

JUNIOR DOMESTIC COMPETITION RULES

FOR

GREATER EASTERN BASKETBALL CONFERENCE JUNIOR SATURDAY COMPETITION

ALSO FOR

M.E.B.A. WEEK NIGHT JUNIORS' COMPETITION

M.E.B.A. FRIDAY NIGHT BOYS' COMPETITION

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- Note 1. MEBA FRIDAY NIGHT BOYS' COMPETITION UTILIZES THE ABOVE RULES (plus extra Rule Attachment 3 for MEBA FRIDAY NIGHT BOYS' COMPETITION_only)**
- 2. WEEK NIGHT JUNIORS AND FRIDAY NIGHT DOMESTIC COMPETITIONS TIMING REGULATIONS – See Attachment 4.**

INTRODUCTION

The Junior Domestic Competitions are administered by a competition committee (the "Committee") which is elected as provided for in the Rules of the Melbourne East Basketball Association Incorporated (MEBA Inc) and which may determine rules applicable to the competition within its powers under the Rules of the MEBA Inc.

COMPETITION RULES

1. MEMBERSHIP OF CLUBS

- (i) Application by a club for membership in a Junior Domestic Competition must be made on forms and by procedures prescribed from time to time by the Committee.
- (ii) A prospective club which makes application for membership shall not be considered as a member of a Junior Domestic Competition unless it has received written notification of approval of the membership application from the Administrator of the Committee.
- (iii) The Committee may at its discretion reject any application by a club for membership.
- (iv) After the acceptance of the membership of a club the Committee may cancel that membership upon being satisfied that such club has persistently engaged in conduct which is prohibited by these Rules or if such club fails to comply with any of these Rules.

2. DEPOSITS

- (i) Each club applying to enter a team or teams in any competition conducted by the Committee shall first lodge a deposit with the Committee equal to the cost of three (3) walkover fees.
- (ii) In subsequent seasons, a further deposit is not required excepting where the Committee increases the prescribed rate.
- (ii) The deposit may be appropriated towards any amount owing by a club to the Committee (but the club is in breach of Rule 24 until the amount is paid and the deposit reinstated).
- (iv) The deposit shall be retained by the Committee until such time as the club ceases to participate in competitions conducted by the Committee and application is made in writing by the club for the return of the amount so paid. Refund will be made subject to prior settlement by the club of all amounts owing to the Committee.

3. CLUB NOMINEE

Each club shall nominate one person to contact or be contacted by members of the Committee with queries, information or enquires. It is the responsibility of the club's nominated person to acquaint their club of decisions of the Committee as advised.

4. COMPETITION SEASONS

The year shall be divided into two competition seasons known as Winter (school terms 2 & 3) and Summer (school terms 4 & 1).

5. AGE LIMITS

(i) Age limits for competitions shall be:-

(a) Summer Season - Under 8,10,12,14,16,18 and Seniors (U23) on the 30th June in the year in which the season commences.

(b) Winter Season - Under 8,10,12,14,16,18 and Seniors (U23) on the 31st December in the year prior to which the competition commences.

(ii) Any player may be called upon by the Registrar to supply proof of age.

6. PLAYER REGISTRATION

PLAYERS MUST BE REGISTERED IN ORDER TO QUALIFY FOR FINALS (RULE 11).

(i) Players participating in competitions conducted by the Committee shall be registered with the Committee. Each season clubs are required to provide a Team Registration Form (TRF) for each team entered. Player details are required as follows:- Full name, birth date, gender, age/grade played last season.

(ii) After lodgement of team entries, NEW players (not previously registered on current season TRF) must register by providing their details (including date of birth) in the space provided on the back of the score sheet for the first game that they play.
SEE RULE 19. SCORE SHEETS (vii)

(iii) Registration of a player with a club shall be valid for the period such player remains eligible to participate in competitions conducted by the Committee unless a clearance has been granted to another club in accordance with Rule 14. Except that if a player does not participate in two (2) or more consecutive seasons in competitions conducted by the Committee that player may transfer to another club without requiring a clearance.

7. TEAM ENTRY

- (i) Applications by clubs for teams entered in a competition conducted by the Committee shall be by:
 - (a) The lodgement of the prescribed Club Entry Form and Club Agreement Form fully completed;
 - (b) The lodgement of Team Registration Forms listing players in each team;
 - (c) The payment of fees at the rate set by the Committee which must accompany lodgement of the Club Entry Form (see also Rule 24).

The above (a), (b), and (c) shall be lodged with the Administrator or nominee of the Committee, by the date fixed by the Committee.

