

SUMMARY OF CHANGES TO THE BY-LAWS AND OPERATIONS MANUAL 2022.

Green = Added, Yellow = Changed, Red = Removed

BYLAWS

3.0

The Laws of Geelong United Basketball shall be those adopted from time to time by the International Basketball Federation (FIBA) or as modified by Basketball Australia or Basketball Victoria with the following bylaws being substituted wherever necessary. Geelong United Basketball reserves the right to alter and amend its By-Laws and its Operations Manual as it sees fit for the benefit of Geelong United Basketball and its competitions. **Where practicable, changes will be made at the beginning of the season and in consultation with the Club Delegates/Community Clubs.**

** NOTE – Added the final line and removed 17.0 as they both repeated themselves

6.5

Clubs or **Social Teams** causing alterations to the fixture after it has been completed will be charged an administration fee.

7.1

All players must pay a seasonal membership fee with Geelong United Basketball and complete the required online form and make payment online. This payment contains a proportion of money for the Geelong United Basketball Registration and Basketball Victoria Insurance.

** Note – Changed to reflect current practice, prior version referenced SportsTG.

10.6

Any team that has a player out of the official club uniform will be **penalized five (5) points per indiscretion**. The penalty point will be applied to the captain of the opposing team, by the referee, with a CSO or a referee educator, by the end of half time. The club will be notified if the player continues to be out of uniform. In case of a flagrant breach, the club will receive a further penalty.

** Note – Changed from “not allowed to take the court”

10.7

A social team that has a player partaking in any match with an incorrect uniform may be penalised five (5) points per indiscretion. This will be applied at the referee/s discretion and with consultation of the CSO. The penalty points will be applied by the referee with the CSO or referee educator which will be awarded to the captain of the opposing team, by the end of half time. These points can be waived if the opposing team agrees for them to be waived. The Social Team Contact will be notified if the player/s continue to be out of uniform. In case of a flagrant breach the social team will receive further penalty.

10.11

Faded or damaged playing singlets and/or shorts must be replaced once the club or social team has been notified.

11.3

Players names and numbers may be entered on PlayHQ E-scoring at any time during the game but must be entered before the player takes the court.

11.5

Referees shall notify both teams of all penalty points and award the points on the appropriately on PlayHQ E-scoring. i.e. Late start.

11.6

In the event of a team not being ready to play ten (10) minutes after the appointed time, a walkover will be awarded to the opposing team with a score of 20-0. If both teams decide to play the remaining 3 quarters of the game, the game will still be forfeited to the team that arrived on time.

11.9.4

Forfiet Given 0 points

12.2.1

Referees who eject players from a stadium must notify the customer service staff or the referee educator of the players and team. The customer service officers will include this information in the nightly paperwork. Where applicable this information will be passed onto the club contact/delegate for them to discuss their behaviour.

** Note – Added to reflect current practice

12.2.2

Geelong United Basketball's Zero Tolerance policy (**refer to Operations manual for specific rules and responsibilities**) will override all misconduct procedures.

17.0 – Removed and added to 3.0

OPERATIONS MANUAL

Under the heading “Zero Tolerance Policy”

The Geelong United Basketball Community is aspiring to have an environment that is safe, supportive, and friendly. We are encouraging mature and respectful communication from all involved in our community to achieve this.

GEELONG UNITED BASKETBALLS RESPONSIBILITIES

- Introduce a Zero Tolerance Policy of abuse behaviour towards all participants, including referees.
- Communicate this policy and introduce it as soon as practicable
- Work with Basketball Victoria to embed ongoing education and awareness regarding the importance of appropriate behaviour towards referees
- Have visual representations at all venues regarding the above
- Embrace the challenge of creating a new, abusive free environment, because it will be well worth it
- Increase the visibility of Game Night staff

COMMUNITY CLUB’S RESPONSIBILITIES

- Communicate Codes of conduct to members
- Encourage Appreciation of officials
- Be accountable for their member’s behaviour
- Educate all members of the rules of basketball

PLAYER & COACH RESPONSIBILITIES

- Make themselves aware of the Zero Tolerance Policy
- Set a positive example by their actions
- Focus on their own roles
- Be Positions leaders of our basketball community

SPECTATORS RESPONSIBILITIES

- Remember this is community sport
- Be aware of the zero-tolerance policy
- Be supportive and encouraging of effort and enjoyment
- Hold everyone to high behavioural standards

When the desired environment is not created, everyone is responsible to:

- Adhere to the zero-tolerance policy
- Everyone to call out poor behaviour
- If abuse towards a referee occurs within a game
 - The game is stopped by either referee or staff member
 - Team or individual foul called (Includes on players, coaches, officials, spectators)
 - If behaviour continues a tech foul is called
 - As per normal, a 2nd tech foul will lead to ejection from stadium

Under the heading "Team Entries"

- Teams must have all player names entered into their respective team before the first game of the season; this is done online through PlayHQ at the time of Entry
- Teams will be accepted from Member Clubs in all club based leagues and may enter into other leagues only with written consent from GUB. Any Club teams that are entered into social competitions, will be treated as a social team, and expected to abide By Laws that are relevant to social competitions.

