



MELTON BASKETBALL ASSOCIATION

DOMESTIC COMPETITION RULES

EFFECTIVE AS AT 1ST MAY 2026

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1. TEAM REGISTRATION

1.1. General Registration Requirements

- Teams seeking entry into competitions must submit the prescribed registration form and pay the required fees as determined by the Melton Basketball Association (MBA) by the stipulated deadline.
- 1.1.2 Each team must have a minimum of five (5) registered players, with at least four (4) meeting the required age criteria for the respective age group.

1.2. Junior Team Registration

- 1.2.1 All junior teams (Under 8 to Under 18) must be affiliated with an MBA-recognised club. Teams must be registered on the online registration system (PlayHQ).
- 1.2.2 The affiliated club is responsible for submitting registration forms and paying the registration fees on behalf of the team.

1.3. Senior Team Registration

- Senior teams must complete their registration through the online PlayHQ system.
- Registrations must be accompanied by full payment of the registration fee to be accepted.

1.4. MBA Discretionary Rights

The MBA Board of Management reserves the right to:

- Impose a financial bond on a team, club, or individual.
- Refuse entry to the competition at its discretion.

1.5. Compliance with Competition Rules

- As a condition of entry, all teams and clubs must comply with the Competition Rules, as written and interpreted by the MBA Board of Management.

1.6. Team Delegate/Manager Requirement

- Every team must appoint a delegate or manager who is at least 18 years of age.

2. COMPETITION STRUCTURE

2.1. Determination of Competition Structure

- The MBA Board of Management will determine the structure of the competition based on the number and quality of teams entered.

2.2. Competition Seasons

The competition season duration and will be decided, and season calendar released at the beginning of the previous season.

The calendar will be published on the Melton Basketball website, with emails to the sent to senior team players, or Domestic Clubs as applicable.

2.3. Grading Phase

- The first **four (4) rounds** of each season for Junior Domestic and Senior Domestic will serve as a **grading phase**.
- Promotion and relegation of teams from one season to the next will be at the discretion of the MBA Grading Committee. Factors including but not limited to previous season results will be taken into consideration by the Grading Committee. Existing teams are graded primarily based on previous season results.
- The mercy rule will not be actioned during grading, due to this affecting the outcome of games for the grading process.
- After the grading phase, teams may be reallocated to different grades as deemed appropriate by the **MBA Administrator and Board of Management**.
- Late entries may be considered and accepted following a review process.

2.4. Finals

- Finals will be conducted for all competitions **except for Under 8s**.
- The finals' structure will be determined based on the number of teams and their respective age groups or grades.

3. PLAYER REGISTRATION

3.1. Online Registration Requirements

- All players must be added to their team lists using the **online registration system (PlayHQ)** before the start of **Round 1**.
- It is the responsibility of the **Team Delegate (Senior Teams)** or **Club Delegate (Junior Teams)** to ensure all players are correctly registered and listed in the online system.

3.2. Payment of Registration Fees

- **Junior Clubs** must ensure all team registration fees are paid by the stipulated deadline.

- Failure to do so may result in **all teams within the club** being ineligible to compete until outstanding payments are settled.
- **Senior Teams** must pay their registration fees in full, including any applicable bonds, before **Round 1 commences**.
- Players who are not successfully registered via the online system will **not be permitted to take the court**.
- **Registration is mandatory** for all players before participating in any competition.

4. ELIGIBILITY

4.1. Junior Competition Eligibility

- To participate in a junior age competition, a player must be under the competition age as of midnight December 31 of the year in which the season concludes.

4.2. Proof of Age

- Players, or their Parents/Guardians, must provide original documents as proof of age if requested by the Melton Basketball Association (MBA).

4.3. Fill-ins

- Players may register courtside as a fill-in player twice per season. After two courtside registrations per season, they must officially register and be allocated as a permanent member of a team.
- If a player is identified as playing a third or more game as a fill-in, the game will result in a forfeit.
- Fill-in players may be used to bring the team up to a maximum of seven (7) players.

4.4. Ineligible Players & Forfeits

If an ineligible player participates in a game, their team will forfeit all matches in which they played. For percentage purposes:

- If the offending team lost, the score remains unchanged.
- If the offending team won, the result will be recorded as a **20-0** victory for the opposing team.

4.5. Playing Under False Identity

Any player found to be participating under a false identity will be determined to be an ineligible player and subject to one or more of the following sanctions:

- **Game Forfeiture** – Each game in which the infringement occurred will be recorded as forfeit as per rule 4.4.
- **Tribunal Reporting** – The individual and/or team may be reported to **Basketball Victoria's Tribunal** for further review and potential disciplinary action.

Ignorance or issues related to player registration procedures **will not** be considered valid grounds for appeal. It is the responsibility of the **Team Coach, Team Delegate, or Team Manager** to ensure the playing list is accurate before each game.

