



CENTRAL COAST WAVES BASKETBALL

Domestic Competition By-laws

July 2026

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1. Introduction

- 1.1 The Domestic Competitions Co-Ordinator reserves the right to adjudicate on any relevant matter within the following by-laws.
- 1.2 These by-laws should be considered in conjunction with the FIBA Rules of Basketball & the Official Rules of Basketball. Where a conflict exists between these documents, these by-laws shall take precedence. FIBA Basketball Australia & NSW Basketball Association LTD shall contribute as governing bodies in relation to their relevant areas of responsibility.
- 1.3 Central Coast Waves Basketball (CCWB) maintains a Zero Tolerance Policy regarding:
 - Persistent and/or willful challenging of the decisions of referees
 - Abuse of referees, players, officials, or spectators
 - Violence against players, officials, or spectators
 - Conduct deemed inappropriate for a community sporting environment.
 - Any action that brings the Club or the game into disrepute.
- 1.4 It shall be the responsibility of any participant in any role within any competition operated or directed by CCWB or entering any venue under the control or direction of CCWB, to be aware of the most recent version of the by-laws and/or codes of conduct.
- 1.5 Players, Coaches and spectators are to follow the directions of Stadium Management Staff (Central Coast Council), Court Supervisor/s and/or CCWB Management. Failure to do so may result in disciplinary action &/or immediate removal from the stadium.
- 1.6 CCWB Management reserves the right to refuse admission of any team or player into any competition governed by the Club.
- 1.7 CCWB Management and staff 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.



2. Basketball NSW and Club Affiliation Requirements

- 2.1 **Mandatory Registration**
 - CCWB has an obligation to register all participants with Basketball NSW.
 - All players, coaches, referees, and officials must register and pay the appropriate Primary or Secondary registration fee to CCWB prior to participation in any domestic competition endorsed by CCWB.

2.2 **Responsibility for Registration**

- It is everyone's personal responsibility (or that of their parent/carer if the individual is under 18 years of age) to ensure registration is always current and financial. CCWB reserves the right to refuse participation in any sanctioned event to unfinancial players for insurance purposes and to protect the interests of all our members in cases of litigation.
- The onus for maintaining a current registration lies with the member.

2.3 All registrations must be completed online via the official Basketball Connect website or mobile app.

2.4 **Proof of Identity**

- Proof of identity may be requested for new registrations.
- It is everyone's responsibility to notify CCWB of any change in personal details.

2.5 **Basketball NSW Membership**

- To be eligible to take part in any competition which operates under CCWB, all players must hold a currently valid membership with the governing state body, Basketball NSW (BNSW).
- BNSW Membership prices are set annually by BNSW and are independent from CCWB.
- It is the player's responsibility to ensure their BNSW Membership is up to date and renewed prior to its expiry date.
- Any player that does not hold a current and valid BNSW Membership will not be permitted to take the court.

2.6 **Primary Club Affiliation**

- All players, coaches, referees, and officials that choose to renew their BNSW membership through CCWB must also pay the Primary Club Affiliation fee prior to participation.
- Primary Club Affiliation fees are set annually by CCWB and can be viewed on the club website.

2.7 **Secondary Club Affiliation**

- Players who already hold BNSW memberships through other affiliated clubs must pay the predetermined Secondary Club Affiliation fee prior to participation.
- Secondary Club Affiliation fees are set annually by CCWB and can be viewed on the club website.

3. **Team Registration**



3.1 **Team Managers/Delegates**

- All teams that are entering any CCWB domestic competition are required to nominate a team Manager/Delegate who is over the age of 18 years.

- The team Manager/Delegate is responsible for registering the team and for sending out player invitations via the official Basketball Connect website or mobile app.
 - The nominated team Manager/Delegate is expected to attend each game.
 - The team's Manager/Delegate will be held responsible for the actions & organisation of their team for the full duration of the competition.
- 3.2 Teams must have a minimum of seven (7) players per team and a maximum of ten (10).
- 3.3 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 \$100. This will be invoiced to the team delegate. Complete payment of the invoice will be required as per invoice instruction.
- 3.4 Any player additions/changes to team list after the closing date of nominations must be applied for by sending an email to the CCWB Competitions Manager. Players joining a team late will be required to pay game fees.
- 3.5 Team names will be accepted at the discretion of the CCWB management.
- 3.6 All teams and players that have entered the competition commit to paying all game fees by the due date.
- 3.7 CCWB Management reserves the right to refuse entry to any team or player. Considerations may include:
- History of forfeits
 - Poor behaviour
 - Previous penalties
- A full refund may be issued if:**
- The competition is full, or
 - A team entry is refused.

