



Springwood & Districts Basketball Association

By - Laws

These by-laws control the domestic competition of the Springwood & Districts Basketball Association (SDBA). All registered and affiliated members of the SDBA are bound by these by-laws.

SDBA shall be responsible for the administration of the competitions on behalf of the participants and shall be empowered to adjudicate on all matters pertaining to the competitions not covered in these By-Laws.

All games under the jurisdiction of the SDBA (hereafter, the Association) shall be conducted according to the rules of the game as laid out in the Official Rule Book of FIBA, and as articulated by Basketball NSW, except where variations are identified within these by-laws.

Each player, member, official and employee in the Association is responsible for familiarising themselves with this document. A copy will be available in the canteen and online on our website. Questions regarding the content of this document should be directed to the SDBA Board (hereafter, the Board) via email or written correspondence (refer to the Association website for Committee email details).

The Board reserve the right to amend, alter, add or delete items from these by- laws at any time it sees fit. Every attempt will be made to keep players, members, officials and employees updated about any changes made to this document.

All participants should be aware that there are risks of injury associated with playing basketball, as there are with other sports. Risks will arise in the context of the activities of running, catching, throwing, passing, shooting and guarding opposing players. While SDBA aims to minimise risks, it is not possible to eliminate all of them.

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1. REGISTRATIONS

1.1 All players must be registered before playing in any trial or competition game. Unregistered players are not insured and must not take to the court until fees have been paid and a receipt issued.

The Association will make every effort to advise players when their registration is due; however, the responsibility rests with the individual player.

1.2 For the purposes of 1.1, SDBA will not discuss or negotiate registration status with players under the age of 14. As such, it is the responsibility of the parent(s) or guardian(s) to monitor the status of player(s) registration and to make reasonable efforts to ensure SDBA has your current contact details for provision of correspondence relating to registration due dates if you are not in regular attendance at the stadium and/or games where this information could be conveyed to you directly.

1.3 Notwithstanding 1.2, an Association Official, Team Manager, Coach reserves the right to prevent a player participating in a competition game if they are unregistered.

1.4 The Board will be responsible for setting the registration fees annually. The schedule of fees will be available on the website.

1.5 For insurance purposes, Referees, Coaches, Managers and other Officials of the Association must be registered.

1.6 Teams must have a minimum of six registered or affiliated players to nominate in a competition and a maximum of 10.

1.7 An affiliation fee per season will be charged.

1.8 Players who affiliate must show proof of current registration. Affiliation will expire when primary registration expires.

1.9 Refunds of registration fees, or a portion thereof, can only be approved by the Board in extenuating circumstances. A refund may be sought by the member or on the member's behalf by a third party. The member is required to provide a request for a refund in writing to be considered by the Board detailing the reason the refund is being sought.

2. UNIFORMS

- 2.1** Teams must be in full, approved uniform by the third week of each competition. Any player out of uniform may result in the team not receiving points for each game wherein the player(s) fail to comply. Exceptions to this clause include, but are not limited to, instances where a player has an item of uniform on order and can produce a receipt to the Association, or where an exemption has been granted by an Official prior to the instance of non-compliance.
- 2.2** Teams and/or Officials must notify the Association prior to ordering any sets of uniforms to ensure that there is no duplication or adverse style and/or colour impacts, especially with other teams in that competition, or with Officials uniforms.
- 2.3** Representative uniforms may not be used as team uniforms in the domestic competition.
- 2.4** Any undergarments (e.g. bike shorts, skins, shooting sleeves, under-shirts, etc.) which protrude from under the uniform may be worn provided they are the same colour as the team uniform or black, grey, white or beige. Minimal coloured stitching is permitted. Any logo displayed on the undergarments is to be no larger than 65mm by 90mm

2.5 UNIFORM SHORTS

- 2.5.1** All shorts must be black in colour or of the same design and colour as the singlet.
- 2.5.2** For safety purposes, playing shorts must not have pockets, zippers, buckles, solid attachments or external chords. For safety reasons these players must not take the court.
- 2.5.3** Any logo displayed on the shorts is to be no larger than 65mm by 90mm.

2.6 UNIFORM SINGLET

- 2.6.1** All members of a team wear singlets of the same colour and design. The Association reserves the right to determine whether a design is appropriate. Please read by-laws 2.2 and 2.3 in conjunction with this by-laws.
- 2.6.2** All team singlets must be easy to read and numbered 0 – 99 inclusive, small numbers on front of singlet, large numbers on back of singlet. Temporary numbers made from electrical tape or similar material will not be permitted after the third week of the competition (except for a player filling in for a team for a game) or where the original number has deteriorated and a new singlet, or repair, order are underway.
- 2.6.3** Singlets do not need to be tucked in for domestic competition.
- 2.6.4** Sponsors logos and names, team name, player names and so forth can be printed on singlets, but must not impede the visibility of the singlet number.
- 2.6.5** For junior competitions, all singlets should be reversible. The reverse colour is to be the same for all team members. If a team chooses not to have reversible uniforms, it is the responsibility of that team to be able to provide an alternative uniform without notice. The association does have some spare sets of training singlets which may be borrowed from the court controller.