4.6. Playing in Higher Age Groups

Junior players may compete in the next age group above their own, provided they do so with their existing club.

4.7. Senior Competition Eligibility

Junior players must be at least **15 years old** to participate in senior competitions. Exceptions may be granted at the discretion of the MBA Board of Management on a case-by-case basis with a new request for exemption requested and approved each season.

4.8. Senior Player Restrictions

No senior player may compete in more than one game per night in any Senior MBA competition. If a player is found participating in a second game, that game will be forfeited as per rule 4.4.

4.9. Senior Representative Player Participation

- Any **Big V, NBL1, or NBL** players who have played within the last **24 months** must compete in the **A Grade/Division 1/ Premier** competition and demonstrate good sportsmanship at all times.
- Any **CBL or Big V Youth League** players who have played within the last **24 months** must compete in the **B Grade or higher** and demonstrate good sportsmanship at all times.

4.10. Gender-Specific Competitions

- The **Under 10** and above competitions will be conducted as same-sex competitions, except for senior mixed teams.

4.11. Competition Structure Adjustments

- The MBA reserves the right to adjust the competition structure as needed to accommodate team composition.

5. JUNIOR DOMESTIC COACHES ELIGIBILITY

5.1. Requirements

- All **Junior Domestic Coaches** must complete a **modified referee course**, conducted by the **MBA Referees Advisor**, before being eligible to coach in the Junior Domestic Competition.
- All **new Junior Domestic Coaches** must complete this course within the **first four (4) weeks** of each domestic season. [?]
- If a team has both a **Coach** and an **Assistant Coach**, only **one (1) coach** may stand at any given time.
- Coaches in **all Junior Competitions** must be **non-playing individuals**.
- All **Junior Domestic Coaches** must be **registered in PlayHQ** and allocated to their team by their **Club**.
- Coaches must wear appropriate enclosed footwear.
- Coaches may not wear MBA representative clothing whilst actively coaching.
- Coaches must be at least 15 years old to coach in the MBA competition.
- Exceptions may be granted at the MBA Board's discretion on a case-by-case basis.

6. GAME ADMINISTRATION

6.1. Governing Rules

- Matches will be conducted under the **Official Basketball Rules (FIBA)**.
- The **MBA Board of Management** may approve modifications to game rules were deemed necessary for the benefit of the competition.

6.2. Team Responsibilities

- Each team is responsible for:

- Payment and completion of **active players' details**, including new player registrations and player numbers, in **PlayHQ** before the designated game start time.
- Providing a **competent score bench official** who is at least **14 years old** or has completed a scorebench course. The game will not commence until each team has provided a scorer.
- The "first named" team is responsible for managing the "Stadium Scoring"/score sheet recording, while the "away" team oversees the scoreboard and timekeeping including shot clock if in use. If a team fails to provide a scorer, one of their players must leave the court to take on the scoring duties, reducing the number of on-court players to four.

6.3. Player Registration & Participation

- Players' names must be accurately and correctly entered into the game system **before the second half begins**. Names **cannot** be added after this point.
- Late-arriving registered players are **not restricted** from taking the court.
- A maximum of **10 players** may participate for any one team in a single game.
- **Junior players** may not play for more than one team in the same age group without an approved **transfer**. If a player is found playing in a second game, that game will be forfeited.

6.4. Game Start & Penalties

- **Late Start Penalty:**
 - A team starting late will be penalised **two (2) game points per minute** (or part thereof) after the scheduled start time.
 - After **10 minutes**, a walkover will be awarded.
- Teams must have a **minimum of four (4) players** on the court for the game to commence.

6.5. Equipment & Playing Rules

- **Basketball Size:**
 - Size **5** ball: **All Under 8, 10, 12**
 - Size **6** ball: **All Under 14**, and **all other Girls/Women's** competitions.
 - Size **7** ball: **All other Boys/Men's** competitions.
- **Key Violation Rules:**
 - **Under 8: 8-second** key rule.

- **Under 10 & 12: 5-second** key rule.
- **Under 14 & above: 3-second** key rule.
- **Free Throw Distances:**
 - **Under 8:** Shots taken from the **yellow netball line**.
 - **Under 10 & 12:** Shots taken from a **black line** marked on the court.
- **3pt line**
 - **Under 14 and below:** Inner marked 3pt line
 - **Under 16 and above:** Outer marked 3pt line
- **Under 8 Adjustments:**
 - Hoop height is **lowered to 8.5 feet**.
 - **Scoreboard will not display scores** for this age group.
 - **All players** receive **two (2) free throws** at the half time break.
 - **Game duration:**
 - **1st half:** 15 minutes
 - **Halftime break:** 5 minutes (for free throws)
 - **2nd half:** 20 minutes

6.6. Special Game Conditions

- **Coach Presence in Under 8 Competitions:**
 - One (1) coach per team **may enter the court area** to actively instruct players.
 - The coach **must not touch the ball or interfere with play**.
 - Coaches must be wearing enclosed non marking footwear. Hats are not permitted to be worn whilst on court.
- **Match Delays:**
 - If a game cannot start on time due to circumstances beyond either team's control, the referee may **delay the start** until play is possible.
 - If after **10 minutes** the game is still unable to commence, it will be declared a **drawn game**.
- **Fixture & Venue Compliance:**
 - Games **must** be played at the designated venue and time unless **approved by the MBA Board of Management**.

