



**BLACKBURN VIKINGS OVER 35'S
COMPETITION BY-LAWS**

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Version History

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1. BLACKBURN VIKINGS OVER 35's COMPETITION

Consists of grades of OPEN AGE MEN'S, competitions played on Wednesday nights. All players must have attained the age of thirty-five (35) years to participate. Although teams may play one player under the age of 35 but over the age of 30.

2. SEASONS

There shall be 2 seasons.

Winter (April – September) and Summer (October – March) excluding school holiday periods.

Timeslots allocated to sections are based on the number of teams within that section and timeslot equality. Specific timeslots cannot be requested and are subject to change after grading.

3. TEAM ENTRY

THE FOLLOWING PROCEDURES MUST BE COMPLIED WITH

- A. Completion of the online team entry form.
- B. The payment of the prescribed registration fee and (if applicable) a bond.
- C. The lodging of the form as prescribed on the form itself.
- D. In the event of a new team/club a bond is applicable – \$100
- E. Teams withdrawing from the competition once the fixtures have been published will forfeit their bond and registration monies.
- F. Teams no longer participating in competition are given three (3) calendar years from their last registered season to claim back their bond. If a team does not claim the money within the 3 calendar years the bond is forfeited to the association.

4. PLAYERS

- A. All players playing within the Association must abide by the Rules of Basketball Victoria and the by-laws of the Blackburn Vikings Over 35's Competition.
- ~~B.~~ Participants involved in activities organized by the Over 35's Competition are insured through an insurance company nominated by Basketball Victoria. In the event of an accident, the details of the injury to be summarized on a club incident template form maintained by the venue manager and the competitions manager to send an email with a link to Basketball Victoria's injury claim form.
- C. All players must hold a valid I.D with photo at all matches i.e. driver's license, passport, or student card. This is to be presented upon request from any official (Venue Manger or Referee). A team may be disqualified and forfeit the game if a player is unable to provide adequate identification.

5. REGISTRATION OF ALL PLAYERS

- A. To play in the over 35's competition and be covered by insurance all players must be registered in teams via the electronic scoring system or endorse the back of the scoresheet on their first game of the season with their full name, gender, suburb, date of birth, postcode and signature. Date of birth is now a requirement to validate identity for insurance claims. Any additional players commencing in the team throughout the season must register using the electronic scoring system on game day. Additional players entered in the electronic scoring system must abide by the Rules of Basketball Victoria and the by-laws of the Blackburn Vikings Over35's.
- B. Players must be over the age of 35 to be eligible to play.
 - a) Teams may play one player under the age of 35 but must be over 30.

- C. Registered players **cannot fill in** for another team in the competition.
- D. Unregistered/unfinancial players will not be covered by insurance.
- E. Teams playing ineligible or unqualified player/s shall lose premiership points for the game/s in which the ineligible player/s participated. These points will not be re-instated. Any team and/or club found to be playing anybody under an assumed name shall be brought before the Competition Committee and/or Tribunal.
- F. If ineligible players are used to prevent a walkover the substitute player's first name, surname, date of birth and suburb must be present in that team in the electronic scoring system.
- G. Any unfinancial player/team will not qualify to play in finals games.

6. Uniform

- A. All teams must register the dominant colour of their uniform on the registration form.
- B. Uniforms shall consist of singlets of the same dominant colour, numbered front and back as prescribed by the FIBA uniform rules and uniformly coloured shorts.
- C. No pockets are allowed in any part of the uniform.
- D. All numbers must be heat pressed, sublimated, or stitched onto each players singlet (i.e. no taped or drawn numbers). The numbers are to be of the same colour and size contrasting to the singlets – width no less than 2cm. The height of the front number must be at least 10cm and the back numbers 20cm. Players are not permitted to participate in the game without a number on their singlet.
- E. Teams may use any number from 0-99. The use of 00 to be used if there is clash in numbers only.
- F. A team shall incur a ten (10) point penalty for uniform infractions. This penalty applies irrespective of the number of incorrect uniform items within a team.
- G. Any uniform penalty to be applied shall be applied at the first sign of the infraction and must be applied before the final siren of the match.
- H. Uniform penalties are applicable after the first two (2) rounds of the season only.
- I. The Competition Manager will review all team names and uniforms each season to determine if a team name and/or uniform is rude or offensive. Any name or uniform deemed to be rude, or offensive must be changed at the expense of the team.
- J. Any team playing in the Over 35 Competition under the name and/or uniform of a Junior Domestic Club may only do so with the express written permission of said junior club.
- K. The Competition Manager has the power to order any player and/or team to renew uniforms should they not be to the standard required.
- L. In the event of a colour clash between the uniform of two (2) teams playing against each other, the first named team on the fixture/scoring system must change singlets. A colour clash occurs where the officials deem there to be an indistinguishable difference in the singlet colours e.g. black v black, black v dark navy. A set of alternate colour singlets are available and can be collected from the venue manager and returned at the venue manager at the conclusion of the game for teams at no charge.
- M. Gloves are not permitted to be worn by players unless a doctor's certificate is submitted to the Competition Administrator.
- N. Flat wedding rings/bands are only allowed if taped. All other jewellery must be removed prior to taking the court.
- O. Compression gear and other accessories such as headbands, wristbands may be worn during the game in line with FIBA rules.

