



YORKE VALLEY BASKETBALL ASSOCIATION
INCORPORATED.

PLAYING REGULATIONS
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1) GENERAL COMPETITION

- i. The Yorke Valley Basketball Association regulations take precedence over the FIBA rules of basketball.
- ii. Where the Yorke Valley Basketball Association regulations are silent on an issue, the FIBA rules of basketball do apply.

2) SPECIFIC GRADES

- i. The Yorke Valley Basketball Association recognises two (2) competitions with suggested grades being:
 1. Juniors, being U10, U12, U14, U16, U18 with U20 grades; and
 2. Seniors, being A, B, C and Master's Grades

3) ELIGIBILITY TO PLAY

a. Junior Competition:

- i. Players must be under the age of the relevant grade in which they seek to play as at 31st December of the year that the playing season ends.
- ii. Junior players must be six (6) to play in an U10 team.
- iii. Junior players may play in any and all grades for which they meet the age criteria referred to in Regulation 3(a)(i).
- iv. Each club must nominate their top five (5) Division 1 players to the Yorke Valley Basketball Association Recorder prior to the commencement of Round 5. If not received, your next minor game round will be automatic forfeit.
- v. A player may play in both Divisions 1 & 2 of their respective grade (if applicable) in the same round, provided that:
 1. the Division requesting the additional player has 6 players or less; and
 2. no player may play in more than one (1) game in the same scheduled time slot; and
 3. no player may play more than one (1) game in the same round on more than three (3) times in a current playing season.

Please note: a player may play in both a junior grade and a senior grade on the same night.
- vi. For a Junior player to play Seniors (A, B or C) they must be eligible to play in U16 or U18. If the player is eligible for U14 or younger, they must have permission from the Executive Committee to play that season in a Senior grade. The Executive Committee will consider the size and ability of the player seeking permission.
- vii. Temporary registrations are valid for 21 consecutive days to play for one team only in a one registered club only. Once temporary registration has run out a full registration to continue to play for said season is required. Only one temporary registration per player is allowed per season.
- viii. All players must be registered and paid online prior to the player's first competition game of the season.
- ix. A player can only fill in for a team which is one grade below their primary grade.

b. Senior Competition:

- i. No player may play in more than one (1) senior grade team in the same round unless:
 1. The player is required to play a second game in the same round to assist a team that has five (5) players or less; and
 2. no player may play more than one (1) game in the same round on more than two (2) times in a current playing season.
 3. A player who is filling up into the A grade competition is exempt from this Regulation.

Please note: a player may play in both a junior grade and a senior grade on the same night.
- ii. Temporary registrations are valid for 21 consecutive days to play for one team only in a one registered club only. Once temporary registration has run out a full registration to continue to play for said season is required. Only one temporary registration per player is allowed per season.
- iii. All players must be registered and paid online prior to the player's first competition game of the season.
- iv. A player can only fill in for a team which is one grade below their primary grade.

c. Players marked 'in-play'

- i. All players must be listed on the electronic scoring device before the commencement of the game. A player shall not be credited with having played in that game for the purpose of qualification for Major round games if there are not listed.
- ii. If paper scoring system is being used, after the commencement of play in any game, the '*in-play*' column of the score sheet must be completed as each player enters the court. Any player named on the score sheet who does not take part in the game shall have his name deleted by the Recorder from the score sheet. A deleted player shall not be credited with having played in that game for the purpose of qualification for Major round games.

d. Nominating second team in a grade:

- i. Any club fielding more than one (1) team in the same grade must, after the first six (6) games in that grade, lodge with the Recorder, nominated fixed teams for each of that club's teams in that grade. Thereafter, no player so nominated in a fixed team can play for any other team in that grade.

