



GEE LONG UNITED BASKETBALL
COMPETITION
OPERATIONAL MANUAL

**OPERATIONAL HANDBOOK
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CODES OF CONDUCT

Basketball is intended to be a recreational activity for enjoyment and health. These codes of conduct have been developed by Basketball Victoria to give participants some guide to the expectations it has on all participants. Full explanation of the Codes of conduct can be found on the Basketball Victoria website.

ADMINISTRATORS CODE OF CONDUCT

1. Involve others in planning, leadership, evaluation and decision making related to Basketball
2. Give all people equal opportunities to participate
3. Create pathways for people to participate and develop through the sport not just as players but as coaches, referees and administrators
4. Ensure the rules, equipment, length of games and training schedules are modified to suit the age, ability and maturity level of the players.
5. Provide quality supervision, instruction and a safe environment for all players.
6. Remember that basketball is for fun.
7. Help coaches and officials highlight appropriate behavior and skill development, and help improve the standards of coaching and officiating.
8. Assist all participants in basketball to know and understand the rules
9. Give a copy of the codes of conduct to spectators, officials, parents, coaches, teachers, players and the media and encourage them to follow it.
10. You set an example. Your behaviour and comments should be positive and supportive.
11. Make it clear that abusing people in any way is unacceptable and will result in disciplinary action.
12. Respect the rights, dignity and worth of every person.
13. Always respect the use of facilities and equipment provided

COACHES CODE OF CONDUCT

1. Remember that basketball is for enjoyment.
2. Be reasonable in your demands
3. Teach understanding and respect for the rules.
4. Give all players a reasonable amount of court time.
5. Develop team respect for the ability of opponents including their coaches.
6. Instil in your players respect for officials and an acceptance of their judgement.
7. Guide your players in their interaction with the media, parents and spectators.
8. Group players according to age, height, skills and physical maturity, whenever possible.
9. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
10. Be prepared to lose sometimes.
11. Act responsibly when players are ill or injured.
12. As well as imparting knowledge and skills, promote desirable personal and social behaviours.
13. Keep your knowledge current.
14. Ensure that any physical contact with a player is appropriate.
15. Avoid personal relationships with players.
16. Respect the rights, dignity and worth of every person.
17. Always respect the use of facilities and equipment provided.

OFFICIALS CODE OF CONDUCT

1. Interpret rules and regulations fairly and to match the skill level and the needs of the participants.
2. Compliment both teams on their efforts.
3. Be consistent, objective and courteous in calling all infractions.
4. Promote fair play and appropriate sporting behaviour.
5. Publicly encourage rule changes.
6. Ensure that both on and off the court your behaviour is consistent with the principles of good sportsmanship.
7. Keep your knowledge current.
8. Help the education process in the game.
9. Always present yourself in a way which encourages others to respect you and your role.
10. Always respect the use of facilities and equipment provided.

PARENTS' CODE OF CONDUCT

1. Encourage your children to participate for their own interest and enjoyment, not yours.
2. Encourage children to always play by the rules.
3. Teach children that an honest effort is always as important as a victory.
4. Focus on developing skills and playing the game. Reduce the emphasis on winning.
5. A child learns best by example. Applaud good play by all teams.
6. Do not criticise your or others' children in front of others.
7. Accept decisions of all referees as being fair and called to the best of their ability.
8. Set a good example by your own conduct, behaviour and appearance.
9. Support all efforts to remove verbal and physical abuse from sporting activities.
10. Respect the rights, dignity and worth of every person.
11. Show appreciation for volunteer coaches, officials and administrators.
12. Keep children in your care under control.
13. Always respect the use of facilities and equipment provided.

PLAYERS CODE OF CONDUCT

1. Understand and play by the rules.
2. Respect referees and other officials.
3. Control your temper.
4. Work equally hard for yourself and for your team.
5. Be a good sport.
6. Treat all players as you would like to be treated.
7. Play for the "enjoyment of it" and not just to please parents and coaches.
8. Respect the rights, dignity and worth of every person.
9. Be prepared to lose sometimes.
10. Listen to the advice of your coach and try to apply it at practice and in games.
11. Always respect the use of facilities and equipment provided.

SPECTATORS CODE OF CONDUCT

1. Remember that most people play sport for enjoyment.
2. Accept decisions of all referees as being fair and called to the best of their ability.
3. Always be positive in your support for players.
4. Condemn the use of violence in any form.
5. Respect your team's opponents, officials and spectators.
6. Encourage players to obey the rules and to accept decisions of officials.
7. Demonstrate appropriate social behaviour by not using foul language or harassing players, coaches or officials.

