

City of Sydney Basketball Association (CSBA)

Junior and Senior Competition By-Laws

Effective: 1st July 2020

Replaces bylaws dated 23rd September 2019

Table of Contents

Section Name	Section Number
Preamble	
Competition Structure	1
Registrations and Affiliations	2
Club/Team Structure	3
Code of Conduct	4
Uniforms	5
Timing of the games in the senior competition	6
Timing of the games in the junior competition	7
Mercy Rule in the junior competition	8
No Zone	9
Competition Points	10
Duty	11
Team Final Placing	12
Eligibility of Players	13
Representative players	14
Forfeits and Fines	15
Promotion and Regulation of Teams	16
Disputes and Protests	17
Reported Players	18
Injuries	19
Deferring of games	20
UNISEX game rules	21
Wheelchair competition	22

PREAMBLE

Above all the City of Sydney Basketball Association (CSBA) values fair play and good sportsmanship in our competitions. CSBA basketball competitions are run to promote the development of basketball in our community. The promotion of basketball also aids in the development of fitness, teamwork and sportsmanship in our community. To achieve this, the CSBA expects all participants to adhere to the spirit of the by-laws and play all games in a fair and equitable manner. The displaying of a "win at all costs attitude" is not welcome in our competitions, rather, playing games competitively but in a fair and enjoyable manner is encouraged. Therefore the CSBA reserves the right to make decisions that give effect to the intention of the by-laws better than the literal interpretation.

1. COMPETITION STRUCTURE

- 1.1. All games under the jurisdiction of the CSBA shall be conducted according to the rules of the game as set out in the FIBA Basketball Rules except where variations are listed.
- 1.2. All games will be under the control of the CSBA who will be responsible for receiving competition nomination forms, collecting registration fees, bond/nomination fees, court fees and fines.
- 1.3. All competitions run by the CSBA are to be overseen by the Competition Committee which is chaired by an elected Board Member. The Competition Committee is responsible for the development of policy regarding the running of Competitions at CSBA and the hearing of appeals regarding decisions made by the Competitions Manager.
- 1.4. The day to day running and administration of competitions is the responsibility of the Competition Manager employed by the CSBA for this purpose. The Competition Manager will ensure that Competition by-laws are adhered to. Any appeals lodged against decisions made by the Competitions Manager will in the first instance be referred to the Competition Committee for consideration. Any changes to the by-laws will be recommended by the Competition Committee to the Board for approval. The Board of the CSBA is the final arbitrator on decisions regarding by-laws and appeals against decisions of the Competition Committee.
- 1.5. The Competition Manager has the right to promote and relegate teams based on their performance in the previous competition.
- 1.6. Any request for exemptions to the by-laws must be in writing, signed and addressed to the Competition Manager for consideration.
- 1.7. All competition fees shall be an amount determined by the Competition Committee and approved by the Board of Directors.
- 1.8. The CSBA runs one competition for senior teams. This competition has multiple divisions e.g. Div1M, Div2W. Each division can be further subdivided into grades e.g. Div1MA, Div1MB.
- 1.9. The CSBA runs multiple competitions for junior teams. These competitions are based on age groups e.g. Under10M, Under12W. Each junior competition can consist of divisions e.g. Under14M1, Under14M2. As well a division of a junior competition can be further subdivided into grades e.g. Under14M1A, Under 14M1B.

2. REGISTRATIONS AND AFFILIATIONS

- 2.1. It is each individual's responsibility to ensure that they are registered with CSBA before taking the court for their first game.
- 2.2. It is the player's responsibility to maintain current registration at all times. CSBA reserves the right to refuse participation to any unregistered party.
- 2.3. All juniors must supply to the CSBA an original proof of age at the first registration.
- 2.4. At the time of affiliation, proof of registration with another Association must be provided or full registration fees will apply.
- 2.5. No registration or affiliation will be accepted without payment of the appropriate fee. If a registration card is issued this must be carried at all times when participating at games under the control of the CSBA.

