BY LAWS

of

Mornington District Basketball Association Incorporated

Winter 2021

Mornington District Basketball Association is a member organisation of Basketball Victoria and Basketball Australia any or all of their policies or rules or FIBA rules apply unless specifically stated in these By Laws.

1. Powers of the Committee

1.1 The Committee of Management (COM) shall have the power to suspend, disqualify, fine or otherwise deal with any teams or member thereof, any score-bench official, referee or spectator which or who has committed any breach of the constitution laws, or By-Laws, or rules made hereunder or practised, counselled or sanctioned any conduct is in the opinion of the Committee of Management, unbecoming, unfair, or contrary to the interests of basketball, after hearing relevant evidence from any teams, players or person connected with the incidents.

1.2 The COM shall have the power to make By-Laws and to alter, amend, add to or rescind same as the occasion may require. The By-Laws may be altered by resolution passed at a meeting of the Committee of Management, of which notice setting out the proposed amendment has been given to the Committee of Management members not less than twenty-eight days (28) prior to the meeting.

1.3 Any COM member whom are connected in any way with a matter, complaint or concern shall not take part in any proceedings in relation to that matter.

2. Team Registration

2.1 Team registration forms must be completed on-line, with all the requested information filled in and payment, as detailed. This must be completed prior to the closing date for the next season.

2.2 Any team withdrawing after the fixture has been completed will lose all monies paid and will be required to pay a $200.00 administration fee. The administration fee is not applicable if it is a result of game rescheduling, in which case the decision will be made by MDBA Management.

2.3 The registration of any team with outstanding fines which includes withdrawal fees from a previous season will not be accepted.

2.4 The COM reserves the right to refuse any team entry to the competitions.

3. Late team entries and refunds

3.1 Teams may enter after the website "Online Registration portal" has closed at the discretion of the MDBA Management. Subject to the following: -

3.2 Entries received after the close date and before fixturing will be included in the initial grading fixture with a fee and any applicable team entry fees.

3.3 Late team entries received after the initial fixture is published are guaranteed to be included only at the discretion of MDBA management with penalty as per item above.

3.4 Refer to MDBA Refund Policy.

4. Eligibility and registration of Players

All registered players shall be eligible to play in association matches subject to the following conditions.

4.1 All players must be financial members of Basketball Victoria and Mornington District Basketball Association and registered with the teams in which they play by the first round of the season.

4.2 The COM reserves the right to refuse any player entry to the competitions.

4.3 Proof of age will be required at the time of first registration of players.

4.4 Players that participate in more than one team will be required to register online and pay the Mornington Basketball player registration fee for both teams.

4.5 Once a player is registered with a team, on the 3rd game with a team, that player cannot play with another team in that age group or division during that season, without a clearance, except as under paragraph 2.2.

4.6 Unregistered fill in players are permitted to play 2 games with any one team. The player must register on the 3rd game. A fill in player must pay applicable fees a minimum of 10 minutes prior to the match starting via Teammo or EFT, be written on the paper scoresheet and entered into the electronic scoring system courtside. The penalty for not complying will be as per By Law 4.8.

4.7 A fill in player that registers during the season will have their previous matches counted towards their finals eligibility.

4.8 Players are NOT permitted to play under any other player's registration or name. All players must be listed on the paper scoresheet, electronic scoring and be registered online with the team. Penalties for this breach of the rules will be recorded as a forfeit for the offending team and the team will be awarded a loss of twelve (12) premiership point.

4.9 To qualify to play in the finals series, a player must play 5 games fixtured. A bye is NOT counted as a qualifying game, a receiving forfeit is counted towards eligibility and a forfeit given is NOT counted as eligibility.

4.10 In the event of a player being ineligible to play in finals matches, the player may through the team apply to the association in writing no later than 14 days before the end of fixtured games for permission to play finals matches. The application must clearly outline valid and genuine reasons for the application and be supported by a medical certificate from an approved medical practitioner. The decision by the COM shall be deemed final. Teams who play ineligible players in a final will forfeit that game and not be able to play any further finals matches.

4.11 The onus is on the team to follow the correct rules. Teams who play ineligible or unregistered players in any game will forfeit that game and be awarded a loss of twelve (12) premiership points.

