



COBURG BASKETBALL ASSOCIATION INC.

ASSOCIATION REGISTRATION NUMBER A0004336V

IS

GUIDED BY

FIBA "OFFICIAL BASKETBALL RULES", 1ST OCTOBER, 2024.

BASKETBALL VICTORIA (BV) CODES OF CONDUCT, ASSOCIATED POLICIES AND BY-LAWS

TECHNICAL OFFICIALS COMMISSION (TOC)

AND

REFEREE DEVELOPMENT MANAGER (RDM), COBURG

JUNIOR DOMESTIC BASKETBALL COMPETITION COBURG (BY-LAWS)

ARE

SUPPORTED BY

COBURG BASKETBALL ASSOCIATION INC. (CBA)

COBURG GIANTS BASKETBALL (CGB)

TOC (COBURG BRANCH)

MANAGEMENT AND STAFF OF (SSV)

SUMMER 2025-26 SEASON

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REGISTRATION FEES

As advised each season by **CBA's Junior Domestic Competition Administrator**

REGISTRATION DAY

WILL BE THE DAY OF THE LAST FIXTURED GAME of the REGULAR SEASON (unless otherwise advised)

All clubs / teams to submit:

- Team Division List – Includes age groups and rankings to be entered
- Coach and Team Manager list with WWC numbers or if under 18 years, D.O.B. proof
- Athlete Registration with BV – On line via PlayHQ link: <https://www.playhq.com/signup>

REGISTRATION APPLICATIONS – For coming season must be submitted by the last round of the Regular Season.

PENALTY – No teams will be entered after Round one [1] of Regular Season. **Exemptions; U8 and U10 age groups**

PENALTY – no player qualifications will be granted for games played until received by **Competition Administrator**.

REGISTRATION FEES – Must be paid in full to the administration by the completion of **Ranking Matches**.

PENALTY – Non-financial club/s will not be afforded priority entry the following season

PROOF OF BIRTH

- Must be provided by all new athletes prior to taking the court for their first game
- The **CBA Competition Administrator** has the right to contact a club Secretary / Delegate requesting outstanding PROOF OF BIRTH CERTIFICATES, which in turn must be sighted before the athlete/s in question takes to the court.

CLEARANCES

- If an athlete **has not** played for **two [2] consecutive seasons or more** and there is no Contractual or Financial obligation to their Club or Association and are **not** under suspension, an **automatic clearance** will be granted any time during the season
- A clearance form must be completed and lodged with the Coburg Junior Domestic Administration for record purposes
- The clearing club must process all clearances within fourteen [14] days of the date of application on the Clearance Form
- If the clearance form is NOT signed within the above time frame by the clearing club, contact is to be made to CBA Operations Management for their action via CJDC Administrator
- Only the authorized officials whose signature appears on the entry form will be accepted. The relevant committee must be notified of a change of the club official authorized to sign clearances.
- Not more than three [3] players per club will be granted a clearance to any other club fielding a team in the same age group, e.g., Under 16 to Under 16, during the Regular Season. *
- No more than two [2] players who are playing in the following **Representative Leagues** will be granted clearances into any one Club team per season: **Big V (7 Points), VC (6 pts), VJL1 (5 pts), VJL2 (4 pts), VJL3 (3 pts), VJL4 & below (2 pts).**
- **All Coburg Junior Domestic Competition clearances to be completed online via PlayHQ when registering to a new club.**
- Club Delegates will be advised of outcomes
* **EXCEPTIONS** - Where a team has disbanded during the **Regular Season** and their **club** is unable to absorb remaining team member/s into a similar **Age Group** and/or where a club has disbanded during the **Regular Season**, an automatic clearance will be granted providing there is no financial obligation (**fees – club property**) to their previous club

FINES/PENALTIES

PLAYING UNCLEARED ATHLETE – Will result in the **LOSS OF PREMIERSHIP POINTS** and possible team / club fines / penalties

PLAYING OUT OF AGE

PLAYING OUT OF AGE – Out of Age Player Indemnification forms must be completed and signed by the relevant **Parent, Guardian or Carer** prior to taking the court. This is an insurance issue. *A child can only play one age group up within their club.* A **Coburg GIANT's Representative Player (Rep)** playing up an Age Group in the **CJDC** will have their Rep points halved.

