

# **JUNIOR BY-LAWS**

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## **BY-LAWS FOR JUNIOR DOMESTIC COMPETITION**

### **1. DATE OF BIRTH / AGE GROUP LIMITS**

- To determine the age group in which you are eligible to play in, you must take your age as at December 31 of the year the competition starts. For example, Michael was born 01/05/2000 and wants to play in the under 13 competition for the upcoming 2012/13 Summer season. On December 31st 2012 he is 12 years and 7 months old and eligible to play. His mate Robert was born on the 21/06/99 also wants to play. On December 31st 2012 he is 13 years and 6 months of age and therefore ineligible to play in the U/13 boy's competition. An extract of birth original or certificate may be required to validate a player's date of birth. If requested, the relevant grade secretary must cite the certificate and record details for further references; once cited it will not be required again.
- A player may play in only one age group above their eligible grade. For example Scott, who is an under 11's player, may also play in the under 13's as long as he is registered with both the teams concerned. The maximum number of games a junior player may play in any one round of domestic competition is two. A player can only play in one division "A", "B", and "C" of an age group in any one round of Domestic competition.
- The Association may exempt from time to time players playing in a younger age group no more than one year younger. This will only be done where individuals can be shown by their club that they are out of their depth in their own age group and that they will not dominate in the younger age group. Clubs must apply for this in writing and can only proceed once given written approval by the Association.

### **2. PLAYER REGISTRATION SHEETS / NEW PLAYER REGISTRATIONS**

- Player registration sheets must be filled out in full, with each player's full name, address, phone and D.O.B. clearly recorded. These must be forwarded to the Association's address with the appropriate fee on or before the due date.
- Players must sign the back of the scoresheet after their first game.
- New players may be added to the team's registration list by recording the players full details and on the back of the team scoresheet. These details must include the players address, phone number, full name, D.O.B. and signature.
- Players may register with two different clubs in different age groups (It is not permitted in the same age group) where a club fields a team in one age group but not the other. If a club fields a team in both age groups a player can apply for a clearance. If a club forms a team in that competition the next season then the player will be registered with the club they first registered with.

### 3. CLEARANCES / TRANSFERS

Clearance: A clearance is not automatic and must be approved by the association's committee and signed by the association's secretary for a player to move from one team to another in any competition. Clearances are to be submitted on the approved form to the association secretary and if necessary the committee will consider it at the next meeting. Clearances close immediately after the final round of the previous season has been completed. Clearances may be granted after this date, but only in the following circumstances.

1. A clearance lodged before the final round has been unduly delayed.
2. A player has been informed that there is no longer a place available for him/her in that respective club/team.
3. A player has been involved in a substantial residential and/or school move.
4. A player is in dispute with their coach/club and can prove any discriminatory behavior towards them.

Clearances for these reasons must be approved by the competition executive or any sub-committee they commission to judge such clearances. A clearance is not required for a player who has not played for one season within the Warriors Basketball Association. A player who is not cleared but plays with a new team and/or club will be considered an ineligible player for that team, with that team and club suffering the appropriate penalty. Players who are approached by opposition clubs or coaches while playing with another club will have their clearances automatically refused. Clubs, their officials and coaches will face penalties from the Association, if it is discovered by the Association that they have been approaching opposition players without first gaining permission from that players club. In the instance where a player is applying for a clearance to go from a substantially weaker team to a substantially stronger team, then the Association will adopt the following philosophy.

**Clearances in dispute will only be granted where the Association is satisfied that the player hasn't been approached by opposing clubs or teams and that the clearance will not adversely affect the evenness of that particular competition.**

If in the Association's opinion, the clearance isn't in the best interests of the competition and that the players current club isn't willing to grant the clearance, then that clearance may be denied.

*Appeals: Any club/player who has a clearance denied by their original club is able to appeal the decision. The case will then be heard by a committee appointed by the Associations executive.*

Transfers: A player requires a "Transfer within club form" for the following player movement:

5. Transfer between club teams in the same grade.  
eg: Player transfers from LA Lakers Gold to LA Lakers Purple, whom both play in the same grade.
6. To move down from one grade to a lower grade.  
eg: From U/13A Spurs to U/13B Spurs.

