



# COMPETITION BY-LAWS

Amended: November 2022

## **Vision**

Blue Mountains Basketball Association (BMBA) strives to provide a community-based program, that promotes health, fitness, and social skills through positive game play, open to all generations and physical ability.

## **Mission**

We are a non-profit organisation dedicated to instilling values such as teamwork, respect, sportsmanship, and discipline whilst developing our players with the fundamental skills of basketball.

---

## **Preamble**

BMBA is a voluntary organisation of people wishing to facilitate the game of basketball in the Blue Mountains area.

BMBA shall be the governing body for the authorisation, implementation, and enforcement of these by-laws.

Where a conflict exists between these by-laws, the FIBA Rules of Basketball and/or Interpretations and/or Basketball NSW (BNSW) Competition Rules and/or Interpretations, these by-laws will take precedence.

These by-laws shall apply to the operation of any domestic competition and participants thereof, operated or directed by BMBA.

In these by-laws, an Association Official shall refer to a current member of the BMBA Executive Committee or Administration Team, including office staff, court supervisor and referee supervisor.

BMBA retains the right to rule on any matter not specifically covered by these by-laws, and to act on decisions pertaining to operation of competitions.

The BMBA Board will have the final say in all disputes and infractions of these by-laws.

---

## Contents

1	REGISTRATION	5
1.1	General	5
2	MEMBER PROTECTION	5
2.1	Member Protection Policy	5
2.2	Working with Children	5
3	PLAYER ELIGIBILITY AND GRADING	6
3.1	General	6
3.2	Age Restrictions	6
3.3	Participation in Multiple Competitions	6
3.4	Junior Representative Players	7
3.5	Player Eligibility for Finals	7
3.6	Transgender and Gender Diverse People	8
4	PLAYER SAFETY	8
4.1	General	8
4.2	Fingernails	8
4.3	Jewellery	8
4.4	Alcohol and Illicit Substances	9
4.5	Injury	9
5	COMPETITION OPERATIONS	9
5.1	Game Points	9
5.2	Senior Competitions: Timing and Stoppages	10
5.3	Junior Competitions: Timing and Stoppages	10
5.4	Forfeits & Defaults	10
5.5	Final Series	11
6	COMPETITION RULES	11
6.1	Uniforms	11
6.2	Duty	11
6.3	Bench Area	12
6.4	Dunking	12
6.5	Inappropriate Language, Dissent, and Unsafe Acts	12
6.6	Disqualification and Suspensions	13
7	JUNIOR COMPETITION RULES	14
7.1	Competition Structure	14
7.2	Three Point Line	14
7.3	Free Throw Line	14
7.4	Illegal Defense	14
7.5	Mercy Rule	14
8	MIXED COMPETITIONS	15
8.1	General	15
8.2	Rules	15

## **1 REGISTRATION**

### **1.1 General**

1.1.1 All players must be registered or affiliated with BMBA before participating in any trial or competition game.

1.1.2 For insurance purposes, Referees, Coaches, Managers, and other Officials must be registered as non-playing members. There are no costs associated with this form of registration.

1.1.3 Any team playing an unregistered player will forfeit all points for any game in which that player participates.

1.1.4 It is the individual's responsibility to maintain a current registration status. BMBA is not obligated to remind, in advance, any individual of their registration due date.

1.1.5 The onus of proof of registration and/or affiliation lies with the individual. Any individual may be asked to produce confirmation of registration at any time.

1.1.6 It is the responsibility of the player/parent of junior players to be aware of when the player's registration or affiliation is due and to make reasonable efforts to ensure BMBA has current contact details for provision of correspondence.

1.1.7 Players who affiliate must show proof of current primary registration. Affiliation will expire when primary registration expires.

1.1.8 The board will be responsible for setting the registration fees annually.

## **2 MEMBER PROTECTION**

### **2.1 Member Protection Policy**

2.1.1 BMBA is committed to the health, safety, and well-being of all our members and participants. We provide a safe environment for participating in the sport of basketball.

