



**Incorporating**

**VICTORIAN JUNIOR CHAMPIONSHIP LEAGUE  
(VJCL)**

**VICTORIAN JUNIOR LEAGUE  
(VJL)**

**REGIONAL BASKETBALL  
(REG)**

# **RULES OF OPERATION NO. 23**

**A copy of these rules must be available at all venues in which Melbourne United Victorian Junior Basketball League games are played.**

**MUVJBL Friday night emergency 0430 541 847**

**[vjbl.com.au](http://vjbl.com.au)**

**As at 10/11/16**

**QUICK REFERENCE GUIDES - ENSURE FULL SET OF RULES IS UNDERSTOOD IN EACH INSTANCE**

**Grading: Quick Reference**

Refer Rules: 3.4.1 / 3.4.2 / 3.5.1 / 3.5.2 / 3.7 / 4.7 / 5.1.2 / 5.2 / 6.2.1 / 6.2.2 / 6.2.3 / 6.5 / 6.6 / 7.2 / 7.2.1 / 7.6

**Player: Qualification Quick Reference**

Refer Rules: 3.1 / 3.2 / 3.3 / 3.4 / 3.4.1 / 3.4.2 / 3.5.1 / 3.5.2 / 3.6.1 / 3.6.2 / 3.6.3 / 5.1 / 5.1.2 / 5.1.3, / 5.3 / 6.5 / 6.6 / 6.8 / 10.5

**Team: Quick Reference**

Refer Rules: 3.4.1 / 3.4.2 / 3.5.1 / 3.5.2 / 3.7 / 4.7 / 5.1.2 / 5.2 / 6.2.1 / 6.2.2 / 6.2.3 / 6.5 / 6.6 / 7.2 / 7.2.1 / 7.6 / 8

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## GLOSSARY OF TERMS

<b>MUVJBL</b>	Melbourne United Victorian Junior Basketball League
<b>VJCL</b>	Victorian Junior Championship League
<b>VJL</b>	Victorian Junior League 1 - 4
<b>REG</b>	Regional
<b>BV</b>	Basketball Victoria
<b>ADMIN</b>	MUVJBL or Regional Administration staff
<b>DELEGATE</b>	Commission Delegate ( 1 ) appointed by each BV affiliated Association permitted to enter a team in the MUVJBL and authorized to vote at meetings
<b>COMMISSION MEETINGS</b>	Junior Representative Commission Delegates Meetings
<b>JRC COMMISSIONERS</b>	Junior Representative Commission Commissioners
<b>JRC COMMISSIONERS MEETINGS</b>	Junior Representative Commissioner Meetings

## 1. CHARTER

**1.1** Refer to Junior Representative Commission Charter (MUVJBL).

## 2. COMPETITION ENTRY

### 2.1 CONDITIONS OF ENTRY INTO THE MUVJBL:

The Championships are open for entry by all Associations, both Metropolitan and Country and nominated by the Melbourne United Victorian Junior Basketball Leagues following a qualifying competition (Grading).

The Melbourne United Victorian Junior Championship League shall have no more than twenty (20) teams entered but the MUVJBL delegates may nominate less than twenty teams participating for a particular division.

A maximum of Two (2) teams per Association, per age group, per gender may be accepted in the Victorian Junior Championship League.

The MUVJBL is a home and away competition with the ability for administrators to schedule neutral venues where appropriate. if it is deemed necessary to conduct a game at a neutral venue due to travel then this will occur for both games between the teams involved.

All teams participating in the MUVJBL shall adhere to the Rules of Operation of the MUVJBL. All players, coaches, parents, referees and spectators must abide by the Codes of Conduct as distributed by MUVJBL

Teams nominated by their Associations are graded according to qualifying competitions conducted by the MUVJB Administration..

Entry forms will be sent to all affiliated Associations and all pages and requirements must be completed and returned with the appropriate payment by the due date or the entry may not be accepted.

To be eligible for admission into the MUVJBL competition an Association must have a home court venue which meets the standards required by the JRC Commissioners. Matches must be conducted according to the guidelines laid down by the JRC Commissioners.

Associations participating in the Victorian Junior Championship League must supply two (2) Junior Panel Referees for each three (3) championship teams. Associations not complying with this requirement may have their home games substantially reduced as well as the MUVJBL Administration imposing fines.

Coach compatibilities will be considered where a coach is responsible for two (2) teams or an older player is coaching a younger team provided this does not compromise the requests of an opposition team or require early long travel. We will not consider compatibilities for two under 12 teams. It is also unlikely that compatibilities can be granted consistently for Under 12 & 14 and Under 14 & 14 and we suggest where possible there be an age group gap between teams. (e.g. 12 & 16)

The MUVJBL Administration shall ask for finals tenders from Associations wishing to host finals in any of the MUVJBL Competitions. These tenders will outline all of the requirements that associations need to abide by to be eligible to host finals.

All persons attending should be aware that photographs taken at games may be published by Basketball Victoria and MUVJBL for promotional purposes. (Refer MUVJBL Video and Photography Policy)

- 2.1.1 New or Re-Applying Associations that didn't participate in previous season must send their expression of interest to the MUVJBL Administration by the 31st March prior to the start of the season in which you want to commence.(Refer to New and Re-Applying association Policy for more information.)

## **2.2 ASSOCIATION CONTACT & DELEGATE**

- 2.2.1 Each Association will nominate one Association Contact. This will be the point of contact for all information for the Association. Associations may at the discretion of the MUVJBL Administration nominate more than one contact.
- 2.2.2 The Association Contact may be changed at any time using the online registration program and by sending written notification to the MUVJBL Admin.
- 2.2.3 Each Association will nominate one JRC Delegate. This will be the person that attends the JRC Delegate Meetings & AGM and casts the Vote on behalf of that association.
- 2.2.4 JRC Delegate Meetings

Each year the MUVJBL will hold 3 (in exceptional circumstances 4) JRC Delegate meetings including the JRC AGM.

Each Association is required to have a Delegate in attendance at each of these meetings. Failure to have a Delegate attend any one of these meetings during the MUVJBL Calendar year commencing November 1<sup>st</sup> will incur a fine. (See Appendix D)

If the Nominated Association Contact Delegate is unable to attend a scheduled meeting, the Association must provide the MUVJBL Administration with the name of the person who will represent that association for the nominated meeting. This must be nominated by the Association Contact Delegate prior to that person being able to exercise a vote.

The JRC Commissioners, MUVJBL and Regional Admin are not permitted to be nominated as the representative for any association.

One (1) person may not represent more than one Association at any one meeting.

## **3. PLAYER, REGISTRATION, ELIGIBILITY & MOVEMENT**

### **3.1 REGISTRATIONS:**

Each new player registration must be entered online by the Association after the verification of the player's birth certificate and/or passport has been sighted by the registering association. The registrations must be

lodged within 14 days of the player's first game. (See rule 4.6 regarding adding new players during Championship season)

The registration remains valid until a clearance is approved.

A fine is applied for any player not registered within 14 days of his/her first game.

The MUVJBL Administration shall conduct random checks of players age throughout the playing year. Associations will be asked to forward proof of age to the MUVJBL Administration, in the form of a photocopy of a birth extract and/or passport.

Players playing in an age group other than their normal registration must make a notation on the back of the score sheet to this effect on each occasion. (See rule 3.6.2 and 3.6.3 regarding playing up an age group)

### **3.2 PROCEDURES REGARDING UNREGISTERED PLAYERS:**

If a team plays one or more players who remain unregistered after the 14 day period, Refer Rule 3.1 a penalty shall be imposed for the match or matches in which they participate.

