

By Law 6.8	By Law 7.1	Reasoning
<p><b>1. COMPETITIONS</b></p> <p><b>1.1 General Competition – Challenge and Championship Season</b></p> <p>(i) The format, periods and dates for competitions will be set each year by the Board of Directors.</p> <p>(ii) At the discretion of the Board of Directors, the name of each Season may incorporate the name, including product name, of a major or minor sponsor of the DBA.</p> <p>(iii) Nothing in these Bylaws shall restrict the DBA in conducting any competition at any time on any terms considered appropriate by the Board of Directors.</p> <p><b>1.2 Development Competitions</b></p> <p>(i) Team registrations may not necessarily apply;</p> <p>(ii) Games will not count towards eligibility for Competitions Finals or to games per week of Competitions Rounds.</p> <p>(iii) The Development Competition Finals structure schedule may vary from the general competition format.</p> <p><b>2. GRADES/DIVISIONS</b></p> <p><b>2.1</b> The DBA shall determine the competition structure depending on the number of team nominations.</p> <p><b>2.2</b> Each age group may comprise of Division 1 and Division 2 if the number of teams (and players) warrants.</p> <p><b>2.3</b> The DBA shall determine the number of teams in a particular competition grade/division with a ratio of a maximum of 3 teams in Division 2 without a Division 1 team being entered by an Affiliated Club.</p> <p><b>2.4</b> The DBA shall determine in consultation with the clubs and affiliated teams which teams play in which competition grade/division based on a grading period (3 rounds) at the start of the Challenge Season.</p> <p><b>3. NOMINATIONS</b></p> <p><b>3.1</b> Team Nominations by clubs for each grade/division competition shall be made online on the DBA website, no later than the date specified by the DBA – if required other methods will be determined by the Executive Officer.</p> <p><b>3.2</b> Each Team Registration Form must list a minimum of six (6) different players per team.</p> <p><b>3.3</b> Any team which withdraws from the competition following the close of nominations, but prior to the commencement of the competition shall forfeit the team nomination fee.</p> <p><b>3.4</b> Any team which withdraws from the competition after a date specified by the DBA will forfeit the team nomination fee, plus a fine set by DBA Board of Directors.</p> <p><b>3.5</b> Acceptance of Team Nominations will be at the discretion of the Executive Officer.</p> <p><b>4. DBA FEES</b></p> <p><b>4.1 Affiliation Fees</b></p> <p>(i) Annual Club affiliation fees shall be due and paid by 1 March each year which shall be invoiced by the DBA no later than 7 days prior.</p> <p>(ii) <b>Affiliated Teams shall pay their affiliation fee at the time of nomination of their first season of play.</b></p> <p>(iii) Fees shall be set each season by the Board of Directors and advertised to the clubs before the season starts.</p> <p><b>4.2 Team Nomination Fees</b></p> <p>(i) Team nomination fees for each team entered shall be due and payable at a date specified by the DBA Board of Directors.</p> <p>(ii) Fees shall be set each season by the Board of Directors.</p> <p><b>4.3 Player Registration Fees</b></p> <p>(i) Fees shall be set each season by the Board of Directors and advertised to the clubs before the season starts.</p> <p>(ii) Registration fees shall be payable by date specified by the DBA Board of Directors.</p> <p>(iii) New players who register late in the season and cannot qualify for Finals, may pay a pro-rata registration fee as determined by the Board of Directors and advertised to the clubs before the season commences.</p> <p><b>4.4 Un-financial Clubs, Teams and Players</b></p> <p>(i) Affiliated Clubs or Teams which do not become financial within one (1) calendar month of receiving an official invoice or statement from the DBA may be deemed un-financial and be ineligible to compete in a competition until such time as the debt has been paid.</p> <p>(ii) The DBA may refuse to register or suspend from competition, a player who is proven to the satisfaction of the DBA to be un-financial or in debt to any Club or Affiliated Team.</p> <p><b>5. PLAYER INFORMATION</b></p> <p><b>5.1 Player Registration</b></p> <p>(i) Player Registrations are to be completed online prior to the player taking the court for the first time in a new season. A copy of a junior's birth certificate may be required with the Registration fee and will be recorded on the online database. A confidential copy of the birth certificate may remain with the registered player's record requiring no further proof of age for each new season thereafter. Birth certificates will be required to be sighted each new season if a copy is not retained with records.</p> <p>(ii) Players under the age of 18 must have a parent or guardian details entered during the online registration as this indicates their acceptance of Association Membership, Competition By Laws and Codes of Conduct.</p> <p>(iii) <b>Temporary registration for three games is available but full registration fees must be paid before playing fourth game.</b></p> <p>(iv) Teams who play an unregistered player forfeit the game played by this individual (refer Bylaw 12)</p> <p><b>5.2 Grades and Divisions – Seniors</b></p> <p>(i) Players who register for a particular club team are eligible to play with other competition grades within their affiliated club/team.</p> <p>(ii) An affiliated club/team player may also play for another affiliated club/team in a different competition grade, provided they obtain a permit form approval.</p> <p>(iii) Once a senior player plays their fourth (4<sup>th</sup>) game in any grade they are no longer entitled to play more than one (1) grade lower than the highest division they have played four (4) games in during that season.</p> <p><b>Example:</b> If a player starts in Division 3 and plays up in Division 1, once they have played 4 games in Division 1 they are no longer eligible to play in Division 3.</p> <p>(iv) The penalty for any breaches of this Bylaw shall be forfeiture of the highest division competition game in accordance with By Law 12.</p> <p>(v) Players who register for a particular club team are eligible to play with other competition grades within their affiliated club.</p> <p>(vi) An affiliated club player may also play for another club/team in a different competition grade, provided they obtain a permit form approval. (refer By Law 7.2)</p> <p>(iii) Once a senior player plays their fourth (4<sup>th</sup>) game in any grade they are no longer entitled to play more than one (1) grade lower than the highest division they have played four (4) games in during that season. <b>Example:</b> If a player starts in Division 3 and plays up in Division 1, once they have played 4 games in Division 1 they are no longer eligible to play in Division 3.</p> <p>(iv) The penalty for any breaches of this Bylaw shall be forfeiture of the lowest division competition game in accordance with By Law 12.</p> <p>(v) The Masters Competition does not fall into line when considering consecutive senior grades. Example: A senior player is able to play Masters, Division 2 and Division 3.</p> <p>(vi) Each team within the Masters Competition is permitted to include 1 player aged between 30-34 upon request to competition management.</p> <p><b>5.3 Grades and Divisions – Juniors</b></p> <p>(i) Junior players must play in their own age group if they are registered with a participating club or individual team.</p>	<p><b>1. COMPETITIONS</b></p> <p><b>1.1 General Competition</b></p> <p>(i) The format, periods and dates for competitions will be set each year by the Board of Directors, upon recommendation from DBA Executive Officer.</p> <p>(ii) At the discretion of the Board of Directors, the name of each Season may incorporate the name, including product name, of a major or minor sponsor of the DBA.</p> <p>(iii) Nothing in these Bylaws shall restrict the DBA in conducting any competition at any time on any terms considered appropriate by the Board of Directors.</p> <p><b>1.2 Introductory Competitions</b></p> <p>(i) Team registrations may not necessarily apply;</p> <p>(ii) Games will not count towards eligibility for Competitions Finals or to games per week of Competitions Rounds.</p> <p>(iii) The Introductory Competition Finals structure schedule may vary from the general competition format.</p> <p>(iv) The Introductory Competition rules will be set at the commencement of the competition by Competition Management who will control the influence of the By-Laws.</p> <p><b>1.3 Development Competitions</b></p> <p>(i) A competition may be labelled a Development Competition at the discretion of the Competitions Management</p> <p>(ii) Team registrations may not necessarily apply;</p> <p>(iii) The Development Competition Finals structure schedule may vary from the general competition format.</p> <p>(iv) The Development Competition rules will be set at the commencement of the competition by Competitions Management who will control the influence of the By-Laws.</p> <p><b>2. GRADES/DIVISIONS</b></p> <p><b>2.1</b> The DBA shall determine the competition structure depending on the number of team nominations.</p> <p><b>2.2</b> Each age group may comprise of any number of Divisions, as set by Competitions Management.</p> <p><b>2.3</b> (i) The DBA shall determine the number of teams in a particular competition grade/division.</p> <p>(ii) Within the Junior Competition, affiliated clubs must nominate a ratio with a maximum of 2 teams in Division 2 without a Division 1 team nomination.</p> <p>(iii) Division 2 will be the lowest entry point for nominations for junior competitions.</p> <p><b>2.4</b> The DBA shall determine in consultation with the clubs and affiliated teams which teams play in which competition grade/division based on a grading period (3 rounds) at the start of each season.</p> <p><b>3. NOMINATIONS</b></p> <p><b>3.1</b> Team Nominations by clubs for each competition grade/division shall be made through links online via the DBA website, no later than the date specified by the DBA – if required other methods will be determined by the Executive Officer.</p> <p><b>3.2</b> Each Registered Team must have registered a minimum of six (6) different players before the date specified by the DBA (14 days min before commencement of competition).</p> <p><b>3.3</b> Any team which withdraws from the competition following the close of nominations, but prior to the commencement of the competition shall forfeit the team nomination fee.</p> <p><b>3.4</b> Any team which withdraws from the competition after a date specified by the DBA will forfeit the team nomination fee, plus a fine set by DBA Board of Directors.</p> <p><b>3.5</b> Acceptance of Team Nominations will be at the discretion of the Executive Officer.</p> <p><b>4. DBA FEES</b></p> <p><b>4.1 Affiliation Fees</b></p> <p>(i) Annual Club affiliation fees shall be due and paid prior to the AGM each year which shall be invoiced by the DBA no later than 7 days prior.</p> <p>(ii) Affiliation fees shall be set each season by the Board of Directors and advertised to the clubs before the season starts.</p> <p><b>4.2 Team Nomination Fees</b></p> <p>(i) Team nomination fees for each team entered by the Club shall be due and payable at a date specified by DBA.</p> <p>(ii) Individual Team nomination fees for each team entered shall be paid online upon team registration.</p> <p>(iii) Fees shall be set each season by the Board of Directors.</p> <p><b>4.3 Player Registration Fees</b></p> <p>(i) Fees shall be set each season by the Board of Directors and advertised to the clubs before the season starts.</p> <p>(ii) Registration fees shall be paid online by a date specified by the Board of Directors.</p> <p>(iii) Any State or National fees must be paid prior to game participation.</p> <p>(iii) New players who register at any point in the season can purchase a Short Term Player registration, which enables 3 rounds of games as determined by the Board of Directors and advertised to the clubs before the season commences.</p> <p>(iv) Following the expiration of the short term registration, full registration fees must be paid before playing a fourth round.</p> <p><b>4.4 Un-financial Clubs, Teams and Players</b></p> <p>(i) Affiliated Clubs or Teams which do not become financial may be deemed un-financial and be ineligible to compete in a competition until such time as the debt has been paid.</p> <p>(ii) The DBA may refuse to register or suspend from competition, a player who is proven to the satisfaction of the DBA to be un-financial or in debt to any Club or Affiliated Team.</p> <p><b>5. PLAYER INFORMATION</b></p> <p><b>5.1 Player Registration</b></p> <p>(i) Player Registrations are to be completed online prior to the player taking the court for the first time in a new season.</p> <p>(ii) A copy of a junior's birth certificate may be required with the Registration fee and will be recorded on the online database. A confidential copy of the birth certificate may remain with the registered player's record requiring no further proof of age for each new season thereafter. Birth certificates will be required to be sighted each new season if a copy is not retained with records.</p> <p>(iii) To be eligible for an age group, junior players cannot be turning that age prior to the 31st of December of the year of the next Championship Season. For example, a player competing in the 2019 Under 14 Championship Season must be 13 years of age (or younger) on the 31st December 2019. Therefore, a player competing in the 2018/2019 Under 14 Challenge Season must be 13 years of age (or younger) on the 31st of December 2019.</p> <p>(iv) Players under the age of 18 must have a parent or guardian details entered during the online registration as this indicates their acceptance of Association Membership, Competition By Laws and Codes of Conduct.</p> <p>(v) Teams who play an unregistered player forfeit the game played by this individual (refer By Law 12)</p> <p><b>5.2 Grades and Divisions – Seniors</b></p> <p>(i) Players who register for a particular club team are eligible to play with other competition grades within their affiliated club.</p> <p>(ii) An affiliated club player may also play for another club/team in a different competition grade, provided they obtain a permit form approval. (refer By Law 7.2)</p> <p>(iii) Once a senior player plays their fourth (4<sup>th</sup>) game in any grade they are no longer entitled to play more than one (1) grade lower than the highest division they have played four (4) games in during that season. <b>Example:</b> If a player starts in Division 3 and plays up in Division 1, once they have played 4 games in Division 1 they are no longer eligible to play in Division 3.</p> <p>(iv) The penalty for any breaches of this Bylaw shall be forfeiture of the lowest division competition game in accordance with By Law 12.</p> <p>(v) The Masters Competition does not fall into line when considering consecutive senior grades. Example: A senior player is able to play Masters, Division 2 and Division 3.</p> <p>(vi) Each team within the Masters Competition is permitted to include 1 player aged between 30-34 upon request to competition management.</p> <p><b>5.3 Grades and Divisions – Juniors</b></p> <p>(i) Junior players must play in their own age group if they are registered with a club or individual team unless a permit is requested of competition management. Refer to By Law 7.3</p>	<p>Glossary - definition</p> <p>Example Masters,</p> <p>To minimise restriction to competition growth through By-Laws ex Club teams, ages etc</p> <p>Glossary - definition</p> <p>To minimise restriction to competition growth through By-Laws ex Club teams, ages etc</p> <p>Any nominations taken that aren't Div 1 for Div 2 - then grading and then split to Div 2 and 3. GRADING</p> <p>Change from 3 teams nominated in Div 2 to 2 teams in Div 2.</p> <p>Grading each season</p> <p>Glossary- Individual Teams (not being called clubs), Affiliated Clubs &amp; Fees</p> <p>Individual 'Team' - Any team/s that has not paid an affiliation fee. Affiliated 'Club' - Any team/s that have paid the Club Affiliation Fee.</p> <p>Repeating</p> <p>ADDED FOR NEW SEASONS</p> <p>Lowest team gained advantage by having good player</p>

