game.
- d) Shorts with pockets are not permitted.
- e) If there is a clash of colour, an alternative top can be obtained from the Stadium Supervisor at the office. Team B on the score-sheet is the team to change their tops.
- f) All teams will be given until round 3 to enable the above uniform rules to be met. Any player who does not comply with these rules on or after round 3 will incur a penalty of 4 points to the opposition team. For example if 3 players are “out of uniform” before the start of the game, a penalty of 12 points will be given to the opposition team. The referees will be the sole arbiters on uniform matters.

11. REFEREE ATTIRE

Referees must adhere to the VBRA dress code

12. FORFEITS

- a) An un-notified forfeit will incur a penalty of \$80. This penalty is to be paid the week following the forfeited game or that team will not be able to play again in the competition until the fee is paid.
- b) If a team notifies the Stadium Manager of an impending forfeit within 24 hours of a game, no penalty will apply. No competition points will be given to any team that forfeits.

13. FINALS

- a) Each finals series will feature the top 4 teams
- b) The finals will be played as follows:
 - Semi-finals (A) 1 v 2 (B) 3 v4
 - Preliminary Final (C) Loser game A v Winner of game B
 - Grand Final (D) Winner of game A v Winner of game C
- c) In the event of a draw at full time in any finals match, an extra period of 5 minutes will be played to determine the winner. Teams shall shoot to the end they were going in the second half. If the scores are still tied after the extra 5 minutes, additional 5 minute periods will be played until a result is obtained. The clock will stop on all whistles during extra time periods. One time out per team will be permitted in each extra time period.
- d) As extra time periods are an extension of the second half, all team and personal fouls obtained in the second half shall stand.
- e) The last 3 minutes of all finals games shall be fully timed.
- f) The clock will stop for all time outs in the Grand Final.

14. ELIGIBILITY

- a) To be eligible to participate in any finals game, a player must have taken to the court in a minimum of 5 games during that season with the team that he/she is currently playing with.

15. FIRST AID AND BLOOD RULE

- a) A first aid kit is available in the stadium and ice packs are kept in the freezer in the stadium kitchen. Should a player bleed during a game, the referee must ask the player to leave the court and be attended to. Blood must be cleaned off the court surface or ball before play can continue. The player cannot return to the game until all bleeding has stopped, blood is removed from the player and bloodied clothing is replaced.

16. JEWELLERY

- a) No player shall wear an object which might cause injury either to themselves or to another player.
- b) Referees shall monitor all players appearance before each game with particular attention made to rings, bracelets, necklaces, earrings and other body piercing objects.

- c) Referees will politely ask that such objects be removed before the player goes on court.
- d) If a player claims that the object cannot be removed the referee can ask the player to cover it with a protective device such as tape.
- e) If the protective covering comes off during the match, the game shall be stopped immediately until it is covered again.
- f) If the protective covering keeps falling off during the game, the referee may ask the player to leave the court.

17. FINGERNAILS

All fingernails are to be kept short to avoid injury to oneself and other players. Referees will inspect all players fingernails prior to each match. Any player deemed to have finger nails longer than desired will be asked to leave the court until the problem is rectified.

18. ABUSE OF EQUIPMENT

Any person found abusing or damaging equipment belonging to the Stadium shall be subject to disciplinary action. They may also be asked to meet the replacement cost of any damaged equipment.

19. REFEREE PAYMENTS

- a) The referees shall be paid game fees as determined by the YMCA.
- b) An additional amount of \$2.50 per game will be paid to any referee who has to travel from Geelong or further away. This amount is to cover the cost of travelling to and from Bannockburn.
- c) Game payments for all referee grades will double if only one referee is available to officiate.
- d) In grand finals, referees will be paid \$22.00 each game irrespective of their grading status.

20. AWARDS

- a) A MVP award will be made in each competition.
- b) The award will be based on votes awarded by the referees.
- c) An award for the highest point scorer for the season (excluding finals) will also be made.

PART B – BY-LAWS RELATING TO MIXED GENDER COMPETITIONS

1. MALE AND FEMALE ENDS

- a) The female key is at the stadium entrance end. Only one male player from the attacking team is allowed inside the 3 point line at any one time. There are no restrictions on the number of female players from the attacking team that may enter inside the 3 point arc at the male end of the court.
- b) Only players within the key at either end can handle the ball. No player may reach into his or her defensive key to take control of or tap the ball.
- c) All players may shoot from outside the key at either end of the court
- d) Each player on their team is allowed to score a maximum total of points for the game. (this may be 10,11,12 or 13 points depending on the players last score). However, once all players from the same gender have scored their maximum total, all players of that gender may continue to score indefinitely.
- e) All players must be at least 14 years of age to be eligible to play in the competition. Younger players may be permitted to play at the discretion of the GPBC and YMCA.

2. FINALS

- a) In the event of a draw, an extra period of 5 minutes shall be played. (See Section 13 of the General By-laws).
- b) During this extra period or extra periods, players may increase their maximum points to 14(or 15, 16 or 17 depending on their last scoring shot) even if some players of the same gender may have not reached their 10. Only when all players of the same gender have scored 14 points may players shoot more points.

3. TEAM PLAYER NUMBERS

- a) Each team must commence each game with at least 4 players.
- b) Of these players, there must be at least one player of either gender.
- c) A maximum of 3 players from the one gender are allowed on the court at any time-out.
- d) If during a game, all players of one gender on the same team are fouled out, the game can continue as long as there are no more than 3 players on the court for that team.
- e) If a player is fouled out or disqualified from the game and has not scored his/her maximum number of points, all other team members of that gender on reaching 10 points may continue to score more points.
- f) If a player reaches their maximum number of points and then attempts to score or scores before their team mates of the same gender have scored their maximum number, that player shall receive a technical foul for deliberate time wasting. Referees may consult the bench to ensure that the player was informed about his/her points total before the technical foul is given.

4. AVOIDING INJURY

All male players must be aware of the position of female players on the court. They must take appropriate action to avoid collisions and not overly intimidate female players.

PART C – BY-LAWS RELATING TO THE JUNIOR COMPETITION

1. MERCY RULE

Once a team is leading by at least 10 points, the referees will ask the leading team to defend from behind the free throw line. This will give the losing team the opportunity to bring the ball up the court unhindered. Obviously, if the margin drops to below 10 points at any time, the mercy rule ceases to apply.

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