- 2.6. Any team playing an unregistered player will lose three (3) competition points for that game and be fined a set fee.
- 2.7. A player who has their 18th birthday on or before the 31st December of that year must register in the senior competition.
- 2.8. The CSBA reserves the right to inquire into player's registration details through Basketball NSW, Basketball Australia and affiliated Associations to ensure that the registrations are current.
- 2.9. All junior players must be under the age of their nominated grade as at December 31, in that year, unless approved by the Competition Manager

3. CLUB/ TEAM STRUCTURE

- 3.1. A club shall consist of any organization which enters one (1) or more teams into a competition run by the CSBA.
- 3.2. Once a player has played one (1) game for a club/team in a particular competition/division/grade then they cannot then play for any other club/team in that competition/division/grade.
- 3.3. Where a club has two (2) or more teams entered in the one level of competition e.g. Div4MA, they will be treated as two (2) separate clubs and no movement of players will be permitted between the two (2) teams.
- 3.4. A player filling in for a higher division/grade may only play for one team if their club has two (2) or more teams in that division/grade.
- 3.5. Once a player has played three (3) games in a higher division/grade than their registered division/grade, they must stay in the division/grade of their third (3rd) game played.
- 3.6. A player's details must be recorded on their team's nomination form prior to playing their first game. Should this not be done, then the first game that the player plays in, shall be deemed to be their nominated team and division/grade.
- 3.7. A player who has been reallocated to a higher division/grade may not play in any lower grade or division for the remainder of that competition.
- 3.8. Junior teams must nominate an adult to supervise during their game, failure to provide adult supervision may result in the team being disqualified from the competition.
- 3.9. The nominated adult for each junior team must provide a current working with children check on the team nomination form.
- 3.10. No team shall have more than twelve (12) players for any one game.
- 3.11. A player shall be eligible to represent his/her club in any division/grade in which he/she is eligible. However no player shall play in two games where the game times overlap. The first game has to be finished before the player can play in another game in a different competition.
- 3.12. No player can transfer from a club or team without the prior permission of the Competition Manager
- 3.13. Provided all monies due to the CSBA have been paid and the player has clearance from their current club/team the player may apply to the Competition Manager for permission to play for another club/team.
- 3.14. A player may not play for different clubs/teams in different competitions held by the CSBA. This means a player playing in the junior competition may not play for a different club in the senior, wheelchair, unisex or any other competition which may be run by the CSBA.

3.15. Players who wish to play for a different clubs in competitions run by the CSBA must lodge an application in writing to the Competition Manager. If the application is approved it is valid only until the 31st December of the year in which the application is made.

3.16. Junior players who are 16 (boys) and 15 (girls) years old or older and playing Comets representative basketball are permitted to play in CSBA senior competitions. All other junior players i.e. players 17 years and under, wanting to play in the CSBA Senior Competitions must lodge an application in writing to the Competition Manager. If the application is approved it is valid only until the 31st December of the year in which the application is made.

4. CODE OF CONDUCT

- 4.1. It is expected that persons entering a premises under the control of the CSBA will act in a respectful manner towards players, officials, spectators, the building and the equipment.
- 4.2. The CSBA condemns the use of violence in any form from any spectator, player or official towards any spectator, player or official.
- 4.3. Respect the role and decision of any official. If a player or coach wishes to question an official's call in must be done in a polite and non-threatening manner. Follow the appropriate procedure as detailed in Section 15.1 if you wish to lodge a formal complaint regarding decisions of an official or supervisor of a game.
- 4.4. Show good sportsmanship by congratulating all participants regardless of the game's outcome.
- 4.5. Only court supervisors, referee supervisors, referees, coaches or players requesting to be substituted should approach the bench during a game.
- 4.6. It is expected that all participants and spectators entering any premises under CSBA control/competitions will adhere to the current biosafety policy in place at the time of that competition. The most up to date versions of these documents are available on our website www.sydneybasketball.com.au and are displayed in Comets Stadium. Failure to adhere to biosafety guidelines may result in suspensions and/fines or removal of the team from the competition.

