



Domestic Competition By-Laws

Southern Peninsula Basketball Association

Incorporation # A0001661M

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				Modified rules Uniform (leggings) Exemptions
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BY-LAWS FOR THE SOUTHERN PENINSULA BASKETBALL ASSOCIATION INCORPORATED

Definitions

In these By-Laws, unless the context requires otherwise, the following words and expressions have the following meanings.

Annual General Meeting (AGM): the Annual General Meeting of the Association.

Association: The Southern Peninsula Basketball Association.

Association Official: An individual appointed by the Association to carry out specific duties, including enforcing rules, managing events, or overseeing administrative functions.

Basketball Victoria: means the Basketball Victoria Incorporated.

Board of Management (BOM): The governing body responsible for overseeing the strategic direction of the Association, comprised of elected or appointed members. The BOM appoint the General Manager of the Association.

Bottom age player: A player who is at the turning the year below the maximum year allowed in a specific age division during the competition year.

By-laws: the rules of operation of the competition as amended from time to time.

Business day: a day within Monday to Friday, not including Public Holidays.

Club: A Club is defined as 3 or more teams governed by one body with a duly elected Secretary. A club must comply with the Club Participation Framework.

Club Delegate: the person appointed by a Club to be the central contact person for receiving all Association communications.

Club Participation Framework: The set of guidelines and procedures designed to ensure clubs adhere to the Association's by-laws, rules, and policies, promoting fair play and integrity.

Clubs Meeting: all meetings which member clubs are invited to attend.

Coach: any person who is registered to and appointed to coach a team for any season or part thereof, including a person appointed as an assistant coach of a team (if applicable).

Compliance penalty: by which a team or club are penalised to ensure compliance for breaches of the By-laws.

Competition Administrator: is person who is appointed by the Association to organise the competition. Also can be referred to as Competition Manager.

Customer Service Officer: the person appointed by the Association to oversee the operation of game days.

Exemption: A formal permission granted by the Association allowing a player, team, or club to deviate from specific by-laws under special circumstances.

FIBA: The International Basketball Federation, which governs the rules of basketball worldwide and sets the standards for international competition.

Fill in player: A player is deemed a 'fill in' if they are not registered with the team and add themselves courtside to participate in a game.

Finals: the series of games as determined by the Association played at the completion of the regular domestic season.

Fixture: the fixture is the schedule of games as determined by the Association.

General Manager: the senior executive responsible for the overall management and administration of the Association's activities, reporting to the Board of Management.

Division: a level of competition within the overall domestic competition structure. Also known as a grade.

Grading: The process of evaluating and placing teams into appropriate divisions within the competition structure based on skill level and performance.

Head of Basketball: the position accountable through the General Manager for the overall operation of basketball aspects of the Association.

Investigations Officer: a person appointed by the Association to investigate matters relating to conduct and any other matters deemed necessary to be investigated by the Association.

Member: An individual or entity that has been accepted into the Association, including players, coaches, clubs, and officials, with rights and responsibilities as defined by the Association.

MVP voting form: an Association document which game referees shall vote for grand final Most Valuable Player (MVP).

No Zone: the restriction preventing certain levels from implementing a zone defence.

One on One Defence: Each player must guard a specific opponent. Players may assist others if they maintain sight of both their assigned player and the ball. Trapping is allowed but must revert to one on one once broken. Teams with fewer than five players may use a zone defence.

Player: a player of a team.

Referee Educator (Referee Supervisor): an individual responsible for training, mentoring, and assessing referees to ensure they maintain high standards of officiating within the competition.

Referee Leadership Team: the appointed persons by the Association of Referee Development Officers responsible for the conduct of Referees and ensuring officials are trained, developed, managed, supported and accredited.

Regular season game: any game played in the regular season.

Representative player: a player who has participated in a Victorian Junior Basketball League, Big V, NBL1 or higher-level game in the last 6 months. A player is not considered a representative player if they have been participating for less than 6 months.

Restricted player: is a player which has certain additional restrictions as listed in the By-laws.

Season: the period/s in each year determined by the Competition Administrator when the Domestic competition is played.

Sub-Committee: from time-to-time the General Manager may appoint a group of people to fulfil a role on behalf of the Association.

Team: a team consisting under a member club or entered as an independent team.