4.12 A player must be under the age stated in the relative age group by the 31st December in the year of the COMPLETION of that Season.

5 Ineligible Player

5.1 An Ineligible player is one that:

- Is not a registered player.
- Is over age for the competition.
- Has not been cleared from one team to another during the season in the same competition.
- Is suspended.

5.2 Referees do not have jurisdiction to determine the eligibility of players for a game. Ineligible players will be determined subsequently.

5.3 It is an offence to play under an assumed name, or to arrange for someone to do so.

5.4 Penalty for playing an ineligible player

(i) 1st Offence - As per By-law 4.8 and $50.00 fine

(ii) 2nd Offence – Disqualification

6 Senior players

6.1 Players may play more than one division provided they seek written permission from MDBA Management and register and pay applicable registration fees.

6.2 The policy for senior representative players (Big V) is that they cannot play lower than division 1. This will apply to current or players who have played Big V in the past 12 months.

6.3 Big V players that are still eligible for Junior competitions will still be eligible to play in their age group competitions but will be monitored to ensure fair and competitive competition.

6.4 The COM has the power to accept or reject any senior player application in the domestic competition. Acceptance or rejection will be decided using the following criteria:-

(i) Appropriate (age, division, etc.) placement.

(ii) Fair competition.

(iii) Behaviour

7 Junior players

7.1 Players cannot play in more than 1 team in any one age group.

7.2 Players cannot fill in for a team if they are already registered in another team in that age group.

7.3 Players are permitted to play up in an older age group if they have registered and paid the applicable fees online.

7.4 Players in the junior competition may play additional weekly games in the older age grades and in senior competition if they register and pay online. Any junior player must complete an age indemnity form prior to taking the court if playing two age groups above or any senior competition.

7.5 Female players may play in male competition up to and including U14's.

7.6 The COM has the power to accept or reject any junior player application to play in the domestic competition. Acceptance or rejection will be decided using the following criteria:-

(i) Appropriate (age, division, etc.) placement.

(ii) Fair competition.

(iii) Behaviour

8 Representative players

8.1 Representative players will be those players who are currently playing or played in the previous VJBL season regardless of the Association they represent.

8.2 There is no limit on the number of representative players in a team or in a division.

8.3 Teams with 3 or more representative top age players are encouraged to enter the highest division possible in that age group or play up one age group.

8.4 To be eligible to represent the Mornington District Basketball Association (MDBA) as a Mornington Breaker it is compulsory for any player under 18 years of age to participate in our MDBA domestic competition.

8.4.1 All junior Breakers players must make a regular commitment to participate in the domestic competition. A regular player is someone who plays in both the Summer and Winter competitions and plays enough games to be eligible for domestic finals in accordance with MDBA By Laws.

Existing Breakers player (a player who played in the previous VJBL season as a Mornington Breaker)

8.4.2 An existing junior Breakers player that is not registered in our Summer and Winter domestic season or is registered but does not play regularly will be fined $500.00 which is due by the 15th April in the VJBL Championship Year. The Committee of Management reserve the right to remove a player from the VJBL competition, if that player does not register and be a regular player in our Summer and Winter domestic competitions, regardless if the $500.00 fine is paid or not.

New Player (a player who did not play in the previous VJBL season or played VJBL for another Association)

8.4.3 A new player to MDBA that Try's Out and is selected in a Breakers team but is not registered in our MDBA domestic competition, must make every effort to find a suitable domestic team in both their natural age group and/or the age group above for the Summer season. A new player that is not registered as a player by Round 1 of the MDBA Winter domestic season or is registered but is not a regular player in the Summer and/or Winter competitions will be fined $500.00, which is due by the 15th April in the year of the VJBL Championship Season. The Committee of Management reserve the right to remove a player from the VJBL competition, if that player does not register and be a regular player in our Summer and Winter domestic competitions, regardless if the $500.00 fine is paid or not.

8.5 If a player does not comply with any of the above the Committee of Management reserve the right to remove the player from the VJBL competition.

