



BY-LAWS | JUNIOR LEAGUES

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Contents

Disclaimer	3
1. Aims.....	3
2. Control.....	3
3. Administration of the competitions.....	3
4. Junior League Competition Coordinators	3
5. Competition Entry.....	3
6. Teams	4
7. Finance	4
8. Management of these By-Laws.....	4
9. League Delegate	5
10. Regions.....	5
11. Nomination Eligibility Criteria.....	5
12. Registration	6
13. Permission to Trial	6
14. Team Withdrawals, Late Fees and Forfeits	6
15. Coaches, Assistant Coaches and Managers	7
16. Referee Requirements	8
17. Scoretable Requirements	9
18. Composite Teams	10
19. Game Rules	10
20. Special Rules	10
21. Competition Formats	13
22. Classification of Teams	14
24. Uniforms.....	15
25. Match Ball.....	15
26. Scoresheets	15
27. Team Benches.....	16
28. Basketball NSW Codes of Conduct & Policies	16
29. Team Lists.....	16
30. Player Eligibility.....	17
31. Eligibility for Finals	18
32. League Specific Rules – Country Championship League	18
33. Injury Waiver.....	19
34. Clearances	19
35. Disqualified Players or Coaches	20
36. Administration of a disqualified participant.....	21
37. Game lost by Default	21
38. Game unable to be completed	21
39. Venues	22
40. Responsibilities of Host Associations.....	22
41. Game Results	23
42. Australian U14 Club Championships	23
43. Metro Specific Rules.....	24
44. Condition of Entry.....	25
45. Breaches of the Rules	25
46. Risk Warning.....	25
47. Betting/Match Fixing	25
48. Public Image	25

Disclaimer

Notwithstanding the above, Basketball NSW retains the right to rule on any matter not specifically covered by these by-laws, and to take action on decisions pertaining to the junior competition. The intent of a by-law is to be considered when a decision is to be made using the league by-laws.

A league delegate can lodge an appeal to Basketball NSW when a ruling is made that is not covered by these by-laws. Please refer to the Management of these By-Laws section of this document.

1. Aims

1.1. To provide Basketball NSW associations with a high level of competition, in which to represent their entire program during a defined season.

1.2. To promote and develop junior basketball in NSW.

1.3. To provide a competition which appeals to the media and public so that Basketball NSW gains increased recognition and prominence as a major sport in New South Wales.

2. Control

The Basketball NSW Waratah Junior Leagues' are under the control of the New South Wales Basketball Association Limited (Basketball NSW).

3. Administration of the competitions

Basketball NSW shall be responsible for the administration of the Leagues' on behalf of the participants and shall be empowered to adjudicate on all matters pertaining to the leagues not covered in these by-laws.

4. Junior League Competition Coordinators

4.1. The Junior League Competitions Coordinator(s) will be appointed by Basketball NSW.

4.2. The duties and responsibilities of the Junior League Coordinators shall include:

- a) Responsibility for the administration and operation of the League.
- b) Compiling the draw for the League.
- c) The recording and management of the financial affairs of the league.
- d) Ensuring that the League By-Laws and Regulations as laid down are strictly adhered to.
- e) Organisation of the finals series for the competitions.

5. Competition Entry

5.1. Membership shall be open to associations to Basketball NSW and to teams from the Australian Capital Territory Basketball Associations.

5.2. In accepting entry into junior leagues', all associations, teams and individuals entered shall be bound by the by-laws, team nomination form entry criteria and policies issued for guidance of the associations and their members. The competitions and divisions offered each year will be listed in the team nomination form.

5.3. Junior league nomination and game fees will be set by Basketball NSW in its annual budget.

5.4. Associations will be invoiced the nomination and game fees by Basketball NSW.

6. Teams

- 6.1. In Metro Junior League (Division 1) and Country Championship League, associations can only nominate one team per age group, unless a position becomes vacant and BNSW can invite a team of suitable strength.
- 6.2. Metro Junior League (only) associations wishing to compete in Division 1 are required to nominate teams in all age groups for both boys and girls – Under 18, Under 16, Under 14 and Under 12's.
- 6.3. Special consideration may be given to Associations in particular for the number of girls teams nominated, subject to Associations being able to demonstrate they are actively delivering Learn to Play (Aussie Hoops) for both boys and girls and domestic competition for U12 and below for both boys and girls.
- 6.4. Interstate, Territory or Composite teams are not allowed to progress to compete in the State Championships.

7. Finance

- 7.1. Basketball NSW shall administer the finances of the League through Basketball NSW accounts department.
- 7.2. All member associations are required to promote any sponsor or sponsors of the junior league according to the guidelines, as set down by Basketball NSW. Associations are to use the correct naming right sponsor in all media and communications.
- 7.3. Associations/teams/players that are deemed un-financial by Basketball NSW may be refused entry to competitions, as well as ruled ineligible to progress in the competition.

8. Management of these By-Laws

8.1. Interpretation

The League Manager shall in the first instance be required to interpret and apply the by-laws of the league, and make decisions based on them.

8.2. Appeals of Decisions made by the League Manager.

The Waratah League Advisory Committee shall act as a point of appeal for decisions made by the competitions department in relation to the by-laws.

Penalties may be in the form of fines, competition points, suspension or disqualification from the League as recommended by the Waratah League Advisory Committee.

8.3. Final Appeal

The BNSW Board shall act as a final point of appeal for decisions made by both the League Manager and the Waratah League Advisory Committee

8.4. Lodging an Appeal

8.4.1. Lodging an appeal shall be submitted in writing, on association letterhead and shall be known as the Notice of Appeal.

8.4.2. Any appeal lodged must be in writing within seven (7) days of the decision appealed against.

To make this notice valid, a fee of \$150 is required at the time of notice of appeal being submitted for the first appeal. Final appeal to the board will require a fee of \$250.

If the decision of the Waratah League Advisory Committee or the BNSW Board is in favour of the appealing Association, the deposit will be refunded.