ELIGIBLE PLAYER

Players **MUST** be under the designated age as of **31st December 2026**

Players may not:

- Take to the court unless their name clearly appears on the **score bench - iPad** next to their playing number
- Play for two [2] teams in the one age group
- Play up in multiple Club teams, unless there are insufficient players, preventing a walk over
- Play in multiple finals, unless approved by ADMINISTRATOR of **Coburg Junior Domestic Competition** prior to finals

INELIGIBLE PLAYER- if an ineligible athlete is listed on the score bench - iPad and plays, **PENALTY- LOSS OF PREMIERSHIP POINTS** for all games that player has participated in will apply

GRADING OF TEAMS

All teams will be placed in a nominated **Age Group and Division**, appointed by their Club/Coach for the **Ranking Phase**, **based on where they finished in the preceding season.**

Refer to Attachment (CBA) Coburg GIANTS' Representative Policy regarding Rep/Domestic Players.

Teams entered MUST play a minimum of two [2] grading games. Failure to do this, will result in Competition Administrator ranking the team accordingly

After the ranking phase, no player movement is permitted until the conclusion of the season.

CBA's Operational Management has the authority to change a team's **Playing Division / Age Group** during the season, solely based on performance.

The Administrator of the **Coburg Junior Domestic Competition (CJDC)** has the final say in this matter.

FIXTURES

- Fixtures will be completed at the earliest possible time after Round 5 of Regular Season
- Fixture changes will occur if there is a team withdrawal, and may also occur during the Big V Season
- Weekly schedule is always up dated with changes and sent to **Club Delegate or Team Contact**

GAME QUALIFICATIONS

- Registered players must play in at least half the number of **Regular Fixtured Games** (including byes), plus one to qualify for finals
- For odd number of Regular Fixtured Games, half of the total plus one will be required (e.g. 15 Regular Fixtured Games, including byes = eight [8] games to qualify)
- All athletes must have been named and played on Electronic Team Lists if the game is to be counted towards finals qualification
- **Fill in players need to be the age below ONLY , ie u12 from u10 age group**
- **Fill in players preferably should be based on the same skill level i.e u14 div 1 , fill in from u12 div 1**
- **Fill in players, if a team requires fill in players, number of players allowed is to reach seven [7] players in total i.e u14 has 5 players, only 2 fill ins allowed.**
- **Under 8–** Due to this being a development competition, game qualification will be five [5] games
- **If reduced number in team (under 5 players) for finals due to injuries or illness–** submission/s to be made to **Coburg Junior Domestic Competition** Administration. Eligible player/s can come from **one [1]** age group below **only** and can fill to a maximum of **five [5]** players per team

ADMINISTRATION ACTION

- **COMPLETE PLAYER QUALIFICATION LISTS** will be emailed to Club Delegate or Team Contact, one [1] weeks prior to the end of the Regular Season fixture
- **TIMELINE FOR CLUB ACTION** must be received by the **CJDC Administration** within seven [7] days of the distribution date. **NO LATE QUERIES WILL BE ACTED ON.** Delegates will be required to confirm receipt of this information.

BALL SIZES

Under 8 – 12's	(girls & boys)	size 5
Under 14's	boys	size 6
Under 14's	& above girls	size 6
Under 16's	& above boys	size 7

TIMING RULES

45 MINUTE GAME (For all Regular Season Fixtured Games) – **Unless otherwise advised**, each game shall consist of two (2) twenty (20) minute halves. Two (2) time-outs, each of one (1) minute duration will be allowed per half per team. **No time-outs in the last two (2) minute of the first half or the last two (2) minutes of the second half.** Where a time out is in progress prior to the appointed minute, that time out will cease at the appointed time and the players will be called to resume play immediately. Two (2) minutes allowed for half time. The clock does not stop except for Referee/Umpire time-outs.

