



McKinnon Basketball Association Fill In and Emergency Player Guidelines

Purpose

These guidelines explain how fill in and emergency players may be used in MBA domestic competitions.

They are a plain English summary of the MBA Domestic Competition By-Laws for clubs, coaches and team managers.

Where these guidelines and the By-Laws differ, the By-Laws apply. Relevant by-law references are shown in brackets throughout.

Scope and Responsibility

These guidelines apply to all clubs, independent teams and senior teams competing in MBA domestic competitions.

Clubs are responsible for confirming a player is eligible before that player takes the court. Playing an ineligible player results in a forfeit of the match (16.11).

Definitions

Term	Definition
Fill In Player	A player registered to a team within an MBA club in the current season, who is filling in for an age group above their own, or for a higher division within their own age group.
Emergency Player	A player who is not registered to an MBA team or club. May only fill in for teams not affiliated with an MBA club, that is independent teams and senior teams (maximum two games per year), or where MBA has approved the player in writing before the game.
Ineligible Player	A player who is not registered to the team they take the court for, has not obtained a clearance, or does not meet the fill in and emergency player by-laws (16.10).

When a Fill In May Be Used

A fill in may only be used where the team has five or fewer eligible players available for that game (6.1).

Fill ins may bring the team to a maximum of six players. Open and senior teams may be brought to seven players (6.1).

If a sixth registered player arrives late and takes the court, the fill in must be substituted off the court for the remainder of the game (6.1).

A fill in must be a currently registered player of the same club as the team they are filling in for (6.2).



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Division Eligibility

A player may play up no more than one age group above their own (5.1).

All U12 to U16 representative players must play in their natural age group (3.9).

Situation	Requirement	Example
Same age group	The player must be registered at least one division below the team they are filling in for (6.3, Appendix 1.2).	A U14 Division 5 player may fill in for U14 Division 4 and above.
Age group above	The team being filled in for may be no more than three divisions below the player's own division (5.2, Appendix 1).	A U14 Division 1 player may fill in for U16 Divisions 1 to 4.
VJBL Team 1 players	No more than two divisions below the player's own division (5.2, Appendix 1).	A VJBL 1 player in U14 Division 1 may fill in for U16 Divisions 1 to 3.
Open and senior teams	Open teams (Open Classic, Over 30 and Over 35) may use a fill in from another open team in a division below. A player may not be permanently registered in two open teams playing on the same night (6.7).	An Open Division 3 player may fill in for Open Division 2 and above.

Fill In Limits

A player may fill in for a maximum of three games per season (6.5).

Once a player has filled in three games for one team within a higher age group, that player may not fill in for any other team in that age group (6.4).

A player who fills in for a team after round four may not become a regular player for that team without written approval from MBA (6.6).

A player may not play in two games scheduled at the same time in the same venue. The second game will be recorded as a forfeit (7.5).

Registration

A fill in or emergency player entered on the scoresheet is not classed as registered. The player must register through the online registration system before taking the court in their next match (7.7).

Games played by an unregistered fill in or emergency player do not count towards finals eligibility (7.8).

An emergency player added courtside on the iPad is eligible for two games in any twelve month period before they must register and pay Basketball Victoria and club fees (7.6).

A player who fills in for the same team for three or more games, or permanently, must be registered to both teams (7.2).

MBA Approved Emergency Fill Ins

Where a team cannot field a legal side and no eligible fill in is available, MBA may approve a player to take the court as an emergency on a game by game basis.

The club must contact the MBA Competitions Team before the game, setting out why no eligible fill in is available.

Approval is at the discretion of MBA and must be provided before the game.

Without approval the player is ineligible and the team will forfeit the match.



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Independent and senior teams may use an emergency player without prior approval, to a maximum of two games per year (By-Law 6).

Breaches and Penalties

Breach	Penalty
Playing an ineligible player	The team forfeits any match in which the ineligible player took part (16.11).
Ineligible player during grading (rounds 1 to 4)	\$50 fine (16.11).

Team Checklist Before Game Day

Confirm the team has five or fewer players available for the game.

Confirm the fill in is from your own club and from an eligible division.

Confirm the player has not already used their three fill in games.

Enter the fill in correctly on the iPad.

Where no eligible fill in is available, contact MBA Competitions for approval before the game.

Enquiries

Questions on the application of these guidelines should be directed to MBA Competitions before game day. Clubs are encouraged to seek clarification early rather than risk a forfeit.



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Eligibility Flowchart

