



2024/25  
SENIOR  
COMPETITION  
BY - LAWS

## **ILLAWARRA BASKETBALL ASSOCIATION COMPETITION BY-LAWS 2024**

All competitions will be run according to the competition rules of Illawarra Basketball Association (IBA including all relevant FIBA rule changes to our competitions as required by Basketball NSW (BNSW) and Basketball Australia (BA)

### **PURPOSE:**

To establish fair and consistent regulations for both the management and playing of basketball for all registered IBA players.

### **ADMINISTRATION:**

The Competitions Manager and Senior Competitions Manager are responsible for the administration, compliance, review and revisions of these By-Laws.

All communication to the IBA Competition Managers must be in writing.

The Competition Manager has the power to make final decision on these By-laws.

## **1 ASSOCIATION FACILITIES AND EQUIPMENT**

- 1.1** It is the responsibility of all members to take care of facilities and equipment.
- 1.2** Members and spectators causing damage to any of the facilities or equipment shall be reported and responsible for replacement and/or compensation.
- 1.3** The act of hanging from the ring is prohibited. This does not stop the dunking of the ball as per the rules.
- 1.4** During the game any player who hangs on the ring shall be dealt with as per the rules.
- 1.5** Outside of the game any person who hangs on the ring may be reported and removed from the premises.
- 1.6** Any person(s) may be reported and/or suspended under the "Articles of Association".

## **2 GAME EQUIPMENT AND SAFETY**

- 2.1** Teams must provide their own basketballs for training and pre-match warm-up. Game balls will be provided by the IBA and should be returned to the score bench at the conclusion of the game.
- 2.2** Failure to return the basketball at the conclusion of your game will result in a fine to replace the lost or stolen basketball.

**2.3** To ensure safety towards all players, jewellery such as earrings, bangles, watches, rings or any other such object must not be worn during a game.

**2.4** If unable to be removed, players will be allowed to tape or cover it up. Ensuring that it is safe and not cause harm or injury to other players or officials during competition games.

**2.5** Fingernails which protrude past the end of the finger or rings which are difficult to remove must be taped up before a player will be allowed to play.

### **3. TEAMS**

**3.1.** Teams nominating by the due date will have priority in competition placement.

**3.2.** Late teams may be accepted if positions are available.

**3.3.** Players must be at a minimum turning 16 years in the year of the competition. Exceptions can be made at the Competition Managers discretion.

**3.4.** A team nomination shall have at least six [6] players.

**3.5.** All players are required to be registered and financial, otherwise are not to take the court.

**3.6.** Additional players may be added to a team during the competition only if approved by the Competition Manager and processed through the office before playing.

**3.7.** Teams playing unregistered players will forfeit all games involved.

**3.8.** A team must have a minimum of four registered and nominated [4] players to start the game.

**3.9.** Teams may be graded to suit the standard of a particular division. These changes will be at the discretion of the Competitions Manager to provide competitive and even competitions for all.

**3.10.** Players who are unfinancial with the IBA will not be permitted to play. This includes Illawarra Representative Players.

### **4. UNIFORMS**

**4.1.** The uniform of all team members shall consist of

- Singlets of the same design and colour front and back.
- Shorts of the same colour front and back, may be a different colour to the singlets.

