

**ALL Members**

**Please make yourself**

**familiar with the**

**Competition Playing**

**Rules**

**of MV&DBAI**

# **MOSS VALE & DISTRICT BASKETBALL ASSOCIATION Inc. 1998**

(Affiliated with BNSW)

## **COMPETITION PLAYING RULES**

Compiled by the Board and Committees of the Moss Vale & District Basketball  
Incorporated

March 1964

Amended September 2021

# COMPETITION PLAYING RULES OF THE MV&DBAI

1. All Competition Playing Rules are subject to the discretion and interpretation of the Match Committee and/or the Board.

## 2. **NOMINATIONS**

Teams may request to play in a particular grade, but they will ultimately be graded by the Match Committee on receipt of a nomination form. The Match Committee's decision will be final.

Nomination forms for Senior grades must include the names of two (2) qualified/competent referees for duty, who should ideally be members of the team listed to play.

Special requests for game times and/or exemptions must be made in writing to the Match Committee with the nomination.

**\*\*Any player wishing to join a team after grading has been completed is required to apply to the office prior to the player commencing play.**

## 3. **COMPETITION FORMAT**

**a) Playing nights and court allocation** will be decided by the Match Committee and will appear on the draw.

**b)** Once the draw for each competition has been compiled and approved, it will be available on the game day app, and weekly on the website and Facebook; such draws will not be changed except:

- i) when the playing hall is unavailable due to matters outside the control of the Association
- ii) to accommodate approved visits from teams outside the Association
- iii) in regard to special needs of the competition or Match Committee, eg: team withdrawals.

All Competition Playing Rules are subject to the discretion of the Match Committee and/or the Board

**c)** The Match Committee reserves the right to reject unsuitable team names and / or uniforms.

**d)** Teams winning competitions will be required to participate at the next highest grade in the next season unless there is a major change in the team, eg: loss of higher grade player(s), several player changes, or extraordinary circumstances. The decision will rest with the Match Committee and will be final.

4. **THE FINALS SERIES** will be either Semis, Finals and Grand Finals, or Sudden Death Elimination, at the Match Committee's discretion.

5. **MATCH POINTS** - The following points will be recorded on the points table for all competition games and divisions:

WIN .....	3 points
LOSS .....	1 point
FORFEIT .....	0 points
BYE .....	3 points

**a)** There will be no draws. Teams on equal points at the end of a game will play extra periods of five (5) minutes until there is a result, as per the rule book.

**b)** If two (2) or more teams are on equal match points at the end of the round games, the table positions will be decided by the results of games between the teams concerned.

**c)** If a tie still exists after applying 5(b), the table positions will be decided by 'for and against' between the tied teams only. Then if a tie still exists, positions will be decided on overall points for and against.

## 6. **PLAYING TIMES**

**Seniors and U/14 and above Junior round games** will be 4 x 10 minutes quarters, with two (2) time outs per team in the first half and three (3) time outs per team in the second half. The clock will stop for time outs in the last

quarter and any period of extra time **only if** the score difference is less than twenty (20) points. The last minute of the game will be fully timed only if the score difference is less than twenty (20) points. The clock will stop for referee time outs and for injuries. If the score is tied at the end of the 4<sup>th</sup> quarter, the game shall be continued with an extra period of five (5) minutes or with as many extra periods of five (5) minutes as are necessary to break the tie.

Each team is allowed one (1) time out in each extra period. The teams shall continue to play towards the same baskets as in the third and fourth quarters.

**U/12 and below round games** will be 2 x 20 minute halves with two (2) time outs per team per half. The last minute of the game will be fully timed. The clock will stop for referee time outs and for injuries.

**Final Series (ie. Semi Finals, Finals and Grand Finals)**, optional to be decided by the Match Committee.

Senior grades will be 4 x 10 minute quarters. Junior grades will be 2 x 20 minutes halves. The clock will stop for free throws and time-outs. The last minute to be fully timed only if the point difference is less than twenty (20) points. Time-outs to be one (1) minute.

