



EDJBA BY-LAWS

Version History

Date Updated	Description	Approval
August 2024	By Law review (multiple clauses including three points for all age groups)	AGM 2 Sept 2024
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6 Feb 2023	Amendments to Clause 2 (Age groups)	SGM 6 Feb 2023
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29 June 2020	Addition of By Law 41 Crisis Operations	SGM 29 June 2020
22 July 2019	By-Law review (multiple clauses relating to the move from scoresheets to computers, various clarifications and corrections, and changes to align with current practice)	SGM 22 July 2019

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1) DEFINITIONS

- a) Grades, Rounds and Games refer to the current season.
- b) Club(s) is a reference to any organisation entering teams into the competition under By-Law 4
- c) Venue Supervisor is the person nominated by the relevant Club as the person in charge of the venue, or if no venue supervisor, the most senior referee on duty at the venue
- d) Any reference to an EDJBA policy or procedure is a reference to the EDJBA policy or procedure as amended by the EDJBA Committee of Management, from time to time

2) AGE GROUPS AND GENDER FOR THE COMPETITIONS

- a) Summer Season: Under 8, 10, 12, 14, 16, 18, 21 on 30th June in the year of the season start. For example: a player turning 10 on the 30th June is under 12.
- b) Winter Season: Under 9, 11, 13, 15, 17, 19, 21 on 31st December prior to the season start. For example: a player turning 11 on the 31st December is under 13.
- c) Any player may be called upon by the EDJBA to supply proof of age. Where inconsistent birth dates are submitted and the revision is to a lesser age, proof must be supplied.
- d) There will be a separate boys competition and a separate girls competition
- e) At the discretion of the EDJBA, age groups may be combined if there are less than 16 teams entered in an age group

3) SECTIONS, GRADES & DIVISIONS WITH AGE GROUPS

- a) Each Age Group may be separated into one or more Sections. Sections will be identified as A, B, C, D, E etc
- b) Each Section may be separated into one or more Grades ie B Section may include Grades identified as BA, BB, BC, BD, B1, B2, B3, B4 etc
- c) Each Grade may be separated into one or more Divisions ie C3 Grade may include Divisions C3A, C3P, C3E, C3W etc
- d) Divisions may be formed when a grade is separated based upon time or locality or some other principle (for example, morning, afternoon, east or west).
- e) Divisions are treated as separate grades for the purpose of moving players between teams.



4) ENTRY OF TEAMS

- a) Applications by Clubs to be entered in the competition shall be in the format prescribed by EDJBA management, 14 days prior to the first round of the new season.
- b) New Clubs entering the EDJBA shall pay a bond determined by the EDJBA Committee of Management
- c) New Clubs entering the EDJBA are not entitled to wear uniforms of the same colour as a Club from which three or more of their players were previously associated, or the reverse colours of the same.
- d) Initial grading of teams shall be recommended by their Clubs and reviewed by the EDJBA
- e) New teams will not be accepted after the last round of grading

5) WITHDRAWAL OF TEAMS

- a) A team may be withdrawn at any time prior to the completion of Round 6, by notifying the EDJBA. Walkover fines will be payable for any rounds already fixtured. A team registration fee will not be payable
- b) If a team is withdrawn after the completion of Round 6, the Club shall pay a withdrawal fine, in addition to walkover fines for fixtured games, up to a maximum of three rounds.

6) FIXTURES

- a) Fixtures are prepared by EDJBA Management having regard to the following guidelines:
 - i) Clubs should submit the availability of teams to play the possible game times, in the manner set out by EDJBA Management
 - (1) Any teams unavailable all day must provide legitimate, relevant reasons for time requests, including the number of players affected by the request/s
 - (2) The EDJBA will attempt to accommodate the submitted time requests, subject to them being provided by the relevant cut-off time, however these requests are not guaranteed
 - (3) Where two teams have non-overlapping time requests, the team with the later time request will get precedence (ie if a team only available to play AM is playing a team only available to play PM, the game will be fixtured in the PM)

- ii) Clubs should submit details of coaches and players who are coaching and/or playing with more than one team (“coach/player compatibility request”), and EDJBA management will try to fixture to allow these requests.
 - (1) Where a team is available to play all day, the team may have up to 4 coach/player compatibility requests.
 - (2) Where a team is not available to play all day, the team may have up to 3 coach/player compatibility requests.
 - iii) Clubs may submit single round special requests for teams to avoid a walkover for that round, and the EDJBA will try to accommodate the requests subject to them being submitted by the relevant cut-off time.
 - iv) Fixture changes can be made at the complete discretion of the EDJBA management.
- b) Clubs with 10 or more teams may have home games providing they can provide their own venues and sufficient qualified referees. Allocation of home game slots to venues shall be on the basis of one game for every two teams entered with allowances for the number of byes. Clubs who host more or less home games than their nominal allocation, based on their number of team entries, receive or pay a fee for each game over or under the allocation

7) PLAYER REGISTRATIONS

- a) Players shall be registered in the manner advised by the EDJBA
- b) This registration remains valid for the duration of the player's time at that Club

8) PLAYER CLEARANCES

- a) Once a player is registered with an EDJBA Club, they may not play with or "fill in" for another EDJBA Club until they have received a clearance
- b) A clearance is not required if the players previous Club is no longer a member of the EDJBA
- c) Clearances must be completed in the manner advised by EDJBA management
- d) Any player has the right to be cleared to another Club subject to paying all monies owed to their current Club and subject to clauses e) and g)