Games played while a player remains unregistered beyond the 14 days will not count towards qualification for finals

Player qualification is checked each week by the MUVJBL Administration or their nominees

### **3.3 INELIGIBLE PLAYERS:**

An ineligible player is one who;

- Has not been cleared from another association or been given permission to play by the MUVJBL Administration.
- Is suspended.
- Is over age for the competition. A player must be under the given age on the 31<sup>st</sup> December of the year of the competition.
- Infringement of player Movement Rules. (Refer Rule 3.4, 3.5 & 3.6)
- Infringement of clearance rules. (Refer Rule 4.4, 4.5, 4.6 & 4.7)

**Penalty:** If a team plays an ineligible player, then the following shall apply:

- In grading phase a penalty may apply at the discretion of the MUVJBL Administration.
- In Championship phase the winning team with offending player – match score to read 0 – 2 loss recorded and a fine will be imposed.
- The losing team with offending player – match score stands and a fine will be imposed.

### **3.4 PLAYER MOVEMENT - GRADING PHASE & CHAMPIONSHIP PHASE:**

3.4.1 No player shall play for two teams at the same age level in the same round.

3.4.2 No player shall move between teams of the one association in the same division/league.

### **3.5 PLAYER MOVEMENT - GRADING PHASE (PRE-GRADING, GRADING PHASE ONE & TWO):**

3.5.1 Any player who plays one (1) or more games with a team during Pre-Grading or Grading Phase One shall not be eligible to transfer or to play with any other team during Grading Phase One, except with approval in exceptional circumstances by MUVJBL Administration.

3.5.2 Any player, who plays one (1) or more games with a team during Grading Phase Two, shall not be eligible to change teams during Grading Phase Two or the Championship phase. Approval to transfer after the player has competed in Grading Phase Two will be granted only in exceptional circumstances by MUVJBL Administration.

## **3.6 PLAYER MOVEMENT – CHAMPIONSHIP PHASE -**

**3.6.1** If due to any reason a team should have less than eight (8) players for VJCL grades and less than seven (7) players for VJL & Regional grades for a particular round a player from a lower graded team from the same association and age group may play. This player is limited to a maximum of two (2) games with the higher team. Permission to play more than two (2) games may be sought from the MUVJBL Administration in exceptional circumstances. (If players are missing due to being on holidays, this will not be accepted as a valid reason)

**3.6.2** Should a team require extra player(s) and do not meet the requirements in 3.6.1 then players from the same association in a lower age group may play in the older age group but can move down a maximum of only one division.

This player(s) is limited to a maximum of two (2) games with the higher team. Permission to play more than two (2) games in exceptional circumstances must be sought from the MUVJBL Administration.

**3.6.3** A player moving up more than one age group must have written permission in the approved form from their parent or guardian. A player can play up a maximum of two age groups, but can move down a maximum of only one division.

(Players may play in more than one age group in the same round, but can't play twice in the same age group)

## **3.7 TEAM LISTS**

All Associations are to enter their players online into the relevant team lists for each team entered in all Pre-Grading, Grading and Championship phases and any changes to team lists are required before the start of their first game in each phase. Refer Rule 3.5.1 / 3.5.2. Players who are not on the team lists are to record their details on the reverse of the scoresheet, including their name, D.O.B and signature. Teams must note on the back of the scoresheet if the player is a permanent addition or a fill in player for that week

When using stadium scoring, any new player must be added to the team list. MUVJBL Administration will run a report following each round to check any players added by stadium scoring have been registered by the Association..

Penalty: In the event that the team lists are not submitted, a fine, or fines will be imposed until received. In the event that the team list is altered and not re-submitted, a fine, or fines will be imposed until received. (Appendix D)

## **3.8 REVIEW OF GRADED TEAM**

The MUVJBL Administration may review the graded position of a team where movement of player is considered to alter the playing standard of the team during grading.

## **4. PERMISSION TO TRAIN & CLEARANCES**

### **4.1 NEGOTIATION OF CLEARANCE**

A player who is registered and playing or has played with an association in a representative competition may not train with, negotiate a clearance to or register with another association without written approval from their current association.

An association intending to negotiate with a player for a clearance shall not commence the negotiations until the player has the necessary written permission. (Refer to Clearance Policy for further details.)

### **4.2 NEGOTIATION OF PERMISSION TO TRAIN:**

Players registered with one Association may not train or negotiate a transfer with another Association without the written approval of the Association with whom the player is registered on the approved Clearance or Permission to Train form, available on the website at [vjbl.com.au](http://vjbl.com.au)



Proof of such approvals, must be made available on request by the MUVJBL Administration. Players may appeal to the JRC Commissioners if such permission is not granted.

### **4.3 TRAINING WITHOUT PERMISSION**

If an Association has allowed a player to train without the written permission of the Association with which he/she is registered, the registration of the player with his/her new Association may be refused until the end of the season. A fine shall be imposed on the offending Association. Associations must sign and return all Permission to Train applications within five (5) days of the application to the applicant.

\*Note; It is recommended that Associations take a copy of the completed forms to ensure correct dealings should any problems arise. The MUVJBL Administration do not require copies of the permission to train form unless requested.

### **4.4 CLEARANCES FORMS:**

Clearance Forms are available from the MUVJBL Office and the MUVJBL Website.

Associations must respond to all clearance applications within fourteen (14) days. They may be granted or refused. Grounds for refusal are non fulfillment of obligations in any written agreement between the player and Association or, the player has outstanding property or money due to the Association.

If the player has not received a response within the fourteen (14) days the player has the right to notify the MUVJBL Administration who may conduct an investigation. This investigation may result in a clearance being approved or refused.

A player may not take the court until a clearance receipt is sighted; this may take up to seven (7) days once lodged with the MUVJBL Admin. All clearance receipts will be published on the MUVJBL website

### **4.5 ELIGIBILITY TO PLAY:**

Eligibility to play for a new Association after Player Movement has been suspended, (see rules Player Registration, Eligibility & Movement) may be granted on successful application to the MUVJBL Administration.

**The following grounds to make an application are;**

- A player who has been excluded from all teams of the Association prior to round one.
- A player who has been involved in a substantial residential move.
- Any player who has not competed for any Association in Grading Phase 2 or Championship Phase
- In exceptional circumstances as approved by VJBL Administration.

Penalty: If a player, who participates in a game, fails to obtain a clearance a fine will be imposed on the offending association and the game penalty as described in 3.3 shall be imposed.

### **4.6 NEW UNLISTED/UNREGISTERED PLAYER**

If an association wishes to register any player\* with a team during the Championship Phase of the season, and that player has not played for that team in any other grading game, an application must be made by the association on the added player form found on the website. Once lodged the MUVJBL Administration will consider the applications.

\*Any player includes and is not limited to, a player moving from another team within an association, a player seeking to clear from another association or a new player to the competition.

The MUVJBL Administration may consult as appropriate and may:

- (A) Refuse the application
- (B) Grant the application for a limited time
- (C) Grant the application subject to review and feedback over the subsequent weeks
- (D) Grant the application unconditionally

Permission to play a new player after Round 11, even for one round, must be sought from the MUVJBL Administration prior to the start of the game via email or the Friday night work mobile.

## 4.7 MAXIMUM NUMBER OF CLEARANCES PER TEAM

Teams participating in VJL 3 (or higher) will be granted permission to accept a maximum of two (2) players into their team whom have cleared from another association after having played with another association in the previous Championship Season

Note:

This rule will not be enforced in the U20 age group and will apply for all other age groups as follows:

During Grading Phase One:

This rule will apply for U/14, U/16 and U/18 teams that are playing Pools 1-5 (Ranked 1-88) and will then extend to crossover games "A-V". It will apply for Under 12 teams playing Pools 1-6 (ranked 1-104)

During Grading Phase Two:

This rule will apply for teams that are playing in Pool XX, AA, BB, CC and Under 12 Pool DD and will then extend to crossover games "A-T" (A-X U/12s), crossover games "AA-LL" and crossover games "A-D".

