



**BASKETBALL
GEELONG**

BASKETBALL GEELONG
COMPETITION
OPERATIONAL MANUAL

**OPERATIONAL HANDBOOK
TABLE OF CONTENTS**

Codes of conduct	3
Clubs Officials	5
Club Uniform Colours	5
Team Entries	5
Grading Process	6
Player Eligibility	6
Junior Supercats GBL Exemption Policy	7
Senior Supercats GBL Exemption Policy	8
Replacement Players	9
Medical exemptions – finals	9
Age Group / Birth date	10
Junior Development Rule	11
Timing Regulations	13
Heat Policy	14
Clearance / Transfers	15
Appeals of clearance	16
Permits	16
Fines	17
Social Leagues	17
Senior Division One Points Score System	19
Junior Points System	21

CODES OF CONDUCT

Basketball is intended to be a recreational activity for enjoyment and health. These codes of conduct have been developed by Basketball Victoria to give participants some guide to the expectations it has on all participants. Full explanation of the Codes of conduct can be found on the Basketball Victoria website.

ADMINISTRATORS CODE OF CONDUCT

1. Involve others in planning, leadership, evaluation and decision making related to Basketball
2. Give all people equal opportunities to participate
3. Create pathways for people to participate and develop through the sport not just as players but as coaches, referees and administrators
4. Ensure the rules, equipment, length of games and training schedules are modified to suit the age, ability and maturity level of the players.
5. Provide quality supervision, instruction and a safe environment for all players.
6. Remember that basketball is for fun.
7. Help coaches and officials highlight appropriate behavior and skill development, and help improve the standards of coaching and officiating.
8. Assist all participants in basketball to know and understand the rules
9. Give a copy of the codes of conduct to spectators, officials, parents, coaches, teachers, players and the media and encourage them to follow it.
10. You set an example. Your behaviour and comments should be positive and supportive.
11. Make it clear that abusing people in any way is unacceptable and will result in disciplinary action.
12. Respect the rights, dignity and worth of every person.
13. Always respect the use of facilities and equipment provided

COACHES CODE OF CONDUCT

1. Remember that basketball is for enjoyment.
2. Be reasonable in your demands
3. Teach understanding and respect for the rules.
4. Give all players a reasonable amount of court time.
5. Develop team respect for the ability of opponents including their coaches.
6. Instil in your players respect for officials and an acceptance of their judgement.
7. Guide your players in their interaction with the media, parents and spectators.
8. Group players according to age, height, skills and physical maturity, whenever possible.
9. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
10. Be prepared to lose sometimes.
11. Act responsibly when players are ill or injured.
12. As well as imparting knowledge and skills, promote desirable personal and social behaviours.
13. Keep your knowledge current.
14. Ensure that any physical contact with a player is appropriate.
15. Avoid personal relationships with players.
16. Respect the rights, dignity and worth of every person.
17. Always respect the use of facilities and equipment provided.

OFFICIALS CODE OF CONDUCT

1. Interpret rules and regulations fairly and to match the skill level and the needs of the participants.
2. Compliment both teams on their efforts.
3. Be consistent, objective and courteous in calling all infractions.
4. Promote fair play and appropriate sporting behaviour.
5. Publicly encourage rule changes.
6. Ensure that both on and off the court your behaviour is consistent with the principles of good sportsmanship.
7. Keep your knowledge current.
8. Help the education process in the game.
9. Always present yourself in a way which encourages others to respect you and your role.
10. Always respect the use of facilities and equipment provided.

PARENTS' CODE OF CONDUCT

1. Encourage your children to participate for their own interest and enjoyment, not yours.
2. Encourage children to always play by the rules.
3. Teach children that an honest effort is always as important as a victory.
4. Focus on developing skills and playing the game. Reduce the emphasis on winning.
5. A child learns best by example. Applaud good play by all teams.
6. Do not criticise your or others' children in front of others.
7. Accept decisions of all referees as being fair and called to the best of their ability.
8. Set a good example by your own conduct, behaviour and appearance.
9. Support all efforts to remove verbal and physical abuse from sporting activities.
10. Respect the rights, dignity and worth of every person.
11. Show appreciation for volunteer coaches, officials and administrators.
12. Keep children in your care under control.
13. Always respect the use of facilities and equipment provided.

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.

SPECTATORS CODE OF CONDUCT

1. Remember that most people play sport for enjoyment.
2. Accept decisions of all referees as being fair and called to the best of their ability.
3. Always be positive in your support for players.
4. Condemn the use of violence in any form.
5. Respect your team's opponents, officials and spectators.
6. Encourage players to obey the rules and to accept decisions of officials.
7. Demonstrate appropriate social behaviour by not using foul language or harassing players, coaches or officials.
8. Respect the rights, dignity and worth of every person.
9. Keep children in your care under control.
10. Always respect the use of facilities and equipment provided.