- (ii) The Committee is not bound to accept applications. It may reject applications in respect of individual teams or clubs or impose such limitations on the number of teams or other conditions as it sees fit. Where applications for a team or teams are not accepted, the prescribed fees will be returned or credited to the club's account.
- (iii) Any club withdrawing a team prior to the fixtures being drawn up will not receive a refund of the team entry payment, but may use such payment towards any late entry team for the same season.
- (iv) Any club withdrawing teams after the fixtures have been drawn up will incur a withdrawal penalty equalling the cost of three (3) walkovers (see also Rule 24).
- (v) Clubs may withdraw teams without incurring a withdrawal penalty after the grading games (i.e. the first five fixtured games of a season) provided formal notification of this intention is made to the Committee (via the Administrator) prior to Round 3 of a season.
- (vi) Any club withdrawing teams after the initial finals fixture has been drawn will incur a withdrawal penalty equalling the cost of three (3) walkovers (see also Rule 24).

8. UNIFORMS

- (i) Correct uniforms shall consist of uniform colour shorts, base colour (or coloured panels) of singlets and numbers (piping is not considered part of the uniform). Players wearing shorts of the style known as "bicycle shorts" are deemed to be out of uniform. For safety reasons, pockets are not permitted in shorts and no protruding jewellery may be worn.
- (ii) The penalty for incorrect uniform shall be the awarding of two game points to the opposing team for each player taking the court in incorrect uniform with a maximum of ten points. FOR GRADING GAMES ONLY, R1-5, there is NO PENALTY to be applied when a (00) singlet is worn by a player waiting for a new uniform.

8. UNIFORMS (cont)

- (iii) A club shall apply (to the Competition Committee) for registration of the colour and design of its uniform. The Committee shall draw up a list of clubs where the uniform registered indicates a clash of colour between two or more clubs.
- (iv) When teams from two clubs with the same or similar colours meet in a game, the "home" team shall be obliged to change to alternative coloured singlets or tops. The "home" team shall be the first named team on the fixture and score sheet. If the "home" team refuses to change to an alternative colour – see Rule 8 (vi).
- (v) When two teams of the same club meet in a game, (eg. AB1 v AB2) it is the club's responsibility to provide another colour uniform for one of the teams. Failing this, the first named team on the fixture and score sheet shall be deemed to be the "home" team and shall change to alternative coloured singlets or tops.
- (vi) Where a team is required to change to an alternative colour under (iv) or (v), and refuses to do so, that team will forfeit the game 10-nil. The premiership points in such cases will be three points to nil.

9. GRADING OF TEAMS

- (i) The grading of teams shall be determined at a meeting of the Grade Secretaries and shall be based on the lists of players submitted in accordance with Rule 7(i)(c). For the purpose of initial grading games, grades shall have six (6) teams per grade section (extra teams shall be included in the top or bottom section of each age group). Numbers of teams per grade section may vary after regrading [see 9 (ii)].
- (ii) Regrading shall occur between rounds 4 and 5 and shall be effective from and including round 6. Regrading Submission Forms from Clubs shall be lodged with the Administrator prior to 6pm on the Saturday of round 4 of the respective season. Clubs should utilise this opportunity to contribute valuable feedback regarding teams, by providing constructive assessments in the space provided. Written submissions on the prescribed form shall be endorsed by the Secretary or the Nominee (see Rule 3) of the Club making the submission.
- (iii) The grading period is effectively five (5) weeks no further regrading shall occur after round 6.

For the M.E.B.A. Inc. Friday Night Boys' and Week Night Junior (WNJ) Competitions:-
Based on the number of teams entered per season, variations to above gradings may occur at the discretion of the Friday Night Convenor and the WNJ Grade Secretaries.

NOTE: The above Grading Rules cover the age groups that compete in finals- U10-U23.
For Mixed U8:- MU8 Grading/Fixturing schedule (see Attachment 1 on page 17).

10. PREMIERSHIP POINTS

FOR GRADING GAMES:

- (i) Premiership points in grading games (up to and including Round 5) shall be awarded as follows:
 - (a) If teams that have played against each other in grading games are in the same grade after regrading, the result of their grading game stands (3/1 points).
 - (b) If teams that have played against each other in grading games are in different grades after regrading, each team shall receive two points (2/2).
 - (b) In grading games a BYE represents an opposition team and Rule 10 (a) or 10 (b) applies.
- (ii) Teams entering late into a competition will be awarded zero points for each round missed prior to entry.
- (iii) Game points scored by teams during the initial grading games of the competition (i.e. rounds 1-5 inclusive) shall not be used in the calculation of the team percentage (points for and against).