8.6 Players selected for a VJBL Under 21 team and/or are 18 years or over and those players studying VCE Year 12 (only) during the Championship Season of VJBL may be exempt from playing in our domestic competition.

8.7 A player under the age of 18 years who is selected as a permanent player on Breakers Big V Senior or Youth League team is not required to play domestic basketball.

8.8 A junior player may apply to the General Manager for an exemption from playing domestic basketball if they have been selected for a State or National basketball squad, team or program. An injured player may apply to the General Manager for an exemption from participating in or for not meeting the required number of games by submitting a doctor's certificate from a recognised and certified medical practitioner.

8.9 Skills programs conducted at or by MDBA **do not** give a player eligibility for a junior Breakers team.

8.10 A junior player that is selected for a Big V squad as a player or development player, is required to participate in the Mornington Basketball domestic competition until they are 18 years of age or as per item 8.6.

9 Interchange of players within clubs

9.1 Clubs with two (2) or more teams in the same age group shall have the first (3) weeks of a season to stabilise their teams by interchanging their players between rounds. After the third round no interchange or players between such club teams may occur.

9.2 Club players are not permitted to play in two (2) teams within the same age group.

10 Clearances

10.1 Application for clearances must be forwarded in writing to MDBA Management. No clearance will be required between seasons.

10.2 A player who is refused a clearance may appeal to the COM in writing.

11 Match officials and scoring

11.1 Each team is to provide a reliable official for the scoretable. The official needs to be a competent user of electronic scoring and/or be supervised by a team official who is a competent scorer.

11.2 Each team must supply a competent score table official over the age of 14 years. If a team cannot provide a scorer by the start of the second half the Referee Supervisor will impose a 10 point penalty.

12 Member Protection Declaration

12.1 The Mornington District Basketball Association Volunteer Check assists in protecting children from sexual or physical harm by ensuring that people who work with, or care for them are subject to a screening process.

12.2 All coaches and team managers must provide a signed Member Protection Declaration (MPD) and copy of a valid Working With Children Check (WWCC) to the Association, and receive their official card BEFORE undertaking their role.

12.3 Coaches must present their official card and sign the score sheet when arriving at the stadium prior to every match.

12.4 Team Managers must present their official card when they collect the score sheets before every match.

12.5 If a coach is not present, only someone who has been screened and holds an official card may fill-in as a coach.

12.6 The Association reserves the right to forfeit a match if the team is unable to comply with the above.

13. Grading

Grading of all competitions from Under 10's upwards will be as follows:-

13.1 Divisions are defined as ability levels within an age group i.e Division 1, 2, 3 4, 5.

13.2 A four-week grading phase fixture will be in place for all competitions. Competitions with one division at the time of grading, may at the discretion of MDBA Management commence the normal season without grading matches.

13.3 The premiership team from the previous season must be registered in a higher grade. This does not apply to teams that were already in Division 1 or teams moving to a different age group.

13.4 Teams will be graded based on their performance in the preceding season and performance during grading matches.

13.5 Teams are not guaranteed to receive their preferred division for grading.

13.6 Teams with 3 or more representative top age players are strongly encouraged to enter the highest division possible in that age group. The Association will monitor teams with 3 or more representative players throughout the season and reserve the right to move them to a higher division or age group should the competition be unfair.

13.7 Wherever possible, grades during the grading phase will consist of 8 teams and in division 1 up to 12 teams.

13.8 Ladder points, percentage, eligibility will be reset to zero after the grading games.

13.9 Grading games do not count towards finals eligibility.

13.10 Teams registering after grading phase will be required to pay a penalty to be included in the competitions from Round 5.

13.11 MDBA Management reserve the right to grade/regrade teams at any time during the Season to ensure fair competition. If this results in a schedule change consultation will take place with the affected teams prior to the final decision being made.

14 Game and forfeit fees

14.1 All Domestic match fees are to be pre-paid using Teammo. Score sheets will not be released until all game fees have been paid. The final team to check players in will be responsible for taking the scoresheet to the score table.

14.2 Game fees for forfeited games will be refunded or credited to the following week.

14.3 Teams that use the referees and/or court during the forfeited game time will be ineligible for a refund.

14.4 Teams that forfeit more than twice during any one season, may be removed from the competition at Management's discretion.