RECOGNISED CLUB OFFICIALS AS AT OCTOBER 2016

Barwon Heads Seagulls	Cameron O'Brien	Viva Partos
Christian College	Flora Murdoch	Olivia Cameron
Deakin Wildcats	Jon Walker	
Dolphins	Steph Tripodi	Melissa Davis
Lara Giants	Jason Aherne	Damian Withers
Pivot City	Craig Porte	
Rovers	Craig Cole	
Sharks	Paul Bugg	
Surfcoast	Adam Forde	Nicole Crammond
Tigers	Owen McNicol	
Try Boys	Kelwyn Hough	Mandy Johns
Vytis	Alex Wiasak	Stan Rebis
Warriors	Maureen Jellett	Natasha Jellett
YMCA	Craig Herbert	Sam Buckby

REGISTERED UNIFORM COLOURS

UNIFORM COLOUR PRIORITY LIST

Royal Blue	Navy Blue	Red	Grey	Maroon
Pivot City	Vytis	YMCA	Sharks	Rovers
Deakin Wildcats				Christian College
Black	Yellow	Green	Light Blue	Teal
Try Boys	Tigers	Warriors	Lara	Surfcoast
		Dolphins	Seagulls	

TEAM ENTRIES

Clubs will enter teams in the competition once the club has:

1. Completed the electronic, online entry form with Basketball Geelong by the due date.
2. Made payment of the prescribed fee
3. Teams must have all player names entered into their respective team before the first game of the season they have entered; this is done online through Sporting Pulse at the time of entry.

Teams will be accepted from Member Clubs in all club based leagues. Individual Team Entry will be accepted in social leagues only.

New clubs or clubs within the competition must have at least four (4) teams, and be represented by both male and female teams to be accepted into the competition. Clubs need to provide the Competition Manager with a copy of their constitution, list of office bearers, incorporated status and show how they will promote participation and growth within their club and Basketball Geelong.

The Association reserves the right to grade teams into such divisions as are necessary, taking into account the number of entries in a division, the number of byes created on a given competition day, the relative strength of teams, the number of teams that one club has in a division and the past performance of a team in a division. Clubs will have the right of appeal, particularly if the change of grade results in a change of night of play.

GRADING PROCESS

At the beginning of the Summer season rounds 1-5 will be released based on entries from clubs. Between Rounds 4-5 clubs can nominate any of their teams they wish to be considered for regrading. In addition, before the commencement of Round 6 BG and the grading committee members will review all remaining grades and may nominate further teams they believe should be considered for regrading. The required and agreed on changes will be implemented by Round 6. No official grading period will occur in the Championship season with clubs expected to enter their teams in the correct divisions.

Allocation of points for teams when re-graded:

If a team is regarded due to a decision made in the grading process the following will apply to the regraded team in the new grade.

- All games played prior to the regrade will be treated as a draw and the team allocated 2 points for each game.
- All games played prior to the regrade will be recorded as 20-20.
- The percentage allocated to the regarded team will be 100%

PLAYER ELIGIBILITY

- To be eligible to play in any Basketball Geelong final, a junior representative player must compete (i.e. be on the bench in uniform and pay for the game) in at least half of the scheduled rounds in the fixture pertaining to their age level. In the case of the number of rounds not being divisible by two, the next higher number divisible by two will be the required number of matches (e.g. The required number of matches for 19 scheduled rounds would be 10). Byes do not count as scheduled rounds.
- To be eligible to play in a Basketball Geelong final of a particular division, a player must compete (i.e. Be on the bench in uniform and pay for the game) in at least one half of the scheduled rounds in the fixture of that division. In the case of the number of rounds not being divisible by two, the next higher number divisible by two will be the required number of matches (e.g. The required number of matches for 19 scheduled rounds would be 10). For clarity if a player competes in multiple divisions within their age level in a single round, only one of the scheduled games will be counted towards eligibility.
- Byes do not count as a qualifying game.
- In the event of a notified walkover, all players named on the score sheet of the non-forfeiting team in either their previous match, or their following match, shall be marked "in play" for the purpose of finals eligibility.
- In the event of an un-notified walkover all players of the team receiving the walkover who are present and named on the score sheet will be marked "in play" for the purposes of finals eligibility. A refund of playing fees will be given on presentation of tickets to the Customer Service Officer on the day/night of the walkover.

JUNIOR SUPERCATS GBL EXEMPTION POLICY

- It is a requirement for all VJBL, BigV and SEABL players, outside of Marquee Players and Imports to play in the Geelong Basketball League (GBL). Furthermore it is a requirement of all Junior Representative Players to compete in a minimum number of games to qualify for finals in their own age group in order to qualify for finals in any other age group.
- Players that believe they are entitled too, or require an exemption from this rule need to complete the online Exemption Request and submit prior to the commencement of their respective seasons. Exemptions are not automatically granted and players should continue to participate in the GBL until notified that an exemption is granted or denied.
- To be eligible for an exemption, players must have an aggregated total of 5 or more points using the following table.
- **NOTE:** Exemption is not available to players participating in their first season with the Supercats representative program.

