



Bellarine Peninsula Basketball Association Inc.

BY-LAWS

Updated July 2025

The Bellarine Peninsula Basketball Association will promote and develop basketball with an all-encompassing approach to provide affordable and accessible opportunities for people of all ages and abilities.

We will do this by encouraging a lifestyle of health and wellness and maintaining a strong connection with the local community.

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1 DEFINITIONS

In these regulations, unless inconsistent with the context or subject matter:

1.1 BPBA

Means Bellarine Peninsula Basketball Association Incorporated.

1.2 AMATEUR

The Amateur laws of the BPBA shall be those adopted from time to time by the International Basketball Federation (FIBA) or as modified by Basketball Australia (BA) or Basketball Victoria (BV).

1.3 BPBA OFFICIALS

Means any person who is an office bearer or Board Member of the BPBA or any sub-committee of the BPBA.

1.4 PLAYER

Means any person registered as a player or who is named as a player on the scoresheet or electronic scoring of any match in question whether or not that person takes the court.

1.5 COACH

Means any person playing, non-playing, assisting or who takes responsibility for the direction of play must be named on the scoresheet.

1.6 CLUB

Refers to an affiliated domestic club within the BPBA competition e.g. Barwon Heads Seagulls

1.7 TEAM

Team refers to an individual team not registered with a BPBA club.

1.8 CLUB OFFICIAL

Means any person who is an office bearer, or committee member of an affiliated BPBA domestic club.

1.9 REFEREE

Means any referee who officiates in any match and includes any referee on score-bench duty in any match. Referees are paid by the players and/or teams.

1.10 GAME OFFICIAL

Includes referees and any other person acting in any score-bench, referee, coach/supervisor or venue managing capacity.

1.11 SPECTATOR

Means any person not listed herein, who is an onlooker at any match, whether or not that person is a supporter of any team.

1.12 BPBA BOARD

All officials elected at the A.G.M. and /or appointed by the board are herein referred to as Board Members.

1.13 COMPETITIONS MANAGER

Staff member assigned to act on behalf of the BPBA in the organization of competitions.

2 MEMBERSHIP

2.1 Membership of the BPBA

The Association shall consist of Playing Members, Parents Members, Other Members, Temporary Members and elected Life Members.

2.2 Conditions of Affiliation

The conditions of affiliation shall be:

- 2.2.1 The club/team applying for affiliation agrees to abide by the BPBA rules, by-laws and playing rules adopted from time to time by BPBA and to accept and enforce all decisions of the BPBA made in conformity thereof.
- 2.2.2 That any club/team not complying with any of the conditions of affiliation shall render itself liable to have its affiliation cancelled. Any disqualified club/team shall cease to have any claim on the property of the BPBA, but shall be liable for any call in respect of debts incurred by BPBA prior to such disqualification.
- 2.2.3 Any team may be reviewed any time throughout the season at The BPBA Board's discretion.

3 TEAM ENTRIES

3.1 Entering Individual Teams

Individual teams may apply for entry into the competition and may be accepted at the discretion of the Competitions Manager.

3.2 Teams shall be entered by:

Using the PlayHQ team entry link supplied by the BPBA competitions manager or found on the BPBA publications by the due date.

- The competitions manager reserves the right to decline any entry on reasonable grounds
- Payment of the prescribed fee through PlayHQ or by invoice direct to BPBA affiliation club.

- 3.2.1 Club teams are to be entered in the competition by a club official within a timeframe determined by the competitions manager.

3.3 Minimum Number of Players

To be an eligible team the team must have a minimum of 5 players registered through PlayHQ.

- 3.3.1 In an effort to ensure evenness across the BPBA domestic competitions, teams are expected to adhere to the BPBA Domestic Junior Player Points System (see Appendix A.). The intent of this rule is to prevent any one team from dominating in any grade, and the final decision on placement of a team (irrespective of rep points) will rest with the BPBA Board
- 3.3.2 Notwithstanding 3.3.1, to ensure domestic competition remains competitive, the BPBA Board reserves the right to adjudicate on this by-law, and may place further restrictions or deny registration to a team to ensure the spirit of this By-law is upheld.

3.4 Registration Fees

The Board will decide from time to time what team entry and player registration fees will be paid and what admission charges will be made.

3.5 Monies Owed

All monies owed to the Association for fines, social functions, singlet hire, or other contingency MUST be paid within 30 days of date of account issued, otherwise teams could be debarred from taking part in any competition matches until such monies are paid in full.

