



**COFFS HARBOUR
BASKETBALL ASSOCIATION
HIGH SCHOOL COMPETITION
RULES AND REGULATIONS
(Amended May 2017)**

(A) NOMINATION OF TEAMS

1. Teams must have a minimum of seven (7) registered players and an adult manager, coach or team representative before their nomination will be accepted.
2. Nomination forms must be signed by the principal, basketball coordinator or secretary of the school/club concerned.
3. Players must not turn eighteen (18) years or over in the competition year. Competition is for high school students only, except in the case of regulations 6 - 9 below.
4. Players may play in a competition higher than their school year, but not below their school year (For example; year 8 students may play in a year 9, team; however year 9 students must not play in a year 8 team).
5. Where a school has an endorsed body or delegate responsible for the organisation of teams for entry into the Coffs Harbour Basketball Association (CHBA) competition, players must play for that school to which they attend. Home schooled players will be placed into a team/club once the CHBA administrative staff seeks the permission of the school basketball coordinator of that school/club. In extraordinary cases, players unable to gain a place in a team from their school/club may participate in the competition with another school/club, subject to the following rules:
 - a) The only person able to place players in teams from other schools/club is the basketball coordinator at each of the schools/clubs and MUST be done in consultation with the CHBA administrative staff.
 - b) The basketball coordinator of the school/club releasing the player must agree in writing that every endeavour has been taken at the school/club to place the child in a school/club team, but that those endeavours have been unsuccessful for a specific reason.
 - c) The coordinator of the school/club accepting the player must write a letter of agreement that they accept the player into their school/club team.
 - d) The CHBA administrative staff must approve the letters from both schools/club and agrees to the transfer of the player. The CHBA administrative staff must have their decision ratified by the CHBA Competitions Director.
 - e) When placing such players in teams, the CHBA administrative staff must maintain the integrity of the competition by keeping all teams as equal in ability as possible.
 - f) All players must show the name of the school they attend on the official nomination form.

6. CHBA may accept nominated teams to enter the competition from their Junior & Senior Representative Program as a development pathway. Such “invited teams” so nominated will require prior approval from the CHBA Board of Management after considering their competitive ability. CHBA reserve the right to decline any other team nominations for the domestic competition that are predominantly representative player based.
7. High School Team/Club nominations will receive priority over “invited teams”.
8. High School/Club players in “invited teams” first commitment must be to play for their High School/Club team.
9. High School/Club Teams will have first call on their players. Players who decline to play for their High School/Club Team(s) when required will be ineligible to play in any “invited teams”.

(B) DISPUTES

1. The CHBA administrative staff shall adjudicate all disputes regarding these rules and regulations. Appeals against the decision must be made in writing to the CHBA Competitions Director no less than 7 days after the CHBA administrative staff’s adjudication has been made.

(C) REGULATIONS REGARDING ELIGIBILITY

1. All players must be registered with Basketball NSW.
 - a) Any player taking the court in competition point score games and playing unregistered will incur a loss of 3 competition points for their team.
 - b) The -3 (minus 3) point penalty will come into effect for all teams from the first competition point score game.
 - c) Players are due for registration on either 28th February or 31st July each year. It is the players and team responsibility to ensure players are registered.
2. Players may play in any higher division or year for their own school/club for a total of two (2) games without penalty. However after the third game, that player then qualifies as a permanent member of the higher division/year team that they played their 3rd game with, for the remainder of the season and is ineligible to play for his/her original team. Please note that players cannot play 2 games up a grade in one team, and then 2 games up with another team – it is the total number of games played in higher divisions that are counted.
3. With the inception of club model, players who have been placed within a school team and have played for that school team, may choose to remain with the same TEAM with the schools permission but has the right to choose to move to a club at the commencement of any new competition.
4. Use of an unregistered player constitutes a forfeit (twenty (20) point loss and minus three (-3) competition points) if applicable to the competition.
5. A player playing under an alias or another players name constitutes a forfeit (twenty (20) point loss and minus three (-3) competition points).
6. Where schools/clubs have teams in the same division, players shall not inter-change between teams.
7. To have played for a team means being on the score sheet and being deemed by the referees to be on the team bench prepared and able to take the court for that game.

8. Teams cannot earn competition points if they play an illegal player.
9. Representative teams cannot earn competition points and teams drawn to play representative teams will be allocated the 3 competition points on successful completion of the game between the 2 respective teams.

(D) PLAYING REGULATIONS

1. Unless otherwise stated in these regulations, the rules of play shall be those of Basketball New South Wales.

Timing:

2. Games will be played in four (4) periods of ten (10) minutes, with a one (1) minute interval between the first and second periods, a three (3) minute half time interval and a one (1) minute interval between the third and fourth periods.
3. The clock stops for all time-outs.
4. The clock also stops for all whistles and successful field baskets in the last two (2) minutes of the game.
5. The twenty four (24) second shot clock rule will not apply.

Overtime:

6. In round games a tie shall be a valid result.
7. In semi-finals, finals and grand finals extra periods of three (3) minutes (fully timed) will be played to break a tie with a two (2) minute interval after the previous period.

Mercy Rule:

8. Any team in the competition that establish a lead of twenty (20) points or more must play back court defence, during which time there will be no traps or presses. Once the lead is reduced to 19 or below, the team may play full court defence again. This rule is to be enforced by the coaches within the spirit of the Coffs Harbour Basketball Associations Code of Conduct.