By Law 7.1.1	Reasoning

- (iii) Players who register for a particular team are eligible to play with other competitions grades within their affiliated club/team, provided they only play in consecutive competition grades within the DBA competition structure.
- (iv) An affiliated club/team player may also play for another affiliated club/team in a different competition grade provided they obtain a permit.
- (v) A junior player can play up to four (4) games per week in DBA competition, with a maximum of two (2) junior games and two (2) senior games.
- (vi) Once a junior player plays three (3) games in Division 1 of a competition in any one season they cannot play Division 2 in that same season.
- (vii) Once a junior player plays three (3) games in a team within a division the player cannot play for a different team within the club in the same division.

(viii) A player can only play in one division in any age group in any one week.

(ix) Juniors who play in League are not permitted to play Division 2 in their next senior season.

(x) The penalty for any breaches of this By Law shall be forfeiture of the highest division competition game in accordance with By Law 12.

**5.4 Restricted Players**  
(i) DBA League and Senior Division 1 teams are able to have a maximum of two (2) players who are restricted players.

(ii) Restricted International Players may apply to the DBA to revoke their Restricted Classification by:  
(a) Providing a certified copy of his/her Australian Citizenship Certificate, permanent residency or evidence of Defence Force Deployment (such as passport or orders) to the DBA office, or  
(b) Upon written application stating exceptional circumstances related to citizenship matter.

(iii) The penalty for playing more than two (2) restricted players in a fixture will be forfeiture of games played (refer to Bylaw 12).

**5.5 Player Conduct**

(i) Behaviour Technical and Unsportsmanlike fouls – any player or coach who accumulates three (3) or more technical fouls during a season is automatically suspended for a period of one (1) competition week. For second and subsequent breaches of this Bylaw, the penalty shall increase by one (1) competition week for each breach.

(ii) Technical fouls – any player or coach who accumulates three (3) or more technical fouls during a season is automatically suspended for a period of one (1) competition week. For second and subsequent breaches of this Bylaw, the penalty shall increase by one (1) competition week for each breach.

(iii) For second accumulation of three (3) technical fouls the penalty shall be two (2) competition weeks.  
(iv) For a third accumulation of three (3) technical fouls the penalty shall be three (3) competition weeks, and so on.

(v) A penalty handed down under this clause shall commence from the date the DBA technical foul was issued.  
(vi) A competition week includes the final series if a player or coach is eligible to participate pursuant to Bylaw 15.

(vii) Penalties imposed under this Bylaw shall carry across different competition seasons. For example, if a player or coach accumulates enough technical fouls in Season A to be penalised two (2) weeks, but there is only one (1) week left in the Season A competition for them to participate, then the player or coach shall be suspended for the first week of the following season, whether it be the same calendar year or whenever the player or coach next elects to participate.

(viii) Any suspension received under this Bylaw must be served prior to the player or coach participating, and is not subject to any appeal review.

(ix) To determine whether a player or coach was eligible to participate in a competition in order to satisfy a period of suspension, a player must have their name on the stadium scoring system as per Bylaw 13 or a coach must have in writing from their club/team, confirmation of their appointment as coach.

**6. CLEARANCES & TRANSFERS**

**6.1 Clearances within the DBA**

(i) Clearances are only required by players who have played in the last twenty-four (24) months. Players who have played in the last twenty-four (24) months and want to transfer from an affiliated club or affiliated team to any other club or team, must obtain a clearance from the affiliated club/team last registered with, on the prescribed DBA Clearance Form.

(ii) Clearance applications must be approved and dated by the clearing club/team and lodged to the DBA Competitions Manager not less than twenty-four (24) hours prior to the clearing player playing a game with the new club, (to penalty Bylaw 12.2).

(iii) DBA endorsement must be completed before a player can take the court playing with the new affiliated club/team. DBA endorsement may take up to two (2) working days.

(iv) A club shall not be required to consider a clearance application lodged by a player after the close of nominations pursuant to Bylaw 3, until the completion of the third (3<sup>rd</sup>) week of the season concerned.

(v) Unless exceptional circumstances exist to the satisfaction of the Executive Officer, a player shall not be entitled to obtain more than one clearance during any one season.

(vi) Special Consideration approval for interclub/team clearance is required if a player has qualified for the finals in that grade.

(vii) Clearances after the completion of the seventh (7<sup>th</sup>) week including half of the season concerned, will not be granted unless all parties consent to the clearance.

(viii) If a clearance is refused by club refer to By-Law 6.4.

**6.2 Interstate and/or Association Clearance**

(i) Association clearances are only required by players who have played in the last twelve (12) months. Any player who last played for an Association other than the DBA must produce a clearance from the Association and/or state in which he/she last played before being allowed to register and play in competition matches of the DBA.

(ii) An interstate player shall produce an endorsed clearance from the Association and/or the State under whose rules he/she last played before being allowed to register and play in competition matches of the DBA.

**6.3 International Clearance**

(i) This clearance applies to players whose last registration was with an overseas club or competition.  
(ii) This clearance needs to be obtained from the last country where the athlete competed in accordance with Basketball Australia Policy. Further information is available from Basketball Australia.  
(iii) Clubs must provide DBA with either a clearance or written evidence from Basketball Australia that a clearance is not required under Basketball Australia policy.

**6.4 Rights of Appeal**

(i) Any player or club has the right to apply for a clearance to play with another club. If within four (4) days the player or club is not granted a clearance from the clearing club, they shall have the right to appeal to the Executive Officer.

(ii) The club refusing the clearance shall, on receipt of notice in writing from the DBA meet with the Executive Officer to determine to show why such clearance was not granted.

(iii) The Executive Officer shall determine any appeal within seven (7) business days of receipt of a notice of appeal in writing by a player or a club.

(iv) The Board may, upon written application within one (1) business day after the Executive Officers determination, review any decision of the Executive Officer. The Board's decision shall be final.  
(v) Should a representative of a party to the appeal not attend, the Executive Officer decision will be final and there shall be no right of appeal or review.

