



# RULES OF OPERATION NO. 28

A copy of these rules must be available at all venues in which Victorian Junior Basketball League games are played.

**VJBL Friday night emergency 0430 541 847**

JRC  
Junior Representative Commission

VJBL Competitions

Incorporating

VICTORIAN JUNIOR CHAMPIONSHIP LEAGUE  
(VC)

VICTORIAN JUNIOR LEAGUE  
(VJL)

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## GLOSSARY OF TERMS

<b>VJBL</b>	Victorian Junior Basketball League
<b>VC</b>	Victorian Junior Championship League
<b>VJL</b>	Victorian Junior League
<b>BV</b>	Basketball Victoria
<b>DELEGATE</b>	VJBL Delegate ( 1 ) appointed by each BV affiliated Association
<b>JRC</b>	Junior Representative Commission
<b>COMMISSION MEETINGS</b>	JRC Delegates Meetings

### 1.0 CHARTER:

Refer to Junior Representative Commission Charter.  
<https://www.basketballvictoria.com.au/cdn/en3ktqzfdc80g80>

### 2.0 COMPETITION ENTRY:

#### 2.1 CONDITIONS OF ENTRY INTO THE VJBL:

The Championships are open for entry by all BV Affiliated Associations, both Metropolitan and Country and nominated by the Victorian Junior Basketball League following a qualifying competition (Grading).

The Victorian Junior Championship League shall have no more than twenty (20) teams entered but the VJBL delegates may nominate less than twenty teams participating for a particular division.

A maximum of Two (2) teams per Association, per age group, per gender may be accepted in the Victorian Junior Championship League.

The VJBL is a home and away competition with the ability for administrators to schedule neutral venues where appropriate. If it is deemed necessary to conduct a game at a neutral venue, then this will occur for both games between the teams involved.

Associations will be allocated home games throughout the season provided the association/venue adhere to the following criteria:

- All requirements re hosting responsibilities are adhered to
- A venue is provided that meets the standards required by the League.
- A suitable number of courts and time slots are provided on a weekly basis to cover the amount of teams entered by the association.
- A supervisor and a suitable number of staff are provided on a weekly basis.
- A sufficient number of referees are available at all levels of competition.

Entry forms will be sent to current and approved new and re-applying associations and all requirements must be completed and returned with the appropriate payment by the due date or the entry may not be accepted.

All teams participating in the VJBL shall adhere to the Rules of Operation of the VJBL. All players, coaches, parents, referees and spectators must abide by the BV Codes of Conduct.

<https://www.basketballvictoria.com.au/cdn/acuj9rr0iegowscw>

The VJBL Administration shall check that the host Associations present the games in accordance with the responsibilities as listed and to advise on issues.

## **2.2 REFEREE REQUIREMENTS:**

Associations participating in the Victorian Junior Championship League must supply a minimum of two qualified Junior Panel referees for every three teams entered as per the referee requirements.

## **2.3 NEW AND RE-APPLYING ASSOCIATIONS:**

New or Re-Applying Associations that didn't participate in the previous season must send their expression of interest to the VJBL Administration by the 31st March prior to the start of the season in which you want to commence. Refer to New and Re-Applying Association Rule for more information.

<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

## **3.0 VENUES:**

### **3.1 VENUES HOSTING VJBL GAMES - RESPONSIBILITIES:**

The Host Association is responsible for the running of the venue for the game/s.

#### **3.1.1 BEFORE GAMES**

- PLAY HQ for games must be checked by 1pm on game day to ensure games have downloaded correctly.
- Check the venue plan against fixtures and notified weekly changes, and report errors found to VJBL Administration.
- The venue must be checked before the first VJBL game each week and venue status form completed and returned as required
- Ensure blank scoresheets are printed off with both sides and made available to be filled in by the teams if required on the night.
- Place relevant timing rules on score benches.

#### **3.1.2 AFTER GAMES:**

- A list of game results is to be kept in case of missing scores / score sheets.

- Follow up to locate missing results / score sheets.
- Ensure that the correct scores of each game are advised to VJBL by email if paper scoresheets are used.

**Before 11.59on Friday night**, ensure the following is completed

- PLAY HQ results are correctly uploaded.
- Results sheet is correctly completed and emailed to VJBL.

**Before Monday 12.00 noon**, ensure the following is completed.

- The Coach/Assistant /Team Manager sign in sheet is emailed to VJBL.
- The completed Venue status sheet is received by VJBL.
- If used, the front and back of scoresheets is emailed to VJBL.
- Failure to comply with the above will result in fines being imposed.

### **3.1.3 FIRST AID**

First Aid Equipment is required as per Basketball Victoria Participant's Protection Policy. All affiliated associations shall ensure that sufficient first aid equipment adequate to allow the rendering of basic first aid to a person suffering an illness or injury during any game conducted by the association is readily available.

### **3.1.4 TEMPERATURE CHECK:**

All stadiums must be fitted with a thermometer. On hot days, court temperature must be taken hourly whilst the stadium is in use and must be recorded in a permanent record kept by the Association. If the stadium is in sections, the temperature must be taken in each section. (Refer to Heat timing) <http://vjbl.com.au/timing-rules-and-scoring/>

## **4.0 ASSOCIATION REQUIREMENTS:**

### **4.1 ASSOCIATION CONTACT:**

Each Association will nominate one Association Contact. This will be the point of contact for all information for the Association. Associations may, at the discretion of the VJBL Administration nominate more than one contact. The Association Contact may be changed at any time by sending written notification to the VJBL Administration.

### **4.2 ASSOCIATION DELEGATE:**

Each Association is required to nominate and have a Delegate at each of these meetings. The Commission delegates shall meet at least three times each year, in such manner and at such other times as may be determined by the Committee.

Meetings may be held face-to-face or through any technological means by which delegates can participate in a discussion. If attending online, video must be on to confirm attendance.

All delegates are required to attend the Annual Committee meeting

Failure to have a Delegate attend any one of these meetings during the VJBL Calendar year commencing November 1<sup>st</sup> will incur a fine. See fines list for more details.

If the Nominated Association Delegate is unable to attend a scheduled meeting, the Association may nominate another delegate to represent the association for that meeting.

One (1) person may not represent more than one Association at any one meeting.

All correspondence is to be sent to the VJBL Administration through the Association VJBL Contact or authorised person.

### **4.3 HOSTING FINALS:**

The VJBL Administration shall invite Associations to tender for finals. The tender document will outline the requirements that associations need to provide to be eligible to host finals.