During Championship Phase:

This rule will apply to all teams (except U20's) across all age groups that are playing in VC, VJL1, VJL2 and VJL3. This rule does not apply to all VJL4 competitions and below.

## 5. PLAYER QUALIFICATION

### 5.1 QUALIFICATION FOR FINALS:

To be eligible to represent a team in finals, a player must play a minimum of 40% of games with that team. In the case that 40% would not be a round number then the total will be rounded up. (i.e. 7.2 games would become 8 games) Grading games are not included in the total. If a new player is ineligible to qualify for finals they are not permitted to play with your team, unless permission is granted in exceptional circumstances by MUVJBL Administration.

This ruling is applicable across all divisions of the Melbourne United Victorian Junior Basketball League as well as the Regional Grades.

#### 5.1.2 Demonstration of Games Qualification:

For the sole purpose of game qualification a player shall be considered to have played in that particular game when the player is in uniform and able to take the court, and signs the back of the scoresheet in a manner that permits identification, in his/her own hand on the day of the match, beside their name.

Stadium scoring - For the sole purpose of game qualification a player shall be considered to have played in that particular game when the player is in uniform and able to take the court, players may be made active at any stage of the game.

Medical certificates may be accepted as evidence of injury/illness and can be used for exemption to game qualification criteria **only if the medical certificate is submitted within fourteen (14) days of the diagnosis.** A medical certificate submitted to cover either or both of the last two rounds for the season must be received by MUVJBL Administration by close of business on the Monday following the last game.

#### 5.1.3 Exemptions: (Finals)

If a team can demonstrate to the MUVJBL Administration that they cannot field eight (8) qualified players for VJCL grades and seven (7) qualified players for VJL / Regional grades due to injury the MUVJBL Administration may grant permission for a player from a lower grade or age group to play. The player from the lower age group must not be from a higher grade.

## 5.2 QUALIFICATION FOR RE ASSESSMENT/CROSSOVER GAMES: (GRADING PHASE)

To be eligible to participate in re assessment /crossover games a player must play 1 game in that phase.

A crossover game is when a team plays an opposing team from a different pool.

A re assessment game is when a team is given a game against a team in another division.

## 5.3 NUMBER OF PLAYERS FOR GRAND FINAL ONLY

All Age Groups are permitted to play up to Twelve (12) qualified players in the Grand Final only.

## 6. RULES OF THE GAME

### 6.1 FIBA RULES

FIBA rules apply to all competitions with the following amendments:

### 6.2 TIMING RULES

#### 6.2.1 Pre – Grading and Grading Phase One Timing rules – Pool One and beyond:

The games shall be played in Grading Phase One with the following timing to apply:

The games shall be played in 4 X 10 minute quarters. The clock shall stop for all time-outs throughout the game and for every whistle in the last one minute of the second quarter and the last three minutes of the 4<sup>th</sup> quarter. Half time interval shall not exceed two (2) minutes, quarter times shall not exceed 1 minute. Each team is entitled to Two (2) time outs per half.

For all Pool One and Two games in Under 14 and Under 16, the shot clock will be in operation.

For all Pool One, Two, Three and Four games in Under 18, the shot clock will be in operation.

#### 6.2.2 Grading Phase Two & Championship Phase Timing rules.

##### **Pool AA, XX, and Under 20 Pool 1 & 2 and Victorian Junior Championship League**

The games shall be played in four (4) quarters with the following timing to apply

Under 12	4 X 7 Minute Quarters <b>No Shot Clock for Under 12`s</b>
Under 14, 16, 18 & 20	4 X 8 Minute Quarters

Each team is entitled to two (2) time outs in the first half and three (3) time outs in the second half.

Maximum of 2 of these time-outs in the last 2 minutes of the game The clock stops on every whistle throughout the game.

The shot Clock operates in all games except the Under 12`s.

Quarter time and three quarter time shall be one (1) minute. The Half time interval shall be two (2) minutes.

#### 6.2.3 Grading Phase Two & Championship Phase Timing rules

##### **Grading Phase Two - Pool BB and Below**

NOTE: Under 18 Pool BB and CC & all U20 grades – 24 second shot clock operates in all grades where shot clock equipment is available

##### **Championship Phase VJL 1 and below**

The games played in Grading Phase Two Pools BB and below and Championship Phase for VJL 1 and below as per rule 6.2.1

Under 18 VJL 1,2 & 3 & all Under 20 grades– 24 second shot clock operates where shot clock equipment is available

#### 6.2.4 Timing rules for all Finals and Grand Finals remain the same as the regular season with the addition of the following:

If scores are level at the end of the game, an extra five (5) minutes will be played after a one minute break, to achieve a result. All fouls stand. One (1) time out for each team is allowed. Any subsequent extra periods will

follow the same rule to achieve a result

- 6.2.5 Heat Timing** - All stadiums must be fitted with a thermometer. On hot days, court temperature must be taken hourly whilst the stadium is in use and must be recorded in a permanent record kept at the stadium. If the stadium is in sections, the temperature must be taken in each section.

When the court temperature reaches 30oC the Venue Supervisor must consider implementing and where the court temperature reaches 35oC, must implement the following timing rules:

The referee must call an additional compulsory timeout in each quarter if no timeout has been called by half way through the quarter.

When the court temperature reaches 40o C games must be abandoned.

Timing regulations must be placed on the score bench by the Association hosting the matches.

Scoring guidelines are available on the MUVJBL website.

### **6.3 WARM-UP TIME:**

It is recommended teams be given a five (5) minute warm up before the game, however The Venue Manager, after consultation with both Coaches, may amend this time to a minimum of three (3) minutes. Referees do not have discretion to vary this time with out the agreement of both coaches.

### **6.4 SHOT CLOCK**

Where specified the shot clock will be in operation as per the FIBA rules, except the shot clock won't reset to 14 seconds and with the exception of the under 14 age group.

Shot Clock Rules for Under 14's shall be as follows: (this coincides with Under 14 Club Championships)  
The 24 second device will not be started until the Ball enters the team's frontcourt.

The ball Enters a team's frontcourt when:

- It touches the frontcourt.
- It touches a player or an official who has part of his/her body in contact with the frontcourt.
- During a dribble from backcourt to frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt. (This applies to the player only as long as they are dribbling.)

### **6.5 STARTING PLAYERS:**

- Pre-Grading and Grading Phase One - Pools 1 to 6 must have five (5) players to start the game.
- Pre-Grading and Grading Phase One - Pools 7 onwards must have four (4) players to start the game.
- Grading Phase two Pools AA, BB, CC & DD and all Under 20 games - must have five (5) players to start the game.
- Grading Phase two - All other games not stated above - must have four (4) players to start the game.
- All teams competing in VJCL and VJL - must have five (5) players to start the game.
- All teams competing in Regional - must have four (4) players to start the game.

### **6.6 LISTING OF PLAYERS SCORESHEET & STADIUM SCORING**

**Scoresheets:** Grading Games, Home and Away games plus lead up Finals - The maximum number of players names listed on the scoresheet for Under 12-16 age groups is limited to twelve (12) of which ten (10) are permitted to play. These ten (10) players only, must be nominated before the game and must sign for qualifications purposes.

**Stadium Scoring:** If a player is new or unregistered you will need to add the player courtside at the game. Please note- Adding an ineligible player will risk losing the game.

Players who participate in the game must be marked as active for qualification purposes

Teams participating in the Under 18 and Under 20 MUVJBL Competition can list and play a maximum of 12 players for all MUVJBL games.