Withdrawal From Competition

- 3.8 Teams withdrawing must:
- Pay a **\$200 withdrawal fine** (invoiced to the team delegate).
 - Pay all outstanding fees and fines.
 - Be responsible for distribution of costs among team members.
- 3.9 Withdrawing teams or players cannot enter another competition until all debts are cleared.
- 3.10 Players may apply (in writing) to join another team following full payment of their share of any outstanding team fees/fines.



4. Player Registration

- 4.1 All players are responsible for registering themselves for the correct domestic competition and age division via the official Basketball Connect website or mobile app.
- 4.2 Players who hold Primary Registration with another Club/Association must show proof of current BNSW registration and pay a secondary affiliation fee to be eligible to play.
- 4.3 All players must be registered to a team prior to the commencement of the competition. Any additional players joining a team up to week 4 must be approved by the CCWB Management to ensure the player is added to the team list correctly and has arranged successful payment for their fees.
- 4.4 All players must be assigned and added to their team list on the electronic scoring system before each game 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.
- 4.5 Any team playing an unregistered player (or players) will have the result of that game recorded as an unnotified forfeit & may be subject to further penalties at the discretion of Competition Management.
- 4.6 A player shall only be nominated to play in one team, per age group/division, per season.
- 4.7 Players are not permitted to swap teams after the commencement of the competition unless in the case of an extreme circumstance whereby CCWB management will require the request in writing and a decision will be made.
- 4.8 CCWB reserves the right to refuse entry to any player who does not adhere to all registration requirements.
- 4.9 **Junior Age Divisions**
 - Players **must not turn the age of the competition they are entering** during that calendar year.
 - All players must compete in their **correct age group**.
- 4.10 **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 parental consent form completed. Exceptions to this will be considered by CCWB management after a written request is received.
- 4.11 **Representative Players in Junior Domestic Competitions**
 - All CCWB Representative Players are required to register to play in both the Summer and Winter CCWB Domestic Competitions.
 - Junior Representative Players (from CCWB or any other association) must

- register to play in their own age division.
 - Representative Players who elect to play up an age division must do so as an additional registration to their own age division.
 - Junior players may only play up by one age group.
 - A player is considered a representative player if they were selected in a **current calendar year representative program** (CCWB or another association).
 - Junior teams may have a **maximum of 3 Representative Players** (from CCWB or any other association) assigned to their team roster.
 - Any Representative Player who is playing up an age division will not count towards the 3 Representative Player limit.
 - Teams containing 2 or more representative players must nominate for the highest division (if available) and the decision will be made by CCWB management as to what division the team plays in at the conclusion of grading.
 - A representative team may enter into the competition, however, must play up an age group.
 - CCWB reserves the right to restrict junior players from playing in older age groups where the situation is deemed contrary to the best interests of the individual and/or the competition.
 - Any exemptions to these rulings will be made on a case-by-case basis, following a written application to CCWB Management.
- 4.12 CCWB Senior Domestic Competitions do not have restrictions on the number of Representative Players registered to a team.



5. Competition Fees

- 5.1 The Competition Fees will be set by CCWB Competition Management prior to the commencement of each competition.
- 5.2 Competition fees are set per player, not per team.
- 5.3 All competition fees are to be paid online via the Basketball Connect platform.
- 5.4 Players under the age of 18 must have an adult parent/guardian/caregiver complete their competition registration and payment on their behalf.
- 5.5 Players must ensure that successful payment of their competition game fees, either upfront in full or by the designated installments options, has been processed and approved at the point of registration.
- 5.6 All game fees must be paid by the designated due date.
- 5.7 Any players with failed competition fee payments will not be permitted to take the court. Exemptions may be made by the CCWB Management after a written request is submitted.
- 5.8 Teams with outstanding game fees, invoices or fines **will not be permitted to play** their next scheduled game until all payments are cleared.
- 5.9 Any outstanding invoices, including forfeit invoices and representative invoices (owed to CCWB by any person) **MUST** be paid in full prior to that team/player taking the court. **No Pay = No Play**
- 5.10 CCWB reserves the right to utilise the services of a third party to recover any unpaid debts.



6. Team Grading

- 6.1 Divisions that have fewer than twelve (12) registered teams will likely not be divided into separate grades. Exceptions may occur at the discretion of CCWB Competition Management
- 6.2 Competitions may use the **first three (3) weeks** as a grading period, however, this may be shortened or extended where necessary, influenced by:
 - The number of weeks available in the competition
 - The number of teams in each division or grade
- 6.3 Initial grading will be determined by CCWB Competition Administrators based on:
 - Team lists
 - Previous season performance
 - Information provided by team Manager/Delegate
- 6.4 CCWB may re-grade teams based on:
 - Team composition
 - Court availability and competition capacity
 - Team performance during grading or previous seasons
- 6.5 CCWB Senior Divisions, such as A-Grade and Premier League, may undergo additional re-grading throughout the season, or following all teams having played each other at least once. This may be influenced by:
 - The number of weeks available in the competition
 - The number of teams in each division or grade
- 6.6 **Finals Round Grading**
 - May occur for some divisions, where CCWB Competition Management deems appropriate.
 - Finals Grading involves splitting the top eight (8) teams, as determined by the competition ladder, into two separate pools, with teams ranked 1-4 will playing off for the Div-1 Championship and the teams ranked 5-8 playing off for the Div-2 Championship.