- e) Where a player wishes to be cleared from one Club to another during the season, it will be subject to the approval of the EDJBA, the granting of which will be at the EDJBA's absolute discretion, and will be granted only in special circumstances
- f) Where a player is cleared from one Club to another during the season, finals qualification with the previous team is cancelled and the player requires five games with their new team to qualify for the finals
- g) In the case of a new Club joining the EDJBA, no clearances to the NEW Club shall be approved by the EDJBA for any person having played with an existing EDJBA Club, for two seasons, or as determined by the EDJBA Committee of Management
- h) Any player who has previously played in the EDJBA who takes court without a clearance from their previous EDJBA Club will result in the team they have played in, forfeiting the game if the team wins
- i) When any person is found to be in breach of this By-Law, they may be suspended from any involvement in the EDJBA including playing and/or coaching
- j) If a Club wilfully violates this By-Law, the EDJBA Committee of Management may sanction that Club

9) PROVISION OF TEAM LISTS

- a) Clubs are required to submit team lists to the EDJBA prior to the first round of the season
- b) A player is not permitted to be listed in two teams in the same age group
- c) A club may seek permission from the EDJBA for a player to be listed in two teams, in two different age groups, the granting of which will be at the complete discretion of the EDJBA and will be granted only in special circumstances
- d) In exceptional circumstances, a club may seek permission for a player to play in a lower age group, if there is a medical condition which affects their ability to play in their own age group. Permission will be at the complete discretion of the EDJBA and only if the application is accompanied by a medical certificate confirming the condition or diagnosis and explaining how the condition affects the child's ability to play in their own age group. A player who is playing in their own age group in junior representative basketball, and/or who is playing senior domestic or representative basketball, will not be given permission to play in a lower age group in the EDJBA
- e) Clubs are permitted to change team lists up until the conclusion of Round 4 and must advise the EDJBA of any changes made in the prescribed manner
- f) Clubs may request permission from the EDJBA to add a player to a team after Round 4, the granting of which will be at the complete discretion of the EDJBA, and may be

reviewed by the EDJBA at any time during the season. Permission will not be granted if the player is unable to play sufficient games to qualify for finals. Any player who has not played in the first 4 rounds (even if listed in a team) must receive permission from the EDJBA to play in a team after Round 4

- g) Any breach of the above clauses may result in a game being made a forfeit

10) MOVEMENT OF PLAYERS BETWEEN TEAMS

- a) A player's team will be the team that they are listed in (allocated to) in the first round they play
- b) A player's competition (girls or boys) will be the competition of the team that they are listed in (allocated to) in the first round they play
- c) A player is permitted to move teams freely, within or across age groups in their competition, with notification to the EDJBA in the prescribed manner, until Round 4
- d) After Round 4, a player may not move to another team without permission from the EDJBA, the granting of which will be at the complete discretion of the EDJBA, will be granted only in special circumstances and will not be granted after Round 6. For clarity, this clause does not apply to filling in for another team
- e) A player not listed in any team will be considered a "fill in" player and will not be eligible to play finals without permission from the EDJBA, the granting of which will be at the complete discretion of the EDJBA, and will be granted only in special circumstances.
- f) Once a player has played one game in a boys or girls competition in a season, they cannot move to or fill in for a team in the other competition
- g) Any breach of the above clauses may result in a game being made a forfeit

11) ELIGIBILITY OF "FILL IN" PLAYERS FOR GAMES

- a) Teams are expected to arrange for "fill in" players within the limits of eligibility rules set out in By-Law 2, when too few of their regular players are available.
- b) Where a player plays for a team other than the player's team under 10 a), they will be considered a "fill in" player
- c) A player can "fill in" for a team which is not the player's team, subject to the following rules:
 - i) The team is in the same gender competition as the player's usual team for the current season

- ii) The player's first name, last name and date of birth are added into the computer game sheet / scoresheet prior to the commencement of the second half
- iii) **A player currently playing for the same club may fill in for an older age group**, provided they "fill in" for a team in a higher section, the same section or **one** section lower than the "player's team"
- iv) **A player currently playing for the same club may fill in for the same age** provided they "fill in" for a team in a higher section than the "player's team"
- v) **A player currently playing for the same club may fill in for a younger age group**, provided they are within the age requirements under By-Law 2 for the younger group and they "fill in" for a team in a higher section than the "player's team"

	ALLOWED	NOT ALLOWED
Player from a Section A team can "fill in" for:		
- Older age group	Section A or B	Section C, D or E
- Same or Younger age group	NIL	Section A, B,C,D or E
Player from a Section B team can "fill in" for:		
- Older age group	Section A, B or C	Section D or E
- Same or Younger age group	Section A	Section B,C,D or E
Player from a Section C team can "fill in" for:		
- Older age group	Section A, B, C or D	Section E
- Same or Younger age group	Section A or B	Section C,D or E
Player from a Section D team can "fill in" for:		
- Older age group	Section A, B, C, D or E	NA
- Same or Younger age group	Section A, B or C	Section D or E

- d) Where a team is in the lowest EDJBA age group and lowest EDJBA section (ie Under 8D or Under 9D if D is the lowest section) and has less than 6 players, the club may request permission from the EDJBA to play "fill-ins" from the lowest ranked available team in the same age group and section, making up to a maximum of 6 players