4) ELIGIBILITY FOR MAJOR ROUNDS

a. Junior Competition:

- i. In order to be eligible to play in a major round game of a junior competition, a player shall:
 - 1. Meet the eligibility criteria for the grade in which they are playing, as set out in regulation 3(a); and
 - 2. have played in at least four (4) minor round games in any junior competition grade for that club in the current season.
- ii. If a player has played in multiple divisions of the same grade during the current season, that player is required to play for the team for which they have played the most minor round games. If a player has played the same number of games for both divisions, that player is required to play in the higher division.
- iii. A player who plays more than one grade in the same round will be taken to have played only one (1) game in that round for the purpose of the qualification game count in regulation 4(a)(i)(2).
- iv. The grade in which a player plays the most amount of games in a season is that player's primary grade. A player may not play in a major round game in a grade lower than that player's primary grade.
- v. If a player is playing in two grades or two divisions for the majority of the minor rounds, they can play major round for both grades or divisions.

b. Senior Competition:

- i. In order to be eligible to play in a major round game of a senior competition, a player shall play at least four (4) minor round games in the senior competition for that club in the current season.
- ii. The grade in which a player plays the most amount of games in a season is that player's primary grade. A player may not play in a major round game in a grade lower than that player's primary grade.
- iii. A player may play in a major round game for that player's club in a higher grade than that player's primary grade. Such player may return to play in that player's primary grade at any time during the major rounds.
- iv. A player may only play two major round games on the same night if that player is required to assist a team.

c. Eligibility of junior players to play in the major round of the senior competition:

- i. A junior player is defined as a player who is eligible to play in the junior competition pursuant to paragraph 3(a).
- ii. A junior player who is not otherwise qualified to play in a major round of a senior competition pursuant to regulation 4(b), may play for a club in the major round of the senior competition provided that:
 - 1. the player has played in at least four (4) minor round games in any junior competition grade for the same club in the current season; and
 - 2. the player has played less than 4 minor round games in the senior competition in the current season.
- iii. If a junior player has played more than 4 games in the senior competition in the current season, the senior competition eligibility rules for the major round do apply.

5) PLAYING CONDITIONS

a. Rain/Inclement weather:

- i. If on any scheduled date, matches may be affected by rain or inclement weather, the decision whether to cancel the matches is solely at the discretion of the Executive Committee.
- ii. A decision to cancel the matches must be made by the Executive Committee at the following times:
 1. For Junior matches, the decision to be made at 2:00pm Monday.
 2. For Senior matches, the decision to be made at 3:00pm Friday.
- iii. If, in the opinion of the Executive Committee, playing conditions become unsafe for any reason, the Executive Committee may cancel play at any time.
- iv. If play is cancelled before a complete round in a grade has been finished, then the Recorder shall deem those matches that were cancelled to be Not Played, and each team programmed to play those matches will be recorded as not having played the match, and zero (0) premiership points recorded to reflect this.
 1. The match shall be deemed to have been Not Played
 2. Zero (0) premiership points will be recorded for each of the teams
 3. Neither team shall be penalised with a fine for forfeiting the match, and
 4. The match cannot be played at another time
 5. At the end of the minor rounds, Section 7 ii of these Regulations will be used to calculate final premiership ladders positions.
- v. If play is cancelled after a complete round in a grade has been finished, then all results will stand. If play is cancelled before a complete round in a grade has been finished, then the Recorder shall deem all matches in that grade to be drawn and each team programmed to play on that date in that grade will be awarded two (2) premiership points to reflect the draw.
- vi. If the matches have not been cancelled by the Executive Committee but both competing teams in a match decide not to proceed with the match due to rain or inclement weather:
 1. The match shall be deemed to be a draw;
 2. Each of the 2 teams shall be awarded two (2) premiership points to reflect the draw;
 3. Neither team shall be penalised with a fine for forfeiting the match; and
 4. The match cannot be replayed at another time.

b. Heat rule:

- i. The heat rule as set out in this section, does not apply for matches scheduled for indoor courts with an operational air conditioner.
- ii. All grades played on a Monday night will be cancelled if Monday's forecast temperature for Kadina as shown at 6pm on the Sunday evening prior on the Bureau of Meteorology (BOM) app is 37 degrees Celsius or higher.
- iii. All grades played on a Friday night will be cancelled if Friday's forecast temperature for Kadina as shown at 6pm on the Thursday evening prior on the Bureau of Meteorology (BOM) app is 37 degrees Celsius or higher.
- iv. The result of any game which is cancelled due to this heat rule will be a draw, with 2 premiership points given to each team.

c. Mercy rule – Junior matches:

- i. The mercy rule shall only apply to junior competition with the exception of under 18 and under 20 grades. When the margin of a match to which this rule applies reaches 40 points:
 1. The score is recorded as the final score for the game and no further scores are recorded; and
 2. Personal and team fouls continue to be recorded for the duration of the game.
 3. When the mercy rule on Monday nights is reached before the start of the last quarter, an umpire timeout will be called, the coaches will even the teams and continue the game in the spirit of basketball.

d. Zone defence – Junior matches:

Zone defence will not be played by U10's, U12's and U14's.