8. Respect the rights, dignity and worth of every person.
9. Keep children in your care under control.
10. Always respect the use of facilities and equipment provided.

GAME RULES

- In all divisions, the Competition Manager may from time to time allow 'modified rules' to be played for the betterment of basketball and the Geelong United Basketball.
- Ideally, those 'modified By Laws' would be put in place at the start of each season, however, this may not be able to be foreseen and therefore have to be included mid-season.
- The 'modified By Laws' may include: a Mercy Rule, capped points per players, No Zone rules, shortened Free Throw line, equal game time for all players, no keeping scores, Representative Player limitations on Teams.
- For the purpose of historical or previous season reference both Basketball Geelong and Corio Bay Basketball Association records will be used for Summer 2020 and Winter 2020.

TEAM ENTRIES

Clubs will enter teams in the competition once the club has:

- Completed the online entry form with Geelong United Basketball by the due date.
- Prescribed fee to be paid within 30 days of invoice date.
- Teams must have all player names entered into their respective team before the first game of the season they have entered; this is done online through Sports TG at the time of entry.

Teams will be accepted from Member Clubs in all club based leagues only.

Social teams will be entered in the competition once the team has:

- Completed the online entry form with Geelong United Basketball by the due date.
- Made online payment upon completion of the online entry form.
- Teams must have all player names entered into their respective team before the first game of the season they have entered; this is done online through Sports TG with a team code at the time of entry.

Social teams will be accepted in all social leagues only.

The Association reserves the right to grade teams into such divisions as are necessary, taking into account the number of entries in a division, the number of byes created on a given competition day, the relative strength of teams, the number of teams that one club has in a division and the past performance of a team in a division. Clubs will have the right of appeal, particularly if the change of grade results in a change of night of play.

GRADING PROCESS

Each season rounds 1-5 will be released one week at a time, based on entries. Between rounds 4 and 5 clubs can nominate any of their teams they wish to be considered for regrading. In addition, before the commencement of Round 6 GUB competition staff members will review all remaining grades and may nominate further teams they believe should be considered for regrading. The required and agreed on changes will be implemented by Round 6.

Allocation of points for teams when re-graded:

If a team is regraded due to a decision made in the grading process the following will apply to the regraded team in the new grade.

- All games played prior to the regrade will be treated as a draw and the team allocated 2 points for each game.
- All games played prior to the regrade will be recorded as 20-20.

PLAYER ELIGIBILITY

- To be eligible to play in a Geelong United Basketball final of a particular division, a player must firstly hold a Basketball Victoria primary affiliation and current GUB affiliation to compete (i.e. be on the bench in uniform and pay for the game) in at least one half of the scheduled rounds in the fixture of that division (This includes grading games). In the case of the number of rounds not being divisible by two, the next higher number divisible by two will be the required number of matches (e.g. the required number of matches for 19 scheduled rounds would be 10). For clarity if a player competes in multiple divisions within their age level in a single round, only one of the scheduled games will be counted towards eligibility.
- Byes do not count as a qualifying game.
- In the event of a notified walkover, all players named on the score sheet of the non-forfeiting team in either their previous match, or their following match, shall be marked "in play" for the purpose of finals eligibility.
- In the event of an un-notified walkover all players of the team receiving the walkover who are present and named on the score sheet will be marked "in play" for the purposes of finals eligibility. A refund of playing fees will be given on presentation of tickets to the Venue Supervisor on the day/night of the walkover.

REPLACEMENT PLAYERS

Clubs have the opportunity to play players who have not qualified in a particular final as a replacement player under the following circumstances;

- The replacement player must have qualified for the club for finals in another lower age group or division.
- They must be replacing a player who has qualified for finals who is unavailable to play.
- A player is only eligible to play in the same grade they have qualified in or higher regardless of the age group.
- Replacement players must be put in writing to the Competition Manager and agreed upon before this player takes the court.

If a replacement player does not meet the above criteria, the club may then apply for an exemption. Applications for exemption must be made in writing to Geelong United Basketball from the club delegate, addressing the above three points a minimum of seven (7) days prior to the first day of finals.

MEDICAL EXEMPTIONS - FINALS

Finals exemption - Application for medical exemption must be submitted in writing to the Competitions Manager with medical certificates required as accompanying documentation with the letter requesting special consideration for exemption to finals qualification. The medical certificate may be accepted as evidence of the injury/illness.