60-MINUTE GAME (For Preliminary and Grand Finals) - Clock stops for **all** time-outs and **compulsory** substitutions and for every whistles during the last three (3) minutes of the second half. Two (2) time-outs, each of one (1) minute duration will be allowed per half per team. Three (3) minutes is allowed for half time break. The clock may also be stopped and/or time added at the discretion of the officiating referees but they are required to notify the respective teams of any such arrangements.

SCORER

- Games will not start until two (2) officials are on the score table. However, the game can commence in exceptional circumstances at the discretion of the **Referee/Venue Supervisor**.
- **Only add Player/s names to line-up (iPad/PlayHQ), which are present on game day.**
- **Players not entered on the iPad before second half commences, will not be eligible to take to the court.**
- Adjustment/s to **Court iPad** eg .out of uniform points, late start etc. to be entered on the **score bench - iPad** by **Supervisor/Official** before the score bench - iPad is signed off at **full time** by the **Referee/Umpire**.

COURT SCORE BENCH – iPad

Scores must ensure all Athletes have their correct information on the iPad. Athletes not playing **MUST** not be added to the team line up on the day. **Home Team (team A)** is responsible for scoreboard (buttons) and **Away Team (team B)** is responsible for electronic scoring. Please refer to Basketball Victoria <https://basketballvictoria.com.au/electric-scoring/> Scoring is an important duty, and teams are obligated to supply a competent bench official / scorer for each game throughout the season. Alternatively, you can partner up with a parent from your team who is a confident scorer to provide you with some support. Not knowing how to or not feeling confident is not an acceptable reason to not score for the team. It's always best to have two parents scoring - so the parent that has the knowledge to score can assist the parent that is still learning. If you cannot score your rostered game, you must advise your Team Manager as soon as possible so that a swap can be arranged. **Team Managers must take a photo of the results at the end of their completed game** before the Referee/Official starts the next game.

The Competition Administrator is responsible for ending sessions ONLY

UNIFORM RULE

Teams that are not in correct uniform will give a total of a ten (10) point penalty to the opposing team, as of Round three [3] of the **Regular Fixtured Season**.

SINGLET

- Must be the same basic colour. Markings or panels, which substantially alter the appearance of the individual's singlet, will not be permitted.
- Duplicate numbers are not permitted
- To avoid a number clash, double zero is permitted as an **emergency number only**
- Arm and/or leg compression garments may be worn if all players on the team wear the same solid colour.

SHORTS

- Correct coloured basketball shorts must be worn. No other colour shorts will be accepted.
- Shorts must **not** have pockets

FOOTWEAR

- Only suitable basketball footwear with non-marking soles can be worn on court playing areas

JEWELLERY/WRISTBANDS

All jewellery **must be removed or covered** prior to the athlete taking the court. **This includes earrings and facial piercings for all genders, playing in Coburg Basketball Association competitions.**

HANDS

- Athletes will not be permitted to take to the court with fingernails visible above the level of the fingertips. Taped nails are permitted, (tape as approved by Basketball Victoria must be used).

3 or 5 SECONDS in the KEY

All grades will have a **Three (3) Second in the Key Rule** applied with the **exception** of Under 8's, Under 10's and Under 12's Competitions, which will have the **Three [3] Second Rule** replaced with a **Five [5] Second Rule**. All other aspects of that particular ruling will apply.