- i. The court supervisor, as nominated by the umpire director, will act as the zone buster. If there is no court supervisor present on a competition night, any member of the Executive Committee who is not involved with either club participating in the relevant game may act as the zone buster.
- ii. Procedure for assessing a zone defence:
 1. the opposition coach will make a request to the zone buster to adjudicate the team's defence:
 2. If zone defence is seen by the zone buster, a verbal warning will be given to the coach of that team by the zone buster. If the zone buster believes the zone defence is a deliberate play, the coach will be penalised immediately using penalty 5(d)(iii)(3).
 3. If there is continued use of zone defence, the zone buster will request the score table to request the referees to charge a technical foul against the coach of the offending team. The referee is not to determine if the violation occurred, the decision rests with the zone buster.
 4. If zone defence is present for the second time, the coach of the offending team will be charged with a disqualifying foul.
 5. If zone defence is present for the third time, the Assistant Coach (if present) of the offending team will be charged with a disqualifying foul. If an Assistant Coach is not present, the team will be penalised using part 5(d)(iii)(6).
 6. If all warnings have been ignored by the team, the match will be forfeited in favour of the other team.

6) PREMIERSHIP POINTS

- i. Premiership Points shall be awarded for minor round games as follows:
 1. Win = 3 points
 2. Draw = 2 points
 3. Loss = 1 point
 4. Forfeit = 0 points

7) POSITIONS ON THE PREMIERSHIP TABLE

- i. In grades in which teams have an equal number of byes, including no byes, teams are classified as follows:
 1. the top four (4) teams in each grade shall contest the Major round series of games for the premiership in each grade.
 2. The team with the greatest number of premiership points shall play the team with the second most premiership points in the second semi-final.
 3. The team with the third greatest number of premiership points shall play the team with the fourth greatest number of premiership points in the first semi-final.
 4. Then the team winning the first semi-final shall play the team losing the second semi-final in the preliminary final.
 5. Then the team winning the preliminary final will play the team winning the second semi-final in the grand final and the team winning the grand final shall be the premiership team in each grade.
 6. The Executive Delegates Committee can exempt a grade from playing a major round.
 7. If two (2) or more teams have the same win-loss record (premiership points) of all games in the division, the win-loss record of the games only between these 2 or more teams shall be used to determine their ladder positions.
 8. If the 2 or more teams have the same win-loss record (premiership points) of the games between them, further criteria shall be applied in the following order:
 - a. Higher game points difference of the games between them
 - b. Higher number of game points scored in the games between them
 - c. Higher game points difference of all games in the group
 - d. Higher number of game points scored in all games in the group
- ii. In competitions in which teams have an unequal number of byes, positions will be determined as above, with the exception that "premiership points" will be replaced by "game ratio", which is defined as follows:
 1. $(Wins + (\frac{1}{2} \times Draws) - (\frac{1}{2} \times Forfeit \text{ loses})) / \text{divided by games played.}$

2. In addition, this formula will also be used when applying criteria a) ii) in cases where tied teams have played an unequal number of games against each other.
3. Note that the above definition of “game ratio” does not correspond exactly to the “PCWon” field on the basketball electronic platform, as “PCWon” does not take forfeits into account. wording needs to change to show that the team was forfeited to would receive a win via the basketball electronic platform.

8) UNREGISTERED/UNQUALIFIED PLAYER

- i. A player may not play unless that player is registered in accordance with the directions of the Executive Committee.
- ii. A team who contravenes this regulation by playing a player who is unregistered or otherwise ineligible to play shall forfeit the game in which the said unregistered or ineligible player participates. The opposing team shall be credited with twenty points to nil (20 – 0) victory and three (3) premiership points shall be awarded to the opposing team.

