

DUBBO BASKETBALL ASSOCIATION LIMITED

COMPETITION BY-LAWS

January 24th 2021



1. INTERPRETATION

- 1.1. In these by-laws, unless the contrary intention appears, the term **"Association"** or **"DBA"** means The Dubbo Basketball Association Limited
- 1.2. In these by-laws, unless the contrary intention appears, the term **"Board"** means the Board of Directors of the Dubbo Basketball Association Limited.
- 1.3. In these by-laws, unless the contrary intention appears, the term **"Committee"** or **"Relevant Committee"** means a Committee established by the Board.
- 1.4. In these By-Laws, unless the contrary intention appears, the term **"Official"** means any person involved in officiating, controlling, or administration of a basketball fixture conducted under the guidance of the Association including but without limiting the generality to the referees, score bench personnel, the Court Supervisor, team managers and team coaches.
- 1.5. In these by-laws, unless the contrary intention appears, the term **"Team"** means a group of eight registered players with a Manager and Coach.
- 1.6. In these by-laws, unless the contrary intention appears, the term **"Tribunal"** means a committee established as described in the BNSW Disciplinary Tribunal By-Laws {as amended}.
- 1.7. In these by-laws, unless the contrary intention appears, the term **"offence"** means one or more of the offences in the BNSW Disciplinary Tribunal By-Laws {as amended}.
- 1.8. In these By-Laws, unless the contrary intention appears, the term **"BNSW"** means the New South Wales Basketball Association Limited.
- 1.9. In the interpretation of this document the following shall apply:
 - a) References to the singular shall include the plural and vice versa;
 - b) References to one gender shall include references to other genders; and
 - c) Headings are inserted only for convenience and shall not in any way vary or effect the interpretation of the clauses to these By-Laws.

2. MEMBERSHIP

- 2.1. Players are deemed to be registered by the Association on completion of the Basketball NSW's **"Registration Form"** and the payment of the appropriate registration fee (as set by the Board) to the Association.
- 2.2. All players playing in competitions run by the Association or in Association representative teams must be registered with the Association, either by payment of registration or affiliation fees.
- 2.3. Registration, Competition and Playing Fees will be determined by the Board and must be paid prior to playing, in the manner indicated on the nomination form for each competition.
- 2.4. Yearly registration fees shall entitle a player to play for twelve calendar months. That period will commence from the time the previous registration lapsed for re-registrations or from the date when the player first registers.
- 2.5. (a) All players (senior & junior) must register and pay prior to playing their first game. Players must register through the Dubbo Basketball website which will in turn direct them to the N.S.W Basketball registration portal.

(b) All Players must pay competition fees by Week 2 of the competition.

- 2.6. Teams playing a player who is unregistered will incur the penalty set by the relevant Committee and will involve loss of competition points and/or a fine for each game in which that player has played.
- 2.7. **Affiliates.** Any player who has registered with another Association and wishes to affiliate with the Association must pay the appropriate fee, and produce their official BNSW Registration so that the details may be recorded before they participate in any game. If these details are not provided, full registration must be paid.
- 2.8. All coaches, referees and managers (team, club, representative) and active members of the Association must be registered as Affiliate Members in order to be covered by Sports Insurance and BNSW.
- 2.9. Non-playing representative coaches and managers will be registered by the Association as members in order to be covered by insurance.

3. TEAM DETAILS

- 3.1 Teams must supply names, addresses email and telephone numbers of their current Players to the Association, on the Nomination Form
- 3.2 Senior Teams must apply to the Association for approval of their playing colours. Where team colours are not approved, the team affected by a clash, can request the other team through the referee or court supervisor to change their playing singlets.
- 3.3 Teams Nominations:

Juniors

- a} A maximum of {9} players can be registered per team,
- b} it is recommended that there are to be no more than 3 representative players in one team. For all enquiries please contact the D.B.A Board
- c} if there is less than {8} players registered to a team and there are people looking to play the DBA board can fill the team up to {8} players.

Senior teams – {12} players.

- 3.4 Teams must supply name, address, work and home telephone numbers of the Team Manager and Coach, on the Nomination Form.
- 3.5 All correspondence to the Association must be directed to the Secretary:
2830dbasecretary@gmail.com , failure in this respect will warrant correspondence void.

