BULLEEN TEMPLESTOWE BASKETBALL LEAGUE
SENIOR COMPETITION
RULES & BY-LAWS

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BULLEEN TEMPLESTOWE BASKETBALL CLUB
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THE FOLLOWING RULES APPLY TO ALL BULLEEN-TEMPLESTOWE BASKETBALL LEAGUES HELD UNDER THE ADMINISTRATION OF THE BULLEEN TEMPLESTOWE BASKETBALL CLUB

1. Competition

1.1 The Competition Manager manages all Bulleen-Templestowe Basketball Leagues of the Bulleen Templestowe Basketball Club (BTBC).

1.2 The Bulleen-Templestowe Basketball League consists of Open Age Men's and Women's, Over 35 Men's, Over 45 Men's and Open Aged Mixed.

1.3 The Bulleen-Templestowe Basketball Leagues are played on Sunday, Monday, Tuesday, Wednesday, and Thursday nights as well as Friday mornings.

2. Seasons

2.1 In each twelve (12) month period the Bulleen-Templestowe Basketball League shall be split into 2 seasons known as "Summer" (Term 4&1) and "Winter" (Term 2&3).

3. Team Entry

3.1 Teams applying to enter the Bulleen-Templestowe Basketball League must complete the online team entry form and make payment of the Registration Fee and Bond (new teams only) through the PlayHQ platform.

3.2 The Bulleen-Templestowe Basketball League is not bound to accept registrations from teams. The BTBC may reject registrations in respect of individuals and teams or impose such limitations on number of teams or other conditions it sees fit.

3.3 Where registration for a team is not accepted, the club/team will have the registration fee and Bond (if applicable) returned less any transaction fees.

3.4 Teams who withdraw from the Bulleen-Templestowe Basketball League once fixtures have been drawn will forfeit their Bond and Registration Fee paid.

3.5 Teams who enter the competition after the registration close date will be added as vacancies become available.

4. Team Bond

4.1 All new teams into the Bulleen-Templestowe Basketball League must pay a Bond. Bond money shall be held by the Club for the duration of the term in which the team is playing consecutively.

4.2 All teams must maintain a balance of the full bond amount (see Fee Schedule). All individual teams must hold a bond. Multiple teams cannot play under one (1) Bond.

4.3 Teams who no longer participate in the Bulleen-Templestowe Basketball League are given twelve (12) months from the end of their last registered season to claim back their Bond. If the Bond is not claimed within this time frame the Bond is forfeited to the Club.

4.4 Prior to return of the Bond the Competition Manager will complete an audit of the team for any unpaid team sheet and/or walkover fees. If the team owes any money to the Club this amount will be deducted from the Bond and the net amount remaining returned to the team.

4.5 To claim back a Bond, the Team Delegate must submit a payment request in writing via email to the Competition Manager.

5. Team Delegate

5.1 All teams in the Bulleen-Templestowe Basketball League must nominate a primary contact as Team Delegate and provide both phone and email contact details. The Team Delegate is responsible for receiving all communications from the competition and distributing required information amongst their team.

6. Uniform

6.1 All teams must register the dominant colour of their uniform on the registration form.

6.2 Uniforms shall consist of singlets of identical design and colour, featuring numbers both front and back in contrasting colour from dominant colour as prescribed by the Rules. NBA/NBL or other professional sports jerseys are not allowed.

6.2.1 - Uniforms shall consist of basketball style shorts of the same dominant colour with no logo, trim, emblem or branding larger than 10cm. Running style shorts deemed as incorrect uniform and will incur a penalty.

6.2.2 - Uniforms shall not be tattered or ripped or feature a number peeling off or stitching failure.

6.2.3 Uniforms shall not be faded to noticeable alternate colour from other team members uniform.

6.2.4 Each player must have their own uniform set to play in and cannot change court side or during a substitution or during a break in play.

6.3 No pockets are allowed in any part of the uniform. Any player identified as wearing pockets cannot play in the game or continue playing in the game and must leave the court immediately regardless of the game time when the infraction is identified.

6.4 All numbers must be heat pressed, sublimated, or stitched onto each player's 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.