7. To move up from one grade to a higher grade.  
eg: from U/13B Magic to U/13A Magic.

*The "transfer within club form" must be completed and given to the Association Secretary. Players transferring between teams within a club may be granted a transfer between meetings at the discretion of the junior Domestic committee, subject to a completed transfer form. A player who is not approved but plays with another team other than that he/she is already registered will be considered an ineligible player.*

**NOTE: "ALL TRANSFERS CLOSE AFTER ROUND EIGHT."**

## **UNIFORMS**

All team's uniforms must be of identical design and colour, and must carry a legal number on the front and back of each singlet. Allowable numbers are in the range of 4-15, 20-25, 30-35, 40-45, 50-55. All numbers must be permanently fixed to the singlet. **TAPED NUMBERS ARE NOT ACCEPTED.** T-shirts may be worn under the singlet providing they are of identical colour to the singlet and carry no logo's or designs. Shorts must be identical in colour length and design, no pockets, zips or buckles are permitted. Players are not allowed to wear the uniform (either shorts or top) of the Associations championship club. Any player doing so will incur a uniform penalty. Bike shorts are permitted beneath shorts as long as they are of the same colour as the shorts, logos and designs are not permitted. Any discrepancies must be discussed with the referees before the game or before the player concerned takes the court. The referee's decision shall be final. Incorrect uniform points must be decided before the beginning of the second half, unless a player with incorrect uniform takes the court in the second half at which time incorrect uniform points will be awarded.

Teams shall be given a grace period of 6 weeks. In round 6 uniform penalties will apply.

Where there is a color clash teams listed first on the fixture have uniform priority. Second named teams need to organise alternates.

## **GAME TIMES AND COMMENCEMENT OF PLAY**

1. For Warriors domestic Matches will be conducted in two 20 minute halves with each game allowed two minutes warm up and two minutes for half time.
2. To start the game, the referees will call 2 minutes, then 1 minute, then call for centres at which time the clock will start. Penalty points will be awarded for lateness - this includes coaches who continue to talk to players once centres have been called. For the second half the referees will call 2 minutes, then 1 minute, then call for centres at which time the clock will start.
3. Time outs are two per half of 1 minute duration. The clock stops for all time outs
4. The clock stops on every whistle in the last minute of the first half and the last 3 minutes of the second half, except when the referee calls a referee's timeout. When this occurs the clock stops at that stage of the game.

5. All games must start on time and any team not ready will be penalised two points per minute that they are late starting. The game cannot start until each team has completed their team responsibilities.

## **SUPERBALL TIMING REGULATIONS**

For Warriors Superball, matches will be conducted in four 10 minute quarters with each game allowed two minutes warm up and two minutes for half time.

1. To start the game, the referees will call 2 minutes, then 1 minute, then call for centres at which time the clock will start.
2. Penalty points will be awarded for lateness - this includes coaches who continue to talk to players once centres have been called.
3. For the second half the referees will call 2 minutes, then 1 minute, then call for centres at which time the clock will start.
4. Time outs are one per half of 1 minute duration in the first half with two time outs allocated in the second half. The clock stops for all time outs
5. The clock stops on every whistle in the last minute of the second quarter and the last 3 minutes of the fourth quarter,.

## **TEAM RESPONSIBILITIES**

A team representative must have completed the following before the game starts:-

1. Filled in the scoresheet with the date, grade, team name, full name and numbers of players participating in the match. NOTE: first names only are not acceptable.
2. Paid the playing fee to the venue manager..
3. Provided a scorer. If a scorer is unavailable one player from each team will score until a scorer is found. Any team not providing a scorer will be penalised 5 points.
4. Registered any new players through the door entry admin.
5. Have a minimum of four (4) players on court.
6. Provided a shot clock operator (Superball matches)
7. Where there is a colour clash organised alternate tops if first named team on the fixture.

## **TEAM PENALTIES**

1. Incorrect Uniform: 5 points per player per incorrect uniform.
2. Walkover: If after ten minutes has elapsed from the start of the game and a team cannot play, a walkover shall be awarded to the other team. The team players awarded the walkover must sign the back of the scoresheet to register eligibility for finals. Any team giving a walkover shall incur a fine equivalent to the combined sum both teams scoresheets fees. This fine must be paid before they play their next match. Until this fine is paid no premiership points shall be awarded and the opposition wins 20-0. These points are not redeemable if the fine is paid after the due date. Any team giving more than two walkovers shall be disqualified from the competition. The walkover fine shall be waived if a minimum of two weeks' notice is given so that venue and referee bookings can be changed.
3. No Scorer Provided 5 point penalty, if other team provide a scorer. If other team refuses then team without scorer must substitute one of their players and play with only four players. As teams require four players to take the court to commence a match, if that team only has four players then a forfeit will be awarded if a scorer isn't found within ten minutes of scheduled commencement of the match.
4. Ineligible players An ineligible player is a player which isn't registered with the team he/she has taken the court with. An ineligible player is also one who takes the court with a team, without obtaining a clearance from his/her previous team or club. Any players who play in the wrong age group are also ineligible players. Any teams who play ineligible players forfeit any matches those players participate in. A 20-0 loss is recorded for these forfeits. If this happens during the grading phase a \$50.00 fine will be the penalty rather than a forfeit.

