



MACKAY BASKETBALL COMPETITION BYLAWS

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PREFACE

Version

With the issue of these Competition By-Laws, all previous and prior Competition Guidelines, Rules and By-Laws previously known as “Competition Guidelines” are revoked.

Detailed herein are the Rules and By-Laws for Competitions of the MBI being;

- Junior Domestic Competition
- Senior Domestic Competition
- Daytime Ladies Competition

These rules shall always be followed and can only be revised by the MBI Executive and/or appointed Sub-Committee and must be endorsed by the MBI Executive Committee before taking effect.

In addition, any dispute or interpretation arising in relation to the By-Laws will be ruled by the Executive, and may be in consultation with the MBI Staff. The Executive & Staff decision shall be final, binding and no appeal is allowed once such a ruling is made. MBI Executive & Staff reserve the right to alter these rules at any point in time, in the best interest of Mackay Basketball Association.

Definitions

- MBI means Mackay Basketball Inc
- Executive means the Office Bearers of the MBI
- “General Manager (GM)” refers to the person appointed/employed to manage the Mackay Multi-Sports Stadium
- “Competition and Participation Officer (CPO)” refers to the person appointed/employed to manage all MBI competitions
- “Operations Manager (Ops Manager)” refers to the person appointed/employed to oversee the management and effective running of all MBI Competitions
- “Referee Supervisor” refers to the MBI appointed person to oversee game operations and rostering of referees. The rostering of referees will be completed by the Ops Manager in conjunction with the Technical Officials Chairperson.

1. RULES

- 1.1. The rules of Basketball as issued by FIBA shall be followed in all competitions managed by the MBI. The only exceptions to this will be as noted in these Bylaws.

2. CLUBS

- 2.1. Clubs affiliated with MBI will consist of three (3) or more teams registered into MBI Competitions.
- 2.2. Clubs on an annual basis will provide the following to the MBI Executive within two (2) months of the Club Annual General Meeting or by February 1 of each year;
- Club Contact details including Club Email
 - List of Office Bearers including contact details
 - Copy of Incorporation Certificate
 - Copy of Rules of Management

3. REGISTRATIONS

3.1. TEAM REGISTRATION

- 3.1.1. MBI on a season basis will set and approve the Team & Player Registration Fee for the upcoming seasons. This fee will be payable on registration by the member who is registering to play in the competition through the approved registration program.
- 3.1.2. All Players must “Pay Before You Play” or arrange to sign the relevant payment plan documents and have said document approved by the CPO.
- 3.1.3. At the commencement of participation in any competition, the payment of the Basketball Queensland Registration Fee plus the first instalment payment is required immediately. All payments must be made within 6 weeks into the competition.
- 3.1.4. Any Teams withdrawing from competitions after the drawing of the competition season fixture will not be entitled to any refund of monies paid.
- 3.1.5. Team names must be in the spirit of basketball and in good taste. Any names deemed inappropriate and therefore unacceptable, will be changed in consultation with the team delegate.
- 3.1.6. Any registered team **must** have 7 registered players to a team. This can include permanent sub ups providing the subbed-up player has paid in advance for the season. Teams must have a total of 7 registered players to be accepted into the competition.

3.2. PLAYER REGISTRATION

- 3.2.1. MBI on a season basis will set and approve the MBI Player Registration Fee for the upcoming seasons. This fee will be payable by all Players wishing to participate in MBI competitions. This will be made by the Staff of MBI, ratified by the MBI Executive and/or Committee of Management.

