

Tatura Amateur Basketball Association Inc

By Laws

19th April, 2005

1. There are two playing seasons each year. The Autumn season commences on 1st January and concludes on 30th June. The Spring season commences on 1st July and concludes 31st December. To be eligible to play in the current season, players must be at least eight (8) years old. Players who would turn (17) prior to the end of the current season are not eligible to play.
2. The Match Committee will grade players.
3. Players shall be evenly placed in teams by a person/s appointed by the Match Committee. During the first three (3) rounds of the competition the Match Committee has the power to regrade players and teams for the benefit of the competition.
4. All players must be registered with the Victorian Basketball Association Inc. (VBA Inc) prior to taking to the court. Except in circumstances approved by the committee, all prescribed fees must be paid in full on or before the competition registration dates, as set by the committee.
5. Matches will be conducted under the Official Basketball Rules of Basketball Australia with the exception of variations included in these By Laws.
6. Premiership points will be allocated as follows:
 - Win - three (3) points
 - Draw - two (2) points
 - Loss - one (1) point
 - Loss by forfeit - one (1) point (score 0 – 20)
7. "A" Grade will play with a size 7 basketball, "B", "C" and "D" grades will play with a size 6 basketball.
8. All teams playing shorts must be black, and not extend past the knees. Pockets are not permitted. Playing shoes must have non-marking soles. Players may wear T-shirts under their basketball shirts provided they are the same colour as their team's singlets. A player will not be able to take the court for subsequent games for continued uniform violation.

9. For A,B.C and D grades, the team Coach must be a least fourteen (14) years of age. An assistant coach must be at least 13 years. All coaches are at the discretion of the committee.

10. All teams must supply their own scorer. The failure of a team to supply a scorer will result in one point being awarded to the opposing team for every minute until a scorer is provided. After 15 minutes if a scorer is still not provided, that team must forfeit. Information on how to score will be made available on the score bench.

11. Only players, coaches, assistant coaches, referees, scorers and co-ordinators are permitted in the court area.

12. A three (3) point line zone defence ruling will be imposed on teams that have a 20 point lead in "B" and "C" grades. This will not be enforced in the finals.

13. Three (3) points goals scored in "C" grade and "D" grade will only be awarded two (2) points.

14. Two (2) only Time Outs per team will be permitted per half during each game.

15. The clock is stopped during the last one (1) minute of the second half each time the referee blows a whistle. No time outs are permitted during the last three (3) minutes of each half.

16. In the finals the clock shall be stopped for all time outs and in the last two (2) minutes of the second half each time the referee blows a whistle. Time outs are permitted in the last three (3) minutes of each half.

17. The following variations to the Official Basketball Rules of Basketball Australia are to be applied in "D" grade.

- A compulsory three (3) point line zone defence will be enforced by the referees.
- The three (3) second rule in the key is to be increased to five (5).
- The yellow curved line is to be used as the free throw line.
- A time limit of 20 seconds outside of the defence zone will be imposed for the offensive team.

18. In "A", "B" "C" and "D" grades both teams must have five (4) players on the court to commence a game. If a team does not have the required number of players when the referee starts the game, one (1) point per minute shall be awarded to the opposing team (late start penalty) up to the fifteen (15) minute mark. After this time the referee shall declare the game as a loss by forfeit.

19. Teams must arrange fill-ins or replacements players when necessary. The co-ordinator for that grade must be advised prior to commencement of play. The fill-in or replacement player can either be:

- A player currently playing in a lower grade at Tatura or,
- A lower grade registered player not currently playing at Tatura. The Match Committee must approve this player. Application for approval must be made at least twenty-four (24) hours before the scheduled start of the game in which the player would participate.
- In D grade, fill in players may be used from opposing teams of the same grade.
- Permission must be granted by the grade co-ordinator and 3 others from the match committee.

20. The Match Committee will maintain a playing list for each team. In the finals only players listed with a team may play for that team and a player can only be listed on one (1) team in any grade after round 4.

To be eligible to be included on a team's playing list:

- A player must have played a minimum of three (3) games with that team through the course of the season (prior to finals). And,
- The number of players on the playing list cannot exceed the number of players listed for that team at the beginning of the season.
- During finals, a player can only play for their registered team/grade.

In the event that a team is unable to field the minimum number of players for a finals game, application may be made to the Match Committee for assistance. The Match Committee may permit a player or players of their choice who would otherwise be ineligible to play to be listed for that team for that game. A minimum of twenty-four (24) hours notice before the scheduled start of the game must be given and the decision of the Match Committee will be final.

21. Players may only fill in for a maximum of five (5) games in a higher grade (finals included) to be eligible to continue to play in their lower grade.

22. If a team knows they are going to forfeit a game, they must advise the grade co-ordinator as soon as possible who in turn will advise the other team's coach and the referee co-ordinator.