



PENRITH & DISTRICTS BASKETBALL ASSOCIATION INC.

COMPETITION BY-LAWS

Adopted by the Board of Directors for the P&DBA on 8th July 2023

INTRODUCTION: All P&DBA Inc. competitions will be run in accordance with these by-laws and the rules and regulation set down in this document, approved by the Board of Directors of the Penrith & Districts Basketball Association Inc.

These by-laws should be considered in conjunction with the FIBA rules of Basketball, the Official rules of basketball, Basketball Australia and BNSW policies and procedures pertaining to Zero Tolerance, Sports Rage, Member Protection, and all Codes of Conduct.

Participation in any role within any competition, development program or other P&DBA activity requires each individual to abide by these by-laws.

MISSION STATEMENT: To provide basketball competitions and programs in a safe, diverse, family friendly environment for the wider community and to promote and create opportunities and accessible pathways for players, coaches, officials and referees of all skill levels.

The intent of these By-Laws is:

- a) To provide fair, well administered competitions and development programs for all ages and skill level;
- b) To foster fair play, good sportsmanship and a spirit of fun.

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1. PERSONAL REGISTRATION:

The P&DBA Association has an obligation to register all participants with Basketball NSW.

- 1.1 The Board of Directors will set registration fees annually
- 1.2 All players, coaches, referees and officials must register and pay the appropriate Primary or Secondary registration fee to the P&DBA prior to participation in any trial, competition game or development program endorsed by the P&DBA
- 1.3 The onus for maintaining a current registration lies with the member
- 1.4 All Registrations must be completed online at our website, through Game Day
- 1.5 Proof of identity may be requested for new registrations
- 1.6 **Primary Registration**
 - a) Is a full membership with Penrith Basketball and valid for a period of twelve months from the date of payment
 - b) If renewed within 30 days of the expiry date is automatically classed as a returning member and renewed from the due date, for a 12-month period. This is automated by the registration software
 - c) Entitles members 18 years or older to vote at the Annual General Meeting
 - d) Entitles members to benefit from any sports injury insurance, where applicable.
- 1.7 **Secondary Registration:**
 - a) Is only available when a player has a current primary registration with an affiliated Association in NSW other than Penrith and valid for one competition season only
- 1.8 It is the members' responsibility to update any changes to personal details at **member.basketball.net.au**
- 1.9 It is the responsibility of the player/team/club to ensure that all team members are currently registered at all times during any competition
- 1.10 The P&DBA basketball scoring system will display (Unregistered) beneath any player whose registration has expired
 - a) Players are not permitted to play until this expired registration has been renewed
 - b) If a player has already commenced to play, they should be asked to cease immediately until payment is made
- 1.11 The penalty for playing an unregistered and/or suspended player or players with fines/ fees outstanding is:
 - a) Loss of all points earned for any game in which the player participates
- 1.12 The penalty for playing under someone else's name
 - a) A forfeit declared for any game in which the player participates and a fine equal to double court fees
 - b) The player will be suspended for the remainder of the competition

2. TEAM ENTRY:

SENIOR COMPETITIONS

- 2.1 All teams wishing to compete in any P&DBA competition must submit the online Expression of Interest form by the advertised due date
- 2.2 An Expression of Interest does not guarantee a position in any competition
 - a) If expressions of interest exceed the number of places available, entries will be accepted based on the order of date and time received by the P&DBA

P&DBA staff will;

- Acknowledge if your team has been accepted for a place in the competition
- Provide information on how to complete the relevant Game Day online forms
- Advise payment details and due date. Late payments will incur late fee
- No team will be accepted without information confirming a nominated referee or duty referee

- 2.3 The P&DBA Team Entry Fee will be set prior to the beginning of each basketball competition season
 - a) Any team without a qualified referee must provide a team member to attend a Duty Referee Course conducted free of charge by the P&DBA prior to the commencement of a competition or at the earliest date available. This team member will then be eligible for a Duty Referee payment if required to officiate during the competition
- 2.4 The P&DBA have the discretion to refuse a team or player into any P&DBA team or competition. A prior history of forfeits, poor behavior and penalties will be considered when considering team entries for any new season. A full refund will be made to teams if the competition is full or if team entry is refused
- 2.5 Any additions or deletions to a team after entries close must be emailed to the senior competition administrator for approval, prior to any player joining any team or taking the court
- 2.6 The penalty for failing to notify the competition administrator of the addition of a player to any team is the loss of all points earned for any game in which the player has participated.

JUNIOR COMPETITIONS

- 2.7 All junior team entries must be submitted by an approved P&DBA junior Club.
The P&DBA will;
 - a) Set the team entry fee for each competition and communicate this to all clubs
 - b) Advise all clubs of the due date for team entries and any compulsory information required when submitting team entries
 - c) Invoice all clubs for the total number of team entries
- 2.8 Club team entries received after the due date will incur a penalty of \$110.00, at the discretion of the P&DBA
- 2.9 The P&DBA have the discretion to refuse a team or player into any P&DBA competition
- 2.10 All junior teams must have a registered coach in attendance at all games with a minimum P&DBA Community Coach accreditation (formerly Level 0). Coaches under the age of 18 must have an adult team member in attendance.
 - a) Members waiting to attend the next available accreditation course will be permitted to coach providing they obtain the minimum accreditation during that competition
- 2.11 All junior team coaches and Managers (if over the age of 18) must submit their Working with Children registration number
- 2.12 Any additions or deletions to a team after entries close must be emailed to the junior competition administrator for approval, prior to any player joining any team or taking the court
- 2.13 The penalty for failing to notify the competition administrator of the addition of a player to any team is the loss of all points earned for any game in which the player has participated.