14.5 All forfeits must be submitted to MDBA via Teammo. Team Managers are required to register and have a Teammo account. Teams who submit their forfeit via Teammo 48 hours prior to the fixture game time will be fined a reduced amount to be determined by MDBA Management. Teams who do not submit a forfeit via Teammo will be regarded as a No Show and will be fined at a higher rate. Refer to season information guide for fine details.

15 Competition Rules

15.1 All domestic matches will be conducted under the official basketball rules of F.I.B.A with the following modifications which apply to all matches except final series. Final series variations are listed in By-Law 15.

15.2 A team may commence the match with four (4) eligible players.

15.3 For all grades the clock is started at the scheduled time for commencement of the match, provided a referee is ready at the centre.

15.4 For each full minute a team delays the start of a game, the opponents are awarded 1 point. At the half way point of the first half (9 or 10 minutes) if a team is still unable to commence the match, they shall forfeit the game.

15.5 A Sin Bin is implemented in the domestic competition at MDBA for all competitions. Refer to Appendix A.

15.6 The Referee's can stop the match at any time during the game and the clock will be stopped at the referee supervisor's discretion in all junior competitions.

15.7 No subs in the last minute of first half as the clock does not stop in all competitions. Unless for Sin-Bin, 5 personal fouls or injury.

15.8 No zone defence - All junior teams under 14 and down are expected to play one to one defence for the entire game. Refer Appendix B

15.9 Coaches, assistant coaches, bench staff and players are subject to the Behavioural Technical Foul policy in these By Laws, Appendix D.

16 Timing

16.1 Regular Season Timing Rules

U8, U10 competitions

- 2x 20 Minute Halves
- Clock does not stop

U12 & above competitions

- 2 x 18 minute halves
- Clock stops on all whistles in the last 2 minutes of the second half
- Each team is entitled to 1 time out in the first half and two time outs in the second half
- No time outs in the late one minute of the first half
- Only one time out per team can be used in the final two minutes of the game
- If you have yet to use a timeout you will forfeit that timeout as it enters the final minute of the game.

16.2 Finals Timing Rules

- Time outs - during finals there will be 2 timeouts per half for each team for all age group competitions.
- Game timing - during finals the following game timings shall apply.

The clock will stop for the following:

(i) All time outs.

(ii) All whistles in the last 1 minute of the 1st half

(iii) All whistles in the last 3 minutes of the 2nd half and overtime

17. Rules for Junior Domestic Competition

Under 8

- Size 5 Basketball.
- Backboards lowered to 8ft.
- 2 x 20 minute halves.
- Do not have time limits in the key.
- No 8 second rule.
- No cross court rule.
- No Zone Defence Rule applies.
- No three (3) point line. Three point shots are counted as two (2) points only.
- Free throws from one metre forward of the normal free throw line Shooting goals in the wrong basket will not count.
- Once a team is leading by 15 points, the leading team be instructed to move to the back court and a violation will be called if the leading team double team the ball.
- Travel rules are not fully applied at the start of the Season. Interpretation of travel and double dribble violations are modified by officials to suit the development of the players. It is at the Referees discretion to apply the rule more stringently as the year progresses.
- Bonus Foul shots are taken on the sixth team foul.
- A player with 6 fouls is required to substitute out of the game.
- A player can only be registered for one Under 8 team per season and can fill in for another team in the same age group, as there are no ladders or finals in this competition.
- Two time outs only per half, per team.
- No finals
- No ladder
- Social and fun competition to teach the rules and fundamentals of basketball

Under 10 Boys/Girls

- Size 5 Basketball.
- 8ft ring.
- 2 x 20 minute halves.
- No three (3) point line. Three point shots are counted as two (2) points only.
- Five (5) second rule in restricted area (key).
- Two time outs only per half, per team.
- No Zone Rule applies.

Under 12 and Under 14 Boys/Girls

- Size 6 Basketball
- 2x 18 minute halves.
- One time out per team in first half, two timeouts per team in second half.
- No Zone Rule applies.
- Inner 3 point line used for Under 14.