- 2.6.6** Singlets of an older design may be used if they are substantially the same design as the current uniform.
- 2.6.7** Clash of Colours - In the event of a clash of colours, the first mentioned team on the draw/score sheet shall provide alternate colour singlets. The association does have some spare sets of training singlets which may be borrowed from the court controller as per 2.6.5. If the association singlets (white and reversible red) are being worn by both teams the first mentioned team on the scoresheet will wear white.

3. TIMING OF GAMES

3.1 COMPETITION GAMES

- 3.1.1** Games will not commence before the stated time unless agreed upon by the Coach and/or Manager of both teams.
- 3.1.2** All Junior and Senior games will consist of two twenty minute halves. The exception will be in extreme heat or other conditions where the Court Controller and Referee Supervisor agree by consent to change the game to four eight minute quarters with two minutes between each quarter and with compulsory use of all time outs, one per team per quarter.
- 3.1.3** The clock will not stop except for a referee's time out in normal competition.
- 3.1.4** Any player fouled out or disqualified must be substituted immediately.
- 3.1.5** Each team is allowed two time outs per half.
- 3.1.6** The duration of a time out is one minute. The referees will call the teams back onto the court after 50 seconds and the game will recommence once the minute has lapsed.
- 3.1.7** No time outs may be taken in the last three minutes of a normal competition game. If a time out is taken that would extend into the last three minutes of a game, teams will be called back onto the court when the clock shows three minutes and 10 seconds.
- 3.1.8** All substitutions and time outs must be directed through the bench.

3.2 SEMI-FINALS

- 3.2.1** There will be no semi-finals or finals for Under 8 games.
- 3.2.2** The under 10 competition will play to normal competition timing (refer to 3.1.1 – 3.1.8).
- 3.2.3** Under 12 and all older age groups, including senior games, will stop the clock for free throws, time-outs and every whistle in the last three minutes of the second half.

3.2.4 In the event of a draw, the teams shall have a 2 minute break then play an extra 5 minutes, clock will stop for free throw, timeouts, and every whistle in the last three minutes of the extra time. The teams shall keep the same baskets. The personal and team foul count remains unchanged. Each team will be allowed 1 time out during extra time. The referees shall check the score sheet as they do at half time. If there are further equal scores at the end of extra time, repeat as above, until there is a winner.

3.3 FINALS

3.3.1 The under 10 competition will play under normal competition timing (refer to by-laws 3.1.1 – 3.1.8).

3.3.2 Under 12, 14 and 16, all Division Two and lower graded games will stop for three throws, time-outs and every whistle in the last three minutes of the second half.

3.3.3 All Division one, all under 18, 19, 20, and all senior games will be fully timed fifteen minute halves.

3.3.4 In the event of a draw, follow instructions as in 3.2.4

3.4 INJURIES, DELAYS AND GAME TIMING (see also section 13)

3.4.1 Singlets do not need to be tucked in for domestic competition.

3.4.2 If a game is stopped at any stage due to player injury, play will restart when the Referee or Court Controller deems it is safe to do so. The game will resume as close as possible to the time and score at which the stoppage occurred.

3.4.3 A result shall be recorded for any game surpassing 20 minutes total playing time, as if the game had been completed.

3.4.4 If the game commences but is terminated less than 20 minutes into the game, then the next game between the same two teams will be classed as a double point round

3.4.5 If a game cannot be completed, and there is no further game between the two teams, the previous game between the teams will be classed as a double point round.