**4.2.** Minor variations may be acceptable. Assessment of variations will be undertaken on a case-by-case basis.

- 4.3.** Singlets must be numbered between 00 – 99 front and back. No member of the same team can wear a duplicate number. Numbers must be clearly legible, of a contrasting colour to the singlet and be fixed to the uniform. Numbers taped or pinned are not considered to be fixed.
- 4.4.** Any undergarments (e.g. bike shorts, skins, shooting sleeves, under-shirts, etc.) which protrude from under the uniform may be worn provided they are the same colour as the team uniform or black or white. Long sleeve shirts are not permitted.
- 4.5.** Players shall not wear equipment that may cause injury.
- 4.6.** New teams will have a grace period to acquire uniforms, determined and approved by the Competition Manager for ordering and delivery of team uniforms.
- 4.7.** Team's must be in their correct uniform by week four (4) of the competition. Requests for an extension must be made in writing to the Competition Manager.
- 4.8.** A Five (5) point penalty will be applied for each non-matching singlet to the opponent score at halftime. Should a nominated player show after halftime without a matching singlet, points shall be applied at the next break in play.
- 4.9.** Bandanas, beanies and other similar headwear are not permitted.
- 4.10.** In the event of a clash of colours, Team B shall be required wear an alternate colour. If a team refuses to change uniforms, then that team may forfeit the game.
- 4.11.** If deemed necessary, officials may instruct players to tuck in uniform tops.
- 4.12.** Footwear must be purpose-designed for use on the playing surface used for the competition. Any damage caused by inappropriate footwear shall be the responsibility of the wearer.

## **5. TIMING OF COMPETITION GAMES**

	TIMING	1/2 TIME	1/4 & 3/4 TIME	TIME-OUTS
CHAMPIONSHIP	4 x 8 minute fully timed	3 minutes	1 minute	1 minute
DIVISIONS 1 -3 & SOCIAL	4 x 10 minute running clock	3 minutes	1 minute	1 minute

- 5.1.** Running clock games, the final 2 minutes of the 4<sup>th</sup> quarter is fully timed. Clock stops for all whistles and field goals.
- 5.2.** Two (2) time-outs per team / per half.

**5.3.** Finals games will have the same timing as regular season except with a period(s) of over-time of three (3) minutes if scores are tied. One (1) time-out per team per period of over-time. Personal and team fouls do not reset during any period(s) of over-time.

## **6. SCORE SHEET / SCORING DEVICE**

**6.1.** The Crew Chief in consultation with bench officials may amend the score sheet / scoring device if a discrepancy is found at half time, or immediately after the game concludes.

**6.2.** An error will only be adjusted if it can be clearly recalled and confirmed. If bench officials discover a discrepancy at any time throughout the game that cannot be immediately rectified by the bench officials, the clock should be stopped, and match officials should be notified.

**6.3.** Once a game has concluded with no errors identified, individual players scores will stand.

**6.4.** If there is clear evidence brought to the IBA of an incorrect match result, the Competitions Manager will review the evidence and have final decision over the game result.

**6.5.** Should a team need to add an additional player, they can do this before their games starts at the court supervisor's office at the Snakepit.

**6.6.** Once a game has started, teams will be unable to add new players to their team list.

**6.7.** If a player is registered to a team and does not need to be added to the scoring device from the court supervisor's office, that player can be added to the score sheet at any time during the game.

## **7. SOCIAL RULES**

**7.1.** Unisex games, 3 females / 2 males per team on the court at any time. Any variation must be approved by the opposition team and match official.

**7.2.** Uniform top's must be of the same colour. Design variations are be acceptable. Where possible black shorts should be worn, but not mandated. A different one- or two-digit number (0 – 99) must be displayed on the front or back of each playing top. Numbers must be clearly legible, of a contrasting colour to the uniform top and must be fixed to the uniform.

**7.3.** Subs made at anytime by running on at any appropriate time and tagging the player coming off. (Choose a break in the play)

**7.4.** Game officiated by an experienced person, who will referee/coach. This person will "talk to teach" as is required to those who need advice.

- 7.5.** To some extent we will expect players to assist the official and own up in out of bound situations and so on, an honour system in fact.
- 7.6.** No players can score more than 16 points, any continuation points will count. After a player has maxed out, they may stay on the court but must get other players involved. Player scoring resets after all players selected to the game have maxed out.
- 7.7.** Unisex games, No male player can block a female shot by jumping off the ground or reaching in or over. They are allowed to stand straight up with arms up straight and make the female player shoot over. Remember no reaching in or jumping to block.