For any exemption to be considered the following criteria must be adhered to:

- The player must have a long term injury (four weeks or more)
- The player must be competing in the competition regularly before the injury
- The application and medical certificate must be submitted a minimum of seven (7) days prior to the first day of finals

Each application will be considered on a case by case basis only. Geelong United Basketball does not guarantee it will approve any requests for exemption to the eligibility criteria and all steps to qualify must be taken

JUNIOR DEVELOPMENT RULES

U10's All Divisions

Height of the Ring

- The ring will be lowered for games.

Ball

- A size 5 ball will be used for all games.

Half Time Shots

- Every player must attempt at least 1 free throw shot with the team attempting 10 shots. In the event that teams have less than 10 players, the coach selects the appropriate number of players to take a second shot.

Foul Shots

- All foul shots in U10 Games will be taken from the closer free throw line.

Scoring

- A player can only score 6 points per half.
- A maximum of 12 points for the game, 13 points allowed if a player with 11 points scores a field goal or 2 free throws.
- A player with 12 points being awarded free throws must nominate another player to take them.
- The 3pt line will not be recognised.
- Once a player has reached their maximum allotment and is fouled resulting in free throws, the coach nominates another player to take the shots.
- The result of a player who scores after reaching their maximum allotment is :
- The score does not count and treated as a violation and taken from the end line.
- When all players on the team have scored their maximum allotment they regain the ability to score with no restriction on how many points an individual can score for the rest of the half.

U12 Girls – DIVISION 2 and below

Scoring

- A player can only score 10 points per half.
- A maximum of 20 points for the game, 21 points allowed if a player with 19 points scores a field goal or 2 free throws.
- A player with 20 points being awarded free throws must nominate another player to take them.
- The 3pt line will not be recognised.
- Once a player has reached their maximum allotment and is fouled resulting in free throws, the coach nominates another player to take the shots.
- The result of a player who scores after reaching their maximum allotment is :
- The score does not count and treated as a violation and taken from the end line.
- When all players on the team have scored their maximum allotment they regain the ability to score with no restriction on how many points an individual can score for the rest of the half.

U12 Boys – DIVISION 3 and below

Scoring

- A player can only score 10 points per half.
- A maximum of 20 points for the game, 21 points allowed if a player with 19 points scores a field goal or 2 free throws.
- A player with 20 points being awarded free throws must nominate another player to take them.
- The 3pt line will not be recognised.
- Once a player has reached their maximum allotment and is fouled resulting in free throws, the coach nominates another player to take the shots.
- The result of a player who scores after reaching their maximum allotment is :
- The score does not count and treated as a violation and taken from the end line.
- When all players on the team have scored their maximum allotment they regain the ability to score with no restriction on how many points an individual can score for the rest of the half.

U10-U14's' All Divisions

Defence

- When a team reaches a 20 point lead the opposition must drop back to the 3-point line to commence playing defence.

'No Zone Rule'

- A restriction to a team's defence only occurs from the centreline, where teams must apply Man to Man principles.

Interpretation of Team Responsibilities Definition - Illegal Zone:

"Any defence played in the half court which incorporates any player consistently guarding an area of the court and not guarding a specific opponent."

Beware of Static Offences.

There may be occasions when a team employs an offence which is devoid of cuts apart from perhaps V-cuts to enable players to get open and as a result the defence may appear to be in a zone.

For instance, it is quite feasible that a coach may employ a 4 out, 1 in set:

- Keeping his post man static on one block (looking to seal as the ball is reversed)
- Perimeter players remaining in areas (focussing on looking for opportunities from ball reversal to set up their man and rely on dribble penetration to create scoring opportunities.
- As a consequence of the offensive set the defence may well look similar to a two-three zone.

Violations of the "no zone" rule will generally fall within one of the following categories:

- One or more players were not in an 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 (for example, "bumping" the cutter, following the cutter or switching);
- Following a trapping or help and recover situation the team made no attempt to re-establish 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 quarter court.

Penalties for use of Zone Defence

If the other team or a referee is concerned about a team playing a zone, they must immediately get the attention of the Referee Supervisor and ask for them to watch and make a decision, then they must speak to the coach during the game, the Referee supervisor may speak to the coach if they are concerned that the team (or any player) is not playing to acceptable man to man defensive principles. It is preferable that the Referee Supervisor speak to the coach prior to any penalty being imposed, however the deliberate and pre-meditated use of a zone defence at a critical time in a game may be penalized immediately.

