

COBURG BASKETBALL ASSOCIATION INC.
Association Registration Number A0004336V
ABN 60 133 828 721



GUIDED BY
FIBA "OFFICIAL BASKETBALL RULES", 1ST OCTOBER 2022.

BASKETBALL VICTORIA (BV) CODES OF CONDUCT, ASSOCIATED POLICIES AND BY-LAWS

TECHNICAL OFFICIALS COMMISSION (TOC)
AND
VICTORIAN BASKETBALL REFEREES ASSOCIATION (VBRA)

JUNIOR DOMESTIC BASKETBALL COMPETITION COBURG (BY-LAWS)

1ST OCTOBER 2022 - 30TH SEPTEMBER 2023

ARE
SUPPORTED BY
COBURG BASKETBALL ASSOCIATION INC. (CBA)

COBURG GIANTS' BASKETBALL CLUB

VBRA (COBURG BRANCH)

MANAGEMENT AND STAFF OF (SSV)

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REGISTRATION FEES

As advised each season by **CBA's Junior Domestic Competition** Committee

REGISTRATION DAY

WILL BE THE DAY OF THE LAST FIXTURED GAME of the REGULAR SEASON (unless otherwise advised)

All clubs / teams to submit:

- Team Division List – Includes age groups and rankings to be entered
- Coach and Team Manager list with WWC numbers or if under 18 years, D.O.B. proof
- Athlete Registration with BV – On line via PlayHQ link: <https://www.playhq.com/signup>

REGISTRATION FORMS – For coming season must be submitted by the last round of the Regular Season.

PENALTY- No teams will be entered after Round 2 of Regular Season

CLUBS/TEAMS must ensure all players are registered to playHQ before taking the court

PENALTY – no player qualifications will be granted

REGISTRATION FEES – Must be paid in full to the administration by the completion of **Ranking Matches** (3 Summer Season).

PENALTY – Non-financial club/s will not be afforded priority entry the following season

PROOF OF BIRTH

- Must be provided by all new athletes prior to taking the court for their first game
- The Administration has the right to contact a club requesting outstanding **PROOF OF BIRTH CERTIFICATES**, which in turn must be sighted before the athlete/s in question takes to the court.

CLEARANCES

- If an athlete **has not** played for **two [2] consecutive seasons or more** and there is no Contractual or Financial obligation to their Club or Association, an **automatic clearance** will be granted any time during the season
 - A clearance form must be completed and lodged with the Coburg Junior Domestic Administration for record purposes
 - The clearing club must process all clearances within fourteen [**14**] days of the date of application on the Clearance Form
 - If the clearance form is NOT signed within the above time frame by the clearing club, contact is to be made to CBA Board of Management for their action
 - Only the authorised officials whose signature appears on the entry form will be accepted. The relevant committee must be notified of a change of the club official authorized to sign clearances.
 - Not more than three [**3**] players per club will be granted a clearance to any other club fielding a team in the same age group, e.g., Under 16 to Under 16, during the Regular Season. *
 - No more than two [**2**] players who are playing in the following Represented Competitions will be granted clearances into any one team per season: **Victorian Championship** (4 Points), VJL (1-4) 3 Points, VJL (5+) 1 Points
 - All signed clearance paperwork must be placed in the pigeon hole marked **Junior Domestic Competition**
 - Club delegates will be advised of outcomes
- * **EXCEPTIONS** - Where a team has disbanded during the **Regular Season** and their **club** is unable to absorb remaining team member/s into a similar **Age Group** and/or where a club has disbanded during the **Regular Season**, an automatic clearance will be granted providing there is no financial obligation (**fees – club property**) to their previous club

FINES/PENALTIES

PLAYING UNCLEARED ATHLETE – Will result in the **LOSS OF PREMIERSHIP POINTS** and possible team / club fines / penalties

PLAYING OUT OF AGE

PLAYING OUT OF AGE – Out of Age Player Indemnification forms must be completed and signed by relevant player and or parent/guardian prior to taking the court. This is an insurance issue. *A child can only play one age group up within their club.* A player may move to a higher age group at any time but once the player has played three [3] games in the higher age group, they must remain in the higher age group for the remainder of the season.