Under 16/18/21-23 Girls and Women

- Size 6 Basketball.
- 2x 18 minute halves.
- One time out per team in first half, two timeouts per team in second half.

Under16/18/20/23 Boys

- Size 7 Basketball.
- 2 x 18 minute halves.
- One time out per team in first half, two timeouts per team in second half.

Open Men, Over 30 Men, Over 40 Men

- Size 7 Basketball.
- 2x 18 minute halves.
- One time out per team in first half, two timeouts per team in second half.

18. Players Uniforms

FIBA uniform rules apply with the following exceptions:

18.1 Singlets must be correctly numbered back and front as per FIBA guidelines. Numbers 1 to 99 are permitted.

18.2 In the event of a clash of colours, the first named team on the score sheet will change to alternate singlets which can be hired for a cost of $10.00 from the MDBA Customer Service Desk.

18.3 The team shorts must be identical in colour and markings, which is seam strips, brand symbols and insignias. Shorts must be basketball shorts. Small (approx. 5cm) brand names by individuals are acceptable. Individual players cannot have large brand symbols across their shorts, or insignias such as Chicago Bulls unless all team members have identical markings. For each player uncompliant with this rule the opposition team will be awarded 3 points. These points will be added at half time by the referee supervisor.

18.4 Pockets on shorts are not permitted for safety reasons.

18.5 Playing singlets must be identical in colour and markings. Teams are not permitted to have different logos of club/team names on their uniforms. Players who fail to have the correct playing singlet will not be permitted to take the playing court.

18.6 Compression shirt may be worn under a singlet. The compression shirt must be in the same dominant colour as the singlet and the colour must be the same for all members of the team.

18.7 Players in women's competitions (from U14 girls onward) are not required to tuck playing singlets into shorts.

18.8 Full length compression tights maybe worn under uniforms if compliant with FIBA rules.

19 Fingernails, Rings and Jewellery

19.1 Fingernails should **not** protrude past end of fingertips; if they do they must be cut prior to taking the court or on instruction from officials.

19.2 Taping of nails are **not** permitted.

19.3 All jewellery and lip and nose rings or are **not** permitted.

19.4 Ear piercing's are permitted but **must** be taped front and back before the games commences.

19.5 All wrist bands must be removed with the exception of material sweat bands.
Hair combs and clips, plastic semi-circular hair restraints and beads are not permitted.

19.6 Plaits not permitted. Ponytail tied with ribbon or elastic band is accepted.

19.7 Braided hair with beads is **not** permitted.

19.8 Bobby pins and flat hair clips permitted.

20 Protests and complaints

20.1 Any team desiring to lodge a protest in respect of any game must endorse the back of the score sheet in the presence of the Referees or Stadium Official signifying its intention to protest.

20.2 The official protest must be lodged in writing at the stadium office within 48 hours of the completion of the match.

19.3 Any team desiring to lodge a complaint in respect to any concern of the Association must do so in writing via the registered Team Manager only.

19.4 All correspondence regarding protests or complaints must be forwarded and signed by the registered Team Manager or an alternate contact person as per the team registration for the current season.

19.5 Any member of the COM or employee who is connected in any way with either team shall not take part in the proceedings.

21 Admission and registration fees

21.1 Admission and registration fees and penalty for non-payment for the competition matches will be determined from time to time by the COM.

22 Player Health

22.1 Players participate in any match at their own risk.

22.2 Basketball Victoria and its affiliated associations must not prevent a woman known to be pregnant from participating in basketball only because of the pregnancy unless it is clear that the woman or her unborn child is at risk to their health.

22.3 The MDBA have adopted Basketball Victoria policy "Participants' Protection" in regards to Blood, Heat and Pregnancy policy. These can be found on Basketball Victoria web site www.basketballvictoria.com.au.

23 Equipment Damage

23.1 Any damage done deliberately to backboards, rings or Mornington District Basketball property or facilities must be paid for by the player/s that has caused the damage.

24 Hanging from Rings

24.1 Any participant that is caught swinging/hanging from the rings as opposed from dunking will be automatically ejected from the stadium and given a 2-week suspension from attending the stadium. Referees, employees or COM members have the authority to issue a suspension.