JUNIOR POINTS TABLE Work Load Commitments

NPP Athlete	3 POINTS
NITP Athlete	2 POINTS
Selected in a State Team	2 POINTS
Selected on Supercats SEABL Primary Roster	3 POINTS
Selected on Supercats Division One Primary Roster	2 POINTS
Selected on Supercats Youth League Team	1 POINT
Completing Year 12	1 POINT

-
- Travel & Distance

Live <50km from Arena	0 POINTS
Live 50-100kms from Arena	1 POINTS
Live 100-150kms from Arena	2 POINTS
Live >150kms from Arena	3 POINTS

SENIOR SUPERCATS GBL EXEMPTION POLICY

It is a requirement for all VJBL, BigV and SEABL players, outside of Marquee Players and Imports to play in the Geelong Basketball League (GBL). Furthermore it is a requirement of all Junior Representative Players to compete in a minimum number of games to qualify for finals in their own age group in order to qualify for finals in any other age group (BG Bylaws 7.5).

Players that believe they are entitled too, or require an exemption from this rule need to complete the online Exemption Request and submit prior to the commencement of their respective seasons. Exemptions are not automatically granted and players should continue to participate in the GBL until notified that an exemption is granted or denied.

To be eligible for an exemption, players must have an aggregated total of 5 or more points using the following table.

NOTE: Exemption is not available to players participating in their first season with the Supercats representative program.

SENIOR POINTS TABLE

General Points

Age 30-34	2 POINTS
Aged 35+	3 POINTS
Selected on Supercats SEABL Primary Roster	3 POINTS
Selected on Supercats Division One Primary Roster	2 POINTS
Player returning from a long term injury	2 POINTS
Coaches exemption request for starting five players	2 POINTS

Travel & Distance

Live <50km from Arena	0 POINTS
Live 50-100kms from Arena	1 POINTS
Live 100-150kms from Arena	2 POINTS
Live >150kms from Arena	3 POINTS

REPLACEMENT PLAYERS

Clubs have the opportunity to play players who have not qualified in a particular final as a replacement player under the following circumstances;

- The replacement player must have qualified for the club for finals in another lower age group or division.
- They must be replacing a player who has qualified for finals who is unavailable to play.
- A player is only eligible to play in the same grade they have qualified in or higher regardless of the age group.
- Replacement players must be put in writing to the Competition Manager and agreed upon before this player takes the court.

If a replacement player does not meet the above criteria, the club may then apply for an exemption. Applications for exemption must be made in writing to Basketball Geelong from the club delegate, addressing the above three points a minimum of seven (7) days prior to the first day of finals.

MEDICAL EXEMPTIONS - FINALS

Finals exemption - Application for medical exemption must be submitted in writing to the Competitions Committee with medical certificates required as accompanying documentation with the letter requesting special consideration for exemption to finals qualification. The medical certificate may be accepted as evidence of the injury/illness.

For any exemption to be considered the following criteria must be adhered to:

- The player must have a long term injury (four weeks or more)
- The player must be competing in the competition regularly before the injury
- The application and medical certificate must be submitted a minimum of seven (7) days prior to the first day of finals

Each application will be considered on a case by case basis only. Basketball Geelong does not guarantee it will approve any requests for exemption to the eligibility criteria and all steps to qualify must be taken.

AGE GROUP / BIRTH DATES

FOR 2016/2017 SUMMER SEASON AND 2017 CHAMPIONSHIP SEASON

- Under 10 –2008, 2009, and 2010
- Under 12 – players born in 2006 and 2007
- Under 14 – players born in 2004 and 2005
- Under 16 – players born in 2002 and 2003
- Under 18 – players born in 2000 and 2001
- Under 20 – players born in 1998 and 1999
- Under 23 – players born in 1995, 1996 and 1997

FOR 2017/2018 SUMMER SEASON AND 2018 CHAMPIONSHIP SEASON

- Under 10 –2009, 2010, and 2011
- Under 12 – players born in 2007 and 2008
- Under 14 – players born in 2005 and 2006
- Under 16 – players born in 2003 and 2004
- Under 18 – players born in 2001 and 2002
- Under 20 – players born in 1999 and 2000
- Under 23 – players born in 1996, 1997 and 1998

FOR 2018/2019 SUMMER SEASON AND 2019 CHAMPIONSHIP SEASON

- Under 10 –2010, 2011, and 2012
- Under 12 – players born in 2008 and 2009
- Under 14 – players born in 2006 and 2007
- Under 16 – players born in 2004 and 2005
- Under 18 – players born in 2002 and 2003
- Under 20 – players born in 2000 and 2001
- Under 23 – players born in 1997, 1998 and 1999

