



MBA

COMPETITION BY-LAWS



Maitland Basketball Association
Incorporated
Competition By-Laws
10/10/2019

Maitland Basketball Association Inc.

Competition By-Laws - Adopted October 2019

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INTRODUCTION

- The Maitland Basketball Association Inc. (MBA) is a non-profit organisation. The Association was formed in 1957 and after many years of operation in the Maitland PCYC facility, we moved into our current home, The Maitland Federation Centre, when it was completed in the year 2000.
- MBA offers basketball competitions across a broad range of age groups. These by-laws have been produced by MBA to ensure that all participants have access to the rules and conditions under which our competitions are conducted.
- Comments and suggestions for the improvement of Domestic Competitions that we provide are always welcome and form a necessary part of the continual improvement of our Club.
- These by-laws were adopted by the Board of Management of Maitland Basketball Association Inc. in October 2019.
- In the event that any situations occur that are not covered within these by-laws, these situations will be dealt with by MBA on a case by case basis and if appropriate, the by-laws will be amended accordingly.
- Enforcement of these by-laws will be the responsibility of MBA staff but the game referees may help identify lack of compliance with any of the rules outlined in this document.

1. RIGHTS AND RESPONSIBILITIES

1.1. Members Rights

All MBA Members have the right to:

- Enjoy their basketball activities
- A safe and healthy sporting environment
- Skilled and qualified leadership
- Share in decision-making processes
- Equality of opportunity
- Access to Member Protection Information Officer (MPIO)

1.2. Members Responsibilities

All MBA members are responsible for:

- Playing fairly and safely
- Playing by the rules
- Co-operating with coaches, team mates, officials and opponents
- Abiding by decisions
- Applauding all good play
- Abiding by Basketball Australia, Basketball NSW and MBA's various policies and procedures including Member Protection and Player/Spectator/Coaches and Officials Code of Conduct

2. CODES OF BEHAVIOUR

- 2.1. Players, officials and spectators are bound by BNSW Zero Tolerance Policies towards any abusive or inappropriate behaviour from players, spectators and team officials. These policies include:
 - Player's Code of Behaviour,
 - Spectators Code of Behaviour and
 - Coaches & Officials Code of Behaviour
- 2.2. These documents are available on the MBA website or upon request from MBA staff.
- 2.3. If any of these policies are breached, a designated official appointed by MBA may ask the person responsible to leave the premises, and may also be required to appear before the MBA Judiciary, where additional penalties such as suspensions may be applied.
- 2.4. Players and team officials who would like to offer feedback or request clarification on officiating issues should either speak to a Referees Supervisor or Court Supervisor at an appropriate time.

3. CONDUCT OF GAMES

- 3.1. All games are played under the jurisdiction of the MBA and shall be conducted according to the rules as laid down in the current "Official Basketball Rulebook" released by FIBA, except where variations are listed within these competition by-laws.
- 3.2. All games will be under the control of the MBA, which is responsible for receiving Competition Nomination Forms, Nomination Fees, Memberships and Game Fees.
- 3.3. The MBA is also responsible for compiling the draws, notifying team contacts of the draw and any changes to that draw, receiving notice for forfeits and notifying affected teams, as well as ensuring that the competition rules are adhered to.
- 3.4. The Competition Coordinator is primarily responsible for the application of all rules and the settling of any disputes.
- 3.5. The Competition Coordinator will assess each individual situation and direct it to the Operations Manager if required.
- 3.6. MBA staff and referees have authority over the conduct of MBA games and may assist in the enforcement of the Official Rules and MBA competition by-laws. They also have the power to cite any participant to appear before a disciplinary tribunal in the event of inappropriate conduct.
- 3.7. The MBA staff will endeavour to allocate teams into appropriate standard competitions and ensure the smooth running of those competitions.
- 3.8. 2019 will see the implementation of Courtside using iPads. Due to the expensive electrical equipment there is to be no food or drink on the score table. Scorers should conduct themselves in a professional manner and not become involved with the behavior of others. Whilst on scorebench you are apart of the referees team and therefore if there are issues with any of the equipment please report to staff.
- 3.9. 2019 includes Glory league being rolled out. Glory league is covered in Basketball Australia code of conduct, BNSW conduct and Glory league user policy and Glory League Good Behavior Guide and MBA Social Media policy.

