



Casey Basketball Association Inc A0058834H

By Laws

Version 6- 21st March 2016

Version	Date	Author	Nature of Amendment
1.0	19/09/2013	Simon Krug	First release of document after format change. Amended penalties and eligibility criteria.
2.0	07/04/2014	CBA	BV Player quota. No Zone Rule. U10's size 6 ball. Heat Rule
3.0	23/09/2014	CBA	Withdrawal Fee. T-shirts not allowed. Afterschool timing. Mercy Rule amendments. U8's/ Grade 1 / 2 defence amendment.
4.0	9/04/2015	CBA	Numbering on Uniforms, Heat policy 40 minute time slot, Sin Bin- Unsportsmanlike foul included, Walkover policy
5.0	21/09/2015	CBA	Under 21 competition, Approval of Knee pads to uniforms, Transferring of clubs (interclub transfer), Player Eligibility.
6.0	21/03/2016	CBA	Change of Format, Amendment to Contents Page, Added page numbers, Domestic Points System, Arm bands for under 8's program, Amendment to Coaches on the court in under 8s, Stadium scoring, Amendment to Ejections, Amendment to Registrations.

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Rules and Application

1. Team contact:

1. Each club/team must nominate two persons to contact with queries, information or enquiries. It is the responsibility of the club/teams nominated persons to distribute fixtures, fill out score sheet before each game, paying the game fees to the Session Supervisor before each game, ensuring players have correct uniform, and making players aware of all by-laws and insurance procedures.

2. Game Fees:

1. Game fees must be paid to the Session Supervisor before commencement of game.

2. All Team registration fees must be paid in full at the time of submitting the registration form. Your team will not be entered into the competition until the registration fee is paid in full. If payment is received after the competition has started we reserve the right to enter your team in any competition grade, in the suitable age group, at the next convenient date, or to refuse entry (due to the competition reaching capacity). Registration fee is non-refundable.

3. Withdrawal Fee of \$200, is payable if a team withdraws after the grading phase.

3. Timing regulations:

1. Each game will consist of two 20 minute halves, each with an interval of 2 minutes between halves. Afterschool Program will consist of two 17 minutes halves with a 1 minute's interval between halves.

2. There will be allowed 2 time-outs per team per half. Each time-out being a maximum of one minute. There will be no time outs allowed in the last 2 minutes of the first half.

3. Time allowed in the Key from U10, U12, U14, 5 seconds.

4. Time allowed in the key from U16 up, including all senior competition, 3 seconds.

5. In all rostered non-finals games the clock shall stop only in the last three minutes of 2nd half for all whistles. If the score differs by 30 points or more, the clock will not stop. Not applicable to the afterschool competition. Clock does not stop on the afterschool competition.

6. In a finals series the clock shall stop for all time outs and five personal foul situations. In the last three minutes of the second half the clock shall stop, for all whistles. Clock shall start once the ball is touched by a player in the court.

In the Afterschool competition, the clock does not stop for time outs, unless it is in the last 3 minutes of the second half, where the clock shall stop for all whistles.

7. In the case of extra time in finals series, the clock shall stop for all whistles in the last 3 minutes. Extra Time will consist of a 5 minute period, with 1 time out per team. The clock will stop for these time outs. Time outs do not roll over from regular time.

In the Afterschool competition, the clock does not stop for time outs, unless it is in the last 3 minutes of extra time, where the clock shall stop for all whistles.

8. In the case of the game still being a draw once extra time is played, another 5 minutes shall be played with the same timing rules as above. This will continue till a result is achieved.

9. Referees shall not start a game clock before the scheduled starting time of the match. At this time having called centres the game clock will be started by the scorers when the referee signals. Should either team not be ready refer By-law 8.1.

10. Any Team not ready to play at the fixtured time will incur a one point penalty per minute they are not playing. This includes not finalising a score sheet or allocating players to the online scoring system.

4. Score Sheet/Online Scoring System:

1. Each player's number, given and surname must be clearly printed clearly on the score sheet provided or entered into the online scoring system before the game commences . If not, the game will not be recorded as a qualified game.

