



**KEILOR BASKETBALL  
ASSOCIATION SENIOR  
DOMESTIC COMPETITION  
BY-LAWS**

**EFFECTIVE 28 NOVEMBER 2022**



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**Keilor Basketball Association  
Senior Domestic Competition By-laws  
Effective 28/11/2022**

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**THE FOLLOWING BY-LAWS APPLY TO ALL SENIOR DOMESTIC COMPETITIONS ADMINISTERED BY THE KEILOR BASKETBALL ASSOCIATION, INCLUDING OVER 35'S**

**1. AUTHORITY**

- 1.1 These by-laws are authorized by the Board of Management of the Keilor Basketball Association (KBA) and are to be used as a supplement to the policies, procedures, by-laws, and Codes of Conducts as set out by Basketball Australia (BA), Basketball Victoria (BV), and the International Basketball Federation (FIBA).

**2. COMPETITION**

- 2.1 Keilor Basketball Association Senior Domestic Competition is conducted on a TEAM basis with each night of competition conducted as a separate competition.

**3. GRADES**

- 3.1 Grades of competition will be as determined by the KBA.

**4. SEASONS**

- 4.1 There will be two (2) seasons of competition each year. One (1) summer and one (1) winter.

**5. REGISTRATION OF TEAMS**

- 5.1 Teams seeking entry to competitions shall do so by completing the required registration information through the KBA's nominated online information system (currently Play HQ) and pay prescribed fees as determined by the KBA.
- 5.2 Team registration must be completed by the nominated date and is subject to availability.
- 5.3 The KBA Office reserves the right to refuse entry to the competition as it sees fit.
- 5.4 As a condition of entry, each team agrees to abide by any venue terms and conditions of entry, the laws of the game and the by-laws as written and interpreted by the KBA.

**6. REGISTRATION OF PLAYERS**

- 6.1 Only players fifteen (15) years of age and over are permitted to play in the Senior Domestic Competition.
- 6.2 Players are required to be registered on the KBA's nominated online information system (currently Play HQ) prior to the commencement of the season. All players must create a PlayHQ profile and pay the required Basketball Vic license fee, which covers Insurance, before taking court.
- 6.3 Players may play a maximum of two (2) games as an unregistered 'Fill In' player.
- 6.4 To register a new player after teams have been entered, the player must register through Play HQ and enter themselves into the nominated team
- 6.5 Players must be registered to the nominated team to qualify for finals.

- 6.6 As a condition of entry, each player is required to comply with the KBA Participant Behaviour Policy and Basketball Victoria's Codes of Conduct
- 6.7 The Association may refuse entry to players as it sees fit

## 7. TEAM FEES

- 7.1 Each team is required to pay a game fee as set out by the KBA at the beginning of each season. This fee is to be paid through the TeamPay application prior to the commencement of each game.
- 7.2 Both teams will have the payment of their game fee recorded when paid. Upon payment of the game fee by both teams, game will be activated on court laptop by referees,
- 7.3 If either team fails to pay their fee or fails to turn up, then the other team's fee, if already paid, will be transferred to the next fixtured game. Also refer to by-law 19.

## 8. GAME ADMINISTRATION

- 8.1 Teams are responsible for entering their own players on the court laptop. Scorers should check their opponent's team and the name of any player not present is to be removed from the playing section of the system on game day. If there is a dispute the matter should be referred to the referee. The game shall not commence until such time as all the above details have been confirmed. Late start penalties will apply during this period (also refer to by-law 8.7 and 8.8).
- 8.2 If in the opinion of the relevant Competition Administrator, either team plays an unregistered player, then the offending team(s) will not have those games counted towards qualifying for the finals.
- 8.3 Only ten (10) players per team can be selected to play per game.
- 8.4 Player's names may be added to the court laptop at any stage of the game but must be added prior to their taking the court.
- 8.5 All teams are required to provide a competent scorer in any game in which they are engaged unless scorers are appointed by KBA. Teams who fail to do so by ten (10) minute mark of first half will be penalised by having five (5) points added to their opponent's score. This will be added by the officials at the first dead ball following the ten (10) minute mark. If for any reason an official does not apply points per the above, the official will apply the points as soon as they are made aware of the error before the end of the game.
- 8.6 Players shall be allowed to score and to sub into the game off the score bench.
- 8.7 A team which is unable to take the court at the scheduled time shall be penalised by having one (1) game point added to their opponents score for every minute or part thereof that they cannot commence the game. The points shall be added before the commencement of the game by the officials. If for any reason an official does not apply points per the above, the official will apply the points as soon as they are made aware of the error before the end of the game. After ten (10) minutes delay an un-notified walkover will be awarded in favour of the correctly constituted team present. Where a game is scheduled to commence at 6:15pm or earlier, a 15-minute delay before a walkover is called will be permitted in lieu of the normal 10-minute delay. Also refer to by-law 19.