**6.5 Defunct Clubs/Affiliated Teams**

(i) Players who register for a particular club are eligible to play with other competitions grades within their club, provided they only play in consecutive competition grades within the DBA competition structure.

(ii) A player may also play for another club/team in a different competition grade provided they obtain a permit. (refer to By Law 7.2)

(iii) A junior player can play up to four (4) games per week in DBA competition, with a maximum of two (2) junior games and two (2) senior games.

(iv) Once a junior player plays their third game in any division of a competition in any one season they are no longer entitled to play a lower division in that same season.

(v) Once a junior player plays their 3rd game in a team within a division the player cannot play for a different team within the club in the same division.

(vi) Juniors who play in League are not permitted to play Division 2 in any junior age group.

(vii) The penalty for any breaches of this By Law shall be forfeiture of the lowest division competition game in accordance with By Law 12.

**5.4 Restricted Players**

(i) DBA League and Senior Division 1 teams are able to have a maximum of two (2) players who are restricted players.  
(ii) All DBA League and Senior Division 1 players not born in Australia must supply proof of Citizenship or permanent residency prior to playing their first game.

(iii) Restricted International Players may apply to the DBA to revoke their Restricted Classification by:  
(a) Providing a certified copy of his/her Australian Citizenship Certificate, permanent residency or evidence of Defence Force Deployment (such as passport or orders) to the DBA office, or  
(b) Upon written application stating exceptional circumstances related to citizenship matter.

(iii) The penalty for playing more than two (2) restricted players in a game will be forfeiture of the game played (refer to Bylaw 12)

**5.5 Player Conduct**

(i) Behaviour Technical and Unsportsmanlike fouls – any player or coach who accumulates three (3) or more behavioural fouls during a season is automatically suspended for a period of one (1) competition round. For second and subsequent breaches of this Bylaw, the penalty shall increase by one (1) competition round for each breach. Behavioural Examples:  
Technical Fouls  
36.3. Definition 36.3.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:  
- Disregarding warnings given by officials.  
- Disrespectfully dealing with the officials, the commissioner, the table officials or the team bench personnel.  
- Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.  
- Using language or gestures likely to offend or incite the spectators.  
- Baiting and taunting an opponent.  
- Excessive swinging of elbows.

Unsportsmanlike Foul  
37.1. Definition 37.1.1. An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:  
- Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.  
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.

Example:  
(a) For second accumulation of three (3) behavioural fouls the penalty shall be two (2) competition rounds.  
(b) For a third accumulation of three (3) behavioural fouls the penalty shall by three (3) competition rounds, and so on.

(iii) A competition round includes the final series if a player or coach is eligible to participate pursuant to Bylaw 15.  
(iv) Behavioural fouls awarded to players and coaches will be recorded separately.

(v) Penalties imposed under this Bylaw shall carry across different competition seasons. For example, if a player or coach accumulates enough technical fouls in Season A to be penalised two (2) rounds, but there is only one (1) round left in the Season A competition for them to participate, then the player or coach shall be suspended for the first round of the following season, whether it be the same calendar year or whenever the player or coach next registers to participate.

(vi) Any suspension received under this Bylaw must be served prior to the player or coach participating, and is not subject to any appeal review. It is the player/team/clubs responsibility to ensure there is no breach of the suspension. No notification is required.

**6. CLEARANCES & TRANSFERS**

**6.1 Clearances within the DBA**

(i) Clearances are required by all players who have played. Players who want to transfer from an affiliated club to any other club or team must obtain a clearance from the affiliated club last registered with via the prescribed DBA Clearance Form.

(ii) Clearance applications must be approved and dated by the clearing club and lodged to the DBA not less than twenty-four (24) hours prior to the clearing player playing a game with the new club, for penalty refer Bylaw 12.2).

(iii) DBA endorsement must be completed before a player can take the court playing with the new club/team. DBA endorsement may take up to two (2) business days.

(iv) A club shall not be required to consider a clearance application lodged by a player after the close of nominations pursuant to Bylaw 3, until the completion of the third (3<sup>rd</sup>) week of the season concerned.

(v) Unless exceptional circumstances exist to the satisfaction of the Executive Officer, a player shall not be entitled to obtain more than one clearance during any one season.

(vi) Special Consideration approval for interclub/team clearance is required if a player has qualified for the finals in that grade.

(vii) Clearances after the completion of the seventh (7<sup>th</sup>) week including half of the season concerned, will not be granted unless all parties consent to the clearance.

(viii) A club clearance may only be refused upon proof of outstanding money owed to the club.

**6.2 Interstate and/or Association Clearance**

(i) Any player who last played for an Association other than the DBA must produce a clearance from the Association and/or state in which he/she last played before being allowed to register and play in competition matches of the DBA.

(ii) An interstate player shall produce an endorsed clearance from the Association and/or the State under whose rules he/she last played before being allowed to register and play in competition matches of the DBA.

**6.3 International Clearance**

(i) This clearance applies to players whose last registration was with an overseas club or competition.  
(ii) This clearance needs to be obtained from the last country where the athlete competed in accordance with Basketball Australia Policy. Further information is available from Basketball Australia.  
(iii) Clubs must provide DBA with either a clearance or written evidence from Basketball Australia that a clearance is not required under Basketball Australia policy.

**6.4 Rights of Appeal**

(i) Any player or club has the right to apply for a clearance to play with another club. If within two (2) days the player or club is not granted a clearance from the clearing club, they shall have the right to appeal to the Executive Officer.

(ii) The club refusing the clearance shall, on receipt of notice provided the DBA with sufficient proof as to why the clearance has been refused.

(iii) The Executive Officer shall determine any appeal within seven (7) business days of receipt of a notice of appeal in writing by a player or a club.

(iv) The Board may, upon written application within one (1) business day after the Executive Officers determination, review any decision of the Executive Officer. The Board's decision shall be final.  
(v) Should a representative of a party to the appeal not attend, the Executive Officer decision will be final and there shall be no right of appeal or review.

**6.5 Defunct Clubs/Affiliated Teams**

Gaining advantage for lower division teams

Definition of restricted (BA) Glossary-Restricted Players

Rounds changed to weeks

By stating it is a round missed above, no longer needed

ADDED

Removed "Competitions Manager"

Nothing about clubs only being able to refuse due to financial?

No limit on clearance requirement period as per BA

(i) Behaviour Technical and Unsportsmanlike fouls – any player or coach who accumulates five (5) or more behavioural fouls during a season is automatically suspended for a period of one (1) competition round. For second and subsequent breaches of this Bylaw, the penalty shall increase by one (1) competition round for each breach. Behavioural Examples:  
Technical Fouls  
36.3. Definition 36.3.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:  
- Disregarding warnings given by officials.  
- Disrespectfully dealing with the officials, the commissioner, the table officials or the team bench personnel.  
- Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.  
- Using language or gestures likely to offend or incite the spectators.  
- Baiting and taunting an opponent.  
- Excessive swinging of elbows.

Unsportsmanlike Foul  
37.1. Definition 37.1.1. An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:  
- Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.  
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.

Example:  
(a) For second accumulation of five (5) behavioural fouls the penalty shall be two (2) competition rounds.  
(b) For a third accumulation of five (5) behavioural fouls the penalty shall by three (3) competition rounds, and so on.

FIBA rule update October 2018 has lead to a reduced on court penalty for Technical Fouls and therefore encouraged an increase in number of Technical Fouls called. The DBA has reflected this and increased their cap to 5 Technical Fouls to not be over penalising individuals.

