

# **Keilor Basketball Association**



## **Junior Domestic Competition By-Laws**

Effective the 2020 Winter Season

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## **1 PURPOSE**

- 1.1 The purpose of the By-Laws is to create a framework for the administration of the Keilor Basketball Association (KBA) Junior Domestic Competition.
- 1.2 Competitions will be administrated in accordance with the laws and Codes of Conduct of basketball as set out by Basketball Australia (BA) and Basketball Victoria (BV), excepting individual By-Laws as set out below by the KBA Junior Sub-Committee (KBAJ).

## **2 CONSTRUCTION**

- 2.1 The By-Laws are created under the guidance of the Constitution of the KBA.
- 2.2 If there is any inconsistency between these By-Laws and the KBA Constitution, the KBA Constitution prevails to the extent of the inconsistency.
- 2.3 Unless otherwise specified in these By-Laws, FIBA rules shall apply.
- 2.4 These By-Laws adopt the KBA Behaviour Policy.
- 2.5 The KBA has discretion to make any decision regarding the Junior Domestic competition and these By-Laws as it sees fit.
- 2.6 Amendments to these By-laws will only be implemented at, or after two (2) years have elapsed from the previous changes being made effective. Review of these By-Laws and any changes are to be completed and accepted by the end of November. Amendments will be made effective no earlier than at the start of the Winter Season following the review.

## **3 OBJECTIVES**

- 3.1 The objectives of the KBA Junior Domestic Competition are to:
  - 3.1.1 Provide a basketball competition for junior basketball players.
  - 3.1.2 Provide a cost-effective competition.
  - 3.1.3 Provide a safe and encouraging place for junior basketball.
  - 3.1.4 Provide a range of standards to suit the varied standard of players.
  - 3.1.5 Provide suitable officials, referees and venues that support the above.
  - 3.1.6 Provide an opportunity and to support junior coaches.
  - 3.1.7 Create and use a framework for administration of the Junior Domestic Competition.
- 3.2 Where the application of these objectives creates conflicting outcomes, the decision made should facilitate the greatest participation and enjoyment of junior domestic players.

## **4 INTENT AND GUIDING PRINCIPALS**

- 4.1 Decisions administering the By-Laws must consider and apply, as relevant, the KBA principles, including:
  - 4.1.1 Making decisions that support a fair/even, inclusive, safe and open competition and the stability/viability of clubs.
  - 4.1.2 Allow for a maximum number of players to participate. Preference should be to allow more players to engage, rather than individuals playing on multiple occasions within the competition.
  - 4.1.3 The KBA objective is to boost the membership of the smaller clubs in preference to adding new clubs or individual teams from clubs based in other Basketball Associations.
  - 4.1.4 Where capacity for extra teams is available, this capacity should be allocated to existing clubs in the first instance and associate clubs in the second instance. If capacity exists, the KBA may offer positions to other clubs/teams.
  - 4.1.5 Be a competition that is made up of predominantly community based/not for profit clubs, rather than private enterprises.

## 5 DEFINITIONS AND INTERPRETATION

- 5.1 **Abandoned Game** means a fixtured game that has been called off for reasons outlined in By-Laws 11.6, 11.7 and 11.8.
- 5.2 **Associate Club** means a club playing in the KBA Junior Domestic Competition, with no voting rights.
- 5.3 **BA** means Basketball Australia.
- 5.4 **BV** means Basketball Victoria.
- 5.5 **Bye** means where a team in a competition does not have a fixtured game that round.
- 5.6 **Club** means a KBA affiliated club playing in the KBA Junior Domestic Competition, with full voting rights.
- 5.7 **Constitution** means the KBA constitution, created in line with the Associations Incorporation Reform Act (2012), and includes the regulations made under that Act.
- 5.8 **Disbanded Team** means a team that a club had the intention of forming at the beginning of a season, but then had to fold it for any given reason and the club is not able to accommodate the player in another team in that players age group. Those players in that team are then players from a disbanded team.
- 5.9 **Grading** means the process of allocating teams into specific grades based on ability and performance during grading games and preference of clubs.