## **7. NO-ZONE DEFENCE RULE**

As per BNSW rules, there is a 'No Zone' rule for U/14 and below.

## **8. THREE POINT SHOTS**

Three point shots will be awarded in competitions for U/14 and above.

## **9. REGISTRATIONS and ELIGIBILITY**

- i) All players playing in Moss Vale & District Basketball Association Inc. competitions must be registered, **see Attachment B**.
- ii) All new or renewed registration fees must be paid before playing. New players' names can be added to the score-sheet **ONLY BY THE COURT SUPERVISOR**.

- iii) The playing of any illegal player incurs a forfeit. Should a team play an illegal player twice, the team will be disqualified.

In this instance any forfeit fees will be charged above any match fees already paid. Game fee and loss of points are additional penalties above the game fee already paid.

- iv) New players registered with another Association must show proof of registration and pay an affiliation fee, or pay for State registration **the week before they play**.
- v) **ELIGIBILITY FOR FINALS** - A player must be registered with the Association and have played five (5) scheduled matches of the regular season with their nominated team before semi finals to be eligible to play in the finals series. The Match Committee has discretionary powers in extraordinary circumstances.
- vi) Registrations must be made to the Office ***prior to the commencement of play*** for inclusion on score-sheets and the team nomination form, with all records going to Administration for local and State approval.
- vii) If any junior wishes to play in a senior competition in order to further enhance their development, the following starting age restrictions will apply:
  - A Grade Men - School Term 2 of Year 9
  - A Grade Women - School Term 2 of Year 8
  - B Grade Men - School Term 2 of Year 8
  - B Grade Women - School Term 2 of Year 7
  - C Grade Men - School Term 2 of Year 7

In all cases of juniors playing in senior competitions, the Match Committee reserves the right to determine which teams they may play in.

- viii) The Association has a duty of care to all players, and the Match Committee reserves the right to exclude any player if it is determined they are not able to safely compete at the level for which they have nominated.

ix) Unless granted an exemption by the relevant committee or the Board, any Junior player who chooses to play up in a higher Junior age division or in any Senior competition, must also play in their relevant Junior age group competition. The Junior player must play a minimum of 50% of the games of the first half of the current summer or winter competition AND 50% of the games in the second half of the current summer or winter competition combined in their relevant Junior age group competition in order to continue to play in the higher Junior age division or Senior competition, and to also qualify for any finals of that higher Junior age division or Senior competition.

#### 10. DELAYS OF GAMES and FORFEITS

Basketball games should be played with two teams of five (5) players. To assist teams in avoiding forfeits, teams will be permitted to play with four (4) players without penalty provided that:

- teams must have **at least 4 players to start the game**
- if four (4) players are not available, one (1) point will be awarded to the opposition for each two (2) minutes, or part thereof, until the fourth player reports to the score box [this time to be recorded on the score-sheet, with a maximum penalty of ten (10) points]
- **BUT:** teams must have at least four (4) players to start the second half **or they will forfeit the match**

##### a) GAME FORFEITS

For **Senior** grades, the stadium office must be notified at **least 24 hours** prior to the game to allow sufficient time to notify the opposing team and referees of the Forfeit, otherwise additional fines may apply.

For **Juniors**, the stadium office should be notified at **least 24 hours** prior to the scheduled game time.

A Match fee fine will be applied to the forfeiting team and that team will also receive zero (0) Match Points for the game.

**b) DUTY FORFEITS**

**Seniors:** Duty teams are required to provide a minimum of four (4) people for duty - two (2) to operate the score bench, and two (2) to referee, if required, as there is no guarantee of rostered referees for all games.

These people are all required to be in attendance **before the scheduled starting time** of the game. Duty teams late for start times may be charged with full or partial forfeit penalties. Referees' names for duty are to be included on the nomination form.

**Juniors:** Duty teams must supply two (2) people for bench duty only.

Duty teams **MUST** complete the score-sheet accurately, operate the scoreboard, and make a genuine effort to referee (if required) and make calls, not simply walk around the court, etc. Referees must also wear appropriate shoes for an indoor sports hall, and no head-wear or hoods up. All of this must be to the satisfaction of the Board or their delegate(s), or the team will be liable for a duty forfeit.