9) UNIFORMS

- i. All teams must wear the approved uniform of their club, or such other uniform approved by the Delegates Committee.
- ii. Any change in a club uniform from time to time must be approved by the Delegates Committee.
- iii. Approved uniforms are to comply with the following:
 1. All tops to be the same;
 2. All shorts to be the same;
 3. No Pockets allowed;
 4. No large merchandised advertising on either tops or shorts without consent of the Yorke Valley Basketball Association;
 5. All players to have numbers on back and front of their tops which comply with the FIBA basketball rules.
 6. Jewellery, rigid hair clips and body piercing are not allowed.
 7. Objects that could cut or cause abrasions are not to be worn, and fingernails must be closely cut.
 8. Undergarments/Compression garment (Skins, under armour, etc) are to comply with the FIBA basketball rules
- iv. By Round 5 any player who is NOT wearing the approved uniform shall not be permitted to enter onto the court of play.

10) COMMENCEMENT OF PLAY

- i. A team can commence play with a minimum of four (4) players who are present and able to play. However, five (5) players must be present by the start of the second (2nd) quarter or that team shall forfeit and penalties as per Regulation 14 shall apply.
- ii. Any team not present to commence play at the allocated starting time shall be penalised by granting the opposing team one (1) point for each minute or part thereof that the said team was late. If the team is not present at the start of the second (2nd) quarter, the game is deemed to be forfeited and penalties per Regulation 14 shall apply.

11) DURATION OF PLAY

- i. All games will start at the scheduled time and be individually timed by the relevant score table.
- ii. Each game (with the exception of under 10s) shall be four (4), ten (10) minute quarters.
- iii. Each under 10 game shall be two (2) fifteen (15) minute halves.
- iv. There will be a one (1) minute break at the end of the first (1st) and third (3rd) quarter and a three (3) minute break at half time (end of second (2nd) quarter).
- v. Time Outs
 1. All time outs must be for sixty (60) seconds. Each team is entitled to time outs in accordance with the FIBA basketball rules.
 2. Each team is allowed two (2) time outs in the first (1st) half.
 3. Each team is allowed three (3) time outs in the second (2nd) half.

4. The clock shall stop on all time outs in all games except U10's; and on all whistles in the last three (3) minutes of the fourth period for all grades higher than and including under 16.
 5. After a time out before the last 3 minutes of the fourth period, the clock shall start when a player on court touches the ball following a throw in from out of bounds or when the ball is handed to a free throw shooter.
 6. Only the coach or assistant coach (team manager) has the right to request a time out.
 7. Time outs must be done through the score-bench only (not direct to the referee). The scorer can then stop the clock to get the referee's attention. The only exception for this is when there is a playing coach, then they may approach the referee directly.
 8. Both teams can call a time out when the ball becomes 'dead'; i.e., foul called, ball goes out of bounds.
 9. After a Field Goal is made, or successful foul shot: ONLY the NON-SCORING team CAN call a time out.
- vi. In a major round game, if the score is tied at the end of regular playing time for the fourth (4th) period, the game shall be continued with an extra period of five (5) minutes or with as many such periods of five (5) minutes as are necessary to break the tie. A two (2) minute break is taken before each extra period of play.
 - vii. When the game clock stops for an injured player who, for whatever reason cannot be moved (e.g., waiting for Ambulance), *the clock will restart after 2 (two) minutes*. The competing coaches can decide;
 - the game to conclude at that point and take score "as is",
 - or relocate remainder of game to another court (if available), or
 - wait for injured player to be 'recovered' and play out whatever time left on clock.
 - viii. Use of 24 / 14 Second Shot Clock:
 1. At the beginning of each season, clubs may vote on whether competition(s) will play the season's games using the 24 / 14 Second Shot Clock:
 - a. Once a team gains control of the basketball, that team has 24 seconds to put up a legal shot.
 - b. A legal shot is defined as a shot that is successful, or if unsuccessful, hits the ring. That shot has to be in the air (left the shooter's hand), before 24 seconds has elapsed.
 - c. Once a shot has gone up, it is the shot clock operators' job to gauge if the ball hits the ring.
 - d. If the ball hits the ring, STOP, RESET, and START once a player has gained control on the court. If the ball misses the ring the shot clock continues to run.
 - e. If the clock sounds after the shot is in the air, and that shot is successful, or hits the ring, that is NOT a violation.
 - f. The shot clock starts when a team gains possession of the ball, and can re-set when possession changes, a violation occurs, a foul occurs, a jump ball, or a legal shot hits the ring.
 - g. The 24 second clock operates on team possession. Team A has possession until Team B gains possession. So, if Team A has control of the ball, then a player from team B happens to tap it, but not gain control, then Team A is still in control.
 - h. A player, therefore a team, is in control of the ball when they have it in 2 hands, or they are in a position to dribble the ball.
 - i. At the beginning of a game, the game clock starts when the ball is legally tapped by a player.
 - j. The shot clock does not start until a player has gained control of the ball.
 - k. Once a player has gained control, his team has 24 seconds to get a shot off.
 - l. When an offensive team gains a rebound after a shot, they shall have 14 seconds to shoot the ball.
 - m. The shot clock gets set to 24 seconds during free-throws.
 - n. Once the clock is running, the next step must always be HOLD or STOP depending on the apparatus.