<p>(i) In the event of a player who previously played with a club or affiliated team declared defunct wishing to transfer to another club, he/she shall make application in writing on the prescribed form for a clearance and must receive a clearance from the Executive Officer before being eligible to play with another club.</p> <p>(ii) No club shall be deemed defunct until declared so by the Board of Directors.</p>	<p>(i) In the event of a player who previously played with a club/team declared defunct wishing to transfer to another club, he/she shall make application in writing on the prescribed form for a clearance and must receive a clearance from the Executive Officer before being eligible to play with another club.</p> <p>(ii) No club shall be deemed defunct until declared so by the Board of Directors.</p> <p>(iii) Before a clearance may be granted under this section, the player concerned must bear his/her proportion of any financial obligation which his/her club may have been indebted to the DBA.</p>	
<p><b>6.6 Penalties</b></p> <p>(i) Players playing without the appropriate (club, association, state or international) approved clearance shall cause the team to forfeit all the games they have played in during the un-cleared period (refer Bylaw 12)</p> <p>(ii) Before a clearance may be granted under this section, the player concerned may bear his/her proportion of any financial obligation which his/her club may have been indebted to the DBA.</p>	<p><b>6.6 Penalties</b></p> <p>(i) Players playing without the appropriate (club, association, state or international) approved clearance shall cause the team to forfeit all the games they have played in during the un-cleared period (refer Bylaw 12)</p>	<p>"may" changed to "must" and moved to 6.5 (iii)</p>
<p><b>7. PERMITS</b></p> <p><b>7.1 General</b></p> <p>(i) Players that require a Permit shall apply to their club to obtain a Permit on the prescribed Permit Form.</p> <p>(ii) Applications for a Permit must be lodged with the DBA Executive Officer.</p> <p>(iii) Permits will only be granted for a season and will be granted at the discretion of the DBA Executive Officer.</p> <p>(iv) Players shall not take part in any game until advised by the DBA Executive Officer that the Permit has been approved.</p> <p><b>7.2 Playing for an Alternative Club/Team</b></p> <p>(i) A player can play for another club/team in a higher or lower division/age group not affiliated with their "home" (registered) club, if their "home" club does not have a team in that particular grade or age.</p> <p>(ii) Players granted a Permit must still play for their "home" club otherwise a clearance must be obtained.</p> <p>(iii) Players that are granted Permits shall revert back to their "home" club at the completion of the season.</p> <p>(iv) Players that have a Permit and want to apply for a clearance at the completion of the current season shall apply to their "home" club for a clearance.</p>	<p><b>7. PERMITS</b></p> <p><b>7.1 General</b></p> <p>(i) Players that require a Permit shall apply to their club to obtain a Permit on the prescribed Permit Form.</p> <p>(ii) Applications for a Permit must be lodged with the DBA.</p> <p>(iii) Permits will only be granted for a season and will be granted at the discretion of the DBA Executive Officer.</p> <p>(iv) Players shall not take part in any game until advised by the DBA Executive Officer that the Permit has been approved.</p> <p><b>7.2 Playing for an Alternative Club/Team</b></p> <p>(i) A player can play for another club/team in a higher or lower division/age group not affiliated with their "home" (registered) club, if their "home" club does not have a team in that particular grade or age.</p> <p>(ii) Players granted a Permit must still play for their "home" club otherwise a clearance must be obtained.</p> <p>(iii) Players that are granted Permits shall revert back to their "home" club at the completion of the season.</p> <p>(iv) Players that have a Permit and want to apply for a clearance at the completion of the current season shall apply to their "home" club for a clearance.</p>	
<p><b>8. UNIFORM &amp; COLOURS</b></p> <p><b>8.1 DBA Uniforms and Colours</b></p> <p>(i) The uniform of the DBA club/team shall be a design approved by the Board of Directors.</p> <p>(ii) A new club/team applying for registration shall state in writing together with a diagram or photograph the particulars of its proposed uniform, which shall be subject to the approval of the DBA.</p> <p>(iii) No club/team shall make any changes to its uniforms without first obtaining the approval of the DBA.</p> <p><b>8.2 Club/Team Uniform</b></p> <p>(i) All players shall wear the DBA approved uniforms for his/her club/team.</p> <p>(ii) Each uniform must be numbered on the front and the back.</p> <p><b>8.3 Footwear</b></p> <p>(i) Players must wear appropriate indoor sports shoes. Shoes with marking soles are not permitted.</p> <p>(ii) Players found wearing marking soled shoes during a game shall be required to leave the court until approved footwear is worn.</p> <p><b>8.4 Other Clothing</b></p> <p>(i) T-Shirts may be worn under a uniform, except for DBL, providing they are a single colour, which is the dominant colour of the uniform.</p> <p>(ii) Players with pockets in their shorts are not permitted to play.</p> <p>(iii) Players in senior competition grades other than DBL, <b>WILL NOT</b> be required to tuck their uniform singlet/tops in.</p> <p>(iv) All League coaches and non-playing League bench members must wear a minimum of shorts, shirt and closed shoes (no thongs, slippers, sandals or hats) during all League games. Singlet tops are not considered acceptable.</p>	<p><b>8. UNIFORM &amp; COLOURS</b></p> <p><b>8.1 DBA Uniforms and Colours</b></p> <p>(i) The uniform of the DBA club/team shall be a design approved by the DBA.</p> <p>(ii) A new club/team applying for registration shall state in writing together with a diagram or photograph the particulars of its proposed uniform, which shall be subject to the approval of the DBA.</p> <p>(iii) No club/team shall make any changes to its uniforms without first obtaining the approval of the DBA.</p> <p><b>8.2 Club/Team Uniform</b></p> <p>(i) All players shall wear the DBA approved uniforms for his/her club/team.</p> <p>(ii) Each uniform must be numbered on the front and the back.</p> <p><b>8.3 Footwear</b></p> <p>(i) Players must wear appropriate indoor sports shoes. Shoes with marking soles are not permitted.</p> <p>(ii) Players found wearing marking soled shoes during a game shall be required to leave the court until approved footwear is worn.</p> <p><b>8.4 Other Clothing</b></p> <p>(i) T-Shirts may be worn under a uniform, except for DBL, providing they are a single colour, which is the dominant colour of the uniform.</p> <p>(ii) Players with pockets in their shorts are not permitted to play.</p> <p>(iii) Players in senior competition grades other than DBL, will not be required to tuck their uniform singlet/tops in.</p> <p>(iv) All League coaches and non-playing League bench members must wear a minimum of shorts, identifying club t-shirt and enclosed shoes (no thongs, slippers, sandals or hats).</p>	<p>DBA instead of Board level</p>
<p><b>8.5 Penalties</b></p> <p>(i) DBL players and coaches who are not in a DBA approved uniforms or dress standards for their team are not permitted to play or coach.</p> <p>(ii) Every player in a game played in non-DBL competition grade, who does not wear the approved DBA uniform for their team, providing correct footwear is worn, will incur a four (4) point penalty per player on the score sheet against his/her team. This four (4) point penalty is mandatory, NOT optional and is to be allocated to the opposing team by the referee if a player plays during a game in a non-DBA approved uniform. The four (4) points shall not be credited to an individual player but shown as a team penalty on the score sheet. These penalty points are to be added to the score sheet if the player enters the court.</p> <p>(iii) For the first four (4) weeks of the first season of competition in the year (or a timeframe agreed to by the DBA) there will be no uniform penalties. The agreed time frame must be displayed for the benefit of the referees and opposing teams.</p> <p>(iv) For the purpose of 8.5 (i) only, trim does not affect uniform. Trim is that piece of fabric, which is additional to the original uniform, e.g. fabric attached around the neck and shoulders of the singlet, or around the legs of shorts and vertical stripes on shorts.</p> <p>(v) Players found wearing shorts with pockets during a game shall be required to leave the court until the approved uniform is worn. A four (4) point uniform violation will apply.</p>	<p><b>8.5 Penalties</b></p> <p>(i) DBL players and coaches who are not in a DBA approved uniforms or dress standards for their team are not permitted to play or coach.</p> <p>(ii) Every player in a game played in non-DBL competition grade, who does not wear the approved DBA uniform for their team, providing correct footwear is worn, will incur a four (4) point penalty per player on the score sheet against his/her team. This four (4) point penalty is mandatory, and is to be allocated to the opposing team by the referee if a player plays during the game. The four (4) points shall not be credited to an individual player but assigned to the team name within Courtside.</p>	<p>Bold removed</p> <p>Club related shirt required.</p>
<p><b>9. COMPETITION POINTS</b></p> <p><b>9.1 Premiership Points - DBL</b></p> <p>(i) Three (3) premiership points shall be awarded for a win and one (1) premiership point awarded for a loss (draws in DBL are not allowed; refer Bylaw 11.1 (a))</p> <p>(ii) No premiership points will be awarded for a forfeit loss in accordance with "Article 20- Game lost by forfeit" of the Basketball Australia Rule Book.</p> <p><b>9.2 Senior Competition Grades</b></p> <p>(i) Three (3) premiership points shall be awarded for a win, two (2) for a draw and one (1) for a loss.</p> <p><b>9.3 Junior Competition Grades (Except 8 &amp; Under)</b></p> <p>(i) Three (3) premiership points shall be awarded for a win, two (2) for a draw and one (1) for a loss.</p> <p><b>9.4 8 &amp; Under Competition</b></p> <p>(i) 8 &amp; Under have no scoring during the game and no premiership points are allocated.</p> <p><b>9.5 Forfeits</b></p> <p>(i) A forfeit shall be scored as 20-0 in favour of the winning team. The winning team shall receive 3 premiership points.</p> <p><b>9.6 Team Disqualification</b></p> <p>(i) In the event of a team being disqualified from competing in a season's competition, premiership points and Most Valuable Player or other alternate system that recognises players for the games in which the disqualified team participated during the season may be cancelled at the discretion of the Executive Officer.</p> <p><b>9.7 Late Entry</b></p> <p>(i) Team entering a competition late (including those moving from Division 1 into Division 2 and vice versa) will start with the same amount of competition points as the current last placed team in that competition.</p> <p><b>9.8 Grading Rounds</b></p> <p>(i) No Premiership points are awarded during grading rounds</p> <p>(ii) Grading rounds will only be for junior competition and only in Challenge Season.</p> <p><b>9.9 Match Ratio</b></p> <p>(i) Match ratio shall be used to make all premiership tables fair. This formula does not advantage or disadvantage any team with a different number of byes. Match ratio averages out a team's premiership points over the actual number of games they play.</p> <p>(ii) Games included for calculation in the match ratio include:</p> <p>(a) Games completed;</p> <p>(b) Games abandoned as per Bylaw 17.2b</p> <p>(c) Games forfeited as per Bylaw 12</p> <p>(iii) Games not included in match ratio calculation include byes or games abandoned as per Bylaw 17.2.a</p> <p>(iv) The match ratio is applied below:</p> <p style="text-align: center;">Premiership Points (divided by) Number of Games Played</p> <p>(v) Match ratio is only used to compare teams that have been in the same competition grade for the same number of rounds. Teams entering a competition late will not be eligible to advance on match ratio ahead of teams which have been in the competition for more rounds.</p> <p>(vi) If teams are still tied after match ratio has been calculated (where applicable) FIBA competition rules will then apply to decide the ladder order.</p>	<p><b>9. COMPETITION POINTS</b></p> <p><b>9.1 Competition Points - DBL</b></p> <p>(i) Three (3) competition points shall be awarded for a win and one (1) competition point awarded for a loss (draws in DBL are not allowed; refer Bylaw 11.1(a))</p> <p>(ii) Every player in a game played in non-DBL competition grade, who does not wear the approved DBA uniform for their team, providing correct footwear is worn, will incur a four (4) point penalty per player on the score sheet against his/her team. This four (4) point penalty is mandatory, and is to be allocated to the opposing team by the referee if a player plays during the game. The four (4) points shall not be credited to an individual player but assigned to the team name within Courtside.</p> <p>(iii) For the grading of competition (or a timeframe agreed to by the DBA) there will be no uniform penalties. The agreed time frame must be displayed for the benefit of the referees and opposing teams.</p>	<p>Edited for Court Side v Scoresheet</p> <p>Just grading rounds. Is that long enough for clubs to order and have made?</p> <p>Doubled up</p>
<p><b>9. COMPETITION POINTS</b></p> <p><b>9.1 Premiership Points - DBL</b></p> <p>(i) Three (3) premiership points shall be awarded for a win and one (1) premiership point awarded for a loss (draws in DBL are not allowed; refer Bylaw 11.1 (a))</p> <p>(ii) No premiership points will be awarded for a forfeit loss in accordance with "Article 20- Game lost by forfeit" of the Basketball Australia Rule Book.</p> <p><b>9.2 Senior Competition Grades</b></p> <p>(i) Three (3) premiership points shall be awarded for a win, two (2) for a draw and one (1) for a loss.</p> <p><b>9.3 Junior Competition Grades (Except 8 &amp; Under)</b></p> <p>(i) Three (3) premiership points shall be awarded for a win, two (2) for a draw and one (1) for a loss.</p> <p><b>9.4 8 &amp; Under Competition</b></p> <p>(i) 8 &amp; Under have no scoring during the game and no premiership points are allocated.</p> <p><b>9.5 Forfeits</b></p> <p>(i) A forfeit shall be scored as 20-0 in favour of the winning team. The winning team shall receive 3 premiership points.</p> <p><b>9.6 Team Disqualification</b></p> <p>(i) In the event of a team being disqualified from competing in a season's competition, premiership points and Most Valuable Player or other alternate system that recognises players for the games in which the disqualified team participated during the season may be cancelled at the discretion of the Executive Officer.</p> <p><b>9.7 Late Entry</b></p> <p>(i) Team entering a competition late (including those moving from Division 1 into Division 2 and vice versa) will start with the same amount of competition points as the current last placed team in that competition.</p> <p><b>9.8 Grading Rounds</b></p> <p>(i) No Premiership points are awarded during grading rounds</p> <p>(ii) Grading rounds will only be for junior competition and only in Challenge Season.</p> <p><b>9.9 Match Ratio</b></p> <p>(i) Match ratio shall be used to make all premiership tables fair. This formula does not advantage or disadvantage any team with a different number of byes. Match ratio averages out a team's premiership points over the actual number of games they play.</p> <p>(ii) Games included for calculation in the match ratio include:</p> <p>(a) Games completed;</p> <p>(b) Games abandoned as per Bylaw 17.2b</p> <p>(c) Games forfeited as per Bylaw 12</p> <p>(iii) Games not included in match ratio calculation include byes or games abandoned as per Bylaw 17.2.a</p> <p>(iv) The match ratio is applied below:</p> <p style="text-align: center;">Premiership Points (divided by) Number of Games Played</p> <p>(v) Match ratio is only used to compare teams that have been in the same competition grade for the same number of rounds. Teams entering a competition late will not be eligible to advance on match ratio ahead of teams which have been in the competition for more rounds.</p> <p>(vi) If teams are still tied after match ratio has been calculated (where applicable) FIBA competition rules will then apply to decide the ladder order.</p> <p><b>10. NUMBER OF PLAYERS</b></p>	<p><b>9. COMPETITION POINTS</b></p> <p><b>9.1 Competition Points - DBL</b></p> <p>(i) Three (3) competition points shall be awarded for a win and one (1) competition point awarded for a loss (draws in DBL are not allowed; refer Bylaw 11.1(a))</p> <p>(ii) Every player in a game played in non-DBL competition grade, who does not wear the approved DBA uniform for their team, providing correct footwear is worn, will incur a four (4) point penalty per player on the score sheet against his/her team. This four (4) point penalty is mandatory, and is to be allocated to the opposing team by the referee if a player plays during the game. The four (4) points shall not be credited to an individual player but assigned to the team name within Courtside.</p> <p>(iii) For the grading of competition (or a timeframe agreed to by the DBA) there will be no uniform penalties. The agreed time frame must be displayed for the benefit of the referees and opposing teams.</p>	<p>Removed: By laws are for alterations of rules</p> <p>Scoring allowed</p> <p>Seniors and Junior grading</p>