FOR 2019/2020 SUMMER SEASON AND 2020 CHAMPIONSHIP SEASON

- Under 10 –2011, 2012, and 2013
- Under 12 – players born in 2009 and 2010
- Under 14 – players born in 2007 and 2008
- Under 16 – players born in 2005 and 2006
- Under 18 – players born in 2003 and 2004
- Under 20 – players born in 2001 and 2002
- Under 23 – players born in 1998, 1999 and 1920

JUNIOR DEVELOPMENT RULES

The following rules apply to U10's – 'DIVISION 1

Height of the Ring

The ring will remain at normal height (10 foot)

Defence

When a team reaches a 20 point lead the opposition must drop back to the 3-point line to commence playing defence.

Foul Shots

All foul shots in U10 Games will be taken from the closer free throw line.

The following rules apply to U10's – 'DIVISION 2 & 3

Height of the Ring

The ring will be lowered for games.

Defence

When a team reaches a 20 point lead the opposition must drop back to the 3-point line to commence playing defence.

Half Time Shots

Every player must attempt at least 1 free throw shot with the team attempting 10 shots. In the event that teams have less than 10 players, the coach selects the appropriate number of players to take a second shot.

Foul Shots

All foul shots in U10 Games will be taken from the closer free throw line.

Scoring

- A player can only score 6 points per half.
- A maximum of 12 points for the game, 13 points allowed if a player with 11 points scores a field goal or 2 free throws.
- A player with 12 points being awarded free throws must nominate another player to take them.
- The 3pt line will not be recognised.
- Once a player has reached their maximum allotment and is fouled resulting in free throws, the coach nominates another player to take the shots.
- The result of a player who scores after reaching their maximum allotment is :
- The score does not count and treated as a violation and taken from the end line.
- When all players on the team have scored their maximum allotment they regain the ability to score with no restriction on how many points an individual can score for the rest of the half.

The following rules apply to U12's – DIVISION 2 & 3 only'

Scoring

- A player can only score 10 points per half.
- A maximum of 20 points for the game, 21 points allowed if a player with 19 points scores a field goal or 2 free throws.
- A player with 20 points being awarded free throws must nominate another player to take them.
- The 3pt line will not be recognised.
- Once a player has reached their maximum allotment and is fouled resulting in free throws, the coach nominates another player to take the shots.
- The result of a player who scores after reaching their maximum allotment is :
- The score does not count and treated as a violation and taken from the end line.
- When all players on the team have scored their maximum allotment they regain the ability to score with no restriction on how many points an individual can score for the rest of the half.

'NO ZONE RULE.' FOR U10-U14's' All Divisions

A restriction to a team's defence only occurs from the centreline, where teams must apply Man to Man principles.

Interpretation of Team Responsibilities

Definition - Illegal Zone:

"Any defence played in the half court which incorporates any player consistently guarding an area of the court and not guarding a specific opponent."

Beware of Static Offences.

There may be occasions when a team employs an offence which is devoid of cuts apart from perhaps V-cuts to enable players to get open and as a result the defence may appear to be in a zone.

For instance, it is quite feasible that a coach may employ a 4 out, 1 in set :

- Keeping his post man static on one block (looking to seal as the ball is reversed)
- Perimeter players remaining in areas (focussing on looking for opportunities from ball reversal to set up their man and rely on dribble penetration to create scoring opportunities.
- As a consequence of the offensive set the defence may well look similar to a two-three zone.

Violations of the "no zone" rule will generally fall within one of the following categories:

1. One or more players were not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball;
2. A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (for example, "bumping" the cutter, following the cutter or switching);
3. Following a trapping or help and recover situation the team made no attempt to re-establish man to man defensive positioning;
4. The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.

Penalties for use of Zone Defence

If the other team or a referee is concerned about a team playing a zone, they must immediately get the attention of the Referee Supervisor and ask for them to watch and make a decision, then they must speak to the coach during the game, the Referee supervisor may speak to the coach if they are concerned that the team (or any player) is not playing to acceptable man to man defensive principles. It is preferable that the Referee Supervisor speak to the coach prior to any penalty being imposed, however the deliberate and pre-meditated use of a zone defence at a critical time in a game may be penalized immediately.

Technical Foul

If the Referee Supervisor believes a violation has occurred (ie a team or player is not playing acceptable man to man defensive principles) they will ask the Referee to call at the next dead ball, a Technical Foul –on the head coach of the offending team.

Second Technical Foul – disqualification of head coach

If the same team incurs a second violation, a technical foul is called and the head coach will be disqualified from the game.

Importantly, the referee does not have to determine whether or not a violation occurred. That decision rests solely with the Referee Supervisor.

EXCEPTIONS

No zone rule does not apply if defending team has less than five (5) players on the court.

Please note for U16 and U18 –

No restrictions on defence with the exception that if a team has a 30 point or more lead is not permitted to extend its defence beyond half-court.

