

JUNIOR BY-LAWS

McKINNON BASKETBALL ASSOCIATION INC.

BY-LAWS FOR JUNIOR DOMESTIC COMPETITION (U9 – U19's)

Revision 2017 – Final (14/9/17)



INTERPRETATION

The MBA will have the sole discretion to interpret these by-laws and adjudicate on any exceptions to these rules on a case by case basis.

All players, officials and parents are bound by the code of conduct as set out by the MBA and available on the MBA web site.

1. DATE OF BIRTH / AGE GROUP LIMITS

- (a) A player's age group is determined by the age of the player as at December 31 of the year the competition starts.

Example: Michael will turn 12 on 31st December at the end of the current year. He is therefore NOT eligible to play Under 12 competitions starting in the current year, but IS eligible to play U13 and higher.

An extract of a player's birth certificate may be required to validate a player's date of birth. If requested, the MBA administration must sign the certificate and record details for future references.

- (b) A player must play in his eligible age group first. A player may also play in one age group above their eligible age, but not in 2 age groups or higher above their age and they must meet bylaw requirements as set out in 1(e)

Example: a player in U13's cannot play in U17's or above.

- (c) The maximum number of games a junior player may play in any one round of domestic competition is two.
(d) A player may only play 1 game in their respective age group i.e. if registered to play in U11 Div 3 a player cannot play a second game in any other division in the U11 competition.
(e) If a player is registered to play in a second team in the age group above they are bound by the following guidelines:
(i) A player who plays in Div 1 can only play in Div 1 or Div 2 in the age group above.
(ii) A player who plays in Div 2 can only play in Div 1, Div 2 or Div 3 in the age group above.
(iii) A player who plays in Div 3 can play in Div 1, 2, 3 or 4 but not in Div 5 competitions or below and so on.

2. PLAYER REGISTRATION

- (a) Player details must be entered into Sporting Pulse electronic system by each club/team, with each player's full name, address, email, phone contact numbers and D.O.B. clearly recorded. These must be regularly updated and checked.
(b) All players must be registered to play in their own age group. If a player chooses to play in a second team permanently in the age group above, they must be registered in the both teams.
(c) New players may be added to a team by completing individual registration in the electronic stadium scoring system.
(d) New players (unregistered) cannot be added to a team without permission from the MBA in advance IF there are insufficient games remaining for the player to qualify for finals (i.e. less than 7 games remain in the season). A breach of these rules may result in a player being deemed an ineligible player and the game recorded as a forfeit result.

- (e) Players may register with two different clubs in different age groups (it is not permitted in the same age group) only where a club fields a team in one age group but does not have an appropriately graded team in the age group above. If a club fields a team in both age groups a player can apply for a clearance, but cannot be registered with two different clubs. If a club forms a team in that competition the next season then the player will be registered with the club they first registered with.
- (f) A player may not play in 2 games at the same time, his/her age group game must be the game that is played. Any attempt to play in both games will result in the 2nd game being a forfeit result.
- (g) Late entries of teams will be taken but if they are after the grading phase then that team and its players will not be eligible to play in the final series as appropriate pre grading of that team is not possible.

3. REPRESENTATIVE PLAYER GUIDELINES

- (a) Representative players (Rep) must play in the MBA domestic competition with the exception of players playing state basketball or for those that live in excess of 40km away but have chosen to play rep at MBA. *The MBA considers that you cannot be a representative of the association if you do not actually play in that association.*
- (b) New representative players have until the winter season to register and play in the domestic competition
- (c) Rep players playing in VC or VJL 1 – 4 must play in Div 1 domestic grade unless approved by the MBA.
- (d) Rep players playing in regional 1 – 4 must play a minimum of Div 2 domestic grade unless approved by the MBA.
- (e) A non-MBA rep player of any level choosing to play domestic basketball within the MBA will be recognised as playing either VC or VJL 1-4 and be required to play in division 1
- (f) During summer seasons, bottom aged players who played rep in the age group below, must play in division 1 or 2, rather than just division 1. The rule above would remain for top age players.