<p><b>10.1 Number of Players</b></p> <p>(i) DBL teams may not commence games with less than five (5) players on the court.</p> <p>(ii) Other senior and all junior teams may not commence games with less than four (4) players on the court.</p>	<p><b>10.1 Number of Players</b></p> <p>(i) DBL and Junior League teams may not commence games with less than five (5) players on the court.</p> <p>(ii) All senior and all junior teams, with the exception of DBL and Junior League, may not commence games with less than four (4) players on the court.</p>	<p>Junior League Added.</p> <p>Junior League exception added within Juniors</p>
<p><b>11. TIMING</b></p> <p><b>11.1 Timing of DBL Games</b></p> <p>(i) Time slots allocated to DBL games will be one and a half hour (1.5).</p> <p>(ii) Games have four (4) periods, with two (2) periods in each half.</p> <p>(iii) Periods will be ten (10) minutes each.</p> <p>(iv) The clock will stop on all whistles. In the last 2 minutes of the final quarter and last two (2) minutes of extra periods that clock will also stop on made field goals.</p> <p>(v) Twenty-Four (24) second shot clocks to operate for all DBL games, where personnel/technology are available.</p> <p>(vi) Teams may have two (2) time outs in the first half and three (3) time outs in the second half.</p> <p>(vii) Quarter time breaks to be no more than two (2) minutes.</p> <p>(viii) Half-time break between second and third quarters to be no more than five (5) minutes.</p> <p>(ix) No draws are allowed except in accordance with Bylaw 17. An extra five (5) minutes shall be played if a game is tied; teams do not change ends and fouls remain the same. If the score is tied after the first extra period, further extra time periods of five (5) minutes can be played to achieve a result.</p> <p>(x) During extra time periods of five (5) minutes, each team is permitted to have one (1) time-out each. A time-out not used during an extra period does not carry over to another extra time period.</p> <p>(xi) All games to have a minimum of five (5) minutes warm-up time.</p>	<p><b>11. TIMING</b></p> <p><b>11.1 Timing of DBL Games</b></p> <p>(i) Time slots allocated to DBL games will be one and a half hour (1.5).</p> <p>(ii) Games have four (4) periods, with two (2) periods in each half.</p> <p>(iii) Periods will be ten (10) minutes each.</p> <p>(iv) The clock will stop on all whistles. In the last 2 minutes of the final quarter and last two (2) minutes of extra periods that clock will also stop on made field goals.</p> <p>(v) Twenty-Four (24) second shot clocks to operate for all DBL games, where personnel/technology are available.</p> <p>(vi) Teams may have two (2) time-outs in the first half and three (3) time-outs in the second half, no more than 2 time-outs can be called in the last 2 minutes of the fourth quarter.</p> <p>(vii) Quarter time breaks to be no more than two (2) minutes.</p> <p>(viii) Half-time break between second and third quarters to be no more than five (5) minutes.</p> <p>(ix) No draws are allowed except in accordance with Bylaw 17. An extra five (5) minutes shall be played if a game is tied; teams do not change ends and fouls remain the same. If the score is tied after the first extra period, further extra time periods of five (5) minutes can be played to achieve a result.</p> <p>(x) During extra time periods of five (5) minutes, each team is permitted to have one (1) time-out each. A time-out not used during an extra period does not carry over to another extra time period.</p> <p>(xi) All games to have a minimum of five (5) minutes warm-up time.</p>	<p>Added "no more than 2 time-outs can be called in the last 2 minutes of the fourth quarter."</p>
<p><b>11.2 Timing for Timed Junior Games</b></p> <p>(i) Time slots allocated for all games shall be one (1) hour and fifteen (15) minutes.</p> <p>(ii) Games are four (4) by eight (8) minute quarters.</p> <p>(iii) The clock will stop on all whistles. In the last two (2) minutes of the final quarter and last two (2) minutes of any extra periods the clock will also stop on made field goals.</p> <p>(iv) Twenty-Four (24) second shot clocks to operate for all Timed Junior games, where personnel/technology are available.</p> <p>(v) Teams may have two (2) time-outs in the first half and three (3) time-outs in the second half, no more than 2 time-outs can be called in the last 2 minutes of the fourth quarter.</p> <p>(vi) Quarter time breaks to be no more than one (1) minute.</p> <p>(vii) Half-time break between the second and third quarters to be no more than three (3) minutes.</p> <p>(viii) During the last two (2) minutes of the game, the clock will stop for all whistles and made field goals. The clock will stop on the two (2) minute mark if a player is shooting free throws or the referee is in control of the ball when the two (2) minute mark arrives.</p> <p>(ix) No extra time shall be played for tied games in competition rounds. Game points will be allocated as provided for in Bylaw 9.3.</p> <p><b>(x) All games to have a minimum of three (3) minute warm-up time.</b></p>	<p><b>11.2 Timing for Timed Junior Games</b></p> <p>(i) Time slots allocated for all games shall be one (1) hour and fifteen (15) minutes.</p> <p>(ii) Games are four (4) by eight (8) minute quarters.</p> <p>(iii) The clock will stop on all whistles. In the last two (2) minutes of the final quarter and last two (2) minutes of any extra periods the clock will also stop on made field goals.</p> <p>(iv) Twenty-Four (24) second shot clocks to operate for all Timed Junior games, where personnel/technology are available.</p> <p>(v) Teams may have two (2) time-outs in the first half and three (3) time-outs in the second half, no more than 2 time-outs can be called in the last 2 minutes of the fourth quarter.</p> <p>(vi) Quarter time breaks to be no more than one (1) minute.</p> <p>(vii) Half-time break between the second and third quarters to be no more than three (3) minutes.</p> <p>(viii) During the last two (2) minutes of the game, the clock will stop for all whistles and made field goals. The clock will stop on the two (2) minute mark if a player is shooting free throws or the referee is in control of the ball when the two (2) minute mark arrives.</p> <p>(ix) No extra time shall be played for tied games in competition rounds. Game points will be allocated as provided for in Bylaw 9.3.</p>	
<p><b>11.3 Timing for Senior, Non-Timed Junior &amp; Social Games</b></p> <p>(i) Time slots allocated for all games shall be one hour (1).</p> <p>(ii) Games are two (2) by twenty (20) minute halves.</p> <p>(iii) The clock will not stop in the first thirty-eight (38) minutes of play except for time-outs.</p> <p>(iv) Teams may have two (2) time-outs in the first half and two (2) time-outs in the second half.</p> <p><b>(v) Quarter time breaks to be no more than one (1) minute.</b></p> <p>(vi) Half-time break between the second and third quarters to be no more than three (3) minutes.</p> <p>(vii) During the last two (2) minutes of the game, the clock will stop for all whistles and made field goals. The clock will stop on the two (2) minute mark if a player is shooting free throws or the referee is in control of the ball when the two (2) minute mark arrives.</p> <p>(viii) No extra time shall be played for tied games in competition rounds. Game points will be allocated as provided for in Bylaw 9.</p> <p><b>(ix) All games to have a minimum of three (3) minutes warm-up time.</b></p>	<p><b>11.3 Timing for Senior, Non-Timed Junior &amp; Social Games</b></p> <p>(i) Time slots allocated for all game shall be one hour (1).</p> <p>(ii) Games are two (2) by twenty (20) minute halves.</p> <p>(iii) The clock will not stop in the first thirty-eight (38) minutes of play except for time-outs.</p> <p>(iv) Teams may have two (2) time-outs in the first half and two (2) time-outs in the second half.</p> <p>(v) Half-time break between the first and second halves to be no more than three (3) minutes.</p> <p>(vi) During the last two (2) minutes of the game, the clock will stop for all whistles and made field goals. The clock will stop on the two (2) minute mark if a player is shooting free throws or the referee is in control of the ball when the two (2) minute mark arrives.</p> <p>(vii) No extra time shall be played for tied games in competition rounds. Game points will be allocated as provided for in Bylaw 9.</p>	<p>Removed - Change the vi) to follow</p> <p>Changed for halves</p>
