



**BASKETBALL
ILLAWARRA**

**2019/20
COMPETITION
BYLAWS**

BASKETBALL ILLAWARRA COMPETITION BYLAWS 2019/20

All competitions will be run according to the competition rules of Basketball Illawarra (BI) including all relevant FIBA rule changes to our competitions as required by Basketball NSW (BNSW) and Basketball Australia (BA)

PURPOSE:

To establish fair and consistent regulations for both the management and playing of basketball for all registered BI players.

ADMINISTRATION:

The Executive Officer and Competitions Manger are responsible for the administration, compliance, review and revisions of these By-Laws.

All communication to the BI Competitions Manager must be in writing.

The BI Executive Officer has the power to make final decision on these Bylaws after consultation with the Competitions Manager and, where relevant, the BI Juniors Committee.

1. ASSOCIATION FACILITIES AND EQUIPMENT	3
2. GAME EQUIPMENT AND SAFETY.....	3
3. TEAMS.....	3
4. UNIFORMS.....	3
5. TIMING OF COMPETITION GAMES	4
6. SCORE SHEET / SCORING DEVICE	4
7. JUNIOR COMPETITIONS - FORFEITS, BENCH DUTY REQUIREMENTS AND PENALTIES	4
8. SENIOR COMPETITIONS - DUTY TEAM REQUIREMENTS	5
9. SENIOR COMPETITIONS - FORFEITS / FINES	5
10. DEFERRED GAMES	6
11. WITHDRAWAL FROM COMPETITION.....	6
12. DISQUALIFIED TEAMS	6
13. REGISTRATIONS	6
14. JUNIOR COMPETITIONS – SPECIFIC PLAYER RULES & REQUIREMENTS	7
15. COMPETITION POINTS & FINALS SERIES	8
16. ABANDONED GAMES.....	9
17. MISCONDUCT / TRIBUNALS.....	9
18. RED CARD SYSTEM – PLAYER OR TEAM COACHING STAFF.....	10
19. SPECIFIC JUNIOR RULES FOR U/10S, U/12S AND U/14S	11
20. INJURIES.....	11
21. DUTIES AND POWER OF THE MATCH OFFICIALS.....	11
22. SERVICE OF NOTICES.....	12
23. CORRESPONDENCE.....	12

1. ASSOCIATION FACILITIES AND EQUIPMENT

- 1.1** It is the responsibility of all members to take care of facilities and equipment.
- 1.2** Members and spectators causing damage to any of the facilities or equipment shall be reported and responsible for replacement and/or compensation.
- 1.3** The act of hanging from the ring is prohibited. This does not stop the dunking of the ball as per the rules.
- 1.4** During the game any player who hangs on the ring shall be dealt with as per the rules.
- 1.5** Outside of the game any person who hangs on the ring may be reported and removed from the premises.
- 1.6** Any person(s) may be reported and/or suspended under the “Articles of Association”.

2. GAME EQUIPMENT AND SAFETY

- 2.1** Teams must provide their own basketballs for training and pre-match warm-up. The Match Officials shall select the match ball from the team’s basketballs.
- 2.2** Leather balls shall be provided for competition games if a team leaves a security deposit at the Stadium Office and pays the cost of replacement if the ball is lost.
- 2.3** To ensure safety towards all players, jewelry such as earrings, bangles, watches, rings or any other such object must not be worn during a game.
- 2.4** Fingernails which protrude past the end of the finger or rings which are difficult to remove must be taped up before a player will be allowed to play.

3. TEAMS

- 3.1** Teams nominating by the due date will have priority.
- 3.2** Late teams will be accepted if positions are available.
- 3.3** Players will be graded by the Competition Management if necessary. Junior Division 1 teams are subject to the requirements of Bylaws.
- 3.4** Players must be aged 15 years or above to play in senior competitions.
- 3.5** A team nomination shall have at least seven [7] players.
- 3.6** All players are required to be registered and financial, otherwise are not to take the court.
- 3.7** Additional players may be added to a team during the competition only if approved by the Competitions Manager and processed through the office before playing.
- 3.8** Teams playing unregistered players will forfeit all games involved and forfeit fines will apply.
- 3.9** A team must have a minimum of four registered and nominated [4] players to start the game.
- 3.10** Teams are graded to suit the standard of particular division.
- 3.11** Players who are unfinancial with Basketball Illawarra will not be permitted to play. If a player is a member of an unfinancial team they must pay their portion of the outstanding amount to be eligible to take the court. This includes Illawarra Representative Players.