3 POINT LINE

Under 10's, Under 12's and Under 14's to use the (old) 3-point line (6.25m) marked in **teal** at **Coburg Basketball Stadium** and **Under 16's, Under 18's and Under 20's** to use the (new) 3-point line (6.75m) marked in **white** at Coburg Stadium. This line can either be red, green, blue, yellow or black at other venues. The related rules and interpretations remain unchanged. The (new) 3-point line (6.75m) shall be the only line used for All VJBL – Under 16, Under 18 and Under 20 Games. The (old) 3-point line (6.25m) shall be the only line used for VJBL Under 10, Under 12 and Under 14 Games.

NO ZONE RULE

Under 8's and Under 10 (All abilities) age groups

Full Back Court, **NO ZONE defense (M-2-M)** should be encouraged **during first half of regular play**, unless **Mercy Rule** has been invoked.

Under 10 (Division 1), Under 12's and Under 14 age groups

Front Court, **NO ZONE defense (M-2-M)** must be encouraged **during first half of regular play** whereas Back Court, **NO ZONE defense, will be enforced during the first half of regular play**, unless **Mercy Rule** has been invoked.

If a team has four [4] players on the court, they may play a zone in the first half.

Under 16's, 18 and 20's age groups can play freestyle unless **Mercy Rule** has been invoked.

Affiliated Clubs/Teams of CJDC are advised to implement NO ZONE defense (M-2-M) into their training programs.

MERCY RULE

Mercy rule will be implemented by **Referee/Umpire** on game **automatically** once specified points have been obtained **Mercy Rule does not apply during the grading phase**

Under 8's, U10's and Under 12 age groups.

If a lead of fifteen [15] points or more is obtained, that team **must** play **defense within their three-point line** until the ball is turned over.

Under 14's, U16's, U18's and Under 20 age groups.

If a lead of thirty [30] points or more is obtained, that team **must** play **defense within their three-point line** until the ball is turned over.

SIN BIN RULING

(APPLIES TO ALL AGE GROUPS)

If a player receives an **Unsportsmanlike / Technical** foul, they are **NOT** permitted to take the court and or play for **five [5] minutes**. Half time and time outs are not counted; it is **five [5] minutes of playing time**. Time when excluded from the game to be put next to players foul on score sheet. Uncompleted benched time out to be carried over to next played game.

UNSPORTSMANLIKE / TECHNICAL FOULS

Refer to Article 37 of the FIBA Official Basketball Rules 2022 changes – v1.0a:

<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2022-v1.0a.pdf>

Two [2] **Unsportsmanlike and or Technical fouls** received by a **player or team official**, will result in **AUTOMATIC EJECTION** from the **court/stadium** and a conduct/incident report lodged by the **Game Referee/Umpire**. Further disciplinary action may follow.

Victorian Junior Basketball League (VJBL) - **BEHAVIOURAL TECH FOUL PENALTIES** will apply to;

Coburg Junior Domestic Coaches, Assistant Coaches, Team Managers, Bench Staff & Players

SUBSTITUTIONS

Substitutions during the course of **Regular Season Games** should be made through the Score Table, however during regular competition games, substitution requests can be made directly to the Referee by the team **Coach/Captain** during a dead ball period (following a whistle). **During finals games substitutions must be made through the Score Table only. Substitutions cannot be made in the last one [1] minute of the first half and the last one [1] minute if the second half. Exception is only permitted when a player is fouled out or receives a technical foul.**

WALKOVERS/FORFEITING GAME/WITHDRAWAL OF TEAM

- Domestic teams **must** have four [4] qualified players on the court before the game can commence
- Teams with insufficient players, when the game clock commences, will be penalized one[1] point per minute or part thereof
- A walkover occurs when a team cannot field sufficient players within ten [10] minutes of the start of the game clock
- The team that the match is forfeited to is deemed to have won twenty [20] points to zero[0]
- The Referees must add late points to the score sheet before it is signed off at half time

TEAM WITHDRAWAL after first grading game has been completed will forfeit their registration money.

