## BYRON BAY BASKETBALL ASSOCIATION DOMESTIC COMPETITION RULES 2024

Version 2-2024

| 1 | AIM \& DISCLOSURE | (a) These domestic competition rules are created by the Byron Bay Basketball Association (BBBA) Board to enhance the experience and development of the Association (including its players, referees, game officials and spectators) and to optimise fairness in all association competitions to promote the sport of basketball in the local area. <br> (b) BBBA Board reserves the right to alter these competition rules during the season in the best interests of the Association. Competitors, coaches, and officials must agree to follow the rules set out here and agree to only deviate with the explicit permission of the Board and it's delegates, relevant competition committee, and/or court controller. The rules will be enforced at the discretion of the Board and/or court controller. <br> (c) By registering in any of the BBBA Domestic competitions, all players/coaches/managers/spectators agree to abide by the following Rules. FIBA Rules are in effect and any rule not addressed in these rules reverts to current FIBA Rules. Byron Bay Basketball Association is a member of Basketball NSW and Basketball Australia and as such, we adopt and adhere to all codes and policies released by both including adhering to all laws and public health orders. <br> (d) RISK WARNING: All participants should be aware of the risk arising with the playing of basketball. While we aim to minimise the risks, it is not possible to eliminate them all. The Board and Association accepts no responsibility for injury of any unregistered player. |
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| 2 | COMPETITIONS | (a) BBBA domestic competition runs in two seasons - Autumn (School Terms $1 \& 2$ ) \& Spring (School Terms 3 \& 4). Competition is not scheduled over school holidays or on public holidays. <br> (b) BBBA aims to run the following competitions for Juniors - Primary School Boys, Primary School Girls, High School Boys and High School Girls. And the following competitions for Seniors - Mens \& Womens and/or Mixed. <br> (c) The competition will be set up online via Gameday Sports Management \& Registration System to be available for all players in advance for the season. <br> (d) Competition points are as follows:WIN - three (3) competition points LOSS - one (1) competition point DRAW - two (2) competition points BYE - three (3) competition points FORFEIT (Notified within 2 hours of game time) - zero (o) competition points FORFEIT (Unnotified) - loss of two (2) competition points **Forfeits must be texted to Bekk Wall on 0405244 552** <br> (e) FINALS COMPOSITION - Finals is determined on the ladder according to the competition points above. For Junior comps, it is a two-week finals fixture where the top four (4) make semi finals with $1^{\text {st }}$ vs $4^{\text {th }}$ and $2^{\text {nd }}$ vs $3^{\text {rd }}$. Winners of those games play the Grand Final and the losers of those games play $3^{\text {rd }}$ play off. For Senior comps, it is a three-week finals fixture where the top four (4) make semi finals with $1^{\text {st }}$ vs $2^{\text {nd }}$ and $3^{\text {rd }}$ vs $4^{\text {th }}$. Winner of $1^{\text {st }} v 2^{\text {nd }}$ goes through to Grand Final game. Loser of $1^{\text {st }} v 2^{\text {nd }}$ |


|  | plays winner of $3^{\text {rd }}$ v $4^{\text {th }}$ with loser of $3^{\text {rd }}$ v 4 th $^{\text {th }}$ being knocked out. Winner <br> of this last game goes through to Grand Final game. The Board reserves <br> the right to change the finals format up to two (2) weeks before Semi- <br> finals begin. |
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| (f) In cases where teams finish on equal points, it shall be determined |  |
| according to the most successful win/loss ratio between the even teams |  |
| during the regular competition season. In cases where this ratio is equal, it |  |
| shall be determined by the teams point difference against the even teams |  |
| with the higher point difference progressing to finals. |  |

