

# Deloraine Amateur Basketball Association Inc.

Here in referred to as D.A.B.A

## BY-LAWS

D.A.B.A operates under [FIBA rules](#) unless otherwise stated in these by-laws.

### 1. UNIFORMS

- 1A) Players must have correct uniform by their third roster game. Uniform shorts must be loose fitted, knee length mesh basketball shorts in either team uniform colours or plain black. Any undergarments are required to be the same colour as your teams' uniform colours (i.e. blue uniform = blue undergarments)
- 1B) Teams with players wearing incorrect uniform after the third roster game will be fined a nominated fee per player per game. Teams with players without correct uniform (shorts and tops) will be penalised 5 points per offence.  
Penalties can only be applied by the referee on the scoresheet by half time of the game.
- 1C) Each affiliated team shall submit for ratification playing colours for a particular season, prior to the AGM with team nomination and cannot be changed after ratification.
- 1D) Hair must be worn so as to not obscure number. Fingernails (including acrylic/fakes) are to be trimmed so as the tip cannot be seen over pad of fingers when palm is facing away from the face and held with fingers pointing straight up. ALL jewellery must be removed, unless impractical – in this case, taped over and players proceed at their own risk. Sport watches of any kind (Apple, FitBit, Garmin etc) need to be removed, unless medical device (i.e. diabetes sensor etc), in which case committee need to be aware of this but still needs to be taped over.
- 1E) The D.A.B.A. uniform shall be decided by the Management Committee when required.

### 2. REGISTRATIONS

- 2A) Team nomination forms to completed online prior to the commencement of AGM of the D.A.B.A. with the nominated bond. If any team withdraws from the roster after the release of current roster they forfeit their bond.
- 2B) Every player, coach and official must be registered and paid in full, online through the D.A.B.A Online registration page prior to participating in their first game.
- 2C) Any new registrations not on original team list must gain approval from committee 24 hours BEFORE warmup time begins and fees must be paid before playing first game.
- 2D) It is compulsory for all participants to be financial members of the D.A.B.A.

### 3. RULES OF PLAYERS

- 3A) Players and teams will be graded by the committee prior to roster being drawn.
- 3B) Players currently registered as A grade players may play in A grade only if they are:
- 1- Regarded as a local player by the committee.
    - Local Player (definition)
    - Any player that has played in the Deloraine Junior Competition
    - Any player who resides at Deloraine or within a 30km radius.
  - 2- A grade players, or equivalent from other leagues may be included in D.A.B.A A grade men's and women's teams to a limit of four (4) per team.
  - 3- If you are under 18 to under 22 and play in a premier level competition, you will be classified as an A grade player (or A-Reserve should the season warrant it) in the DABA season.
- 3C) Any team or player with outstanding fines will be deemed ineligible
- 3D) Players wishing to transfer to another team may do so by mutual agreement between parties involved. If an agreement cannot be reached, the case to be heard by a Permit Committee consisting of tribunal members and / or members of the executive.
- 3E) Any player, coach or team official issued with a disqualifying foul shall automatically incur a one game suspension. The reporting person shall determine if the player, coach or team official shall be referred to the tribunal. A fine of a nominated fee shall occur and the suspended player will not be permitted to play until the said amount is paid. If reported the one game suspension will be served in addition to any other tribunal decision. Players are able to lodge an appeal to the tribunal. All appeals shall be accompanied by a nominated fee.
- 3F) Pregnant players please follow the pregnancy policy stated [by Basketball Tas](#) and play at own risk.
- 3G) Players in the team awarded the forfeit will have the games counted for finals eligibility.
- 3H) Teams who play ineligible players forfeit their premiership points for the games affected. A forfeit will be recorded and all votes for the offending team will be void.
- 3I) Team delegates at General meetings to be a registered and financial member of the team (i.e. registered as a coach or player, not family members or friends representing on behalf of the team).
- 3J) One representative for each team must attend the General Meetings or two premiership points will be deducted for teams not represented along with a nominated fee deducted from bond.
- 3K) To be eligible to play in finals, a player must play one third of roster games in that particular team eg: 16, 17 & 18 -6 games, 19, 20 & 21 - 7 games, 22, 23 & 24 - 8 games. If a team folds players transferring to another team will have their games counted toward eligibility for finals.
- 3L) Teams wishing to submit a letter of dissentience to the committee regarding grading decisions must do so within seven days of notification.
- 3M) A player may play in the grade(s) above, in any teams in that grade, to the limit of four games in total per roster season. Should a player play in a higher grade for 5 or more games they will be considered registered to the team they play their 5<sup>th</sup> game for in this grade. Committee must be

made aware of players playing in a higher grade 24 hours prior to the first game in the higher grade. No player may play in a lower grade.

- (1) A player under 18 (in the season) registered with a B or C grade team may also register with an A grade team as a development player as nominated on their original team sheet with no limit of number of games.
  - (2) A “development player” is someone who is under 18, registered with an A Grade team and is outside of the team’s core 7 players.
- 3N) All A grade teams must name their “core 7” players on their original Team nomination sheet.
  - 3O) Protests must be in writing, handed to the Secretary within 48 hours along with the protest fee of \$20.
  - 3P) Junior players are eligible to play in the D.A.B.A Senior Roster if they turn 14 years of age within the current season.