3.6 Monies Owed from Previous Season

All monies owed to the Association from one season must be paid prior to the commencement of the ensuing season where there is less than 30 days between the seasons; otherwise teams may be debarred from taking part in any competition matches until such monies are paid.

Note: In either of the cases 3.5 or 3.6 above; if outstanding monies are not paid as stated, walkovers may be awarded against the offending team or the team may be removed from the competition.

4 PLAYER REGISTRATION

4.1 Season Fee

All players must pay the season player registration fee with BPBA prior to their first game by using the PlayHQ registration link (unique link for each team).

4.1.1 Players competing for multiple teams in BPBA competition are only required to pay “player registration fee” once. For a 2nd registration please contact competition manager to be provided with a discount code

4.2 Players Registered with another Association

Players registered with another Basketball Victoria Country Affiliated Association will, on production of proof of registration, be charged only the current BPBA membership fee (Affiliation).

4.3 Proof of Age

Registrations of junior players must be accompanied by proof of age, either with a birth certificate, an extract of birth or a passport.

5 PLAYER ELIGIBILITY

5.1 Finals Eligibility

To be eligible to play in the BPBA finals series, a player must compete in at least half of the matches scheduled in the fixture, including byes and forfeits against, for that team. In the case of the number of matches not being divisible by two, the next higher number divisible by two will be used to determine the required number of matches. (Eg: the required number of games for 21 scheduled matches would be 11.)

5.2 Byes

Byes will count as a qualifying game.

5.3 Playing in only One Division

A player from a club may register for the same club in 2 or more different age groups. A player from an independent team may register for another independent team in a different age group.

- 5.3.1 *Fill-Ins*: Club teams may use fill-in players from a lower age group or division provided that player is registered with the same club. Independent teams may only use fill ins from another independent teams (not registered with a club) in lower age groups. Teams playing with fill-ins will be capped at 7 players per game in the regular season. Fill-in players must be registered players in the BPBA competition.
- 5.3.2 *Fill-Ins in Finals*: 5.3.1 applies with amendment that teams may only fill in the team up to a total of 5 players. This rule is intended to assist teams avoid forfeits only.

5.4 More than One Team

Clubs having more than one team in any one age group may only transfer players between teams upon approval of the competitions manager.

5.5 Under Age Qualification

All players competing in under age competitions must be under the age requirement of the division as at the 31st day of December in the year the season concludes.

5.6 A Forfeit

In the event of a forfeit, all players of the team receiving the forfeit who registered to the team on PlayHq will be marked “in play” for the purpose of finals eligibility. A credit of game fees will be applied to the next game for that team.

5.7 Injured Players Eligibility for Finals

BPBA may consider granting qualifying games consideration for finals eligibility in exceptional circumstances to players impacted by long term injury.

Application for exemption must be submitted in writing to the BPBA Competitions Manager with medical certificates, required as accompanying documentation, with the letter requesting special consideration of the exemption to finals qualification. The medical certificate may be accepted as evidence of the injury/illness.

For exemption to be considered the following criteria must be adhered to:

- The player must have had a long term injury (four weeks or more)
- The player must be competing in the competition regularly before the injury occurred.
- The application and medical certificate must be submitted within fourteen (14) days of the diagnosis.

Each application will be considered on a case by case basis only. BPBA does not guarantee it will approve any requests for exemption to the eligibility criteria and all steps to qualify must be taken.

5.8 Minimum Age for Senior Competitions

- 5.8.1 To participate in any senior competition (including Men's, Women's, Social Mixed), players must be turning a minimum age of fifteen (15) years of age in the year of the competition.
- 5.8.2 Any player under the age of 16 must complete the indemnity form prior to playing their first game.
- 5.8.3 In the Masters division all players must be 35 years old or above.

6 INELIGIBLE PLAYERS

6.1 Playing an Ineligible Player

Any team found to have played an ineligible player shall forfeit all matches in which the player participated.

6.2 Penalty for Playing an Ineligible Player

In the case of 6.1 above, any team that flagrantly breaches this rule shall incur a penalty, as determined by the Competitions Manager.

7 UNIFORMS

7.1 Uniform Colours

Each new club or team must seek approval for their colours through the Competitions Manager prior to entry of their team.

7.2 Uniform Clash

The first named team on the scoresheet is required to change uniform in the event of a clash.