### **4.4 SPONSORSHIP COMPLIANCE:**

The VJBL sponsors for the competitions shall be recognised by the Associations. This may include the wearing of a logo on each uniform and the display of advertising signs at each venue.

Any association wishing to have new advertising / sponsorship on their uniforms must notify the VJBL Administration in writing and may be requested to provide a sample before approval will be granted.

Offending associations who fail to comply with the requirements of the sponsorship agreement may incur a fine.

## **5.0 COMPETITION:**

### **5.1 RULES:**

The JRC Committee shall determine the structure of the coming year and shall publish the commencement and competition dates of each phase.

Annual review of the rules shall be conducted by the VJBL Administration at the end of the Championship season each year.

Any proposed changes to the Rules of Operation, Playing Calendar and Competition structure must be notified to associations at least seven days before the meeting at which they are to be presented as per the JRC Charter. Such proposals require approval at a Delegates Meeting.

Initial ranking of teams nominated by their Associations are ranked by past performance and graded according to qualifying competitions conducted by the VJBL Administration. Submissions may be considered

The VJBL Administration may review the graded position of a team where movement of a player is considered to alter the playing standard of the team during grading.

Grades in Championship season usually consists of ten (10) teams per grade / pool. The VJBL Administration. may authorise a number in a grade/ pool other than ten (10)

Every effort shall be made to ensure “playing groups” have a minimum of nine teams even if this means teams shall play other teams which have a separate finals series.

The VJBL Administration reserves the right to require a special extra game in Grading Phase 2, to provide an opportunity for an undefeated team that is very likely to be otherwise under-graded as demonstrated by the margin of their wins, to reach a higher grade than otherwise possible.

### **5.2 COMPETITION STRUCTURE:**

Competitions may vary due to special circumstances as approved by VJBL Administration.

#### **Victorian Junior Championship League:**

conducted by Victorian Junior Basketball League (VJBL)

#### Girls & Boys Competition

Home and Away games or mutually agreed games or as required by Administration in the case of an Association failing to meet the requirements for hosting particular games

Number of Teams as per **Table 1**

**Table 1**

<b>Age Group</b>	<b>Ashe</b>	<b>Watson</b>	<b>TOTAL TEAMS</b>
<b>*Under 12</b>	10	10	20
<b>*Under 14</b>	10	10	20
<b>*Under 16</b>	10	10	20
<b>*Under 18</b>	10	10	20
<b>Under 20</b>	10	-	10

**Entry by Qualification through Grading conducted by the VJBL.**

Under 12 pools will be determined by the VJBL Administration (Regionalisation to be considered)  
All other pools will be determined on performance in grading. (Teams will be ranked 1 to 20)

**\*Variation/split.**

Once grading is completed the two conferences (Ashe and Watson) are filled as per their grading ranking. Following the completion of Round #9 the top five teams from each pool and the bottom five teams in each pool are combined, essentially creating two new competitions - VC 'Championship grade' and a VC 'Reserve grade.' Premiership points and player game qualification will be carried across to the new competition.

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**Victorian Junior League (VJL)**

- conducted by Victorian Junior Basketball League (VJBL):

Girls and Boys Competitions

Home and Away games or mutually agreed games

**Under 12 variations**

VJL1 & 2 will be made up of a total of 20 teams with two geographical located pools. Each pool will consist of 10 teams.

**Under 14 & Under 16 VJL4 variations**

VJL4 will be made up of a total of 20 teams with two geographical located pools. Each pool will consist of 10 teams.

## **6.0 RULES OF THE GAME:**

### **6.1 GENERAL:**

FIBA rules apply to all competitions with some amendments: Contact VJBL Administration regarding competition variations if in doubt.

In the case of incorrect application of penalties other than prescribed in the Rules of Operation, or failure to apply prescribed penalties in the Rules of Operation, the VJBL Administration may amend the result of a game in conformity with the Rules of Operation.

Should any matter arise for which provision has not been made in these Rules of Operation, the VJBL Administration shall take such action as necessary to protect the interests of the competition.

### **6.2 ERRORS:**

Errors CANNOT be corrected after the Referee has approved and signed off for the game. Only the VJBL Administration may alter the result of a game after it has been signed off by the referees.

### **6.3 BENCH/SCORING OFFICIALS:**

Each team shall provide one (1) competent bench/scoring official. Should disagreement arise over allocated duties then the following shall apply;

- Home team – clock
- Visiting team – PLAY HQ or scoresheet.

In VC matches, the home team will provide an additional score bench official to operate the shot clock device.

### **6.4 TIMING RULES:**

Timing regulations must be placed on the score bench by the Association hosting the matches.

<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl#timing-rules-grading-and-finals-information>

#### **6.5.1 GRADING PHASE ONE:**

Pool One and beyond:

The games shall be played in Grading Phase One with the following timing to apply:



The games shall be played in 4 X 10 minute quarters. The clock shall stop for all time-outs throughout the game and for every whistle in the last one minute of the second quarter and the last three minutes of the 4<sup>th</sup> quarter. Half time interval shall not exceed two (2) minutes, quarter times shall not exceed 1 minute. Each team is entitled to Two (2) time outs per half.

For all Pool One and Two games in Under 14,16 and 18 the shot clock will be in operation.

For all Pool Three and Four games in Under 16, the shot clock will be in operation **where available**

For all Pool Three, Four and Five games in Under 18, the shot clock will be in operation **where available**

Crossover games only if required

If scores are level at the end of the Crossover game, an extra five (5) minutes will be played after a one minute break, to achieve a result. All fouls stand. One (1) time out for each team is allowed. Any subsequent extra periods will follow the same rule to achieve a result.

## **6.5.2 GRADING PHASE TWO AND CHAMPIONSHIP PHASE:**

Pool AA, XX, and Under 20 Pool 1 and Victorian Junior Championship League

The games shall be played in four (4) quarters with the following timing to apply

Under 12	4 X 7 Minute Quarters No Shot Clock for Under 12`s
Under 14, 16, 18 & 20	4 X 8 Minute Quarters

Each team is entitled to two (2) time outs in the first half and three (3) time outs in the second half.

Maximum of 2 of these time-outs in the last 2 minutes of the game. The clock stops on every whistle throughout the game and for made field baskets in the last two (2) minutes of the final quarter.

The shot Clock operates in all games except the Under 12`s.

Quarter time and three quarter time shall be one (1) minute. The Half time interval shall be two (2) minutes.

Grading Phase Two - Pool BB and Below and Under 20 Pool 2 and below

U20 grades – 24 second shot clock operates

NOTE: Under 16 and 18 Pool BB and CC– 24 second shot clock operates where shot clock equipment is available

Crossover games only.

