



BYRON BAY BASKETBALL ASSOCIATION

DOMESTIC COMPETITION RULES 2025

Version 2 – Current as of 18/11/2025

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. (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 its delegates, relevant competition committee, and/or court controller. The rules will be enforced at the discretion of the Board and/or court controller. (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. BBBA is a member of Basketball NSW (BNSW) and Basketball Australia (BA) and as such, we adopt and adhere to all codes and policies released by both including adhering to all laws and public health orders. (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.
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. (b) BBBA aims to run the following competitions: For Juniors - Primary School Boys (PSB), Primary School Girls (PSB), High School Boys (HSB) & High School Girls (HSG) For Seniors - Mens & Womens and/or Mixed (c) The competition will be set up online via BNSW Basketball Connect registration system to be available for all players in advance for the season. (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 by 3pm) – zero (0) competition points FORFEIT (Unnotified) – loss of two (2) competition points *Forfeits must notify the competition administrator via the relevant Coaches & Managers WhatsApp Chats by 3pm that day*



		(e) Finals Compositions are determined on the ladder according to the competition points listed above. Junior competitions and Mixed Seniors: A two-week finals fixture where the top four (4) make Semi-finals with 1st vs 4th and 2nd vs 3rd. Winners of those games play the Grand Final and the losers of those games play in a game for 3rd position (this game takes place only subject to court availability) Mens A & B grade: A three-week finals fixture, where the top four (4) make Semi-finals with 1st vs 2nd and 3rd vs 4th. The winner of 1st v 2nd goes through to the Grand Final game. The loser of 1st v 2nd plays the winner of 3rd v 4th with the loser of 3rd v 4th being eliminated. The winner of the L:1v2 and W:3v4 game progresses to the Grand Final. The Board reserves the right to change the finals format up to two (2) weeks before Semi finals begin. (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.
3	PLAYERS	(a) All players must be registered with BBBA within the Basketball Connect Registration system which includes BNSW Annual Registration, BBBA Annual Fees and Player Season Fees. Board members and their delegates may allow trial games for new players to assess ability and suitability for playing divisions. After the trial period, they must be up to date with all relevant payments before taking the court. (b) BBBA Board set all registration costs and playing fees at the beginning of the season. (c) Player Season Fees are paid individually by each player. (d) MINIMUM AGES - Junior players must turn at least 8 years old during the current season and Senior players must turn at least 16 years old during the current season to be eligible to play. Written approval by the Board must be obtained outside these perimeters before taking the court. A waiver signed by parents is required for any under aged players, or players (e) GRADING - Team and player grading occurs in the first 2-3 weeks of each season known as "Musters" and is at the discretion of the grading delegates Junior players are primarily allowed to play in one team in one division in any one season with the Board-approved exceptions of: (i) SENIORS Men's B Grade may have two (2) Men's A Grade players in the team with only one (1) allowed on the court any one time. (ii) JUNIORS HSG non-representative female players may play Womens or Mixed also (iii) JUNIOR NEJL/NJL U18 Boys players may play both HSB A Grade and Men's SENIOR competition



		(iv) MIXED ONLY – Senior players, Junior players who are 16 years and above and Under 16 years old Juniors who have written approval from the board and a waiver signed by their parents, can play Mixed competition in conjunction with Seniors, HSB and HSG. Secondary competition fees will be applicable. (f) PLAYER PARTICIPATION ACROSS DIVISIONS - To assist with player development for those between grades, a player may, at the discretion of the Grading Delegate of the division they are seeking to enter, be approved to participate in two divisions for one season only. The player will pay 100% of season fees for their primary division and 50% of season fees for the secondary division. Such approval will be determined on a case-by-case basis, and after that season, the player must play in the higher division only, as determined by the Grading Delegate. (g) REPRESENTATIVE PLAYERS – In the spirit of fair play and sportsmanship, representative players must play in the grades listed below as a minimum grade and can NOT play in the lower grades. (i) JPL U18-male players must play in Senior Mens competition, (ii) NEJL/NJL U18-male players must play in HSB A Grade (i) FINALS ELIGIBILITY – Players must participate in 40% of all competition games (including byes and forfeits received) in that team prior to commencement of the semi-finals. Exemptions to this is for medical reasons only and must be received by the board before Semi-finals begin.
4	TEAMS	(a) Team composition is at the discretion of the directors of the Board and the relevant division grading delegates according to age, fairness, and ability. Teams are formed within the Grading & Representative player rules listed above - 3 (e) & 3 (f) All team personnel changes must be approved by the relevant divisions grading delegate/s at any time during the season. (b) The first 2-3 weeks of each season is when musters occur, in which team compositions and grading games begin to determine equal and fair competition. (c) Teams must have a minimum of 6 players and a maximum of 10 players. Juniors Competition - all new and existing players must go through the relevant grading process , approved by delegates before being placed in a team. The decision of who is allowed into a team lies solely with the grading delegates and a Coach/Manager cannot reasonably deny any player unless they have a maximum of 10 active players. (d) Junior teams must have a main 'person of responsibility' who can be a coach, manager and/or parent to manage the team, receive and distribute information and organise scorebench duties for the team. This person must be part of and active within the official WhatsApp chat for that Grade. If 'the person of responsibility' is absent from the team for more than 3 weeks, BBBA reserves the right to deduct competition points for that team. (e) Fill-In Player Policy (i) Juniors Competition: To encourage a healthy competition, within the HSG competition only, borrowing of players from other teams within the competition is allowed without limitation, at the discretion of the relevant