7. POINTS ALLOCATION

7.1. Ladder Calculation

- The **Average Points Method** will be used to calculate the competition ladder.

7.2. Premiership Points Allocation

- **Win: 3 premiership points** awarded to the winning team.
- **Loss: 1 premiership point** awarded to the losing team.
- **Draw: 2 premiership points** awarded to each team.

7.3. Walkovers & Forfeits

- **Walkover:**
 - The non-offending team is awarded **3 premiership points**, with a **20-0** score recorded for percentage purposes.
 - The offending team receives **0 premiership points**.
- **Double Walkover:**
 - If **both teams** fail to appear, neither team receives any points.
 - Both teams will incur a **walkover fine**.
- **Forfeit/Disqualification:**
 - If a team **forfeits or is disqualified while leading**, the opposing team is awarded **3 premiership points**, with a **20-0** score recorded for percentage purposes. The forfeiting team receives **0 premiership points**.
 - If a team **forfeits or is disqualified while behind**, the winning team's current score stands, and they are awarded **3 premiership points**. The forfeiting team receives **0 premiership points**.

7.4. Bye Rounds

- No points are allocated for a **bye** under the Average Points ranking system.

7.5. Cancelled Games

- If a game is **cancelled through no fault of either team**, no premiership points will be awarded.

8. UNIFORMS

8.1. Uniform Compliance & Penalties

- Players wearing **incorrect shorts or singlets** will result in a **five (5) game point penalty per player**, awarded to the opposing team from **Round 1**.
- New teams or new players in established teams **must** wear the correct uniform by **Round 5**.
 - If **extenuating circumstances** require an extension, written permission must be obtained from the **MBA Board of Management** before **Round 4**.

8.2. Team Uniform Requirements

- Each team must have **uniforms consistent** in:
 - **Style**
 - **Colour**
 - **Lettering**
 - **Numbers** (must comply with **FIBA regulations**)
- **Singlet Requirements:**
 - All singlets must be **uniform in design** and the same **dominant colour**.
 - Players may not take the court with an **incorrect uniform singlet** unless otherwise permitted under **section 8.1**.
 - Numbers must be displayed on **both the front and back** of the singlet.
 - **Taped numbers are not permitted.**
 - Singlet numbers must be the **same colour and size**, contrasting with the singlet colour.
- **Shorts Requirements:**
 - Shorts must be **the same uniform colour** and **pocket/zipper-free**.
 - **Bike shorts** and **thermo skins** are allowed under **team-coloured shorts**.
 - **Full-leg skins** are permitted.
 - **Upper-body compression garments** must be sleeveless.

8.3. Additional Uniform & Equipment Rules

- **T-Shirts Under Singlets:**

- Players may wear a **short-sleeved T-shirt** under their uniform singlet.
- Where possible, the T-shirt should be **white or black**.
- **Footwear:**
 - Only **non-marking sports footwear** is permitted on the court.
 - Players with incorrect footwear **will not be allowed to play**.
- **Jewellery & Accessories:**
 - Players are **not permitted** to wear:
 - Neck chains, rings, bracelets, or any other jewellery.
 - Any **surgical appliance** (including plastic items) that could be considered dangerous.
 - **Exceptions:**
 - **Plain wedding bands** are allowed.
 - **Hairpins or bands** must **not** be metal.
 - **Earrings & Facial Piercings:**
 - Must be **removed** or **completely taped over** if they cannot be removed.
- **Fingernail & Hair Regulations:**
 - **Taped fingernails** are **not allowed**.
 - Fingernails must be **trimmed below the fingertip** or covered with **sports gloves**; otherwise, the player **cannot participate**.
 - **Plaited hair is allowed**, but if deemed a **safety hazard**, the referee may require it to be **tied up in a bun or undone**.

8.4. Disputes & Uniform Penalties

- **Referees or the Referees Supervisor** are the sole decision-makers during gameplay for matters relating to uniform violations.
- **Uniform penalties** must be enforced **before the commencement of the second half** of play.
- Any disputes must be submitted **in writing** to the **MBA** by emailing feedback@meltonbasketball.com.au within 48 hours of the conclusion of the game.

