

TAMWORTH BASKETBALL ASSOCIATION INC
JUNIOR COMPETITION RULES - (PRIMARY & SECONDARY)
Amended Feb 2024

1. TEAM NOMINATION & PLAYER REGISTRATION

- a) All teams must have a minimum of seven (7) players per team to join the competition with a maximum of ten (10) players.
- b) All players must be registered and have paid competition fees before they can play in the competition.

2. TIMING OF GAMES

- a) All games will commence at the advertised starting times providing all game officials referees are ready.
- b) Teams, referees and scorers to be present and the Tablet (Gameday) to be completed/checked two (2) minutes prior to the game starting.
All players names **MUST BE LISTED AS A TEAM MEMBER ON THE TABLETS** prior to the game starting to be permitted to take part in the game.
Note, if unfinancial players take the court, game will be deemed a forfeit.
- c) Teams may take the court with only 4 players and continue the game without penalty.
- d) Teams have 10 minutes after the clock starts to have at least 4 players on the court. For the period up to the 10 minutes without 4 players, the opposing team will be awarded 2 game points for each 60 seconds of period lapsed. After 10 minutes, if the team still does not have 4 players, the game will be recorded as a forfeit to the opposing team.
- e) Games to be 2 x 20-minute halves with the time stopping for all time outs.
- f) Each team is allowed 1 timeout (1 min) per team per half. The clock will stop for these timeouts.
- g) The clock will stop for all whistles and made baskets in the last minute of the 2nd half **IF SCORES ARE WITHIN 10 POINTS.**
- h) **All Grades in the Semi-Finals:** Finals and Grand-Finals will be fully timed in the last 2 minutes of the second half **ONLY** on all whistles and made baskets (if scores are within 10 points). Teams are allowed one time out (1 min) in the first half and 2 timeouts in the second half. The clock will stop for timeouts.
- i) **In Finals** where extra time is required, Extra Time will be 5 minutes after a 2minute break. Each team will be permitted 1 timeout (1 min) in the extra periods. Extra time periods will continue until a result is reached.

3. UNIFORMS

- a) Teams are to have a complete uniform by the 3rd competition game, unless a written request is received and approved by the Competition Committee.
- b) Skirts/shorts/gym pants/tights are to be all the same colour or as close in colour to the team uniform as possible (black skirts, shorts, gym pants or tights are permitted). In the event of a dispute or query, the Competition Committee has the jurisdiction to make a ruling.
- c) **NO LONG TRACKSUIT PANTS** may be worn to play in but may be cut off and hemmed as shorts if desired. As per current NSW Basketball Insurance Requirements, no person shall be insured should they take the court in shorts with pockets and/or zippers. Players will be asked to leave the court if wearing shorts or cargo pants with pockets or zippers.
- d) Player numbers (4" on front of singlets tops and 8" on back) must be worn and correspond to the numbers listed on the Tablet (Gameday).

- e) Players must ensure that nails are kept short. Gloves may be worn. All jewellery must be removed before playing (including male earrings). If jewellery cannot be removed, it must be taped. No hard hair accessories are to be worn on the court whilst playing. Long plaits must be secured.
- f) Two (2) games points will be deducted for each garment item, shorts or singlets out of uniform (this includes numbers, singlets, shorts, colour etc). This means a maximum of four (4) game points for uniform violation per player. T-shirts worn under singlets are not permitted. Compression garments may be worn but must be black or white in colour.

4. REFEREES AND SCORERS

- a) Each team is to provide one scorer (age appropriate) for their own game. Failure to provide a scorer will result in the addition of 20 points to the opposing team's score.
- b) All referees **MUST SUPPLY** their **OWN WHISTLES** (due to health regulations).
- c) Badged referees **MUST** wear their official shirts to be paid. In the event of cold weather, Referee's shirts must be worn over the top of a jumper.

5. COMPETITION POINTS ALLOCATION

- a) Points will be allocated as follows: 3 for a win, 2 bye/draw, 1 for a loss and -3 for un-notified forfeit.
- b) Where teams are on equal points at the end of the competition, results will be determined on "for & against", and if necessary, on percentages.
- c) Drawn games - in normal competition, if a game is drawn it will remain so with 2 competition points being awarded to both teams.
- d) Forfeit games -If a team forfeits a second time un-notified, 3 competition points will be deducted. If a team forfeits un-notified a third time, the team will be automatically disqualified from the competition for Un-Notified Forfeits Only. Notified Forfeits must be submitted to the Office at least 48 hours prior to their match. Notified Forfeits are treated as a normal loss.
- e) **3 Point Baskets will not apply in the Primary Competition**

