

**TAMWORTH BASKETBALL ASSOCIATION INC**  
**JUNIOR COMPETITION RULES - (PRIMARY & SECONDARY)**  
**Amended August 2017**

**1. TEAM NOMINATION & PLAYER REGISTRATION**

- a) All players must complete their personal registration before they can play in the competition. Teams may register as many players as necessary, but only 10 names can be listed on the scoresheet and only 10 trophies will be purchased for the winning and runner up teams. All monies for team nominations and player registrations must be finalised prior to playing in the first competition game.
- b) Local affiliation/membership fee applies to players registered through other Associations (fee as set by Board of Management).

**2. TIMING OF GAMES**

- a) All games will commence at the advertised starting times providing referees are ready.
- b) Teams, referees and scorers to be present and the scoresheet to be completed two (2) minutes prior to the game starting.
- c) All players names **MUST BE ON THE SCORESHEET** prior to the game starting to be permitted to take part in the game.
- d) Teams may take the court with only 4 players and continue the game without penalty. However, any team that continually takes the court with only 4 players will have the matter brought to the attention of the Junior Committee.
- e) Teams have 10 minutes after the clock starts, at the advertised time, to have at least 4 players on the court. Failure to do so will result in a forfeit with score of 20-0. For the period up to the 10 minutes without 4 players, the opposing team will be awarded 2 game points for each 30 seconds of period lapsed.
- f) Games for the 3/4 Girls & Boys will be 2 x 15 minute halves and for the 5/6 7/8 and 9/10 Girls and Boys will be 2 x 20 minute halves. When required, games can be shortened at the discretion of the Junior Match Convenor.
- g) Each team is allowed 1 timeout per team per half. The clock **will stop** for these timeouts.
- h) The clock will stop for all whistles in the last minute of the 2<sup>nd</sup> half if scores are within 10 pts.
- i) **In the grand finals only, the clock will stop for timeouts and every whistle and made basket in the last 2 minutes of the 2<sup>nd</sup> half.**
- j) In 3/4 Finals where extra time is required, Extra Time will be 3 minutes after a one minute break. For all other grades Extra Time will be 5 minutes after a 2 minute break

**3. UNIFORMS**

- a) Teams are to have a complete uniform by the 3<sup>rd</sup> competition game, unless a written request is received and approved by the Junior Committee.
- b) Teams must be in the uniform nominated on their team nomination form. Skirts/shorts/gym pants are to be all the same colour. Shorts must be 2 inches above the knee and not baggy in any way that will inhibit a players performance. In the event of a dispute or query, the Junior Committee has the jurisdiction to make a ruling.
- c) NO LONG TRACKSUIT PANTS may be worn to play in but may be cut off and hemmed as shorts if desired, no pockets.

- d) Player numbers (4" on front of singlets tops and 8" on back) must be worn and agree to the scoresheet. Numbers 4-15 are the legal numbers to be worn.
- e) Players must ensure that nails are kept short or taped with cloth tape. All jewellery must be removed before playing including male earrings or must be taped if they cannot be removed.
- f) Two (2) games points will be deducted for each garment item, shorts or singlets out of uniform (this includes numbers, singlets, shorts, colour etc). This means a maximum of four (4) game points for uniform violation per player. T-shirts worn under the singlet **MUST BE THE SAME COLOUR** as the singlet.
- g) **Tamworth Basketball Association in conjunction with New South Wales Basketball Association insurance requirements RULING 6, insists that no one wear tracksuit pants, cargo pants or any type of shorts with pockets or zippers.**

#### 4. REFEREES AND SCORERS

- a) Each team is to provide one scorer for their own game. Failure to do scoring duty will result in the team not being included in the next week's draw.
- b) All referees must supply their own whistle (for health reasons).

#### 5. COMPETITION POINTS ALLOCATION

- a) Points will be allocated as follows: 3 for a win, 2 bye/draw, 1 for a loss and -3 for un-notified forfeit.
- b) Where teams are on equal points at the end of the competition, results will be determined on "for & against", and if necessary on percentages.
- c) Drawn games - in normal competition, if a game is drawn it will remain so with 2 competition points being awarded to both teams. However, in the final series, an extra 5 minutes will be played after a break of 1 minute. Extra time periods will continue until a result is reached.
- d) Forfeit games - Forfeits will result in a deduction of 3 competition points and a \$100 fine. If a team forfeits a second time un-notified, 3 competition points will be deducted and a \$100 fine will be imposed. The fine is to be paid prior to the teams next scheduled game. Failure to do so will cause the team to forfeit a third time. If a team forfeits a third time, a further \$100 fine will be imposed and the team will be automatically disqualified from the competition. The fine is to be paid and a written submission given to the Junior Committee for the team/player to be re-admitted to the competition.

