

Port Augusta Basketball Association Inc

By-Laws



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Qualifying Requirements:

1. Financial

1.1 Player Registration:

- 1.1.1 All members must be financial before playing their FIRST match.
- 1.1.2 This retains their eligibility until the start of the next season. Voting eligibility goes from AGM to AGM.
- 1.1.3 If a player is transferred or leaves Port Augusta, he/she is eligible to return and play for his/her Club for the remainder of that season.
- 1.1.4 Junior status being those ages qualified as junior players, pay junior registration fees and junior door fees, regardless whether they play Senior or Junior grades.
- 1.1.5 Once no longer eligible (age wise) for junior grades, then senior registration and senior door fees to apply to ALL players.
- 1.1.6 No player can represent the PABA in any combined team, if that player is not a current financial registered player PABA.
- 1.1.7 A player may register for 1 game to enable a team to avoid a forfeit at a cost of \$5. An individual player may register in this way for a maximum of three games. These games do not qualify towards eligibility for the major round. Players must adhere to clearance procedures outlined in section ##.

2. Clearances

2.1 Clearance Forms:

- 2.1.1 Each Club/Team must provide the PABA with **two (2) signatories** at or prior to the AGM who are authorised to sign clearance forms and other documents on behalf of their Club/Team. Failure to do so will result in automatic clearances.
- 2.1.2 The correct procedure before presenting to the Association is on the back of the Clearance forms.
- 2.1.3 Undisputed clearances are automatic.
- 2.1.4 Disputed senior clearances are to go to a Tribunal hearing.
- 2.1.5 Junior players MUST be cleared (if no monies, uniforms or equipment owing).
- 2.1.6 Everyone MUST get a clearance no matter how long since they played for PABA club.

2.2 Clearance Procedure:

- 2.2.1 When a clearance is handed to the coach (of the team the player is leaving) this clearance MUST be signed FOR or AGAINST the clearance within **five (5)** working days of the date of the application (unless money is owed).
- 2.2.2 The clearance form must be dated the actual date the form is handed in to the club signatory NOT back dated.
- 2.2.3 If the club from which the player wants the clearance does not agree to the clearance, a valid written reason on the clearance form must be given in three (3) working days of the request (unless monies etc are owing), as per ruling on the reverse side of the clearance form.
- 2.2.4 Applicants requesting the clearance are to follow-up their clearance after handing the form to the club from which they require the clearance.
- 2.2.5 Tribunal procedures will follow disputed clearances.
- 2.2.6 No clearance will be granted before the AGM.
- 2.2.7 Clearance procedures must be followed or an automatic clearance will be granted to the player concerned.
- 2.2.8 Clearances will NOT be granted after 31 December of that current season, unless approved by the PABA General Committee.
- 2.2.9 Contract clearances for junior players to play Senior Grades only at the approval of their registered Club.
- 2.2.10 Contract clearances for junior players to play junior grades are at the discretion of PABA only.
- 2.2.11 Any persons wishing to dispute or apply for any of the above must apply in writing for consideration from the PABA committee. Disputes will require a minimum of 5 working days to consider.

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3. Game

3.1 Number of Games:

- 3.1.1 All players shall play at least in matches across **five (5) minor round** weeks for the club in any grade before being eligible to compete in major final rounds.
- 3.1.2 Any senior player that has qualified for the club in any grade in the **minor round**, is eligible to play in a higher grade in the **major round**. Eg. Qualified in the B grade can play A grade finals, or Qualified in the C grade can play B or A grade finals.

3.2 Bye:

A BYE does not count as a qualifying game.

3.3. Unregistered player:

A team, in which an unregistered player plays, shall lose the match on a forfeit.

3.4 Age:

- 3.4.1 Under 9 Grade – intending players MUST turn 6 years of age between the official starting date of the junior summer season and 31 December of the same year.
- 3.4.2 Eligible junior players must be under the appropriate age grade on 31 December of that current year of commencement of the season.

3.5 Juniors:

- 3.5.1 No player is allowed to play in both divisions of the same age grade in the same week, except to avoid a forfeit or to make the 5th player.
- 3.5.3 A Division I player cannot drop to a Division II team of the same age grade unless approved by PABA before 31 December of that season.
- 3.5.5 Junior player shall not play in more than 2 (two) junior grades in the Major Final rounds.
- 3.5.6 A Junior player is eligible to play in any grade applicable and in one senior grade in any one week. A junior player can play a second senior game to avoid a forfeit or as a 5th player.
- 3.5.7 Juniors can play C Grade or lower if nominated by their club and approved by PABA.
- 3.5.8 (3) pointers do not count in Under 9 and Under 11 – only two (2) points will be awarded.