7.3 Incorrect Shorts

Players must wear shorts that are either black, navy blue or in the same colour scheme as their playing singlet. Pockets in shorts, including those with zippers are strictly prohibited. Any breach of this rule will incur a five (5) point penalty in that game to be applied before half time.

7.4 Incorrect Singlet

A player may not take the court in any match with incorrect uniform singlet after grading for that competition. Any breach of this rule will incur a five (5) point penalty in that game to be applied before half time.

- 7.4.1 Singlets must bear legal numbers of cloth, plastic or other acceptable fabric, permanently attached. Chalked, taped or inked numbers will not be permitted.
- 7.4.2 Faded or damaged singlets must be replaced once the club/team has been notified in writing.

8 GAME REGULATIONS

8.1 Official Basketball Rules

All matches will be conducted under the official basketball rules of F.I.B.A. with the following bylaws being substituted where ever necessary.

8.2 Match Balls

All match balls will be provided.

8.3 Score Table

Each team must provide a competent person for the score table.

8.4 Minimum Number of Players

A team may take the court with a minimum of four (4) players

8.5 Late Start

If a team is late in being ready to commence a game, a penalty of two (2) points for each minute or part thereof, will be awarded to the captain of the opposing team.

8.6 Walkovers

In the event of a team not being ready to play ten (10) minutes after the appointed time, a walkover will be awarded to the opposing team and a score of twenty (20) points to zero (0) shall be recorded. A fine will be imposed, the equivalent of both teams' game fees.

8.7 Notice of a Walkover

In the event of a team giving a walkover, a score of twenty (20) points to zero (0) shall be awarded to the opposing team for percentage purposes. In addition, fines as stipulated below will be imposed:

24 or more hours notice: Game fee of 1 team

Less than 24 hours notice: Game fee for both teams

8.8 No Fault Late Start

In the event of a match being unable to commence at the appointed time through no fault of either team, the referee may commence the game when play is possible.

8.9 Power Failure or Unforeseen Circumstances

In the case of power failure or any other unforeseen circumstances where a game must be terminated, each participating team will receive two (2) premiership points each and a score of ten (10) to ten (10) will be recorded.

8.10 Premiership Points

Premiership points will be allocated as follows:

Win	3 points
Draw	2 points
Loss	1 point
Forfeit loss	0 points
Forfeit win	3 points
Bye	3 points

8.11 Player Sin Bin Policy

The Player Sin Bin Policy for the BPBA is as follows:

A behavioural technical foul charged to an individual player will be penalised in accordance with FIBA rules, with the added penalty of the player being disqualified from the court for a period of five (5) playing minutes. The scorer will record the time the penalty was imposed on the score sheet and advise the player's coach when the player is able to return to the court.

9 REPORTING PROCEDURES

The rules set out in the By-Laws of Basketball Victoria shall be adopted for reporting procedures.

10 TRIBUNAL

Tribunal procedures shall follow the current Basketball Victoria guidelines.

11 TIMING REGULATIONS

11.1 Timing for Junior Grading and Regular Season

Junior match (U18's and below – except under 10's) - Regular season (50 MINUTE GAME SCHEDULE)

Four (4) periods of Ten (10) Minutes each

Warm-up period: Minimum One (1) minute

Half-time break: Two (2) minutes

¼ & ¾-time break: One (1) minute

Time Outs: Two (2) per team per half

Junior match (Under 10's) - Regular season (50 MINUTE GAME SCHEDULE)

Four (4) periods of Eight (8) Minutes each

Warm-up period: Minimum One (1) minute

Half-time break: Four (4) minutes (allow for ½ time shots)

¼ & ¾-time break: One (1) minute

Time Outs: Two (2) per team per half

Clock stops on: Each whistle during the last one (1) minute of the game, when the score difference is less than ten (10) points.

11.2 Timing for Junior Finals

Junior match (U18's or below) - Finals series (60 or 75 MINUTE GAME SCHEDULE)

Four (4) periods of Ten (10) Minutes each

Warm-up period: Minimum five (5) minutes

Half-time break: Two (2) minutes

¼ & ¾-time break: One (1) minute

Time Outs: Two (2) per team per half

Clock stops on:

Time Outs

Disqualifying fouls

Each whistle last one (1) minute of the first half

Each whistle during the last three (3) minutes of the game.