The intent of these guidelines is to prevent any one team dominating in any grade as a result of being 'stacked' with representative players, however the final decision on the placement of a team will rest with the grading committee. (Independent representatives)

- (g) Players invited to join the representative program during the domestic season can remain in their registered team but will be placed accordingly the following season.
- (h) For the purpose of grading of individual rep player - for the summer season the players individual grading will be based on the previous rep season and for winter season it is based on the current rep grading.

4. JOINT JUNIOR/SENIOR PLAYER GUIDELINES

- (a) Any player representing McKinnon U18's MUST play in their own age group first as per junior bylaws, a player can play in both Classic and U18's having played in U18's first.
- (b) Where a player is a member of a club from its junior (U17/18) competition teams, they may change teams in the Men's and Women's Classic without the need for a clearance. However, such transfers will be scrutinised by the MBA to ensure the whole competition remains fair and competitive.
- (c) Non representative players may play in U17/18 and Men's Classic
- (d) There will only be a Sunday U19/20 boys competition if numbers allow. These players may enter the Men's Classic competition and will be graded accordingly.

5. GRADING

Prior to each season there will be a preseason Club Meeting (Thursday before the final home and away round) that requires a representative from each club to attend.

- (a) grading games occur through rounds 1-4 of each domestic season, however the MBA's independent grading panel has the right to re-grade a team up or down up until and including round 7
- (b) the MBA independent grading panel will make grading decisions on a number of factors including but not limited to points margin, points scored, competition balance, team numbers within divisions and team composition.
- (c) a delegate from each club may submit a grading application review form to the grading committee for consideration after each weekend in the first 4 rounds, regarding grading concerns or suggestions. Submissions must be received before 9am on the Monday morning.

- (d) clubs must grade and enter their teams with the aim of balancing out rep players amongst their teams as they see fit, however there is no restriction on the number of existing rep players that can be allocated to a team. Any additions of new representative players to a club from either within the MBA or from other associations are subject to restrictions as outlined in section 6 – clearances/transfers.
- (e) If a team is graded up, the club can rearrange sides provided it is done before the 5th game is played. If the grading committee moves a team up a division after round 5, the team must stay as is unless approval is granted by the MBA.
- (f) If a club is asked to rebalance teams and fail to do so the MBA will sanction that team and award 1 point only per game played.

6. CLEARANCES / TRANSFERS

Clearances

- (a) A player that wishes to transfer to another club must follow the clearance guidelines:
 - (i) Complete a MBA clearance form
 - (ii) Ensure the form is signed by the club they are LEAVING
 - (iii) Forward the form to the MBA office for approval before 5pm on the Monday after the Grand Final
- (b) Clearances are not automatic, they must be submitted for approval to the MBA association office and if necessary to the MBA executive at their next meeting.
- (c) A clearance is not required if a player has not played with any MBA team for 2 full seasons.
- (d) A new rep player of any level, cleared from within the association or has registered from outside the MBA, cannot be entered into a team that already contains 3 or more players who play in any of the following teams or competitions - Big V, VC, VJBL or MBA rep 1st & 2nd. This restriction remains in force for 2 seasons from registration
- (e) A late clearance may be granted but only under the following circumstances:
 - (i) A clearance lodged within the time frame has been unduly delayed.
 - (ii) A player has been informed that there is no longer a place available for him/her in their original club/team.
 - (iii) A player has been involved in a substantial residential and/or school move.
 - (iv) A player is in dispute with their coach/club and can prove discriminatory behaviour towards them to the independent tribunal appointed by the MBA executive to pass judgement on the case.
- (f) A player who is not cleared but plays with a new team and/or club will be considered an ineligible player for that team, and the team will be given a forfeit.
- (g) Players who are approached by opposition clubs or coaches while playing with another club will have their clearances automatically refused. Clubs, their officials and coaches will face financial penalties or suspension if they approach opposition players without first gaining permission from a committee member of the players club.
- (h) In the instance where a player is applying for a clearance to go from a substantially weaker team to a substantially stronger team, then the MBA will adopt the following philosophy.
 - (i) Clearances in dispute will only be granted where the MBA is satisfied that the player hasn't been approached by opposing clubs or teams and that the clearance will not adversely affect the evenness of that particular competition.
 - (ii) If in the Association's opinion, the clearance isn't in the best interests of the competition and that the player's current club isn't willing to grant the clearance, then that clearance will be denied.