3.6 Juniors UPGRADED:

- 3.6.1 A Junior may move up to a higher grade to play.
- 3.6.2 If there are teams in both Division 1 and Division II of the higher age grade (whether one or more teams) the player can play in EITHER team/division.
- 3.6.3 HOWEVER once they have qualified with 5 games in either team/division, they must only play for that team in that higher grade for the rest of the Season.
- 3.6.4 BUT only one game per Age Group per Week.
- 3.6.5 A qualified junior player may play senior finals games (subject to rule 3.7.7) if required even when qualification for that grade is not achieved to avoid a forfeit.

3.7 Seniors:

- 3.7.1 No Senior player shall play in more than one grade in any one week, except a recognised mixed competition.
- 3.7.2 No player having played more than half the rostered matches in any one season in senior competition in a higher grade shall be eligible to play in a lower senior grade.
- 3.7.3 No player shall play in more than one senior grade during the Major Final matches.
- 3.7.4 No player who has played in a higher grade the previous week is permitted to drop to a lower grade the week of a Bye (including public holidays) match for their team.
- 3.7.5 Where the club has more than one team in any one grade, players MUST be nominated for one team only and not interchange in teams within the grade.
- 3.7.6 No player playing Senior grades shall be allowed to drop more than one (grade) position down (per Season) eg: “B” to “C” grade not “C Division II”. This can be reviewed by the PABA General Committee for individual and exceptional cases.

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- 3.7.7 For 'C' Grade and 'C2' Grades, a Junior player called to stop a forfeit may continue to participate in the match only if they make up the 5th (fifth) player for the team – if they are the 6th player then they CANNOT take any further part in the match., unless this is their nominated grade, or at the discretion of the games manager.
- 3.7.8 A Junior player is eligible to play in any grade applicable and in one senior grade in any one week. A junior player can play a second senior game to avoid a forfeit or as a 5th player.

3.8 Residential

- 3.8.1 The residential zone distance is to be within 60km (sixty) of Port Augusta.
- 3.8.2 Any person or team outside this 60km limit MUST apply in writing to the PABA General Committee for permission to play.
- 3.8.3 A limit of 2 (two) named players per local team per season.
- 3.8.4 These named players to play no less than half of that current season of rostered games to qualify for the major final round, unless the player is part of a team that has come from outside the residential zone.

3.9 Non-Residential Student:

- 3.9.1 A non-residential student still under the financial support of their Port Augusta resident parents are available to play and qualify.
- 3.9.2 Once the students leave their education institute and become employed or draw Centre link Payment, they are no longer eligible to play if not already qualified

3.10 Acts of God

- 3.10.1 The following formula will be used to determine the result for a game that cannot be completed.
- 1 A 20+ point margin will mean that the result will stand at the scoreline when the game was abandoned, at any point of the game
 - 2 A margin less than 20 points before half time will mean game deemed a draw
 - 3 A margin of 15+ points between half time and three quarter time will mean the result stands.If under 15 points game deemed a draw.
 - 4 After three quarter time the result will stand.
 - 5 The PABA at its discretion can determine the actions to be followed on games that cannot commence or be completed

4. Club/Team Responsibilities

4.1 Annual General Meeting:

- 4.1.1 AGM's are compulsory for ALL Club delegates to attend.
- 4.1.2 Club/Team delegates are required to attend and stay.

4.2 Conduct

- 4.2.1 No player found guilty of a reported offence and suspended by the Tribunal, shall be eligible for the Most Valuable Player award or Runner-up award.
- 4.2.2 Unruly behaviour by any player or spectator in or within the vicinity of the Central Oval Complex, Hancock Stadium or any other site used for PABA competition games will be subject to disciplinary action by the PABA General committee.
- 4.2.3 Costs of repairs caused by damage to any structure or fitting of the stadium may be charged to the offenders.
- 4.2.4 NO Smoking is permitted anywhere in the stadium.
- 4.2.5 NO Person under the influence of illegal drugs or substances is permitted in or around the stadium.
- 4.2.6 Intoxicating liquor on the premises only by the approval of the PABA General Committee.
- 4.2.7 No player will be able to take the court if they are under the influence of Alcohol or Illegal Drugs or substances. This is at the discretion of the UMPIRE.
- 4.2.8 Players, Coaches, Spectators and other Basketball members must adhere to all the rules stated in PABA's "ZERO TOLERANCE" rules or the code of conduct set out in the Member Protection Policy.
- 4.2.9 Any Player, Coach, Spectator and other Basketball members can be reported and/or suspended by a Tribunal if derogatory comments are posted on "Facebook" or other social media sites including text messages