25 Cancellation / Rescheduling of Games

25.1 If a game or games are unable to be played as fixture (except forfeits) the MDBA reserves the right to reschedule games as necessary. Where a game/s is/are unable to be rescheduled 2 premiership points will be awarded to each team and the game will be treated as a 0-0 draw.

25.2 If an entire round of a fixture is cancelled due to circumstances beyond the control of the MDBA, the games will not be rescheduled. No premiership points will be awarded.

25.3 If a round is cancelled the registered players of the teams rostered to play will be granted a qualifying game for the finals. The bye team players do not receive a qualifying game.

25.4 In case of power failure or acts of God (flood/earthquake etc.), the following rules apply-

- (i) Games that have been completed prior to the failure shall receive game points and premiership points.
- (ii) Games called off prior to half time shall be called a draw regardless of which team was in the lead.
- (iii) Games called off after half time, the leading team is declared the winner.
- (iv) Games not played shall be considered a draw (2 premiership points) and a bye team will be awarded 2 Premiership Points.

26 Fixturing

26.1 At times the MDBA may be required to amend fixtures for any competition. Any changes within 24 hours will be notified to all teams involved via either telephone, text message, email or social media. Teams are responsible for regularly checking fixtures for updates particularly throughout the first 6 weeks of a Season.

26.2 The MDBA does not accept special requests for fixtures (times, late games etc.).

26.3 Any request from teams to alter or change fixture games will not be approved.

26.4 Competitions may have an unequal amount of rounds and byes, due to the number of weeks in the competitions season. This is luck of the draw and no further consideration is given. Fixtures are automatically generated by the MDBA fixturing software and amendments will not be considered.

27 Public and school holidays

27.1 Games will not be played on public holidays but may be scheduled the day before a public holiday.

27.2 Senior competitions will continue through school holidays in the Winter Season.

28 General

28.1 MDBA Committee reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these by-laws.

29 Competition points

The following premiership points apply for all competitions.

3 Points for a win
3 Points for a bye
2 Points for a draw
1 Points for a loss
0 Points for a forfeit given
3 Points for receiving a forfeit

Appendix A – Sin Bin

1. A Sin Bin is implemented in the domestic competition at MDBA for all competitions. This rule is supported by Basketball Victoria.
   A player will have sinbin applied for Criteria 1 (No play of the ball) and Criteria 2 (Heavy or Excessive contact) Unsportsmanlike fouls and Technical fouls.
2. The sin bin does not apply for technical fouls delay of game or faking (flopping) technical fouls nor does it apply to all unsportsmanlike fouls Criteria 3,4 and 5.
   2.1 The technical/unsportsmanlike foul will be called and administered in the usual way. The difference is that the player will leave the court and may not return to the game for five minutes of playing time.
   2.2 The player may be substituted if a substitute is available.
   2.3 The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may return to the court through a normal substitution. Examples:
   - Player who leaves court with time on clock 12:35 may return at the nearest available substitution opportunity after the clock ticks through 7:35.
   - Player who is sent to the sin bin at 3:20 in the first half may return after the clock ticks past 18:20 in the second half.
   - Any player who is Sin Binned with 5 minutes to go in the second half may not return to the game.
3. A play who is disqualified from the match must not only leave the playing court and any view of it but they must also leave the venue. The only time a player would have to leave the playing court and not the venue is for safety reasons. (Under 18 or after a Fighting situation) This will be at the Referee Supervisors discretion.