2.1.2 BMBA Members must comply with the [BNSW Member Protection policies and procedures](#).

2.1.3 Any breach of these will be reported to the BMBA Member Protection Information Officer (MPIO) and dealt with appropriately.

### **2.2 Working with Children**

2.2.1 All Coaches, Managers, Referees and Officials over the age of 18 must hold a current 'Working with Children Check' (WWCC), and keep it updated according to current government legislation. This includes parents coaching their own children.

2.2.2 Proof of application for a WWCC must be submitted to the MPIO officer within 3 weeks of appointment of position.

### **3 PLAYER ELIGIBILITY AND GRADING**

#### **3.1 General**

3.1.1 BMBA will have the final say on the eligibility and grading of teams and players.

3.1.2 Ineligible players will be removed from the game at the sole discretion of an Association Official.

#### **3.2 Age Restrictions**

3.2.1 All players participating in an age governed competition must be able to produce acceptable proof of age when initially registering or upon request by a Game Official or Association Official.

3.2.2 In all age governed competitions, a player will become ineligible to play if their age achieves the upper age limit within the current competition

3.2.3 The maximum age for participants in junior competitions is 17 years.

3.2.4 The minimum age for senior competitions is 16 years.

3.2.5 Members aged 15 years may apply to play in a senior competition with written parental consent. Applications must be submitted prior to the commencement of the competition and are subject to approval by the BMBA Committee.

#### **3.3 Participation in Multiple Competitions**

3.3.1 Players may participate in multiple competitions if the additional games are in a higher age group/grade for juniors and higher grade/division for seniors.

3.3.2 Once a player has played for one team in a particular age group/grade/division they may not transfer, swap, or join another team in that same age group/grade/division within the same competition.

3.3.3 Junior players may not play more than one age groups/grades/divisions higher than the lowest age group/grade/division that they participate in.

3.3.4 Senior Competitions: A player playing 3 games in a higher grade/division will become ineligible to play in the lower grade/division

3.3.5 Junior Competitions: There is no restriction on the number of games played by a junior player in a higher age group/grade and their continued participation in the lower age group/grade.

### **3.4 Junior Representative Players**

3.4.1 BMBA may apply a point system to grade junior representative players and allocate them to teams to maintain competitive balance in domestic junior competitions.

3.4.2 Application of this grading system is at the discretion of the BMBA Executive Committee and will only be applied if competitive imbalance is apparent in a particular competition.

3.4.3 Representative players will be classified with a point's value:

Division 1 representative	3 points
Division 2 representative	2 points
Division 3 representative	1 point
Division 1 representative, playing in an older age group	2 points
Division 2 or lower representative, playing in an older age group	1 point

3.4.4 Each junior team will be permitted a maximum of 10 points or 4 representative players (whichever comes first).

3.4.5 All Division One representative players must play Division 1 when playing in their correct age group and cannot play lower than Division 2 when playing in an older age group. (Exceptions may be considered if in writing to the BMBA Committee)

3.4.6 All Division Two representative players must play in Division 1 or Division 2 when playing in their correct age group and cannot play lower than Division 2 when playing in an older age group. (Exceptions may be considered if in writing to the BMBA Committee)

3.4.7 All players selected to represent the BMBA must play in the BMBA domestic competition.

### **3.5 Player Eligibility for Finals**

3.5.1 For a player to qualify for the final series they must participate in more than 50% of all scheduled games.

3.5.2 Players in attendance for qualification reasons, without taking the court, will be recorded as being in attendance on the score sheet.

3.5.3 In the event of injury or exceptional circumstances a player may apply for special consideration to the BMBA Executive Committee. Applications shall be made out in writing to the Association Secretary, accompanied by a doctor's certificate or other appropriate form of proof no later than the second last week of the regular competition. Special consideration will be awarded on a case-by-case basis at the discretion of the BMBA Executive Committee.

3.5.4 Byes will not be counted towards player qualification

3.5.5 Forfeits will not be counted towards player qualification for the forfeiting team. Forfeits will count towards player qualification for all opposing players.

