

# Metro & Southern Districts Basketball Association By-Laws

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As of: 24th April 2023

## 1. DEFINITIONS

The Association: Metro Southern Districts Basketball Association (MSDBA)

Association Staff: Person(s) responsible for the day-to-day operations of the MSDBA

Executive Committee: The committee responsible for the administration of the MSDBA

FIBA: Federation of International Basketball Associations

### 1.1. PLAYING RULES

All competitions are conducted under the current FIBA Official Basketball Rules, unless otherwise stated in these bylaws or the by-laws of Basketball Victoria.

### 1.2. INTERPRETATION

The Association Staff/Executive Committee have the right to rule on matters not specifically covered in the Bylaws in the best interest of Basketball and MSDBA Competitions.

## 2. GAME PAYMENT

### 2.1. PLAYER REGISTRATION

A Player must be a minimum of 14 years old at the time they take to the court. Players must be registered online with the association and Basketball Victoria through PlayHQ prior to the game. Check players are registered at the Score Table to ensure all players are registered for "Sports Injury Insurance".

**Note:** that the Association may choose not to accept the registration of a player for any reason.

### 2.2. TEAM REGISTRATION

To take part in any official match a team must have paid fees and registered with the Association through PlayHQ. The Association may reject the Team Entry into our competition for any reason. Any Team who has not paid the registration fee will not be permitted to take the court.

**Note:** that the Association may choose not to accept the registration of a team for any reason.

### 2.3. ONE GAME PER NIGHT PER PLAYER

A registered player can only play in one match per night unless permitted by the Association Staff. A club may be given permission to play a player in a club team

to avoid a walkover. All other players must seek permission from the team they would currently play for.

**Penalty: Team of the Offending player forfeits the match.**

#### 2.4. WEEKLY GAME FEES

Each team must purchase a scoresheet online or from the front desk before the game.

2.5. A team must have at least 4 players to begin the game.

### 3. BASKETBALL UNIFORMS

#### 3.1. SINGLETS

Each player must have a Singlet with a legal number. Singlets must be of the same basic colour. Numbers should be 10 cm on front and 20 cm on the back.

#### 3.2. SHORTS

Each player must wear basketball shorts of a uniform colour. Bike shorts, Board shorts, Tracksuit pants or shorts with pockets, buttons, belts or buckles are not allowed.

3.2.1. Basketball Shorts Definition: any shorts which are legal based on article 3.2.

*Note: Hire uniforms are available from the office for a small hire charge. Anticipate colour clashes and get uniforms early. Don't delay the start of the match.*

#### 3.3. UNDERGARMENTS

Compression Short Sleeves and T-Shirts of the same dominant colour as the playing singlet or black may be worn.

Compression Stockings of the same dominant colour as the shorts, black or beige may be worn.

Any undergarments with loose long sleeves may not be worn.

#### 3.4 Uniform Penalties

As of round 4, incorrect uniform penalties apply. Teams with players without correct uniform(shorts and singlet) will be penalised, 5 points per player will be awarded to the opposition. Penalties will be applied by the referee at half time of the game.

#### 3.5 Teams New Uniforms

Teams who show proof of purchase of new uniforms will be given an extension beyond round 4 in which their uniform may be incorrect. This does not apply to shorts with pockets.

### 4. UNSPORTSMANLIKE CONDUCT

Players, Coaches, Spectators, Officials and Administrators must conduct themselves

under the Basketball Victoria Codes of Conduct.

#### 4.1. SIN BIN

Game referees will be required to:

- Penalise any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls, bad language etc. with a Technical Foul and send them to the 'Sin-Bin'. The Sin-Bin isn't necessarily a specified place; it just means that the coach/player/bench person is required to leave the court (or move down the bench) for 5 minutes. Timing of the 5 minutes can be done by bench personnel.
- A player who is sent to the Sin-Bin is allowed to be substituted.
- The coach/bench person who is sent to the Sin-Bin must move to the end of the bench area and cannot communicate with team members while they are there.

Answers to some FAQ's (Frequently asked questions)

Q. Is a parent subject to the same penalty if a Technical Foul is called on them because of their actions?

A: No - the match rules and Stadium Management should be used to control spectator actions

Q. What if the second Tech. Foul is for a 'technical' offence - eg. Defence leaning over the line on a pass in?

A: The 'sin bin' option shouldn't be applied.

Q. What if the Tech foul occurs with one minute to go in the first half ?

A: The player/bench person sits out the last minute, then the first 4 minutes of the second half. Similar reasoning would be applied to all intervals of play between periods.

Q. What if the Tech foul occurs with four minutes to go in the second half?

A. The player/bench person is out for the remainder of the game (assuming the clock isn't stopped)

Q. What if a player refuses to leave the court?

A: Normal game rules apply - if a junior, seek adult support. The player/bench person can be reported.

Q. What if the team only has 5 players?

A. Now they only have 4.

Q. What if the team only has 2 players left and one is 'substituted' because of a 'Sin-Bin' Infraction?

A: The game is over. The opposition win by forfeit.

Q. What if the team calls a time out?

A: 5 minutes is a 'fixed time' during a playing period. It is viewed as a 'cooling off' period.

Q. Who keeps track of time in the Sin Bin?

A: The simplest method is to write the offence time on the score sheet and ask the scorer to remind the referee when time is up.

