

KILSYTH BASKETBALL

BY-LAWS

March 2025

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KILSYTH BASKETBALL

BY-LAWS – as at MARCH 2025

1. INTERPRETATION

1.1 In these By-Laws:

"Association"	means the Kilsyth and Mountain District Basketball Association Inc. trading as <u>Kilsyth Basketball</u> ;
"Affiliated Association"	means other associations which are affiliated with either the Kilsyth Basketball or Basketball Victoria or Basketball Australia;
"Appeals Committee"	means the three (3) persons appointed on an ad hoc basis by the Basketball Commission to hear appeals or disputes relating to any Association competition;
"Association Competition"	means Basketball competitions conducted at the Kilsyth Sports Centre and at other venues sanctioned and managed by Kilsyth Basketball in which only registered players may compete;
"Basketball Commission"	means the endorsed Commission answerable to the Kilsyth Basketball Board, charged with the responsibility of governing all matters Basketball for the Association;
"Competition Committees"	means those committees elected pursuant to Clause 12 of the Constitution of the Kilsyth and Mountain District Basketball Association Inc.;
"Official"	means an identified employee of Kilsyth Basketball, a Board Member of Kilsyth Basketball, a Basketball Commissioner, a session supervisor, the appointed referee and members of the Basketball Victoria (Outer Eastern) Tribunal;
"Player's Registered Club"	means the member club or participating club through which a player is registered with Kilsyth Basketball;
"Registrar"	means the Registrar (as at 1 st December 2012 it is Competitions Administrator) of Kilsyth Basketball;
"Junior"	individual player 17 years old and under;
"Senior"	individual player 18 years old and over.
"Washout"	Games cancelled due to circumstances beyond the control of Kilsyth Basketball.

1.2 The By-Laws of Basketball Victoria are applicable to Kilsyth Basketball domestic competitions and shall apply as if they were an integral part of these By-Laws.

1.3 The By-Laws of Basketball Australia and FIBA are applicable to Kilsyth Basketball domestic competitions and shall apply as if they were an integral part of these By-Laws.

2. ADMINISTRATION

2.1 The administration and accountability of Kilsyth Basketball competitions is the responsibility of the Basketball Commission.

2.2 The administration and conduct of Association competitions shall be determined by the Statement of Purpose of the Association.

3. SEASONS

Seasons shall be those periods of time determined by the Basketball Commission for the conduct of an Association Competition.

4. PLAYER REGISTRATION

4.1 Players competing in an Association Competition must be a member of Kilsyth Basketball by completing an electronic Membership acceptance, payment of the set fee and being accepted by the Association.

4.1.1 Registration to play with a team playing in a competition run by Kilsyth Basketball is effected by the completion of the electronic player registration form after team registration.

4.1.2 All players must be members of the Association. To register with their team/club during the season they must complete the electronic player registration form. If a player is playing junior, senior, open age and championship then separate entries must be made by that player for each team/club.

4.1.3 A player can only be registered with one (1) Club in any one Association Competition.

4.2 A junior player who has not competed in Association Competition for three (3) consecutive seasons does not require a transfer to recommence playing, unless the absence has been the result of suspension or disqualification by the Association or any affiliated Association.

4.3 A player in the senior competition does not require a clearance to change clubs between seasons.

4.4 Players competing in the senior competition must be at least 14 years of age.
Players competing in the junior competition must be at least 5 years of age.

4.5 All Kilsyth Basketball competitions for participants under the age of 12 years are open to players of any sex or gender identity.

5. TRANSFERS

5.1 Players can transfer from one (1) club to another by lodging an electronic transfer form.

5.1.1 Uncontested Transfer - A player who has requested an electronic transfer must have electronic approval and be registered with the new club, before competing for the new club.

- 5.1.2 Contested Transfer - A player who has had their request to transfer denied by the Association can request via their destination club for an "Appeals Committee" to be held within seven (7) days, by lodging a detailed written report with the Basketball Commission within 48 hours of the transfer being denied. The Appeal will only be heard if the transfer is not covered under the current Transfer Rules. The decision of the "Appeals Committee" is final.
- 5.1.3 Transfers whether granted or refused must be completed by clubs within seven (7) days. Transfers will be granted automatically on the 8th day.
- 5.1.4 The "Appeals Committee" shall be convened and duly appointed by the Basketball Commission, as per Item 9.
- 5.2 A transfer will be granted if an Electronic Transfer is lodged up to midnight after the completion of round three (3) of the competition, byes and grading included and all Transfer Rules are complied with. An electronic transfer will only be granted after this time if the Transfer Rules do not apply (Article 4.2 and 4.3)
- 5.2.1 A player can only have one (1) transfer each season. Once a player has played one (1) game with a club during a season, no transfer will be granted.
- 5.2.2 (i) Junior clubs with forty one (41) teams or more (boys and girls combined across all age groups) taken on previous seasons total team entries, are permitted no more than one (1) boy transfer, per grade, per age group, per season, to transfer to the same club without permission being granted by the Basketball Commission.
- (ii) Junior clubs with forty one (41) teams or more (boys and girls combined across all age groups) taken on previous seasons total team entries, are permitted no more than one (1) girl transfer, per grade, per age group, per season, to transfer to the same club without permission being granted by the Basketball Commission.
- 5.2.3 (i) Junior clubs with forty (40) teams or less (boys and girls combined across all age groups) taken on previous seasons total team entries, shall be permitted to accept two (2) boy transfers, per grade, per age group, per season without penalty – this will include "A" grade.
- (ii) Junior clubs with forty (40) teams or less (boys and girls combined across all age groups) taken on previous seasons total team entries, shall be permitted to accept two (2) girl transfers, per grade, per age group, per season without penalty – this will include "A" grade.
- 5.2.4 For the purpose of the transfer rule, all variances of each grade shall take the highest grade
i.e. A = A & ARes
B = B, B1, B2 & BRes
- 5.2.5 The grading of the transferring player is taken on the highest grade played within an age group, firstly taken on the player's natural age group. The season of the transferring player is taken by the grade played by the transferee in the preceding season or in the last season the player played in our Association. The transfer will be taken on the player's natural gender, not the competition name. (ie. A female player transferring from a Saturday Competition to Wednesday Competition, will be a female transfer. A male player transferring from a Wednesday Competition to a Saturday Competition will be a male transfer.)

- 5.3 A senior competition player who has been granted a transfer may not compete with the new club in a lower grade competition than that in which they were competing with the previous club except with the approval of the Competition Manager or Convenor of that competition.

6. UNREGISTERED OR ILLEGAL PLAYERS

Unregistered Players

- 6.1 Players must not play in a team in excess of three (3) games without being registered to that team. All junior domestic players must be registered with their club to play in the last non-finals game of a season. Any junior domestic club who plays an unregistered player in the last non-finals game of a season, will incur a penalty of loss of that game's premiership points.

Example –

Registered and financial player of club playing in 10A, fills in for 12A in final round of season. No penalty.

Unregistered, non-financial player of club fills in for 12A in final round of season. Penalty applies.

Illegal Players

- 6.2 Teams playing a player using a false name or another player's name shall forfeit each game in which the offender played.
- 6.3 Any player using a false name or another player's name will be reported to the Basketball Victoria Tribunal.
- 6.3.1 An Official can ask any player to sign proof of identity, including player's name, date of birth and residing address.
- 6.3.2 Any player may be required to present to an "Appeals Committee" for proof of identity.
- 6.4 Any player who refuses to sign the proof of identity will be reported to the Basketball Victoria Tribunal.

