



GEELONG UNITED BASKETBALL COMMUNITY COMPETITION OPERATIONS MANUAL

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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 a 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 expectations.
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.

ZERO-TOLERANCE POLICY

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

GEELONG UNITED BASKETBALL 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, abuse-free environment.
- Increase the visibility of Game Night staff.

COMMUNITY CLUB RESPONSIBILITIES

- Communicate Codes of Conduct to members.
- Encourage appreciation of officials.
- Be accountable for their members' behaviour.
- Educate all members on 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 leaders of our basketball community.

SPECTATOR 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 second tech foul will lead to ejection from stadium.

GAME RULES

- In all divisions, the Competition Manager may allow 'modified rules' to be played for the betterment of basketball and Geelong United Basketball.
- Ideally, those 'modified By-Laws' would be put in place at the start of each season. However, this may not 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 score, Pathway Player limitations on teams.

TEAM ENTRIES

Clubs will be able to enter teams in the competition once they have:

- Accepted the online invitation sent via PlayHQ.
- Ensured all invoices and fees from any previous seasons are fully paid.
- Entered in all teams online via the Club's PlayHQ portal.
- Teams must have all player names entered into their respective teams before the first game of the season. This is done online through PlayHQ via the clubs method of choice.

Teams will be accepted from member clubs in all club-based leagues. They 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.

Social teams will be able to enter 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.
- Ensured that all invoices and fees from any previous seasons are paid in full.
- Teams must have all player names allocated to their team before the first game of the season. This is completed online by the participant themselves. Players will need to register using the unique link given to them from their club/teams contact at the beginning of the season.

Social teams will be accepted in all social leagues only.

GRADING PROCESS

Each season GUB will nominate up to a maximum of 6 (six) rounds for grading. A relegation period will immediately follow for a maximum of 2 (two) weeks. GUB will schedule in grading meetings in advance.

During the grading period, fixtures will be released round-by-round. Clubs will be permitted to withdraw and move teams in consultation with GUB during this period.

During the relegation period, fixtures will be released for the entire phase, where movement of teams will be permitted following the nominated period.

Clubs will be invited to attend a grading meeting, which will be held following the final round of the grading period. During this meeting, clubs will be able to provide feedback.

GUB reserves the right to grade teams as it deems appropriate. Factors include but are not limited to; 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 and social teams will have a right to appeal, particularly if the change of grade results in a change of day and/or night of play. All appeals must be made in writing.

Post-grading ladders

Any division that has had a team moved in/out of the grade will have their ladder reset at the end of the grading to 0 (zero) points. If a division is unaffected by re-graded teams, their ladder will remain as is.

Allocation of points for teams when re-graded:

If a team is re-graded following the grading period, the games already played will become 20-20 draws.

PLAYER ELIGIBILITY

- To be eligible to play in a Geelong United Basketball final of a particular division, a player must hold a Basketball Victoria primary affiliation and a current GUB affiliation. A player must also 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 unnotified walkover, all players of the team receiving the walkover who are present and named on the score sheet will be marked "i- 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 GUB 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

Application for medical exemption must be submitted in writing to the Competitions Manager with medical certificates required as accompanying documentation and an application 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 that division's finals.

Each application will be considered on a case-by-case basis only. GUB does not guarantee it will approve any requests for exemption to the eligibility criteria if all qualification steps are met.

JUNIOR DEVELOPMENT RULES

UNDER-10, PREP - GRADE 2 & GRADE 3&4 SCHOOL COMPETITIONS

Height of the Ring

- The ring will be lowered for games.

Ball

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

Three-point line

- Is not recognised. Successful shots from outside the three-point line will count as two points only.

Half-time free throws

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

Foul shots

- All foul shots will be taken from modified free throw line (i.e., closest to the basket).

Scoring

- A player is only allowed a maximum of 6 (six) points per half. 7 (points) is allowed if a player with 5 (five) points scores a field goal or two free throws.
- A player is only allowed a maximum of 12 points per game. 13 points is allowed if a player with 11 points scores a field goal or two free throws.