AFTER REGRADING:

- (iv) A team winning a non-finals game shall be awarded three premiership points and the losing team shall be awarded one premiership Point. Where a game results in a tie each team shall be awarded two premiership points.
- (v) A team allocated a bye shall be awarded three premiership points.
- (vi) If non-finals games cannot be played due to a power strike or other cause beyond the control of the Committee, the Committee may declare these games as tied games. (i.e. two premiership points to each team)
- (vii) Premiership points for non-finals games may, in addition, be awarded or deducted as provided elsewhere in these Rules.

11. FINALS SERIES

- (i) Unless otherwise indicated by a split-grade fixture (e.g. G12A/B, B16C3/4), the four teams leading in premiership points at the completion of the rostered non-finals games will play in a finals series to be conducted within the Rules as laid down by the Committee. If any teams are level on premiership points then the team having the higher percentage of game points for, to game points against, shall take the higher position. If two or more teams are level in all aspects then the four leading teams shall be decided by an elimination series conducted in a manner to be determined by the Committee. The finals play-offs for split-grade fixtures will be notified to clubs prior to the last normal round of the season. The position of the split or splits in the grade is at the discretion of the Grade Secretary.
- (ii) In order to be eligible to play in a finals series a player apart from being registered for that particular club shall have taken part in 50% or more of the games rostered for the season with the team the player intends to play. Byes count as qualifying games provided that the scheduled dates of the byes are later than the date of the player's first game played for the season. It is the clubs responsibility to ascertain the eligibility of a player from the Administrator no later than two weeks prior to the commencement of a finals series.
- (iii) When a player has taken part in less than the required number of games because of injury or other reasons a club may by writing to the Committee seek special permission for that player to participate in a finals series. Compulsory training sessions for selection in State teams shall be counted as games played in lieu of corresponding GEBC Junior Saturday Competition games. Clubs should supply a letter signed by the State coach for each training session in which the player has participated. The player must have played 1/3 or more of the games rostered for their Domestic team for the season.
No special permission will be granted after seven (7) days prior to commencement of a finals series.
- (iv) When, because of injury or other reason satisfactory to the Committee, a team scheduled to play in a finals game is unable to attend with more than five players, the team may, by notification to the Grade Secretary prior to the commencement of the game, substitute up to two players from lower age groups in accordance with the eligibility conditions of Rule 15 (vii) PROVIDED THAT as a result of such substitution the total number of players for the team shall not exceed six. Each substituted player shall have taken part in 50% or more of the non-finals games rostered for the season in the player's normal age group.
- (v) No finals series shall be conducted for the MU8 age group.
For Junior Saturday Competition, extra games for this age group will be fixtured on the Elimination Final Day relative to the remaining age groups.
For Week Night Junior Competition, extra games will be fixtured on Elimination Final Day relative to MU10 age group.

12. WALKOVERS AND LATE STARTS

- (i) If a team does not field a minimum of four players within a period of ten minutes following the scheduled time of commencement as shown on the fixture, then the game shall be deemed a walkover. The game shall be awarded to the opposing team, if in attendance within the required time or if they have been notified previously by the Administrator or Grade Secretary that their attendance is not required. The score will be recorded as a win for the opposing team by ten points to nil. The premiership points in such case will be three points to nil.
- (ii) If both teams fail to appear with a minimum of four players within a period of ten minutes following the scheduled starting time, the game shall be recorded as nil all and no premiership points will be awarded to either team.
- (iii) Excepting where there is an official timekeeper, it is the responsibility and decision of the officiating referee to determine when the period of 10 minutes following the scheduled starting time is reached.
- (iv) For each full minute beyond the scheduled starting time that the game is delayed by any team not being present (with a minimum of four players ready to play), the opposing team while in attendance shall be credited with one game point to a maximum of 10 points. After 10 minutes have elapsed, Rule 12 (i) takes affect.
- (iv) For each walkover given a team shall be liable to pay to the Committee an amount deemed to be appropriate reimbursement for expenses incurred by the giving of the walkover. (Such amount, as determined by the Committee prior to the beginning of each season, to be called a "walkover fee".) Any team which gives two or more walkovers during a season may be disqualified from the competition. N.B. A walkover given for a finals game will be charged at double the normal rate.
- (vi) With regard to eligibility for finals, a team receiving a walkover shall be given the same game points as for a BYE [Rule 10 (iv)], players qualify as per Rule 11 (ii). A team giving a walkover shall receive zero game points, players shall not be credited with a game.

13. UNREGISTERED PLAYERS

NEW Players (not previously registered for the current season) must register on the back of the score sheet for the first game that they play. See Player Registration – Rule 6 (ii).