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\begin{array}{|l|l|l|}\hline \text { TEAMS } & \begin{array}{l}\text { commencement of the semi-finals. Exemptions to this for medical reasons } \\
\text { must be received by the board before semi-finals begin. }\end{array}
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\hline (a) Team composition is at the discretion of the directors of the Board and <br>
their delegates according to age, fairness, and ability. Teams are formed <br>
within the Grading \& Representative player rules listed above - 3 (e) \& 3 <br>
(f). All team changes must be approved by the relevant Board director <br>
and their delegates at any time from the start of musters to the end of <br>
season. This includes adding new players, removing existing players and <br>

any player transfers.\end{array}\right\}\)| (b) The first two (2) weeks of each season is when Musters occur in which |
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| team compositions and grading games begin to determine equal and fair |
| competition. |


|  |  | (b) Teams will be allowed three (3) weeks from the commencement of competition to be in their appropriate uniforms. <br> (c) All players must be correctly uniformed for each game. If a player is in breach of the uniform code, the Court Controller may award the offending teams opponents two (2) points per offending player at the start of the game. This is capped at ten (10) match points per team. <br> (d) Appropriate sporting shoes must be always worn. Sandals, Thongs, Crocs and Leather shoes are not permitted at any time. <br> (e) Jewellery is NOT allowed at any time whilst playing. This includes but is not limited to watchers, necklaces, earrings, bracelets, facial piercings, rubber bands, hair bands, friendship brands and any metal or plastic hair accessories which could injure. Any piercing that is less than a month old may be taped at the Court Controller's discretion. <br> (f) Long fingernails (natural or acrylic) are not allowed. Court controller or referee to inspect before playing the game. <br> (g) BALL SIZES - A size 6 ball to be used for Primary School, High School Girls and Senior Women's competitions and a size 7 ball to be used for High School Boys and Senior Men. This is supplied by BBBA. <br> (h) BLOOD BIN - A blood bin is to be supplied by the BBBA for any instance of blood on the court. The game must be stopped immediately to clean the area and any source of bleeding on a player is to be covered up before taking the court. <br> (i) DUNKING - Dunking is allowed. Hanging on the ring is not allowed. Technical Fouls will be issued for anyone who is seen to be hanging on the ring as per FIBA Rules. |
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| 6 | REFEREES | (a) Referees must wear the correct uniform according to their grading. <br> (b) All players/coaches/managers/spectators must adhere to the referees' decisions. A Zero Tolerance Policy is in effect at BBBA and any person not adhering to it, may be asked to leave by the Court Controller or a Board Member. <br> (c) Any complaints or comments about the refereeing should be directed to the Referees Coordinator at refs@byronbasketball.com or to the Court Controller. Written complaints can also be made directly to the board via juniors@byronbasketball.com or seniors@byronbasketball.com. <br> (d) Players/coaches/managers/spectators are not to address any junior referee directly at any time except to ask questions or to clarify a call. <br> (e) SPECIAL GUIDELINES - Junior competitions - On court officials may carry out their roles less formally than senior competitions in the spirit of optimising each player and each teams' opportunities. By providing leniency in calling of violations, they will attempt to promote development and mentor in terms of developing sportsmanship and leadership skills. |
| 7 | GAME DISPUTES | (a) Teams may protest the result of the game if it does not directly disagree with a referee's call. Written submission is required to be addressed to the board within 24 hours of the game. The submission must set out good reasons for their complaint and the Board will not refuse to give any reasonable appeal an official hearing. The contact email for the board is info@byronbasketball.com with the subject line 'FOR THE BOARD'. |

## 8. GAME DAY REGULATIONS

| 8.1 | Game Timing | (a) All Games are 10 minute quarters <br> (b) Running Clock at all times for Junior competitions except for FINALS (8.8). <br> Senior competitions use stop clock operations in the last 2 minutes of the <br> $4^{\text {th }}$ quarter if the score difference is within 8 points or less for regular <br> competition games. |
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| $\mathbf{8 . 2}$ | Game Breaks | (c) Teams must be present at the stadium ten (10) minutes before the game <br> (d) Games to start on the scheduled time as long as the referees are present. <br> (e) No Overtime unless for FINALS <br> (f) No Shot Clock to be used |
| (a) 1 minute (Qtr Time) - 2 minutes (Halftime) - 1 minute (Qtr Time) |  |  |