7. Fill-In Players

- 7.1 **For Junior Competitions**, fill-in players must be from a lower division or age group and be able to provide proof of current BNSW membership.
- 7.2 **For Senior Competitions**, fill-in players may be permitted from any division, providing that:
 - They provide proof of current BNSW membership and have been cleared to play by CCWB Competition Management.
 - The Court Supervisor has informed the opposing team delegate of the fill-in player's intention to play and the opposing team agrees to their participation in the match.
 - They are over the age of 18, or are at least 16 years of age and have completed a parental consent form prior to participation.
- 7.3 Fill-in players are only permitted when a team has less than five (5) players available to take the court.
- 7.4 Any player acting as a fill-in for a team may only do so for a maximum of three (3) games per season.

- 7.5 Each team is limited to a maximum of two (2) fill-in players for any game, to bring the total players for that game up to five (5).
- 7.6 Teams must have 3 original players from their team list to avoid forfeiting the game.
- 7.7 If additional team members arrive, after the fill-in players have played, the fill-in players must be substituted and cannot participate for the remainder of the game.
- 7.8 All fill-in players must receive permission from the Competitions Manager or their delegate (Court Supervisor) to participate in the match, prior to commencement of the match.
- 7.9 The Court Supervisor must identify any fill-in players to the Bench Officials and the opposing team delegate prior to their participation in the match.
- 7.10 All fill-in players must be recorded on the Extra Players list by the Bench Officials.
- 7.11 Fill-in players must comply with the relevant uniform requirements.
- 7.12 Fill-in players must provide proof of current BNSW membership, Club Affiliation, and have no outstanding debts owing to CCWB.
- 7.13 Teams are not permitted to use any fill-in players during Finals Rounds, or during the last two (2) Regular Rounds of competition preceding the Finals Rounds.



8. Team Uniforms Policy

- 8.1 Players must be uniformly attired by the start of Round Five (5) of the competition unless proof of purchase/awaiting delivery of uniforms is provided by the team delegate.
- 8.2 All players are required to wear suitable non-marking shoes when playing.
- 8.3 **Team Singlets**
 - Should be of the same dominant colour and similar design.
 - Clearly numbered (0–99) in accordance with the guidelines outlined by FIBA, with no duplicates.
 - Must not display any offensive wording or imagery.
 - Reversible singlets are not compulsory but are recommended for all teams.
- 8.4 **Team Shorts**
 - Basketball-style shorts preferred.
 - Same dominant colour and design preferred.
 - If matching shorts are unavailable, plain black shorts will be permitted.
 - No pockets, belts, buckles, or dangerous attachments.
 - Players are not permitted to wear trackpants, jeans or trousers.
- 8.5 **Additional allowances**
 - Black compression garments permitted.
 - Women may wear black bike pants.

- 8.6 In the event of two opposing teams with the same-coloured uniform, the team mentioned as team B on the scoresheet will be required to wear alternate colours (CCWB may provide coloured bibs if necessary).
- 8.7 New players who register after round four (4) of the competition may play their first game for the team out of uniform. However, the player must be either in uniform for their next game or provide proof of purchase/awaiting delivery.
- 8.8 Breaches of the team uniform policy will incur the loss of all competition points for that game, with further disciplinary actions being taken at the discretion of CCWB Competition Management, if needed.

9. Scoring System



- 9.1 It is the responsibility of each team and its members to ensure that all players in attendance are correctly listed as present on the electronic scoring system (Courtside iPad/Tablet) and a legal number is entered beside each player's name.
- Unlisted players (fill-in players and/or team members not currently appearing on the Courtside iPad/Tablet) who wish to participate in the match must first be cleared to play by either the Court Supervisor or CCWB Competition Management and following this provide their names and numbers to the Bench Officials to be recorded on the **Extra Players** game sheet.
- 9.2 A player is not deemed as participating in the game unless their name appears on the electronic scoring system or the Extra Players game sheet.
- 9.3 A player is not permitted to play under someone else's name. Players found in breach of this may be removed from the competition immediately and where deemed appropriate by CCWB Competition Management be subject to further disciplinary action.
- 9.4 It is the responsibility of the **Bench Official personnel** to:
- Confirm that all players present (both teams) are marked off on the Courtside iPad/Tablet, or on the Extra Players game sheet.
 - Accurately record all Points, Fouls, and Time-outs.
 - Track the personal fouls of all players listed on the Extra Players game sheet.
 - Cross-check scores with the timekeeper.
 - Ensure scoreboard accuracy throughout the game.
 - Hand over the Courtside iPad/Tablet to the match referee at the conclusion of the match for confirmation the final score and to officially end the game.
- 9.5 The referee in consultation with bench officials &/or a court supervisor may amend the electronic scoring system if a discrepancy is found and the error can be clearly recalled and confirmed. Scoring amendments should be made during regular game stoppages, however, if necessary, the match referee may stop the game

expressly for this purpose. Any scoring adjustments must be confirmed and made prior to the final two (2) minutes of the match. Once the game concludes no further changes shall be made.