Technical Foul

If the Referee Supervisor believes a violation has occurred (ie a team or player is not playing acceptable man to man defensive principles) they will ask the Referee to call at the next dead ball, a Technical Foul –on the head coach of the offending team.

Second Technical Foul – disqualification of head coach

If the same team incurs a second violation, a technical foul is called and the head coach will be disqualified from the game.

Importantly, the referee does not have to determine whether or not a violation occurred. That decision rests solely with the Referee Supervisor.

EXCEPTIONS

No zone rule does not apply if defending team has less than five (5) players on the court.

Please note for U16 and U18 –

No restrictions on defence with the exception that if a team has a 30 point or more lead is not permitted to extend its defence beyond half-court.

FINALS

CLUB BASED AND SOCIAL COMPETITIONS

(EXCLUDING WINTER SEASON SENIOR CHAMPIONSHIP DIVISION)

- The four leading teams in each grade shall comprise the final four and will play finals. If less than four teams the Executive Committee shall determine the system used.
- In the event of a forfeit of any final, The team that lost to the forfeiting team in the previous final will then be eligible to play the final being forfeited.

The following format will be used

- Semi Final (1) - 1 V 4
- Semi Final (2) - 2 V 3
- Grand Final - Winner of semi final (1) V Winner of semi final (2)

SENIOR CHAMPIONSHIP DIVISION COMPETITIONS

EXCLUDING WINTER SEASON SENIOR CHAMPIONSHIP DIVISION)

- The four leading teams in each grade shall comprise the final four and will play finals. If less than four teams the Executive Committee shall determine the system used.
- In the event of a forfeit of any final, The team that lost to the forfeiting team in the previous final will then be eligible to play the final being forfeited.

The following format will be used

- Semi Final (1) - 1 V 2
- Semi Final (2) - 3 V 4

- Preliminary Final – Loser of semi final (1) V Winner of semi final (2)
- Grand Final - Winner of semi final (1) V Winner of preliminary final

TIMING REGULATIONS

ALL CLUB BASED AND SOCIAL COMPETITIONS

EXCLUDING WINTER SEASON SENIOR CHAMPIONSHIP DIVISION

- Warm up period: Minimum two (2) minutes
- Period: Two (2) x Twenty (20) minute halves.
- Half time: Two (2) minutes
- Time Outs: Two (2) per team per half
- Clock stops on: Each whistle during the last three (3) minutes of the game.
- Time outs are not permitted in the last one (1) minute of the first half.

SCHOOL LEAGUE

- Warm up period: Minimum two (2) minutes
- Period: Two (2) x Seventeen (17) minute halves.
- Half time: Two (2) minutes
- Time Outs: One (1) per team per half
- Clock stops on: Each whistle during the last one (1) minute of the game.
- Time outs are not permitted in the last one (1) minute of the first half.

SENIOR CHAMPIONSHIP DIVISION GAMES – INCLUDING FINALS

WINTER SEASON ONLY

- Warm up period: Minimum three (3) minutes
- Quarters: 4 x 10minutes
- Quarter Time: 1 minute
- Half time: Three (3) minutes.
- Time Outs: Two (2) time outs in the first half and Three (3) in the second half
- The clock stops on all fouls, time outs and substitutions
- The twenty four (24) second clock will operate. Geelong United Basketball will supply operators for the twenty four (24) second shot clock.

OVERTIME (IF REQUIRED) – Senior Championship Division Games

- Extra Time: Five (5) minutes
- Time Outs: One (1) per team

FINALS ALL CLUB BASED AND SOCIAL COMPETITIONS

(EXCLUDING WINTER SEASON SENIOR CHAMPIONSHIP DIVISION)

- Warm up period: Minimum five (5) minutes
- Period: Two (2) x Twenty (20) minute halves
- Half time: Two (2) minutes.
- Time Outs: Two (2) per team per half
- Clock stops on:
 - Time outs
 - Disqualifying fouls
 - Each whistle during the last one (1) minute of first half.
 - Each whistle during the last three (3) minutes of the game
 - Extra Time: Three (3) minutes and One Timeout per team per extra period

HEAT POLICY

When the court temperature reaches 30 degrees, GUB Venue Supervisor must consider implementing and where the court temperature reaches 35 degrees, must implement the following timing rules:

- **Warm up period:** Minimum two (2) minutes
- **Period:** Two (2) * Eighteen (18) minute halves
- **Half Time:** Two (2) minutes
- **Team Time outs:** Two (2) per team per half, time outs are **NOT** permitted in the last minute of the first half
- **Compulsory Time out:** the referee must call an additional compulsory timeout close to the half way mark in each half.
- **Clock Stops:** On every whistle during the last three (3) minutes of the second half and for the referees compulsory time out

All competitions (except Senior Championship Division) – Winter Season

When the court temperature reaches 40 degrees, GUB Venue Supervisor the game must be called off.