TIMING REGULATIONS

50 MINUTE GAME SCHEDULE

Warm up period: Minimum three (3) minutes

Period: Two (2) x Twenty (20) minute halves.

Half time: Two (2) minutes

Time Outs: Two (2) per team per half

Clock stops on: Each whistle during the last three (3) minutes of the game.

Time outs are not permitted in the last one (1) minute of the first half.

75 MINUTE GAME SCHEDULE

Division One Senior Games (Championship Season)

Warm up period: Minimum five (5) minutes

Quarters: 4 x 10minutes

Quarter Time: 1 minute

Half time: Three (3) minutes.

Time Outs: Two (2) time outs in the first half and Three (3) in the second half

The clock stops on all fouls, time outs and substitutions

The twenty four (24) second clock will operate. Clubs will be rostered to supply operators for the twenty four second clock (see point 9.4.4).

FINALS - ALL SECTIONS EXCEPT SENIOR DIVISION ONE (Championship Season).

60 MINUTE GAME SCHEDULE

Warm up period: Minimum five (5) minutes

Period: Two (2) x Twenty (20) minute halves

Half time: Three (3) minutes.

Time Outs: Two (2) per team per half

Clock stops on:

Time outs

Disqualifying fouls

Each whistle during the last one (1) minute of first half.

Each whistle during the last three (3) minutes of the game

Extra Time: Three (3) minutes and One Timeout per team per extra period

SENIOR DIVISION ONE FINALS (Championship Season)

As per regular season timing rules.

OVERTIME (IF REQUIRED) – Senior Division One Games

Extra Time: Five (5) minutes

Time Outs: One (1) per tea

HEAT POLICY

50 MINUTE GAME SCHEDULE

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

Warm up period: Minimum two (2) minutes

Period: Two (2) * Eighteen (18) minute halves

Half Time: Two (2) minutes

Team Time outs: Two (2) per team per half, time outs are **NOT** permitted in the last minute of the first half

Compulsory Time out: the referee must call an additional compulsory timeout close to the half way mark in each half.

Clock Stops: On every whistle during the last three (3) minutes of the second half and for the referees compulsory time out

All sections (except Senior Division 1) – Championship Season

When the court temperature reaches 40oC, BG CSO the game must be called off.

CLEARANCES / TRANSFERS

- 1.1 The club the player requests to get a transfer to must lodge an online transfer on their Sporting Pulse database (Select > Members > Request for Transfer).
- 1.2 Once online request has been completed from destination club the current club will be notified of a pending clearance. Current club will need to go online and accept or decline the clearance (Select > List online Transfers > list of players requesting transfers will show and club will then click on 'Pending' which will allow details to be entered to accept or decline.
- 1.3 Once the above has been processed from the current club the association will be notified and will need to check that Player points systems are met and will then proceed from Basketball Geelong end to process.
- 1.4 Each stage of the online process will be notified back to the destination club. Once all parties have approved or declined this process is complete.
- 1.5 The Clearance period opens two weeks prior to the last game of the regular season.
- 1.6 Players who have played in the last two (2) years at Basketball Geelong must have their new club process their clearance online prior to the first game of the season, this does not refer to the first game of that division but rather 5pm on the first day of the new season. No clearances will be accepted after that date until the conclusion of the season.
- 1.7 Players who have a PPVS rating are only eligible to clear once a year, within the designated time frame (see 12.6) but only between the Summer and Winter seasons.
- 1.8 Players who have not played in two (2) years at Basketball Geelong are able to submit their clearance to the clearing club at any stage during the season online through their new preferred club.
- 1.9 The clearance must be heard by the club and returned to the player within fourteen (14) days of the date of receipt otherwise the clearance is automatically granted.
- 1.10 The President or Secretary (or designated Club Committee Member) must acknowledge the online process stating the decision of the hearing and the reasons for such decision.
- 1.11 Players are tied to the club with which they are registered for a period of two (2) clear years from the date of the last game they played with that club.
 - Players are still required to submit a clearance, however it will be automatically approved by Basketball Geelong.
 - The last game date is that which is recorded by Basketball Geelong.
- 1.12 Players are eligible for an automatic clearance if the club has been disbanded for 12 months and this will be processed by Basketball Geelong online.
- 1.13 Players who do not adhere to the Player Points Valuation System (Juniors) and/or D1 Point Score System are not eligible to apply for a clearance.