7. TEAM ENTRY

- 7.1 Club registration is effected by concurrently:
- (a) Accepting electronic invitation to register teams in Kilsyth Basketball.
 - (b) The payment of all required fees and bonds.
- 7.2 New team entry is effected by:
- (a) Lodging an electronic registration form with Kilsyth Basketball, and
 - (b) The payment of all required fees and bonds.
- 7.3 Team entries received after the closing date will be entered into competitions as vacancies are

available. Kilsyth Basketball will do all in its power to accommodate all team entry requests into its competitions.

- 7.4 Applications for single team entries in senior competitions shall be considered as applications for club registrations. A completed electronic registration form must be lodged by the person nominated as the club organiser, together with all fees and bonds.
- 7.5 Any club withdrawing teams after the fixtures have been compiled and distributed will incur a penalty, as determined by the Basketball Commission, or forfeiture of the Bond.
- 7.6 A club entering more than one (1) team in an Association Competition or in an age level of a junior domestic competition shall number each team in order of ability and provide the phone number of the person to contact for each respective team.

Example – Team 01 will be the highest age and grade in each competition.

8. BONDS AND FEES

- 8.1 Clubs applying to register with the Association shall lodge a Bond with the Association.
 - 8.1.1 Application for return of Bond money must be made in writing within 12 months of ceasing to compete in Association competitions.
 - 8.1.2 Any uncollected money will then return to the general funds of the Association.
 - 8.1.3 The amount of the Bond shall be determined annually by the Basketball Commission.
- 8.2 At the discretion of the Basketball Commission, the Bond may be forfeited if the club:
 - 8.2.1 Withdraws any team from Association Competitions after the fixtures have been compiled and distributed;
 - 8.2.2 Has a team disqualified from Association Competition/s.
- 8.3 The amount of fee payable for team entry shall be determined by the Basketball Commission prior to the commencement of each season and shall be due and payable upon the lodging of the Team Entry Form.
- 8.4 A club which fails to pay its Bond or Fees shall not compete in Association Competition/s.
- 8.5 Monies owing to the Association will be deducted from the held Bond before any refund is made.

9. APPEALS COMMITTEE – Appeal to the Basketball Commission

- 9.1 An “Appeals Committee” of three (3) persons shall be appointed on an ad hoc basis by the Basketball Commission, in order to hear appeals or disputes of any matter relating to Association competitions.
 - 9.1.1 Generally the “Appeals Committee” will comprise; the President and two others, preferably from the Kilsyth Basketball Commission. If one or more of these persons is directly involved

in the appeal or dispute then that person or persons would be substituted by another person or persons as determined by the General Manager as applicable.

10. ELIGIBILITY

- 10.1 In addition to the By-Laws applicable to player registration, the following By-Laws shall determine the eligibility of players to compete in different grades.
- 10.1.1 No junior player may compete in more than one (1) team in their age group or school grade per season across the entire Junior Competition or After School Competition.
- 10.1.2 Junior players may play in other age groups in which they are eligible, however may only compete in one (1) game per age group, per round in which they are eligible. Once a player is registered to a team in a higher age group 10.1.1 will apply. Players must not play in a team in excess of (3) games without registering to that team, as per Article 6.
- 10.1.3 Junior and After School Competition players registered and playing A or ARES Grade cannot play in C Grade or below regardless of the age group.
- 10.1.4 No player playing in a graded junior competition is permitted to play U7 or miniball without prior permission from the Junior Convenor. Failure to gain permission will result in a loss of one (1) premiership point from the graded team the player is registered with.
- 10.1.5 Once a team has been entered, players registered in that team may not be moved to play in a lower graded team in that age group that season, without prior approval of the relevant competition manager.
- 10.1.6 A player who qualifies in any age group for finals in the season in A or ARES, may not return to a lower grade in a lower age group for that season.
- 10.1.7 Players may be added to "A" grade teams at any time however if players are added to a lower grade team that team may be regraded at the discretion of the Junior or Senior Competition Committee.
- 10.2 Where a club has more than one (1) team in the one (1) grade, each team will be treated as if they were separate clubs and the transfer provisions will apply.
- 10.3 Players competing in any State, National, International or Elite League/s as determined by the Basketball Commission, or Kilsyth Basketball Championship competitions may not also compete in any other domestic teams below A Reserve or Section 1 standard, without prior approval from the Basketball Commission.
- 10.4 Junior players are required to play in the Kilsyth Basketball domestic season prior to attending try-outs for Junior Cobras, and play enough games to qualify for the finals. The exception being under 9 players in their first season of basketball, who must be competing in a current domestic competition.
- 10.4.1 Upon being selected to play Junior Cobras and represent Kilsyth Basketball, players are required to continue playing in the Kilsyth Basketball domestic competitions.
- 10.4.2 The Basketball Commission may consider any exceptions if a written application is made.

11. **GRADING**

- 11.1 The grading of teams shall be determined by the relevant Competition Committee based on the Team Entry Forms.
- 11.1.1 If all players are not listed on the Team Entry Form or new players are introduced to the team during the season, re-grading of that team may be made by the relevant Competition Committee.
- 11.1.2 Any team may be re-graded at the discretion of the relevant Competition Committee after the third (3) round of matches in any season.

12. **WALKOVERS AND FORFEITS**

- 12.1 If a team is not on the court ready to commence play with four (4) players within ten (10) minutes of the scheduled time of commencement as shown on the fixture, the game shall be awarded to the opposing team if it is on the court ready to play within the scheduled time and it shall gain three (3) premiership points and the score will be recorded as a 20 points to nil (0) win for that team.
- 12.2 If both teams fail to be on the court ready to commence play with four (4) eligible players within ten (10) minutes of the scheduled time of commencement as shown on the fixture, the score shall be regarded as nil (0) all and no premiership points shall be awarded to either team. The only exception shall be when the Competition Committee, or its delegates, has advised a team not to attend following advice of an intended walkover by a team, when the premiership points and score shall be awarded as in 12.1.
- 12.3 A team giving a walkover shall be liable to a fine for each walkover given.
- 12.3.1 The amount of the fine for walkovers shall be determined annually by the Basketball Commission.
- 12.3.2 Fines for notified walkovers given as per the table below shall be a less fine than normal walkovers.

Session Day	Notify by 5.30pm
Saturday AM & PM	Friday
Sunday	Saturday
Monday	Sunday
Tuesday	Monday
Wednesday AM & PM	Tuesday
Thursday	Wednesday
Friday	Thursday

- 12.4 A team which gives two (2) or more walkovers during a season may be disqualified for the remainder of the season at the discretion of the Competition Convenor.
- 12.5 A team playing an illegal player, i.e. a player who is not eligible to play in that team (e.g. a player registered with another club in the same competition) forfeits the game and may be liable for a fine, as determined by the Basketball Commission.

- 12.6 Premiership points in the case of a forfeited game shall be the same as in 12.1.
- 12.7 No premiership points will be awarded to teams with outstanding walkover fines.

13. **FINALS**

- 13.1 The four (4) teams leading in premiership points at the completion of the non-finals games will play in a final series to be conducted on the following system;

Final 1	-	1 st v 4 th
Final 2	-	2 nd v 3 rd
Grand Final	-	Winner of Final 1 and Winner of Final 2

or by a finals system chosen by the relevant Competition Committee with a minimum of four (4) weeks from the end of the season.

