



**BLUE MOUNTAINS BASKETBALL ASSOCIATION
INCORPORATED
ABN 670 658 684 56**

COMPETITION BY-LAWS
Approved by BMBA Committee 25/6/2018

Vision Statement

"BMBA strives to provide a community based program, that promotes health, fitness and social skills through positive game play, open to all generations and physical ability"

Mission Statement

"We are a non-profit organisation dedicated to instilling values such as teamwork, respect, sportsmanship and discipline whilst developing our players with the fundamental skills of basketball."

Blue Mountains Basketball Association is a voluntary organisation of people wishing to facilitate the game of basketball in the Blue Mountains Area.

BMBA shall be the governing body for the authorisation, implementation and enforcement of the BMBA Competition By-Laws.

Where a conflict exists between these By-Laws, the FIBA Rules of Basketball and/or Interpretations, Basketball NSW Limited (NSWBAL) Competition Rules and/or Interpretations, and/or the Official Rules of Basketball, these By-Laws will take precedence.

These Bylaws shall apply to the operation of any domestic competition and participants thereof, operated or directed by BMBA.

In these By-laws, an Association Official shall refer to:

1. A current member of the BMBA Executive Committee.
2. A current member of the BMBA Administration team, including office staff, Court Supervisor and Referee Supervisor.
6. The BMBA Board will have the final say in all disputes and infractions of these By-Laws.

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1.REGISTRATION

1. All players must be registered or affiliated with BMBA before participating in any trial or competition game. Any team playing an unregistered player will forfeit all points for any game in which that player participates.

1.1 All referees, Coaches, and officials participating within BMBA's competitions must be registered with BMBA.

1.2 It is the individual's responsibility to maintain a current registration status. BMBA is not obligated to remind, in advance, any individual of their registration due date.

1.3 The onus of proof of registration and/or affiliation lies with the individual. Any individual may be asked to produce confirmation of registration or numbers at any time.

1.4 It is the responsibility of the player/parent of junior players to be aware of when the player's registration or affiliation is due and to make reasonable efforts to ensure BMBA has current contact details for provision of correspondence.

1.5 For insurance purposes, non-playing Referees, Coaches, Managers and other Officials must be registered.

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

1.7 The board will be responsible for setting the registration fees annually.

2.Child Protection

2.1 Legislation – All Members must adhere to and comply with all 'Member Protection' Policies and Procedures in compliance with relevant government legislation at all times. Any breach of these will be reported to the BMBA Member Protection Information Officer and dealt with appropriately.

2.2 Working with Children Check - All Coaches, Managers, Referees and Officials over the age of 18 must hold a current 'Working with Children Check' (WWCC), and keep it updated according to current government legislation. This includes parents coaching their own children. Proof of application for a WWCC must be submitted to the MPIO officer within 3 weeks of appointment of position.

3.Uniforms

3.1 Teams must be in full uniform by the third week of each competition. 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 noncompliance.

3.2 All team singlets must be the same colour and design.

3.3 The numbers on singlets must be clearly visible on both the front and back.

3.4 T-shirts and compression tops are permitted under the singlet. T-shirts must be the same colour as the main singlet colour or plain black.

3.5 In the event of a uniform clash between two teams, the team indicated as Team A on the score sheet will be fitted with bibs of an alternate colour.

3.6 Singlets must be tucked into shorts.

3.7 Representative uniforms must not be worn during the domestic competition

4.Player Safety

4.1 Players and on court Officials are required to wear suitable footwear.

4.2 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 Supervisors, Court Controller and Association Officials will enforce this by-law.

4.3 A Referee Supervisor or Court Controller has the jurisdiction to call off a game if player safety is at risk.

4.4 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.

4.5 NAILS

4.5.1 Fingernails are not to extend past the end of the finger and will be checked by the Referees before the commencement of the games.

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

4.6 HAIR

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

4.6.2 Hair cannot cover the Player's number.

4.7 JEWELLERY

4.7.1 No jewellery is allowed. All wedding bands must be taped.

4.7.2 Fitbits, sporting monitors etc. are not permitted at all. Not even under sweatbands.

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

4.7.4 BMBA accepts no responsibility for any injury resulting from jewellery or piercings not visible to a Game official or Association Official at the commencement of the game. Such items are worn at the risk of the individual.

4.9 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.