4. ELIGIBILITY TO PLAY

- 4.1. All players must be registered members of the MBA and BNSW. It is the team's responsibility to ensure that all their players are registered members prior to playing.
- 4.2. Membership will expire twelve (12) months from the date of your initial registration and annually thereafter. This initial registration date will be applied to subsequent renewal of your membership (ie if your membership is paid late, the initial expiry date will be applied)
- 4.3. If you are currently a registered member of another Basketball Association, you will be required to provide evidence of this and pay an Affiliation Fee (Secondary Membership) to compete in a competition conducted by MBA.
- 4.4. Teams must nominate their players to their team to be eligible to play.
- 4.5. Team names will be accepted at the discretion of the Competition Coordinator
- 4.6. A registered player may not enter his or her name on the Courtside app or if unavailable the printed score sheet before taking the court. Any team who plays an ineligible player will forfeit that game. Names may only be added by an MBA staff member.
- 4.7. For their own welfare and safety, players under the age of 15 are not permitted to play in any Senior Competition. Special clearance will be considered in consultation with the Operations Manager.
- 4.8. Individuals from teams that have withdrawn from a competition and still have money owing, may not play again in any team until they pay their share of the debt the withdrawn team has incurred.

5. TEAM NOMINATION

- 5.1. All teams are required to have a team manager who will ensure the team and its members abide by these by-laws.
- 5.2. Teams must nominate at least seven (7) players for a team nomination to be accepted (except in Miniball)
- 5.3. Primary school aged competitions are all mixed competitions.
- 5.4. High School and Senior Competitions, are single sex competitions. There is no provision within these by-laws enabling players to play in a competition conducted for the opposite sex.
- 5.5. Where the Club was to conduct a Unisex Competition, this would have additional specific rules apply to its conduct in terms of Basketball NSW policy.
- 5.6. MBA reserves the right to refuse admission of any team or player into competitions if that player or team is deemed unsuitable for a particular division.
- 5.7. All teams having entered the competition and registered by paying the nomination fee commit to paying all game fees.
- 5.8. Teams must provide 7 days written notification if they wish to withdraw from any competition. In the event written notification is not received, all game and/or forfeit fines must be paid (refer to by-law 10.4)

6. FILL-IN PLAYERS

- 6.1. Players are only allowed to play in one competition per day/night except for juniors playing in senior competitions.
- 6.2. Players will also be allowed to fill-in for a team in a higher division/grade.
- 6.3. Players cannot play down a division for another team or play for a team in the division they are currently playing in.
- 6.4. Teams from the lowest grade may use players from that same division with the approval of MBA staff.
- 6.5. Fill-in players can only be sourced to complete a team of a maximum of 5 players only.
- 6.6. If regular team players arrive, fill-in players must substitute out of the game and may not return.
- 6.7. Players are allowed to fill in for a team that is in a higher grade than their own but not down

7. UNIFORMS AND PERSONAL APPEARANCE

7.1. General

- 7.1.1. Correct non-marking sporting shoes (pertaining to the sport of basketball) must be worn.
- 7.1.2. No jewellery will be permitted to be worn and nails must be kept short or appropriately taped as per FIBA, BA, NSWBA and MBA approved specifications.
- 7.1.3. Braces, guards or protective equipment can only be used if prior approval is given by MBA.
- 7.1.4. Hair must not be tightly platted or in dreadlocks to a length where there is a reasonable chance that another player may be hit.

7.2. Team Uniforms All Competitions

- 7.2.1. Members of each team entering one of our competitions will be required to wear numbered singlets of the same make, colour and style.
- 7.2.2. Shorts will not have any external pockets.
- 7.2.3. If any player is not in the correct uniform the team will concede 4 game points in total to the opposition team, to be allocated to the team score at half time.
- 7.2.4. New teams have a 3-week grace period to comply with the above by-law. Teams unable to comply within this timeframe must provide evidence of having ordered uniforms that are compliant with the competition by-laws.
- 7.2.5. Fill in players are exempt from the above rule, but must wear a playing singlet that does not clash with the opposing team's uniform.