**6.6.1** Scoresheets: Players who are not listed on the scoresheet and will be playing in a game are to record their details on the reverse of the scoresheet, including their name, D.O.B and signature. Teams must note on the back of the scoresheet if the player is a permanent addition, Refer Rule 4.6, or a fill in player for that week. Note: Every player must be registered within 14 days of playing their first game with an association. (Refer to Rules 3 and 4.6)

**Stadium Scoring:** If a player is new or unregistered you will need to add the player courtside at the game. Please note- Adding an ineligible player risk losing the game.

Players who participate in the game must be marked as active for qualification purposes

## **6.7 BASKETBALL SIZE, TIME IN THE KEY, FOUL LINE, THREE POINT LINE:**

All Girls and under 12 and under 14 Boys shall play with a size 6 MUVJBL approved basketball

All Under 16, 18 and 20 Men shall play with a size 7 MUVJBL approved basketball

	<b>Under 12</b>	<b>Under 14/16/18/20</b>
Time in the Key	5 Seconds	3 Seconds
Foul line	1m short	Standard

All Under 16, 18 and 20 Competitions will use the extended Three Point Line.

## **6.8 UNDER 12 AND 14 NO ZONE RULE:**

At no stage is a Zone defense permitted during an Under 12 or Under 14 MUVJBL game. This rule is applicable to all VC, VJL and Regional Competitions. For the 'No Zone Policy and Procedures see Appendix F - Rules of Operation

# **7. COMPETITION STRUCTURE, FINALS, DETERMINATION OF RANKINGS & FIXTURES.**

## **7.1 COMPETITION DATES AND STRUCTURE:**

The JRC Commissioners shall determine the structure of the coming year and shall publish the commencement and competition dates of each phase (spring, grading and championship).

## **7.2 GRADING:**

Initial ranking of teams shall be made on the basis of previous performances. Submissions may be taken into account. Then they shall play a series of grading games in a format to be presented for approval of the Delegates on an Annual basis.

Grading usually consists of ten (10) teams per grade / pool. The MUVJBL Admin. may authorise a number in a grade/ pool other than ten (10)

In Regional grades, efforts will be made to allocate teams into competitions to reduce travel.

Grading shall take a maximum of eleven (11) weeks with a maximum of eleven (11) games.

### **7.2.1 Grading (special game required):**

The MUVJBL Admin reserves the right to require a special extra game in Grading Phase 2, to provide an opportunity for an undefeated team that is very likely to be otherwise under-graded as demonstrated by the margin of their wins, to reach a higher grade than otherwise possible.

### **7.3 DEFERRED GAMES BY ASSOCIATION REQUEST:**

A written request should be submitted to the MUVJBL Administration stating the reason/s for the deferral. If the deferral is subsequently granted the requesting Association is responsible for negotiation, agreement and organization via the designated Association Officials. The following conditions must be met and agreed to in writing by both parties and a copy sent to the MUVJBL Administration for ratification prior to the playing of the rescheduled game.

- Agreement by both teams.
- The playing of the game within 30 days of the fixtured date.
- The time, date and venue the match has been rescheduled.
- Payment of a compensation fee for each deferment may be re-directed to the venue which loses the fixtured game.

Ratification by the MUVJBL Administration after written notification of the details of the deferment is required.

### **7.4 ABANDONED GAMES:**

Any game abandoned due to unforeseen court difficulties shall be resolved as follows:

- Any game terminated during the first half shall be replayed unless by mutual agreement the teams agree to the result being accepted as final.
- Any game terminated during the second half shall have the following formula applied unless by mutual agreement the teams agree to the result being accepted as final  
(Mutual Agreement to be noted on the back of Scoresheet and signed by both coaches)

When using stadium scoring – If by mutual agreement, the teams agree to the result being accepted as final then both Association delegates will need to advise MUVJBL by email as there is no way to note the agreement

VC GAMES (Played in Quarters 4 x 7mins)

- 4 minutes or less remaining and the margin is 8 points or less the game will be replayed. If the Margin is above 8 the result will stand.
- More than 4, less than 7 minutes remaining and the margin is 12 points or less the game will be replayed. If the Margin is above 12 the result will stand.
- 7 minutes or more and the margin is 15 points or less the game will be replayed. If the Margin is above 15 the result will stand.

VC GAMES (Played in Quarters 4 x 8mins)

- 4 minutes or less remaining and the margin is 8 points or less the game will be replayed. If the Margin is above 8 the result will stand.
- More than 4, less than 8 minutes remaining and the margin is 12 points or less the game will be replayed. If the Margin is above 12 the result will stand.
- 8 minutes or more and the margin is 15 points or less the game will be replayed. If the Margin is above 15 the result will stand.

VJL & Regional Games (Played in Quarters 4 X 10mins)

- 5 minutes or less remaining and the margin is 8 points or less the game will be replayed. If the margin is above 8 the result will stand.
- More than 5, less than 8 minutes remaining and the margin is 12 points or less the game will be replayed. If the Margin is above 12 the result will stand.
- 8 minutes or more and the margin is 15 points or less the game will be replayed. If the Margin is above 15 the result will stand.

### **7.5 OTHER RE - FIXTURED GAMES:**

**7.5.1** The MUVJBL Administration has the power to re-fixture any game that it deems necessary. Reasons include last minute unavailability of a venue due to power restrictions, floods, heat, fixturing errors, team withdrawals, walkovers, state and national team involvement and travel over 240kms each way.

**7.5.2** If agreement is not reached within seven (7) days concerning alternative time and venue the MUVJBL Administration shall arbitrate a date, time and venue. A team failing to appear on the appointed occasion will give a walkover.

7.5.3 If the game has not been played within thirty (30) days, then neither team shall receive premiership points and the score will be recorded as 0-0

**7.6 Other – Team Movement (Grading Phase):**

Should a Team withdraw during a grading phase the next most qualified team may be promoted for any crossover or reassessment games at the discretion of the MUVJBL Administration.

## **8. CLASSIFICATION OF TEAMS & DETERMINATION OF RANKINGS FOR FINALS**

8.1.1 The primary ranking of teams shall be made on points according to their win – loss records namely

- 3 Points for a win.
- 2 Points for a draw.
- 1 point for a loss (Including game lost by default/penalty).
- 0 points for a game lost by Walkover.

8.1.2 **If there are two teams equal** in this classification, the result(s) of the game(s) between the two teams involved will be used to determine the placing. **(Head to Head)** (Note – Read Appendix A for VC ‘Championship grade’ and a VC ‘Reserve grade’).

In the event that the total points scored for and scored against are the same in the games between the two teams, the classification will be determined by points difference taking into account the results of all the games played in the group/division by both teams.

8.1.3 **If more than two teams are equal**, a second classification will be established taking into account only the results of the games between the teams that are tied.

In the event that there are still teams tied after the second classification, then points difference will be used to determine the placing, taking into account only the results between the teams that are tied.

If there are still teams tied, the placing shall be determined using percentage from the results of all their games played in the group.

Point’s difference is calculated by points scored for minus points scored against.

## **9. UNIFORMS**

### **9.1 CORRECT UNIFORM:**

A player cannot play unless clothed in playing uniform

Exception: In exceptional circumstances (e.g. the Blood Rule or permission granted by MUVJBL Administration prior to or during the game) Refer to Uniform Policy and Religious Policy

### **9.2 PERMITTED PLAYING NUMBERS:**

Numbers 1-99 are permitted. 0 and 00 are only permitted as blood singlets.

Duplicate numbers are not permitted.

**A Uniform infringement will incur a fine for the 1<sup>st</sup> occurrence and further fines for subsequent offences.** (See appendix D)

### **9.3 UNIFORM COLOUR / CONTRAST CLASH - HOME TEAM RESPONSIBILITIES:**

In the event of a colour clash of the nominated primary coloured uniforms, the home team (or first named team when both teams are fixtured away) will change from its primary colour to ensure an appropriate **CONTRAST** clearly exists, If a team is not in their nominated primary colour *and there is a colour clash*, they must change. Refer to Contrast list on the MUVJBL website. This rule also applies in finals. The game must still be played.