- 9.6 It is the responsibility of the match referee to confirm the final game score on the electronic scoring system (Courtside iPad/Tablet), officially ending the game.

10. Score Bench Requirements



- 10.1 For all matches that are played in the format of 2 x 20-minute halves (all Junior divisions and designated Senior divisions) each participating team is required to provide one person to perform score bench duties per game.
- 10.2 For all matches that are played in the format of 4 x 8-minute quarters (Premier Leagues and designated Senior divisions) bench official personnel will be provided by CCWB, with the expenses being built into the competition fees.
- 10.3 Teams who fail to meet their bench duty requirements may have their game deemed as a 0-20 loss, receive +1 competition points, with the opposing team being awarded the win and +3 competition points.
- The decision to apply this rule will be at the discretion of CCWB Competition Management or the acting Court Supervisor.

11. General Rules, Game Play and Timing



- 11.1 All matches 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.
- 11.2 Where possible, CCWB aims to provide a minimum of two (2) referees for each match.
- 11.3 A minimum of two (2) Bench Official personnel are required to perform the score keeping requirements for each game.
- 11.4 Players are to obey the directions of the match officials (Referees, Bench Officials and Court Supervisors), behave respectfully, and honor the referee's authority over the game.
- 11.5 Each team must nominate a Team Captain prior to the commencement of each match. The Team Captain's responsibilities include:
- Record their name on the Courtside iPad/Tablet and make themselves known to the Bench Official personnel and the Match Referees.
 - Communicate with the Match Officials (Bench Officials and Match referees) on behalf of their team (further details of this responsibility can be found in Section 13 of these by-laws).

- Receive penalties for any Bench Technical Fouls awarded to their team.
 - Shoot free-throws awarded as a result of opposing team incurring Technical, Unsportsmanlike or Disqualifying Fouls.
- 11.6 Matches are to Start at the scheduled time:
- Teams must be ready to start their games on time, with all players correctly signed on to the Courtside iPad/Tablet.
 - The match Referee will signal a One (1) minute warning before game start.
 - The Game Clock starts after one (1) minute regardless of player's readiness.
- 11.7 If a team is running late without notification:
- The Referee (or Court Supervisor) is to start the game clock at the scheduled game time.
 - The team that is late will be penalised 2 points per minute (at the end of each 60 second period that passes).
 - After 10-minutes has elapsed, the game will be classified as an Unnotified Forfeit against the late team.
 - This rule will be applied at the discretion of CCWB Competition Management or the acting Court Supervisor.
- 11.8 Teams may only take the court with a minimum of four (4) registered players.
- 11.9 The game clock will stop for any unusual delays, as ordered by, and at the discretion of the match officials (e.g., loose ball on the court, wet floor or serious injury).
- 11.10 Games that end in a draw will be ruled as such. No overtime periods are played during regular season games.

MATCH FORMAT – 2 X 20 MINUTE HALVES

- 11.11 The match format for all **Junior age divisions and grades** (and designated Senior divisions) is 2 x 20-minute halves per game with a running clock.
- Half Time break is 2-minutes
 - Teams are allowed 1 x 1-minute timeout per half (clock stops).
 - No timeouts are permitted in the last two (2) minutes of the second half.
 - When a team has sustained 7 team fouls in a half, any additional team fouls will result in 2 x bonus free throws awarded to the opposing team (team foul count resets each half but does not reset for any overtime periods).
 - If the score difference is 10 or less, immediately preceding (and during) the last 1-minute of the game, the game clock will stop for whistle stoppages only.
 - During Semi-finals and Grand Finals games each team is permitted one (1) extra timeout per half.
 - During Semi-finals and Grand Finals games, the final minute of the second half (or, of any overtime periods) will be fully timed (game clock stops for all whistle stoppages and made baskets).

- During Semi-finals and Grand Finals games, in the event of a draw at full time, successive 5-minute periods of overtime shall be played to obtain a decisive result.
- Teams are not permitted any extra timeouts during any overtime periods.

MATCH FORMAT – 4 X 8 MINUTE QUARTERS

11.12 The match format for all **Premier League divisions** (and designated Senior divisions) is 4 x 8-minute fully timed quarters.