5.Player Eligibility

5.1 For a player to qualify for the final series they must participate in more than 50% of all scheduled games.

5.2 Players in attendance for qualification reasons, without taking the court, will be recorded as being in attendance on the score sheet.

5.3 All players must be registered and/or affiliated in order to participate in each game and have their attendance counted towards their qualification for the final series, the penalty for non-compliance being in accordance with by-law 1.1.

5.4 In the event of injury or exceptional circumstances a player may apply for special consideration to the BMBA Executive Committee. Applications shall be made out in writing to the Association Secretary, accompanied by a doctor's certificate or other appropriate form of proof no later than the second last week of the regular competition. Special consideration will be awarded on a case by case basis at the discretion of the BMBA Executive Committee.

5.4 All byes will not be counted towards player qualification

5.5 Forfeits will not be counted towards player qualification for the forfeiting team, but will count towards player qualification for all opposing players.

5.6 Players will be marked as attending for player qualification by a Game Official before the commencement of the second half after being sighted by said Game Official. Players arriving late will be permitted to take the court and marked as attending up until the commencement of the second half.

6.Forfeits and Duty

6.1 Games shall commence at the scheduled game time where practicable

6.1.1 Teams must have a minimum of four players at the commencement of the game in order to take the court. This can be reduced to two once play has been initiated.

6.1.2 Two points will be awarded to the opposing team, recorded as being scored by the captain, for every minute the offending team is unable to field the minimum number of players

6.1.3 Once the minimum number of players has been achieved the game will start at the current time and score.

6.1.4 A game will be declared a game forfeit after ten minutes has expired and 20 points will be awarded to the opposing team.

6.1.5 Teams that forfeit twice in one season may be removed from the competition with committee review.

6.1.6 0 points will not be awarded to the forfeiting team and 3 points will be awarded to other team. Score will show (0-20)

6.2 Duty

6.2.1 Each Junior team that is rostered on for duty must provide two people for the bench

6.2.2 Each Senior team that is rostered on for duty must provide two people for the bench and one referee.

6.2.3 Mini Ball teams must provide one person from each team for the bench

6.2.4 Failure to do duty the first time will result in a loss of two competition points failure to do duty a second time your team may be removed from the competition.

7. Game Points

Competition points will be awarded as follows:

Win = 3 points

Loss = 1 point

Draw = 2 points

Bye = 2 points

Notified forfeit (for forfeiting team) = 0 points

Notified forfeit (for non-forfeiting team) = 3 points

Un-notified forfeit (for forfeiting team) = 0 points

Un-notified forfeit (for non-forfeiting team) 3 points

8.COURT RULES AND BENCH AREA

Bench Area:

8.1 Teams shall situate themselves on either side of the score bench according to their nomination as Team A and Team B.

8.2 The 'Bench Area' will begin three (3) metres from the score bench and finish at the team's respective baseline.

8.3 Only substitutes ready to enter the game are permitted in the restricted area between the team bench and score bench during play. Infringing coaches, players, and/or team officials will be awarded a technical foul to the infringing team's bench at the discretion of the Game Official.

8.4 It is the responsibility of the team Coach/Captain to ensure that players, team officials and spectators are located in the correct areas.

8.5 Hanging on or grabbing the net/ring is not permitted at any time. During games a Technical Foul may be given to a Player that the Referee considers to be in breach of this By-Law. If the offence occurs prior to the game commencing, the Official may commence the game with a Technical Foul against the offending Player. As per BNSW 'Basketball Rules For Beginners 2015' the game will start with one free throw. After the free throw the game still commences as normal with a Jump Ball.

9.1 Competition Rules and Timing

9.1.1 Timing

9.1.2 All competitions will consist of the following:

9.1.3 Warm up - 3 minutes

9.1.4 Playing time - 4 x 10 minutes (last minute of the 4th quarter fully timed on a whistle)

9.1.5 Intervals between 1st & 2nd and 3rd & 4th quarters - 1 minute

9.1.6 Half time interval - 2 minutes

9.1.7 Two timeouts per team per half, clock does not stop for timeouts, except in the last minute of the last quarter

9.1.8 Clock will stop for injuries and referees time out's

9.1.9 In the event of a tied score the game will be recorded as a draw

9.2 Final series games will consist of the following:

9.2.1 Warm up -3 minutes

9.2.2 Playing time - 4 x 10 minutes

9.2.3 Intervals between 1st & 2nd and 3rd & 4th quarters - 1 minute

9.2.4 Half time interval -2 minutes

9.2.5. Two timeouts per team per half, clock stops

9.2.6 Last 2 minutes of the last quarter will be fully timed on a whistle.

9.2.7 Clock will stop for injuries and referee's time out's

9.2.8 In the event of a draw teams will be given a 2 minute break before commencement of an extra period of 3 minute, the last two minutes fully timed. The foul count for each team will remain the same for any following extra periods. One time out will be permitted per team per extra period of one minute duration.