6.5 Teams may use any number from 0-99 as well as 00.

6.6 A team shall incur a ten (10) point penalty for each uniform infractions. This penalty applies per article of incorrect uniform items within a team. A uniform infraction includes any factors identified in By Law 6.2 / 6.2.1 / 6.2.2 & 6.2.3. Any uniform penalty to be applied shall be applied at the first sign of the infraction but not after the first half.

6.6.1 Any player in breach of By-Law 6.3 / 6.4 / 6.5 will be unable to participate in the game and cannot take the court.

6.7 Uniform penalties shall only be applicable after round 4 of the season or the end of grading, which ever takes place first. If after round 4 teams are repeatedly being penalised for uniform infractions, the Competitions Manager may contact the team for an explanation before they may be able to continue participating in the competition. Continued breaches of the uniform policy may result in any player and/or team being removed from the competition at the discretion of the Competitions Manager.

6.8 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.

6.9 The Competition Manager has the power to order any player and/or team to renew uniforms should they not be to the standard required. Repeated uniform infractions may result in any player and/or team being removed from the competition.

6.10 In the event of a colour clash between the uniform of two (2) teams playing against each other, the team listed first on the fixture 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. Teams are expected to have alternate uniforms in case of a clash however hire singlets may be available from a venue and if available the team can hire at a cost of $20 per set.

6.11 Fingernails should not protrude beyond the visible line of the finger. If so they must be taped. Soft Velcro sealed netball gloves may be worn over long fingernails.

6.12 Flat wedding rings/bands are only allowed if taped. All other jewellery must be removed prior to taking the court.

6.13 Religious head gear may be either black, white or the same dominant colour as the playing singlet. The headgear shall not cover any part of the face entirely

or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.

6.14 Players are permitted to take the court wearing “bobby pins” and/or “one touch” or “snap” clips to hold their hair back. These items pose no threat of injury to any player on the court. Players will not be permitted to wear barrettes, headbands made of metal, or clips larger than a bobby pin or snap clip – especially those that are present for decorative purposes only. If items in a player’s hair are made from a non-abrasive, pliable material, they may be permitted to be worn, as they pose no threat of injury. This includes headscarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

6.15 Compression gear and other accessories such as headbands, wristbands may be worn during the game in line with FIBA rules.

6.15.1 T-Shirts are not permitted to be worn at any time.

6.16 Teams will be liable for the cost of replacement of any hire singlets or colour clash bibs not returned immediately upon completion of the game or damaged on return. Non-payment will result in forfeiture of the team’s Bond.

7. Registration of Players

7.1 All players playing in The Bulleen-Templestowe Basketball Leagues must abide by the Rules of Basketball Victoria and the By-Laws of the BTBC.

7.2 All players must be at least fifteen (15) years of age to participate.

7.3 All players must be registered with their team(s) through the PlayHQ platform, providing all required details and have paid the annual BV Licence Fee and BA levy to be covered by insurance.

7.4 Players aren’t permitted to play for more than one (1) team in each competition type (Men’s, Women’s or Mixed) each night. However, a player is permitted to play in both Men’s and Mixed or Women’s and Mixed on the same night and must be registered with each team in accordance with these Rules.

7.5 Players who are registered to a team who have a bye, walkover or other reason can play as a fill-in for another team on the same night they are registered but can only fill-in for a team in a higher section only.

7.6 A team is permitted to use “fill-in” players where required. Once a player has been a “fill-in” for two (2) games, they must register with the team and pay the BV Licence fee if they wish to play for that team again. Failure to register to the team may result in in all subsequent games being forfeit.

7.7 To have a game counted to a players seasons games tally, the player must be registered (i.e. not a “fill-in”), have their full first name, full surname and date of

birth entered into the electronic scoring system. Any use of just an initial (first or last) or nickname will not be counted.

7.8 Teams playing ineligible players shall forfeit the game(s) and receive zero (0) premiership points for the game(s) in which the ineligible player(s) played.

7.9 In the event an ineligible player or players are used to avoid a walkover the players details must still be entered into the electronic scoring system.

7.10 Any player/team found to be playing under an assumed name may be reported to the BV Tribunal as well as being subject to section 7.8.

