Diamond Valley Basketball Association Inc.

Northern Junior Basketball League

By-laws: Game Day

Revision	Date	Description
1	09/05/2020	Initial split of by-laws into Association and Game day documents.
2	05/07/2023	Summary of changes
3	30/06/2025	Summary of changes
4	30/11/2025	Summary of changes

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DIAMOND VALLEY BASKETBALL ASSOCIATION INCORPORATED NORTHERN JUNIOR BASKETBALL LEAGUE

These By-laws are endorsed by the Board of the Diamond Valley Basketball Association (DVBA).

The role of the DVBA, through its Junior Domestic Competitions, the Northern Junior Basketball League (NJBL), is to provide a safe and enjoyable environment that enables each player to develop to the full potential of their ability and desire.

The Competitions will be administered by the DVBA's Competitions Manager in accordance with *Basketball Victoria's Rules of the Game*, Basketball Victoria's Policies and these By-laws.

The Competitions Manager will generally be responsible for the conduct of the Competitions and has the power, under these By-laws, to administer the rules, procedures and regulations.

The Competitions Manager, in conjunction with the DVBA's General Manager, will make any necessary ruling or determination in matters not specifically addressed in these By-laws.

Game Day

All games in the Northern Junior Basketball League (NJBL) are to be played in accordance with the following By-laws, approved by the Board of the Diamond Valley Basketball Association (DVBA).

1. General

1.1. Governance

1.1.1. All games will be conducted in accordance with the rules and policies set out by Basketball Victoria.
1.1.2. The officiating rules of the game, as specified by Basketball Victoria, can be found at https://www.basketballvictoria.com.au/resources/competition-resources/rules-of-the-game
1.1.3. The policies of Basketball Victoria can be found at https://www.basketballvictoria.com.au/resources/association-resources/policies
1.1.4. Any rules or policies specified in this document are in addition to or, where there is contradiction, supersede those specified by Basketball Victoria.
1.1.5. Any changes to rules enforceable through this section will be implemented the season following those changes.

1.2. Seasons

1.2.1. The DVBA will coordinate two (2) NJBL Seasons each year: Spring Season and Autumn Season.
1.2.2. Autumn Season will be run between 1st January and 30th June each year.
1.2.3. Spring Season will be run between 1st July and 31st December each year.

1.3. Age Groups

1.3.1. The Competitions Manager will define appropriate Age Groups before the start of each Season.
1.3.2. The criteria for eligibility within each Age Group is:

- **Autumn Season** – A player must be under the age stated in the relevant Age Group by the 30th of June of the year of the Competition.
- **Spring Season** – A player must be under the age stated in the relevant Age Group by the 31st of December of the year of the Competition.

These criteria will define the Age Group name.

1.3.3. Member Clubs will be responsible for verifying the age for each member player. Should any doubt exist over a player's age, the Competitions Manager may require the club to supply proof of the player's date of birth.
1.3.4. The Competitions Manager is responsible for publishing the Age Groups and their qualifying age brackets each Season and will publish them, prior to opening registrations, at http://dvbasketball.com.au/about-junior-domestic/

1.4. Competitions

1.4.1. A Season will consist of several Competitions to be defined by the combination of Age Groups and Gender.
1.4.2. The Competitions Manager will define appropriate Competitions before the start of each Season based on team entries received from Member Clubs.
1.4.3. Teams in each Competition will be allocated Premiership Points, as follows, based on the result of games played:

- Win 3 points
- Loss 1 point
- Draw 2 points
- Bye 3 points

1.4.4. Sections 1.13, 1.14 & 1.15 detail the allocation of Premiership Points when a Walkover or Forfeit occurs.

1.5. Grades

1.5.1. Each Season, the Competitions Manager will create Grades for each Competition such that all teams have the opportunity to play at the standard appropriate to their skill level.
1.5.2. Teams will be nominated to specific Grades by their clubs at the time of team entry. The Competitions Manager reserves the right to question and, if necessary, amend a club's grade request for a team, based the teams past performance or composition of payers.
1.5.3. Teams are graded based on their ability to play at a specified level within their specific Age Group. Where a club is uncertain of a team's ability, it is expected that the team will be entered into a higher rather than lower Grade.
1.5.4. Teams' performances are assessed during the Grading Period (See Section 1.6) and teams may be regraded if they are under or over performing in a Grade.
1.5.5. The Competitions Manager will seek feedback from Member Clubs during the Grading Period in relation to the performances of their teams.
1.5.6. Each Grade will be identified by a letter, eg A, B, C, D with A being the highest Grade; B the next Grade down and so on.
1.5.7. If a Grade is to be separated into one or more Sections, each Section will be identified using a number with 1 being the highest Section; 2 the next Section down, and so on, eg: B1 being higher than B2, B2 being higher than B3 and so on.
1.5.8. During the Grading Period, Section names may be withheld from published fixtures.
1.5.9. Reserve Grades will be considered for A grade only, when there are a minimum of 7 teams in that grade.