8.4.3. Appeals shall be processed as expeditiously as possible.

8.4.4. Until such time as an appeal is heard the penalty will stand unless otherwise determined by the BNSW Board.

NOTE: BNSW have the right to deny any appeal that does not meet the criteria of extenuating circumstances.

9. League Delegate

For the efficient operation of the league, each association is required to appoint a League Delegate, who is empowered to make decisions and act as the focal point for all communication with the league's administration. It is a position of importance and should be filled by someone experienced in basketball administration.

10. Regions

Basketball NSW operates five (5) regional leagues, these are:

- Eastern
- Metro
- Northern
- Southern
- Western

10.1. Players are required to play in a team from within their own region.

10.2. The player must be domiciled in the region.

10.3. If a region doesn't have an appropriate aged team, a player may request for Basketball NSW to consider their circumstances to allow them to play "outside" of their region, these will be considered on a case-by-case basis.

10.4. Upon application to Basketball NSW, an association can request team(s) to play in another region if extenuating circumstances arise.

11. Nomination Eligibility Criteria

11.1. Nominating associations must be a member of Basketball NSW or have in place an agreement that confers membership for the purposes of participating in a BNSW junior league.

11.2. Associations entering in a junior league must be compliant with the Basketball NSW Registration By-Laws.

11.3. The association must be able to demonstrate the ability to sustain and support entered team(s), via feeder programs, this includes the running of domestic competitions, pathways for players, coaches, referees and other technical officials.

11.4. Metro Junior League Compliance Ratio

Associations wishing to compete in the Metro Junior League will be required to comply with the compliance ratio, the compliance ratio is set at 25%.

To calculate an Associations compliance ratio, BNSW will as at the 30th of November each year count the total number of registered 8-17 years olds then x 25% and then divide by 10 players to return the maximum number of teams that Association can nominate in the following years competition.

Example

$$920 \text{ (8-17 year olds)} \times 25\% \div 10 \text{ (players per team)} = 23 \text{ (teams can be entered)}$$

11.5. Nominations must be lodged on the appropriate Basketball NSW form/s.

11.6. Teams may nominate to play in a higher age group, but must remain in the higher age group for the duration of the regular season and finals series. Basketball NSW must approve any such nomination.

12. Registration

12.1. All participants are required to be registered members of Basketball NSW through an association.

The Basketball NSW Registration By-Laws are available on the Basketball NSW website.

13. Permission to Trial

13.1. Players registered with one association may not trial with another association without a Permission to trial form being completed.

13.2. It is the responsibility of the player to complete the form and to have the form signed by either the parent or guardian.

13.3. Permission to trial forms must be signed and returned to the player within five (5) days of the permission to trial form being presented.

13.4. A permission to trial form is not a clearance and players may not play in any Basketball NSW conducted competitions without a processed clearance.

13.5. Under the Clearance section of these by-laws. All players must submit proof of clearance from their last association prior to participating in the competition.

13.6. It is recommended that all parties retain a copy of this agreement.

14. Team Withdrawals, Late Fees and Forfeits

14.1. Where an association nominates a team into a Basketball NSW competition and subsequently withdraws that team from the competition, the association may be liable to a penalty as outlined in the Junior League Team Entry Form:

- a) Withdrawing a team AFTER the nomination deadline.
- b) Withdrawing a team AFTER the draw is released.
- c) Withdrawing a team DURING the competition.
- d) Forfeiting a game

14.2. Teams withdrawing from either the State Championships or State Cup after having qualified via their Junior League, may be subject to a fine of \$1000, please refer to the competition formats section of these by-laws.

14.3. Forfeits

14.3.1. A team shall lose the game by forfeit if:

- a) Fifteen minutes after the starting time the team is not present, or
- b) Is not able to field five (5) players to commence the game, or
- c) It refuses to play after being instructed to do so by either the Referee, Court Supervisor or Basketball NSW staff member, or
- d) By its actions or those of its supporters, prevents the game from being played, or
- e) In a home and away competition, fails to supply referees of sufficient quality for a game, or
- f) If a team allows an unregistered player, team official or referee to participate in a game.

14.3.2. Penalty:

- a) The game is awarded to the opponents and the score shall be twenty (20) to zero (0). Further, the forfeiting team shall receive zero (0) points in the classification.
- b) For a two game (home and away) total point series, the team that forfeits in the first or second game shall lose the series by forfeit.
- c) In the event of a forfeit, the association responsible will have the fines incorporated into their next instalment of game fees, or will be invoiced via Basketball NSW.
- d) Any team which forfeits a match will pay a forfeit fine, which is double the game fee plus \$100.
- e) Associations claiming expenses incurred as a result of a forfeit are to direct their claim to the competitions coordinator within thirty (30) days of the forfeit occurring. Evidence of expenses may be required.

14.3.3. The break down for claim in relation to a forfeit is as follows:

- a) Court Hire
- b) Referee Fees
- c) Scoretable – Chairman’s Fee
- d) Percentage of the Court Supervisor Fee

Associations who forfeit at their home court are not eligible to claim expenses.

15. Coaches, Assistant Coaches and Managers

Coaches must hold a current Club Coach accreditation (formerly known as Level 1).

All Team Staff / Officials (coaches, assistant coaches and managers etc.) must have a current Working with Children Check that has been verified.

All Team Staff / Officials must currently be registered with Basketball NSW, have joined the team on SportsTG and agreed to the specific terms and conditions.

16. Referee Requirements

Each association shall fulfil the following eligibility requirements to enter teams in a Basketball NSW Junior League.

16.1. Provide a list of suitable referees who will be representing the association.

Referees can only be nominated for one association.

16.2. Nominate an association referee contact who is available to be contacted by Basketball NSW in relation to all association referee matters.

16.3. For venues where there are more than 2 courts being used for home games, these Associations will be required to also nominate person(s) who will become the Association Referee Supervisor on game day.

It is recommended that on game day this person not be actively refereeing/coaching whilst fulfilling these tasks. This person can also be the association referee contact.

16.4. Minimum referee standards.

The acceptable minimum standards are as follows.

- a) Under no circumstances are referees who are under 14 permitted to officiate representative basketball games.