- 3.2.2. At the time of registration, Players must have a valid Basketball Queensland Registration Fee (BQRF). It is always the Players responsibility to ensure their BQRF valid throughout the period they are participating.
- 3.2.3. Junior Players will register directly through the link provided by MBI and are responsible for completing all information to the best of their knowledge and ability.
- 3.2.4. Players will be allocated to Teams within the Competition by the Domestic Club. Junior Players, on request, must provide proof of age to their Domestic Club or Mackay Basketball when requested by the production of an Original Birth Certificate or a Certified Copy of the Original Birth Certificate. MBI reserves the right to request a Copy of the above (Rule 3.2.4) at any given point.
- 3.2.5. Any Player withdrawing from competitions after playing in any game of a fixtured competition (grading or season) will not be entitled to any refund of monies paid to MBI or to Basketball Queensland.
- 3.2.6. A Player is unable to register into a Team, if they are unable to qualify for 'Finals' within the competition. Infringement Penalty 27.1.b
- 3.2.7. Due to the Under 8 Competition not having 'Finals', U08 Players may register at any time during the season.

3.3. PLAYER REGISTRATION IN MULTIPLE TEAMS

- 3.3.1. A Senior Player is permitted, with the authorization of the CPO, to play in a maximum of two (2) teams, in two different Divisions. The Teams must be one (1) division above their Primary team's division. All Contracted Male and Female NBL1 North players are only eligible to play in Division 1.
- 3.3.2. In the season directly after the NBL1 North season, a player is considered an NBL1 North player if they were contracted during the NBL1 season.
- 3.3.3. Senior Players are not permitted to play in multiple teams within the same division. Infringement Penalty 27.1.c
- 3.3.4. Junior Players are only permitted to play one Age Group above their natural Age Group. Unless subbing into a Senior Team. Infringement Penalty 27.1.c
- 3.3.5. In cases where a Junior Player wishes to play in a higher Age Group, and their Club does not have a higher Age Group, on application to the CPO and GM/Operations Manager and subsequent approval, the Player may be permitted to play for another Club.

3.4. REPRESENTATIVE PLAYERS

- 3.4.1. MBI recognizes the importance Clubs invest in the development and training of Players. Over the duration of a Player's career, they may choose to either move Clubs within MBI, play representative basketball for MBI or relocate due to living arrangements to the region of Mackay.

A Player will be defined as a “Representative Player” if they have played (been registered to play) in an Association Representative team within the past twelve (12) months.

3.5. LEVEL OF COMPETITION FOR REPRESENTATIVE PLAYERS IN NATURAL AGE GROUP

Representative Player	Compulsory Domestic Competition Level
Meteor/Meteorette	Division 1
Comet/Comette	Division 1
Stars/Starettes	Division 1/2

3.6. SUB UP REPRESENTATIVE PLAYERS

Level	Division
Meteors/Meteorettes	Div 1 - 2 Sub Up
Comets/Comettes	Div 1 – 2 Sub Up
Stars/Starettes	Div 1 – 2 Sub Up
Non Rep Div 1 players	Div 1 – 2 Sub Up
Non Rep Div 2, 3 players	Any Division Sub Up

3.7. A Player who has never been registered with MBI, who has played in a Representative Team for another Association, will be classed as a “Representative Player”. To establish the level of the Player, the CPO will seek information from the Player (Parent or Guardian) to define whether the Player would be classified as a Meteor/Meteorette or Comet/Comette or Star/Starette

3.8. Division 1 or Division 2 of the higher age group. Any Meteors/Meteorettes Representative Players will not be eligible to participate in any division 3 competitions in an Age Group above their natural age group.

3.9. A “State Player” will be defined as a Player who has represented Basketball Queensland (BQ), at either Under 16 or Under 18, Australian Junior Championship currently or within the past 12 months.

4. TEAM REGISTRATIONS

4.1. Junior Clubs will nominate the preferred Division of competition the team wishes to play, however at the discretion of the CPO the Team may be subject to movement depending on final team registration numbers.

4.2. Senior Team Delegates will nominate the preferred Division of competition the team wishes to play, however at the discretion of the CPO the Team may be subject to movement depending on final team registration numbers.