Overtime: 1 x five (5) minute period. After this 5 minutes if scores remain tied referees will stop game play and notify both teams that the game will now be a golden point. A jump ball will be used to start Golden Point. No timeouts will be permitted during Golden Point.

11.3 Timing for Senior Matches

Senior match - Regular season (50 MINUTE GAME SCHEDULE)

Four (4) periods of ten (10) minutes

Warm-up period: Minimum One (1) minute

¼ & ¾-time break: One (1) minute

Half-time break: Two (2) minutes

Time Outs: Two (2) per team per half

Clock stops on: Each whistle during the last one (1) minute of the game, when the score difference is less than ten (10) points.

11.4 Timing for Senior Finals

Senior match - Finals series (60 or 75 MINUTE GAME SCHEDULE)

Four (4) periods of ten (10) minutes

Warm-up period: Minimum five (5) minutes

¼ & ¾-time break: One (1) minute

Half-time break: Two (2) minutes

Time Outs: Two (2) per team per half

Clock stops on: Time Outs

Disqualifying fouls

Each whistle last one (1) minute of the second-quarter

Each whistle during the last three (3) minutes of the game.

Overtime: 1 x five (5) minute period. After this 5 minutes if scores remain tied referees will stop game play and notify both teams that the game will now be a golden point. A jump ball will be used to start Golden Point. No timeouts will be permitted during Golden Point.

12 CLEARANCES

12.1 Player Desires a Clearance

If a player registered with a club desires to transfer to another club or team, he/she must discuss fully with the former club his/her reasons for seeking a clearance prior to applying to the former body for that clearance. He/she may not play for another club or team without first obtaining a clearance and the approval of the BPBA. All clearances may only take place between playing seasons.

12.2 Application for a Clearance

Applications for a clearance will be automatically initiated when registering for PlayHQ for another club/team.

12.3 Submitting a Clearance Application

Once a player registers to a team on PlayHQ an automatic process will begin to get club/team and BPBA approval. Once completed the player may take the court for a new team.

12.4 Club Decision on Clearance Application

Clubs must accept or decline within 7 days.

12.5 Player's Responsibility

It is the player's responsibility to follow the clearance through from start to finish.

12.6 Clearance Refusal

If the clearance is refused, FULL REASONS for such refusal MUST be communicated in writing to the competitions manager. If the applicant is un-financial, the details of the arrears must also be stated.

12.7 Player Appeal

A player refused a clearance may appeal in writing to the BPBA within seven (7) days of such refusal.

12.8 Appeals

Accepted appeals should be heard within fourteen (14) days of receipt.

12.9 Financial Obligations of the Player

No appeal will be heard by the BPBA unless the applicant has discharged all financial obligations to their club.

12.10 Notification of Appeal

Upon receipt of such written appeal, the BPBA shall record and notify the following parties of the date and time the appeal will be heard:

- the club which refused the clearance
- the club to which the player wishes to be cleared
- the player concerned

12.11 Attendance at the Appeal

One representative of each club may attend the appeal hearing to speak on the matter as well as the player involved.

12.12 Provision of Information

Relevant information will be provided to all parties prior to the appeal meeting.

12.12.1 Clubs will be notified of appeal decisions within seven (7) days of the date of the appeal hearing.

12.13 Players Tied to a Club

Players are tied to the club with which they are registered for a period of one (1) calendar year from the date of the last game they played with that club.

12.13.1 Clearances are not required after the expiration of that one year period.

12.13.2 The last game date is that which is recorded by BPBA

12.14 Standing Out of Competition

Any player, having exhausted every avenue to obtain a clearance, and who has had an appeal dismissed, will be cleared automatically after one (1) calendar year from the date of lodgement of a statement in writing to the BPBA that they intend to stand out of all basketball under the control of the BPBA

12.14.1 During that period that person will not be permitted to apply for another clearance unless their club is willing to clear them within that twelve (12) month period.

12.15 Disbanded Teams

Any players of disbanded teams/clubs may play for the team/club of their choice provided that the players financial obligations to the BPBA have been met in full.

13 DISPUTES/APPEALS COMMITTEE

13.1 Resolution

Disputes and appeals shall be resolved by the BPBA Board within fourteen (14) days.

13.2 Presenting Disputes/Appeals

All disputes and appeals of any decisions are to be presented in writing from the club official to the Competitions Manager within seven (7) days.