3. TEAM CONTENT/ PLAYERS:

SENIOR and UNISEX COMPETITIONS

- 3.1 Only players 13 years of age or older are permitted in any senior team or competition
- 3.2 Only players 15 years of age or older are permitted in any unisex team or competition
 - a) Unisex teams must contain a minimum of (3) female players and (2) male players
- 3.3 Senior and Unisex teams containing any Waratah League 1 or Youth League 1 representative players from the current or most recent representative season will be considered for the highest division only.
 - a) Waratah League 2 or Youth League 2 representative players may be considered for a lower division pending team content and at the discretion of the P&DBA administrator
- 3.4 Only players 35 years of age or older are permitted in any "Masters" teams however;
 - a) "Masters" teams must not contain any representative players from the current or most recent representative season

- 3.5 The P&DBA may rule that a player is not eligible for inclusion in any team if the player is considered a standard higher or lower than the nominated competition, division or grade. This applies to players nominated to teams on separate nights of competition and based on team content and at the discretion of the P&DBA
- 3.6 A registered player may only play for one team in any one grade or division on each competition night, with the exception of the Masters competition.
- 3.7 No new team members may be added to any team for the second half of the competition. Exceptional circumstance may be considered if in writing to the senior competition administrator.
- 3.8 Any player denominated from a team during any one competition is not permitted to join any other team in any division during that same one competition
- 3.9 The penalty for failing to notify the competition administrator of the addition of a player to any nominated team is the loss of all points for any game in which the player has participated.

JUNIOR COMPETITIONS

- 3.10 All junior players must be members of a P&DBA approved club to be eligible to play in the junior competition
- 3.11 Players cannot be turning the age of the competition they are competing in during the calendar year.
- 3.12 All players must play in their correct age group in each competition
- 3.13 A player may only represent one club in any one competition or season
 - a) The penalty for playing with more than one club is a suspension for the remainder of that competition and a loss of points for each game the player participated in
- 3.14 No team can contain more than four (4) representative players. (See 4. Representative Players)
- 3.15 No player additions or deletions to teams are permitted once team entries are closed and the competition format is finalised unless approved via email to the junior competition administrator.
 - a) The penalty for playing without approval is the loss of all competition points for each game the player participates
- 3.16 If a player is removed as a team member, they are no longer eligible to play again with that team. An exemption may be granted if a team is dissolved due to a lack of players. Approval is required from the P&DBA administrator
- 3.17 The Association reserves the right to nominate a current Representative team or player into a higher age group to assist in team/player development or for the betterment of the competition
- 3.18 A player is restricted from playing in any team or game, more than one (1) age group higher than the player's correct age group, based on their date of birth on or prior to 31st December. Only exceptional circumstances may be considered if in writing to the P&DBA.
- 3.19 **Player Transfers:**
 - a) Any player wishing to transfer from one club to another may only do so at the completion of a competition. Players with debts outstanding to any junior club will have the transfer denied until all amounts owing to the club are cleared
 - b) A player must supply a transfer form completed by the club they are leaving, to the club they are transferring to. The new club must then complete and submit this transfer form to the P&DBA for approval prior to participating in any game for the new club
 - c) The penalty for playing without a completed transfer is the loss of points for each game the player participates in
- 3.20 No new team members may be added to any team for the last 5 round games of competition. Exceptional circumstance will be considered if in writing to the junior competition administrator
- 3.21 The penalty for failing to notify the competition administrator of the addition of a player to any nominated team is the loss of all points for any game in which the player has participated.

4. REPRESENTATIVE PLAYERS:

- 4.1 A player is deemed to be a representative player if;
 - a) Prior to the close of club team nominations for each competition season they were selected to a current calendar year P&DBA or other Association representative program

- b) Added to a Representative team during the current season and play three (3) or more official BNSW games
- c) Selected as a representative development player and then plays more than three (3) official BNSW games in the current representative season

SENIOR REPRESENTATIVE PLAYERS:

- 4.2 All NBL1, Waratah League Division 1 and Youth League Division 1 representative players must play in the highest division when participating in P&DBA competitions and will have a Rep Point value of 3 points if participating in any junior competition
- 4.3 Waratah League Division 2 or Youth League Division 2 players may be permitted to play in a lower division based on team content and pending approval from the PDBA administrators

JUNIOR REPRESENTATIVE PLAYERS:

- 4.4 Any junior teams playing in or entering the P&DBA junior competition is permitted a maximum of ten (10) points per team or four (4) representative players per team
- 4.5 All representative players are to be classified with a point's value
 - 3 Points Any player selected/placed in Team 1 for the P&DBA
 - 2 Points Any player selected/placed in Team 2 for the P&DBA
 - 2 Points Any player selected/placed in Team 1 for the P&DBA, playing in an older age group
 - 1 Point Any player selected/placed in Team 2 for the P&DBA, playing in an older age group
 - 3 points Any players selected/placed in a representative team for an Association other than Penrith
- a) Any player who attends the P&DBA representative trials but is cut from the program and not selected and is then selected at another Association will carry the following representative points value when playing in their correct age group.
 - 3 Points – All Premier and Division 1 representative players
 - 2 Points - All Premier and Division 1 representative players playing up an age group
 - 2 Points – All Division 2 and below representative players
 - 1 Points – All Division 2 and below representative players playing up an age group
- 4.6 All players selected/placed in the P&DBA representative program must play in their correct age group and in one game only. Players will only be permitted to play in second game if approved by the association.
- 4.7 Any player selected/placed in Team 1 for the P&DBA must play in the highest division or grade available when playing in their correct age group and cannot play lower than Division 2 when playing in an older age group.
- 4.8 Any player selected/placed in Team 2 for the P&DBA must play in Division 1 or Division 2 when playing in their correct age group and cannot play lower than Division 2 when playing in an older age group.
- 4.9 Any player from an Association other than Penrith competing in JPL or Division 1 MJL must play in the highest division or grade available when playing in their correct age group.
- 4.10 Any player from an Association other than Penrith competing in MJL Division 2 or lower must play in Division 1 or Division 2 when playing in their correct age group and cannot play lower than Division 2 when playing in an older age group.
- 4.11 Eligible Junior representative players cannot play in any team lower than Division 2 or B Grade when participating in any senior competition
- 4.12 Any U10 player selected/placed to any representative team must play in the U12 competition and will be classified with a 2-points rep value
- 4.13 Junior clubs must allocate teams for all P&DBA representative players ahead of any player who represents another Association
- 4.14 Any request for an exemption for any of these items must be in writing to the junior competition administrator for consideration
- 4.15 Any appeals to decisions by the Junior Committee will be forwarded to the P&DBA Directors.