<p><b>11.4 Late Starts (All Grades)</b></p> <p>(i) In all competition grades, at the cessation of the required warm-up time or at the conclusion of the half-time break, the referee shall start the clock regardless of whether or not the teams are ready to play.</p> <p>(ii) If one (1) or both teams fail to provide a bench official or the score sheet has not been completed with the required number of players being listed to start the game, the clock shall start as scheduled and the team at fault here shall be deemed to be delaying the game.</p> <p>(iii) In both of the above situations one (1) point shall be awarded against the team in default for each minute elapsed during which the delay in play occurs, to a maximum of ten (10) points, after which Bylaw 12.1 shall apply. Points so awarded shall not be credited to an individual player but shall be shown as a penalty on the stadium scoring system prior to the commencement of the game but no later than the commencement of the third quarter.</p> <p>(iv) A team shall forfeit the game if it refuses or is unable to play ten (10) minutes after the scheduled starting time. (see Bylaw 12)</p>	<p><b>11.4 Late Starts (All Grades)</b></p> <p>(i) In all competition grades, at the cessation of the required warm-up time or at the conclusion of the half-time break, the referee shall start the clock regardless of whether or not the teams are ready to play.</p> <p>(ii) If one (1) or both teams fail to provide a bench official or the team lists within the Courtside have not been completed with the required number of players being listed to start the game, the clock shall start as scheduled and the team at fault shall be deemed to be delaying the game.</p> <p>(iii) In both of the above situations one (1) point shall be awarded against the team in default for each minute elapsed during which the delay in play occurs, to a maximum of ten (10) points, after which Bylaw 12.1 shall apply. Points awarded shall not be credited to an individual player but shall be shown as a penalty on the court side system prior to the commencement of the game but no later than the commencement of the second half.</p> <p>(iv) A team shall forfeit the game if it refuses or is unable to play ten (10) minutes after the scheduled starting time. (Refer to Bylaw 12)</p>	<p>Changed for Courtside</p> <p>Changed for Courtside and second half</p> <p>"refer to Bylaw"</p>
<p><b>12. FORFEITED GAMES</b></p> <p><b>12.1 Unplayed Games</b></p> <p>(i) A team shall lose a game by forfeit if its actions prevent the game from being started.</p> <p>(ii) In the event of a forfeit, a score of twenty (20) points for the team awarded the win and zero (0) points for the forfeiting team.</p> <p>(iii) For a pre-advised forfeit to be recorded teams must inform the DBA office before 1:00pm on the day of competition for weekday games and 4:00pm on the Friday prior to Saturday games. Contact the DBA office verbally and then a hardcopy must be submitted by email/fax/letter to the DBA office within twenty-four (24) hours. An affiliated club/team requesting a pre-advised forfeit shall be fined half the amount of the normal forfeit fees as determined by the Board of Directors.</p> <p>(iv) Any team having forfeited three (3) matches in a season may, at the discretion of the DBA, be disqualified from the competition for that season.</p> <p>(v) If a game is forfeited, including pre-advised forfeits, all players who are registered at the time of the forfeit for the team that loses by forfeit will be regarded as not having played a game.</p> <p>(vi) If a game is forfeited, including pre-advised forfeited, all players who are registered at the time of the forfeit for the team that wins by forfeit will be regarded as having played a game.</p> <p>(vii) Teams forfeiting games shall be fined a fee. The fee for forfeits shall be determined by the Board of Directors and advised to the affiliated clubs/teams prior to the commencement of the season.</p> <p>(viii) Following a forfeit due to either or both teams being unable to play due to insufficient players, the DBA will reimburse players game fees on the return of their game ticket on that day.</p>	<p><b>12. FORFEITED GAMES</b></p> <p><b>12.1 Unplayed Games</b></p> <p>(i) A team shall lose a game by forfeit if its actions prevent the game from being started.</p> <p>(ii) In the event of a forfeit, a score of twenty (20) points for the team awarded the win and zero (0) points for the forfeiting team shall be assigned to each team.</p> <p>(iii) For a pre-advised forfeit to be recorded teams must inform the DBA office before 1:00pm on the day of competition for weekday games and 4:00pm on the Friday prior to Saturday games. Contact the DBA office verbally and then a hardcopy must be submitted by email/fax/letter to the DBA office within twenty-four (24) hours. An affiliated club/team requesting a pre-advised forfeit shall be fined half the amount of the normal forfeit fees as determined by the Board of Directors.</p> <p>(iv) Any team having forfeited three (3) matches in a season may, at the discretion of the DBA, be disqualified from the competition for that season.</p> <p>(v) If a game is forfeited, including pre-advised forfeits, all players who are registered at the time of the forfeit for the team that loses by forfeit will be regarded as not having played a game.</p> <p>(vi) If a game is forfeited, including pre-advised forfeited, all players who are registered at the time of the forfeit for the team that wins by forfeit will be regarded as having played a game.</p> <p>(vii) Teams forfeiting games shall be fined a fee. The fee for forfeits shall be determined by the Board of Directors and advised to the affiliated clubs/teams prior to the commencement of the season.</p> <p>(viii) Following a forfeit due to either or both teams being unable to play due to insufficient players, the DBA will reimburse players game fees on the return of their game ticket on that day.</p>	
<p><b>12.2 Played Games (Penalty Forfeit)</b></p> <p>(i) A team shall lose a game by penalty forfeit after the game has been played according to penalties stipulated in these Bylaws.</p> <p>(ii) In the event of a penalty forfeit a score of twenty (20) points for the team awarded the win and zero (0) points for the forfeiting team.</p> <p>(iii) If a game is forfeited by penalty, the players on the forfeiting team will be regarded as not having played a game.</p> <p>(iv) If a game is forfeited by penalty, the players listed on the scoresheet for the team which wins by forfeit will be regarded as having played a game.</p> <p>(v) Teams forfeiting games by penalty shall be fined a fee. The fee for penalty forfeits shall be half the amount of the normal forfeit fee as determined by the Board of Directors.</p> <p>(vi) Following a forfeit due to a penalty the DBA will not reimburse player game fees.</p>	<p><b>12.2 Played Games (Penalty Forfeit)</b></p> <p>(i) A team shall lose a game by penalty forfeit after the game has been played according to penalties stipulated in these Bylaws.</p> <p>(ii) In the event of a penalty forfeit a score of twenty (20) points for the team awarded the win and zero (0) points for the forfeiting team.</p> <p>(iii) If a game is forfeited by penalty, the players on the forfeiting team will be regarded as not having played a game.</p> <p>(iv) If a game is forfeited by penalty, the players listed on the scoresheet for the team which wins by forfeit will be regarded as having played a game.</p> <p>(v) Teams forfeiting games by penalty shall be fined a fee. The fee for penalty forfeits shall be half the amount of the normal forfeit fee as determined by the Board of Directors.</p> <p>(vi) Following a forfeit due to a penalty the DBA will not reimburse player game fees.</p>	
<p><b>13. NAMES ON STADIUM SCORING</b></p> <p><b>13.1 Accuracy of Names</b></p> <p>(i) A coach shall check or enter onto the stadium scoring system the correct first name, surname and player's number, as registered with the DBA for that season prior to the start of the game.</p> <p>(ii) The coach's name must be entered on the scoring summary sheet at the start of the game.</p> <p>(iii) Every team may nominate a team captain. The captain is a player designated by their coach to represent their team on the playing court. The captain is the only player allowed to communicate, in a courteous manner, with match officials in a manner and time at the discretion of match officials.</p> <p>(iv) Names cannot be added to the stadium scoring system after the commencement of the second half of the game.</p>	<p><b>13. NAMES IN COURTSIDE</b></p> <p><b>13.1 Accuracy of Names</b></p> <p>(i) A coach shall check that all players who take the court appear on the court side system. Any player who is added courtside, and is not registered or financial may result in competition point forfeit.</p> <p>(ii) The coach's name must be written on the scoring summary sheet at the start of the game.</p> <p>(iii) Every team must nominate a team captain. The captain is a player designated by their coach to represent their team on the playing court. The captain is the only player allowed to communicate, in a courteous manner, with match officials at a time at with the discretion of match officials.</p> <p>(iv) Names cannot be added to the courtside system after the commencement of the second half of the game.</p>	<p>"Stadium Scoring" changed to "Courtside"</p> <p>"entered" changed to "written"</p> <p>re-written</p>