7.11 All players must carry a valid form of photo ID at all matches. Proof of self can be requested by any competition official and/or referee supervisor. Opposition players may request an ID check through the referee supervisor during the scheduled match and cannot be requested after the conclusion of the match. A team may forfeit the game if a player is unable to confirm their identity when requested.

8. Player Transfers

8.1 Players cannot transfer between teams within the same competition after the fifth (5^{th}) round of each season except where special circumstances apply.

8.2 Where a person believes special circumstances apply, an application in writing must be made to the Competition Manager providing details of the special circumstances that the person believes would warrant the granting of the transfer. The Competition Manager rules on this application.

9. Grading

9.1 Competition grades will be determined based on both the size and quality of teams entered into competitions each season.

9.2 Grades can be standalone (e.g. A) or “joint” (eg. A/B). Where “joint”, there will be two sets of finals in accordance with Clause 13.3.

9.3 The grading period consists of a maximum of four (4) weeks of each season, at the discretion of the competitions manager.

9.4 The Competition Manager shall review all teams across the competition and make changes at the end of the grading period, however, the Competition Manager also has the discretion to move teams across grades during the regular season where they believe an immediate change is required.

9.5 Upon registering into the competition, teams nominate their approximate skill level. This is a guide only and is used by the Competition Manager for initial grading. Discretion lies with the Competition Manager to make amendments to this as they see fit to balance the competition.

9.6 Ladders may reset after the grading period if one (1) or more teams have been moved in and/or out of that grade. Where there is only one (1) grade for that competition (standalone or split) and/or there has been no movement of teams in and/or out of that grade the ladder will continue throughout the entire season to include the grading games.

10. Fixtures

10.1 Matches are fixtured on a 45-minute timeslot with 2 x 19-minute halves.

10.2 Timeslots allocated to sections are based on the number of teams within each grade and timeslot equality across all grades (where possible).

10.3 Fixtures can be changed at any time up to the scheduled start time of the match. The onus is on the teams to continually check the online fixtures through the Bulleen Basketball website for the most up-to-date match times. If a change is made to the fixture within 48 hours of the scheduled match the Competition Manager will contact the Team Contact via email and text message to notify the team of the change.

10.4 Specific timeslots cannot be requested by any team, but the Competition Manager will assist with all reasonable requests wherever possible.

10.5 Use of any third-party App for fixtures and results is not an approved source of information by the BTBC. Third-party Apps are known to have issues updating fixtures accurately. Patrons using third-party Apps do so at their own risk and cannot rely on the information provided by these apps to appeal results.

11. Technical Rules

11.1 Teams must ensure that their match fee has been paid prior to the match starting each week.
If a team has not paid the match fee prior to their next scheduled match, the previous match shall be deemed a forfeit resulting in a fine being charged equal to the price of an unnotified walkover and loss of three (3) premiership points. No further premiership points shall be awarded until all match payments have been brought up to date.

11.2 For all Bulleen-Templestowe Basketball Leagues the extended 3-point line is used.

11.3 For all Bulleen-Templestowe Basketball Leagues the charge circle will not be in play.

11.4 The Competition Manager has the right, in consultation with teams, to implement the shot-clock for grades where a shot clock is not already in place and deemed appropriate prior to the start of the season. The shot clock will only be used if, between the two teams, a 3rd scorer in total is available to operate the shot clock or as otherwise organised by the Competition Manager.

11.5 A player who commits a technical foul shall be placed in the “sin bin” and must be substituted out of the game immediately for five (5) minutes of game time. After the five (5) minutes of game time has elapsed the player may substitute back into the game.

11.6 A player who commits any combination totalling two (2) of either unsportsmanlike fouls or technical fouls in a match will be disqualified from the match and must take all their belongings and leave the court area and be out of sight and out of hearing from the match referees before the match will re-commence or as per clause 12.5 and 12.1.5.