Technical official: any person acting as a score table official, Referee or Referee coach at any game.

Top age player: A player who is the turning the maximum year allowed in a specific age division during the competition year.

Zone: A zone defence is where a position or area of the floor is guarded by a player, as opposed to another player being guarded.

1. Governance & Administration

1.1 Aims

- 1.1.1 The Southern Peninsula Basketball Association (SPBA) aims to conduct a community basketball competition for participants of all ages and skill levels on the Mornington Peninsula relevant to each participant's respective level and aspirations in a professional and high-standard manner.

1.2 Powers

- 1.2.1 The Board of Management (BOM) has the authority to create, modify, amend, or rescind by-laws as needed. Any changes to the by-laws require a resolution passed at a BOM meeting, with a notice outlining the proposed amendment provided to SPBA members at least seven (7) days prior to the meeting. Rule changes will be communicated to all clubs and independent teams via electronic communication.
- 1.2.2 The Board of Management and the SPBA General Manager have the authority to suspend, disqualify, fine, or otherwise address any member, team, official, or spectator who breaches the constitution, laws, by-laws, or rules. This authority extends to conduct deemed unbecoming, unfair, or contrary to the interests of basketball.
- 1.2.3 The Board of Management has the authority to accept or reject applications to participate in Domestic competitions. Decisions will be based on the following criteria:
 - 1.2.3.1 Appropriate placement (e.g., age, division)
 - 1.2.3.2 Fair competition
 - 1.2.3.3 Adherence to the Club Participation Framework
 - 1.2.3.4 Alignment with the Association's values and objectives
- 1.2.4 The General Manager is delegated the authority to act on behalf of the Board of Management.
- 1.2.5 The Head of Basketball & Competition Administrator may be delegated responsibilities through the General Manager in relation to the competition's operations.

1.3 Annual General Meeting

- 1.3.1 Teams must have at least one representative attend the Annual General Meeting. Failure to do so will incur a fine. Independent teams that do not attend but provide at least 48 hours' notice will be treated as a notified forfeit. If no notice or less than 48 hours' notice is given, it will be considered an un-notified forfeit. This requirement does not apply to Clubs.

1.3.2 Clubs must have representatives from at least 50% of their teams attend the Annual General Meeting. If less than 50% of teams are represented, the non-attending teams will incur a notified forfeit fee, regardless of notification.

1.3.3 Attendees to an AGM can only sign in for one team.

2. Player and Team Regulations

2.1 Player Eligibility

2.1.1 Underage Competitions

2.1.1.1 A player must be under the age of the respective competition age level as of December 31st of the year the competition finishes (e.g. U12 competition – all players must not turn 12 before the end of December 31st in the year the competition finishes).

2.1.2 Senior Competition

2.1.2.1 A player must be at least 14 years old to participate in the Senior Competition as of December 31st, of the year the competition finishes.

2.1.2.2 Players under the age of 16 at the point of participation must have a consent form signed by a parent or legal guardian prior to participating.

2.1.2.3 An over age competition shall only have players of the specified age as of December 31st of the year the competition finishes.

2.1.3 All Competitions

2.1.3.1 Players may only participate in one team per division.

2.1.3.2 A player wishing to join a team after grading must complete an application form and obtain approval from the Association before registering.

2.1.3.3 The Association reserves the right to reject a player joining a team after grading if it is not in the best interests of the competition.

2.1.4 Restricted Players

2.1.4.1 Representative player

The Representative Point Rule ensures fairness and competitiveness in the SPBA Community Domestic Junior Competition. It aims to maintain a balanced playing field, considering the competition as a whole as the priority. It ensures social interaction and enjoyment while preventing any team from gaining an unfair advantage through an overabundance of representative players.

2.1.4.2 Representative players are allocated a point value based on their representative team in the six months prior:

	Top Age Player	Bottom Age Player	Playing in a Higher Age Group
1st team	3 points	2 points	1 point
2nd team	2 points	1 point	1 point
3rd team or below	1 point	1 point	1 point
No representative team in the 6 months prior to season	0 points	0 points	0 points

2.1.4.3 Teams are allowed a maximum of 8 player points.

2.1.4.4 The representative rule is in effect for U14 competitions and younger.

2.1.4.5 Representative players from another association will be allocated points by the Association based on their teams' grading in the VJBL structure.