2. No more than ten players can play, therefore if the sheet or the online scoring system has more than ten listed, a team representative must cross off the extras players prior to the game commencing.

3. Coaches full name must be printed on the score sheet or entered into the online scoring system prior to the game commencing.

5. Bench Official:

1. Each team must supply a competent scorer being 14 years of age or older for the duration of the game. The game will not commence until two scorers are on the bench. If a team fails to provide a scorer a member of their team must leave the court and attend the score bench.

6. Player Registrations:

1. All players' individual details must be on the online registration form. Any player not listed on the team registration entry form must list all of their player registration details on the back of the score sheet or entered into the online scoring system before their first game commences, to become a registered player with that team.

2. The penalty for playing unregistered players will be the loss of all premiership points for games played by said player. Also all games played by said player will not be counted for their percentage of games played.

7. Grading:

1. Any competition graded after the defined grading period will result in all teams in that grade, having all points and percentages set back to zero after grading.

2. Teams may be graded to a higher or lower division and/or age group at the discretion of the CBA and or Domestic Council up until the end of the defined grading period, after the grading period no teams will be regraded unless they can show exceptional circumstances and is approved by the CBA.

3. Any team that is regraded, by the decision of the CBA will be moved into their new grade/age group with the same points as 4th place, and zero percent, unless advised otherwise by the Domestic Council.

8. Player Eligibility:

1. During grading games, any player moving from one team to another due to exceptional circumstances, must be notified to the CBA Competitions Administrator in writing. After grading players may not transfer from one team to another in any one competition, until they have written approval from the Domestic Council. This applies to all representative players all year round at any time and in any competition.

2. Players can only play one game in each competition, per age group, on any one night/day.
3. All CBA junior competitions are to be advertised as separate gender competitions. Where separate boy's and girl's competitions are on offer, they are to be strictly policed as boys only and girl's only competitions. (This excludes the Afterschool competition, which is mixed)
4. Any player under the age of 14 will not be allowed to play in the senior domestic competition unless written consent is received from the player's parent or guardian and approved by the CBA.
5. Players can add their name to the score sheet anytime during the game providing they register with the team via the online scoring system or on Fox Sporting Pulse.
6. If a player is playing "A" grade in a higher age group. They must play "A" grade in their own age group. Exception-If the player plays grading games in their correct age group (more than half grading games required), and the team is then placed in a lower grade.
7. Any junior player is only allowed to play up one age group from their lowest eligible age group. (e.g. Under 12 to Under 14 if lowest eligible age group is U12) unless written consent is received from the player's parent or guardian and approved by the CBA.
8. For the domestic competition. A player is registered to a club not an age group. When transferring between clubs or transferring between teams within the same club at any time during the season **all** players must obtain a clearance.
 - If a player leaves a club/team to play for another club/team, they must obtain a clearance, if the original club/team is still registered with the CBA. If the original club/team is no longer registered with the CBA, a clearance is not required.
 - Players may only obtain a clearance before the end of the defined grading period of the season by forwarding a completed clearance form to the Domestic Council and signed by the respective club's nominated representative. Clearances after the defined grading period may only be granted by the CBA in exceptional circumstances.
 - All clearances for representative players must be approved by the CBA before becoming effective.
 - Clubs/teams must deal with all clearance applications within 14 days of receipt.
 - **Players wishing to play for more than one club over two age groups must complete a Player Permit application. This must be approved by CBA before commencing play.**
9. Any player who has competed in the Big V Competition or higher in the past calendar year or current year, must play in the A grade competition. Youth League players competing in the BIG V Competition in the past calendar year or current year, cannot play in any grade lower than B grade. ** This can be appealed in writing to CBA.
10. Any Team entered, cannot include more than three (3) players who compete in Big V Competition or higher in the past calendar year or current year. This includes Youth League players.