4. COMPETITION STRUCTURE

- 4.1 All games under the jurisdiction of the Association shall be conducted according to the rules of the game as laid out in the current (i.e. most recent edition) Official Rule Book of the FIBA except where variations are listed within these competition rules as approved by the Board/relevant committee.
- 4.2 For the purpose of these competition rules, a junior shall be those players eligible for U/18 Divisions or lower, {2.10{d} for exceptions}; an age group will be determined by the age a player turns prior to 31 December in the year of the competition.
- 4.3 Greg King{Dubbo Sportsworld} is responsible for the running of Senior Competitions whilst the agreement is in place.
- 4.4 Teams will compete in the grade to which they are allocated by the relevant committee.
- 4.5 All team grading will be reviewed by the board / supervisors during the first three (3) weeks of Competitions and adjustments may be made at the discretion of the supervisors
- 4.6 Games will be allocated to the most suitable venue. Where venues other than the Stadium are used, the location of the particular games will be considered with the view to promotion, spectator interest and the most economical use of courts and officials.
- 4.7 All Senior matches will be under the control of the Greg King {Dubbo Sportsworld} per DBA, which is responsible for receiving. Nomination forms for competitions, , court fees from Teams/Players in all divisions. Greg King {Dubbo Sportsworld} per DBA is also responsible for making the draw notifying teams of the draw and any late changes, receiving notice of forfeiture of matches and informing the other team and ensuring that these competition rules are carried out. Players must register through the Dubbo Basketball website which will in turn direct them to the N.S.W Basketball registration portal.
- 4.8 All Junior matches will be under the control of the Dubbo Basketball Association. Nomination forms for competitions, registration fees, court fees from Teams/Players in all divisions. The DBA is also responsible for making the draw notifying teams of the draw and any late changes, receiving notice of forfeiture of matches and informing the other team and ensuring that these competition rules are carried out.
- 4.9 Draws will be structured that all teams play an equal number of rounds for which points are allotted, and that all teams perform an equal number of duties and byes (as far as the draw allows).
- 4.10 Points don't count rounds/double headers or matches rescheduled to other days may be played at the discretion of the relevant committee/Board.
- 4.11 Points will be awarded for competition games as follows: -
 - Win: 3 points
 - Loss: 1 point
 - Forfeit: 0 points
 - Draw: 2 points
- 4.12 Positions within a competition will be decided on the points awarded each team, the highest being first. In the case where points are equal, positions shall be decided by percentage points for and against in the matches played between the teams concerned only. In the event that teams are still equal, points for and against for the entire competition will decide the placing.
- 4.13 Competition Point score shall be published weekly
- 4.14 All teams having entered the competition and registered by paying the entry fee shall be

automatically pledged to pay all court fees for that competition whether the team completed the competition or withdraws before it finishes, except where the team is withdrawn by the relevant committee.

5 GAME ORGANISATION

5.1 Timing of Games: The timing of games will be determined by the relevant committee/Board but would be expected to fit one of the following:

- Round Games:

2 x 16 minute halves with clock not stopping for time outs, however teams are allowed one (1) timeout per half.

- All Finals Games:

2 x 16 minute halves with clock stopping for time outs and with the last 3 Minutes of the game. One (1) timeout/half/per team allowed/Per Game.

- Overtime:

Is only required in Finals and will be played in Three minute periods with the last Three Minutes being fully timed, One time out per team per period.

5.2 Timing of games shall be reviewed by the relevant Committee/Board and if altered, published in the official Association publication, notified to Teams and posted on the stadium notice boards.

5.3 Format of the finals series shall be set by the relevant committee of the Competition. Where in a semi final, final or grand final, as the case may be, the game results in a draw, period/s of extra time will be played until a result is achieved. The foregoing should not preclude any adjustments as a result of extenuating circumstances.

5.4 At all junior games a responsible adult has to be present, this person can be the coach or manager but where a junior fills these positions then another adult has to be present. Failure in complying with this by-law could result in a penalty being imposed by the relevant committee/Board.

5.5 All players' full names must be on the score sheet at the commencement of the game.

5.6 A player must take the court by the commencement of the second half.

5.7 All games are to commence on time. The score clock will commence at the scheduled start time. However for every minute that a team is late for tip-off there will be two {2} points added to the opposition's score.

5.8

5.9 Where one team exceeds the opposition by 20 points or more, the leading team will be required to retire beyond the halfway line after scoring and remain in their own defensive half until the trailing team bring the ball over the halfway line. If the trailing team are able to reduce the lead by 20 points or less, the leading team will be able to recommence defending the entire court.