- 5.10 **Ineligible Player** means any player playing in the KBA Junior Domestic Competition against the stipulations outlined in these By-Laws.
- 5.11 **KBA** means Keilor Basketball Association.
- 5.12 **KBA Staff Member** means a permanent KBA staff member.
- 5.13 **KBAJ** means Keilor Basketball Association Junior Sub-Committee comprising of representatives from each Club and the KBA.
- 5.14 **Notified Walkover** means a forfeit given by a team by 11.59pm the Wednesday prior to a fixtured game.
- 5.15 **Un-Notified Walkover** means a forfeit given by a team on or after 12.00am the Thursday prior to a fixtured game, or no notification given.
- 5.16 **Player** means any person who has completed the prescribed KBA registration process.
- 5.17 **Premiership Points** means points allocated to a team after a fixtured game for a win, loss or draw.
- 5.18 **Representative Player** means any player currently playing in a state-level squad, under the auspices of a state basketball governing body (e.g. BV) or a schools-based competition, or any player currently registered to a VJBL representative team (or interstate equivalent).
- 5.19 **Team** means a team administered by a KBA club.
- 5.20 **VJBL** means Victorian Junior Basketball League.

## **6 REGISTRATION OF CLUBS / TEAMS**

- 6.1 Clubs seeking entry into the KBA Junior Domestic Competition must:
  - 6.1.1 Apply to the KBA with all information required, including meeting minimum standards regarding relevant current legislation and BV requirements. Information needed can be sought from the KBA.
  - 6.1.2 The KBA will then assess applications and table suitable candidates to the KBAJ for consideration to accept or decline.
- 6.2 Clubs seeking entry to competitions shall do so by lodging the required forms, entering relevant information into the KBA nominated online system and payment of fees as determined by the KBA (KBA), by the stipulated date.
- 6.3 The KBA reserves the right to refuse entry to the competition as it sees fit.
- 6.4 As a condition of entry, each club agrees to abide by the By-Laws as written and as interpreted by the KBA.
- 6.5 At any given time, KBAJ clubs that choose to operate as a private enterprise may make up a maximum of 20% of existing KBAJ clubs, inclusive of any current private enterprise clubs

and inclusive of any current clubs wishing to change to a private enterprise. If the percentage is a fraction, it rounds up at 0.5 and rounds down at below 0.5.

## **7 COMPETITION STRUCTURE**

- 7.1 Clubs are to nominate teams into competitions as per By-Law 15.5.
- 7.2 The KBA may, at its discretion, combine grades in the interests of grade viability. For example, if low numbers of nominations are received, grades may be combined. It remains with KBA to determine the number and structure of competition finals.
- 7.3 Where team numbers demand, a competition comprising teams of same nomination level shall be named with grade and number (i.e. Not 'A Reserve' or B or even C). For example, if 15 teams nominate for A grade and KBA determines three finals series will apply, the competition shall be named A123, combining A1, A2 and A3.
- 7.4 Where a grade has a large number of nominated teams, the KBA and KBAJ may determine that they be separate competitions. For example, E1, E2, E3, E4 may be separate competitions instead of combined as E1234.
- 7.5 The duration of the season shall be determined prior to the beginning of the season's commencement by the KBA.

## **8 REGISTRATION OF PLAYERS**

- 8.1 Players are required to be registered on the KBA's nominated online information system prior to the commencement of the season. Correct information must be entered.
- 8.2 Teams playing unregistered/ineligible players will be given a warning by the KBA. After a warning, if a team continues to play an unregistered/ineligible player, the game will be deemed to be a forfeit for the offending team.
- 8.3 Players must register with the team in order to qualify for finals. A player may play in a second team which is one age group higher only (e.g. under 14 may play under 16) and the player must register with the second team.
  - 8.3.1 All other restrictions and terms of eligibility apply to this player.
  - 8.3.2 Players playing up an age group must not play in a grade more than two level below the grade they play in regularly (e.g. an under 14 "A" grade player must not play in any team below under 16 "C" grade).
  - 8.3.3 Any player who breaches the conditions of this By-Law shall be declared an ineligible player for the team in which they do not regularly play and penalties as outlined in By-Law 9.3 shall be applied.