8. SCORE-BENCH DUTIES

- 8.1. Each team is required to provide one score-bench official for their game.
- 8.2. Teams failing to provide a score-bench official will concede 4 points to the opposition team, to be allocated to the team score at half time.
- 8.3. Substitution players may complete score bench duties in Senior Competitions.
- 8.4. All other substitutions are required to sit on their designated team bench

9. FORFEITS

- 9.1. A team will forfeit a game if:
 - 9.1.1. They advise MBA before the scheduled game time that they are unable to play the game;
 - 9.1.2. They do not have at least 4 players ready to play within 10 minutes of the scheduled starting time of a game or they have not paid the relevant game fee within 10 minutes of the scheduled starting time of a game;
 - 9.1.3. Due to injury or players being fouled out during a game, they have less than 2 players that are eligible and able to play for the remainder of the game;
The team walk out and refuse to complete a game that has started.
- 9.2. Where a game is forfeited under clause 9.1.1 or 9.1.2 the result of the game shall be recorded as a loss against the team that forfeited, with the score entered as 20-0.
- 9.3. Where a game is forfeited under clause 9.1.3 the game shall be recorded as a loss against the team that forfeited. If the team that forfeited:
- 9.4. was ahead at the point of the game when they forfeited, the score shall be recorded as 20-0;
- 9.5. was behind at the point of the game when they forfeited, the score shall be recorded as it was at the time.
- 9.6. If both teams forfeit a game under 9.1.1, 9.1.2 or 9.1.3 both teams shall be recorded as losing the game and the score shall be 0-0.
- 9.7. Where a team forfeits a game under 9.1.4 the game shall be recorded as a loss against the team that forfeited.
- 9.8. Any team that has 3 un-notified forfeits in a single competition may be removed from the competition.
- 9.9. Refer to current schedule of fees for Forfeit fines

10. FINES AND OUTSTANDING FEES

- 10.1. Refer to the Schedule of Fees for forfeit fines.
- 10.2. All fines and outstanding fees must be paid prior to the team's next game, otherwise subsequent games will be declared "financial forfeits"
- 10.3. If a team withdraws from the competition after the draw has been completed, it will forfeit its Nomination Fee, unless given Operations Manager approval to withdraw.
- 10.4. All members of such teams must pay their share of any outstanding team fees before they will be allowed to resume playing for another team in an MBA competition.

11. GAME TIMING AND SPECIAL RULES

(SEE ALSO, TABLE 1 ON PAGE 9)

11.1. Miniball (Kindergarten to Year 5)

- 11.1.1. "No grabbing rule" - Defenders may not steal or grab the ball from a player who is holding the ball with 2 hands. This shall be deemed a violation, and possession of the ball will be given to the offensive team.
- 11.1.2. A player who commits 5 fouls must be subbed out of the game, but may return to the court
- 11.1.3. Back-court rule does not apply
- 11.1.4. Three point baskets will not be awarded
- 11.1.5. Coaches may enter the court to assist their team players, but must not obstruct or interfere with the referees

11.2. Open Primary School (Year 3-6)

- 11.2.1. Free throws are to be taken from the short line in front of free-throw line
- 11.2.2. Three point baskets will not be awarded
- 11.2.3. Zone Defence is not allowed
- 11.2.4. Coaches are not permitted to talk to the game officials. Any parent/coach concerns are to be directed in an appropriate manner to the court supervisor.

11.3. Year 7 & 8, Open High School and Senior Competitions

- 11.3.1. All game fees to be paid prior to teams taking the court
- 11.3.2. FIBA rules as amended by MBA

11.4. Senior Unisex Competitions

- 11.4.1. There must be no more than three members of the one gender on the court throughout the game
- 11.4.2. Teams may start a game with only four players, provided that there is at least one player of each gender present
- 11.4.3. A male player may take a defensive position in front of a female player but must not attempt to block her shot. The male player's feet must remain on the ground and his hands kept within his cylinder. The penalty for breach of this clause will be as if a shooting foul had been committed but with no foul recorded.
- 11.4.4. The above rule does not prevent a male player stealing or attempting to steal the ball from a female player. The rule only applies when the female player is making a legitimate attempt to shoot the ball and applies only after she has picked up the ball and it has reached the level of her shoulder
- 11.4.5. Males are not allowed to handle the ball within their team's offensive keyway. The penalty for breach of this clause shall be possession awarded to the other team for a throw in.
- 11.4.6. A game shall be forfeited if a team has no male or no female players remaining on the court. The score shall stand if the team forfeiting was behind or recorded as 20-0 if the team forfeiting was ahead
- 11.4.7. All other by-laws to be applied as per Senior Competitions

12. STARTING OF GAMES

- 12.1. Where a game cannot start because one team has less than 4 players available or has not paid game fees, the game clock shall be started as usual.
- 12.2. This team will then have ten (10) minutes to have sufficient players and/or fees paid present to start the game before the game is forfeited.
- 12.3. Upon sufficient players being available, the game will commence without the clock being reset.