12) TEAM NOMINATIONS/PLAYER AND TEAM EXEMPTIONS

- i. No club can nominate a team in any grade in the senior competition unless it has also nominated a team in the grade immediately above, except with the written permission of the Delegates Committee.

- ii. There will be a \$200 fine for any team withdrawal or addition after the team nomination meeting.
- iii. If a club requires a team exemption, a list of players is to be presented at the nomination meeting for the approval of the Delegates Committee. Any other players to be added to the team after the exemption is granted, must be approved by the Executive Committee before the player takes the court. If the player plays without permission, the game will be a forfeit and the score shall be 20-0.
- iv. Any player additions to an exemption team (seniors and juniors) for approval must be emailed to the Executive Committee by Tuesday 6pm prior to the team's game.
- v. For senior competition, if a team in any grade wins a premiership, then in the next season that team must move up to the next grade if there is no team from the club in the next grade.
- vi. For junior competition, a player may seek an exemption from the Delegates Committee to play in a grade for which that player is not eligible. Any player wanting an exemption must play the first two weeks in their eligible grade. The player will be reviewed during these two weeks to assess if the exemption will be granted.
- vii. An age-related exemption may be granted where:
 - 1. The player is not a strong player.
 - 2. As a result of player playing down, the team is not excessively strong.
 - 3. The Delegates Committee will either confirm or revoke the exemption if warranted, by week five (5) of competition but this can be revoked at any subsequent time by the Delegates Committee.
 - 4. Exemption requests should be submitted in writing prior to start of the season.
 - 5. If it is not possible for the Delegates Committee to meet on an exemption or clearance issue, the Executive Committee may decide.

13) CLEARANCES

- i. A clearance is necessary for any player to transfer from one (1) club to another whether that club is within the Yorke Valley Basketball Association or a club from outside the jurisdiction of the Yorke Valley Basketball Association. This regulation does not apply from the end of one (1) season, until the first (1st) game of the next season. Any player may choose to change clubs in that time without restriction, if they are not in debt to the club they are leaving.
- ii. Players from a club which has disbanded do not need a clearance.
- iii. If after two (2) unsuccessful clearance applications, a player has not been granted a clearance from that player's club, that player has the right of appeal to the Delegates Committee.
- iv. Clearances and subsequent registrations must be lodged with the Recorder prior to the player's first match with that player's new club.
- v. If after fourteen (14) days no reply to a clearance application has been received by the applicant an appeal for a clearance may be lodged with the Delegates Committee, who will consider granting such clearance.
- vi. No player may play for two (2) or more clubs without clearance from the Delegates Committee. Clearances will only be granted during the season to play up a grade if that grade does not exist in the player's home club.