- 13.1.1 If any teams are level on premiership points at the completion of the non-finals games, the team having the higher percentage taking into account the ratio of points for and against, shall take the position higher.
- 13.1.2 If teams remain level on percentage then a head to head ratio shall apply between the two teams tied on points and percentage.
- 13.1.3 If any teams are level in all respects, an elimination series shall be conducted on conditions decided by the Competition Committee.

13.2 **Eligibility for finals**

- 13.2.1 In order to be eligible to compete with a team in any finals a player must have registered with the club and be allocated with the team and then compete in one third (1/3rd) of the possible non-finals games for Seniors, After School Competition and Daytime Ladies and fifty percent (50%) for juniors with that team (entered by the player's registered club), or as determined by the respective Competition Committee/s when exceptional circumstances occur. Byes, walkovers and all forfeits are not counted as qualification games. Any games played prior to registration with the club and being allocated to the team do not count for finals eligibility.
- 13.2.2 Medical certificates, which include the date of injury, may be accepted as evidence of injury/illness and can be used for exemption to game qualification criteria only if the medical certificate is submitted to the relevant Competition Convenor or Competition Manager before returning to play. Junior domestic players should submit their medical certificate via their club delegate.
- 13.2.3 Where registered players to a club are injured in the prior season, they may become qualified for the next season during the injury period by a signed medical certificate with the date of injury included and a written application being lodged for consideration to the Basketball Commission before returning to play. Players injured in a prior season may not return to play in a lower grade than the prior season in any age group, without permission from the Basketball Commission.

14. CONDUCT

If in the opinion of the Competition Committee/s any player, official, team, club or supporter conducts themselves in a manner contrary to the best interest of Basketball, that player, official, team, club or supporter may be required to attend a meeting of the Basketball Commission for action to be considered or have the incident/behaviour reported directly to Basketball Victoria Tribunal for investigation.

15. FINES AND PENALTIES

Where any fine, penalty, suspension, disqualification or ruling is given or imposed by the Basketball Victoria Tribunal, the Basketball Commission or the Competition Committee upon any player, official, team, club or supporter, such person or persons shall not be permitted to participate in Association Competition/s or other events conducted by the Association until such fine, penalty, suspension, disqualification or ruling has been complied with.

16. UNIFORMS

- 16.1 All members of a team must wear identical basketball uniforms which shall consist of uniform colour and style shorts, base colour of singlets or top as approved by the Basketball Commission, with numbers of a contrasting colour. T-Shirts are not permitted to be worn under playing uniform.
- 16.2 Trim, panels, emblems or brand names are optional providing they are less than 10cm in width.
- 16.3 A player who competes in any game with an incorrect, faded or tattered uniform will incur a penalty of ten (10) points awarded against their team, for each player in incorrect uniform.
- 16.3.1 An incorrect uniform being a singlet or top and/or shorts of a colour or colours not consistent with the team colours.
- 16.3.2 A faded uniform being a singlet or top and/or shorts faded to the extent that the colour or colours differs noticeably from that of other members of the team.
- 16.3.3 All players shall be correctly numbered with all numbers being identical in colour, and numbers must be either printed or bonded onto the singlet. Kilsyth Basketball domestic competition allow player uniforms numbers 0 and 00 and 1-99 (Number 69 not allowed in Junior Domestic Competitions)
- 16.4 Shorts must be sports type, without pockets, zips or buttons. Shorts must not have any other item or object that may cause injury to other players.
- 16.5 Any compression item must be **solid black** or the same dominant color of playing singlet. If there is a logo or branding on the item, it must be the same color as the item or be less than 10cm in width. The color choice will be decided by the player's club to ensure that teams have uniformity if more than one player in a team is wearing compression gear. This means that if one player is wearing solid black compression gear, any other player in the team must also wear solid black in any compression gear worn. Each player in breach of this ruling will incur a ten (10) point penalty.

16.6 Any new uniform or change to colour or design of uniform must be registered and endorsed by the Basketball Commission prior to use.

16.7 Basketball Victoria Domestic Uniform Policy **is not** applicable to Kilsyth Basketball domestic competitions. Basketball Victoria Uniform Ruling and Equipment Ruling is applicable to all Kilsyth Basketball domestic competitions.

17. UNIFORM PRIORITY

17.1 The Association will provide a set of player uniforms free whenever two (2) teams from one (1) club meet.

17.2 The Association will provide a set of player uniforms for use by any team upon payment of the prescribed fee as determined by the Basketball Commission.

17.3 Teams will be liable for the cost of replacement of any playing uniforms not returned immediately upon completion of the game, and for the cost of replacement of any playing uniform considered by the Basketball Commission to have been excessively damaged on return. Costs will be payable within fourteen (14) days of demand by the Basketball Commission. Non payment will result in forfeiture of the bond for that club and cancellation of all premiership points from the time of demand until full payment is made. Demand for payment will be considered to be the posting of account to the offending Club's Secretary.

17.4 Teams are given three (3) weeks at the start of each season to arrange correct uniforms before penalties are imposed.

18. REGISTRATION OF COLOURS

18.1 All clubs must apply to the Registrar to have their uniform colours registered. (It is suggested that no club order uniforms until approval of their colours by the Association).

18.2 Once a member club has been granted Registration of Colours, any club with similar colours will not be granted registration, but the Association may grant use of the colours, and the club granted use must change to another colour when playing a club with registered colours or hire a set of colours from the Association.

18.3 Registered colours of member clubs will be ranked in an Order of Priority, which is based upon length of time of registration as a member club.

18.3.1 If in the opinion of the session supervisor on duty, either team, or the referee in charge of the game, there is likely to be confusion caused by the similarity of the colours of the competing teams, the team with the lower priority must change to another colour or hire a set of colours from the Association. It is the responsibility of the lower ranked team to seek a ruling from the session supervisor on duty before the scheduled starting time of the match or incur late start penalties in By-Law 24.9.

18.3.2 If there is confusion caused by similarity of colours of two participating (non-member) clubs then a toss of a coin shall decide which team is to change colours.

- 18.3.3 Lists of colour priority for senior teams and for junior teams are attached to these By-Laws and are to be displayed on the noticeboard and Kilsyth Basketball website.

19. **BENCH OFFICIALS**

Each team must provide one (1) competent bench official (scorer or timekeeper) for each game in which the team is competing. Failure to do so could result in the game being forfeited by the offending team.

20. **DISPUTES, PROTESTS**

- 20.1 Any dispute or protest between teams or clubs not provided for elsewhere in these By-Laws shall be decided by the Appeals Committee.

20.1.1 Clubs likely to be affected by any decision of the "Appeals Committee" as a result of a dispute or protest shall be entitled to send one (1) representative to the meeting that is hearing the dispute or protest.

20.1.2 All disputes or protests must be made by the Club Representative by lodging a detailed written report with the Basketball Commission within 48 hours of the dispute or protest arising. All appeals must include a one hundred dollar (\$100) non-refundable payment.

21. **TIME REGULATIONS**

- 21.1 Game clock will start at the scheduled time.