## **8. FORFEITS / FINES**

- 8.1.** If a team does not have four nominated players (name already on Courtside) ready to take the court after the scheduled starting time OR has not paid any outstanding invoices or game fees, the clock will start, and the opposition will receive two (2) points for each minute the team is late.
- 8.2.** The game is deemed a forfeit after the first quarter has elapsed. Forfeit fines will apply.
- 8.3.** If a game can commence within the quarter period outlined in 8.1, the clock shall remain running, and the points penalty incurred in 8.1 will remain and be credited to the non-offending team.
- 8.4.** Any Senior team forfeiting a competition game will receive 0 competition points. A fine will be applied in which the forfeiting team will have to pay before their next game.
- 8.5.** Team forfeiting within 48hrs of their scheduled start time will be required to pay a \$50 fine along with their match payment to cover the outstanding cost of staff and venue hire.
- 8.6.** Teams forfeiting outside the 48hr window will still be required to pay their match payment, but no fine will be applied.
- 8.7.** Teams forfeiting with no notice will be liable for the game fees of both teams.
- 8.8.** Members of the non-offending team shall be entitled to a credit of their playing fee on their next instalment. Forfeit fines will be applied to the next instalment or amended on the final invoice for the completion if it has already been issued. Points lost are not redeemable.
- 8.9.** Any team forfeiting will not take the court unless financial.

## **9. DEFERRED GAMES**

- 9.1.** Deferments must be applied for in writing to the Competitions Manager with a minimum of 7 days' notice.
- 9.2.** Applying for a deferment does not automatically guarantee the game will be played. Date and time of the deferred games must be approved by the opposition team and will be at the discretion of the Competition Manager subject to the availability of venue, staff, and other member commitments.
- 9.3.** If a suitable time can not be arranged the team applying for deferment will forfeit the result.

## **10. WITHDRAWAL FROM COMPETITION**

- 10.1.** Once a team is nominated and placed into a competition, they themselves are responsible for understanding the length and duration of the competition.
- 10.2.** Withdrawing from a competition should be a last resort and teams needing assistance should contact the Competitions manager to help solve any problems your team may have.
- 10.3.** Withdrawal during season may incur fees and fines associated with covering cost from your withdrawal.

## **11. DISQUALIFIED TEAMS**

- 11.1.** A disqualified team and its players shall be disqualified from all further competition under the auspices of Basketball NSW until such time as: -
- 11.2.** All outstanding fines are paid; and/or
- 11.3.** Satisfy Illawarra Basketball Association either in writing or if necessary, in person that they should be re-admitted.

## **12. REGISTRATIONS**

- 12.1.** All players must be registered for the current competition.
- 12.2.** It is a player's responsibility to know their registration status. This is easily found at [member.basketball.net.au](http://member.basketball.net.au)
- 12.3.** Any team who knowingly plays an unregistered player will forfeit that game(s) and receive 0 competition points and a fine. The score sheet/scoring device shall then be recorded as 20-0 forfeit in favour of the non-offending team.
- 12.4.** All Coaches & Managers must be listed as a team contact.

- 12.5.** Coaches without any formal accreditation are encouraged to complete the online (free) Basketball Australia Community Level coaching course and the 'Play by the Rules' course within four (4) weeks of the start of a competition.
- 12.6.** All Team Contacts/Managers must be registered with the IBA and must have a 'Working With Children Check' documentation, unless under eighteen (18) years of age.
- 12.7.** Any team who plays a player under someone else's name will forfeit that game and the ineligible player could be suspended, in alignment with BNSW rules.

## **16. COMPETITION POINTS & FINALS SERIES**

- 16.1.** Competition points during the season for ladder positions will be as follows:
- WIN 3 POINTS
  - DRAW 2 POINTS
  - LOSS 1 POINT
  - FORFEIT 0 POINTS + FINES (IF APPLICABLE)
- 16.2.** If two or more teams finish level on competition points the final positions will be determined by:
- Win and loss record of games played between teams involved; THEN
  - +/- for and against in games played between the teams involved; THEN
  - Total points for and against from all competition games.
- 16.3.** Finals formats will be advised at the start of each Competition by the Competitions Manager. The format may be subject to change depending on the addition or withdrawal of teams from a competition during the season.
- 16.4.** Semi Finals and Finals must be played on the scheduled dates unless operational requirements determine the need for games to be re-scheduled.
- 16.5.** For any Semi Final or Final a team must have at least four (4) qualified and registered players to take to the court.
- 16.6.** Any team who plays an unqualified or unregistered player in a Semi Final or Final will have their game classed as a forfeit and will be disqualified from the final series.
- 16.7.** A player in a senior competition must play 1/3 of all scheduled competition games with a team to be eligible to play in the final's series. Games number will be specific to each competition. Forfeits received count towards player eligibility.
- 16.8.** If a player is unable to play the required number of games to satisfy finals eligibility, they will be unable to play in any games beyond this point of the season without the approval of the Competitions Manager.