- If a player with 6 (six) points in the half or 12 points for the match is awarded free throws, the coach must nominate another player to take them.
- If a player scores after reaching their maximum allotment, the score does not count and is treated as a violation, with the opposition resuming play from the baseline.
- 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 and/or game.

Zone Defence

- No-zone defensive rules apply (see below)

UNDER-12 & GRADE 5-6 SCHOOL COMPETITION

Height of the Ring

- The ring will be at standard height.

Ball

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

Three-point line

- Is not recognised. Successful shots from outside the three-point line will count as two points only.

Scoring

- A player can only score 10 points per half. 11 points is allowed if a player with 9 (nine) points scores a field goal or two free throws.
- A maximum of 20 points for the game, 21 points is allowed if a player with 19 points scores a field goal or two free throws.
- A player with 20 points being awarded free throws must nominate another player to take them.
- If a player with 10 points in the half or 20 points for the match is awarded free throws, the coach must nominate another player to take them.
- If a player scores after reaching their maximum allotment, the score does not count and is treated as a violation, with the opposition resuming play from the baseline.
- 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 and/or game.

Zone Defence

- No-zone defensive rules apply (see below)

UNDER-14

Height of the Ring

- The ring will be at standard height.

Ball

- A Size 6 (six) ball will be used for all competitions.

Three-point line

- The modified three-point line will be recognised in all under-14 competitions.

Scoring

- There are no restrictions on scoring.

Zone Defence

- No-zone defensive rules apply (see below)

UNDER-10, 12 & 14 & ALL SCHOOL COMPETITIONS – ALL DIVISIONS

MERCY RULE

- When a team reaches a 20-point lead, coaches **MUST** instruct their players to move beyond their defensive three-point line before they commence playing defence.

Please note for Under-16 and Under-18 there are no restrictions on defence with the exception that if a team has a 30-point or more lead, it is not permitted to extend its defence beyond half-court.

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 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. They will also 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 penalised immediately.

First Technical Foul

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

Second Technical Foul – disqualification of head coach

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

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

EXCEPTIONS TO NO-ZONE RULE

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

FINALS

UNDER-14 AND ABOVE

(EXCLUDING BELOW LISTED COMPETITIONS)

- The four leading teams in each grade shall comprise the final four and will play finals. If there 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 vs. 4
- Semi-Final (2) - 2 vs. 3
- Grand Final - winner of Semi-Final (1) vs. Winner of Semi-Final (2)

SENIOR CHAMPIONSHIP DIVISION COMPETITIONS

(WINTER SEASON ONLY)

- The four leading teams in each grade shall comprise the final four and will play finals. If there are 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 vs. 2
- Semi-Final (2) - 3 vs. 4
- Preliminary Final - loser of Semi-Final (1) vs. winner of Semi-Final (2)
- Grand Final - winner of Semi-Final (1) vs. winner of Preliminary Final

UNDER-10 COMPETITIONS

- All teams will compete in a Round Robin on the final day of the season.
- If deemed necessary by GUB, teams will be split into two separate round robins.
- During semi-finals, a regular season round will be played.

UNDER-12 COMPETITIONS

- All teams will participate in a playoff format across two 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 an eight (8) team competition)
 - Semi-Finals -
 - Game 1 - 1 vs. 4
 - Game 2 - 2 vs. 3
 - Game 3 - 5 vs. 8
 - Game 4 - 6 vs. 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

TIMING REGULATIONS

ALL CLUB BASED AND SOCIAL COMPETITIONS

EXCLUDING COMPETITIONS WRITTEN BELOW

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

SCHOOL LEAGUE

Prep - 2 only.

- Warm up period: Minimum 2 (two) minutes.

- Periods: 2 (two) x 17-minute halves.
- Half-time: 3 (three) minutes.
- Time Outs: 1 (one) per team per half.
- Clock stops on: Each whistle during the final minute of the game.
- Time outs are not permitted in the final minute of the first half.