CLEARANCES / TRANSFERS

- 1.1 The club the player requests to get a transfer to must lodge an online transfer on their Sports TG database (Select > Members > Request for Transfer).
- 1.2 Once online request has been completed from destination club the current club will be notified of a pending clearance. Current club will need to go online and accept or decline the clearance (Select > List online Transfers > list of players requesting transfers will show and club will then click on 'Pending' which will allow details to be entered to accept or decline.
- 1.3 Once the above has been processed from the current club the association will be notified and will need to check that Player points systems are met and will then proceed from Geelong United Basketball end to process.
- 1.4 Each stage of the online process will be notified back to the destination club. Once all parties have approved or declined this process is complete.
- 1.5 The Clearance period opens two weeks prior to the last game of the regular season.
- 1.6 Players who have played in the last two (2) seasons at Geelong United Basketball must have their new club process their clearance online prior to the first game of the season, this does not refer to the first game of that division but rather 5pm on the first day of the new season. No clearances will be accepted after that date until the conclusion of the season.
- 1.7 Players who have a PPVS rating are only eligible to clear once a year, within the designated time frame (see 12.6) but only between the summer and winter seasons.
- 1.8 Players who have not played in two (2) seasons at Geelong United Basketball are able to submit their clearance to the clearing club at any stage during the season online through their new preferred club.
- 1.9 The clearance must be heard by the club and returned to the player within fourteen (14) days of the date of receipt otherwise the clearance is automatically granted.

- 1.10 The President or Secretary (or designated Club Committee Member) must acknowledge the online process stating the decision of the hearing and the reasons for such decision.
- 1.11 Players are tied to the club with which they are registered for a period of two (2) clear seasons from the date of the last game they played with that club.
- Players are still required to submit a clearance, however it will be automatically approved by Geelong United Basketball.
 - The last game date is that which is recorded by Geelong United Basketball.
- 1.12 Players are eligible for an automatic clearance if the club has been disbanded for 12 months and this will be processed by Geelong United Basketball online.

APPEALS OF CLEARANCES

- 1.13 A player refused a clearance may appeal in writing to Geelong United Basketball within seven (7) days of such refusal
- 1.14 If the application is refused, a reason for such refusal must be stated on the online form. If the applicant is un-financial, the details of the arrears must also be stated.
- 1.15 Accepted appeals should be heard within fourteen (14) days of receipt
- 1.16 Only those reasons for wanting a clearance stated on the original clearance form can be considered at any subsequent appeal. A player seeking a clearance may expand on his reasons for seeking a clearance by attaching a document to the original clearance application.
- 1.17 No appeal will be heard by Geelong United Basketball unless the applicant has discharged all financial obligations to their club.
- 1.18 Upon receipt of such written appeal, Geelong United Basketball shall record same and notify the following parties of the date and time the appeal will be heard
- 1.18..1 the club which refused the clearance
 - 1.18..2 the club to which the player wishes to be cleared
 - 1.18..3 the player concerned.
- 1.19 One representative of each club may attend the appeal hearing to speak on the matter as well as the player involved. A parent or guardian must attend with a junior player (under 18 years old).
- 1.20 Relevant information will be provided to all parties prior to the appeal meeting.
- 1.21 Clubs will be notified of appeal decisions within seven (7) days of the date of the appeal hearing. Only one appeal hearing will be heard.
- 1.22 Any player, having exhausted every avenue to obtain a clearance, and who has had an appeal dismissed, will be cleared automatically after one (1) calendar year from the date of lodgement of a statement in writing to Geelong United Basketball that they intend to stand out of all basketball under the control of Geelong United Basketball.
- 1.23 During that period that person will not be permitted to apply for another clearance unless their club is willing to clear them within that twelve (12) month period.
- 1.24 Geelong United Basketball will only hear one (1) appeal.

PERMITS

- 1.25 A player may be granted a permit to play with another club providing their club does not have a team competing in the same junior or senior division. Except in Seniors Championship Division where players will be granted a permit to a club even if their club has a team in that competition.
- 1.26 A junior player granted a permit may only represent one senior club and one junior club. A senior player may only represent one club.
- 1.27 A permit will last for 6 months, One Season
- 1.28 A player is only able to be permitted to another club for a maximum 24 months (four permits) to the same club.