12.4. The team that had sufficient players to start the game at the scheduled time will be awarded 2 points for every minute or part thereof that had expired before the game started.

13. ELIGIBILITY TO PLAY FINALS

- 13.1. In order to be eligible to play in the Semi Finals and Grand Finals, a player must have played in at least 50% of all games during the competition.
- 13.2. Where a player has joined a team part way through the competition, then they will be required to have played 75% of the games in the second half of the competition.
- 13.3. Any players want to sign up in the last 5 rounds must be approved by competitions co-ordinator
- 13.4. As with all games, teams must have a minimum of 4 players available to start a semi-final or grand-final match. Fill-in players will not be allowed in semi-finals or grand-finals.
- 13.5. Eligibility appeals should be made to the MBA at least one week prior to the game. Supporting evidence must be produced by players who have been unable to play due to illness, injury or representative duties. Exceptional circumstances will be taken into consideration.

14. COMPETITION POINTS TABLE

- 14.1. There is no competition points table for Miniball
- 14.2. A competition points table will be maintained by the Club to determine standings for teams during the course of competitions.
- 14.3. Points will be awarded Competitions, as follows:
- Win: 3 Points
 - Draw: 2 Points
 - Loss: 1 Point
 - Bye: 3 Points
 - Notifying the day before game or earlier, 0 Points
 - Notifying the day of game, After 12.00pm: Minus 3 Points
 - Financial, unregistered or ineligible player forfeit: Minus 3 Points
- 14.4. Positions on the points table will be determined by the following, in order:
- Number of points accumulated during the course of the competition,
 - Fewest number of forfeits given
 - Results of games played between tied teams
 - Percentage of points for and against scored in all games played

15. SEMI FINALS AND GRAND FINALS

- 15.1. There are no finals for Miniball.
- 15.2. For all other age divisions, at the end of the regular competition season, the following finals format will take place:
- 15.2.1. Semi-Finals
- 1st placed team versus 4th placed team
 - 2nd placed team versus 3rd placed team
- 15.3. The winners of the two semi-finals will progress to the Grand-Final.
- 15.4. In addition to semi-finals, play-off games will generally be played for teams that do not qualify for semi-finals.
- 15.5. For semi-finals and grand finals, the following timing rules shall apply:

- Each team will be entitled to call 2 time out per half. The clock will be stopped for all time outs.
- The last two minutes of the fourth quarter will be fully timed, only if the score becomes 10 points or less.
- In the event of a draw, extra periods of 3 minutes will be played until a result is achieved.

Table1: Game Timing and Special Rules by Age Division

Age Division	Game Timing	Clock Stops	Timeouts	Ball	Ring
Biddyball Miniball	2 x 15 minute halves 10-15 minute half time skills session	No	No	size 5	8 feet, 6 inches
Open Primary School	2 x 20 minute halves 3 minute half time	Timeouts Last minute of game fully times (if margin is less than 10 points)	1 per team per half	Size 6	10 feet
High School Competitions	2 x 20 minute halves 3 minute half time	Timeouts Last minute of game fully times (if margin is less than 10 points)	1 per team per half	Female – Size 6 Male – Size 7 Unisex – Size 6	10 feet
Seniors	2 x 20 minute halves 3 minute half time	Timeouts Last minute of game fully times (if margin is less than 10 points)	1 per team per half	Female – Size 6 Male – Size 7 Unisex – Size 6	10 feet

16. REFEREES

- 16.1. Our referees undertake a critical role in the delivery of our Local Competitions and are to be shown the appropriate level of respect from all participants and supporters.
- 16.2. As indicated earlier, our Club maintains a Zero Tolerance Policy for each of our competitions (in accordance to the Basketball NSW Zero Tolerance Policy and Codes of Behaviour) towards any abusive or inappropriate behaviour from players and team officials towards referees, players, score bench personnel or members of the public.
- 16.3. It is our intention to provide two referees for each competition game played. Individuals are encouraged to become involved with refereeing to assist the Club in this important area.
- 16.4. The match referee will make every effort to have games commence on time. This will be assisted by teams being ready to play at the scheduled starting time of the game. Referees will also make every effort to ensure that subsequent periods are commenced on time.
- 16.5. The match referee will check and sign the scoresheet to verify the correct result at the conclusion of the game
- 16.6. The match referee will note down on the Courtside app or if unavailable the scoresheet at the end of each game any players name who has received a Technical Foul and the reason for the Technical Foul (eg: offensive language).