Age Group	Division 1	Division 2 & 3
U18 Boys	Intermediate/ Advanced	Intermediate/ Advanced
U18 Girls	Intermediate/Advanced	Intermediate
U16 Boys	Intermediate/ Advanced	Intermediate
U16 Girls	Intermediate	Development/ Intermediate
U14 Boys	Development/Intermediate	Development
U14 Girls	Development	Development
U12 Boys	Development	Development
U12 Girls	Development	Development

All referees officiating U18 boys and U18 girls & U16 boys games (any division) will be required to pass the minimum fitness test.

16.5. Associations' are required to nominate one referee for each team nominated and these must be provided to Basketball NSW at the time of the team nomination form being submitted.

Basketball NSW will determine if the referees, are of an appropriate standard for the age group nominated.

16.6. All referees must be registered, have proof of affiliation with the nominating association, be active within their local domestic competition and have attended a Basketball NSW referee's action day.

16.7. All referees must be in uniform. Failure to be in uniform may result in the referee in question not receiving any payments for the game.

16.8. Referee Appointments

- a) MJL – for home/away games the home association will be responsible for appointing referees. For central venue rounds, associations will be required to provide to Basketball NSW a list of available eligible referees and Basketball NSW in conjunction with the host association will appoint referees to games.
- b) CCL (or alternate format), EJL, NJL, SJL & WJL – associations will be required to provide to Basketball NSW a list of available eligible referees and Basketball NSW plus the respective league Referees Program Manager will appoint referees to games.
- c) Regional League Finals Series – Basketball NSW plus the respective league Referees Program Manager will appoint referees to games.

16.9. Referee Supervisors Appointments

- a) MJL – for home/away games the home association will be responsible for appointing approved referees.
- b) For pre-season games, and/or central venue games associations will be required to provide to Basketball NSW a list of available eligible referees and Basketball NSW in conjunction with the host association will appoint referees to games.
- c) CCL (or alternative format), EJL, NJL, SJL & WJL – associations may be required to provide to Basketball NSW a list of available referee supervisors and Basketball NSW plus the respective league Referees Program Manager will appoint referee supervisors to venues.
- d) Regional League Finals Series – Basketball NSW plus the respective league Referees Program Manager will appoint referee supervisors to venues.

16.10. State Championships and State Cup

- a) Referees will qualify for State Championships and or State Cup based on their performance at the regional league level and will be appointed by the Basketball NSW Referees Department.
- b) Officials who are a part of either the JDP & ARP programs may also be appointed to attend State Championships.
- c) Basketball NSW will appoint referee supervisors and referee coaches to venues.

17. Scoretable Requirements

17.1. Each participating team is required to provide two (2) suitable trained scoretable officials for their games.

- Team A will be responsible for the game clock.
- Team B will be responsible for the scoresheet
- The 24 second operator and the time keeper should be sitting next to each other.
- The chairperson should sit in the middle of the scoretable, with the scorer to their right and the time keeper to their left.

If bench personnel (from either team) hold a Level 2 or above accreditation, they will be eligible to perform ANY position, as required on the score bench.

BNSW recommends that Associations host or facilitate a scoretable course at the beginning of each season, and consider the appointment of qualified chairpersons to each home game to assist with in-game training of scorebench personnel to minimise complaints.

17.2. State Championships Grand Finals

- a) Basketball NSW Scoretable Committee will be responsible for appointing officials to all grand final games.
- b) Teams failing to fulfil their bench commitments at the State Championship round games are liable to be fined \$50.00.

17.3. Regional League and State Cup Grand Finals

Depending on the location and availability of accredited scoretable officials, Basketball NSW Scoretable Committee will either appoint scoretable officials to all grand final games or a supervisor to oversee all grand finals.

18. Composite Teams

The composite team rule has been developed to assist in the development of basketball in regional areas, not for the purpose of building super teams.

Basketball NSW in reviewing applications for the inclusion of a composite team(s), will take the following into consideration.

18.1. Country Championship League

- a) A selection committee from within the region must be formed, and this committee will be responsible for the player/coach selection policy.
- b) Opportunities are for players from within that region **ONLY**.
- c) That their primary association has chosen not to enter a team into CCL (or alternate format).
- d) That the teams consist of both bottom and top age players.
- e) Only 3 players per association are eligible to be selected, per team unless extenuating circumstance arise and are approved by BNSW.

18.2. Regional Leagues

- a) The players must be domiciled in the region, and
- b) That their primary association has chosen not to enter a team into the regional league, and
- c) That the teams consist of both bottom and top age players.
- d) That the combined team have equal numbers (or close to) from each association.

19. Game Rules

The Basketball NSW Junior League competitions shall be played under the Rules and Regulations as set out by FIBA, unless otherwise specified in the Basketball NSW Junior League by-laws.

20. Special Rules

Basketball NSW has the power to vary, change or introduce special rules into the by-laws of the junior league competitions at any time.

20.1. Under 12's

- a) All players in the U12 division are to take the court in each half of the game. The scoretable are to police the rule by placing an X in the appropriate box on the scoresheet beside the players name as they take the court.

Teams who fail to play all players in each half of the game may lose the match by forfeit.

Please note: Where associations fail to comply, a penalty may apply.

- b) The modified free throw line for all U12 games will be measured 4m from the backboard or 60cm in front of the free throw line. It will be the width of 5cm and length of 30cm.
- c) There will be no 3 point rule, all field shots will be awarded two points irrespective of where they are taken.
- d) Coaches are to refrain from questioning the officials on U12 games. They can communicate with scoretable. Issues must be directed to the referee supervisor. The referee supervisor will not stop the game immediately.

20.2. Zone Defence (U12's & U14's)

As there is general acceptance that the consistent use of zone defences in the younger age groups adversely effects the development of both defensive and offensive skills in younger athletes the use of a zone defence is banned.

a) Definition

Any defence played in the half court which does not incorporate normal man-to-man defensive principles shall be considered to be a zone. For this purpose trapping defensives which rotate back to man –to-man defensive principles shall be acceptable.

b) Violations of Man-to-Man Defence

The use of man-to-man defence is integral to all competitions run by Basketball NSW. Therefore, when observing games, observers should be concerned about determining players or teams who are not executing acceptable man-to-man defensive principles.