21.1.1 Warm up time. There will be a two (2) minute timed warm-up given, prior to the commencement of a game.

21.1.2 Timing Rules

- Fifty (50) minute game
Two (2) x Twenty (20) minute halves
Three (3) minute half time interval

- Forty Five (45) minute game
Two (2) x Twenty (20) minutes halves
Two (2) minute half time interval

21.1.3 The clock will stop in senior championship domestic games for all time-outs (permitted at any time) and all whistles in the last three (3) minutes of the second half.

21.1.4 No time-outs or substitutions will be allowed in the last minute (1) of the first half.

21.1.5 The clock will stop in junior domestic games, U8 to U23 inclusive, for all whistles in the last three (3) minutes of the second half.

- 21.1.6 No time outs in the last three (3) minutes of the second half, unless the clock stops.
- 21.1.7 5th personal foul substitution is to be regarded as a normal substitution.
- 21.1.8 One (1) time-out per team per half.
- 21.2 **Finals** – The clock shall stop for – All time outs and all whistles in the last three (3) minutes of the second half. **Extra time** – Five (5) minutes with one (1) time out each. The clock shall stop for all whistles in the last three (3) minutes and time outs in all extra time played.
- 21.3 Regulations regarding games and finals shall be determined by the Competition Committee.

22. SCORESHEETS

- 22.1 Scoresheets (when used) must be completed and/or details entered into the Stadium Scoring system and game fees paid to the Venue Doorkeeper before the scheduled time of the commencement of each game. Each player's number, given and surname, and the team name must be printed clearly when the scoresheet is provided. Any players added to the electronic scoring system must provide their correct details in the required fields.
- 22.2 Players names are not to be crossed off the scoresheet or removed from the Stadium Scoring system during the game as a player can arrive up to the final whistle and take the court.
- 22.3 At the end of the game any player who has neither fouled nor scored in the game must sign the back of the score sheet, if used (in order to testify their eligibility for finals games).
- 22.4 Failure to adhere to these rules will result in the loss of premiership points as determined by the Competition Committee.

23. GENERAL PLAYING RULES

- 23.1 The 24 second rule will not apply to Association Competitions.
- 23.2 All Kilsyth Basketball senior domestic competitions, daytime ladies competition and junior domestic, U16 to U23 inclusive, will use the outside three (3) point line (6.75m) where marked.
- 23.3 Competing teams must sit on either side of, and adjacent to, the score table. This position must be vacated immediately the game ends.
- 23.3.1 Any person sitting with the team while playing is regarded as part of that team.
- 23.3.2 Each team must provide one (1) competent bench official.
- 23.4 All substitutions and time outs are to be called through the score table except in the case of a playing coach.
- 23.4.1 5th personal foul substitutions are to be regarded as a normal substitution.

23.4.2 All substitutes must be ready to take the court immediately upon being granted.

23.5 No street shoes or runners which will mark the court surface are allowed on the playing areas.

23.6 Courts are to be mopped by the team that is named first on the fixture at half time.

23.7 No practice during time-out periods and only competing teams can use the court during interval and prior to the game.

23.8 The Basketball Commission reserves the right to refuse admittance to any person to any Kilsyth Basketball controlled venue.

23.9 If a team is not on the court ready to commence play with four (4) eligible players by the scheduled time of commencement as shown on the fixture, but is on the court ready to commence play with four (4) eligible players prior to the expiration of ten (10) minutes, a late start penalty of one (1) point for each (1) minute or part thereof shall be awarded to the opposing team.

23.10 After grading the following premierships points shall be awarded for Association Competitions:

Win	3 points
Bye	3 points
Draw	2 points
Loss	1 point
Walkover	Nil
Washout	2 points

Forfeiting team - no points

Non-forfeiting team - 3 points with score of 20 - Nil

23.11 Points for grading matches shall be decided by each Competition Committee.

23.12 If a player receives a personal technical foul, an automatic substitution for that player shall be called. The offending player must remain on the bench for five (5) minutes of playing time. This is also referred to as sitting in the "Sin Bin". Upon receiving a second (2nd) technical foul the player is disqualified from play for the remainder of the game and must leave the vicinity of the court.

23.13 Injury on Court During Game

. If a player is injured during a game and is unable to be moved, the clock will continue to run.

. If the injury occurs before half time, the game will be declared a "washout", if the injury occurs after half time, the score at the time of the injury will stand.

. The game clock will begin for the next timeslot at the fixtured time. If half time in the next timeslot is reached without the game being able to commence due to the injury, the game will then be declared a "washout" and "washout" conditions apply.

23.14 Washout - If a game is cancelled before commencing or before or during halftime the game will be declared a "washout". If the game is cancelled after half time, the score at the time of the cancellation with stand.

24. TRIBUNAL

- 24.1 Tribunal members are nominated by Basketball Victoria.
- 24.2 Hearings shall be conducted in accordance with the Basketball Victoria By-Laws relating to tribunal proceedings.
- 24.3 The Club Secretary will be notified by the Kilsyth Basketball's Tribunal Convenor regarding date and time of any tribunal hearing.
- 24.4 All appeals against tribunal decisions must be lodged with the Basketball Victoria Tribunal in writing within seven (7) days.
- 24.5 Officials of the Kilsyth Basketball have the power to report players and/or coaches.

25. QUERIES AND ENQUIRIES

- 25.1 Each club must nominate one (1) person to contact members of the Association Secretary with queries and enquiries, such person is to be known as the Club Secretary.
- 25.2 Any errors in results or ladders must be reported to the Competition Manager with fourteen (14) days of the round being completed, with the exception of the last round prior to finals, when errors in results or ladders must be reported to the Competitions Manager within forty eight (48) hours of the round being completed.

26. CARE OF VENUES

- 26.1 Venue managers are empowered to exclude any person from that particular venue. Any three (3) members of the Competition Committee can suspend or fine a player, coach or official for damage to a venue. In each case, the player, coach or official so fined can appeal to a full meeting of the Basketball Commission.
- 26.2 Alcoholic beverages and illicit drugs must not be consumed by any spectators, players, coaches or officials during the course of any competition and any report of this offence will result in disciplinary action being taken.
- 26.3 Smoking is not permitted in any Kilsyth Basketball controlled venue.

27. GENERAL

- 27.1 The Basketball Commission may make a ruling on any matters not specifically covered in these By-Laws.
- 27.2 A By-Law may be altered in any manner and By-Laws may be added or removed by resolution of the Basketball Commission.

- 27.3 Clubs will be advised of changes to the By-Laws by display on the noticeboard and Kilsyth Basketball website within fourteen (14) days of the resolution of the Basketball Commission. The changes will be effective from the date on which they are first displayed on the noticeboard and Kilsyth Basketball website.
- 27.4 Ice is available from the Kiosk at the Kilsyth Sports Centre and Lilydale Basketball Stadium.
- 27.5 It is recommended that every team carry a first aid kit.
- 27.6 Two (2) basketballs per team are allowed into the controlled stadiums. They must be in a bag and remain under the control of the Coach or Team Manager at all times.
- 27.7 Players injured during a game who wish to claim compensation for the injury must lodge a claim form within thirty (30) days of that injury occurring.
- 27.8 Please check the Kilsyth Basketball website for up-to-date times and fixture changes. www.kilsythbasketball.com.au. Games played for eligibility in finals can also be checked here.
- 27.9 Any person swinging on or hanging from nets, rings or backboard supports of controlled venues will be sent from the venue and reported to the Tribunal.
- 27.10 If any injury occurs during the game an insurance claim can be made. A claim form is available from the venue doorkeeper or the stadium office. The insurance does not cover all of your injury costs. Insurance information sheets are available from the venue doorkeeper or the stadium office
- 27.11 If any player is bleeding from an injury he/she must leave the court to attend to the injury. The player (or the team if the player is too injured) is responsible for cleaning up any spilt blood. Gloves and disinfectant are available at the kiosk and/or the doorkeeper.
- 27.12 **BY-LAWS** are displayed on the covered noticeboard and are available on the Kilsyth Basketball website www.kilsythbasketball.com.au.