- e) If there is no eligible and available "fill in" team based on c) or d) above, teams may consider playing a player who is not playing in the current season subject to f) below. Alternately, teams could play an ineligible player as described in 12 Ineligible Players and the game would be a forfeit game but avoid a walkover fine.
- f) A player not playing the current season with an EDJBA club, may "fill in" at any level subject to:
 - i) being within the requirements under By-Law 2, and
 - ii) not requiring a clearance under By-Law 8, and
 - iii) the player's first name, last name and date of birth are added into the computer game sheet / scoresheet prior to the commencement of the second half
 - iv) once the player has filled in for a team in the boys competition they may not fill in for a team in the girls competition in the same season, and vice versa
- g) A player can fill in for a maximum of 4 games in a team after grading. If eligible, permission could be sought from the EDJBA to add the player to the team subject to By Laws 9 & 10
- h) A player who has never been registered with any EDJBA club may fill in with only one club on a game day
- i) Fill in players not currently registered with an EDJBA club should be aware of Basketball Victoria licence fee requirements, in particular in relation to insurance. For clarity, eligibility of a fill in player is not related to payment of the Basketball Victoria licence fees

12) INELIGIBLE PLAYERS

- a) A team shall forfeit all games in which it has ineligible players listed on the computer game sheet / scoresheet

13) WALKOVERS

- a) If a team does not appear with four eligible or ineligible players within ten minutes of the scheduled starting time, then that team has given a walkover. The opposing team will be awarded a 20-0 score. A scratch match may be arranged. Players in the team giving the walkover do not receive credit for the game towards finals
- b) A team that gives two or more walkovers during one season may be disqualified from the competition.
- c) Where a team gives a walkover at an away venue, then the walkover fine will be paid to the Club who did not give the walkover.

- d) Where a team gives a walkover at a home venue, then 1/3 of the walkover fine will be paid to the EDJBA for Administrative costs and 2/3 of the walkover fine will be paid to the Club who did not give the walkover.
- e) Where two home teams play a home venue, 2/3 of the walkover fine will be retained by the Club and 1/3 of the walkover fine paid to the EDJBA.

14) FORFEITS

- a) A team without four eligible players may forfeit the game by using an ineligible player to make up the numbers to at least four, so being able to make up a team to play the game and thus avoiding a walkover. Such a game counts for premiership points, as long as players are recorded in the prescribed way and the match is scored.
- b) A team shall forfeit all games in which it has used ineligible players. The scores will stand unless the forfeiting team won, in which case the score will become 2-0 in favour of the team receiving the forfeit.
- c) If a game is played where both teams play ineligible players, a double forfeit will be applied. The score will become 2-2.

15) ABANDONED OR CANCELLED GAMES

- a) Any game cancelled prior to the beginning of the game, shall be declared a nil-all draw.
- b) Any game stopped during the first half which is subsequently abandoned, shall be declared a nil-all draw
- c) Any game where play is stopped at half time or in the second half and subsequently abandoned shall be declared a nil-all draw unless the margin is ten points or greater, in which case the team leading by ten points or more shall be declared the winner, and the score shall stand
- d) Games shall be cancelled or abandoned only in accordance with EDJBA policy by decision of the venue supervisor, or if no venue supervisor, the most senior referee on duty at the venue, (the "Venue Supervisor")
- e) A game will be abandoned at a venue when the "Venue Supervisor" determines that there is no reasonable prospect of restarting play in a safe environment, in a timely matter, at that venue, or another nearby venue
- f) If the delay in restarting the game is expected to be more than 20 minutes, the game will only be restarted with the agreement of both coaches, and must be completed by the start time of the next fixtured game

- g) Where a game is stopped and cannot be restarted due to the failure of a coach, player, spectator or any other person to follow the direction of the "Venue Supervisor", then
 - i) the game shall be awarded as a walkover against the offending team,
 - ii) where there is any ambiguity the EDJBA will investigate to decide which team is determined to be the offending team,
 - iii) where both teams are determined to be the offending team, both teams will be deemed to be giving a walkover.
- h) In one round, where games are cancelled for a portion of the grade, nil-all draws will be awarded for those games not played. The results will stand for those games played.
- i) During Finals
 - i) If a game is cancelled prior to the game, or stopped in the first half and subsequently abandoned, the team placed higher on the ladder will be declared the winner, except for Grand Finals, when the winner of the Qualifying Final (or Semi Final of top teams if a two week final series) will be declared the winner
 - ii) If a game is stopped at half time or in the second half, and subsequently abandoned, if the margin is ten points or greater, the team leading by ten points or more shall be declared the winner. Otherwise, the team placed higher on the ladder will be declared the winner, except for Grand Finals, when the winner of the Qualifying Final (or Semi Final of top teams if a two week final series) will be declared the winner

16) PREMIERSHIP POINTS

- a) For each game during the season (after Grading rounds):
 - i) Three premierships points awarded for a win or a bye
 - ii) One premierships point for a loss
 - iii) Two premierships points for a drawn game (except if a double forfeit when one premierships point for each team)
 - iv) One premierships point for a forfeiting team
 - v) Three premierships points for a team receiving a forfeit
 - vi) Zero premierships points for a team giving a walkover
 - vii) Three premierships points for a team receiving a walkover

- b) Late Entry Teams that enter the competition after Round 1 will receive one premiership point for each round missed.

