



COMPETITION RULES & CONDITIONS

Updated 07th September 2021

Contents

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1.0 Nominating Conditions.....	
2.0 Age Groups.....	
3.0 Playing Rules.....	
4.0 Premiership Table.....	
5.0 Uniforms.....	
6.0 Timing.....	
7.0 No Zone Defence.....	
8.0 Forfeits.....	
9.0 Restricted Players.....	
10.0 Eligibility.....	
11.0 Eligibility for Finals.....	
12.0 Finals Format.....	
13.0 Change of Fixtures.....	
14.0 Registration.....	
15.0 Filling In.....	
16.0 Umpiring.....	
17.0 Conflict and Resolution.....	
18.0 Scoring.....	
Attachment A – Committee Responsibilities	
Attachment B – Country week (State Championship) Responsibilities	
Attachment C – Fees and Payments	
Attachment D – Constitution and Membership	

1.0 Nominating Conditions

1. All teams and their players must be affiliated and financial members of Northam Amateur Basketball Association.
2. All teams and their players participating in the Northam Amateur Basketball Association (NABA) must abide by the rules and regulations as set by the Association including the Code of Conduct – see attached.
3. All players, coaches, managers and referees must be registered with their team on SportsTG and their details submitted to NABA. Teams must register a minimum of 7 players.
4. All Coaches , managers and referees must have a Working with Children Check that will be current for the whole of the calendar year of the competition which must be submitted to NABA with the volunteer registration forms. . This excludes coaches and referees under 18 and coaches who are coaching their child’s team.
5. All senior teams must supply one competent Associate Beginner qualified referee.

2.0 Age Groups

All players must be under age as at 30th June in the year of the competition finals.

The divisions that apply to junior and senior competition shall be decided by the current committee based on promotion of the constitutional aims. The committee reserves the right to review individuals and teams based on merit and ability to determine suitability for the designated age group on a case by case basis.

Age groups for the 21/22 season will be:

Group:

Juniors: Under 11, Under 13, Under 15, and Under 18

Senior Women's

Senior Men's

Shall there not be enough girls and boys in any aged group then a mixed competition or other solution may be drawn up.

3.0 Playing Rules

The competition shall be conducted under the playing rules of FIBA with modifications as outlined below or where applicable.

NABA will not adopt the following rule changes:

- Article 37 – disqualifying foul – a player may be disqualified when he is charged with two (2) unsportsmanlike fouls (at and referees discretion).

NABA rule change:

- Article 37.2.2 – a disqualified player, under the age of 18 years, must remain on the team bench under the supervision of the manager and or the coach. At the end of the game the player should be escorted from the court by the coach, manager or parent(s).

Adults (those 18 years old or older) must leave the playing area.

4.0 Premiership Table

In the event of a game being abandoned due to weather/etc. the committee will assess each case on an individual basis. If a game is abandoned before during the first half the game is considered a washout if it cannot be played in the next two weeks. The game is deemed legal at the commencement of the second half, meaning whoever is in front is the winner (or, if teams are equal, the game is a draw). See also Bylaw 13 – Change of Fixture

The premiership table is formulated upon a win/loss basis.

If teams that have identical win/loss records are still equal on aggregate points scored between them, then the overall percentage will be used to separate the teams.

Points allocation:

2 points for a win

1 point for a draw

0 points for a loss

5.0 Uniforms

All players must play in the correct, registered uniform after week 3. Non-Registered uniforms cannot be worn on court after the first three fixtured playing dates. In extenuating circumstances any player not clothed in the team's registered uniform must seek a committee member's permission prior to taking the court. A technical foul penalty per breach will apply. The committee member approving the exemption must sign the score sheet so accurate records can be maintained.

Any changes to the registered uniform must be lodged with NABA for approval before the season commences. Each team is recommended to order at least one extra approved uniform for extra players during the season. Non-Registered uniforms cannot be worn on court after the first three fixtured playing dates.

Uniforms consist of playing singlet, playing shorts (must not extend past the knee cap and must be without pockets).

Under garments such as a t-shirt and/or Lycra leggings are permitted to be worn under uniforms.

Hats are not permitted to be worn.

Uniform Numbers:

- Numbers must be on the back of the playing singlet and no less than 20cm tall and on the front of the singlet no less than 10cm tall. All numbers shall not be less than 2cm wide.
- Official numbers are 00 to 99.
- Players on the same team shall not wear duplicate numbers
- Any player whose number is not in accordance with these requirements shall not be eligible to play.