4. UNIFORMS

- 4.1** All players must be correctly attired to take the court.
- 4.2** Each player must wear the uniform applicable to their team.

- 4.3** A uniform comprises of a singlet top and basketball shorts.
- 4.4** Singlets must be matching design and be numbered front and back, with any number from 00 – 99. Duplicate numbers and/or no number are not permitted.
- 4.5** Five (5) match point penalty will be applied for each non-matching singlet to the opponent score at half time. Should a nominated player show after half-time without matching singlet points shall be applied at the next break in play.
- 4.6** Undergarments may be worn under the shirts provided they are of the same single colour. T-shirts are not allowed in any Junior Competitions.
- 4.7** Basketball Shorts of the same single solid colour, front and back. Boardshorts or casual shorts are not permitted.
- 4.8** Undergarments that extend below the shorts may be worn provided they are of the same colour as the shorts.
- 4.9** No player will be allowed to play unless they comply with these Bylaws. If any player ignores the warning not to play and takes the court, then a technical foul is to be awarded against them as per FIBA rule 36.3.1 'disregarding warnings given by officials'.
- 4.10** New teams will have a period of four (4) weeks to acquire a set of approved uniforms. Any variation to this clause requires a request in writing to the Competitions Manager for an exemption. The Competitions Manager will then advise any team(s) and the Court Supervisor(s) of such exemption.
- 4.11** If there is clash of colours for uniforms on game day, Team B will wear an alternative strip.

5. TIMING OF COMPETITION GAMES

- 5.1** Competition game timing rules will be published at the start of each Season. Each game will commence at the time allocated on the draw.
- 5.2** SEMI-FINAL AND FINALS
 - 5.2.1** Same as for Round Games except with a period(s) of over-time of three (3) minutes until winner of the game is declared.
 - 5.2.2** One (1) time-out per team per period of over-time.
 - 5.2.3** Personal and team fouls do not reset during any period(s) of over-time.

6. SCORE SHEET / SCORING DEVICE

- 6.1** The Crew Chief in consultation with bench officials may amend the score sheet / scoring device if a discrepancy is found at half time, or immediately after the game concludes.
- 6.2** An error will only be adjusted if it can be clearly recalled and confirmed. If bench officials discover a discrepancy at any time throughout the game that cannot be immediately rectified by the bench officials, the clock should be stopped, and match officials should be notified.
- 6.3** At half time bench duty teams should notify the match officials and ensure that any players not in attendance and available to play by this time have a line through their name or their name removed from the scoring device signifying that they were not present.

7. JUNIOR COMPETITIONS - FORFEITS, BENCH DUTY REQUIREMENTS AND PENALTIES

- 7.1** A team must have a minimum of four (4) registered players and joined to the team in uniform to start a game.
- 7.2** Team registered players who may be late, must have their name on the score sheet /

scoring device before game commences, to be able to take the court when they arrive.

7.3 No junior player is permitted to play if they are not registered.

7.3.1 New players (players that have not previously registered) through approval of Competitions Manager may play one (1) game if directly organised by the Competitions Manager. The Competitions Manager shall advise the relevant coach of the team being played in and the match officials on duty for that game. New players have one (1) week to register but must not play any further games until registered.

7.3.2 Any team playing an unregistered (exception point 4.2.1 above), nonfinancial or suspended player will forfeit all competition points for any game in which the player participated.

7.4 Any team who forfeits a competition game will lose three (3) competition points.

7.5 Players who attend at forfeit games will have their attendance counted towards their individual finals eligibility.

7.6 If a team forfeits three (3) or more games in a competition, that team may be disqualified and will not be allowed to continue to participate in the current competition.

7.7 Teams are required to provide a scorebench person for each game they play.

7.8 Representatives from Team A will run the clock and Team B will score.

7.9 It is the role of the Team Contact to ensure all parents share the responsibility of providing scorebench officials. If bench duty requirements are not met, that team is liable for loss of two (2) competition points. If bench duty requirements are not met for a second time in a season that team will not be eligible for finals.