4. SCORESHEETS

- 4.1** Prior to the game commencing, where the referee is under the age of 18, the court controller will place the child protection stamp on the back of the score sheet. The junior referee needs to highlight this to the court controller and their partner. The referee supervisor or senior referee is responsible for obtaining the signature of both Team Captains/Coach prior to commencement of the game. Upon signing, the Team Captain/Coach acknowledges they are aware that a junior referee is officiating the game, and that they will inform their players of this and the 'zero tolerance' (BNSW Policy) will be strictly enforced.
- 4.2** Notwithstanding the terms of By-law Section 1 Registrations, the senior referee is to check the score sheet prior to the game starting to ensure all players are registered.
- 4.3** The referee is to check the score sheet at half time and cross off the names of players who are not available or eligible to take the court prior to the second half starting.
- 4.4** The referee, in consultation with the bench and the referee controller may amend the score sheets if a discrepancy is found. This may be done during a referee timeout, half time or immediately after the game concludes. Where practicable, the coaches OR managers OR captains of both teams are to be informed of any amendment made to the scoresheet.
- 4.5** Injury to a player or official needs to be documented on the back of the score sheet and on the BNSW injury form, which can be obtained from the court controller.
- 4.6** Unsportsmanlike or technical fouls, as defined by Basketball NSW Policy, should be recorded on the back of the score sheet by an official. The Technical Foul policy is then followed.
- 4.7** A technical foul may still be issued after the conclusion of the game. BNSW Codes of Conduct are enforced until the score sheet has been signed by the referees.

5. FINALS SERIES – Including forfeits, player and team qualifications

- 5.1** All finals (semis and finals) are to be played on the schedule dates and times provided. Exceptional circumstances may be considered if put in writing to the Board.
- 5.2** Prior notification of a forfeit of a final will lead to the next placed team being nominated to take its place.
- 5.3** For any semi-finals or final a team must have at least four qualified and registered players to take the court.
- 5.4** If a team does not have four qualified players, and this is known before the final series game, then the next placed team will be notified and shall take their place.
- 5.5** If an unregistered player is found to have played in any finals game, their team will have their game classed as a loss, regardless of the outcome.

5.6 PLAYER AND TEAM QUALIFICATIONS FOR FINALS

- 5.6.1** A player must play at least 60% of competition games with a team to be eligible to play in the finals series, unless an exemption has been granted by the Board prior to the finals series commencing. The Stadium Manager will inform players who have not qualified prior to the finals series commencing.
- 5.6.2** For the purposes of qualification, from the start of the competition, byes, no point games and no games (cancelled games) will be included. Double Point Games and Double Point Rounds will qualify as one game. When a team wins a game on forfeit, only those players on the team game sheet from both teams will be noted as having played that game.
- 5.6.3** During the regular domestic competition, teams will be awarded competition points for each scheduled game, receiving 3 points for a win, 2 for a draw, 1 for a loss and 0 points for a forfeited game. At the end of the season the four teams with the most competition points will advance to the semi finals.
- 5.6.4** In the event of competition points being level at the end of a competition, finals standing will be determined as follows:
 - The team winning the majority of games played between the teams. OR IF THIS IS EQUAL
 - The greatest difference of points for and against in games between the teams.
 - OR IF THIS IS EQUAL
 - The greatest total number of all points scored in games between the teams.
- 5.6.5** For the purpose of working out standings, a forfeit will be classed as a game result of 20-0. If the game was in progress, the score will stand if the team forfeiting is behind, or be classified as 20-0 if the team forfeiting is ahead.

5.6.6 A win in a double point round will count as two wins.

5.6.7 Notwithstanding 5.6.1, a player may still qualify for the Finals Series if they were injured or incapacitated after being confirmed as a nominated team member and the player provides a doctor's certificate covering the period of the injury or incapacitation.

6. GENERAL COMPETITION RULES

6.1 NO HANGING RULE

- 6.1.1** Hanging on or grabbing the net/ring is not permitted at any time.
- 6.1.2** During games a technical foul may be given to a player that the referee considers to be in breach of by-laws 6.1.1.
- 6.1.3** If the offence occurs prior to the game commencing, the Official may commence the game with a technical foul against the offending player.

6.2 REPRESENTATIVE PLAYER CONTENT.

- 6.2.1** To ensure equity, Junior competition teams are generally limited to containing players with a value not exceeding 10 “representative player points”.

For the purposes of calculating representative player points, Division 1 representative players are worth four points, all other representative players are worth three points. Exemptions can be sought from the Board where it can be demonstrated that exceeding the representative player content rule does not unreasonably advantage that team, or that general skill distribution across the teams in that competition is reasonably even.

- 6.2.2** The representative content rule (6.2.1) does not generally apply to representative players playing up an age group.
- 6.2.3** Any representative player (junior or senior) playing in the senior competition it is recommended you play in Division 1. Seniors may play lower divisions. Lower division teams have 10 points for Senior Representative players. For purposes of calculating Representative Player points Waratah Championship players are 12 points, all other Senior Representative players are 6 points.
- 6.2.4** It is the responsibility of the Coaches of the Junior competition to ensure that they are not in breach of the representative player content rule (unless approved as per 6.2.1) including players joining the team after the start of the domestic season, and for players filling in for any game in which the team is short of players. The Association will make every attempt to assist in this process. Where representative trial and selections take place after a competition has commenced, the representative player content rule generally does not apply until the next season.
- 6.2.5** Where a team seeks a player to fill in due to a shortage of players, approval must be sought from the Court Controller or Referee Supervisor. Disclosure must be made about whether the player filling in is a representative player. An * should be put next to the fill in players name.
- 6.2.6** For the purposes of this section, a player is deemed a representative player regardless of whether they currently play representative basketball for the Springwood and District Basketball Association OR any other Association.