**c) NOTIFICATION OF FORFEITS**

Notification of forfeit fees (game or duty) will be sent out by the office as soon as possible after forfeit and any **finest must be paid prior to the next scheduled game**, otherwise the team will be suspended until fines are paid even if an appeal has been lodged. All correspondence should be directed to the Match Committee, whose decision will be final.

**d) MATCH FORFEIT PENALTIES (Duty or Game)****(i) Seniors:**

First Forfeit	Zero (0) points - Match fee fine
Second Forfeit	Zero (0) points - Match fee fine
Third Forfeit	Zero (0) points - Match fee fine and possible suspension from Competition <b>or</b> Finals series.

**\*\*Players from suspended teams wishing to play in future must pay their share of outstanding fines before being eligible to play\*\***

All fines must be paid by the due date or an additional penalty will apply. Disputes are to be lodged in writing with the Match Committee for consideration of any refund.

**(ii) Juniors:**

First Forfeit	Zero (0) points - no fine
Second Forfeit	Zero (0) points - no fine
Third Forfeit	Possible suspension from Competition or Finals series.

Teams responsible for three (3) forfeits, playing or duty, shall no longer be eligible for finals and/or the Match Committee may suspend the team from the competition - Junior teams at the discretion of the Match Committee.

In the event of a suspension, all points won or lost by that team shall be cancelled from the start of the competition.

For the purpose of this rule, a rostered duty night (when applicable) shall be considered a match.

Teams playing any illegal player(s) will automatically forfeit. Should this happen twice, automatic disqualification will occur.

(**see appendix C** for definition of an illegal player).

**\*\*Each team must ensure their team bench and surrounds are left tidy after their game.**

## **11. RESTRICTED PLAYERS**

- All Junior and Senior players will be graded according to their ability.
- Each B Grade team is allowed a maximum of three (3) 'restricted' players. Each C Graded team is allowed a maximum of two (2) 'restricted' players. These 'restricted' players will be restricted to scoring a maximum of fifteen (15) points each per game when playing B grade and a maximum of **fifteen (15) points** each per game when playing in C grade.

- No A graded 'restricted' player may play in any C Grade competition unless granted an exemption by the Match Committee or the Board. Any exemption will be based on a genuine need for the 'restricted' player to develop and mentor Junior or inexperienced players within that C Grade team.
- ***After the grading of teams, players wishing to join teams in grades other than A Grade must apply to the Match Committee.***

## 12. TRANSFERS

No player may transfer to another team in the same grade unless:

- i) He/She is granted permission, in writing, by his/her team captain to transfer to another team  
*and*
- ii) he/she is granted permission, in writing, by the team captain of the team he/she is to transfer to,  
*and*
- iii) these permissions, plus his/her own written application, be tendered to the Match Committee and approved by two-thirds of the Match Committee whose decision will be final.
- iv) No transfer will be approved if such transfer leaves a team with less than seven (7) players.

## 13. SPLITTING GRADES

- i) Any grade can be split at any time at the discretion of the Match Committee.
- ii) When a grade is split into two or more divisions after having played as one grade during the round games, any A Grade player wishing to play in a grade other than A Grade, must apply to the Match Committee for consideration to do so.
- iii) After splitting of a grade, any player wishing to join a team must apply to the Match Committee one week prior to playing.

The purpose of this rule is to allow the development of lower grade players by strengthening the competition and to encourage players to learn from the All Competition Playing Rules are subject to the discretion of the Match Committee and/or the Board

more experienced. Higher grade players are expected to play with that in mind, play in that spirit and not over dominate the TEAM.

## 14. UNIFORMS

**All players must be in uniform by Week two (2) of the competition.**

Players without matching tops with appropriate numbers will be penalised. Each player without matching tops, shorts, briefs, undershirts or skirts will forfeit FOUR (4) points to the opposition. Junior teams will forfeit TWO (2) points to the opposition for any player out of uniform.