1.6. Grading Period

1.6.1. The grading of all teams in each Competition will be based on ability and performance during the Grading Period but may also take into consideration performance from prior seasons.
1.6.2. The Grading Period will be determined by the Competitions Manager and advised to Member Clubs before the commencement of each Season.
1.6.3. The re-grading of teams is determined by the results of games, feedback from Club Delegates during the Grading Period and may take into consideration performance from previous seasons.
1.6.4. The Competitions Manager will review the performance of teams, in conjunction with feedback from Club Delegates and may take into consideration performance from previous seasons to determine the appropriate Grade to which each team should be assigned. The aim is to have all teams placed into Grades in which they will be competitive.
1.6.5. Clubs may submit any grading concerns, in writing by 6.00pm on the Monday following the last round of the Grading Period, listing each team that they have concerns about and the Grade to which they believe the team(s) should be assigned. Clubs should provide as many relevant notes as possible in support of regrading requests.
1.6.6. After the first five (5) games in the Grading Period, each Grade's Competition Ladder is reset. Game points and percentages from the first five (5) games **are not** carried forward.
1.6.7. The Competitions Manager reserves the right to regrade a team at any time, in consultation with the relevant club. Such regrading may include moving a team into a higher Age Group to ensure a competitive Season for that team.

1.7. Player Eligibility

The following outlines the requirements to be allowed to play on a week-to-week basis. There are several examples that can be found in Section 4.3

1.7.1. Players are not permitted to play for any club other than the one to which they are registered unless they have acquired special consideration from the Competitions Manager.

1.7.2. Any team playing a player who is ineligible will forfeit all games wherein the player has participated.

1.7.3. Player Eligibility Definitions:

1.7.3.1. **Allocated Player:** A player who is permanently allocated to a team via the Online Competition Management System (OCMS) (See Section 1.11).

1.7.3.2. **Fill-in Player**: A player who fills-in for a team but is **not** permanently allocated to that team via the OCMS.

1.7.3.3. **Natural Age Group**: The lowest Age Group a player is eligible to play in as determined by their date of birth (See Section 1.3).

1.7.3.4. **Designated Grade**: The Grade of the team a player is an Allocated Player in, in their Natural Age Group. If a player is only playing up an Age Group, as per clause 1.7.6, their Designated Grade is that of the team in which they are an Allocated Player.

1.7.4. An individual player, in any Season, can be an Allocated Player in a **maximum of one (1) team** per age group.

1.7.5. Players must be allocated to their teams by the end of Week 3 of grading.

1.7.6. A player is eligible to play as an Allocated or Fill-In player in their Natural Age Group and in the Age Group one (1) higher.

1.7.7. A player is **not** permitted to play up more than one (1) Age Group from their Natural Age Group.

1.7.8. When a player is playing up an Age Group, they may play in Grades as follows:

- Their Designated Grade.
- A maximum of one (1) Grade lower than their Designated Grade.
- Any Grade higher than their Designated Grade.

An exemption application can be made to the Competitions Manager in writing. if the team (being the older Age Group team) is moved down a grade during grading, making the player no longer eligible to play in that team, provided that the player has played three or more grading games for this team in the applicable season.

1.7.9. For the purposes of Player Eligibility, Section Number of a Grade are not relevant.

1.7.10. A player may only play in **one (1) team per Age Group per round**, either as an Allocated Player or a Fill-in Player.

1.7.11. A player may only fill-in for a team in an Age Group they are an Allocated Player in Grades higher than the team they are an Allocated Player.

1.7.12. For the purposes of eligibility, Age Groups are numeric, eg Under 08 is lower than Under 10 which is lower than Under 12 on so on. Grades are alphabetical with A grade being the highest, B lower than A; C lower than B and so on.

1.7.13. Upon application for Special Consideration from a Club Delegate to the Competitions Manager, consent may be given, due to extenuating circumstances, to allow a player to play in contravention of these By-laws.

1.7.14 Teams are expected to arrange for "fill in" players within the limits of eligibility rules when too few of their regular players are available.

1.7.14.1 Where a player plays for a team other than the player's team under they will be considered a "fill in" player

1.7.14.2 A player can "fill in" for a team which is not the player's team, subject to the following rules:

- The team is in the same gender competition as the player's usual team for the current season
- A fill in player can only play when the team has less than 6 available players **for all age groups except for U8s**. The maximum amount of fill in players in any given week, may only allow the team to reach 6 players. For example, if a team has only 3 allocated players available, they may get a maximum of 3 eligible fill ins. A fill in player can only play a maximum of 3 games in the season.
- Due to differing participation and development models in the U8 age group, an Under 8 team is permitted to use fill-ins until they reach a maximum of 7 players for that game. A fill in player can only play a maximum of 3 games in the season.
- The player's first name, last name and date of birth are added into the computer game sheet / scoresheet prior to the commencement of the second half
- Where a team is in the lowest age group and lowest section (i.e. Under 8D or Under 9D if D is the lowest section) and has less than 6 players, the club may request permission from DVBA to play "fill-ins" from the lowest ranked available team in the same age group and section, making up to a maximum of 6 players.
- Fill in players not currently registered with a DVBA club should be aware of Basketball Victoria licence fee requirements, in particular in relation to insurance. For clarity, eligibility of a fill in player is not related to payment of the Basketball Victoria licence fees.