9. TIMING RULES

9.1. Game Timing - Seniors

- Games consist of **two (2) halves of twenty (20) minutes**.

- The clock **stops for all whistles**:
 - **Last one (1) minute** of the first half.
 - **Last three (3) minutes** of the second half.
- Clock may continue to run if both team organisers agree
- If a **timeout is in progress** when the clock reaches these marks, the clock will stop at that moment.

9.2. Game Timing - Juniors

- Games consist of **two (2) halves of twenty (20) minutes**.
- The clock **stops for all whistles**:
 - **Last one (1) minute** of the first half provided the score difference is (20) points or less.
 - **Last three (3) minutes** of the second half provided the score difference is (20) points or less.
- If a **timeout is in progress** when the clock reaches this mark, the clock will stop at that moment. No timeout permitted in the last one (1) minute of the 1st half.
- Under 8 timing rules are varied as per rule 6.5

9.3. Finals Game Timing

- Finals games consist of **two (2) twenty-minute halves**.
- The clock **stops for all time-outs** throughout the game.
- The clock **stops for all whistles**:
 - **Last one (1) minute** of the first half.
 - **Last three (3) minutes** of the second half.

9.4. Time-Outs

- Each team is **allowed two (2) time-outs per half**.

9.5. Pre-Game Clock Management

- The referee will **start the game clock two (2) minutes before or one (1) minute for juniors** before the scheduled start time.
- The referee will provide a **one (1) minute warning** to both coaches before the game begins.

9.6. Overtime Rules

- If a **finals game ends in a draw**, an **overtime period of three (3) minutes** will be played.
- Each team is **allowed one (1) time-out per overtime period**.

9.7. Shot Clock.

The shot clock will be in effect for the following age groups and divisions:

- **Under-14 Boys & Girls A Grade**
- **Under-16 Boys & Girls A Grade**
- **Under-18 Boys & Girls A Grade**
- **Premier, Division 1, or A Grade Men/Women**

24-Second Shot Clock

The standard shot clock duration for junior games is **24 seconds**, unless otherwise specified.

Frontcourt Rule – Under-14 Only

For Under-14 games, the 24-second shot clock begins **only once the ball enters the team's frontcourt**. This is determined by the ball touching the frontcourt or a player/official who is in contact with the frontcourt.

Senior Competitions

Senior competitions will operate in accordance with **FIBA rules**, including **14/24-second reset regulations**.

9.8. Additional Timing Considerations

- At the discretion of the **MBA Board of Management**, adjustments to game timing may be implemented if necessary.

9.9. Injury on Court During Game

- If a player is injured during a game and cannot be moved, the clock will continue to run.
- If the injury occurs before halftime, the game will be declared a "washout."
- If the injury occurs after halftime, the score at the time of the injury will stand.
- The game clock will resume for the next timeslot at the scheduled time.

- If halftime in the next timeslot is reached and the game cannot resume due to the injury, the game will be declared a "washout," and washout conditions will apply.

10. MAN-TO-MAN DEFENCE

10.1. Half-Court Zone Defence

- **Half-court zone defence is not permitted** during any **MBA Junior Domestic game**.
- This rule applies to the **10, 12, and 14 age groups**.

10.2. Full-Court Zone Press

- A **full-court zone press** is allowed, but it must **break down into a half-court man-to-man defence**.
- This rule also applies to the **10, 12, and 14 age groups**.

10.3. Exceptions to the Man-to-Man Policy

The **man-to-man defence policy** does not apply when:

- A team has only **4 players on the court**.
- A team has only **5 players suited up**:
 - The team can play **zone defence in the first half**.
 - The team must play **man-to-man defence in the second half**.

10.4. Regulation of Man-to-Man Defence

- The **man-to-man defence** policy will be **observed by the referee supervisor upon request by a coach or team manager** during the game. Expectation of a referee to identify a zone defence will be limited due to the requirements to watch various aspects of play.

10.5. Breach of Rules

- If the **referee supervisor deems** that a **coach or captain** has violated the **man-to-man defence rules (9.1 and/or 9.2)**, a **warning** will be issued to the respective coach.
- If the breach continues:
 - The **referee** will issue a **technical foul** to the coach or captain.
- If a **second breach** occurs:
 - A **second technical foul** will be issued **without a warning**.

- The **offending coach or captain** must leave the court area before the game can continue.

10.6. Interaction with Opposing Team or Referees

- Under no circumstances should a **coach, player, or spectator** approach the **opposing team** or **referees** to discuss the alleged incident during or after the game.
- Offenders may be **put on report**.