3.5.6 Players will be marked as attending for player qualification by a Game Official before the commencement of the second half after being sighted by said Game Official. Players arriving late will be permitted to take the court and marked as attending up until the commencement of the second half.

### **3.6 Transgender and Gender Diverse People**

3.6.1 BMBA have adopted Basketball Australia's [Guidelines for the Inclusion of Transgender and Gender Diverse People in Community Basketball](#) October 2021.

3.6.2 Members may participate in competitions aligned with their Gender Identity, whether or not this accords with the sex they were assumed at birth.

3.6.3 BMBA does not require members to provide or undergo any 'proofing' (e.g. medical examination) for the purposes of gender verification.

3.6.4 Members will be assigned to competitions according to the Gender Identity identified at the time of registration for the upcoming competition.

3.6.5 BMBA, on a case-by-case basis and in consultation with the member, will ensure competition and team assignments address any relevant disparity of players, protect the health and safety of all members, and provide fair and meaningful competitions.

## **4 PLAYER SAFETY**

### **4.1 General**

4.1.1 Players and on court Officials are required to wear suitable footwear.

4.1.2 A Referee Supervisor or Court Controller may call off a game if player safety is at risk.

4.1.3 Under no circumstances can a player participate in a game whilst he/she has a plaster cast or splint on any part of their body.

4.1.4 End lines (base lines) are to be clear of spectators and any other obstacles that may cause danger to spectators, officials or players. The Referee Supervisors, Court Controller and Association Officials will enforce this by-law

### **4.2 Fingernails**

4.2.1 Fingernails are not to extend past the end of the finger and will be checked by the Referees before the commencement of the games.

4.2.2 Long natural fingernails, acrylic fingernails and taping of fingernails will not be allowed.

4.2.3 'Netball gloves' may be worn.

### **4.3 Jewellery**

4.3.1 No jewellery is allowed, including but not limited to wedding bands, earrings or visible piercings of any kind.

4.3.2 Fitbits, sporting monitors etc. are not permitted, even if covered.

4.3.3 BMBA accepts no responsibility for any injury incurred by a player wearing jewellery or piercings that are not visible to a Referee or Association Official at the commencement of the game. Such items are worn at the risk of the individual.

## **4.4 Alcohol and Illicit Substances**

4.4.1 Any player or referee suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court.

4.4.2 Any persons (including but not limited to a player, referee, manager, official or spectator) displaying disruptive or unsafe behaviour(s) deemed by officials, Referee Supervisor or Court Controller to be caused by being under the influence of any such substance during a game shall be removed from the court immediately and will be instructed to leave the venue.

4.4.3 Where a person refuses to leave the venue, local Police will be contacted immediately. These actions may lead the offender to be cited to front a tribunal.

## **4.5 Injury**

4.5.1 All injuries must be recorded on an official Injury Report Form available from the court controller at the time of the incident. This is a requirement for any insurance claim that may be made, however an injury form must still be completed regardless of intent to claim.

4.5.2 Any injured player should be removed from the court as soon as possible unless there is any risk of injury of a more serious nature. (e.g. back or neck injury.)

4.5.3 The clock should be stopped while action on any injury is taken.

4.5.4 If a player cannot be safely moved, the game may be abandoned at the discretion of the Court Supervisor. Abandoned games will not be replayed. Abandoned games will be recorded as a draw, unless at the court supervisor's discretion one team is clearly ahead and there is insufficient time remaining in the game for the trailing team to retake the lead. In such cases the leading team will be awarded the win.