#### 4.2. Unsportsmanlike Play

A player who receives an unsportsmanlike foul will be sent to the 'Sin Bin' under the same penalty applied in art 4.1

Teams who take advantage of lax or inexperienced umpiring and resort to rough or unsportsmanlike play or disrupting the games with disputing decisions will be dealt with by the committee. Penalty: Offending Teams will be removed from the competition.

### 5. CHEATING

The Executive Committee will deal with cheating in any form; Teams are Responsible for their players therefore the team will also be penalised together with the offender.

### 6. GAME REGULATIONS

#### 6.1. Ladder Positions

Teams will be sorted based on their premiership points average. If more than one team is on the same premiership points average then they will be sorted by highest %, then points for and then lastly by alphabetical order.

#### 6.2. Premiership Points

Win – 3 Points

Draw – 2 Points

Loss – 1 Point

Loss by Forfeit – 0 Points, Score 0 Points

Win by Forfeit - 3 Points, Score 20 Points

Scratch Match Given – 1 Point, Score 0 Points

Scratch Match Received – 3 Points, Score 20 Points

Loss by Disqualification – 0 Points

Win by Disqualification - 3 Points

Bye – 0 Points

6.3. Games which are abandoned or called off by association staff prior to half time will result in a draw awarded to both teams. After half time the score at the time the game is called off will stand. If the team winning has a deliberate act that caused the game to be called off the game will be recorded as a loss by Disqualification.

## 7. FINALS

- 7.1. Finals Qualifications A player must qualify for finals by taking the court, or receive a walkover, in a minimum of 5 games during the season for the team they are currently registered to and must be marked off on the scoresheet/tablet.
- 7.2. A bye round does not count as a qualifying game.
- 7.3. If a team is reduced to 5 players or less for finals, a qualified player may be replaced by an unqualified player who is unable to play. The replacement player must be registered into the team and have played a minimum of 2 games in the same season. This exemption must be submitted to the association prior to the game.
- 7.4. Exemption requests may be submitted to the Association Staff who will, if required, seek guidance from the Executive Committee.
- 7.5. Confirming player registration: When requested by association staff the player will be required to confirm their registration details submitted in PlayHQ.

## 8. WALKOVER

Walkovers are caused by poor team administration and are frowned upon by the Association. Any team who concedes a walkover must pay a fine before they play their next match.

A team who gives a second walkover in the one season will also provide a written explanation of the status of the team and reasons behind the walkovers. If the Executive Committee does not accept the reason will be removed from the competition.

Outstanding fines may result in teams losing Premiership Points and could be withdrawn from the competition.

The score sheet in case of a walkover will be 20-nil.; due to traffic problems at MSAC the walkover will not be recorded until 15 minutes after starting time. Art 11.3 Delayed start penalty shall be applied.

## 9. NOTICE BOARD

Our website is where players can check results, ladders and fixtures  
[www.spartansbasketball.net.au](http://www.spartansbasketball.net.au)

## 10. FIRST AID

First aid and ice is available. For more serious injuries the Association will assist in the request for an Ambulance or other treatment as required by the Player or Team.

## 11. TIMING RULES

### 11.1.50 MINUTE TIME SCHEDULE:

- The game will consist of two (2) periods of twenty (20) minutes.
- Half-time interval of play of two (2) minutes.

On court warm up will only be permitted where time between matches is available. Games shall commence at the scheduled time where possible.

The clock will not stop in the first period.

The clock will stop in the last 3 minutes of the second period for:

- Time out
- Substitution
- Fouls
- Held ball situation
- Officials time out

Each Team will be permitted one (1) time out per half, a time out may not be called in the last one(1) minute of the first half.

If scores are tied at the end of the game a tie will be recorded (no extra period).

#### 11.2. 60 MINUTE TIME SCHEDULE (FINALS):

Warm Up period of two (2) minutes.

The game will consist of two (2) periods of twenty (20) minutes.

Half-time interval of play is two (2) minutes.

Each Team will be permitted two (2) time outs per half.

The clock stops for:

- All time outs
- The last one (1) minute of the first half the clock stops for all whistles
- The last three (3) minutes of the second half the clock stops for all whistles

Drawn Games:

- One (1) Minute between Periods
- Extra period of three (3) minutes
- One (1) Time out per team per extra period

#### 11.3. DELAYED START PENALTY

Once the game clock has started any time lost will be penalised at 1 point for each minute to the offending team

#### 11.4. HEAT TIMING RULES

When the court temperature reaches 30°C, Association Staff must consider implementing and where the court temperature reaches 35°C, must implement the following amendments to the timing rules in article 10.1 and 10.2:

- Each half reduced to 18 minutes
- Compulsory Time out: the referee must call an additional compulsory timeout close to the halfway mark in each half, where the clock will STOP.

#### 11.5. SCORERS

If a trained Score Table Official is operating the Referee will acknowledge them as the 3rd Official. If team volunteers are scoring the Referee will ensure that the Score Table complies with his/her signals.

#### 11.6. 24 SECOND SHOT CLOCK

The twenty-four (24) second clock will operate electronically in approved competitions under Article 29 and 50 of the FIBA Rules. In all other games the last 3 minutes if there is a suspicion that a team is freezing the ball a visual and auditable 24 second count may be made by the Referee.

#### 12. PHOTOGRAPHY

Images of participants and officials may be published on the Associations official website and social media pages. If a person requests their image be removed, they may do so in writing to the Association staff.

#### 13. CLEARANCES

13.1. At the end of the season all players will be regarded as 'open agents' who may join any team.

13.2. During the season a player who is registered to a team and has taken the court may clear to another team, provided they gain written approval from their previous team, and notify the Association staff.