Failing to ensure that a clear contrast exists will result in a penalty as described in appendix D

Infringements shall be noted on the scoresheet.

When using Stadium Scoring Association delegate will need to advise MUVJBL by email of a contrast infringement by their opposition.

## **9.4 CONTRAST LISTING:**

Each Association shall nominate their primary and contrasting secondary colours on the entry form which will be circulated to Associations. Contrast list can be found on the MUVJBL website.

## **10. DEFAULTS, GAME PENALTY & FORFEITS**

### **10.1 GAME DEFAULTS:**

The game shall be declared a default (Game result change) if  
Any player is ineligible as in Rule Player Registration, Eligibility & Movement (Rule 3)

- A player has not qualified as in Rule 5.1

### **10.2 LATE START:**

If a team is not ready to play with the correct number of players within 10 minutes of the scheduled game time, the game shall be called a Walkover/Forfeit, unless there are exceptional circumstances (Traffic conditions etc) Before awarding a walkover, the Venue Supervisor must contact the MUVJBL Friday night phone for permission.

Late start shall be **ONE POINT** per minute, or part thereof until a forfeit/Walkover is declared (10 Minutes). The team that forfeits the game shall receive no points.

Penalty: for a forfeit, the score will be recorded as 20-0 and a Walkover fine will be imposed.

**Note:** Any team who gives a Walkover/forfeit may have the return game altered at the discretion of the MUVJBL Administration.

### **10.3 TWO OR MORE FORFEITS:**

Any team that gives two or more forfeits during the one season may be withdrawn from the competition at the discretion of the MUVJBL Administration. A fine will also be imposed.

### **10.4 TEAM WITHDRAWAL:**

Any team that withdraws one or more of its teams of their own volition or at the direction of MUVJBL Administration during or between phases shall pay a fine.

### **10.5 NOTIFICATION AND DETERMINATION OF INELIGIBLE PLAYERS:**

The referees do not have the jurisdiction to determine the eligibility of a player(s) for a game. Ineligible players will be determined subsequently, but if teams include ineligible players to make up the numbers and avoid a forfeit, it is to be reported on the scoresheet.

**NOTE:** It is a reportable offence to play under an assumed name, or to arrange for someone to do so.

### **10.6 INCORRECT APPLICATION OF RULES:**

In the case of incorrect application of penalties other than prescribed in the Rules of Operation, or failure to apply prescribed penalties in the Rules of Operation, the MUVJBL Administration shall amend the result of the game in conformity with the Rules of Operation.



## **11. PROTESTS**

### **11.1 ALL DISPUTES:**

All disputes or protests must be lodged to the MUVJBL Administration on Association letterhead, within **seven (7)** days of the occurrence, which is the subject of the dispute or protest.

An **application fee of \$50.00** shall be submitted with any protest/appeal, which may be refunded at the discretion of the MUVJBL Administration if proven justified.

### **11.2 ANY DISPUTE:**

Any dispute or protest shall be determined initially by the MUVJBL Administration or nominee and may be referred to a Disputes Convener appointed by the JRC Commissioners. The Disputes Convener, after initial investigation, may set up an independent committee to conduct a hearing.

Teams or Associations likely to be affected by a decision given by this appointed Committee shall be entitled to send one (1) representative to such a meeting which is dealing with such dispute or protest.

Witnesses required by the Committee may also be asked to attend.

Notification of the meeting to affected parties shall be given by the appointed Committee no less than 24 hours prior to the hearing except in extraordinary circumstances.

### **11.3 WITHOUT PREJUDICE:**

Without prejudice to the rights of a team to a later submission of a protest without having taken action during a game, should a team believe, during or immediately after a game, that its interests have been affected adversely and in a manner contrary to the rules by a decision of an official, referee or umpire, or by any event whatever, that took place during the game, the following protocol should be observed:

At the moment when the incident takes place, either immediately when the ball is dead and the clock is stopped, or at the first time-out that follows, the coach of the team shall make his/her observations to the referees, provided this is done in a calm and courteous manner.

The Referee may explain his/her decision or, if necessary, may examine the scoresheet and check the score and the playing time. The interruption of play thus caused, should it exceed 30 seconds, shall be charged as a time-out to the team in question unless the Referee, recognising the validity of the observation, decides otherwise.

### **11.4 APPEAL RESULT OF GAME:**

If at the end of the game, the team in question should deem to have been put at a disadvantage by what has happened, its coach or team manager shall immediately report to the score bench officials and inform the referees that his/her team appeals against the result of the game.

It shall be necessary for the team, coach or the team representative, through the MUVJBL Delegate forward any complaints or observations to the MUVJBL Administration.

### **11.5 DISAGREEMENT WITH THE DECISION:**

The MUVJBL Administration will make a decision on any dispute or protest.

The MUVJBL Administration may refer the matter to be investigated by a third party to make the decision on behalf of the MUVJBL Administration.

Should any party be in disagreement with the decision of the above or the MUVJBL Administration they may lodge an appeal via their Association to the JRC Commissioners, provided that it is done within 2 days of the notification of the original decision.

## 12. GAME PRESENTATION

### 12.1 RESPONSIBILITIES OF HOST ASSOCIATIONS (SEE APPENDIX C FOR FULL LISTING)

The Host Association is defined as the Association that is responsible for the running of the venue for the game/s.

The Host Association shall be responsible for those duties listed in Appendix C Including:

- Ensuring that the correct scores of each game are entered online as prescribed
- Ensuring that scoresheets are sent to the relevant administrator or nominee, to be received within 5 days of the fixtured game.
- Ensuring the safety of scoresheets/results and the follow up of missing sheets.
- Ensuring that the First Aid Policy is adhered to.
- Ensuring the competition is conducted appropriately.
- Ensuring that each venue has a responsible venue supervisor.

Failure to comply with the above will result in the fines being imposed:

### 12.2 VENUE INSPECTIONS

The MUVJBL Administration shall check that the host Associations present the games in accordance with the responsibilities as listed, to advise on safety issues and carry a copy of the Rules

The Host association: shall complete the MUVJBL Venue Status form and return along with scoresheets by email or post.

12.2.1 All stadiums must be fitted with a thermometer. On hot days, court temperature must be taken hourly whilst the stadium is in use and must be recorded in a permanent record kept by the Association. If the stadium is in sections, the temperature must be taken in each section. (Heat timing 6.2.5

### 12.3 SCORESHEET INFORMATION

12.3.1 It is the responsibility of the Host Associations to ensure that the scoresheets supplied by the MUVJBL Administration are printed off with both sides and made available to be filled in by the teams:

A Fine will apply for failure to complete the above.

#### 12.3.2 Scoresheet Details

It is the responsibility of each team to ensure the following details are on the scoresheet:

- The names of all players who participated in the game (Both Given Name and Surname, if they are not printed on the *scoresheet* please write clearly in block letters).
- The name of the Coach present at the game. (Both Given Name and Surname).
- Details of any player new to the team need to be placed on the back of the scoresheet.
- The names of all players who participated in the game (Both Given Name and Surname) must be written on the reverse of the score sheet with the player's signature next to it for qualification purposes.

#### 12.3.3 Stadium Scoring

Stadium Scoring will be used during both Grading Phases and the Championship season at all venues that have requested and have been granted permission to use it.

During Grading Phase One it will be used for Round 2, Round 3 and Crossover games.  
During Grading Phase Two it will be used for Round 2, Round 3 and Crossover games.  
During the Championship season it will be used for all rounds.

**Player Registrations:**

**Players:**

All players are required to be registered before Round One of Grading Phase One. Therefore all registered players will appear on the stadium scoring system.