Any breach of rules **8.1 - 8.10** deems the player ineligible. Penalties apply as per "12. Penalties"

9. Junior Competitions:

1. Each junior team must have a responsible person over the age of 18 at their games.
2. Each player may be required to provide proof of age to CBA for any reason deemed appropriate. It is each club/teams responsibility to ensure players are eligible for an age group based on their year of birth. Proof of age includes an original (not photocopied) birth certificate, extract of birth, student concession card, passport, statutory declaration, infant welfare booklet or learners permit

3. No person is to approach domestic coaches, players and associated parents about representative players transferring domestic teams at any time until they have written approval from the CBA. Non-compliance will result in the person and anyone involved having to report to the CBA.

4. If a Junior player is ejected from the game, it is the teams responsibility to ensure they are supervised accordingly. (Any ejections require the player to leave the playing courts, and be out of sight of the game.)

10. No Zone Defense:

Definition of a Zone: a method of defense, in which each member of the defensive team guards a specified portion of the playing area in the key.

For the purpose of the By Law, CBA are only referencing to Zone Defense's played within the 3 point area.

Intention:

1. The Intention of this By Law is to avoid having players unfairly position themselves in an area on the court that provides an advantage to some players based on height or ability.
2. To teach all players good defensive principles of Man to Man defense.

By-Law:

During any U8 – U14, or Grade 1- Grade 6/7, CBA Junior Domestic basketball game played, there is to be "NO ZONE DEFENSE" allowed by either team.

The following situations may be used as indicators that a "Zone Defense" is being played.

1. An offensive player cuts through the key and is not followed by an opponent who should be playing defense on this player.
2. A Clear structure "Zone is set up 2/3 or 2/1/2 defense in the key".
3. A defensive player is continually standing in the middle of the key and not making any attempt to guard an opponent.

Exception:

1. Your team can play a Zone Defense, if your team has four (4) or less players on the court.

Penalty:

If in the opinion of the official on the floor, a "Zone Defense" is being played, the game is to be stopped at the next dead ball opportunity and the offending coach is to be warned by the official.

If the coach would like to have the defense reviewed by the Referee Supervisor, they are to send one of their own team representatives to request that the Referee supervisor comes to the court to review the defense. The referee supervisor's interpretation of the defense is final.

If the coach does not take appropriate action to change the defense after a warning has been issued, or does not use the option of review by the referee supervisor, and continues to use a "Zone Defense", the official is to issue the Coach with a Technical Foul.

Please Note:

If in the officials' opinion the "Zone Defense" is being caused by a lack of understanding by a player on the floor, a second warning maybe issued to the coach with a direct reference to the need to educate the individual.

11. Unfinished Matches:

1. In the event of a match being unable to be completed during the regular season due to circumstances beyond the stadiums control (e.g. power blackouts, flooding) the following action shall be taken;

- a. If a problem occurs before half time the match shall be treated as a draw unless the match can be recommenced within 15 minutes of play being stopped.
- b. If a problem occurs during or after half time the team that is leading shall be declared the winner unless the match can be recommenced within 15 minutes of play being stopped.
- c. Any game that is cancelled by an official, due to on court indiscretions, no game fees will be refunded to either team, for this game.

2. In all cases of matches being unable to be completed the scores when play is stopped will count for percentages

12. Walk-Over's:

1. The referees will commence all games on time. When centres are called to begin play, any team not on court with a minimum of 4 players to begin play will be penalized for a late start – 1 point per minute or part thereof. After 10 minutes a walk-over will be awarded to the other team (a 20 – 0 win.) CBA Session staff are too extended the walkover time when necessary.

2. Any team giving a walk-over will incur a fine in order to recover court, registration and referee costs. This fine must be paid before the next fixtured game, or arrangements made to pay with the session supervisor before the team is allowed to play. If a team forfeits two matches in a season, the said team will be asked to show why they should remain in the competition.

3. Walk-over fines as determined by the Casey Basketball Association. (Refer to walkover policy)

13. Finals Qualifications:

1. To qualify for the finals a player must have played at least eight fixtured games of the regular season. At half time referees are to cross off players that aren't there. Any players that arrive after half time, should add their name on the scoresheet.

2. Any player who, through injury or other just cause has not been able to play the required number of rounds to qualify for the finals may apply to the Domestic Council for a clearance to play. Such application is to be made in writing at least fourteen days before the last fixtured game of the season. Requests after this date may not be accepted.