6.3. SPORTSMANSHIP AND FAIR PLAY

- 6.3.1** All players, spectators, officials, employees and teams are expected to comply with all BNSW Codes of Conduct relating to Fair Play, Zero Tolerance and to always play within the spirit of the game. These policies can be found on the BNSW website.
- 6.3.2** The Association maintains a Zero Tolerance Policy regarding: persistent and/or willful challenging of the decisions of referees; abuse of referees, players, officials or spectators; violence against players, officials or spectators and conduct deemed inappropriate for a community sporting environment.
- 6.3.3** Where participants and/or spectators actions are considered detrimental to the sport, or not within the spirit of the sport, the referee supervisor and /or court controller may remove that participant or spectator from the game and/or the venue. Where a participant and/or spectator refuse to leave the venue, local Police will be contacted immediately.
- 6.3.4** Any player suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court. Any player displaying behaviour(s) deemed by officials, referee supervisor or court controller to be caused by being under the influence of any such substance during a game shall be removed from the court immediately and will be instructed to leave the venue. Where a player refuses to leave the venue, local Police will be contacted immediately. These actions may lead the offender to be cited to front a tribunal.
- 6.3.5** Team captains act as representatives of the team during the game. Captains are permitted to make enquiries of game officials on behalf of team members provided such enquiries are made in an appropriate manner. Continual questioning of game officials is not permitted. Captains are required to provide reasonable assistance in ensuring their team behaves in an appropriate manner.
- 6.3.6** Coaches and team managers are required to provide all reasonable assistance to officials in ensuring teams behave and participate in an appropriate manner.
- 6.3.7** Any player that is issued with a technical foul will be required to sit on the bench for 5 playing minutes. The Association's Technical Foul Policy will then be enforced. The referee controller shall enter all technical fouls into the Technical Foul Register at the end of the game in consultation with the referee who called the offence. All referees are to be debriefed by the referee supervisor after a Technical or Unsportsmanlike foul is called.
- 6.3.8** If a player/spectator is cited to attend a tribunal the appropriate paperwork beginning with Schedule 1 is to be filled out. Tribunal packages are available from the Court Controller.
- 6.3.9** When a player that is suspended due to Technical Foul Policy is also cited to attend Tribunal. The player will only be suspended according to Tribunal findings. The Technical Foul Policy will not come into effect.

7. JUNIOR COMPETITIONS

- 7.1** The junior competition shall include all age groups up to Under 20's.
- 7.2** All players in the junior competition are to take the court in each half of the game. The score-table are to police the rule by placing an X next to the players name on the scoresheet as they take the court.
- 7.3** Three point baskets will only be awarded in under 14 competitions and above. Any field goals shot from behind the three point line shall count for only 2 points in under 12 and younger junior competition.
- 7.4** All junior teams up to under 20s must have a responsible adult in attendance at all games (usually the coach or manager). In the event of an incident or injury, the name of the responsible adult is to be noted on the score sheet.
- 7.5** No player is permitted to play down a division or age group without written consent from the Board.

7.6 MAN TO MAN DEFENCE

- 7.6.1** Under 14s and younger age groups must only play 'man to man' defense. Zone defense is only permitted in Under 16 games and above.
- 7.6.2** Coaches that suspect the opposition to be playing 'Zone Defense' should approach the referee supervisor for adjudication. If the referee supervisor reaches a decision that 'zone defense' is being played they should advise the coach of offending team that all players must play 'man to man' defense or a bench technical foul can be awarded. Coaches failing to adhere to this rule after receiving their first and final warning may receive a technical foul. The normal rules of the game relating to technical fouls on coaches will apply, that is, a second technical foul will result in the ejection of the coach. Coach is to appoint a team Supervisor.
- 7.6.3** The court supervisors or the referee supervisor are delegated the responsibility of policing this rule and they will have the final say as to whether a team is playing zone defense or not, and to penalise teams who do not abide by this rule.
- 7.6.4** Zone defense - when an area is guarded instead of a player. Is only used in age groups 16 and older.
- 7.6.5** Coaches in any age group under 16s encouraging zone defense will incur:
 - (i)** 1st Violation (after warning): Technical foul on the Head Coach
 - (i)** 2nd Violation: Technical Foul on the on the Head Coach and consequent disqualification. Game is to continue without Head Coach present.