- Game clock stops on all whistle stoppages and after every made basket.
- Half Time break is 2-minutes, Quarter Time breaks are 1-minute.
- Teams are allowed 2 x 1-minute timeout per half (clock stops).
- When a team has sustained 4 team fouls in a quarter, any additional team fouls will result in 2 x bonus free throws awarded to the opposing team (team foul counts resets each quarter, but does not reset for any overtime periods).
- During Semi-finals and Grand Finals games, in the event of a draw at full time, successive 4-minute periods of overtime shall be played to obtain a decisive result.
- Where possible, a 24-second (+14-second) Shot Clock may be utilized in certain Premier League divisions, pending availability of extra Bench Official personnel (the usage of a Shot Clock will be communicated to teams by CCWB Competition Management or the acting Court Supervisor).
- Teams are permitted 2 x 1-minute timeout per half (clock stops) during Semi-finals and Grand Finals.
- Teams are permitted x1 extra timeout during overtime periods.

SENIOR UNISEX COMPETITION RULES

11.13 All registered players must be at **least sixteen (16) years of age** to participate in this competition.

- Exceptions to the minimum age requirement may be considered at the discretion of CCWB Management. Requests for exemption must be submitted in writing and approved before the player is permitted to participate.

11.14 Each team must have a minimum of two (2) female players on the court at all times during play. Should a team be unable to maintain the required number of female players due to injury, fouling out, or other exceptional circumstances, the competition administrator will determine the appropriate course of action for the match to proceed.

11.15 To promote fair and inclusive participation, the following defensive restriction applies:

- Male players must not jump when attempting to block or alter the shot of a female player.
- Any violation of this rule will be ruled as **goaltending**, regardless of whether contact with the ball occurs. The attempted field goal shall be deemed successful, and the appropriate points will be awarded to the offensive team.
- The referee's decision regarding the application of this rule is final.

11.16 All matches shall be played in accordance with the **2 × 20-minute halves** match format as detailed in **Section 11.11** of these Bylaws.

11.17 All competition games shall be played using a **Size 7 basketball**.



12. Specific Rules and Regulations

12.1 Players with long fingernails or acrylic nails need to cut them or have them taped with appropriate tape deemed by the officials i.e., strapping tape. Gloves may be worn by players as long as they:

- Are appropriate for basketball.
- Do not give additional reach or grip.
- Do not, in any other way, give an unfair advantage to the wearer.
- They are in no way dangerous to other players.

12.2 Hair & Accessories

- Hair must not obscure player numbers.
- Braids/plaits may need to be secured.
- Not permitted:
 - Hair jewellery (except basic clips).
 - Scarf-style headbands.
 - Hats of any kind.
 - Any item deemed by the match officials to pose potential risk of injury.

12.3 **All jewelry** (including watches) must be removed prior to players taking the court. Piercings that cannot be removed must be taped securely. The player may not participate until such time that the referee is satisfied that the object is appropriately covered.

12.4 Players **MUST NOT** participate under the influence of:

- Alcohol.
- Any illegal substances.
- Any prescription medications that impede a player's physical or mental state.

12.5 A breach of any of the personal safety regulations (**12.1 through 12.4**) will result in the offending player being removed from the game and may result in removal from venue with further disciplinary measures being enacted where deemed appropriate by Competition Management.

12.6 Bench Area Regulations:

- Teams must sit within their designated bench areas.
- Only substitutes may sit near the score bench.
- **Team A** (first team listed) sits on the **Left** side of score table.
- **Team B** (second team listed) sits on the **Right** side of score table.

- 12.7 To encourage the development of individual and team fundamentals, the following will be enforced:
- In alignment with BNSW and Basketball Australia regulations, **Zone Defense will not be permitted** (as determined by CCWB Competition Management or Court Supervisor) in **Junior age divisions, from U14 and below**.
 - **Man-to-Man Required:** Defenders must primarily guard a designated opposing player rather than guard a specific area of the court.
 - **Zone Pressing:** Teams are generally allowed to press (e.g., in the full court), but once the ball is advanced into the quarter-court (inside the three-point line), all players must re-establish man-to-man positioning.
 - **Sagging & Collapsing:** Consistently having all five players dropping back and lingering entirely within the keyway (or split line) to protect the basket without matching up is considered a zone violation.
 - Three-point baskets will not be awarded in Junior age divisions, from U12 and below.
 - Players in Junior age divisions, from U12 and below, may use the modified free-throw line (by request) if deemed appropriate by CCWB Competition Management or the Court Supervisor.
 - In Junior age divisions, from U12 and below, all players must take the court in each half.
- 12.8 For the Junior age divisions, U14 and below, the “**Mercy Rule**” may be applied once a **team leads by +30pts**:
- The option to implement this rule will be offered to the losing team’s coach/manager/delegate by the match referee, once a +30pt margin has been established (the losing team may choose to accept or refuse the offer).
 - When the rule is in place, teams are not permitted to play any form of full-court defense.
 - Should the margin fall back below 30 points, the “Mercy Rule” restrictions are to be removed.
- 12.9 CCWB follows the BNSW and FIBA recommendations for **Game Ball Sizes**:
- **Size 5;** U10 and U12 Junior Divisions (Boys and Girls).
 - **Size 6;** U14 Boys, all Junior Girl’s Divisions (U14 and above) and all Senior Women’s Divisions.
 - **Size 7;** Junior Boy’s Divisions (U16 and U18), Unisex Divisions, and all Senior Men’s Divisions.

