

EDJBA BY-LAWS

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1) DEFINITIONS

- a) Grades, Rounds and Games refer to the current season.
- b) Club(s) is a reference to any organisation entering teams into the competition under By-Law 4
- c) Venue Supervisor is the person nominated by the relevant Club as the person in charge of the venue, or if no venue supervisor, the most senior referee at the venue, whether officiating or not.
- d) Any reference to an EDJBA procedure is a reference to the EDJBA procedure as amended by the EDJBA Committee of Management, from time to time.

2) AGE GROUPS AND GENDER FOR THE COMPETITIONS

- a) Summer Season: Under 8, 10, 12, 14, 16, 18, 20 on 30th June in the year of the season start. For example: a player turning 10 on the 30th June is under 12.
- b) Winter Season: Under 9, 11, 13, 15, 17 on 31st December prior to the season start. For example: a player turning 11 on the 31st December is under 13.
- c) Under 19 cut off date shall be 30th June in the year prior to that season. In the event of there being no U19 competition the Under 17 cut off date will revert to the 30th June in the year prior to that season.
- d) Any player may be called upon by the EDJBA to supply proof of age. Where inconsistent birth dates are submitted and the revision is to a lesser age, proof must be supplied.
- e) There will be a separate boys competition and a separate girls competition

3) SECTIONS, GRADES & DIVISIONS WITH AGE GROUPS

- a) Each Age Group may be separated into one or more Sections. Sections will be identified as A, B, C, D and or E etc
- b) Each Section may be separated into one or more Grades ie B Section may include Grades identified as BA, BB, BC, BD, B1, B2, B3, B4 etc
- c) Each Grade may be separated into one or more Divisions ie C3 Grade may include Divisions C3A, C3P, C3E, C3W etc
- d) Divisions may be formed when a grade is separated based upon time or locality or some other principle (morning, afternoon, east or west).
- e) Divisions are treated as separate grades for the purpose of moving players between teams.

4) ENTRY OF TEAMS

- a) Applications by Clubs to be entered in the competition shall be in the prescribed format, 14 days prior to the first round of the new season.
- b) New Clubs entering the EDJBA with one or two teams, and are unable to demonstrate an intention to develop a series of teams in the future, shall pay a bond determined by the EDJBA Committee of Management
- c) New Clubs entering the EDJBA are not entitled to wear uniforms of the same colour as a Club from which three or more of their players were previously associated, or the reverse colours of the same.
- d) Initial grading of teams shall be recommended by their Clubs and reviewed by the EDJBA

5) WITHDRAWAL OF TEAMS

- a) A team may be withdrawn at any time prior to the completion of Round 6, by notifying the EDJBA, without penalty
- b) If a team is withdrawn after the completion of Round 6, the Club shall pay a withdrawal fine, in addition to walkover fines if the EDJBA cannot fill the schedule times.

6) FIXTURES

- a) Requests for games at preferred times and location, shall be in the prescribed format, and will be considered if made before the fixtures are drawn up.
- b) Requests for venues, times compatibilities , shall be in the prescribed format, will be given consideration when making the fixtures. This will be better done if valid reasons for the requests are supplied.
- c) Clubs must be fully co-operative when decisions by the EDJBA are made regarding finals fixtures changes.
- d) Venues/referees are not considered valid and reasonable requests for changes.
- e) The EDJBA will only permit four requests, (including compatibilities and time requests), per team entering the competition regarding fixture placings.
- f) If a Club refuses to play at a particular venue for whatever reason, their request is to be ignored.
- g) Allocation of home game slots to venues shall be on the basis of one game for every two teams entered with allowances for the number of byes.

7) PLAYER REGISTRATIONS

- a) Players shall be registered in the manner advised by the EDJBA
- b) This registration remains valid for the duration of the player's time at that Club