Specifically violations fall into one of the four categories listed below:

- i. One or more player(s) was/were not in an acceptable man-to-man defensive position in relation to their man and the ball.
- ii. A cutter moved all the way through the key and was not defended using acceptable man-to-man defensive techniques – for example, bumped, switched or followed.
- iii. Following a trapping or help and recover situation, the team made no attempt to re-establish man-to-man defensive positioning.
- iv. The team zone pressed and did not assume man-to-man defensive positioning once the ball had been advanced into the quarter court.

c) Notes for observers – in any judgement

- i. Take into account the intention of the defensive team.
- ii. Take into account the time and the state of the game.
- iii. Deliberate and pre-meditated use of zone defence at a critical time in a game should be acted upon immediately.
- iv. Where there is any doubt, the benefit of doubt must be given to the defence, i.e. be sure of the violation.
- v. If a zone is in effect, observer must warn the head coach and call an officials time out to allow the coach to notify their players.

d) Who can enforce penalties for playing zones?

Neutral observer(s) who are qualified to determine whether or not a zone is in place.

e) Implementing Penalty

- i. Warning.
- ii. 1st Violation – if a coach is found to be using a zone defence after the warning, the Court Supervisor or Basketball NSW representative, they are to approach the Scoretable Chairman for an official's time-out to stop the game.

The referees are then informed that a violation of the NO ZONE RULE has been detected.

The offending coach is then informed and subsequently charged with a Technical Foul.

- iii. 2nd Violation – if a coach is found to be using a zone defence for the second time during a game, the Court Supervisor or Basketball NSW representative is to approach the Scoretable Chairman for an official's time-out to stop the game.

The referees are then informed that a second violation of the NO ZONE RULE has been detected.

- iv. The offending coach is then informed and subsequently charged with a second and disqualifying Technical Foul and will be required to leave the playing area.

20.3. Mercy Rule

Once the game has entered the second half and the score differential reaches 30 or more points, the following may/will occur:

a) U12's (U14's for WJL only)

- i. The game will now automatically become a "running clock", the clock will only stop for time-outs and fouled out players.
- ii. If the margin between the two teams reduces to 15 point or less points, the game will revert back to being a "fully timed" game and the clock will stop as per the normal game rules.

b) U14's (All other leagues), U16's & U18's

- i. The losing coach may invoke the mercy rule, the game will now become a "running clock", and the clock will only stop for time-outs and fouled out players.
- ii. If the margin between the two teams reduces to 15 point or less points, the game will revert back to being a "fully timed" game and the clock will stop as per the normal game rules.

20.4. Coach

Only the Head Coach is permitted to stand in Waratah Junior representative basketball.

21. Competition Formats

The Basketball NSW Junior Leagues represent the first stage of the Basketball NSW Junior State Championships format.

The competition is conducted as follows:

21.1. Round One – Regional Junior Leagues played either Home or Away or at Central Venues, along with a finals series.

21.2. Round Two – State Championships

- b) State Championships, the top four (4) teams from Metro Division 1 and the top four teams from Country Championship League (CCL or alternate format) in the U18, U16 & U14 Boys and Girls will advance to compete in State Championships.
- c) If there is no U12's played at CCL (or alternate format), the selection process of the country U12 teams will be determined after nominations have been received and the competition formats for each of the regional leagues have been announced.

The top four (4) U12 Metro Division 1 teams will advance to compete in the State Championships.

21.3. Round Two – State Cup

- b) State Cup, the top four (4) teams from Metro Division 2 along with the winners from division 1 regional leagues (EJL, NJL, SJL & WJL) in the U18's, U16's & U14's will advance to compete in the State Cup.
- c) The selection process of the country U12 teams will be determined after nominations have been received and the competition formats for each of the regional leagues have been announced.

The top three (4) U12 Metro Division 2 teams will advance to compete in the State Cup.

21.4. Attendance at State Championships and State Cup is compulsory, however, under extenuating circumstances a team can choose to forfeit their position. Any such request must be made in writing to Basketball NSW in a timely manner.

If approved, Basketball NSW will then offer the spot to the respective runner up, if they decline the offer, then this spot may revert to a wildcard spot.

If Basketball NSW is unable to fill the spot, then the team that originally won the right to compete and then withdrew may be issued a fine for non-attendance.

21.5. The Page Play-off system may be used for leagues, where the top four teams advance to the playoffs, which are played over three rounds with one team being eliminated in each round.

The format progresses as follows:

- In Game 1, the third- and fourth-placed teams play against each other. The loser is eliminated.
- In Game 2, the first- and second-placed teams play against each other. The winner qualifies directly for the grand final.
- In Game 3, the winner of Game 1 plays against the loser of Game 2. The loser is eliminated.

- Game 4 (the grand final) is then played between the winners of Games 2 and 3.

Basketball NSW may implement alternate formats where necessary.

22. Classification of Teams

22.1. Competition points will be awarded as follows:

- Two (2) points for a win
- One (1) point for a loss
- Nil (0) points for a forfeit

22.2. If a team has had a forfeit throughout the season and finishes on equal points with another team(s), it will receive the lowest ranking, irrespective of results between the teams concerned.

22.3. If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification. If the 2 or more teams have the same win-loss record of the games between them, further criteria will be applied in the following order.

- Higher point difference of the games between them.
- Higher number of points scored in the games between them.
- Higher point difference of all games in the group.
- Higher number of points scored in all games in the group.

If these criteria still cannot decide, a draw shall decide on the classification.

22.4. If at any level of these criteria one or more team(s) can be classified, the procedure of 22.3 shall be repeated from the beginning for all the remaining teams not classified yet.