4.3. MBI reserves the right to refuse a team registration at their absolute discretion.

- 4.4. On registration of a team into the MBI competitions, the Delegate will acknowledge the terms and conditions noted on the team registration form.
- 4.5. If a team gives three (3) forfeits in a season it may be ineligible from playing finals for that season at the discretion of the CPO in consultation with the Domestic Chairperson; and if a team gives four (4) forfeits in one season it will be immediately removed from the competition.
- 4.6. The CPO will monitor forfeit numbers and Clubs/Teams will be notified when two (2) walkovers have been registered and a warning of the penalty for further walkovers will be issued.

5. PLAYER GAME FEES

- 5.1. MBI on a season basis will set and approve the MBI Team player Game Fee for the upcoming seasons. This will be made by the Staff of MBI and be ratified by the MBI Executive and Committee of Management.

6. DOMESTIC COMPETITIONS

- 6.1. MBI will define the competition structure for both Junior and Senior Competitions from time to time.
- 6.2. Junior Domestic Competitions will be Age Group based. To qualify for an 'Age Group' a player must be under the age as of 31 December of the year which the competition concludes (this includes finals).
- 6.3. The CPO in consultation with the Operations Manager & General Manager will set the Age Groups for the coming season. Basketball Queensland and Basketball Australia age groups for their respective competitions will be used as a guide.
- 6.4. Junior Competitions for players aged eight (8) and under maybe mixed genders at the discretion of MBI.

6.5. Junior Domestic Age Groups Table;

Age Group	Minimum Age of Player	Age Restriction	Eligible to Play
U08	5	Player must not turn eight (8) within the current year the competition season concludes	U08 & U10
U10	6	Player must not turn ten (10) within the current year the competition season concludes	U10 & U12
U12	8	Player must not turn twelve (12) within the current year the competition season concludes	U12 & U14
U14	10	Player must not turn fourteen (14) within the current year the competition season concludes	U14 & U16
U16	12	Player must not turn sixteen (16) within the current year the competition season concludes	U14 & U18
U18	14	Player must not turn eighteen (18) within the current year the competition season concludes	U18 & U20

6.6. Senior Domestic Competitions are for players turning 14 years of age.

7. GRADING

7.1. MBI may conduct grading games as required at the beginning of each season.

8. PLAYER QUALIFICATIONS

8.1. For Junior Competitions, a player must be under the age as of 31 December of the year which the competition concludes (this includes finals).

8.2. A Junior player may play more than one (1) game on a 'Competition Round' providing it is in a higher division and/or age group and with the same club, unless the particular club does not have a team in the higher age group. Higher age group must be only one age group above natural age.

8.3. Sub Up Rule Is as per this table:

Level	Division
Meteors/Meteorettes	Div 1 and 2 Sub Up only
Comets/Comettes	Div 1 – 2 Sub Up
Stars/Starettes	Div 1 – 2 Sub Up
Non Rep Div 1 players	Div 1 – 2 Sub Up
Non Rep Div 2, 3 players	Any Division Sub Up

8.4. Players can sub up to a higher division and or age group to multiple teams within their registered club providing that from the third (3rd) sub up into any one team in a particular age group, it is deemed to be a permanent sub up to that particular team within that age group and no further additional team sub ups will be allowed in that particular age group.

8.4.1.EXAMPLE: U16 Div 1 Representative Player – Can Sub up into Division 1 U18 and Sub up into Division 2 U18 – HOWEVER, Once played THREE (3) games with ANY team that player must stay with that team. This means that a player can play a maximum of 4 games in 2 different divisions before having to decide where they wish to stay playing.

8.4.2.Any breach of this rule will be classed as cheating and the Club will be subject to a \$200 fine invoiced by Mackay Basketball

NATURAL AGE GROUP SUP UP

8.5. In your natural age group you can only sub up and not sub down. You can sub up to Division 1 or 2 within your natural age group. You are only permitted to play a maximum of 2 games per team in a particular division before, on your 3rd game, staying with that particular team within that division.

