



**Mansfield & District Basketball Association (MDBA)**

**Game Rules & Information**

Updated September 2025

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## Code of Conduct

Mansfield & District Basketball Association (MDBA) abides by Basketball Victoria's (BV) regulations.

All players, coaches, officials, and spectators of all MDBA games must adhere to these rules or forfeit their right to be involved within the association.

Any complaints need to be made in writing, and emailed directly to:

[complaints@mansfieldbasketball.org.au](mailto:complaints@mansfieldbasketball.org.au)

Basketball Victoria (BV) *Terms and Conditions of Participation in PlayHQ* and *Codes of Conduct* documents can be found here: [Association Resources - Policies \(basketballvictoria.com.au\)](https://basketballvictoria.com.au)

The Codes of Conduct can also be found on the MDBA website:

<https://mansfieldbasketball.tidyhq.com/public/pages/code-of-conduct>

Please read these rules and make sure you, and your team, abide by them for the enjoyment of everyone.

## Registrations

All registrations need to be made online via PlayHQ within the given timelines set out for that particular season. Please refer to the *Terms and Conditions of Participation in PlayHQ* [here](#).

No late registrations will be accepted.

Insurance and club fees must be paid in full before any player is able to play any games for MDBA.

NO PAY. NO PLAY. NO EXCEPTIONS.

## Uniforms

### Domestic

#### Jerseys

For Junior Domestic players, jerseys will be issued at the start of the domestic season by designated Age Group Coordinators.

Senior Competition teams must supply their own jerseys.

Age Group Coordinators are to maintain a register of players with jersey numbers. A photo of the players in their jerseys as a team is also a good way to log the jersey allocations.

All jerseys must be returned on the final game of their respective season. Age group coordinators are to remind players of bringing another top to wear on the last game of the season.

There is a \$40 fine incurred if Club Jerseys are not returned at the end of each domestic season.

### Shorts

Only full **BLACK BASKETBALL shorts with no pockets** are to be worn while playing any MDBA domestic games. For senior teams, in lieu of black shorts, the team may wear matching shorts as part of the uniform.

No stripes, no alternate colours on shorts. Only small logo allowed.

The shorts have to be above the knee and definitely no “short” shorts.

**Shorts must not have pockets.** This includes zip pockets.

In colder times of the year, black compression pants, and black compression T-shirt tops are allowed underneath the Club uniform. **Black bike shorts can ONLY be worn underneath the black basketball shorts.**

### Non-Compliant Shorts Penalty

A five (5) point penalty for your team will be enforced by the referees if your shorts are not black for the first 2 weeks of competition. This includes pockets and length of shorts. During this first 2 weeks, if shorts have pockets, they are to be worn inside out for safety reasons.

From week 3 onwards, the referees will enforce that the player will not be able to play. No exceptions!

### Footwear

Only basketball shoes with non-marking soles are permitted on the court playing areas.

Players will not be permitted to take to the court in socks, thongs, street shoes, or bare feet.

Referees have the right to enforce the uniform policy should they believe it is not being adhered to.

### **Representative**

Representative uniforms will be issued by the Representative Coordinator at the start of the tournament season.

Eagle's jerseys will be issued to representative players for that season, whilst the shorts will need to be purchased as required.

The Team Manager is to keep a Register of the uniforms issued (size & jersey number) to their team.

The Team Manager is also responsible for collection of the jerseys at the end of the Tournament season. A \$40 fine will be enforced if the jerseys are not returned.

## Domestic Rules (incorporating MDBA Club Rules and enforcement)

MDBA follow the rules set out by the current International Basketball Federation (FIBA).

MDBA also adhere to the Victorian Junior Basketball League (VJBL) rules.

Referees will adhere and enforce the current Victorian Referee Association (VRA) rules which includes, for example, no long nails, no jewellery, no watches to be worn, etc.

MDBA is also adhering to Basketball Victoria's mandate for all U14 age groups and below to play [No Zone Defence] "Man to Man defence" while defending their basket at all times.

MDBA has, however, adopted some Club Rules that are specific to age groups to make our association more inclusive. Referees will enforce and follow MDBA Club Rules.

Following are the MDBA Club rules.

### No ZONE Defence

The U14 Age group and all age groups below must play "Man to Man" defence.

This means each defensive player must match up with an opposing offensive player, inside their defensive 3 point arc. Referees will enforce this on the court.