11.7 If a player receives 4 or more technical fouls and/or disqualifying fouls in a single season the following suspension/s will occur:

Total Individual Player Technical Fouls In A Season	**Number Of Matches Suspension**
3	No suspension - A warning email sent from the Competition Manager about future technical fouls
4	Automatic **one** game suspension
5	Automatic **two** game suspension (not including the initial one game suspension for three technical fouls)
6	Automatic **three** game suspension (not including the initial one game and two game suspensions for three and four technical fouls)
7+	Automatic suspension for the remainder of the season including finals

12. Regular Season Timing:

12.1 All Regular season matches (including the grading period) shall consist of 2x 19-minute halves.

12.2 Each team will be permitted one (1) timeout per half.

12.3 Timeouts are not permitted to commence or run into the last two (2) minutes of the first half. Time outs are only permitted in the second half if the points difference is ten (10) points or less.

Example

A team that calls a timeout with 2:30 remaining on the clock in the first half will only receive a timeout for 30 seconds.

12.4 In the final two (2) minutes of the match the clock shall only stop if the points difference is 10 points or less for the following:

- All whistles
- Substitutions
- Time Outs
    - Once the clock has been stopped within the last two (2) minutes, the clock shall continue to be stopped for the remainder of the game, even if the points difference is above 10 points.

12.5 Should a team not be ready to start the game at the call of the referees, the offending team will be penalised one (1) point for each completed minute the game is delayed in starting. After ten (10) minutes the team forfeits the game.

12.6 Should an injury occur to a player on the court, the clock will not stop.

12.7 Should the time required to move an injured player encroach on the next scheduled game by less than 20 minutes, the next scheduled game will be played in full. Should the time required be greater than 20 minutes, the next scheduled game will be cancelled. The cancelled game will be called a 10-10 draw. Teams who have their game cancelled shall be refunded their team sheet payment.

12.8 The team will enter the bonus on the ninth team foul in each half.

12.9 The charge semi-circle will not be in play in any BTBC competitions.

13. Finals Timing and Rules

13.1 Except as provided by the Competition Manager, the four (4) leading teams on the ladder shall comprise the final four.

13.2 The Bulleen-Templestowe Basketball League uses the “Ladder Points Average” model to determine ladder positions. Where there is a “tie” for position based on the “average win points” the overall season percentage will be used.

13.3 Finals are conducted over two (2) weeks with Semi-Finals and Grand-Finals. Semi-Finals will be played 1v4 and 2v3. Where there is a “split” grade (e.g. Section 1/2), the higher section will play semi-finals 1v4 and 2v3 with the lower section semi-finals being 5v8 and 6v7 unless otherwise stated in the fixture notes.

13.4 Teams who enter a competition late must play a minimum 75% of the regular season games for that competition/section to be eligible for finals.

13.5 In order to be eligible to play finals, players must have played at least 50% of the total games in that competition (including grading games) to be eligible for finals, including grading games. Where 50% of games equals a fraction/decimal of a number, the number of games required to qualify is rounded down to the next whole number.

<u>Example</u>

If there are 17 rounds in a full season, 50% of games equals 8.5. Rounding down this fraction/decimal will mean that eight (8) games is required to qualify for finals.

13.6 Byes and forfeits/walkovers (when not the offending team) **WILL** count towards a player's season games played tally.

13.7 Players who are unregistered with a team and/or unfinancial with BV will not be eligible for finals.

13.8 Teams who have outstanding team sheet/match payments and/or bonds owed to the Club will not be eligible for finals.

13.9 The Competition Manager may, at their discretion, approve the inclusion of an otherwise ineligible player who has played less than the required number (due to injury, illness etc) of games to participate in finals. The team must submit a request for review to the Competition Manager via email no later than 5 days prior to the first finals match with evidence to support the request.

13.10 In all Competitions, where a team cannot field a team of at least five (5) players for a finals game a request may be sent to the Competition Manager seeking approval for the use of ineligible players to bring the number of players up to a maximum of five (5) for that game. The players requested must be registered with the team, have paid their BV licence, and have played two (2) or more games with the team throughout the season and be one of the top three (3) most games played from the team's ineligible player list.

13.11 In the Mixed Competitions, where a team cannot field three (3) male and three (3) female players for a finals game a request may be sent to the Competition Manager seeking approval for the use of ineligible players to bring the number of players for each gender up to three (3) males and three (3) females for that game. The players requested must be registered with the team, have paid their BV licence, and have played two (2) or more games with the team throughout the season and be one of the top three (3) most games played from the team's ineligible player list.