TEAM WITHDRAWAL after Round 3 of Regular Season will incur a fine to their club of \$50

WALKOVERS

To be notified to CJDC Administrator by email coburgdomesticcom@gmail.com **before 5:00 pm Friday**

NOT NOTIFIED to Administrator **before 5:00 pm** on Friday prior to fixtured game time or occurs on game day!!!
FINE issued by CBA (Junior Domestic Competition) will be \$ **85.00**

Any team giving three [3] walkovers will be withdrawn from the competition unless there are extenuating circumstances

CANCELLATION OF GAMES

Where games are cancelled due to extenuating circumstances such as power failures, heat or condensation etc. the complete round will be cancelled if all teams are affected and no points will be awarded. However, if not all the teams in the grade are affected, the affected teams will be awarded two (2) competition points each and the bye teams will be awarded three(3) points. All players registered at that date will be deemed to have played the game and will be awarded a game credit towards finals eligibility.

Any team that is aggrieved may appeal to **Coburg Junior Domestic Competition (CJDC) Administrator** via their **club/team Delegate**.

HEAT POLICY

Games will be called off when the **inside** temperature reaches **38** degrees on the **Court three [3]** Score, Clock and Temperature Board **by the appointed day Supervisor** and outer venues / courts on the advice of the venue Supervisor. If weather forecast is **40** degrees or over for Saturday, **Competition Administrator** will inform **Delegates** by 5pm Friday, whether or not the games will be played that Saturday.

When the court temperature reaches **30** degrees, the **appointed day Supervisor** must consider implementing reduced timing rules.

- A compulsory Referee's time out of one [1] minute in each half. Clock does not stop.

Where the court temperature reaches **35** degrees the **appointed day Supervisor** must implement the following timing rules:

- Two **18** minute halves, a **compulsory time out** to be called by the referee close to the 9 minute mark in each half, with the **clock stopping for two [2] minutes**.
- Two **[2]** team time outs per half are required
- No time outs allowed in the last **[1]** minute of the first half and the last three **[3]** minutes in the second half
- The clock only stops for **compulsory Referee time outs**.

Coaches/Team Managers are advised to ensure **all team members** have adequate water for hydration.

INFECTIOUS DISEASE AND SAFETY PROCEDURE

- If a basketball has blood on it, then it **MUST NOT** continue to be used
- A player who is bleeding shall be removed from the court immediately
- The player may not enter the court or remain on court if the wound continues bleeding
- A uniform with blood on it **MUST** be replaced immediately with a makeshift top or shorts. This will not incur a penalty.

INJURIES

No player shall wear any object that is, or is likely to be dangerous. No player shall have any hairstyle or item of apparel or accessory that is or is likely to be dangerous.

If a player is injured within the course of a match, this injury must be reported to the **Venue Supervisor and Club Delegate** to enable them to complete the required **Incident Report**.

Head Knock/Concussion Rule; please refer to BV Concussion Policy:

<https://www.basketballvictoria.com.au/resources/association-resources/policies>

DURING GAME PROTOCOL

At no stage is the coach, players or spectators to approach the opposition team, referees or the referee coaches to discuss the alleged incident during the game or after the game. This will avoid any unnecessary conflict between the two teams.
Offenders may be put on report.

PLAYER INSURANCE

Athlete Registration with BV – On line via PlayHQ link: <https://www.playhq.com/signup>

If a player's name is not clearly printed in **FULL** on the score-sheet, any Player Insurance claim may be deemed null and void.

MEDICAL CERTIFICATES

To gain qualification for games missed (be it one or several) the following action must be taken by the individual.

A MEDICAL CERTIFICATE or STATUTORY DECLARATION with supporting documentation must be emailed to the **Coburg Junior Domestic Competition (CJDC) Administrator** coburgdomesticcom@gmail.com within **14** days of the dated certificate

MEDICAL CONDITIONS

The individual clubs must monitor medical condition(s) of their players.

WORKING WITH CHILDREN POLICY AND PROCEDURE

With the introduction of legislation on the 1st July 2009 that adults who have contact with children through sport must have a **Working With Children** check (WWCC) through the **Department of Justice, Victoria**, a current teaching (Vit) check or be employed by Victorian Police.