FINES

New Club entry fee	\$500.00
Alterations to the draw after closing date	\$50 per indiscretion
Ineligible player played after notification	\$50 per indiscretion
Failure to supply a scorer	\$15 per indiscretion
Failure to vote Seniors Senior Championship Division (Winter Season)	\$20 per indiscretion

Social Leagues Walkovers

- Un-notified \$90 per indiscretion
- Notified \$70 per indiscretion

Club Leagues Walkovers: 1st Offence

Un-notified

- Senior Division 1 \$150
- All other senior divisions \$120
- All junior divisions \$100

Notified (24 hours or more notice)

- Senior Division 1 \$120
- All other senior divisions \$90
- All junior divisions \$70

For each additional offence an additional \$50 will be added to the above amount.
Example Un-notified Division 1 Forfeit, 1st Offence \$150, 2nd Offence \$200, 3rd Offence \$250.

Withdrawal of a team from competition

- Clubs that withdraw a team after the closure of team entries will forfeit their team entry fee and pay a fine for 'alterations to the draw after closing date'.

MIXED/SOCIAL COMPETITION REGULATIONS

The following variations for social mixed competitions are listed below

UNIFORMS

- All new teams must provide their own uniform. Where possible reversible tops are recommended.
- If a team requires an alternate set of singlets then they can hire a set of singlets from Geelong United Basketball, adhering to the terms and conditions of hire.

GAME REGULATIONS

- Mixed teams consist of at least 2 males and 2 females taking the court. The 5th member can be either male or female. Teams may commence the match with only 1 male or female as long as they have 4 players to start the game with. You cannot have more than 3 members of one gender on the court at any one time.
- A size 7 Basketball will be used for all games.
- Key way restrictions: **Southern Key** - Females are prohibited from entering this area. **Northern Key** - (key closest to the main entrance) – Males are prohibited from entering this area.

SCORING

- Each team must supply a person to fulfil the role of score table official, in social leagues this can be a player. If a team only has five (5) players and no one to score then they must take the court with four (4) players, with one player scoring. Teams that fail to supply a scorer after being directed to do so will forfeit the match.
- Each player is restricted to scoring 10 points for the game. Once all players from a particular team on the score sheet have scored 10 points, each individual may then score in multiples of 4
- A player with 10 points being awarded free throws must nominate another player to take them.
- Both males and females can shoot from outside either key
- Each team **MUST** supply competent scorers for their own game. Failure to supply a scorer will incur a 10-point penalty. The scorer must remain for the entirety of the game. If for any reason a team is unable to provide a scorer for any portion of the game, then the 10 points shall be applied by the referee.
- No scorer points start are to be awarded to teams BEFORE the commencement of the game. In the event of an error and the points are not put on, the scoresheet may be amended at the first break in play following the discovery of the error. Points may not be added after the conclusion of the game regardless of the time of the discovery of the error. If the infraction occurs during the game, the scoresheet shall be amended at the first break in play following the infraction.
- **Note:** *To meet this By-law a team should preferably have an independent person [i.e.: a non-player (this does not mean a coach)], to operate the time clock or control the scoresheet. If no other persons are present, then it can be mutually agreed that a player or a coach may operate the time clock or control the scoresheet.*
- *Scorers are considered to be officials for the duration of the match and as such shall not coach or barrack while on the score bench. Scorers will be required to assist the referees in controlling the match when asked to do so by the referee in charge.*
- Any player who is not wearing the team's correct uniform will be penalised two (2) points per uniform violation.
- (c) Violations shall not be awarded during the Grading Phase of the season. Violations shall also not be awarded in the Daytime Women's competition.
- (d) The point penalty is to be applied before the game. In the event of an error and the points are not put on, the scoresheet may be amended at the first break in play

following the discovery of the error. Points may not be added after the conclusion of the game regardless of the time of the discovery of the error. If the infraction occurs during the game, the scoresheet shall be amended at the first break in play following the infraction.

LATE ARRIVAL

For each minute or part thereof that a team is late, their opponents are awarded one (1) point per minute (or part thereof) up to 10 minutes thereafter the game will be declared a walkover. (Final scores to be shown as 10 -0) Late start points are to be awarded to teams BEFORE the commencement of the game. In the event of an error and the points are not put on, the scoresheet may be amended at the first break in play following the discovery of the error. Points may not be added after the conclusion of the game regardless of the time of the discovery of the error.