Under the heading "Junior Development Rules"

- U'10's, Prep-2 & Grade 3&4 School competitions - (This includes all divisions within the competition)
 - Ball - A size 5 ball will be used for all competitions
- ** Note - These changes to the rules will be applied from the commencement of the Summer 22/23 season

Under the heading 'U12's'

- Girls Division 2 & Lower, Boys Division 2 & Lower and Grade 5&6 School Competition
- ** Note - These changes to the rules will be applied from the commencement of the Summer 22/23 season
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Under the heading ' Finals Format'

Under 10's Competitions

- All teams will compete in a Round Robin, on the final day of the season.
- In the event of a competitions that has over 10 teams, the teams will be split and two separate round robins will be conducted.
- During the Semi-finals week, a normal season round will be played

Under 12's Competitions

- All Teams will participate in a playoff format and will play both weeks. A team's final ladder position and the results of the semi final will determine who they play and where they finish.
- Please see the following example of the structure (based off 8 team competition)
 - Semi Finals –
 - Game 1 - 1 v 4
 - Game 2 - 2 v 3
 - Game 3- 5 v 8
 - Game 4 - 6 v 7
 - Grand Finals
 - Game 1 - Winner of Game 1 vs Winner of Game 2
 - Game 2 – Loser of Game 1 vs Winner of Game 3
 - Game 3 – Loser of Game 2 vs Winner of Game 4
 - Game 4 – Loser of Game 4 vs Loser of Game 3

**Note - this has been added following the finals format survey distributed to all members.

Under the heading 'Timing Regulations'

- Excluding competitions written below
- Prep – 2 only
 - Warm up period: Minimum two (2) minutes
 - Period: Two (2) x Seventeen (17) minute halves.
 - Half time: Three (3) 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.
- ** Note – These changes to the rules will be applied from the commencement of the Summer 22/23 season

Under the heading 'Fines'

- Social & School League Walkovers
 - Un-notified Senior \$120.00
 - Un-notified Junior \$100.00
 - Notified Senior and Junior \$0.00
 - Unnotified walkover: A walkover that is called with less the 5 business days notice to the competitions administration
 - Notified Walkover: A walkover that is called with 5 business days or more notice to the competitions administration or the draw was able to be altered.

Under the heading 'Withdrawing a team from the competition'

- Social team that withdraw a team will forfeit their team entry fee. Social teams that also withdraw after the fixture has been drawn will be charged a notified walkover fee.

Under the heading 'Uniforms'

- Club
 - Club will supply their teams with their own uniforms
 - The team listed on the scoring device first, will be required to wear an alternate uniform (invert their playing tops) if the singlets clash.
 - Playing numbers must be visible on the front and back of the playing singlet, so that it is clear and easy to read. This cannot be written or drawn on but should be attached to the uniform in a permanent manner (Sublimated, printed, ironed on or sewed on)
 - Players that have a faulty, damaged or faded jersey will need to find a replacement through their clubs as soon as possible and upon written notification must replace it immediately
- Social (including School League Teams)
 - All new teams must provide their own uniform. Where possible reversible tops are recommended
 - Playing jerseys cannot contain any profanity or image and/or word that someone may take offence too or means to demean a demographic
 - Player numbers must be visible on the front and back of the playing singlet, so that it is clear and easy to read. This cannot be written or drawn on but should be attached to the uniform in a permanent manner (Sublimated, printed, ironed

or sewed on). In a situation where players need to modify a number or add a number to a jersey, tape may be used as a temporary solution.

- Players that have a faulty, damaged or heavily faded jersey will need to find a replacement as soon as possible.
- Teams that wish to wear a club uniform when playing in a social competition, must gain written permission from the club and GUB before they take the court.
- All Jerseys and shorts must match in colour. Stripes, logos, and fonts (that do not contain profanity or offensive imagery) are permitted.