6. PLAYER SYSTEM

- a) All Junior Competition teams are to be School based teams, graded in school years of 3/4, 5/6, 7/8, 9/10 and 11/12. Players must play for their own school in their relevant school year. Exceptions may be granted where there is no available position in a player's school team. Written requests to be submitted via email to TBA competition committee.
- b) Players can play in other competitions once they have joined their age/year appropriate school team. Players may only join teams in the next school year competition. Players cannot play in teams below their appropriate school year.
ie: a player in year 4 plays in the year 3/4 competition, can then play in the year 5/6 competition. This player must pay additional competition fees for each team competition.
- c) Teams may bring up a lower grade player to be used as fill ins but only in round games and for a maximum of 2 games. Teams may not swap players between teams in the same grade.
- d) Tamworth Representative teams may be entered in the school competition as development teams (they do not compete in finals) and must play up an age group. Development teams will be placed in A Grade wherever possible. Players must first play for their school age base relevant team, giving priority to that team over any other team they compete in.

7. PLAYER TRANSFERS

Players changing teams during the competition must first get a written clearance from their team, and submit a written request, to the Competition Committee, via email to TBA

8. FINAL SERIES

The Finals series is to be played over three weeks.

WEEK 1: Semi Final - 1 v 2 Winner to GF, loser to final.

Semi Final - 3 v 4 Winner to final, loser eliminated.

WEEK 2: Final - Winner to Grand Final, loser eliminated.

WEEK 3: Grand Final - Winner of 1 v 2 v Winner of week 2.

9. CONTROL OF THE GAME

Referees are responsible to the Competitions Committee and are ultimately responsible to the referees' director for controlling the game in accordance with local competition rules and are expected to enforce them in the best interests of the game.

10. PLAYERS CITED FOR JUDICIARY ACTION

Reported players are to be informed of the report and supplied with a copy of the report form and details as soon as possible after the incident for the competition committees evaluation on the matter.

11. UNRULY & OFFENSIVE BEHAVIOUR

- a) Unruly and offensive behaviour will not be tolerated, any player, coach or spectator may be asked to leave the Stadium and/or reported to the Competitions Committee, by any official (Board or Committee member, Court Supervisor, Referee, Administrator).
- b) Abuse of any official, e.g., Bench Person, Referee or Court Supervisor shall not be tolerated and will be reported to the Competitions Committee.
- c) Any player receiving 2 Technical and or Unsportsmanlike Fouls (for poor behavior) in the same game will automatically be suspended for 2 weeks.
- d) Any player receiving 3 technical or unsportsmanlike fouls in a season (for poor behavior) will receive an automatic 2 match suspension. Any subsequent technical fouls will result in further penalties as deemed appropriate by the Competitions Committee.

12. NO ALCOHOL/SMOKING/VAPING IS PERMITTED IN THE STADIUM AT ANY TIME

13. PLAYER INJURIES

All injuries must be reported by completing an official injury report form online.

14. BLOOD RULE

A player **MUST** leave the court immediately if they are bleeding. All blood must be washed off any clothing and the wound covered before they are permitted back on the court.

15. HANGING FROM RINGS (as per signs in the Stadium)

Anyone caught hanging from the rings and/or nets will be automatically suspended for 2 months (common sense should prevail). Any official, committee, board member or court supervisor can enforce this rule. A report is to be written up and handed to the Committee.

16. TEAM BALLS/WHISTLES

Teams are to provide their own basketball and whistle (for health reasons) for all competition games.

Yrs 3/4 use Size 5 balls.

Yrs 5/6 use Size 6 balls.

Yrs 7/8 & 9/10 Girls use Size 6 balls.

Yrs 7/8 & 9/10 & 11/12 Boys use size 7 balls

17. NO ZONE DEFENCE

No zone defence is allowed to be played in the Primary Competition or the years 7/8 Girls and Boys of the secondary competition.

18. THE MERCY RULE

a) Teams who attain a 20-point lead must retire to the 3-point line in their half. The winning team may not move from the 3-point line until the ball has progressed to the front court. (No zone defence rule applies in the primary & 7/8 divisions)

Or as a suggestion: Before a team reaches 20-point lead they can challenge their skills by way of:

- Not being allowed to steal the ball.
- Making 4 passes before scoring attempt.
- Playing with their opposite hand.

b) The Mercy Rule will not apply to Development teams playing up an age Division.

20. WHERE NO LOCAL RULE IS WRITTEN, THE NSW BASKETBALL ASSOCIATION RULES AND BY-LAWS WILL APPLY.

Any queries regarding these rules should be directed to the Competition Match Convenor or members of the Competitions Committee.

Please note - these rules can only be changed by a majority vote at a delegate meeting and all changes must be ratified by the Board of Management of the Tamworth Basketball Association Inc.

**BOARD OF MANAGEMENT
TAMWORTH BASKETBALL ASSOCIATION INC.**