- (i) Appeals: Any club/player who has a clearance denied by their original club is able to appeal the decision. The case will then be heard by a sub-committee/person appointed by the MBA executive.

Transfers:

- (a) A player requires a "Transfer within club form" for the following player movement:
 - (i) Transfer between club teams in the same division e.g. Player transfers from Lakers Gold to Lakers Purple, where both teams play in the same age and division.
 - (ii) To move down from one grade to a lower grade e.g. From U13 Div 1 Saints to U13 Div 3 Saints
 - (iii) To move up from one grade to a higher grade e.g. from U13 Div 3 Magic to U13 Div 1 Magic.
- (b) The "transfer within club form" must be completed and given to the MBA Administrator. Players transferring between teams within a club may be granted a transfer between meetings at the discretion of the MBA Administrator, subject to a completed transfer form. A player who is not approved but plays with another team other than that he/she is already registered will be considered an ineligible player and the game assigned a forfeit.
- (c) ALL TRANSFERS CLOSE AFTER ROUND EIGHT (which includes grading).

7. FILL-IN PLAYERS

Teams can use fill-in players to provide adequate player numbers for a team. Fill in players are restricted by the following bylaws.

(a) MBA Registered Players

- (i) A player cannot fill in for another team in their own age group if they are already registered with a team.
- (ii) A player who plays in Div 1 can only fill in for Div 1 or Div 2 in the age group above. A player who plays in Div 2 can only fill in for Div 1, Div 2 or Div 3 in the age group above. A player who plays in Div 3 can only fill in for Div 1, 2, 3 or 4 in the age group above but not in Div 5 competitions or below and so on.
- (iii) Where MBA players registered with their age group are filling in for the age group above, a player can be used in any team as allowed by bylaw 7a(ii) without the need to register in that team. Once a player plays 3 games for any one team within the higher age group, that player is restricted from playing in any other team within that age group. To play a 4th game in that team the player must be officially registered for that team in sporting pulse. A breach of these rules will result in a player being deemed an ineligible player and the game recorded as a forfeit result.
- (iv) In exceptional circumstances where there is no team at an appropriate lower age level available to that team/club to provide a fill-in player, a player can fill in from a lower age group from a higher grade. The team requiring a fill in must have 5 players or less for this to occur and the fill-in player must not be a rep player from the MBA or any other association. MBA permission is required.

(b) Non Registered Players

- (i) A Player from outside the MBA must fill-in for their own age group only.
- (ii) Players must register their details on sporting pulse courtside before playing.
- (iii) a player from outside the association can be used in any team as a fill in within their age group without the need to register. Once a player plays 3 games for any one team within an age group, that player is restricted from playing in any other team within that age group. To play a 4th game the player for that team they must be officially registered in sporting pulse. A breach of these rules will result in a player being deemed an ineligible player and the game recorded as a forfeit result.

(iii) Players that play representative basketball for a team other than the MBA's representative team (McKinnon Cougars) and is not registered in a MBA domestic team cannot be used as a fill in for a team in the MBA domestic competition. The player is deemed as illegible and the team will lose their points. Fill in's must come from within the club and must fall within bylaw 7a(ii) guidelines. Under special circumstances the MBA may grant permission within the first 5 rounds only.

(iv) If a player fills in for a team in rounds 5-7 and then becomes a regular player in that team the association has the discretion to evaluate and regrade that team.