11. MERCY RULE

11.1. Leading Team's Responsibility

- For teams in the **Under 8, 10, 12, and 14 age groups**, once a team is leading by **20 points or more**, the leading team must:
 - Drop back into defence on all their made baskets.
 - Drop back on all the opponent's sideline and end-line situations.
 - The team **must not exceed** the 'quarter court' line.
- **Penalty for non-compliance:**
 - The leading team will be called for a **violation**.
 - The trailing team will **inbound the ball**.
- **Subsequent violations:**
 - The referee will issue a **Technical Foul** on the offending coach.

11.2. Exemption

- The **Mercy Rule** may only be set aside if the **coach of the losing team requests** that the Mercy Rule **not** be enforced.
- The **Mercy Rule** will not apply during **grading games** or **finals**.

12. SIN BIN

12.1. General Rule

In any MBA competition, when a referee awards a technical foul to a player, the player must sit on the bench (Sin Bin) for five (5) minutes of playing time (clock running time).

- In **junior competitions**, the player may be substituted.
- In **senior competitions**, no substitution is permitted.

12.2. Exception for A Grade/Division 1/Premier Men and Women

- **First technical foul** – Standard penalty applies, no Sin Bin ruling.
- **Second technical foul** – The player is **disqualified, ejected** from the court, and receives an **automatic two-week suspension** (bye games excluded).

12.3. Player and Team Staff Ejections & Suspensions

- Any player who receives **two technical/unsportsmanlike fouls, combination of both** or a **disqualifying foul** in a game will be **ejected** and receive an **automatic one week suspension** from each of the competitions in which they participate.
- In **each of the highest Senior Domestic competitions**, the suspension is **two weeks**.
- Coaches, Team Managers and players who receive 3 or more behavioural technical fouls in a **12-month period** will have the following penalty applied:
 - a) 3 technical fouls: automatic 2-week suspension,
 - b) 4 technical fouls: automatic 4-week suspension,
 - c) 5 technical fouls: automatic 6-week suspension
 - d) 6 technical fouls: automatic 8-week suspension and
 - e) 7 technical fouls: automatic 12-month suspension
- If a member receives 2 technical fouls in a single game both will be added to their quota. Technical fouls for flopping or delay of game, etc. will not be added to a member's quota.
- Suspension will include all MBA Competitions during the suspension period.

12.4. Game Forfeiture & Tribunal

- If a team or player causes a game to be **called off by officials**, the incident will be reported, and the involved parties must appear before a **Tribunal**.

13. TRANSFERS

13.1. Definitions

- **Transfer:** The movement of players from one club to another, from one team to another within the same club, or in senior competition, movement between teams.
- **Representative Player:** A player who has played regular season games in the VJBL or higher competition for any club or association. Summer season is based off the most recently completed VJBL season. Winter season is based off the current VJBL season.
 - A player who plays in the grading phase and leaves prior to the regular season **will not be** considered a representative player.

- A Representative Player joining a domestic team after the grading phase, and who does not require a transfer, may only play in an **A-grade** competition team.
- **Home Grown:** A player who has played for a domestic club for more than three (3) seasons. If a player does not play for one season, they lose their Home-Grown status.

13.2. Senior Competition Transfers

- In **senior competitions**, players are considered **free agents** at the end of each season. Transfers are required when changing teams **during the grading phase. Transfers will not be permitted after grading phase.** Transfer requests should be sent via email to competitions@meltonbasketball.com.au explaining the requested move and the reasons why the move is requested. A Decision accepting or rejecting the request will be made on a case-by-case basis.

13.3. Junior Competition Transfers

- Transfers are to be seen as a last resort option for junior players, and every effort must be made to resolve issues with players current team or club before seeking a transfer.
- **No transfer requests** will be accepted after the conclusion of **Round 2 of the grading season**, unless **exceptional circumstances** can be proven to the MBA Board of Management.
- Transfers may be accepted and approved prior to the grand final of the current season however cannot be effective until the beginning of the following season.
- If a player transfers to another team or club **after the season has commenced**, games played with their original team **will not count** toward finals qualification.
- If a club has multiple teams in the same age group, players **cannot transfer** between teams after **Round 2 of the grading phase.**

13.4. Transfer Process for Junior Players

- All junior player transfer requests must be submitted electronically via PlayHQ.
- The receiving club is responsible for initiating the transfer request in PlayHQ.
- The originating club must then review the transfer request in PlayHQ and either approve or reject it.
- Once actioned by both clubs, the transfer is forwarded through PlayHQ to the MBA office for final approval by the Competition Manager.

- If a club does not action a transfer request within 7 days, the transfer will be automatically approved at their level.
- A player is not eligible to play until the transfer has been fully completed and approved in PlayHQ by all required parties.
- If a player is cleared to another team or club after the season has commenced, any games played with the original team will NOT count toward finals qualification.