SENIOR CHAMPIONSHIP DIVISION GAMES – INCLUDING FINALS

WINTER SEASON ONLY

- Warm up period: Minimum 3 (three) minutes.
- Periods: 4 (four) x 10-minute quarters.
- Quarter Time: 1 (one) minute
- Half-time: 3 (three) minutes.
- Time Outs: 2 (two) in the first half and three in the second half
- The clock stops on all fouls, timeouts, and substitutions.
- The 24-second shot clock will operate. Operators will be supplied by GUB.
- Extra Time: Five (5) minutes (finals only) - one timeout per team.

FINALS – ALL CLUB BASED AND SOCIAL COMPETITIONS

(EXCLUDING WINTER SEASON SENIOR CHAMPIONSHIP DIVISION)

- Warm up period: Minimum five (5) minutes.
- Periods: 2 (two) x 20-minute halves.
- Half-time: 2 (two) minutes.
- Time Outs: 2 (two) per team per half.
- Clock stops on:
 - Time outs.
 - Disqualifying fouls.
 - Each whistle during the final minute of first half.
 - Each whistle during the last 3 (three) minutes of the game.
 - Extra Time: 3 (three) minutes -one timeout per team.

HEAT POLICY

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

- Warm up period: Minimum 2 (two) minutes.
- Periods: Reduced by 2 (two) minutes per half.
- Half-time: 2 (two) minutes.
- Team Time Outs: Two per team per half. Time outs are not permitted in the final minute of the first half.
- Compulsory Time Out: the referee must call an additional compulsory time out close to the midpoint mark in each half.
- Clock stops: On every whistle during the last 3 (three) minutes of the second half and for the compulsory time out.

All competitions (except Senior Championship Division) – Winter Season

When the court temperature reaches 40 degrees, the GUB Venue Supervisor will abandon games.

TRANSFERS/LOANS

- 1.1 The club the player requests to get a transfer to must lodge an online transfer via their PlayHQ account.
- 1.2 Once the online request has been completed by the player's current club, GUB will approve or deny the transfer/loan. If approved, the player will be able to complete their registration with their destination club.
- 1.3 At each stage of the online process, the clubs and GUB will be notified of what stage the application is at.
- 1.4 The transfer/loan period commences at the opening of team registrations for the upcoming season.
- 1.5 Players who have played in the last two seasons in a GUB club competition must have their transfer/loan approved prior to 5pm of the night of their first game with their destination club. No transfers/loans will be accepted after that date until the conclusion of the season.
- 1.6 Players who carry a Player Point Valuation rating are only eligible to transfer once a year, within the designated time frame (see 12.6), and only from the summer to winter season.
- 1.7 Players who have not played in two seasons of GUB Club Competition are able to submit their transfer to their destination club at any stage during the season through their new preferred club via online.
- 1.8 The transfer must be actioned by the club and returned to the player within 10 (ten) days of the date of receipt otherwise the clearance is automatically granted.
- 1.9 The president or secretary (or designated club representative) must acknowledge the online process stating their decision and the reasons for such decision.
- 1.10 Players are tied to the club with which they are registered for a period of two clear seasons from the date of the last game they played with that club.
 - Players are still required to submit a transfer. However, it will be automatically approved by GUB.
 - The last game date is that which is recorded by GUB.
- 1.11 Players are eligible for an automatic clearance if the club has been disbanded for 12 months. This will be processed by GUB online.

TRANSFER APPEALS

- 1.0 A player refused a transfer may appeal in writing to GUB within seven days of the refusal
- 1.1 If the application is refused, a reason for such refusal must be stated on the online form. If the applicant is unfinancial, the details of the arrears must also be stated.
- 1.2 Accepted appeals should be heard within 14 days of receipt.