5. UNIFORMS

- 5.1. Teams shall use numbers from 0 to 99. Numbers are to be clearly visible on front and back of singlets or singlet type tops. The size of the numbers shall be 10 cm on the front and 29 cm on the back.
- 5.2. Players on the same team may not wear duplicate numbers. If players do play with the same number or no number the following will apply. Any foul called on a player with a duplicate number will also be awarded to the other player on their team with the same number. Therefore if player A who is wearing the duplicate number of player B gets 3 fouls and player B gets 2 fouls then both players A and B will be disqualified from the game. This penalty applies from the first week of the competition.
- 5.3. Players are all required to be correctly uniformed by the third (3rd) week of the competition. All players on the one team must all wear the same uniform. The uniform consists of a singlet and shorts. All players must wear the same colour singlet and shorts. The colour for the shorts and singlets can differ. T shirts under singlets are permitted provided they are the same colour as the singlet. Compression garments under shorts are permitted provided they are the same colour as the shorts.
- 5.4. After the third week of the competition no changes to player's numbers will be permitted unless approved by the Court Supervisor. Failure to gain approval from the Court Supervisor will result in the player concerned being given a technical foul and until he has had his number changed by the Court Supervisor will not be able to participate in the game. This by-law only applies to those CSBA competitions using electronic scoring.

5.5. Tracksuit pants and long sleeve shirts or jumpers are not allowed to be worn. Unless written approval has been obtained from the Competition Manager.

5.6. Shorts with pockets are not allowed.

5.7. Players must be in correct uniform by the third (3rd) week of the competition. A penalty will be imposed on a team if after the third week of competition their team is still not in correct uniform. The penalty will be

- The offending team will receive a technical foul to be issued only by the court supervisor.

5.8. Where a clash of colour occurs between two teams the second team named on the draw must change their uniform. The Association at times may provide uniforms for casual hire (at a cost.) This needs to be prearranged with the Competitions Manager.

6. TIMING OF THE GAMES IN THE SENIOR COMPETITION

6.1. The timing of games in the senior competition will be determined by the Competition Manager. Details of the timing of each competition will be distributed with nomination forms and with the draws.

6.2. Each team is allowed one (1) timeout per half, except Premier League competitions which allow two (2) time outs per half. The clock shall stop for all timeouts. Each timeout is to be one (1) minute in length.

6.3. Should the game be a tied at the end of the second half during a final series game, extra five (5) minute periods with a one (1) minute intervals, shall be played until the tie can be broken.

6.4. The clock shall stop for every whistle and after a made basket in the last minute of the second half or any extra period except where the score between the two teams is greater than five (5) points. In that instance, the game clock shall not stop. This rule does not apply to fully timed games.

6.5. The use of the shot clock in senior competitions will be determined by the Competition Manager and this information will be distributed on the competition nomination form.

7. TIMING OF THE GAMES IN THE JUNIOR COMPETITION

7.1. All games shall be two (2) twenty (20) minute running clock halves, with one (1) time out per half per team, except were otherwise notified by the Competition Manager.

7.2. The clock will stop for time outs.

7.3. Should the game be a tied at the end of the second half during a final series game, extra five (5) minute periods with one (1) minute intervals, shall be played until the tie can be broken.

7.4. The clock shall stop for every whistle and made basket in the last minute of the second half or any extra period except where the score between the two teams is greater than five (5) points. In that instance, the game clock shall not stop.

8. MERCY RULE IN THE JUNIOR COMPETITION

8.1. All competitions up to and including Under 14. When a team is leading by 20 points or more and the opposition team receives a throw-in, the leading team shall retreat behind their own three-point line until the trailing team and the ball has progressed over the half way

line. Failure to do so will result in the ball being given back to the trailing team. If the margin reduces below 20 points then the mercy rule does not apply

8.2. Under 16 & Under 18. When a team is leading by 20 points or more and the opposition team receives a throw-in, the court supervisor and/or the referee supervisor shall approach the team that is trailing and ask if they wish to invoke the mercy rule. If they do then by-law 8.1 applies.

9. NO ZONE

9.1 All teams/players must play man to man defence in the U10, U12 & U14 competitions. Trapping defences which rotate back into man to man principals shall be acceptable.