(v) Any player who enters the court after the commencement of the second half and his/her name is found not to be on the team system, he/she shall cease to participate in the remainder of the game but any points scored or personal fouls incurred by the player will stand.		
(vi) At the end of the game, the referee shall delete the name of any player on the score sheet who did not enter the court to play.	(vi) At the end of the game, the referee shall delete the name of any player on the team list of the court-side system who did not enter the court to play.	
(vii) At the end of the game, a coach may request a referee to delete the name of any player from their own team who was on the bench but did not enter the court. If a coach fails to request a deletion, then the players are deemed to have played.		
If the registered name is changed by marriage, deed poll etc., the DBA must be advised in writing prior to the new name being used.	If the registered name is changed by marriage, deed poll etc., the DBA must be advised in writing prior to the new name being used.	
<b>13.2 Tickets</b>	<b>13.2 Tickets</b>	
(i) Each team has the responsibility to ensure their own tickets match the number of players listed on the stadium scoring system or that their team payment has been made and a receipt provided to the referees.	(i) Each team has the responsibility to ensure their own tickets match the number of players listed on the court-side system team lists or that their team payment has been made and a receipt provided to the referees.	"Stadium Scoring" changed to "Court-side"
(ii) It is the duty of each coach/team co-ordinator to give their teams' players' tickets or receipts to the score bench personnel before the second half of the game commences.	(ii) It is the duty of each coach/team co-ordinator to give their teams' players' tickets or receipts to the score table personnel before the second half of the game commences.	"Score bench" changed to "score table"
(iii) A late player is to have his/her ticket to the scorekeeper for attachment to the scoring summary sheet.	(iii) A late player is to have his/her ticket to the scoretable for attachment to the scoring summary sheet.	"Scorekeeper" changed to "score table". But can they be late if they aren't allowed to play after the commencement of the second half?
	(iv) Tickets must be purchased and handed to the scoretable prior to taking the court.	Added
<b>13.3 Penalties</b>	<b>13.3 Penalties</b>	
(i) If a player's name is not correct, a fine set by the Board of Directors per incorrect entry may be imposed.		
(ii) In the event the number of tickets attached to the scoring summary sheet do not correspond with the number of players the DBA may impose a fine for the cost of the ticket on the offending club.	(ii) In the event the number of tickets attached to the scoring summary sheet do not correspond with the number of players on the team list by the end of half time, the game clock for the next period will commence with penalty points being awarded at 1 point per minute, until the end of that period at which point the game will be labelled a forfeit.	
(iii) Teams which play any player under the name of another registered player in the game may incur a fine set by the DBA Board of Directors.	(iii) Teams which play any player under the name of another registered player in the game may incur a fine set by the DBA Board of Directors and set player may be suspended via reporting.	Added in suspension aspect.
<b>14. PLAYER DISQUALIFICATION</b>	<b>14. PLAYER DISQUALIFICATION</b>	
14.1 The disqualified player/coach/team official must leave the stadium within one (1) minute. If the disqualified player/coach/official does not leave the stadium, the offending player's/coach's/official's team may forfeit the game.	14.1 The disqualified player/coach/team official must leave the stadium within one (1) minute. If the disqualified player/coach/official does not leave the stadium, the offending player's/coach's/official's team will forfeit the game.	May to will
14.2 A player/coach/team official shall be disqualified if they receive two (2) or more consecutive technical fouls during a match. The player must then comply with all the requirements of bylaw 14.1.	14.2 A player/coach/team official shall be disqualified if they receive two (2) or more consecutive technical fouls during a match. The player must then comply with all the requirements of bylaw 14.1.	
14.3 For purposes of disqualifications, the stadium is defined as both DBA and Spectrum Stadium and any area in which the game can be viewed.	14.3 For purposes of disqualifications, the stadium is defined as both DBA and Spectrum Stadium and any area in which the game can be viewed.	
14.4 The disqualified player/coach/team official will be automatically reported.		
14.5 It will be at the referee's discretion to issue a report on a player who is disqualified due to unsportsmanlike fouls.		
14.6 Reported players found guilty by a tribunal will not be eligible to win an MVP award in any competition grade.		Matter for discussion over changing award name to "Best and Fairest" or removing this By Law as Most Valuable Player is not required to be the fastest player. Remove, unnecessary as already have to leave the area due to bylaw 14.1
14.7 No disqualified DBL player/coach will be allowed to sit on the score bench during their game.		
<b>15. JUNIOR COMPETITION RULES</b>	<b>15. JUNIOR COMPETITION RULES</b>	
<b>15.1 Age</b>	<b>15.1 Age</b>	
(i) The cut-off date for each age group is 31 December.	(i) The cut-off date for each age group is 31 December.	
(ii) Junior players can only in their age group and must be age group higher than their true age as set by their date of birth, e.g. Under 12 players cannot play Under 10.		Double Up Double Up
(iii) Senior players are to play in their own age groups.		
(iv) Juniors playing DBL or in a senior competition grade must turn at least fourteen (14) years of age in the year of competition as a minimum age requirement.	(iv) Juniors playing DBL or in a senior competition grade must turn at least fourteen (14) years of age in the year of competition as a minimum age requirement.	
(v) Application for Special Consideration to play outside the player eligibility criteria can be made to the DBA Board.		Double up
<b>15.2 Mercy Rule</b>	<b>15.2 Mercy Rule</b>	
The intent of the rule is for teams ahead to give the opposition a fair opportunity to participate in the game.	The intent of the rule is for teams ahead to give the opposition a fair opportunity to participate in the game.	
(i) Any team ahead thirty (30) points or more in the Under 12, Under 14 and Under 16 or ahead by twenty (20) points or more in Under 10 will abide by the mercy rule in a junior age competition grade.	(i) Any team ahead thirty (30) points or more in the Under 12 and Under 14 and Under 16 or ahead by twenty (20) points or more in Under 10 will abide by the mercy rule in a junior age competition grade.	
(ii) After scoring or giving up possession of the ball, the leading team must retreat to inside the 3-point line at their defensive end before defending. When the ball crosses the half-way line the defensive team must come out and guard the offensive player. (This is not considered zone defence unless the defenders do not come out to guard a player when the ball has crossed into their half)	(ii) After scoring or giving up possession of the ball leading to a dead ball situation, the leading team must retreat to inside the 3-point line at their defensive end before defending. When the ball crosses the half-way line the defensive team must come out and guard the offensive player. (This is not considered zone defence unless the defenders do not come out to guard a player when the ball has crossed into their half)	Slight adjustment to indicate that a turn over that stays in play doesn't require the team to engage in mercy.
(iii) If the leading team does not abide by the mercy rule, the penalty shall be two (2) free throws awarded to the losing team.	(iii) If the leading team does not abide by the mercy rule, the penalty shall be two (2) free throws awarded to the losing team.	
(iv) If both coaches agree, the mercy rule can be put aside.	(iv) If both coaches agree, the mercy rule can be put aside.	
<b>15.3 Other Variations to the Official Rule Book</b>	<b>15.3 Other Variations to the Official Rule Book</b>	
(i) In B & Under age competitions, there are no finals held.	(i) In the Super 8s competitions, there are no finals held.	Changed to Super 8s
(ii) All juniors in the Under 10 competitions will take their foul shots from the free throw line marked 800mm back from the perforated line.	(ii) All juniors in the Under 10 competitions will take their foul shots from the free throw line marked 800mm back from the perforated line.	
(iii) Zone defence in junior competition grades for the Under 14 age group and below competitions is not permitted.	(iii) Zone defence in junior competition grades for the Under 14 age group and below competitions is not permitted.	
(iv) Any basket made from beyond the three (3) point arc is only worth two points (2) in the Under 10 and Under 12 age competition grades.	(iv) Any basket made from beyond the three (3) point arc is only worth two points (2) in the Under 10 and Under 12 age competition grades.	Grammatical altered
<b>16. WHEELCHAIR COMPETITION RULES</b>	<b>16. WHEELCHAIR COMPETITION RULES</b>	
16.1 If there is any inconsistency between the general Bylaws and these specific rules for wheelchair competitions, these wheelchair competition rules prevail.	16.1 If there is any inconsistency between the general Bylaws and these specific rules for wheelchair competitions, these wheelchair competition rules prevail.	
16.2 Wheelchair basketball may be played by athletes with a disability (AWD) or able-bodied players.	16.2 Wheelchair basketball may be played by athletes with a disability (AWD) or able-bodied players.	
<b>16.3 Number of Players</b>	<b>16.3 Number of Players</b>	
(i) Teams may not commence games with less than four (4) players on the court. Players may be AWD or able-bodied.	(i) Teams may not commence games with less than four (4) players on the court.	Sentence removed
(ii) A female player must be on the court at all times, otherwise a team is restricted to four players.	(ii) A female player must be on the court at all times, otherwise a team is restricted to four players.	
<b>16.4 Substitute Players</b>	<b>16.4 Substitute Players</b>	
(i) A team with only three (3) players may substitute a player from another team, however the substitute player will be limited to scoring only eight (8) points.	(i) A team with only three (3) players may substitute a player from another team, however the substitute player will be limited to scoring only eight (8) points.	
(ii) A team with four (4) male players may substitute a female player from another team.	(ii) A team with four (4) male players may substitute a female player from another team.	
(iii) Only AWD may substitute more than three (3) times per season, but may only substitute into each team up to three (3) times.	(iii) Only AWD may substitute more than three (3) times per season, but may only substitute into each team up to three (3) times.	
(iv) A team may not use a substitute player more than three (3) times per season.	(iv) A team may not use a substitute player more than three (3) times per season.	
(v) Substitute players do not require a team uniform.	(v) Substitute players do not require a team uniform.	
(vi) A game played with substitute players will be counted as a competition game and points awarded accordingly.	(vi) A game played with substitute players will be counted as a competition game and points awarded accordingly.	
<b>16.5 Mercy Rule</b>	<b>16.5 Mercy Rule</b>	
The intent of the rule is for teams to give the opposition a fair opportunity to participate in the game.	The intent of the rule is for teams to give the opposition a fair opportunity to participate in the game.	
(i) Any team more than twenty (20) points ahead will abide by the mercy rule.	(i) Any team more than twenty (20) points ahead will abide by the mercy rule.	
(ii) After scoring or giving up possession of the ball, the leading team must retreat to inside the 3-point line at their defensive end before defending. When the ball crosses the half-way line the defensive team then can come out and guard an offensive player.	(ii) After scoring or giving up possession of the ball leading to a dead ball situation, the leading team must retreat to inside the 3-point line at their defensive end before defending. When the ball crosses the half-way line the defensive team must come out and guard the offensive player. (This is not considered zone defence unless the defenders do not come out to guard a player when the ball has crossed into their half)	Live ball alteration as in able-bodied section
(iii) If the leading team does not abide by the mercy rule, the penalty shall be two (2) free throws awarded to the losing team.	(iii) If the leading team does not abide by the mercy rule, the penalty shall be two (2) free throws awarded to the losing team.	
(iv) If both coaches agree, the mercy rule can be put aside.	(iv) If both coaches agree, the mercy rule can be put aside.	
(v) The mercy rule does not apply for finals games.	(v) The mercy rule does not apply for finals games.	
<b>16.6 Eligibility for Finals</b>	<b>16.6 Eligibility for Finals</b>	
(i) At the end of the competition rounds, players must have registered and qualified to play finals.	(i) At the end of the competition rounds, players must have registered and qualified to play finals.	
(ii) A player must play three (3) competition games for his/her affiliated club/team in the season concerned to be eligible finals.	(ii) A player must play three (3) competition games for his/her affiliated club/team in the season concerned to be eligible finals.	
(iii) Players are only allowed to play for their registered team.	(iii) Players are only allowed to play for their registered team.	
(iv) Substitute players are not allowed in finals games.	(iv) Substitute players are not allowed in finals games.	
<b>17. ABANDONED GAMES</b>	<b>17. ABANDONED GAMES</b>	
17.1 For the purposes of these Bylaws there are two categories of abandoned games:	17.1 For the purposes of these Bylaws there are two categories of abandoned games:	
(a) Pre-advised abandoned games – these may be the result of cyclonic or severe weather events or for any other reason that may prohibit play from occurring on a specified day or dates;	(a) Pre-advised abandoned games – these may be the result of cyclonic or severe weather events or for any other reason that may prohibit play from occurring on a specified day or dates;	
(b) A game where play has commenced and the game was not completed as per Bylaw 17.1.	(b) A game where play has commenced and the game was not completed as per Bylaw 17.1.	
17.2 A game for the purpose of these Bylaws is one where the game has commenced the second half of the allocated time. For games where the match time is four (4) quarters, this shall be the start of the third quarter of the allocated match time.	17.2 A game for the purpose of these Bylaws is one where the game has commenced the second half of the allocated time. For games where the match time is four (4) quarters, this shall be the start of the third quarter of the allocated match time.	
17.3 Games abandoned as a result of Bylaw 17.1.b:	17.3 Games abandoned as a result of Bylaw 17.1.b:	
(a) Will count towards eligibility for finals as per Bylaw 15;	(a) Will count towards eligibility for finals as per Bylaw 15;	