8. UNIFORMS

- (a) All club/team uniforms must be of identical design and colour, and must carry a legal number on the front and back of each singlet. Allowable numbers are in the range of 1 – 99. All numbers must be permanently fixed to the singlet. TAPED NUMBERS ARE NOT ACCEPTED. T-shirts, vests/singlets may be worn providing they are of identical colour to the predominant colour of the teams' singlet and carry no logos or designs. Shorts must be identical in colour length and design. No pockets, zips or buckles are permitted. Trim on singlets and shorts must be of the same colour and about the same width throughout the team. Club emblems, Team or Player names and sponsorship logos of any kind are deemed to be trim and must be registered with the Executive and must be uniform throughout the team.
- (b) Players are not allowed to wear the uniform (either shorts or top) of the MBA representative club. Any player doing so will incur a uniform penalty. Bike shorts are permitted beneath shorts as long as they are of the same colour as the shorts and do not protrude below the shorts. Logos and designs are not permitted.
- (c) Compression Gear; Full length skins & shooting sleeves are now approved for players to wear under a uniform. These must be either white, black or neutral/skin tone in colour. Players that wish to wear a shooting sleeve with elbow pads on them will require a medical certificate due to the risk of this padding scratching another player (this needs to be available at games for referees to sight) If this is not provided the sleeve must be removed.
- (d) Any discrepancies must be discussed with the referees before the game or before the player concerned takes the court. The referee's decision shall be final. Incorrect uniform points must be awarded before the beginning of the second half. Teams shall be given a grace period of 5 weeks. In round 6 uniform penalties will apply. Penalty is 5 points/player/uniform
- (e) Where there is a singlet colour clash the team listed first on the fixture need to organise alternate uniforms for that game.
- (f) In finals the lower ranked team will be listed first and will be required to wear the clash uniform

9. GAME TIMES AND COMMENCEMENT OF PLAY

- (a) Matches will be conducted in two 18 minute halves with each game allowed two minutes warm up and two minutes for half time.
- (b) To start the game, the referees will (loudly so that coaches hear and acknowledge) call 2 minutes, then 1 minute, and then call for centres at which time the clock will start. Penalty points (2points/minute or part thereof) will be awarded for lateness - this includes coaches who continue to talk to players once centres have been called. For the second half the referees will call 2 minutes, then 1 minute, and then call for centres at which time the clock will start.
- (c) One standard time out per team per half will be allowed. Timeouts are not permitted in the last three minutes of the first half.
- (d) In the 2nd half, if a team has no timeouts remaining at the 3:00 minute mark, an additional bonus timeout will be granted to that team. If a team still has its 1st standard timeout at the 3:00 minute mark, they will not be eligible for the 2nd bonus timeout.
- (e) Spectators are not allowed on the court during timeouts. This includes players "warming up" for the next game. Spectators, including parents are not allowed to sit on the main bench which is reserved for coaches and players only.
- (f) The clock only stops in the last 3 minutes of the second half, except when the referee calls a referee's timeout. When this occurs the clock stops at that stage of the game.
- (g) Where the margin is more than 20 + points in the last 3 minutes of the game (U9/10's 10 + points) the losing coach can ask the referee to keep the clock running. The clock will stop on a timeout
- (h) No substitutions can be made in the last minute of the first half.
- (i) All games must start on time and any team not ready will be penalised two points per minute that they are late starting up to a maximum of eighteen points. The game cannot start until each team has completed

their team responsibilities. A forfeit will be awarded if the game cannot start by the 9 minute mark of the first half.

- (j) There will be no recompense of late start points for teams going to the wrong venue; the onus is on the team to check the fixture. Any fixture changes are linked to the website fixtures and the MBA app.

10. TEAM RESPONSIBILITIES & SCORING

- (a) A team representative must have completed the following before the game starts:-

- (i) Filled in the electronic scoring system with the date, grade, team name, full name and playing numbers of players participating in that match. NOTE: first names only are not acceptable. It is each teams responsibility to ensure these details are correct. To prove their participation in a game all players must be entered into the electronic scoring system game tray. Referees will remove any player not present at the match prior to signing off at the end of the game.

- (ii) Paid the playing fee to the referees or court manager, if it has not been paid in advance (e.g. for seniors or finals games).

- (iii) Provide a scorer. If a scorer is unavailable one player from the team will score until a scorer is found. Any team not providing a scorer will be penalised 5 points. During the game a scorer is a game official and must act impartially.

- (b) If there is a conflict between the scoreboard and the electronic stadium scoring then the electronic score will take precedence
- (c) A player who arrives after the start of the second half may have his/her name and number added to the electronic stadium scoring and may take the court after obtaining permission from the referee.
- (d) Register/Enter any new players through the electronic system
- (e) All players are to ensure their name is entered on the scoring system as per bylaw 2(a)
- (e) A team must have a minimum of four (4) players on court to start the game.
- (f) There must be no more than 2 coaches (Head & Assistant) on the players bench at any one time. Only 1 coach can stand at any one time.