23. Timing Rules

FIBA rules apply to all competitions with the following amendments:

23.1. U18 & U16 competitions (all divisions)

- Warm up – 5 minutes (minimum)
- Playing time – 4 x 10 minutes (fully timed)
- Half time interval – 5 minutes
- Intervals between 1st & 2nd and 3rd & 4th quarters – 2 minutes
- Extra time – 5 minutes
- Interval between extra time – 2 minutes
- Time outs (per team)
 - First half – 2
 - Second half – 3 (maximum of 2 in the last 2 minutes of the last quarter).
 - Overtime – 1
- 24 second rule applies, No 14 second shot clock

23.2. U14 & U12

- Warm up – 5 minutes (minimum)
- Playing time – 4 x 8 minutes (fully timed)
- Half time interval – 5 minutes
- Intervals between 1st & 2nd and 3rd & 4th quarters – 2 minutes
- Extra time – 3 minutes
- Interval between extra time – 2 minutes
- Time outs (per team)
 - First half – 2
 - Second half – 2
 - Overtime – 1

- 24 second rule applies to U14's Division 1 (Metro), U14s Championship Division Country, CCL (or alternate format), U16's and U18's all divisions - the shot clock will commence when both the player and the ball have entered the front court for U14's Metro Division 1 and Country Championship Division (or alternate format). No 14 second shot clock.

24. Uniforms

24.1. Associations wishing to purchase new uniforms must have the colour palette and design approved by Basketball NSW.

24.2. All associations must play in their registered uniform.

- a) Teams are required to have two sets of uniforms, one set of alternate colour to the other.
- b) Teams alternate set of uniforms must be the opposite colour palette of their main uniform, e.g. If the main set consists of dark colours, then the alternate set should be of light colours, preferably white.
- c) All players shall be correctly dressed in the team's uniform colours. Warm-up apparel must be the same colour as the team uniform, otherwise teams must warm-up in their playing uniforms.

24.3. In the event that a clash of approved uniform colours occurs, team B must wear their approved alternate colours.

- a) If team B does not have an alternate uniform, they shall:
 - i. Wear uniform/bibs supplied by the home team or host association.
 - ii. In the event of team B refusing to wear such uniforms, the game shall be deemed a forfeit.
- b) At a central venue round, team B may be fined and team A will be asked to change to their alternate uniform.

24.4. Team uniform regulation are as per FIBA rules and regulations with the following variations.

- a) Teams shall use numbers as per FIBA rules.
- b) Player shorts are to display the BNSW Waratah League logo on either leg.
- c) Failure to display the Waratah Logo may result in a fine.

24.5. Undergarments

- a) The following compression garments are permitted to be worn.
- b) Sleeveless tops black
- c) Calf sleeves black
- d) Arm sleeves black
- e) Quad sleeves black
- f) Any compression garments worn on the legs must be black in colour
- g) Headgear can be worn (must be black, no pins, buttons or attachments that create risk)

25. Match Ball

25.1. Each team shall provide a match ball of the designated quality, size and brand required by the League.

25.2. Each team is to provide their own basketballs for warm-up.

25.3. The Referee will make the decision on which basketball will be the match ball.

26. Scoresheets

26.1. All grades must utilise the scoresheet as supplied by Basketball NSW.

- 26.2. Scoresheets will be prepared and the host association will be able to print these scoresheets out.
- 26.3. Teams must check that the scoresheet details are correct prior to the game.
- 26.4. Only players listed on the scoresheet can participate in the match.
- 26.5. The Head Coach must be listed on the scoresheet and initial next to their name, indicating that their player's names are correct.
- 26.6. Any player(s) names hand written on the scoresheet will be checked by Basketball NSW (post-match) and if the player that was added has played illegally, then Basketball NSW will declare the game a forfeit.
- 26.7. At the completion of the game, the scoresheet MUST be signed by the scoretable officials and referees, verifying that the result of the game.

27. Team Benches

Team A on the draw and scoresheet shall sit on the left-hand side of the scoretable, with Team B on the right, and warm up at the opposite end of their bench.

The sides of the scoretable are determined by the view from the table to the court. This is permanent unless organised otherwise.

28. Basketball NSW Codes of Conduct & Policies

Basketball NSW Member Protection, Zero Tolerance and Sports Rage & Codes of Conduct are available on the website.

29. Team Lists

The League Delegate is responsible for ensuring that all players' details are entered online into the relevant team lists prior to the start of the season.

- 29.1. All NEW participants (*that is any player / team staff who did not represent your association in the previous season*) will be required to 'join' your association's representative team by using the online form created by Basketball NSW. This is separate to the obligation to register.
- 29.2. All team staff e.g. coaches, assistant coaches, managers must 'join' your representative team each season and agree to the special terms and conditions. They must be approved by BNSW.
- 29.3. Each team can have a squad list of no more than twelve (12) players.
- 29.4. Teams may field up to ten (10) players per game.
- 29.5. In the event of any duplication of player names on the registration forms of two or more associations, the names of the player(s) involved shall be eliminated from all teams by Basketball NSW. Players may be reinstated or replaced following consideration of written submissions received within seven days of the date of any elimination notice by Basketball NSW.
- 29.6. Just prior to the start of the league (dates will vary), Basketball NSW will remove association league delegates ability to modify team lists.
 - a) Basketball NSW will then circulate a full list of all players eligible to play, association league delegates will be required at this time to endorse this list as their OFFICIAL team list(s).

- b) All additions to team lists must be requested to Basketball NSW by COB the Thursday before the round is scheduled to be played.

If a player is not eligible to play and is added without a request made and approval, then the game may be forfeited and a forfeit fine may be imposed.

30. Player Eligibility

- 30.1. All players must be under the age of their nominated age group as at December 31, in that year.

- 30.2. If due to injury, illness (medical certificate required) or other extenuating circumstances as approved by Basketball NSW, a team roster is less than their normal number of players in normal rounds, the association can request that a player from either a lower division or age group from the same association may play up.

Once approved by Basketball NSW, this player is limited to a maximum of three (3) games with the higher division team, once 3 games are played, (on the fourth game), the player will remain with this team for the remainder of the season. This means they can no longer play in the lower division or lower age group. This includes the Finals series.

If an ineligible player is added without approval, this game may be forfeited.

