



CENTRAL COAST WAVES BASKETBALL ASSOCIATION Inc.

Competition By-laws

Revised February 2022

1. General Rules

1.1. The Court Supervisor, Referee Co-ordinator (RDO), Central Coast Waves Basketball Association (CCWBA) Board of Directors & Staff and Central Coast Council staff have the right to adjudicate on any relevant matter.

1.2. Where the competition By-Laws are unclear or silent, CCWBA Staff (including Court Supervisor or RDO) or a Director of the CCWBA Board will make a decision on the matter and that decision will be binding.

1.3. Players, Coaches and Spectators are to follow the directions of the Stadium Management, Central Coast Waves Board of Directors and/or Central Coast Waves Staff. Failure to do so may result in disciplinary action &/or immediate removal from the stadium.

1.4. To encourage the development of individual and team fundamentals, the following will be enforced:

- Zone defence will not be permitted in age groups, up to and including U14 games
- Three-point baskets will not be awarded to U12's and younger

2. Playing Rules

2.1. All games will be conducted in accordance with the rules as stated by FIBA (Federal International Basketball Association) except where variances are listed in these By-Laws.

2.2. Once a team has sustained 7 fouls in one playing half, every subsequent foul will result in 2x free throws being awarded to the opposing team. Except for Premier League Men, whereby the case will be 4 fouls per quarter.

2.3. If a player receives a Technical Foul, that player is immediately subject to by-law 17.5.

2.4. If a player receives a second Technical Foul, Unsportsmanlike or combination of both, the player will be ejected from the venue and be subject to an automatic two (2) week suspension. Repeat offenders may be subject to a Judiciary Committee (see by-law 20)

2.5. Players may **NOT** fill in for other teams in their playing grade/age group but may play up a grade/ age group. (ie A U14s player may **NOT** play in another U14s team but **MAY** play in an U16s team) Players are

not permitted to play down a grade. In the event that a fill in player is required to fill in for a team in their own age group, in order avoid a forfeit due to lack of players under ruling 5.1, the CCWBA staff/court supervisor/Board of Directors have the discretion to approve or decline this request.

2.6. Junior players may only play up by one age group (ie a player registered to play in an U14s team can only play up as far as U16s, they cannot play in the U18s). This includes fill in players. Any exemptions to this ruling will be made on a case by case basis, following a written application to the CCWBA.

3. Timing

3.1. All ages play 2 x 20 minute halves (running clock) per game.

3.2. Premier League Men have fully timed 8 minute quarters with a 24 second shot clock per game.

3.3. There will be no overtime during regular season games.

3.4. Clock stops for any unusual delays as ordered by & at the discretion of, the officials (e.g. wet floor or serious injury)

3.5. In standard Domestic rounds, If the score difference is 10 or less, immediately preceding the last 1 minute of the game, the clock will stop for whistle stoppages only.

3.6. Teams must be ready to start their scheduled games on time.

3.7. If a team is late, the Referee/Court Supervisor is to start the game clock at the scheduled game time and the late team will be penalised 2 points per minute at the end of each 60 second period that passes. This will continue up to 10 minutes, whereby the game will be classified as an Un-Notified Forfeit. The Court Supervisor/Referee Coordinator/Officials, Staff of CCWBA or Referees are able to allocate the points to the opposing team and will do so as soon as practicable.

3.8. Once the clock has started (at the scheduled start time) it will **NOT** be reset under any circumstances (eg: due to teams not being ready or players not being financial).

3.9. In semi-finals and finals games, the last 1 minute of the second half will be fully timed.

3.10. In semi-finals and finals games, in the event of a draw at full time; 3 minutes of fully timed overtime will be awarded. (NB: Fully timed means the game clock shall stop for every whistle and every basket in the last 2 minutes. The game clock restarts as soon as the ball touches a player within the court)

4. Time-Outs

4.1. All Teams are allowed only one timeout per team, per half, during standard domestic competition rounds and during the finals series, with the exception of Premier Men's that are entitled to 2 timeouts per half.

4.2. Clock is to stop for time outs.

4.3. Timeouts will be for the duration of one minute.

5. Forfeits & Late Starts

5.1. Teams are permitted to take the court with no less than four (4) players. A minimum of three (3) must be from their original nomination form, any less will result in an unnotified forfeit.

5.2. Where a team is unable to field the required four (4) players at the scheduled game time, the clock will start and that team shall incur a penalty of 2 points per minute that they are unable to provide the required amount of players up to a maximum of ten (10) minutes, whereby the game will be declared an unnotified forfeit.

5.3. All forfeits, regardless of notice given, will result in the team that is forfeiting paying a \$100 forfeit fee for that game. This will be invoiced to the team delegate. Complete payment of the invoice will be required before the next scheduled game (as per by-law 14.5).

