



# Shoalhaven Basketball Association

## Domestic Competition Rules

Approved: Tuesday 8 October 2019

Shoalhaven Basketball Stadium

ABN: 33 881 544 061

### 1. Introduction

- a. Competitions will be conducted in as many grades as is necessary to provide fair competition.
- b. Teams will compete in the grade in which they are allocated by Shoalhaven Basketball Association (SBA).
- c. All games will be conducted as per the rules of FIBA as endorsed by Basketball Australia (BA) and Basketball NSW (BNSW): the state governing body for Basketball in NSW.  
<https://www.bnsw.com.au/download/2017-official-basketball-rules/?wpdmdl=8018>
- d. Players, officials and spectators have the right to enjoy basketball in accordance with the Zero Tolerance Policy of BNSW  
<https://www.bnsw.com.au/download/zero-tolerance-sports-rage-policy/?wpdmdl=3526>.
- e. All persons attending basketball activities conducted under the jurisdiction of BNSW by SBA are required to abide by the relevant Players Code of Conduct  
<https://www.bnsw.com.au/download/players-code-of-conduct-3/?wpdmdl=3534> or Spectators Code of Conduct  
<https://www.bnsw.com.au/download/spectators-code-of-conduct/?wpdmdl=3532>.
- f. All persons basketball activities conducted under the jurisdiction of BNSW by SBA are also bound by SBA's Social Media Policy  
[http://websites.sportstg.com/assoc\\_page.cgi?client=0-7917-0-0-0&sID=179880&&news\\_task=DETAIL&articleID=64802475](http://websites.sportstg.com/assoc_page.cgi?client=0-7917-0-0-0&sID=179880&&news_task=DETAIL&articleID=64802475).
- g. SBA will appoint, and make known, the name of a Member Protection Information Officer.
- h. All coaches and officials of persons under the age of 18 will be subject to obtaining, and having validated, a current Working with Children Check. There is no cost for this check if you are a volunteer  
<https://www.kidsguardian.nsw.gov.au/child-safe-organisations/working-with-children-check>.
- i. Breaches of these policies can be dealt with under the BNSW Disciplinary Tribunal policy, as endorsed by SBA  
[http://websites.sportstg.com/assoc\\_page.cgi?client=0-7917-0-0-0&sID=186114&&news\\_task=DETAIL&articleID=54402774](http://websites.sportstg.com/assoc_page.cgi?client=0-7917-0-0-0&sID=186114&&news_task=DETAIL&articleID=54402774).
- j. Any player under the influence of alcohol or illegal substances will not be allowed to play.
- k. SBA is an incorporated association, governed by a Board of Directors, overseen by a Chairperson, who operate within the bounds of the SBA Constitution  
[http://websites.sportstg.com/assoc\\_page.cgi?client=0-7917-0-0-0&sID=186114&&news\\_task=DETAIL&articleID=12726750](http://websites.sportstg.com/assoc_page.cgi?client=0-7917-0-0-0&sID=186114&&news_task=DETAIL&articleID=12726750)

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## 2. Competition Points and Match Fees

- a. All players are required to be registered with Basketball NSW with Shoalhaven as their Primary Association or Secondary association through affiliation.

- b. Table 1. Competition Points

<b>Result</b>	<b>Senior Domestic</b>	<b>Junior Domestic</b>
Win	3 points	3 points
Loss	1 point	1 point
Draw	2 points	2 points
Notified Forfeit	-2 points	-2 points
Forfeit	-4 points	-2 points

- c. Regular season: If a game in the rounds ends in a draw, then both teams are awarded 2 points. There is no extra time in the regular season.
- d. Finals: If teams are on equal points going into Semi-Finals, teams will be placed according to points for divided by points against x 100.