- P. Teams will be liable for the cost of replacement of any **loan** singlets not returned immediately upon completion of the game or damaged on return. Non-payment will result in forfeiture of the team's Bond.

7. PREMIERSHIP POINTS

- A. Three (3) points are allocated for a win or bye, two (2) points for a draw, one (1) point for a loss and no points for a walkover or forfeit.
- B. Teams late onto the court or who have not activated their players on the electronic scoring system or are yet to change uniform in a colour clash situation will be penalized one point per minute. After ten (10) minutes the team defaults the game.
- C. Late entries will be allocated two (2) premiership points for the first six (6) weeks of the competition then one (1) premiership point per game up to and including Round 10.
- D. Where games are cancelled due to extenuating circumstances e.g. power failure, storm damage, Lockdowns etc.:
- The complete round will be cancelled if all teams in the grade (including bye teams) are affected, and no premiership points will be awarded.
 - If a game is abandoned (as above):
 - [i] in the first half (including before the game starts)– the score will be a 10 all draw.
 - [ii] after half time - the scores shown on the scoreboard stand.

8. ELECTRONIC SCORING/SCORESHEETS

- A. Teams must ensure a competent scorer with a preferential minimum age of sixteen (16) years old is provided for each game in which their team is engaged, and each team MUST have one representative on the score bench.
- B. Teams shall be penalized ten (10) points for not providing a scorer. The referees must be aware that the opposition would like the penalty to be applied prior to the beginning of the second half. The responsibility to request the penalty lies with the opposition of the team that has no scorer.
- C. If a team tries to cheat the ten (10) point scoring penalty in any form the referee will signal a timeout at the offending team's expense and apply the ten (10) point penalty.
- D. Teams who do not provide a scorer have no right to object/appeal a result.
- E. All players must participate at least five (5) times throughout the season to be eligible for finals.
- F. Teams recording a match played for players who are not participating in the game in the electronic scoring system on game day will be penalized by the loss of premiership points earned for that game. Teams purposely recording matches to qualify players for finals shall be brought before the Senior Competition Committee and/or the Basketball Victoria Tribunal.
- ~~G.~~ At the end of each game, before it is finished by the referee, names of any players who did not play the game, the referee is to remove them from the electronic scoring system.
- H. If two teams are present with only four [4] players each have paid their team sheets and both teams are unable to provide a scorer, then they will be entitled to play a game, and both teams will lose on a forfeit but will not incur a walkover fine.
- I. If a player is reported and the details on the electronic scoring system do not correspond, the player whose name appears and the player who was on the court will be required to appear at a Tribunal hearing.
- J. It is the responsibility of every player/scorer to ensure all details on the electronic scoring system are correct and checked prior to scorers leaving the score bench. No game scores will be altered after the game has been confirmed by the officials.

9. FINALS

- A. Finals will be grouped in 4s e.g. Top 4: 1 v 4, 2 v 3, Next 2 4: 5 v 8, 6 v 7. Ties for position will be decided on win percentage on results for the overall season. To be eligible to take part in finals a player must have participated in at least five (5) games during the season. To be eligible to take part in finals a player must have played recorded confirmed and recorded to be part of the game. This is to be confirmed by the referee of the game.
- B. Byes do not count as a qualifying game.
- C. At the discretion of the Committee, special consent may be given to allow an otherwise unqualified injured player who has played less than the required number of games to participate in the finals. A medical certificate will be required to be submitted to the BVBA Competition Administrator.
- D. If any team plays an unqualified player in the finals without permission from the BVBA Competition Administrator, the team shall be disqualified and forfeit the game and may be brought before BVBA competition management.
- E. In the event a team cannot field a side for either the elimination and/or grand final, a team may send a request to the BVBA Competition Administrator for the use of unqualified player(s). The player(s) must meet the following requirements:
 - i. Have participated in minimum of 3 games in the current season.
 - ii. Does not play in another team on the same night.
 - iii. The chosen unqualified player(s) cannot play if they make the 7th player for the final. Teams will be disqualified from the game if the unqualified player(s) plays.