A player may not move back to a lower age group once they have played [3] three games in the higher age group

A Coburg Giants' Representative Player (Rep) playing up an Age Group in the CJDC will have their Rep points halved.

ELIGIBLE PLAYER

Players MUST be under the designated age as of **31st December 2023**

Players may not:

- Take to the court unless their name is clearly written on the score sheet next to their playing number
- Play for two [2] teams in the one age group
- Play up in multiple Club teams, unless there are insufficient players, preventing a walk over
- Play in multiple finals, unless approved by ADMINISTRATOR of **Coburg Junior Domestic Competition** prior to finals

INELIGIBLE PLAYER- if an ineligible athlete is listed on the score sheet and plays, PENALTY- LOSS OF PREMIERSHIP POINTS for all games that player has participated in will apply

GRADING OF TEAMS

All teams will be placed in a nominated **Age Group and Division**, appointed by their Club/Coach for the **Ranking Phase**.

Refer to Attachment (CBA) Coburg Giants' Representative Policy regarding Rep/Domestic Players.

A player may not move to a lower division once they have played [3] three games in the higher division during the ranking phase. **

**NOTE- Application can be made to CJDC Administrator for dispensation in special cases.

CBA Committee has the authority to change a team's Division / Age Group during the season, solely based on performance.

The Administrator of the **Coburg Junior Domestic Competition** (CJDC) has the final say in this matter.

FIXTURES

- Fixtures will be completed at the earliest possible time after Round 7 of Regular Season
- Fixture changes will occur if there is a team withdrawal, and may also occur during the Big V Season
- Weekly schedule is always up dated with changes and sent to **Club Delegate or Team Contact**

GAME QUALIFICATIONS

- Registered players must play in at least half the number of **Regular Fixtured Games** (including byes), plus one to qualify for finals
- For odd number of Regular Fixtured Games, half of the total plus one will be required (e.g. 15 Regular Fixtured Games, including byes = eight [8] games to qualify)
- All athletes must have signed the Specimen Signature Sheet if the game is to be counted towards finals qualification
- **Under 8**– Due to this being a development competition, game qualification will be five [5] games
- **If reduced number in team (under 5 players) for finals due to injuries or illness**– submission/s to be made to **Coburg Junior Domestic Competition** Administration. To qualify for substitution, eligible player/s can come from same age group, but lower division, or age group below. Can only fill to a maximum of five [5] players per team

ADMINISTRATION ACTION

- **TEAM LISTS** showing player qualifications will be emailed to all Club Delegate, Round 3 and 6 of Regular Season
- **COMPLETE PLAYER QUALIFICATION LISTS** will be emailed to Club Delegate or Team Contact, two [2] weeks prior to the end of the Regular Season fixture
- **TIMELINE FOR CLUB ACTION** must be received by the **CJDC administration** within seven [7] days of the distribution date. NO LATE QUERIES WILL BE ACTED ON. Delegates will be required to confirm receipt of this information.

BALL SIZES

| | | |
|----------------|----------------|---------------|
| Under 8 – 12's | (girls & boys) | size 5 |
| Under 14's | boys | size 6 |
| Under 14's | & above girls | size 6 |
| Under 16's | & above boys | size 7 |

TIMING RULES

45 MINUTE GAME (For all Regular Season Fixtured Games) – **Unless otherwise advised**, each game shall consist of two (2) twenty (20) minute halves. Two (2) time-outs, each of one (1) minute duration will be allowed per half per team. No time-outs in the last one (1) minute of the first half or the last three (3) minutes of the second half. Where a time out is in progress prior to the appointed minute, that time out will cease at the appointed time and the players will be called to resume play immediately. Two (2) minutes allowed for half time. The clock does not stop except for Referee/Umpire time-outs.

