

## 1. CBBAINTRODUCTION

- 1.1. All competitions conducted under CITY OF BLACKTOWN BASKETBALL ASSOCIATION (CBBA) will adhere to the Official Basketball Rules of FIBA, except in the instance where variations may be made. These variations are to be listed.
- 1.2. These by-laws are to be applied to both the Senior and Junior competitions. However, there are instances where specific clauses may be enforced differently to either the Senior or Junior competitions. Whereby a variation in these clause(s) is to occur, wording shall be included to indicate which competition the clause is specifically applied to
- 1.3. In these by-laws, an Association Official shall refer to:
  - 1.3.1. A current member of the CBBA Executive Committee.
  - 1.3.2. A current member of the CBBA Administration team, including office staff, Court Supervisor and Referee Supervisor.
- 1.4. CBBA runs two senior competitions. These competitions consist of multiple grades. These graded competitions can be further divided into multiple divisions within a grade (Example: Grade C1, C2)
  - 1.4.1 CBBA runs Senior Competitions in Open age
  - 1.4.2 CBBA runs Senior Competitions in under 22s for both men and women dependent upon team entries
  - 1.4.3 CBBA runs Senior men's Veterans Competition, over 30s
- 1.5. CBBA currently runs four age-based junior competitions. These age groups consist of U/12's, U/14's, U/16's boys and U/18's boys and girls. Dependent upon team entries, age group competitions may be subdivided into grades.
- 1.6. Whereby required, CBBA Domestic Competitions team reserves the right to re-grade teams, if the team is deemed to be of a playing standard that is significantly higher than the standard of that division in which the team competes.
- 1.7. Any matter that is not covered by these by-laws, the Executive Committee(Board) has the discretion to make a final decision. Any decision made by the Board, is to be considered final. CBBA reserves the right to the amendment of these by-laws, where relevant.

## 2. REGISTRATION

- 2.1. All players and officials including managers and coaches are required to register and pay the appropriate registration fee to CBBA prior to participating in any sanctioned competition game and/or development program. This is to be done online via SportsTg.

- 2.2.** The player/official must provide proof of identity at the time of registration. Players/officials can also be asked to provide proof of identification at any time given during the competition season.
- 2.3.** The two registration categories compose of primary and secondary registration:
- 2.3.1.** Primary Registration: The player/official's registration is with CITY OF BLACKTOWN BASKETBALL ASSOCIATION (CBBA). The registration lasts for a period of 12 months, which commences from the date a full payment is made.
- 2.3.2.** Secondary Registration (Affiliation): The player/official already holds primary registration with an association other than CBBA. Therefore, a secondary registration fee must be paid to participate in any CBBA-run competition. The duration of the secondary registration is dependent on the expiry date of the player/official's primary registration at the other association. The player/official must provide proof of primary registration prior to paying for secondary registration.
- 2.4.** It is the responsibility of the player/official to provide proof of registration. The player/official may be required to provide proof of registration at any given time. It is also up to the player/official to inform CBBA of any changes to personal details.
- 2.5.** Any team found to be playing an unregistered player will lose three (-3) competition points, and fined \$70. This also applies to Secondary Registration.
- 2.6.** Any registered player found to be playing under a false name shall be suspended from all levels of participation for a period of six (6) weeks.
- 2.7.** CBBA reserves the right to enquire into a player's registration details through Basketball Australia, Basketball NSW and other affiliated associations, to ensure the player/official is currently registered.

### **3. TEAM ADMINISTRATION**

This section of the by-laws pertains to team nomination, team rosters, fill-ins, team uniform, finals eligibility and representative players.

#### **3.1. TEAM NOMINATION**

**3.1.1.** A team that intends to compete in a CBBA competition must:

- a) Nominate a team contact who is over the age of 18;
- b) Submit a team list of players that will make up the intended team
- c) Pay the appropriate nomination fee prior to commencement of the competition.

**3.1.2.** CBBA has the discretion to decide whether a team shall be/not be offered a position in a competition.

**3.1.3.** If a team that has paid a nomination fee is not offered a position in a competition, 100% of the nomination fee is to be refunded.

**3.1.4.** Teams that have competed in the previous season will be given a priority position in the upcoming season for a competition. This is under the requirement that the team:

- a) Has paid all outstanding fines and fees
- b) Did not forfeit more than three games in the prior season
- c) Did not violate the BNSW code of conduct policy

## **3.2. TEAM ROSTERS**

**3.2.1.** Each team is required to nominate a minimum of six (6) players. The maximum count of players allowed in a team is ten (10).