10. FORFEITS

- A. A forfeit occurs when:
 - i. A team plays an illegal player. This will result in the game being awarded to the opposition who will become the winner with three (3) premiership points. The loser will receive no points. The scores will be treated to the winning team as 10-0.
 - ii. A team is left with only one player on the court. This will result in the game being awarded to the opposition who will become the winner with three (3) premiership points awarded. The loser will receive one points. The scores will stand for the purpose of percentage.

11. WALKOVERS AND LATE STARTS

- A. If a team does not appear with four players, eligible or ineligible players, within ten [10] minutes of the scheduled time of commencement, then the game shall be a walkover and no premiership points shall be awarded to the team not in attendance. The game shall be awarded to the opposing team, if in attendance within the scheduled time or if they have been previously notified by the competitions manager that their attendance is not required, and the score recorded as a win for the opposing team by ten points to nil [10-0].
- B. For each full minute the game is delayed by any team not being present [with a minimum of four players ready to play] the opposing team shall be credited with one game point to a maximum of ten points. Penalty points can only be applied at the beginning of half time or at the 10-minute mark if team does not turn up and game signed off by the referee.
If both teams fail to appear with four (4) players within ten minutes of the scheduled time it shall be recorded as nil all [0-0] draw. No premiership points will be awarded to both teams and a walkover fine will be incurred by both teams.

- C. A ten [10] minute walkover time is permitted for all games.
- D. Teams receiving a walkover are entitled to a refund of their game fees provided it is collected immediately after the game has been officially declared a walkover. If the team has paid the game fees via Teampay game fees will be carried to the next round's game. Where a team has paid the season in advance, administration will arrange a reimbursement to the payer's account. In the event there is no round game following the game fees shall be refunded back into the payer's account.
- E. A walkover fine must be paid prior to the team's next game. This will be imposed on the team giving a walkover.
- F. No premiership points will be issued until the fine is paid.
- G. Teams will be permitted to have one notified walkover per season. Any notified walkover after that will incur the *notified walkover fee of \$70*.
- H. Notification of a walkover **MUST** be provided to the BVBA competitions manager by 3pm game day, by email mmclaren@blackburnvikings.com or phone 0425 889 442.
- I. A non-notified walkover fine (\$140) must be paid before the next game. Three (3) penalty premiership points will be applied to a team who does not pay the fine before playing their next game.

12. CONDUCT

- A. If in the opinion of the Committee any player, team or official who conduct themselves in a manner that is considered unsportsmanlike or offensive, such players, team or officials will be required to appear before a meeting of the BVBA Committee. The BVBA committee has the power to suspend team/s/player/s or official/s or impose a fine or bond.
- B. The Over 35s competition has been established for over 25 years and in essence is a social competition. There has throughout this period been a tolerance to the social and discreet consumption of alcohol. It is deemed appropriate that the consumption of alcohol be confined to the meeting room at Slater Reserve Stadium with the door closed and outside the venue after the completion of their games. No consumption of alcohol in the foyer or court area will be allowed.
- C. Persons under the influence of alcohol or any foreign substances will not be permitted to enter any stadium or venue under the control the BVBA.
- D. Smoking is not permitted inside the stadium.

SIN BIN RULE

- A. A player who commits an unsportsmanlike foul or a technical foul will be placed in the sin bin and must exit the game immediately for the duration of (5) five minutes playing time. After the penalty time has elapsed the player may re-join the match.
 - a) The player may not be substituted even if a sub is available (hence the team will play with 4 players for the period of 5 minutes of playing time)
 - b) The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to note the earliest time that the player may return to the court through a normal substitution.

Examples:

- a) Player who receives a technical foul or an unsportsmanlike foul and is place in the Sin Bin, leaves the court with 13:45 on the clock may return at the nearest available substitution opportunity after the clock passes 8:45

- b) Player who is placed in the Sin Bin at 3:20 to go in the first half may return after the clock passes 18:20 in the second half.
 - c) Any player who is Sin Binned in the last 5 minutes of the second half may not return to the game.
- B. A player who is disqualified from the match must take all their belongings and leave the Stadium. The player may not return to the court under any circumstances.
- C. The penalty for a technical foul will be (2) two shots and possession of the ball from the throw in line in the team's front court.