3. It is the club/team's responsibility to ensure all players are qualified for finals.

14. Finals Structure:

1. All competitions will be a 'top 4 team finals structure' unless stated otherwise by the Domestic Council, or CBA

2. Minimum of 6 teams required for separate grading in a competition unless changed at discretion of grading committee.

3. Where there are 6 or more teams in a competition, 4 will play in the finals. Where there are 10 or more teams, 8 will play in the finals.

4. At the discretion of the CBA, and where there are 4 or less teams in a competition, 3 & 4 may play in a consolation final for a certificate and 1 & 2 may play the grand final. However the aim is to play all finals series as normal over two games whenever appropriate and practical.

15. Uniforms:

1. Uniforms consist of numbered singlets from 0, 00 - 99 and basketball shorts. (Small manufacturing logos are allowed). Shorts with pockets and metal buckles are **NOT** allowed.
2. All players must be in full uniform. Singlets must be of identical colour and design and must carry a legal number, of contrasting colour to the singlet. Numbers must be on the back and the front of the singlet (minimum of 10 cm on front and 20 cm on back). All shorts must be the same colour and design.
3. At the start of any season, players are to be in correct uniform independent of when they started.

Exception is a singular newly registered player who is allowed one week grace after they have notified the stadium supervisor of the day. If unable to be in correct uniform after their one week grace they must obtain written permission from the Domestic Council and be able to present that written permission at each game to the stadium supervisor of the day and the referees.
4. T-shirts cannot be worn under singlets. Bike shorts/Compression garments can be worn as undergarments, but pants must finish above the knee and tops must finish above the elbow. Knee pads can be worn. Must be black or skin colour.
5. Any player not in correct uniform will not be permitted to take the court. Exception to this rule can be obtained from the Domestic Council but must be submitted in writing prior to it being approved/declined. Permission notes must be presented at every game to the referee's until player/s are in full uniform.
6. First named team on the score sheet must change uniforms if there is a clash of singlet colours. The match referees will decide if there is a clash. Failure to comply will result in a walkover against the offending team.
7. No full length skins are to be worn on arms or legs, without a doctor's certificate presented. This must be presented at each game. Must be black or skin colour.
8. Sweatband can only be worn on the forehead.
9. All Teams must wear Basketball Singlets only, Basketball Bibs are not accepted.

16. Jewellery:

All jewellery must be removed – no watches, studs, necklaces, rings or earrings may be worn (flat wedding bands are an exception but must be taped). Acceptable head wear and other requirements are as per Rule Interpretation Article 13.2.5 and any future revisions. Reference: V.B.R.A. and V.B.A.

17. Fingernails & Hair:

Fingernails must be trimmed in order to avoid injury to other players. Tape of a suitable nature may be used. Gloves may not be worn unless a medical certificate is submitted to and approved by Domestic Council. Any hair tied back must not be plaited. No hair accessories that are deemed to be dangerous to other players are permitted (metal clips, beads, plastic hair bands and in general any other type of protruding object.)

18. Injuries:

1. The injured player or legal guardian may obtain an insurance claim form from the Casey Basketball website. Additionally an injured player, and if necessary, the player's legal guardian, must report to the session supervisor as soon as practical and complete an incident/accident report form.
2. Blood rule and associated requirements as per Basketball Victoria guidelines.

3. Clubs/Teams are responsible for providing their own first aid. YMCA also have a Level 2 First Aid person at all games at Casey Indoor Leisure Centre.

19. Spectator / Team followers:

1. Any spectator entering the basketball area is subject to the applicable codes of conduct set out by the BV and the CBA.

If needed, any spectator who abuses referees, disputes their decisions or behaves in any way which the referee believes is disruptive shall be reported to the Session Supervisor. Punishment for such offences can be as serious as being banned from the Complex. At no time can alcohol be brought into the Complex. Smoking is prohibited in the Complex.

20. Penalties:

When found in breach of the eligibility criteria each game played by the ineligible player will result in the loss of all premierships points that the player played in. (In case of finals, this will result in disqualification of the team)

Please Note - Teams playing a player under false names shall lose all premierships points for that game and shall be reported as per the Basketball Victoria Tribunal By-Laws.