60-MINUTE GAME (For Preliminary and Grand Finals) - Clock stops for **all** time-outs and **compulsory** substitutions and for every whistles during the last three (3) minutes of the second half. Two (2) time-outs, each of one (1) minute duration will be allowed per half per team. Three (3) minutes is allowed for half time break. The clock may also be stopped and/or time added at the discretion of the officiating referees but they are required to notify the respective teams of any such arrangements.

SCORER

- Each team must supply a representative to act as a Scorer or Timekeeper for their matches
- Games will not start until two (2) officials are on the score table. However, the game can commence in exceptional circumstances at the discretion of the **Referee/Venue Supervisor**.

SCORE-SHEETS

Both teams are responsible for legibly and accurately completing the score sheet with all necessary details. This includes:

- Name of team and players to be placed on both the front and back of the **Official Score Sheet**
- Names of players (both family name and given name) must be entered beside their playing number. Any numbers that have a score or foul recorded, but no name, shall be deemed to be unregistered Players and all penalties for unregistered Players shall apply.
- COACH'S NAME – Legal requirement by Department of Justice, Victoria.
- Only Players whose names are entered on the score sheet may take the court to play.
- Players not entered on the score sheet **by the time the score sheet is signed off at half time** by the **Referee/Umpire** are not permitted to play in the second half.
- Adjustment/s to score sheet / board eg. late start, out of uniform points etc. to be entered on the score-sheet / board by **Supervisor/Official** before the score-sheet is signed off at **half time** by the **Referee/Umpire**.

COACH'S NAMES ON SCORE-SHEETS- This information must be placed on each score sheet before the start of play.

PENALTY- \$ 10 FINE PER INFRINGEMENT - Invoice will be sent to the Club Contact.

UNIFORM RULE

Teams that are not in correct uniform will give a total of a ten (10) point penalty to the opposing team, as of Round three [3] of the **Regular Fixtured Season**.

SINGLETS

- Must be the same basic colour. Markings or panels, which substantially alter the appearance of the individual's singlet, will not be permitted.
- Duplicate numbers are not permitted
- To avoid a number clash, double zero is permitted as an **emergency number only**
- **Arm and/or leg compression garments may be worn if all players on the team wear the same solid colour.**

SHORTS

- Correct coloured basketball shorts must be worn. No other colour shorts will be accepted.
- Shorts must **not** have pockets

FOOTWEAR

- Only suitable basketball footwear with non-marking soles can be worn on court playing areas

JEWELLERY/WRISTBANDS

All jewellery **must be removed or covered** prior to player taking the court.

HANDS

- Players will not be permitted to take to the court with fingernails visible above the level of the fingertips. Taped nails are permitted, (tape as approved by Basketball Victoria must be used).

3 or 5 SECONDS in the KEY

All grades will have a **Three (3) Second in the Key Rule** applied with the **exception** of Under 8's, Under 10's and Under 12's Competitions, which will have the Three [3] Second Rule replaced with a Five[5] Second Rule. All other aspects of that particular ruling will apply.

3 POINT LINE

Under 10's, Under 12's and Under 14's to use the (old) 3-point line (6.25m) marked in **teal** at **Coburg Basketball Stadium** and **Under 16's, Under 18's and Under 20's** to use the (new) 3-point line (6.75m) marked in **white** at Coburg Stadium. This line can either be red, green, blue, yellow or black at other venues. The related rules and interpretations remain unchanged. The (new) 3-point line (6.75m) shall be the only line used for All VJBL – Under 16, Under 18 and Under 20 Games. The (old) 3-point line (6.25m) shall be the only line used for VJBL Under 10, Under 12 and Under 14 Games.

NO ZONE RULE

<https://www.youtube.com/watch?v=t9GWqQI-XVM> No Zone Video-2018 Update (man-to-man Rule)

Under 8 and Under 10 age groups.

Full Back Court, **NO ZONE** defense (man-to-man) **is to be played during first half of regular play**, unless **Mercy Rule** has been invoked.