17) GRADING POINTS

- a) Prior to the start of the season, the EDJBA Committee of Management will decide the number of grading rounds.
- b) At the completion of the grading rounds teams will be graded into their final grade.
- c) For the purpose of this By Law, the difference between A Grade and the next listed grade shall be considered as a difference of two grades.
- d) For calculating adjusted premiership points, the results of each grading round will be assessed on the final grade in which each team is graded:
 - i) If two teams who have played in the grading rounds finish in the same grade or one grade apart, then the result of that grading game will stand (i.e. three points win, two points draw, one point loss or forfeit).
 - ii) If two teams who have played in the grading rounds finish more than one grade apart then the following premiership points will be allocated:
 - (1) If the team graded higher won that team will receive two premiership points and the lower team two premiership points
 - (2) If the team graded lower won (or draws) the result will stand with three premiership points for the lower grade team and one premiership point for the higher grade team (or two points for a draw)
- e) Where there is a walkover in grading round:
 - i) Team that gave the walkover receives zero points.
 - ii) Team that receives the walkover receives:
 - (1) Three premiership points if teams finish in the same grade or one grade apart.
 - (2) Two premiership points if teams finish more than one grade apart and team that gave the walkover is in a lower grade.
 - (3) Three premiership points if teams finish more than one grade apart and team that gave the walkover is in a higher grade
 - (4) Three premiership points if the opposition team has withdrawn from the competition.
- f) Bye teams in grading rounds receive three premiership points.

18) LADDERS AND RESULTS

- a) Where teams are level on premiership points, positions will be decided by the ratio of points for and against. When calculating percentage, no team may be credited with a win by more than 20 points.
- b) Percentages are to be calculated from the first round, following the completion of the grading rounds.
- c) Results and ladders will be posted onto the EDJBA webpage.
- d) Clubs have until prior to the start of the next round, for regular season rounds, and until midday on the Monday following the completion of the final round, to query results.
- e) Clubs have until midday on the Monday following the completion of the final round, to query ladders. Following this time ladder positions will be considered final.

19) FINALS

- a) The four teams (unless other specified by the EDJBA) leading in premiership points at the end of the season will play finals series. The EDJBA may organise supplementary finals series for those teams finishing lower down the ladder.
- b) To qualify to play finals matches with a team, a player must be registered and have played five rounds with that team, except in the case of medical evidence of unavailability in which case the EDJBA may give a permit. Byes are not counted for qualification. Further:
 - i) A player is only eligible to play finals with the player's team as determined under By-Law 10 (a)
 - ii) A player may be eligible to play finals, in two teams, in two different age groups, if special permission has been given under By-Law 9 (c).
 - iii) No player may be eligible to play finals with two teams within the one age group (unless as an EDJBA approved fill in player for an Under 8 or Under 9 team under 19(g)).
- c) When a team has less than six qualified players available for a Final, special permission may be obtained from the EDJBA for fill in player(s) to make up numbers to six players.
- d) Clubs are to give reasonable notice of a need for a "fill in" player.
- e) A "fill in" player must be:
 - i) from one age group or more below, and
 - ii) from one section or more below, and

- iii) have special permission from the EDJBA
- f) For example an U16 B team can seek permission for a "fill in" player from an U14 C team or lower.
- g) Where a Club does not have a team which satisfies (e) the "fill-in" player(s) may come from:
 - i) the lowest ranked "available" team in the age group below or
 - ii) if there is no "available" team in the age group below, or no age group below, then the lowest ranked "available" team in the same age group,
 - iii) "available" being defined by entries and the fixtures on that day.
 - iv) Where there is no "available" team under (ii) or (iii) above, then the fill-in player may be any person who has not played previously in any competition under the auspices of Basketball Australia and the guarantee of an official of that Club that the player will not improve the normal performance of the team
- h) Clubs requiring a "fill in" player must submit a list of potential "fill in" players. The number of players on the submitted list must be two more than the number of "fill in" players required (ie for 1 "fill in" provide 3 names, for 2 "fill ins" provide 4 names etc)
- i) The EDJBA shall choose which players from those submitted are given special permission to "fill-in", considering which player/s will not improve the normal performance of the team
- j) Any team found to be knowingly using ineligible players during the Finals Series will be disqualified from the balance of the Finals and may be subject to further action.

20) PLAYING RULES

- a) The rules are those of the Basketball Victoria except:
 - i) The three-point rule applies to all age groups
 - ii) The "inner" three point line is used for age groups Under 14 and younger where available. The "outer" three point line is used for age groups Under 15 and older where available
 - iii) The free throw line is advanced 1 metre for age groups under 10 to under 12 (both inclusive)
 - iv) The free throw line is advanced 1.8 metres for the under 8 and under 9 age groups

- v) The following size basketball will be used:

Age Group	Boys	Girls
Under 8 to Under 11 (inclusive)	Size 5	Size 5
Under 12 to Under 14 (inclusive)	Size 6	Size 6
Under 15 and older	Size 7	Size 6

- b) The 3 second rule is changed to 5 seconds for age groups under 12 and younger

21) TIMING REGULATIONS

HOME AND AWAY GAMES

- 2 minute warm up.
- 50 minute game schedule - two 20 minute halves.
- Half time - 2 minutes, to be timed on match clock
- Each team is entitled to two time-outs per half.
- No time-outs may be called in the last 3 minutes of the first half. For clarity, a time-out may be called with 3:00 on the clock, whilst a time-out may not be called with 2:59 on the clock.
- The clock will stop for all whistles during the last 2 minutes of the second half.