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5. Rules

5.1 Match Rules:

- 5.1.1 The Rules of the game shall be those adopted by the Federation International Basketball Association (FIBA), except where the PABA shall rule otherwise.
- 5.1.2 All registration, admissions, referees, games manager and referees for finals matches, are determined by the PABA General Committee.
- 5.1.3 Match Times for games shall be those as printed on the official roster in the foyer for each grade.
- 5.1.4 Fingernails:
Player fingernails shall be kept at finger-tip level.

5.2 Score / Timekeeper:

- 5.2.1 Each team MUST provide a scorer and / or a timekeeper for their match.
- 5.2.2 Penalty for a team not supplying a scorer will be that the team will forfeit the match.

5.3 Player Names on Scoresheet:

- 5.3.1 Coaches are responsible for the correct entry of names onto the scoresheet. Surnames and First Initial and player numbers of each player is required.
- 5.3.2 Every player that may take the court MUST be on the score sheet before they take the court. Should a player take the court without the name recorded on the score sheet, play will cease until their name is added to the score sheet.
 - 5.3.4 Each player is to be ticked IN PLAY by the Scorer on the scoresheet when they first enter the court.
- 5.3.5 Absent Player: A player who is absent for all of the game but whose name appears on the scoresheet, must be crossed off the scoresheet by the UMPIRE at the completion of the match.

5.4 Forfeits – Senior Grades:

- 5.4.1 Games shall be ready to commence within five (5) minutes of the official scheduled starting time as set down on the Match Roster.
- 5.4.2 A minimum of four (4) players per team is required to commence the match.
- 5.4.3 If after a further ten (10) minutes (from scheduled start time) either team has not the required five (5) players, the offending team shall forfeit the match.
- 5.4.4 If both teams fail to have five (5) players, the match will be declared a DOUBLE FORFIET, in which case no premiership points will be awarded and the forfeit penalty fine imposed on both teams.

5.5 Forfeits – Junior Grades:

- 5.5.1 All junior grades are allowed to play with four (4) players without incurring a forfeit.
- 5.5.2 If after ten (10) minutes (from scheduled start time) either team has not the required four (4) players, the offending team shall forfeit the match.

5.6 Forfeits – Prearranged:

- 5.6.1 The team winning on a pre-arranged forfeit must fill in the scoresheet and the entrance fee should be paid before the scheduled start time.
- 5.6.2 This Team must have the minimum players required to prevent a forfeit.

5.7 Forfeits – Penalty:

- 5.7.1 A match score of twenty (20) points to nil (0) will be awarded to the opposing team.
- 5.7.2 A fine of thirty dollars (\$30), or a fine as set by the PABA, will be levied against the offending team and club, and this fine MUST be paid before their next rostered match.
- 5.7.3 Failure to comply will result in the team and club being banned from participating in any major round.
- 5.7.4 Any team forfeiting three (3) consecutive matches in any one season may be withdrawn from the competition. This will be at the discretion of the PABA Committee.
- 5.7.5 Any team forfeiting five (5) matches in any one season will be automatically withdrawn from the competition.

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5.8 Rescheduling Games

- 5.8.1 All rescheduled matches must be completed within four (4) weeks of the programmed match.
- 5.8.2 If games are not played within the four (4) week period the team or teams who were unable to play and requested the rescheduling of the match will result in that team or teams forfeiting (see 5.7 and 8)
- 5.8.3 Any team requesting a rescheduled game, MUST supply both umpires to both the scheduled and reprogrammed game.
- 5.8.4 Requests for rescheduling of games must be given in writing to the Games Manager and be signed by both teams.

5.9 Mercy Rule

- 5.9.1 Mercy Rule – When a team is 20 points or more in front, the winning team MUST play defence from inside the 3 point line. No defensive players is allowed outside this line unless they have possession of the ball.
- 5.9.2 All Under 9, 11, 13 grades and all Div 2 junior grades will play with the Mercy Rule.
- 5.9.3 After the 20 point lead the mercy rule shall be implemented by the officials, verbal acknowledgement of this is given to both coaches.
- 5.9.4 If the score difference drops below 20 points, the winning team may return to full court defence.
- 5.9.5 The losing team can choose not to enforce the mercy rule by indicating to the umpire.