**Men and women:** Matching colour and style playing tops

Contrasting, easy to read, **numbers**

minimum 100mm high front and 150mm high back.

**NO TAPE, NO MARKING PEN.**

Numbers to be permanently fixed with minimum 20mm wide lines on numbers.

Matching colour and style shorts, skirts or briefs. **No pockets, belts or loops allowed on playing uniform.**

Shoes must have non-marking soles.

**Juniors:** Matching colour and style playing tops. Same colour playing bottoms, with no pockets, belts or loops.

**T-shirts, skivvies, or any underclothing** worn under playing uniforms must be **all black, all white or all the same colour** as the team's playing uniforms, unless specifically noted on the nomination form.

Players may wear **tracksuit pants** but only the same colour as briefs/shorts and all must be the same style.

Non-conformists will be asked to remove offending items ('before half time' removed) *or* not take part in the game *or* be penalised FOUR (4) points for each person out of uniform.

For safety reasons, players must be responsible to ensure, and referees will enforce that:

- \* Fingernails beyond the end of the fingers are cut or taped

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- \* Wedding rings are taped or removed.
- \* All jewellery is removed, ear studs are acceptable - but no sleepers or earrings.

Non-conformists will be asked to leave the court until compliance. *Please refer to **Attachment A**.*

Teams with matching colours will wear alternate tops or bib tops supplied by the Association. Captains will be responsible for their return. The team which appears first on the draw will wear the alternate tops.

## 15. ASSOCIATION EQUIPMENT

- i) No Association equipment shall be loaned to any person or team without the permission of the Board or those persons so designated by the Board to give such permission.
- ii) Training balls will **NOT** be supplied by the Association, except for Representative use, unless approved by the Board, eg: Junior group training.
- iii) Warm up balls **WILL** be supplied by the Association.

**NB:** Only Association balls are to be in the stadium during competition matches.

- iv) Team captains will be responsible for the return of alternate tops or bibs on playing nights, refer Item 14.

## 16. JUDICIAL INCIDENTS

Players or officials who wish to report or charge any other player or official shall do so in writing on "Schedule 1" form available at the Office. The charge must be specific with all relevant factors detailed. Said reports must be in the hands of the Court Supervisor within two (2) hours of the end of the game in which the offence took place.

Disqualified players ***must be*** reported and appear before either the  
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Administrative Tribunal or the Disciplinary Tribunal, depending on the charge.

Judicial incidents will then be handled by the relevant Tribunal on the following Monday or as soon as the Tribunal can be convened, under the BNSW Tribunal Laws. Copy in the office.

The fact that a player has been DISQUALIFIED (SENT OFF) and a report has been made, must BE NOTED ON THE SCORESHEET.

A suspended person cannot participate at any level of basketball. This includes coaching, refereeing or being part of a team bench. They may train and/or train a team or individual.

Other incidents will be handled by the Match Committee.

**There will be zero tolerance of questioning by all players and coaches during the game.** If you disagree, your captain, coach or manager may 'ask for an explanation' of a call during a break or after the game *in an appropriate manner*. Interruptions to the game or continued questioning will not be tolerated. Coach or captain may ask the Referee Development Officer or Court Supervisor for assistance if required. Verbal abuse of any official - referee or scorebench - during or after a game will also result in the offending players or spectators facing disciplinary action.

- Any player who receives a technical or unsportsmanlike foul, will be substituted out of the game for five (5) playing minutes (i.e. 5 minutes of running clock time).
- Any player who receives two technical fouls, two unsportsmanlike fouls or one of each type of fouls during a single game, will be disqualified from that game and placed before an Administrative Tribunal.
- Any player who receives three (3) separate (and any subsequent) technical or unsportsmanlike fouls in three (3) or more different games during a single competition period will be automatically disqualified for two (2) competition games, or for one (1) competition week – whichever is the greater punishment.
- Any such player will also be required to attend a 'Behavioural Seminar' prior to the commencement of the following MVDBAI domestic

competition. Until a seminar has been attended, they will have “illegal player” status and will therefore be unable to participate in any game.