8.5.1.For example: I am in Division 2. I can Sub up into Division 1 Magic Blue and Division 1 Magic White for a maximum of 2 games each,. On the third sub up to either team, I am deemed a

permanent sub up to that particular team within that division in my natural age group and can no longer sub up to any other team.

8.6. A Junior Player can only be registered to one (1) Junior Domestic Club or Independent Team.

9. TRANSFERS

9.1. A Transfer is required for any player who wishes to transfer between clubs / teams registered in MBI Competitions. A transfer is not deemed to be accepted until endorsed by the Club and CPO. Infringement Penalty 27.1.a

9.2. Transfers will not be granted to any current registered players after the conclusion of Round 3 in any season. Under extenuating circumstances, a Player may request a transfer by applying to the MBI via the CPO. The MBI decision on the transfer is final.

9.3. A transfer is not required for any player moving between teams belonging to the same Club, providing it is completed prior to the conclusion of Round 3.

9.4. If a player is cleared to another club / team, the player must qualify for finals.

9.5. A transfer request by a Player can be denied by the Club they are registered if the Player (or immediate family) have outstanding financial obligations, playing uniform or Club equipment.

10. COMPETITION MATCHES

10.1. All competition matches will be conducted in order of preference;

- MBI Bylaws
- Basketball Queensland (BQ) Bylaws
- Basketball Australia (BA) Bylaws
- International Basketball Federation (FIBA)

11. Referees

11.1. Referees will be allocated to Competitions as per the below table:

Competition	Minimum	Max
All Under 8 Competitions	1	1
U10, U12 & U14 Boys and all Females	1	2
U16, U18 & U20 All Genders	1	3
Men and Women (Division 2 and below)	1	3
Men Division 1 and Women Division 1	1	3

Day Time Ladies	1	2
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11.2. If during a game, a Coach or Team, have a concern with referee performance, the Coach or Team Delegate, is to seek out the Referee Supervisor to observe the game.

11.3. If at the conclusion of the game, a Coach or Team wish to provide feedback on performance, the following process is to be followed;

11.3.1. Junior Coach is to approach their Club to send an email to the CPO

11.3.2. Senior Team Delegate is to email the CPO

11.3.3. Refer to Annexure 'A' at the back of this ByLaws

12. Ball Size

12.1. Size of the ball used in matches shall be:

Competition	Ball Size
U8, U10 & U12 Competitions	5
U14 Boys and all Females	6
U16 Boys and all Men	7

13. Forfeit

13.1. A team may commence a game with three (3) Registered Players. If a Team is not ready to play at the scheduled tip off time, the Team will be penalised two (2) points for every minute or part thereof.

13.2. If by the conclusion of the first quarter, a Team is unable to field three (3) players, the game will be deemed a forfeit, and the score will be recorded as 20-0 in favour of the opposition.

14. Scoring

14.1. The combined individual player totals on the score bench tablet will be deemed to be the final score regardless of what is recorded elsewhere. It is recommended, that the officials check with each other at intervals during the game to avoid any discrepancies.

14.2. Each team must supply a representative to act as a Scorer or Timekeeper for their matches prior to the commencement of the game. Games will not start until two (2) officials are on the score table. A substitute player is permitted to perform score table duties if there is no other person.

14.3. Substitutions and Time Outs during games should be made through the score table; however, Substitution and Time Out requests can be made directly to the referee during a dead ball period (following a whistle) at the Referees discretion.

- 14.4. Electronic Scoring: Any players registered to the team can be marked as active by the scorer at the commencement of the game. Players who have been marked as active must be present in the playing area by the conclusion of half time. The referees on the game at half time, will ensure that all players present are active on Basketball Connect Scoring and no other players are to be added. If players are not present, the referees will remove the players from the team list.
- 14.4.1. Any alterations to this will be made by the MBI Staff and MBI Executive.
- 14.5. Scoresheets: Full player names must be legibly written beside the player number, failure to do so will result in that game not counting toward finals qualifications. Scorers are to tick the "Player in" column when a player steps onto the court. g. Junior Team Coaches must be named on the score sheet/electronic scoring. Scoresheets are redundant however will be left in the event issues with Electronic Scoring.
- 14.6. Senior teams must nominate a Court Captain/Coach to the officials prior to the commencement of the game.