5.10 Injuries/Blood Rule

- 5.10.1 All players play at their own risk
- 5.10.2 Time stoppages will occur for injuries
- 5.10.3 If Injured, players (if able) are asked to leave the court of play so game can continue. The safety and comfort of the injured player always takes precedence over continuing the game.
- 5.10.4 Any player with blood on their body or clothing, whether bleeding or not, must leave the court immediately and may not return until such time that the blood has been removed. The return of the player will be at the umpires discretion.

5.11 Man to Man Defence

Man to Man defence is recognised as the best way for juniors to learn the basic concepts of Basketball thus;

- 5.11.1 Keyway defences (Zone) in under 9 to Under 13 are prohibited.

5.12 Drawn Games

- 5.12.1 In the event of a drawn game, an extra period of five (5) minutes shall be played. This process is repeated until a result is achieved.

5.13 Timing Conditions

- 5.13.1 All games from Under 9 to A Grade are played with four (4) ten (10) minute quarters.
- 5.13.2 The clock stops on all timeouts and every whistle in the last two (2) minutes of the last quarter
- 5.13.3 The above timing rules applies to all grades from Under 11 to A grade up-to and including the preliminary final.
- 5.13.4 The Grand Finals for all grades from Under 11 to B Grade to follow the rules stated above.
- 5.13.5 The Grand Final for A grade Men and Women will play championship rules with time clock stopped on every whistle.
- 5.13.6 The clock stops on all subs for A grade matches

5.14 Finals

- 5.14.1 The PABA committee will determine the final systems for all grades at the conclusion of the season.

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6. Equipment

6.1 Shoes:

- 6.1.1 Only approved soled shoes and boots (non-marking rubber) shall be allowed onto PABA courts.
- 6.1.2 Spectators are not permitted on the court at **ANY** time.

6.2 Balls:

- 6.2.1 Association balls are NOT to be used by Clubs for their training sessions.
- 6.2.2 Only match balls are allowed in the stadium – **others will be confiscated.**
- 6.2.3 Under 9 (Girls and Boys) to use size 5, Under 11 Girls to A Grade Woman to use size 6, Under 11 and Under 13 boys to use size 6 and Under 15 boys to A men to use size 7

6.3 Uniforms:

- 6.3.1 Long thigh shorts (bike shorts or under shorts) can be worn but all the teams must wear the same plain style, length and colour (club colour) with no writing on these shorts.
- 6.3.2 If any junior or additional player is included in this team to play, this player **MUST** have exactly as the rest of the team or this player will not be allowed to enter the court.
- 6.3.3 Senior grades to have plain Club shorts or piping down these shorts. Eg. If nominated club colours are yellow tops with blue shorts, then blue shorts can be worn or blue shorts with yellow side piping.
- 6.3.4 In Senior grades Players must have club singlet/top and nominated colour of shorts.
- 6.3.5 No shorts in any grade are allowed to have pockets.
- 6.3.6 **Penalty:** A Technical Foul is awarded against the player immediately this player enters the court. Once the offending player enters the court two (2) points will automatically be awarded to the opposition first named player on the scoresheet.
- 6.3.7 PABA can grant approval if in writing that “other” uniforms be worn that do not meet the above standards as long as new uniforms have been ordered.

6.4 Numbers on Uniforms:

- 6.4.1 No two (2) players shall wear the same number in the one team.
- 6.4.2 In the event of two players having the same number, one player shall either turn their uniform inside out, or wear an Association bib, **and in this case only** a no-number is a legal number.
- 6.4.3 Only one (1) no-number is permitted in one team.
- 6.4.4 **Penalty:** A Technical Foul is awarded against the no-number player immediately this player enters the court. Once the offending player enters the court two (2) points will automatically be awarded to the opposition first named player on the scoresheet.
- 6.4.5 Numbering must be securely attached to the uniform (not printed). No chalk or biro etc will be allowed.
- 6.4.6 **Penalty:** Offending player will not be allowed to enter the court to play.
- 6.4.7 Uniform numbering range is from Number double zero (00) to Number Ninety Nine (99).

7. Umpiring

7.1 Selection of MVP votes:

- 7.1.1 Referees are to select the Most Valuable Player (MVP) votes (three (3) required) for each match, putting the full name and number of the players selected plus the club.
- 7.1.2 This selection paper, (attached to the scoresheet) shall then be placed into the voting boxes provided next to the score bench on Court No.2.