7.7 UNDER 8 AND 10 COMPETITION

7.7.1 All Under 8 to Under 10 (mini-ball) competitions shall be played using an eight (8) foot ring.

7.7.2 A size 5 ball is used.

7.7.3 The cross-court rule does not apply.

7.7.4 Free throws are from the dotted line.

7.7.5 All players must take the court each half of the game.

7.8 UNDER 12 AND YOUNGER AGE GROUPS

7.8.1 Coaches of teams in competitions up to Under 12's may assign an assistant coach who is permitted to move along the sidelines of the court diagonally opposite their bench in order for that person to provide direction and coaching to their team. Limitations to this rule are:

- *The person cannot at any time speak to players on the opposing team.
- * The person cannot at any time make critical comments of the referees.
- * They may not enter the court at any time.
- * It is their responsibility to keep out of the way of play on either court.
- * They must not talk so as to distract opposition players during free throws.
- * Requests for time outs and substitutions must come through the bench.
- * There must always be another coach on the bench.
- * Referees have the absolute right to move a team official from wherever they are standing so as not to interfere with play or to direct them to leave the courtside.

7.8. MERCY RULE.

7.8.1 In junior competitions, no team is allowed to win by more than 40 points. Once the difference between two teams on the score sheet reaches 40 points, the mercy rule is applied, meaning no further score shall be recorded for the winning team until the difference drops below 40 points. Teams are encouraged not to play a full court man on defense when the score difference is 30 points. When the winning team is in defense they will be encouraged to allow the losing team to play thus encouraging sportsmanship and fair play.

7.8.2 Where the mercy rule is applied, this shall be clearly noted on the score sheet.

7.9 RING HEIGHT AND BALL SIZES

- 7.9.1** Under 12 and higher competitions shall be played using a ten (10) foot ring.
- 7.9.2** Under 12 and under 14 competitions use a Size 6 ball.
- 7.9.3** Under 12 competitions shall shoot free throws from the yellow line.
- 7.9.4** Under 16 and older age groups in the men's competition shall use a Size 7 ball, with all normal playing rules applying.
- 7.9.5** Under 16 and older age groups in the women's competition shall use a Size 6 ball, with all normal playing rules applying.

7.10 CHILD PROTECTION POLICY

- 7.10.1** The Association requires all officials and employees to comply with all child protection policies and procedures set by BNSW and to comply with relevant legislation at all times.
- 7.10.2** All officials and employees of the Association must do all things and sign all things as required under child protection policy and legislation as soon as practicable after being required to do so.
- 7.10.3** All breaches of child protection legislation shall be reported to the SDBA Child Protection Officer and dealt with appropriately.

8. SENIOR COMPETITION

- 8.1** Players in the senior (opens) competitions must be at least 16 years of age at the start of the season. Representative junior players wanting to play in the senior competition must be at least 14 years of age and obtain approval from the Board.
- 8.2** No senior player is permitted to play down a division.
- 8.3** All teams in the senior competitions are to provide personnel for bench duty, and as duty referees as determined by the Association. Refer to section 9 Forfeits, duty and penalties.

9. FORFEITS, DUTY AND PENALTIES

9.1 JUNIOR FORFEITS

As court fees are paid up front, there is no financial penalty for a Junior Team. The scoresheet will be recorded as 0-20 for the team who has forfeited

9.2 SENIOR FORFEITS AND NUMBER OF PLAYERS

- 9.2.1** A game can commence provided a team has at least three nominated and eligible players present. A maximum of two fill in players is allowed. The names of any fill in players must be recorded on the score sheet before the player can take the court and marked by a * next to it.
- 9.2.2** In order for a player to be eligible to play in the second half, the player must have arrived and be ready to play before the second half of the game commences (including compliance with uniform and other associated by-laws).
- 9.2.3** If a team does not have three players ready to take the court at the scheduled starting time of the game, the bench officials will start the clock and the opposition, if ready to play and on court, will receive 2 points for each minute or part thereof, that the team is late. The maximum number of points that can be given to a team under this by-laws is eight. The game is deemed a forfeit after five minutes has elapsed.
- 9.2.4** The team who is present and ready to take the court shall be deemed to be the winner by forfeit and awarded 20 points on the final score of the score sheet.
- 9.2.5** A team forfeiting a game shall not be awarded any competition points for that game unless the forfeit is due to less than two players remaining on the court after the start of a game. The game will then be classed as a loss
- 9.2.6** A team that forfeits a game due to insufficient players being present may offer to play a 'friendly' game. The game shall still be recorded as a forfeit on the score sheet and no competition points will be awarded to the forfeiting team. The score sheet will be marked by the officials to indicate that a friendly game was played. Forfeit penalties will still be applied.
- 9.2.7** Any team unable to make a scheduled game and who provides at least three(3) working days' notice to the court controller or stadium administrator, via telephone or email, will be classified as losing the game and the fine will be the current court fee plus 50% of the other teams court fees. A forfeit without three (3) working days' notice will incur a fine equivalent court fees for both teams.
- 9.2.8** If a team forfeits three (3) games, they may be disqualified from that competition. This will be determined by the administrator and Board. Submissions seeking exemption will be considered.