Table of eligible an ineligible fill ins:

	ALLOWED	NOT ALLOWED
Player from a Section A team can "fill in" for:		
- **Older** age group	Section A or B	Section C, D or E
- **Same or Younger** age group	NIL	Section A, B,C,D or E
Player from a Section B team can "fill in" for:		
- **Older** age group	Section A, B or C	Section D or E
- **Same or Younger** age group	Section A	Section B,C,D or E
Player from a Section C team can "fill in" for:		
- **Older** age group	Section A, B, C or D	Section E
- **Same or Younger** age group	Section A or B	Section C,D or E
Player from a Section D team can "fill in" for:		
- **Older** age group	Section A, B, C, D or E	NA
- **Same or Younger** age group	Section A, B or C	Section D or E

1.8. Uniforms

1.8.1. All players must adhere to the *Basketball Victoria Uniform Policy* (See https://www.basketballvictoria.com.au/resources/association-resources/policies
1.8.2. Players should play in an Approved Uniform (See Association By-Laws Section 1.e).
1.8.3. Taping of numbers onto singlets is not permitted.
1.8.4. Undergarments, as defined in clause 1.8.1, must be either black, white, skin coloured or match the predominant colour of the Approved Uniform.
1.8.5. A penalty of six (6) game points, per player, will be imposed if a participant is not wearing a uniform as defined in the previous clauses.
1.8.6. Where two (2) teams play and uniforms clash, it is the responsibility of the club with the shorter record of continued participation in the NJBL to switch to alternate/clash tops. See Section 4.1.
1.8.7. In a match where there is a clash of Approved Uniform colours, failure of a team to switch to alternate/clash tops, as per Section 4.1, will result in that team forfeiting the game.
1.8.8. Where two (2) teams from the same club meet in an intra club match, it is the responsibility of the team listed **first** on the fixture to switch to alternate/clash tops.

1.9. Rules of the Game

The following rules apply specifically to the NJBL and are in addition to *Basketball Victoria's Rules of the Game,* that the NJBL is governed by. http://basketballvictoria.com.au/rules-of-the-game/:

1.9.1. A team may commence a match with four (4) eligible players (See Section 1.7).
1.9.2. For U08s' Competitions Only

1.9.2.1. No Premiership Ladders will be produced, and no Finals Series will be played.

1.9.2.2. Lowered rings will be used when available.

1.9.2.3. The free throw line will be 1.8 metres forward of the regulation free throw line. This is the midway point between the ring and the regulation free throw line.

1.9.2.4. No time-based violations will be applied, eg three (3) seconds in the key, five (5) seconds to inbound ball, five (5) seconds closely guarded, eight (8) seconds in the backcourt, etc.

1.9.2.5. A size five (5) ball will be used.

1.9.2.6. There will be no back-court violation called.

1.9.2.7. Three-point shots will not count.

1.9.2.8. Defence may only be played behind the halfway line.

1.9.2.9. Coaches will be permitted on the court in accordance with the Under 8 On Court Coaching Policy. (See https://dvbasketball.com.au/documents-and-policies/)

1.9.3. For U10s' Competitions Only

1.9.3.1. The free throw line will be 1 metre forward of the regulation free throw line.

1.9.3.2. The three (3) seconds in the key rule will be replaced by five (5) seconds. The (8) seconds in the backcourt rule will not apply.

1.9.3.3. A size five (5) ball will be used (as per FIBA and Basketball Victoria Rules).

1.9.3.4. Three-point shots will not count.

1.9.4. For U12s' Competitions Only

1.9.4.1. The free throw line will be 1 metre forward of the regulation free throw line.

1.9.4.2. The three (3) seconds in the key rule will be five (5) seconds.

1.9.4.3. A size five (5) ball will be used (as per FIBA and Basketball Victoria Rules).

1.9.5. Where there are a two (2) three-point lines marked on the court, the inner (shorter) line will be the line used for age groups U14s and below, for which three-point shots count (As per FIBA and Basketball Victoria rules).

1.9.6. Sin Bin Rule

The following should be read in conjunction with *Basketball Victoria's Rules of the Game* (https://www.basketballvictoria.com.au/resources/competition-resources/rules-of-the-game) In particular: *Art. 36 Technical foul, Art. 37 Unsportsmanlike foul & Art. 38 Disqualifying foul*.
See Appendix *4.2 Sin Bin Rule Common Questions and Answers*
Where a Behavioural Technical Foul or Unsportsmanlike Foul is called on a player the following will be enforced.