8) PLAYER CLEARANCES

- a) Once a player is registered with an EDJBA Club, they may not play with or "fill in" for another EDJBA Club until they have received a clearance
- b) A clearance is not required if the player's previous Club is no longer a member of the EDJBA
- c) Clearances must be completed in the manner advised by the EDJBA
- d) Any player has the right to be cleared to another Club subject to paying all monies owed to their current Club
- e) Where a player wishes to be cleared from one Club to another during the season, it will be subject to the approval of the EDJBA, the granting of which will be at the EDJBA's absolute discretion, and will be granted only in special circumstances
- f) Where a player is cleared from one Club to another during the season, finals qualification with the previous team is cancelled and the player requires five games with their new team to qualify for the finals
- g) In the case of a new Club formed by breaking away from an existing Club, no clearances to the NEW Club shall be approved by the EDJBA for any person having played with the existing Club, unless the existing Club approves a clearance application
- h) Any player taking court without a clearance from their previous Club within the EDJBA will result in the team they have played in, forfeiting the game
- i) When any person is found to be in breach of this By-Law, they may be suspended from any involvement in the EDJBA including playing and/or coaching
- j) If a Club wilfully violates this By-Law, the EDJBA Committee of Management may sanction that Club

9) PROVISION OF TEAM LISTS

- a) Clubs are required to submit team lists to the EDJBA prior to the first round of the season
- b) Where a player is listed in a team, that team will be considered to be the player's team
- c) A player is not permitted to be listed in two teams in the same age group
- d) A club may seek permission from the EDJBA for a player to be listed in two teams, in two different age groups, the granting of which will be at the complete discretion of the EDJBA and will be granted only in special circumstances
- e) Clubs are permitted to change team lists freely up until the conclusion of Round 5
- f) Clubs may request permission from the EDJBA to add a player to a team or change a player's team after Round 5, the granting of which will be at the complete discretion of the EDJBA, and may be reviewed by the EDJBA at any time during the season.

10) MOVEMENT OF PLAYERS BETWEEN TEAMS

- a) A player's team will be the team that they are listed in, up until a player has played five games for one team, at which point, the player's team will become the team with which they have played five games
- b) A player is permitted to move teams freely, within or across age groups, until the player has played five games with one team in a season
- c) Once a player has played five games with a team in a season, the player may not move to another team within that age group, if that team is the same grade or a lower grade, without permission from the EDJBA, the granting of which will be at the complete discretion of the EDJBA, and will be granted only in special circumstances
- d) Once a player has played five games with a team in a season, the player may not move to another team in another age group without permission from the EDJBA, the granting of which will be at the complete discretion of the EDJBA, and will be granted only in special circumstances.
- e) A player not listed in any team will be considered a "fill in" player until such time as they are listed in a team or until such time that they play five games with a team, at which point, the player's team will become the team with which they have played five game

11) ELIGIBILITY OF "FILL IN" PLAYERS FOR GAMES

- a) Teams are expected to arrange for "fill in" players within the limits of eligibility rules set out in By-Law 2, when too few of their regular players are available.
- b) Where a player plays for a team other than the player's team under 9 b), they will be considered a "fill in" player
- c) A player can be a "fill in" player in a younger age group than the player's team if the player is within the age requirements under By-Law 2 for the younger age group
- d) A player can "fill in" for a team which is not the player's team, subject to the following rules:
 - i) **A player may fill in for an older age group**, provided they "fill in" for a team in a higher section, the same section or **one** section lower than the "player's team"
 - ii) **A player may fill in for the same age** provided they "fill in" for a team in a higher section than the "player's team"
 - iii) **A player may fill in for a younger age group**, provided they are within the age requirements under By-Law 2 for the younger group and they "fill in" for a team in a higher section than the "player's team"

	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

- e) A player not playing the current season with an EDJBA club, may "fill in" at any level subject to:
 - i) being within the requirements under By-Law 2, and
 - ii) not requiring a clearance under By-Law 8

12) INELIGIBLE PLAYERS

- a) A team shall forfeit all games in which it has used ineligible players

13) WALKOVERS

- a) If a team does not appear with four eligible or ineligible players within ten minutes of the scheduled starting time, then that team has given a walkover. The opposing team will be awarded a 20-0 score. A scratch match may be arranged free of charge to players.
- b) A team that gives two or more walkovers during one season may be disqualified from the competition.
- c) Where a team gives a walkover at an away venue, then the walkover fine will be paid to the Club who did not give the walkover.
- d) Where a team gives a walkover at a home venue, then half the walkover fine will be paid to the EDJBA for Administrative costs and the other half will be paid to the Club who did not give the walkover.
- e) Where two home teams play a home venue, half the walkover fine will be retained by the Club and the other half paid to the EDJBA.