Teams/Clubs have the right of appeal to the penalties applied by forwarding the objection in writing to the CBA. The CBA will determine any change to the ruling or penalty if required at the next subsequent monthly CBA meeting. Each appeal will be reviewed on a case by case basis, and all CBA decisions will be final

21. Penalties: SIN BIN

1. CBA enforce the sin bin rule. Any player that gets a tech foul or un-sportsman like foul, is to sit out of the game for 5 minutes, and is **not** to be replaced. They are only to return once advised by the referee.

2. Any person ejected out of a game is required leave the venue, and be out of sight of the game. All junior players under the age of 18 must have a responsible adult accompany them.

22. Tribunal:

Any player or team who is reported (as per the Basketball Victoria tribunal bylaws) may be required to attend a tribunal hearing (on a date to be advised by the Tribunal Officer). Tribunals will be held at either the 'Dandenong Indoor Sports Stadium', Stud Road, Dandenong or Casey Indoor Leisure Centre, 65 Berwick-Cranbourne Road, Cranbourne.

The reported team or player will be advised of the report lodged, and further tribunal proceeding at the earliest convenience. For further details, refer to the Basketball Victoria Tribunal Bylaws.

23. Protests:

In the event of any team, player or official desiring to lodge any protest, claim, report or complaint in respect of any team / game, player or official, such claim, report and such protests etc. shall be submitted by the club/team representative in writing to the Basketball Competitions Administrator, comps@caseybasketball.com.au within seven days of the incident referred to. Domestic Council have the right to decide the result on the information as presented. All parties to the report have the right of appeal to the CBA as advised.

24. Care of venue:

1. CBA Staff (including session Supervisors) are empowered to exclude any person from the venue.
2. The management will refuse entry to any person under the influence of alcohol or attempting to carry alcohol into the stadium.
3. Any player, official, or the person responsible for causing deliberate damage to the venue shall be required to pay the cost of repair or be required to pay a charge towards such costs, as determined by the Centre Management.
4. Hanging from nets, rings, basket supports or any other deliberate damage to any part of stadiums carries a MINIMUM one-week suspension. Person/s caught will be evicted from the stadium immediately.
5. CBA has the right to refuse any team entries and players registrations

25. General:

1. In any matter not specifically covered by these By-laws, the CBA may make the necessary ruling.
- 2 The CBA can amend these by-laws at any meeting.
- 3 Any breach of the by-laws or actions felt by the CBA to not be in the best interests of the game, the CBA reserve the right to impose penalties and/or restrictions as seen appropriate by the CBA.

SPECIAL CONDITIONS

Under 8: Grade 1/2

Please see Separate rules for U8's and Grade 1/2

Under 10:

Ball Size: 6. Free throw line is advanced 3 feet to short line.

Under 10 and Under 12's, Grade 2 /3, Grade 4 / 5 competition:

1. Mercy Rule- This is at the discretion of the losing team. Only to be enforced at the instruction of the losing coach, when the team is losing by 20 points or more.
2. If the mercy rule is implemented, the winning team must defend inside the 3 point area, but still playing man to man defense within this area. The defending team must go back to the 3 point area on a dead ball. Once the ball enters the 3 point area, the game is then live, until there is another dead ball, in which the defending team would then have to go behind the 3 point area again, if it is the losing team's possession. The team is sent back to allow the other team the opportunity to bring the ball up the court and develop their dribbling skills. When the margin goes below 20 points the winning team may revert to full court defence if it so elects, but only until the difference exceeds 20 points again.
3. Penalty-
 1. A public warning to the winning team, have a conversation with the coach.
 2. Winning team re-offends, 1 free shot to losing team. Both teams take positions as like a normal free throw.

3. Winning team re-offends, 2 free shots to the losing team. Both teams take position as like a normal free throws.
4. If winning team continues, the action 3 is to keep being used.

Under 14, 16 18 and Grade 6/7 Competition

No Mercy rule Applies as of the Summer Season 2012.