- e. Table 2. Match Fees

<b>Division</b>	<b>Registration (payable annually)</b>	<b>Term Fees (payable by the start of Week 3 of competition)</b>
Senior Domestic	\$94	\$100
Junior Domestic (8-11 years old)	\$68	\$84
Junior Domestic (12-17 years old)	\$78	\$84
Aussie Hoops (returning player)	Included	\$94
Aussie Hoops (new player)	Included	\$130
U10s 3x3	Included	Covered in Aussie Hoops fees
Walking Basketball	\$21	\$5 per week
Inclusion Registration	\$21	

- f. Match fees are paid online by using the registration page on the SBA website [www.shoalhaven.basketball.net.au](http://www.shoalhaven.basketball.net.au) or via a link sent to players by SBA. All players must pay fees

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prior to the commencement of each competition or term. Fees are required to be paid by the start of the third week of competition.

- g. Players seeking refunds on game fees are able to request on the following grounds: Illness - Medical Certificate if over two weeks or written advice 4 weeks prior to a vacation. All requests should be sent via email to [shoalbasket@shoalhaven.net.au](mailto:shoalbasket@shoalhaven.net.au) for approval of the SBA Board.
- h. SBA has the right to not accept or to disqualify any team and/or its members if they are not financial with BNSW at anytime before or during a competition, including all finals.

### 3. Team Registrations

- a. Seniors: Team Delegates will be sent renewal notices via SportsTG (STG) before the end of the current competition. Failure to complete the online form could see the team excluded from the next competition. All teams must have a minimum of 7 players for the team to be entered into a competition.
- b. Juniors: Teams will be created in consultation between Secretary and Chair, Junior Committee, with Secretary having responsibility for the setup of competition and team structures. All teams must have a minimum of 7 players for the team to be entered into a competition. Teams must be balanced to ensure that representative players are evenly distributed throughout the competition.

### 4. Player Registrations

- a. Players must be registered with SBA before participating in a competition. Registration is undertaken online via the SBA website [www.shoalhaven.basketball.net.au](http://www.shoalhaven.basketball.net.au).
- b. If a team plays an unregistered player, it will be treated as an unnotified forfeit (see item 10 for more information on forfeits).
- c. Registration reminders will be generated up to a month before they are due and sent to the last email address provided to SBA. Members are encouraged to regularly check and update their details by visiting <http://member.basketball.net.au/>.
- d. Aussie Hoops players moving up to play U12s in the same calendar year that they have been an Aussie Hoops participant, will be offered a complimentary upgrade for 12 months registration. More details can be obtained by emailing the Secretary [shoalbasket@shoalhaven.net.au](mailto:shoalbasket@shoalhaven.net.au).
- e. Current registration fees can be found in Table 2. Match Fees.

### 5. Uniforms

- a. Players are to wear team uniform for all games.
- b. For each player in incorrect uniform, the opposing team will receive 2 match points, added to their score at half-time. If both teams have an equal number of players in an incorrect uniform, the uniform penalty will not apply.
- c. The correct coloured singlets and shorts must be worn.
  - i. Seniors: If a team has a full uniform, the same colour shorts will be accepted otherwise black shorts without pockets, rivets, eyelets or zippers are the standard.
  - ii. Juniors: Black and Gold singlets or club singlets (if a club team) must be worn and black shorts without pockets, rivets, eyelets or zippers.
- d. Shorts do not include leggings, stockings or tights of any lengths. Leggings will be permitted with shorts over the top in June, July or August only.
- e. T-Shirts, black or the same predominant colour as the playing singlet, are permitted to be worn under the playing singlet.
- f. The following black compression garments are permitted to be worn:

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- i. Sleeveless tops;
  - ii. Calf sleeves;
  - iii. Arm sleeves;
  - iv. Quad sleeves;
  - v. Leg garments; and
  - vi. Headgear, but it must have no buttons or pins, or pose a safety risk.
- g. All shirts must be legally numbered front and back. Electrical or masking tape is not legal numbering.
  - h. Suitable non-marking sporting footwear must be worn by all players and duty officials on the court.
  - i. No body jewellery can be worn during a game, this includes but is not limited to earrings, rings, nose/eyebrow/belly button rings, or chains.
  - j. Nails are to be kept short, taped or covered by gloves.
  - k. Long hair needs to be tied up, with no long plaits obscuring the playing number of a player.