9.2.9 Final series games must have a winner in the event of a draw after an extra period, extra period's of 3 minutes will be played till there is a winner.

9.3 Rules

9.3.1 Bonus of 2 shots will be awarded on the 5th team foul and subsequent foul unless the 5th or subsequent foul is an offensive foul, no bonus shots will be awarded.

9.3.2 The three point basket will not exist in 3/4 competition. All baskets made outside the two point area will be considered a two point basket.

9.3.3 Free throws in 3/4 and 5/6 will be taken from the junior line, located 60 centimeters in front of the free throw line or four meters from the back board

9.3.4 Zone defense is not permitted in the 3/4 and 5/6 competition. All team members must play man to man defence

9.3.5 Any defense played in the half court which does not incorporate normal man to man defensive principles shall be considered to be a zone. For this purpose trapping defenses which rotate back to man defensive principles shall be acceptable

9.3.6 Teams suspected of breaching the zone defense rule will be assessed by the Court Supervisor, should the Court Supervisor be unavailable the Referee Supervisor will be approached next, followed by any other Association Official

9.3.7 If a team is deemed to be breaching by-law 9.3.4, the assessing Official will issue a warning to the infringing team's Coach. If the warning is not adhered to, the assessing Official will instruct a Game Official to charge the infringing Coach with a technical foul

9.3.8 Where there is any doubt the benefit of the doubt must be given to the defensive team

9.4 Mercy Rule:

9.4.1 Once a twenty (20) point score margin has been established, the leading team must retreat to behind the halfway line after every successful basket, and may not engage the offense until they have entered the front court

9.4.2 The Mercy Rule shall only exist for junior competitions.

9.4.3 Only the losing team Coach may invoke the mercy rule

9.4.4 If the losing team Coach wishes to invoke the mercy rule, they should approach the Court Supervisor with their request. The Court Supervisor will then notify the opposing team Coach of their duties under bylaws 9.4.1

9.5 Technical and Unsportsmanlike Fouls

9.5.1 BMBA competitions have a ZERO TOLERANCE for any swearing or inappropriate language. Infringing players or Coaches will be assessed with a technical foul at the discretion of the Game Official

9.5.2 Any player charged with a technical or unsportsmanlike foul will be required to leave the court for a minimum of five (5) minutes as timed by the Game Clock

9.5.3 Any player charged with two (2) technical or unsportsmanlike fouls in one game shall be automatically disqualified from the game, be asked to leave the court area and will receive an automatic 2 week game suspension. The infringer may also be asked to leave the stadium. Any refusal to leave should be notified to the court controller who has the right to forfeit the offending players team and on a further refusal to impose an automatic three week suspension. Any player that receives three technical fouls throughout the summer or winter competition will automatically receive two (2) game bans. Any fourth and above Tech received during the season will automatically receive a four (4) week game suspension.

9.5.4 A coach shall be disqualified from the game if he/she:

Receives two (2) technical fouls personally, or

Receives three (3) technical fouls in total.

9.5.5 Any player, coach or team follower disqualified during a game must appear before the Association Judiciary Tribunal if a report has been completed by referee/court supervisor. The referee or court supervisor should note the disqualification on the back of the score sheet and must complete a Tribunal report immediately at the completion of the game. It is the disqualified person's responsibility to supply their name and address. The disqualified person will be contacted as to when the tribunal will take place.

9.5.6 A player may play until the tribunal is heard. In the event of a suspension and subsequent appeal, a player is not permitted to play pending the appeal hearing.

9.5.7 The Association has the right to take whatever action it deems necessary to ensure the game of basketball and the association are not brought into disrepute by any team, player, coach, manager, official or supporter. Such action can be taken by referral of any matter to the Tribunal or Association Committee or by direct action on the delegation of the Association Committee.