APPEALS OF CLEARANCES

- 1.14 A player refused a clearance may appeal in writing to Basketball Geelong within seven (7) days of such refusal
- 1.15 If the application is refused, a reason for such refusal must be stated on the online form. If the applicant is unfinancial, the details of the arrears must also be stated.
- 1.16 Accepted appeals should be heard within fourteen (14) days of receipt
- 1.17 Only those reasons for wanting a clearance stated on the original clearance form can be considered at any subsequent appeal. A player seeking a clearance may expand on his reasons for seeking a clearance by attaching a document to the original clearance application.
- 1.18 No appeal will be heard by Basketball Geelong unless the applicant has discharged all financial obligations to their club.
- 1.19 Upon receipt of such written appeal, Basketball Geelong shall record same and notify the following parties of the date and time the appeal will be heard
 - 1.19..1 the club which refused the clearance
 - 1.19..2 the club to which the player wishes to be cleared
 - 1.19..3 the player concerned.
- 1.20 One representative of each club may attend the appeal hearing to speak on the matter as well as the player involved. A parent or guardian may attend with a junior player.
- 1.21 Relevant information will be provided to all parties prior to the appeal meeting.
- 1.22 Clubs will be notified of appeal decisions within seven (7) days of the date of the appeal hearing. Only one appeal hearing will be heard.
- 1.23 Any player, having exhausted every avenue to obtain a clearance, and who has had an appeal dismissed, will be cleared automatically after one (1) calendar year from the date of lodgement of a statement in writing to Basketball Geelong that they intend to stand out of all basketball under the control of Basketball Geelong.
- 1.24 During that period that person will not be permitted to apply for another clearance unless their club is willing to clear them within that twelve (12) month period.
- 1.25 Basketball Geelong will only hear one (1) appeal.

PERMITS

- 1.26 A player may be granted a permit to play with another club providing their club does not have a team competing in the same junior or senior division. Except in Seniors Division One (1) where players will be granted a permit to a club even if their club has a team in that competition.
- 1.27 A junior player granted a permit may only represent one senior club and one junior club. A senior player may only represent one club.
- 1.28 A permit will last for 6 months, One Season
- 1.29 A player is only able to be permitted to another club for a maximum 24 months (four permits) to the same club.

FINES

Alterations to the draw after closing date	\$50 per indiscretion
Ineligible player played after notification	\$50 per indiscretion
Flagrant breach of uniform	\$50 per indiscretion
Failure to supply a scorer	\$15 per indiscretion
Failure to vote Seniors D1 (Champ Season) (after a phone call from the CSO)	\$20 per indiscretion
Social Leagues Walkovers	
Un-notified	\$90 per indiscretion
Notified	\$70 per indiscretion
Club Leagues Walkovers: 1 st Offence	
Un-notified	
Senior Division 1	\$150
All other senior divisions	\$120
All junior divisions	\$100
Notified (24 hours or more notice)	
Senior Division 1	\$120
All other senior divisions	\$90
All junior divisions	\$70

For each additional offence an additional \$50 will be added to the above amount.

Example Un-notified Division 1 Forfeit, 1st Offence \$150, 2nd Offence \$200, 3rd Offence \$250.

Withdrawal of a team from competition

Clubs that withdraw a team after the closure of team entries will forfeit their team entry fee and pay a fine for 'alterations to the draw after closing date'.

New Club entry fee \$500

SOCIAL LEAGUES

The following rules apply to SOCIAL MIXED COMPETITION

The Basketball Geelong ByLaws are written for the club competition, however many of the rules are still applicable with only slight variation for social competition. Where appropriate replace club with the word team.

UNIFORMS

- All new teams must have reversible tops.
- If two teams are wearing the same or similar colour of uniform in a game, Team A must wear alternate singlets.
- If a team requires an alternate set of singlets then they can hire a set of singlets from Basketball Geelong, adhering to the terms and conditions of hire.

GAME REGULATIONS

- A size 7 Basketball will be used for all games.
- There are designated areas on the basketball court that are restricted to one gender only. Females will only be allowed in the key closest to the stadium entry, males will only be allowed access to the key at the opposite end.
- A minimum of four (4) players per team are required for before a game may commence.
- Teams are able to field a maximum of three (3) players from one gender, when there are five (5) players on the court the ratio must be 3:2, with three (3) referring to either

male or female. If a team has only four (4) players on the court, then a team must field at least one (1) male or one (1) female as the ratio can be either 2:2 or 3:1.

h. Misconduct

In all social leagues, the Basketball Victoria 'Sin Bin' Policy will apply. That is a player technical foul will be penalised in the normal manner with the added penalty of the player being disqualified from the court for a period of five (5) playing minutes. The scorer will record the time the penalty was imposed on the score sheet and advise the player's coach when the player is able to return to the court. Players who receive two (2) technical fouls in a game will be disqualified.

i. Score table Representatives

Each team must supply a person to fulfil the role of scorable official, in social leagues this can be a player. If a team only has five (5) players and no one to score then they must take the court with four (4) players, with one player scoring. Teams that fail to supply a scorer after being directed to do so will forfeit the match.

j. Teams that give a walkover will be fined see appendix 6: Fines. Fines must be paid prior to their next scheduled games. Teams will forfeit subsequent matches until their fines are paid.