9.2 A coach who suspects the opposition team/players of not playing man to man defence should seek assistance and adjudication from the court or referee supervisor, or referee committee member.

9.3 If the supervisor/CSBA official agrees that a zone defence is being played the following procedure will be followed:

- A reminder to the coach that all players must play man to man defence;
- Second offence, an official warning to the coach
- Third offence, a bench bench technical foul

9.4 It is not up to the referee's to make a determination as to whether or not a zone defence is being played.

9.5 Given the number of venues where games are played it may not be possible for a CSBA supervisor to be present, in which case the obligation on the coaches is to instruct teams to play appropriate man to man defence remains, however no penalty will be enforced.

9.6 A coach who believes that an opponent has played a zone defence, but where there is no CSBA supervisor or referee committee member in attendance may inform the CSBA of their concern and the CSBA will use best endeavours to have a supervisor present for future games.

10. COMPETITION POINTS

10.1 Points will be awarded for the competition as follows;

Round	Win	Loss	Draw	Forfeit	Notified Forfeit	Bye	Duty
Single point	3	1	2	-3	0	0	3
Double point	6	2	4	-6	0	0	3

10.2 The following will incur a loss of three (3) competition points and a set fine

- Playing an unregistered player
- Playing a player under an assumed name
- Playing an over aged player in the junior competition
- Playing a player from a higher grade/division
- Playing a player who has not been cleared by the Competition Manager.
- Playing a player who is currently suspended from playing

- Failure to provide a suitable person for bench duty

11. DUTY

- 11.1 Duty teams are required to provide, a scorer, a timekeeper and a shot clock operator (if required) for each game rostered.
- 11.2 Junior teams must have a competent person to supervise duty. Junior referees who are approved by the Court or Referee Supervisor will be allowed to do the bench duties (score sheet and game clock)
- 11.3 If no duty teams are allocated for the competition the playing teams must provide responsible individuals to carry out duty for their game only.
- 11.4 Players must record their names on the duty sign on sheet for eligibility purposes. A player can receive only one game credit for doing duty. In competitions with optional paid duty, each player will receive one game credit towards eligibility for the final series. No eligibility will accrue to players in a competitions that has all paid duty.
- 11.5 Failure to do duty will incur a fine set by the Competition Committee and a loss of two (2) points per game

12. FINAL PLACINGS

- 12.1 Positions within a competition will be decided on the points awarded to each team. The team with the most points will be placed at the top of the ladder.
- 12.2 In the case where teams play an uneven amount of games, the final placing will be determined by the win/loss percentage.
- 12.3 In the case where points are equal, the position will be decided by the team that won the match involving those two (2) teams.
- 12.4 If three (3) or more teams finish equal, then the position shall be decided by points for and against on the matches involving only those teams. If points are still equal then points for and against will be tallied for all games played by those teams.
- 12.5 The structure of a competition finals series will be determined by the Competition Manager and distributed to teams once nominations are closed and draws are finalised.
- 12.6 The Competition Manager may alter the finals series after draws are distributed as long as all teams are notified of the change.
- 12.7 For a team to be eligible to play in the finals series they must have paid all monies due to the CSBA.
- 12.8 Where scheduled games cannot be played, the Competition Manager has the authority to decide whether those games shall be played at an alternative time and date.

13. ELIGIBILITY OF PLAYERS

- 13.1 No player shall be eligible to play in the finals series unless they have played at least fifty-five percent (55%) of the games in their grade or division. Eligibility criteria regarding draws and byes will be distributed with the draw
- 13.2 The Competition Manager may exempt players from rule 13.1 for the following;
 - A player who has played up into a higher division/grade will qualify for finals if they have played at least 2 games in the higher division/grade and qualify for their original team under rule 13.1.

- Players who produce a medical certificate for games missed. Medical certificates will not be accepted on the day of the semi-finals or final. Medical certificates must be forwarded to the Competition Manager prior to the commencement of the final round of the competition.
- For players who have State or National team commitments. An exemption letter must be approved by the CSBA Development Manager and forwarded to the Competition Manager prior to the final round of the competition. No application for exemption will be accepted on the day of the semi-finals or final.
- U/10 players are exempt from the eligibility rule 13.1 provided that their first game is not in a finals series.