## 6. Timing

- a. Seniors
  - i. All games to start at, or as close to, the appointed time. Games will be conducted as 4 x ten-minute quarters with 1 minute between each quarter and 3 minutes for half time.
  - ii. Each team will be allowed 1 timeout in Quarters 1, 2 and 3 and 2 timeouts in Quarter 4.
  - iii. The clock will stop for all timeouts and in the last minute of the final quarter if the points difference between the teams is 6 points or less.
  - iv. Semi-finals and Finals games are timed as per round games, except for the last quarter where the clock will stop for every whistle in the last 3 minutes of the game.
  - v. In the event of a drawn game, no extra time will be played in round games and teams will share the competition points. In Semi-finals and Finals, where there is a tied score, a 5 minute extra period of time will be played until a winner is determined.
- b. Juniors
  - i. All games start at, or as close to the appointed time. Games are conducted as 2 x twenty-minute halves with 2 minutes for half time.
  - ii. Each team will be allowed 2 timeouts per half, with the clock only stopping in the final minute of the last half for timeouts.
  - iii. The clock will stop in the last minute of the final half if the points difference between the teams is 6 points or less.
  - iv. Semi-finals and Finals games are timed as per round games, except for the last half where the clock will stop for every whistle in the last 2 minutes of the game, regardless of the score difference.
  - v. In the event of a drawn game, no extra time will be played in round games and teams will share the competition points. In Semi-finals and Finals, where there is a tied score, a 3 minute extra period of time will be played until a winner is determined.

## 7. Eligibility and Player Movement

- a. Teams need a minimum of four players to start a game, and must maintain 3 players at all time.
- b. For a player to qualify to play in a Semi-final or Final, he or she must have played 40% of the games of the scheduled competition round games as per the relevant draw.

- c. All players are required to log into Courtside on the court iPad prior to the game commencing. Players will not be added until a break in play and cannot take to the court until added.
- d. Byes are not classed as a game. Forfeits may be used as a game, providing the player or players were present for the game and were registered in Courtside.
- e. If a player is unable to play due to an injury or illness, doctors or physiotherapists certificate will be required in order to have missed games credited to the player.
- f. A player cannot play in a lower or junior grade, unless an exemption has been granted by the Board. Teams that play illegal players will lose 3 competition points for every game that the player participates in.
- g. Seniors:
  - i. A player may only play in one grade throughout the competition and finals series.
  - ii. Players can play up a grade if needed. If a player plays 3 or more games up a grade, the player must stay and compete in that grade until the end of the competition.
- h. Juniors:
  - i. If a team is short on players, they may use a younger player so long as that player is a top-age player in the age group below, to make a team of 5 players. This can't be used to acquire substitutions.
  - ii. Players are to play in their own age group. Only top-age players will be considered to play up an age group after a determination has been made, taking into account the maturity, physicality and skill of the player. The player will still be required to play in his or her own age group as well.
  - iii. Players under the age of 16 may request permission from the Board, to be considered to play in Senior competitions consistent with SBA's Junior Players in Senior Competitions Policy v1.1  
[http://websites.sportstg.com/assoc\\_page.cgi?client=0-7917-0-0-0&sID=186118&&news\\_t ask=DETAIL&articleID=61200872](http://websites.sportstg.com/assoc_page.cgi?client=0-7917-0-0-0&sID=186118&&news_t ask=DETAIL&articleID=61200872).