5.4. Teams providing more than 24 hours' notice of their intention or need to forfeit will receive 0 competition points, while teams failing to advise, or advising within 24 hours of the scheduled start time, will be subject to an unnotified forfeit, that will incur the penalty of minus three (-3) competition points.

6. Teams and Players

6.1. All Players must register with the state body, Basketball NSW (BNSW), on the prescribed form and ensure all applicable membership fees are paid prior to taking the court. Evidence shall be provided by any player asked to do so, at time of request.

6.2. It is each individual's personal responsibility (or that of their parent/carer if the individual is under 18 years of age) to ensure registration is current and financial at all times. CCWBA reserves the right to refuse participation in any sanctioned event to any unregistered party.

6.3. It is each individual's responsibility to notify CCWBA of any change in personal details.

6.4. Any team playing an unregistered player (or players) will have the result of that game recorded as an unnotified forfeit & points deducted according to rule 8.

6.5. Players must remain underage for the entire duration of the calendar year for the competition in which they are nominating for. This includes semi/final games. (ie: a player who turns 16 in 2022, is not eligible to play in an U16's competition for the entirety of 2022.)

6.6. Players with outstanding invoices or fees, in line with the schedule detailed in by-law no. 14, will not be permitted to take the court. Exemptions may be made by the CCWBA Board of Directors after a written request is submitted to the CCWBA Board of Directors. Exemption to this rule is only applicable once CCWBA Board of Directors advise of their decision in writing to the applicant.

6.7. All players must be input to their team on courtside in order to play. This is required to not only clarify eligibility for finals, but to ensure accurate record keeping for insurance purposes. These records will be held for no less than 7 years in accordance with legal requirements.

6.8. Players who hold Primary Registration with another Association must show proof of current BNSW registration and pay a secondary affiliation fee to be eligible to play.

6.9. All players must have their name and applicable details on the online team nomination form, to be eligible to play.

6.10. A player shall only play in one team, per age group, per season.

6.11. All CCWBA representative players must have their primary registration with CCWBA and play in

CCWBA's Domestic Competitions.

6.12. Juniors playing in Senior Competition: in the circumstance that any Junior wishes to play in a Senior competition, they must have already turned sixteen (16) and have a Basketball NSW parental consent form completed. For a Junior player under the age of 16, this request is to be submitted to the Board of Directors for consideration along with the appropriately completed paperwork.

6.13. A maximum of three (3) active BNSW representative players (including representative players from another association) can be on any one team at any time in a domestic competition season. If the player is a representative player in the same calendar year, then they are classed as a representative player. This rule does not apply to development representative players. Exemption decisions may be made on a case by case basis by the CCWBA Board of Directors, after the request & reasons are submitted in writing to the CCWBA Board of Directors. Exemption decisions are not considered finalised until the CCWBA Board of Directors have responded to the request in writing.

6.14. A representative team may enter the domestic competition, however, must play up an age group to be exempt from rule 6.13 (eg: 6x U14 representative players wish to remain together in one team for domestics. In order to do so, they must play in the U16 competition) Men's Premier League in the CCWBA Domestic Competition is exempt from this rule.

6.15. Any player who is a representative player in the calendar year in which they are a representative player, must play in the highest grade for their age group. (eg: State League Men/Waratah League Men's must play in Men's Premier Competition, not B or C Grade)

7. Team Nominations

7.1. All teams & players that are entering the competition are required to register by filling out a CCWBA team/individual online nomination form, pay the team nomination fee and ensure that each individual's Basketball NSW registration/secondary affiliation fees are current and financial at all times.

7.3. All team managers/delegates must be over the age of 18 years of age and be prepared to act as the team manager/delegate, this person will be held responsible for the actions & organisation of their team. The nominated team manager/delegate or listed Coach must be in attendance at each game, or the team nomination will not be accepted.

7.4. Nomination forms will **NOT** be accepted without payment of the Nomination Fee.

7.5. Teams may nominate a maximum of ten (10) per team.

7.6. Any team withdrawing from the competition after close of nominations will forfeit their nomination fee, points incurred & must pay any/all outstanding fees prior to the date at which they advise in writing that they are withdrawing from the competition. They will also be fined a withdrawal fee of \$400. This will be invoiced to the team delegate. Complete payment of the invoice will be required as per invoice instructions.

7.7. Any player additions/changes to team roster after the closing date of nominations must be applied for in writing to the CCWBA Office.

8. Competition Points

TYPE OF RESULT	POINTS ALLOCATION	TYPE OF RESULT	POINTS ALLOCATION
WIN	+3	BYE	+3
DRAW	+2	NOTIFIED FORFEIT	0
LOSS	+1	UN-NOTIFIED FORFEIT	-3

9. Duty and Penalty Points

Juniors (u12, u14, u16 & u18): For each rostered game, each team is required to provide one person for score bench duty per game. Junior Competition teams who do not supply one person for score bench duty will, irrespective of the outcome, have their game deemed as a loss and receive Zero (0) competition points and with the opposing team being awarded the win.