Scoring

- k. A player can only score a maximum of 10 points per game. Unless every player in their team has scored the maximum of 10 points. At this time, players are then allowed to score an additional 10 points. The following exception applies;
 - a. A player is able to score 11 or 12 points if, they are on 8 or 9 points and then score a field goal.
- l. A player with 10 points being awarded free throws must nominate another player to take them.

SENIOR DIVISION ONE POINTS SCORE SYSTEM

Objective:

To deliver a new way of ensuring equity amongst elite competitions at BG, namely Division One Men and Women's competition, in a manner that allows recruitment, encourages internal club development and discourages mass poaching and defection.

Reach:

These recommendations impact specifically on Division One Men and Women's competition, but need to also impact on current Senior Division 2 competitions.

Commitment:

BG must be committed to removing and repairing the damage of the current restricted player rule.

BG and its clubs must understand this new approach will in the short term mean less poaching, so future success at Division One level is a longer term project.

Mechanism

BG will implement a Points cap for all Division One Teams, based on the following principles:

- All teams will have a points cap of 43 Points
- Each player will have a points rating
- The maximum player points rating (PPR) will be 8
- The minimum player points rating will be 3.5

Only the top 9 players (by PPR) in each team will count towards the cap of 43 points.

PPR Valuations

Point Value	Attached to
8 points	Any player transferring to a new club within the BG structure in their first year for that club.
7 Points	The above player in their second year with their new club
6 Points	The above player in their third year with their new club
5 Points	A new player to Geelong, or a player who has not previously played in a Basketball Geelong competition and did not play as a junior in the BG competition. This value is diminished after three seasons with the club— they will obtain a five point rating for their duration with that club. Should they change clubs in their second season they become an 8 point player. or A previous 8 point player who has now played 3 full seasons with their club and is now entering their fourth season. This value is never diminished – they retain a five point rating for their duration with that club. Should they again change clubs they again move to an 8 point

	score...unless they move to their previous junior club. or A player who has previously played for any Basketball Geelong club as a junior or senior and who is re-joining the competition. For the sake of clarity, if a player is not subject to the requirement of being cleared from their previous BG club then they meet this criteria.
4 Points	A senior player who as a junior or senior has played with this club for at least three seasons and who at no point has cleared to their current club from another BG club.
3.5 Points	A current club junior, who has played more than 3 full seasons with this club, who is playing "up" in Division 1. For this purpose any player eligible for Under 18 competition will be deemed to be a junior playing "up".

Definition: A season is a winter competition, involving 15 or more games, and which the individual player has played at least 12 games.

How does BG administer this rating?

1. The team submits their team list at least 48 hours prior to their first game
2. They rate their team based on their knowledge of points
3. BG confirms points system based on competition database
4. Only the top nine players by PPR are rated. So a team may have 11 players listed, all of whom are rated as a "4" and therefore their team rating is $9 \times 4 = 36$.
5. BG confirms starting rosters for all teams and publicizes 24 hours before opening round tip-off

Changes to the submitted list of players

A club may change their list of players, and replace them with players of a like PPR. Should a change to a list mean the top nine rated players now exceeds 43 points, then the change shall not be allowed and the new player shall not have the registration accepted.

Likewise a club can change their list and introduce a new player with a higher PPR, providing that the overall score does not exceed 43 points.

For these purposes a club may advise BG that they are de-registering a player for the remainder of the season. This is envisaged mostly to be in the possible case of long term injury or a player moving away from the area.

A club may not play a player in D1 competition at any point in the season without the prior notification to and acceptance by the BG office.

Points Cap Exceptions

Basketball Geelong has the power to grant a points cap exception in the circumstance where a club wishes to enter a team in D1 either for the first time or after a significant break from competing in D1 Competition.

A significant break would mean 3 or more Basketball Geelong championship seasons.

The exception will be granted in the form of a points extension.

A new club could be granted an extension of up to 10 points in their first year of competition, reducing to 7 points in their second year and 4 points in their third year. Such an extension cannot be granted hypothetically, or in advance, but will be granted only on the firm submission of a team list, against which BG can assess that the inclusion of the new team is not as a result of significant player movement from another BG D1 team.

Other Circumstances

Basketball Geelong has the capacity to grant further exceptions to the points cap for a particular team, where circumstances would otherwise see significant diminution in the playing strength of the competition.

These circumstances possibly foreseen are the opportunity for a combined club team to be entered to create a stronger and better competition, or misadventure befalling a team/club, which might otherwise see the loss of that teams players to the competition.

In these cases exceptions are granted by extending a teams points cap, rather than reducing or changing an individual players PPR.

JUNIOR POINTS SYSTEM

Objective:

To deliver a new mechanism for the management of representative players playing in the junior Geelong Competitions, to discourage significant poaching as a result of representation and to deliver more even competitions throughout the BG Junior Competition.