7.2 Failing to Umpire:

- 7.2.1 The team who fails to umpire when rostered will be fined thirty dollars (\$30).
- 7.2.2 This fine is to be paid **BEFORE** their **NEXT** rostered match or forfeiting of match will occur.
- 7.2.3 The penalty for teams failing to umpire increase each time umpires are not supplied as indicated \$30 1st time; 2nd time \$50; 3rd time \$100 and after this the Team will be withdrawn from the competition.
- 7.2.4 All umpiring forfeits and penalties can be altered at the discretion of PABA.

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7.3 Protests/Complaint:

All protests must be lodged in writing with the PABA Administrator within twenty four (24) hours of the match in question. It will be the decision of the PABA committee whether the matter be dealt with within 5 working days or at the next planned PABA meeting.

7.4 Tied Score and Extra Time:

- 7.4.1 If the score is a tie at the completion of the fourth quarter (4th) of a minor round match it will be a draw. In a major round the game shall be continued for an extra five (5) minutes or as many such time periods as may be necessary to break the tie.
- 7.4.2 If a scoring error is determined after players have left the stadium, by either umpire, games manager or administrator the result of the corrected score will stand. PABA committee to determine result of game.
- 7.4.4 An interval of two (2) minutes shall be allowed before each extra time period.
- 7.4.5 At the start of each extra time period, the game shall be re-started with the arrow.

8. Premiership Points:

8.1 Points Awarded in games

- 8.1.1 Under 11 to A Grade
- | | | |
|-----------------------|---|----------|
| Win | : | 3 points |
| Loss | : | 1 point |
| Forfeit | : | 0 points |
| Draw (if applicable): | : | 2 points |
- 8.1.2 Under 9's do not play for premiership points

9. Alcohol Policy:

- 9.1 No Alcohol is to be bought into the premises.
- 9.2 No alcohol is to be consumed on premises without a licence.
- 9.3 No player is to play under the influence of alcohol
- 9.4 If a referee or games manager speculates a player, coach or spectator is under the influence, they will be immediately required to leave, whether or not they are intoxicated.

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10. Codes of Conduct:

10.1 Spectators Code of Conduct

- 10.1.1 Always respect the match officials decisions
- 10.1.2 Encourage the players to Respect the opposition and match officials
- 10.1.3 Never engage in, or tolerate, offensive, insulting or abusive language or behaviour.
- 10.1.4 Not use foul language, sledge or harass players, coaches or officials.
- 10.1.5 Show respect for my teams opponents.
- 10.1.6 Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

10.2 Players Code of Conduct

- 10.2.1 Adhere to the laws of the game.
- 10.2.2. Display and promote high standards of behaviour.
- 10.2.3 Promote fair play.
- 10.2.4 Always respect the match officials decisions.
- 10.2.5 Never engage in public criticism of the match officials.
- 10.2.6 Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- 10.2.7 Win or lose with dignity. Shake hands with the opposing team and the referee at the end of every game.
- 10.2.8 Accept responsibility for my own behaviour and performance.

10.3 Officials Code of Conduct

- 10.3.1 Be consistent, objective and courteous when making decisions.
- 10.3.2 Encourage and promote rule change that will make participation more enjoyable.
- 10.3.3 Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- 10.3.4 Never engage in or tolerate any form of bullying.
- 10.3.5 Place the well being, safety and enjoyment of each player above everything.
- 10.3.6 Condemn unsportsmanlike behaviour and promote respect for all.
- 10.3.7 Communicate clearly with my voice, whistle and signals.
- 10.3.8 Ensure a safe playing environment.
- 10.3.9 Report inappropriate behaviour to the Games Manager.
- 10.3.10 Suspend play until the environment is safe for all.
- 10.3.11 Remove spectators, officials, coaches, players etc. from the stadium if necessary to ensure a safe playing environment.

11. Member Protection Policy

11.1 Member Protection Policy

- 11.1.1 The Port Augusta Basketball Association is committed to the health, safety and well-being of all its members and participants and is dedicated to providing a safe environment for participation in the sport of basketball.
- 11.1.2 In this regard the Association recognises and adopts the Basketball SA Member Protection Policy and adheres to the procedures, processes and guidelines issued pursuant to that policy by Basketball SA.

<http://www.basketballsa.com.au/assets/images/general/BA-Member-Protection-Policy-Revised-June-2018.pdf>