1.9.6.1. The player must be withdrawn from the game for a total of five (5) min of playing time.

1.9.6.2. The player must be withdrawn following the normal substitution rules.

1.9.6.3. The score bench will be responsible for monitoring when the player enters the sin bin and when the player is eligible to return to the game.

1.9.6.4. At the end of the player's time in the sin bin, they may only return to the court through the normal substitution rules.

1.9.6.5. Time in the sin bin carries forward through all periods of play, eg a player sin binned with one (1) minute left in a period, may only return four (4) minutes into the next period.

1.9.6.6. On return to the playing court, if the player commits a similar indiscretion to that which had them sent to the sin bin, the Referees may apply a Disqualifying Foul with the appropriate penalty applied.

1.9.6.7. The penalties detailed in this section should not be applied for technical offences, eg leaning over the line on a pass in.

1.9.7. Zero Tolerance

To ensure a safe and enjoyable playing environment for all players and participants, the NJBL will enforce a Zero Tolerance Policy for inappropriate behaviour for Parents and Spectators. This policy can be found at https://dvbasketball.com.au/documents-and-policies/

1.9.8. Mercy Rule

The Mercy Rule is a defensive restriction, helping to promote sportsmanship in Junior Basketball.

1.9.8.1. The Mercy Rule should be applied at any point a team has a margin of 20 points or more, in accordance with 1.9.8.9.

1.9.8.2. The Mercy Rule only applies to the team in the lead.

1.9.8.3. The rule does not apply during the Grading Period or Finals Series.

1.9.8.4. A team having the Mercy Rule applied to them must not play full court defence and must defend from behind the three-point line. The team must still adhere to the No Zone Policy. https://dvbasketball.com.au/wp-content/uploads/2020/12/No-Zone-Policy.pdf.

1.9.8.5. The penalty for infringement of the Mercy Rule will be the Referees calling a violation on the offending team and returning the ball to the other team at the three-point line extended, in offensive team's front court.

1.9.8.6. Should any losing team seek to merely hold the ball outside the three-point line, with no effort at all to penetrate, then the Referees will give three (3) warnings and then allow the defence to press to the half-way line.

1.9.8.7. The Mercy Rule will be enforced by the Referees with the intervention of the Referee Supervisor at the venue, if necessary.

1.9.8.8. The referees are to approach the coach of a team that is trailing by 20 points or more, at an appropriate time, and ask if they do not wish to have the Mercy rule enforced. A coach should only make such a decision if doing so is for the benefit and improvement of their players. The referees will then inform the opposition coach of the decision.

1.10. Timing Regulations

This section applies on to Grading and Regular Season. For timing regulations of Finals games see Section 2.4.

1.10.1. All games will consist of two (2) 20-minute halves.
1.10.2. No time outs are permitted in the last three (3) minutes of the first half.
1.10.3. Two (2) fifty (50) second time outs are permitted per half, per team.
1.10.4. The clock will stop during time outs in the last three (3) minutes of the second half.
1.10.5. If the margin is 20 points or more at any time within the last 2 minutes of the second half, the clock does not stop.
1.10.6. If the margin is 19 points or less at any time within the last 2 minutes of the second half, the clock will stop for all whistles and time outs.
1.10.7. There will be no extra periods played. A Drawn result will be recognised.
1.10.8. U18A Grade boys and U18/19 A grade girls must follow specific timing policy. U18 A Grade Timing Policy.
1.10.9. Half time will be 2 minutes.

1.11. Online Competition Management

PlayHQ is the Online Competition Management System (OCMS) developed by Basketball Victoria and used by the NJBL to register and manage Competitions, players and teams each Season.
At an Association level, the OCMS is administered by the Competitions Manager. Subordinate to that, each Member Club manages their own players and teams.
The OCMS links player and team registrations, from every club, to the season fixtures and the courtside scoring system.
The OCMS' courtside scoring system will only display, on the electronic score sheet, the names of Allocated Players in a team.
For definitions of Allocated Player and Fill-in Player see Section 1.7.

1.11.1. Member Clubs must designate officials who will manage the OCMS at their own club level.
1.11.2. Allocated Players who are present prior to the commencement of a game should have their name ticked off on the OCMS electronic score sheet. Players' names should not be ticked off until they are physically present at the game.
1.11.3. Allocated Players in a team who arrive after the commencement of a game should have their name ticked off on the score sheet and may then take the court at any point prior to the completion of the game.
1.11.4. A Fill-in Player must have their details added to the electronic score sheet **prior** to the commencement of the game.

Note: If a team declares that a player should be showing as an Allocated Player on the electronic score sheet, but is not, they should be added as a Fill-in Player for the game. The team should subsequently contact the relevant official at their club to ensure that the player is allocated to the team via the OCMS.

