

**TAMWORTH BASKETBALL ASSOCIATION INC**  
**JUNIOR COMPETITION RULES - (PRIMARY & SECONDARY)**  
**Amended May 2019**

**1. TEAM NOMINATION & PLAYER REGISTRATION**

- a) All players must be registered before they can play in the competition. All teams must nominate online to receive a Team Code for players to join. A minimum of seven (7) players per team to join the competition with a maximum of ten (10) players, only 10 players can be printed 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 online 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/checked two (2) minutes prior to the game starting.  
All players names **MUST BE PRINTED ON THE SCORESHEET** prior to the game starting to be permitted to take part in the game.  
Note, after round three (3) players handwritten on scoresheets will not be permitted to play. If unfinancial players take the court, game will be deemed a forfeit.
- c) 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.
- d) 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.
- e) Games to be 2 x 20-minute halves with the time stopping for all time outs and in the last minute of the second half for every whistle.
- f) Each team is allowed 1 timeout per team per half. The clock **will stop** for these timeouts.
- g) The clock will stop for all whistles in the last minute of the 2<sup>nd</sup> half if scores are within 10 pts.
- h) **All Grades in the Semi-Finals, Finals and Grand-Finals will be fully timed in the last 2 minutes of the second half only on all whistles and made baskets. Teams are allowed one time out in the first half and 2 timeouts in the second half. The clock will stop for timeouts as usual.**
- i) In Finals where extra time is required, Extra Time will be 5 minutes after a 2 minute break. Each team will be permitted 1 timeout in the extra periods.

**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/tights are to be all the same colour or as close in colour as possible. 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. As per current NSW Basketball Insurance Requirements ruling 6, no

person shall be insured should they take the court in shorts with pockets and/or zippers. Players will be asked to leave the court if wearing shorts or cargo pants with pockets or zippers.

- d) Player numbers (4" on front of singlets tops and 8" on back) must be worn and agree to the scoresheet.
- e) Players must ensure that nails are kept short or taped with cloth tape. Gloves may be worn. All jewellery must be removed before playing including male earrings or must be taped if they cannot be removed. No hard hair accessories are to be worn on the court whilst playing.
- 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 or contrasting colour to the shorts. The wearing of compression garments is up to the discretion of the Junior Committee.

#### **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 loss of 3 competition points.
- b) All referees **MUST SUPPLY** their **OWN WHISTLES** (due to health regulations).
- c) Badged referees **MUST** wear their official shirts to be paid. In the event of cold weather, Referee's shirts must be worn over the top of a jumper.

#### **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 - Un-notified Forfeits will result in a deduction of 3 competition points. If a team forfeits a second time un-notified, 3 competition points will be deducted. If a team forfeits a third time, the team will be automatically disqualified from the competition for Un-Notified Forfeits Only. Notified Forfeits must be submitted to the Office at least 48 hours prior to their match. Notified Forfeits are treated as a normal loss.
- e) 3 Point Baskets will not apply in the Primary 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 team fees for each grade. "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) All players who have paid their Team Fees and Registration are eligible for all Semi-Finals, Finals and Grand-Final Matches. Any player/s joining a team later in the competition must have played 4 competition games to be eligible for all Semi-Finals, Finals and Grand-Final matches. A Bye does not constitute a game in regards to eligibility.

## **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 Competitions Co-Ordinator and are ultimately responsible to the referees' director 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**

Reported players are to be informed of the report and supplied with a copy of the report form and Tribunal details as soon as possible after the incident

A member of the Senior Committee and/or Competitions Co-Ordinator is to sign both copies of the form and ensure it is delivered to the Tribunal Chairperson. The player **MUST** appear before the Tribunal panel 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).
- 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 and or Unsportsmanlike Fouls (for poor behavior) in the same game will automatically be suspended for 2 weeks.
- d) Any player receiving 3 technical fouls in a season (for poor behavior) will receive an automatic 2 match 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 one (1) representatives/delegate for an E-Meeting via Email. Some schools may have 1 representative/delegate for all school teams. Failure to do so will result in a loss of three (3) competition points.

**15. PLAYER INJURIES**

All injuries must be reported by submitting an official injury report form. Enquiries regarding insurance claims should be directed to Insurance Company or the Administrator.

**16. TEAM BALLS/WHISTLES**

- a) Teams are to provide their own basketball and whistle (for health reasons) for all 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 delegate 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.**