## **9 PLAYER ELIGIBILITY**

- 9.1 Apart from the requirements under the registration, representative player, clearance and transfer By-Laws, the age provisions are:

- 9.1.1 The competition is open to junior players within the age groups as determined by the KBA.
- 9.1.2 To be eligible to participate in an age group, a player must not exceed the competition age as at 31 December of the calendar year in which the season ends.
- 9.2 Players must produce original documents of proof of age promptly on receiving such a request from the KBA.
- 9.3 A team which fields an ineligible player shall forfeit all games in which the infringing player participated. For percentage purposes, the score will stand if the offending team lost the game, otherwise the score will be recorded as a 2-0 win to the opponents. Zero (0) premiership points shall be awarded to the offending team.
- 9.4 If a club has an exemption request(s), the KBA shall determine if the request is granted or not. The club can appeal the decision to the KBAJ at the next KBAJ meeting. If the next KBAJ meeting is a grading meeting where regular KBAJ representatives are not in attendance, the decision can be appealed only if those regular KBAJ representatives agree to attend at the beginning of said meeting.

## **10 GAME ADMINISTRATION**

- 10.1 Both teams are responsible for ensuring the following details are correct on the scoresheet/online scoring system:
  - 10.1.1 Team Name.
  - 10.1.2 Player's Names.
  - 10.1.3 Player's Numbers.
- 10.2 Only players who meet the following conditions are marked as active (earn a game qualification):
  - 10.2.1 Player is at the game.
  - 10.2.2 Player is in uniform.
  - 10.2.3 Player is able to take the court to play (e.g. not injured or sick).
- 10.3 If the details required in by-law 10.1 have been omitted, or are incorrect, then the offending team(s) will be penalised one (1) premiership point for each occurrence.
- 10.4 Player's names (and playing number) may be added to online scoring at any stage of the game, but the player must be added or made active before they take the court.
- 10.5 A maximum of ten (10) players per team per game can participate, so a maximum of ten (10) players can be active for each team per game.
- 10.6 Both teams are responsible for providing a competent person to operate the score-bench (online scoring, possession arrow, shot-clock and the scoreboard).

- 10.7 Teams must have at least four (4) players on the court before a game can commence.
- 10.8 A late starting team will be penalised one (1) game point per minute or part thereof after the starting time. After ten (10) minutes of such a delay, an un-notified walkover will be deemed to have occurred. The correctly constituted team shall be awarded a win in accordance with by-law 11.4.
- 10.9 Where a paper scoresheet is used, a representative from either team or the referee shall ensure the scoresheet is delivered to the venue supervisor/administrator.
- 10.10 A player cannot play in more than one game in the same age group in the same round. Any player who does so shall be declared an ineligible player for the team in which they do not regularly play and penalties as outlined in by-law 9.3 shall be applicable.
- 10.11 A three (3) second in the key rule will apply to all under 14 and above age groups, and a five (5) second rule for under 10 and under 12 age groups.
- 10.12 Under 10 and under 12 age groups will shoot free throws from a midpoint between the normal free throw line and the edge of the circle closest to the basket.
- 10.13 A team is in the foul penalty situation after it has committed eight (8) team fouls in a half (two (2) shots bonus on the ninth (9<sup>th</sup>) team foul).
- 10.14 The ball returned to back court violation (centreline) will not be applied in under 10's competition.
- 10.15 The (old) three-point line (6.25m) shall be the only line used for under 12 and under 14 games. Where the old three-point line is not marked the (new) three-point line (6.75m) shall be used.
- 10.16 All girls and under 12 and under 14 boys shall play with a size six (6) approved basketball. All other age boys age groups shall play with a size seven (7) approved basketball.
- 10.17 The no charge semi-circle shall not be applied.
- 10.18 The Instant Reply System (IRS) shall not be used.
- 10.19 The clock will not stop for field goals in the last two (2) minutes.
- 10.20 Where the KBA chooses to implement the shot clock, this will be as per the VJBL shot clock rules.
- 10.21 Mercy Rule / Fall Back Rule: The mercy rule/fall back rule is in place to promote sportsmanship and to stop teams from dominating a particular game to the point of demoralizing their opposition. The mercy rule/fall back rule requires the leading team to fall back behind their (3) point line following a successful shot attempt, or whenever the opposition team in-bounds the ball. No defence may be played until the ball is dribbled or passed across the centre line. Subject to the following provisions:



- 10.21.1 Enforcement of this rule is at the discretion of the losing coach.
- 10.21.2 Applies in Under 10 competitions when the opposition team is leading by 10 points or more.
- 10.21.3 Applies in all other competitions when the opposition team is leading by 20 points or more.
- 10.21.4 The penalty for non-compliance is a violation.
- 10.21.5 This by-law does not apply during grading games or finals.
- 10.22 Games cannot be played at any other venue or time to that specified by the fixture. As a result of venues becoming unavailable or due to other extenuating circumstances, games may be rescheduled at the discretion of KBA.
- 10.23 Where games are cancelled due to extenuating circumstances (e.g. power failures etc) the complete round will be cancelled if all teams in that grade are affected. However, if not all teams in the grade are affected, those who have had their games cancelled, will be awarded two (2) premiership points each and the bye team will be awarded three (3) premiership points. All players registered at that date will be deemed to have played the game and will be awarded a game towards finals eligibility.

## **11 POINTS ALLOCATION**

- 11.1 The winning team will be awarded three (3) premiership points and the losing team one (1) premiership point. Two (2) premiership points will be awarded to each team in the event of a draw. No points are awarded for a fixtured bye.
- 11.2 Competition ladders are sorted via the points average system. A team's points average is attained by dividing the total number of competition points by the number of games they actually played.
- 11.3 At the conclusion of the regular season, should two teams be in an equal position on the ladder, percentage shall determine the higher position. Should both points and percentage be equal, the following method shall be used to split them.

- 11.3.1 The team's head to head record will be considered. Firstly, by comparing the number of wins against each other, with the team with the most wins taking the higher position. If this still does not separate them, the number of points scored in head to head competition will be totalled with the higher points taking the higher position.
- 11.3.2 Should this still not resolve the issue, the teams will play a deciding match during the week prior to the finals beginning to decide who will occupy the higher position. The date and time of such game will be determined by KBA.
- 11.3.3 This system will only apply to teams eligible to play in finals; all other teams will simply receive a tied ladder positioning.
- 11.4 In the case of a walkover the non-offending team will be awarded three (3) premiership points with the score of 10-0 for percentage purposes. The offending team will not receive any points.
- 11.5 If both teams fail to appear then neither team shall receive any points.
- 11.6 If a game is abandoned as a result of a team being unable to continue to field a team, the following shall occur:
  - 11.6.1 If the team responsible for such actions is currently leading on points, the opposing team shall be awarded the game and the score shall be recorded as 2-0 for percentage purposes. The team awarded the game shall be given three (3) premiership points and the losing team shall be awarded one (1) premiership point.
  - 11.6.2 If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the winning team shall be awarded three (3) premiership points and the losing team shall be awarded one (1) premiership point.
- 11.7 If a game is abandoned as a result of the referee deeming the team's conduct warrants a cancellation, the following shall occur:
  - 11.7.1 If the team responsible for such actions is currently leading on points, the opposing team will be awarded three (3) premiership points and a score of 2-0 shall be recorded for percentage purposes. The team responsible for the forfeit shall receive zero (0) premiership points.
  - 11.7.2 If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the team will be awarded three (3) premiership points. The team responsible for the forfeit shall receive zero (0) premiership points.
- 11.8 If a game is abandoned as a result of the referee, referee supervisor or venue supervisor deeming that the court/venue is no longer safe to play on, the following shall occur:

11.8.1 If it is still in the first half of the game, then the game will be deemed a draw and each team will be awarded two (2) premiership points with a score of 0-0 recorded.

11.8.2 If it is at half-time, or in the second half of the game, the score at the time of abandonment will stand.

## **12 UNIFORMS**

12.1 Five (5) game points will be added to the opponent's score for each player wearing an incorrect uniform (which includes the shorts and/or singlets) to a maximum penalty of thirty (30) points. Points must be added prior to the commencement of the second half of the game. Penalties shall only be effective from the first round after grading.

12.2 A player shall not wear shorts that have pockets; any player attempting to play in such shorts will not be allowed to take the court. Taping of pockets or anywhere on uniforms is not permitted.

12.3 The KBA will adopt the VJBL rule with regards to the wearing of compression gear and undergarments, with the exception that such compression gear or undergarments need to be of the same dominant colour.

12.4 If a player's uniform has blood on it, the uniform must be removed. The player will be permitted to play in a clean singlet without a number which would then be regarded as 00.