14) FORFEITS

- a) A team without four eligible players may forfeit the game by noting, on the scoresheet, that it has used an ineligible player to make up the numbers to at least four, so being able to make up a team to play the game and thus avoiding a walkover. Such a game counts for premiership points and is not a scratch match. In forfeit games, normal playing fees apply.
- b) A team shall forfeit all games in which it has used ineligible players. Points allocated will be one point for the team that gave the forfeit and three points for the team they played. The scores will stand unless the forfeiting team won, in which case the score will become 2-0 in favour of the team receiving the forfeit.

15) DEFERRED GAMES

- a) Rostered games may be deferred in extraordinary circumstances at the request of a team/s, with the approval of the EDJBA, but must be played within 15 days of the rostered date. If the game is not played within 15 days, the requesting team/s have forfeited the game. The responsibility for arranging the game rests with the requesting team. Where possible, the game will be played in advance of the scheduled time.
- b) That any Club wishing to defer a game for attendance at Tournaments must submit an application to the EDJBA at least four weeks prior to scheduled game date
- c) That all Clubs will be advised of this requirement prior to the Season commencing.
- d) The date and location of deferred games will be decided by the EDJBA.
- e) Applications must include the reason and names of the players in the team that will be absent.
- f) Application for deferral does not necessarily imply acceptance of deferral.

16) ABANDONED OR CANCELLED GAMES

- a) Any game cancelled prior to the beginning of the game, or abandoned during the first half, shall be declared a nil-all draw.
- b) Any game abandoned at half time or in the second half shall be declared a nil-all draw unless the margin is ten points or greater, in which case the team leading by ten points or more shall be declared the winner, and the score shall stand.
- c) Games shall be cancelled or abandoned only in accordance with EDJBA policy by decision of the venue supervisor, or if no venue supervisor, the most senior referee at the venue, whether officiating or not (the "Venue Supervisor").
- d) A game will be abandoned at a venue when the "Venue Supervisor" determines that there is no reasonable prospect of restarting play in a safe environment, in a timely matter, at that venue, or another nearby venue.
- e) If the delay in restarting the game is expected to be more than 20 minutes, the game will only be restarted with the agreement of both coaches

- f) Where a game is stopped and cannot be restarted due to the failure of a coach, player, spectator or any other person to follow the direction of the "Venue Supervisor", then
 - i) the game shall be awarded as a walkover against the offending team,
 - ii) where there is any ambiguity the EDJBA will investigate to decide which team is determined to be the offending team,
 - iii) where both teams are determined to be the offending team, both teams will be deemed to be giving a walkover.
- g) In one round, where games are cancelled for a portion of the grade, nil-all draws will be awarded for those games not played. The results will stand for those games played.

17) PREMIERSHIP POINTS

- a) For each game during the season:
 - i) Three premiership points awarded for a win or a bye
 - ii) One premiership point for a loss
 - iii) Two premiership points for a drawn game
 - iv) One premiership point for a forfeiting team
 - v) Zero premiership points for a team giving a walkover
 - vi) Three premiership points for a team receiving a walkover
- b) Late Entry Teams that enter the competition after Round 1 will receive one premiership point for each round missed.

18) GRADING POINTS

- a) Prior to the start of the season, the EDJBA Committee of Management will decide the number of grading rounds.
- b) At the completion of the grading rounds teams will be graded into their final grade.
- c) For the purpose of By-Law 16, the difference between A Grade and the next listed grade shall be considered as a difference of two grades.

- d) For calculating adjusted premiership points, the results of each grading round will be assessed on the final grade in which each team is graded:
 - i) If two teams who have played in the grading rounds finish in the same grade or one grade apart, then the result of that grading game will stand (i.e. three points win, two points draw, one point loss or forfeit).
 - ii) If two teams who have played in the grading rounds finish more than one grade apart then the following premiership points will be allocated:
 - (1) If the team graded higher won that team will receive two premiership points and the lower team two premiership points
 - (2) If the team graded lower won (or draws) the result will stand with three premiership points for the lower grade team and one premiership point for the higher grade team (or two points for a draw)
- e) Where there is a walkover in grading round:
 - i) Team that gave the walkover receives zero points.
 - ii) Team that receives the walkover receives:
 - (1) Three premiership points if teams finish in the same grade or one grade apart.
 - (2) Two premiership points if teams finish more than one grade apart and team that gave the walkover is in a lower grade.
 - (3) Three premiership points if teams finish more than one grade apart and team that gave the walkover is in a higher grade.
- f) Bye teams in grading rounds receive three premiership points.