5. GRADING OF TEAMS:

SENIOR COMPETITIONS

- 5.1 Initial grading will be decided by P&DBA competition administrators and based on the information provided on the Team Entry Form
- 5.2 The P&DBA may re-grade any team and will consider the following factors if required;
 - a) Team content
 - b) Number of places available per competition and court availability
 - c) The performance of a team in the grading period or in a previous season
- 5.3 Each competition may use the first three weeks as a grading period as required and may be influenced by
 - a) The number of weeks available to play
 - b) The number of teams entered into each grade or division

JUNIOR COMPETITIONS

- 5.4 Initial grading will be decided by P&DBA competition administrators and based on team lists and information provided by the junior clubs
- 5.5 The P&DBA may re-grade any team and will consider the following factors
 - a) Team content
 - b) Number of places available per competition and court availability
 - c) The performance of a team in the grading period or in a previous season
- 5.6 Each competition may use the first three weeks as a grading period as required and may be influenced by;
 - a) The number of weeks available to play
 - b) The number of teams entered into each grade or division

6. Fill-In Players:

SENIOR COMPETITIONS

- 6.1 Must be registered members of the P&DBA to be eligible to play
- 6.2 Are only permitted when there is a shortage of nominated team members or to prevent a forfeit and must be notified to the P&DBA competition administrator 24 hours prior to the scheduled game time
- 6.3 May only be added to the Courtside scoring system after permission is granted by the competition administrator or the court control staff member
- 6.4 May only be added to a team on the night of play if five (5) or less players are available to play or to prevent a forfeit and, only when approved by the P&DBA court controller
Total team numbers must not exceed (7) seven when using fill-in players
- 6.5 No team member or referee are permitted to amend team content on the P&DBA scoring system
- 6.6 A player can only fill-in once per competition day of play
- 6.7 A player may only fill-in for a team on two occasions in any one competition providing that;
 - a) They are not a nominated team member of another team in that division
 - b) They are not a nominated team member from a higher division from any night of competition
- 6.8 Any player who has filled in on two occasions for any one team will not be permitted to fill in on the third occasion without written permission from the P&DBA competition administrator

- a) Any player moved up by the P&DBA to a division after filling on three (3) occasions in the higher division will have games played from the lower division included for qualifying purposes
- b) No additions to any teams are permitted in the last 5 rounds of competition
- 6.9 The penalty for failing to abide by the rules relating to fill in players is loss of all competition points earned for each game the infringement occurs
- 6.10 Any fill-in player not in the correct team uniform will be deemed as out of uniform. Penalty points apply

Unisex competition Fill-ins:

- a) If only two males available, one male fill-in is permitted – (Maximum of 3 males per game)
- b) If only two females available one or two female fill-ins are permitted (maximum of 4 females per game)
- c) Failure to have fill-in players approved will result in a loss of points for that game

JUNIOR COMPETITIONS

- 6.12 Must be registered members of the P&DBA to be eligible to play
- 6.13 Are only permitted when there is a shortage of nominated team members or to prevent a forfeit and must be notified to the P&DBA competition administrator more than 24 hours prior to the scheduled game time.
- 6.14 May only be added to the Courtside scoring system after permission is granted by the competition administrator or the court control staff member
- 6.15 May only be added to a team on the day/night of play if 5 or less players are available to play or to prevent a forfeit and, only when approved by the P&DBA court controller
Total team numbers must not exceed (7) seven when using fill-in players
- 6.16 May fill-in for the same club but is restricted from playing in any team or game, more than one (1) age group higher than the player's correct age group, based on their date of birth. Exceptional circumstances may be considered by the P&DBA. The representative rule will apply.
 - a) A player may only fill-in a maximum of two (2) games for the same club in any higher division. On the third occasion the fill-in player will be deemed a permanent team member for the higher division and not permitted to return to the lower division
 - b) A player may only fill-in a maximum of four (4) games for the same club in any higher age group. On the fifth (5th) occasion the fill-in player will be deemed a permanent team member
- 6.17 A player can only fill-in once per competition day of play
- 6.18 To replace a representative player with a fill-in player who is also a representative player, teams must ensure that the absent representative team member is removed from the Courtside scoring system prior to the start of the game in order to avoid penalties for exceeding the representative player content rule
 - a) The representative player absent from the game will not earn game qualification in this instance
- 6.19 No team member or referee are permitted to amend team content on the P&DBA scoring system

7. Uniforms:

SENIOR COMPETITIONS

- 7.1 All players and teams must abide by the uniform regulations
 - a) Teams must be in full uniform by the fourth (4th) week of competition
 - b) Teams waiting to receive uniforms from a supplier on or after the 4th week must provide a receipt with date of order to avoid penalties for being out of uniform
 - c) There will be no exceptions (*unless approved in writing by the P&DBA*)
- 7.2 A team uniform comprises of singlet and shorts
 - a) Teams must advise singlet colour at time of nomination. Reversible singlets preferred
 - b) All new senior teams from Summer 2023/2024 must have reversible singlets
 - c) Any current teams purchasing new singlets from summer 2023/2024 must purchase reversible singlets