### Players and Fill-In Players

All fill-in players must have current Basketball Victoria Registration and Insurance in order to take the court at any time.

A team must have at least (4) players to take the court.

If a team only has four (4) players, they must not get another player from the same age group to fill in for the team. Only a player from an age group below can fill in for the team, e.g. an under 12 player can fill in for an under 14 team. \* Refer below for exemption for mixed age groups

Teams may include up to three (3) fill-in players from a lower division/age group to make a maximum of six (6) players. There must be a minimum of three (3) members of the original team to create a game.

**Junior** Fill-in players may only fill-in **twice per season for each team**.

**Senior** Fill-in players may only fill-in **twice per season**, please refer to Senior Comp rules page (12)

If a team has only three (3) players attend their scheduled game, and no fill-in players can be sought, then the following will apply:

- Referees will wait 10 minutes before calling a game forfeit.
- If there is a late start waiting for a player/s, 1 point per minute will be given to the opposing team.

\* Age Groups that do not have an age group lower to source fill in players from, can source players from the same age group to make a team of six (6). This will incorporate the rule of having four (4) players to take the court as described above.

For example, U10 age group and U10/U12 combined age group.

Mixed Age Groups, for example U14/U16 can source players from U14.

## Calling of Subs and Time-outs

**Subs:** Players are to request their sub requirements directly to the score bench when requested by their Coach. All sub requests are to be made by approaching the score bench, with no yelling out from the team bench.

**Time-outs:** Only the Coach has the right to request a time-out. They shall establish visual contact with the scorer, or they shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with their hands. Exemption: Senior player Coaches who are on court at the time may call their timeout directly to the score bench or Referee.

Coaches can also call a timeout directly to the Referees when the opposing team scores a field goal and time has not allowed that Coach to inform the score bench.

If needed, the Court Supervisor is to encourage the Coach and Players to follow these rules above.

## Rules for U10 Boys and Girls

Once a player has either reached or gone over **12 points** in any point scoring play, no further score shall count towards that player or team. **NOTE: Mixed age group**, eg U10/12 points cap is the cap pertaining to the higher age group, U12.

For example, if a player is on 11 points and shoots a field goal, the player and team will receive those 2 points. The player will finish with 13 points and will not be able to score again in that game. No more shots are to be taken by this player.

The same rule applies for a foul while “in the act of shooting” 2 or 3 free throws. The player and team will be awarded the full number of points, but the player will be unable to score again in that game.

If a player has reached their cap and is awarded foul shots due to the opposition reaching 9 team fouls, another player must take the free throws.

It is the scorer’s responsibility to let the coach and referee know when the player is reaching their maximum score.

**ALL FIELD GOALS ARE WORTH 2 POINTS, even if a 3 point shot is taken. No 3 pointers awarded.**

If there is any doubt about the scoring, the scorer will sound the siren and stop the clock. The Referees will approach the bench and help the scorer with any score issue. The referees may call a “referee time-out” if required.

**MERCY RULE:** When a team is in front by 10 points or above, the ‘Mercy Rule’ is enforced, and the leading team must return to the inside of their defensive 3-point arc. It is the scorer’s responsibility to let the referee know the 10 point ‘Mercy Rule’ needs to be implemented, so they can enforce it on the court.

**A full or half court press is only allowed in the 2<sup>nd</sup> half of the game.** The Score bench will ring the hand bell to alert players and Coaches at those times.

**The Mercy rule still overrides this, and you cannot have a press of any sort once you are beating a team by 10 points or more.**

**NO ZONE DEFENCE:** The U10 age group must play “**Man to Man**” defence.

This means each defensive player must match up with an opposing offensive player, inside their defensive 3 point arc. Referees will enforce this in the court.

Foul shots are from the inner line.

Ball size is 5.

**The Coach must give even court time to all players,** even if the team is going to lose.

Coaches are reminded to encourage inclusiveness, and if winning by a lot, use inclusive strategies. This could be to make everybody in the team touch the ball before you can shoot, or pass to players that have not shot a goal in the game, etc.

## Rules for U12 Boys and Girls

Once a player has either reached or gone over **14 points** in any point scoring play, no further score shall count towards that player or team. . **NOTE: Mixed age group**, eg U12/14 points cap is the cap pertaining to the higher age group, U14.