**3.2.2.** A player in a senior competition can only play in one team per competition. The only exception to this rule is when a player is filling in for another team. The ruling regarding fill-ins will be outlined in Section 3.3.

**3.2.3.** A player in a junior competition MUST be under the age of the competition in that calendar year. (Example: An under 12's player must be 11 years old or under. A player turning 12 in that YEAR CAN NOT play under 12's).

**3.2.4.** A player in a junior competition is permitted to play in an older age group, other than of their own.

**3.2.5.** Coaches and/or Team Managers must notify the CBBA Domestic Competitions team, when intending to make additions and/or deletions to the team roster.

**3.2.6.** If a player that is not listed on the team nomination form has been found to have taken the court to play, the offending team shall be deducted three (-3) competition points and pay a fine of \$70 per offense in a Senior Competition, or \$60 if the offense is made in a Junior Competition.

**3.2.7.** Coaches and/or Team Managers will not be allowed to make any roster additions/deletions once the competition has passed the half-way point in the season. (Example: In an 18 round season, no changes will be allowed after round 9)

**3.2.8.** Once a Junior player has played for another team/Club in a particular age group/division they may not transfer, swap or join the other team/Club within the same competition, unless there is a written approval from the Club to the CBBA Domestic Competitions Team.

**3.2.9.** In the junior competition, ALL junior teams are required to have an adult present to supervise the team. In most instances, the Coach performs this duty. Whereby a team does not have a Coach, an adult OVER the age of 18 is required to sit on the bench to supervise the team. Failure to provide adult supervision may result in a forfeit loss and fined applied.

**3.2.10.** Regarding section 3.2.9, if the Coach is under the Age of 18, then an Adult MUST be present on the bench.

**3.2.11.** By law, all coaches and team managers over the age of 18 are required to have a Working with Children Check (WWC), as it involves child-related volunteer work, this includes if your child participates in the team.

**3.2.12.** The minimum age for a player to compete in a senior competition is 16 years old. If a player is under the age of 18, the player must:

- a) Be currently playing in the CBBA junior competition **OR**
- b) written permission from a parent/guardian to participate in the CBBA senior competition **ONLY**

### **3.3. FILL-INS**

Fill-in players can be granted in the instance that a team does not have enough players to take the court

**3.3.1.** A player in a senior competition, is allowed to fill-in for another team in that same competition, provided that:

- a) The player currently holds a primary or secondary registration with CBBA
- b) The team that requires a fill-in, is in a higher grade than that of the player's current team

**3.3.2.** A player is only allowed to fill for a team for a maximum of two (2) games. Once the player fills in for that team for a third (3rd) game, that player is allowed to play for the higher grade team only. Players can only play with one club and fill ins can only fill in with their club.

**3.3.3.** A player in junior competition CANNOT fill in for ANY other team in their own age group/division. A junior player is allowed to fill-in for another team, provided that:

- a) The player currently holds a primary or secondary registration with CBBA
- b) The team is in a higher age group/division, and that the player currently does not play in any team in that age group or division

### **3.4. TEAM UNIFORMS**

**3.4.1.** Teams can use any number between 0-99, and 00. Numbers must be clearly visible on the front and back of the singlet or sleeveless top.

**3.4.2.** All players on the one team must wear the same uniform. This means, all players must wear the same coloured singlet/sleeveless top and shorts. The colour of the uniform top and shorts can differ. In the instance that the team does not have matching shorts, players must wear shorts that have the same dominant colour.

**3.4.3.** Players are prohibited from wearing shorts with pockets, zippers or external cords

**3.4.4.** Players are allowed to wear the following types of clothing underneath their uniform:

- a) Sleeveless or short sleeve compression tops
- b) Compression shorts, 3/4 compression tight or full length compression tights
- c) Padded or unpadded arm/knee/calf sleeves

**3.4.5.** If a clash of colour occurs between two teams scheduled to play each other, the team listed as Team B will be required to wear an alternate set of coloured singlets/sleeveless tops.

**3.4.6.** Teams have until the third (3rd) week of competition to be outfitted in the correct uniform. If the team requires more than three (3) weeks to be outfitted in the correct uniform, the team must provide a written notification to the CBBA Domestic Competitions Team.