- (i) Teams playing unregistered players in a game shall forfeit that game.
- (ii) The PENALTY shall be the loss of all premiership points. The opposing team will be awarded three (3) premiership points for the game. Score line shall be 10 – 0.
- (iii) Notification made by the Administrator to the Club Nominee via the web site prior to the following round shall be deemed to be official notification.
- (iv) Games played by players whilst unregistered shall NOT be credited to the players' total games for finals eligibility.

14. TRANSFERS AND CLEARANCES

- (i) Players wishing to transfer to another club shall obtain, on the prescribed form, a clearance from their present club and lodge this clearance with the Administrator of the Committee. The penalty for playing a player who has not been cleared is the same as the penalty applicable to ineligible players (see Rule 15),

Any player who does not play in this competition for two consecutive seasons shall be permitted to change clubs without a clearance.

A club can only accept a clearance from one player per age group per season per male and female. For this Rule, players shall be considered at their normal age group only. The onus is on the receiving club to ensure compliance with this Rule.

Notwithstanding the restriction imposed by this Rule, additional clearances may be accepted on their merits at the discretion of the Committee. In all cases considered under this discretionary power, both the losing and receiving clubs shall unreservedly endorse the application.

In exercising discretion, the Committee may be guided by the following general principles and considerations:

- (a) The overriding desire shall be to ensure that persons wishing to play basketball are not prevented from doing so.
- (b) Only in exceptional circumstances shall more than one A grade male player or one A grade female player be cleared per season and the reasons must be stated clearly on the transfer.
- (c) Where a sibling of the player seeking a clearance is already playing with the prospective club.
- (d) Transfer of B1 and lower grade male players, and B and lower grade female players shall not be restricted, provided that such clearances do not render the losing club unable to field a team in the particular age group for that season.
- (d) Where a player is unable to hold a place in a team of the present club, but (b) may prevent this applying.
- (e) Geographic relocation of a significant nature e.g. Ringwood to Mt. Waverley may be considered reasonable grounds for seeking a transfer.

SPECIAL NOTE:- En-masse clearances to or from a club will receive extremely close scrutiny and will be unlikely to be approved in any case.

14. TRANSFERS AND CLEARANCES (Cont)

(ii) BETWEEN SEASON CLEARANCE

Players wishing to transfer to a new club between seasons shall appear on their new club's team entry list and have their clearance form (dated as at competition start date) lodged with that entry list. The players shall be allowed to play with their new club from Round 1 unless advice to the contrary is received from the Committee.

(iii) PRE SEASON CLEARANCE

Clearances received after team registration date (normally about six weeks prior to start of the season) but before Round 1, may be approved so that players can commence playing for their new club from Round 2. Result of the clearance application shall be notified to the-clubs concerned.

(iv) MID-SEASON CLEARANCE

- (a) Clearances received between Rounds 1 to 5 (inclusive) may be approved so that players can commence playing for their new club 7 days after receipt of the clearance application. The Administrator is to notify Club Contact of starting round of each player.
- (b) Clearances received after Round 5 of a season shall be held over to the following season.

(v) OTHER CLEARANCES

- (a) Players who wish to transfer to another club, because their club has disbanded or has no teams entered in the competition, do not need a clearance.
- (b) Any player who wishes to transfer to another club because their club does not have a team entered in the Competition in their age group, is required to complete and lodge a clearance form with the Administrator. The receiving club shall be notified of the commencement date for the player concerned. The player will be an "ON LOAN" player and as such may transfer back to his/her original club, without penalty, at the end of the season. It is the responsibility of the losing club to mark the transfer form with the words "ON LOAN".

NOTE: For the purpose of this Rule, the Junior Saturday Mixed, Boys' and Girls' Competitions are considered as separate.

As Junior Saturday Competition, Week Night Junior Competition and Friday Night Competition are deemed to be separate competitions, players may be registered and play for a different club on Saturday to their week night club.

- (vi) **CLEARANCES NOT COVERED BY THE ABOVE RULES** shall be considered on their merit by the Committee. Details shall be submitted in writing to the Administrator of the Committee.

- (vii) **APPEALS:** Decisions under this Rule can be subjected to Appeal.(See Rule 16.)

15. ELIGIBILITY (movement, between grades/age groups)**(i) DEFINITIONS – In this Rule:-**

- (a) Each season stands on its own; there is no carry forward of requirements from one season to the next;
- (b) "games" refers to non-finals games; byes count as games played;
- (c) "section" - where teams of the same grade and age group are divided into separate competition groups(e.g. Section 1 and Section 2, or 14C1 and 14C2) for convenience of fixturing these are called sections;
- (d) "normal age group" is the lowest age group in which a player is eligible to play;
- (e) prohibitions - are to be construed as including the words "except with the prior approval of the Grade Secretary/ies concerned or of the Appeals Committee".