19) LADDERS AND RESULTS

- a) Where teams are level on premiership points, positions will be decided by the ratio of points for and against. When calculating percentage, no team may be credited with a win by more than 20 points.
- b) Percentages are to be calculated from the first round, following the completion of the grading rounds.
- c) Results and ladders will be posted onto the EDJBA webpage.
- d) Results will be available on Sunday night following each round and ladders will be posted each round after Round 8 on Sundays.
- e) Clubs have until 5pm on the Monday following the completion of the final round to query results or ladders. Following this time ladder positions will be considered final.

20) FINALS

- a) The four teams (unless other specified by the EDJBA) leading in premiership points at the end of the season will play finals series. The EDJBA may organise supplementary finals series for those teams finishing lower down the ladder.
- b) To qualify to play finals matches with a team, a player must be registered and have played five rounds with that team, except in the case of medical evidence of unavailability in which case the Registrar may give a permit. Byes are not counted for qualification. Further:
 - i) A player is only eligible to play finals with the player's team as determined under By-Law 9 (b) or By-Law 10 (e).
 - ii) A player may be eligible to play finals, in two teams, in two different age groups, if special permission has been given under By-Law 9 (d).
 - iii) No player may be eligible to play finals with two teams within the one age group.
- c) When a team has less than six qualified players available for a Final, special permission may be obtained from the EDJBA for fill in player(s) to make up numbers to six players.
- d) Clubs are to give reasonable notice of a need for a "fill in" player.
- e) A "fill in" player must be:
 - i) from one age group or more below, and
 - ii) from one section or more below, and
 - iii) have special permission from the EDJBA
- f) For example an U16 B team can seek permission for a "fill in" player from an U14 C team or lower.
- g) Where there are no teams that are one age group below AND one or more sections below, the "fill-in" may come from the lowest ranked available team in the age group below
- h) Where a Club does not have a team which satisfies (e) the "fill-in" player(s) may come from:
 - i) the lowest ranked "available" team in the age group below or
 - ii) if there is no "available" team in the age group below, or no age group below, then the lowest ranked "available" team in the same age group,
 - iii) "available" being defined by entries and the fixtures on that day.

- iv) Where there is no "available" team under (ii) or (iii) above, then the fill-in player may be any person who has not played previously in any competition under the auspices of Basketball Australia and the guarantee of an official of that Club that the player will not improve the normal performance of the team
- i) Clubs requiring a "fill in" player must submit a list of potential "fill in" players. The number of players on the submitted list must be two more than the number of "fill in" players required (ie for 1 "fill in" provide 3 names, for 2 "fill ins" provide 4 names etc)
- j) The EDJBA shall choose which players from those submitted are given special permission to "fill-in"
- k) Any team found to be knowingly using illegal players during the Finals Series will be disqualified from the balance of the Finals and may be subject to further action.

21) PLAYING RULES

- a) The rules are those of the Basketball Victoria except:
 - i) The three-point rule does not apply for age groups under 12 and younger.
 - ii) The free throw line is advanced 1 metre for age groups under 9 (other) to under 12 (both inclusive)
 - iii) The free throw line is advanced 1.8 metres for the under 8 and under 9 Rookies age groups
- iv) The following size basketball will be used:

Age Group	Boys	Girls
Under 8	Size 5	Size 5
Under 9 Rookies	Size 5	Size 5
Under 9 Other grades	Size 6	Size 6
Under 10 to Under 14 (inclusive)	Size 6	Size 6
Under 15 and older	Size 7	Size 6

- v) The 3 second rule is changed to 5 seconds for age groups under 12 and younger.
- vi) The clock will stop only in the last 2 minutes of the second half for all whistles.

22) TIMING REGULATIONS

HOME AND AWAY GAMES

- a) 2 minute warm up.
- b) 50 minute game schedule - two 20 minute halves.
- c) Half time - 2 minutes, to be timed on match clock
- d) Each team is entitled to two time-outs per half.
- e) No time-outs may be called in the last 3 minutes of the first half. For clarity, a time-out may be called with 3:00 on the clock, whilst a time-out may not be called with 2:59 on the clock.
- f) The clock will stop for all whistles during the last 2 minutes of the second half.

SEMI AND PRELIMINARY FINALS GAMES ONLY

- a) The clock will stop on all time-outs throughout the game.
- b) Time-outs are permitted at any time during the game.
- c) The clock will stop on all whistles during the last 3 minutes of the second half.
- d) In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.

