



BASKETBALL
NSW

2026
SCHOOLS TOURNAMENT
BY-LAWS

As at November 2025

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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. Control

The Basketball NSW School Tournaments are under the control of the New South Wales Basketball Association Limited (Basketball NSW).

2. Administration of the tournaments

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

3. Tournament Entry

3.1 Tournaments shall be open to all schools within New South Wales.

3.2 In accepting entry into the tournament, all schools, teams and individuals entered shall be bound by the by-laws, team nomination form entry criteria and policies issued for guidance. The tournaments and divisions offered each year will be listed in the team nomination form.

3.3 Nominations and game fees will be set by Basketball NSW in its annual budget.

3.4 Schools will be invoiced the nomination and game fees (if applicable) by Basketball NSW.

4. Finances

4.1 Basketball NSW shall administer the finances of the tournaments through Basketball NSW accounts department.

4.2 Schools that are deemed un-financial by Basketball NSW may be refused entry to the tournaments, as well as ruled ineligible to progress in the tournament.

4.3 Once invoiced schools will have a maximum of four weeks to pay the outstanding invoice. If not paid within four weeks the school will forfeit their position.

5. School Delegate

For the efficient operation of the tournament, each school is required to appoint a school delegate/contact, who is empowered to make decisions and act as the focal point for all communication with the tournament's administration.

6. Regions

Basketball NSW operates tournaments in five (5) regions, these are:

- East
- Metro
- North

- South
- West

6.1 Schools should participate in the regional event where they are domiciled.

6.2 If due to extenuating circumstances a school cannot compete at the tournament where they are domiciled, they must submit a request in writing to Basketball NSW for approval to compete in another tournament.

7. Team Withdrawals, Late Fees and Forfeits

7.1 Where a school nominates a team into a Basketball NSW tournament and subsequently withdraws that team from the tournament, the school may be liable to a penalty as outlined in the BNSW School Tournament Team Entry Information Guide.

7.1.1 Withdrawing a team AFTER the nomination deadline and position is confirmed will result in a loss of nomination fee.

7.1.2 Withdrawing a team AFTER the draw is released will result in a loss of nomination fee and fine of \$200.00.

7.1.3 Withdrawing a team DURING the tournament will result in a loss of nomination fee and fine of \$500.00.

7.1.4 Forfeiting a game will result in a fine of \$150.00.

7.2 Any team that withdraws from the tournament after they have confirmed their position may be ineligible to nominate for future tournaments.

7.3 Forfeits

A team shall lose the game by forfeit if:

7.3.1 Ten minutes after the starting time the team is not present, or

7.3.2 Is not able to field five (5) players to commence the game, or

7.3.3 It refuses to play after being instructed to do so by either the Referee, Court Supervisor or Basketball NSW staff member, or

7.3.4 By its actions or those of its supporters, prevents the game from being played.

7.4 Penalty:

7.4.1 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.

7.5 In the event of a forfeit, the school responsible will have the fines invoiced by Basketball NSW.

7.6 Any team which forfeits a match will pay a forfeit fine, which is \$150.00 per game and a loss of nomination fee.

8. Coaches

8.1 All team Staff/Officials must have a current Working with Children Check that has been verified.

8.2 The role of Coach is not restricted to School employees. Any non-employee Coach must be formally approved by the school. All Coaches are required to hold a valid Working with Children Check.

8.3 Only one coach (either the Head Coach or an Assistant Coach) is permitted to stand at any given time during Waratah Junior representative basketball games; all other coaching staff must remain seated on the bench.

8.4 The draw will not be adjusted to ensure two teams with the same coach do not clash. It is strongly recommended that schools avoid having the same staff across teams.

9. Referee Requirements

9.1 Referees travel at their own expense and accommodation cost.

9.2 Games may commence as early as 8 am each day.

9.3 Referees must be a minimum of 14 years of age.

9.4 Officials must be properly attired for all games. This includes;

9.4.1 Black shorts or pants

9.4.2 Black and white striped shirt, and

9.4.3 Black whistle

9.5 Referee Appointments

The respective Referee Program Manager or Basketball NSW Technical Officials Development Officer will appoint referees to games.

9.6 Referee Rates of Pay

Age	Rounds	Finals
Primary	\$15.00	\$15.00
Under 16s	\$20.00	\$20.00
Opens	\$20.00	\$20.00

9.7 Referee Supervisor Appointments

Basketball NSW will appoint referee supervisors to venues for each tournament.