(ii) PLAY IN DIFFERENT TEAMS IN THE ONE ROUND

Subject to compliance with the rest of this rule - in any one round a player may play with only one team in the one age group, but may play in a number of age groups (e.g. an under 14 player may not play in two under 14 teams, but may play in an under 14 and in an under 16 team). See also Clause (vii).

Where a player has taken part in more than one game per age group per round (e.g. to avoid a walkover), the game points earned by the player's regular team shall be counted, the game points earned by any subsequent team shall be forfeited [see 15(viii)].

(iii) PLAYER WHOSE TEAM HAS A BYE

A player who plays for a team which has a BYE in any given round may not play for any team in that age group in that round.

(iv) PLAY IN DIFFERENT SECTIONS OF THE SAME GRADE AND AGE GROUP.

Subject to compliance with the rest of this Rule -players may move from a team in one section to a team in another section of the same grade and age groups until they have played three games in one section. They may not subsequently revert to another section. See also Clauses 15(ii) and (vi).

(v) CLUBS WITH TWO OR MORE TEAMS IN THE SAME GRADE & AGE GROUP

Subject to compliance with the rest of this Rule - where a club has more than one team in the grade and age group concerned, players may move between teams until they have played three games in one team. They may not subsequently revert to another team. See also Rule 15 (vi)

15. ELIGIBILITY (movement, between grades/age groups)**(vi) PLAY IN SAME AGE GROUP**

- (a) A player may move to a higher grade at any time but once the player has played three games in the higher grade, he/she must remain in the higher grade for the remainder of the season.
- (b) A player cannot move to a lower grade once he/she has played three games in the higher grade.

(vii) PLAY IN DIFFERENT AGE GROUPS (For Chart – see Attach. 2- page 18)
Using FILL-IN players to avoid a walkover or forfeit

When, because of injury or other reason, a team is unable to attend with more than five players, the team may substitute up to two players from lower age groups within their club PROVIDED THAT as a result of such substitution the TOTAL NUMBER OF PLAYERS SHALL NOT EXCEED SIX. The table shown on Attachment 2 has been created so that teams may avoid being charged for a walkover and to avoid losing points for a forfeit. Fill-in players are required to provide their details (including date of birth) on the back of the score sheet.

The chart is for FILL-IN PLAYERS ONLY and shows ALL grades permitted to be played by any player playing in a higher age group.

N.B. Clubs needing to play players in two age groups due to a permanent shortage of players in an older age team are required to notify the Junior Domestic Competition Committee in writing when lodging team entries. Such players are required to play all grading games in both age groups so that both teams are graded fairly.

**ANY VARIATIONS TO THESE RULES SHALL HAVE PRIOR APPROVAL
OF THE APPROPRIATE GRADE SECRETARIES.****(viii) PENALTIES FOR INELIGIBILITY UNDER RULE 15**

A team shall forfeit all games in which it has used ineligible players. The opposition team shall receive 3 premiership points, the offending team shall receive 0 (zero) premiership points, The score line of the game shall be 10-0 to the opposition team. The maximum loss of points (due to conversion of wins to losses) until notification by the Administrator is 6 points.

Explanatory Note:

The purpose of Rule 15 is to prevent a team gaining an unfair advantage over another team, whether by accident or design, through movement of a player or players from one team to another. It is not intended to prevent a player from finding the grade suited to his/her skills or from 'making up' a team which might otherwise have to give a walkover.

Clubs are strongly recommended to seek prior help from the Grade Secretary/ies who shall give a ruling. Clubs have the right to appeal against such ruling.

16. APPEALS

- (i) An Appeals Committee, shall be appointed by the Committee to:-
 - (a) Hear submissions and deal with all disputed transfers and clearances of players from one club to another .
 - (b) Hear submissions and deal with all appeals regarding the validity of registration or eligibility of players to play in different age groups, teams or grades or in finals series (including appeals against the decisions of Grade Secretaries).
 - (c) Adjudicate upon such other matters as the Committee may decide to refer to the Appeals Chairman.
- (ii) Reference to the Appeals Committee shall set out the grounds of appeal in writing and include payment of a bond (equal to a walkover fee). All appeals to be submitted to the Administrator of the Competition via the Club Secretary.
- (iii) The Appeals Committee has the power to override the rules relating to eligibility, transfer, registration or other rules affecting the rights of individual players or teams to the extent necessary to arrive at an equitable solution in the circumstances of the individual case.
- (iv) The Appeals Committee has no power to change these Rules but is required to recommend revision to the Committee if it considers this necessary on the evidence of appeals heard.
- (v) A decision by the Appeals Committee within its power shall be final.