GRAND FINALS GAMES ONLY

- a) The clock will stop on all time-outs throughout the game.
- b) Time-outs are permitted at any time during the game.
- c) The clock will stop on all whistles during the last 1 minute of the first half.
- d) The clock will stop on all whistles during the last 3 minutes of the second half.
- e) In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.

23) CONDUCT OF GAMES

- a) Each team shall provide a competent scorer or timekeeper.
- b) The attention of the referee shall be drawn to a scoring error at the first break in play (whistle) after it has been noticed. The referee's decision shall be final.
- c) Personal names and surnames must be entered on the score sheet before half time, except in cases where players have been omitted who have been present at the court at the start of the game.
- d) The name of a player who does not appear shall be removed at the end of the game by the scorer.
- e) Teams with three or less players, are unable to take to the court until a fourth player arrives, and shall be penalised one point for each minute, until they take to the court, with a maximum penalty of 10 points.

24) UNIFORMS

- a) Each team member shall wear a singlet numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt.
- b) The numbers shall be clearly visible
- c) Teams may use numbers from zero (0) to ninety-nine (99).
- d) Players on the same team shall not wear the same number.
- e) Any advertising or logo shall be at least five (5) cm away from the numbers.
- f) When two teams play each other and there is a uniform clash, the opposing team has the right of appeal for the uniform points to the EDJBA if the team fails to wear alternatives when required and does not do so.
- g) When a colour clash occurs and both teams are from the one Club, the Club shall nominate the team to wear alternatives. When the nominated team does not provide an alternative colour combination, it shall play in make shift tops with a penalty of two points per player, maximum penalty of 10 points.
- h) Team colours shall be given priority based upon the time that the Club has used those colours in their respective Girls and Boys competition.
- i) A player may not play if the singlet colour could be confused with that of the opposition.
- j) Shorts, singlets and numbers must be of uniform colour and not seriously faded.
- k) Pockets and side adjusting straps on shorts are not allowed.

- l) Insignia and logos will be permitted on playing uniforms only by authorisation of the EDJBA Committee of Management for the following:
 - i) Notified Club emblems, insignia and logos.
 - ii) Logos and insignia of notified Club sponsors or EDJBA sponsors. No Club, player or team may add any other writing or images to the playing uniform.
 - iii) The Secretary of the EDJBA shall maintain a list of notified Club and sponsors' emblems, insignia and logos.
- m) From Round 3, teams shall be penalised two points for each player out of uniform with a maximum penalty of 10 points. The wearing of singlet inside out as double zero, is an illegal number and from Round 3 onward will incur a penalty.

25) OTHER EQUIPMENT

- a) All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.
- b) Players shall not wear equipment (objects) that may cause injury to other players. The following are not permitted:
 - i) Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding
 - ii) Objects that could cut or cause abrasions

- c) The following are permitted:
- i) Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - ii) Tightly fitted undergarments that extend beyond the singlet or below the shorts.
 - iii) Compression sleeves.
 - iv) Compression stockings.
 - v) Head scarves or other fabric articles if worn for religious purposes and held in place by bobby pins or snap clips.
 - vi) Knee braces if they are properly covered.
 - vii) Protector for an injured nose, even if made of a hard material.
 - viii) Mouth guards.
 - ix) Spectacles, if they do not pose a danger to other players.
 - x) Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
 - xi) Taping of arms, shoulders, legs, etc
- d) It is recommended that the colours of garments be either black or a colour that resembles the official colours of the Club they are representing.

26) FINGERNAILS

- a) Fingernails must be closely cut to avoid injury to other players.
- b) If an official establishes that a player has fingernails that could cause abrasions, the player must:
 - i) Closely cut their fingernails to eliminate the threat of causing abrasions (usually not protruding above the finger), or
 - ii) Cover the protruding fingernails with a suitably protective device such as medical strapping tape. (The tape must be applied in such a manner that no sharp edges or corners are created by the taping)
- c) The player may not participate until such time that the referee is satisfied that the nails are appropriately covered.
- d) Where the protective device falls off during the game the referee must stop play at the next opportunity and direct the player to leave the court and remedy the cover.