PROCEDURE:

- All **clubs/teams** playing in the **Coburg Junior Domestic Competition (CJDC)** conducted by **Coburg Basketball Association (CBA)** must provide **CJDC Administrator** with a list of all their **Coaches, Team Managers** and attending **Delegates** as per requirements from **Department of Justice Victoria** and **Basketball Australia**.
- At games, Coaches **are required** to produce their **WWCC** or if under 18 years of age, a current Student ID (with photo) or a learner's permit or a recognized proof of age certificate to the appointed **Venue Supervisor** to be allowed to coach. Clubs are advised that all **Team Managers** must also have this documentation.
- Coaches who do not obey this procedure **WILL NOT** be warned. If they **attempt to coach** without their appropriate **ID**,

they will be asked to leave the venue.

WORKING WITH CHILDREN (WWC) CHECK

- No one is permitted to coach if **valid ID** is not produced on request to **Authorized Officer**
<https://www.workingwithchildren.vic.gov.au/>

A list of accredited referees is to be provided by the Refbook system via **the Referees Appointments Officer** of all referees intending to officiate in the **CJDC**, with documentation (WWCC, ID card numbers or d.o.b. certificates if minors) provided to the **Referee Development Manager (RDM)** and/or **CBA Competition Administrator** on request. This list is to be continually up-dated and if a referee is not on said list, they are **not permitted** to officiate on game day.

BASKETBALL VICTORIA (BV) PLAYERS Code of Conduct

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

INVESTIGATIONS SUB-COMMITTEES

The **Coburg Basketball Association (CBA) Operations Management** may convene an Investigation Sub-Committee (ISC) as may be required for the purpose of inquiring into any matters brought to its attention.

The **ISC** shall consist of a **Chairperson** who shall be a member of the Board and a minimum number of two [2] other independent persons. The Chairperson shall have a casting vote where necessary.

The Chairperson shall ensure that a written record of the decisions reached and the reasons for the decisions is kept on each matter dealt with and report the findings of the ISC to the convening body as soon as practicable.

The **Secretary of CBA** shall ensure that the written decisions of the ISC are kept in the form of a log.

The findings of the ISC shall be confirmed in writing to the person/s under investigation.

On consideration of all relevant information available, the ISC may make appropriate recommendations and decide to hear the matter/s or dismiss the matter/s; and/or refer the matter/s to some other appropriate body.

Investigations into conduct matters must be dealt with under Basketball Victoria By-Laws and by a Tribunal, not by the appointed ISC.

SPECIAL PROVISIONS

Notwithstanding anything in these By-Laws, the CBA Board or a Committee appointed by the Board, may make special rules for the conduct of the **Coburg Junior Domestic Competition (CJDC)** which shall take precedence over these By-Laws provided that the rules be construed within the strict limitations of the subject matter dealt with and the rules apply strictly within the bounds of the **CJDC**.

PROTESTS AND COMPLAINTS

Coburg Junior Domestic Competition (CJDC) - All protests or complaints must be **lodged in writing through their nominated club/team Delegate** to the **Competitions Administrator** via email to coburgdomesticcom@gmail.com within **48** hours of the incident. These matters may be referred to **CJDC (Grievance) Committee** or a Basketball Victoria (BV) appointed **Tribunal**.

LINKS:

<https://www.fiba.basketball/documents/official-basketball-rules/current.pdf>
FIBA Official Basketball Rules – v1.0 (Valid as of 1st October, 2024)

<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2024-v1.0a.pdf>
FIBA Official Basketball Rules 2024 Changes – v1.0 (Valid as of 1st October, 2024)

<https://www.fiba.basketball/documents/Mini-Basketball-English.pdf>
Mini-Basketball –English

<https://www.fiba.basketball/en/documents/Mini-Basketball/Dos-and-Donts.pdf>
Mini-Basketball – Dos and Don'ts – English

<https://www.basketballvictoria.com.au/>
PlaySafe in PlayHQ

<https://www.basketballvictoria.com.au/cdn/byuip6j02lssg4ok>
Basketball Victoria (BV) Codes of Conduct, associated policies and by-laws

<https://www.playhq.com/signup>

Players need to create a PlayHQ account in order to register, which can be done by using this link:

<https://coburgbasketball.org.au>
Coburg Basketball Association Inc.