**3.4.7.** If a team that has not provided written notification, has a player enter the game with the incorrect uniform on, the following shall occur:

- a) The court supervisor is to be informed of the indiscretion that has occurred. The court supervisor shall then deem a penalty is required
- b) The opposing team shall be awarded two (2) points per player that is not in the correct uniform

### **3.5. FINALS ELIGIBILITY**

**3.5.1.** For junior and senior competitions, a player must have competed in a minimum of 50% of games during the regular season. (Example: Minimum of 9 games in an 18-game season)

**3.5.2.** Bye rounds do count towards finals eligibility.

**3.5.3.** It is the responsibility of the team to check a player's finals eligibility, with competition management.

**3.5.4.** ALL players in the under 12s and under 14s junior competition are required to have their name ticked, prior to the start of the game. If the player arrives to the game late, they must notify score table officials on the court they are playing, prior to entering play. Failure to notify may result in the player being recorded as not having participated in the game.

**3.5.5.** Players in the under 16s, under 18s junior competition and all senior competitions are required to sign-on next to their name, on the game scoresheet. If the player arrives to the game late, they must notify score table officials on the court they are playing, prior to entering play. Failure to sign-on next to the scoresheet may result in the player being recognised as not having participated in the game.

**3.5.6.** If the player is unable to meet the requirements in article 3.5.1, a player may be allowed to participate in the finals if they meet the following conditions and can provide the necessary documentation to CBBA, in order to prove this:

- a) Injury – If the player was injured and caused them to miss at least four games, that it allows them to meet the minimum required amount of games, had the injury not occurred

### **3.6. REPRESENTATIVE PLAYERS**

**3.6.1.** A representative player is classified as a "player that is a member of a representative team that participates in the Spalding Waratah Metro Junior League and/or Spalding Waratah Senior Leagues"

**3.6.2.** A player shall be classified as a representative player for a period of for the duration of the competition, regardless if the representative season has drawn to a conclusion.

**3.6.3.** Representative players are required to play in their natural age group of which they are chosen to play to during duration of the Waratah League. In this case, it is the Winter season.

**3.6.4.** In the junior competitions, each team is restricted to a MAXIMUM of three (3) representative players, per team. This quota is only required for those representative players playing in their natural age group. For example, a u14 Rep player playing u14 Domestic Competition. For a Rep player, playing up in an age group, provided that he/she is already playing in his natural age group, quota would be four (4). For example, four under age rep player can play a higher age group provided that they are already playing in their natural age group, eg 4 u14 rep players playing u16 domestic game. Another example, 2 u14 rep player playing in u16 domestic team that has 2 u16 rep player is ok

**3.6.5.** A development player selected for a representative team is classified as a representative player.

**3.6.6.** In the senior competitions, there are no restrictions in place in terms of the number of representative players per team. However, it is expected that senior representative players are to play in the highest grade available, in each senior competition.

**3.6.7.** If a player misses a game/s due to representative basketball commitments in a sanctioned competition at a state or national level, the game/s missed shall count towards the player's finals eligibility.

#### **4. WITHDRAWING FROM A COMPETITION**

**4.1.** A team must provide fourteen (14) days' notice to CBBA, if they intend to withdraw from the competition. Notice to be provided by email. Teams that withdraw from the competition over the 1/2 point of the competition will be required to pay remaining game fees

**4.2.** Prior to finalising the team withdrawal, the team must pay any outstanding fines and fees (game fees, team nomination).

**4.3.** If a team that has chosen to withdraw from a competition paid their fees in advance, any outstanding amounts are to be deducted, prior to refunding the remaining amount of fees **ONLY IF THEY MEET THE CRITERIA NOTED IN 4.1**

**4.4.** Failure to meet the requirements in clause 4.2 will result in non-entry into any CBBA competition, until any remaining financial obligations have been met.

#### **5. FORFEITS**

**5.1.** A game will be classified as a forfeit if:

- a) A team notifies CBBA, prior to the scheduled time of the game, they are unable to play the fixture. **MINIMUM seventy-two (72) HOUR NOTICE TO BE PROVIDED** by email.
- b) The team does not have four (4) players ready to play by the midway point of the first half of the game (first 10 minutes). The team has less than four (4) players on the court at any point in time during the game, due to players that may have fouled out or injury
- c) The team refuses to play the fixture that has started, or walks out at any point during the fixture

**5.2.** The recording of results for games forfeited are as follows:

- a) For clauses 5.1(a) and 5.1(b), the result shall be recorded as a 20-0 win to the opposing team.
- b) For clauses 5.1(c) , if the forfeiting team is losing, the score at that point during the game is to be recorded. If the forfeiting team is winning at that point, the score shall be recorded as a 20-0 win to the opposing team.