- 8.8 Teams must have at least four (4) players on the court before a game can commence.
- 8.9 A player cannot play in more than one game per night except to prevent a walkover for a team.
- 8.10 If a player is used to prevent a walkover and subsequently a registered player for that team substitutes on, the player used to prevent the walkover must substitute off and exit the game. The team will continue to play with four registered players.
- 8.11 The Instant Reply System (IRS) shall not be used.
- 8.12 Where the KBA chooses to implement the shot clock, this will be as per the VJBL VC/VCR shot clock rules.
- 8.13 Games cannot be played at any other venue or time to that specified by the fixture except at the discretion of the KBA Office as a result of venues becoming unavailable or other extenuating circumstances.
- 8.14 A “sin bin” policy will be implemented in all games. Any player who refuses to abide by this policy will be asked to leave the stadium immediately. The policy is outlined in by-law 20.
- 8.15 Electronic scoring shall be used for all games where possible. In case of electronic scoring not being available a paper based scoresheet shall be used.

## 9. POINTS ALLOCATION

- 9.1 The winning team will be awarded three (3) premiership points and the losing team one (1) premiership point. Two (2) premiership points will be awarded to each team in the event of a draw. No points are awarded for a fixtured bye or where games are cancelled.
- 9.2 Competition ladders are sorted via the points average system. A team’s points average is attained by dividing the total number of competition points by the number of games they actually played. Teams with the higher ladder points average shall be higher on the ladder.
- 9.3 At the conclusion of the regular season, should two teams be in an equal position on the ladder according to ladder points average, percentage shall determine the higher position.
  - 9.3.1 Should both ladder points average and percentage be equal, the team with the higher ‘points for’ shall determine the higher position. Should two team still be equal, the following method shall be used to split them
  - 9.3.2 The teams’ head-to-head record will be considered. Firstly, by comparing the number of wins against each other, with the team with the most wins taking the higher position. If this still does not separate them, the number of points scored in head-to-head competition will be totaled with the higher points taking the higher position.
  - 9.3.3 Should this still not resolve the issue, the teams will play a deciding match during the week prior to the finals beginning to decide who will occupy the higher position.
  - 9.3.4 This system will only apply to teams eligible to play in finals; all other teams will receive a tied ladder positioning.

- 9.4 In the event of a walkover the score shall be recorded as 10-0 with the non-offending team being credited with a win. This team shall receive three (3) premiership points whilst the offending team shall receive zero (0) premiership points.
- 9.5 If both teams fail to appear without notification, then neither side shall receive any premiership points
- 9.6 If a game is abandoned as a result of a team not being able to continue to field a team or the referees deem the teams conduct warrants a cancellation the following shall occur:
- 9.6.1 If the team responsible for such actions is currently leading on points, the opposing team will be awarded three (3) premiership points and a score of 2-0 shall be recorded for percentage purposes. The team responsible for the forfeit shall receive zero (0) premiership points.
- 9.6.2 If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the team will be awarded three (3) premiership points. The team responsible for the forfeit shall receive zero (0) premiership points.
- 9.7 If in the opinion of the referee or venue supervisor the decision to abandon the game occurs due to water on the court, high temperatures, a player being injured and unable to be moved off the court or equipment malfunction the following shall occur:
- 9.7.1 If the game is abandoned prior to the completion of the first half, the game is not deemed to have been played and both teams will be awarded a bye. This does not apply to situations covered in by-law 9.6.
- 9.7.2 If the game is abandoned after the completion of the first half the scores at the time of cancellation will stand as the final score.

