

2017 Competition By-Laws NEWCASTLE BASKETBALL



The By-Laws are made by the Board of Directors of the Basketball Association of Newcastle Ltd.

These By-Laws will take effect from September 2017.



1. Abbreviations

- BA – Basketball Australia
- BNSW – Basketball NSW
- GM – General Manager
- BM – Basketball Manager
- NB – Newcastle Basketball
- FIBA – International Basketball Federation

2. Newcastle Basketball Competitions

- 2.1 McDonald's Junior Club Competition is for members in the following age groups; Super 10s, Under-12s, Under-14s, Under-16s, Under-18s, Under-20s, Under-22s
- 2.2 Senior Club Competition – A Super League format where teams are selected via a draft system to play in the Senior Club Competition.
- 2.3 Senior Social Competition – A mixture of women's, men's and mixed competitions that cater for all skill levels and designed for members aged 16 and over.

3. Player Registration

- 3.1 All members must pay an annual registration fee to Newcastle Basketball that confirms they are registered with Basketball NSW to play in any competition.
- 3.2 All coaches, assistant coaches and managers must pay an annual registration fee to Newcastle Basketball.
- 3.3 Upon request a member must provide proof of identity and/or registration with Newcastle Basketball and they may be excluded from participating until such time as they do.
- 3.4 All coaches must have a verified Working With Children Check number registered with Newcastle Basketball.

4. Team Nomination

- 4.1 Teams must nominate TWO team contacts who are both over the age of 18.
- 4.2 Pay the set nomination fee.
- 4.3 Nominate not less than 7 eligible players. Super 10s teams will be subject to availability.
- 4.4 Where a team nominates and is offered a position in a competition but does not accept that position, 50% of the nomination fee will be refunded.
- 4.5 A member may play in more than one competition, however they can only play in one team in any particular competition.
- 4.6 Each member must have their name on the scoresheet before participating in any game. At the end of the game the referee will delete any players from the scoresheet that did not play.
- 4.7 A team may add additional members to the team roster at any time during the season however, rules apply for finals eligibility.

5. Eligibility for Finals

- 5.1 Players must play at least 60% of scheduled matches during the season to be eligible for finals.
- 5.2 Teams must play at least 80% of scheduled matches during the season to be eligible for finals, this includes forfeits received.

6. Forfeits

- 6.1 Teams that notify a forfeit the day before the game will incur the game fee as penalty.
- 6.2 Teams that forfeit any time after that will incur the game fee plus a \$50 fine as penalty.
- 6.3 Teams that do not have at least four (4) players within five minutes of the start time will forfeit the game and incur the penalties outlined in 6.2.
- 6.4 All forfeits will be declared as 20-0 win to the opposing team.
- 6.5 A team that forfeits three times may be removed from the competition.
- 6.6 Teams must have all outstanding fines paid within 14 days of receiving the fine or all games will be declared 20-0 wins to the opposing team until it is paid.
- 6.7 If opposing teams both have unpaid fines exceeding 14 days both teams will lose three competition points.

7. Ineligible Players

- 7.1 If a member does not register within seven (7) days of playing for a team, that game will be declared a 20-0 win to the opposing team, unless their win was already greater than 20-0.
- 7.2 Three competition points will be deducted for each game an unregistered member plays after the seven (7) day limit has expired.
- 7.3 If a member plays for a second team in the same competition that team will be deducted any points for those games and the opposition will receive a win for those games.
- 7.4 Teams will lose three competition points and may incur a \$50 fine for playing someone under a false name.

8. Withdrawing from Competition

- 8.1 A team may withdraw from a competition by giving 14 days' notice in writing.
- 8.2 A team that withdraws must pay all game fees, including those during the notice period, plus a \$200 fine.
- 8.3 The team will not be accepted into any other competition until all monies have been paid.