13.5. Transfer Denials & Appeals

- If a player's transfer request is **denied by their current team or club**, the reasons for the refusal must be clearly stated on the **Request for Transfer**.
- If the **MBA denies** a transfer request, the player has the right to appeal in writing **within 7 days** of being notified.
- Transfer disputes must be resolved by the **MBA Board of Management within two weeks** of the transfer application date.
- The **Board of Management** will handle all **protests, disputes, appeals, and investigations**, and its decisions are **final and binding**, with no further appeals permitted.

13.6. Eligibility for Representative Basketball (VJBL)

- All **VJBL players** must play and qualify in a **minimum of 7 games** in the **Winter season** of the MBA Domestic Competition to be eligible to represent the Melton Basketball Association in that year's VJBL competition.

14. PLAYER POINTS RULE

14.1. Purpose

- a) The purpose of this rule is to ensure fair and competitive balance within Melton Basketball Association's junior domestic competitions by regulating the number and level of representative players permitted in any one team.
- b) This Rule also recognises the value of long-term participation at Melton Basketball and supports development pathways for all players.

14.2. Scope

- a) This Rule applies to all Melton Basketball junior domestic competitions (Under 12 to Under 18).
 - b) This Competition Rule applies to any player who participated in the VJBL during the relevant VJBL season as defined in Section 8
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14.3. Player Points Allocation

- a) Melton representative players will be allocated points according to the VJBL team they competed in during the most recently completed season:

For Winter 2026 Trial – this will be 2026 VJBL grading now that grading is complete.

Table 1: Player Points Allocation

Representative Level	Points
VC / VC Reserve	5 points
VJL 1–3	4 points
VJL 4–5	3 points
VJL 6 or lower (Including RL divisions)	2 points
No representative experience	0 points

14.4. Team Points Cap

- a) The combined total of representative player points for any team must not exceed 12 points.
 - b) This limit prevents excessive concentration of high-level representative athletes in a single team while ensuring opportunities for player development across the competition.
 - c) Once a team has reached the maximum points cap, the team may not register or add any additional players who carry representative points.
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14.5. Discounts and Adjustments

14.5.1. Discount Limit

- a) A player may receive more than one applicable reduction under this Competition Rule
- b) A player's adjusted points allocation cannot be reduced below zero (0)

14.5.2. Playing Up an Age Group

- a) **A player registered in a domestic age group above their natural domestic age group will receive a one (1) point reduction for that team.**
- b) **A player's natural age group is determined by their DOB and the applicable eligibility rules for the current domestic season.**

14.5.3. Home-Grown Player Discount

- a) **Eligibility** - A player will be considered a Home-Grown player if they satisfy one of the following criteria:
- b) **Single Club player** – A player who has only been registered with one domestic club at Melton Basketball using a single PlayHQ profile, and whose first participation in representative basketball occurred after registering with that club
- c) **Established transfer player** – A player who has transferred from another domestic club or association and has been registered with and played for their current MBA club for a minimum of three (3) full consecutive domestic seasons, meeting finals qualification requirements in all three seasons.
- d) **New Representational Player** – A player who has not previously participated in representational basketball (as defined in Table 1) prior to registering with their current MBA domestic club and is subsequently selected in a representational team after registering with that club.

14.5.4 Representational players from other associations – Players who have previously participated in representational basketball with another association prior to registering with their current MBA domestic club are not eligible for Home-Grown player status unless they subsequently qualify under clause 14.5.3(c) – Established Transfer Player

14.5.5 Clarification – For the avoidance of doubt, players who have participated in representational basketball with another association prior to registering with their current MBA domestic club will not be considered Home-Grown players unless they subsequently qualify under the three season requirement.

14.5.6 Registration records – All registrations must occur through a single PlayHQ profile. Where multiple profiles exist, account holders must merge these profiles. Where profiles have not been merged, only the most recently used profile and its associated registrations will be used to determine eligibility for Home-Grown status

14.5.7 Retention of Status – A player will lose their Home-Grown status if they fail to meet finals qualification requirements for one (1) domestic season. A medical exemption may be granted to retain Home-Grown status where appropriate.

14.5.8 Points Allocation – Home-Grown players will receive one (1) point deduction under the applicable team points system

14.6. Melton VJBL Player

- e) A player who has represented Melton Basketball in the VJBL or representative level basketball will receive a one (1) point deduction

14.7. Fill-In Players

- a) A fill-in player must not take a team above the 12-point cap.
- b) Fill-in players are not eligible for any points discounts.
- c) Breaches may result in game forfeiture, loss of ladder points, MBA suspension or reporting to Tribunal.

14.8. Administration and Enforcement

- a) Players must accurately declare their representative status at registration.
- b) Representative player points will be recorded in PlayHQ and managed by Melton Basketball Administration.
- c) Any attempt to misrepresent a player's representative history, club loyalty, or eligibility may result in team disqualification or further sanctions as determined by the Competition Committee.