- ‘Behavioural Seminars’ will be conducted during or immediately prior to the first week of each competition (summer/winter).

### **Other Incidents**

Any player, coach, manager, referee, technical official or spectator (participants) who acts in a manner which breaches any of the relevant Codes of Conduct, or acts in any illegal, inappropriate or undesirable manner whilst on the MV&DBAI premises, may be reported to the court supervisor, the referees’ coordinator, or any Board member (who are deemed to be persons in charge of the premises). That ‘participant’ may be removed immediately from the stadium by any person in charge where deemed necessary.

### **Participant Behaviour**

- Any MV&DBAI ‘participant’ which includes all Players, Coaches, Managers, Court Supervisors, Referee Supervisors, Officials and Staff (including any participant between 16 and 18 years of age with a parent or responsible person present) may be subject to random or targeted alcohol or drug testing, or a sobriety assessment, which may be conducted during, or up to 30 minutes prior to, any representative or domestic game.
- If any participant is reasonably suspected of being under the influence of alcohol or any other illicit substance, or if they fail any alcohol or drug test, or if they fail to undertake any alcohol or drug test (as directed by any Board member, staff member, Court Supervisor or Referee supervisor) then that player may be removed from the game or the premises and may then face disciplinary proceedings in accordance with *clause 10* of the *MVDBAI Constitution*, and the A.S.A.D.A. guidelines, policies and by-laws, as adopted by Basketball NSW.

## **17. APPEALS**

Appeals to Tribunal (Disciplinary) judgements are to be handled in accordance with BNSW Tribunal laws.

Appeals of the Match Committee (Administrative) judgements are to be referred, in writing, to the Board whose decision will be final.

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## 18. TRAINING

- \* Training fees are to be paid at the office in advance.
- \* Teams and individuals found training without fees being paid will be reported to the Board and may be suspended.
- \* Training balls must be provided by the teams themselves. Association balls will ONLY be provided for Representative teams and Junior group trainings.
- \* Individual trainers will be charged as per the Schedule of Fees.
- \* Senior competition teams will be charged as per the Schedule of Fees.
- \* Junior teams will be charged as per the Schedule of Fees and only be allowed entry into the stadium with appropriate adult or coach supervision.
- \* Stadium to be cleared fifteen (15) minutes before competition time.
- \* Anyone found touching or damaging equipment, defacing any surfaces causing any form of damage or leaving the stadium in an untidy state will be dealt with by the Board and/or the Police.

## 19. SENIOR MIXED COMPETITIONS

***This is primarily a social competition and should be played that way.  
POOR SPORTSMANSHIP WILL NOT BE TOLERATED.***

Special rules that apply for this competition are :

- i) There is to be a maximum of two (2) males and three (3) females on the court at any one time.
- ii) Playing keys will be designated either Male or Female and they will remain so designated for the whole match. Only the designated gender may enter that key, below the free throw line, and participate in the game. Wrong gender in the key shall be called a violation and the ball awarded to the opposition from out of bounds at the nearest point.

## 20. GENERAL

1. Pregnant ladies are advised not to participate in competitions.
2. Incomplete and incorrectly filled out nomination forms must be rectified before they will be accepted by the Match Committee. Sponsored teams should note sponsor's name on nomination form.
3. Following gradings, teams have two (2) weeks to request, in writing, player changes, refunds or regrades.
4. First Aid Supplies.  
Items from the kit are not available for :
  - ~ persons previously injured who have forgotten their own.
  - ~ persons to tape fingernails and/or rings.
5. Fund-raising  
All fund-raising activities are to be organised through the Finance Committee.
6. Clerical Assistance  
Any work, other than normal activities, required to be done by a Clerical Assistant is to be requested through the Association Secretary.
7. Representative Selections  
Squads will be selected by the appropriate Committee from Registered players playing within the Association. Coaches will then select a team from players willing to commit to a full representative season.
8. Smoking - **No smoking is allowed anywhere in the stadium.**
9. Items mentioned in reports and recommendations must be formally put as a motion to the Board if they are to be implemented.
10. **No chewing gum or bubble gum allowed in the stadium.**
11. Folders to be kept in office containing last two (2) years' nomination forms and game sheets.