11. TEAM PENALTIES

- (a) Incorrect Uniform: 5 points per player in incorrect uniform (as per by-law 6). Points penalty will be applied by the referees at half-time.
- (b) Late Start of Game: 2 points per minute that a team directly causes the delay of the start of the game (waiting on players to arrive, players not entered in the electronic scoring system after Rd 2 point's penalty will be applied by the referees before game commences.
- (c) Walkover: If after nine minutes has elapsed from the start of the game and a team cannot play, a walkover shall be awarded to the other team. The team players awarded the walkover will all be given eligibility for finals for that match. Any team giving a walkover shall incur a fine equivalent to the combined sum of both teams' scoresheets fees. This fine must be paid before they play their next match. Until this fine is paid no premiership points shall be awarded and the opposition wins 20-0. Any lost match points are not redeemable if the fine is paid after the due date. Any team giving more than two walkovers shall be disqualified from the competition at the discretion of the MBA. The walkover fine shall be waived if a minimum of two weeks notice is given so that venue and referee bookings can be changed and opposition teams notified.
- (d) No Scorer Provided: 5 point penalty, if the other team provides a scorer. If other team refuses then the team without a scorer must substitute one of their players and play with only four players.

(As teams require four players to take the court to commence a match, if that team only has four players then a forfeit will be awarded if a scorer isn't found within nine minutes of scheduled commencement of the match)

- (e) An ineligible player is a player who –

- (i) is not registered with the team he/she has taken the court with.

- (ii) has not obtained a clearance from his/her previous team or club if required.

(iii) is playing in the wrong age group or division or breaches playing restrictions as outlined in 1(e).

(iv) does not meet fill-in guideline requirements as outlined in section 7

Any teams who play ineligible players forfeit any matches those players participate in. A 20-0 loss is recorded for these forfeits. If this happens during the grading phase a \$55.00 fine will be the penalty rather than a forfeit.

- (f) Players that play representative basketball elsewhere are not to be used as a fill-in player. Under special circumstances (replacing an existing representative player) the MBA may grant permission within the first 5 rounds only, however failure to seek approval will result in that team losing their points and/or being fined. Fill-in players must come from within the club, and are bound by the restrictions as outlined in Section 7.
- (g) If a club is asked to rebalance teams and fail to do so the MBA are able to sanction that team and award 1 point only per game played.
- (h) It is a requirement of the MBA that players playing for the MBA representative club must be registered and play for a domestic club in a team appropriate for their age and level. A player who fails to play in their representative game on a Friday night is ineligible to play for their domestic team on that weekend. Doing so may cause forfeit of the game. Under special circumstances (eg. involvement in major school production) a player may seek approval via email from the MBA to play in the domestic competition without playing on the Friday night. Approval must be gained by 4.00pm Friday afternoon.
- (i) It is also a requirement that representative players are registered to play for a domestic team. Failure to play insufficient games for a domestic team contravenes the MBA requirement and may result in individual penalty to the player. The association deems that a Rep player must play a minimum of 7 domestic games to satisfy MBA requirements.
- (j) (j) In regards to representative players and training with their domestic team, players are bound by the requirements and ruling of the committee of the individual domestic club.

12. SIN BIN PENALTY U15 & above

- (a) Any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls, bad language by a player or coach shall be penalised with Technical fouls.
- (b) Where a player receives a technical foul or an unsportsmanlike foul (with the exception of a clear path foul) for abusing a referee, uttering obscene or offensive language, dissent with a referee's decision/s or commits any action which could endanger other players, spectators or equipment he/she is required to sit out for the next five minutes of playing time or whatever time remains in the match up to the five minute limit. This is considered the sin bin rule.
- (c) If a referee sees a player punch, kick or slam the ball in disgust at a call, slapping of the floor and/or equipment, then such offence will immediately incur the penalty of a technical foul.
- (d) Where a player upon returning to the court (after the five-minute penalty expires) receives a second technical foul or unsportsmanlike foul as above he/she will be disqualified in taking any further part in the match.
- (e) A substitute player if available can be introduced into the match to replace the "sin binned" player.

