



2024 BY-LAWS

GAME RULES

- 1.1** All NIBL competition games will be played in accordance with the current BNSW Policies, except where these Regulations/By-Laws state otherwise.
- 1.2** All players/spectators/officials are to abide by decisions made by NIBL committee and its designated representatives.
- 1.3** Divisions currently on offer are;
 - U11** - born 2014, 2015, 2016
 - U13** - born 2012, 2013
 - U15** - born 2010, 2011
- 1.4** The naming of the Grades will be at the discretion of the Committee.
- 1.5** The days and times of games will be at the discretion of the Committee and not of the players/teams who have other commitments.
- 1.6** The playing of zones will not be permitted.
- 1.7** The Committee will determine and review the division and classification of a team. This fixed term is to be decided once the number of teams is finalised.
- 1.8** Nominations for teams will only be accepted on the official BasketballConnect program via a registration link, and all team members must be confirmed/registered prior to the cut-off date.
- 1.9** A late player entry may be accepted if an injury occurs to a player during the competition, but this is entirely at the discretion of the Committee. A letter must be emailed to the Committee via email niblcommittee@outlook.com at least 48 hours prior to competition.
- 1.10** There will be no jewellery worn on the court.
- 1.11** Referee's/Court Supervisors have the right to substitute/remove any player who they feel is unable to continue through injury or that by continuing the player will incur further injury.
- 1.12** Scoring will occur using modified NIBL 3X3 scoresheets.

1.13 A 3x3 ball will be used in all age groups, except for U11's where a size 5 ball will be used. The court is half a basketball court with one ring.

1.14 4-5 players per team: 3 on court + 1-2 substitute

1.15 Younger players can play up one age group to be with their friends. Unfortunately, older players cannot play down.

1.16 NEJL players - a maximum of TWO (2) NEJL players per team to ensure the competition is fair.

1.17 There will be 1 Referee per game

1.18 Initial possession will be 'scissors, paper, rock'. Winners start with the ball. Check ball i.e. an exchange of the ball between the defensive and offensive player behind the arc at the top of the key.

1.19 Free throws - 1 free throw or 2 free throws if a foul is committed behind the arc, 1 point is awarded if the shot is made

1.20 Penalty for a technical foul Penalty for an unsportsmanlike foul -1 free throw, no change of possession 2 free throws + ball possession.

1.21 Possession following a successful goal or free throw - Defence possession right underneath the hoop Ball to be dribbled/passed behind the arc The defensive team is not allowed to play for the ball inside the no-charge semi-circle area underneath the basket (also called the 'smile').

1.22 Following a dead ball - Check ball exchange behind the arc (at the top)

1.23 Following a defensive rebound, missed free throw or steal - Ball to be dribbled/passed behind the arc

1.24 Following a jump ball situation - Defence possession

1.25 Substitutions- In dead ball situations, prior to the check ball, the substitute can enter the game after his teammate steps off the court and high fives. Substitutions require no action from the referee.

POINT SCORES AND FORFEITS

2.1 Scoring - 1 point inside the arc, and 2 points if scored behind the arc. ALL girls who score will be awarded 2 points. In regular round games, if the score is tied at the end of 10 minutes - the game will finish as a DRAW. In finals, if the score is tied at the end of 10 minutes, the first team to score 1 point wins. In the grand final, we will play the first team to score 2 points wins

2.2 Females - all females who score a basketball shall receive 2 points regardless if they are INSIDE the arc whe shot is taken.

2.3 Points will be awarded as follows to determine Team placings for finals:

Win = 3 points

Draw = 2 points

Loss = 1 point

Bye = 2 points

2.3 A team will lose by forfeit in the following circumstances:

a) A player from a team refuses an instruction by the referee.

b) By its actions prevents the game from being played.

c) They are not able to field at least 3 players within 2 minutes of the advertised starting time of the game.

d) They do not advise NIBL Committee/delegated supervisor that a player will not be turning up at least 2 minutes before the game is to commence.

2.4 In the event of a forfeit the game shall be awarded to the opponents with a score recorded of 10 to 0.

2.5 A forfeit will also occur in a game if a team is reduced to less than 2 players. No dangerous play will be tolerated.

TIMING OF GAMES

3.1 Timing regulations of games for NIBL competitions shall follow FIBA rules as closely as possible with due consideration for time limitations within the competition structure.

3.2 1 x 10 minutes (running clock, no time-outs). All games will run from one central clock. 3 minutes between games. Clock will start on time regardless of if teams are ready to start.

FINALS

4.1 The Committee can make the decision to withdraw a finals series at any time.

4.2 Finals Series shall be played as follows where there are 4 teams or more in any Competition:

Semi Final

1 vs 2 Winner to Grand Final

3 vs 4 Loser out of Competition

Pre Liminary-Final

Loser of SF 1 vs Winner of SF 2

Grand Final

Winner of SF 1 vs Winner of Pre Liminary-Final

4.3 Finals series for competitions with less teams will be at the Committee's discretion.

4.4 If two teams are placed on equal points, points for and against will be the decider.

DUTY

5.1 A Parent / Caregiver and/or players from other teams are to score the games using modified NIBL 3X3 paper scoresheets.

3x3 BASKETBALL - MODIFIED RULES OF THE GAME

Court and Ball	A 3x3 ball / size 5 ball for U12s The court is half a basketball court with one ring
Team roster	4-5 players 3 on court + 1-2 substitute
Referee	1 per game
Score keepers	Flip scorecards. A Parent or player from either team will score.
Initial possession	Scissors, paper, rock. Winners start with ball. check ball i.e. an exchange of the ball between the defensive and offensive player behind the arc at the top of the key
Scoring	1 point and 2 points if scored behind the arc If the score is tied at the end of 10 min, the first team to score 1 point wins In the grand final, we will play the first team to score 2 points wins
Game duration	1 x 10 minutes (running clock, no time-outs) All games will run from one-timer
Shot Clock	12 seconds It will only be used if the offensive team is not looking to score. The referee will warn by counting down the last 5 seconds.
Free throws following a shooting foul	1 free throw or 2 free throws if a foul is committed behind the arc, 1 point is awarded if the shot is made
Penalty for a technical foul Penalty for an unsportsmanlike foul	1 free throw, no change of possession 2 free throws + ball possession
Possession following a successful goal or free throw	Defence possession right underneath the hoop Ball to be dribbled/passed behind the arc The defensive team is not allowed to play for the ball inside the no-charge semi-circle area underneath the basket (also called the 'smile')
Following a dead ball...	Check ball exchange behind the arc (at the top)

Following a defensive rebound, missed free throw or steal...	Ball to be dribbled/passed behind the arc
Following a jump ball situation...	Defence possession
Substitutions	In dead ball situations, prior to the check ball, the substitute can enter the game after his teammate steps off the court and high fives. Substitutions require no action from the referee.