13.3 Resolution Reporting

The resolution of the BPBA Board shall be reported to the relevant clubs within seven (7) days.

14 RISK WARNING

14.1 Risk Warning

The Association will not accept any responsibility for any property or valuables other than property or valuables directly under its control.

15 EQUIPMENT

15.1 Loss or Damage to BPBA Property

Any person, who loses or damages any BPBA property, including uniform, will be charged with replacement or repair costs.

15.2 Penalty for not returning BPBA Property

Any person in possession of a BPBA uniform, ball or other property without proper authority, after a request has been made to return the same, may be suspended by the Board until such property is returned.

15.3 Hanging on Rings/Nets

Hanging on rings or nets may result in a penalty of replacement of damaged equipment and ejection from the game or stadium.

16 REFEREE PAYMENTS

16.1 Referee Payments

Referee payments shall be consistent with the standard confirmed annually by Basketball Victoria. Referees are paid by the players and /or teams.

17 MODIFIED RULES

17.1 Under 16 & 18 Age Group

- 17.1.1 If a team is winning by 20 points or more they must play half-court defence.

17.2 Under 14 Age Group

- 17.2.1 All players must play man to man defence
- 17.2.2 If a team is winning by 20 points or more they must play half-court defence.

17.3 Under 12 Age Group

- 17.3.1 All players must play man to man defence
- 17.3.2 If a team is winning by 20 points or more they must play half-court defence.

17.4 Under 10 & Under 9 Age

- 17.4.1 All players must play man to man defence, no double teaming
- 17.4.2 All teams must play half court defence.
- 17.4.3 There are no three (3) pointers allowed
- 17.4.4 Players are only permitted to score twelve (12) points per game. Exceptions; If a player is on eleven (11) points and scores an additional two (2) points this is allowed, also if a player is on eleven (11) points and is fouled in the act of shooting all successful free throws will be awarded their correct value.
- 17.4.5 At this age group leniency is to be given to players in regards to violations during the game. Referees are instructed to 'coach' players on the court. If a player violates in the first instance the referee is to stop the game, instruct the player then give the ball back to that player to try again, if the same player violates again the game is to be stopped and the ball is to be given to the opposing team.
- 17.4.6 In U9 competition coaches are allowed on court to assist players learning rules and movement of the game. During these games coaches are not to interact with referees while on the court.

17.5 Extended 3-pt Line

- 17.5.1 All age groups from Under 14's and below will use the shortened 3-point line (6.25m)
- 17.5.2 All age groups from Under 16's and above will use the FIBA 3-point line (6.75m)
- 17.5.3 At any venue where both lines are not marked, the 3-pt line as marked on the court (Regardless of the distance) will be used for all age groups/divisions (excluding Under 10's and Under 12's).

17.6 No Zone for Under 14's and below

If it is thought a team (U9, U10, U12 & U14) is playing a zone, then the opposition team must film the alleged zone and email it to the Association within 48 hours. The footage will be reviewed by BPBA and an outcome will be given in 5 business days.

17.6.1 If deemed to be playing a zone the following penalties will apply. Regular season/grading games will be reviewed on film afterwards.

Normal Season:

First offence: Warning

Second offence: A walkover will be issued

Finals & Grand Finals - Zone Busters will be appointed where possible:

First offence: Warning

Second offence: A walkover will be issued

18 STORM BY-LAWS

18.1 Coaches

- 18.1.1 Coaches of Teams are by application only and must be Level 1 accredited (Club Coach Accreditation), or be willing to obtain Level 1 accreditation upon appointment to coaching role.
- 18.1.2 Coaching Appointments are decided upon by the BPBA Development & High Performance Manager (DHPM).
- 18.1.3 Each Team **must** have a Level 1 Accredited Coach and an appointed Team Manager.
- 18.1.4 Tryouts are run by the DHPM prior to the start of the new season.
- 18.1.5 Coaches of “firsts” teams are appointed prior to tryouts where possible. Coaches of “seconds” or subsequent teams will be announced with team selections. Where possible non-parent coaches will be appointed to 1st teams.
- 18.1.6 Team Selection will involve the DHPM and a Selection Panel.
- 18.1.7 Age requirements are in accordance with the under-age format, 31st December in the year of Competition. E.g.: 17/18 season = Calculated as at 31/12/18
- 18.1.8 Players **must** play in their own age group.