**5.3.** Awarding of points on standings for games forfeited are as follows:

- a) For clauses 5.1(a) and 5.1(b), the forfeiting team shall be deducted of one (-1) point for an unnotified forfeit. A team that provides more than 72 hours’ notice to CBBA when forfeiting, will have zero (0) points deducted for a notified forfeit.
- b) For clauses 5.1(c), the forfeiting team shall be awarded (1) for a loss, as the fixture was being played out at the time of the forfeit.

**5.4.** If a team that provides more than seventy-two (72) hours’ notice to CBBA when forfeiting, the team will incur no fine GAME FEE WILL STILL BE PAYABLE. If a team provides less than 72 hours’ notice, or does not provide notice of forfeit, the team shall be charged the game fee, in addition to a fine of \$40.

## 6. BENCH DUTY

In all Competitions:

- 6.1.** Each team must provide a minimum of one (1) competent bench person, who is at least sixteen (16) years of age or has completed the necessary training course.
- 6.2.** Failure to adhere to by-law 6.1 may result in a \$20.00 fine. Where a team fails to supply a scorer, that team will have no right of query or appeal in relation to any matter pertaining to the scoring of that game.
- 6.3.** Game officials shall be entitled to forfeit a game where a team fails or refuses to Section 6 of these by-laws.

## 7. TIMING OF GAMES

**7.1.** The timing allocation for each competition is as follows:

Grade	Warm-Up	Timing	Stoppages	Half time	Timeouts	Overtime
U/12's, U/14's, U/16's &	2 Minutes	2 x 18 minute	(Running Clock)	2 minutes	(2) per	No overtime



U18's (Regular Season)		halves	Clock does not stop		half	
Open Age (Regular Season)	2 Minutes	2 x 20 minute halves	(Running Clock) Clock does not stop	2 minutes	(2) per half	No overtime
U/12's, U/14's, U/16's & U18's (Semi, Preliminary and Grand Finals)	5 Minutes	2 x 18 minute halves	Clock stops for timeouts, and every whistle in last (2) minutes of the second half	2 minutes	(2) per half	3 minutes. Continues until a winner is determined.
Open Age (Semi, Preliminary and Grand Finals)	5 Minutes	2 x 20 minute halves	Clock stops for timeouts, and every whistle in last (2) minutes of the second half	2 minutes	(2) per half	3 minutes. Continues until a winner is determined.

- 7.2.** During a running clock game, a team is allowed to request a timeout at any time, except in the last three (3) minutes of the second half. In the instance that a team requests a timeout with less than four (4) minutes remaining, the teams will be called in at the three (3) minute mark.
- 7.3.** No substitutions on the last minute of the second half, unless a player is fouled out or injured.
- 7.4.** Games shall commence at the scheduled game time where practicable. Teams must have a minimum 4 players at the commencement of the game in order to take court. A game is considered forfeit after 10 minutes has expired, as stated in Section 5.1.

## 8. ZERO TOLERANCE POLICIES

- 8.1.** If a player has been issued with an unsportsmanlike or technical foul, the player shall be substituted from the game for a period of five (5) playing minutes.
- 8.2.** In the instance that a player receives a technical foul in the last two (2) minutes of a semi-final or grand-final game, the player shall be substituted for a period of one (1) playing minute.
- 8.3.** If a player or coach is ejected from the game, they must:
- a) Vacate the playing court immediately
  - b) Be referred to the CBBA tribunal

- 8.4.** If a player or coach accumulates more than three (3) technical fouls in a season, the player/coach is to be suspended from CBBA for a period of two (2) weeks. This means the player/coach cannot participate in any CBBA sanctioned activity for two weeks.
- 8.5.** Any person that acts in an aggressive or unsportsmanlike manner towards a fellow patron, or can compromise the safety and well-being of fellow patrons will be asked to leave the premises immediately. Matter will be referred to CBBA / BNSW Tribunal
- 8.6.** Any person that acts in a manner to compromise any property/equipment at the stadium will be asked to leave the premises immediately. If the person refuses to comply with the staff, police action may be undertaken, if required. Matter will be referred to CBBA / BNSW Tribunal
- 8.7.** Anyone found cheating such providing misleading/fraudulent information about a player, official or team, tampering with the scoresheet, scoreboard or score table or any other such matters will be withdrawn from the competition with all points accumulated voided, removed from the stadium and the matter will be passed on to necessary authorities.