Under 12, Under 14, Under 16, Under 18 and Under 20 age groups

Front Court, **NO ZONE** defense (man-to-man) **is to be played during first half of regular play** whereas Back Court, **NO ZONE** defense, **will be enforced during first half of regular play**, unless **Mercy Rule** has been invoked.

Member Clubs/Teams of CJDC are advised to implement NO ZONE defense (man-to-man) into their training programs.

MERCY RULE

Mercy rule will be implemented by **Referee/Umpire** on game **automatically** once specified points have been obtained

Under 8's, U10's and Under 12 age groups.

If a lead of fifteen [15] points or more is obtained, that team **must** play **defense within their three-point line** until the ball is turned over.

Under 14's, U16's, U18's and Under 20 age groups.

If a lead of thirty [30] points or more is obtained, that team **must** play **defense within their three-point line** until the ball is turned over.

SIN BIN RULING

(APPLIES TO ALL AGE GROUPS)

If a player receives an **Unsportsmanlike / Technical** foul, they are **NOT** permitted to take the court and or play for **ten [10] minutes**. Half time and time outs are not counted; it is **ten [10] minutes of playing time**. Time when excluded from the game to be put next to players foul on score sheet. Uncompleted benched time out to be carried over to next played game.

UNSPORTSMANLIKE / TECHNICAL FOULS

Refer to Article 37 of the FIBA Official Basketball Rules 2022 changes – v1.0a:

<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2022-v1.0a.pdf>

Two [2] **Unsportsmanlike and or Technical** fouls received by a **player or team official**, will result in **AUTOMATIC EJECTION** from the **court/stadium** and a conduct/incident report lodged by the **Game Referee/Umpire**. Further disciplinary action may follow.

SUBSTITUTIONS

Substitutions during the course of **Regular Season Games** should be made through the Score Table, however during regular competition games, substitution requests can be made directly to the Referee by the team **Coach/Captain** during a dead ball period (following a whistle). **During finals** games substitutions **must** be made through the **Score Table only**.

WALKOVERS/FORFEITING GAME/WITHDRAWAL OF TEAM

- Domestic teams **must** have four [4] qualified players on the court before the game can commence
- Teams with insufficient players, when the game clock commences, will be penalized one[1] point per minute or part thereof
- A walkover occurs when a team cannot field sufficient players within ten [10] minutes of the start of the game clock
- The team that the match is forfeited to is deemed to have won twenty [20] points to zero[0]
- The Referees must add late points to the score sheet before it is signed off at half time

TEAM WITHDRAWAL after first grading game has been completed will forfeit their registration money.

TEAM WITHDRAWAL after Round 3 of Regular Season will incur a fine to their club of \$50

WALKOVERS

To be notified to CJDC Administrator by email coburgdomesticcom@gmail.com before 9:00 pm Friday

NOT NOTIFIED to Administrator before 9pm on Friday prior to fixtured game time or occurs on game day!!!
FINE issued by CBA (Junior Domestic Competition) will be \$ 75.00

Any team giving three [3] walkovers will be withdrawn from the competition unless there are extenuating circumstances

CANCELLATION OF GAMES

Where games are cancelled due to extenuating circumstances such as power failures, heat or condensation etc. the complete round will be cancelled if all teams are affected and no points will be awarded. However, if not all the teams in the grade are affected, the affected teams will be awarded two (2) competition points each and the bye teams will be awarded three(3) points. All players registered at that date will be deemed to have played the game and will be awarded a game credit towards finals eligibility.

Any team that is aggrieved may appeal to **Coburg Junior Domestic Competition (CJDC) Administrator** via their **club/team Delegate**.

HEAT POLICY

Games will be called off when the **inside** temperature reaches **38** degrees, **by the appointed day Supervisor**

If weather forecast is **40** degrees or over for Saturday, Competition Administrator will inform delegates by 5pm Friday, whether or not the games will be played that Saturday.

When the court temperature reaches **30** degrees, the **appointed day Supervisor** must consider implementing reduced timing rules.