18.2 Domestic Requirements

Players **must** be a registered and playing member of the BPBA Domestic competition to be eligible to be selected as a player in a Storm team.

- 18.2.1 To be classified as a “playing member”, a player must participate in enough games to be eligible for finals in their domestic division.

18.2.2 BPBA will regularly monitor participation of all Storm players in the domestic competition.

18.2.3 It is expected that players meet the following:

Domestic Round #	Must have played in domestic competition:
5	3 games
10	5 games
15	8 games
18	9 games

18.2.4 A player failing to meet the requirement of domestic games may be suspended from the Storm program until they resume regular participation in the domestic competition.

18.2.5 Exemption shall be sought in writing to the DHPM. Exemptions are not automatically granted, and players should continue to participate in the BPBA domestic competition until notification of their request being either granted or denied. Exemptions will be granted for any player participating in State Development Programs U16 and above (SDP), State teams (Vic Country U16/U18 team competing at Nationals) or members of the main 12 player roster of our Storm BigV senior or BigV youth league teams. BigV training/development players may apply for exemption but will only be granted if they are participating in senior BigV games and training at the same frequency as a rostered player. E.g. They are playing minutes in games every weekend like a rostered player and competing in all practice sessions like a rostered player.

18.2.6 Players who are part of a Storm senior team or training squad are eligible to apply for a domestic competition exemption. This is to assist in the management of workload and basketball commitments to allow players best possible development opportunities.

18.3 Registration Fees

Storm Registration fees will be set by the BPBA Administration prior to the commencement of the season.

18.4 Storm Uniform

Purchase of Storm shorts and singlets is compulsory.

19 APPENDICES

19.1 Appendix A: Domestic Junior Player Points System

The following by-law has been introduced (Sept 2013) and amended (Jul 2025) to assist in the task of making the junior domestic competition at Bellarine Peninsula Basketball Association Inc. (BPBA) both fair and competitive for all players and teams (this applies to Under 12 through to Under 18 competitions).

The primary aim of the domestic competition is for fun and exercise for all concerned. While BPBA By-laws require all representative players to also play in the domestic competition, it is essential that no one team should dominate in any grade as a result of being “stacked” with representative players.

What follows is a set of rules that all teams are required to follow. However, it must be understood that the intent is to prevent any one team from dominating in any grade, and the final decision on placement of a team (irrespective of rep points) will rest with the BPBA Board.

Criteria:

Domestic players are allocated a point value for the **winter season** based on the level of representative basketball in which they are participating over the current VJBL season, aligned with the current domestic season (see Appendix B). For the purpose of **summer season** points will be calculated from the preceding VJBL season. e.g. Points for summer 25/26 season will be calculated from the 2024/25 VJBL season as selections for new VJBL season would not have taken place prior to domestic team entries in summer season.

Top or Bottom age calculation for all seasons is determined by the players age in the season they are registering for.

Points will be allocated to players who participate in the VJBL graded competition as follows:

Team	Top Age	Bottom Age
1st Team	4 points	3 points
2nd Team	2 points	1 point

Each team participating in BPBA’s domestic competitions (Under 12 – Under 18’s) is permitted a maximum of :

- Division 1: Fourteen (14) points
- Division 2 or lower:
 - Winter Season: Four (4) points
 - Summer Season: Seven (7) points

Teams that go over the cap limits will forfeit any games played above the cap.

Fill-in players:

Any player filling in for a domestic team, must fit within the team’s points tally.

If they exceed the points allowance, the team will forfeit the game. This forfeit does not carry a monetary penalty (unlike a walk-over where no game is played and a forfeit fine is payable).

Team Responsibilities:

Teams are required to comply with the following:

- Declare, on the domestic team entry form (or if entering teams on line, advise BPBA in writing), which players are also representative players, and the name and division of the rep team in which they play.
- If a team wishes to add a rep player after their team entry is submitted, they must notify the BPBA Office, prior to that player participating.

BPBA Responsibilities:

BPBA will:

- Review all entries, giving consideration to team/player points, and representations from Clubs/Teams. This may include performing cross-checks with rep player lists from the Bellarine Storm Program, etc. Based on this review the Committee will assign teams to an appropriate grade;
- Review team gradings from time-to-time, giving consideration to team representations, team performance within their current grade and changes to rep points during the season.

The guiding principle is that no team should dominate or be dominated in any grade, and BPBA reserves the right to regrade teams in the interest of fair competition.