If scores are level at the end of the Crossover game, an extra five (5) minutes will be played after a one minute break, to achieve a result. All fouls stand. One (1) time out for each team is allowed. Any subsequent extra periods will follow the same rule to achieve a result.

Championship Phase - VJL 1 and below

The games played in Grading Phase Two Pools BB and below and Championship Phase for VJL 1 and below.

The games shall be played in 4 X 10 minute quarters. The clock shall stop for all time-outs throughout the game and for every whistle in the last one minute of the second quarter and the last three minutes of the 4<sup>th</sup> quarter. Half time interval shall not exceed two (2) minutes, quarter times shall not exceed 1 minute. Each team is entitled to Two (2) time outs per half.

Under 16 VJL1, 18 VJL1, 2 & 3 and all Under 20 grades– 24 second shot clock operates

Under 16 VJL 2, – 24 second shot clock operates where shot clock equipment is available

## **6.5.3 HEAT TIMING:**

All stadiums must be fitted with a thermometer. On hot days, court temperature must be taken hourly whilst the stadium is in use and must be recorded in a permanent record kept at the stadium. If the stadium is in sections, the temperature must be taken in each section.

When the court temperature reaches 30oC the Venue Supervisor must consider implementing and where the court temperature reaches 35oC, must implement the following timing rules:

The referee must call an additional compulsory timeout in each quarter if no timeout has been called by half way through the quarter.

When the court temperature reaches 40o C games must be abandoned.

<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl#timing-rules-grading-and-finals-information>

## 6.6 PLAY HQ DETAILS:

PLAY HQ will be used during both Grading Phases and the Championship season at all venues  
Scoresheets will be supplied as a backup, but Host Associations must ensure that games are uploaded to laptops during the day, ready for the competition. VJBL Administration must be advised of any issues before 1pm on the day of the game so that issues can be rectified prior to the start of the game. Player details may be added at any stage during the game.

## 6.7 SCORESHEET DETAILS: (if used):

It is the responsibility of each team to ensure the following details are on the scoresheet:

- The names of all players who participated in the game (Both Given Name and Surname,
- Details of any player new to the team need to be placed on the back of the scoresheet.
- The names of all players who participated in the game (Both Given Name and Surname) must be written on the reverse of the score sheet with the player's signature next to it for qualification purposes.

## 6.8 BASKETBALL SIZE:

All Under 12 boys and girls shall play with size 5 (VJBL approved basketball)

All Under 14, 16,18 and 20 Girls and Under 14 Boys shall play with a size 6 (VJBL approved basketball)

All Under 16, 18 and 20 Boys shall play with a size 7 (VJBL approved basketball)

<b>6.9 TIME IN THE KEY:</b>	<b>Under 12</b> 5 Seconds	<b>Under 14/16/18/20</b> 3 Seconds
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<b>6.10 FOUL LINE:</b>	<b>Under 12</b> 1m short	<b>Under 14/16/18/20</b> Standard
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<b>6.11 THREE POINT LINE:</b>	All Under 12 and 14 Competitions will use the Junior Three Point Line. All Under 16, 18 and 20 Competitions will use the extended Three Point Line.
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## 6.12 WARM-UP TIME:

Teams are to be given a five (5) minute warm up before the game, however The Venue Manager, after consultation with both Coaches, may amend this time to a minimum of three (3) minutes.

Referees do not have discretion to vary this time without the agreement of both coaches.

## 6.13 SHOT CLOCK:

Where specified the shot clock will be in operation as per the FIBA rules except that the shot clock won't reset to 14 seconds. The under 14 age group has additional differences.

Shot Clock Rules for Under 14's shall be as follows: (this coincides with Under 14 Club Championships)

The 24 second device will not be started until the Ball enters the team's frontcourt.

The ball Enters a team's frontcourt when:

- It touches the frontcourt.
- It touches a player or an official who has part of his/her body in contact with the frontcourt.

- During a dribble from backcourt to frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt. (This applies to the player only if they are dribbling.)

#### **6.14 UNDER 12 AND 14 NO ZONE:**

At no stage is a 'Zone' defence permitted during an Under 12 or Under 14 VJBL game. This rule is applicable to all VC and VJL Competitions.

Please note that the VJBL has its own specific 'No Zone Rule' that is tailored to the VJBL competition and this is the only 'No Zone Rule' to be applied in our competition. No other 'No Zone Rule' will be applied. Refer to No Zone procedure.

<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

#### **6.15 BEHAVIOURAL TECHNICAL FOUL:**

Coaches, assistant coaches, bench staff and players who receive behavioural technical fouls in a game during the VJBL playing calendar year, commencing in Grading Phase will have penalties applied.

Coaches/assistant coaches/bench staff or players who receive a behavioural technical foul have the right to appeal to the VJBL Administration for a review of their technical foul record by close of business on the next business day. This must be emailed to VJBL Administration by their association contact or delegate. For full rule:

<https://www.basketballvictoria.com.au/cdn/i8g7jxfr9zww00cc>

#### **6.16 SPECTATOR BEHAVIOUR:**

At no point before, during or after a game are spectators permitted to approach a referee.

All spectators must abide by the BV Spectator Code of Conduct.

If asked to leave the venue by a venue official, spectator/s must do so immediately, or reports and loss of games may be applied. For full rule: <https://www.basketballvictoria.com.au/resources/competition-resources/vjbl#general-resources>

## **7.0 PLAYERS/TEAMS, REGISTRATION, ELIGIBILITY & MOVEMENT:**

### **7.1 TEAM LISTS:**

All Associations are expected to enter their players online into the relevant team lists for each team entered in all Grading and Championship phases and any changes to team lists are required one week before the start of their first game in each phase. If this cannot be achieved, Association contact must advise VJBL. VJBL Administration will run a report following each round to check that any players added by PLAYHQ have been registered by the Association.

Penalty: If the team lists are not submitted, a fine, or fines will be imposed until received.

If the team list is altered and not re-submitted, a fine, or fines will be imposed until received.

### **7.2 REGISTRATIONS:**

Each new player registration must be entered online by the Association after the verification of the player's birth certificate or passport has been sighted by the registering association. The registration must be lodged within 14 days of the player's first game. (See rules regarding adding new players during Championship season)

Players are required to be registered before Round One of Grading Phase One. All registered players will appear on the PLAY HQ system.

If a player is new or unregistered the Coach/Team Manager will need to add the player courtside at the game.

Please note you take the risk of adding an ineligible player using this method and risk losing the game.