13.3 A player is deemed to have played if they are present at the game and have placed their name and number on the scoresheet.

13.4 Only twelve (12) players can be eligible to play in the final series per team.

14. REPRESENTATIVE PLAYERS

14.1 The Competition Committee reserves the right to restrict the number of representative players from any Association in any one team.

14.2 A representative player shall be any player that is part of the representative program in that current year for any association regardless of division.

14.3 It is the responsibility of each player to inform their club/team organiser that they are a representative player (for any association.) Organisers must disclose a player's representative status on the team nomination form, failure to do so may result in 3 competition points being deducted.

14.3 Comets reserve/development players are not classified as representative players.

14.4 Unless approved by the Competition Manager, in Junior Competitions, no more than three (3) representative players will be allowed to play in the game at the same time. Breach of this rule will result in

- 1st violation: Technical foul assessed to the Coach of the offending team
- 2nd violation by the same team, a forfeit to that team with loss of three (3) competition points.

14.5 Teams are allowed to have more than 3 representative players on their playing roster.

14.6 Junior representative players will not be permitted to play lower than division two (2) in any CSBA junior competitions.

14.7 Senior representative players are not permitted to play in a lower grade than division two (2), unless approved by the Competition Manager.

14.8 The status of a "representative player" shall remain for the entire calendar year or until such time as the Competition Manager is satisfied that the player concerned is no longer playing representative basketball.

14.9 Junior representative players must wear identification tags provided by the Association. Failure to wear the identification tag will result in a loss of three (3) competition points and may result in the team being disqualified from the competition.

15. FORFEITS AND FINES

- 15.1 A minimum of four (4) players are required to start a game. Any team which cannot field a team at the time and place set down in the draw, and has not made prior arrangements with the Competition Manager, shall forfeit all points for that game and be fined a set fee.
- 15.2 Ten (10) minutes grace will be given from the start of the game before the game is declared a forfeit.
- 15.3 The following penalties shall be imposed against the team not able to field enough players for the game to commence:
- For the first five (5) minutes two (2) points per minute
 - For the second five (5) minutes one (1) point per minute
 - These points shall be awarded to the captain of the team able to commence the game and must be added to the score sheet and the scoreboard as the game clock counts down.
- 15.4 Any team forfeiting a competition game will be fined a fee set down by the Competition Committee and lose three (3) competition points.
- 15.5 After two consecutive forfeits the team could be disqualified from the competition unless all monies are paid prior to the date of the next scheduled game.
- 15.6 Teams that are disqualified shall forfeit all monies paid to the CSBA.
- 15.7 Teams that have outstanding fines will not be accepted back into the competition unless all monies due to the CSBA have been paid.
- 15.8 Individual players from teams with outstanding fines will not be accepted back into the competition conducted by the CSBA until their portion of the outstanding monies has been paid.
- 15.9 A double forfeit shall result in both teams being fined and both teams will incur a loss of competition points for that game.
- 15.10 Only those players, who have signed the eligibility sheet at the time of the forfeit, shall be marked off the eligibility for final series.
- 15.11 In the event of a forfeit, the team awarded the match shall be refunded half of the forfeit fee charged to the losing team.
- 15.12 Playing an unregistered player or a player under an assumed name will incur a fine determined by the Competition Committee and the loss of 3 competition points.
- 15.13 Playing an over aged player in a junior competition (unless written approval from the Competition Manager has been obtained) will incur a fine determined by the Competition Committee and the loss of 3 competition points.
- 15.14 A team that forfeits in the final series will incur a fine determined by the Competition Committee and may not be eligible to play in the next competition.

16. PROMOTION AND RELEGATION OF TEAMS

- 16.1 The Competition Manager has the right to promote or relegate teams if necessary for the benefit of the competition.
- 16.2 A winning team may be promoted to the next higher grade for the next competition provided the team contains substantially the same players.
- 16.3 Any team who does not take up the opportunity to play a higher grade or division shall not be eligible for playoffs in the next competition.