<https://www.workingwithchildren.vic.gov.au/>
Working with Children (WWC) check

<https://www.dhhs.vic.gov.au/publications/child-safe-standards>
Department of Health and Human Services Victoria – Child Safe Standards

<https://www.basketballvictoria.com.au/resources/child-safe-standards>
Basketball Victoria (BV) Child Safe Standards

<https://www.youtube.com/watch?v=t9GWqQI-XVM>
No Zone Video-2018 Update (M-2-M Rule)

<https://www.playbytherules.net.au/>
Play by the Rules “new”

<https://basketballvictoria.com.au/electric-scoring/>
Electronic Scoring

<https://www.basketballvictoria.com.au/resources/association-resources/policies>
Basketball Victoria Resources Policies

COBURG Junior Domestic UNDER 8 RULES of Competition

- All clubs / teams **should** endeavor to field a **mixed girl / boy combination**
- No three [3] pointers
- Clock does not stop during games except for **referee's time outs** (e.g. injuries, heat rule etc.)
- **Foul shots** (free throws) are to be taken from the **closest point of the free throw line circle**
- **Five [5] second rule** in **offensive key** shall apply
- Games to be played with a **size five [5] basketball**
- Each player is permitted a **maximum** of seven [7] fouls per game.
- A player can only be credited with a **maximum** of ten [10] points. Any points scored by a player who already has scored ten [10] points **will not count**. **Opposing team to throw- in from side of court.**
- **Traveling** - Travel violation should be called. Three or four steps, then dribble is acceptable depending on the player's experience. **Refer to Link <https://www.youtube.com/watch?v=5zHnJvQC73c>**
- **Double dribble** – dribble, stop and dribble is **not acceptable**
- **One [1] Coach per team**, up to Round five [5], is permitted on court to assist players
- When a team has a sideline or baseline throw-in, **in their back-court**, following an out-of-hands violation or foul, the opposition players **must** retreat behind the **half-court line** (their back-court) and play a **NO ZONE defense** (man-to-man). They shall not challenge for the ball until it has crossed the half-court line.

NO ZONE defense (M-2-M) **should be encouraged in back-court during first half of regular play**, unless **Mercy Rule** has been invoked.

Refer to Link <https://www.youtube.com/watch?v=t9GWqQI-XVM>

- **Unsportsmanlike / Disqualifying Fouls**
Refer to Article 37 of the FIBA Official Basketball Rules 2022 changes – v1.0a:
<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2022-v1.0a.pdf>
- **All other Rules** at the current time will remain as per the **FIBA "Official Basketball Rules"**, but the Coburg Basketball Association (CBA) Operations Management reserve the right to add or delete **By-Laws** as the competition progresses and in the interests of **Coburg Junior Domestic Competition** (CJDC) Basketball.
- **Referees** are encouraged to explain violations when called. Players need to understand that a foul is a penalty. An explanation will encourage players to improve.
- **Mercy Rule** will apply when a lead of **fifteen [15] points** or more is obtained, that team **must play defense** within their three-point line until the ball is turned over.
- **Referees compliment the Game so compliment the Referees and Officials.**