(b) Will be recorded as a draw for the purposes of the competition ladder with each team receiving points allocated in accordance with Bylaw 9;

(c) Game fees will not be refunded and match officials to be paid;

(d) If the game is a DBL game and the scores are even, then the match shall be deemed to be a draw and Bylaw 11.4 shall not apply.

17.4 Pre- advised abandoned games as per Bylaw 17.2.a do not count toward finals eligibility.

17.5 Any contest regarding the result of abandoned games shall be determined by the Board. Any decision of the Board is final.

(b) Will be recorded as a draw for the purposes of the competition ladder with each team receiving points allocated in accordance with Bylaw 9;

(c) Game fees will not be refunded and match officials to be paid;

(d) If the game is a DBL game and the scores are even, then the match shall be deemed to be a draw and Bylaw 11.4 shall not apply.

17.4 Pre- advised abandoned games as per Bylaw 17.2.a do not count toward finals eligibility.

17.5 Any contest regarding the result of abandoned games shall be determined by the Board. Any decision of the Board is final.

#### 18. BENCH OFFICIALS FOR NON-LEAGUE GAMES

18.1 All non-league games are required to have at least two (2) bench officials before the game will start. Timed junior games must have three (3).

18.2 All non-league teams are required to supply at least one (1) bench official each. For timed junior games, Team A must provide two (2) bench officials.

18.3 If a team fails to supply a bench official but an alternative bench official is found before the toss-up of a game, allowing the game to commence, the team not providing a bench official shall be penalised. The opposition team will be awarded five (5) points by the referees at half-time of the game. It is the responsibility of the team receiving the five (5) points to notify the referees of the violation by the opposition.

18.4 If one (1) or both teams fail to provide a bench official the clock shall start as scheduled and the team at fault here shall be deemed to be delaying the game. After ten (10) minutes the game will be forfeited (refer Bylaw 11.4).

#### 18. TABLE OFFICIALS FOR NON-DBL GAMES

18.1 All non-DBL games are required to have at least two (2) table officials before the game will start. Timed junior games must have three (3) table officials.

18.2 All non-DBL teams are required to supply at least one (1) table official each. For timed junior games, Team A must provide two (2) table officials.

18.3 If a team fails to supply a table official but an alternative table official is found before the toss-up of a game, allowing the game to commence, the team not providing a table official shall be penalised. The opposition team will be awarded five (5) points by the referees at half-time of the game. It is the responsibility of the team receiving the five (5) points to notify the referees of the violation by the opposition.

18.4 If one (1) or both teams fail to provide a table official the clock shall start as scheduled and the team at fault here shall be deemed to be delaying the game. After ten (10) minutes the game will be forfeited (refer Bylaw 11.4).

"Bench Officials" changed to "table officials" & "non-League" changed to "non-DBL."

#### 19. COMPETITION RULES

##### 19.1 Method of Play-Finals

(i) At the conclusion of the competition rounds, the finals series for the Championship Season will be played in accordance with the following **Play-Off** format which is summarised below:

(ii) ELIMINATION FINAL: 3<sup>rd</sup> Team vs 4<sup>th</sup> Team

(iii) QUALIFYING FINAL: 1<sup>st</sup> Team vs 2<sup>nd</sup> Team (winner to Grand Final)

(iv) PRELIMINARY FINAL: Winner Elimination Final Vs Loser Qualifying Final

(v) GRAND FINAL: Winner Qualifying Final Vs Winner Preliminary Final

(vi) Finals in the Challenge Season for all grades except DBL will be in the following format and played on the same evening as regular competition:

(a) 1<sup>st</sup> Team vs 2<sup>nd</sup> Team

(b) 3<sup>rd</sup> Team vs 4<sup>th</sup> Team

#### 19. COMPETITION RULES

##### 19.1 Method of Play-Finals

(i) Method of finals will be determined by the DBA prior to the season commencement.

(ii) For DBL finals series games only, five (5) minutes of extra time shall be played if scores are level at full time. During the last two (2) minutes of extra time the game clock will stop for all whistles and made field goals. If the score is still tied after the first extra period, further extra time periods of five (5) minutes can be played to achieve a result. During the last two (2) minutes of any extra periods, the clock will also stop on all whistles and made field goals.

(iii) For the finals series only for non-DBL games, an extra three (3) minutes shall be played if a game is tied. Teams do not change ends and fouls remain the same. If the score is still tied after the first extra period, further extra time periods of three (3) minutes can be played to achieve a result. During the last two (2) minutes of any extra periods, the clock will also stop on all whistles and made field goals.

New Seasons = Equal Finals

##### 19.2 Timing – Finals

(i) For DBL finals series games only, five (5) minutes of extra time shall be played if scores are level at full time. During the last two (2) minutes of extra time the game clock will stop for all whistles and made field goals. If the score is still tied after the first extra period, further extra time periods of five (5) minutes can be played to achieve a result. During the last two (2) minutes of any extra periods, the clock will also stop on all whistles and made field goals.

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##### 19.3 Eligibility for Finals – DBL and Senior Games

(i) At the end of the competition rounds, players must be registered and qualified in all competition grades they are to play finals in.

(ii) A player must play a minimum of one-third of competition games for his/her affiliated club/team in the competition grade in the season concerned to be eligible for that competition grade's final series. One-third of games played will be rounded to the nearest whole number.

(a) Team plays 17 games. One-third = 5.67, a player must play six (6) games to qualify.

(b) Team plays 16 games. One-third = 5.33, a player must play five (5) games to qualify.

(iii) Players may only qualify in consecutive grades within the DBA structure.

(iv) Byes will not count as a game played for a team or a player in that season.

(v) A member of a club who by virtue of injury/illness fails to qualify for finals for their respective team may apply in writing to the Executive Officer, at least fourteen (14) days prior to the start of the finals for permission to play in the finals. In considering any application, the Executive Officer shall have regard to two (2) main criteria:

(a) Whether the player is a "bona-fide" player of the Club, and

(b) The validity of the injury preventing the player from otherwise qualifying to play.

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(a) Whether the player is a "bona-fide" player of the Club, and

(b) The validity of the injury preventing the player from otherwise qualifying to play.

##### 19.4 Eligibility for Finals – Junior Grades

(i) At the end of the competition rounds, players must be registered and qualified in all competition grades they are to play finals in.

(ii) A player must play one-third of competition games for his/her affiliated club/team in the competition age division in the season concerned to be eligible for that competition age division's final series.

(iii) A junior player can play in a maximum of two (2) consecutive junior competition age division's final series.

(iv) Byes will not count as a game played for a team or a player in that season.

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(i) At the end of the competition rounds, players must be registered and qualified in all competition grades they are to play finals in.

(ii) A player must play one-third of competition games for his/her affiliated club/team in the competition age division in the season concerned to be eligible for that competition age division's final series.

(iv) Byes will not count as a game played for a team or a player in that season.

#### 20. GAME DISPUTES & PROTESTS

20.1 In the event of a protest or dispute arising from the competition conducted by the DBA or from the application of these Bylaws, an affiliated club/team may appeal to the Executive Officer.

20.2 All disputes and protests shall be in writing and shall be lodged with the DBA within forty-eight (48) hours of the conclusion of the game concerned or the incident giving rise to the dispute or protest.

20.3 If an affiliated club/team is not satisfied with the decision given by the Executive Officer, they may appeal to a committee of the affiliated clubs/teams who will make recommendations to the Board of Directors on their behalf. In either the absence, or in response to appealing a decision of a committee of the affiliated clubs/teams, the Board of Directors will hear the protest dispute. A committee will comprise of half of the Affiliated Clubs President or their nominated proxy in that competition.

20.4 Notwithstanding anything in this Bylaw, the time period for lodging an appeal against a fine imposed by the DBA shall be twenty-eight (28) days from the date of the issue of the invoice detailing the fine.

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#### 21. PLAYING OUTSIDE OF THE DBA

21.1 No affiliated club shall participate in any game of basketball outside the DBA without first obtaining the approval of the DBA Board of Directors.

21.2 Where any match is proposed or intended to be played outside of the Northern Territory, the DBA Board of Directors shall not provide its consent unless prior approval has been given by Basketball Northern Territory.

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