MIXED competitions:

1. Players are allowed to score 10 points each. Once all players in the team have scored 10 points then they may score another 6 points each.
2. Each keyway shall be designated female & male for each half. Any violation of the opposite sex in the key will result in a turn over. Any player fouled near a keyway while shooting shall take their shots at the keyway they were fouled at.
3. In finals, extra time will be played should the game be drawn at full time.
Extra time of 5 minutes will be played if the game is drawn at fulltime. This will consist of 1 period of 5 minutes.
A size 7 basketball is to be used for all senior mixed games.

4. If a player fouls out or injured or fouled out- while the remaining players have scored out; each additional player may score another 6 points. The injured player may not return to the game once this has been awarded



Under 8 Competition Rules/Grade 1/2

Effective September 2014

Player Numbers:	Teams can start game with only three players. No penalty applies
Coaching:	Coaches are able to walk around the court to instruct their players.
Timing:	Two (2) twenty minute halves. Clock does not stop / Two (2) Seventeen minute halves in the Afterschool competition.
Time Outs:	Two (2) time outs per half per team. If the losing team has less than five players on the court, then an additional third Time Out can be granted on request. No time outs allowed in the last two (2) minutes of the first half.
Half Time:	One two (2) minute half time break/ One minute half time break in afterschool competition
Keyway Violation:	No keyway violation
Half Court Violation:	No Half court violation.
Team Fouls:	Penalty will be imposed after a team has committed (8) player fouls in a half.
Foul Line:	Super short foul line (inside the edge of the circle)
Match Ball:	Size 5 Ball to be used
Substitutions:	Substitutes can be called on any whistle.
Goals:	Player may only score (6) six points per half. Successful three point shots will be awarded two (2) points only.
Offence:	Five bounce rule, five bounces are encouraged then the ball should be passed off. If on a fast break with no team mate in front, the player can go all the way.
Defence:	Both teams can play full court man to man defense. If the deficit gets to 10 points, the winning team must go back behind the 3 point area. (Mercy Rule in Play) If the score drops below the 10 point margin, the winning team can again play full court man to man.
Offensive Team:	Is the team in control of the ball.
Defensive Team:	is the team not in control of the ball.

Arm Bands

- All teams will have a set of 5 arm bands, each being a different, distinctive colour.
- Each player on the court is required to wear one arm band on their arm, just above their elbow. The arm band will be handed to a substitute when they are replaced on the court.
- When on the court, each player is required to defend only one player from the opposing teams; this player is the one wearing the matching coloured arm band.
 1. If a player with a Blue arm band is defended by the defensive player with the same coloured arm band this is deemed acceptable.
 2. If a player with a Blue arm band has possession of the ball (offensively) and an opposing player with a Green arm band defends this player the Referee will call a violation on the defender. The ball will be awarded to the offensive team on the nearest side line.
- If the ball is loose and no player has clear possession at any time during the game, any player is considered eligible to gain possession. The ball is not considered to be loose during a dribble, unless it has bounced on the floor more than once before returning to the dribblers hand.



JUNIOR REPRESENTATIVE PLAYERS POINTS SYSTEM GUIDELINES

Any junior domestic teams U10-U19 with representative level (VJBL) players are required to comply with a points system based on the level/grade of competition each player competes in. This points system applies to all players irrespective of which association they are registered at. There is no restriction as to how many representative players per team as long as each team complies with the points system, being a total of 12 points allowed for a domestic team. Individual teams/Clubs must submit this form within 5 days of completing the team registration. Any changes during the season to the team with respect to the participation of representative players, will require completion of approved document and final approval from CBA, prior to the player commencing.

CRITERIA FOR POINTS ALLOCATION TO A PLAYER:

1. The general principal observed here is that the player's status at the start of the winter domestic competition remains in place until the end of the subsequent summer season, including finals.
2. The Rep season is deemed to include all of the break that follows it, up to the commencement of the next rep season.

Application of Points

1. The player is playing representative basketball (rep ball) at the time they commence a domestic season (whether it is the start or any other time). These points will apply for the duration of that domestic season.
2. If a player quits rep ball during a domestic season. This includes quitting in the middle of a rep season or in the break that follows that season. The player will hold these points until the end of that rep season.