There are no advertising restrictions as long as the playing number is still clearly visible and contains no expletives.

All NABA-appointed officials must wear approved clothing (e.g., committee shirt).

All referees must wear appropriate attire including the NABA-issued referee shirt and/or the committee provided vest.

6.0 Timing

There shall be a warm-up period of not less than five (5) minutes. The halftime interval will be up to ten (10) minutes except for Under 11 and Under 13 age groups where the half-time interval shall be five (5) minutes.

All games will consist of two twenty (20) minute halves.

Each team is allowed two time outs at any time in the first half and two timeouts in the second half except for the last three minutes on a continuous clock game.

During all finals matches, the last three minutes will be fully timed.

The teams' fouls will cease from the last half and new team fouls will be recorded for the second half.

Each team is responsible for providing a scorer for all games, and both representatives are to undertake the duty in conjunction with one another. Teams who do not provide a scorer will receive a written warning on the first offence, two points will be deducted from the premiership table, and the game will be forfeited on the third and any subsequent offences.

Team members and their equipment must vacate the players' benches completely within two minutes of the conclusion of the match.

7.0 No Zone Defence

Under 11, Under 13 and Under 15 age groups are not permitted to play zone defence. That is, all players must play player-to-player defence.

If an opposition coach believes a zone is being played, he/she should consult with the referee(s). The Zone Education Officer will observe the game, determine whether a zone is being played or not, and advise on the appropriate penalty. Education will be provided following the initial offence. Monitoring will occur for a secondary offence. Repeated offences may result in a technical foul on the coach and/or a loss of points or bond.

The Basketball Australia Zone Busters Manual may be used for all Under 11, Under 13 and Under 15 games.

7.1 Mercy Rule

A team can request the mercy rule be applied when the opposition has a lead greater than 20 points. The mercy rule means that the opposition is not allowed to pressure the ball carrier in their defensive half of the court. The mercy rule is lifted if the lead is less than 20 points. The coach or a referee can request the mercy rule.

When the mercy rule is applied, the opposition team must drop back to the three-point line. The coach of the leading team is encouraged to support their players in structured offensive plays (not fast breaks).

8.0 Forfeits

A forfeit occurs when insufficient players are present on the bench by the required time, which is five (5) minutes after the scheduled start time. The forfeit score will be recorded as 20-0.

A minimum of five (5) players must be present, before a team is permitted to commence a match. These players must be in approved basketball uniform. A substitute player arriving prior to halftime may play in the match, providing that their name has been provided on the scoresheet prior to the game commencing. In the event, however, that due to fouls only two players from the same team are left on the court, then the game is to be deemed a forfeit.

A maximum of ten (10) players can register for a team (both juniors and seniors). Teams may add replacement players in the second half of season, should a player (or players) become unavailable for the second half of the season (e.g., relocation or season-ending injury). Teams should contact the NABA committee to request an exemption to add players.

When a team is not required to attend a game due to a forfeit by the opponent, all of the registered players for the non-forfeiting team will be credited with having played that game for the purposes of finals qualification.

The forfeit of ANY finals game will automatically eliminate that team from continuing in the NABA competition.

If a team fails to give notice, to the committee contact person (the Secretary or President), of a forfeit prior to a scheduled game before **12noon** on that game day that team will be financially penalised. The late forfeit fine for seniors is \$100. The late forfeit fine for juniors is \$50.00. The fine must be paid in full prior to the team taking the court for their next fixture game.

For the senior competition, teams must provide a minimum Associate Beginner qualified referee for their rostered umpiring game. Failure to do so will result in a \$100 fine. This fine must be paid in full prior to the team taking the court for their next fixture game.

8.1 Bond

A bond that has been paid in accordance with rule 14.0 Registration, cannot be generally used to pay a fine. The committee will determine the application of this rule.

9.0 Restricted Players

Any game in which a team plays an ineligible player will be deemed a forfeit.

10.0 Eligibility

Players must be under the age of competition division at 30th June of the year the final is to be played.

Player can play in the qualifying games of one or more age groups in NABA provided they meet the age criteria and their participation is approved by their parents/guardians (e.g., playing up). No player can play for more than one team within a specified age group.