- 9.2.9** Determining which person or persons should meet the costs of a fine imposed by the Association is at the discretion of the coach and /or manager of the team that has been fined. Generally the cost will be divided evenly between players as the fine was applied to the whole team.
- 9.2.10** Where a team, or player, wishes to dispute a fine, a submission should be made in writing to the Board for consideration and determination. Payment of the fine is not an admission of guilt, and a dispute may still be lodged after payment has been settled. Where the dispute is upheld, a refund of the fine will be made within 7 days.
- 9.2.11** When a team fails to pay a fine before their next game, no game points will be awarded until the fine is paid unless they have lodged an appeal in writing to the SDBA board. If the fine is not paid within three weeks and there is no outstanding appeal, the team may be removed from the competition.
- 9.2.12** Referees will be paid the full amount for a forfeit.

9.3. DUTY:

- 9.3.1** All teams are to provide one duty person for their team's games. The exception is in open men and women where a duty roster will be created by the Association for a team to provide two members to do duty either before or after their game. Duty allocation is determined based on the competition draw.
- 9.3.2** All open men and open women's teams will also need to make available one person to referee (if required) when rostered to carry out duty.
- 9.3.3** Failure to provide two (2) persons when rostered on for duty may result in loss of game points and may incur a fine of \$50.00.
- 9.3.4** An option is available for senior teams to pay \$20 per game for the association to provide a duty person to cover their allocated duty. Should you choose to take this option, arrangements must be made at least a week in advance with the court controller. This option is available for the whole season as well as a weekly basis. Payments for the season are due upfront in the first week of the competition.
- 9.3.5** A badged referee will be given priority in controlling games over any non- badged referee.

9.4. OTHER PENALTIES

- 9.4.1** Playing a player not properly registered as a team member will result in a loss of points for all competition games in which the player has participated.
- 9.4.2** Playing an unregistered, ineligible or suspended player will result in loss of points for all competition games in which that player has participated and a \$50.00 fine.
- 9.4.3** Any team who fields a player under someone else's name will forfeit each game in which the player has participated and incur a \$50.00 fine.

10. GRADING OF TEAMS AND PLAYERS

- 10.1** A team may draw a player from a lower division if they are short. A player may only play a maximum of two games in the higher division. If they play more than two games they are deemed a permanent member for the higher division. This player cannot return to the lower division during that competition.
- 10.2** Any player filling in for a higher age group to overcome a temporary shortage must have an (*) after their name on the game score sheet.
- 10.3** Players are not able to play in more than one team in the same grade or age group of any competition with the exception of 10.1 above.
- 10.4** The Board retains the right to grade or re-grade any player or team to another age group or division. The aim of this is to level out skill mix amongst teams. Every attempt will be made for this to occur within the first three weeks of a new competition.
- 10.5** All players must fill out all requested data on the Player/Team Nomination form prior to the required cut-off date before they will be considered for the next competition.
- 10.6** Team and player nomination fees will be set by the Board, prior to the commencement of any competition.
- 10.7** Players may be asked to provide proof of age and registration before joining a team or filling in at any game.
- 10.8** SDBA retains the right to redo draws as required throughout the season to accommodate changes in numbers of teams
- 10.9** Due to the growth of the SDBA some competitions may have waiting lists. The SDBA will make every attempt to place any person wanting to play into a team. However, this will not be done at the detriment of overloading current teams.

11. BENCH AREA

11.1 Teams shall sit on either side of the bench. Due to space constraints in domestic competitions they can occupy the whole seating area. However, if instructed by officials they are to sit in the area immediately outside the marked lines three metres either side and only substitutes ready to enter the game will be permitted to sit between the marked lines and the bench.

11.2 Teams on the top of the score sheet are to be seated on the left hand side of the score table.

12. PLAYER SAFETY

12.1 Under no circumstances can a player participate in playing basketball whilst he/she has a plaster cast or splint on any part of their body.

12.2 Players and on court officials are required to wear suitable footwear.

12.3 End lines (base lines) are to be clear of spectators and any other obstacles that may cause danger to spectators, officials or players. The referee supervisor, court controller and association officials will enforce this by-law.