8. SENIOR COMPETITIONS - DUTY TEAM REQUIREMENTS

8.1 Duty teams are required to provide a minimum of 4 persons for duty - 2 Match Officials (if required), a scorer and a timekeeper for each game as rostered.

8.2 If a duty team does not provide persons for duty, that team is liable for a fine and loss of competition points.

8.3 Duty teams not having the required number of 4 will be levied a proportion of the fine and loss of points.

8.4 Duty teams arriving late but still fulfilling their duty requirements will also be levied a proportion of the fine and loss of points.

8.5 Fines and loss of points will be as follows: -

8.5.1 Duty team not in attendance - \$50 fine plus loss of 3 points

8.5.2 Duty team arriving late or Duty team with less than the required number as per 11.1 - \$30 fine

8.5.3 Teams refusing to perform any part of duty - \$70 fine plus loss of 3 points

8.6 Duty fines must be paid prior to the next game or the team will receive no points until fines are paid in full. Points lost for duty fines cannot be redeemed.

8.7 Teams should note that in all cases if Match Officials are available, they will automatically take precedence over the duty team members to Match Officials.

9. SENIOR COMPETITIONS - FORFEITS / FINES

9.1 If a team does not have four players ready to take the court after the scheduled starting

time OR has not paid any outstanding invoices or game fees, the clock will start, and the opposition will receive two (2) points for each minute the team is late.

9.2 The maximum number of points that can be given to a team under this By-Law is 18. The twentieth point constitutes a forfeit (i.e. the game is deemed a forfeit after 10 minutes has elapsed after clock starting). Fines may also apply.

9.3 If a game can commence within the 10-minute period outlined in 9.1, the clock shall be reset to the notified game timing period, but the points penalty incurred in 9.1 will remain and be credited to the non-offending team.

9.4 Any Senior team forfeiting a competition game will lose 3 competition points. A fine will also be payable, depending on the amount of notice given:

- No notice - \$140.00
- More than 6 hours' notice - \$70.00

9.5 Members of the non-offending team shall be entitled to a credit of their playing fee on their next instalment. Forfeit fines will be applied to the next instalment or amended on the final invoice for the completion if it has already been issued. Points lost are not redeemable.

9.6 Any team forfeiting 3 or more matches is liable to immediate suspension from the competition.

10. DEFERRED GAMES

10.1 Deferments must be applied for in writing or on the appropriate form available from the Stadium Office or Court Supervisor.

10.2 Seven [7] days' notice must be given otherwise a forfeit fine will apply unless special circumstances apply.

10.3 Approval from opposition must be acquired.

10.4 Match Officials and score bench to be arranged by deferring team and approved by opponent. The date and time should be indicated on deferral form and returned to office.

10.5 Duty requirements must be fulfilled on night of deferred game.

10.6 Deferred games must be played within fourteen [14] days of the advertised time and results must be handed in at the Stadium Office or to the Court Supervisor.

11. WITHDRAWAL FROM COMPETITION

11.1 Once a team has been nominated, accepted and graded within a competition, action will be taken if the team withdraws, unless the following criteria is met:

11.2 They seek and accept assistance from the office to solve any particular problem they may have.

11.3 If this criterion is not met the team shall become a disqualified team.

12. DISQUALIFIED TEAMS

12.1 A disqualified team and its players shall be disqualified from all further competition under the auspices of Basketball NSW until such time as: -

12.1.1 All outstanding fines are paid; and/or

12.1.2 Satisfy Basketball Illawarra either in writing or if necessary, in person that they should be re-admitted.

13. REGISTRATIONS

- 13.1** All players must be registered for the current competition.
- 13.2** It is a player's responsibility to know their registration status. This is easily found at member.basketball.net.au.
- 13.3** Any team who knowingly plays an unregistered player will lose three (3) competition points for that game. The score sheet/scoring device shall then be recorded as 20-0 forfeit in favour of the non-offending team.
- 13.4** All Coaches & Managers must be listed as a team contact.
- 13.5** Coaches without any formal accreditation are encouraged to complete the online (free) BA Community Level coaching course and the 'Play by the Rules' course within four (4) weeks of the start of a competition and must provide a copy of their certificate of completion to the Competitions Manager.
- 13.6** All Team Contacts/Managers must be registered with BI and provide 'Working With Children Check' documentation to the Competitions Manager, unless under eighteen (18) years of age.
- 13.7** Any team who plays a player under someone else's name will forfeit that game and the ineligible player could be suspended, in alignment with BNSW rules.