1.11.5. Failure to have a player's name on the scoresheet prior to them participating in the game will result in a Technical Foul (See *Art. 36 Technical foul* of *Basketball Victoria's Rule of the Game* which can be found at http://basketballvictoria.com.au/rules-of-the-game/) being awarded to the opposing team.

The player whose name was not added to the score sheet, prior to their participation in the game, must leave the court and may not continue to participate in the game.

1.11.6. Details required to be added for Fill-in Players:

- first name
- last name
- date of birth
- contact email address (usually of player's parent/carer).

Care must be taken to ensure that all details are correct when being entered onto the electronic score sheet. A team may be penalised (game declared a Forfeit) if information is entered incorrectly. When adding a Fill-in Players' details to the electronic score sheet, their initials should not be used,

in place of their full name, as the entry will not match their formal registration in the OCMS and the player will not be credited with the game played.

1.11.7. Teams must have a minimum of five (5) and a maximum of 12 Allocated Players.
1.11.8. During any game, a maximum of 10 players per team (Allocated Players or Fill-in Players), are permitted to participate.
1.11.9. When a team has a Bye, all Allocated Players in the team will be credited with having played the game.
1.11.10. Each team must provide one competent Score Table Official (scorer or timekeeper) for each game in which the team is engaged.
1.11.11. Where a team's scorer is not present at the allocated start time of the game, the Referees will start the game clock, but the game will not commence.

For each minute that the scorer is not present, one (1) point will be awarded to the opposition. If by the six (6) minute mark of the first half a scorer is not present, the game will commence with the six (6) game points allocated to the opposition and displayed on the score board.

1.11.12. Score Table Officials must be at least 14 years of age.
1.11.13. The coach of either of the teams participating in a game cannot also act as a scorer.

1.12. Cancellation of Games

1.12.1. Where a game is called off due to unforeseen circumstances beyond the control of the NJBL, including but not limited to unsafe playing conditions or an injured player prohibiting continuation of a game, the game is deemed to have been cancelled.
1.12.2. At the discretion of the Competitions Manager, a game that has been called off may be rescheduled.
1.12.3. If a game called off during the Grading Period or the Regular Season cannot be rescheduled, it will be cancelled and declared a Draw.
1.12.4. If more than 50 per cent of scheduled games for a Grade in a single round are cancelled, all scheduled games between two (2) teams in the Grade, for that round, will be declared a Draw.
1.12.5. Should games need to be cancelled, all Allocated Players in the OCMS (See Section 1.11), for the teams affected will be credited with having played the game.
1.12.6. If the decision to cancel a game occurs **after** the completion of the first half, the game score recorded at the time of cancellation will stand.
1.12.7. Where cancellation is necessary **prior** to the completion of the first half, the game is deemed to have not been played and both teams are awarded a Draw.

1.13. Forfeits

1.13.1. A forfeit occurs in the following circumstances:

- If a match is abandoned by the Referees, due to the actions of one or both teams' players, team officials or spectators.
- If ineligible player(s) have participated in the match.
- If a team is no longer able to field more than one (1) player.

1.13.2. To be classified as a 'match played', the first half of the game must be completed (except as in clause 1.13.6).
1.13.3. If a **forfeiting team** is leading the match; or has already won before the Forfeit is declared; or the scores are level when the Forfeit is declared and:

- Zero (0) Premiership Points will be awarded to the forfeiting team.
- Premiership Points for a Win will be awarded to the opposing team.
- the score will change to be recorded as 20-0 in favour of the opposing team

1.13.4. If the **forfeiting team** is trailing the opposing team and:

- Zero (0) premiership points will be awarded to the forfeiting team.
- Premiership Points for a Win will be awarded to the opposing team.
- The score will remain as that which is recorded at the time the game is forfeited.

1.13.5. If both teams forfeit the match,

- Zero (0) Premiership Points are awarded to either team.
- The score is recorded as 0-0.

1.13.6. Where the game is called off by the Referees prior to half time, in response to the actions of one team.

- Zero (0) premiership points will be awarded to the forfeiting team
- Premiership Points for a Win will be awarded to the opposing team.
- the score recorded will stand if the opposing team is leading or if the opposing team is trailing, the score will change to be recorded as 20-0 in their favour.

1.13.7. If a team is unable to continue for the duration of the match due to the loss of players - through injury, illness or fouling out - the game will be declared a Forfeit, and scores recorded in line with clauses 1.13.3, 1.13.4, 1.13.5 & 1.13.6; however, the forfeiting team will be awarded Premiership Points for a Loss.

1.13.8. If a team seeks to play in a Grading Period or Regular Season game knowingly including an ineligible player, they may declare such to the Competitions Manager and if the opposing team agrees, the game will be played as scheduled with the game declared a Forfeit and:

- Zero (0) premiership points will be awarded to the forfeiting team.
- Premiership Points for a Win will be awarded to the opposing team.
- The score recorded as 20-0 in favour of the opposing team.