12.3 NAIL RULE:

12.3.1 Fingernails are to be checked by the referees before the commencement of the games.

12.3.2 Long natural fingernails, acrylic fingernails and taping of fingernails will not be allowed. 'Netball gloves' may be worn.

12.4 HAIR RULE:

12.4.1 Plaits are not allowed to be below the top of the shoulder in length.

12.4.2 Bobby pins and small snap clips are allowed.

12.5 JEWELLERY RULE:

12.5.1 No jewelry is allowed (plain wedding bands are permitted if taped with soft tape). Medic alert bracelets are permitted if completely covered with a wide, soft sweat band.

12.5.2 No earrings or visible piercings of any kind are permitted.

12.5.3 New piercings may be soft-taped providing it is covering a stud-type earring.

13. INJURY

- 13.1** If the ball is live when an injury occurs, the official shall not blow his or her whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has gone out of the court. If it is necessary to protect an injured player, the officials may stop the game immediately.
- 13.2** For safety and insurance purposes, it is the responsibility of the coach or manager of a player injured during a game to ensure details of the injury are recorded on the back of the score sheet, with the player's name, witnessed by two officials.
- 13.3** An injury report form needs to be completed by the player or a parent as soon as possible. Forms are available from the court controller.
- 13.4** The insurance policy is provided through Basketball NSW. Should a player become injured, they should in the first instance make a call to the insurer, not BNSW. Details of the insurer can be obtained from the BNSW website.
- 13.5** Any injured player should be removed from the court as soon as possible unless there is any risk of injury of a more serious nature.
- 13.6** All attempts will be made to have a current, certified First Aid Officer present at the stadium at all times to assist with injury or accident treatment.
- 13.7** The clock should be stopped while action on any serious injury is taken. Officials will instruct the bench when to stop the game clock.
- 13.8** The Association Blood Policy is to be adhered to if any blood is evident. The Court Controller or Referee Supervisor is responsible for cleaning up blood spills as per SDBA policy. The blood bin and instructions on cleaning up blood spills is kept in the canteen under the sink. Under no circumstances is a minor ever to clean up blood spills.
- 13.9** An injured player can still be counted as playing games and therefore qualify for final series. Player must be present at games. Coaches/Team Captains are to tell the officials who shall mark the score sheet accordingly. Exemptions can be requested in writing to the Board.

14. PROTESTS, COMPLAINTS and TRIBUNALS

- 14.1** The Association supports and abide by the Codes of Conduct, as set down by Basketball NSW for Players, Coaches, Parents, Spectators and Referees.
- 14.2** Any breaches of these Codes of Conduct, can result in disciplinary action by the Board, or Tribunal.
- 14.3** A protest or complaint, to be heard, must be lodged within four working days of the incident, in writing, signed by the captain, coach or manager and addressed to the stadium administrator.
- 14.4** The Association will apply the BNSW Disciplinary Tribunal by-laws. The BNSW Disciplinary Tribunal by-laws is available online.
- 14.5** SDBA reserves the right to deal with any breaches of the Zero Tolerance Policy, Codes of Conduct or competition by-laws as per the BNSW Disciplinary Tribunal by-laws.
- 14.6** Any player, coach, team official or team spectator may be cited and directed to appear before the tribunal if, in the opinion of the board or any official they have drawn the game of basketball into disrepute; have drawn the operations or reputation of the Association into disrepute; have drawn the role of a game official into disrepute or have contravened the by-laws, policies or guidelines of the Association or of BNSW.
- 14.7** Any player, coach or team follower disqualified during a game must appear before the Association Judiciary Tribunal. The Association official should note the disqualification on the back of the score sheet and must complete appropriate schedules as per 6.3.8. It is the disqualified person's responsibility to supply their name, address. The disqualified person shall be notified in writing of the date of his/her Tribunal hearing.
- 14.8** A player may play until the Tribunal is heard unless directed by the Board that they may not play pending the outcome of the hearing.
- 14.9** In the event of a suspension and subsequent appeal, a player is not permitted to play pending the outcome of the appeal hearing.
- 14.10** Any official may report any person to the Board or Tribunal to consider appropriate action.
- 14.11** A player found guilty by the Tribunal, with or without suspension, shall be required to sign a "Player Behaviour Agreement" form. Following this, any indiscretion by the player for a period of 12 months, commencing at the end of any suspension or immediately in the case of no suspension, shall be referred directly to the Board which shall determine if any further penalties are appropriate.