**Note: Clubs and teams who play players without a clearance or play overage players (Without Association approval) will also be subjected to any penalties handed down by an Association tribunal.**

## **FALL-BACK RULE**

To encourage team participation, any junior team playing a full court press must fall back into a half court defence (three point line) each time the opposition has possession once they are fifteen points ahead. At the discretion of the referees, the first penalty will be a warning, then a side ball or technical foul. A coach of a team who is fifteen points down may ask the referee to waive this rule. If he/she does so, the referee will waive the rule for the remainder of the match. NOTE: Technical fouls for this rule are administrative fouls and shouldn't be considered as ejectable offenses

## **MATCHUP RULE**

In the first half of all matches in the Association for U/15 competitions and above, all teams **MUST** apply the Matchup Rule to their defense. For competitions U/14 and below the Matchup Rule will be enforced for the entire game.

The Matchup Rule means that man to man defense is to be played in its true capacity. (When guarding the ball the defensive stance should be about one arms distance from the ball carrier. When one pass away from the ball the defender should be in a help stance) ALL defenders are allowed to be in the line or below the line of the ball.

Of course there needs to be a degree of leniency displayed when officiating this rule. As long as the defense aren't hovering around the keyway or standing in the key showing no signs of concern for their player - the game should be let to flow.

**Note 1:** Center players should be encouraged during the course of play to be following this rule by the referee.

If the referee believes a team is not following the Matchup Rule, the coach of that team will receive a warning. If it is apparent that there has been no adjustment made after this warning, a technical foul will be awarded to that teams bench.

In the second half for competition U/15 and above, teams are allowed to play whatever defense they wish to.

**Note 2:** Technical fouls for this rule are administrative fouls and should not be considered as ejectable.

**Final Note:** Match up defense does NOT have to be played full court the defense starts from where the offense is picked up from by the defense either full court, half court or back at the three point area.

## **DISPUTED RESULTS**

If a team wishes to dispute a result it must record the incident on the back of that match's scoresheet, with all the relevant details. That team must then advise the Association's secretary or the competition co-ordinator of that dispute no later than 48 hours after the event. If the Association is contacted later than this then the result of the match stands and the dispute is not acted upon. If a team or a coach is found to be violating the nature of this rule by continually reporting trivial things then he or she could face a charge of bringing the game into disrepute and be summoned before a tribunal as well.

**NOTE: In a dispute about a scoresheet, any team who has been found not to be providing a scorer shall have that dispute dismissed. If the two scorers disagree and it affects the result of the game then the dispute will be heard. Referees will always be instructed to take the scoresheet as being correct is there is any inconsistencies between the score sheet and the scoreboard. Please remember that it is the responsibility of both teams to provide competent scorers.**

## **FINALS AND FINALS ELIGIBILITY**

- Finals: The finals series will be knock out elimination format. First Semi-Final: 1 v 4, Second Semi-Final: 2 v 3 with the semi-final winners going through to the Grand Final.

NOTE: This format can be changed to accommodate more than four teams. In these situations teams will be advised of the format.

- Finals Eligibility In order to be eligible to play in the finals a player must have played a minimum of six games for their registered team in a stipulated season, (Grading games & byes do not count). All players must have been registered with the Association and where they do not score or foul in a game players must sign the back of the scoresheet to prove their participation in at least six matches. Players must sign their full name and must make it legible enough to identify them for this to count towards finals eligibility. Team Managers need to ensure players full name is printed legibly on scoresheet to ensure player eligibility.

## **INJURIES**

During the course of a game should a player bleed from an injury or bleed in any way either nose or cut he/she must leave the court and will not be able to continue playing until all bleeding is stopped and all blood is removed from that person.

## **FINGER NAILS AND JEWELLERY**

Finger nails must be trimmed back in order to avoid injury to other players. Tape of suitable nature may be used or gloves may be worn instead of cutting nails, players will not be allowed to take the court until one of these measures are taken. All jewellery must be removed.