COBURG Junior Domestic UNDER 10 **(All abilities)** RULES of Competition

- All teams are **developmental**.
- Three [3] pointers from outside old [6.25m] line in **teal** blue at Coburg Basketball Stadium
- Clock **does not** stop during games except for referee's time outs (e.g. injuries, heat rule etc.)
- **Foul shots** (free throws) are to be taken from a **point halfway between** the Standard Free Throw Line and the bottom of the Jump Ball Circle
- **Five [5] second rule** in **offensive key** shall apply
- Games to be played with a **size five [5] basketball**
- Each player is permitted five [5] fouls before exclusion from the game.
- A player can only be credited with a **maximum** of fifteen [15] points. Any points scored by a player who already has scored fifteen [15] points **will not count**. **Opposing team to throw- in from side of court**.
- **Traveling** - Travel violation must be called. Two or three steps, then dribble, is acceptable depending on the player's experience. **Refer to Link** <https://www.youtube.com/watch?v=5zHnJvQC73c>
- **Double dribble** – dribble, stop and dribble is **not acceptable**
- When a team has a sideline or baseline throw in, in their back-court. Following an out-of-hands violation or foul, the opposition players **must** retreat behind the **half-court line** (their back-court) and play a **NO ZONE defense** (man-to-man). They shall not challenge for the ball until it has crossed the half-court line.

NO ZONE defense (M-2-M) should be encouraged in back-court during first half of regular play, unless **Mercy Rule** has been invoked.

Refer to Link <https://www.youtube.com/watch?v=t9GWqQI-XVM>

- **Unsportsmanlike / Disqualifying Fouls**
Refer to Article 37 of the FIBA Official Basketball Rules 2022 changes – v1.0a:
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- **Referees** are encouraged to explain violations when called. Players need to understand that a foul is a penalty. An explanation will encourage players to improve.
- **Mercy Rule** will apply when a lead of **fifteen [15] points** or more is obtained, that team **must** play **defense** within their three-point line until the ball is turned over.
- **Referees compliment the Game so compliment the Referees and Officials.**

COBURG Junior Domestic UNDER 10 (Division 1) RULES of Competition

- Three [3] pointers from outside old [6.25m] line in teal blue at Coburg Basketball Stadium
- Clock **does not** stop during games except for referee's time outs (e.g. injuries, heat rule etc.)
- **Foul shots** (free throws) are to be taken from a **point halfway between** the Standard Free Throw Line and the bottom of the Jump Ball Circle
- **Five [5] second rule** in **offensive key** shall apply
- Games to be played with a **size five [5] basketball**
- Each player is permitted five [5] fouls before exclusion from the game.
- **Traveling** - Travel violation must be called. Refer to Link <https://www.youtube.com/watch?v=5zHnJvQC73c>
- **Double dribble** – dribble, stop and dribble is **not acceptable**
- When a team has a sideline or baseline throw in, in their back-court. Following an out-of-hands violation or foul, the opposition players **must** retreat behind the **half-court line** (their back-court) and play a **NO ZONE defense** (man-to-man). They shall not challenge for the ball until it has crossed the half-court line.

NO ZONE defense (M-2-M) should be encouraged in back-court during first half of regular play, unless **Mercy Rule** has been invoked. Refer to Link <https://www.youtube.com/watch?v=t9GWqQI-XVM>

- **Unsportsmanlike / Disqualifying Fouls**

Refer to Article 37 of the FIBA Official Basketball Rules 2022 changes – v1.0a:

<https://www.fiba.basketball/documents/fiba-official-basketball-rules-changes-2022-v1.0a.pdf>

- **All other Rules** at the current time will remain as per the **FIBA** "Official Basketball Rules", but the Coburg Basketball Association (CBA) Operations Management reserve the right to add or delete **By-Laws** as the competition progresses and in the interests of **Coburg Junior Domestic Competition (CJDC) Basketball**.
- **Referees** are encouraged to explain violations when called. Players need to understand that a foul is a penalty. An explanation will encourage players to improve.
- **Mercy Rule** will apply when a lead of **fifteen [15] points** or more is obtained, that team **must** play **defense** within their three-point line until the ball is turned over.

- **Referees compliment the Game so compliment the Referees and Officials.**