Player registration remains valid with that association unless a transfer / clearance is applied for, approved by the association and accepted by VJBL

A fine is applied for any player not registered within 14 days of his/her first game.

The VJBL Administration shall conduct random checks of players age throughout the playing year. Associations will be asked to forward proof of age to the VJBL Administration, in the form of a photocopy of a birth certificate or passport.

Association contacts must advise VJBL on each occasion when a player is playing in an age group other than their normal age group they play with. Players are restricted to playing a maximum of two games for the older age group in a season.

If an association is requesting that a player can fill in for a team that is two age groups older– i.e. Under 14 to Under 18, the Association contact must seek VJBL and parent/guardian approval before permission will be granted. Players are restricted to playing a maximum of two games in that age group in a season.  
<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

### **7.3 NEW UNLISTED/UNREGISTERED PLAYER CHAMPIONSHIP SEASON:**

If an association wishes to register any player\* with a team during the Championship Phase of the season, and that player has not played for that team in any other grading game, an application must be made by the association on the Added Player form found on the website. <https://www.basketballvictoria.com.au/resources/competition-resources/vjbl> Once lodged the VJBL Administration will consider the applications.

\*Any player includes and is not limited to, a player moving from another team within an association, a player seeking to clear from another association or a new player to the competition.

The VJBL Administration may consult as appropriate and may:

- (A) Refuse the application
- (B) Grant the application for a limited time
- (C) Grant the application subject to review and feedback over the subsequent weeks
- (D) Grant the application unconditionally

Permission to play a new player after Round 11, **even for one round**, will only be allowed in exceptional circumstances and permission must be sought from the VJBL Administration **prior** to the start of the game via email until 1pm on the game day or the Friday night work emergency mobile.

### **7.4 PROCEDURES REGARDING UNREGISTERED PLAYERS:**

If a team plays one or more players who remain unregistered after the 14-day period, a penalty shall be imposed for the match or matches in which they participate. Games played while a player remains unregistered beyond the 14 days will not count towards qualification for finals. Player qualification is checked by the VJBL Administration.

### **7.5 STARTING PLAYERS:**

All teams competing in the VJBL during Grading Phase or the Championship phase must have five (5) players to start the game. Permission to start with four players may be granted by the VJBL Administration in exceptional circumstances

### **7.6 LISTING OF PLAYERS:**

Grading Games, Home and Away games plus lead up Finals – The maximum number of players' names listed on that particular game day for Under 12-16 age groups is limited to twelve (12) of which ten (10) are permitted to play. Teams participating in the Under 18 and Under 20 VJBL Competition can list and play a maximum of 12 players for all VJBL games.

If a player is new or unregistered, you will need to add the player name and required details courtside at the game.

Please note- Adding an ineligible player will risk losing the game.

Players who participate in the game must be marked as active for qualification purposes

Every player must be registered within 14 days of playing their first game with an association.

## 7.7 INELIGIBLE PLAYERS:

The referees do not have the jurisdiction to determine the eligibility of a player(s) for a game, unless that ineligible player is over age or the incorrect gender.

Ineligible players not highlighted above can be played to avoid a walkover, however the association will be penalised accordingly by the VJBL Administration.

**NOTE:** It is a reportable offence to play under an assumed name, or to arrange for someone to do so. It is also a reportable offence to play a player that is over age.

An ineligible player is one who;

- Has not been cleared from another association or been given permission to play by the VJBL Administration.
- Is suspended.
- Is over age for the competition. A player must be under the given age on the 31<sup>st</sup> December of the year of the competition.
- Infringement of player Movement Rules.

**Penalty:** If a team plays an ineligible player, then the following shall apply:

- In grading phase, a penalty may apply at the discretion of the VJBL Administration.
- In Championship phase the winning team with offending player – match score to read 0 – 2 loss recorded and a fine will be imposed.
- The losing team with offending player – match score stands and a fine will be imposed.

## 8.0 PLAYER MOVEMENT

### 8.1 PLAYER MOVEMENT - GRADING PHASE (GRADING PHASE ONE & TWO):

Any player who plays one (1) or more games with a team during Grading Phase One shall not be eligible to transfer or to play with any other team during Grading Phase One, except with approval in exceptional circumstances by VJBL Administration.

Any player, who plays one (1) or more games with a team during Grading Phase Two, shall not be eligible to change teams during Grading Phase Two or the Championship phase. Approval to transfer after the player has competed in Grading Phase Two will be granted only in exceptional circumstances by VJBL Administration.

### 8.2 PLAYER MOVEMENT – CHAMPIONSHIP PHASE:

If due to any reason, a team should have less than eight (8) players for VC grades and less than seven (7) players for VJL grades for a round, a player from a lower graded team from the same association and age group may play. This player is limited to a maximum of two (2) games with the higher team. Permission to play more than two (2) games may be sought from the VJBL administration in exceptional circumstances. (If players are missing due to being on holidays, this will not be accepted as a valid reason)

No player shall play for two teams at the same age level in the same round, unless granted permission in exceptional circumstances by the VJBL Administration prior to the game.

Should a team require extra player(s), then players from the same association in a lower age group may play in the older age group once permission is sought and approved by the VJBL Administration.

Players may be eligible to play up an age group and drop one team at the VJBL Administrations discretion if a request is made in writing by no later than 1pm on the day of the game. For example: (14-1 up to 16-1 or 16-2) (12-3 up to 14-1, 14-2, 14-3 or 14-4)

If a request is not made in writing by 1pm on the day of the game, teams will be allowed to move a player up one age group and back three divisions only if a verbal request is made to the VJBL emergency phone and approved by the VJBL Administration.

### **8.3 PLAYER MOVEMENT (FILL IN PLAYER) – CHAMPIONSHIP PHASE:**

If due to any reason, a team should have less than eight (8) players for VC grades and less than seven (7) players for VJL grades for a round, a player from a lower graded team from the same association and age group may play. This player is limited to a maximum of two (2) games with the higher team. Permission to play more than two (2) games may be sought from the VJBL administration in exceptional circumstances. (If players are missing due to being on holidays, this will not be accepted as a valid reason)

No player shall play for two teams at the same age level in the same round, unless granted permission in exceptional circumstances by the VJBL Administration prior to the game.

Should a team require extra player(s), then players from the same association in a lower age group may play in the older age group once permission is sought and approved by the VJBL Administration.

Players may be eligible to play up an age group and drop one team at the VJBL Administrations discretion if a request is made in writing by no later than 1pm on the day of the game. For example: (14-1 up to 16-1 or 16-2) (12-3 up to 14-1, 14-2, 14-3 or 14-4)

If a request is not made in writing by 1pm on the day of the game, teams will be allowed to move a player up one age group and back three divisions only if a verbal request is made to the VJBL emergency phone and approved by the VJBL Administration.