2.1.4.6 A player who was successful in gaining a position in a Representative program who is not a past representative player at the start of the Summer Season will not be classed as a Representative player for the summer season only.

2.1.4.7 Any player who is currently playing or has played in a Senior Representative Competition (CBL, Big V or higher) within the past twelve months cannot play below Division 2.

2.1.5 Fill In Players

2.1.5.1 A team may use 'fill-in' players to reach a total of six players.

2.1.5.2 A player may only fill-in:

2.1.5.2.1 Registered in another SPBA team – up to twice per season per team.

2.1.5.2.2 Not registered in another SPBA team – up to twice per calendar year total with any team within the Association.

2.1.5.3 Fill-in players must come from a lower division than their highest level regular domestic team. In junior competitions, a lower age level is also considered a lower division.

2.1.5.4 Fill-in players may not play for a team in the same division as their regular team/s.

2.1.5.5 Games played as a fill-in player do not count towards finals eligibility.

- 2.1.5.6 All player eligibility rules apply to fill in players (e.g. representative player rule).
- 2.1.5.7 The Association reserves the right to overturn a result of a game if a fill in player is determined to have unfairly affected the result of the game.
- 2.1.6 If a team uses a player that is ineligible the game will be forfeited in favour of the opposition team.
- 2.1.7 Finals Eligibility
 - 2.1.7.1 To qualify to play in the final series, a player must play 50% of the total games as a registered player (e.g., 50% of 14 games = 7 games).
 - 2.1.7.2 If there are an uneven number of total games the requirement shall be rounded down (e.g., 15 games = 7 games to qualify).
 - 2.1.7.3 Byes, forfeits for and forfeits against do not count toward finals eligibility but can be considered if requesting an exemption.
- 2.1.8 Grading
 - 2.1.8.1 Clubs with two or more teams in the same division may interchange players between those teams for the first two weeks of the season. After the second round, no interchange between such teams is allowed.
- 2.1.9 Gender
 - 2.1.9.1 The Association categorises competitions by gender.
 - 2.1.9.2 For junior competitions catering for under 12 years of age, participation in either gender category is allowed as per anti-discrimination legislation. For U8, U10, and U12 competitions, competitions will be gendered, and players are encouraged to participate in the gender they identify as.
 - 2.1.9.3 For competitions over the under 12 age, participants must play in gender as determined by Basketball Australia's Participation Guidelines.
- 2.1.10 Registration Fees
 - 2.1.10.1 Registration fees are non-refundable except under special circumstances as determined by the Association.

2.2 Team Eligibility

- 2.2.1 Team Composition
 - 2.2.1.1 Each team must consist of a minimum of five registered players in order to be fixtured into the competition.
 - 2.2.1.2 All teams must designate a team manager at the time of registration.
 - 2.2.1.3 All junior teams must designate a coach at the time of registration.
 - 2.2.1.4 All team members must be registered and in good standing with the Association.
- 2.2.2 Team Name

- 2.2.2.1 The Association may direct a team at any time to change the name of their team if, in the opinion of the General Manager, it does not align with the Association's values and objectives.
 - 2.2.2.2 Team names must not include commercial branding (unless pre-approved by the Association), any offensive language, inappropriate content.
 - 2.2.2.3 Teams must submit their proposed team name for approval during the registration process.
 - 2.2.2.4 Any disputes regarding team names will be resolved at the discretion of the General Manager.
- 2.2.3 Uniform Requirements
- 2.2.3.1 All teams must wear uniforms that are consistent with the Association's guidelines and approved by the Association before the start of the season.
 - 2.2.3.2 Uniforms must display player numbers clearly on both the front and back.
 - 2.2.3.3 Use of sports tape as numbers is not acceptable.
 - 2.2.3.4 The Association reserves the right to require changes to uniforms that do not meet these standards.
- 2.2.4 Registration Fees
- 2.2.4.1 Registration fees are non-refundable except under special circumstances as determined by the Association.
 - 2.2.4.2 From time-to-time the Association may require a bond from a team/s.
- 2.2.5 Compliance
- 2.2.5.1 Teams must adhere to all Association by-laws, rules, and policies throughout the season.
 - 2.2.5.2 Non-compliance with any of the Association's regulations may result in penalties, including fines, suspension, or disqualification from the competition.
- 2.2.6 Withdrawal
- 2.2.6.1 If a team withdraws from the competition after the registration deadline, they may be subject to a withdrawal fee as determined by the Association.
 - 2.2.6.2 Teams must notify the Association in writing if they wish to withdraw from the competition.
 - 2.2.6.3 The Association will assess the impact of the withdrawal on the competition and may adjust the competition structure as necessary.