- A compulsory Referee's time out of one [1] minute in each half. Clock does not stop.

Where the court temperature reaches **35** degrees the **appointed day supervisor** must implement the following timing rules:

- Two **18** minute halves, a **compulsory time out** to be called by the referee close to the 9 minute mark in each half, with the **clock stopping for two [2] minutes**.
- Two [2] team time outs per half are required
- No time outs allowed in the last [1] minute of the first half and the last three [3] minutes in the second half
- The clock only stops for **compulsory Referee time outs**.

Coaches/Team Managers are advised to ensure **all team members** have adequate water for hydration.

INFECTIOUS DISEASE AND SAFETY PROCEDURE

- If a basketball has blood on it, then it **MUST NOT** continue to be used
- A player who is bleeding shall be removed from the court immediately
- The player may not enter the court or remain on court if the wound continues bleeding
- A uniform with blood on it **MUST** be replaced immediately with a makeshift top or shorts. This will not incur a penalty.

INJURIES

No player shall wear any object that is, or is likely to be dangerous. No player shall have any hairstyle or item of apparel or accessory that is or is likely to be dangerous.

If a player is injured within the course of a match, this injury must be reported to the **Venue Supervisor and Club Delegate** to enable them to complete the required **Incident Report**.

PLAYER INSURANCE

Athlete Registration with BV – On line via PlayHQ link: <https://www.playhq.com/signup>

If a player's name is not clearly printed in **FULL** on the score-sheet, any Player Insurance claim may be deemed null and void.

MEDICAL CERTIFICATES

To gain qualification for games missed (be it one or several) the following action must be taken by the individual.

A MEDICAL CERTIFICATE or STATUTORY DECLARATION with supporting documentation must be emailed to the **Coburg Junior Domestic Competition (CJDC) Administrator** coburghomecom@gmail.com within **14** days of the dated certificate

MEDICAL CONDITIONS

The individual clubs must monitor medical condition(s) of their players.

WORKING WITH CHILDREN POLICY AND PROCEDURE

POLICY:

With the introduction of legislation on the 1st July 2009 that adults who have contact with children through sport must have a **Working With Children** check (WWC) through the **Department of Justice, Victoria**, a current teaching (Vit) check or be employed by Victorian Police.

PROCEDURE:

1. All **clubs/teams** playing in the **Coburg Basketball Association (CBA)**, Junior Domestic Competition (**CJDC**), must provide **CBA** with a list of all their **Coaches and Committee Members**. Documentation is required to confirm WWC, ID card numbers or d.o.b. certificates if minors. Clubs are advised that all **Team Managers** must also have this documentation.
2. **Before games**, all coaches are required to produce one of the above forms of ID cards (minors are to produce a current school ID, passport or learner's permit) to the **door person** to be allowed to coach.

A list is to be provided by **Victorian Basketball Referees Association (VBRA) Coburg Branch**, of all referees intending to officiate in the **CJDC** with documentation (WWC, ID card numbers or d.o.b. certificates if minors) to **CBA**. This list is to be continually up-dated and if a referee is not on said list, they are **not allowed** to officiate a game.

WORKING WITH CHILDREN (WWC) CHECK

- All **clubs / teams** playing in the **Coburg Junior Domestic Competition (CJDC)** conducted by the **Coburg Basketball Association (CBA)** must provide the Association with a list of **all Coaches and Team Managers** as per requirements from **Department of Justice Victoria** and **Basketball Australia**. A new form (attached) to be filled in and submitted to CBA.
- At games, Coaches **are required** to produce their W.W.C. or if under 18 years of age, a Student ID (with photo) or a recognized proof of age certificate to the appointed **door person**.
- No one is permitted to coach if **valid ID** is not produced

Coaches who do not obey this procedure **WILL NOT** be warned. If they **attempt to coach** without their appropriate **ID** they will be **asked to leave the venue**

INVESTIGATIONS SUB-COMMITTEES

The **Coburg Basketball Association (CBA) Board of Management** may convene an Investigation Sub-Committee (ISC) as may be required for the purpose of inquiring into any matters brought to its attention.