For example, if a player is on 13 points and shoots a field goal, the player and team will receive those 2 points. The player will finish with 15 points and will not be able to score again in that game. No more shots are to be taken by this player.

If a player has reached their cap and is awarded foul shots due to the opposition reaching 9 team fouls, another player must take the free throws.

It is the scorer's responsibility to let the coach and referee know when the player is reaching their maximum score.

**ALL FIELD GOALS ARE WORTH 2 POINTS, even if a 3 point shot is taken. No 3 pointers awarded.**

If there is any doubt about the scoring, the scorer will sound the siren and stop the clock. The Referees will approach the bench and help the scorer with any score issue. The referees may call a "referee time-out" if required.

**MERCY RULE:** When a team is in front by 10 points or above, the 'Mercy Rule' is enforced, and the leading team must return to the inside of their defensive 3-point arc. It is the scorer's responsibility to let the referee know the 10 point 'Mercy Rule' needs to be implemented, so they can enforce it on the court.

**A full or half court press is only allowed in the 2<sup>nd</sup> half of the game.** The Score bench will ring the hand bell to alert players and Coaches at those times.

**The Mercy rule still overrides this, and you cannot have a press of any sort once you are beating a team by 10 points or more.**

**NO ZONE DEFENCE:** The U12 age group must play "**Man to Man**" defence.

This means each defensive player must match up with an opposing offensive player, inside their defensive 3-point arc. Referees will enforce this in the court.

Foul shots are from the inner line.

Ball size is 5.

**The Coach must give even court time to all players,** even if the team is going to lose.

Coaches are reminded to encourage inclusiveness, and if winning by a lot, use inclusive strategies. This could be to make everybody in the team touch the ball before you can shoot, or pass to players that have not shot a goal in the game, etc.

## Rules for U14 Boys and Girls

Once a player has either reached or gone over **16 points** in any point scoring play, no further score shall count towards that player or team. . **NOTE: Mixed age group**, eg U14/16 points cap is the cap pertaining to the higher age group, U16.

For example, if a player is on 15 points and shoots a field goal, the player and team will receive those 2 points. The player will finish with 17 points and will not be able to score again in that game. No more shots are to be taken by this player.

If a player has reached their cap and is awarded foul shots due to the opposition reaching 9 team fouls, another player must take the free throws.

It is the scorer's responsibility to let the coach and referee know when the player is reaching their maximum score.

If there is any doubt about the scoring, the scorer will sound the siren and stop the clock. The Referees will approach the bench and help the scorer with any score issue. The referees may call a "referee time-out" if required.

**MERCY RULE:** When a team is in front by 10 points or above, the 'Mercy Rule' is enforced, and the leading team must return to the inside of their defensive 3-point arc. It is the scorer's responsibility to let the referee know the 10 point 'Mercy Rule' needs to be implemented, so they can enforce it on the court.

**NO ZONE DEFENCE:** The U14 age group must play "**Man to Man**" defence.

This means each defensive player must match up with an opposing offensive player, inside their defensive 3-point arc. Referees will enforce this in the court.

Foul shots are from the regular line.

Ball size is 6.

**The Coach must give even court time to all players**, even if the team is going to lose.

Coaches are reminded to encourage inclusiveness, and if winning by a lot, use inclusive strategies. This could be to make everybody in the team touch the ball before you can shoot, or pass to players that have not shot a goal in the game, etc.

## Rules for U16 Boys and Girls

Once a player has either reached or gone over **18 points** in any point scoring play, no further score shall count towards that player or team. . **NOTE: Mixed age group**, eg U16/18 points cap is the cap pertaining to the higher age group, U18.

For example, if a player is on 17 points and shoots a field goal, the player and team will receive those 2 points. The player will finish with 19 points and will not be able to score again in that game. No more shots are to be taken by this player.

If a player has reached their cap and is awarded foul shots due to the opposition reaching 9 team fouls, another player must take the free throws.

It is the scorer's responsibility to let the coach and referee know when the player is reaching their maximum score.

If there is any doubt about the scoring, the scorer will sound the siren and stop the clock. The Referees will approach the bench and help the scorer with any score issue. The referees may call a "referee time-out" if required.