12.5 In the event of a colour clash teams shall consult the uniform priority list (that can be found on the KBA website) to determine the colour of the singlets to be worn. The team required to change their singlets may not take the court until the change is made.

12.6 If two teams from the same club are to play against each other, the first named team on the fixture is responsible for changing uniform, unless otherwise agreed by the Club.

12.7 Any new club to the competition, or any current club intending to introduce new uniforms, must raise a submission to the KBAJ. This submission must clearly illustrate the intended design and show clearly that the requirements of By-Law 12.5 have been addressed. The submission must be approved by the KBAJ prior to the club playing in that uniform.

## **13 TIMING RULES**

13.1 Games shall consist of two halves of twenty (20) minutes.

- 13.1.1 The game shall stop for timeouts in the last two (2) minutes of the second half only.
- 13.1.2 The clock shall stop for all whistles in the last two (2) minutes of the second half, except where a team is leading by 20 points or more or for under 10's, if a team is leading by 10 points or more, then the clock will only stop for timeouts.
- 13.1.3 No timeouts will be taken in the last one (1) minute of the first half. Where a timeout is in progress prior to the one-minute point of the first half, that time-out will cease at the one (1) minute point and the players will be called to resume play immediately.
- 13.2 Timing for the finals will consist of two twenty (20) minute halves with the clock stopping for all time-outs throughout the game and for all whistles in the last one (1) minute of the first half, and for all whistles in the last three (3) minutes of the second half.
- 13.3 Overtime (finals only) shall consist of five (5) minutes with the clock stopping for all whistles in the last one (1) minute of each overtime period. Each team will receive one (1) timeout. Timeouts from regular game time will not carry over.
- 13.4 Two time-outs per team per half are allowed.
- 13.5 The referee will start the clock two (2) minutes before the starting time and give both coaches a one (1) minute warning. The referee shall start or shall instruct the timekeeper to start the game clock, no earlier than the prescribed starting time for each match.
- 13.6 The KBA adhere to the BV Climate Policy. When the policy parameters are reached, they will be implemented by the appointed KBA representative at each respective venue.

#### **14 CLEARANCES / TRANSFERS**

- 14.1 The receiving club must request the player transfer using the KBA nominated online system and it must be approved by the player's current club and the KBA. The transfer will be assumed to be satisfactory unless the KBA advises the player otherwise.
- 14.2 Clearances must be lodged by 11.59pm the Friday before Round 3. Clearances must then be finalised by 11.59pm the Friday before Round 4.
- 14.3 For the purposes of a player moving between clubs:

- 14.3.1 A team may have only two (2) registered players who have been cleared to the club within the prior six months (current/new season), with only one (1) of which who may be a representative player.
- 14.3.2 A team may have only four (4) registered players who have been cleared to the club within the prior twelve months (current/new season and prior season), with only two (2) of which who may be a representative player.
- 14.3.3 A team may have any number of registered players who have been cleared to the club for more than twelve months (not in the current new season or prior season).
- 14.4 If a player is cleared to another club, they must qualify for the finals from the date of clearance and registration.
- 14.5 Where a club has more than one (1) team in an age group, as from the fourth (4) week (inclusive) from the commencement of the current season, a player cannot transfer from their allocated team.
- 14.6 For the purpose of clearances/transfers:
  - 14.6.1 All clearances must be processed by the clearing club within seven (7) days of the application for clearance. Only an authorised delegate can accept transfers for their club.
  - 14.6.2 The KBA must be notified of any change to an authorised delegate.
  - 14.6.3 Any transfer request not actioned by the transferring club will be deemed as accepted after seven (7) days have elapsed from the transfer request lodgement.
- 14.7 If a player has not played for two seasons, and there is no financial obligation existing to their old club, an automatic clearance will be granted at any time during the season. Such a player would not count towards a team's clearance player total.
- 14.8 If a player is part of a disbanded team, and there is no financial obligation existing to their old club, an automatic clearance will be granted at any time during the season.