- 30.3. In all other leagues, no player shall play for two teams during the same day/round.
- a) In the NJL it is permissible for a player to represent their association for a maximum of two teams during the same day/round, when a team roster is less than eight (8) players. Subject to approval by either Basketball NSW or a Basketball NSW representative. This does not include the Championship Division. This is for central venue rounds only.
- 30.4. A player moving up more than one age group must have written permission from either their parent or guardian.
- a) The association may be requested to provide Basketball NSW with evidence that this has been discussed and approved by either the Board or Representative Committee.
- b) A player can play up a maximum of two (2) age groups.
- 30.5. A junior may play in both a senior competition and a junior competition in the one round, e.g. Youth League and U18's.

30.6. Same age group

Prior to the season starting, if a player is registered to play in both Division 1 and Division 2 of an age group, the League Delegate will be required to advise which team is their primary team.

If the League Delegate advises that Division 1 (or highest division) is their primary team, then their registration with the division 2 (or lowest division) shall be removed.

If the League Delegate advises that the division 2 (or lowest division) team is their primary team, then their registration with the division 1 team (or highest) division shall remain.

This player is limited to a maximum of three (3) games with the higher division team (*this includes official pre-season/grading games*), (on the fourth game), the player will remain with this team for the remainder of the season. This means they can no longer play in the lower division or lower age group. This includes the finals series. E.g. State Championships, State Cup, and State Shield.

30.7. Playing up one age group

This player is limited to a maximum of three (3) games with the higher division team, once played, (on the fourth game), the player will remain with this team for the remainder of the season. This means they can no longer play in the lower division or lower age group.

30.8. In some divisions, associations can nominate more than one team for inclusion, if granted, there shall be no player movement between these teams.

30.9. Where an illegal player is played (e.g. a player who is not registered, or a player plays without a clearance), Basketball NSW may forfeit the game.

30.10. A player shall not play with more than one Association during any one playing season, with the exception that an appeal may be lodged with Basketball NSW.

31. Eligibility for Finals

31.1. To be eligible to represent a team in the final, a player must play a minimum of 40% of games with any team. In the case that 40% would not be a round number then the total will be rounded up (e.g. 7.2 games would become 8 games).

31.2. Where a player by virtue of injury fails to qualify for the finals series, the League Delegate may apply in writing to Basketball NSW a minimum of 14 days prior to the start of the Finals for permission to play. No applications will be considered outside of these timelines. In considering the application, the association/player must:

- a) The validity of the injury preventing the player from otherwise qualifying to play.
- b) Medical evidence as to the extent of the injury must be provided to Basketball NSW by no later than two (2) weeks after the injured player has resumed playing.

31.3. Players may only play in one division/grade in Junior League Finals series and State Championships, unless specified in either the Country Championship League or League Specific Rules section of these by-laws. Associations may request for an exemption if their team roster is less than their normal number of players.

32. League Specific Rules – Country Championship League

32.1. Qualification and Trialling

- a) The winners of the Regional Junior Leagues Championship Division will be eligible to automatically qualify for the CCL (or alternate format).
- b) The second and third placed teams will be eligible to trial for CCL (or alternate format) at the Country Tournament in June.
- c) It is not compulsory for teams to participate in the CCL (or alternate format).
- d) Teams wishing to trial at the Country Tournament for CCL (or alternate format), must have played in their own regional league team and players must have played for their own Association.
- e) Players from teams who fail to qualify for CCL (or alternate format), cannot be cleared to join another Association's team once they have played for an Association in the season.

32.2. Composite Teams

Should one of the top two teams from a region chose not to participate in CCL (or alternate format) or trial at Country Tournament, then a Composite team may be

entered for that region. Only 1 composite team can be entered per age group per region.

33. Injury Waiver

In the case of an injured player, an association has the option of requesting an injury waiver for that player from the League Manager.

The Injury waiver may be granted subject to the following conditions.

- a) The injured player must miss a minimum of three (3) consecutive games for that association in the division they are nominated and have previously played prior to injury.
- b) Medical certification of the extent and term of the injury is supplied by a certified medical practitioner or sports medicine specialist. Additional medical certification and written notice is provided to the League to state the injured/ill player is medically fit to resume participation after the minimum three (3) game stand-out.
- c) The injury waiver **MUST** be lodged with the League no later than two (2) weeks after the injury has been sustained.

Once approved, then the association can add a new player to that team.

- a) If the injured player after missing three (3) consecutive games is going to recommence playing again, then the player that was approved and added to the team list, shall have their eligibility status revoked and can no longer continue to play for that team.

34. Clearances

34.1. Basketball NSW Junior Leagues abide by the clearance procedures and forms.

34.2. All junior players shall have open transfer (no restrictions) except where the association a player is transferring from, believes the transfer may contravene the guidelines set out in the by-laws. Where a composite team is playing, a clearance is not required.

34.3. Associations in Basketball NSW Junior Leagues may deny a clearance if funds are outstanding.

34.4. Guidelines to be used by associations in ascertaining whether an appeal should be lodged against a proposed clearance include:

- a) The clearance of the player causes proven undue hardship on the association.
- b) The clearance could not be deemed appropriate when the overall interest of basketball are taken into account. For example, one or more transfers to an association from one or more other associations creates a 'super' team or composite team, which would dominate a junior competition to the detriment of the other participants.

34.4. Teams will be granted permission to accept a maximum of two (2) players into their team, unless extenuating circumstances (in writing) have been approved by Basketball NSW.

- a) In the NJL teams (non - Championship) will be granted to accept a maximum of three (3) players into their team (maximum of two from the same association), unless extenuating circumstances (in writing) have been approved by Basketball NSW.
- b) In the EJL teams will be granted permission to accept a maximum of two (2) players into their team (but not from the same association), unless extenuating circumstances (in writing) have been approved by Basketball NSW.

- c) It is not permissible for a player who has been cleared to play in a lower division, to play up a division in the same age group or play up in a team where there is already the maximum number of clearance players, during that competition season.

E.g. Transferred from Association X to the division 2 team, they must remain in division 2 during the season.

