

# COFFS HARBOUR BASKETBALL

## **RULES AND REGULATIONS SENIOR COMPETITIONS**

### **(A) NOMINATION OF TEAMS**

1. Teams must have a minimum of seven (7) registered players.
2. All nomination forms must be completed by the team's contact person over the age of eighteen (18) and be accompanied by the appropriate fees.
3. CHBA may accept nominated teams to enter the competition from their Junior & Senior Representative Program as a development pathway. Such "invited teams" so nominated will require prior approval from the CHBA Board of Management after considering their competitive ability. CHBA reserve the right to decline any other team nominations for the domestic competition that are predominantly representative player based.

### **(B) DISPUTES**

1. The Competition Coordinator shall adjudicate all disputes regarding these rules and regulations. Any concerns about the decision made by the competition coordinator must be made in writing to the CHBA Committee of Management, for their arbitration.

### **(C) REGULATIONS REGARDING ELIGIBILITY**

1. All players must be registered with Basketball NSW.
2. Players may play in any higher division for a total of two (2) games without penalty. However, after the third game, that player then qualifies as a permanent member of the higher division team that they played their 3<sup>rd</sup> game with, for the remainder of the season and is ineligible to play for his/her original team.
3. Where clubs have teams in the same division, players shall not inter-change between teams.
4. To have played for a team means being on the score sheet and being deemed by the referees to be on the team bench prepared and able to take the court for that game.
5. Teams cannot earn competition points if they play an illegal player.
6. All players must be aged 13 before they can play in any division of the CHBA Senior Competitions.

### **(D) PLAYING REGULATIONS**

1. Unless otherwise stated in these regulations, the rules of play shall be those of Basketball New South Wales.

# COFFS HARBOUR BASKETBALL

## RULES AND REGULATIONS SENIOR COMPETITIONS

### Timing:

- Games will be played in four (4) periods of ten (10) minutes, with a one (1) minute interval between the first and second periods, a three (3) minute half time interval and a one minute (1) interval between the third and fourth periods.
- The clock stops for all time-outs.
- The clock also stops for all whistles and successful field baskets in the last two (2) minutes of the game.
- The twenty four (24) second shot clock rule will not apply.

### Overtime:

- In round games a tie shall be a valid result.
- In semi-finals, finals and grand finals extra periods of three (3) minutes (fully timed) will be played to break a tie with a two minute interval after the previous period.

### Grading

- Teams will as far as possible be graded into divisions as of comparable ability. Teams may be re-graded during the competition grading games, if completed matches scores indicate continuous score disparities. Discussion can be arranged between the team contact and CHBA Competitions supervisor to discuss grading and if required, the Administrator's decision will be final. If, in the interest of a fair and enjoyable competition, a team may be graded into a higher division or age group

### Game fees

- Individual player game fees must be paid upfront in a single payment. If players have not paid their fees by due dates or arranged a fee payment schedule with the CHBA administrator, they will not be permitted to take the court.

### Forfeit Deposits

- Team must pay an \$85 team forfeit deposit. This fee is payable upon nomination. This is refundable at the end of the season if there are no unnotified forfeits. If the team notifies before close of business hours the day before, there will be NO forfeit fee charged. If a team forfeits, they will not be able to take the court until the forfeit fee is repaid. Two (2) forfeits and a team will be out of the competition

# COFFS HARBOUR BASKETBALL

## RULES AND REGULATIONS SENIOR COMPETITIONS

### Commencing a Game:

1. Games cannot commence unless teams have a minimum of four (4) players ready to take the court. If teams are unable to commence at the rostered starting time then the game clock will be started.
2. Teams arriving late will be penalised two (2) game points per minute late (or part thereof) until ten (10) minutes have elapsed at which time the game shall be declared a forfeit with the score 20 - 0.
3. The referees will administer this rule the late penalty rule.
4. Teams must nominate a team captain in each game