10. Scorable Requirements

10.1 Each participating team is required to provide two (2) suitable scorable officials for their games.

10.1.1 Team A will be responsible for the game clock.

10.1.2 Team B will be responsible for the scoresheet.

10.1.3 The 24 second operator and the time keeper should be sitting next to each other.

10.1.4 The chairperson should sit in the middle of the scorable, with the scorer to their right and the time keeper to their left.

11. Games Rules

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

12. Special Rules

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

12.1 Primary School Tournaments

12.1.1 The modified free throw line for all 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.

12.1.2 There will be no 3 point rule, all field shots will be awarded two points irrespective of where they are taken.

12.1.3 Coaches are to refrain from communicating with the officials. They can communicate with scorable. Issues must be directed to the referee supervisor. The referee supervisor will not stop the game immediately.

12.2 Zone Defence (Primary Tournament)

As there is general acceptance that the consistent use of zone defences in the younger age groups adversely affects 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 defences 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.

13. Tournament Formats

The Basketball NSW School Tournaments represent the first stage of the Basketball NSW School State Championships format.

The competition is conducted as follows:

13.1 Round One – Regional Tournaments to be played at a central venue.

13.2 Round Two – School State Championships

The top team from each regional tournament age group for division 1 and 2 for both Boys and Girls will advance. There is no advancement for division 3. If the first ranked team is unable to accept their position, then the second ranked team will be invited to take their place. If the second placed team is unable to attend the next best ranked team will be asked. This process will continue until an acceptance occurs.

13.3 Basketball NSW will require winners of all regional tournaments to confirm on the day of their respective tournament if they will be accepting their position to attend State Championships. They will then need to confirm their position in writing no later than 5 pm the next business day.

13.4 Basketball NSW reserves the right to move/grade teams into a more appropriate division. Relevant teams will be notified if this occurs.

13.5 Each team will play a minimum of 3 games.

14. Classification of Teams

14.1 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

14.2 If a team has forfeited a game during the tournament and finishes on equal points with the team(s) it forfeited against, it will receive the lowest ranking of these 2 or more teams that are tied, irrespective of results between the teams concerned.

14.3 If 2 or more teams have the same amount of competition points 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.

- 14.4 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.

15. Timing Rules

FIBA rules apply to all competitions with the following amendments:

15.1 Opens (all divisions)

- Warm up – 2 minutes (minimum)
- Playing time – 2 x 15 minutes (running clock)
- Half time interval – 2 minutes
- Extra time – 2 minutes
- Interval between extra time – 2 minutes
- Time outs (per team)
 - First half – 1
 - Second half – 1
 - Overtime – 0
- Clock will stop for all timeouts.
- 24 second rule only applies for division 1 games at regional tournament and for all divisions at State Champs. There will be no 14 second shot clock.
- Bonus on the 8th team foul

15.2 Under 16s (all divisions)

- Warm up – 2 minutes (minimum)
- Playing time – 2 x 15 minutes (running clock)
- Half time interval – 2 minutes
- Extra time – 2 minutes
- Interval between extra time – 2 minutes
- Time outs (per team)
 - First half – 1
 - Second half – 1
 - Overtime – 0
- Clock will stop for all timeouts.
- No 24 second rule applies.
- Bonus on the 8th team foul

15.3 Primary (all divisions)

- Warm up – 2 minutes (minimum)
- Playing time – 2 x 12 minutes (running clock)
- Half time interval – 2 minutes
- Extra time – 2 minutes
- Interval between extra time – 2 minutes
- Time outs (per team)
 - First half – 1
 - Second half – 1
 - Overtime – 0
- Clock will stop for all timeouts.
- No 24 second rule applies.
- Bonus on the 8th team foul

- 15.4 The last 2 minutes of all games will be fully timed if the score between the two teams is within 10 points.