**MERCY RULE:** When a team is in front by 20 points or above, the 'Mercy Rule' is enforced, and the leading team must return to the inside of their defensive 3-point arc. It is the scorer's responsibility to let the referee know the 20 point 'Mercy Rule' needs to be implemented, so they can enforce it on the court.

Foul shots are from the regular line.

Ball size is 6 for girls and size 7 for boys.

**The Coach must give even court time to all players**, even if the team is going to lose.

Coaches are reminded to encourage inclusiveness, and if winning by a lot, use inclusive strategies. This could be to make everybody in the team touch the ball before you can shoot, or pass to players that have not shot a goal in the game, etc.

## Rules for U18/U20 Boys and Girls

Once a player has either reached or gone over 20 points in any point scoring play, no further score shall count towards that player or team.

For example, if a player is on 19 points and shoots a field goal, the player and team will receive those 2 points. The player will finish with 21 points and will not be able to score again in that game. No more shots are to be taken by this player.

If a player has reached their cap and is awarded foul shots due to the opposition reaching 9 team fouls, another player must take the free throws.

It is the scorer's responsibility to let the coach and referee know when the player is reaching their maximum score.

If there is any doubt about the scoring, the scorer will sound the siren and stop the clock. The Referees will approach the bench and help the scorer with any score issue. The referees may call a “referee time-out” if required.

**MERCY RULE:** When a team is in front by 20 points or above, the ‘Mercy Rule’ is enforced, and the leading team must return to the inside of their defensive 3-point arc. It is the scorer’s responsibility to let the referee know the 20 point ‘Mercy Rule’ needs to be implemented, so they can enforce it on the court.

Foul shots are from the regular line.

Ball size is 6 for girls and size 7 for boys.

**The Coach must give even court time to all players**, even if the team is going to lose.

Coaches are reminded to encourage inclusiveness, and if winning by a lot, use inclusive strategies. This could be to make everybody in the team touch the ball before you can shoot, or pass to players that have not shot a goal in the game, etc.

## Men’s and Women’s Senior Domestic Competition

You must be at least 14 years of age by the start of the first round to play in the men’s or women’s competition.

Current FIBA rules are followed.

No scoring cap. No ‘Mercy Rule’. Foul shots are from the regular line.

Ball size is 6 for women, and size 7 for men.

Registration through PlayHQ is per team. Each team is to have a Coach appointed and registered through PlayHQ. Player Coaches are accepted and encouraged.

Senior teams must supply their own team jersey/singlet set.

Please refer to page (4) for shorts compliance and other uniform club rules.

## Mixed Domestic Competition

You must be at least 14 years of age by the start of the first round to play in the mixed competition.

A team must be represented on the court by at least two (2) female and two (2) male players, with the fifth player being either female or male.

There is a **20-point cap** in the mixed competition. Once a player has either reached or gone over 20 points in any point scoring play, no further score shall count towards that player or team.

For example, if a player is on 19 points and shoots a field goal, the player and team will receive those 2 points. The player will finish with 21 points and will not be able to score again in that game. No more shots are to be taken by this player.

The same rule applies for a foul while “in the act of shooting” 2 or 3 free throws, or a three-point shot. The player and team will be awarded the full number of points, but the player will be unable to score again in that game.

If a player has reached their cap and is awarded foul shots for the opposition reaching 9 team fouls, another player must take the free throws.

It is the scorer’s responsibility to let the coach and referee know when the player is reaching their maximum score.

If there is any doubt about the scoring, the scorer will sound the siren and stop the clock. The Referees will approach the bench and help the scorer with any score issue. The referees may call a “referee time-out” if required.

Once four (4) players in the same team have scored all of their 20 points, players may start a new 20-point tally. Players must keep a tally of how many points they have scored themselves and encourage other team members to shoot if they have reached their 20-point tally.

No ‘Mercy Rule’.

There are no time outs in the last 1 minute of the first half unless there is an injury situation.

Men only in one key, and women in the other. It is a violation if this infringement occurs. A dangerous violation of the key will be a tech foul.

A deliberate violation and/or foul will result in a tech foul.

If a woman is shooting in the woman's key and has no other female opponents in the key (after a fast break for example) and a man deliberately enters the key to defend, the goal is automatically awarded. The opposite for men will also apply.

Play is with a size 6 ball.

**This is a social competition - we ask all players to play the game in a social manner. Enjoy yourselves!**

## Fill-In Players for Senior's and Mixed Competitions

All fill-in players must register on the PlayHQ scoring system prior to taking the court at any time - details will need to be given to the score bench on arrival.