13. FALL-BACK RULE

- (a) To encourage team participation, any junior team playing a full court press must fall back to the three-point line each time the opposition has possession once they are twenty points ahead with the exception of U9/10 where this rule applies after 10 points ahead. At the discretion of the referees, the first penalty will be a warning, then a side ball. The coach of a team who is twenty points down may then ask the referee to waive this rule. If he does so the referee will waive the rule for the remainder of the match.
- (b) Where the margin is more than 20 + points in the last 3 minutes of the game (U9/10's 10 + points) the losing coach can ask the referee to keep the clock running. The clock will stop on a timeout
- (c) To encourage play and team participation a player in U9/10 age group can score no more than 10 points in any one game. The only exception is if a player is on 9 points and has two free throws then these points will be counted if made. If he/she has 10 points and is awarded 2 free throws another player must take the free throws. Any additional points scored will not be counted. If the additional points are recorded the MBA will adjust the result accordingly. The coach/scorer should be aware of a player's score and advise the referees

14. MAN ON MAN DEFENCE

- (a) Man on man defence helps children develop sound fundamentals – both offensively and defensively. For this reason it is encouraged that all teams play Man on Man defence, particularly in the under 14's and below. Basically all players must have an opponent (no set distance), teams may double/triple team a player, split line help is allowed but not ZONE defence.
- (b) For competitions U/14 and below the man on man defence is to be played for the entire game.
- (c) For competitions U/15 and above teams may play any style of defence including zone in the second half.
- (d) Coaches whose teams continually fail to comply with this rule should be reported to the MBA to be referred back to the club and team in question. No penalties should be administered during the course of the game. If teams are playing a zone the coach should be reminded of this rule and instructed to make the appropriate changes.
- (e) As long as the defence aren't hovering around the keyway or standing in the key showing no signs of concern for their player - the game should be allowed to flow and the team considered to be playing appropriate defence.
- (f) Repeated (2+) confirmed breaches of 'zone play' will result in penalties to be applied at the discretion of the MBA.

15. PLAYING FEES:

Playing fees (registration & scoresheet) are set out in each season's entry booklet. Fees will be available 4 weeks prior to the end of the season for the following season. Non payment of fees by Rd 8 will result in forfeit results going forwards.

16. DISPUTED RESULTS

- (a) If a team wishes to dispute a result it must record the incident with the stadium manager with all the relevant details. That team must then advise the MBA's Association administration of that dispute no later than 48 hours after the event. If the Association is contacted later than this then the result of the match stands and the dispute is not acted upon.
- (b) If a team or a coach is found to be violating the nature of this rule by continually reporting trivial matters then he or she could face a charge of bringing the game into disrepute and be summoned before the tribunal.

NOTE: In a dispute about a score error, any team which has been found not to be providing a scorer shall have that dispute dismissed. If the two scorers disagree and it affects the result of the game then the dispute will be heard. Referees will always be instructed to take the electronic scoresheet as being correct if there are any inconsistencies between the electronic scoresheet and the scoreboard. Please remember that it is the responsibility of both teams to provide competent scorer

17. COACH ELIGIBILITY

- (a) While we undertake a number of measures to check the appropriateness of our coaches to work with children the WWC Check creates a mandatory minimum standard for a range of child-related industries.
- (b) It is compulsory for all Coaches, Administrators and Team Managers associated with any teams participating in MBA competitions and programs to undergo screening. It is important that all children be protected.
- (c) All coaches & team managers over the age of 18 needs to have a valid working with children check (WWC) including parents that are coaching their children.

18. PLAYER ELIGIBILITY/FINALS

- (a) Finals: The finals series will be Page-McIntyre format. First Semi-Final: 1 v 2, Second Semi-Final: 3 v 4. The 1st semi-final losers and 2nd semi-final winners playing in a Preliminary final the Tuesday and Wednesday prior to Grand Finals. Winners of the 1st Semi final and Preliminary final go through to the Grand Final. NOTE: This format can be changed to accommodate more than four teams. In these situations, teams will be advised of the format in the competition notes.
- (b) Finals Eligibility - to be eligible to play in the finals a player must have played 50% of games with a minimum of 7 games during the season regardless of the number of games in the season (Byes do not count). Grading games can be counted towards finals qualifications.
- (c) for the purpose of finals qualification, games played in grading in any division will count towards games required for finals qualifications.