14. JUNIOR COMPETITIONS – SPECIFIC PLAYER RULES & REQUIREMENTS

14.1 SPECIFIC RULES FOR LOCAL JUNIOR DIVISION 1 COMPETITIONS -

- 14.1.1** Teams are subject to the discretion of the Competitions Manager, who may consult the Junior Committee.
- 14.1.2** Player movement between teams is NOT permitted at any time without a request in writing to the Competitions Manager, who may consult with the Junior Committee. If any team uses a player not originally registered to their team (without prior written approval of the Competitions Manager), that team will automatically lose three (3) competition points.
- 14.1.3** Division 1 & Division 2 representative players will be distributed as equally as possible between all Domestic Junior Division 1 teams, subject to the discretion of the Competitions Manager who may consult with the Junior Committee.
- 14.1.4** All junior SJL representative players must play in the Basketball Illawarra Local Junior Division 1 Competition in their own representative age group.
- 14.1.5** Failure to comply with 14.1.4 will see action taken by the Competitions Manager and/or the Executive Officer and may include formal warning, suspension and/or removal from the representative program and/or disqualification from trialing for the representative program.
- 14.1.6** Any junior representative player absent from a game for official BA or BNSW commitments must put this in writing to the Competitions Manager PRIOR to the game for the absence to be counted towards finals & representative eligibility.
- 14.1.7** Any other reasons for absence must be notified in writing PRIOR to a game and will be recorded and assessed individually for finals & representative eligibility.

14.2 AGE QUALIFICATION FOR LOCAL JUNIOR COMPETITIONS -

- 14.2.1 REPRESENTATIVE PLAYERS:** All representative players must play in their own representative age group (for that year). If representative players also participate in the following Summer Competition, all top age players must move up to the next age

group for the start of the Summer Competition.

14.2.2 NON-REPRESENTATIVE PLAYERS: No junior player is eligible to play in a competition where they turn that age.

14.2.3 No junior player is eligible to play in more than one team in the same competition.

14.3 No transfer of junior players will be permitted after the commencement of the competition, unless an application in writing to the Competitions Manager has been approved.

14.4 All teams in all competitions must nominate at least two (2) Team Contacts. The Competitions Manager will communicate primarily with each team's nominated Team Contact who will be responsible for all game administration issues for their team.

14.5 All teams in all competitions must supply the Competitions Manager with a list of player names, player's birth dates, parent/guardian email addresses and mobile phone numbers on the Team Nomination Form, prior to the start of the competition.

15. COMPETITION POINTS & FINALS SERIES

15.1 Competition points during the season for ladder positions will be as follows:

- WIN 3 POINTS
- DRAW 2 POINTS
- LOSS 1 POINT
- FORFEIT -3 POINTS + FINES (IF APPLICABLE)

15.2 If two or more teams finish level on competition points the final positions will be determined by:

15.2.1 Win and loss record of games played between teams involved; OR

15.2.2 % points for and against in games played between the teams involved; OR

15.2.3 If no result can be found, then points for and against with all the teams within that grade/pool will be taken into account.

15.3 Finals formats will be advised at the start of each Competition by the Competitions Manager. The format may be subject to change depending on the addition or withdrawal of teams from a competition during the season.

15.4 Semi Finals and Finals must be played on the scheduled dates unless operational requirements determine the need for games to be re-scheduled.

15.5 Five (5) working days' notice must be given of a forfeit for a Semi Final game. Any such forfeit will lead to the next placed team being nominated to take its place. Less than five days' notice will result in the opposing Semi Final team automatically going through to the Final.

15.6 Five (5) working days' notice must be given prior to a forfeit of a Final game. Any such forfeit will lead to the next placed team being nominated to take its place. Less than five (5) days' notice will result in the team already qualified for the Final being declared winners.

15.7 For any Semi Final or Final a team must have at least four (4) qualified and registered players to take to the court.

15.8 Any team who plays an unqualified or unregistered player in a Semi Final or Final will have their game classed as a forfeit and will be relegated from the final series.

- 15.9** A player in a junior competition must play 70% of scheduled competition games with a team to be eligible to play in the finals series.
- 15.10** A player in a senior competition must play 1/3 of all scheduled competition games with a team to be eligible to play in the finals series.