### **8.4 PLAYER MOVEMENT (REPLACEMENT PLAYER):**

If a team permanently lose a player due to player withdrawal (confirmation required in writing) or season ending injury (medical certificates required), the VJBL may allow player movement between teams upon association request and receiving all required information.

For example:

An 18-1 VC team lose a player due to injury, we will allow a player to be moved from the 18-2 team to replace that player, we will then allow a player to move from the 18-3 team, to the 18-2 team and so until teams have been replenished as requested.

### **8.5 PLAYING UP MORE THAN ONE AGE GROUP:**

Written permission in the approved form from a parent or guardian must be submitted to the VJBL by the Association contact. A player can play up a maximum of two age groups, but can move down a maximum of only one team.

For example: (14-1 up to 18-1 or 18-2) <https://www.basketballvictoria.com.au/resources/competition-resources/vjbl#general-resources> (Players may play in more than one age group in the same round, but can't play twice in the same age group)

## **9.0 GAMES QUALIFICATION:**

### **9.1 DEMONSTRATION OF GAMES QUALIFICATION:**

PLAY HQ – For the sole purpose of game qualification a player shall be considered to have played in that particular game when the player is in uniform and takes the court, players may be made active at any stage of the game.

Scoresheets - The names of all players who participated in the game (Both Given Name and Surname) must be written on the reverse of the score sheet with the player's signature next to it for qualification purposes.

### **9.2 MEDICAL EXEMPTION:**

Medical certificates may be accepted as evidence of injury/illness and can be used for exemption to game qualification criteria. For a player to be eligible to use a doctor's certificate, they must be nominated as part of the team prior to the injury taking place.

During Grading phases, injured players must have their medical certificates emailed into the VJBL Administration by close of business on the Monday before any Cross over game. During Championship season, players injured prior to the 1<sup>st</sup> July must have their medical certificates emailed into the VJBL Administration before the 1<sup>st</sup> July.

Any player diagnosed with an injury on or after the 1<sup>st</sup> July (except last 2 rounds) will have 14 days from diagnosis to produce a doctor's certificate to the VJBL Administration via email.

A medical certificate submitted to cover either or both of the last two rounds for the season must be received by VJBL Administration by close of business on the Monday following the last game.

Medical certificates must be sent through by the Association official contact.

### **9.3 QUALIFICATION FOR RE ASSESSMENT/CROSSOVER GAMES: (GRADING PHASE)**

To be eligible to participate in a re assessment /crossover games a player must play 1 game in that phase.

A crossover game is when a team plays an opposing team from a different pool.

A re assessment game is when a team is given a game against a team in another division.

### **9.4 QUALIFICATION FOR FINALS:**

To be eligible to represent a team in finals, a player must play a minimum of 40% of games with that team. In the case that 40% would not be a round number then the total will be rounded up. (i.e. 9.2 games would become 10 games)

Grading Phase Two games will be included in the total.

If a new player is ineligible to qualify for finals they are not permitted to play with the team, unless permission is granted in exceptional circumstances by VJBL Administration.

This ruling is applicable across all divisions of the VJBL.

#### **9.4.1 EXEMPTIONS: (FINALS):**

If a team can demonstrate to the VJBL Administration that they cannot field eight (8) qualified players for VC grades and seven (7) qualified players for VJL grades due to injury the VJBL Administration may grant permission for a player from a lower grade or age group to play. The player from the lower age group must not be from a higher grade. Request for exemption must be submitted to the VJBL administration by the Association contact or delegate.

## **10. GAME MOVEMENT:**

### **10.1 DEFERRED GAMES BY ASSOCIATION REQUEST:**

A written request should be submitted to the VJBL Administration stating the reason/s for the deferral. If the deferral is subsequently granted, the requesting Association is responsible for negotiation, agreement and organisation via the designated Association Officials. The following conditions must be met and agreed to in writing by both parties and a copy sent to the VJBL Administration for ratification prior to the playing of the rescheduled game.

- Agreement by both teams.
- The playing of the game prior to the fixtured date. Unless granted permission by the VJBL Administration.
- The time, date and venue the match has been rescheduled.
- Payment of a compensation fee for each deferment may be re-directed to the venue which loses the fixtured game.

Ratification by the VJBL Administration, after written notification of the details of the deferment is required.

### **10.2 DEFERRED / REPLAYED GAMES BY VJBL REQUIREMENT:**

The VJBL Administration has the power to re-fixture any game that it deems necessary. Reasons may include last minute unavailability of a venue due to power restrictions, floods, heat, fixturing errors, team withdrawals, walkovers, state and national team involvement.

Where travel exceeds 210 kms. each way, the VJBL Administration will fixture games at neutral venues.

If agreement by both parties is not reached within seven (7) days concerning alternative time and venue the VJBL Administration shall arbitrate a date, time and venue. A team failing to appear on the appointed occasion will give a walkover.

VJBL may have time frame restrictions, during the season regarding when the game needs to be played. If the game is not played during that time, neither team shall receive premiership points and the score will be recorded as 0-0

### **10.3 ABANDONED GAMES:**

Any game abandoned due to unforeseen court difficulties shall be resolved as follows:

Any game terminated during the first half shall be replayed, unless by agreement the teams agree to the result being accepted as final.

Any game terminated during the second half shall have the following formula applied, unless by agreement the teams agree to the result being accepted as final

#### **VC GAMES (Played in Quarters 4 x 7mins)**

4 minutes or less remaining and the margin is 8 points or less the game will be replayed. If the Margin is above 8 the result will stand.

More than 4, less than 7 minutes remaining, and the margin is 12 points or less the game will be replayed. If the Margin is above 12 the result will stand.

7 minutes or more and the margin is 15 points or less the game will be replayed. If the Margin is above 15 the result will stand.

#### **VC GAMES (Played in Quarters 4 x 8mins)**

4 minutes or less remaining and the margin is 8 points or less the game will be replayed. If the Margin is above 8 the result will stand.

More than 4, less than 8 minutes remaining, and the margin is 12 points or less the game will be replayed. If the Margin is above 12 the result will stand.

8 minutes or more and the margin is 15 points or less the game will be replayed. If the Margin is above 15 the result will stand.

#### **VJL GAMES (Played in Quarters 4 X 10mins)**

5 minutes or less remaining and the margin is 8 points or less the game will be replayed. If the margin is above 8 the result will stand.