## **15 REPRESENTATIVE PLAYERS**

- 15.1 For the purposes of grading, a representative player shall only count as a representative player if they play in VJL 5 and above. Representative players who play in VJL 6 and below do not count as representative players.
- 15.2 For the purposes of transfers and clearances, a representative player is a player who plays representative basketball at any level (including VJL 6 and below).
- 15.3 A player is a current representative player if:

- 15.3.1 They are a representative player at the end of the most recent Junior Domestic Summer Season.
- 15.4 A player ceases to be a current representative player when the teams for the new VJBL season have been finalised and the player:
- 15.4.1 did not participate in the tryouts; and/or
- 15.4.2 was not selected to a team or did not accept a place in a team.
- 15.5 At the conclusion of a VJBL season, a player who withdrew from their team prior to the season concluding and who is not attending representative tryouts for the next season is no longer considered a representative player.
- 15.6 Representative players and competition grading rules:

Teams will be nominated by clubs for competition grading based upon the following:

NUMBER OF REPRESENTATIVE PLAYERS		NOMINATED COMPETITION GRADE
BOYS TEAMS	GIRLS TEAMS	
4 or more	3 or more	A
3	2	A, B
2	1	A, B, C
1	0	A, B, C, D
0	0	A, B, C, D, E

- 15.7 The club must advise the KBA within five (5) business days of knowledge that a player has become a representative player resulting in the team no longer complying with the competition grading rules (By-Law 15.5). The KBA determines action to be taken.
- 15.8 A representative player may register with a club at any time provided they comply with player eligibility rules, registration of players and clearances/transfers By-Laws and that the team complies with the competition grading rules (By-Law 15.5).
- 15.9 If the number of representative players in a team changes following representative tryouts, the new representative player count is considered in determining the grade options for the team for the post-grading period of that Summer season. A team with:
- 15.9.1 An increased number of representative players will be subject to the revised minimum grading.
- 15.9.2 A decreased number of representative players may request a lower grade as per the table above during the grading process.
- 15.10 A club must provide the means of registration so that each player must declare their representative status. The club must keep a record of the declaration and notify the KBA within five (5) business days of becoming aware of a change in the player's representative status.

- 15.11 A player must declare their representative status. If a player subsequently becomes a representative player, they must alert the club of their changed status within five (5) business days of that status change occurring.
- 15.12 A club must provide a list of all teams with a count of representative players registered to that team and a count of players within that team that have been cleared to the club within the preceding 12-month period (current/new season and prior season).
- 15.13 If the KBA becomes aware of any failure to accurately declare representative status as per By-Laws 15.10, 15.11 and 15.12 the following will apply.
- 15.13.1 If the player has failed to declare, the KBA may impose one or more of immediate cessation of involvement, a penalty of \$20 per game payable to the KBA, and team forfeiture of games played.
- 15.13.2 If the club has failed to declare, the KBA may impose one or more of immediate cessation of involvement of the player, a penalty of \$50 per game payable by the club to the KBA, and team forfeiture of games played.
- 15.13.3 If the club has failed to declare over multiple occurrences, the KBA may deregister the player, the team and/or the club.

## **16 FINALS QUALIFICATION**

- 16.1 In order to qualify for finals, each player must play in half of the regular season games, minus one game. If an odd number, round down (e.g. if there are a total of 14 regular season games, the games played in to qualify for finals will be six (6) games).
- 16.2 Qualification for finals commences from date of registration with the team.
- 16.3 A fixtured bye is counted as a qualifying game provided that the player has registered to the team prior to the bye occurring.
- 16.4 Medical certificates for finals qualification must be submitted by Wednesday 11.59pm to the KBA by a club representative prior to the first round of finals. Certificates must include a start of the injury or illness, stamped/signed by the relevant medical practitioner.

## **17 COMMITTEES**

- 17.1 The KBAJ shall comprise representatives of clubs in accordance with the KBA By-Laws. Club representatives or their nominated representatives shall attend all scheduled KBAJ meetings in any given season. Failure to attend any two (2) of the nominated meetings will incur loss of voting rights for the rest of the season.