14.15 If a technical foul is committed:

- By a player, a technical foul shall be charged against them as a player foul indicated by the letter T and shall count as one of the team fouls.
- By team bench personnel, a technical foul shall be charged against the coach and shall not count as one of the team fouls. The opponents shall be awarded 1 free throw, followed by a throw-in at the centre line extended, opposite the scorer's table.

A player shall be disqualified for the remainder of the game when he or she is charged with 2 unsportsmanlike fouls. If a player is disqualified the unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Whenever the offender is disqualified, he or she shall leave the building.

Fighting Definition: is aggressive/violent physical interaction between 2 or more opponents, players and team bench personnel. This article only applies to the team bench personnel who leave the confines of the team bench area during a fight or during any situation which may lead to a fight, including substitutes, excluded players or team followers who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified.

Only the coach and/or assistant coach are permitted to leave the team bench area during a fight, or during any situation which may lead to a fight, to assist the officials to maintain or to restore order. In this situation, they shall not be disqualified.

If a coach and/or assistant coach leaves the team bench area and does not assist or attempt to assist the officials to maintain or to restore order, they shall be disqualified. Irrespective of the number of team bench personnel disqualified for leaving the team bench area, a single technical foul ('B') shall be charged against the coach. If team bench personnel of both teams are disqualified under this article and there are no other foul penalties remaining for administration, the game shall be resumed as follows.

If at approximately the same time as the game was stopped because of the fighting:

- A valid field goal is scored, the ball shall be awarded to the non-scoring team for a throw-in at any place at the baseline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the centre line extended, opposite the scorer's table.
- Neither team has control of the ball nor was entitled to the ball, a jump ball situation occurs.

All disqualifying fouls shall be recorded as a technical and unsportsmanlike foul and shall not count as a team foul. All possible foul penalties against players on the playing court involved in fighting or any situation which leads to a fight shall be dealt like this also.

17. DEFINITIONS

For the purpose of these by-laws, the following definitions shall apply:

1. "AFFILIATED PLAYER" means a player with a primary registration with another association and who has paid an affiliation fee to the SDBA Association. Affiliation lasts until the registration at the other association runs out. If questioned, it is the responsibility of the player to be able to prove that they are registered at another association and affiliated with the Association.
2. "COMPETITION" refers to any competition conducted by the SDBA and includes any trial games played and all semi-finals and finals
3. "COMPETITION GAME" shall mean any game played including grading games played at the commencement of a competition.
4. "COURT CONTROLLER" shall mean the person appointed by the Board to control the payment of fees, checking of registrations and player eligibility during competition times.
5. "ELIGIBLE PLAYER" means a player who has current registration or affiliation, is not under suspension, has no outstanding fines or fees (including their share of team fines and fees), is properly nominated to a team in the domestic competition of the SDBA, does not put that team in breach of the representative content rule and who is playing in a competition of the right age group and gender.
6. "JUNIOR COMPETITION" means all competitions up to under 20's.
7. "THE REFEREE" shall mean any person(s) duly acting in the capacity of referee for the conduct of the game and the duration of the game as per the rules of basketball, including duty referees.
8. "REFEREE SUPERVISOR" shall mean the person appointed by the SDBA Board to supervise referees and control games during competition times.
9. "REPRESENTATIVE PLAYER" means any player who has accepted a place on a representative team at SDBA or any other association. The Association believes that representative points should be allocated to players who have had the experience of playing at the representative level rather than simply being selected for a representative team. A player's representative points value applies in the two domestic seasons following the season they played in a representative team. Representative points will be determined at the beginning of the summer season (term 4) and will apply for the next 12 months.
10. "REGISTERED PLAYER" means a properly registered player with primary registration with the SDBA. Registered players pay an annual fee set by the Board of the SDBA. If questioned, it is the responsibility of the player to be able to prove that they are registered.
11. "SDBA", or "the Association" means the Springwood & Districts Basketball Association Inc.
12. "SDBA OFFICIAL" shall mean any member of the Board, Committees or person formally appointed by the Board, including referees and coaches.

13. "SEASON NAMES". The winter season, unless otherwise determined by the Board, will cover the second and third school terms of that year. The summer season, unless otherwise determined by the Board, will commence at the start of the fourth school term of the year and run to the end of the first school term of the following year.
14. "SENIOR COMPETITION". The senior competition is intended primarily for adults. Players must be at least 16 years of age. Teams where the majority of the team is eligible for the junior competition may be excluded from the senior competition or graded to a different division at the discretion of the SDBA.
15. "THE TRIBUNAL" refers to the Judiciary or Disciplinary Committee as established by the Board of the SDBA in accordance with the requirements of Basketball New South Wales to investigate allegations of breaches of the Basketball NSW schedule of Offences and Penalties.