SEMI AND PRELIMINARY FINALS GAMES ONLY

- The clock will stop on all time-outs throughout the game.
- Time-outs are permitted at any legal time during the game (subject to FIBA rules).
- The clock will stop on all whistles during the last 3 minutes of the second half.
- In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.

GRAND FINALS GAMES ONLY

- The clock will stop on all time-outs throughout the game.
- Time-outs are permitted at any legal time during the game (subject to FIBA rules).
- The clock will stop on all whistles during the last 1 minute of the first half.
- The clock will stop on all whistles during the last 3 minutes of the second half.

- e) In the event of a drawn game, extra period(s) of 3 minutes will be played with 1 minute break between each period, until a result is known. In each extra period, each team is entitled to 1 time-out each, and the clock stops for all whistles and time-outs.

22) CONDUCT OF GAMES

- a) Each team shall provide a competent scorer or timekeeper who remains at the scorebench until the game has been signed off by the referee.
- b) The attention of the referee shall be drawn to a scoring error at the first break in play (whistle) after it has been noticed. The referee's decision shall be final.
- c) First names, last names and dates of birth of players who are not listed in the teams must be entered in the computer game sheet / scoresheet by the commencement of the second half
- d) Only team members who will be playing should be marked as such in the computer scoring system at the start of the game. This will be confirmed by the referees at the end of the game. Players who did not play should have their name removed at the end of the game before the referee signs off the game. A late arriving player may be added at any time during the game, provided they are allocated to the team and not a fill-in player
- e) Teams with three or less players, are unable to take to the court until a fourth player arrives, and shall be penalised one point for each minute, until they take to the court, with a maximum penalty of 10 points
- f) Players must warmup with, and games must be played only with the EDJBA Committee of management approved brand of basketball

23) UNIFORMS

- a) Each team member shall wear a singlet numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt.
- b) The numbers shall be clearly visible
- c) Teams may use numbers from zero (0) to ninety-nine (99)
- d) Players on the same team shall not wear the same number
- e) When two teams play each other and there is a uniform clash, the opposing team has the right of appeal for the uniform points to the EDJBA if the team fails to wear alternatives when required and does not do so

- f) When a colour clash occurs and both teams are from the one Club, the Club shall nominate the team to wear alternatives. When the nominated team does not provide an alternative colour combination, it shall play in makeshift tops with a penalty of two points per player, maximum penalty of 10 points
- g) Team colours shall be given priority based upon the time that the Club has used those colours in their respective Girls and Boys competition
- h) A player may not play if the singlet colour could be confused with that of the opposition.
- i) Shorts and singlets must be the official domestic club shorts and singlets unless otherwise agreed with EDJBA management
- j) Shorts, singlets and numbers must be of uniform colour and style and not seriously faded
- k) Shorts must be basketball style shorts. Running shorts, athletic shorts, bike shorts and football shorts are not acceptable. Pockets and side adjusting straps on shorts are not allowed
- l) Insignia and logos will be permitted on playing uniforms only by authorisation of the EDJBA Committee of Management for the following:
 - i) Notified Club emblems, insignia and logos
 - ii) Logos and insignia of notified Club sponsors or EDJBA sponsors. No Club, player or team may add any other writing or images to the playing uniform
 - iii) The Secretary or Management of the EDJBA shall maintain a list of notified Club and sponsors' emblems, insignia and logos
- m) From Round 3, teams shall be penalised two points for each player out of uniform with a maximum penalty of 10 points. The wearing of singlet inside out as double zero, is an illegal number and from Round 3 onward will incur a penalty
- n) Any changes to club uniforms must be approved by the EDJBA Committee of Management prior to final design and manufacture.

24) OTHER EQUIPMENT

- a) All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted
- b) Players shall not wear equipment (objects) that may cause injury to other players. The following are not permitted:
 - i) Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding
 - ii) Objects that could cut or cause abrasions
- c) The following are permitted:
 - i) Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - ii) Tightly fitted undergarments that extend beyond the singlet or below the shorts.
 - iii) Compression sleeves.
 - iv) Compression stockings.
 - v) Head scarves or other fabric articles if worn for religious purposes and held in place by bobby pins or snap clips.
 - vi) Knee braces if they are properly covered.
 - vii) Protector for an injured nose, even if made of a hard material.
 - viii) Mouth guards.
 - ix) Spectacles, if they do not pose a danger to other players.
 - x) Wristbands and headbands, maximum ten (10) cm in width, made of textile material.
 - xi) Taping of arms, shoulders, legs, etc
 - xii) Ankle braces
- d) It is recommended that the colours of garments be either black or a colour that resembles the official colours of the Club they are representing

25) FINGERNAILS

- a) Fingernails must be closely cut to avoid injury to other players.
- b) If an official establishes that a player has fingernails that could cause abrasions, the player must:
 - i) Closely cut their fingernails to eliminate the threat of causing abrasions (usually not protruding above the finger), or
 - ii) Cover the protruding fingernails with a suitably protective device such as medical strapping tape. (The tape must be applied in such a manner that no sharp edges or corners are created by the taping)
- c) The player may not participate until such time that the referee is satisfied that the nails are appropriately covered
- d) Where the protective device falls off during the game the referee must stop play at the next opportunity and direct the player to leave the court and remedy the cover
- e) The player will be prohibited from participating in the game if:
 - i) The player refuses to cut or cover the offending fingernails as required above,
 - ii) Suitable protective measures are not available; or
 - iii) The proposed protective measure will not adequately overcome the risk of abrasive injury to others
- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