13. Forfeits



- 13.1 A team will forfeit a game if:
- They fail to attend their match.
 - They do not have four (4) registered players in uniform within 10 minutes of their game’s start time.
 - They cannot continue with at least two (2) players.
 - They refuse to complete a game.

- 13.2 **Notified forfeits** MUST be emailed through to CCWB Competition Management (jlawson@wyongleagues.com.au) by no later than 12 noon on the day of the game.
- 13.3 **Unnotified forfeits** after midday on the day of the game will result in the team that is forfeiting paying a **\$75 forfeit fee** for that game and shall receive -3 competition points.
- Forfeit fees are to be paid directly to competition management via the Waves Information Desk.
 - Complete payment of the forfeit is required prior the next scheduled game for the team to be eligible to take the court.
- 13.4 Team will be disqualified from the competition after (4) forfeits across any given 20-week competition.



14. Competition Points and Finals Eligibility

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

- 14.1 Ladder Positions are decided by competition points. If this results in an equal place, then it is decided by results of games between the teams concerned. If the ladder position still remains the same, it is decided on overall points for and against.
- 14.2 To be eligible for semi-finals and finals, a player must have played in no less than 50% of scheduled round games. In this instance a bye is classified as a “played” game. Exemptions to this rule may be allowed on a case-by-case basis following written application to CCWB Competition Management.
- 14.3 At the discretion of CCWB Competition Management, players absent due to official commitments (CCWB, BNSW, BA) may have games counted toward their finals eligibility.
- 14.4 Any team playing an ineligible player in a Finals game shall forfeit the game and incur a \$100 fine. This fee will be invoiced to the team manager/delegate.
- 14.5 Where a team is ruled ineligible for Finals or an eligible team notifies of their intention to forfeit, the association reserves the right to offer that place in the finals to the next highest team determined on the competition ladder.



15. Player Behaviour, Technical Fouls and Judiciary Tribunal

- 15.1 The CCWB reserves the right to take any action deemed necessary to ensure the integrity of the Club and the reputation of the game of basketball.
- 15.2 All Players, Spectators and Coaching Staff are 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.
- 15.3 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 CCWB game or sanctioned event, may be reported to the Court Supervisor or CCWB Competition Management. That person/s may be removed from the location by any person/s in charge were deemed necessary, &/or subject to disciplinary action were deemed appropriate.
- 15.4 All Players, Coaches, Managers, Referees, Parents/Carers, Technical Officials and Spectators are required to adhere to all CCWB Communications Protocols, as outlined in these bylaws (Section 18.). Failure to follow the correct communication protocol may result in the immediate or future enactment of disciplinary actions, including but not limited to:
- Official written warnings.
 - Ejection from venue.
 - Referral for review by CCWB Judiciary Tribunal.
 - Suspensions.
 - Legal charges.
- 15.5 Verbal abuse of any official (referee or score bench etc.) during or after a game will not be tolerated and may result in the immediate or future enactment of disciplinary actions (as listed above).
- 15.6 Fighting, or physical violence of any kind, is considered a serious offence and will not be tolerated. Any persons participating in physical altercations will be immediately removed from the venue and remain suspended until a review of the matter has been conducted by the CCWB Judiciary Tribunal.

TECHNICAL FOULS

- 15.7 A **Technical Foul** may be issued to a player, substitute, coach, or other team personnel for **unsportsmanlike behaviour**, which can include, but is not strictly limited to:
- Offensive, or abusive language
 - Arguing with match officials
 - Taunting
 - Flopping
 - Deliberate delay of game