delegate

(ii) Senior Competitions: To help reduce the number of forfeits in the Senior Competitions, this policy enables teams to request an approved fill-in player when they are short of players and would otherwise be unable to field a team.

A. Eligible Fill-In Player Pools:

- a. A Grade Men: May request fill-in players from B Grade Men or HSB
- b. B Grade Men: May request fill-in players from A Grade Men or HSB
- c. Mixed Competition: May request fill-in players from A Grade Men, B Grade Men, or HSG only.

B. Player Eligibility

- a. All fill-in players must hold current BNSW and BBBA registrations.
- b. Fill-in players must have current, up to date fees for the grade in which they are registered.

C. Usage Limits

- a. Teams may request a maximum of one (1) fill-in player per game.
- b. Each fill-in player may participate as a fill-in a maximum of three (3) times per season, across all teams and grades.
- c. A player wishing to play more than three (3) games as a fill-in must pay second competition game fees and be added as a regular player.

D. Finals Eligibility

- a. Fill-in players are not permitted to participate in finals games under any circumstances.

(e) SENIOR teams must nominate a Referee and a Senior Competition committee member from each team to participate. If a team is absent of either of these for more than 3 weeks, BBBA reserves the right to deduct competition points for that team.

(f) All players' attendance must be confirmed in the Electronic Scoring system before the game begins. Players may also be confirmed after game commence, so long as it does not interfere with the game schedule.

(g) Any team playing unregistered players on their team or from another team without the Board/Court Controller or delegate's permission will result in a forfeited game.

(h) Each Team MUST provide one scorebench person per game. BBBA reserves the right to deduct competition points for any team who does not provide scorebench for more than 3 weeks in a season.

(i) **TRANSFERS** – Any player wishing to transfer teams after the season begins must have approval from the relevant divisions delegate/s prior to playing.

(j) The Board, competition administrator and the grading delegates determine which teams are to move up a grade based on a number of factors including, but not limited to, the previous seasons results (individual and team), players ages and



		school year levels All decisions are made with considerations to safety and healthy competition.
5	UNIFORMS & EQUIPMENT	(a) All teams must organise their own uniforms – specifically playing singlets of the same colour with numbers on the front and the back. (b) All players must be correctly uniformed for each game. Byron Basketball has a limited supply of bibs available for use, suitable as a temporary measure. (c) Appropriate sporting shoes must be always worn. Sandals, Thongs, Crocs and Leather shoes are not permitted at any time. (d) Jewellery is not allowed at any time whilst playing. This includes, but is not limited, to watches, necklaces, earrings, bracelets, facial piercings, rubber bands, hair bands, friendship bands 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. (f) Long fingernails (natural or acrylic) are not allowed. (g) BALL SIZES - A size 5 ball to be used for Primary School, a size 6 ball for HSB Grade D, HSG and Senior Womens/Mixed competitions. A size 7 ball is to be used for HSB Grade A, B & C and Senior Men. This is supplied by BBBA. (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. (i) DUNKING - Dunking is allowed. Hanging on the ring is not allowed, except in the case of player safety where they require a safe landing location. Technical Fouls will be issued for anyone who is seen to be hanging on the ring as per FIBA Rules.
6	REFEREES	(a) Referees must wear the correct uniform according to their grading. (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. (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. (d) Players/coaches/managers/spectators are not to address any junior referee directly at any time except coaches and players are allowed to ask questions or clarify a call. (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 DAY REGULATIONS