1.13.9. Except in the instance of clause 1.13.8, referees will not officiate 'scratch matches' played because of Walkovers/Forfeits.

1.14. Unnotified Walkover

1.14.1. If a team does not appear with at least four (4) players within 10 minutes after a game's scheduled time of commencement, as published on the fixture, the game will be declared a Walkover and

- Zero (0) Premiership Points will be awarded to the offending team.
- Premiership Points for a Win will be awarded to the opposing team
- The score will be recorded as (20-0).

1.14.2. If both teams fail to appear with at least four (4) players within 10 minutes after a game's scheduled starting time, both teams will be deemed to have given a Walkover game.

- Zero (0) Premiership Points will be awarded to either team.
- The score will be recorded as a 0-0 Draw

1.14.3. Any team arriving late to the court will be penalized two (2) points per minute, or part thereof. After 10 minutes has elapsed, a Walkover will take effect.

1.14.4. A team is liable for a fine for each Unnotified Walkover given (commonly called a Walkover Fine) at the rate prescribed by the DVBA.

1.14.5. Any team that gives two (2) or more Walkover games during a Season may be disqualified from the Competition and will forfeit all monies paid to the DVBA. Such decisions are at the discretion of the Competitions Manager.

1.14.6. In the case of a Walkover, all Allocated Players (See Section 1.7) in the team receiving a Walkover will be credited - for the purposes of finals qualification - with having played the game.

1.15. Notified Walkovers

1.15.1. Where a Member Club has been given prior notice of a Walkover, by one of its teams, the club must notify the Competitions Manager at least 24 hours prior (during office hours) to the relevant fixtured game.

1.15.2. The game will be declared a Walkover and

- Zero (0) Premiership Points will be awarded to the offending team.
- Premiership Points for a Win will be awarded to the opposing team
- The score will be recorded as (20-0).

1.15.3. When a Walkover is advised with at least 24 hours' notice, the Walkover Fine imposed on the offending club will be equal to the normal team sheet fee.

1.15.4. If the notification of a Walkover is given less than 24 hours prior to the fixtured game (or outside of DVBA office hours), the Walkover Fine imposed on the offending club will be double that of the normal team sheet fee.

1.15.5. It is the Club Delegates' responsibility to notify the Competitions Manager if it is known that a Walkover will occur. The following details must be stated in the notification of a Walkover: Club, Age Group, Grade, Gender, Team Number, Opposition Club, Venue, Date and Time of the match.

1.15.6. Any team that gives two (2) or more Walkover games during a Season may be disqualified from the Competition and will forfeit all monies paid to the DVBA. Such decisions are at the discretion of the Competitions Manager.

1.15.7. In the case of a Walkover, all Allocated Players, via the OCMS (See Section 1.11), in the team receiving a Walkover will be credited - for the purposes of finals qualification - with having played the game.

2. Finals Series

2.1. Qualification

2.1.1. At the conclusion of the Regular Season, if any teams are level on Premiership Points received, the team having the higher percentage points will take the higher ranked position on the Competition Ladder.

2.1.2. If two or more teams are equal on Premiership Points **and** percentage points at the end of the Regular Season, the points difference (total points for minus total points against) in the games between the teams that are level will be used to establish the Finals Series ranking: Head to Head.

2.1.3. If the teams are still ranked equally after applying clause 2.1.2, the points difference in all games played in the Competition, across the Regular Season, will be used to establish the Finals Series ranking.

2.2. Eligibility

2.2.1. To be eligible to play in the Finals Series, an Allocated Player (See Section 1.7) must have played more than half of the fixtured games, inclusive of more than half of the games in the Grading Period, for the team(s) they are Allocated Players in that Season.

2.2.2. Where a team has a Bye, receives a Forfeit or a Walkover, all Allocated Players in the team will be credited as having played that game, for Finals Series' eligibility.

2.2.3. For the purposes of Finals Series' eligibility, a Fill-in Player (See Section 1.7) will not be credited with games played.

2.2.4. Where a team only qualifies five (5) Allocated Players for a Finals Series game, no additional players will be permitted to participate in the game.

2.2.5. If a player is granted a transfer to a new club after the commencement of the Season, they must meet the criteria specified in clause 2.2.1, with their new club, to qualify for the Finals Series.

Note: player transfers are not accepted after the third round of the Grading Period. (See *Association By-laws Section 7 Clearance and Transfer Restrictions)*

2.2.6. Upon written application for Special Consideration - from the Club Delegate to the Competitions Manager - consent may be given, due to extenuating circumstances, to allow a player to play in a Finals Series game where they have not met the necessary eligibility criteria in clause 2.2.1.