- 15.8 The opposing team is awarded **one (1) free throw and** the game will resume where it was stopped at the time. If neither team had possession of the ball at the time of stoppage, then a jump ball arrow decision will determine possession.
- 15.9 If a player receives a technical foul or an unsportsmanlike foul in a game, they are subject to **Automatic Substitution** and must immediately leave the court (return to their team bench area) for a prescribed amount of penalty time.
- 5-minutes; all divisions playing 2 x 20-minute halves, running clock format.
 - 3-minutes; all divisions playing 4 x 8-minute quarters, fully timed format.
- 15.10 **Automatic Substitution Conditions**
- Penalty Time does not include:
 - Time-outs taken by the offending team
 - Half-time
 - Substitution:
 - Allowed if a substitute is available
 - Score Table:
 - Must record substitution time
 - Return:
 - Players may return after 5 minutes of elapsed game time (20-minute halves / running clock match format)
 - Players may return after 3 minutes of elapsed game time (8-minute quarters / fully timed match format)
 - Officials may stop play to allow re-entry
- 15.11 Players who are subject to Automatic Substitution may not participate in the match in any capacity, including filling any bench duty responsibilities.
- 15.12 Any further behavioral infraction, verbal or otherwise, from a player that is currently undergoing penalty time for Automatic Substitution may attract a Bench Technical Foul.
- Bench Technical Fouls will be marked against the team's captain
 - The opposing team will be awarded one (1) free throw (taken by the opposing team captain) and the game will resume from where it was stopped at the time. If neither team had possession of the ball at the time of stoppage, then a jump ball arrow decision will determine possession.
- 15.13 Players who receive a **Technical Foul** will have the offense recorded in a post-game **Referee Report** (Send Off Report). The offense will be documented and kept on record for future reference. If requested, a copy of the report will be made available to the player.
- 15.14 If a player receives a **second Technical Foul within the same game**, they are disqualified. The match official will ask the player to leave the game and inform them that they are to be ejected immediately from the venue. The acting Court Supervisor will escort them from the premises.

- A disqualified player may not return to the venue on the same day/night
- Reviewed by CCWB Judiciary Tribunal.
- Further disciplinary actions may be applied, if deemed appropriate.

15.15 **Accumulated Technical Fouls** across a single competition will be met with increasingly severe disciplinary actions.

- **Third Technical Foul:**
 - Automatic 1-week suspension from play
 - Required to sign a "Player's Contract - Code of Conduct" before returning to play any further matches
 - Reviewed by CCWB Judiciary Tribunal
 - Further disciplinary actions, if deemed appropriate
- **Fourth Technical Foul:**
 - Automatic 2-week suspension from play
 - Required to sign a "Player's Contract - Code of Conduct" before returning to play any further matches
 - Reviewed by CCWB Judiciary Tribunal
 - Further disciplinary actions, if deemed appropriate
- **Fifth Technical Foul:**
 - Automatic 4-week suspension from play
 - Required to sign a "Player's Contract - Code of Conduct" before returning to play any further matches
 - Reviewed by CCWB Judiciary Tribunal
 - Further disciplinary actions, if deemed appropriate
- **Sixth Technical Foul:**
 - Automatic 8-week suspension from play
 - Required to sign a "Player's Contract - Code of Conduct" before returning to play any further matches
 - Reviewed by CCWB Judiciary Tribunal
 - Further disciplinary actions, if deemed appropriate
- **Seventh Technical Foul:**
 - Player may be removed completely from the competition
 - Reviewed by CCWB Judiciary Tribunal
 - Further disciplinary actions, if deemed appropriate

15.16 For players participating in multiple age divisions during the same domestic season, technical fouls accumulated across all age divisions will be treated as if they occurred in a single competition and will not be counted separately for each division.

15.17 Where applicable, unserved suspension time will carry over between competitions.

15.18 Players who are ejected from a game/venue, suspended, or banned entirely from play are not entitled to any refunds of competition fees.

15.19 Failure to comply with disciplinary directives may lead to:

- Team forfeiting
- Additional disciplinary actions
- Further escalation via the CCWB Judiciary Tribunal

BENCH TECHNICAL FOULS

15.20 A non-contact, behavioral infraction committed by coaches, substitutes, or excluded players (serving penalty time). The foul is charged to the team captain, and 3 indirect fouls may result in the captain's disqualification.

15.21 The opposing team is awarded **one (1) free throw** and the game will resume from where it was stopped at the time. If neither team had possession of the ball at the time of stoppage, then a jump ball arrow decision will determine possession.

15.22 Examples of behaviours that can attract a Bench Technical Foul include:

- Disrespectful communication with referees, bench officials, opponents or spectators
- Taunting
- Obstructing opponents
- Delaying the game
- Improper standing

UNSPORTSMANLIKE FOULS

15.23 **Unsportsmanlike Fouls** are distinguished from normal personal fouls by the intent, severity, and context of the contact. An **Unsportsmanlike Foul** can be issued when a player makes contact that is deemed to be defined by the following criteria:

- Not a legitimate attempt to play the ball within the spirit and intent of the rules.
- Excessive or hard contact while trying to play the ball or an opponent.
- Contact from behind or laterally on an opponent during a fast break when no defensive player is between the offensive player and the basket.
- Unnecessary contact to stop the progress of the offensive team in transition, before the offensive player begins their act of shooting.