- e) The player will be prohibited from participating in the game if:
 - i) The player refuses to cut or cover the offending fingernails as required above,
 - ii) Suitable protective measures are not available; or
 - iii) The proposed protective measure will not adequately overcome the risk of abrasive injury to others
- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

27) GLOVES

- a) Gloves may be worn by players, only if used to cover long fingernails or for medical purposes, and as long as they:
 - i) Are appropriate for basketball,
 - ii) Do not give additional reach, or grip,
 - iii) Do not in any other way give an unfair advantage to the wearer,
 - iv) Are in no way dangerous to other players.
- b) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

28) WRIST BANDS (INCLUDING MEDICAL WRIST BANDS)

- a) The various rubber, leather and silicon etc. wrist bands (power bands) are regarded as objects which may cause injury to other players.
- b) Players must remove the bands prior to playing
- c) If a player claims the wrist band cannot be removed, the player must have it covered with medical strapping tape, or towelling sweat band, eliminating any possibility of another player getting their finger(s) caught under them.
- d) The player may not participate until such time that the referee is satisfied that the band is appropriately covered.
- e) Where the protective device (eg. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover.

- f) The player will be prohibited from participating in the game if:
 - i) The player refuses to remove or cover the wrist bands as required above;
 - ii) Suitable protective measures are not available; or
 - iii) The proposed protective measure does not adequately overcome the risk of abrasive injury to others.
- g) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

29) HAIR ACCESSORIES

- a) To clarify what is considered acceptable, players are permitted to take the court wearing "bobby pins" and/or "one touch" or "snap" clips to hold their hair back. These items pose no threat of injury to any player on the court.
- b) Players will not be permitted to wear barrettes, bandanas, headbands made of metal, or clips larger than a bobby pin or snap clip – especially those that are present for decorative purposes only. These items do pose a threat of injury, due to their increased size.
- c) If items in a player's hair are made from a non-abrasive, pliable material, they may be permitted to be worn, as (by rule) they pose no threat of injury. This includes headscarves or other fabric articles if worn for religious purposes and held in place by bobby pins or snap clips.

30) BRAIDED &/OR PLAITED HAIR

- a) If a player has their hair braided or plaited, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid or plait.
- b) Due to injury that may be caused, players are not permitted on the court with free braids or plaits in their hair.
- c) Free braids or plaits must either be secured into a bun or removed.
- d) Players are not permitted to cover their braids or plaits with a bandana.
- e) The player will be prohibited from participating in the game if:
 - i) The player refuses to remove or secure the braids and/or plaits as required above.

- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

31) PROTECTIVE HEADGEAR

- a) No player is permitted to play with headgear, which according to FIBA includes protective helmets.
- b) FIBA ruled that if a player is required to wear a protective helmet for their own health and safety, then their health is at too much of a risk to play the sport of basketball. Also there is the associated effect on the opposition players as they feel their endeavours and style of play may have to be curtailed when playing against someone wearing a helmet for self-protection.
- c) An appropriate exemption may be made in circumstances where a player provides medical evidence to wear a helmet for their self-protection because of a special intellectual disability.

32) JEWELLERY

- a) Players who wear jewellery must, wherever able to, remove the object prior to taking the court.
- b) If a player claims that a particular item cannot be removed, the player must cover the object with a suitably protective device such as medical strapping tape.
- c) The player may not participate until such time that the referee is satisfied that the object is appropriately covered.
- d) Where the protective device (eg. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to leave the court and remedy the cover.
- e) A player will be prohibited from participating in the game if:
 - i) The player refuses to remove or cover the offending object;
 - ii) Suitable protective measures are not available; or
 - iii) The protective measure will not adequately overcome the risk of injury
- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

33) INFECTIOUS DISEASES

- a) If bleeding occurs the player must leave the court area and receive appropriate treatment.
- b) The player may not resume play until bleeding has stopped.
- c) If bleeding should reoccur the above procedure must be put into place.
- d) If bleeding cannot be controlled, and the wound securely covered, the player must not continue the game.
- e) All contaminated clothing and equipment must be replaced prior to the player being allowed to resume play.
- f) A team singlet may be exchanged with a change of number for the player, with no penalty. If a team singlet is not available, the player may wear any singlet and appropriate shorts, provided that they are not of the same colour as the opposing team, with no penalty imposed.