APPENDIX 1

JUNIOR COMPETITION RULES

1. Boys - Size 5 basketballs are to be used for Under 7 to Under 11 inclusive. Size 6 basketballs are to be used for U12 to U14 inclusive. Size 7 balls for Under 15 to Under 21 inclusive.
Girls – Size 5 basketballs are to be used for Under 7 to Under 11 inclusive. Size 6 basketballs will be used for all other girl's games regardless of age group.
2. The small line is used for foul shots up to and including Under 12.
3. Five (5) seconds in the key in offense up to and including Under 12, three (3) seconds Under 13 up.
4. All teams entered must have a non-playing coach at games. U23 Competition must also have a court captain appointed for each game. Failure to have a non-playing coach on the bench ready to commence play by the scheduled time as shown on the fixture, a late start penalty of one (1) point for each (1) minute or part thereof shall be awarded to the opposing team.
If a team is not on the court ready to commence play with a non-playing coach within ten (10) minutes of the scheduled time of commencement as shown on the fixture, the game shall be awarded to the opposing team if it is on the court ready to play within the scheduled time and it shall gain three (3) premiership points and the score will be recorded as a 20 points to nil (0) win for that team.
5. At NO stage is a "Zone" defense permitted during a KMDBA junior domestic game up to and including U14s. The VJBL "No Zone Rule" that is tailored to the KMDBA competition is the only "No Zone Rule" to be applied in our competition – refer Appendix 6. No other "No Zone Rule" will be applied.
6. The 24 second shot clock will be used in all Junior Competition U16 and U18 A, or combined A/ARES, Competitions. The first named team will sweep the floor at halftime and the second named team will provide the shot clock operator.
7. Age Requirements – The age cut off for the Summer Season is December 31st. The age cut off for the Winter Season is June 30th.

MINIBALL COMPETITION RULES

1. Size 5 basketballs are to be used.
2. No finals at the end of the season. Presentation is held for all players.

AFTER SCHOOL COMPETITION RULES

1. Five (5) seconds rule applies in the key.
2. A size 5 basketball will be used for all After School Competitions.
3. Teams that require a cancelled game, for a school camp or activity, must notify the Convenor by the following – Term 1 – By the start of the new season. Terms 2, 3 and 4 – By the beginning of that term. Teams that have notified by these times will receive two (2) premiership points for that game. For any cancelled games outside of these times, three (3) points will be awarded to the non-cancelling team, zero (0) points awarded to cancelling team. The score will be recorded as 10 points to nil (0) win for the non-cancelling team.
4. Penalty of two (2) points per player for incorrect uniform.
5. At NO stage is a "Zone Defense" permitted during a KMDBA junior domestic game up to and including U14s. The VJBL "No Zone Rule" that is tailored to the KMDBA competition is the only "No Zone Rule" to be applied in our competition – refer Appendix 6. No other "No Zone Rule" will be applied.
6. Mercy Rule – Any team to gain a lead of fifteen (15) points or more are to retreat behind the halfway line for each defensive play thereafter. This rule is to be used in conjunction with Rule 5. A team must still play "No Zone" defense once the ball has crossed the halfway line.
7. A player must attend the school they are going to play for.

APPENDIX 2

SENIOR COMPETITION RULES

1. Players from lower grades or sections may fill in for a team in the Kilsyth Basketball Championship Competition.
Once a player becomes qualified for finals in the Kilsyth Basketball Championship team they become a Kilsyth Basketball Championship player and may not return to the lower grade or section in that season.
2. Any team that fails to supply a scorer at the commencement of play will incur a ten (10) point penalty.
3. The game clock will stop for all whistles in the last one (1) minute of the second half when the score difference is fifteen (15) points or less.

SENIOR MIXED COMPETITION RULES

1. Size 7 basketballs are to be used.
2. At the start of the game a team must be represented by at least two (2) female and two (2) male players on the court. The fifth (5th) player can be either male or female.
3. Four (4) players may start the game -two (2) females and two (2) males.
4. No more than three (3) of either sex may be on the court any one time.
5. If prior to the commencement of the game, a team cannot field the required players, normal late start penalties are to be applied. If after ten (10) minutes has elapsed a team is still unable to fulfil this requirement then normal walkover penalties are to be applied.
6. Male players (first half) and female players (second half) shall alternate halves to allow access in the restricted (key) area at either end of the court. Penalty – Violation side ball to the opposing team.
7. Any intentional defensive key violation by players is to be treated as goal tending; ie. Automatic 2 (two) points to the opposing team.
8. After the first warning by the referee further intentional infringements of the above rule will be penalised by a technical foul (for unsportsmanlike conduct) on the offending player.
9. Each player on a team is permitted to score a maximum of sixteen (16) points in any game until all players on their team have scored sixteen (16) points each. Once all players on the team have scored sixteen (16) points, all players on that team are free to continue scoring without further restriction.
10. Prior to all players on a team scoring sixteen (16) points the following shall apply:
 - (a) If a player on sixteen (16) points is intentionally fouled the player must nominate another player in their team to take any free throws if awarded.
 - (b) If a player on fifteen (15) points scores a field goal, only one (1) point is added to the player/team score.
 - (c) If a player on sixteen (16) points scores a field goal, zero (0) points are awarded, and a violation is called on the offensive team.
 - (d) If a player on fifteen (15) points has two or more free throws and is successful with the first free throw attempt, another player must be nominated to take the remaining free throw attempts.
 - (e) If a player scores their sixteenth (16th) point from a field goal and is fouled resulting in an additional free throw attempt, another player must be nominated to take the free throw attempt.

APPENDIX 3

CHAMPIONSHIP MEN COMPETITION RULES

GAME

1 HOUR TIMESLOT

4 X 10 MINUTE QUARTERS

Clock stops last 1 minute in 1st, 2nd & 3rd quarters

Clock stops last 3 minutes in 4th quarter

2 Timeouts per half (clock runs unless taken in period of clock stopping)

1 minute break between quarters 1 and 2

1 minute break between quarters 3 and 4

2 minutes break half time

3 person officiating

24/14 second shot clock (official supplied)

Teams must still provide a scorer

WHEELCHAIR COMPETITION RULES

1. Size 7 basketballs are to be used.
2. Competition is open to male and female players of all ages.
3. Sporting shoes must be worn by all players.
4. The uniform of the team members shall consist of –
Shorts or tracksuit pants of the same dominant color front and back, but not necessarily of the same color as the shirt.
5. Undergarments may be worn but must be the same color as the dominant color of the playing singlet or black.

DAYTIME LADIES COMPETITION RULES

1. Player Eligibility – The minimum age for players is 21 years, however teams are permitted to have one (1) player between the ages of 18 and 21 years per game.
2. The game clock will stop for all whistles in the last one (1) minute of the second half when the score difference is fifteen (15) points or less.