Reach:

This policy impacts only Junior Competitions at Basketball Geelong (U18 and below).

Mechanism:

BG will implement a points cap for all domestic teams, based on the following:

- Representative players will be given a player points rating
- Points cap is calculated by club per Year of Birth
- The points cap per club per Year of Birth will be 8 points
- The points cap is only activated and enforced if there are non-home grown players contributing to the points tally within the club. That is if a player is seeking an inbound clearance into a club
- A player on permit activates the points cap but does not attract penalty points
- A player who holds a points rating is only eligible to apply for a clearance at one point during the year, that is at the end of Summer Season round games and prior to the commencement of the following Winter season

Player Points Rating

- A player's points rating is defined by the highest level of Basketball they play currently and/or the previous season
Junior Categories

Category 1:	<u>2 POINTS</u>	Geelong Representative 1 st Team Any other VJBL VC Teams
Category 2:	<u>1 POINT</u>	Geelong Representative 2 nd Team Bellarine & Corio Rep 1 st Teams (unless below happens) Any other 1 st Teams

- If a 1st team from another association is graded into VJBL VC then they will be promoted to a Category 1 player
- A cleared player attracts an additional 2 Penalty points
- A player cleared to another club becomes home-grown after 2 Consecutive years and attracts NO penalty points
- Each player will be categorised based on the normal representative team. A player who has filled in for a higher level team should not be categorised as a higher level player.

De-listing a player

Clubs may de-list a player, so that they no longer hold the points for the de-listed player.

Mechanism:

- The club must email Basketball Geelong with information listing why this player should no longer be included on their points cap.
- The player will be registered as a de-listed player, if the player decides to return to play in Basketball Geelong competition they must clear to a club and therefore carry the penalty points, this includes the club in which they were de-listed from.

Advantages of the system

- Encourages development from within the club. They are not penalised for having strong home-grown players.
- The points cap is not activated or enforced if all players are home-grown.
- Discourages poaching and player movement to already strong clubs. A player moving clubs attracts extra points AND activates the points cap enforcement policies for the receiving club.
- A representative player can easily move to a lower club but it is difficult to move to a higher club. This will have the long term effect of evening out the competition.
- Simple to administer and manage.

Administration and responsibilities

- BG to monitor representative player lists and maintain accurate player points ratings
- BG clearance process to have question relating to Representative teams players
- BG should be actively informing players when they enquire about playing at Basketball Geelong of this process
- BG to check and verify that a requested clearance will not contravene the points cap for the receiving club within that year of birth.

Clubs responsibilities

- Clubs to be fully aware of the possible consequences of receiving a representative player from another BG club.
- Clubs to be aware of their current player points rating and age group totals
- Clubs to notify BG if any new player has represented another association

Players and parents within the BG representative program to be informed of the system and its potential restriction of transfers between clubs.

The following table indicates for each Basketball Geelong competition season, the corresponding representative teams in which players will be categorised on.

BG COMPETITION SEASON	REPRESENTATIVE SEASON PTS COUNT FROM
Summer 2017 / Winter 2017	2015/2016 & 2016/2017
Summer 2018 / Winter 2018	2016/2017 & 2017/2018
Summer 2019 / Winter 2019	2017/2018 & 2018/2019
Summer 2020 / Winter 2020	2018/2019 & 2019/2020

FREQUENTLY ASKED QUESTIONS

How is an individual players point rating determined?

Each player who has played junior representative basketball in the previous 2 years will be assigned a points rating of either 2 points or 1 point. The allocated points are based on their highest level of representation within the previous 2 years.

How is a club's point's cap calculated?

Points for each clubs players (including penalty points) are totalled by YEAR OF BIRTH.

What is the points cap?

The cap is 8 points per club per YEAR OF BIRTH.

When is the points cap activated and enforced?

The points cap is activated and enforced when they are cleared from one BG club to another. If the inbound clearance or permit would cause the receiving club to exceed the points cap for that year of birth the clearance or permit cannot proceed.

When are penalty points applied?

Penalty points are applied to a player when they are cleared from one BG club to another. The penalty is 2 points and applies until the player qualifies as home-grown for their new club.

What is the home-grown qualification period?

A player new to BG competitions becomes home-grown immediately on playing their first game.

A player cleared from one BG club to another retains their original home club until they have played 2 consecutive years with the new club. At this time their home club changes to the new club. A player on permit always retains their current home club status.

A player does not have a points rating but is cleared from one BG club to another. Do they attract any penalty points?

No, penalty points only apply to points-rated players.

How does a permit differ from a clearance?

A clearance attracts 2 penalty points whereas a permit does not attract any penalty points. However both actions activate the points cap.

Our club has a number of home-grown representative players for a particular year of birth and total points exceed the points cap. How does this affect us?

There is no restriction on home grown players at all. A club just needs to understand they will not be able to accept any new representative players into their club with the same year of birth that they are already exceeding.