If a player is new or unregistered you will need to add the player courtside at the game.

Please note you take the risk of adding an ineligible player using this method and risk losing the game.

**Coaches:**

When stadium scoring is being used at a venue, coaches will be required to sign in at the front desk. This sheet will then be cross checked against the correct coach's name supplied by the association.

**12.4 BENCH/SCORING OFFICIALS**

Each team shall provide one (1) competent bench/scoring official. Should disagreement arise over allocated duties then the following shall apply;

- Home team – clock and Visiting team – scoresheet.
- In VC matches, the home team will provide an additional score bench official to operate the shot clock device.

**12.4.1 Bench/scoring Officials Errors**

Errors CANNOT be corrected after the Referee has approved and signed the Scoresheet. Only the MUVJBL Administration and/or Nominee may alter a score sheet after it has been signed by the referees.

**12.5 CORRECTION NOTIFICATION:**

To safeguard against missing scoresheets, it is recommended that Associations keep a record of scores and Scoresheets prior to posting them to the MUVJBL Administration.

It is also advisable for Team Managers or other responsible persons to keep a record of scores and make a check on the website each week.

Queries regarding missing or incorrect scores must go via Association contacts.

**13. GENERAL****13.1 BLOOD RULE AND SAFETY PROCEDURE**

If a basketball has blood on it, it may not continue to be used. A player who is bleeding shall leave the court. If after a wipe, the wound continues to bleed, the player may not re-enter the court unless the wound is covered. A player may not enter the court or remain on the court in a uniform with blood on it, but may replace the uniform with a makeshift top or shorts without penalty. Refer to Uniform Policy

**13.2 PROTECTIVE GEAR**

The wearing of approved protective equipment will be considered upon written application to the MUVJBL Administration, providing a medical certificate is attached and the proposed prosthesis as described is considered safe for all participants. The MUVJBL Administration and/or Nominee will provide the player with a letter of exemption, which must be shown upon request.

**13.3 EYE GLASSES**

Eye Glasses may be worn provided that approved safety glass is fitted and that a form of elastic band is used to prevent loss or movement on the head. Contact lenses should be marked on the scoresheet (CL) beside the player's name. Score sheets only

## 13.4 FINGERNAILS

Fingernails must be cut to a safe length prior to the start of the game. Players refusing to cut their nails when requested to do so by the Referee may not take the court. Taped fingernails are not acceptable. The wearing of approved gloves is permitted.

## 13.5 DRUGS AND ALCOHOL

The use of performance enhancing drugs is prohibited by the Basketball Victoria Drugs in Basketball By-Laws. Lists of banned substances are distributed by the Australian Sports Drug Agency. No alcohol to be permitted within the playing precinct at Junior Games.

## 13.6 SPORTS INSURANCE

The competitions are covered by the Basketball Victoria Sports Insurance Policy. Parents and guardians are advised that the coverage assumes that participants will be able to claim through normal health insurance.

## 13.7 BASKETBALL CODES OF CONDUCT

All players, coaches, referees, officials, parents and spectators are expected to abide by the Basketball Victoria Codes of Conduct. Copies can be obtained from the MUVJBL Website.

## 13.8 COACHES AND ADMINISTRATOR SCREENING – INCLUDING TEAM MANAGERS.

The MUVJBL screening as per the requirements of the Basketball Victoria Member Protection By-laws apply to all Associations

***Penalty applies*** for Associations who fail to meet these requirements.

**All Coaches, Administrators, Team Managers and others who have individual or unsupervised contact with minors must have a WWC Card unless the relevant person is under 18 years of age.** (See Fines List)

Copies can be obtained from MUVJBL Website.

## 13.9 LATE PAYMENT

Un-financial Associations may be denied finals participation and / or refused entry into the new season.

# 14. TRIBUNAL REPORTS AND HEARINGS

## 14.1 TRIBUNALS

All reports from MUVJBL matches shall be directed to MUVJBL Administration.

The scoresheet, report form and all correspondence should be included with the report, along with known contact details of the persons involved.

All Tribunal Hearings are conducted under the Basketball Victoria Tribunal By-Laws. A copy of these is available from the Basketball Victoria web site and it is recommended that all participants familiarise themselves with the contents before attending a Tribunal hearing.

It should be noted that a person who fails to appear before the Tribunal when summoned may incur an additional penalty.

Those required to attend are:

- The person reported
- Any other person involved e.g. victim of a striking charge
- The reporting official

- The other official
- Witnesses called by the reported person, reporting official or the Tribunal

A 'junior' person (up to the age of 18) who makes a report or is reported has the right to have an adult attend as an observer and adviser.

A reported person may have one (1) witness unless the Tribunal allows more than 1.

Any person may attend as an observer.

## **15. CORRESPONDENCE**

### **15.1 CORRESPONDENCE FROM ASSOCIATIONS:**

All correspondence is to be sent to the MUVJBL Administration through MUVJBL Contact or authorised person

## **16. SPONSORSHIP**

### **16.1 COMPLIANCE WITH SPONSORSHIP AGREEMENT:**

The MUVJBL sponsors for the competitions shall be recognised by the Associations. This may include the wearing of a logo on each uniform and the display of advertising signs at each venue.

Any association wishing to have new advertising on their uniforms must notify the Administrator in writing and may be requested to provide a sample.

### **16.2 FAILURE TO COMPLY**

Offending associations who fail to comply with the requirements of the sponsorship agreement shall incur a fine. Failure to display sponsor's advertising sign will incur a fine.

## **17. REVIEW**

### **17.1 ANNUAL REVIEW OF THE RULES**

Annual review of the rules shall be conducted by the JRC Commissioners and MUVJBL Administration at the end of the Championship season each year and taken to the November delegates meeting for approval.

### **17.2 CHANGES TO THE RULES**

Any proposed changes to the Rules of Operation must be notified to associations at least 28 days before the meeting at which they are to be presented. Such proposals require ratification at a Delegates Meeting.

## **18. UNFORSEEN MATTERS**

### **18.1 UNFORESEEN MATTERS**

Should any matter arise for which provision has not been made in these Rules of Operation, JRC Commissioners and MUVJBL Administration shall take such action as necessary to protect the interests of the competition.

## APPENDIX A            COMPETITION STRUCTURE

Competitions may vary due to special circumstances as approved by MUVJBL Administration.

### Victorian Junior Championship League

- conducted by Melbourne United Victorian Junior Basketball League (MUVJBL)

- Girls & Boys Competition
- Home and Away games or mutually agreed games
- Number of Teams as per **Table 1**

**Table 1**

Age Group	Ashe	Watson	TOTAL TEAMS
*Under 12	10	10	20

<b>*Under 14</b>	10	10	20
<b>*Under 16</b>	10	10	20
<b>*Under 18</b>	10	10	20
<b>Under 20</b>	10	-	10

**\*\* Entry by Qualification through Grading conducted by the MUVJBL. \*\***

- Under 12 pools will be determined by the MUVJBL Administration (Regionalisation to be considered)
- All other pools will be determined on performance in grading. (Teams will be ranked 1 to 20)

**\*Variation/split.**

Once grading is completed the two conferences (Ashe and Watson) are filled as per their grading ranking. Following the completion of Round #9 the top five teams from each pool and the bottom five teams in each pool are combined, essentially creating two new competitions - VC 'Championship grade' and a VC 'Reserve grade.' Premiership points will be carried across to the new competition

**Victorian Junior League (VJL)**

- conducted by Melbourne United Victorian Junior Basketball League (MUVJBL)

- Girls and Boys Competitions
- Home and Away games or mutually agreed games
- Four Divisions may be offered:
  - Victorian Junior League 1 (VJL1)
  - Victorian Junior League 2 (VJL2)
  - Victorian Junior League 3 (VJL3)
  - Victorian Junior League 4 (VJL4)

- Number of Teams as per **Table 2**

**Table 2**

<b>Age Group</b>	<b>VJL1</b>	<b>VJL2</b>	<b>VJL3</b>	<b>VJL4</b>	<b>TOTAL TEAMS</b>
<b>Under 12</b>	10 -10	10 -10	-	-	40
<b>Under 14</b>	10	10	10	10-10	50
<b>Under 16</b>	10	10	10	10-10	50
<b>Under 18</b>	10	10	10	10	40
<b>Under 20</b>	10	10	10	10+	40

**Under 12 variations**

- VJL1 & 2 will be made up of a total of 20 teams with two geographical located pools. Each pool will consist of 10 teams.