More than 5, less than 10 minutes remaining, and the margin is 12 points or less the game will be replayed. If the Margin is above 12 the result will stand.

10 minutes or more and the margin is 13 points or less the game will be replayed. If the Margin is above 13 the result will stand.

## **11. FINALS:**

### **11.1 NUMBER OF PLAYERS FOR GRAND FINAL ONLY:**

All Age Groups are permitted to play up to Twelve (12) qualified players in the Grand Final only.

### **11.2 CLASSIFICATION OF TEAMS & DETERMINATION OF RANKINGS FOR FINALS:**

The primary ranking of teams shall be made on points according to their win – loss records namely

- 3 Points for a win.
- 2 Points for a draw.
- 1 point for a loss (Including game lost by default/penalty)
- 0 points for a game lost by Walkover.

**If there are two teams equal** in this classification, the result(s) of the game(s) between the two teams involved will be used to determine the placing. **(Head to Head)** (Note – Read Competition structure for VC ‘Championship grade’ and a VC ‘Reserve grade’).

If the total points scored for and scored against are the same in the games between the two teams, the classification will be determined by points difference considering the results of all the games played in the group/division by both teams.



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

If there are still teams tied after the second classification, then points difference will be used to determine the placing, considering only the results between the teams that are tied.

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

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

### **11.3 FINALS FORMAT:**

#### **11.3.1 UNDER 12, 14, 16 & 18 GIRLS & BOYS - CHAMPIONSHIP & RESERVE GRADES**

##### **Quarter Finals**

Game A - 1<sup>st</sup> V 4<sup>th</sup>

Game B - 2<sup>nd</sup> V 3<sup>rd</sup>

Game C - 5<sup>th</sup> V 8<sup>th</sup>

Game D - 6<sup>th</sup> V 7<sup>th</sup>

##### **Semi Finals**

Game E - Loser A V Winner C

Game F - Loser B V Winner D

##### **Preliminary Finals**

Game G - Winner A V Winner F

Game H - Winner B V Winner E

##### **Grand Final**

Game I - Winner G V Winner H

#### **11.3.2 VJBL FINALS FORMAT FOR ALL UNDER 20 AND ALL VJL GRADES**

ALL Under 20 Girls & Boys,

VJL Under 12's, 14's, 16's, 18's & 20's Girls & Boys (Separate finals for each pool if applicable)

In pools / grades of more than 12 teams, the VJBL Administration will decide the make-up and structure of finals depending on the number of teams participating in the finals.

All others will be top five (5).

##### **Quarter Finals**

Game A - 2<sup>nd</sup> V 3<sup>rd</sup>

Game B - 4<sup>th</sup> V 5<sup>th</sup>

Bye 1<sup>st</sup>

##### **Semi Finals**

Game C - 1st v Winner A

Game D - Loser A v Winner B

##### **Preliminary Finals**

Game E - Loser C v Winner D

Bye Winner C

##### **Grand Final**

Game F - Winner C v Winner E

## **11.4 FINALS AND GRAND FINAL TIMING RULES**

Timing for all finals remain the same as the regular season with the addition of the following:

## **11.5 OVERTIME IN FINALS AND CROSSOVER GAMES:**

If scores are level at the end of the game, an extra five (5) minutes will be played after a one-minute break, to achieve a result. All fouls stand. One (1) time out for each team is allowed. Any subsequent extra periods will follow the same rule to achieve a result.

## **12. DEFAULTS, GAMES PENALTY AND FORFEITS:**

### **12.1 GAME DEFAULTS:**

The game shall be declared a default (Game result change) if any player is ineligible or player has not qualified

### **12.2 LATE START:**

If a team is not ready to play with the correct number of players within 10 minutes of the scheduled game time, the game shall be called a Walkover/Forfeit, unless there are exceptional circumstances (Traffic conditions etc that have been advised to VJBL administration. Before awarding a walkover, the Venue Supervisor must contact the VJBL Friday night phone for permission.)

Late start shall be **ONE POINT** per minute, or part thereof until a forfeit/Walkover is declared (10 Minutes). The team that forfeits the game shall receive no points.

Penalty: for a forfeit, the score will be recorded as 20-0 and a Walkover fine will be imposed.

**Note:** Any team who gives a Walkover/forfeit may have the return game altered at the discretion of the VJBL Administration.

### **12.3 TWO OR MORE FORFEITS:**

Any team that gives two or more forfeits during the one season may be withdrawn from the competition at the discretion of the VJBL Administration. A fine will also be imposed.

### **12.4 TEAM WITHDRAWAL:**

Any team that withdraws one or more of its teams of their own volition or at the direction of VJBL Administration during or between phases shall pay a fine.

## **13. DISPUTES AND TRIBUNALS:**

### **13.1 ALL DISPUTES:**

All disputes or protests must be lodged with the VJBL Administration through the Association 'Day to Day' contact or VJBL Delegate by C.O.B on the next business day following the game. The VJBL Administration will decide on any dispute or protest.

Should any party disagree with the decision of the above they may lodge an appeal via their Association to the JRC Committee. This must be done within 2 business days of the notification of the original decision.

### **13.2 WITHOUT PREJUDICE:**

Without prejudice to the rights of a team to a later submission of a protest without having acted during a game, should a team believe, during or immediately after a game, that its interests have been affected adversely and in a manner contrary to the rules by a decision of an official, referee or umpire, or by any event whatever, that took place during the game, the following protocol should be observed:

When the incident takes place, either immediately when the ball is dead and the clock is stopped, or at the first time-out that follows, the coach of the team shall make his/her observations to the referees, provided this is done in a calm and courteous manner.

The Referee may explain his/her decision or, if necessary, may examine the scores and check the score and the playing time. The interruption of play thus caused, should it exceed 30 seconds, shall be charged as a time-out to the team in question unless the Referee, recognising the validity of the observation, decides otherwise.

### **13.3 APPEAL RESULT OF GAME:**

The Association 'Day to Day' contact or VJBL Delegate on behalf of the team shall send the relevant supporting information to the VJBL Administration by C.O.B of the next business day.

### **13.4 TRIBUNALS:**

All reports from VJBL matches shall be directed to VJBL Administration.

The scoresheet (if used), report form and all correspondence should be included with the report, along with known contact details of the persons involved.

It should be noted that a person who fails to appear before the Tribunal when summoned may incur an additional penalty. Those required to attend are:

- The person reported
- Any other person involved e.g. victim of a striking charge
- The reporting official
- The other official
- Witnesses called by the reported person, reporting official or the Tribunal

A 'junior' person (up to the age of 18) who makes a report or is reported has the right to have an adult attend as an observer and adviser.