#### 6. PLAYER SYSTEM

- a) Individuals or club teams may, at any time, bring up a lower age player. Teams may not swap players in the same age/grade.
- b) All Junior Competition teams are school based teams. They are to be graded in school years rather than age groups eg; Years 7/8 not U15's. Any non representative players who do not have a team from their own school, or if their school team is full with players, can approach any team to play in their school year. Representative players' must approach the Junior Match convenors to be placed in a team if there is no school team or that school team is full of players. The only non school side allowed will be a Tamworth Representative side recognised by the Association and must play up a grade. Please note - players are allowed to play three (3) games in any one Wednesday night, but also must pay additional door fees for each game. "Development teams are to be placed wherever possible in an A Grade competition and full nomination fees apply. It is up to the individual coach as to whether his

or her team wants to play Finals. This is subject to discretion of coaching and Competition Directors and timeslots available."

- c) Members of Development teams must play for their school team (if entered in the Wednesday night Competition) before being eligible to play in the development team on the same night. No Development teams are allowed to play in the primary competition.

## **7. PLAYER TRANSFERS**

- a) Players changing teams during the competition must first get a written clearance from their team, and submit a written request to the Junior Committee, with the Association Registrar being notified.

## **8. ELIGIBILITY FOR FINAL SERIES**

- a) Players must have played 5 competition games for that team to be eligible to play in the semi finals, finals and grand finals. If a team receives a forfeit, the names written on the scoresheet will be counted as a game for the team that does not forfeit.

## **9. FINAL SERIES**

- a) The Finals series is to be played over three weeks.  
WEEK 1: Semi Final - 1 v 2 Winner to GF, loser to final.  
Semi Final - 3 v 4 Winner to final, loser eliminated.  
WEEK 2: Final - Winner to Grand final, loser eliminated.  
WEEK 3: Grand Final - Winner of 1 v 2 v Winner of week 2.

## **10. CONTROL OF THE GAME**

- a) Referees are responsible to the court supervisor and are ultimately responsible to the referees' convenor for controlling the game in accordance with local competition rules and are expected to enforce them in the best interests of the game.

## **11. PLAYERS CITED FOR JUDICIARY ACTION**

- a) Referees who send a player from the court and/or report that player to the tribunal panel, must inform the player of their action by making available a copy of the report form. The court supervisor is to sign both copies of the form and ensure it is delivered to the Tribunal Director. The player **MUST** appear before the Tribunal on the following Monday at 7.00pm (unless otherwise notified) and may call on any witnesses to appear on his/her behalf. The reporting official and/or referees must be present.

## **12. UNRULY & OFFENSIVE BEHAVIOUR**

- a) Unruly and offensive behaviour will not be tolerated and any player, coach or spectator may be asked to leave the Stadium and/or appear before the Tribunal, by any official (Board or Committee member, Court Supervisor, Referee, Administrator or Doorperson).
- b) Abuse of any official, eg. Bench Person, Referee or Court Supervisor shall not be tolerated and will be reported to the Tamworth Basketball Association Tribunal.
- c) Any player receiving 2 Technical or Unsportsmanlike Fouls in the same game will automatically be suspended for 2 weeks

- d) Any player who commits and is recorded with 3 technical fouls during one season/competition will receive an automatic 2-week suspension, any subsequent technical fouls will result in a Tribunal Hearing

**13. NO ALCOHOL OR SMOKING IS PERMITTED IN THE STADIUM AT ANY TIME**

**14. DELEGATES MEETING**

- a) Each school is required to provide at least two (2) representatives at the delegates meeting. Failure to do so will result in a loss of two (2) competition points. Voting rights at this meeting, other than the AGM, are 2 per school/1 per individual team, with Committee members asked to vote in their own right.

**15. PLAYER INJURIES**

- a) All injuries must be recorded on the back of the scoresheet and signed by the referee. An injury incident form must be filled out and given to the Administrator, and the injury must also be recorded in the injury book. Insurance claim forms may be ordered through the Administrator and all other enquiries regarding insurance claims should be directed to the insurance company.

**16. TEAM BALLS**

- a) Teams are provided with a basketball by the association for competition games.

**17. NO ZONE DEFENCE**

- a) No zone defence is allowed to be played in the Primary Competition or the years 7/8 Girls and Boys divisions of the secondary competition.

**18. THE MERCY RULE**

- a) Teams who attain a 30 point lead during a game must retire to halfway after scoring further goals, (without playing a zone defence in the primary & 7/8 divisions.)
- b) Teams who attain a 50 point lead must retire to the 3 point line in their half, after further goals, also no zone defence rule applies.
- c) The Mercy Rule will not apply to Development teams playing up an age Division.

**19. WHERE NO LOCAL RULE IS WRITTEN, THE NSW BASKETBALL ASSOCIATION RULES AND BY-LAWS WILL APPLY.**

Any queries regarding these rules should be directed to the Junior Match Convenor or Committee members of the Junior Committee.

(Please note - these rules can only be changed by a majority vote at a delegates meeting and all changes must be ratified by the Board of Management of the Tamworth Basketball Association Inc.

**BOARD OF MANAGEMENT  
TAMWORTH BASKETBALL ASSOCIATION INC.**