17. DEFERRED GAMES

- (i) Deferral of rostered games, if requested and agreed by both teams, is at the discretion of the Committee. Applications shall be made to the Administrator of the Committee giving reasons.
- (ii) If the Committee decides that deferral is not practical or appropriate, the original fixture shall stand.
- (iii) If the Committee agrees to the deferral they may:-
 - (a) Set a new date, place and time for the deferred game, which becomes the fixtured time for the purpose of these Rules; or
 - (b) If unable to find a location within reasonable time, declare the deferred game forfeited by the team which first requested the deferral, but Rule 12(v) shall not apply.

18. BALL SIZE (AND FREE THROW LINE)

Under 14 and older age groups: **BOYS:** Use size 7 ball. **GIRLS:** Use size 6 ball.
Both Boys and Girls shoot from the normal free throw line. (3 seconds in the key)

Under 12 and younger age groups Both Boys and Girls use size 6 ball.
Both Boys and Girls shoot from the advanced free throw line. (5 seconds in the key)

19. SCORE SHEETS

- (i) Score sheets shall be completed before the scheduled time of commencement of each game. Coach's name to be printed clearly on the score sheet.

N.B. At round 1: The team name and each player's given and surname will be computer generated onto the score sheet. Team Managers are required to add player numbers and coach's name. Thereafter, to add coach's name and check player names and numbers each week.

From round 2: Player numbers are printed on the score sheet in numerical order.

- (ii) Once the players' names have been computer generated onto the score sheets, any alterations or additions made by hand must have player details completed on the back of the score sheet to avoid the team forfeiting the game
- (iii) Players' names shall not be added to the score sheet after the game has started unless the player was present at the start and the name was accidentally omitted.
- (v) Players' names shall not be crossed off the sheet during the game as a player may arrive up to the final whistle to take the court.
- (v) At the close of the game, names of players who have not played at any time during the game shall be deleted.
- (vi) All age groups shall be limited to ten players per team, per game, except for the lowest age group in a particular season.
- (vii) Failure to adhere to parts (i), (ii), (iii), (iv) and (v) of this Rule shall incur a penalty (as determined by the Committee) after notification from the Administrator.

20. TIMING REGULATIONS (Jnr Saturday Comp only)

(For Week Night Juniors and Friday Night Domestic Comps see Attachment 3.)

- (i) In all rostered non-finals games the clock shall stop only in the last two minutes of the game for all whistles and shall not stop at any other time except on the expressed direction of the officiating referee.
- (i) Two time outs per team per half are permitted. There shall be no time outs permitted in the last two minutes of the first half.
- (iii) In a finals series, the clock shall stop for all timeouts and five personal foul situations. In the last three minutes of the second half and extra time the clock shall stop for all whistles. Clock shall start on referees signal.

N.B. Extra time is five minutes on the clock. One time out per team permitted. Clock shall stop for all whistles in the last three minutes of extra time.

21. OFFICIALS (SCORE BENCH)

Each team shall provide one competent bench official (scorer or time keeper) for each game in which the team is engaged. Failure to do so may result in the game being forfeited by the offending team.

22. CONDUCT OF PLAYERS, OFFICIALS ETC.

- (i) If, in the opinion of the Committee, any player, official, spectator or team conducts themselves in a manner contrary to the best interests of junior basketball then that player, official, spectator or team may be required to attend and be heard at a meeting of the committee which shall decide what action, if any, shall be taken.
- (ii) Clubs or teams playing a player or players under false names shall lose all premiership points for that game and shall be reported to the Committee for further action.

23. DISPUTES AND PROTESTS

- (i) Any dispute or protest between teams or clubs not provided for elsewhere in these Rules shall be decided by the Committee. Teams or clubs likely to be affected by any decision made by the Committee as a result of a dispute or protest shall be entitled to send one representative to attend and be heard at the meeting which is dealing with the matter.
- (ii) All disputes or protests shall be lodged in writing with the Administrator of the Committee (via Club Secretary) within five (5) days of the dispute or protest arising.
- (iii) At the discretion of the Appeals Chairman, clubs may be granted an appeal against Committee decisions regarding disputes and protests. Clubs seeking an appeal against Committee decisions regarding disputes and protests shall lodge a request in writing with the Administrator of the Committee. A bond (equalling the cost of a walkover fee) shall accompany the club's written submission. Such bond shall be refunded if the appeal is successful; and refundable, at the discretion of the Appeals Chairman (or Appeals Committee), if unsuccessful.