6 SENIOR COMPETITIONS

6.1 Game Fees

- a} Each team is required to pay a **\$60 per team playing fee** per week. If Fees are owed in excess of \$40 then they will not receive points from games played.
- b} All players must have completed New South Wales Basketball registration form prior to taking the court.

6.2 Forfeits

If a team forfeits notice needs to be given to the competition organiser, By 6pm on the Monday night prior that week's game, the game will be deemed a loss and not a forfeit. A minimum of 4 players {5 during finals} must be on the court ready for tip-off, to accept a forfeit.

7 JUNIOR COMPETITIONS

7.1 Game Fees

- a} Each player is required to pay the stipulated competition fees set out by the competition organisers in conjunction with D.B.A
- b} Please note the player must be a member of Basketball New South Wales.

7.2 Forfeits

If a team forfeits by giving notice to the competition organisers by 5pm on the Thursday Night prior that week's game, the game will be deemed a loss and not a forfeit. A minimum of 4 players {5 during finals} must be on the court ready for tip-off, to accept a forfeit

8 UNIFORM

- 8.1 All players must wear the uniform allocated to them by the Dubbo Basketball Association, All players in teams must wear designated team colours. This includes both DBA Jersey and DBA Shorts.
- 8.2 Where a player is not in correct uniform, they will be allowed to take the court with a ten point penalty to apply. If more than One player of the team does not meet uniform requirements, this will be considered a forfeit. If this does not get applied at the start of the game. Players have till the start of the 2nd half to appeal this.
- 8.3 If a substitute player is required from a lower a grade, they will be required to meet the same uniform requirements as their team members otherwise rules from section 8.2 will apply.

9 PLAYER ELIGIBILITY

- 9.1 A player's nominated grade shall be that grade in which the relevant committee has graded their team.
- 9.2 Players must have played in at least 5 of the specified games, excluding byes and duties, to qualify for the finals series.
- 9.3 Any player who, through injury or other considered just cause, has not been able to play the required number of rounds to qualify for the finals may apply to the relevant committee for approval to play in the final series. Such applications to be made in writing prior to the last round of games in the particular competition.
- 9.4 All financial commitments must be met before a team and/or player is eligible to play in a final series.
- 9.5 Players seeking to participate in representative programs are required to partake in the appropriate domestic competition. Any player who does not participate in the local competition in this manner, must seek approval from the relevant committee to be judged on individual merit prior to being accepted into a representative program.
- 9.6 Players must first register and compete in their current age division. Permission can be granted to play a second game within a higher age group. They may compete in a higher age group team but must not miss their current age group game in order to do so.
 - a) Junior Players playing in a second game within a higher age group in the junior competition will be charged a reduced fee.
 - b) Players that are overage may apply to play in the Junior Competition. The Grading committee shall decide to reject or approve such nomination.
 - c) Junior under 10 players wishing to play in the under 12 division only (and not play in their own age division), will need to submit a written request to the DBA Board. The committee shall reject or approve such an application.
 - d) To be eligible for the under 10's competition a player must be turning 7 years old at a minimum within the season they wish to compete in. Exemption: If you have competed in a Dubbo Basketball Association season prior to the 19/07/2019 you will remain eligible to continue to compete in this age group.
 - e) To ensure safety of younger players, the maximum number of eligible under 10 players that can play in any one team under 12 team in two (2) players.

10 TRANSFERS / CLEARANCES

- 10.1 A player seeking transfer/clearance from a team must have a written clearance from the relevant team, on the approved form, ratified by the Association prior to playing with the new team. Failure to obtain the necessary clearance could result in a penalty being imposed
- 10.2 If a player gains a transfer/clearance to another team they must qualify for finals from the date of transfer/clearance. The Grading Committee may allow qualification under exceptional circumstances.
- 10.3 Only one clearance will be granted to a player in any one season.

11 FORFEIT PROCEDURES

- 11.1 A forfeit will be declared if a team is unable to field at least four (4) players at the completion of the preceding game ten minutes after the scheduled starting time of the game, whichever is the latter. There will be no refund of playing fees to either side

- 11.2 Appeals against forfeits will not be heard by the Association and an appeal request is lodged to the D.B.A Secretary within 48 hours of game completion..
- 11.3 A team has less than four players at the required starting time (Round Games Only), may call on a player from a lower Division or Grade. This is treated as a game but the said team cannot win. If they do so the score will be recorded as a 20-0 loss.
- 11.4 Any team forfeiting two (2) matches in one competition without meeting notification requirements may be eliminated from that competition at the discretion of the relevant Committee.