3. Competition Structure

3.1 Grading

3.1.1 Grading is conducted in two stages:

3.1.1.1 Grading Phase 1: Rounds 1-3 – During this phase, changes to team division may occur.

3.1.1.2 Grading Phase 2: Rounds 4-5 – Divisions are finalised, but minor adjustments may still occur.

3.1.2 After the first phase of grading, Club Delegates will meet to provide feedback on team divisions. The Association will distribute the proposed divisions at least 24 hours before this meeting. The Association has the final authority on all division placements.

3.1.3 Independent teams are graded by the Association and may not include club input.

3.1.4 The Association reserves the right to re-grade a team at any point during the regular season.

3.2 Fixtures

3.2.1 Fixtures may be released on a week-to-week basis during grading. However, the Association will endeavour to release the first three weeks all at once where possible.

3.2.2 At the conclusion of the Grading Phase 2, the season fixture and finals will be released within two weeks.

3.2.3 Fixtures may be changed from time-to-time as required due to unforeseen circumstances.

3.2.4 If a change is made within 72 hours of a game, the club or team will be notified directly.

3.2.5 Changes outside of 72 hours of a game may not be communicated directly and teams should double check their fixture within 72 hours of their game.

3.2.6 The Association does not accept fixture requests.

3.3 Transfers

3.3.1 The transfer process allows players to move between clubs, or from a club team to an independent team while maintaining fairness and communication among all parties involved. The following guidelines apply to all club teams:

3.3.1.1 Notice Requirement

If a player wishes to transfer to a team within another club after the season team registrations have closed, they must provide their originating club

with a 14-day notice period before they are eligible to play for the destination club's team.

3.3.1.2 *Waiver of Notice Period*

The originating club has the option to waive the 14-day notice period. This waiver must be provided in writing to the player, the destination club and the Association.

3.3.1.3 *Eligibility post-transfer*

Players are eligible to play for their destination club's team only after the 14-day notice period has elapsed or after receiving a written waiver from their original club.

The destination club is responsible for verifying that all transfer requirements have been met before allowing the player to participate in games.

Any games played prior to this point for the destination club's team will result in the team forfeiting the game/s.

3.3.2 There is no transfer rule for:

3.3.2.1 Independent team to club team

3.3.2.2 Independent team to independent team

4. Competition Rules

4.1 General Rules

4.1.1 Matches are conducted under the official basketball rules as prescribed by FIBA, except as modified by these by-laws.

4.2 Players

4.2.1 A team must have at least four players ready on court to commence a match.

4.2.2 All players must meet eligibility requirements as outlined in By-law 2.

4.3 Match Rules & Timing

4.3.1 Regular Season & Semi-Finals

Timing	2 x 18-minute halves The game clock will start when the ball is in play for both halves The clock will stop for all whistles in the last 2 minutes of the game if the score is within a 15-point margin.
Overtime	Regular season games do not have overtime

	<p><i>Semi Finals:</i> 3 minutes per period Direction of play does not change This is repeated until a result is achieved</p>
Timeouts & Substitutions	<p>1 per half per period (including overtime periods)</p> <p>No substitutions or timeouts shall be allowed in the last minute of the first half as the clock does not stop</p>
Fouls	<p>5 personal fouls</p> <p>9 team fouls per half</p> <p>Personal and team fouls remain in overtime</p>

4.3.2 Grand Finals

Timing	<p>2 x 20-minute halves</p> <p>The game clock will start when the ball is in play for both halves.</p> <p>The game clock shall stop for all timeouts and all whistles in the last 2 minutes of the game regardless of score.</p>
Overtime	<p>3 minutes per period Direction of play does not change This is repeated until a result is achieved</p>
Timeouts & Substitutions	<p>1 per half per period (including overtime periods)</p> <p>Substitutions or timeouts shall be allowed at any point during the game</p>
Fouls	<p>5 personal fouls</p> <p>9 team fouls per half</p> <p>Personal and team fouls remain in overtime</p>