- 17.1.1 Clubs are to nominate to the KBA who attends the KBAJ meeting on their club's behalf. Clubs may also have a deputy. If there is a change to who is attending, the club must notify the KBA as soon as possible. Clubs may have a maximum of two (2) people attend a KBAJ meeting, however only one (1) is permitted to speak and vote. Nominated individuals are considered ongoing pending notification of change to the KBA.
  - 17.1.2 A club must play two (2) consecutive seasons to sit at the KBAJ table. A club must have the majority of their teams playing in the KBA junior domestic competition to vote at the table. If the majority of their teams do not play in the KBA junior domestic competition, the club can still attend and participate in meetings, but not vote.
  - 17.1.3 A quorum of half plus one of KBA clubs as well as at least one (1) KBA staff member is needed to conduct KBAJ meetings.
  - 17.1.4 KBA associate clubs may attend KBAJ meetings without voting rights.
  - 17.1.5 A VBRA Keilor representative may attend KBAJ meetings without voting rights.
  - 17.1.6 A KBA Board representative may attend KBAJ meetings without voting rights.
  - 17.1.7 A minimum of one (1) KBA Office representative must attend KBAJ meetings without voting rights. Other KBA Office members are also able to attend KBAJ meetings, without voting rights.
  - 17.1.8 The chairperson is appointed by the KBAJ Committee. They do not have voting rights. If the chairperson is from a club, they can have someone else from their club attend on behalf of their club. If the chairperson is from a club and there is no other representative from their club, that person maintains their voting right (not a deciding vote however). Nominations for a new chairperson will be taken one month before the last scheduled KBAJ meeting of each Winter Season. The chairperson will then be voted and decided upon at the end of that meeting.
  - 17.1.9 Voting at a KBAJ meeting shall be conducted by one person from each club raising their hand when instructed/at the appropriate time. A draw will be considered a loss. The chairperson has no deciding vote.
  - 17.1.10 Grading meetings are separate to general meetings, with the difference being that a club can send a maximum of two (2) representatives. Either can speak and vote, but only one (1) at any given time.
- 17.2 Committees to handle grading, protests, clearances, etc will be appointed by the KBA as required. The KBAJ will grade and re-grade teams as it sees fit.

## **18 REPORTS**

- 18.1 The KBA and KBAJ will adopt the BV By-Laws in handling reports.



## 19 PROTESTS

- 19.1 All protests or complaints must be in writing, addressed to the KBA within seven (7) days of the incident.
- 19.2 Appeals against decisions made by KBA must be lodged with the KBA within seven (7) days after having received the written decision from KBA.
- 19.3 Ignorance of the By-Laws is not a ground for appeal.

## 20 WALKOVERS

- 20.1 Notified walkovers will incur a monetary penalty equal to the amount of the scoresheet component of the game fee for their team only. After three (3) such walkovers in any one season a team may be disqualified. To be a valid notified walkover, the club of the team giving the walkover must notify the KBA not after 11.59pm on the Wednesday before the scheduled game, by way of email, phone call or voicemail left on the KBA phone.
- 20.2 Walkovers not meeting the criteria of By-Law 20.1 will be deemed to be un-notified walkovers and will incur a penalty double that stipulated in By-Law 20.1. After two (2) un-notified walkovers, the KBA will review the viability of that team with the relevant club, and it may be disqualified.
- 20.3 In the case of a walkover, all registered players of the team receiving the walkover will be awarded a game qualification towards finals eligibility.
- 20.4 Where a team in the finals gives a notified walkover, team's finishing below this team shall be promoted to fill the relevant positions.
- 20.5 Where a team in the finals gives an un-notified walkover, the team will incur a penalty double that stipulated in By-Law 20.1 (the entire cost of the team sheet). In the event of such a walkover the team who has not given the walkover shall be deemed to have won the match and shall proceed to the next round of the finals. In the event that a team gives an un-notified walkover in a Grand Final, the team who has given the walkover shall not receive trophies or other prizes associated with the match.

## 21 APPENDIX

### 21.1 Ladder Points Average Example:

Green has the same number of wins as Blue but have an extra loss. Despite this extra loss, Green is higher on the ladder because they've played an extra game and therefore had more opportunity to accrue points. Blue have been disadvantaged by having an extra bye.

Team	Played	Won	Lost	Drawn	Byes	Points
Green	4	2	2	0	0	8
Blue	3	2	1	0	1	7

If points average was used, Blue would be higher on the ladder because they've got a higher points per game average from the games they've played compared to what Green have averaged in the games they've played.

Blue points average = 7 points / 3 games played = 2.33

Green points average = 8 points / 4 games played = 2.00

Team	Played	Won	Lost	Drawn	Byes	Points	Average
Blue	3	2	1	0	1	7	2.33
Green	4	2	2	0	0	8	2.00