APPENDIX 4

PRIORITY OF COLOURS OF MEMBER CLUBS

JUNIOR COMPETITION

If, in the opinion of the official, there is a clash of colours, then the higher listed club will have priority.

If two (2) teams from the same club play against each other, the referees will decide by the toss of a coin which team will change colour (the losing team to change).

1.	S.C.Y.C. Scorpions	1963
2.	Maroondah Magic	1969
3.	SEBC Saints	1973
4.	Fosters Phantoms	1976
5.	Kilsyth Heat	1978
6.	Montrose Vikings	1978
7.	Eastern Eagles	1980
8.	Mt. Evelyn Meteors	1980
9.	Wandin Warriors	1981
10.	Mooroolbark Flashes	1996
11.	M.L.B.C. Lakers	1997
12.	IRespect	2007
13.	Venom Basketball Club	2014
14.	Crossover United	2019

APPENDIX 5

PRIORITY OF COLOURS OF MEMBER CLUBS

SENIOR COMPETITION

Yellow

1. Maroondah Magic
2. S.C.Y.C. Scorpions

Red

1. Montrose Vikings
2. S.E.B.C. Saints

Blue

1. Pembroke Cheetahs
2. Kilsyth Heat
3. Mt Lilydale Mercy

Black

1. Mooroolbark Flashes

Teal

1. Eastern Eagles

Maroon

1. S.C.Y.C. Scorpions
2. Mt. Evelyn Meteors
3. Wandin Warriors

Green

1. Basin Wildcats
2. Maroondah Magic

Sky Blue

1. Wandin Warriors

Dark Blue

1. Fosters Phantoms

APPENDIX 6 – NO ZONE RULE

At NO stage is a “Zone” defense permitted during a KMDBA junior domestic game up to and including U14s.

Please note that the KMDBA has adopted the VJBL “No Zone Rule” that is tailored to the KMDBA competition and this only “No Zone Rule” to be applied in our competition. No other “No Zone Rule” will be applied.

NO ZONE PROCEDURE

How the rule works:

From the commencement of the 2018/2019 Summer season NO KMDBA team is permitted to play a “zone” at the offensive teams end at the 3 point line defense up to & including U14s.

- Coaches are not permitted to instruct a team to play a zone and they must play ‘Man to Man’ defense using correct ‘Man to Man’ principles.
- If a coach hasn’t instructed their team to play a zone, but their team is playing a zone outside their instructions, it is the coaches responsibility to ensure their team play ‘Man to Man’ defense. No excuses will be tolerated for failure to do so as the coach has the power to remove offending players from the court if they are not playing correct ‘Man to Man’ defense.

The KMDBA administration will determine violations of the ‘No Zone Rule’ by investigating one or more of the below points:

- One or more players were not in acceptable ‘Man to Man’ defensive position in relation to the player they are guarding and the player with the ball.
- A cutter moved all the way through the key and was not defended using acceptable ‘Man to Man’ defensive techniques.
- Following a trapping or help and recover situation the team made no attempt to re-establish correct ‘Man to Man’ defensive positioning.
- The team zone pressed and did not assume ‘Man to Man’ defensive positioning once the ball had been advanced into the half court.
- Teams are permitted to Zone Press or Man Press starting in the back court.
- Mercy rule teams should pick up their man at the offensive teams end at the 3 point line.

WHO CAN MAKE A COMPLAINT OR INFORM THE KMDBA ABOUT AN ALLEDGED ZONE BEING PLAYED:

- The Opposition head coach, assistant coach or team manager may make a complaint to the referee supervisor.
- Court supervisor is to watch the game and make a ruling. Then to inform the coach who is playing a zone to make a change to their defense to conform with the ‘Man to Man’ techniques or the opposition coach it is NOT a Zone.
- A coach who does not make the change and is spoken to twice in the one game shall receive a Technical Foul.
- A coach who does not make the change and is spoken to the third time is to be technical fouled again and is asked to leave the stadium under the KMDBA & Basketball Victoria rules.

DURING GAME PROTOCOL: At no stage are the coach, players, spectators to approach the referees or opposition team to discuss the alleged incident during the game or after the game. This will avoid an unnecessary conflict between the two teams. Offenders may be put on report.

What is a Man-to-Man Defense?

Given that we have defined what constitutes a zone defense and why it is important it not be played up to and including U14 competition, it's best we also define what a Man-to-Man Defense is.

Man-to-Man Defense has each defender assigned to a designated offensive player rather than an area on the court. As a defender, you are accountable for containing (staying between your player and the basket) your designated player when he/she has the ball. Players should be pointing BALL, ME, MAN principles in a triangle alignment when in help defensive stance. They must move as their player moves or cuts.

Teaching Man-to-Man Defense is often considered more complicated than coaching a Zone Defense. That is largely due to the perception that the many required individual defensive skills are more closely associated with Man-to-Man principles. Whatever the case, if you can work on teaching the following skillsets, you're well on your way to playing an integral role in the development of your young players.

Defensive Stance - Feet should be approximately shoulder width apart, with your knees bent (knees over toes), back straight and head up. Your weight should be evenly balanced on the balls of your feet and your arms should be up with palms forward



Defensive Slides - When guarding your opponent on the move, we refer to what is called a defensive slide. Using quick, short steps (without crossing your feet over) you move your strong side / lead foot first. If you use your 'Defensive Stance' as a starting point, your first step see's your stance become wider, then your second step see's you return to balance. The aim when sliding is to stop your offensive players intended path to the basket - turn them to an alternative direction or make them pick the ball up.

Note: There are more advanced defensive movements, however we encourage the more traditional; 'Defensive Slide' be adopted in the early phases of development.

Man-to-Man Defensive Spacing

This is where we start throwing in team defensive concepts - these are much easier to instill as offensive spacing develops. The two go hand-in-hand and if repetition is provided during team training sessions, development will naturally occur at a faster rate.

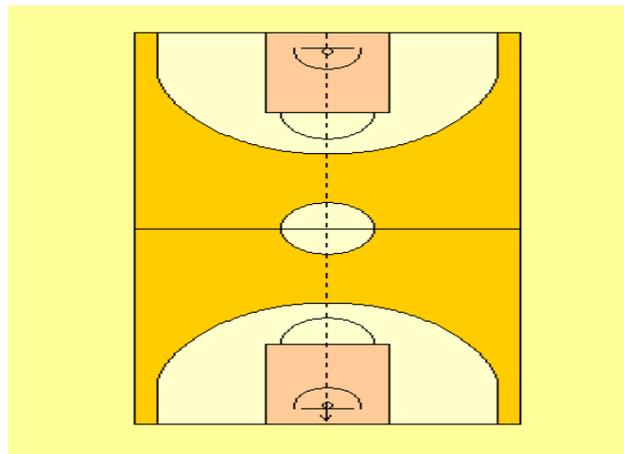
Ball - when you are guarding the player with the ball. In your defensive stance (defensive slide if on the move) you want to maintain about an arm's length between you and the player with the ball.

Denial - when your offensive player is one pass away from the ball. In your defensive stance, you want to be one step off your player, towards the ball. Encourage an open defensive stance, chest up the court to maintain vision on both your own player and the player with the ball.