34) FINANCE

- a) To retain financial standing in the EDJBA, Clubs are to make payment of monies to the Association in the following manner:
 - i) Registration and Bond Fees - with be invoiced after Round 4, and payment is due within twenty one days of invoice, unless prior arrangements are made to the contrary.
 - ii) Walkover Fines, Scoresheets and Withdrawal Fees - payment is due within twenty one days of invoice.
 - iii) All accounts due and payable in relation to a particular season are to be paid prior to the commencement of the following season.
- b) Should a Club become unfinancial then the EDJBA Committee of Management may, at its discretion, cancel all or part of premiership points gained by the Club whilst that Club remains unfinancial.
- c) Clubs must be financial to participate in Finals.
- d) President and Treasurer, jointly, will decide whether claims as to the validity of amounts invoiced are justified. Such claims are to be lodged within 21 days of invoice.
- e) Venue contributions are based on the number of games fixtured at the Club's venue during the season, calculated at a rate set by the EDJBA Committee of Management.

35) DISPUTES, PROTESTS AND COMPLAINTS

DUTIES OF OFFICIALS

- a) From May 5th 2003, the EDJBA will adopt the Codes of Conduct from Basketball Victoria for all players, coaches, parents, spectators and administrators.
- b) The EDJBA holds the right to investigate and or convene an investigation into any matter it feels necessary without approval and or complaint from the Clubs. Investigations may be held into any matter that relates to breaches of the Codes of Conduct.
- c) All disputes, protests and complaints must be lodged in writing by a nominated Club official with the EDJBA within five days of the matter under dispute.
- d) Letters of complaint should include details of known persons who are available as witnesses to the matter complained of, and the nature of the evidence to be given.
- e) The terms of reference of the Investigation Committee shall include any contentious matter requiring arbitration, which the President or his/her nominee shall refer to the Investigations Committee.
- f) The President or his/her nominee shall appoint the Investigation Committee.
- g) The EDJBA will advise all parties involved.
- h) The Investigation Committee finding shall be directed to the Clubs via the EDJBA unless otherwise decided.
- i) Persons affected by the Investigation Committee decisions shall have the Right of Appeal to the VBA through the appropriate channels and will be advised of this right at the investigation.

REFEREES

- j) In the case of a referee exceeding his/her power by altering timing regulations on starting a game early, a re-match shall be ordered if the losing or drawing team can produce evidence that:
 - i) the referee exceeded his/her power.
 - ii) the consent of both coaches was not given.
 - iii) the result of the game could have been judged reasonably to have been affected.

36) REPORTS

PLAYERS, COACHES AND SPECTATORS

- a) Referees, or Referee Branch on their behalf, are to lodge reports with the EDJBA.
- b) The EDJBA will advise Club officials and the Referee Branch, who will advise the reported players or coach and the referees of the place, time and date of the Tribunal hearing.
- c) The EDJBA will forward the report sheet and scoresheet to the Tribunal Secretary.
- d) The EDJBA will notify the Clubs and Referee Branch involved of the result of the Tribunal hearings.
- e) The EDJBA will advise Clubs and Referee Branch of the Tribunal procedure.
- f) Written or verbal advice to the Club Secretaries by the EDJBA is deemed to be official notification to Clubs.

37) CARE OF VENUES

- a) The Venue Supervisor (or if no venue supervisor, the most senior referee at the venue, whether officiating or not) or an authorised representative of the EDJBA Committee of Management are empowered to exclude any person from that venue.
- b) Alcoholic beverages must not be consumed at or outside an Association venue while the competition is in progress.
- c) Smoking is prohibited at all venues.
- d) It is permissible for the venue supervisor to authorise a reduction in game time to deal with extraordinary situations such as lockouts and meeting deadlines for the conclusion of the session.

38) CLIMATE POLICY

HIGH FIRE RISK

- a) On Code Red days, all games shall be cancelled.
- b) On days of extreme fire danger, the EDJBA and Clubs in high fire risk areas shall have the right to specify venues which shall have all games cancelled. Teams from these areas with away games shall have the right to cancel games without penalty, provided notification is given, a minimum of three hours before the scheduled game.
- c) Clubs are advised in the value of providing venue supervisors training in the use of fire extinguishers, first aid relevant to heat, and evacuation procedures.

DISCRETIONARY CANCELLATION OF ALL GAMES

- d) After consideration of weather forecasts and other warnings issued on Friday 4:30pm, the EDJBA may cancel all games for the next day, if the temperature is to exceed 40 degrees, but apart from Code Red days, the EDJBA is not required to do so.
- e) The decision shall be made by an appointed sub-committee of four people who shall include the President and Manager if available. They shall take into account: maximum predicted temperature, the time at which that will be reached, the prediction of any change, the temperature of preceding days, humidity and any other relevant factors. Communication to the Member Clubs and public will be made by 5:30pm on Friday.