- 15.5 All Grand Finals will be running clock except for the last 2 minutes which will

- be fully timed.
- 15.6 All games must have a result i.e., no draw

16. Uniforms

- 16.1 Teams are required to have two sets of uniforms, one set of alternate colour to the other.
- 16.2 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.
- 16.3 All players must be in the same uniform i.e., singlet and shorts (no pockets or zippers).
- 16.4 In the event of a clash, Team B must wear their alternate set of uniforms. If team B does not have an alternate uniform, they shall
- 16.4.1 Wear uniforms/bibs supplied by the home team or host association.
- 16.4.2 In the event of team B refusing to wear such uniforms, the game shall be deemed a forfeit.
- 16.5 Playing tops shall be numbered inclusive or any other numbers with a maximum of two (2) digits. However, numbers 0 to 99 are acceptable.
- 16.6 Shorts are not permitted to have pockets or zippers.
- 16.7 T-shirts regardless of style may not be worn under shirts, even if the player has written medical permission.
- 16.8 Undergarments – the following compression garments are permitted to be worn.
- 16.8.1 Sleeved (short or long) tops
- 16.8.2 Calf sleeves
- 16.8.3 Arm sleeves
- 16.8.4 Quad sleeves
- 16.8.5 Headgear can be worn (no pins, buttons or attachments that create risk)
- 16.9 No jewellery is to be worn. This includes but is not limited to bracelets, rings, earrings, etc.

17. Match Ball

	Primary	Under 16s	Opens
Boys	Size 5	Size 7	Size 7
Girls	Size 5	Size 6	Size 6

- 17.1 Each team is to provide their own basketballs for warm-up.
- 17.2 The referee will make the decision on which basketball will be the match ball.

18. Scoring

- 18.1 FIBA scoresheets or online scoring will be used on all games.
- 18.2 Teams are requested to fill in the FIBA score sheet or online scoring at least 20 minutes prior to their game.
- 18.3 Teams shall be allowed seven (7) minutes after scheduled starting time before a forfeit is called unless exceptional circumstances apply

19. Team Benches

Team A on the draw shall sit on the left-hand side of the scoretable, with Team B on the right, and warm up at the end in front 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.

20. Basketball NSW Codes of Conduct & Policies

Basketball NSW Member Protection, Zero Tolerance and Sports Rage & Codes of Conduct are available on the website. These policies are in place throughout the tournaments.

21. Team Lists

- 21.1 Each team can have a squad list of no more than twelve (12) players.
- 21.2 Teams may field up to ten (10) players per game.

22. Player Eligibility

- 22.1 Under 16s tournaments – All players must be under the age of the nominated age group as at December 31, in that year i.e., cannot turn 16 in 2026.
- 22.2 Schools who have nominated more than one team for inclusion, if granted, in the same competition there shall be no player movement between these teams.
- 22.3 A player shall not play with more than one school and/or team during each competition.
- 22.4 Players participating in the Primary Tournament must be a minimum of eight (8) years of age prior to participating in the tournament.
- 22.5 Players participating in the Tournaments must currently be enrolled at their respective school.
- 22.6 Should the eligibility of any player come into question, Basketball NSW reserves the right to ask the school to prove by way of original Birth Certificate or Extract or other suitable documentation that the player is eligible to compete.
- 22.7 Where an illegal player is played, Basketball NSW may forfeit the game.

23. Eligibility for State Championships

- 23.1 Players must have played at a regional tournament prior to participating in State Championships.
 - a) Medical exemptions may be requested in writing to BNSW for review.
 - b) Additional players may be added for finals, at the discretion of BNSW. This cannot be to the detriment of players already on the team.

24. Disqualified Players or Coaches

- 24.1 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 to Basketball NSW by email with originals posted by first available mailing date. Child protection issues may be dealt with separately and/or in a different format.
- 24.2 Any player, coach, team official or person associated with any team or school may be reported by either an official of a school participating in the tournament, 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.

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

25. Administration of a disqualified participant

- 25.1 The court supervisor is required to contact the Basketball NSW office with the details of the charge at the first available opportunity after the incident.
- 25.2 Where teams play more than one game for the day or tournament, 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.

26. Game lost by Default

- 26.1 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.
- 26.2 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.

27. 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 (inclusive of BNSW Heat Policy Summary) , melee) the following formula will be used to determine the result for a game that cannot be completed.

- a) 1st Half: Margin 20 points or more
Prior to the commencement of the second half, 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 Half: Margin less than 20 points
Prior to the commencement of the second half, 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) 2nd Half 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.

28. Game Results

28.1 The following information will be displayed on the results page.

28.1.1 Full-time Score

29. 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.

30. 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.

31. 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.

NOTE: Basketball Australia's National Integrity Framework is to be reviewed regarding Gambling and Match Fixing.

32. Public Image

32.1 The image of the basketball and the tournament in general shall be upheld by all participants.

Any participant of the tournament found guilty of using either a public address system, 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.

32.2 Schools and individuals will be held responsible for any adverse media, or public, comment originating through these agencies.

32.3 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.