The **ISC** shall consist of a **Chairperson** who shall be a member of the Board and a minimum number of two [2] other independent persons. The Chairperson shall have a casting vote where necessary.

The Chairperson shall ensure that a written record of the decisions reached and the reasons for the decisions is kept on each matter dealt with and report the findings of the ISC to the convening body as soon as practicable.

The **Secretary of CBA** shall ensure that the written decisions of the ISC are kept in the form of a log.

The findings of the ISC shall be confirmed in writing to the person/s under investigation.

On consideration of all relevant information available, the ISC may make appropriate recommendations and decide to hear the matter/s or dismiss the matter/s; and/or refer the matter/s to some other appropriate body.

Investigations into conduct matters must be dealt with under Basketball Victoria By-Laws and by a Tribunal, not by the appointed ISC.

SPECIAL PROVISIONS

Notwithstanding anything in these By-Laws, the CBA Board or a Committee appointed by the Board, may make special rules for the conduct of the **Coburg Junior Domestic Competition (CJDC)** which shall take precedence over these By-Laws provided that the rules be construed within the strict limitations of the subject matter dealt with and the rules apply strictly within the bounds of the **CJDC**.

PROTESTS AND COMPLAINTS

Coburg Junior Domestic Competition (CJDC) - All protests or complaints must be **lodged in writing through their nominated club/team Delegate** to the **Administrator** via email to coburghomecom@gmail.com within **48** hours of the incident. These matters may be referred to **CJDC (Grievance) Committee** or a Basketball Victoria (BV) appointed **Tribunal**.

BASKETBALL VICTORIA (BV) PLAYERS Code of Conduct

1. **Understand and play by the rules.**
2. **Respect referees and other officials.**
3. **Control your temper.**
4. **Work equally hard for yourself and for your team.**
5. **Be a good sport.**
6. **Treat all players as you would like to be treated.**
7. **Play for the “enjoyment of it” and not just to please parents and coaches.**
8. **Respect the rights, dignity and worth of every person.**
9. **Be prepared to lose sometimes.**
10. **Listen to the advice of your coach and try to apply it at practice and in games.**
11. **Always respect the use of facilities and equipment provided.**

LINKS:

<https://www.fiba.basketball/documents/official-basketball-rules/current.pdf>
FIBA Official Basketball Rules – v1.1 (Valid as of 1 October, 2022)

<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2022-v1.0a.pdf>
FIBA Official Basketball Rules 2022 Changes – v1.0a (Valid as of 1 October 2022)

<https://www.fiba.basketball/documents/Mini-Basketball-English.pdf>
Mini-Basketball –English

<https://www.fiba.basketball/en/documents/Mini-Basketball/Dos-and-Donts.pdf>
Mini-Basketball – Dos and Don'ts – English

<https://www.basketballvictoria.com.au/>
<https://www.basketballvictoria.com.au/cdn/byuip6j02lssg4ok>
Basketball Victoria (BV) Codes of Conduct, associated policies and by-laws

Players need to create a PlayHQ account in order to register, which can be done by using this link:

<https://www.playhq.com/signup>

<https://coburgbasketball.org.au>
Coburg Giants Basketball

<https://www.workingwithchildren.vic.gov.au/>
Working with Children check (WWC)

<https://www.dhhs.vic.gov.au/publications/child-safe-standards>
Department of Health and Human Services Victoria – Child Safe Standards