14.9. Seasonal Application

- a) **Winter Season:** Points are based on the *current* VJBL season once grading is finalised.

- b) **Summer Season:** Points are based on the *most recently completed* VJBL season.

15. ETHICS & RECRUITMENT RULES

- d) Clubs should avoid forming "super teams", as this goes against the principles of fair competition and sportsmanship.
- e) No representative (including committee members, coaches, team managers, players, or parents) may approach a registered player from another team or club to recruit them.
- f) Any transfer requests made as a result of unauthorised recruitment will be denied by the MBA Board of Management.

16. FINALS QUALIFICATION

16.1. General Eligibility

- A player must have participated in at least **50% + 1** of the fixtured **season games** to be eligible for finals.
- **Grading phase games do not count** toward finals eligibility.
- To have a game count towards eligibility, a player **must be entered** into the game by the officials using **PlayHQ**.

16.2. Exemptions for Finals Qualification

- The **MBA may consider special exemptions** for players who were unable to meet eligibility requirements for **exceptional circumstances** to players impacted by injury.
- To apply for an exemption, players must:
 - Submit a **written request** to the **Competitions Committee**.
 - Provide a **medical certificate** as supporting documentation.
 - Submit the application **at least seven (7) days** before the first day of finals.
- **Each application will be assessed on a case-by-case basis**, and the MBA **does not guarantee approval** of any exemption requests.
- This rule ensures that teams do not **rely on players from lower age groups** to qualify for finals.

- Teams must have a **minimum of four (4) players** from the age group they are entered into.

16.3. Bye rounds & Qualification.

- A fixtured **bye** does **not** count as a game towards finals qualification.

16.4. Exemptions for Teams with Insufficient Players

- If a team has **fewer than five (5) qualified players** available for a finals match, an exemption **will be granted** to the next most available **unqualified** player.
- The **next most available player** must come from the **same team** and will be assessed based on:
 - The number of games they have played.
 - Their availability for the game in question.

17. SUB-COMMITTEES

17.1. Formation & Responsibilities

- The **MBA Board of Management** will appoint **Sub-Committees** as needed to oversee:
 - Grading
 - Protests
 - Transfers
 - Appeals
 - Tribunals
 - Other matters as required.

18. REPORTS

18.1. Handling of Reports

- The **MBA Board of Management** will **adopt and follow** the **Basketball Victoria Tribunal Competition Rules** where applicable when handling reports.

18.2. Player Restrictions

- Any player **under report** will **not be permitted** to transfer to another club until their tribunal hearing has been conducted and resolved.

19. PROTESTS & APPEALS

19.1. Filing a Protest or Complaint

- All protests or complaints must:
 - Be submitted **in writing**.
 - Be addressed to the **MBA Board of Management**.
 - Be submitted to the **Secretary** within **seven (7) days** of the incident.

19.2. Appeals Process

- Appeals against decisions made by any **Committee** must:
 - Be lodged with the **Secretary of the Melton Basketball Association**.
 - Be submitted within **seven (7) days** of receiving the decision notification.

20. WALKOVERS

20.1. Notified Walkovers

- A **notified walkover** occurs when a team **informs the Customer Service Officer** at least **48 hours before** the scheduled game.
- Notified walkovers will **incur a fine**, as determined by the **MBA Board of Management**.
- All registered players on the **non-forfeiting team** will be **credited** with a game toward finals eligibility.

20.2. Un-notified Walkovers

- An **un-notified walkover** occurs when a team fails to notify the MBA within the required timeframe.
- Un-notified walkovers will **incur a penalty**, as determined by the **MBA Board of Management**.
- The team receiving the walkover will be:
 - **Refunded** their game fees if the court is cleared **before halftime**.
 - **Not refunded** if they remain on the court.
- All registered players on the **non-forfeiting team** will be **credited** with a game toward finals eligibility.

20.3. Repeated Walkovers & Consequences

- If a team gives **two consecutive walkovers**, they may be required to provide reasons to the **MBA Board of Management** as to why they should be allowed to remain in the competition.
- If a **walkover fine is not paid within seven (7) days**, the team will be **unable to take the court** until the fine is paid in full.
 - **Premiership points lost due to a walkover are not redeemable.**
- Any team that incurs **three (3) or more walkovers** in a single season may be **disqualified from the competition** by the MBA Board of Management.
- Teams with outstanding walkover fines will **not be accepted** into a new season's competition until all fines are paid in full.
- Players from a team with **unpaid walkover fines** must pay their share of the fine before they are allowed to play for any other team within the MBA competition.