9. Games

- 9.1 All game fees must be paid before any team can commence the game.
- 9.2 All domestic games are played in two halves and NB will determine the timing rules to apply for each competition.
- 9.3 The game clock will be started no later than two minutes after the completion of the previous game.
- 9.4 Teams have five (5) minutes after the game clock has started to provide at least four (4) players to start the game or it will be declared a forfeit.
- 9.5 If teams finish on equal competition points their position will be determined by the following;
 - The team that had the least number of forfeits or if they are equal;
 - The team that won the most games head-to-head and if they are equal;
 - The team with the higher percentage of points for-and-against in their head-to-head games.
- 9.6 Teams are awarded competition points as follows;
 - 3 points for a win
 - 2 points for a draw
 - 1 point for a loss
 - 3 points for a bye
 - 3 points for a forfeit received
 - 0 points for forfeiting
- 9.7 All players must wear team uniform with numbers (0-99) that can be easily identified by referees.
- 9.8 Teams must wear basketball singlets and shorts and have three weeks from the start of the competition to comply or an exemption from NB if uniforms are ordered and delayed.
- 9.9 If team uniforms clash a Venue Supervisor will provide a loan set of uniforms for that game and they must be returned or face a \$50 fine.
- 9.10 Hair accessories, jewellery and long fingernails are not permitted.
- 9.11 Players who are dismissed or disqualified from a game must leave the court area immediately and may face the NB tribunal or judiciary.
- 9.12 Any player acting in a way that may cause danger to another person or damage to equipment may be directed to leave the stadium and may face further disciplinary action.
- 9.13 Each team must provide one person for score bench duty in all games.

10. Grading

- 10.1 Team performances will be assessed for the first 3-5 games of the competition and any potential re-grading will be communicated by NB.
- 10.2 The decision to re-grade teams rests with NB and does not require the consent of the teams involved.
- 10.3 In the event of re-grading teams will take the number of competition points they have acquired into the new division.
- 10.4 Any player transfers must be authorised by NB.

SENIOR COMPETITIONS

1. A junior member must be 16-years or older to play in a senior competition or provide written permission from a parent or guardian to NB.
2. NB reserves the right to deny a player aged under 16 entry into a senior competition.
3. In all mixed/unisex competitions there must be no more than three males on the court during a 5v5 game.
4. A male player must not attempt to block the shot of a female player or steal or attempt to steal the ball from a female player in a mixed/unisex game.
5. Substitution of players is permitted on any whistle or after a goal has been scored in mixed/unisex games.

JUNIOR COMPETITIONS

1. Qualification for any age division is set as the age of the member at December 31st in the year that competition commences.
2. In the event there is more than one division in each age group;
 - Members must play in the division they have been selected in
 - Can only play in a higher division twice, if they play three times in a higher division they will be graded into that division and cannot go back down to their original division.
 - Cannot play in a lower division
3. Teams in Super 10s must play man-to-man defence in the full or half-court.
4. Teams in Under-12s and Under-14s must play man-to-man defence in the quarter court and may play extended zone defence in the full court.
5. Zone defence is permitted anywhere from Under-16s and above.
6. Super 10s and Under-12s - A team that is leading by 20 points or more must play only defence inside the three-point line. If the margin drops below 20 points they can extend their defence full court.
7. Under-14s – A team that is leading by 30 points or more must only play defence inside their three-point line. If the margin drops below 30 points they can extend their defence full court.
8. All transfers between clubs must be authorised in writing by Newcastle Basketball.

BASKETBALL CLUB

1. A basketball club is an organisation that controls the operations of a number of teams, being not less than five (5), that participate in competitions administered by Newcastle Basketball.
2. Teams may be senior or junior or both.
3. To become affiliated with Newcastle Basketball clubs must lodge a registration form with the General Manager and it may be accepted by the Board at its absolute discretion.
4. A club must have an executive of at least President, Secretary and Treasurer whose names and contact details must be provided to the General Manager.
5. A meeting of club presidents and the General Manager can be called if not less than three (3) club presidents' request it.
6. A basketball club is responsible for;
 - Ensuring all club members are registered in accordance with section 3.3 of the By-Laws.
 - That all playing fees are paid at the due time.
 - All required bench duties are complied with.

Club Finances

- (1) At the discretion of the Board all clubs must provide financial statements and accounts upon request.
- (2) It is the intention of Newcastle Basketball to keep playing fees to a minimum while still remaining in a sound financial position to administer all activities undertaken by the association.
- (3) In accordance with this we require all clubs to keep their fees as low as possible and bank balances to a minimum to make basketball financially viable for all participants.