Grading

9. Teams will as far as is possible be graded into divisions as of comparable ability. Teams may be re-graded during the competition grading games, if completed matches scores indicate continuous score disparities. Discussion can be arranged between the team contact and CHBA administrative staff to discuss grading and if required, the CHBA Competition Director's decision will be final.
10. In the interest of a fair and enjoyable competition, a team may be graded into a higher division or age group

Game fees

11. CHBA have a per player season cost implemented. Each player must pay for the season to play in the High School competition. This fee, or the initial instalment, must be paid by the second week of the actual competition commencing. Please note actual competition does not include grading games. If a player has not paid their fees by this date, or arranged a fee payment schedule with the CHBA administrative staff, they are not permitted to take the court.

12. When paying by instalments, an agreement has been made to pay all instalments on or by the due date.

Nomination fees

13. Team nomination fees are included in the per player costs.

Commencing a game:

14. Games cannot commence unless both teams have a minimum of four (4) players ready to take the court. If teams are unable to commence at the rostered starting time then the game clock will be started.
15. Teams arriving late will be penalised two (2) game points per minute late (or part thereof) until ten (10) minutes have elapsed at which time the game shall be declared a forfeit with the score 20 - 0.
16. The referees will administer the late penalty rule.
17. All players must pay their player fees before they play.
18. Teams must nominate a team captain in each game.

Playing Uniforms:

19. All players must be correctly attired in their team colours.
20. Playing singlets:
 - a. Must be the same colour and style and correctly numbered front and back according to the current rule book.
 - b. Playing singlets of the same colour with different lettering or logos are permitted without penalty.
 - c. The only legal playing numbers under Coffs Harbour and Basketball NSW rules are 4 - 15, 20 - 25, 30 - 35, 40 - 45 and 50 - 55.
21. Shorts must be of similar colour. Logos and stripes on shorts are acceptable, provided the base colour is predominantly the same
22. In competition point score games players judged by the game referees to be "out of uniform" will be able to play, but the opposition captain MUST be awarded ten (10) points for each player out of uniform as they take the court.
23. In trial games players will NOT be penalised for being out of uniform.
24. In the case of two teams taking the court with the same coloured uniform the wearing of CHBA bibs, will be done by the team named as team A on the scoresheet.

Court and Ball:

25. All Girls Divisions use a size 6 ball.
26. All Boys Divisions use a size 7 ball.

(E) BEHAVIOUR

1. Behaviour of all players, coaches, officials and spectators must at all times be sportsmanlike and in the best interests of the game and in accordance with the codes of conducts outlined by the Basketball NSW
2. Players who, in the opinion of the referee, breach Technical Regulations or behave in an unsportsmanlike manner, can be issued with; (a) A Technical or Unsportsmanlike foul,
3. Reports of unacceptable behaviour may be dealt with by CHBA in accordance with BNSW Judiciary and Code of Conduct procedures and the Zero Tolerance Policy.
4. Hanging on the ring, backboard or net may result in a technical foul as per the FIBA rules of basketball.
5. Players, coaches and managers exhibiting a loss of control which compromises the safety of themselves and or others may be dismissed from the court by the referee, Court Supervisor or any other CHBA official.

(F) SPECIAL REGULATIONS

Competition Points/Forfeits:

1. Use of an unregistered player constitutes a forfeit (twenty (20) point loss and minus three (-3) competition points) if applicable to the competition.
2. A player playing under an alias or another players name constitutes a forfeit (twenty (20) point loss and minus three (-3) competition points).
3. Competition points awarded will be three (3) points for a win, two (2) points for a draw (a valid result in round games), one (1) point for a loss, zero (0) points for an informed forfeit and minus two (-2) for an uninformed forfeit.
4. An informed forfeit is when a minimum of twenty-four (24) hours' notice is given to the CHBA administrative staff to enable the disadvantaged team to be notified.
5. Teams forfeiting three (3) times in a competition will be removed from the competition.
6. In the case of a forfeit, the team in attendance may choose to use the vacant court for their exclusive team practice at no cost.
7. Teams that forfeit due to CHBA representative commitments will have no loss of points awarded. This rule will only apply when a team has 3 or more representative players in their team. Team managers must inform the competition supervisor if this rule affects them, and must name the 3 players on representative commitments, the week before the game being forfeited.

Score bench Duty:

8. Each team is required to provide a person to perform score-bench duty on their own game.

Semis and Finals:

9. To be eligible to play in the finals series (semis, finals and grand finals), a player must have played a minimum of five (5) competition point score games in that team. Grading games

do not count towards finals eligibility.

10. Special consideration for players missing games due to injury or illness will be considered by the CHBA administrative staff upon written request by the Basketball Coordinator, Club Secretary or Basketball Coach and receipt of a doctor's certificate.
11. Special consideration for other reasons will only be considered by the CHBA administrative staff upon written request from the Club Secretary or Basketball Coordinator.
12. Players who change schools during the competition may play for their new school/club. However five (5) games with the new school/club must be played to qualify for finals series.
13. Forfeits count as games played for all players of non-offending teams whereas forfeits do NOT count as games played for players of offending teams.
14. In all divisions, regardless of the number of teams, the top four (4) teams will progress through to the semi-finals. Winners of the semi-finals progress to the grand finals.
 - i. Semi 1: 1st vs 4th (winner to the Grand Final)
 - ii. Semi 2: 2nd vs 3rd (winner to the Grand Final)
15. The methods for determining semi-finalists, finalists and grand finalists as described above may be varied at the discretion of the CHBA Competitions Committee.
16. In the event that teams finish the season on equal competition points they will be separated firstly comparing the results of games between the teams concerned on a win/loss ratio.
17. If this is still even, then points for/against all teams expressed as a percentage are then considered.
18. The team with the higher percentage will fill the higher place.

ie. Percentage = $\frac{\text{Points for}}{\text{Points against}}$ X $\frac{100}{1}$