A reported person may have one (1) witness unless the Tribunal allows more than 1.

Any person may attend as an observer.

All Tribunal Hearings are conducted under the Basketball Victoria Tribunal By-Laws.

## **14. UNIFORMS / APPAREL:**

### **14.1 VJBL STYLE GUIDE AND COMPETITION LOGO:**

Player uniforms must follow the current VJBL style guide. Any association wishing to make changes to the design or colour of their uniform or have new advertising / sponsorship must notify the VJBL Administration in writing and will be required to provide a sample for approval.

### **14.2 CORRECT UNIFORM: PLAYERS:**

A player cannot play unless clothed in playing uniform

Exception: In exceptional circumstances (e.g. the Blood Rule or permission granted by VJBL Administration prior to or during the game) <https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

### **14.3 UNIFORM COLOUR / CONTRAST CLASH - HOME TEAM RESPONSIBILITIES:**

In the event of a colour clash of the nominated primary coloured uniforms, the home team (or first named team when both teams are fixtured away) will change from its primary colour to ensure an appropriate **CONTRAST** clearly exists, If a team is not in their nominated primary colour and there is a colour clash, they must change. Refer to Uniform Contrast <https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

This rule also applies in finals. The game must still be played.

Failing to ensure that a clear contrast exists will result in a penalty as described in the fines list.

Association contact should advise VJBL by email of a contrast infringement by their opposition.

#### **14.4 PERMITTED PLAYING NUMBERS:**

Numbers 1-99 are permitted. 0 and 00 are only permitted as blood singlets. Duplicate numbers are not permitted.

**A Uniform infringement will incur a fine for the 1<sup>st</sup> occurrence and further fines for subsequent offences.**

#### **14.5 COACHES DRESS CODE:**

Minimum standard of attire that all VJBL Coaches should strive for is wearing an Association branded top. e.g. Association Hoodie, Association Polo, Association Shirt, Association Jacket etc. All coaches are expected to wear footwear.

#### **14.6 REFEREE DRESS CODE:**

The referee uniform consists of black trousers & black belt (if required), black & white referee top [including the TOC (VBRA) badge], black socks & black runners. In summer, (daylight-saving period) proper black sports shorts may replace trousers. Headgear, hair accessories and jewellery are not to be worn during games.

### **15. GENERAL RULES:**

#### **15.1 BLOOD RULE AND SAFETY PROCEDURE:**

If a basketball has blood on it, it may not continue to be used. A player who is bleeding shall leave the court. If the wound continues to bleed, the player may not re-enter the court unless the wound is covered. 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 or shorts without penalty. Full rule can be obtained from the VJBL Website

<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

#### **15.2 PROTECTIVE GEAR / EYEGLASSES:**

The wearing of approved protective equipment will be considered upon written application to the VJBL Administration, providing a medical certificate is attached and the proposed prosthesis as described is considered safe for all participants. The VJBL Administration will provide the player with a letter of exemption, which must be shown upon request. Full rule can be obtained from the VJBL Website

<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

#### **15.3 FINGERNAILS:**

Fingernails must be cut to a safe length prior to the start of the game. Players refusing to cut their nails when requested to do so by the Referee may not take the court. Taped fingernails are not acceptable. The wearing of approved gloves is permitted.

#### **15.4 JEWELLERY:**

Exposed jewellery is not to be worn during any VJBL games. This also includes any items that are used for decoration. e.g. rings, earrings/ studs, nose rings/lip rings/necklaces, bracelets, anklets and watches. Full rule can be obtained from the VJBL Website <https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

#### **15.5 HAIR AND HAIR ACCESSORIES:**

Hair Accessories: If items in a player's hair are made from a non-abrasive, pliable material, they MAY be permitted to be worn, as they pose no threat of injury. This includes headscarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips. Full rule can be obtained from the VJBL Website

<https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

## 15.6 DRUGS AND ALCOHOL:

The use of performance enhancing drugs is prohibited by the Basketball Victoria Drugs in Basketball By-Laws. Lists of banned substances are distributed by the Australian Sports Drug Agency. No alcohol to be permitted within the playing precinct at Junior Games. <http://basketballvictoria.com.au/wp-content/uploads/2018/02/DRUGS-IN-BASKETBALL-BY-LAWS.pdf>

## 15.7 PHOTOGRAPHY & VIDEO:

All persons attending should be aware that photographs taken at games may be published by Basketball Victoria and VJBL for promotional purposes. Full rule can be obtained from the VJBL Website <https://www.basketballvictoria.com.au/resources/competition-resources/vjbl>

## 15.8 LIVE STREAMING:

All persons attending should be aware that live streaming of games may be published by Basketball Victoria and VJBL for promotional purposes.

## 15.9 BASKETBALL CODES OF CONDUCT:

All players, coaches, referees, officials, parents and spectators are expected to abide by the Basketball Victoria Codes of Conduct.

## 15.10 VJBL SCREENING – INCLUDING TEAM MANAGERS:

The VJBL screening as per the requirements of the Basketball Victoria Member Protection By-laws apply to all Associations **Penalty applies** for Associations who fail to meet these requirements.

**All Coaches, Administrators, Team Managers and other Association personnel** who have face-to-face contact, or by telephone or other oral contact, by post, email or other electronic communication, including social media / newsletter distribution with children under 18 years of age **must have a WWC Card unless the relevant person is under 18 years of age.**

<https://www.workingwithchildren.vic.gov.au/>

## 15.11 SPORTS INSURANCE:

The VJBL competitions are covered by the Basketball Victoria Sports Insurance Policy.

Parents and guardians are advised that the coverage assumes that participants will be able to claim through normal health insurance. <https://www.basketballvictoria.com.au/resources/association-resources/insurance>

## 16. PERMISSION TO TRAIN AND CLEARANCE / TRANSFER:

### 16.1 NEGOTIATION OF CLEARANCE / TRANSFER

A player who is registered and playing or has played with an association in a representative competition may not train with, negotiate a clearance to, or register with another association without following the correct process.

If a player has registered and played with a representative competition previously then a Permission to Train form must be submitted prior to trying out with another association before submitting a Clearance/Transfer request to join a team with a new association. <https://www.cognitofirms.com/BasketballVictoria1/VJBLPERMISSIONTOTRAINPTT2>

### 16.2 CLEARANCE / TRANSFER FORMS:

Clearance Forms are to be completed online, through PlayHQ. Instructions available on the VJBL website <https://support.playhq.com/hc/en-au/articles/900004342646-Submitting-a-transfer-request>

Associations must respond to all clearance applications within seven (7) days. The transfer may be granted or refused. Grounds for refusal are non-fulfilment of obligations in any written agreement between the player and Association or, the player has outstanding property or money due to the Association.