- 1.3 Only those reasons lodging a transfer stated on the original transfer form can be considered at any subsequent appeal. A player seeking a transfer may expand on his reasons for seeking a clearance by attaching a document to the original transfer application.
- 1.4 No appeal will be heard by GUB unless the applicant has discharged all financial obligations to their club.
- 1.5 Upon receipt of such written appeal, GUB will acknowledge its receipt and notify the following parties of the date and time the appeal will be heard the club which refused the transfer:
 - 1.5..1 the club to which the player wishes to transfer.
 - 1.5..2 the player concerned.
- 1.6 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).
- 1.7 Relevant information will be provided to all parties prior to the appeal meeting.
- 1.8 Clubs will be notified of appeal decisions within seven days of the date of the appeal hearing. Only one appeal hearing will be heard.
- 1.9 Any player, having exhausted every avenue to obtain a clearance, and who has had an appeal dismissed, will be cleared automatically after 12 months from the date of lodgement of a statement in writing that they intend to stand out of all basketball under the control of GUB.
- 1.10 During that period that person will not be permitted to apply for another clearance unless their club is willing to clear them within that 12-month period.
- 1.11 GUB will only hear one (1) appeal.

LOAN PLAYERS

- 1.0 A player may be granted a loan to play with another club providing their club does not have a team competing in the same junior or senior division, with the exception of Senior Winter Championship.
- 1.1 A junior player granted Loan Player status may only represent one senior club and one junior club. A senior player may only represent one club.
- 1.2 Loan Player status will last for six months (one season).
- 1.3 A player is only able to be loaned to another club for a maximum of 24 months (four loans). This must be the same club. Players loaned between October 2019 and October 2022 are eligible to be on a permit or loan for a total of 30 months (four loans), as a result of the cancellation of the Winter 2020 season due to COVID-19.

FEES

MISCELLANEOUS FEES

- | | |
|--|----------|
| • New club entry fee | \$500.00 |
| • Alterations to the draw after closing date | \$50 |
| • Ineligible player played after notification | \$50 |
| • Failure to vote Senior Championship Division (Winter Season) | \$20 |

WALKOVERS/FORFEITS

A cost recovery will be passed onto clubs and social teams if they provide GUB with insufficient notice of a walkover. If notice is provided with five (5) or more days' notice, no fee will be applied.

If notification is given four (4) or less days' notice, then a cost recovery will be applied.

Appeals for cost recovery can be made in writing.

- Unnotified Senior Walkover – \$127.20
- Unnotified Junior Walkover – \$106.00

An annual adjustment will be made to all fees and services on 1 October annually in line with CPI at 30 June of the same year

WITHDRAWING A TEAM FROM COMPETITION

- Club teams withdrawn after the closure of team entries will forfeit their team entry fee and be liable for a cost recovery.
- Social teams that withdraw a team will forfeit their team entry fee. Social teams that also withdraw after the fixture has been formulated will be liable for a notified walkover fee.

UNIFORMS

CLUB

- Clubs will supply their teams with uniforms.
- The team listed on the scoring device first will be required to wear an alternate uniform (i.e., invert their playing tops in the case of a reversible singlet) if there is a 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 singlets cannot contain any profanity or image and/or word that could cause offence.

- 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 faded jersey will be requested to source 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 singlets and shorts must match in colour. Stripes, logos, and fonts are permitted.

MIXED/SOCIAL COMPETITION REGULATIONS

GAME REGULATIONS

- Mixed teams consist of at least two males and two females taking the court. The fifth member can be either male or female. Teams may commence the match with only one male or female as long as they have four players to start the game with. You cannot have more than three members of one gender on the court at any one time.
- A Size 7 basketball will be used for all games.
- Key-way restrictions (AWA Alliance Bank Stadium): **Southern Key** – Females are prohibited from entering this area. **Northern Key (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 players and no one to score they must take the court with four 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 four.
- 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.

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 points per uniform violation.
- (c) Point 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 added, 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 opponent will be awarded two points per minute (or part thereof) up to 10 minute. Thereafter the game will be declared a walkover. (Final scores to be shown as 20-0). Late start points will be awarded to teams before the commencement of the game. In the event of an error and the points are not added, 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 PLAYER POINTS SYSTEM (PPS) POLICY

OVERVIEW

Objective:

1. Objective of the PPS Policy

Geelong United Basketball believes that equalisation of community Basketball competitions is vital for community basketball. Even and fair competitions lead to interest, which leads to stronger clubs and competitions. Even competitions allow participants the chance to turn up on any given game night with the knowledge that the outcome of the game is uncertain and that their team is a chance of winning. This mindset motivates people to become and remain engaged with their community club and provides rewards and recognition to all those that assist in putting a team out on the court. The philosophy of competition equalisation is accepted in sports all around the world. Professional sporting bodies have accepted practices such as drafts, salary caps, and the like in order to help competitions ensure competitiveness and club sustainability.