Appendix B - No Zone Defence

1. All junior teams under 14 and down are expected to play man to man defence (not guarding space) for the entire game. Refer Appendix B
2. The purpose of this rule is to improve the defensive skills of all MDBA participants. The focus should be education, not application of sanctions.
3. It is possible that junior referees will lack the confidence and skills to correctly assess whether zone is being played. At no time should a coach or parent complain to a referee about the opposition playing a zone defence.
4. It is possible the regular coach is absent and the stand in coach does not have the skills or knowledge to instruct the players in one on one defence. In this situation, the shift supervisor (or referee or even opposition coach) may provide instructional support for the stand in coach.
5. Where a referee observes and assesses a team is playing a zone defence they should raise the issue with the offending team's coach charge a timeout to the offending team so that the coach may adjust his team's defence. If the team has no remaining time outs, the referee may choose to call a referee time out to manage the situation.
6. Request the scorer note the zone defence breach on the rear of the score sheet
7. Where a coach believes the opposition is playing a zone defence, they should:-
8. Request the team manager seek the shift supervisor to come to the court and observe the game.
9. If the shift supervisor assess the team is playing a zone defence, he/she will request the referees call a timeout at the next stoppage and follow the above protocol.
10. Where a coach believes the opposition is playing a zone defence, and there is no shift supervisor available or the shift supervisor disagrees with the coach assessment:-
11. Request the team manager get video (smart phone) evidence of the breach and forward this with a report to the COM.
12. If substantiated, on receiving reports of a no zone breach MDBA Management or the COM may:-

12.1 Provide written reminder/warning to the team manager on MDBA no zone policy with advice on how to coach one on one defence.

12.2.1 Require the coach to attend a conference on defensive strategies

12.2.2 Deduct premiership points for the game played
12.2.3 Award 3 premiership points to the opposition for the game played
12.2.4 Deduct 6 premiership points

Appendix C - Mixed Competition

1. Teams must commence the game with a minimum of two (2) females and two (2) males. The fifth player can be either male or female. If prior to the commencement of a game, a team cannot field the required players, normal late start penalties are to be applied. If after ten (10) minutes has elapsed and a team is still unable to fulfil this requirement, then normal walkover penalties are to be applied.
2. TEAM ELIGIBILITY:-No more than three (3) males or females maybe on court at any one time. A team that is reduced to one (1) male or female due to injury or having fouled out of the game the team may continue to play until such times, as there are NO males or females left to take the court. In the vent this occurs the game will be a forfeit if the team that has lost their players was winning at the time, however the score will stand if the team that is unable to continue was losing at that time.
3. KEYWAY VIOLATION:-Male players only (from both teams) will be permitted in the key at the western end of the court for the duration of the game. Female players only (from both teams') will be permitted in the key at the eastern end of the court for the duration of the game.
4. 12-POINT RULE:-No player is permitted to score more than twelve (12) points. When all players present and registered on the score sheet have scored twelve (12) points, then all players are permitted to score a further four (4) points per player until time. Prior to players scoring twelve (12) points, the following will apply:
5. (i) If a player is on eleven (11) points and scores a field goal, only one (1) point is recorded
6. If a player is on twelve (12) points if fouled, he or she MUST nominate another player in their team to take the penalty shots (points).
7. If a player on twelve (12 Points shoots and the basket is good, but a violation is called, no score, and the opposing team takes a side ball

Appendix D – Behavioural Technical Fouls

Coaches, assistant coaches, bench staff and players who receive **3** behavioural technical fouls or more in that team during the season, commencing in Grading will have the following penalty applied.
• Received 3 Technical Fouls: Automatic 1 Game Suspension
• Received 4 Technical Fouls: Additional Automatic 2 Game Suspension
• Received 5 Technical Fouls: Additional Automatic 4 Game Suspension
• Received 6 Technical Fouls: Additional Automatic 6 Game Suspension
(Technical fouls for flopping or delay of game, etc. will not be added to your quota)

If any coaches, assistant coaches, bench staff and players are DISQUALIFIED during a match regardless of the penalties that led to being disqualified will count as 2 penalties on the individuals technical foul count. This also includes being told to leave the venue by any Staff Member or Supervisor.

Any spectator removed from a game will receive an automatic 1-week suspension from MDBA and will not be permitted to enter any facility hosting MDBA governed activities (trainings, matches and programs) during that time.

WARNING PROCEDURES

1st Game Behavioural Technical Foul/s:
No Action Taken

2nd Game Behavioural Technical Foul/s:
MDBA will send an email to the Team Contact and Player informing them of the second violation. Player will have 24 hours to sign and return the email acknowledging that any further behavioural technical fouls will result in an automatic suspension.

3rd and further Games Behavioural Technical Foul/s:
MDBA will notify the Team Contact and Player that the player has been suspended from playing for that team and will provide them their return to competition date.