



MUVJBL SPECTATOR BEHAVIOUR RULE AND PENALTIES

MUVJBL SPECTATOR REQUIREMENTS

- At no point before, during or after a game are spectators permitted to approach a referee.
- All spectators must abide by the BV Spectator Code of Conduct.
- If asked to leave the venue by a venue official, spectator/s must do so immediately, or reports and loss of games may be applied.

SPECTATOR REMOVAL

The following procedure is required to be followed if a Venue Official requires a spectator/s to leave the venue.

- The Venue Official must complete the Spectator Behaviour - Jot Form online if they believe the spectator/s behaviour was at a level that they were required to leave the venue.
- If the spectator has been reported to the tribunal by an official, this is to be detailed on the Spectator Behaviour - Jot Form and forwarded to the MUVJBL Administration.
- **NOTE:** Not all ejections require an official tribunal report. This is only done when the action/s of those involved warrant a formal Tribunal Report.
- If the spectator/s won't voluntarily give their name, please complete the jot form and the MUVJBL Administration will follow the name up with the team involved.

SPECTATOR PENALTIES

The MUVJBL Administration will review all Spectator Behaviour - Jot Forms.

Reportable Offences

After reviewing the Spectator Behaviour - Jot Form (and Tribunal Report Forms where completed) the following procedures will be followed:

If a formal report is not submitted, a review of the Spectator Behaviour - Jot Form may indicate a formal report is required.

- Basketball Victoria's Governance & Operation Manager or MUVJBL Operations Manager will ask the Referee and/or Venue Official to complete a formal report.
- Once the report is received, an offer may be made by the Basketball Victoria Governance & Operations Manager, or the report will be sent directly to the tribunal.
- Alternatively the Basketball Victoria's Governance & Operation Manager may direct the MUVJBL Administration to apply appropriate penalties as stated below.

Non Reportable Offences

- The MUVJBL Administration will issue a warning for the first offence.
- The MUVJBL Administration will apply an automatic suspension of one MUVJBL game for the second offence.
- The MUVJBL Administration will apply an automatic suspension of three MUVJBL games for the third offence.
- The MUVJBL Administration may ban the spectator from attending MUVJBL games for 12 months for any further offences. Once a spectator has served their penalty, they will be required to serve a 12 month good behaviour bond before resetting penalties to zero.

TEAM PENALTIES

It is the team's responsibility to ensure that all spectators abide by the Basketball Victoria Codes of Conduct and By-Laws. Penalties will be applied to the team involved with unacceptable spectator behaviour.

- First Offence – The team will receive a warning.
- Second Offence – The team may lose home games.
- Third Offence – The team may have home games moved to a venue designated by the MUVJBL Administration.
- Fourth and Further Offences – The team may be removed from the competition.

These Offences may be committed by more than one spectator to count against the team.

ASSOCIATION PENALTIES

It is the association's responsibility to manage a team's behaviour and educate players, coaches, officials and team spectators on their responsibilities and obligations to abide by the Basketball Victoria Codes of Conduct, Conditions of Entry and Basketball Victoria Policies.

The following penalties may also be applied to the association for repeated breaches by a single team during the current MUVJBL season.

- First Offence by a team – The Association will receive a warning.
- Second Offence by the same team – The Association will be placed on a \$500 good behaviour bond.
- Third Offence by the same team – The Associations will forfeit their good behaviour bond.
- Further Offences by the same team – The Association will receive a \$1000 fine per offence.

Associations have the right to appeal to the JRC Committee on any penalties, as per Rules of Operation, Rule 11.1.