The objectives of the PPS Policy are as follows, to:

1. Support equalization of community basketball competitions;
2. Ensure teams fielded in the competitions are strong and as equally matched as possible;
3. Provide the best opportunities for players to develop and display their skills;
4. Provide opportunities to compete at a community level within an orderly and fair system;
5. Enable team spirit and public support;
6. Promote player loyalty and junior development;
7. Support the role volunteers undertake in managing their Clubs by;

- providing a more competitive environment on court, that encourages more volunteers to support at Club level

- providing incentive to spend more time and effort in the development of Basketball, a welcoming Club environment and growing the game within the local community.

2. Player Points Categories

- 2.1. A player's Category and the subsequent Player Points Allocation will be determined by that player's playing history and achievements and is structured in a way to promote player retention and loyalty.

- 2.2. Each player expected to play in the Championship Team of a Community Club will be allocated a Category and a Player Points Allocation as follows:

2.2.1. Category 1 – Home Player – 1 Point

a) Player who has played 40 or more games over a minimum of 3 (three) seasons for the Club.

b) Player who has played a minimum of 5 (five) games in each of any 5 (five) consecutive seasons.

c) A player who has played only at that Community Club

d) A player who has not played competitive basketball in the previous 36 months.

- 2.3. If a player does not meet the Category 1 'home player' eligibility above, their points Category will be assessed based on the highest playing level achieved prior to the player joining the current club in the following categories:

2.3.1. Category 6 – NBL/WNBL – 6 Points

Player who has played a minimum of one NBL/WNBL game in any of the current or previous three (3) Seasons.

2.3.2. Category 5 – NBL1 – 5 Points

Player who has played a minimum 5 (five) games of NBL1 in any of the current or previous three (3) seasons.

For example a player *would not qualify* in this category for the 2023 season if that player has played as follows in the previous three (3) seasons:

Season 2022 – 4 (four) games
Season 2021 – 3 (three) games
Season 2020 – 2 (two) games

However, a player would qualify in this category for the 2023 season if that player had played as follows in the previous three (3) seasons:

Season 2022 – 0 (zero) games
Season 2021 – 6 (six) games
Season 2020 – 2 games; or
Season 2022 – 5 (five) games
Season 2021 – 0 (zero) games
Season 2020 – 0 (zero) games.

NOTE: where a category refers to "a minimum of 5 (five) games in any of the previous 3 (three) seasons", the above calculation example will apply.

2.3.3. Category 4 – Big V Senior Division (Adult) – 4 Points

a) A player – who has played a minimum 5 (five) Big V open age games in any of the current or previous three (3) seasons; or

b) State League Tier Two player – who has played a minimum of 5 (five) senior games in any of the current or previous three (3) seasons at the equivalent of Big V open age level.

2.3.4. Category 3 – Big V Youth League Player (U23) – 3 Points

- a) A player - who has played a minimum 5 (five) Big V Youth games in any of the current or previous three (3) Seasons; or
- b) State League Tier Two player - who has played a minimum of 5 (five) senior games in any of the current or previous three (3) seasons at the equivalent of Big V Youth level.

2.3.5. Category 2 –Community Player (transferred) – 2 Points

A player who has not played in any of the above levels, however, has transferred clubs.

- 2.4. A Community Club that has a player that does not meet any of the above player categories will need to apply to Geelong United Basketball to determine the appropriate Player Points allocation. In determining the Player Points allocation, Geelong United Basketball will have regard to all relevant factors so as not to unreasonably restrict the player's movement between Community Clubs or a player's opportunity to play Basketball at a Club of their choice.