24. PENALTIES AND CHARGES OUTSTANDING

Where:-

- (a) Any penalty, suspension, disqualification or ruling given or imposed by the Committee upon any club, team, player, spectator or official; or
- (b) Any deposit, team application fee or other charge owing to the Committee by any club, team, player, spectator or official;

remains outstanding or unpaid then such club, team, player, spectator or official shall not be permitted to participate in any manner in relation to any competition or event conducted by the Committee unless such penalty, suspension, disqualification

or ruling has been complied with and any deposit, fee or other charge owing has been paid to the Committee.

25. CARE OF VENUES

- (i) Venue Manager(s) are empowered to exclude any person from a particular venue.
- (ii) Alcoholic beverages shall not be consumed by any spectator, player or official during the course of the competition and any report received by the Committee for this offence shall result in disciplinary action being taken under Rule 22.
- (iii) Any player, official, spectator or other person responsible for causing damage to a venue may be required to pay the cost of reinstatement as determined by the Committee. Any persons affected under this Clause shall be entitled to present their case in writing and to attend and be heard at the meeting of the Committee which determines the case.

26. NOTIFICATION

- (i) Decisions of the Committee notified to the club's nominee under Rule 3, shall be deemed to be official notification.
- (ii) Whilst the Committee shall accept documents received by mail from clubs which are required to lodge such documents under these Rules, it is impracticable for the Committee to acknowledge such lodgement. Accordingly:
 - (a) The Committee does not accept posting by ordinary mail as proof of lodgement; and
 - (b) It is the responsibility of each individual club's nominated representative to check matters such as lodgement of clearances, registrations, eligibility for finals etc. with the relevant officer of the Committee.

27. MEMBERSHIP AND VOTING

Membership, voting rights, procedures at meetings and other similar matters relative to the Junior Domestic Competition Committee activities are, as determined by the Rules of the Melbourne East Basketball Association Incorporated.

28. ALTERATION TO RULES

A Rule may be altered, added to, rescinded or inserted by resolution of the Committee or by resolution passed at an Annual Meeting of the Junior Saturday Competition.

Note:- Notice of a resolution in writing shall be lodged with the Administrator of the Committee at least 14 days before the Annual Meeting is held.

29. GENERAL

In any matter not specifically covered by these Rules the Committee may make the necessary ruling.

ATTACHMENT 1

GREATER EASTERN BASKETBALL CONFERENCE JUNIOR SATURDAY COMPETITION

AGREEMENT BETWEEN GEBC CLUBS:

NO ZONE DEFENCE TO BE PLAYED IN THE FIRST HALF OF THE GAME FOR U12 AND YOUNGER AGE GROUPS.

The only exception is when a team has no substitutions for the game.

Definition of zone defence: Any defence played in the half court which does not incorporate normal man to man principles shall be considered a zone.

ALL TEAMS ARE OBLIGED TO HONOUR THIS AGREEMENT.

MIXED U8 GRADING – FIXTURING SYSTEM

The form of many teams in MU8 changes on a weekly basis. The Committee's aim is to, as near as possible, retain even grades throughout the season. As MU8 do not play finals, the Grade Secretary has the flexibility to re-grade where it is deemed necessary during the season on a one for one swap basis.

The following has been adopted as a guideline for the grading and fixturing of MU8 age/grades.

For the initial grading of teams, the Grade Secretary is guided by clubs' requests on the team entries and also by their own knowledge of the listed players (where they have played previously).

The guidelines for grading teams, as used for older age groups (6 teams per grade) will be adhered to where possible, but depending on the number of teams that contain "all new" players, some grades may be larger.

Game details for rounds 1-5 are issued via a venue plan available on the web site.

After round 4, the Grade Secretary notifies the Administrator of the changes to take effect from round 6. ***

Game details for round 6 are issued via a venue plan available on the web site.

*** There may be a "fine tune" to grades after round 5 (on a one for one swap basis).....
Any changes to be effective from round 6.

Fixtures are issued via the web site from round 7 for the remainder of the normal rounds.

At the discretion of the Grade Secretary, there may be a further re-grading (on a one for one swap basis) prior to the end of the season.

For MU8 grades, extra games will be fixtured on the Elimination Final Day relative to the remaining age groups. Game details are issued via a venue plan on the web site.

On Elimination Final Day, all MU8 players shall be presented with a participation award following their last game for the season.

