

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

(A) NOMINATION OF TEAMS

1. Teams must have a minimum of seven (7) registered players.
2. All nomination forms must be completed by the team's contact person over the age of (eighteen (18) and be accompanied by the appropriate fees.
3. To nominate in a team, players must be at least six (6) years of age or be in year 2, 3, 4, 5 or 6 only.
4. Players may play in a competition higher than their school year, but not below their school year (For example; year 4 students may play in a year 5, team; however year 5 students must not play in a year 4, team).
5. Where a school has an endorsed body or delegate responsible for the organisation of teams for entry into the Coffs Harbour Basketball competition, players must play for that school to which they attend. Home schooled players will be placed into a team/club once the Coffs Harbour Basketball Association (CHBA) administrative staff seeks the permission of the school basketball Team Contact 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.

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

- 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. Primary School Team/Club nominations will receive priority over “invited teams”.
- 8. If a player is nominated to play in a Primary School/Club team and are also playing in an “invited team”, their first commitment must be to play for their Primary School/Club team.
- 9. Primary School/Club Teams will have first call on their players. Players who decline to play for their Primary 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 administrative staff’s decision must be made in writing to the CHBA Competitions Director, no less than 7 days after the supervisor’s adjudication has been made.

(C) REGULATIONS REGARDING ELIGIBILITY

- 1. All players must be registered with Basketball NSW.
- 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 two (2) games up a grade in one team, and then two (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

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

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).
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. In 3/4 & 5/6 competitions 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.

(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 if the score difference is less than 10 points.
5. The clock also stops for all whistles and successful field baskets in the last two (2) minutes of the game if the score difference is less than 10 points.
6. The twenty four (24) second shot clock rule will not apply

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

Overtime:

7. In round games a tie shall be a valid result.
8. 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:

9. Any team in the Year 5 & 6 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 15 or below, the team may play full court defence again. This rule is to be enforced by the coaches within the spirit of the CHBA's Code of Conduct.

Grading

10. 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 Competitions Director's decision will be final.
11. If, in the interest of a fair and enjoyable competition, a team may be graded into a higher division or age group

Game Fees

12. Individual player game fees must be paid upfront in a single payment. If players have not paid their fees by due dates, or arranged a fee payment schedule with the CHBA administrator, they will not be permitted to take the court.

Forfeit Fees

13. All teams are required to pay an \$85 team forfeit deposit. This is refundable at the end of the season if there are no unnotified forfeits. If the team notifies before close of business hours the day before, there will be NO forfeit fee charged. If a team forfeits, they will not be able to take the court until the forfeit fee is repaid. Two forfeits and a team will be out of the competition.

Commencing a Game:

14. Games cannot commence unless 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

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

(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.

Playing Uniforms:

17. All players must be correctly attired in their team colours

18. Playing singlets:

1. Must be the same colour and style and correctly numbered front and back according to the current rule book.
2. Playing numbers under Coffs Harbour and Basketball NSW rules 0 – 00 and 1 – 99
3. Under shirts may be worn but must be the same colour as playing singlet for all players and no long sleeves.
4. Singlet must be tucked in at all times.

19. Shorts must be of the same colour with no pockets, no casual or board shorts. Skins may be worn under basketball or active wear shorts.

20. 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.

21. In trial games players will NOT be penalized for being out of uniform.

22. 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.

23. Players shall not wear equipment (objects) that may cause injury to other players.

- The following are not permitted:

- Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- Objects that could cut or cause abrasions (fingernails must be closely cut).
- Hair accessories and jewellery

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

Court & Ball:

24. The three (3) point rule will be disregarded, meaning all field baskets will be awarded two (2) points irrespective of where they are taken.
25. Year 5/6 Girls and Boys Divisions use a size 6 ball.
26. Year 3/4 Girls and Boys and Funball use a size 5 ball.
27. Lower height rings (2.59m) will be used for Funball and Year 3/4 competition. Regulation height (3.05m) rings will be used for the Year 5/6 competition.
28. Free throws in all age divisions will be taken from the small line 600mm in front of the free throw line. Funball will be taken from a closer range that will be determined by the referees.

No Zone Defence:

29. Under Basketball Australia rules for competition games in all age categories under 14 years of age, teams are not permitted to play zone defence. This rule was implemented to develop good defensive skills in younger children. CHBA supports this ruling, and as such players must play man-to-man defence only.
30. If a coach feels the opposition team is playing a zone defence, they should appeal to the CHBA Court Supervisor who, with the Referee Supervisor, will make an immediate assessment of the game and rule on the appeal.

Defence in Funball, Year 3 & 4 Competitions:

Please note that these special rules have been introduced to develop good defensive and offensive play.

31. All teams must play man-to-man defence.
32. Players must only play half-court defence. (ie: Once a basket is scored, or a team is given possession of the ball from the side line in the back court, the defensive team should run back to or behind the half court line before they commence defensive play). They may not attack the ball until it is over the half way line.

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

33. Players may only defend one opposition player in open court. Where two or more players defend one offensive player, the offensive team will be awarded the ball from the side line. However, once the ball goes into the three (3) second area of the court, any number of players may defend the ball.
34. Coaches are allowed onto the court in the funball division to assist the movement of players around the court. Coaches should keep to out of the way of the ball, and should not enter the key area.

(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.

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

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 without the twenty four (24) hours notice period will be required to repay their forfeit bond to the CHBA administrative staff before commencing their next game.
6. Teams forfeiting two (2) times in a competition without giving twenty four (24) hours notice will be removed from the competition.
7. 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.

Score bench Duty:

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

Semis & 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, Basketball Coordinator or coach.
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. The top four (4) teams in each division will progress through to the semi-finals. Winners of the semi-finals progress to the grand finals.

COFFS HARBOUR BASKETBALL

RULES AND REGULATIONS PRIMARY SCHOOL COMPETITIONS

- i. Semi 1: 1st vs 4th (winner to the Grand Final)
- ii. Semi 2: 2nd vs 3rd (winner to the Grand Final)
- iii. Semi 3: 5th vs 8th (winner to Grand Final Reserve Grade)
- iv. Semi 4: 6th vs 7th (winner to Grand Final Reserve Grade)

15. The methods for determining semi-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. The team with the higher percentage will fill the higher place.

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

18. There will be no point score or finals for the Funball program.

19. Trophies and medallions are awarded to:

- i. Year 5 & 6 competition winners and runners-up in all divisions.
- ii. Year 3 & 4 competition winners and runners-up in all divisions.
- iii. All players in the Funball program will receive a participation medallion.