**Under 14 & Under 16 VJL4 variations**

- VJL4 will be made up of a total of 20 teams with two geographical located pools. Each pool will consist of 10 teams.

**• Regional Competitions**

- Girls and Boys Competitions
- Association choice re entry region\*\*
- Further Regionalisation within age-grouping may occur.
- U/12 to U/18 Men and Women

**\*\* Entry by Qualification through Grading conducted by the MUVJBL in Grading Phase 1 and subsequently by the regional competitions. \*\***

Should a team qualify for Regional, the Association:

- May specify regional preferences for any of their teams.
- May request to play in the most suitable grading for that team.

Any requests must be received by MUVJBL Admin.no later than the Friday of the last round of grading phase 2 however Associations are encouraged to put in their requests as early as possible.

Where a team is likely to be placed in a grade where a significant number of teams are from a broad area of Melbourne, the MUVJBL Administration shall advise the relevant Association of the situation and discuss with the Associations any possible alternatives.

Any Association response must be received within 24 hours of notification and any decision made by the MUVJBL Administration will be final.

There will be a presumption in Under 18's that teams will be organised into combined North / East grades, however if there are sufficient teams at a given level the MUVJBL Admin may organise two or more grades divided on a geographical basis at the one level

Every effort shall be made to ensure "playing groups" have a minimum of nine teams even if this means teams shall play other teams which have a separate finals series.

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## **APPENDIX B          FINALS FORMAT**

### **MUVJBL Finals Format Under 12, 14, 16 & 18 Girls & Boys - Championship & Reserve Grades**

#### **Quarter Finals**

Game A 1<sup>st</sup> V 4<sup>th</sup>

Game B 2<sup>nd</sup> V 3<sup>rd</sup>

Game C 5<sup>th</sup> V 8<sup>th</sup>

Game D 6<sup>th</sup> V 7<sup>th</sup>

#### **Semi Finals**

Game E Loser A V Winner C

Game F Loser B V Winner D

#### **Preliminary Finals**

Game G Winner A V Winner F

Game H Winner B V Winner E

#### **Grand Final**

Game I Winner G V Winner H



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**MUVJBL Finals Format for all following grades:**

**ALL Under 20 Girls & Boys,**

**All VJL Girls and Boys,**

**Regional Girls and Boys,**

**VJL 1-4 Finals Format:**

**Under 12's, 14's, 16's, 18's & 20's Girls & Boys (Separate finals for each pool if applicable)**

**Regional Finals Format:**

In pools / grades of more than 12 teams, the MUVJBL Administration will decide the make up of finals prior to the commencement of the Championship season and after consultation with teams playing in the competition.

All others will be top five (5).

**Quarter Finals**

Game A 2<sup>nd</sup> V 3<sup>rd</sup>

Game B 4<sup>th</sup> V 5<sup>th</sup>

Bye 1<sup>st</sup>

**Semi Finals**

Game C 1<sup>st</sup> v Winner A

Game D Loser A v Winner B

**Preliminary Finals**

Game E Loser C v Winner D

Bye Winner C

**Grand Final**

Game F Winner C v Winner E

**APPENDIX C RESPONSIBILITIES OF VENUES HOSTING MUVJBL/REGIONAL GAMES**

**BEFORE GAMES:**

- Distribution of weekly bulletins, fixtures and fixture changes etc. to all relevant people at host association.
- Appointment of referees of suitable/approved standard, except when panel referees are rostered.
- Checking of the venue plan against fixtures and notified weekly changes, and the reporting of errors found to Admin.
- Ensuring that court supervision is planned and implemented during games. Routine equipment maintenance – e.g. Clocks, rings, backboards, seating, etc to maintain a safe, healthy environment for players, referees and spectators. Anyone who exhibits unacceptable behavior can be asked to leave or be refused entry.
- Placing of relevant timing regulations, scoring guides etc., on score benches.
- Provide an approved MUVJBL match ball, court, lighting and equipment of first class standard for the match.

- Ensure all MUVJBL policies are adhered to.

## DURING THE GAMES:

- Ensuring that the Doorkeeper has copies of rules, venue plan, notified changes, and timing regulations on hand at all times.
- Recognition of Coaches passes and Intervene passes which allow free entry. Note: All players must pay at the venue in which they play.
- The appointment of a responsible administrator to deal with any ruling that may arise by referring to those documents listed above.
- Maintaining a level of safety for players by keeping playing surfaces clean and dry.

## AFTER GAMES:

- It is recommended that a list of game results be kept in case of missing score sheets.
- Follow up to locate missing score sheets to ensure accurate result lodgment.
- **Input results online;** following the game on Friday night or no later than 9:00am on the Saturday morning following the games.  
**DO NOT FAX SCORESHEETS**
- Post scoresheets to MUVJBL, PO BOX 4140 Knox City Centre VIC 3152. Or email both sides of each scoresheet to [Warren.brown@basketballvictoria.com.au](mailto:Warren.brown@basketballvictoria.com.au)  
Scoresheets must be received by the office no later than 3 working days after the fixtured game (unless requested otherwise.)

## APPENDIX D MUVJBL/ FINES LIST

### DESCRIPTION

### FINE

#### **Unregistered Players (after warning)**

N.B. Unregistered players are not eligible for finals/re-assessment games

**\$10.00 per player per game**

#### **Ineligible Players (Restricted/Overage/Suspended/Uncleared)**

Penalty: Championship Phase: Team records a loss and fine.

**\$50.00 per game played.**

Winning Team with offending player – match score 0 – 2 (loss)

Losing Team with offending player – match score stands (See 4.4)

#### **Failure to submit Team Lists**

**\$20.00 per Assoc. per week**

#### **Training with another Association without Permission**

Association with which the player trains will be issued the fine.

**\$80.00**

#### **Failure to Obtain Clearance**

Association with which the player plays will be issued the fine.

**\$100 & or Game Penalty**

#### **Failure to Change Uniforms (Colour / Contrast Clash)**

**\$50.00 1<sup>st</sup> Offence**

	\$100.00	2 <sup>nd</sup> Offence
	\$200.00	3 <sup>rd</sup> Offence
Walkover (Forfeit)	\$300.00	
Team Withdrawal	Up to \$600.00	
<b><u>Game Presentation</u></b>		
Failure to conduct competition appropriately	from \$10.00 to \$200.00	
Failure to notify game results, send scoresheet 9am the day after the game is the deadline for results to be input.	\$10.00 per game/scoresheet	
Failure to notify game results at special notified times	\$50.00	
Player's name omitted/illegible on s/sheet	\$10.00 per sheet	
Incomplete details on s/sheet.	\$10.00 each missing item.	
Failure to supply Screening by due date	\$50.00 per coach per game	
Non-Screening of Coach within two weeks of appointment	\$50.00 per coach per game	
Coach may not coach until screened		
Ineligible Coach	\$50.00 per game and game disqualification	
<b><u>Sponsorship</u></b>		
Failure to display appropriate court signage	\$100.00 per venue	
Failure To Display Melbourne United Logo on uniform	\$10 per game/team	
Failure to have a Delegate at MUVJBL Meeting	\$50.00 1 <sup>st</sup> meeting missed in a MUVJBL calendar year.	
Failure to have a Delegate at 2 or more MUVJBL Commission meetings	\$200.00 Subsequent meetings missed in a MUVJBL calendar year.	