15. TIMING REGULATIONS

- 15.1.1. Timing rules for 'Finals' games will be the same as the regular season unless otherwise stipulated by the CPO. If scores are level at the end of the game, an extra three (3) minutes will be played after a one-minute break, to achieve a result. All fouls stand. One (1) time out for each team is allowed. Any subsequent extra periods will follow the same rule to achieve a result
- 15.1.2. One (1) Hour Timeslot Timing
- 15.1.2.1. One (1) hour timeslot timing regulation
 - 15.1.2.2. 4 x 10-minute Quarter Games with running clock
 - 15.1.2.3. The games shall be played in four (4) quarters of ten (10) minutes
 - 15.1.2.4. Quarter time and three-quarter time shall be one (1) minute. The Half time interval shall be two (2) minutes.
 - 15.1.2.5. The clock stops on every whistle in the last two (2) minutes of the 4th Quarter

16. 24" SHOT CLOCK

- 16.1. 24" Shot Clock will operate on all Men Division 1 and Women Division 1 games, in all seasons, providing there is an appropriately trained person to operate.

- 16.2. 24" Shot Clock will operate on U14, U16 and U18 Division 1 games, providing there is an appropriately trained person to operate.
- 16.3. 24" Shot Clock will operate on U14, U16 and U18 Division 1 games, providing there is an appropriately trained person to operate in the all Grand Finals of all seasons.

17. PREMIERSHIP POINTS AND LADDERS

- 17.1. Competition Premiership points Table:

Result	Number of Premiership Points
Bye	3
Walkover Received	3
Win	3
Draw	2
Loss	1
Forfeit (Walkover Given)	0

- 17.2. **a) The final standings after all round games will be determined primarily on the win percentage of each team.**
- 17.3. **b) Tie Breakers: Two Way Tie**
- 17.4. i. If there are two teams that finish equal at the end of the regular season playing schedule, then only the result(s) of the game(s) between the two teams involved will be used to determine the final placing in the regular season standings. This is determined first by win-loss then by points scored by each team in the respective game(s).
- 17.5. ii. In the event that the total points scored and conceded are the same in the games between the two teams, the classification will be determined by POINTS PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$) taking into account the results of all the games played in the League by both teams.
- 17.6. **c) Tie between three or more teams**
- 17.7. i. If more than two teams are equal in the final standings, points percentage will be used considering only the points for and points against from the games between the teams who are tied.
- 17.8. ii. If there are still teams tied, the placing will be determined using POINTS PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$) from the results of all their games played in the Division.
- 17.9. iii. If at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedures in Part (1) and (2) will automatically be applied.

17.10. A double forfeit, where neither Team presents for a schedule game, will result in 0 points for both teams.

18. FINALS SERIES

18.1. CPO will define the Finals Series for each competition at the beginning of the season.

18.2. The four leading teams based on the Ladder, at the completion of the regular season shall comprise the final four, which play final rounds as follows:

Presidents Cup Season

First Semi Final (SF1)	1 st vs 4 th
Second Semi Final (SF2)	2 nd vs 3 rd
Grand Final (GF)	Winner SF1 vs Winner SF2

Championship Season

First Semi Final (SF1)	1 st vs 4 th
Second Semi Final (SF2)	2 nd vs 3 rd
Grand Final (GF)	Winner SF1 vs Winner SF2

19. FINALS ELIGIBILITY

19.1. Junior Player to be eligible to play in the Finals, he / she must have played in a minimum of (4) four games, regardless of when they joined the competition. All byes and forfeited against will count towards games played, as long as the player was registered before these had taken place. If a sub up player has played a minimum of (4) four games, regardless if they have paid upfront of week to week, is eligible for finals.