If the player has not received a response within the seven (7) days, the player has the right to notify the VJBL Administration who will investigate. This investigation may result in a clearance being approved or denied.

### **16.3 NEGOTIATION OF PERMISSION TO TRAIN:**

Players wishing to obtain 'Permission to Train' at another association must contact their current association.

Your current association contact will then email the association you are wishing to train with, within 5 business days giving permission for the player to train for a minimum of 28 days.

Players are not permitted to attend any training, online or in person without the permission to train.

### **16.4 TRAINING WITHOUT PERMISSION:**

If an Association has allowed a player to train without the written permission of the Association with which the player is registered, the registration of the player with their new Association may be refused until the end of the season. A fine shall be imposed on the offending Association. Associations must sign and return all Permission to Train applications within five (5) days of the application to the applicant and respond to all transfer applications within seven (7) days.

\*Note; It is recommended that Associations keep a copy of the completed request to ensure correct dealings should any problems arise. The VJBL Administration do not require copies of the permission to train email unless requested.

### **16.5 MAXIMUM NUMBER OF CLEARANCES / TRANSFERS PER TEAM:**

Teams participating in VJL 3 (or higher) will be granted permission to accept a maximum of two (2) players into their team whom have cleared from another association after having played with another association in the previous Championship Season or current Grading Phase One.

Note:

This rule will not be enforced in the Under 20 age group and will apply for all other age groups as follows:

During Grading Phase One:

This rule will apply for U/14, U/16 and U/18 teams that are playing Pools 1-5 (Ranked 1-88) and will then extend to crossover games "A-V". It will apply for Under 12 teams playing Pools 1-6 (ranked 1-104)

During Grading Phase Two:

This rule will apply for teams that are playing in Pool XX, AA, BB, CC and Under 12 Pool DD and will then extend to crossover games" A-T" (A-X U/12s), crossover games "AA-LL" and crossover games "A-D".

During Championship Phase:

This rule will apply to all teams (except U20's) across all age groups that are playing in VC, VJL1, VJL2 and VJL3. This rule does not apply to all VJL4 competitions and below.

## **17. ELIGIBILITY TO PLAY:**

Eligibility to play for a new Association after Player Movement has been suspended, (see rules Player/Team Registration, Eligibility & Movement) may be granted on successful application to the VJBL Administration.

**The following grounds to make an application are;**

- A player who has been excluded from all teams of the Association prior to round one of Grading Phase one.
- A player who has been involved in a substantial residential move.
- Any player who has not competed for any Association in Grading Phase 2 or Championship Phase
- In exceptional circumstances as approved by VJBL Administration.

Penalty: If a player, who participates in a game, fails to obtain a clearance a fine will be imposed on the offending association and the game penalty shall be imposed.

Permission to play a player who has been previously registered but not currently in the team, after Round 11, **even for one round**, must be sought from the VJBL Administration **prior** to the start of the game via email by the Association contact until 1pm on the game day or the Friday night work emergency mobile.

## 18. VJBL FINES LIST:

DESCRIPTION	FINE
Unregistered Players (after warning) N.B. Unregistered players are not eligible for finals/re-assessment/crossover games	\$10.00 per player per game
Ineligible Players (Restricted/Overage/Suspended/Uncleared) Penalty: Championship Phase: Team records a loss and fine.	\$50.00 per game played.
Winning Team with offending player – match score 0 – 2 (loss) Losing Team with offending player – match score stands	
Failure to submit Team Lists	\$20.00 per Assoc. per week
Training with another Association without Permission Association with which the player trains will be issued the fine.	\$80.00
Failure to Obtain Clearance Association with which the player plays will be issued the fine.	\$100 & or Game Penalty
Failure to Change Uniforms (Colour / Contrast Clash) \$50.00	1 <sup>st</sup> Offence \$50.00 2 <sup>nd</sup> Offence \$100.00 3 <sup>rd</sup> Offence \$200.00
Walkover (Forfeit)	\$300.00
Team Withdrawal	Up to \$600.00
Game Presentation Failure to conduct competition appropriately Failure to use PLAY HQ without advising VJBL	from \$10.00 to \$200.00 \$50.00 maximum per game night
Failure to correctly notify game results, return results sheet, return coach sign in sheet, email scoresheets Return completed venue status sheet by the required time	\$10.00 per incident \$50.00 maximum per game night
Failure to notify game results at special notified times Failure to supply Screening by due date Non-Screening of Coach within two weeks of appointment Coach may not coach until screened Ineligible Coach	\$50.00 \$50.00 per coach per game \$50.00 per coach per game \$50.00 per game and game disqualification
Sponsorship Failure to display appropriate court signage Failure to display Sponsor Logo on uniform if required by sponsor	\$100.00 per venue \$10 per game/team
Failure to have a Delegate at VJBL Meeting 1 <sup>st</sup> meeting missed in a VJBL calendar year.	\$50.00

Failure to have a Delegate at 2 or more VJBL Commission Meetings in a calendar year

\$200.00

## **DATES FOR RULE CHANGES**

31/3/10	(AGM)
25/8/10	(DELEGATES MEETING)
22/11/13	(NO ZONE RULE 6.8)
14/08/14	(GRADING SPECIAL GAME REQUIRED 7.2.1)
14/08/14	(APPENDIX A – COMPETITION STRUCTURE)
14/08/14	(NO ZONE RULE– AMENDED TO INCLUDE UNDER 14’S)
14/08/14	(RULE 6.7 AMENDED WITH NEW 3 POINT LINE DETAILS)
09/11/16	(Rules of Operation 22 APPENDIX A – AMENDED) (APPENDIX B – AMENDED) (APPENDIX F – AMENDED)
09/11/16	(Rules of Operation 22 3.6,6.2,6.8 AMENDED)
08/11/17	(Rules of Operation 23 Various AMENDED to include PLAY HQ)
01/11/19	Rules of Operation 25 4.5,7.3,11.4,12.3.3, 13.9
17/02/20	Rules of Operation 26 Rules sorted differently, and wording updated for some rules – no actual rule changes.
2020 – 2021	Competition seasons not completed due to Covid 19. Numerous temporary rules in place during those seasons.
13/09/21	Rules of Operation 27 wording updated for Play HQ, clearance /transfer procedure, U21’s to revert to 20’s – no actual rule changes
15/11/22	Rules of Operation 27 AMENDED 8.1-5 Player movement, 9.4 finals qualification