#### 4. BENCH DUTY TEAMS

##### Bench Duty Team Must:

- 4A) There must be at least 3 members on the bench duty team for the duration of the game and everything must be ready to commence at the stated time.
- 4B) Bench Duty team members must be eligible to play in the D.A.B.A Senior Roster (in accordance with By-Law 3O) in order to be permitted for bench duties
- 4C) Penalty for non-attendance and late starting of bench duty is a nominated fee and loss of premiership points per game, any further roster duties missed will incur a double fee and additional points per game at the Committee’s discretion.
- 4D) Any bench duty team not carrying out their bench duties to a satisfactory level (to be decided by the committee) will be penalised at the Committee’s discretion.

#### 5. CLOCK RULES

- 5A) Clock will run 11 minute quarters and for all roster games the clock shall only stop for:
  - timeouts
  - every whistle and field goal in the last two minutes of the 4<sup>th</sup> quarter if the difference is 10 points or less.
  - If the umpires request it to stop
- 5B) Starting time will be stated on roster. **Clock must** start on time. At the start of the second, third and fourth quarter, the bench is not to stop the clock from running straight into that quarters game time (i.e. put 12 minutes on the clock for quarter breaks and 13 minutes for half time and let it run), no matter if teams are on the court or not. If a team/s are not on the court and ready to go by the 11minute mark at the start of each quarter, they lose game time and the potential to score more goals.
- 5C) Two game points will be awarded to the opposing team for every minute the offending team is late only after the team is ready to play. If game has not commenced by the end of the first quarter, the offending team loses by forfeit.

- 5D) A game can commence with a minimum of 4 eligible players on the court for each team.
- 5E) Games **must** start on time (**THIS IS IMPORTANT**) and put 5 minutes warm up time between each game, 2 minutes at half time and 1 minute quarter time. NB warmup time is before rostered start time.

## 6. GENERAL

- 6A) A Match Manager will be present at all roster games.
- 6B) Any association official or regular umpire has the power to report any player or member of the association for misconduct.
- 6C) Penalty for forfeiting a game with less than two hours' notice to a D.A.B.A Committee Member or failing to show up to a game with minimum of 4 players to take the court is a nominated fee and loss of 2 premiership points per game, at the Committee's discretion.  
If a forfeit occurs 30 minutes or less before the game is rostered to start, the penalty will be a \$50 fee and loss of two premiership points per game, at the Committee's discretion.
- 6D) Any person can report any unsportsmanlike behaviour to the committee.
- 6E) A draw at the end of a game shall stay a draw, no extra time shall be played except in finals.
- 6F) Any member seen to bring the D.A.B.A and/or its officials into disrepute, including through social media shall be subject to tribunal facing this charge.
- 6G) An administrative Tribunal may consider the handing down of penalties without the need for a Tribunal Hearing in accordance with Basketball Australia Model Tribunal by-laws 17. Administrative Tribunal.
- 6H) All tribunals to be conducted under [BA National Tribunal Guidelines](#).

## 7. COMBINED/REPRESENTATIVE TEAMS

- 7A) It shall be decided at an appropriate meeting of the Management Committee whether a combined Association Team shall represent the D.A.B.A.
- 7B) Selection of the D.A.B.A. – Team of up to twelve (12) players and up to four (4) reserves shall be made by selectors by a date decided upon by the Committee Management.
- 7C) Nominations shall be called for selectors. Updated 08/2016
- 7D) The appointment of a coach, manager, manageress for the D.A.B.A. TEAM SHALL be made by the Management committee
- 7E) The Manager / Manageress shall act on behalf of the D.A.B.A. on all matters pertaining to the tour. The coach shall conduct all training sessions and take control of the team during games.
- 7F) Training schedules will be determined by the coach.
- 7G) Members of the team shall elect the Captain and Vice Captain.
- 7H) The Management Committee shall be responsible for the control and management of all Association Teams and shall have sole authority in all games relating to such teams.

- 7I) Failure to live up to the obligations of the D.A.B.A. Players Declarations, the D.A.B.A. shall have the power to stand a player down for future games for any period.
- 7J) Declaration Forms from the Association Representatives shall be signed by all players within 14 days of selection. If player is under 18 years of age at the date of signing, the parents consent must be endorsed thereon.

## **8. LIFE MEMBERSHIP**

- 8A) Life membership shall be awarded for special meritorious service or shall be restricted to those persons whose D.A.B.A. service extend for at least 10 years and who have been recommended by the Management Committee at the Annual General meeting for election.
- 8B) Names and nominees for Life Membership shall be submitted to a meeting of the Management Committee. Should a majority of at least  $\frac{3}{4}$  of those attending and eligible to vote at the meeting approve, then such name(s) shall be submitted to the First Annual General Meeting after the foresaid Management Committee meeting.
- 8C) A  $\frac{3}{4}$  majority of those present at an Annual General Meeting shall be required for the appointment of a life member.
- 8D) Not more than two (2) life members shall be appointed at any one Annual General Meeting.
- 8E) Life members shall be awarded with the life membership badge.

## **9. RULES OF REFEREES**

- 9A) Umpires dress code must be upheld (Basketball Tasmania approved tops, black trousers or black shorts in summer).
- 9B) All umpires must vote in a 3, 2, 1 format after each game with players name, printed legibly.
- 9C) If a referee who is rostered to umpire does not turn up and has not notified the referee coordinator, they will forfeit their previous game payment.
- 9D) Blood to be dealt with via [Basketball Australia Blood Policy](#). Players may use a t-shirt if no spare top without blood on it is available.