### Playing Uniforms:

5. All players must be correctly attired in their team colours.
6. Playing singlets:
  - a) Must be the same colour and style and correctly numbered front and back according to the current rule book.
  - b) Teams shall use numbers 0 and 00 and from 1 to 99
  - c) Under shirts must be the same colour for all players and no long sleeves.
  - d) Singlets must be tucked in at all times
7. Shorts must be of same colour with no pockets, no casual or board shorts may be worn. Skins may be worn under basketball or active wear shorts.
8. In competition point score games players judged by the game referees to be "out of uniform" will be able to play, but the opposition captain MUST be awarded ten (10) points for each player out of uniform as they take the court.
9. In trial games players will NOT be penalised for being out of uniform.
10. In the case of two teams taking the court with the same coloured uniform the wearing of alternate tops or bibs, will be done by the team named as team A on the scoresheet.

# COFFS HARBOUR BASKETBALL

## RULES AND REGULATIONS SENIOR COMPETITIONS

11. Players shall not wear equipment (objects) that may cause injury to other players.

- The following are not permitted:
  - Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
  - Objects that could cut or cause abrasions (fingernails must be closely cut).
  - Hair accessories and jewellery

### Court & Ball:

12. All Women's Divisions use a size 6 ball.

13. All Men's Divisions use a size 7 ball.

### (E) BEHAVIOUR

1. Behaviour of all players, coaches, officials and spectators must at all times be sportsmanlike and in the best interests of the game and in accordance with the codes of conducts outlined by the Basketball NSW
2. Players who, in the opinion of the referee, breach Technical Regulations or behave in an unsportsmanlike manner, can be issued with; (a) A Technical or Unsportsmanlike foul,
3. Reports of unacceptable behaviour may be dealt with by CHBA in accordance with BNSW Judiciary and Code of Conduct procedures and the Zero Tolerance Policy.
4. Hanging on the ring, backboard or net may result in a technical foul as per the FIBA rules of basketball.
5. Players, coaches and managers exhibiting a loss of control which compromises the safety of themselves and or others may be dismissed from the court by the referee, venue supervisor or any other CHBA official

### (F) SPECIAL REGULATIONS

#### Competition Points/Forfeits:

1. Use of an unregistered player constitutes a forfeit (twenty (20) point loss and minus three (-3) competition points) if applicable to the competition.
2. A player playing under an alias or another players name constitutes a forfeit (twenty (20) point loss and minus three (-3) competition points).

# COFFS HARBOUR BASKETBALL

## **RULES AND REGULATIONS SENIOR COMPETITIONS**

3. Competition points awarded will be three (3) points for a win, two (2) points for a draw (a valid result in round games), one (1 ) point for a loss, zero (0) points for an informed forfeit and minus two (-2) for an uninformed forfeit.
4. An informed forfeit is when a minimum of twenty-four (24) hours notice is given to the CHBA administration staff to enable the disadvantaged team to be notified.
5. Teams forfeiting without the twenty four (24) hours notice period will be required to repay their forfeit bond to the CHBA administrative staff before commencing their next game.
6. Teams forfeiting two (2) times in a competition without giving twenty four (24) hours notice will be removed from the competition.
7. In the case of a forfeit, the team in attendance may choose to use the vacant court for their exclusive team practice at no cost.

### **Score bench Duty:**

8. Each team is required to provide a person to perform score-bench duty on their own game.
9. Failure to do score bench duty will result in the loss of two (2) competition points.
10. Teams failing to do score bench duty three (3) times in a competition will be removed from the competition.

### **Semis & Finals:**

11. To be eligible to play in the finals series (semis, finals and grand finals), a player must have played a minimum of five (5) competition point score games in that team. Grading games do not count towards finals eligibility.
12. Special consideration for players missing games due to injury or illness will be considered by the Competition Supervisor upon written request by the team's representative and receipt of a doctor's certificate.
13. Special consideration for other reasons will only be considered by the Competition Supervisor upon written request from the team's representative.