16. ABANDONED GAMES

- 16.1** If games are impacted by external events such as blackouts, damaged equipment, courts deemed unsafe by match officials and/or court supervisors, serious injury or any such other reason than the game shall be declared 'abandoned'.
- 16.2** If the abandoned game has not commenced at the scheduled starting time the game will be re-played.
- 16.3** If the abandoned game has commenced and one half of the game has elapsed (that is half time has commenced) then the score and result will stand.
- 16.4** If the game has commenced and has not reached half time, the game shall be re-played.
- 16.5** Any re-played games under this Bylaw must be scheduled by the Competitions Manager subject to operational requirements.
- 16.6** In such a situation the result must be placed on the scoresheet/scoring device by the Match Officials.
- 16.7** If in the opinion of an official, the game cannot be started on time due to the actions of a particular team or its player, the game can be forfeited to the other team. The provisions of the relevant Bylaws then apply.

17. MISCONDUCT / TRIBUNALS

- 17.1** Basketball Illawarra 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, spectator.
- 17.2** Such action can be taken by referral of any matter to the Basketball Illawarra Tribunal Committee (hereafter 'Tribunal') or by direct action on the delegation to the Executive Officer.
- 17.3** A Match Official, Match Officials Supervisor, Court Supervisor or association Official may report any person to the Tribunal for appropriate action if deemed necessary.
- 17.4** Any player reported and/or sent off by the match official(s) (including duty officials) or a supervisor may be required to appear before the Tribunal.
- 17.5** A player who receives a game disqualification foul in a game will be automatically removed from the court vicinity and take no further part in that game. If the player's misconduct continues, it shall be dealt with accordingly by officials (reported).
- 17.6** Any player removed from the game as per 17.5 has a period of one (1) minute to leave the vicinity of the Court once instructed by the Court Supervisor. If they fail to do so, the Match Official and/or Court Supervisor will instruct the games match officials to record a forfeit against that players team for that game.
- 17.7** Technical fouls can be awarded to bench players and substitutes who display poor behaviour. This will be recorded against the player's name and be included as a technical foul against this person.
- 17.8** Sledging or taunting between players will be strictly policed and the Match Officials may issue a Technical Foul without warning for this offence.

- 17.9** Swearing or obscene language will not be tolerated and will be penalised in accordance with the rules. Constant and unwarranted disputing of the Match Officials decisions may also be penalised with a Technical Foul or (if warranted) a Disqualifying Foul. A warning may not necessarily be given and the awarding of either a Technical Foul or Disqualifying Foul may be given by Stadium staff (in lieu of the Match Officials) if deemed appropriate.
- 17.10** Teams will be held responsible for their spectator's behaviour. Swearing, obscene language, any form of racial or derogatory remarks or gestures to officials and/or opposing teams will not be tolerated. Teams and players face severe disciplinary action should they or their spectators breach this rule.
- 17.11** If the Court Supervisors or Officials rostered to the match deem that a player is under the influence of alcohol and/or drugs, they will not be permitted to take part in the game.
- 17.12** Judiciary hearings will be held at Beaton Park stadium a date and time to be advised. Players sent off and reported must attend a judiciary hearing on the date and time advised.
- 17.13** Players required to attend a judiciary may be permitted to play until the decision of the judiciary is held. Any appeals, protests or complaints will only be accepted if presented in writing and directed to:
- Tribunals
- Or by email to admin@snakepit.com.au
- 17.14** A bond of \$200 must accompany the protest.
- 17.15** Any person guilty of misconduct or behaviour not acceptable to the Association, even though not specifically defined in these Bylaws, may be liable to immediate suspension up to a maximum of two [2] weeks by the Executive Officer.

18. RED CARD SYSTEM – PLAYER OR TEAM COACHING STAFF

- 18.1** If a Player receives a technical foul for poor behaviour during a game, they shall be automatically & immediately removed from the game for a period as follows –
- Junior fully timed games - 3 minutes (Division 1);
 - Junior running clock games 5 minutes (Division 2 and below or U10's)
 - Senior Championship – not applicable;
 - Senior fully time games excluding Championship – 3mins; and
 - Senior running clock – 5 mins.
- 18.2** If a Player or a Team Coaching Staff receives or is responsible for an accumulation of 2 technical fouls for poor behaviour throughout the competition season they will receive a written warning that a third (3rd) technical foul will result in a suspension.
- 18.3** If a Player or a Team Coaching Staff receives or is responsible for an accumulation of 3 technical fouls for poor behavior throughout the competition season, they will receive an automatic two (2) week suspension.
- 18.4** If a Player receives an automatic suspension, this shall be construed as meaning that the suspended Player cannot during the two (2) weeks do any of the following basketball related activities in Basketball Illawarra local competition games/competitions (this does not include BNSW representative teams and/or competitions and/or other representative teams and/or competitions);
- Play basketball