## 10. UNIFORMS

- 10.1 All teams must play in their correct uniform by the end of Round three (3) of the current season. Where extenuating circumstances require an extension of time, written permission must be obtained from the KBA Office & Competition Administrator to avoid penalties.
- 10.2 Five (5) game points will be added to the opposition's score for each piece of incorrect uniform (shorts and singlets are considered as separate pieces) to a maximum of thirty (30) game points from round four (4) onwards.
- 10.3 Uniform penalty should be added immediately following the infraction. The implementation is as follows:
- If a player starts on court with an incorrect uniform, points are added immediately by the officials before commencement of the game
  - Any other uniform penalties are applied by the officials as soon as a player with an incorrect uniform is substituted onto the court
  - If for any reason an official does not apply points per the above, the official will apply the points as soon as they are made aware of an incorrect uniform before the end of the game.

- 10.4 Singlets or tops must be exactly the same including trim, colour and number style. All players must wear a valid number per FIBA Rules. No player can take the court without a number. Each player must have a different number. Taped numbers, hand drawn numbers or turning a top inside out is not permitted. Any breach of this by-law will incur a penalty as per by-law 10.2.
- 10.5 A player may not wear shorts that have pockets or zips; any player attempting to play in such shorts will not be allowed to take the court. Taping of pockets is not permitted nor is it permissible to play in shorts turned inside out. Shorts must be the same dominant colour (trim does not need to match), navy and black are considered two separate colours for the purposes of these by-laws. Any breach of this by-law will incur a penalty as per by-law 10.2.
- 10.6 In the event of a colour clash a toss of the coin will decide which team is to wear alternative tops. This must be done prior to game commencement and no penalties apply.
- 10.7 All teams are required to provide their own alternate tops in the event of a clash. These tops may be reversible and must be in a colour shade opposite to their dominant colour (e.g., if their main colour is dark, their clash top must be light). If a team does not have alternate tops, referee discretion will be required
- 10.8 Jewellery (including piercings and body jewellery of all types) is not permitted to be worn whilst playing in the Senior Domestic Competition. Rings that cannot be removed must be taped. Earrings and all other jewellery shall not be taped and must be removed.
- 10.9 Fingernails must be cut to a safe length prior to the start of the game. Players refusing to cut their nails when requested by officials are not permitted to take the court. Only Basketball Victoria approved gloves may be worn.

## 11. TIMING RULES

- 11.1 Timing rules will be posted on the score-bench of each venue.
- 11.2 Games shall consist of two halves of twenty (20) minutes.
- 11.3 The referee will start the clock one (1) minutes before the starting time and give both teams a one (1) minute warning. The referee shall start or shall instruct the timekeeper to start the game clock, no earlier than the prescribed starting time for each match.
- 11.4 Two time-outs per team per half are allowed.
- 11.5 No timeouts will be taken in the last one (1) minute of the first half. Where a timeout is in progress prior to the one-minute point of the first half, that time-out will cease at the one (1) minute point and the players will be called to resume play immediately.
- 11.6 The clock shall stop for timeouts in the last one (1) minute of the second half only.
- 11.7 The clock shall stop for all whistles in the last one (1) minute of the second half, except where a team is leading by ten (10) points or more, then the clock will only stop for timeouts.
- 11.8 Should an injury occur, the clock will not stop. Should the next game be affected the clock will start on scheduled time and play will commence when injured player has been moved from the playing area. If the injury occurs within the last 3 minutes, and the player is unable to be moved, the clock will be restarted after 1 minute.

- 11.9 Should the whole competition round be affected, all games will be awarded as a draw.
- 11.10 If due to unforeseen circumstances the game has not commenced before the scheduled half-time break, the game will be declared a bye and team sheet money will be refunded.
- 11.11 Where extenuating circumstances exist (e.g., COVID regulations) the KBA Office has the authority to shorten halves to ensure the health and safety of all players.
- 11.12 A heat policy may be implemented when in the opinion of the KBA Supervisor, environmental conditions are overly oppressive in accordance with the Basketball Victoria Heat Policy. The KBA Supervisor will notify all relevant courts/venues of this decision.
- 11.13 “Heat Policy” The heat policy shall be implemented as follows. Two (2) halves shall be reduced to 18 minutes duration, with one (1) compulsory timeout at the halfway point of each half. The clock shall stop for each of these compulsory timeouts, all others, in accordance with by-laws 11.6 and 11.7. Teams should use the compulsory timeout as an opportunity to rest and re-hydrate players and not to use as a coaching opportunity.