17. PROTESTS / REPORTING OFFENCES

MBA is committed to providing a safe and enjoyable playing experience for all participants. It is essential that all participants are aware of their responsibilities with regard to their own conduct (see sections 1 and 2 of these by-laws for more details). Please note also there are measures in place for any participant or team that has a specific concern they would like addressed. It is essential that participants abide by these parameters to enable a fair and equitable outcome when resolving disputes.

- 17.1. All protests regarding the outcome of a match should be lodged with the Court Supervisor or the Basketball Office within 48 hours of the alleged incident.
- 17.2. Other complaints should be handed to the Court Supervisor or sent to the Operations Manager within 48 hours of the alleged incident.
- 17.3. MBA operates under the Disciplinary Tribunal by-laws of Basketball Australia. A person will be reported if they committed an offence under the by-laws or acted in a manner which is detrimental to the proper and efficient conduct, control or administration of basketball.
- 17.4. Records of players who receive Technical Fouls will be monitored by MBA. The penalty system (shown in Table 2 below) applies to players who receive Technical Fouls throughout a competition
- 17.5. The consequences listed in Table 2 (below) do not stop a player being reported to face MBA's Disciplinary Tribunal for behaviour which is deemed to be contrary to these by-laws and any codes of behaviour associated with playing basketball within MBA.

Table 2: Unsportsmanlike OR Technical Foul & Consequence Matrix

Technical Foul	1	2	3
Consequence	Name reported	1 week break	Attend next scheduled board meeting to discuss ongoing involvement in competition. Not to play further games until the attendance at that board meeting.

18. INJURIES

- 18.1. All injuries must be reported to the Competition Coordinator.
- 18.2. All injury report forms must be completed by the Competition Coordinator, MBA staff member or game referee.
- 18.3. In the event of an injury, the referee will use his or her discretion as to when to stop the game. Spectators, coaches and managers are not to go onto the court until requested.
- 18.4. In the event of serious injury, an ambulance should only be called with permission from the injured person or their parent. The injured party should not be moved or treated by unqualified personnel.
- 18.5. For all details on Basketball NSW Sports Injury Insurance, including claims Procedures please check the "Sports Insurance" section of the Basketball NSW Website: <http://www.bnsw.com.au/about/insurance/>



2018 MAITLAND BASKETBALL SCHEDULE OF FEES

MEMBERSHIPS

Prices effective 1st February 2018

(VALID FOR 12 MONTHS)

SENIOR (18+)	DOB 2000 OR EARLIER	\$100
JUNIOR (12-17)	DOB 2001-2006	\$80
MINIBALL (8-11)	DOB 2007-2010	\$50
UNDER 8 (7-)	DOB 2011 OR LATER	\$20
OTHER (NON-PLAYING MEMBER)		\$20
SECONDARY MEMBERSHIP (AFFILIATE)		\$20

TEAM FEES

Winter Competition 2018 Prices

TEAM NOMINATION FEE (PER COMPETITION)

PRIMARY N/A HIGH SCHOOL \$55 SENIOR \$65

WEEKLY GAME FEES (PER GAME)

PRIMARY N/A HIGH SCHOOL \$55 SENIOR \$65

PLAYER FEES

Primary School – compulsory; High School - Optional

PER PLAYER AMOUNT - PAYMENT DUE BY ROUND 3 OF COMPETITION

Payment of Player Fees are made instead of team nomination and weekly game fees. Membership must also be paid

Competition	6 players	7 players	8 players	9 players
Open Primary (Friday) 16 weeks	\$150	\$130	\$110	\$100
Year 7/8 (Monday) 18 weeks	\$170	\$145	\$125	\$110
Open High (Wednesday) 19 weeks	\$180	\$150	\$135	\$120

DEVELOPMENT PROGRAMS

Prices Effective Term 1, 2018

MINIBALL (Kindy – Year 5)	per term	\$90
AUSSIE HOOPS New Player (includes Aussie Hoops Pack)		\$100
AUSSIE HOOPS Returning Player (no Aussie Hoops Pack)		\$70

AUSSIEHOOPS - Membership not required

ALL PLAYERS IN ALL COMPETITIONS/MINIBALL MUST
HOLD A CURRENT MBA MEMBERSHIP