## APPENDIX E DATES FOR RULE CHANGES

31/3/10	(AGM)
25/8/10	(DELEGATES MEETING)
22/11/13	(NO ZONE RULE 6.8)
14/08/14	(GRADING SPECIAL GAME REQUIRED 7.2.1)
14/08/14	(APPENDIX A - COMPETITION STRUCTURE)
14/08/14	(NO ZONE RULE 6.8 - AMENDED TO INCLUDE UNDER 14'S)
14/08/14	(RULE 6.7 AMENDED WITH NEW 3 POINT LINE DETAILS)
09/11/16	(APPENDIX A - AMENDED) (APPENDIX B - AMENDED) (APPENDIX F - AMENDED)
09/11/16	(RULE 3.6 AMENDED)
09/11/16	(RULE 6.2 AMENDED) (RULE 6.8 AMENDED)

## APPENDIX F

# **NO ZONE POLICY & PROCEDURES 2016/17**

### **6.8 UNDER 12 AND 14 NO ZONE RULE:**

At no stage is a 'Zone' defence permitted during an Under 12 or Under 14 MUVJBL game. This rule is applicable to all VC, VJL and Regional Competitions.

Please note that the MUVJBL has its own specific 'No Zone Policy' that is tailored to the MUVJBL competition and this is the only 'No Zone Policy' to be applied in our competition. No other 'No Zone Policies' will be applied. (For the 'No Zone Policy' go to the MUVJBL website, for the full procedure see Appendix F Rules of Operation)

### **HOW THE RULE WORKS:**

From the commencement of Grading 2016/17 **NO** Under 12 or Under 14 MUVJBL team is permitted to play a 'zone' defence.

- Coaches are not permitted to instruct a team to play zone and they must play 'Man to Man' defence using correct 'Man to Man' defensive principles.
- If a coach hasn't instructed their team to play a zone, but their team is playing a zone outside of their instructions, it is the coaches responsibility to ensure their team play 'Man to Man' defence. No excuses will be tolerated for failure to do so as the coach has the power to remove offending players from the court if they are not playing correct 'Man to Man' defence.

The MUVJBL Administration will determine violations of the 'No Zone Policy' by investigating one or more of the below points.

- One or more players were not in acceptable 'Man to Man' defensive position in relation to the player they are guarding and the player with the ball.
- A cutter moved all the way through the key and was not defended using acceptable 'Man to Man' defensive techniques.
- Following a trapping or help and recover situation the team made no attempt to re-establish correct 'Man to Man' defensive positioning.
- The team zone pressed and did not assume 'Man to Man' defensive positioning once the ball had been advanced into the half court

### **WHO CAN MAKE A COMPLAINT OR INFORM THE MUVJBL ABOUT AN ALLEGED ZONE BEING PLAYED:**

- The Opposition coach may make a complaint or inform the MUVJBL Administration through their Nominated 'No Zone Representative' if they suspect a team of playing zone, as long as they follow the correct procedure.
- In the best interest of the game, the MUVJBL Administration may investigate any team suspected of playing zone, by viewing the game on the night, viewing video footage obtained from the game or reviewing the written complaint. Please note however this can be done with or without a complaint being made.

### **REPORTING ALLEGED ZONE INCIDENT:**

- The MUVJBL Administration has up to 7 days to request and view the game footage before making a report or taking action.
- If the opposition coach believes a zone has been played, the coach is required to follow the below procedure as instructed by the MUVJBL Admin.

### **DURING GAME PROTOCOL:**

At no stage are the coach, players, spectators or No Zone representative to approach the opposition team, referees or the referee coaches to discuss the alleged incident during the game or after the game. This will avoid any unnecessary conflict between the two teams. **Offenders may be put on report.**

#### CORRECT AFTER GAME PROTOCOL:

It is the responsibility of the coach to contact the 'Nominated 'No Zone Representative' (as nominated on the entry form) from their Association to discuss how they believe the opposition team played a zone (provide video evidence if it is available).

If the 'Nominated No Zone Representative' believes the coach is correct and the team played a zone, the 'Nominated No Zone Representative' will be responsible for lodging the complaint with the MUVJBL Administration. The 'Nominated No Zone Representative' can do this by downloading the 'No Zone Complaint Form' from the MUVJBL website and return it (with video and written evidence) by close of business the next working day.

Please note the MUVJBL Administration can investigate any team and request to view footage for up to 7 days following the completion of the game before making a report.

#### **REVIEW AND APPEAL OF ALLEGED ZONE INCIDENT FOR GRADING, CROSSOVER, NORMAL CHAMPIONSHIP AND LEAD UP FINALS GAMES.**

Once the MUVJBL Admin. has received official notification of an alleged incident the following procedures will take place.

- The MUVJBL Administration will review any video and written evidence provided and if necessary the Basketball Victoria Operations department will be consulted before a decision is reached.
- Once the review is completed the MUVJBL Administration. will discuss its preliminary findings with the 'Nominated No Zone Representative' that made the original complaint and the 'Nominated No Zone Representative' from the Association accused of playing a zone.
- The 'Association Nominated No Zone Representative' will then have 24 hours to appeal the decision in writing to the MUVJBL Admin.
- If required the MUVJBL Appeals Committee will then review the appeal and make their final ruling.

#### **TIMES WHEN THE RULE DOESN'T APPLY:**

- If a team has 4 players on the court, they may play a zone.
- If a team has only 5 players suited up, they can play a zone in the first half and must play man to man in the second half.

#### **PENALTIES FOR PLAYING ZONE: (GRADING AND CROSSOVER GAMES)**

- **First Offence:** Automatic forfeit of game and a \$100 fine will be issued.
- **Second Offence:** Automatic forfeit of game and a \$200 fine will be issued and coach will be banned for three MUVJBL Rounds.
- **Third Offence:** Automatic forfeit of game, a \$500 fine will be issued and the coach will be banned for six MUVJBL Rounds.

#### **PENALTIES FOR PLAYING ZONE: (NORMAL CHAMPIONSHIP GAME)**

- **First Offence:** Coach to receive a \$50 fine and they must attend and complete another 'No Zone' coach's clinic at their own expense.
- **Second Offence:** Automatic forfeit of game and a \$100 fine will be issued.
- **Third Offence:** Automatic forfeit of game and a \$200 fine will be issued and coach will be banned for three MUVJBL Rounds.
- **Fourth Offence:** Automatic forfeit of game, a \$500 fine will be issued and the coach will be banned from coaching in the Under 12 and Under 14 MUVJBL competition for the remainder of the season including finals.

Please note: All offences will carry over for a three year period.

#### **PENALTIES FOR PLAYING ZONE: (LEAD UP FINALS)**

- **First Offence:** Automatic forfeit of game and a \$100 fine will be issued.
- **Second Offence:** Automatic forfeit of game and a \$200 fine will be issued and coach will be banned for three MUVJBL Rounds.

- **Third Offence:** Automatic forfeit of game, a \$500 fine will be issued and the coach will be banned for six MUVJBL Rounds.

**PENALTIES FOR PLAYING ZONE: (GRAND FINAL)**

- The MUVJBL Administration will appoint Zone Busters to all Under 12 & Under 14 Grand Finals
- If they believe a team has offended, a technical foul will be called and an official warning.
- Any further zone incident will result in the game being awarded to the opposition.
- **PENALTY:** Forfeit of game, a \$500 fine will be issued and the coach will be banned for six MUVJBL Rounds.

❖ **Please note: All offences will carry over for a three year period.**