## 12. TIMING RULES - FINALS

- 12.1 Timing for the finals will consist of two twenty (20) minute halves with the clock stopping for time-outs throughout the game and for all whistles in the last one (1) minute of the first half, and for all whistles in the last three (3) minutes of the second half.
- 12.2 Overtime (finals only) shall consist of five (5) minutes with the clock stopping for all whistles in the last minute of each such period. Each team is permitted one time out per team per period of overtime, any unused time outs do not carry over.

## 13. CLEARANCES/TRANSFERS

- 13.1 Players are only allowed to play for one team in each competition on a single night. The player is then bound to that team for that season. Each night is considered a separate competition and players may play multiple nights. The exception to the rule being by- laws 8.9 and 8.10.
- 13.2 Any player may be cleared to another team in a season, provided there are sufficient games remaining in the season for that player to qualify for the finals. Competition Administrator must be advised prior to this happening to allow recording on PlayHQ platform. Qualification for finals commences from the date of clearance.
- 13.3 The Competition Administrator must give approval before the player can play for a new team.
- 13.4 No player will be cleared to any other team (on any night of senior competition) if they have outstanding financial commitments (unpaid bonds/fines/registration fees etc.).

## 14. FINALS QUALIFICATION

- 14.1 Where games are cancelled due to extenuating circumstances, e.g., COVID, power failures etc. the complete round will be cancelled if all teams in that grade are affected. However, if not all teams in the grade are affected, those who have had their games cancelled, will be awarded two (2) premiership points each. All players registered at that date will be deemed to have played the game and will be awarded a game towards finals eligibility.

- 14.2 To qualify for finals a player must play a total of half minus one of the number of games fixtured to be played in any given season.

## 15. GRADING

- 15.1 All grading, protests, clearances, etc. will be handled by the KBA Office. In the case of an executive final decision needing to be made, the General Manager will assume this responsibility.
- 15.2 Where a team wins a grand final and/or finishes top of the regular season ladder. They will be expected to move up to the next grade in the following season.
- 15.3 The Competition Administrator shall re-grade teams where practical and at their own discretion.

## 16. CONDUCT

- 16.1 If, in the opinion of the KBA Administration, any player, Team or Official conducts themselves in a manner that is considered detrimental to the Competition or KBA, such player(s), teams or officials may be charged and sent to the BV Tribunal
- 16.2 The KBA has the right, where it sees fit, to refuse entry and or remove any team from the competition if the conduct of the team or any of its members is deemed to be outside of the Basketball Victoria Codes of Conduct and KBA Participant Behaviour Policy.
- 16.3 Players who are adversely affected by alcohol or drugs will not be permitted to play or, if the game has commenced, they can be asked to leave the court if the referee believes their performance has been affected by alcohol or drugs.
- 16.4 Shall a team fail to complete the duration of the game (conclusion of the final period), the game referee's and Referee Supervisor shall use their discretion as to whether the team will be reported for their conduct.
- 16.5 Once disqualified, a player and/or spectator must leave the stadium and is not permitted to return or enter any other KBA venue for the remainder of that session (night).

## 17. REPORTS AND TRIBUNALS

- 17.1 The Keilor Basketball Association will adopt the Basketball Victoria Tribunal by-laws in handling reports.
- 17.2 The KBA General Manager has the authority to overturn a report where they feel the evidence provided does not warrant the report proceeding to a tribunal hearing.
- 17.3 Where they believe it is in the best interest for all parties not to proceed to a tribunal hearing, the KBA General Manager has the authority to directly administer a penalty they feel is commensurate with the report charges.

## 18. PROTESTS

- 18.1 All protests or complaints must be made in writing, addressed to the Competition Administration Officer, KBA and arrive at the Keilor Stadium within seven (7) days of the incident.