13.12 Any team who plays an ineligible player in a finals match without written permission from the Competition Manager shall forfeit the match.

13.13 All Finals matches excluding the Elite Streams competition shall consist of 2x20-minute halves. (Elite Streams will be 4x10 minute quarters)

13.14 Each team will be permitted one (1) timeout per half.

13.15 The clock shall stop for all timeouts.

13.16 Where the scores are tied at the end of regulation, 3-minute overtime period(s) shall be played until a result is reached.

13.17 Each team will be permitted one (1) timeout during each overtime period.

13.19 All Grand Finals matches excluding Elite Stream competition shall consist of 2x20-minute halves. (Elite Stream Competition matches will be 4x10 minute quarters)

13.20 Each team will be permitted one (1) timeout in the first half and one (1) timeout in the second half.

13.21 Where the scores are tied at the end of regulation, 3-minute overtime period(s) shall be played until a result is reached, team fouls will NOT be reset at the end of regulation.

13.22 For Grand Finals, where possible, the BTBC will provide an official scorer for each game. Each team will still be required to supply a suitable scorer under the normal match rules.

14. Premiership Points

14.1 During the Regular Season, three (3) points shall be allocated for a “win”, two (2) points for a “draw” and one (1) point for a loss.

14.2 Three (3) points will be allocated for the recipient of a walkover or forfeit, the score will be a 20-0 result. The offending team will receive zero points for their infraction.

14.3 Where a game or games are cancelled due to extenuating circumstances (e.g. power failure, storm damage etc.) the following premiership points will be awarded:

1. If all teams in the section are affected, the round will be cancelled and zero (0) premiership points will be awarded;
2. If a game is abandoned during the first half, the score will be a 20-all draw.
3. If a game is abandoned during the second half, the score/result shown at the time of abandonment stand.

15. Scoring

15.1 Each team must provide a competent scorer of at least twelve (12) years of age for the entire game in which their team is playing.

15.2 Teams will be penalised ten (10) points for failing to provide a suitable scorer. This penalty shall be applied when the referees become aware a team cannot supply a scorer and must be applied before the commencement of the second half.

15.3 Players must be marked as present on the electronic scoring system each game to have the game counted towards their season games tally.

15.4 It is the responsibility of the referees to ensure only players who are present and playing are marked as such on the electronic scoring system. Any team found to be in breach of this and mark players who are not present will forfeit that game and that game shall not count towards any players season games tally for finals qualification.

15.5 Regular players registered with a team can be ticked at any time during the game, however “Fill-In” players must be present and added to the electronic scoring team list prior to the commencement of half time.

15.6 A team is permitted to use an active player in the game as the scorer and the player is permitted to substitute in and out of the game from the score table.

15.7 If both teams are present with only four (4) players each, each having paid their team sheet fee and both unable to provide a non-playing suitable scorer, the game can be played as 3X3 with each team using the 4th player as the scorer.

15.8 Teams who do not provide a suitable scorer have no right to appeal a result.

15.9 Teams who are found **NOT** to be entering unsportsmanlike fouls, technical fouls or disqualifying fouls in the PlayHq scoring system, at the discretion of the Competitions Manager may be subject to being reported to the Tribunal, and/or forfeit of the match in question.

16. Forfeits

16.1 A forfeit occurs when:

1. **A team plays an illegal player.** This will result in the game being awarded to the opposition who will receive three (3) premiership points. The score will be recorded as a 20-0 win to the opposition.

2. **A team is left with only one (1) player on the court.** If the non-forfeiting team is ahead in the game the scores will be recorded as they stand at the time the game is forfeited (percentage purposes) and three (3) premiership points will be awarded to that team. If the forfeiting team is ahead at the time of forfeiting, the non-forfeiting team will win the game 10-0 and be awarded three (3) premiership points.

3. **A team refuses to play after being instructed to by the match referee.** Where this occurs, the non-offending team will win the game 20-0 and be awarded three (3) premiership points. The forfeiting team will not be awarded any premiership points and may be reported to the BV Tribunal.

17. Match Payments and Walkovers

17.1 All match payments must be made through the Club’s payment platform or in person before the start of any match. Match payment after the match may incur an additional fee.