- d) New Associations – in first year of entry, there will be amnesty for number of transfers for juniors who live within the associations LGAs that has been allocated to them that may be playing elsewhere. The junior should be playing domestic basketball in the new Association. Domestic competitions must have been operating for 2 years prior to nominating for representative basketball. New Associations can only enter teams U12's and U14's (subject to meeting all eligibility requirements for U14's) unless they can meet all criteria for 16s and 18s with no exemptions.
- e) Existing Associations nominating for Representative basketball for the first time can only enter teams in U12's and U14's unless they can meet all criteria for 16s and 18s with no exemptions.

34.5. All players must submit proof of clearance from their last association prior to participating in the competition.

34.6. If a player does play with another association before complying with this rule, the association shall be held responsible and will, in the first instance, lose the game by forfeit and pay the stipulated forfeit fine to Basketball NSW.

Further disciplinary action may be taken against the association.

34.7. If a player's clearance is contested, after 14 days the Basketball NSW Competitions Department will investigate the matter. Associations will be required to provide evidence to support any denial of a clearance.

34.8. Head Coach Clearances

A head coach who is registered and coaching with an association in a representative basketball competition, may not register and be the head coach for another association in a representative competition without first obtaining a written clearance on the Basketball NSW Clearance Form from their current association.

35. Disqualified Players or Coaches

35.1. When either a disqualifying foul is imposed on any player, coach or team official or they are removed from the game, a report must be submitted on the incident by the referee or game official before leaving the venue. The report is to be forwarded along with the scoresheet to Basketball NSW by either fax or email (via your junior league competition coordinator) with the originals posted by first available mailing date. Child protection issues may be dealt with separately and/or in a different format

35.2. Any player, coach, team official or person associated with any team or association may be reported by either an official of an association participating in the competition, a Basketball NSW staff member, or anyone appointed by Basketball NSW, for actions deemed inappropriate which have brought the game or the sport into disrepute.

35.3. When an official reports a person, it is the responsibility of the host association supervisor to ensure that the reported person or their association representative has been made aware of the report.

36. Administration of a disqualified participant

36.1. The host association is required to contact the Basketball NSW office with the details of the charge at the first available opportunity after the incident.

36.2. Where teams play more than one game for the weekend (central venue round), the referee or court supervisor must contact Basketball NSW immediately for further advice, BNSW will advise if the disqualified person can continue to participate. This may depend on the nature of the charges and any previous history.

36.3. Tribunals may be organised in the following week, regardless of the outcome of 36.2

36.4. The Basketball NSW Disciplinary Tribunal By-Laws will apply.

37. Game lost by Default

37.1. A team shall lose a game by default if, during the game, the team has fewer than 2 players on the court ready to play.

37.2. Penalty

- a) If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour. The defaulting team shall receive 1 point in the classification.
- b) For a 2 game (home and away) total point series (aggregate score), the team that defaults in the first or in the second game shall lose the series by 'default' (e.g. playoff matches for Under 14s).

38. Game unable to be completed

Abandoned Games, where a game is abandoned or unable to be played (e.g. loss of power to the stadium, extreme weather conditions, melee) the following formula will be used to determine the result for a game that cannot be completed.

a) 1st – 3rd Quarter: Margin 20 points or more

Prior to the commencement of the fourth quarter, if the margin between the two teams is 20 points or more, then the result of the game will stand at the point when the game was abandoned.

b) 1st – 3rd Quarter: Margin less than 20 points

Prior to the commencement of the fourth quarter, if the margin between the two teams is less than 20 points, the game will be rescheduled and the game will be treated as if it hadn't occurred.

If the two teams involved are unable to find a suitable date to play the game, and Basketball NSW approves, these teams final placings will be determined on, one less game to the other teams in the competition.

c) 4th Quarter and Extra Time

The result of the game will stand at the point when the game was abandoned.

In any circumstance, the League Manager decides the abandoning of the Game after consulting with the referees and/or the court supervisor.

If the abandoned game is unable to be rescheduled and both teams agree, then the result will stand as at the time of abandonment.

39. Venues

Venues nominated by associations are required to be compliant with the rules of the game as required by Basketball NSW.

All venues are subject to periodic venue audit inspections and if deemed unsatisfactory may cause associations to be required to use other facilities or be suspended from the competition until requirements are met.

- 39.1. All court markings need to be as per the relevant FIBA regulations and need to be completely visible.
- 39.2. All courts need to include scoreboard, scorebench, team benches, and backboards.
- 39.3. All courts need to be free of obstruction from all side-lines, which must be at least 2-metres.
- 39.4. Backboards must have snapback rings with all the required padding and supports, as per FIBA regulations.
- 39.5. Quality scoreboards with tenth of a second count down facility built into them.
- 39.6. 2 x 24-second devices positioned according to FIBA regulations (per court).
- 39.7. Change rooms with shower and toilet facilities.
- 39.8. A referee's change room which provides for both female and male officials.
- 39.9. Quality court lighting.
- 39.10. Provide blood kits, these are to be located at the scoretable for each game.

40. Responsibilities of Host Associations

The Host Association is defined as the association that is responsible for the running of the venue for the game(s).

The Host Association shall be responsible for the following duties.

- a) Ensuring that the venue has a Court Supervisor.
- b) Ensuring that the venue has a Referee Supervisor, for central venue competitions Referee Supervisors will be appointed by Basketball NSW.
- c) Ensuring that the stadium (playing venue) is opened 45-minutes prior to the first game time.
- d) Ensuring that end lines (base lines) are to be clear of spectators, chairs and any other obstacles that may cause either injury or obstruction to referees or players etc.
- e) Ensure that an emergency first aid kit, ice and local hospital, dental and emergency contact details are readily available.

40.1. Court Supervisors

The Court Supervisor will be responsible for:

- a) Quick Results, results (full-time score) are to be entered either after each game or after the last game has been played.