- 18.2 Appeals against decisions of any committee or tribunal must also be lodged with the KBA Office within seven (7) days of date of the decision.

## 19. WALKOVERS

- 19.1 Notified walkover; A notified walkover shall be considered valid if the team giving the walkover gives at least 48 hours' notice. This shall be done by contacting the appropriate Competition Administrator who will notify all other affected parties.
- 19.2 Notified walkovers shall incur a monetary penalty equal to the cost of the game fee. After three (3) such walkovers in any one season the team may be removed from the competition.
- 19.3 Un-notified walkover: An un-notified walkover is to be given by the referees when the offending team is not able to field a team for any of the reasons outlined in Section 5 of these by-laws, or by the Competition Administrator if a team fails to NOTIFY a walkover more than 48 hours prior to the game commencement time.
- 19.4 Un-notified Walkovers shall incur a penalty double that stipulated in by-law 19.2 (the entire cost of the game fee). After two such walkovers the team will be disqualified.
- 19.5 Teams giving walkovers will be issued with a Walkover Invoice by the Competition Administrator within seven (7) days of the walkover.
- 19.6 Where a team fails to pay a walkover fee to the Competition Administrator within seven (7) days of receiving a Walkover Invoice, the team will incur loss of one (1) premiership point for each game played whilst the fee is outstanding. If the fee is not paid within three (3) weeks, the team faces removal from the competition. Three (3) walkovers in a season may result in the team being removed from the competition.

## 20. SIN BIN

- 20.1 The sin bin will be implemented as follows:
- The rule is applicable to a player who displays poor conduct or sportsmanship that warrants a behavioural technical foul. This includes dissent, arguing with the referee, inappropriate language, pushing and shoving. A technical 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.
  - The five minutes is a 'fixed time' during a playing period, regardless of whether a time out is called or not.
  - The player may be substituted if a sub is available.
  - The referee will note the time on the playing clock that the player leaves the court and calculate the earliest time that the player may return to the court through a normal substitution.
  - If a second technical foul is received during the course of the game, this will result in a disqualifying foul and the player will be asked to leave the stadium.

Anyone who accumulates three or more behavioural technical fouls on the register will have the applicable penalty applied as outlined in the Participant Behaviour Policy

Examples:

1. A player who is sin binned and leaves court with 12:35 remaining on the game clock may return at the nearest available substitution opportunity after the clock ticks past 7:35.
2. A player who is sin binned and leaves the court at with 3:20 remaining on the game clock in the first half may return after the clock ticks past 18:20 in the second half.
3. A player who is sin binned and leaves the court with less than 5 minutes to go in the second half cannot return to the game.
4. On return to the playing court, if the player commits a similar indiscretion, a disqualifying foul will be applied with the normal penalty.
5. Reportable offences are reported to the Tribunal in the usual manner

## 21. GENERAL

- 21.1 A team representative is required to report any injury of a player to a member of staff at the stadium at the time of injury. A KBA Injury report form is to be completed by the player or representative at the time of the injury and given to relevant KBA staff member. Accident Claim Forms are available from the stadium during office hours, or from the Basketball Victoria website at [Basketball Victoria Insurance](#)
- 21.2 The Association may refuse entry to players, teams, officials, or spectators as it sees fit. The association may remove players, teams, officials, or spectators as it sees fit. (BV Conditions of Entry are displayed on entry to venue)
- 21.3 Drink or food is not permitted on the court area, players and officials drink bottles being excepted.
- 21.4 Only sport footwear with non-marking soles may be worn on the courts. Players with incorrect footwear will not be permitted to take the court.
- 21.5 A basketball with blood on it may not be used and must be substituted. A player who is bleeding shall be removed from the court until the wound is covered and all traces of blood removed from the surrounding area. A player may not enter the court or remain on the court in a uniform with blood on it but may replace the uniform with a makeshift top without penalty.
- 21.6 Smoking and/or vaping is not permitted inside any venue where the KBA administers a competition or within 30 metres of same venue.
- 21.7 Amendments to by-laws can be made at any time during the season with teams being notified accordingly.
- 21.8 Ignorance of by-laws will not be considered as a ground for appeal.