26) GLOVES

- a) Gloves may be worn by players, only if used to cover long fingernails or for medical purposes, and as long as they:
 - i) Are appropriate for basketball,
 - ii) Do not give additional reach, or grip,
 - iii) Do not in any other way give an unfair advantage to the wearer,
 - iv) Are in no way dangerous to other players
- b) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

27) WRIST BANDS (INCLUDING MEDICAL WRIST BANDS)

- a) Wristbands made of rubber, leather and silicon etc. are regarded as objects which may cause injury to other players.
- b) Players must remove the bands prior to playing, or cover them appropriately
- c) If a player does not remove the wrist band, the player must have it covered with medical strapping tape, or towelling sweat band, eliminating any possibility of another player getting their finger(s) caught under them
- d) The player may not participate until such time that the referee is satisfied that the band is appropriately covered
- e) Where the protective device (eg. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover
- f) The player will be prohibited from participating in the game if:
 - i) The player refuses to remove or cover the wrist bands as required above;
 - ii) Suitable protective measures are not available; or
 - iii) The proposed protective measure does not adequately overcome the risk of abrasive injury to others
- g) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

28) HAIR ACCESSORIES

- a) Players are permitted to take the court wearing “bobby pins” and/or “one touch” or “snap” clips to hold their hair back. These items pose no threat of injury to any player on the court
- b) If items in a player’s hair are made from a non-abrasive, pliable material, they may be permitted to be worn. This includes headscarves or other fabric articles worn for religious or cultural purposes and held in place by bobby pins or snap clips, and hair extensions
- c) Players are not permitted to wear barrettes, bandanas, headbands made of metal, or clips larger than a bobby pin or snap clip – especially those that are present for decorative purposes only. These items do pose a threat of injury, due to their increased size
- d) Players are not permitted to wear any hard material that swings freely with/in their hair, e.g. beads.

29) BRAIDED &/OR PLAITED HAIR

- a) Braids and plaits are permitted under FIBA Rules.

30) PROTECTIVE HEADGEAR

- a) No player is permitted to play with headgear, which according to FIBA includes protective helmets
- b) FIBA ruled that if a player is required to wear a protective helmet for their own health and safety, then their health is at too much of a risk to play the sport of basketball
- c) An appropriate exemption may be made in circumstances where a player provides medical evidence to wear a helmet for their self-protection because of a special intellectual disability

31) JEWELLERY

- a) Players who wear jewellery must, wherever able to, remove the object prior to taking the court
- b) If a player claims that a particular item cannot be removed, the player must cover the object with a suitably protective device such as medical strapping tape
- c) The player may not participate until such time that the referee is satisfied that the object is appropriately covered
- d) Where the protective device (eg tape) falls off during the game the referee must stop play at the next opportunity and direct the player to leave the court and remedy the cover. If this occurs more than twice then the referee should instruct the player that they can no longer participate in the game, unless they remove the jewellery
- e) A player will be prohibited from participating in the game if:
 - i) The player refuses to remove or cover the offending object;
 - ii) Suitable protective measures are not available; or
 - iii) The protective measure will not adequately overcome the risk of injury
- f) The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

32) BLOOD POLICY

- a) If bleeding occurs the player must leave the court area and receive appropriate treatment
- b) The player may not resume play until bleeding has stopped
- c) If bleeding should reoccur the above procedure must be put into place
- d) If bleeding cannot be controlled, and the wound securely covered, the player must not continue the game
- e) All contaminated clothing and equipment must be replaced prior to the player being allowed to resume play, as per the EDJBA Blood Policy
- f) A team singlet may be exchanged with a change of number for the player, with no penalty. If a team singlet is not available, the player may wear any singlet and appropriate shorts, provided that they are not of the same colour as the opposing team, with no penalty imposed
- g) If there is blood spilt on the floor or benches this should be wiped thoroughly with bleach and detergent solution, as per the EDJBA Blood Policy. The Referee will administer a Referee's Time Out, the clock will stop, and all players must leave the court and remain in respective bench areas until the blood has been correctly cleaned from the court.

33) FINANCE

- a) To retain financial standing in the EDJBA, Clubs are to make payment of monies to the Association in the following manner:
 - i) Registration and Bond Fees - will be invoiced after Round 6, and payment is due within fourteen days of invoice, unless prior arrangements are made to the contrary
 - ii) Walkover Fines, Scoresheets and Withdrawal Fees - payment is due within fourteen days of invoice
 - iii) All accounts due and payable in relation to a particular season are to be paid prior to the commencement of the following season
- b) Should a Club become unfinancial then the EDJBA Committee of Management may, at its discretion, cancel all or part of premiership points gained by the Club whilst that Club remains unfinancial
- c) Clubs must be financial to participate in Finals

- d) EDJBA President and Treasurer, jointly, will decide whether claims as to the validity of amounts invoiced are justified. Such claims are to be lodged within 14 days of invoice
- e) Venue contributions are based on the number of games fixtured at the Club's venue during the season, calculated at a rate set by the EDJBA Committee of Management.