SINGLETS

- a) All singlets must be of the same dominant colour and similar design
- b) All singlets must be numbered between 0 to 99 front and back, and clearly visible
- c) Players from the same team cannot have a duplicated number
- d) No taped or hand written numbers
- e) A black or white T-Shirt (long or short sleeved) may be worn under the playing singlet
- f) Playing singlets do not need to be tucked in for domestic competition
- g) Any sponsor, club name or logo must not interfere with singlet numbers
- h) In the event of a clash of colour, the first mentioned team on the draw will be required to change to an alternate uniform colour
- i) Black compression garments are permitted
- j) Black arm sleeves are permitted

SHORTS

- a) Basketball style shorts are preferred
 - b) All shorts must be the same dominant colour and similar design
 - c) If a team cannot provide matching shorts for all team members, then **plain black shorts** (no trims etc.) will be permitted as part of a team uniform
 - d) Shorts are not permitted to have pockets, belts, buckles or any trims or attachments that may cause injury to any participant
 - e) Plain black compression garments of any length are permitted, and may be worn under shorts. Coloured patterns or panels are not permitted
 - f) Ladies may wear plain black bike pants however long plain black tights or leggings may only be worn under shorts
- 7.3 The penalty for any uniform infringements is a loss of all competition points earned for that game

JUNIOR COMPETITIONS

7.4 SINGLETS:

- a) All singlets must be approved club singlets and colours

JUNIOR CLUB	COLOUR	ALTERNATE	SHORTS
Cambridge Park/ St Marys	Maroon	White	Black
Glenmore Park	Purple	Gold	Black
Joeys	Gold	Royal	Black
Montgrove College	White	Emerald	White
Nepean	Light Blue	Black	Black
Regentville	Navy	Sky	Black
St Clair	Orange	White	Black
Wollemi College	White	Royal	White
Owls	Black	Metallic Gold	Black

- b) All singlets must be numbered front and back between (0-99) and clearly visible
- c) Players from the same team cannot have a duplicated number
- d) No taped or handwritten numbers
- e) A black or white T-Shirt (long or short sleeved) may be worn under the playing singlet
- f) Playing singlets do not need to be tucked in for domestic competition
- g) Any sponsor, club name or logo must not interfere with numbers

- h) Teams must wear the Primary club colour at all times unless there is a clash of colour with the opposition, when the alternate colour may be worn
- i) In the event of a clash, the first mentioned team on the draw will be required to change to the alternate colour
- j) Plain black compression garments may be worn under singlets. Montgrove and Wollemi team members are permitted to wear plain white or plain black compression garments only
- k) Arm sleeves are permitted

7.5 SHORTS

- a) Basketball style shorts are preferred
 - b) All shorts must be plain black unless otherwise approved for the junior club
 - c) Shorts are not permitted to have pockets, belts, buckles or any trims or attachments that may cause injury to any participant
 - d) short compression garments or short sports tights may be worn under shorts
 - e) Plain black compression garments of any length are permitted to be worn under shorts
 - i) Montgrove and Wollemi team members are permitted to wear plain black or white compression garments only
 - ii) Coloured patterns or panels are not permitted
- Girls may wear plain black bike pants however long plain black tights or leggings may only be worn under shorts

8. Game Fees

- 8.1 Game fees will be set by the Board of the P&DBA prior to the start of any competition
- 8.2 Game fees must be paid by the due date
- 8.3 No team will be permitted to play the next scheduled game if there are invoices, game fees or fines outstanding.

9. Courtside Scoring System

- 9.1 It is the responsibility of each team and its members to ensure that all players in attendance are correctly listed on the courtside scoring system and must;
 - a) Enter a legal number beside each player’s name
 - b) Ensure that at half time of the game the game officials remove any player who is not participating in any game from the courtside scoring system
- 9.2 A player is not deemed as participating in the game unless their name appears on the courtside scoring system
- 9.3 Players not in attendance who are not removed from the courtside scoring system will be deemed as participating in the game and will incur a penalty if not registered or an illegal player
- 9.4 A player is not permitted to play under someone else’s name. Players found in breach of this will be removed from the competition
- 9.5 The referee in consultation with bench officials may amend the courtside scoring system if a discrepancy is found at half time or immediately after the game concludes and the error can be clearly recalled and confirmed
- 9.6 No other changes may be made

10. Games and Timing of Games:

DIVISION	TIMING	STOPPAGES	HALF TIME	TIMEOUTS	OVERTIME
REGULAR SEASON	2 x 20-minute halves	Clock does not stop	3 minutes (reduced if needed)	(2) per half but not permitted in last 3 minutes of second half	None

SEMI FINALS	2 x 20-minute halves	Clock stops for T/Outs & every whistle in last (3) minutes of second half but not after made basket	3 minutes (reduced if needed)	(2) per half	3 minutes
G/FINAL Division 1	2 x 15-minute halves	Clock stops on every whistle and after every basket in the last two (2) minutes	5 minutes (reduced if needed)	(2) per half	3 minutes
G/FINALS Div.2 & other	2 x 20-minute halves	Clock stops for T/Outs, every whistle in last (3) minutes of second half but not after made basket	3 minutes	(2) per half	3 minutes
UNISEX SEMIS & G/FINALS	2 x 20 min halves	As above but clock will not stop in last three minutes	3 minutes	(2) per half	4 minutes (2 min each way)
U10 Boys & Girls	2 x 20min halves	Clock does not stop	3-minute half time	(2) per half but not permitted in last 3 minutes of second half	None