## 8. Duty Teams

- a. Scorebench people are required before games can commence. Once the referee is ready to start the game, then the clock will start regardless of whether the teams and scorebench are ready or not.
- b. Team A on Courtside is always the light or home team. Team B on Courtside is always the dark or away team.
- c. Teams are to sit as follows: Team A to the left of the Bench and Team B to the right.
- d. Seniors:
  - i. Duty teams will be rostered on the competition draw. Team must supply at least 2 players bench duty. SBA will attempt to supply referees, however teams will be required to supply referees upon request of their duty game.
  - ii. If a team fails to complete its duty commitments, the following penalties will apply:
    - 1. 1st offence - Notification and loss of 3 competition points;
    - 2. 2nd offence - Notification and loss of 3 competition point; and
    - 3. 3rd offence - Bench education session will be required before the next scheduled game.
  - iii. Fines are to be paid in full before the next competition game after notification.
  - iv. If a team forfeits, either giving 24 hours notice or on the night of competition, it is the team's responsibility to still undertake any duty that is rostered.

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- e. Juniors:
  - i. Duty is to be provided by the teams playing, at least one person from team.
- f. Teams are expected to be ready to start the game on time. If the team is late, or scorebench have not been organised, the referee is to start the clock and the late team will be penalised 2 points for every minute until 10 minutes, whereby the game will be declared a forfeit.

## 9. Referees

- a. A referee payment system is in place for referees and is overseen by the Referee Program Manager (RPM).
- b. The RPM has responsibility for training and working with inexperienced referees, building up the capacity of SBA's referees consistent with the BA Referee Matrix <https://www.bnsw.com.au/download/state-referee-pathway-matrix/?wpdmdl=5493> and providing quality control across the referee program.
- c. In order to progress in grading and pay rate, referees are required to complete courses, listen to RPM feedback and to referee to the best of their ability in an unbiased manner.
- d. No player or spectator is permitted to talk to the referee of an U10 or U12 game.
- e. All concerns about referees should be addressed to the RPM.

## 10. Forfeits

- a. If a team has to forfeit a game, the required amount of notice is 24 hours prior to the scheduled game time. The team must notify SBA by calling 0412 777 184.
- b. If a team forfeits a game without giving SBA 24 hours notice, then a forfeit penalty as indicated in Table 3 below will be applied. This will be applied before the team's next competition game.
- c. A team will forfeit if it does not have 4 players ready and able to start the game within 10 minutes of the scheduled game time. The non-forfeiting team will receive 2 match points on the scoreboard per minute until the opposing team is ready to compete with the required number of players.
- d. For a team to claim a win due to an opposition forfeit, the team must have a minimum of 4 players present on the court, in uniform, registered on Courtside, unless a forfeit has been previously notified.
- e. In the event of neither team being correctly represented, a double forfeit will be called and both teams will receive a forfeit penalty as indicated in Table 3 below.
- f. When a team receives a forfeit, they may be refunded their match fees provided they do not use the court. However, they may use the court for a scratch match but will not be refunded their match fee.
- g. Teams that forfeit more than 3 times during the duration of the competition may be removed from the competition subject to a decision of the Board before the next round
- h. Table 3. Forfeit Penalties

Offence	Senior Penalty	Junior Penalty
Notified forfeit	-2 points	-2 points
Unnotified forfeit	-4 points	-2 points
1st offence	Loss of points	Loss of points

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2nd offence	Loss of points	Loss of points
3rd offence	Loss of points or possible disqualification from competition	Collapsing of team and reallocating of players

### 11. Mercy Rule

- a. Once a team is winning by 20 points, the mercy rule applies and the leading team must only play defense up to the opposition's 3-point line. The clock will not stop and the scoreboard will cease to display scores Courtside will continue to record scores.
- b. In U10s and U12s, the rule will be applied by the referees, with reference to the team coaches.
- c. In U14s and above, the rule will be applied upon a request from the losing team coach.