Exception- Where a player who has only been playing domestic basketball, commences playing rep ball in the middle of a domestic season, no points will apply for the remainder of that particular domestic season. Points will apply to that player, if the player continues domestic and rep the following season.

Loyalty Points

If a player has remained with a Club/Independent team for 4 seasons (consecutively), one (1) point will be removed from any points that they carry (minimum points will be zero), while they remain with that Club/Independent team NB.

Breach of points system

1. Should a team breach this points system, by having more than a total of 12 points allocated to its players, each game that the team breached the rule will be deemed as a forfeit, and the score will reflect 0-20.

NB: Loyalty points are to be deducted before the points are halved.



Points System

12 total points per team

Individual player points based on level of competition that player competes in:

- Victorian Junior Championship (VC) = 4 points
- Victorian Junior League 1 or 2 (VJL 1&2) = 3 point
- Victorian Junior League 3 or 4 (VJL 3&4) = 2 point
- East, North or Regional Divisions = 1 point

Important Note -> VJBL U12 Competition Players. There is no VJL3 & 4 division. Divisions are split into two groups of 20 for VJL1 and VJL2. As such player points in these divisions are as follows:

- Victorian Junior Championship (VC) = 4 points
- U12 Victorian Junior League 1 (VJL 1) = 3 points
- U12 Victorian Junior League 2 (VJL 2) = 2 point
- East, North or Regional Divisions = 1 point

Half Points Clause – Players that elect to play in an older age group for domestic (e.g. U14 player playing in U16 domestic competition) will have ½ points applied in this situation:

- Victorian Junior Championship (VC) = 2 points
- Victorian Junior League 1 or 2 (VJL 1&2) = 1.5 points
- Victorian Junior League 3 or 4 (VJL 3&4) = 1 point
- East, North or Regional Divisions = 0.5 point

Teams must still comply with total team points being not more than 12.

Points are based on the division the player competes in VJBL 2016 competition.



Stadium Heat Policy:

When the court temperature reaches 30⁰C the venue managers must consider implementing and where the court temperature reaches 35^oC, must implement the following timing rules:

Based on a 60-minute schedule played in halves:

The game time must be reduced to **2 halves of 18 minutes with each with team having 2 timeouts per half**. The clock must stop for each timeout and the **referee must call a compulsory timeout close to the 9 minute mark in each half**.

When the on court temperature reaches 37⁰C, games shall be cancelled.

Based on a 50-minute schedule played in halves:

The game time must be reduced to **2 halves of 17 minutes with each team having 2 time outs per half**. The clock must stop for the referee time out, which is a 30 second time out only. The **referee must call a compulsory timeout, close to the 8 minute mark in each half**.

When the on court temperature reaches 37⁰C, games shall be cancelled.

Based on a 40-minute schedule played in halves:

The game time must be reduced to **2 halves of 15 minutes with each team having 2 time outs per half**. The clock must stop for the referee time out, which is a 30 second time out only. The **referee must call a compulsory timeout, close to the 7 minute mark in each half**.

When the on court temperature reaches 37⁰C, games shall be cancelled.

If a game is abandoned before it commences or before or half time it will be counted as a draw. If a game is abandoned after half time, the game score stands as a final result.

All other normal program playing/timing rules apply.



Walkover Policy

If a team is unable to play the scheduled match they must contact the administration.

Notified Walkover- you must contact the administration office 48 hours prior to your game and notify them you are unable to play. Notified Walkover Fines = double team sheet fee minus the referee allocation.

Un-Notified Walkover- If you fail to notify the administration 48 hours prior of the scheduled game an Un-Notified Walkover fine will apply. Un-Notified Walkover Fine = double team sheet fee.

If a scratch match is played, the team giving the walkover is still obligated to pay the walkover fine.

**Walkover Fines must be paid the following week prior to your next game.
Failure to do so will forfeit any ladder points for games played while the fine is outstanding.**

Contact Casey Basketball on 5996 6033.