- b) Ensuring that the original scoresheets, summary sheets and other game day paperwork are sent to Basketball NSW within 5 days of the fixture game.
- c) Ensuring that all referees are paid their game payments after the game has been completed.
- d) Assume control of the Zero Tolerance Policy on behalf of Basketball NSW and to ensure that action is taken in a timely fashion to ensure that any inappropriate behaviour is dealt with immediately.
- e) Be available to call an ambulance if required.

In the event the host association is unable to access the results website, the host association is to scan and email the game day paperwork to their respective junior league competition coordinator by the end of the day.

In any of the following scenarios, please ensure all the relevant paperwork is scanned and emailed to their respective junior league competition coordinator immediately after the game.

- Player(s) have been added to a scoresheet.
- Player(s) have been disqualified from a game.
- Coach(es) have been disqualified from a game.

Substandard performance in the area of host responsibilities may result in fixture relocation and an association being deemed unacceptable for the following year(s) of the junior competition.

41. Game Results

41.1. U18 & U16 Games – the following information will be displayed on the results page.

- a) Full-time score
- b) Who played for each team

41.2. U14 & U12 games - the following information will be displayed on the results page.

- a) Full-time score
- b) Who played for each team

Note: Who played will be entered by Basketball NSW competition staff, and this information will be added after the original scoresheets have been received.

42. Australian U14 Club Championships

Basketball Australia allocates the number of teams each State is entitled to on an annual basis. This allocation is done based upon the results of the previous year's Australian U14 Club Championships.

To qualify for Australian U14 Club Championships, teams must be association based, that compete in either the Metro Junior League (Division 1) or Country Championship League are eligible to qualify.

4 teams

- 1st & 2nd from MJL
- 1st & 2nd from CCL (or alternate format)

5 teams

- 1st & 2nd from MJL
- 1st & 2nd from CCL (or alternate format)

Challenge match to determine 5th team 3rd MJL v 3rd CCL (or alternate format) at a time agreed to by all parties and Basketball NSW before new Basketball Australia cut off.

6 teams

1st, 2nd & 3rd from MJL

1st, 2nd & 3rd from CCL (or alternate format)

CCL (or alternate format) and MJL associations have agreed to determine the qualifying teams by the agreed date set at the annual league meeting each year.

42.1. Seeding of teams

Where the calendar and scheduling permits, seeding may be determined at the Basketball NSW State Championships. If the schedule does not permit, then paper seeding may be utilised.

43. Metro Specific Rules

43.1. Teams

Associations can only nominate a maximum of 4 teams per age group, with only one team in Division 1. This will be reviewed every 2 years. The next review will be conducted in 2021 for the 2022 season.

For Division 2 and below, only 2 teams per association can compete in the one division. This means that if your nominated Division 1 team is regraded to Division 2 and you already have 2 teams in this division, one of your nominated Division 2 teams must move to Division 3. If there is no division for them to slide to, BNSW will discuss options.

Associations wishing to compete in Division 1 are required to nominate teams in all age groups for both boys and girls – Under 18, Under 16, Under 14 and Under 12's in any division.

Special consideration may be given to Associations in particular for the number of girls teams nominated, subject to Associations being able to demonstrate they are actively delivering Learn to Play (Aussie Hoops) for both boys and girls and domestic competition for U12 and below in both boys and girls.

43.2. Nominations

To nominate for Division 1 U14, U16 & U18's

Associations who have met the MJL Regulations can nominate for division 1 if they have either;

- a) Participated in division 1 the previous season, or
- b) Participated in division 1 two seasons prior in the age group below, or
- c) Finished in the top 4 from division 2 the previous season of the same age group, or
- d) Finished in the top 4 one age group below in division 2, two seasons prior.

If the team has four or more players returning (same team and division) then the last season ladder position may be included.

BNSW reserves the right to promote a team to division 1 when a team has over performed in the division 2 pre-season competition.

For additional information regarding Metro League Pre-Season, please refer to the Metro League Regulations.

44. Condition of Entry

To ensure that BNSW remains compliant on legislative requirements with Member Protection, BNSW will require each participating Association to send their Court Supervisor(s) or representative to a Member Protection and Zero Tolerance workshop. This will be conducted in February of each year.

Penalties may be imposed for any association that is not represented at the workshop. These penalties may be in the form of fines or teams being disqualified from the competition

45. Breaches of the Rules

The penalty for breaching any of the rules outlined in these by-laws and Regulations or infringement of the FIBA Rules, may lead to the loss of any allocated standing points by the offending team.

Fines may also apply.

46. Risk Warning

All participants should be aware that there are risks of injury associated with playing basketball, as there are with other sports. Risks will arise in the context of the activities of running, catching, throwing, passing, and shooting the ball plus guarding opposing players. While Basketball NSW aims to minimise risk, it is not possible to eliminate them all.

As an addition to this warning, Basketball NSW highly recommends that all participants use a mouthguard.

47. Betting/Match Fixing

The following conduct may be sanctioned and result in a loss of competition points/and or removal from the league, and/or up to a \$2000 fine:

Betting

Direct or indirect involvement of a Participant in any form of Betting related to a Competition of Basketball NSW, including Betting with or through another Person on the result, progress, outcome, conduct or any other aspect of such a Competition of Basketball NSW

Manipulation of Results

- a) Fixing or contriving in any way or otherwise improperly influencing, or being a party to fix or contrive in any way or otherwise improperly influence, the result, progress, outcome, conduct or any other aspect of a Competition of Basketball NSW.
- b) Failing to perform to the best of one's abilities ('tanking ') in a competition of Basketball NSW.

48. Public Image

48.1. The image of the basketball and the league in general shall be upheld by all participants.

Any participant of the league found guilty of using either a public address systems, game programs, social media either personal or public accounts (such as Facebook, Twitter, YouTube etc.) or the use of media outlets as a means of bullying, criticising, making sexist or racist remarks about another individual, team or the league in general will not be tolerated.

48.2. Associations will be held responsible for any adverse media, or public, comment originating through these agencies.

48.3. The League Manager is empowered to impose a fine, or recommend expulsion, in the event that any adverse comment is reported, and after investigation is proven, the League Manager has discretion with respect to the amount of the fine to be imposed.