34) DISPUTES, PROTESTS AND COMPLAINTS

DUTIES OF OFFICIALS

- a) From May 5th 2003, the EDJBA will adopt the Codes of Conduct from Basketball Victoria for all players, coaches, parents, spectators and administrators
- b) The EDJBA holds the right to investigate and or convene an investigation into any matter it feels necessary without approval and or complaint from the Clubs. Investigations may be held into any matter that relates to breaches of the Codes of Conduct and/or EDJBA policies
- c) All disputes, protests and complaints must be lodged in writing by a nominated Club official with the EDJBA within five days of the matter under dispute
- d) Letters of complaint should include details of known persons who are available as witnesses to the matter complained of, and the nature of the evidence to be given
- e) The terms of reference of the Investigation Committee shall include any contentious matter requiring arbitration, which the President or his/her nominee shall refer to the Investigations Committee
- f) The President or his/her nominee shall appoint the Investigation Committee
- g) The EDJBA will advise all parties involved
- h) The Investigation Committee finding shall be directed to the Clubs via the EDJBA unless otherwise decided
- i) Persons affected by the Investigation Committee decisions shall have the Right of Appeal to Basketball Victoria through the appropriate channels and will be advised of this right at the investigation.

REFEREES

- j) In the case of a referee exceeding his/her power by altering timing regulations on starting a game early, a re-match shall be ordered if the losing or drawing team can produce evidence that:
 - i) the referee exceeded his/her power
 - ii) the consent of both coaches was not given

- iii) the result of the game could have been judged reasonably to have been affected.

35) REPORTS

PLAYERS, COACHES AND SPECTATORS

- a) Referees, or Referee Branch on their behalf, or Venue Supervisors, are to lodge reports with the EDJBA
- b) The EDJBA will advise Club officials and the Referee Branch, who will advise the reported players or coach and the referees of the place, time and date of the Tribunal hearing
- c) The EDJBA will forward the report sheet to the Tribunal Secretary
- d) The EDJBA will notify the Clubs and Referee Branch involved of the result of the Tribunal hearings
- e) The EDJBA will advise Clubs and Referee Branch of the Tribunal procedure
- f) Written or verbal advice to the nominated Club Official(s) by the EDJBA is deemed to be official notification to Clubs.

36) CARE OF VENUES

- a) The Venue Supervisor (or if no venue supervisor, the most senior referee on duty at the venue) or an authorised representative of the EDJBA Committee of Management are empowered to exclude any person from that venue
- b) Alcoholic beverages must not be consumed at or outside an Association venue while the competition is in progress
- c) Smoking is prohibited at all venues
- d) It is permissible for the venue supervisor to authorise a reduction in game time to deal with extraordinary situations such as lockouts and meeting deadlines for the conclusion of the session.

37) CLIMATE POLICY

HIGH FIRE RISK

- a) On Catastrophic Fire Danger days, all games shall be cancelled
- b) On days of extreme fire danger, the EDJBA and Clubs in high fire risk areas shall have the right to specify venues which shall have all games cancelled. Teams from these

areas with away games shall have the right to cancel games without penalty, provided notification is given, a minimum of three hours before the scheduled game

- c) Clubs are advised in the value of providing venue supervisors training in the use of fire extinguishers, first aid relevant to heat, and evacuation procedures

DISCRETIONARY CANCELLATION OF ALL GAMES

- d) After consideration of weather forecasts and other warnings issued on Friday 4:30pm, the EDJBA may cancel all games for the next day, if the temperature is to exceed 40 degrees, but apart from Catastrophic Fire Danger days, the EDJBA is not required to do so
- e) The decision shall be made by an appointed sub-committee of four people who shall include the President and Manager if available. They shall take into account: maximum predicted temperature, the time at which that will be reached, the prediction of any change, the temperature of preceding days, humidity and any other relevant factors. Communication to the Member Clubs and public will be made by 5:30pm on Friday.

RECORDING TEMPERATURE

- f) It is the responsibility of each venue to have a publicly visible thermometer and the records must be taken at the start of each game, on hot days, when games are in progress.

TIMING REGULATIONS: TEMPERATURE IS BETWEEN 30 DEGREES AND 34.9 DEGREES INSIDE A VENUE

- g) Where the temperature, is between 30 and 34.9 degrees, inside a venue, the following rules shall be applied:
 - i) **In each half**, the clock shall be set for 9 minutes at which time, on the buzzer, there will be a 1 minute break for rest and hydration. The clock shall then be re-set for a further 9 minutes, to complete the half. Both teams shall be entitled to their 2 time-outs per half.
 - ii) There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue supervisor, the most senior referee on duty at the venue,.



TIMING REGULATIONS: TEMPERATURE IS BETWEEN 35 DEGREES AND 39.9 DEGREES INSIDE A VENUE

- h) Where the temperature, is between 35 and 39.9 degrees, inside a venue, the following rules shall be applied:
- i) **In each half**, the clock shall be set for 8 minutes, but at the first whistle or score after the 4 minute mark the bench shall signal a time-out and the clock shall stop.
 - ii) After 1 minute the game shall resume until the buzzer sounds indicating the conclusion of the 8 minutes.
 - iii) There will then be a 1 minute break and the clock will re-set at 8 minutes.
 - iv) The same break shall occur again at the first whistle or score after the 4 minute mark.
 - v) Teams shall still be entitled to their 2 time-outs per half and the foul count shall remain for the second 8 minute block.
 - vi) The clock will stop only in the last 2 minutes of the game as per normal game regulations.
- i) There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue supervisor, the most senior referee on duty at the venue,.