4.4 Ladders

4.4.1 Ladder points are awarded as follows:

Win: 3 points

Draw: 2 points

Loss: 1 point

Disqualified Win: 3 points

Disqualified Loss: 0 points

Forfeit Win: 3 points

Forfeit Loss: 0 points

Game Abandoned: 0 points

Bye: 0 points

- 4.4.2 Ladders are calculated by the Ladder Point Average, which is the total ladder points divided by total games played.
- 4.4.3 Ladder points count from round 4 onward.
- 4.4.4 If two or more teams finish the regular season with the same Points Average, placings are determined by:
 - 1. Percentage
 - 2. Points for
 - 3. Points against
- 4.4.5 Abandoned games, cancelled games, and byes do not count as games played and do not attract ladder points.
- 4.4.6 Where a team is regraded, points for and against from previous divisions are excluded from the ladder.
- 4.4.7 Ladders are hidden from rounds 1-3 for the integrity of the grading process.
- 4.4.8 U8 competitions will not have a ladder and do not have finals.

4.5 Results

- 4.5.1 Results are hidden from rounds 1-3 for the integrity of the grading process.
- 4.5.2 U8 competitions will not show results on the public-facing website.
- 4.5.3 Abandoned Games
 - 4.5.3.1 If a game is abandoned, it shall be treated as such unless the margin is more than 20 points.
 - 4.5.3.2 If abandoned with a margin over 20 points, the score and result shall stand.

4.6 Forfeits

- 4.6.1 Teams who notify the Association at least 2 business days before the scheduled game time will be charged a Notified Forfeit fee.

4.6.2 Teams who notify the Association within 2 business days of the scheduled game will be charged with a Unnotified Forfeit fee.

4.6.3 Late Teams

4.6.3.1 For each minute a team is late past the scheduled game time, the opponents are awarded one point.

4.6.3.2 If a team is ten minutes late for a scheduled game time, the match is considered an Unnotified Forfeit.

4.6.4 Forfeit fees will be determined before the commencement of each season.

4.7 Zone Defence

4.7.1 Zone is not permitted in U14s and younger where teams must play One on One Defence.

4.7.2 The penalty for an illegal zone defence, after two warnings to the coach will be a Bench Technical foul. This does not constitute a Behavioural Technical Foul.

4.8 Match Officials

4.8.1 Each team must provide a reliable official for the score table. Games will not proceed until this requirement is met. If both teams only have five players available with no scorers, they must use one player as a scorer and play four-on-four. If a team cannot supply a score bench official, they can use the opposing team's scorer.

4.8.2 Score bench officials must be a minimum of 14 years old.

4.8.3 Teams unable to meet these requirements within 10 minutes of the game start time will forfeit the game.

4.8.4 Scorers are considered game officials and are expected to:

Act in an unbiased manner

Refrain from cheering

Not dispute referee calls

Accurately record all game plays

4.9 Mercy Rule

The Mercy Rule promotes sportsmanship and ensures fair play. The rule is activated at a specified point margin, requiring teams to adjust their defensive strategy to provide more opportunities for the opposition.

- 4.9.1 *Activation:* When a team reaches the relevant Mercy Rule margin as per By-law 4.10, the game shall stop for a referee's timeout. On the first time the rule is activated, the referee shall stop the game for a 30 second time out and inform the team coaches the Mercy Rule is in play.
- 4.9.2 *Defensive Adjustments:* Upon activation, the opposition team coach must instruct their team to drop back to the 3-point line after a scored basket or when the other team is inbounding the ball. Zone defence is not permitted; one-on-one defence must be played once the ball reaches the 3-point line. Double teaming is not allowed.
- 4.9.3 *Referee Intervention:* Referees may stop the game to prompt players to follow the Mercy Rule.
- 4.9.4 Teams with significant leads are encouraged to adopt additional strategies to promote fair play and skill development for opposing teams, such as passing the ball 10 times before shooting, running to the baseline before defending, not defending until all opposition players have crossed half court, and not defending until the opposition team has taken a shot.

