

TAMWORTH BASKETBALL ASSOCIATION INC

SENIOR COMPETITION RULES

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 team code for players to join. A minimum of seven (7) players per team to join the competition with a maximum of ten (10), only 10 names 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 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 GAME

- a) All games will commence at the advertised starting times provided 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.
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 Senior 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 clock 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) **All grades in the semifinals, 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 1 timeout in the first half and 2 timeouts in the second half. The clock will stop for timeouts as usual.**
- h) In Finals where extra time is required, Extra Time will be five minutes after a two 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 3rd competition game, unless a written request is received and approved by the Senior 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 Senior 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 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. Wedding and other rings and studs including male earrings that cannot be removed must be taped. No hard hair accessories are to 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 shorts. The wearing of compression garments is up to the discretion of the Committee.

4. REFEREES AND SCORERS

- a) Teams rostered for court duty may be asked to provide 2 referees and 2 scorers for the first game. Teams in the following games may need to supply a referee and a scorer for the game immediately after their game. Failure to do team duty will result in the loss of 3 competition points. Failure to do duty a second time will result in the loss of 3 competition points and a warning which may result in a fine. Failure to do duty a third time will result in a loss of 3 competition points and disqualified from the competition. Fines to be paid and a submission to the Senior Committee for the team/players to be re-admitted to the competition.
- 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, -3 for unnotified forfeit.
- b) Where teams are on equal points at the end of the competition, results will be determined on "for & against" (over the whole competition) 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 semi final, finals and grand 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 - Unnotified Forfeits will result in the deduction of 3 competition points. Forfeiting teams must still arrange for their court and team duties to be fulfilled. If a team forfeits for a second time, 3 competitions points will be deducted and a warning will be issued, which may result in a fine. If a fine is imposed, the fine is to be paid prior to that teams' next scheduled game. Failure to do so will cause the team to forfeit a third time. If a team forfeits for a third time, that team will be automatically disqualified from the competition. The fine is to be paid in order for that team/players to be re-admitted to the competition.
Notified Forfeits must be submitted to the Office at least 48 hours prior to their match. Notified Forfeits are treated as normal loss.

6. PLAYER SYSTEM

- a) Individuals or club teams may, at any time, bring up a lower grade player to save a forfeit situation only. If a player plays 3 games in the higher grade, he/she must remain in the higher grade. Teams may not swap players in the same grade.
- b) Players from out of town are to be graded by the Senior Committee. Applications from such players are to be submitted to the Senior Committee for final determination.

7. PLAYER TRANSFERS

- a) Players changing teams DURING the competition must first get a written clearance from their team/club, and submit a written request to the Senior Committee, and
- b) the Association Registrar and Competitions Director and Co-Ordinator being notified.

8. PLAYER NOMINATIONS

- a) A player may only nominate and play in one team and grade. All player and team nominations are subject to approval from the Grading Committee or Competitions Director.
- b) A Junior Representative Player may play in two teams if their representative team is entered into the competition as development team with their names being placed on the relevant team nomination form. Eligibility on this count will be at the discretion of the Competitions Director and/or Coaching Director with the best interests of the competition, the individual player/team and Tamworth Basketball in mind.
- c) Junior players should generally be over the age of 16, with the exception of U/16 rep players who must apply for approval in writing, to the Senior Committee with nominations.
(As per BNSW recommendations)

9. ELIGIBILITY FOR FINAL SERIES

All players who have paid their Competition 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 semi-finals, finals and grand final matches. A bye does not constitute a game in regard to eligibility.

10. CONTROL OF THE GAME

Team duty referees are responsible to the Senior Committee and together with badged referees are ultimately responsible to the Referees Convenor and Competitions Co-Ordinator for controlling the game in accordance with local competition rules and are expected to enforce them in the best interests of the game. Badged Referees will be supplied where possible.

11. BLOOD RULE

A player MUST leave the court immediately if they are bleeding. All blood must be washed off any clothing and the wound covered before they are permitted back on the court.

12. HANGING FROM RINGS (as per signs in the Stadium)

Anyone caught hanging from the rings and/or nets will be automatically suspended for 2 months (common sense should prevail). Any official, committee, board member or court supervisor can enforce this rule. A report is to be written up and handed to the Committee member.

13. 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.

14. UNRULY & OFFENSIVE BEHAVIOUR

- a) Unruly and offensive behaviour will not be tolerated and any player, coach, manager 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 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.

15 NO ALCOHOL OR SMOKING IS PERMITTED IN THE STADIUM AT ANY TIME

16. DELEGATES MEETING

Each team is to have 1 representative/delegate for an E-Meeting via Email. (Only registered members of the Association can vote on any issue). Failure to do so will result in a loss of 3 competition points.

17. PLAYER INJURIES

All injuries must be reported by submitting an official injury report form. Enquiries regarding insurance claims should be directed to the Insurance Company or Administrator 9am-5pm Monday to Friday.

18. TEAM BALLS/WHISTLES

Teams are to provide their own basketball and whistles (for health reasons) for competition games.

19. DISPUTES

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

Any questions regarding the above should be directed to the Competitions Co-Ordinator or members of the Senior 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.**