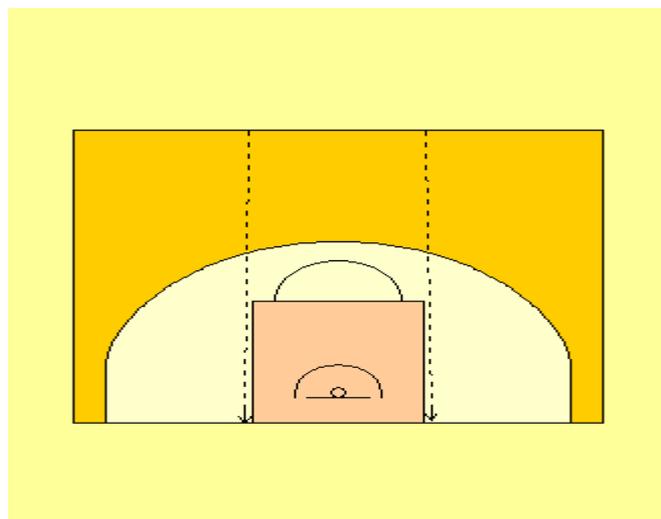
Help - when your offensive player is 1 or more passes away from the ball. Again in your defensive stance, you want to be on split line (an imaginary line length ways down the middle of the court). This discourages the offensive team to penetrate the key but also allows enough time for you to 'close out' should the ball get quickly passed to your direct opponent. Players should be pointing BALL, ME, MAN principles in a triangle alignment.

Close Out - when the ball is passed to your offensive player, you must move towards them quickly and in a low stance (balanced). Your first 1-2 steps are long, your last several are short and quick as you throw your hands up to deter a shot. Because you are already in a low stance, you are able to shift into a defensive slide without losing balance.

Split Line - the imaginary line that divides the court vertically from baseline to baseline



Lane line – the imaginary lines that are the edge of the keyway



Man-to-Man Rules and Rotations

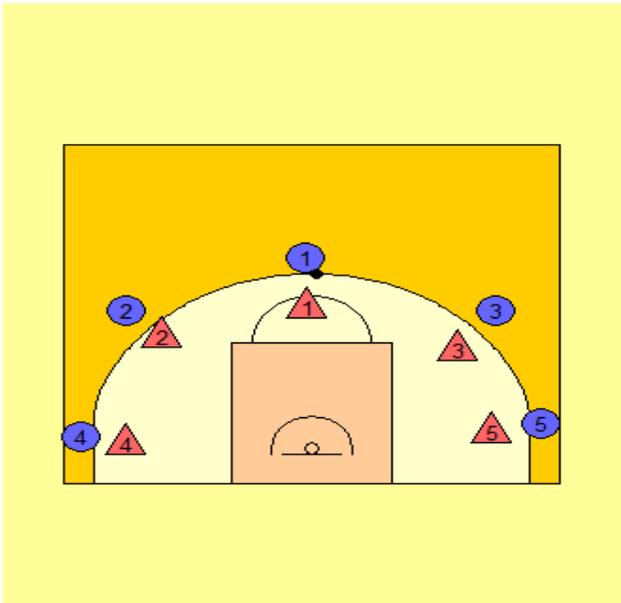
There are so many concepts available to adopt when it comes to man-to-man rules and rotations, we won't confuse the intent of this document by diving too deep. When introducing man-to-man defense to young basketball players in a team environment, we encourage you to utilize the Shell Drill as your main teaching base.

Below is a link to a video showing the No Zone clinic run by Ian Stacker for the VJBL.

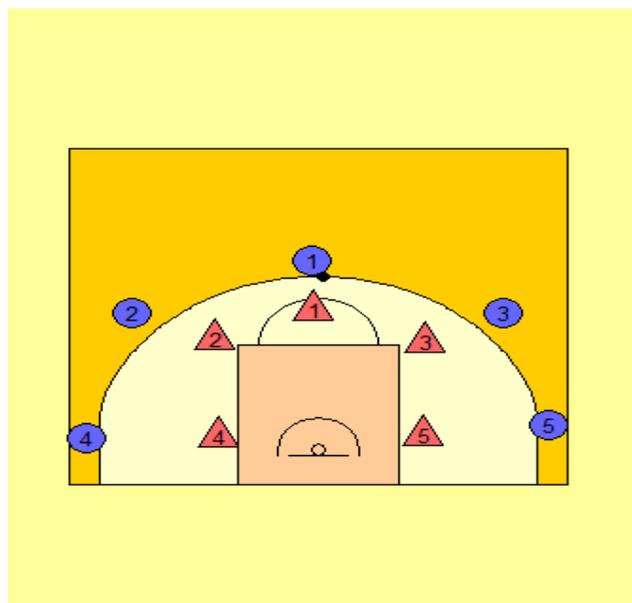
<http://vjbl.com.au/competition-resources/>

Below are drawings of what is Man to Man & Zone (not allowed)