19.2. A Junior player is deemed to have played if they have been ticked off on the scoresheet/electronic scoring by the opposition scorer as being present and taking the court.

19.3. Senior Players must have played in a minimum of (4) four games, regardless of when they joined the competition. All byes and forfeited against will count towards games played, if the player was registered before these had taken place. If a sub up player has played a minimum of (4) four games, regardless if they have paid upfront of week to week, is eligible for finals.

19.4. A Senior player is deemed to have played if they have been ticked off on the scoresheet/electronic scoring by the opposition scorer as being present and taking the court.

19.5. If a Player is sick or injured throughout the season, the player, via their Club or Team Delegate are must submit a medical certificate stipulating the period the player will be unable to play games.

- 19.6. If a Player is to miss games due to; Trying out for, training for, or Playing for a State or National Representative basketball Team/Program, proof (letter/email of invitation) is required to be submitted by the Club to the CPO.
- 19.7. Adding Players' names to finals score sheet/electronic scoresheet that have not qualified will result in the Team forfeiting the game. Infringement Penalty 27.1.e

20. UNIFORMS

20.1. Playing Uniforms

- 20.1.1. All Players of a team shall be dressed in regulation uniform, which shall consist of;
- Shirts/Singlet/Jersey of the same dominant colour front and back with a number displayed on front and back
 - Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.
 - Shorts are not to have pockets, zips or buttons.
 - Compression Garments and T-Shirts may be worn provided they are black, white or the dominant colour of the team uniform, underneath the Playing Uniform.
- 20.1.2. At the commencement of each season, Teams will have a grace period of three (3) weeks to have all Players in uniform without penalty.

20.2. Uniform Penalties Table

Competition	Points Per item
Junior	Five (5)
Senior	Five (5)

20.3. Coaches Dress Code

- 20.3.1. Coaches must wear appropriate enclosed footwear (thongs are not permitted).
- 20.3.2. Coaches must wear official Club apparel where possible (singlets are not permitted).

21. JEWELLERY AND EQUIPMENT

- 21.1. Referees shall not permit any player to wear objects that may cause injury to themselves or to other players.
- 21.2. Non-obtrusive earrings, such as sleepers and wedding bands can be worn on court subject to their being adequately taped
- 21.3. Fingernails must be cut short.

21.4. 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.

22. Under 8 (U08) COMPETITIONS

The U08 Competition is aimed at Participation, Fun and Development. The following alterations to U08 games will be as follows.

- 22.1. 2 x 15-minute halves will be played, with a 5-minute half time, where all Players have free throws with both teams having the same number of shots. These free throws will count toward the overall team score.
- 22.2. The Free Throw Line will be halfway between the Standard Free Throw Line and the jump ball circle, or as marked.
- 22.3. Size 5 Basketball will be used for all games.
- 22.4. The Rings shall be lowered for all games.
- 22.5. Only one (1) Referee will officiate the game due to the Coaches being able to instruct the Players. Referees are encouraged to give basic instruction to players and apply the rules of the game with the intent of participation and 'having fun' for all participants.
- 22.6. Coaches of both teams will be allowed to move around the court to encourage and instruct Players on the court. They are not to obstruct the opposition Players or Coach or go in front of the opposition bench.
- 22.7. Have only 4 players on the court at any given time for each team.
- 22.8. A Coach is permitted to be on the court during play providing:
- They do not interfere with the flow of play or cause unnecessary delay in the game.
 - They do not cause interference in either the line of sight or direction in which referees or players are operating within.
 - They do not initiate conversation or contact a referee or opposition player.
 - They conduct themselves in a professional and friendly manner.
- 22.9. In circumstances where it is deemed by the match referees that a Coach has breached these guidelines, the referee(s) will be required to:
- Explain to the coach where it is deemed the coach has breached the guidelines.
 - Provide the coach with a warning without applying a penalty
 - Instruct the coach to leave the court for the remainder of the game for any subsequent breach.