15.24 The opposing team is awarded **two (2) free throws and possession of the ball**.

15.25 Players who receive an unsportsmanlike foul will have the offense recorded in a post-game **Referee Report** (Send Off Report). The offense will be documented and kept on record for future reference. If requested, a copy of the report will be made available to the player.

15.26 Accumulated Unsportsmanlike Fouls across a single competition will follow the same framework as described for accumulated Technical Fouls.

DISQUALIFYING FOULS

- 15.27 A **Disqualifying Foul** occurs when a player, substitute, coach, or other team personnel commits a **flagrantly unsportsmanlike act**, which can include, but is not limited to:
- Violent contact endangering the safety of others
 - Deliberate tripping
 - Excessive force
 - Taunting
- 15.28 The opposing team is awarded **two (2) free throws and possession of the ball**.
- 15.29 The match official will ask the player to leave the game and inform them that they are to be **ejected immediately from the venue**. The acting Court Supervisor will escort them from the premises.
- A disqualified player may not return to the venue on the same day/night
 - Reviewed by CCWB Judiciary Tribunal.
 - Further disciplinary actions may be applied, if deemed appropriate.
- 15.30 Players who receive a **Disqualifying Foul** will have the offense recorded in a post-game **Referee Report** (Send Off Report). The offense will be documented and kept on record for future reference. If requested, a copy of the report will be made available to the player.
- 15.31 Accumulated Disqualifying Fouls across a single competition will follow the same framework as described for accumulated Technical Fouls, with the exception that each **Disqualifying Foul will carry the equivalent weight of two Technical Fouls**.

TRIBUNAL

- 15.32 CCWB adopts **BNSW Tribunal By-Laws**. CCWB Judiciary Tribunal are appointed to:
- Hear and preside over disputes
 - Adjudicate on reported incidents
 - Determine disciplinary actions
- 15.33 Tribunal Hearings will be conducted the week following the incident (Mondays).
- 15.34 Officials must submit any reports immediately on the night of the offense or as soon as practical.
- 15.35 Players under suspension cannot play pending appeal outcomes.
- 15.36 Players who are subject to review by the CCWB Judiciary Tribunal will be notified by email. It is the players' responsibility to ensure that their contact details are current and up to date on their online Basketball Connect profile.
- 15.37 A full description of the functional procedures and protocols of the CCWB Judiciary

Tribunal can be found in the attached **CCWB Judiciary Tribunal Appendix (Section 19.)**



16. Communications Protocols

- 16.1 All participants (players, coaches, officials, and spectators) must adhere to the CCWB Communications Protocols and Code of Conduct, described in full in the attached **CCWB Communications Protocols Appendix (Section 19.)**
- 16.2 Failure to comply with these protocols may result in technical fouls, removal from the venue, suspension, or further disciplinary action in accordance with CCWB bylaws.
- 16.3 Core Expectations
- Treat all participants and officials with respect, sportsmanship, and integrity.
 - Accept all referee decisions without argument or dissent.
 - Abuse, harassment, intimidation, or inappropriate language will not be tolerated.
- 16.4 The following will **not be tolerated**:
- Inappropriate language
 - Profanity
 - Abuse towards officials
- 16.5 In **U10 and U12 games**, and any other games officiated by junior referees (indicated by the use of green/yellow whistle) all coaches, players, team staff and spectators **must not question any referees' decisions**. Any concerns must be directed to:
- Court Supervisor
 - Referee Coordinator
 - Competition Management



17. Protests and Grievances

- 17.1 All complaints must be submitted in writing and handled in accordance with the CCWB Complaints Handling Framework, as outlined in the **Complaints & Discipline Appendix (Section 19.)** of the CCWB Domestic Competition Bylaws.
- 17.2 No disputes are to be resolved through on-court or sideline confrontation.
- 17.3 All domestic complaints should be lodged to the CCWB Competition Manager jlawson@wyongleagues.com.au



18. Injuries

- 18.1 An injury should be reported to the Court Supervisor as soon as possible and an injury Report Form must be completed.
- 18.2 In the event of an injury, the referee will use their discretion as to when to stop the game.
- 18.3 Coaches, spectators, and other players are not allowed to enter the court until advised by the referee.
- 18.4 For all further details on BNSW Sports Injury Insurance/Concussion Policy, please see **Injuries Appendix** of the CCWB Domestic Competition Bylaws.



19. Appendixes and Codes of Conduct

Appendix A: CCWB Score Bench and Duty Referee Commitments

Appendix B: CCWB Judiciary Tribunal

Appendix C: CCWB Communications Protocols

Appendix D: CCWB Complaints & Disciplinary Protocols

Appendix E: CCWB Injuries Policy

BNSW Code of Conduct – Players

BNSW Code of Conduct – Coaches, Officials and Support Staff

BNSW Code of Conduct – Spectators



20. Definitions and Glossary of Terms

TBA (Coming soon)

22. Amendments Register

None (as of July 2026)