10.1 REGULAR SEASON GAMES

- a) Each game will commence at the advertised time and finish in time to allow the next game to start at the scheduled time. This does not mean games will be reduced in game time
- b) Games will consist of 2 x 20-minute halves unless notified by the P&DBA
- c) Teams will be permitted to play with (4) registered players
- d) A (1) one-minute warning whistle must be given by the referees before starting any game or the clock
- e) After (1) one minute has elapsed the game clock will be started and it is the team's responsibility to be ready to play after the (1) one minute has elapsed
- f) The clock will not stop except for a referee's time out
- g) Half time is up to three (3) minutes (This break may be reduced, if necessary, to ensure games run on time)
- h) The clock will not stop for Time Outs and teams are not permitted to take a time-out in the last (3) minutes of the second half
- i) Any player fouled out or disqualified must be substituted immediately. The clock will not stop
- j) Tied games (draws) will be permitted in regular season games. No extra time will be played if teams are equal at the end of the allocated game time

10.2 SEMI-FINALS & FINALS

- a) Semi Finals and Finals must be played on the scheduled dates. Exceptional circumstances may be considered if in writing to the P&DBA Inc.
- b) **Format: 1st placed team v 4th placed team and 2nd placed team v 3rd placed team**
- c) Teams will be permitted to play with (4) qualified and registered players. Any team which cannot fulfill this requirement will forfeit the game and/or position and be replaced by the next team on the competition ladder
- d) Games will consist of 2 x 20-minute halves
- e) The clock will stop for time-outs and every whistle in the last three (3) minutes of the second half but will not stop after made baskets
- f) Teams are permitted two (2) time-outs per half
 - The ball will not be advanced after a time-out in the last three minutes of the second half in any age group or division, both senior and junior
- g) Unisex: The clock will not stop in the last three (3) minutes of the second half
- h) If the two teams are tied at the end of the allocated period, there will be an extra period of three (3) minutes under the same timing as the game is being played. Teams will not change direction

- i) One (1) Time out per team will be permitted in this period and all personal and team fouls will be carried over into the extra period
- j) Unisex: Teams will play 2 x 2-minute overtime periods and will change direction after the first overtime period – the possession arrow will not change at the start of any overtime period.
- k) The winner of each Semi Final will progress to the Grand Final
- l) Any (4) four team competition will have a Grand Final only between the 1st placed and 2nd placed team Teams will continue to play round games until the Grand Final day unless there is insufficient time or courts available. (Exemptions may be made by P&DBA)

10.3 GRAND FINALS

- a) Grand Finals must be played on the scheduled dates. Exceptional circumstances may be considered if in writing to the PDBA Inc
- b) Division One (1) games will be 2 x 15 minute fully timed halves (Clock stops on every whistle and after a made basket in the last two (2) minutes)
 - i) The coach requesting the timeout may choose to advance the ball after a timeout in the last 2 minutes of the second half.
- c) All Division Two (2) or lower games will consist of 2 x 20-minute halves. The clock will only stop for time-outs and every whistle in the last three minutes of the second half but will not stop after made baskets
- d) Teams are permitted two (2) time-outs per half
 - i) The ball will not be advanced after a time-out in the last two minutes of the second half
- e) Unisex: The clock will not stop on every whistle in the last three (3) minutes of the second half
- f) If two teams are tied at the end of the allocated period, there will be an extra period of three (3) minutes under the same timing as the game is being played; This process will continue until a result is achieved or a maximum of (2) two extra periods are played. If a result is not achieved both teams will be classified as joint premiers and the total prizemoney shared
 - i) Unisex: Teams will play two (2) x 2-minute overtime periods and will change direction after the first overtime period. If a result is not achieved a further (2) x 2-minute overtime periods will be played. If a result is not achieved at the completion of these overtime periods, both teams will be classified as joint premiers and the total prizemoney shared
- g) In extra time, one (1) Time out per team will be permitted and all personal and team fouls will be carried over
- h) Teams will be permitted to play with (4) qualified and registered players. Any team which cannot fulfill this requirement will forfeit their game
- i) Prior notification of a forfeit for a Grand Final will lead to the next placed team being nominated to take its place. Less than five (5) days' notice will result in the team already qualified for the Grand Final being declared Premiers and the 3rd placed team declared Runner Up
- j) Any team who plays an unregistered player or illegal player in a Semi Final or Grand Final will have the game classed as a loss and be relegated one position in the series

11. Duty Requirements

SENIOR COMPETITIONS

- 11.1 The following Duty formats will be utilised in P&DBA competitions
- a) Bye Team Duty Night – The allocated Bye team is to provide three competent representatives from their team. Their roles include the Courtside scoring system, the scoring/timing equipment and a duty referee if required. Under this system, teams are not required for either Allocated or Shared Duty throughout the competition season
 - b) Allocated Duty – Teams must provide three (3) competent representatives for duty which is allocated either before or after your game.
The roles include the Courtside scoring system, the scoring/timing equipment and a duty referee if required. The third duty person may be permitted to leave when notified by the PDBA referee control staff, if not required as a Duty Referee

- c) Shared Duty – Each team provides one competent representative from their team during their game to operate the courtside scoring system or the scoring/timing equipment
- 11.2 Duty team responsibilities:
 - a) Seek the game officials to remove any players from the Courtside scoring system who are not in attendance and ready to play at the commencement of the second half
 - b) Ensure each point/foul/timeout is recorded on Courtside and cross checked with the timekeeper for the entire game and displayed correctly on the scoreboard
 - c) If insufficient official referees are available due to absences, P&DBA staff will instruct duty teams to provide either one or two competent people to referee the game
 - d) Members who have attended a P&DBA duty referee course will receive payment for this duty
- 11.3 Any team who fails to abide by their duty responsibilities under the “Allocated” or “Shared” duty system will
 - a) Lose any competition points earned on that night of play for the first infringement
 - b) Lose any competition points earned on that night of play plus receive a fine equal to half court fees for further infringements at the discretion of the P&DBA
- 11.4 Any team who fails to abide by their duty responsibilities under the “Bye Team” duty system will be penalized with a loss of (5) five competition points and a fine of \$200.00

JUNIOR COMPETITIONS:

- 11.5 Each team must supply at least one (1) capable person for scoretable duties on their scheduled game.
 - a) One person will operate the Courtside scoring system and the other, the scoring/timing equipment
 - b) Scoretable persons must ensure for the entire game that each point/foul/timeout is recorded correctly on the Courtside scoring system and cross checked with the timekeeper and displayed correctly on the scoreboard

12. Forfeits:

- 12.1 A team will forfeit any game if
 - a) They do not attend their scheduled game
 - b) They do not have at least (4) four nominated, registered players in uniform ready to play within 5 minutes of the scheduled starting time
 - c) During a game, a team has less than (2) two players available to complete the game due to injury, fouled out or disqualified players
 - d) A team walks out and refuses to complete any game
- 12.2 The penalty for a team who forfeits a game under clause 12.1 (a) without 24 hours notification to the P&DBA, is a fine equal to double court fees and a deduction of (2) two competition points
- 12.3 The penalty for a team who forfeits a game under clause 12.1 (a) with a minimum of 24hrs notification to the P&DBA, is a fine equal to double court fees, and the game recorded as a 0-20 loss to the forfeiting team. One (1) competition point is awarded
- 12.4 If a game is delayed under clause 12.1 (b), the game clock will start and the team in attendance and ready to play will receive (2) two points for each minute or part thereof, that the game is delayed. The maximum number of points that can be given is ten (10)
 - a) If game fees have been paid in advance by the forfeiting team, the forfeit fine will be issued for the balance owing
- 12.5 A team who forfeits a game under clause 12.1 (c) and is ahead on points, will have the game recorded as a 0-20 loss. If behind on points the game will be recorded as per the score at the time of the forfeit
- 12.6 Forfeit fines must be paid prior to the next scheduled game or as advised by the competition administrator
 - a) Failure to pay the forfeit fine as notified will result in all games being recorded as a loss 0-20, until the fine is paid
- 12.7 A team that forfeits more than (3) three games in a season may, at the discretion of the P&DBA, be removed from the competition

13. Competition Points and Player Eligibility

- 13.1 Competition points will be awarded as
Win = 3 points, Draw = 2 points, Loss = 1 point, Bye = No points
Forfeit (without 24hr notification) = minus 2 points, Forfeit (with minimum 24hr notification) = 1 point
- 13.2 A player must play **more than 50%** of competition games with their nominated team to be eligible to play in a semifinal or Grand Final. No Point Games and No Point Rounds will be included in the eligibility
- 13.3 Double Point Games and Double Point Rounds will only qualify as one game towards eligibility – Byes will be counted towards eligibility
- 13.4 A team is only eligible to play in a semifinal or Grand Final if they have no outstanding fines or money owing to the P&DBA
- 13.5 In the event of an injury it is the responsibility of the injured person to complete a P&DBA Injury Report Form. Only then will a game be considered for qualification purposes
A request for exemption of 13.2 due to injury must be in writing within two weeks of sustaining the injury and include medical certificates and/or other relevant material
- 13.6 Teams shall be positioned on the competition ladder according to their Win-Loss record
- 13.7 In the event of competition points being level at the completion of round games, final positions will be determined as follows
- a) The team that DID NOT FORFEIT ANY GAMES or the least number of forfeited games during the season
 - b) **Two (2) teams on equal points**- The results of the games between the two teams
 - c) If the points and goal average in the games between the two teams is the same, placing will be decided by the points for and against (goal average) of all games played in the competition for each team
 - d) **More than two (2) teams on equal points** – Results of the games between the teams involved will determine placing. At any stage if the number of teams on equal points is reduced to (2) teams then 13a and 13b will be applied
 - e) If there are still more than (2) teams with the same goal average, placing will be decided by the points for and against (goal average) for all games played in the competition
- 13.8 Any registered player absent from a competition game due to an official commitment with the P&DBA, BNSW State team or BA team or program, will have any absences counted towards qualification.

14. Withdrawing from a Competition

- 14.1 A team withdrawing from any competition must give the P&DBA at least (7) seven days' notice in writing.
- 14.2 A team that withdraws from a competition
- a) Must pay a withdrawal fine equal to double forfeit fine
 - b) Must pay any outstanding fines or game fees accrued, prior to notification of withdrawal
 - c) Will have all fees and fines owing apportioned to all current team members
- 14.3 A team or player that withdraws from any competition will not be accepted into any other competition unless all fines and fees have been paid
- 14.4 A player who has been left without a team due to their team withdrawing from any competition may seek permission to join another team, if in writing to the P&DBA
- a) The player will be required to pay their portion of any fines, fees allocated as a result of their original team withdrawing from the competition

15. Specific Rules and Regulations

All officials should be courteous, polite and professional when enforcing these rules.

15.1 NAILS

- a) Long natural fingernails, acrylic fingernails and taping of fingernails **will not be allowed**
- b) Fingernails are to be checked by the referees before the commencement of games
- c) Gloves may be worn by players as long as
 - They are appropriate for basketball
 - They do not give additional reach or grip
 - They do not in any other way give an advantage to the wearer
 - They are in no way dangerous to other players
 - They provide adequate protection to other players if used to cover natural nails

15.2 HAIR

- a) long hair should not cover playing numbers, players may be asked to tie up braids or plaits if it is causing an injury/risk for other players.
- b) Hair accessories and Hair Jewellery (other than bobby pins, snap clips) are not permitted as this may cause injury to others
- c) Scarf style head bands are not permitted
- d) Anything that causes a risk to another player may not be worn.

15.3 JEWELLERY

15.3.1 Jewellery is not permitted.

15.3.2 The P&DBA 2023 Indemnity Form needs to be completed by any player unable to remove their piercings. (In the case of a player being under the age of 18, a parent or guardian must sign the Indemnity Form)

15.3.3 The P&DBA Inc. has adopted the BNSW Domestic Basketball Permitted "Other Equipment" Policy February 2021 with an amendment to replace Referee with Referee / Court Controller. Excerpt below:

The Referees / Court Controllers should monitor player appearance before the game's commencement, particularly any rings, bracelets, necklaces, earrings and obvious body piercing jewellery.