RECORDING TEMPERATURE

- f) It is the responsibility of each venue to have a publicly visible thermometer and the records must be taken at the start of each game, on hot days, when games are in progress.
- g) By the start of the 2015/16 Summer Season, venues will be required to have a wet bulb thermometer to permit a combined measure of temperature and humidity.

TIMING REGULATIONS: TEMPERATURE IS BETWEEN 30 DEGREES AND 34.9 DEGREES INSIDE A VENUE

- h) Where the temperature, is between 30 and 34.9 degrees, inside a venue, the following rules shall be applied:
 - i) In each half, the clock shall be set for 9 minutes at which time, on the buzzer, there will be a 1 minute break for rest and hydration. The clock shall then be re-set for a further 9 minutes. Both teams shall be entitled to their 2 time-outs per half.
 - ii) There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue supervisor, the most senior referee at the venue, whether officiating or not.

TIMING REGULATIONS: TEMPERATURE IS BETWEEN 35 DEGREES AND 39.9 DEGREES INSIDE A VENUE

- g) Where the temperature, is between 35 and 39.9 degrees, inside a venue, the following rules shall be applied:
- i) In each half, the clock shall be set for 8 minutes, but at the first whistle or score after the 4 minute mark the bench shall signal a time-out and the clock shall stop.
 - ii) After 1 minute the game shall resume until the buzzer sounds indicating the conclusion of the 8 minutes.
 - iii) There will then be a 1 minute break and the clock will re-set at 8 minutes.
 - iv) The same break shall occur again at the first whistle or score after the 4 minute mark.
 - v) All these breaks shall be considered referee time-outs.
 - vi) Teams shall still be entitled to their 2 time-outs per half and the foul count shall remain for the second 8 minute block.
 - vii) The clock will only stop in the last 2 minutes of the game as per normal game regulations.
- h) There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue supervisor, the most senior referee at the venue, whether officiating or not.

ABANDONMENT AND CANCELLATION OF GAMES IF TEMPERATURE EXCEEDS 40 DEGREES INSIDE A VENUE

- i) Without discretion, if the indoor temperature at a venue reaches 40 degrees, the game shall be abandoned.
- j) The result of the game will be determined by reference to By-Law 16.
- k) The Club responsible for the venue shall be responsible for informing the EDJBA.
- l) Once games are abandoned at a venue, they are abandoned for a **minimum** of four games. All other games are presumed to be played.
- m) Any further cancellation of games requires a three game notification to the EDJBA.
- n) On days where the indoor temperature may exceed 40 degrees at some venues, the EDJBA shall keep a log of cancelled venues and times cancelled, on the EDJBA web site.

39) PHOTOGRAPHY POLICY

- a) There are many legitimate reasons why still and video photography at sports is very common and the EDJBA does permit that photography.
- b) Venue Supervisors may take reasonable steps to ascertain that any photography of basketball activities is being used for legitimate and harmless purposes.
- c) As a courtesy, both teams should be notified of the intention to photograph or video the game.
- d) If any person objects to photographing or videoing and has a legitimate and strong reason for the objection, then a bar should be placed on the photography or videoing. A strong reason may be that the child concerned is the subject of contested custody proceedings or has been the subject of violence or threats and publication of a video or photograph may compromise the safety of the child.

40) FINES AND PENALTIES

- a) A Schedule of Penalties will be reviewed by the EDJBA Committee of Management and updated from time to time.

SCORESHEET INFRINGEMENTS

- b) Coaches names, and player given names and surnames must be included on scoresheets.
- c) Scoresheet Infringement Fines:
 - i) Coaches name not completed/illegible
 - ii) One or more player names not completed/illegible
 - iii) Team filled out under the wrong team name

WALKOVER FINES

- d) Walkovers during Home and Away games
- e) Walkovers during Finals



ADMINISTRATION INFORMATION

- f) Failure to lodge, any of the following information, by the date nominated
 - i) Team Registrations and Payment
 - ii) Venue Availability Information
 - iii) Compat Information
 - iv) Team Lists
 - v) General Administration Forms

RESULTS AND SCORESHEETS FINES

- g) Results to be lodged by the specified time
- h) Scoresheets to be received by the specified time