

Taree Basketball Association Competition Rules 2018

ELIGIBILITY

1. As Taree Basketball Association provides competitions for both Male & Females, players shall play in the competition provided for their gender.
2. Junior players must play in their correct age division, but may also choose to play up into an older division subject to the following rules:
3. Juniors who wish to play up more than 1 age division in a TBA domestic competition must have a parent write to the TBA Board (via email) and seek written approval.
4. A person who is aged 14 or above (as at the start of that particular TBA season) may play in the TBA senior competition, but only if:
 - a. They are already playing in a TBA junior competition; and
 - b. The parent of the person writes to the TBA Board (via email) and asks for permission for the person to play in the senior competition; and
 - c. They are, in the opinion of the TBA Board, physically & emotionally mature enough to play in the TBA senior competition.
5. All players must be registered with Basketball NSW.
 - a) Any player taking the court in a competition point score game and playing unregistered will incur a loss of 3 competition points for that team.
 - b) The -3 (minus 3) point penalty will come into play for all teams from the first competition point score game.
6. Players may play in any higher division for a total of four (4) games without penalty. However, after the fourth game, that player then qualifies as a permanent member of the higher division team that they played their 4th game with, for the remainder of the season and is ineligible to play for his/her original team.
7. Where clubs have teams in the same division, players shall not inter-change between teams.
8. 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.
9. Teams cannot earn competition points if they play an illegal player.

PLAYING REGULATIONS

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

Timing:

2. 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 two (2) minute half time interval and a one minute (1) interval between the third and fourth periods.
3. The clock stops for all time-outs.
4. One (1) time out per half is allowed
5. The twenty four (24) second shot clock rule will not apply.

Overtime:

6. In round games a tie shall be a valid result.
7. 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

8. Teams will as far as is 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 TBA 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

9. Game fees are \$7 per player per game. This fee is to be payed to the court supervisor prior to taking the court to play. If players have not paid their fees or arranged a fee payment schedule with the TBA administrator, they will not be permitted to take the court.

Nomination fees

10. Team nomination fees are \$50 per team.

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 pay their match fees to the court supervisor before they play.

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 4 to 15
7. Shorts must be predominantly the same colour. Logos and stripes on shorts are acceptable, provided the base colour is predominantly the same.
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.

Court & Ball

11. All Women's Divisions use a size 6 ball.
12. All Men's Divisions use a size 7 ball.

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 TBA 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 TBA official

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).
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 Association Administrator to enable the disadvantaged team to be notified.
5. Teams forfeiting will be fined \$80 and may lead to exclusion from the finals series.
6. 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

7. Each team is required to provide a person to perform score-bench duty for the game before or immediately after as per a roster.
8. Failure to do score bench duty will result in the loss of two (2) competition points.
9. Teams failing to do score bench duty three (3) times in a competition may be excluded from the finals series.

Semis & Finals

10. To be eligible to play in the finals series (semis, finals and grand finals), a player must have played a minimum of 60% of competition point score games in that team. Grading games do not count towards finals eligibility.
11. 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.
12. Special consideration for other reasons will only be considered by the Competition Supervisor upon written request from the team's representative.
13. Forfeits count as games played for all players of non-offending teams whereas forfeits do NOT count as games played for players of offending teams.
14. In all divisions, regardless of the number of teams, the top four (4) teams in each division will progress through to the semi-finals. Winners of the semi finals progress to the grand finals.
Semi 1: 1st vs 4th (winner to the Grand Final)
Semi 2: 2nd vs 3rd (winner to the Grand Final)
15. The methods for determining semi-finalists and grand finalists as described above, may be varied at the discretion of the TBA Management Committee.
16. In the event that teams finish the season on equal competition points they will be separated firstly comparing the results of games between the teams concerned on a win / loss ratio.
17. If this is still even, then points for/against all teams expressed as a percentage are then considered.

The team with the higher percentage will fill the higher place.

ie. Percentage =
$$\frac{\text{Points for}}{\text{Points against}} \times \frac{100}{1}$$