3. Deductions and Amendments to player points allocation

3.1. Once a player's Player Points Allocation has been determined, a reduction of one point will apply for each 'Season of Service' to that player's Community Club (minimum 5 games per Season*), even if not in consecutive years, until the player reaches not less than 1 point. (This is the minimum number of points a player can have).

4. Enforcement

4.1. Should any Club make a false or incorrect declaration regarding Player Points allocations, the Club will be penalised by Geelong United Basketball.

4.2. Penalties may include (without limitation):

- (a) Club fines
- (b) Loss of ladder points - current season and in the future
- (c) Player / Official suspensions - for those players/ officials that provide false information to the Club;

In applying any enforcements provisions in relation to any breach of the PPS Policy, Geelong United Basketball shall take into consideration whether the breach was assessed as:

- Unintentional - where a club had not been provided with accurate information.
- Interpretive - where a club had applied the policy in a manner than was the policy was not intended.
- Intentional - where a clear breach had occurred with little or no regard to the requirements of the policy.

PLAYER POINT SYSTEM

Category 6	6 points	NBL/WNBL	Played at least one NBL/WNBL game in any of the last 3 seasons.
Category 5	5 points	NBL1	Played at least 5 NBL1 games in any of the last 3 seasons
Category 4	4 points	BIG V ADULT	Played at least 5 Big V Adult games in any of the last 3 seasons
Category 3	3 points	BIG V YOUTH	Played at least 5 Big V youth games in any of the last 3 seasons
Category 2	2 points	SENIOR COMMUNITY (TRANSFERRED)	
Category 1	1 point	HOME PLAYER	

Player points reduce by 1 for each consecutive season played

- 5 (five) players per team = 10 points
- 6 (six) players per team = 12 points
- 7 (seven) players per team = 14 points

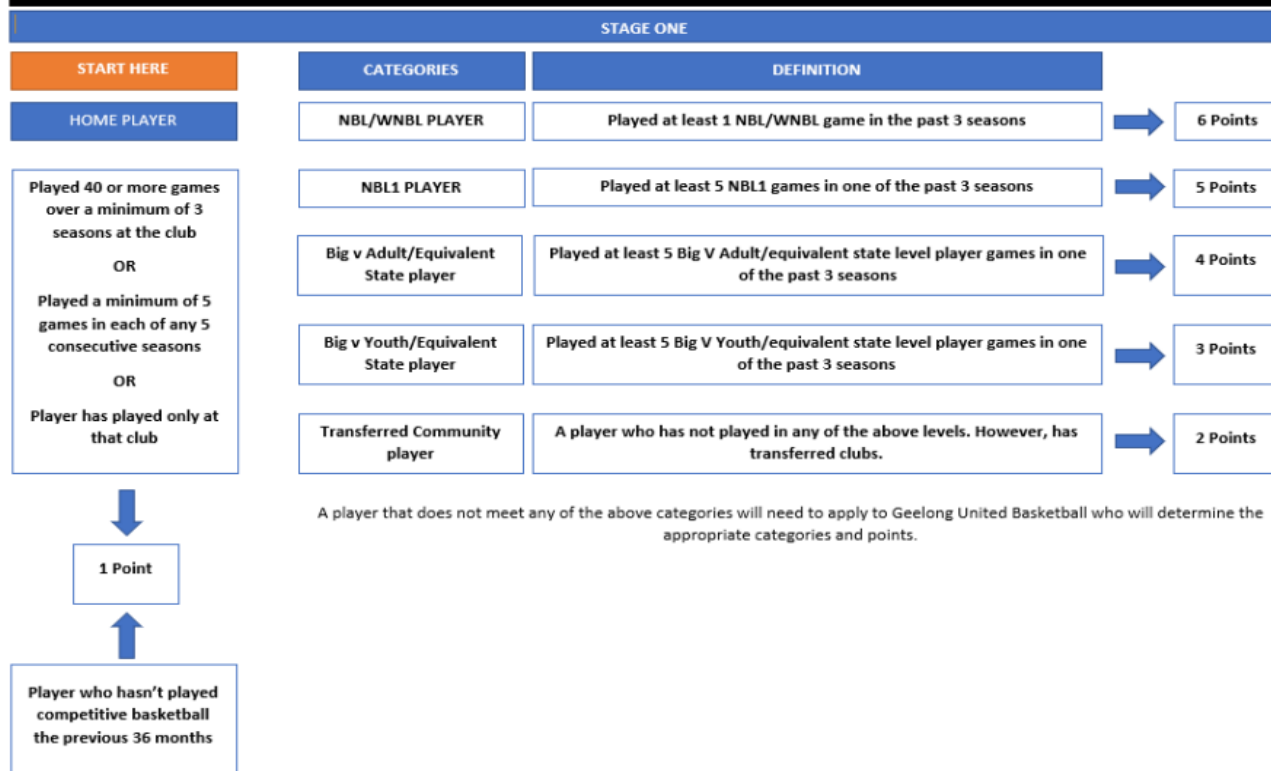
And so on...