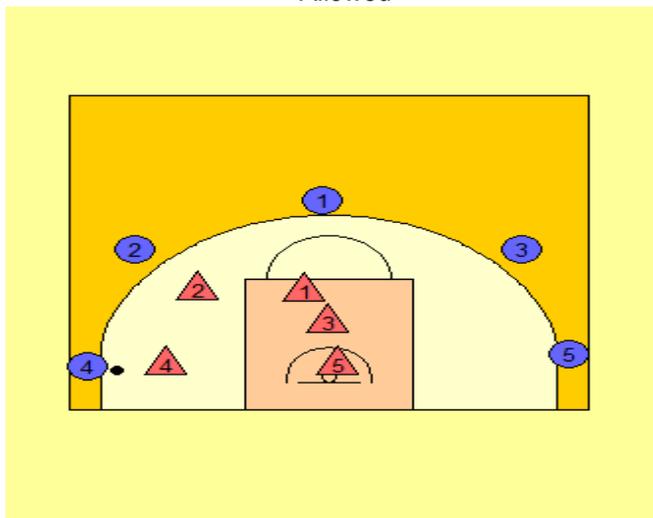
Allowed



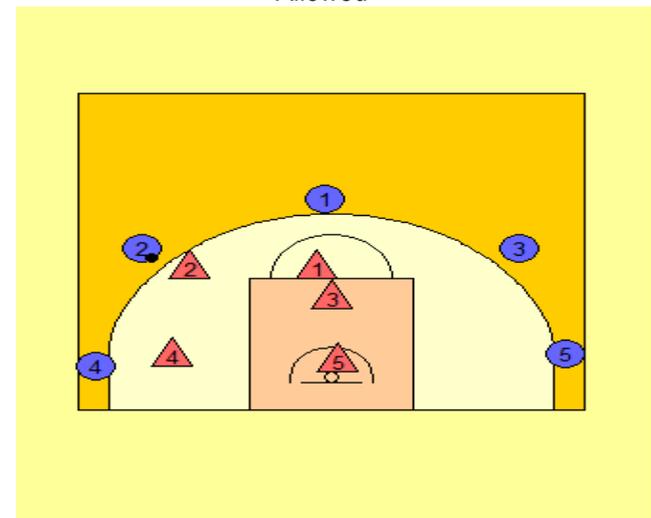
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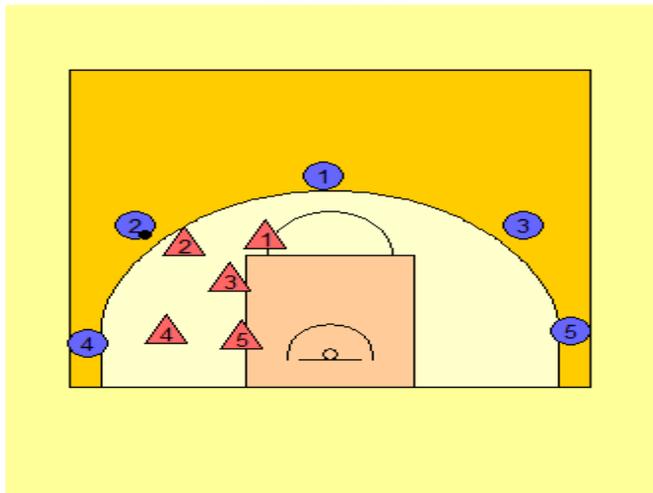
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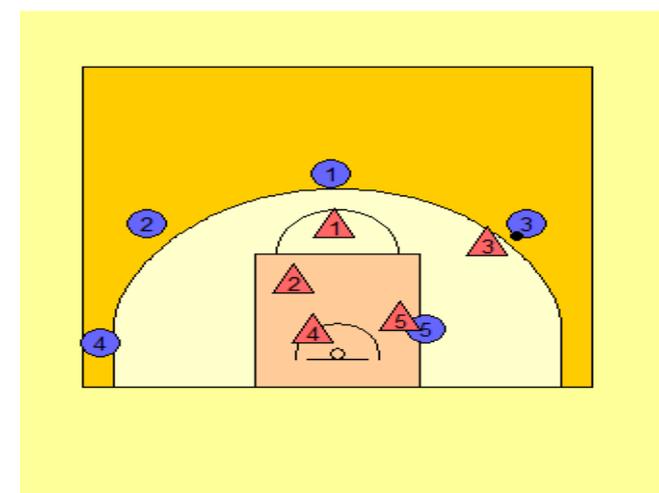
Allowed



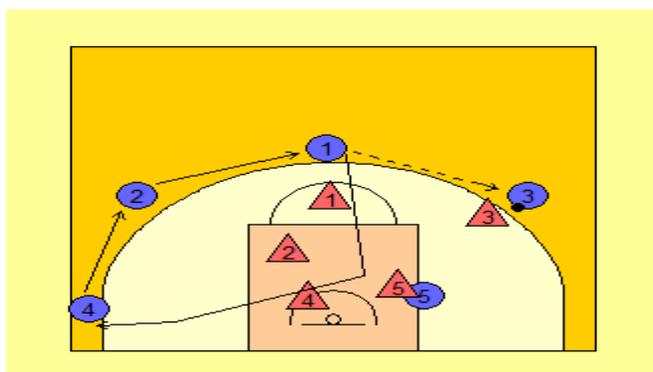
Not Allowed



Allowed



If 1 passes to 3 and 1 cuts to the basket and out to the corner
 2 & 3 offence move to wing & top and 1D, 2D, 4D do not move
 Then this is considered ZONE & NOT ALLOWED



ZONE DEFENSE

Why don't we allow Zone Defense to be played?

Whilst it is in many cases, the purpose of a No Zone Policy is simply explained, 'to teach players correct man-to-man principles', there are in fact a number of developmental skill objectives - both individual and team, offensive and defensive.

Zones limit an offensive teams' ability to penetrate the key, forcing the offense to take their shots from a greater distance. In the younger age groups, it is common for players to not yet possess the strength and coordination to execute a shot attempt whilst maintaining correct shot mechanics (shooting technique).

As a result, defensive skills such as 'closing out' and 'containment' are not taught and/or adopted with any significant value until later years.

Zone defenses generally do not apply much pressure to the offensive team, therefore developing an understanding and ability of 'ball movement' through 'passing' and 'dribbling' can also be restricted. Whilst being able to execute this against a zone is also important, like many aspects of skill development, building blocks are often the most effective way of skill acquisition.

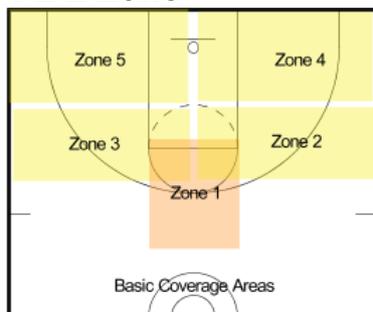
Adopting to play a zone in the younger age groups can also develop complacency on the defensive end. Players can often play out of stance or upright, lose court vision and not develop correct 'boxing-out' techniques.

What is a Zone Defense?

A *Zone Defense* is different from a *Man-to-Man Defense* in that instead of guarding a player, each defender is responsible for guarding an area of the court - or zone, and any offensive player that comes into that area. Zone defenders move their position on the court (within their designated area) in relationship to where the ball moves.

Zone Defenses can adopt a variety of player alignments, such as but not limited to the below;

1-2-2 Zone



3-2 Zone



2-3 Zone



The shaded zones in the diagrams above indicate the area each defender is designated to guard, as opposed to defending an individual player.

APPENDIX 7

JUNIOR DOMESTIC

POINT RANKING SYSTEM FOR REPRESENTATIVE PLAYERS

Player Points Ranking System is a way of trying to ensure a more even domestic competition and ensure a better quality of competition for all clubs.

1. **Total Team Points (TTP) – 9 points per team from U7 – U15 boys inclusive**
2. **Total Team Points (TTP) – 9 points per team from U7 – U14 girls inclusive**

Each Representative Player will be allocated a Player Points Ranking (PPR) between 1 - 3.

Summer Domestic Season

For the summer domestic season (October-March) the PPR shall be calculated on the just completed VJBL Representative Basketball season.

Winter Domestic Season

For the winter domestic season (April-September) the PPR shall be calculated on the current VJBL Representative Basketball season.

3. The Player Points Ranking (PPR)

HOMEGROWN PLAYER *		NON-HOMEGROWN PLAYER **		TRANSFERRED PLAYER *** (includes transfer 1 point)	
REP GRADING	POINTS	REP GRADING	POINTS	REP GRADING	POINTS
VC	1	VC	3	VC	4
VJBL 1 – 3	1	VJBL 1 – 3	2	VJBL 1 – 3	3
VJBL 4 +	1	VJBL 4 +	1	VJBL 4 +	2

Definitions

HOMEGROWN PLAYER *

A player that commences at a club and has never transferred to another club within the Association.

NON-HOMEGROWN PLAYER **

After the player has played four (4) seasons, the player is classified as a Non-Homegrown Player. This player is worth the points nominated in the chart above, very season played up to and including U15's.

TRANSFERRED PLAYER ***

A player that transfers from one club to another at the end of a season is classified as a Transferred Player. This player is worth the points nominated in the chart above for a total of four (4) played seasons.

- a) Teams may only have players registered in a team up or equal to the Total Team Points (TTP) – 9 points each season.
- b) Teams may use a fill in or replace any registered player in a team within By-Law restrictions, provided the Total Team Points (TTP) is not exceeded.
- c) A player who has been recruited to play in a VJBL Representative Basketball team any time after the start of the regular VJBL Representative Basketball season carries no points for that current domestic season.

- d) A player who plays grading and at least one (1) VJBL Representative Basketball game will carry a PPR for the corresponding domestic season.
- e) A quitting player carries no points provided they did not play the previous VJBL Representative Basketball season.
- f) Domestic players playing up an age group will carry the same PPR as would normally apply.

Failure to adhere to the above will mean loss of ladder points for any game the team is over the Total Team Points.