If an official identifies that a player has jewellery and / or body pierced jewellery that is visible and could cause injury to themselves or other players, they shall be instructed as follows:

- a) Any player wearing an object that might cause injury (such as those objects listed above) must be politely told of the existence of the rule prohibiting jewellery and be asked to remove the object before taking the court. (Supervisors should not presume that a player is aware of the rule)
- b) If a player claims that a particular item cannot be removed, the Supervisor should instruct the player that they must cover the object with a suitable protective device such as medical strapping tape, sweatband etc. The player may not participate until such time that the Supervisor is satisfied that the object is appropriately covered.
- c) If the protective device (e.g., strapping tape) falls off during the game, the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice, then the referee should instruct the player that they can no longer participate in the game, unless they remove the jewellery.

The Supervisor / Referee should prohibit the player from participating in the game in the following circumstances:

- a) A Supervisor / Referee is not convinced that such a protective measure will adequately overcome the risk of injury;
- b) Suitable protective measures are not available; or
- c) The player refuses to remove or cover the offending object.

Any player who seeks to participate in defiance of any of the above directions by a referee or supervisor should be disciplined in accordance with the Association's rules.

15.4 NO PLAYER IS PERMITTED TO TAKE PART IN ANY COMPETITION WHILST UNDER THE INFLUENCE OF ALCOHOL OR OTHER ILLEGAL SUBSTANCES – Players suspected of this will be asked to leave the premises

15.5 **DUNKING**

- a) Dunking the ball is only permitted during official warm-up or games and in such a manner not likely to damage the ring, backboard or supports
- b) Grasping the ring or violent dunking is not permitted at any time
- c) Hanging on to the ring is not permitted at any time unless it is done to save injury to a player
- d) Dunking on a mini ball ring is not permitted at any time and will incur a player suspension
 - One week for a first offence; One month for a subsequent offence, One year for a third or further offence
- e) These suspensions may be appealed in writing to the competition administrator

15.6 **BENCH AREA**

- a) All team members must sit on either side of the score bench, in the area immediately outside the marked lines, three (3) m either side of the score bench
- b) Only substitutes ready to enter the game are permitted to sit between the marked line and the score bench
- c) It is the Coach/Team Captains responsibility to ensure that only team members are seated in the area immediately adjacent to the marked lines
- d) The first mentioned team is classified as team A and will sit on the left of the score table when facing the court. The second mentioned team is classified as Team B and will sit on the right of the score table when facing the court. Teams will warm up and run towards the basketball in front of their own bench in the first half.

15.7 **UNISEX COMPETITIONS RULES**

- a) Male players only are permitted in the key area at the scoreboard end and female players only are permitted in the key area at the non-scoreboard end
- b) In the event of a dispute regarding ends, the referee shall toss for ends at the commencement of a game
- c) No more than two male players and no more than three female players shall be allowed on the court at any one time
- d) A game shall be classed as a forfeit if a team has no male or no female players remaining on the court. The score will stand if the team forfeiting is behind or be classified as 20-0 if the team forfeiting is ahead

15.8 Any other matters relating to competitions are to be determined at the discretion of the P&DBA

JUNIOR COMPETITIONS

15.9 **ZONE DEFENSE** - All teams/players must play Man to Man defense in the U10, U12 and U14 competitions

- a) Coaches who suspect the opposition team/players of not playing Man to Man defense should seek assistance and adjudication from the Court or Referee Supervisor and nominated P&DBA official
- b) If the Supervisor/P&DBA official agrees that Zone Defense is being played the following procedure will be followed
 - i) A reminder to the Coach that all players must play Man to Man defense
 - ii) Secondly, an official warning to the Coach followed by a Bench Technical Foul for further violations

15.10 **U10 COMPETITION RULES** - Competition results will be recorded for the U10 competition

- a) Size 5 basketballs to be used with backboard lowered to mini-ball height
- b) Each player must participate in each half of each game

- c) Bonus Free Throws will be awarded on the 8th team foul in either half
- d) Free Throws will be taken from the yellow netball goal circle line.

15.11 **U12 COMPETITION RULES**

- a) Size 5 Basketball to be used
- b) Free Throws to be taken from the marked line in front of the Free Throw Line
- c) Three (3) point shots are not accepted and will be recorded with a 2-point value

15.12 **MERCY RULE**

- a) Once a team is ahead by 30 points, the score will no longer be DISPLAYED on the scoreboard however, the game score and all fouls will still be recorded on the courtside scoring system. Once the margin is less than 30 points the score will be displayed again on the scoreboard. This applies to all Junior age groups.
- b) Referees are instructed to officiate the game diligently, to avoid the game deteriorating into a non-event

16. Zero Tolerance, Technical Fouls and Tribunals

The Association has the right to take whatever action it deems necessary to ensure the Association and game of basketball are not brought into disrepute by any team, player, coach, manager, official, club or supporter. P&DBA may follow BNSW Procedures regarding management of Zero Tolerance and inappropriate behaviour.