### 12. Tribunals and Complaints Handling

- a. Any player cited or disqualified by a referee, the Referee Program Manager, Court Controller or a Board Member, is required to present themselves to a Disciplinary Tribunal in accordance with the Shoalhaven Basketball Association - BNSW Disciplinary Tribunal By-Laws [http://websites.sportstg.com/assoc\\_page.cgi?client=0-7917-0-0-0&sID=186114&&news\\_task=DETAIL&articleID=54402774](http://websites.sportstg.com/assoc_page.cgi?client=0-7917-0-0-0&sID=186114&&news_task=DETAIL&articleID=54402774)
- b. The cited or disqualified player, when directed by SBA will appear at such time and place as directed.
- c. Failure to attend will the Disciplinary Tribunal the right to judge the case on its merits without the player's evidence.
- d. The reported player and the Disciplinary Tribunal have the right to call on any person to support their cases. A junior player should have an adult or advocate present.
- e. Any team wishing to lodge a protest or complaint about any aspect of the game or organisation, must do so by completing a complaints form or writing to SBA, PO Box 2021, Bomaderry NSW 2541 within 7 days of the incident.

### 13. Technical and Unsportsmanlike Fouls

- a. Any player who is given a technical foul during the game will be required to leave the court for three minutes. The time will be recorded on Courtside. Players will not sit with their team on the bench during this time, but in a place nominated by the Referee or Court Controller.
- b. Any player who receives 2 technical fouls, 2 unsportsmanlike fouls or a combination of both, will be required to leave the court and may not participate in the game any further.

### 14. Accidents and Injuries

- a. In the event of an injury, the referee will use his or her discretion as to when to stop the game. This is usually only when the flow of the game turns toward the injured player or the next whistle. Injured players should sit on the court to obtain the referees attention.
- b. Team officials and spectators are not allowed to enter the court until advised by the referee.
- c. After the game, the referee needs to complete an injury report.
- d. When injured, players should:
  - i. Report the injury to the Referee or Court Controller if able to;
  - ii. Obtain a claim form from the BNSW website;
  - iii. Complete the claim form as per the instructions on the form; and
  - iv. Liaise with the insurer if you further questions on how to make a claim.

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- e. When an accident occurs at a venue, the association should, as soon as possible after the accident, ensure the injury has been reported in Courtside and in the Injury Report Book. The appropriate form should be completed and faxed to BNSW.  
<https://www.bnsw.com.au/download/nsw-basketball-association-injury-report-form/?wpdmdl=1306>
- f. A player must notify their home association court controller if they are not registered with SBA.
- g. The player should be advised to access the insurance information on the BNSW website <https://www.bnsw.com.au/about/insurance/> to take further action.

#### **15. Junior Operations - Specific Rules**

- a. All players are expected to take to the court in both halves of the game.
- b. As there is a general acceptance that the consistent use of zone defences in the younger age groups adversely affects the development of both defensive and offensive skills in younger athletes the use of a zone defence is banned in all U10, U12 and U14 age divisions.
- c. For a full understanding of what is deemed Zone Defence and what is not permitted, visit: <https://www.bnsw.com.au/download/2017-bnsw-waratah-junior-league-by-laws/?wpdmdl=5208>
- d. U10s 3x3 -

#### **16. Review at a glance: to be read in conjunction with the above rules and policies.**

- a. Players MUST sign on via Courtside to be given a game credit;
- b. NO player will play unregistered, otherwise the team will forfeit;
- c. Registrations that are overdue or expired will not be given games credited;
- d. Any player that is the authorisation to play before registration is processed, will not receive any games played until such time as registration has been made in full;
- e. Byes do not count as games played;
- f. Non-notified forfeits, will be credited to the opposing team, as games played for all players that appeared on Courtside;
- g. Notified forfeit will be credited as a game played to all players;
- h. Duty teams are to supply 2 referees (if required) and 2 scorebench people unless SBA can arrange suitable referees. Please contact the Court Controller if in doubt.