SENIOR CHAMPIONSHIP DIVISION POINTS SCORE SYSTEM

Points cap for all Senior Championship Division Teams is based on the following principles:

- All teams will have a points cap of 43 Points
- Each player will have a points rating
- The maximum player points rating (PPR) will be 8
- The minimum player points rating will be 3.5

Only the top 9 players (by PPR) in each team will count towards the cap of 43 points.

PPR Valuations

Point Value	Attached to
8 points	Any player transferring to a new club within the GUB structure in their first year for that club.
7 Points	The above player in their second year with their new club
6 Points	The above player in their third year with their new club
5 Points	<p>A new player to Geelong, or a player who has not previously played in a Geelong United Basketball competition and did not play as a junior in the GUB competition. This value is diminished after three seasons with the club– they will obtain a five point rating for their duration with that club. Should they change clubs in their second season they become an 8 point player.</p> <p>or</p> <p>A previous 8 point player who has now played 3 full seasons with their club and is now entering their fourth season. This value is never diminished – they retain a five point rating for their duration with that club. Should they again change clubs they again move to an 8 point score...unless they move to their previous junior club.</p> <p>or</p> <p>A player who has previously played for any Geelong United Basketball club as a junior or senior and who is re-joining the competition. For the sake of clarity, if a player is not subject to the requirement of being cleared from their previous GUB club then they meet this criteria.</p>

4 Points	A senior player who as a junior or senior has played with this club for at least three seasons and who at no point has cleared to their current club from another GUB club.
3.5 Points	A current club junior, who has played more than 3 full seasons with this club, who is playing "up" in Division 1. For this purpose any player eligible for Under 18 competition will be deemed to be a junior playing "up".

Definition: A season is a winter competition, involving 15 or more games, and which the individual player has played at least 12 games.

How does GUB administer this rating?

- The team submits their team list at least 48 hours prior to their first game
- They rate their team based on their knowledge of points
- GUB confirms points system based on competition database
- Only the top nine players by PPR are rated. So a team may have 11 players listed, all of whom are rated as a "4" and therefore their team rating is $9 \times 4 = 36$.
- GUB confirms starting rosters for all teams and publicizes 24 hours before opening round tip-off

Changes to the submitted list of players

A club may change their list of players, and replace them with players of a like PPR. Should a change to a list mean the top nine rated players now exceeds 43 points, then the change shall not be allowed and the new player shall not have the registration accepted.

Likewise a club can change their list and introduce a new player with a higher PPR, providing that the overall score does not exceed 43 points.

For these purposes a club may advise GUB that they are de-registering a player for the remainder of the season. This is envisaged mostly to be in the possible case of long term injury or a player moving away from the area.

A club may not play a player in Senior Championship Division competition at any point in the season without the prior notification to and acceptance by the GUB office.

Points Cap Exceptions

Geelong United Basketball has the power to grant a points cap exception in the circumstance where a club wishes to enter a team in Senior Championship Division either for the first time or after a significant break from competing in Senior Championship Division Competition.

A significant break would mean 3 or more Geelong United Basketball championship seasons.

The exception will be granted in the form of a points extension.

A new club could be granted an extension of up to 10 points in their first year of competition, reducing to 7 points in their second year and 4 points in their third year. Such an extension cannot be granted hypothetically, or in advance, but will be granted only on the firm submission of a team list, against which GUB can assess that the inclusion of the new team is not as a result of significant player movement from another GUB Senior Championship Division team.

Other Circumstances

Geelong United Basketball has the capacity to grant further exceptions to the points cap for a particular team, where circumstances would otherwise see significant diminution in the playing strength of the competition.

These circumstances possibly foreseen are the opportunity for a combined club team to be entered to create a stronger and better competition, or misadventure befalling a team/club, which might otherwise see the loss of that teams players to the competition.

In these cases exceptions are granted by extending a teams points cap, rather than reducing or changing an individual players PPR.

JUNIOR POINTS SYSTEM

Objective:

Management of the representative players playing in the junior Geelong United Basketball Competitions, to discourage significant poaching as a result of representation and to deliver more even competitions throughout the GUB Junior Competition.

Reach:

This policy impacts only Junior Competitions at Geelong United Basketball (U18 and below).