4.10 Modified Rules

4.10.1 The modified rules for junior competitions provide an overview relevant to each age level.

	U8	U10	U12	U14	U16 & Seniors
Ball Size	Size 5			Size 6	Female & Mixed - Sz 6 Male – Size 7
Ring Height	8 feet		10 feet		
Three Point Line	Inside line				Outside line
Zone Defense	Not allowed				Allowed
Mercy Rule	10 points	20 points			No rule
	Retreat to 3pt line after a score or stop in play	Retreat to 3pt line after a score or stop in play			
Seconds in Key	Not enforced	Five seconds		Three seconds	
Free Throw Line	Netball circle - allow them to jump over the line - just make sure they start behind the line	Short free throw line - allow them to jump over the line - just make sure they start behind the line	Short free throw line	Regular free throw line	
Cross Court	Not enforced	Enforced			
Shooting Wrong End	Violation – no score	Score counts			
Travels	Call when a player does not dribble for ~4 steps	Regular rules			
Double Dribbles	Let first one go - Call the second & explain	Regular rules			

Other U8 Rules	In the first four weeks of each season, coaches are permitted on the court to help their players. Scoreboard shall show no more than a 10-point difference.
Mixed Rules	No males shall be allowed in the key on the far end of the court to the canteen. No females shall be allowed in the key on the end closest to the canteen. This is to be treated as a violation and the ball is to be awarded to the opposite team. Referees should use common sense with this rule, for instance, if a player deliberately goes in the key to stop a goal.

5. Conduct & Behaviour

5.1 Sin Bin Rule

5.1.1 The Sin Bin is a penalty where a player who receives a Behavioural Technical Foul or an Unsportsmanlike Foul must be substituted out and remain on the team bench for 5 minutes of game clock time.

5.1.2 The Sin Bin rule is implemented in all competitions.

5.2 Behavioural Technical Foul

5.2.1 A Behavioural Technical Foul is issued for any disapproval or disrespect toward referees or their calls. This includes questioning calls, gesturing, clapping directed at an official, shouting, or using obscenities.

5.2.2 A Behavioural Technical Foul may be issued to any team member, including players, coaches, team officials, or team spectators.

5.2.3 Implementation

5.2.3.1 Referee Issued: A referee may issue a Behavioural Technical Foul during a game through standard procedures. After the game, the referee must complete the Behavioural Technical Foul form before the end of their shift.

5.2.3.2 Referee Educator (Supervisor) Issued: If an off-court supervisor is present at the venue, they may interrupt the game to assist referees with player behaviour. This may include:

Administering a referee's timeout to provide feedback and educate the on-court referee about managing player behaviour.

Directing referees to issue a Behavioural Technical Foul for abuse toward a referee or opponent.

Personally issuing a technical foul for abuse.

Stepping on the court to assist in separating players, issuing penalties, and reporting players in a melee or fight situation.

5.2.3.3 Administration Issued: If the General Manager, Referee Leadership Team, Head of Basketball or an official acting on their behalf becomes

aware of evidence after a match that justifies a Behavioural Technical Foul that was not issued during the game, they may issue the foul, which will be added to the person's cumulative total.

5.2.4 The on-court penalty for a technical foul is two free throws plus possession for the opposing team.

5.2.5 Off-court penalties for repeated Behavioural Technical Fouls are as follows:

- 2 technical fouls: 1-week suspension
- 3 technical fouls: 3-week suspension
- 4 technical fouls: 6-week suspension
- 5 technical fouls: automatic season suspension

5.2.6 If a participant is suspended, they may appeal the suspension through the exemption process, providing sufficient evidence. A technical foul will not be overturned based on the severity of the infringement, only if it is proven no such incident occurred.

5.2.7 All team members, including spectators, are subject to technical fouls against their team and may be ejected from the game after two technical fouls.

5.3 Hanging on rings

5.3.1 Any person hanging from the rings, nets, or supports during non-game times will incur a 3-week suspension.

6. Uniforms & Equipment

6.1 Uniform

6.1.1 The General Manager shall have the power to order any team to change any part of their uniform.

6.1.2 After the 3rd week of any season, any player who does not wear the correct uniform will be penalised by 3 points per item being awarded to the opposition team. Pockets on shorts are not permitted for safety reasons; shorts must be "sports" shorts.

6.1.3 Singlet numbers are to be in line with FIBA which is 0-99 and 00.

6.1.4 In the case of two teams uniform colour clashing the first named team will wear an alternate colour.

6.1.5 Undergarments may be worn in accordance with FIBA rules (must be tight fitting and the colour must be white, black or the same colour as the team uniform).