- Referee
- Coach or Manage
- Table officiate
- Officiate in game statistics

18.5 If the same Player or Team Coaching Staff receives a further two (2) more technical fouls in the same competition season (for poor behaviour) then the offending player will be required to appear before a Basketball Illawarra Tribunal hearing.

18.6 Any 'Red Card' suspensions carry across into the relevant competition finals series and/or the start of the next competition as the case may be.

18.7 All 'Red Card' warnings expire at the start of a new season.

19. SPECIFIC JUNIOR RULES FOR U/10s, U/12s and U/14s

19.1 For U/10s and U/12s, free throws can be taken from the modified free throw line on the court (60cm in front of the standard free throw line).

19.2 Mini-Ball rules will apply to all U/10s games (lowered rings and backboards).

19.3 U/12's Division 1 and U/14's Division 1 MUST play man-to-man defense. Division 2 & lower teams are encouraged to play man-to-man defense in the interests of skill development.

19.4 If teams are found to be playing a zone in breach of these Bylaws, a warning shall be given by the Crew Chief, and if the team persists then a technical foul will be issued on the coach.

20. INJURIES

20.1 Any player or official injured in a game must record such injury. All injuries must be recorded on an official Injury Report Form available from the office at the time of the incident or as soon as practical. To be eligible for any claim on insurance, players must be currently registered. Claim forms and information on how to claim are obtainable at the stadium office.

20.2 Detail of the Sports Insurance cover is listed on the stadium notice board. Sports Insurance forms are available at the stadium office.

20.3 Any injured player should be removed from the court as soon as possible unless there is any risk of further injury of a more serious nature (e.g. back or neck injuries). If in doubt the Court Supervisor will manage the situation.

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

21. DUTIES AND POWER OF THE MATCH OFFICIALS

21.1 The Official Rule Book grants wide powers to the Match Officials. Match Officials have total control of basketball games and should enforce Basketball Australia and Illawarra Basketball Association competition rules.

21.2 They may approve or ban equipment and uniforms and may suspend play when necessary.

21.3 Any changes to the Competition rules must be in consultation with the Supervisor/s on the night or the Senior Competitions Management.

21.4 The Crew Chief in consultation with bench officials may amend the score sheet / scoring device if a discrepancy is found at half time, or immediately after the game concludes.

21.5 An error will only be adjusted if it can be clearly recalled and confirmed. If bench officials discover a discrepancy at any time throughout the game that cannot be immediately

rectified by the bench officials, the clock should be stopped, and match officials should be notified.

- 21.6** At half time bench duty teams should notify the match officials and ensure that any players not in attendance and available to play by this time have a line through their name or their name removed from the scoring device signifying that they were not present.

22. SERVICE OF NOTICES

- 22.1** All teams must provide a designated Team Contacts before the start of each competition.
- 22.2** Notices to teams (revised draws, cancelled games or forfeits etc.) will be emailed, text messaged or handed to the designated Team Contacts. Team Contacts may be required to sign for documents handed to them.
- 22.3** It is the responsibility of the Team Contact(s) to advise the Competitions Manager of any change to their email address and/or mobile number. If the nominated Team Contact person changes during a competition, the original Team Contact is responsible for providing personal details of the new Team Contact.
- 22.4** Any notices that are given or sent will be deemed as served and any penalties attached will be enforced.
- 22.5** Results from all games can be located on the Basketball Illawarra website - www.snakepit.com.au. Check the website regularly for up-to-date information relating to draws, competition ladder and general announcements etc.

23. CORRESPONDENCE

- 23.1** All correspondence must be in writing to the Competitions Manager. This is to ensure that all matters are dealt with on an individual basis.
- 23.2** All correspondence in writing should be sent to:

Basketball Illawarra
Competitions Manager
competitions@snakepit.com.au