12 PENALTIES

Penalties will be determined by the relevant committee/Board, which will include, but not be restricted to, the following:

- 12.1 Players playing in more than one team in any one grade.
- 12.2 Players playing in more than one team during any one competition. {See By-Law 2:10 for exceptions}.
- 12.3 Duty teams failing to have one person present for duty
- 12.4 Failing to obtain a player clearance before playing with a new team.
- 12.5 A forfeit penalty may comprise a fine determined at the beginning of each competition by the relevant committee.
- 12.6 Players playing under a name that is not their own i.e. play for any team and do not record their correct name on the score sheet.
- 12.7 Team who allows a player to play and records their name incorrectly on any score sheet.

13 REFEREES

- 13.1 A Referee's Coordinator shall be constituted to control all matters pertaining to referees, bench officials and referees administrators.
- 13.2 The Referee's Committee will be guided by a Charter approved by the Board. Referees shall be paid at the rate current for the game /grade as recommended by the Referee's Committee and approved by the Board or where a game is conducted under the control of the BNSW that fee set by the BNSW, provided that they are correctly attired and that they sign the Referee's Payment Sheet at the completion of their games.
- 13.3 Payment for a game that is forfeited will be paid on condition that the referee is rostered and there are no other games commensurate with their capabilities to be covered.
- 13.4 Referees will be required to wear the official shirt provided by the DBA. The Official must wear black trousers or shorts whilst officiating.

14 DISCIPLINARY/ APPEAL PROCEDURES

- 14.0 Refer to the BNSW Disciplinary Tribunal By-Laws {as amended}.

15 CODE OF CONDUCT

15.0 Refer to the BNSW Codes of Conduct {as amended}.

16 INJURIES/ILLNESSES

- 16.1 As per NSW Basketball Memo dated 22/11/11 (attached). In the event of injury or suspected injury during a match or training session:
- a) Complete an “Injury Incident Report Form” as soon as game/training session concludes;
 - b) Ensure all witness details are completed;
 - c) Attach copy of Scoresheet to the form (if applicable);
 - d) Form to be signed by Reporting Officials (Referee/Assoc Official/Team Manager or Coach);
 - e) Hand form and attachments to Court Supervisor.
 - f) The completed form is to then be placed in the Injury Record Book (in date order with most recent on top).
- 16.2 If an injury occurs in the course of a game and involves bleeding, the referee will substitute the player immediately, the player should not be allowed to resume until such time as the bleeding is stopped and the wound covered. If there is a significant amount of blood on the uniform, the player should be permitted to change it and the referee's Discretion applied if the new uniform does not exactly match the old one. The playing ball should be replaced if it is covered with blood until it is cleaned.
- 16.3 No player is permitted to take to the court with fingernails visible above the level of the fingertips. Taped fingernails are permitted, but not band-aids.
- 16.4 Referees should be consistent in their handling of player jewellery, no player should be wearing any jewellery when they enter the playing area, this includes earrings (including studs and sleepers), rings, bracelets and necklaces, wedding rings are permitted, provided that in the opinion of the referee no injury will result, if in doubt the player should be asked to tape it if they do not wish to remove it.
- 16.5 If a check re fingernails or jewellery is requested by a team, then the referee will carry out that check at the first available stoppage of the game, whether during a timeout or at half time.
- 16.6 It is the responsibility of a player to inform the referee/umpire or any other person officiating at any function conducted under the control of DBA of the following:
- a) That the player is wearing contact lenses;

17 CORRESPONDENCE

- 17.0 All correspondence regarding Association affairs are to be directed to the Secretary. Any correspondence not directed in this manner will not be handled by the Association until such time as it complies with this by-law.

18 VANDALISM

- 18.0 Hanging from nets, rings, basket supports or any other deliberate damage to any part of the stadium, when not as part of a game and dealt with by the game officials, carries a **MINIMUM** one week suspension. The person/s involved could, if decided by the relevant Committee/Board be responsible

for the restoration of the vandalised equipment or property at his or her own expense.

19 HONORARIUMS AND SUBSIDIES

19.1 Honorariums paid to representative coaches will be determined and approved by the Board.

19.2 A representative player/coach/assistant coach who is selected at the State or higher level to participate at games run by Basketball NSW/Australia can apply in writing to the Board for a subsidy to assist in defraying the costs involved in meeting their commitments at this level. Amount payable will be determined and approved by the Board.

20. OVERSEAS TOURS

20.0 Overseas tours should be cleared through the Association prior to application to the Basketball Australia