Seniors: Teams are not required to undertake score bench duty for their own games. All teams will be placed on a roster for score bench duty which will be for a game before or after their rostered game. It is expected that 2 people will undertake score bench duty, one for scoreboard and one for scoresheet. All teams are required to participate in this roster. Failure to attend duty, or arrive late to rostered duty, will incur a \$50 team fine. This will be invoiced to the team delegate. Complete payment of that invoice will be required before the next scheduled game (as per by-law 14.5).

Exemption: Premier League Men as this is built into their individual player fees.

10. Player Uniforms

10.1. Players must be uniformly attired by the start of Round Four (4) of the competition, unless proof of purchase of uniforms is provided for the entire team.

10.2. Players in each team must have the same coloured/designed singlets and the same coloured/designed shorts. Any Logo larger than the logo on the CCWBA masks are not permitted and penalty points will apply as per rule 10.8.

10.3. Singlets must have permanently attached legal numbers on the **front and back** of the singlets.

10.4. Singlets should be numbered 0-99 in accordance with the guidelines outlined by FIBA.

10.5. Shorts may not have pockets, zippers, belts or loops etc. A player cannot take the court with any of these in/on their shorts.

10.6. All players are required to wear suitable non-marking shoes when playing.

10.7. In the event of two teams playing each other with the same coloured uniform, the team mentioned as team B on the score-sheet will be required to wear alternate colours.

10.8. Players not in correct uniform will incur the following penalties starting Round Five (5): Five (5)

points will be credited to the opposing team for each player out of uniform. These points will be totalled and credited to the opposing team by the court supervisor/referee coordinator only and added at the earliest convenient time.

10.9. A fill in player from another team can play out of uniform without penalty, if that uniform is a different colour to that of their opponents.

10.10. New players who register after Round Four (4) of the competition can play their first game for the team out of uniform. That player must be either in uniform or proof of purchase must be provided prior to their next game.

10.11. Compression Garments: The use of compression garments is permitted as follows.

- Compression tops shall be sleeveless.
- Compression Bottoms shall be any length.
- All compression clothing shall be black in colour only.

11. Personal Safety

11.1. **All jewellery** (including watches) must be removed prior to players taking the court.

11.2. Players with long fingernails or acrylic nails need to cut them, have them taped or wear appropriate gloves. Tape must be soft fabric type & gloves must not provide extra reach or grip.

11.3. Braids – (includes plaited ponytails) If a player has their hair braided and it swings freely from their head when running/jumping etc, it may cause harm to another player if struck by the braid. Referees must instruct players with plaited ponytails to either roll the plait into a bun, or remove the plait and play with a loose ponytail (as long as the ponytail does not hide the player's number).

11.4. Players are permitted to take the court wearing "bobby pins" and/or "one-touch" or "snap" clips to hold their hair back. These items pose no threat of injury to any player on the court. Players will not be permitted to wear barrettes, bandanas, headbands made of metal, or clips larger than a bobby pin or snap clip, especially those present for decorative purposes only. These items do pose a threat of injury due to their increased sizes. If items in a player's hair are made from a non-abrasive, pliable material, they may be permitted to be worn, provided they pose no threat of injury. This includes headscarves or other fabric articles worn for religious or cultural purposes held in place by bobby pins or snap clips.

12. Eligibility for Semi-Finals and Finals

12.1. To be eligible for semi-finals and finals, a player must have played in no less than 50% of scheduled round games, not including byes.

12.2. Teams cannot use fill in players for any semi-finals or finals series games.

13. Semi/Final Positions

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

13.2. If a tie still exists after applying rule 13.1, the ladder position will be decided on a "for and against" between the tied teams only.

13.3. Then if a tie still exists, ladder positions will be decided on overall points for and against.

14. Game Fees

14.1. Game fees will be set by the Board of the CCWBA prior to the start of any competition

14.2. Game Fees will be paid in two (2) parts

- Part 1: Team Nomination fee - Due when registering a new team via the gameday platform

- Part 2: Individual Player fee - Due when individual players register themselves to their team via the gameday code

14.3. All individuals will be required to make full payment of the individual player fee before the commencement of the competition. Non-payment of fees prior to taking the court may result in teams being refused permission to take the court for their scheduled game, loss of points, game being declared a forfeit or removal from the competition.

14.4. CCWBA reserves the right to utilise the services of a third party to recover any unpaid debts.

14.5. Any outstanding invoices, including forfeit and duty fine invoices (owed to CCWBA by any person) **MUST** be paid in full prior to that player/team re-taking the court.

15. Grading of Teams and Players

15.1. The Board of Directors or CCWBA Staff may split age groups or competitions after competition has started if it deems this to be necessary and is in the best interests of the competition.