17.2 A fine will be imposed (see Art 28 Schedule of Fees) on any team giving a walkover.

17.3 If a team is not present with at least four (4) players within ten (10) minutes of the game clock being started by the match referees, then the game shall be a

walkover and no premiership points shall be awarded. The score will be recorded as a 20-0 win to the non-offending team.

17.4 A team will be penalised one (1) point for every minute the start of a game is delayed due to insufficient players, up to the maximum ten (10) points at which point the game is called off as per Clause 17.3

17.5 If both teams fail to appear with at least four (4) players within ten (10) minutes of the game clock being started the game shall be recorded as a nil-nil (0-0) draw. No premiership points will be awarded to either team and the walkover fine will be incurred by both teams.

17.6 All walkovers must be either notified to the Competition Manager or lodged and paid for through the Teampay payment platform prior to the next fixtured game of that team. Three (3) premiership points will be deducted from the team if the walkover is not paid prior to the next match and no premiership points will be awarded to that team until the walkover fee has been paid.

17.7 The team credited with the win due to a walkover are entitled to have payment of their match transferred to the following fixtured game of the team if payment has already been made through Teampay. No refund is required if the receiving team has not yet made payment of the match through Teampay. In the event that there are no future games for that team in the current season, then a refund shall be provided back to the team.

17.8 All players from the team receiving the walkover will have the game credited towards their season games tally.

17.9 Any team that has two (2) outstanding match payments or walkover payments will be removed from the competition without notice and the Bond will be forfeited to the Club to cover the funds owed.

17.10 Fines for notified walkovers given as per the table below shall be regarded as advanced notice and calculated at a reduced rate than normal walkovers:

Session	**Notify by:**
Sunday	Saturday **12pm**
Monday	Sunday **12pm**
Tuesday	Monday **12pm**
Wednesday	Tuesday **12pm**
Thursday	Wednesday **12pm**
Friday (morning)	*Wednesday **4pm**

18. Conduct

18.1 If, in the opinion of the Competition Manager, Venue Supervisor, Referee Supervisor or Referee any player(s), team and/or a team official conducts themselves in a manner that is considered unsportsmanlike, offensive, or detrimental to the competition or the BTBC, said player(s), team and/or a team official may have disciplinary action taken against them including, but not

limited to, being reported and sent to the BV Tribunal, suspended and/or removed from the competition.

18.2 Players, coaches and scorers who are adversely affected by alcohol or drugs will not be permitted to participate in the match, or if the match has commenced, they may be asked to leave the venue.

18.3 Should a team fail to complete the duration of the match as a result of being adversely affected by alcohol or drugs, the team shall forfeit the game and may be reported to the BV Tribunal.

19. Blood

19.1 Any player who starts to bleed while on the court must leave the court area until the bleeding has stopped, and the wound is covered. The player cannot return to the game unless all blood has been cleaned from their body. Players with blood on their uniform must replace the affected uniform item before returning to the court. A player is permitted to change into an alternate uniform item (e.g. singlet) providing the colour does not clash with the opposition.

19.2 Blood on the match basketball or court surface must be cleaned before play can resume. Where possible it is the responsibility of the player/team who was bleeding with assistance from the venue supervisor.

20. Appeals

20.1 Any team wishing to lodge a protest or appeal in respect of a match result must do so in writing via email to the Competition Manager within 24 hours of the completion of the game in dispute. Strong evidence must be provided by the team at time of lodging the dispute.

21. Injuries

21.10 Players who are injured as a result of being involved in the Bulleen-Templestowe Basketball Leagues are required to speak to the venue supervisor on the night of the injury, where possible, to complete the necessary paperwork with Alliance Leisure.

22. Mixed Competition Rules

22.1 Normal BTBC Senior Competition rules apply.

22.2 A size seven (7) ball shall be used for all matches.

22.3 Teams must consist of both genders. A team must field at least four (4) players with a minimum of one (1) female and one (1) male to start the match. Normal late start penalties shall be applied if this rule is not met.

22.4 A team cannot play with more than three (3) players of one gender on the court at any time.

22.5 If, during the course of the match a team is left with players of only one gender (up to the maximum of three (3) on the court at one time) the game will continue however Clause 22.4 continues to apply.