**16.9.** Should a player miss any amount of time during the regular season, exemptions to play finals can be forward onto the Competitions Manager and include any relevant information (doctor's certificates, injury reports). These circumstances will be case-by-case and at the discretion of the Competitions Manager.

## **17. ABANDONED GAMES**

**17.1.** If a game cannot be played due to factors beyond the control of IBA, the association reserves the right to reschedule the game to another time and/or date. If the game cannot be rescheduled, the game may be declared a draw.

**17.2.** Where a game has begun and halftime has elapsed, if it is terminated due to factors beyond the control of IBA, that the game the result may be determined by the score at the time of termination or by other means.

## **18. MISCONDUCT / TRIBUNALS**

**18.1.** Basketball Illawarra has the right to take whatever action it deems necessary to ensure the game of basketball and the association are not brought into disrepute by any Team, player, Coach, Manager, Official, spectator.

**18.2.** Such action can be taken by referral of any matter to the IBA Tribunal Committee (hereafter 'Tribunal') or by direct action on the delegation to the Executive Officer.

**18.3.** A Match Official, Match Officials Supervisor, Court Supervisor or association Official may report any person to the Tribunal for appropriate action if deemed necessary.

**18.4.** Any player reported and/or sent off by the match official(s) (including duty officials) or a supervisor may be required to appear before the Tribunal.

**18.5.** A player who receives a game disqualification foul in a game will be automatically removed from the court vicinity and take no further part in that game. If the player's misconduct continues, it shall be dealt with accordingly by officials (reported).

**18.6.** Any player removed from the game as per 18.5 has a period of one (1) minute to leave the vicinity of the Court once instructed by the Court Supervisor. If they fail to do so, the Match Official and/or Court Supervisor will instruct the games match officials to record a forfeit against that players team for that game.

**18.7.** Technical fouls can be awarded to bench players and substitutes who display poor behaviour. This will be recorded against the player's name and be included as a technical foul against this person.

**18.8.** Sledging or taunting between players will be strictly policed and the Match Officials may issue a Technical Foul without warning for this offence.

**18.9.** Swearing or obscene language will not be tolerated and will be penalised in accordance with the rules. Constant and unwarranted disputing of the Match Officials decisions may also be penalised with a Technical Foul or (if warranted) a Disqualifying

Foul. A warning may not necessarily be given and the awarding of either a Technical Foul or Disqualifying Foul may be given by Stadium staff (in lieu of the Match Officials) if deemed appropriate.

- 18.10.** Teams will be held responsible for their spectator's behaviour. Swearing, obscene language, any form of racial or derogatory remarks or gestures to officials and/or opposing teams will not be tolerated. Teams and players face severe disciplinary action should they or their spectators breach this rule.
- 18.11.** If the Court Supervisors or Officials rostered to the match deem that a player is under the influence of alcohol and/or drugs, they will not be permitted to take part in the game.
- 18.12.** Judiciary hearings will be held at Beaton Park stadium and/or via a Zoom call. Players sent off and reported must attend a judiciary hearing on the date and time advised.
- 18.13.** A Tribunal committee will consist of a panel with minimum of 2 people and maximum of 3.
- 18.14.** Players required to attend a judiciary will not be permitted to play until the decision of the judiciary is held.
- 18.15.** Any appeals, protests or complaints will only be accepted if presented in writing and directed to [egm@snakepit.com.au](mailto:egm@snakepit.com.au)
- 18.16.** Any person guilty of misconduct or behaviour not acceptable to the Association, even though not specifically defined in these Bylaws, may be liable to immediate suspension up to a maximum of two [2] weeks by the Competitions Manager.
- 18.17.** Offences and penalties will in line and in accordance with the BNSW Disciplinary Tribunal Bylaws which can be found here: <https://www.bnsw.com.au/wp-content/uploads/2021/08/BNSW-Disciplinary-Tribunals-By-Laws.pdf>