## **5 COMPETITION OPERATIONS**

### **5.1 Game Points**

5.1.1 In the event of a tied score the game will be recorded as a draw.

5.1.2 Competition points will be awarded as follows:

Win	3 points
Loss	1 point
Draw	2 points
Bye	2 points
Forfeit	0 points – forfeiting team
	3 points – non-forfeiting team



## **5.2 Senior Competitions: Timing and Stoppages**

### **5.2.1 Senior competitions will consist of the following:**

Playing time 2x 20 minute halves (running clock)  
Intervals 2 minutes (between halves)

### **5.2.2 2x 1-minute timeouts are available to each team per half.**

### **5.2.3 The clock stops for all timeouts.**

### **5.2.4 Clock will stop for injuries and referees timeouts.**

### **5.2.5 During the final 2 minutes of a game, if the score is within 8 points, the remainder of the game will be fully timed.**

## **5.3 Junior Competitions: Timing and Stoppages**

### **5.3.1 Junior competitions will consist of the following:**

Playing time 2x 18 minute halves (running clock)  
Intervals 2 minutes (between halves)

### **5.3.2 1x 1-minute timeouts are available to each team per half.**

### **5.3.3 The clock stops for all timeouts.**

### **5.3.4 Clock will stop for injuries and referees timeouts.**

## **5.4 Forfeits & Defaults**

### **5.4.1 Games shall commence at the scheduled game time where practicable**

### **5.4.2 Teams must have a minimum of 4 players at the commencement of the game to take the court.**

### **5.4.3 2 points will be awarded to the opposing team, recorded as being scored by the captain, for every minute the offending team is unable to field the minimum number of players**

### **5.4.4 Once the minimum number of players has been achieved the game will start at the current time and score.**

### **5.4.5 A game will be declared a forfeit after 10 minutes has expired, and 20 points will be awarded to the opposing team.**

### **5.4.6 Teams that forfeit twice in a season may be removed from the competition with committee review.**

### **5.4.7 0 points will be awarded to the forfeiting team and 3 points will be awarded to the non-forfeiting team. Score will show 0-20.**

### **5.4.8 A team shall lose a game by default if, during the game, the team has fewer than 2 players on the playing court eligible to play**

### **5.4.9 If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be 2-0 in its favour.**

## **5.5 Final Series**

5.5.1 During the final 3 minutes of a game, if the score is within 8 points, the remainder of the game will be fully timed.

5.5.2 Final series games must have a winner. In the event of a draw at the end of regulation time, an extra period of 3 minutes will be played. If scores remain tied at the completion of the extra period, additional extra periods will be played until there is a winner.

5.5.3 Teams will be given a 2-minute break before commencement and in between extra periods.

5.5.4 Extra periods are fully timed.

5.5.5 1x 1-minute timeout will be permitted per team per extra period.

## **6 COMPETITION RULES**

### **6.1 Uniforms**

6.1.1 Teams should be in full uniform by the third week of each competition. Exceptions to this clause include, but are not limited to, instances where a player has an item of uniform on order and can produce a receipt to the Association, or where an exemption has been granted by an official prior to the instance of noncompliance.

6.1.2 All team singlets should be the same predominant colour.

6.1.3 The numbers on singlets must be clearly visible on both the front and back.

6.1.4 T-shirts and compression tops are permitted under the singlet. T-shirts must be the same colour as the main singlet colour or plain black.

6.1.5 In the event of a uniform clash between two teams, the team indicated as Team A on the score sheet will be fitted with bibs of an alternate colour.

6.1.6 Representative uniforms must not be worn during the domestic competition

### **6.2 Duty**

6.2.1 Junior and Senior teams that are rostered on for duty must provide 2 people for the bench to operate the scoreboard and scoresheet (iPad).

6.2.2 Junior competition teams must provide 1 person from each team for the bench.

6.2.3 Failure to do duty the first time will result in a loss of 2 competition points. Failure to do duty a second time may result in that team being removed from the competition at the discretion of the BMBA Executive Committee.

6.2.4 Senior teams may be requested to provide a referee if the BMBA is not able to assign one. There will be no competition penalty to the rostered duty team if a referee is not available.

### **6.3 Bench Area**

6.3.1 Teams shall situate themselves on either side of the score bench according to their nomination as Team A and Team B.