9.5.8 A Referee, Referee Controller, Court Controller or Association official may report any person to the Association Committee for appropriate action if deemed necessary.

9.6 Mini Ball Mixed Competition

9.6.1 A maximum of three boys on the court per team at one time.

9.6.2 If there is not a minimum of two girls on a team that team must forfeit.

9.7 Senior Mixed Competition

9.7.1 Male Players are only permitted in the key area at the pool end of the court. Female Players are only permitted in the key area at the opposite end of the court

9.7.2 In the event of a dispute regarding ends, the referee shall toss for ends at the commencement of a game

9.7.3 Players in the 'Senior Mixed Competition' 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 15 years of age and obtain written parental consent and approval from the Board.

9.7.4 No more than two Males or three Females are allowed on the court for one team at a time

9.7.5 Players are not permitted to heavily guard Players of the opposite sex. Female skill level is to be taken into consideration when this occurs. Male Players are not permitted to heavily guard Female Players.

9.7.6 A game shall be classed as a forfeit if a Team has one Player remaining on the court. The score will stand if the Team forfeiting is behind, or be classified as 20-0 if the Team forfeiting is ahead

9.7.7 Any other matters relating to this competition are to be determined at the discretion of BMBA committee

10 GRADING OF TEAMS AND PLAYERS

10.1 .1. All players participating in an age governed competition must able to produce acceptable proof of age when initially registering or upon request by a Game Official or Association Official.

10.1.2 Junior boys and Girls maximum age is 17 years. (see bylaw 10.1.4)

10.1.3 Senior Competition minimum age is 16 years.(see bylaw 10.1.5)

10.1.4 In all age governed competitions, a player will become ineligible to play if their age achieves the upper age limit within the current competition

10.1.5 Juniors wishing to participate in senior competitions must have submitted an application form to BMBA committee with parental /guardian consent to seek approval.

10.1.6 Once a player has played for one team in a particular age group/grade/division they may not transfer, swap or join another team in that same age group/grade/division within the same competition.

10.1.7 Players may participate in a number of competitions as long as the additional games are in a higher age group/grade for juniors and higher grade/division for seniors (see 10.1.10 also).

10.1.8 Junior players may not play more than one age groups/grades/divisions higher than the lowest age group/grade/division that they participate in.

10.1.9. Once a player has played in a higher age group/grade/division for one team, they are not permitted to play for any other team in that age group/grade/division within the same competition.

10.1.10 A player playing three (3) games in a higher grade/division in a senior competition will become ineligible to play in the lower grade/division

10.1.11 There will be no restriction on the number of games played by a junior player in a higher age group/grade and their continued participation in the lower age group/grade, subject to by-laws .10.1.4, 10.1.5, 10.1.6, 10.1.7 and 10.1.8

Violation of by-law 10.1.5 will result in removal of the junior player from the game.

10.1.12. Removal of the junior player for any other reason will be at the discretion of an Association Official.

10.1.13 BMBA will have the final say on the grading of teams and players

11. JUNIOR REPRESENTATIVE PLAYERS:

11.1 Any junior team playing in or entering the BMBA junior competition cannot contain more than four representative players.

11.2 Each team is permitted a maximum of 10 points per team or 4 representative players per team. **11.3** All representative players are to be classified with a point's value:

3 points - All Division 1 representative players;

2 points - All Division 2 representative players;

1 point - All Division 3 representative players;

2 points - All Division 1 representative players, playing in an older age group;

1 point - All Division 2 or lower representative players, playing in an older age group.

11.4 All Division One representative players must play Division 1 when playing in their correct age group and cannot play lower than Division 2 when playing in an older age group. (Exceptions may be considered if in writing to the BMBA Committee)

11.5 All Division Two representative players must play in Division 1 or Division 2 when playing in their correct age group and cannot play lower than Division 2 when playing in an older age group.(Exceptions may be considered if in writing to the BMBA Committee)

11.6 All players selected to represent the BMBA must play in the BMBA domestic competition.

12. Injury

12.1 All injuries must be recorded on an official Injury Report Form available from the court controller at the time of the incident. This is a requirement for any insurance claim that may be made. A copy of the scoresheet should be included with the Injury Report Form.

12.2 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. (Eg. Back or Neck injury.)

12.3 The clock should be stopped while action on any injury is taken.