20.4. Walkovers in Finals

- **Teams are not permitted to give a walkover in finals.**
- Any team that forfeits a finals match will be **disqualified from the final's series.**

21. GENERAL RULES

21.1. Injury Reporting

- A **team or club representative** must report any injury to the **front desk** at the stadium at the time of injury.
- **Accident claim forms** are available on the **Basketball Victoria website.**

21.2. Venue Entry & Conduct

- The **MBA Board of Management** reserves the right to **refuse entry** to any player, official, or spectator at any MBA competition venue.

21.3. Spectator Behaviour

Spectators are encouraged to support their teams, and loud cheering does not constitute disruptive behaviour. However, the following actions are considered unacceptable:

- Disputing or yelling at referee decisions.
- Encouraging or threatening violence.

- Approaching the score bench regarding a score or time discrepancy.
- Confronting a referee or a member of the opposing team.

21.4. Spectator Warning & Removal

Referees will follow this procedure for unacceptable spectator behaviour:

1. Identify the team the spectator is associated with.
2. Stop the game and notify the coach or captain of a warning for inappropriate spectator behaviour.
3. If the behaviour continues, issue a behavioural technical foul and summon the referee supervisor.
4. The supervisor will request the spectator to leave the court area.
5. If the spectator refuses, the team will forfeit the match, and a report will be submitted to the Tribunal.

Serious breaches of the code of conduct will result in immediate removal without a warning.

21.5. Penalties

All spectator incidents must be reported to the MBA Board for investigation. If a reportable offense is confirmed, the following penalties will apply:

- **First offense:** Formal warning.
- **Second offense:** Automatic 2-week suspension.
- **Third offense:** Automatic 6-week suspension.
- **Fourth offense:** Automatic 12-month suspension.

A public register of spectator ejections will be displayed on the MBA website for 24 months.

21.6. Serious Incidents

MBA staff may immediately remove individuals for serious misconduct, including:

- Discriminatory comments.
- Violent, threatening, or dangerous behaviour.
- Property damage.
- Intoxication or suspected illicit substance use.

Police will be contacted for criminal matters.

21.7. Disciplinary Powers

The MBA Match Committee, under the MBA Board's authority, may impose disciplinary actions, including:

- Reprimands.
- Fines up to \$500.
- Suspension from membership for a specified period.
- Recommendation for expulsion from the Association.

21.8. Working with Children Requirements

All Club Officials, Team Managers, and Junior Domestic Coaches (aged 18+) must hold a valid Working with Children Check and carry it during MBA competitions or training.

21.9. Blood & Uniform Policy

- A basketball with blood on it may not be used.
- Players who are bleeding must leave the court until the wound is covered.
- Players with visible bloodstains on their uniform must change or use a temporary replacement top.

21.10. Smoking & Substance Policy

- Smoking is prohibited in all stadiums and spectator areas.
- MBA officials must remain outside the fence line of the venue.
- Any player, coach, or spectator suspected of being under the influence of alcohol or drugs will:
 - Not be allowed to play or coach.
 - Be removed from the stadium if disruptive or abusive.

21.11. Ejections & Venue Bans

- Ejected players, coaches, team managers or spectators must not return for 24 hours.
- This applies to all MBA competition venues.

21.12. Behaviour & Conduct Policy

- **Offensive Language:** Not tolerated within the stadium.

- **Authority to Evict:** Customer Service Officers, Referee Supervisors, or MBA Officials may evict disruptive individuals.
- **Harassment & Abuse:** Threats, harassment, or abuse towards officials, referees, supervisors, or committee members are strictly prohibited.

21.13. Reporting Misconduct

- Any MBA Board Member may report conduct that brings basketball into disrepute.
- Reports must be submitted to the MBA Secretary for review.

21.14. Penalties & Compliance

- The MBA Board may impose penalties for breaches not covered by specific rules.

21.15. Complaints Process

- Complaints must be submitted in writing to the MBA Board.
- Forms are available from the Customer Service Officer or via email.

21.16. Liability & Property

- The MBA is not responsible for personal property or valuables unless under its direct control.
- The MBA is not liable for injuries incurred.

21.17. Financial Obligations

- Fees must be paid within seven days of invoicing.
- Players/teams with unpaid fees may be barred from competition.
- Overdue amounts incur a 10% weekly fee, applied at the end of each unpaid week.

21.18. Registration & Competition Fees

The MBA Board determines:

- Registration fees for teams and players.
- Admission charges.
- Trophies and awards.
- Game timing regulations.
- Other competition-related matters not explicitly covered in these rules.

22. INTERPRETATION OF RULES

22.1. Rule Adjudication

- The **MBA Board of Management** reserves the right to **interpret, modify, or set aside** any competition rule in the **best interests of basketball**.

22.2. Rule Amendments

- Competition rules may be **altered, added, or removed** by resolution of the **MBA Board of Management**.

22.3. Appeals & Rule Awareness

- **Ignorance of the competition rules is not grounds for an appeal.**

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