- (d) A player may qualify if they have a medical certificate for games they missed during the season due to illness or injury. A minimum of 4 games must have been played in the season (including grading) **Documented proof must be sighted by the MBA administrator within 4 weeks of the injury/sickness and not as the final series begins.**
- (e) In the exceptional event a finals team does not have enough players due **to a school camp or school production** qualified players from the same grade or lower may be played up an age group making the team up to a maximum of 6 players, players cannot be used from the same age group. This has to be agreed in advance by the MBA to allow a player to be added into Sporting Pulse. Players to be used in the first instance must be from a past fill in, a player may not be added game day court side.
- (f) To prove their participation in a match all players must be entered into the electronic scoring system game tray. Referees will remove any player not present at the match prior to signing off at the end of the game.
- (g) In final ladder standings, where teams finish equal on points, positions are decided on a head to head basis between those two teams.

- That is, if there are two teams equal in this classification, the result(s) of the game(s) between the two teams involved will be used to determine the placing (Head to Head)

- In the event that the total points scored for and scored against are the same in the games between the two teams, the classification will be determined by points difference taking into account the results of all the games played in the group/division by both teams.

- If more than two teams are equal, a second classification will be established taking into account only the results of the games between the teams that are tied.

- In the event that there are still teams tied after the second classification, then points difference will be used to determine the placing, taking into account only the results between the teams that are tied.

- If there are still teams tied, the placing shall be determined using percentage from the results of all their games played in the group.

- Point's difference is calculated by points scored for minus points scored against.

19. TIMING RULES – exception to the normal timing rules

In U9/10 boys competitions only, due to court restrictions the clock will not stop in the last 3 minutes of the game other than in final games (semi, prelim, grand). Time outs can still be called but the clock will run.

FINALS

Normal timing rules apply for finals games (2 x 18 minute halves). If a game is tied at full time in the finals, the following overtime rules apply:

- 5 minutes will be played
- 1 time out per team
- Fouls carry over from game into over time
- Clock stops on whistles during the last minute for u/14's and below
- Clock stops on whistles during the last 3 minutes for u15 upwards

20. LADDER ADJUSTMENTS

- (a) **Round 1-4:** games played during the first four rounds will be converted to a draw unless one of these first 4 games are played against a team that ends up in the same division following grading. In this case the result will stand.

Example: team A plays team B in round 1. Following completion of grading both team A and team B end up in the division above. The result of round 1 will stand.

Round 5-7: results of games played during rounds 5-7 will stand regardless of whether a team has been graded up or down and regardless of whether the teams end up in the same division or not.

- (b) When a team is added after Round 1 due to late registration: they will be awarded 1 point per game missed. No points will be awarded to late team registrations due to poor organisation of an entry. NOTE: Ladders will be adjusted accordingly by round 7

21. INJURIES

During the course of a game should a player bleed from an injury or bleed in any way either nose or cut he/she must leave the court and will not be able to continue playing until all bleeding is stopped and all blood is removed from that person and their clothing. Providing a contrast is still evident between the two teams a player may retake the court out of uniform with no penalty if they can no longer wear their uniform because of a blood spill.

22. FINGER NAILS/HAIR/GLASSES AND JEWELLERY

Fingernails must be trimmed back in order to avoid injury to other players. Tape of suitable nature may be used instead of cutting nails. Hair must be tied up and no braids used. Glasses must be firmly secured (goggles are encouraged to protect the player and their glasses) Players will not be allowed to take the court until these measures are taken. All jewellery must be removed or suitably covered. No wristbands may be worn. Sweatbands and headbands are acceptable. Gloves cannot be worn.

23. PROMOTION/RELEGATION

All grand finalist teams will be promoted to the higher grade providing 70% of the team remains the same. Similarly, the bottom 2 teams at season end will be relegated unless they request to stay in the same grade.