## **9. JUNIOR COMPETITION – SPECIFIC RULES**

### **9.1. UNDER 12s SPECIFIC RULES**

- 9.1.1.** All players in the U12s division must take the court in each half of the game. The score table are to police the rule, by ticking the appropriate box on the scoresheet/ Courtside App beside the player's name as they take the court.
- 9.1.2.** All free throws awarded during an U12s game shall be taken from the modified free throw line. This free throw line is measured to be 60cm in front of the FIBA standard free throw line. The modified free throw line shall measure a length of 30cm, and a width of 5cm.
- 9.1.3.** There will no three (3) point field goals awarded in U12s. Irrespective of where the field goal is taken from, a scored field goal basket shall be worth two (2) points.

### **9.2. TYPES OF DEFENCES (Under 12s and Under 14s)**

- 9.2.1.** In the U12s and U14s competitions, teams are only allowed to play man-to-man defence within the "quarter court". The use of a zone defence is strictly prohibited in the "quarter court".

- 9.2.2.** Teams are allowed to utilise extended zone traps or full presses in a full court capacity. Once the basketball has passed the half way line, teams must revert to the type of defences outlined in clause 9.2.1.
- 9.2.3.** Any defence 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 defences which rotate back to man defensive principles shall be acceptable.
- 9.2.4.** Violations of the Zone Defence rule shall fall into one of the four categories listed below:
- 9.2.4.1. One or more player(s) was/were not in an acceptable man to man defensive position in relation to their man and the ball.
  - 9.2.4.2. A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques – for example, bumped, switched, followed.
  - 9.2.4.3. Following a trapping or help and recover situation, the team made no attempt to re-establish man to man defensive positioning.
  - 9.2.4.4. The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the front court.
- 9.2.5.** The opposing coach shall refer the alleged incident to the court supervisor or referee supervisor at any point during the game, if it is felt that a team is employing a zone defence.
- 9.2.6.** If a team is found to have employed a zone defence, per clause 9.2.3, a warning will be issued for the first (1st) infringement. If a team is infringed for playing a zone defence the second (2nd) time, a Technical Foul shall be issued to the Coach of the offending team.

## **10. MERCY RULE (U12s and U14s)**

- 10.1.** If a team is leading by twenty-five (25) or more points, the following actions shall occur:
- a) Points for the winning team are not be added onto the scoreboard. However, points are still to be recorded on the scoresheet/Courtside App
  - b) The winning team **MUST NOT** utilise defences such as full court press, extended zone traps, half court press and traps. The winning team must retreat back to the “quarter court”, and play “quarter court” man-to-man defence
- 10.2.** If a team fails to comply with the mercy rule, a warning will be issued for the first (1st) infringement. If a team is infringed for the second (2nd) time, a Technical Foul shall be issued to the Coach of the offending team

## 11. RESULTS AND STANDINGS

- 11.1. At the end of each game, the following competition points are to be awarded following the outcome of a game – Win – three (3) points; Draw two (2) points; Loss – one (1) point; Notified Forfeit (NF) zero (0) points; Unnotified Forfeit (UF) – minus one (-1) point
- 11.2. In the event that a game has commenced and is abandoned due to factors beyond the control of CBBA, competition management will assess the game on a case-by-case basis, factoring in the score margin and time remaining in the game when the play was abandoned
- 11.3. In the event of 2 or more teams finishing equal on competition points at the conclusion of the regular season, the final standings shall be decided by:
  - a) Lowest number of forfeited games (Both unnotified and notified combined)
  - b) The head-to-head record between the tied teams
  - c) Points for and against between the tied teams
  - d) Total points for and against during the regular season

## 12. FINANCES

- 12.1. All Players must be financial to participate in CBBA Junior & Senior Competitions. Players with outstanding fees from previous CBBA season or other associations will not be allowed to participate until outstanding payments are received in full. Clubs / Teams can notify CBBA of any players with overdue fees and CBBA may suspended the players BNSW Membership.
- 12.2. Any Representative Player under the CBBA representative program Blacktown Storm with outstanding representative fees from previous or current season will not be permitted to participate in CBBA Local / Domestic Competition until all outstanding fees are received in full. This will be at the discretion of the CBBA Executive Committee Financial Controller.
- 12.3. Game fees for competitions will be invoiced over two instalments to Clubs / Teams in weeks 2 & 10 of each competition. Payment is required in full 14 days from the date of the Tax Invoice. Any Clubs / Teams with outstanding Game fees from 21 days from the date of the Tax Invoice will not be permitted to continue participation until fees are received in full. The Club / Team shall be charged the game fee and additional fine of \$40.00

## 13. Clubs & Coaching

- 13.1. All club members are to abide by the BNSW Codes of Behaviour. Each Club is responsible for ALL their members

- 13.2.** Coaches can only coach for one Club exception being Girls Teams. If your club does not have a girls' team then you can Coach a girls' team for another club.