2.2.7. Where an Allocated Player is injured following the last game of the Regular Season, and cannot participate in the Finals Series but is able to present a medical certificate, consideration will be given to the affected team in regard to replacing the injured player.

A replacement player will only be considered to bring a team to a total of five (5) players in a Finals Series game. Any replacement player must be eligible (See Section 1.7) and be approved by the Competitions Manager.

2.2.8. Where Allocated Player(s) are injured during the Regular Season, they may obtain Finals Series' eligibility for the games missed by producing a medical certificate for approval by the Competitions Manager.

The medical certificate must be submitted within seven (7) days of the first game missed, by the Allocated Player, due to the injury. Players are not eligible to play any games for the period

prescribed in the medical certificate.

2.2.9. Allocated Players who do not qualify for Finals Series games, according to clause 2.2.1, because of involvement in Basketball Higher Duties throughout the Season (as deemed relevant Higher Duties by the Competitions Manager), may apply for Special Consideration.

Application for Special Consideration must be made in writing, to the Competitions Manager, within seven (7) days of any Grading Period or Regular Season games missed by the player.

2.2.10. Member Clubs are asked to abide by any reasonable request for a deferred Finals Series game time, organised by the Competitions Manager, if Special Consideration has been sought for a player involved in Basketball Higher Duties.

2.2.11. If a Finals Series game has been played and it is subsequently determined that a team allowed an ineligible player to participate in the match, the game will be declared a Forfeit. The game will be awarded to the opposing team with the score recorded as 20-0. A fine will be imposed on the offending team/club. (See Section 1.13)

2.2.12. If a team seeks to play in a Finals Series game knowingly including an ineligible player and declaring such to the Competitions Manager, the game may be played with the result being declared a Forfeit. The opposing team must agree to play the match and the game will be awarded to the opposing team with the score recorded as 20-0. (See Section 1.13)

2.3. Format

2.3.1. The Competitions Manager reserves the right to structure the Finals Series as circumstances require.

2.3.2. The four teams ranked 1, 2, 3 and 4, at the top of the Competition Ladder, at the end of the Regular Season, will play in the Finals Series as follows:

Round 1: Semi finals
Game A - 1 v 2

- Winner progresses straight to the Grand Final
- Loser has a second chance in Round 2

Game B - 3 v 4

- Winner progresses to Round 2
- Loser is out of the Finals Series

Round 2: Preliminary Final
Game C – Loser of Game A v Winner of Game B

- Winner progresses to the Grand Final
- Loser is out of the Finals Series

Round 3: Grand Final
Game D - Winner of Game A v Winner of Game C

2.3.4 If there are 3 teams in the finals series, this may change finals format, and will be advised by DVBA at time of finals.

2.4. Timing Regulations

2.4.1. All Finals games will consist of two (2) 20-minute halves.
2.4.2. Each team is permitted two (2) time outs per half.
2.4.3. The clock **will** stop for all time outs.
2.4.4. The clock **will** stop, on all Referee whistles, in the last one (1) minute of the **first half** and the last three (3) minutes of the **second half**.
2.4.5. In the case of a Drawn result in a Finals Series match, extra periods of three (3) minutes duration, with a one (1) minute break between subsequent extra periods, will be played until a winner is determined.
2.4.6. During any extra period, the clock will stop for all Referee whistles throughout the period.
2.4.7. During extra periods, each team is entitled to only one (1) time out. If a coach has no time outs, one will be allocated.

3. Miscellaneous

3.1. Care of Venues

3.1.1. Any club, team, player, official or other person responsible for willfully causing damage to a venue, used in the NJBL Competitions, may be required to make reparations for costs incurred, as determined by the DVBA. The Competitions Manager will document the evidence and any allegations related to the damage caused, in the process of making its determination regarding liability and responsibility for reparations.
3.1.2. Any person who wishes to contest a claim, which states that they have caused willful damage to a venue, should do so in writing to the Competitions Manager. If necessary, a meeting will be arranged between the person(s) contesting the claim and members of the DVBA Board, who are responsible for making determinations on such matters.

3.2. Game Incidents

3.2.1. If an incident occurs on gameday, that is not deemed serious enough for a Tribunal; a Referee, Supervisor or Club Official must complete an incident report, and send it through to the Referee Administrator. The Supervisor should be made aware of the report and include this on their shift reports.