14) FORFEITS

- i. Any team forfeiting twice in a season may be removed if the Yorke Valley Basketball Association Executive Committee decide.
- ii. In the event of a club being in a position where a match must be forfeited, the team incurring the forfeit shall be the team to forfeit its match on that date. Notification must be made no later than 7.00pm on the night preceding the match to the following:
 - 1. The Yorke Valley Basketball Association secretary at yvbasecretary@gmail.com.
 - 2. The Yorke Valley Basketball Association recorder at yorkevalleybasketball@gmail.com.
 - 3. The opposing club secretary.
 - 4. The Umpire Coordinator for senior games at yvbarefcoach@gmail.com.

Failure to comply with the above process will result in a \$200.00 fine plus the court hire fees for both teams.
- iii. In the event of a team forfeiting a match the opposing team shall receive a twenty to nil (20 – 0) win plus three (3) premiership points. The team receiving the forfeit must enter a minimum of five (5) players on the official score sheet, by midnight (12:00am) on the night of which the game was to have been played.

The team receiving the forfeit is deemed to have played, therefore the named players qualify (see Regulation 6).

- iv. If a team forfeits a game by withdrawing its players from the court after a game has commenced, then all players and the Coach of the said team shall be penalised as follows – at the absolute discretion of the Executive Delegates Committee:
 - 1. Each player may be fined.
 - 2. Captain and Coach may be suspended for two (2) matches.
- v. A request for a waiver of fines must be made in writing to the Yorke Valley Basketball Association Secretary within one (1) week of the notification of the offence.
- vi. Player votes – when a player is disqualified only that player's vote is disqualified. All other players' votes in the same game remain valid. When a team is disqualified, all players in that team are disqualified from receiving votes. Opposition team players votes remain valid.

15) CONDUCT OF PLAYERS, COACHES, OFFICIALS AND SPECTATORS

- i. The policy of the South Australian Country Basketball council to be adopted and followed in all matters relating to the conduct of players and officials.
- ii. All recorded fouls are to be written on a YVBA Player Coach Report Form
- iii. If a player is suspended, they will automatically no longer be eligible for Association Best and Fairest votes for that season.
 - 1. Each player is allowed a maximum of 5 points.
 - a. Technical foul = 1 point
 - b. Technical foul dissent = 2 points
 - c. Unsportsmanlike foul = 2 points
 - d. Disqualifying foul = 2 points
 - 2. If a player received three (3) or more points, the association will make contact to the club via email warning them that the player has 'specific number' of points remaining until a temporary suspension will be issued.
 - 3. When a player receives five (5) points, the player will be suspended for two (2) consecutive games and does not include byes. This suspension will take effect during minor and major rounds and will be carried forward to the next playing season if the suspension has not been served during the playing season.
 - 4. The points will be saved in the "points spreadsheet" until the end of the playing season.
 - 5. When the player receives an additional three (3) points on top of their initial tally of five (5) points, a further suspension of two (2) weeks will be served. See table for example:

5 points	2 week suspension
8 points	2 week suspension
11 points	2 week suspension
14 points	2 week suspension
17 points	2 week suspension
20 points	2 week suspension
Etc	Etc

- 6. If a disqualifying foul is issued during a match, the officials or clubs of that match can submit a written report to the Yorke Valley Basketball Association to have the issue investigated, and where needed, form a tribunal.

16) YORKE VALLEY BASKETBALL ASSOCIATION COACHES

- i. Yorke Valley Basketball Association Coaches shall be considered by the Yorkers Committee.

17) CLUB DELEGATES

- i. All affiliated clubs must notify the Yorke Valley Basketball Association Secretary in writing, the names of their respective delegates and proxy delegates for the ensuing year.

- ii. Any club which fails to be represented by any of its delegates at two (2) consecutive meetings of the Yorke Valley Basketball Association without a valid written excuse shall be fined an amount of \$50.00.

18) BASKETBALLS

- i. All basketballs used in competition games shall be of the standard size and composition as designated and specified by the rules of Basketball Australia.