6.3.2 The 'Bench Area' will begin three metres from the score bench and finish at the team's respective baseline.

6.3.3 Only substitutes ready to enter the game are permitted in the restricted area between the team bench and score bench during play. Infringing coaches, players, and/or team officials will be awarded a technical foul to the infringing team's bench at the discretion of the Game Official.

6.3.4 It is the responsibility of the team Coach/Captain to ensure that players, team officials and spectators are in the correct areas.

### **6.4 Dunking**

6.4.1 Dunking, including hanging on or grabbing the net/ring is not permitted at any time.

6.4.2 If a referee considers a player to be in breach of by-law 6.4.1, the basket shall be discounted, with play to be restarted by the opposing team from the free throw line extended in the back court.

6.4.3 Subsequent breaches of by-law 6.4.1 by the same player will be assessed with a Technical Foul.

6.4.4 If the offence occurs prior to the game commencing, the referee may commence the game with a Technical Foul against the offending player. The game will start with 1 free throw. After the free throw the game still commences as normal with a jump ball.

### **6.5 Inappropriate Language, Dissent, and Unsafe Acts**

6.5.1 BMBA have a ZERO TOLERANCE for any swearing, inappropriate language, dissent towards referees and officials, and unsafe acts.

6.5.2 Infringing players or coaches will be assessed with a technical foul or an unsportsmanlike foul at the discretion of the Referee.

6.5.3 Any player charged with a technical or unsportsmanlike foul for inappropriate language, dissent or an unsafe act will be required to leave the court for a minimum of 5 minutes of game time as timed by the game clock in accordance with the following rules:

6.5.3.1 The infringing player can be substituted. If no substitute is available, the game will continue with the offending team having 4 or less players on the court.

6.5.3.2 The loss by default rule (by-law 5.4.8) will apply if the offending team is reduced to fewer than 2 players because of a foul administered under by-law 6.5.2.

6.5.3.3 The 5 minutes will commence from the time play restarts after the foul is called.

6.5.3.4 Timeouts and other stoppages do not count towards the 5 minutes of game time.

6.5.3.5 The 5 minutes will extend across multiple periods if applicable. The breaks between periods do not count towards the 5 minutes of game time.

6.5.3.6 The 5 minutes expire at the conclusion of the game in which foul was administered. It does not carry over into subsequent games.

6.5.3.7 The infringing player may not re-enter the game until signalled by the referee at the next appropriate stoppage, after the 5-minute period expires. A time-out can be taken by the infringing players team to force a stoppage if a timeout is available to them.

6.5.4 A foul administered under by-law 6.5.2 is not considered a disqualifying foul.

## **6.6 Disqualification and Suspensions**

6.6.1 Any player charged with 2 technical or unsportsmanlike fouls (or a combination of both) in a game shall be automatically disqualified from the game, be asked to leave the court area, and will receive an automatic 1 game suspension.

6.6.2 The infringer may also be asked to leave the stadium. Any refusal to leave should be notified to the court controller who has the right to forfeit the offending players team, and on a further refusal to impose an automatic 3 game suspension.

6.6.3 Any player that receives 4 cumulative technical and/or unsportsmanlike fouls in a season (across all competitions) will automatically receive a 2 game suspension. All further technical or unsportsmanlike fouls received during the season will automatically receive an additional 1 game suspension.

6.6.4 Players and Coaches may be charged with a disqualifying foul for acts of violence, fighting or flagrant unsafe acts. Infringing players will be asked to leave the court area. An automatic 3 game suspension will apply; however, this may be extended at the discretion of the Association Judiciary Tribunal. See by-laws 6.6.7 and 6.6.8.

6.6.5 Where the player participates in multiple competitions, the schedule of their lowest division/age group will be utilised to calculate the length of the suspension. The player may not participate in other competitions for the duration of the suspension.

6.6.6 Suspensions will carry over into subsequent seasons.

6.6.7 Any player, coach or team follower disqualified during a game must appear before the Association Judiciary Tribunal if a report has been completed by referee or court supervisor. The referee or court supervisor must complete a tribunal report immediately at the completion of the game. The disqualified person will be contacted as to when the tribunal will take place.