ABANDONMENT AND CANCELLATION OF GAMES IF TEMPERATURE EXCEEDS 40 DEGREES INSIDE A VENUE

- j) Without discretion, if the indoor temperature at a venue reaches 40 degrees, the game shall be abandoned.
- k) The result of the game will be determined by reference to By-Law 15.
- l) The Club responsible for the venue shall be responsible for informing the EDJBA.
- m) Once games are abandoned at a venue, they are abandoned for a **minimum** of four games. All other games are presumed to be played.
- n) Any further cancellation of games requires a three game notification to the EDJBA.
- o) On days where the indoor temperature may exceed 40 degrees at some venues, the EDJBA shall keep a log of cancelled venues and times cancelled, on the EDJBA web site.

38) PHOTOGRAPHY POLICY

- a) There are many legitimate reasons why still and video photography at sports is very common and the EDJBA does permit that photography
- b) Venue Supervisors may take reasonable steps to ascertain that any photography of basketball activities is being used for legitimate and harmless purposes
- c) As a courtesy, both teams should be notified of the intention to photograph or video the game
- d) If any person objects to photographing or videoing and has a legitimate and strong reason for the objection, then a bar should be placed on the photography or videoing. A strong reason may be that the child concerned is the subject of contested custody proceedings or has been the subject of violence or threats and publication of a video or photograph may compromise the safety of the child.

39) FINES AND PENALTIES

- a) A Schedule of Penalties will be reviewed by the EDJBA Committee of Management and updated from time to time.

SCORESHEET INFRINGEMENTS

- b) Correct player given names and surnames must be included in the computer scoring system. When entering a name not listed, correct DOB and gender as well as other required information needs to be included.
- c) Scoring Infringement Fines:
One or more player names not completed accurately

WALKOVER FINES

- d) Walkovers during Home and Away games
- e) Walkovers during Finals

ADMINISTRATION INFORMATION

- f) Failure to lodge, any of the following information, by the date nominated
 - i) Team Registrations and Payment
 - ii) Venue Availability Information
 - iii) Team and coach / player compat Information
 - iv) Team Lists
 - v) General Administration Forms

RESULTS FINES

- g) Results to be uploaded by the specified time

INCORRECT BASKETBALL FINE

- h) EDJBA Committee of Management approved basketball not used for warmup or games

40) CRISIS OPERATIONS

From time to time the EDJBA may face unusual or unplanned circumstances which may impact the standard operations of the competition. Following a decision of the Committee of Management, the declaration of a crisis shall substitute the following in place of certain By-Laws:

By-Law 4(a) is amended to:

- a) Applications by Clubs to be entered in the competition shall be in the prescribed format, prior to the first round of the new season.

By-Law 5 is amended to:

- a) A team may be withdrawn at any time prior to the completion of the grading period, by notifying the EDJBA. Walkover fines will be payable for any rounds already fixtured. A team registration fee will not be payable

- b) If a team is withdrawn after the completion of the grading period, the Club shall pay a withdrawal fine, in addition to walkover fines for fixtured games, up to a maximum of three rounds or as advised by the EDJBA.

By-Law 8(a) is amended and 8(k) added:

- a) Once a player is registered with an EDJBA Club, they may not play with or "fill in" for another EDJBA Club until they have received a clearance, or, if their own club has withdrawn for the season due to a crisis situation, they have received a permit as described in 8 (k)
- k) If a club has withdrawn from EDJBA competition for a season due to a crisis situation, players from the club who wish to play for another club may do so via a permit. Permits must be completed in the manner advised by the EDJBA. Any player has the right to be given a permit to another Club subject to paying all monies owed to their current Club. Following the season, the permit will cease and the player will be considered a member of the club who they were last registered with.

By-Law 9 (e) and (f) are amended to:

- e) Clubs are permitted to change team lists freely up until the conclusion of Round 4 or as advised by the EDJBA, and must advise the EDJBA of any changes made in the prescribed manner
- f) Clubs may request permission from the EDJBA to add a player to a team after Round 4 or as advised by the EDJBA , the granting of which will be at the complete discretion of the EDJBA, and may be reviewed by the EDJBA at any time during the season.

By-Law 10 (c) and (d) are amended to:

- c) A player is permitted to move teams freely, within or across age groups, in their competition, with notification to the EDJBA in the prescribed manner, until Round 4 or as advised by the EDJBA .
- d) After Round 4, or as advised by the EDJBA , a player may not move to another team without permission from the EDJBA, the granting of which will be at the complete discretion of the EDJBA, and will be granted only in special circumstances. For clarity, this clause does not apply to filling in for another team.



By-Law 19 is amended to:

- b) To qualify to play finals matches with a team, a player must be registered and have played a specified number of rounds with that team, except in the case of medical evidence of unavailability in which case the Registrar may give a permit. Byes are not counted for qualification. Further: (...)

By-Law 23 is amended to read (in full)

The Timing Regulations will be determined by the Committee and published on the EDJBA website.

By-Law 23(n) is added:

- n) A team that has a majority of players entered under permits due to their usual club not entering teams may wear a set of alternate singlets. The club sponsoring the team must register any alternate singlets with the EDJBA. Any colour clashes with EDJBA clubs will require the team wearing the alternate singlets to change. Players should make every effort to all wear the same shorts but this will not be enforced for teams with a majority of permit players, however shorts must comply with By Law 23 (k)

By-Law 24 is amended to include the point (c) (xiii)

- c) The following are permitted:
 - xiii) surgical style face masks (subject to guidance from Basketball Victoria)