BEHAVIOURAL TECH FOUL PENALTIES

Players who receive behavioural technical fouls in 2 or more games during the Over 35's season year, will have the following penalty applied.

- Tech Fouls in Two Games: Automatic 1 Game Suspension
 - Tech Fouls in Three Games: Automatic 2 Game Suspension
 - Tech Fouls in Four Games: Automatic 4 Game Suspension
 - Tech Fouls in Five Games: Automatic 6 Game Suspension
- (Technical fouls for flopping or delay of game, etc. will not be added to your quota)

WARNING PROCEDURES

1st Game Behavioural Technical Foul/s: The BVBA will send an email to the offending player informing them of their first behavioural technical foul violation.

2nd further Games Behavioural Technical Foul/s: The BVBA will notify the offending player that they have been suspended from the Over 35's Competition and will provide the team contact with their return to competition date.

PROCESS FOR RECORDING TECHNICAL FOULS

The Over 35's venue manager are to inform referees that if they give a relevant person any technical fouls, they must fill in the Technical Foul Google Form online at the end of the game or complete this by the end of the night. An explanation of why the player received a technical foul and how many technical fouls they awarded is required on The Technical Foul Jot Form. If a player is also reported by the referee, then this must be indicated on the Technical Foul Jot Form and the official report form MUST be sent to the BVBA.

APPEALING BEHAVIOURAL TECHNICAL FOUL OR PENALTY

Players who receive a behavioural technical foul have the right to appeal to the BVBA Administration for a review of their technical foul record by close of business on the next business day. This must be emailed by their team contact or delegate. Response to a review request will be advised within 48 business hours of the request being received.

13. BLOOD RULE

Any player who starts to bleed on the court, must leave the court until the bleeding has stopped and the wound is covered. The player cannot return to the game unless all blood from their body has been cleaned. Players with blood on their uniform must replace their uniform before returning to the court. A player is permitted to change into an alternate singlet/uniform providing the colour does not clash with the opposing team.

However:

- i. If the court or the basketball has blood on it this must be cleaned before play can be resumed.
- ii. It is the responsibility of the referee to initiate the cleaning of the ball and to arrange for the provision of a non-contaminated ball.
- iii. Cleaning solution and rubber gloves are available from the Venue Management front reception desk plus paper towels to mop up – The cleaning to be undertaken by the duty Venue Manager,
- iv. Rubber gloves and cleaning solution MUST always be used, followed by paper towels to mop up – all available from the Venue Management front reception desk and must be returned.

BLOOD SPILT ON FLOORS/SEATS ETC. It is the responsibility of the duty Venue Manager to manage the area concerned where the blood spillage occurred.

14. PLAYING TIMES AND RULES

[i] Playing times shall be of 2 x 20-minute halves. Two (2) time-outs per team per half allowed but no time-out is allowed to encroach in the last two (2) minutes of the first half e.g. A team that calls a time out with 2:30 on the clock will only receive a 30 second timeout. The clock will stop in the last two (2) minutes of the second half for time-outs, shooting fouls and substitutions.

[ii] Finals: Playing times shall be of 2 x 20-minute halves. Clock stops for all time-outs [two (2) per half], all whistles in the last three (3) minutes of the game.

15. TRIBUNALS AND PROCEEDINGS

It is not a requirement that the referee notifies the person of his/her intention to report him/her at the time of the incident. Officials of the BVBA have the power to report players. Those to attend the Tribunal are the reported player, any other player involved in the incident, both referees. In addition, the player may have one witness and the reporting official may call one witness. The ~~BVAB~~-BVBA management will advise the team contact, who will notify the reported player, of the time and date of the Tribunal appearance. The Tribunal convenes at the Tribunal directed by the BVBA and Basketball Victoria.

If the reported player or referee has more than one witness statement, this can be provided in writing to the tribunal.

16. PROTESTS AND APPEALS

Any team desiring to lodge a protest or appeal in respect to any game must do so in writing to the Competition Manager. The official protest must be lodged within 72 hours after the match. The parties concerned will be entitled to attend the meeting at which the protest will be heard. Any member of the committee connected with either team shall not take part in the proceedings.

17. UNFORESEEN MATTERS

- A. Should any matter arise for which provision has not been made in these Rules, the committee shall take such action as is necessary to protect the interests of the association and the competition.
- B. All players competing in the 35's competition conducted by the BVBA do so at their own risk. BVBA accepts no claims for loss or damage to personal property.