## **19. RED CARD SYSTEM – PLAYER OR TEAM COACHING STAFF**

- 19.1.** If a Player or a Team Coaching Staff receives or is responsible for an accumulation of 3 technical fouls for poor behaviour throughout the season, they will receive an automatic two (2) week suspension. Notice of suspension will be served via email.
- If a Player receives an automatic suspension, this shall be construed as meaning that the suspended Player cannot during the two (2) weeks do any of the following basketball related activities in Basketball Illawarra local competition.
  - Play basketball
  - Referee
  - Coach or Manage
  - Score oTable official

**19.2.** If the same Player or Team Coaching Staff receives a further two (2) more technical fouls in the same competition season (for poor behaviour) then the offending player will be required to appear before a Basketball Illawarra Tribunal hearing.

**19.3.** Any 'Red Card' suspensions carry across into the relevant competition finals series and/or the start of the next competition.

**19.4.** All 'Red Card' warnings expire at the start of a new season.

## **20. INJURIES**

**20.1.** Any player or official injured in a game must record such injury on the relevant BNSW Injury report form available at:  
<https://www.cognitoforms.com/BasketballNSW1/BasketballNSWInjuryReportForm> as soon as practical. To be eligible for any claim on insurance, players must be currently registered.

**20.2.** Detail of the Sports Insurance cover is listed on the BNSW website:  
<https://www.bnsw.com.au/about/insurance/>

**20.3.** Any injured player should be removed from the court as soon as possible unless there is any risk of further injury of a more serious nature (e.g. back or neck injuries). If in doubt the Court Supervisor will manage the situation.

**20.4.** The clock should be stopped while action on any injury is taken.

## **21. DUTIES AND POWER OF THE MATCH OFFICIALS**

**21.1.** The Official Rule Book grants wide powers to the Match Officials. Match Officials have total control of basketball games and should enforce Basketball Australia and Illawarra Basketball Association competition rules.

**21.2.** They may approve or ban equipment and uniforms and may suspend play when necessary.

**21.3.** Any changes to the Competition rules must be in consultation with the Supervisor/s on the night or the Competitions Management.

**21.4.** The Crew Chief in consultation with bench officials may amend the score sheet / scoring device if a discrepancy is found at half time, or immediately after the game concludes.

**21.5.** An error will only be adjusted if it can be clearly recalled and confirmed. If bench officials discover a discrepancy at any time throughout the game that cannot be immediately rectified by the bench officials, the clock should be stopped, and match officials should be notified.

## **22. SERVICE OF NOTICES**

- 22.1.** All teams must provide a designated Team Contacts before the start of each competition.
- 22.2.** Notices to teams (revised draws, cancelled games or forfeits etc.) will be emailed to team contacts.
- 22.3.** It is the responsibility of the Team Contact(s) to advise the Competitions Manager of any change to their email address and/or mobile number. If the nominated Team Contact person changes during a competition, the original Team Contact is responsible for providing personal details of the new Team Contact.
- 22.4.** Any notices that are given or sent will be deemed as served and any penalties attached will be enforced.
- 22.5.** Results from all games can be located on the Illawarra Basketball Association website - [www.snakepit.com.au](http://www.snakepit.com.au). Check the website regularly for up-to-date information relating to draws, competition ladder and general announcements etc.

### **23. CORRESPONDENCE**

- 23.1.** All correspondence must be in writing to the Competition Managers. This is to ensure that all matters are dealt with on an individual basis.

All correspondence in writing should be sent to: [seniorcompetitions@snakepit.com.au](mailto:seniorcompetitions@snakepit.com.au)