ATTACHMENT 2

**CHART FOR RULE 15 (vii) – PLAY IN DIFFERENT AGE GROUPS
(FOR FILL-IN PLAYERS ONLY)**

X = NOT ELIGIBLE TO PLAY IN THIS AGE GROUP

<u>Playing Age & Grade</u>	<u>U10 Grade</u>	<u>U12 Grade</u>	<u>U14 Grade</u>	<u>U16 Grade</u>	<u>U18 Grade</u>	<u>U21 Grade</u>	<u>U23 Grade</u>
U8-1	ABCD	x	x	x	x	x	x
U8.2	ABCD	x	x	x	x	x	x
U8.3	ABCD	x	x	x	x	x	x
U8.4	ABCD	x	x	x	x	x	x
U10A	-	AB	ABC	x	x	x	x
U10B	-	ABC	ABCD	x	x	x	x
U10C	-	ABCD	ABCD	x	x	x	x
U10D	-	ABCD	ABCD	x	x	x	x
U12A	x	-	AB	ABC	x	x	x
U12B	x	-	ABC	ABCD	x	x	x
U12C	x	-	ABCD	ABCD	x	x	x
U12D	x	-	ABCD	ABCD	x	x	x
U14A	x	x	-	AB	ABC	x	x
U14B	x	x	-	ABC	ABCD	x	x
U14C	x	x	-	ABCD	ABCD	x	x
U14D	x	x	-	ABCD	ABCD	x	x
U16A	x	x	x	-	A	AB	AB
U16B	x	x	x	-	AB	ABC	ABC
U16C	x	x	x	-	ABC	ABCD	ABCD
U16D	x	x	x	-	ABCD	ABCD	ABCD

U18A	x	x	x	x	-	A	AB
U18B	x	x	x	x	-	AB	ABC
U18C	x	x	x	x	-	ABC	ABCD

ATTACHMENT 3

MELBOURNE EAST BASKETBALL ASSOCIATION INC. FRIDAY NIGHT BOYS' COMPETITION

THE M.E.B.A. FRIDAY NIGHT BOYS' COMPETITION SHALL UTILIZE THE RULES CURRENTLY EMPLOYED BY THE "GREATER EASTERN BASKETBALL CONFERENCE" JUNIOR SATURDAY COMPETITION WITH THE EXCEPTION OF THOSE SPECIFIED BELOW.

The M.E.B.A. FRIDAY NIGHT BOYS' COMPETITION excludes players who play "A" grade in the Victorian Junior Basketball Council's (VJBC) Competition. (For the purpose of this Rule, "A" grade includes "Vic. Championship" and "Metro 1" grades.)

The Committee recognises that players in the MEBA Friday Night Competition may wish to trial with the above teams.

This trial currently would occur in the first 4-6 weeks of the VJBC grading season (held during the period August to December).

It is not the intention of the Committee to prevent players from participating in such a trial and subsequently returning to or completing commitments to the MEBA Friday Night Competition.

Therefore, during the first six weeks of the VJBC grading season, players who have been part of the MEBA Friday Night Competition may:

- (a) if unsuccessful, return to their MEBA team,
- (b) if successful, complete the current MEBA season.

Players who lose their position with a Representative team after the MEBA Friday Night Competition has commenced and wish to play in the MEBA Competition, must apply through their respective clubs to the Committee.

The purpose of this competition is to provide additional basketball competition of high standard for MEBA players, and as such, VJBC players not playing in "A" grade may compete. However, VJBC players may not be included in teams for the purpose of winning specific games – they must be deemed to be regular players. If in the opinion of the Committee, a team/club infringes the spirit of the Competition, the player/s concerned will be deemed ineligible for that game or games, attracting the appropriate penalty for an ineligible player.

It is the responsibility of the club to ensure that players **do not** already play "A", "Vic. Championship", or "Metro 1" grades within the Victorian Championship Competition. This should be verified with each player prior to entries being submitted and prior to new players being added to a team.

ATTACHMENT 4

MELBOURNE EAST BASKETBALL ASSOCIATION INC. WEEK NIGHT JUNIORS (INCLUDING FRIDAY NIGHT COMPETITION)

TIMING REGULATIONS

- (i) All Week Night Junior rostered non-finals games will run over **two 18 minute halves**, with **the clock stopping on all whistles** in **the last two minutes of the second half**, and shall not stop at any other time except on the expressed direction of the officiating referee.
- (ii) **One time out** per team per half is permitted. There shall be **no time outs** permitted in the last two minutes of either half.
- (iii) In a finals series, the clock shall stop for all timeouts and five personal foul situations. In the last three minutes of the second half and extra time the clock shall stop for all whistles. Clock shall start on referees signal.

N.B. Extra time is five minutes on the clock. One time out per team permitted. Clock shall stop for all whistles in the last three minutes of extra time.

(For finals, the clock shall be set at 18 minutes for each half.)