6.6.8 After serving the automatic suspension period, a player may return to play until the tribunal is heard. In the event a suspension is extended by the tribunal, and an appeal is lodged, the player is not permitted to play pending the appeal hearing.

6.6.9 BMBA has the right to take whatever action it deems necessary to ensure the game of basketball and the association are not brought into disrepute by any team, player, coach, manager, official or supporter. Such action can be taken by referral of any matter to the tribunal or Association Committee or by direct action on the delegation of the Association Committee.

6.6.10 A referee, Referee Controller, Court Controller or Association Official may report any person to the Association Committee for appropriate action if deemed necessary.

## **7 JUNIOR COMPETITION RULES**

### **7.1 Competition Structure**

7.1.1 Primary school competitions at the K-4 age groups are coed. Teams may be mixed or single gendered. The rules of mixed basketball described at by-law 8.1 do not apply to these competitions.

7.1.2 Primary school competitions at the 5/6 age group and all high school aged competitions will be divided into male and female competitions.

### **7.2 Ring Height**

7.2.1 The ring height for the K-4 competition will be the lower position available.

7.2.2 The ring height for the 5-6 competition will be the regulation height of 3.05m

### **7.3 Rules Omitted in Junior Competition**

7.3.1 The following rules will be omitted from the K-4 competition

- Article 26 – 3 seconds
- Article 27 – Closely guarded player
- Article 28 – 8 seconds
- Article 29 – Shot Clock
- Article 30 – Ball returned to back court

7.3.2 Full FIBA rules will apply to the 5-6 competition

### **7.4 Three Point Line**

7.4.1 The 3-point basket will not exist in K-4 competitions. All baskets made will be considered a 2-point basket.

### **7.5 Free Throw Line**

7.5.1 Free throws in the K-4 competition will be taken from the junior line, located 60cm in front of the free throw line or 4m from the back board.

7.5.2 Free throws in the 5-6 competition will be taken from the free throw line.

#### **7.5.3 Illegal Defense**

7.5.4 Zone defense is not permitted in primary school aged competitions. All team members must play man to man defense

7.5.5 Any defense played in the half court which does not incorporate normal man to man defensive principles shall be considered a zone. For this purpose, trapping defenses which rotate back to man defensive principles shall be acceptable

7.5.6 Teams suspected of breaching the zone defense rule will be assessed by the Court Supervisor, should the Court Supervisor be unavailable the Referee Supervisor will be approached next, followed by any other Association Official

7.5.7 If a team is deemed to be breaching by-law 7.4.1, the assessing Official will issue a warning to the infringing team's Coach. If the warning is not adhered to, the assessing Official will instruct a Game Official to charge the infringing Coach with a technical foul

7.5.8 Where there is any doubt, the benefit of the doubt must be given to the defensive team

## **7.6 Mercy Rule**

7.6.1 Once a 20 point score margin has been established, the leading team must retreat to behind the halfway line after every successful basket and may not engage the offense until they have entered the front court.

7.6.2 Only the losing team Coach may invoke the mercy rule

7.6.3 If the losing team Coach wishes to invoke the mercy rule, they should approach the Court Supervisor with their request. The Court Supervisor will then notify the opposing team Coach of their duties under by-law 7.5.1.

## **8 MIXED COMPETITIONS**

### **8.1 General**

8.1.1 Mixed competitions will be offered as an alternative if there are insufficient teams in an age group to form a standard competition.

8.1.2 Members can participate in a mixed competition in a manner which best reflects their gender identity. Rules for mixed competitions will be applied based on Gender Identity.

### **8.2 Rules**

8.2.1 Male players are only permitted in the key area at the pool end of the court. Female players are only permitted in the key area at the opposite end of the court.

8.2.2 In the event of a dispute regarding ends, the referee shall toss for ends at the commencement of a game.

8.2.3 No more than two males or three females are allowed on the court for one team at a time.

8.2.4 Players are not permitted to heavily guard players of the opposite sex