Mechanism:

GUB will implement a points cap for all domestic teams, based on the following:

- Representative players will be given a player points rating
- Points cap is calculated by club per Year of Birth
- The points cap per club per Year of Birth will be 8 points
- The points cap is only activated and enforced if there are non-home grown players contributing to the points tally within the club. That is if a player is seeking an inbound clearance into a club
- A player on permit activates the points cap but does not attract penalty points
- A player who holds a points rating is only eligible to apply for a clearance at one point during the year, that is at the end of Summer Season round games and prior to the commencement of the following Winter season

Player Points Rating

- A player's points rating is defined by the highest level of Basketball they play currently and/or the previous season
Junior Categories

Category 1: **2 POINTS** Geelong Representative 1st Team, any other VJBL VC teams
Category 2: **1 POINT** Geelong Representative 2nd Team, Bellarine & Corio Rep 1st
Teams (unless below happens) Any other 1st Teams

- If a 1st team from another association is graded into VJBL VC then they will be promoted to a Category 1 player
- A cleared player attracts an additional 2 Penalty points
- A player cleared to another club becomes home-grown after 2 Consecutive years and attracts NO penalty points
- Each player will be categorised based on the normal representative team. A player who has filled in for a higher level team should not be categorised as a higher level player.

De-listing a player

Clubs may de-list a player, so that they no longer hold the points for the de-listed player.

Mechanism:

- The club must email Geelong United Basketball with information listing why this player should no longer be included on their points cap.
- The player will be registered as a de-listed player, if the player decides to return to play in Geelong United Basketball competition they must clear to a club and therefore carry the penalty points, this includes the club in which they were de-listed from.

Advantages of the system

- Encourages development from within the club. They are not penalised for having strong home-grown players.
- The points cap is not activated or enforced if all players are home-grown.
- Discourages poaching and player movement to already strong clubs. A player moving clubs attracts extra points AND activates the points cap enforcement policies for the receiving club.
- A representative player can easily move to a lower club but it is difficult to move to a higher club. This will have the long term effect of evening out the competition.
- Simple to administer and manage.

Administration and responsibilities

- GUB to monitor representative player lists and maintain accurate player points ratings
- GUB clearance process to have question relating to Representative teams players
- GUB should be actively informing players when they enquire about playing at Geelong United Basketball of this process
- GUB to check and verify that a requested clearance will not contravene the points cap for the receiving club within that year of birth.

Clubs responsibilities

- Clubs to be fully aware of the possible consequences of receiving a representative player from another GUB club.
- Clubs to be aware of their current player points rating and age group totals
- Clubs to notify GUB if any new player has represented another association

Players and parents within the GUB representative program to be informed of the system and its potential restriction of transfers between clubs.

The following table indicates for each Geelong United Basketball competition season, the corresponding representative teams in which players will be categorised on.

GUB COMPETITION SEASON	REPRESENTATIVE SEASON PTS COUNT FROM
Summer 2020 / Winter 2020	2017/2018 & 2018/2019
Summer 2021 / Winter 2021	2018/2019 & 2019/2020
Summer 2022 / Winter 2022	2019/2020 & 2020/2021
Summer 2023 / Winter 2023	2020/2021 & 2021/2022

FREQUENTLY ASKED QUESTIONS

How is an individual players point rating determined?

Each player who has played junior representative basketball in the previous 2 years will be assigned a points rating of either 2 points or 1 point. The allocated points are based on their highest level of representation within the previous 2 years.

How is a club's point's cap calculated?

Points for each clubs players (including penalty points) are totaled by YEAR OF BIRTH.

What is the points cap?

The cap is 8 points per club per YEAR OF BIRTH.

When is the points cap activated and enforced?

The points cap is activated and enforced when they are cleared from one GUB club to another. If the inbound clearance or permit would cause the receiving club to exceed the points cap for that year of birth the clearance or permit cannot proceed.

When are penalty points applied?

Penalty points are applied to a player when they are cleared from one GUB club to another. The penalty is 2 points and applies until the player qualifies as home-grown for their new club.

What is the home-grown qualification period?

A player new to GUB competitions becomes home-grown immediately on playing their first game.

A player cleared from one GUB club to another retains their original home club until they have played 2 consecutive years with the new club. At this time their home club changes to the new club. A player on permit always retains their current home club status.

A player does not have a points rating but is cleared from one GUB club to another. Do they attract any penalty points?

No, penalty points only apply to points-rated players.

How does a permit differ from a clearance?

A clearance attracts 2 penalty points whereas a permit does not attract any penalty points. However both actions activate the points cap.

Our club has a number of home-grown representative players for a particular year of birth and total points exceed the points cap. How does this affect us?

There is no restriction on home grown players at all. A club just needs to understand they will not be able to accept any new representative players into their club with the same year of birth that they are already exceeding.