3.2.2. The Incident Report process can be found in the NJBL Association By Laws, Section 8.

3.2.3. Spectators, Coaches, Team Manager and Club Delegates must adhere to the Referee Supervisor Interaction Policy. https://dvbasketball.com.au/documents-and-policies/

3.3. Policy Quick List

3.3.1. DVBA Climate/Heat Policy https://dvbasketball.com.au/documents-and-policies/

3.3.2. Basketball Victoria Photography Policy https://www.basketballvictoria.com.au/resources/association-resources/policies

3.3.3. Basketball Victoria Privacy Policy

https://www.basketballvictoria.com.au/resources/association-resources/policies

3.3.4. Basketball Victoria Uniform, Hair, Accessories and Jewelry Policy

3.3.5. https://www.basketballvictoria.com.au/resources/association-resources/policies

3.3.6. Diamond Valley Basketball Association Under 08 On Court Coaching Policy

https://dvbasketball.com.au/documents-and-policies/

3.3.7. Diamond Valley Basketball Association No Zone Policy

https://dvbasketball.com.au/documents-and-policies/

3.3.8. Diamond Valley Basketball Association Zero Tolerance Policy

https://dvbasketball.com.au/documents-and-policies/

3.4. Sin Bin Rule Common Questions and Answers

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

A. The sin bin option should not be applied.

3.4.2. Q. What if the Technical or Unsportsmanlike foul occurs with one minute to go in the first half?

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

3.4.3. Q. What if the Technical or Unsportsmanlike foul occurs with five (5) minutes or less to go in the second half?

A. The player is out for the remainder of the game.

3.4.4. Q. What if a player who is sin binned refuses to leave the court?

A. Normal game rules apply, and the player can be reported. A Referee/Venue Supervisor has the authority to call the game off due to player non-compliance. (See Section 3.2).

3.4.5. Q. What if the team of the player who is sin binned only has five (5) players?

A. Now they only have 4!

3.4.6. Q. What if a team only has two (2) players left and one is 'substituted' because of a sin bin infraction?

A: The game is over. The opposition win by Forfeit (See Section 1.13)

3.4.7. Q. What if a time out is called during a player's sin bin period?

A: Five minutes in the sin bin is a 'fixed time' during a playing period. Any time outs are not included in that fixed time and therefore extend the player's time on the bench.

3.5. Player Eligibility Scenarios

This Appendix provides some practical examples of the implementation of Section 1.7. It is important to understand that Section Numbers (See Section 0) of a Grade are not relevant, only the Grade.
Situation: Jenny is 13 years of age and is playing as follows for her Club:

3.5.1. She is allocated to a team in U16-C1 and another team at her club playing in U14-B2 needs a Fill-In.

For this scenario she would be allowed to play based on:

- ✓ Her Natural Age Group is U14 and so is age appropriate (Clause 1.7.6).
- ✓ She is only playing in the one team in each Age Group that round (Clause 1.7.10).
- ✓ Her Designated Grade is C Grade and she is playing **up** from her Designated Grade (Clause 1.7.8).

3.5.2. She is allocated to a team in U16-C1. Her team has a bye and another team at her club playing in U16-B2 needs a Fill-In.

For this scenario she would be allowed to play based on:

- ✓ Her Natural Age Group is U14 and so is age appropriate (Clause 1.7.6).
- ✓ Her team has a Bye and she is only playing in the one team in an Age Group that round (Clause 1.7.10).
- ✓ Her Designated Grade is C Grade and she is playing **up** from her Designated Grade (Clause 1.7.11).

3.5.3. She is allocated to a team in U16-A. Another team at her club playing in U14-A needs a Fill-In.

For this scenario she would NOT be allowed to play based on:

- ✓ Her Natural Age Group is U14 and so is age appropriate (Clause 1.7.6).
- ✓ She is only playing in the one team in an Age Group that round (Clause 1.7.10).
- × Her Designated Grade is A Grade but she is NOT playing **up** from her Designated Grade (Clause 1.7.8).

Situation: Jonny is 11 Years of age and he would like to play for his Club as follows:

3.5.4. He is allocated to a team in U12s in B1 Grade and allocated to another Team in 14 in C3.

For this scenario he would be allowed to play based on:

- ✓ He is playing in his Natural Age Group (Clause 1.7.6) and only one Age Group up (Clause 1.7.7).
- ✓ He will be playing in an Age Group only once each round (Clause 1.7.10).
- ✓ His Designated Grade is B Grade (Clause c) and in the higher Age Group he is playing down only one Grade B -> C (Clause 1.7.8).

NOTE: Clubs need to be careful of the situation where a team may start Grading Period as this scenario details but during Grading Period the Teams are re-graded such that the difference between the Grades of the 2 Teams is greater than 1.

3.5.5. He is allocated to a team in U14s in A Grade and allocated to another Team in 16 in B2.

For this scenario he would not be allowed to play in the U16 team based on:

- × His Natural Age Group is U12 and the U16 team is more than one Age Group up (Clause 1.7.6).

3.5.6. He is allocated to a team in U12s in B1 Grade and allocated to another Team in 14 in D1.

For this scenario he would not be allowed to play in the U14 team based on:

- ✓ He is playing in his Natural Age Group and only one Age Group up (Clause 1.7.6).
- ✓ He will be playing in an Age Group only once each week (Clause 1.7.10).
- × His Designated Grade is B Grade and in the U16 team he is playing down more than one Grade B -> C -> D (Clause 1.7.8).