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12. Any alternative uses of stadium by outside organisations or Association committees to be authorised by the Board, or Executive.
13. No food or drinks on playing surfaces, other than on player benches where water / energy supplements are the exception.
14. Team benches are for team players and team officials only - no spectators.
15. Competing teams, only, to practise at half time. No practising during time-outs. Other players, officials and spectators may not practice on the court during match time.
16. There is zero tolerance of swearing and unsportsmanlike behaviour. Such offences will be regarded seriously by Referees, Committees and the Disciplinary Tribunal, eg. suspension may be 4 to 48 weeks.
17. People observed dunking or hanging on baskets / rings other than during a match or official practice period are to be reported and will be required to appear before the Board of Directors. This is primarily for the individual's safety as severe injury may occur.
18. For safety reasons, all sport balls, toy balls, marbles, beads and the like are **prohibited** in the stadium.

Exceptions:	Other Sports balls used in appropriate activities Private basketballs used in approved training activities
Other:	as approved by the Committee

**ATTACHMENT A.*****JEWELLERY POLICY***

FIBA Rule, Article 13.2.25, states :

“The referee shall not permit any player to wear objects that may cause injury to themselves or to other players. The following are not permitted - Headgear, hair accessories and jewellery.”

In addition to this rule it is Basketball Australia policy that the following directions be implemented by all Associations.

Referees should monitor all players appearance prior to the start of each match. In particular, referees should look out for rings, bracelets, necklaces, earrings and other body piercing objects.

- < Any player wearing an object which might cause injury (such as those objects listed above) must be politely told of the existence of the rule (referees should not presume that a player is aware of the rule) and asked to remove the object prior to taking the court.
- < If a player claims that a particular item cannot be removed then the referee should instruct the player that (s)he must cover the object with a suitably protective device such as tape. The player may not participate until such time that the referee is satisfied that the object is appropriately covered.
- < Where the protective device (eg tape) falls off during a game the referee must immediately stop play and direct the player to remedy the cover. If this occurs more than a couple of times then the referee should instruct the player that (s) he can no longer participate in the game whilst wearing the object - protective cover or not.

- < In circumstances where :
1. a referee is not convinced that such a protective measure will adequately overcome the risk of injury;
  2. suitable protective measures are not available;
  3. the player refuses to remove or cover the offending object the referee should prohibit the player from participating in the game.
- < Any player who seeks to participate in defiance of any of the above directions by a referee should be disciplined as per the Association's rules.

## **ATTACHMENT B.**

### ***REGISTERED PLAYER DEFINITION***

These are the definitions laid down by Basketball Australia which all States and all Associations need to follow :

*Registered Player* : is any person participating in an organized competition or game authorised by an affiliated association.

*Organised Competition* : an organised competition / game involves :  
2 groups of players (identified in some way - colours, numbers, design);  
playing at scheduled time; on a designated court; with a form of officiating aimed at providing a safe environment for participants; for a specified period of time.

*Please note that under these new definitions you are still regarded as being in an "organised competition (and thus MUST be registered with BNSW) even if you are missing some elements of an organized competition. That is, if you are playing in a game authorised by the Association, even if you do not keep score, or keep a draw, or keep a progressive points table, or have badged officials, or are in a team without uniforms or are not using some FIBA's rules.*

As per BNSW Memo 3 April 2002.

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**ATTACHMENT C.*****ILLEGAL PLAYER DEFINITION***

An illegal player is any person who is :

- \* an unregistered player;
- \* a suspended player;
- \* a disqualified player;
- \* a player who is not permitted to play in a particular game, team or a particular competition for any reason as directed by the Board or as directed by the relevant committee.

**ATTACHMENT D.*****“Restricted” PLAYER DEFINITION***

*“Restricted”* player

Includes any player who has the ability to play a higher standard than the grade in which they have nominated, as decided by the Match Committee or the Board.