

Taree Basketball Association Competition Rules 2022



ELIGIBILITY

1. Players shall play in the competition provided for their gender.
2. Junior players must compete in their correct age division. Playing in older divisions is subject to the following rules:
3. Playing 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 (at the start of the relevant TBA season) may play in the senior competition, if:
 - a. They are already playing in a junior competition
 - b. The parent of the person writes to the TBA Board (via email) and asks permission to play in the senior competition
 - c. They are, in the opinion of the Board, physically & emotionally mature enough to play in the senior competition.
5. Minimum of 7 players per team.
6. All players must be registered with Basketball NSW.
 - a) Any unregistered player, or one not on the team list, will incur a loss of 3 competition points.
 - b) Penalty will apply from first competition point score game.
7. Competitors, who have been approved by the committee to play in two divisions, may play unlimited games in a higher division provided they are listed as reserves on the relevant team list prior to the beginning of the competition.
8. Competitors cannot play against other teams in their division.
9. 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.

PLAYING REGULATIONS

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

Timing:

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

Overtime:

1. In round games a tie shall be a valid result.
2. In all 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.

3. In regular senior competition games, if the points difference is 9 or less, final three minutes will be fully timed.

GRADING

8. Teams will be graded based on comparable ability. Teams may be re-graded due to continuous score disparities. Any changes will be addressed by the committee.

GAME FEES

9. Game fees: \$7 juniors, \$8 seniors. Must pay court supervisor prior to taking the court. If players have not paid or arranged a fee payment schedule with the TBA administrator, they will not be permitted to play.

COMMENCING A GAME

1. Teams required to have four players for a game to commence. If teams are unable to commence at the rostered starting time, game clock will start.
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 the late penalty rule.

PLAYING UNIFORMS

1. All players must be correctly attired in their team colours.
2. Playing singlets:
 1. 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 0-99
2. Shorts must be predominantly the same colour. Logos and stripes on shorts are acceptable, provided the base colour is predominantly the same.
3. 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 and will have 2 competition points deducted.
4. In trial games players will **NOT** be penalised for being out of uniform.
5. 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

1. Women - size 6 ball.
2. Men - 7 ball.

BEHAVIOUR

1. Behaviour of all players, coaches, officials, and spectators must be sportsmanlike and in the best interests of the game and in accordance with the codes of conduct 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. A player playing under an alias or another player's name constitutes a forfeit (twenty (20) point loss and minus three (-3) competition points).
2. 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.
3. 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.
4. Teams forfeiting will be fined \$80 and may lead to exclusion from the final's series.
5. 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

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

SEMIS & FINALS

To be eligible to play in the 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.

Special consideration for players missing games due to injury or illness will be at the discretion of the Competition Supervisor upon written request by the team's representative and receipt of a doctor's certificate.

Special consideration for other reasons will only be considered by the Competition Supervisor upon written request from the team's representative.

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.

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)

The methods for determining semi-finalists and grand finalists as described above, may be varied at the discretion of the TBA Management Committee.

If teams finish the season on equal competition points, they will be separated by comparing the results of games between the teams concerned on a win / loss ratio.

If even, points for/against all teams expressed as a percentage applied.

The team with the higher percentage will fill the higher place. Percentage = Points for X

100 Points against 1