<https://www.playbytherules.net.au/>
Play by the Rules

COBURG Junior Domestic UNDER 8 RULES of Competition

- All clubs / teams **should** endeavor to field a **mixed** girl / boy combination
- No three [3] pointers
- Clock does not stop during games except for **referee's time outs** (e.g. injuries, heat rule etc.)
- **Foul shots** (free throws) are to be taken from the closest point of the **free throw line circle**
- Five [5] second rule in **offensive key** shall apply
- Games to be played with a **size five [5]** basketball
- Each player is permitted a **maximum** of seven [7] fouls per game.
- A player can only be credited with a **maximum** of ten [10] points. Any points scored by a player who already has scored ten [10] points will not count.
- **Traveling** - Travel violation should be called. Three or four steps, then dribble, is acceptable depending on the player's experience. Refer to Link <https://www.youtube.com/watch?v=5zHnJvQC73c>
- **Double dribble** – dribble, stop and dribble is **not acceptable**
- **One [1] Coach per team**, up to Round five [5], is permitted on court to assist players
- When a team has a sideline or baseline throw-in, **in their back-court**, following an out-of-hands violation or foul, the opposition players **must** retreat behind the **half-court line** (their back-court) and play a **NO ZONE defense** (man-to-man). They shall not challenge for the ball until it has crossed the half-court line.
- **NO ZONE defense** (man-to-man) **should be encouraged in back-court during first half of regular play.**

Refer to Link <https://www.youtube.com/watch?v=t9GWqQI-XVM>
- **Unsportsmanlike / Disqualifying Fouls**

Refer to Article 37 of the FIBA Official Basketball Rules 2022 changes – v1.0a:
<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2022-v1.0a.pdf>
- **All other Rules** at the current time will remain as per the FIBA "Official Basketball Rules", but the Coburg Basketball Association (CBA) and Board of Management reserve the right to add or delete **By-Laws** as the competition progresses and in the interests of Junior Basketball
- **Referees** are encouraged to explain violations when called. Players need to understand that a foul is a penalty. An explanation will encourage players to improve.
- **Mercy Rule** will apply when a lead of fifteen [15] points or more is obtained, that team **must play defense** within their three-point line until the ball is turned over.
- **Referees compliment the Game so compliment the Referees and Officials.**

COBURG Junior Domestic UNDER 10 RULES of Competition

- All teams are **developmental**.
- Three [3] pointers from outside old [6.25m] line in **teal** blue at Coburg Basketball Stadium
- Clock **does not** stop during games except for referee's time outs (e.g. injuries, heat rule etc.)
- **Foul shots** (free throws) are to be taken from a **point halfway between** the Standard Free Throw Line and the bottom of the Jump Ball Circle
- **Five [5] second rule** in **offensive key** shall apply
- Games to be played with a **size five [5] basketball**
- Each player is permitted five [5] fouls before exclusion from the game.
- A player can only be credited with a **maximum** of fifteen [15] points. Any points scored by a player who already has scored fifteen [15] points **will not count**.
- **Traveling** - Travel violation must be called. Two or three steps, then dribble, is acceptable depending on the player's experience. **Refer to Link** <https://www.youtube.com/watch?v=5zHnJvQC73c>
- **Double dribble** – dribble, stop and dribble is **not acceptable**
- When a team has a sideline or baseline throw in, in their back-court. Following an out-of-hands violation or foul, the opposition players **must** retreat behind the **half-court line** (their back-court) and play a **NO ZONE defense** (man-to-man). They shall not challenge for the ball until it has crossed the half-court line.
- **NO ZONE defense** (man-to-man) **must be encouraged in back-court during first half of regular play**.
Refer to Link <https://www.youtube.com/watch?v=t9GWqQI-XVM>
- **Unsportsmanlike / Disqualifying Fouls**
Refer to Article 37 of the FIBA Official Basketball Rules 2022 changes – v1.0a:
<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2022-v1.0a.pdf>
- **All other Rules** at the current time will remain as per the **FIBA** "Official Basketball Rules", but the Coburg Basketball Association (CBA) and Board of Management reserve the right to add or delete **By-Laws** as the competition progresses and in the interests of Junior Basketball
- **Referees** are encouraged to explain violations when called. Players need to understand that a foul is a penalty. An explanation will encourage players to improve.
- **Mercy Rule** will apply when a lead of fifteen [15] points or more is obtained, that team **must** play **defense** within their three-point line until the ball is turned over.
- **Referees compliment the Game so compliment the Referees and Officials.**