4

Maximum of 10 players per team and 20 points

5. Player Points Assessment Flowchart

To assist in allocating points to players, the following flowchart has been developed to assess players based on their playing history at the time of being recruited to a community club. After point allocations, a season of service deduction may then be applied.



JUNIOR PLAYER POINTS SYSTEM (PPS) POLICY

OVERVIEW

Objective:

To discourage the 'stacking' of teams through poaching of GUB Pathway (VJBL) participants and to deliver more even junior competitions.

Reach:

This policy impacts only junior competitions at GUB (Under-18 and younger).

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. I.e., a player is seeking an inbound transfer into a club.
- A player on loan activates the points cap and attracts an additional one (1) penalty point

- A player who holds a points rating is only eligible to apply for a transfer once during the year – from the Summer to the Winter season.

PLAYER POINTS RATING

- A player's points rating is defined by the highest level of basketball they play currently or played the previous season.

Junior Categories

Category 1: **2 POINTS** Geelong United 1st Team/other VJBL VC teams

Category 2: **1 POINT** Geelong United 2nd Team, Bellarine & Surf Coast VJBL 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 two (2) penalty points.
- A loan player attracts an additional one (1) penalty point.
- A player cleared to another club becomes home-grown after two Consecutive years and attracts no penalty points.
- Each player will be categorised based on the Pathway team they regularly played for. A player who has filled in for a higher-graded team should not be categorised as a higher-level player.

DELISTING A PLAYER

Clubs may delist a player, so that they no longer hold the points for that player.

Mechanism:

- The club must contact GUB with information listing why this player should no longer be included on their points cap.
- The player will be listed as a delisted player. If the player returns to play in GUB competition their points will be reactivated.

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 harder 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 Pathway teams' players.
- GUB should be actively informing players when they enquire about playing with Geelong United of this process.
- GUB provides every player granted Loan Player Status with an information pack containing information pertaining to being a Loan Player, including examples of when a Loan Player would need to return to their home club.

- GUB to 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.

RELEVANT PATHWAY SEASONS

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
Winter 2023/Summer 2023/24	2021/2022 & 2022/23
Winter 2024/Summer 2024/25	2022/2023 & 2023/24
Winter 2025/Summer 2025/26	2023/2024 & 2024/25
Winter 2026/Summer 2026/27	2024/2025 & 2025/26

FREQUENTLY ASKED QUESTIONS

How is an individual players' point rating determined?

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

How is a club's points cap calculated?

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

What is the points cap?

The cap is eight (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 transferred from one GUB club to another. If the inbound transfer or loan would cause the receiving club to exceed the points cap for that year of birth the clearance or loan cannot proceed.

When are penalty points applied?

Penalty points are applied to a player when they transfer or are loaned from one GUB club to another. The penalty is two (2) points (transfer) or one (1) point (loan), 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 two (2) consecutive years with the new club. At this time, their home club changes to the new club. A player on loan 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 loan differ from a clearance?

A clearance attracts two (2) penalty points, whereas a loan attracts one (1) penalty point. 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. Clubs will not be able to accept any new Pathways players into their club with the same year of birth that they are already exceeding.