6.1.6 Leggings

6.1.6.1 Players are permitted to wear leggings in place of or in addition to playing shorts in Senior Competitions only.

6.1.6.2 Leggings must be mid-thigh length or longer.

6.1.6.3 Leggings must comply with the same rules as shorts in terms of matching the team's colours. Leggings must not have pockets.

6.2 Equipment

6.2.1 The following jewellery and hair regulations shall apply:

- (i) Rings are not accepted to be worn. (Only securely taped wedding bands allowed.)
- (ii) No bracelets or necklaces allowed.
- (iii) Earrings will only be allowed if they are flat studs and taped securely.
- (iv) No plastic hair slide combs or clips are to be worn on the basketball court.
- (v) Bobby pins are allowed.
- (vi) No metal/hard plastic head bands are permitted.
- (vii) Hair must not cause a hazard to other participants.

7. Exemptions & Appeals

All requests for exemptions from the by-laws are managed by the General Manager to ensure a consistent and fair process across all areas of the Association's operations.

7.1 Exemption Process

7.1.1 Any request for an exemption from the Association's by-laws must be submitted in writing to the General Manager. The request should include detailed reasons and any supporting documentation.

7.1.2 The General Manager will review each exemption request, considering its impact on the competition and the Association's principles and objectives.

7.1.3 The General Manager has the authority to grant or deny exemptions and may consult with relevant parties or experts as needed.

7.2 Types of Exemptions

7.2.1 Finals Eligibility Exemptions: Players ineligible for finals may apply for an exemption through their club or for independent teams through their team manager, providing valid reasons for their application.

7.2.2 Age Group Exemptions: Players may request an exemption to participate in a lower age group due to medical reasons or developmental considerations. Requests must be supported by appropriate documentation.

7.2.3 Other Exemptions: Any other exemption requests will be considered on a case-by-case basis to maintain the integrity and fairness of the competition.

7.3 Notifications and Appeals

7.3.1 The Competitions Administrator will notify applicants of the decision regarding their exemption request.

7.3.2 If an exemption is denied, the applicant may only apply for a review of the decision by providing additional information or clarification within a specified period. The General Manager will review the request and make a final decision.

7.3.3 There is no appeals process, and the decision of the General Manager is final.

8. General

8.1 SPBA Policies

8.1.1 The SPBA Domestic Competition is subject to all policies, rules, and regulations as listed on the Association's website.

8.2 Fees

8.2.1 Admission Fees: Admission fees and penalties for non-payment for competition matches will be determined periodically by the SPBA.

8.2.2 Forfeited Game Fees: Game fees for forfeited games will be refunded unless the teams use the referees and/or court during the scheduled game time.

8.2.3 Outstanding Fees: All outstanding fees recorded by a team during a season must be paid before the team can participate in the following match.

8.2.4 Withdrawal Penalty: If a team withdraws from the competition any time after the third game of a season, a penalty of up to \$200 may be applied, based on the impact on the competition.

8.3 Tribunal

8.3.1 Tribunals and reports are conducted under the Basketball Victoria By-laws.

8.3.2 Tribunals are administered and conducted by the regional Peninsula Tribunal Panel, an independent group. This tribunal operates under the direction of Basketball Victoria and adheres to all policies and procedures outlined in the Basketball Victoria Tribunal.

8.3.3 An Investigations Officer may be appointed by the Association to assist in completing a report.

8.4 Social Media

8.4.1 The SPBA follows the Basketball Victoria Member Protection By-laws regarding conduct on social media. Participants who violate these by-laws will be sanctioned through the Basketball Victoria Tribunal.

8.5 Protests

8.5.1 Any team wishing to lodge a protest regarding a game must submit it in writing to the Association within seven (7) days of the match. The parties concerned shall have the right to attend the meeting at which the protest will be heard.

8.5.2 A protest must be accompanied by an \$100 bond which will not be refunded if the protest is unsuccessful.

8.5.3 An Investigations Officer may be appointed by the Association.

8.6 Other

8.6.1 The Association, through the General Manager, may change, add, remove, alter, suspend, or replace provisions of these by-laws as necessary to serve the best interests of the Association and/or the competition. Any amendments or exceptions will be communicated to all affected parties in a timely manner and documented for future reference.