15.2. The Board of Directors or CCWBA Staff may force a team up an age group or division if it deems this to be necessary and is in the best interests of the competition.

16. Transfers

Players may only request to transfer to another team in the same grade by following the below;

16.1. Player is granted permission, in writing by players' current Coach/Team Manager.

16.2. Player is granted permission, in writing by the Coach/Team Manager of the team they are transferring to.

16.3. The administration staff and court supervisor approve of the transfer and are comfortable that it will not be detrimental or a significant advantage/disadvantage to either team involved.

16.4. Player transfers will not be approved if it leaves a team with less than six (6) players.

16.5. A player can only transfer within the above rules if there is 50% or more of the competition left to play.

16.6. Approval of the transfer will remain at the discretion of CCWBA & is only deemed to be valid once approval is given in writing.

Note: Domestic player team to team transfer forms are available from CCWBA Office.

17. Behaviour and Conduct

17.1. All players agree to adhere to and be bound by these By-Laws, BNSW Code of Conduct, Central Coast Councils Code of Conduct & the BNSW Zero Tolerance & Sports Rage Policy.

17.2. Any player, coach, manager, referee, parent/carer, technical official or spectator who acts in a manner which breaches any of the relevant Codes of conduct, or acts in any illegal, inappropriate or undesirable manner whilst in attendance at any CCWBA game or sanctioned event, may be reported to the court supervisor, administration staff, Central Coast Council staff or any CCWBA Director. That person/s may be removed from the location by any person/s in charge where deemed necessary, &/or subject to disciplinary action where deemed appropriate.

17.3. There will be zero tolerance of questioning or abuse of referees by all players/coaches/managers during the game. If you disagree, the coach/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. The coach/manager may ask for assistance from the court supervisor/referee supervisor (RDO) if required.

17.4. Verbal abuse of any official (referee or score bench etc.) during or after a game may result in the offending players or spectators facing disciplinary action including but not limited to the immediate removal from the premises.

17.5. Sin-Bin rule: Five (5) minutes total playing time whereby the player is not allowed to take the court.

17.6. Excessive physical contact will be subject to the referee's ruling as to whether or not by-law 17.5 applies (this will be on a case by case basis)

17.7. The time of the Technical foul/unsportsmanlike foul shall be recorded by the scorer on the scoresheet.

18. Injured Player

18.1. In the event of an injury, the referee will use their discretion as to whether or not to stop the game clock.

18.2. Coaches, spectators and other players are not allowed to enter the court until advised by the Referee.

18.3. Following an injury, an Injury Report Form is to be completed online as soon as practicable.

19. Referees

19.1. Referees will be appointed by the Referee Supervisor/RDO appointed by the Board of Directors.

19.2. All referees need to be in black shorts/pants, black and white/green referee shirt and suitable footwear.

19.3. All referees must hold current BNSW registration.

20. Judiciary Committee

A Judiciary Committee may be formed to adjudicate any matter that the Staff of CCWBA or Board of Directors deem necessary.

20.1. The Judiciary Committee will be formed by the Board of Directors as required and will have the power to adjudicate on any matter pertaining to the direction issued by the Board of Directors & issue their decision, in accordance with the relevant guidelines, inclusive of those in place by Basketball NSW.

20.2. Any player subject to a matter deemed to require a Judicial Committee will attend a meeting at a time determined by the Judiciary Committee, if this is determined to be appropriate by the Board of Directors.

20.3. Judiciary hearings, whenever possible, will be held before the reported players' next scheduled competition game.

20.4. The adjudication of the Judiciary Committee is binding and final.

20.5. A suspended person cannot participate at any level of Central Coast Waves Basketball. This includes representative games & training, coaching, refereeing or being part of the team bench.

21. Changes to the Competition Rules

21.1. The CCWBA Board of Directors have the power to change these By-Laws &/or competition rules at its discretion, prior to the start of a new season or at a time that it is deemed necessary.

22. Courtside Scoring System

22.1. It is the responsibility of each team and its members to ensure that all players in attendance are correctly listed on the courtside scoring system and a) Enter a legal number beside each player's name b) Ensure that the game officials remove any player who is not participating in any game from the courtside scoring system at half time of the game

22.2. A player is not deemed as participating in the game unless their name appears on the courtside scoring system

22.3. Players not in attendance who are not removed from the courtside scoring system will be deemed as participating in the game and will incur a penalty if not registered or an illegal player

22.4. A player is not permitted to play under someone else's name. Players found in breach of this will be removed from the competition &/or subject to attendance at a judiciary panel.

22.5. The referee in consultation with bench officials &/or a court supervisor may amend the courtside scoring system if a discrepancy is found at half time or immediately after the game concludes and the error can be clearly recalled and confirmed

22.6. No other changes may be made