23. 20 POINT RULE (Mercy)

- 23.1. In all Junior Competitions, A team leading by 20 points is required to play defense only in the opposition's front court (their back court).
- 23.2. Defensive Players are not permitted to 'line up' along the center line.
- 23.3. If defense is played in the offences back court (the winning team's front court) a violation will be called, and the ball awarded to the opposition in their front court (winning teams back court).
- 23.4. The twenty-point ruling will be enforced by the referees, however; if the losing Coach during the game requests not to play the rule, then it shall not be enforced. This must be communicated to the game referees as soon as possible.
- 23.5. The twenty-point ruling will not apply during grading games or finals.
- 23.6. No Competition Ladders will be displayed for the U08 Competition.

24. ALTERNATE COMPETITIONS

- 24.1. From time-to-time MBI may introduced alternate competitions and subsequently develop new rules and bylaws governing these competitions.

25. "Man to Man" (M2M) and ZONE DEFENCES

- 25.1. Junior Teams are encouraged to play a Man to Man Defense.
- 25.2. The following table explains the recommendation for M2M to be played.

Competition	Required
U08, U10, U12 and U14	All Game
U16	Optional
U18	Optional
Senior Competition	Optional

- 25.3. Under the principles of correct Man to Man Defence, players may sag off their player to a "help" position and be 'in a position' to guard their player should they receive the ball.
- 25.4. Each defensive player must guard a player of the offensive team - you must know who you are guarding e.g. know your opponent's number.
- 25.5. It is not stipulated that teams match up full court - half court is satisfactory. Where a Team plays half court man to man all players must remain behind the centre line and pick up their player as they cross the line, any defence forward of the centre line will be deemed to be in a press in this instance.

25.6. This is to be enforced by MBI CPO or Court Controller. The offending team will be penalised by the CPO or Court Controller by instructing the referee to issue a technical foul.

26. PENALTIES FOR BYLAW INFRINGEMENTS

26.1. Premiership Points penalties for infringements against playing Rules & Regulations are as follows:

a.	Team playing a player without duly approved transfer	Forfeiture by the team of all games the infringing player competes in
b.	Team playing a disqualified player or player from a disqualified team	Forfeiture by the team of all games the infringing player competes in
c.	Team playing an unregistered or ineligible player	Forfeiture by the team of all games the infringing player competes in
d.	Non-payment of fine by due date pursuant to Rules & Regulations	Zero (0) premiership points from date of forfeit until fine is paid
e.	Teams playing an unqualified player in Finals	Forfeit the game and Team removed from Final series

27. INJURIES

27.1. Injuries are to be recorded in Scoring Application (Courtside or Basketball Connect) (or on the back of the scoresheet)

27.2. Players must report the injury to Venue Staff for inclusion on the Injury Report Form

27.3. Immediately, following being injured, players are encouraged to consult a Medical Professional if required

27.4. It is the injured parties' responsibility to claim any injury expenses. The Claim Form can be obtained from the CPO or the BQ website. It is the responsibility of the claimant to follow all policy and procedure as per the insurers guidelines.

28. TECHNICAL FOULS

28.1. Players/Coaches

- 28.1.1. As per Official FIBA Rules

29. PROTESTS

- 29.1. Any Team who desires to lodge a protest in respect of any game must endorse the score sheet in the presence of the Referee, signifying their intention to protest. In the cases of the electronic scoresheet, the Team shall inform the MBI staff member on duty to note the protest in the appropriate session log/paperwork.
- 29.2. The official protest must be lodged in writing to the CPO within 24 hours of the completion of the game.
- 29.3. In the case of a Junior Domestic Team, the Club Delegate will submit the protest via email to the CPO
- 29.4. In the case of a Senior Domestic Team, the Team Delegate will submit the protest via email to the CPO.
- 29.5. All protests will be ruled upon by the CPO in consultation with the GM.
- 29.6. If a satisfactory outcome cannot be achieved, the Junior Domestic Club/Senior Team has the right to appeal the decision to the MBI Executive. The MBI Executive will determine a finding at their absolute discretion.
- 29.7. The appeal of this decision will be made at the cost of a fee of \$250 paid to Mackay Basketball prior to the Executive determining a finding.