22.6 Male players are not permitted in the restricted (key) area at either end during the 1st half of the match and female players are not permitted in the restricted (key) area at either end during the 2nd half of the match.

22.7 The restricted area (key) is defined as the 'key' of the basketball court and the space between the key's baseline extended to the baseline wall. The penalty for encroaching on the key area is a violation and a baseline throw-in awarded to the non-offending team.

22.8 If any defensive player violates section 22.6, it will result in two (2) points being awarded to the opposition. If there are any infractions while the ball is in the back court, then a turnover will be called at closest point to infraction. (no point penalty)

22.9 Any player that intentionally enters the key breaking 22.6 in an unsportsmanlike manner or manner in which goes against the "spirit of the game" may be awarded a technical foul at the referee's discretion.

22.10 Each player on a team is permitted to score a maximum of fifteen (15) points in any game until all players on their team has scored fifteen (15) points each. Once all players on the team have scored fifteen (15) points, all players on that team are free to continue scoring without further restriction.

22.11 Prior to all players on a team scoring fifteen (15) points the following shall apply:

1. If a player on fifteen (15) points is fouled he/she must nominate another player in their team to take any free throws if awarded.
2. If a player on fourteen (14) points scores a field goal, the excess point/s are added to the player/team score.
3. If a player on fifteen (15) points scores a field goal, zero (0) points are awarded, and a violation is called on the offensive team.
4. If a player on fourteen (14) points has two or more free throws and is successful with the first free-throw attempt, they can exceed the fifteen (15) point total with the remaining free-throw attempts.
5. If a player scores their fifteenth (15^{th}) point from a field goal and is fouled resulting in an additional free throw attempt they may take the free throw attempt and exceed the point limit on that possession.

22.12 All players must be at least fifteen (15) years of age to participate.

23. Friday Morning Ladies Competition Rules

23.1 Normal BTBC Senior Competition rules apply.

23.2 A size six (6) ball shall be used for all matches.

23.3 All players must be at least fifteen (15) years of age to participate.

24. Over 35's Competition Rules

24.1 Normal BTBC Senior Competition rules apply.

24.2 The age eligibility for the Over 35s competition is a player who turns 35 in the same calendar year as the season finishes. Teams may apply in writing to the Competitions Manager under special circumstances for team member/s to be exempt from this rule.

25. Over 45's Competition Rules

25.1 Normal BTBC Senior Competition rules apply.

25.2 The age eligibility for the Master's Over 45s competition is a player who turns 45 in the same calendar year as the season finishes. Teams may apply in writing to the Competitions Manager under special circumstances for team member/s to be exempt from this rule.

25.3 Where a team has less than five (5) players, one (1) player under the age of 45 but over 40 years of age is permitted to play as a fill-in.

26. Alteration to Rules & By-Laws

26.1 A rule may be altered, added to, rescinded, or inserted into these By-Laws by approval of the BTBC Board.

26.2 The following by-laws will not be changed mid-season unless prior consultation with teams and under extreme circumstances:

- Schedule of Fees (entry, match and walkover fees)
- Fixtures

27. General Provisions

27.1 Should any matter arise for which provision has not been made in these Rules, the Competition Manager shall take such action as is necessary to protect the interests of the Club and the competition.

27.2 All players competing in the Senior Competitions conducted by the BTBC do so at their own risk. BTBC accepts no claims for loss or damage to personal property.

27.3 Any team, player, official or other person responsible for causing damage to a venue will be required to pay the reasonable cost of reinstatement determined by the Board of the Bulleen Templestowe Basketball Club.

28. Schedule of Fees

Team Entry Fee (per season)	$66
Team Bond (new teams only) If your team (via the listed team delegate only) does not request the refund of the bond within 12 months of not re-entering your team, the bond will then be forfeited.	$155
Individual Player Registration (per season)	$10
Team Sheet Fee	$78
Notified Walkover Fee – Advanced Notice as per table in section 17.10	$130
Notified Walkover Fee- No Advanced Notice	$150
Unnotified/No Show Walkover Fee	$180

Any team which withdraws from the competition at any time during the season will not receive a refund and will forfeit the team bond.