A fill-in player can only play two (2) times in the Senior Competition per season.

Each fill-in player must pay a \$15 fee (cash) to the Court Supervisor prior to taking to court.

A team must have at least four (4) players to take the court.

Teams may include up to three (3) fill-in players to make a maximum of six (6) players. There must be a minimum of three (3) members of the original team to create a game.

**Mixed teams** may exceed six (6) players to ensure three of each gender is on the team. For example, if a team has four female players and two male players at a game, they can source another male player even though it takes the team to seven to ensure that there are three players of each gender on the team.

If a team has only three (3) players attend their scheduled game, and no fill-in players can be sought, then the following will apply:

- Referees will wait 10 minutes before calling a game forfeit.
- If there is a late start waiting for a player/s, 1 point per minute will be given to the opposing team.

If a fill-in player needs to become a permanent replacement player after their (2) temporary games, that player must pay full registration fees to continue playing in Senior Competition.

If a registered player becomes unavailable due to injury or other personal reasons, that players' team Coach can submit a request to the Senior Sub Committee via email for a permanent replacement player.

## Timing Regulations

### Domestic Regular Season:

60-minute time schedule; two x 20-minute halves.

2-minute half time break.

Two x 1-minute 'Time Outs' per team, per half, without the clock stopping, apart from (D) see below.

Clock stops in the last one minute of the second half (regardless of the score), whenever the ball is out of play, or on a "dead ball" (ie: on all whistles).

Drawn games will stand as is, as there will be no extra periods in regular season.

### Domestic Finals Season:

60-minute time schedule; two x 20-minute halves.

2-minute half time break.

Two x 1-minute 'Time Outs' per team, per half, without the clock stopping, apart from (D) see below.

Clock stops in the last (1) minute of the first half, and the last (3) minutes of the second half, whenever the ball is out of play, or on a "dead ball" (ie: on all whistles).

Extra Periods. A drawn game shall result in an extra period to be played. Each extra period shall be (3) minutes, until a winner is determined. The clock shall stop whenever the ball is out of play, or on a "dead ball" (ie: on all whistles). Each team is permitted a one (1) minute 'Time Out' per extra period. All fouls will stand as is.

### Points System - Ladder Points Average

A Ladder Points Average ladder will still consider the ladder points earned by a team throughout a season, however, instead of being ranked exclusively by Ladder Points, the number of games that the team has played (excluding byes) is also considered.

## Finals Series

### Finals Qualification:

All players of all age groups and divisions must play in at least half plus one of the scheduled games to qualify for finals, (i.e. in a 16-game season, a player must play at least 9 games to qualify).

A Doctor's Certificate supplied to the Coach or Age Group Coordinator will be accepted for any missed games. This applies for all competitions in MDBA.

In the event of a bye or a receive walkover, the bye/walkover will be counted if the player participates in the round directly before, and after, the bye.

## **Finals Format:**

Top four (4) teams.

### Week (1) Semi-finals.

Game (A) = 1<sup>st</sup> -v- 2<sup>nd</sup> (Winner straight to the Grand Final)

Game (B) = 3<sup>rd</sup> -v- 4<sup>th</sup> (knockout)

### Week (2) Preliminary Final;

Game (C) = Loser of Game (A) -v- Winner of Game (B)

### Week (3) Grand Final

Game (D) = Winner of Game (A) -v- Winner of Game (C)

Alternatively, the Committee may choose the finals format to be “sudden death” over a period of 2 weeks, as such:

Top four (4) teams.

### Week (1);

Game (A) = 1<sup>st</sup> -v- 4<sup>th</sup>

Game (B) = 2<sup>nd</sup> -v- 3<sup>rd</sup>

### Week (2);

Game (C) = Winner of Game (A) -v- Winner of Game (B)

The MDBA committee has the right to change any finals series due to unforeseen circumstances.

## **Junior Representative Teams (EAGLES)**

Players will only be eligible to represent the Mansfield Eagles if they play in the domestic competition of MDBA in the current year. However, special circumstances may be granted by the MDBA Committee.

Tryouts will be held when advertised, and teams and coaches will be selected by a representative panel.

**Disclaimer:** The MDBA Committee reserves the right to amend these rules at any time without prior notice.