30. TRIBUNAL

- 30.1. All individuals attending MBI Competitions, Training, Functions, or Program, including Players, Coaches, Spectators, and officials will be subject to the Basketball Australia Tribunal By-laws and relevant Basketball Queensland Policies and Bylaws. MBI have made some alterations outlined in these By Laws to these documents.
- 30.2. Any person reported in relation to any MBI competition, program, event or activity, will be required to attend an independent Tribunal convened by the GM/Operations Manager/Tribunal Secretary/Chairperson.
- 30.3. All matters before the tribunal cannot be discussed at Domestic Committee meetings before proceedings have taken place.

- 30.4. All individuals are also required to abide by the stadium or venue entry rules and follow any directions given to them by the relevant staff. Separate actions and penalties may be applied by the stadium or venue management for non-compliance.
- 30.5. Mackay Basketball reserves the right to Investigate any incident in totality referencing the following but not limited to; Statements, CCTV, Glory League Footage and prefer charges under the Basketball Australia Tribunal Guidelines as soon as possible after an incident occurs but no later than 12 months after the date of an incident, unless exceptional circumstances apply.
- 30.6. The MBI Staff in conjunction with the Tribunal Secretary/Chairperson and Tribunal Members may, depending on the severity and circumstances relating to a charged persons situation, may decide to immediately suspend the person until such time as a Tribunal takes place.
- 30.7. MBI fee for the Appeal of any decision made by the Tribunal is to the value of \$500. This fee must be paid to the Mackay Basketball Office immediately prior to lodging an Appeal with the MBI Appeals Officers.

31. COMMUNICATION WITH MBI OFFICE

- 31.1. Only the nominated Junior Domestic Club Delegates, Senior Team Delegates, or current authorized Club Committee member can contact the MBI office or Staff for all matters pertaining to the competition.

32. DOMESTIC COMMITTEE

- 32.1. Domestic Committee will comprise of Domestic Chairperson, MBI Competition and Participation Coordinator, MBI Operations Manager and a maximum of two (2) delegates from each Domestic Club as ordinary members.
- 32.2. Domestic Committee will convene on a monthly basis ***if required.***
- 32.3. Additional Domestic Committee meetings maybe convene at the requested the CPO or GM, or for exceptional circumstances.

33. BYLAW UPDATES

MBI reserves the right to add and/or remove appendices to these By-Laws when required. MBI Staff, Club Delegates, Team Delegates and MBI Technical Officials Committee will be informed of any amendments to these By-Laws via email or posting on the official MBI website.



SUPPORTING OUR YOUNG REFEREES



Supporting Our Young Referee Policy

Young referees, like young players, develop best when they have the opportunities to make the right and also the wrong decision on the court. When a young player throws an errant pass or fouls a player, we don't instinctively criticise them so why is it acceptable to do so with referees?

To assist us in helping keep our referees in our game and in a supportive environment the following code of conduct will be applied to our officials in the Under 8 to Under 12 games effective immediately.

- (a) Coaches are to refrain from questioning the officials on Under 8 to Under 12 games inclusive. They can communicate with score table. Issues must be directed to the Referee Supervisor or Court Controller. The Referee Supervisor or Court Controller will not stop the game immediately.
- (b) Spectators are not permitted to communicate in any manner to referees in Under 8 to Under 12 games inclusive. Any breaches is an automatic removal from the game.
- (c) Players are not permitted to communicate in any manner to referees in Under 8 to Under 12 games inclusive. Any breaches require immediate action by the teams coach to remove a player from the court.
- (d) Two breaches of any of the above rules at any time will be an automatically enforced 2 week playing/coaching/spectating suspension from Mackay Basketball.