Junior players can “play up” if it is deemed appropriate for their development. This is at the discretion of the parents/guardians. Players playing up are required to pay the appropriate fee (\$50) for the additional age group team in which they are a regular player (regular being the 5th or more game).

Any uncleared player will be deemed ineligible. If a team plays an ineligible player the game is deemed a forfeit.

All eligible players will be printed on the scoresheet prior to the game.

11.0 Eligibility for NABA Finals

To be eligible to play for any team in the NABA finals, a NABA player must have played four (4) qualifying games for that team during the season and be a financially registered player for each team they play for in the finals.

A player can only play in their registered team(s) for finals.

Injured players may register as having participated in a game provided a medical certificate is submitted to NABA within fourteen (14) days of injury and the player is in attendance at subsequent games, in uniform with their name on the score sheet.

A player’s name on the scoresheet shall be sufficient proof that he/she has represented that team for that game. The referees for each game are responsible for ensuring that all players named on the scoresheet are present and suitably attired to take part in the game.

If a team is found to have played a player who has not qualified to play finals, the team will automatically forfeit the game.

For the purpose of this rule, it is the responsibility of all teams to carefully assess the eligibility of players before permitting them to participate in the final series.

The NABA will send a complete list of eligible players on the Monday following the last round of competition.

Any protest or dispute concerning the eligibility of a player to participate in a final series shall be referred to the NABA committee and addressed as a matter of urgency.

Juniors may qualify for finals in multiple age groups if they have written consent from their parents/guardians to do so.

12.0 Finals Format

The Finals Format will be decided by the current committee. The finals format will usually include the top four teams at the end of the regular season, but the format is subject to change at the discretion of the committee due to team numbers in age groups or for health and safety reasons.

13.0 Changes of Fixture

Fixture dates and times will be released by the current committee.

Games will only be rescheduled after a committee decision.

Any rescheduled fixtures must be played within fourteen (14) days or as agreed to by the NABA Committee.

Applications must be made in writing to the Secretary to approve any change.

14.0 Registration

All teams shall register at least seven players prior to the start of the season. Additional players may be added during the season; however, they must pay the appropriate fee(s) prior to taking the court. All teams must pay a one-off cash bond of Seniors \$200 and Juniors \$100 at the time of registration. This bond will be refunded at the conclusion of the season provided that no late forfeits have been recorded and all umpiring duties have been fulfilled, if teams have complied with all other association rules and bylaws.

Players who relocate to Northam after Christmas may register for a half-season membership of \$70. This registration includes four games post-Christmas, and finals games (if qualified).

The NABA shall maintain a register of all registered players showing the player's name, address, date of birth, club/team and games played. Coaches are responsible for ensuring current contact information is available.

All teams shall assume the responsibility with regard to the registration of players and payment of fees.

15.0 Filling In

Filling in is for juniors playing in an older age group or one time players (on a voucher) and to alleviate a potential forfeit. There will be no filling in within age groups or within seniors.

Any player filling in for another team is not eligible to attract fairest and best votes for that particular game.

Filling in will count towards a qualifying game for that player. Fill-in players must pay full fees after their fourth fill-in game (before their fifth fill-in game) in order to play finals.

16.0 Umpiring

Senior teams who do not provide a minimum Associate Beginner qualified referee to each rostered game will incur financial penalty of \$100. Any financial penalty incurred must be paid, in full, prior to taking the court for the next fixtured game.

17.0 Conflict and Resolution

Any player can approach the committee to have an issue addressed or apply to the committee to have a committee decision reviewed. The committee also reserves the right to review any decision on an individual basis and vary the bylaws where appropriate. The decision of the committee, and any sub committee such as the Disputes Panel, is final once the review has occurred.

Concerns are to be articulated to the committee at the control room on the playing date and followed up in writing no longer than 48 hours after the playing fixture where the issue or incident occurred.

The Committee shall maintain a register for any declared Conflict of Interest. All committee members shall provide details of perceived or actual conflicts (e.g., selection committees, referee appointments, etc.).

18.0 Scoring

All teams must supply one representative at the scorer's bench to assist with this duty per fixture game. Failure to do so will result in a Tech Foul being issued (one shot and possession to opposing team) at the start of the game. On the third infringement throughout any one season the game will be deemed a forfeit and due to short notice the financial penalty will apply.