19) UMPIRES

- i. Clubs must supply umpires where rostered.
- ii. Clubs must advise the Umpiring Co-ordinator the names of umpires, including their contact details, at team nomination meeting prior to the season commencement.
- iii. The Umpiring Co-ordinator shall have the power to re-allocate nominated umpires to alternate games within the same timeslot.
- iv. The Umpiring Co-ordinator shall have the authority to roster suitable umpires for major rounds in juniors and seniors, in consultation with the executive committee.
- v. If a person (or their substitute) does not umpire the rostered game, the team they are umpiring on that night of competition, shall forfeit all premiership points and the scores for teams playing on that night shall be recorded as a 20–0 loss.
- vi. Score table officials for Major round games must be approved by the Executive Committee.
- vii. Green shirt umpires cannot be rostered to umpire an U10's match if their club is the home team for that match. The umpire of the home team must be a qualified umpire or competent adult.
- viii. Green shirt umpires will not umpire on Friday night games unless permission is given by the Executive Committee.

20) MISCELLANEOUS

- i. Fines incurred by any player or club must be paid to the Yorke Valley Basketball Association Treasurer within fourteen (14) days of written/email notification to such player or club by the Recorder or Executive Delegates Committee or Disciplinary Tribunal that such fine has been incurred.
- ii. The Yorke Valley Basketball Association affiliation subscription and registration fees shall be fixed at the Delegates meeting following the South Australian Country Basketball Council's Annual General Meeting.
- iii. The Yorke Valley Basketball Association shall have on hand whenever competition games are played, a fully equipped first aid kit.
- iv. Clubs failing to complete their duties on their rostered nights will incur a fifty-dollar (\$50.00) fine for failing to do so.
- v. Each competing team must supply a scorer for all rostered matches. If a scorer is not supplied at the start of the match, the opposition team will receive a point for every minute the scorer is late. If the scorer is not present by the start of the second quarter, the match will be a forfeit with a 20 to 0 score.

21) INTERPRETATION

- i. These regulations are made pursuant to the Constitution of the Yorke Valley Basketball Association and are subject thereto.
- ii. Unless the context otherwise admits or requires the following words used throughout these Regulations shall bear the following meaning:
 - 1. Any reference to a person or person in the male gender shall include and refer to a person or persons of the female gender.
 - 2. The "Yorke Valley Basketball Association" or "YVBA" shall mean and refer to the Yorke Valley Basketball Association Incorporated.
 - 3. "Club" shall mean and refer to a member Basketball Club of the Yorke Valley Basketball Association and affiliated with the Yorke Valley Basketball Association.
 - 4. "Team" shall refer to a team of players in a specified grade competing in the Yorke Valley Basketball Association competitions on behalf of and in the name of a club.
 - 5. Any dispute as to the interpretation of these Regulations shall be determined by the Executive Delegates Committee and the decision thereof shall be final.

22) UMPIRES junior and senior coordinators

- i. The Umpires Coordinators shall:
 - 1. Be the Chairperson of the Umpires Committee.
 - 2. Be responsible for the development of umpires within the Yorke Valley Basketball Association.
 - 3. Be responsible for the supervision and support of umpires given by the Committee during a match or season.

23) PROGRAMME COMMITTEE

- i. The Delegates Committee shall appoint such persons as they deem necessary to constitute the Programme Committee, the duties of which are:
 - 1. To consider and recommend to the Delegates Committee the questions of the nomination of teams by existing member clubs and by new clubs applying for membership of the Yorke Valley Basketball Association and on the feasibility of accepting teams nominated for each grade of the competition and of the possible acceptance of new clubs.
 - 2. To draw up the seasons programme of games in all grades, to allot courts for games and appoint and nominate the clubs responsible for the umpiring of all Minor round games.

24) PUBLIC RELATIONS OFFICER

- i. The Executive Committee can appoint a Public Relations Officer responsible for reporting of matches and Yorke Valley Basketball Association news as deemed necessary by the Yorke Valley Basketball Association. Media avenues such as local newspapers and or radio, South Australian Country Basketball Council's diary and the Internet site can be utilised.

25) MEMBER PROTECTION

- i. The Yorke Valley Basketball Association is committed to the health, safety, and well-being of all its members and participants and is dedicated to providing a safe environment for participation in the sport of basketball. In this regard, the Yorke Valley Basketball Association recognises and adopts the Basketball SA Member Protection Policy and adheres to the procedures, processes and guidelines issued pursuant to that policy by Basketball SA.