16.4 All teams wishing to compete in a challenge game need to notify CSBA on the nomination form, teams that won their grand final in their current division are only allowed to challenge. Failure to do so will result in no challenge game.

- All players must be registered with CSBA and team lists submitted to the competitions manager by a time set out by the Competitions Manager.
- No players will be added courtside
- Players that play in the winning team must then continue to play in that winning team for the current season, this does not apply for the unsuccessful team.
- All teams will be invoiced a set fee for the game.
- This only applies to senior competitions.

17. DISPUTES AND PROTESTS

17.1 Any protest against a team, referee, or a decision of the Court Supervisor or any other member of the CSBA must be in writing, signed and addressed to the Competition Manager within seven (7) days from the time of the incident. The Competition Manager will deal with all protests without prejudice as soon as is possible.

18. REPORTED PLAYERS

18.1 Any player reported by a referee, court supervisor or duty officials, may be required to undergo an Administrative Tribunal under the control of the Competitions Manager. The player has right to reject the offer of an Administrative Tribunal and appear before a full Tribunal Panel.

18.2 Reported players will be notified by the court supervisor, referee or duty official at the time of the disqualification or within forty eight (48) hours, where possible, by the Competitions Manager.

18.3 If a full Tribunal hearing is required, it will be held on a week night.

18.4 Players coaches or spectators who have been placed on report may not continue playing and/or attending CSBA run competitions until their case has been assessed by the Administrative or Full Tribunal.

18.5 Any player, coach or spectator who has been reported and either rejects the decision of an Administrative Tribunal or appeals the decision of a tribunal hearing, shall not be permitted to continue playing or attending any CSBA competitions until their case has been resolved.

18.6 If a reported player does not attend the Tribunal after they have been notified of the date and time, the Tribunal Panel may decide to hear the case in their absence.

18.7 The player will be advised of the decision made by either the Administrative Tribunal or the Tribunal Panel.

18.8 The CSBA has in place throughout the stadium and its environs CCTV cameras. The footage from these cameras is confidential and will be treated as such. The footage from these cameras will be made available to tribunals when considering actions of players, coaches and spectators who have been placed on report.

18.9 The Competition Manager and the Competition Committee when investigating reports of misconduct by players, coaches and spectators may use where possible, footage provided from security CCTV cameras.

19. INJURIES

19.1 Any player or official injured in a game must record such injuries on an injury report form and have it witnessed by the referee of the game or the court supervisor.

19.2 To be eligible to claim through insurance, a player's registration must be current. Claim forms can be obtained from the CSBA office.

20. DEFERRING OF GAMES

20.1 If a game deferment is required, a minimum of twenty one (21) days notice in writing must be given to the Competition Manager stating the reason for the deferment of the game.

20.2 The Competition Manager reserves the right to decline the deferment if the deferment will cause disruption to the current competition.

20.3 Any appeal against the decision made by the Competition Manager relating to the deferment of a game must be made in writing to the Competition Committee.

21. UNISEX GAME RULES

21.1 Teams should respect that this is a mixed competition and be aware that the referee and supervisors have the power to ensure players play in the spirit of a mixed comp.

21.2 Females compete in the jump ball.

21.3 A size 7 basketball shall be used.

21.4 There must be no more than three males on the court throughout the game.

21.5 A male player may take a defensive position in front of a female player but must not attempt to block her shot, a deflection or touch of the ball is classified as a block. The male's players feet must remain on the ground and his hands kept within his cylinder. The penalty for violating this rule is that the basketball shall count, however persistent offenders of this rule may incur a technical foul.

21.6 The above (21.4) does not prevent a male player from stealing or attempting to steal the ball from a female player. The rule only applies when the female player is making a legitimate attempt to shoot the ball and applies only after she has picked up the ball and it has reached the level of her shoulder.

21.7 Male players can not steal the ball from female players outside the three point line.

22. WHEELCHAIR COMPETITION

22.1 Wheelchair competition shall be run as per the International Wheelchair Basketball Federation and FIBA rules.