7.1	Game Timing	(a) All Games are 10 minute quarters (b) Running Clock at all times except in Close Games (7.1c) (c) CLOSE GAMES – In the last 2 minutes of the 4th quarter if the score difference is 8 points or less, the clock will stop on every whistle including after a made basket. The clock will resume timing when in the hands of a player on the court. (d) Teams must be present at the stadium ten (10) minutes before the game (e) Games to start on the scheduled time when the referees are present. (f) No Overtime unless for finals (7.10) (g) No Shot Clock in operation
7.2	Game Breaks	(a) 1 minute (1st qtr Time) – 2 minutes (Halftime) – 1 minute (3rd qtr Time)
7.3	Time outs	(a) 1 time out per team per Quarter (b) No Time outs in the last 2 minutes of each quarter (clock must display at least 3 minutes) except for Close Games (7.1c). (c) Clock does not stop for time outs unless for Finals(7.10) or Close Games (7.1c) (d) All Time out requests to come through the scorebench and only when there is a stop in play
7.4	Substitutions	(a) Substitutions are only allowed when there is a stop in play (b) All substitutions are to go through the scorebench and referees will call them on
7.5	Fouls	(a) Only five (5) personal fouls allowed per player per game (Scorebench is to display paddles to alert players when they have 4 fouls). (b) For PSB grade competition, players must sit off after their 5th foul for two (2) minutes before being allowed to go back on and sit off for two (2) minutes for every foul after that.
7.6	Defence	(a) No Zone Defence is permitted to be played in PSB, HSG or HSB C & D grades. This is to be managed by the referees and court controller/Board directors with an official warning and followed by a bench Technical Foul if not complying. (b) The Primary School B-grade competition implements a 'Wristband Development System' to promote court spacing and movement. Details are available on our website here: https://byronbasketball.com/wp-content/uploads/2025/10/Wristband-Development-System-Aug-25.pdf



7.7	Minimum Players	(a) Games must have a minimum of four (4) registered players per team on the court, in uniform and the referees are present to begin. (i) JUNIORS: If a team has three (3) or less players present, the game is to begin and if 4 players are not on court by the end of 1st quarter, the game is forfeited (unnotified). Teams may continue to play with fill-in players for the rest of the forfeited game. (ii) SENIORS: The penalty for not having 4 minimum registered uniformed players is 2 points for every minute given to the opposing team until 4 players are present on the court. If 4 players are not on the court by the end of 1st quarter, the game is forfeited (unnotified). Teams may continue to play with fill-in players for the rest of the forfeited game.
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7.8	Primary School exceptions	(a) PSB Competition is played in accordance with U12's rules: • Size 5 ball • Modified free throw line • 3 point shots count as 2 points
7.9	Mixed Seniors exceptions	(a) Only 3 males per team and only 2 males per team on the court at any one time (b) Males are restricted to only scoring 10 points per game (if a male is on 9 points and his next shot puts him over, this will be allowed) (c) Only 1 male per team in the key at any one time both offensively and defensively. Warnings are to be given by the referee or Court Controller - if not adhering to the warning, a penalty of 2 points will be awarded to the opposing team. (d) Males can play defence on a woman with arms up straight but are not allowed to leave the ground to block the shot. The penalty for doing this is the points count as made automatically. (e) All players are asked to play without any unnecessary force and to refrain from playing in a dangerous manner.
7.10	Finals Only (Semi-finals & Grand Finals)	(a) Clock stops for each time out (b) Clock stops in the last 2 minutes of the 4th quarter if the score difference is 8 points or less for both Juniors and Seniors. (c) Overtime of 3 minutes for Juniors and 5 minutes for Seniors.



7.11	Mercy Rule (Junior comp only)	In PSB, HSG, and HSB C & D divisions only: (a) In the event of a score of 20 points or more in Junior competition, Mercy Rule is to be automatically enforced by the winning coach until the point difference is 10 points or less. (b) The winning coach must call a time-out and let his team know: i. On defence, the players must drop back past the 3pt line but not in the key in the back court (Zone defence is still not allowed). ii. On defence, only 1 player is allowed to defend 1 offensive at any one time (No traps/double teams) (c) The emphasis of Mercy Rule will be on good sportsmanship and to minimise any humiliation tactics for the losing team such as half court traps, zone traps, only shooting 3's and defence delay by touching the wall. (d) The penalty for infringement of the Mercy Rule is the referee calls a violation and gives the ball back to the losing team at 3-point line extended. (e) Teams clearly not following the above Mercy Rule after 2 warnings, will play with 4 players only.
7.12	Game Protest	(a) Teams may protest the result of a game on matters not involving a referee's judgment call. Written submission is required to be addressed to the board within 24 hours of the game to info@byronbasketball.com with the subject line 'For the Board' and must set out good reasons for the complaint. The Board will not refuse to give any reasonable appeal an official hearing. (b) For Integrity Issues, Policy Violations, or general concerns, we have an incident reporting form on our website: www.byronbasketball.com under 'resources'