- 16.1 Such action may be direct, referred to the Disciplinary Tribunal or P&DBA Directors for delegation
- 16.2 Any official, staff member or Director of the Association may report any person to the Association for inappropriate action, if deemed necessary
- 16.3 In all U10 and U12 games and also games officiated by green shirt officials, coaches, team staff or players are not to question the referees' calls, rules or regulations.
 - a) Team officials should seek the assistance from P&DBA court or referee controllers when concerns arise within a game
 - b) The use of inappropriate language/comments, profanities and inappropriate behaviour towards officials in any competitions conducted by the P&DBA will not be tolerated. The following system has been adopted for all senior, junior and unisex competitions in an effort to deter and modify behaviour.
- 16.4 **AUTOMATIC SUBSTITUTION FOR TECHNICAL FOULS** - Any player, player/coach or team captain who receives a Technical Foul (for behaviour related issues or court misconduct) must leave the court immediately for a period of (5) minutes playing time. Playing time does not include any time out taken by the offending team or the half time interval
 - a) If substitutes are available, this player may be replaced
 - b) The score table (in consultation with the match officials) shall note the time the player, player/coach or team captain is substituted and leaves the court. The player, player/coach or team captain will not be permitted back into the game until after the (5) five playing minutes has elapsed
 - c) Any game official is permitted to stop the game on any whistle (or after a made basket by either team) to allow the player to return to the game
- 16.5 If a player or player/coach receives a second Technical Foul in the same game, the recipient will be disqualified for the remainder of the game and required to leave the venue. As per FIBA rules a Schedule 1 must be completed by the game officials
 - a) For the purposes of this rule, further misconduct by the player, player/coach or team captain automatically substituted, shall be recorded as bench Technical Foul against the team captain
 - b) All Technical Fouls must be recorded by the Referee Controller on the night of competition
- 16.6 Any player or player/coach who receives a third technical foul during any P&DBA season will be automatically suspended for the next two (2) games of the season
 - i) Penalty periods not served due to the end of a competition season will be carried over to the next season of participation.
 - ii) Penalties will be notified via email by the P&DBA competition administrator, outlining the commencement and end date of the suspension

- 16.7 Any player or player/coach who receives a fourth technical foul during any P&DBA season will be automatically suspended for the next four (4) games of the season
- i) Penalty periods not served due to the end of a competition season will be carried over to the next season of participation
 - ii) Penalties will be notified via email by the P&DBA competition administrator, outlining the commencement and end date of the suspension
- 16.8 In any P&DBA junior competition game, the team manager or another registered member from the club would be required to take over the role of coach for the remainder of the game if the coach is disqualified with (2) two technical fouls
- 16.9 **DISCIPLINARY TRIBUNALS:** To ensure the safety and enjoyment of all participants, P&DBA shall adopt the NSWBAL Disciplinary Tribunal By-Laws as part of these P&DBA By-Laws
- 16.10 P&DBA will appoint a Tribunal Committee to adjudicate on any reported matter or dispute by an official or authorized representative of the P&DBA
- 16.11 Any player, coach or team follower disqualified during a game, must leave the venue immediately and are not permitted to return on that day/night competition
- a) Any refusal to leave should be notified to the Court or Referee controller who has the right to forfeit the offending player's team and, on a further refusal, to impose an automatic two (2) week suspension
 - b) Any subsequent refusal must be referred to the Association committee
 - c) Officials must report any disqualified player, coach or team follower and submit a Schedule 1 at the completion of the game if practicable or submit the Schedule 1 via email to the P&DBA administration staff before 11.00am of the next business day
- 16.12 It is the disqualified person's responsibility to supply their correct name, address, and registration number to the reporting official or the staff of the P&DB.
- 16.14 Tribunal hearings will be held the week immediately following the incident, on the same night/day of competition of the disqualification if tribunal members are available.
- a) A player may play until the tribunal is heard
 - b) In the event of a suspension and subsequent appeal, a player is not permitted to play pending the appeal hearing

17. Injury:

Insurance Claim Benefits are limited and only available on application to the Insurer. Details for the insurer are available from the P&DBA and BNSW websites

- 17.1 All injuries must be recorded on the official Injury Report Form available from the Association staff at the time of the incident
- a) This is a requirement from the Insurer
- 17.2 The game clock is only stopped for injury when directed by game officials and if;
- a) the team of the injured player is in possession of the ball
 - b) due to severe injury or distress of the injured player
 - c) risk of injury to other game participants
- 17.3 If the player is not able to leave the court area, the game will be stopped for a period of up to 5 minutes to allow action for the injury. After (5) minutes has elapsed P&DBA staff will determine if the game can be continued or if it is to be abandoned due to the severity of the injury
- 17.4 If Emergency services (Ambulance, Police) are required, P&DBA staff members must call the specific emergency service, to avoid multiple or unnecessary calls

18. Protests/ Grievances:

- 18.1 Members who wish to make a formal complaint must email the relevant competition administrator within seven (7) days of the incident to request a Complaint/Grievance Form
- a) All complaints relating to junior basketball competitions must only be lodged by the junior club secretary
- 18.2 Protests or clarification of game results must be made by the team contact only for senior competitions and only by the Club Secretary for junior competitions and within seven (7) days.

19. Definitions:

For the purpose of these by-laws, the following definitions shall apply

1. "THE ASSOCIATION" shall mean the Penrith and Districts Basketball Association Inc.
2. "THE ASSOCIATION COMMITTEE" or "THE COMMITTEE" shall mean the Board of the Association in such form as allowed by the properly constituted rules of the Association.
3. "THE TRIBUNAL" shall mean the Judiciary or Disciplinary Sub-Committee as determined by the committee of the Association.
4. "THE REFEREE" shall mean either person duly acting in the capacity of referee for the conduct of the game and the duration of the game as per the Rules of Basketball.
5. "THE COURT CONTROLLER" shall mean the person appointed by the Association Committee or the Penrith Sports Stadium Ltd. to control the conduct of games or competitions.
6. "ASSOCIATION OFFICIAL" shall mean any member of the Association Committee or person formally appointed by the Association Committee.
7. "COMPETITION GAME" shall mean ANY game played including grading games played at the commencement of a competition.
8. "COMPETITION" refers to any competition conducted by the P. & D.B.A. and includes any trial games played and all semi-finals, finals and grand finals.
9. "DUTY OFFICIAL" shall mean any duty referee or scorekeeper or timekeeper.