

ST GEORGE BASKETBALL ASSOCIATION INC.

BY LAWS

All competitions will be run according to the competition rules of the St George Basketball Association Inc.

St George will adopt all relevant FIBA rules changes to our competitions as required by Basketball NSW and Basketball Australia.

If the By Laws are silent or contradictory on any particular issue the appointed SGBA representative has the right to finalise a decision

1. UNIFORMS

- 1.1 All players must be correctly attired to take the court. Any player playing out of uniform will result in their team not receiving points for the game. The game will not be awarded as a forfeit to the opposing team.
- 1.2 Each player in each team must wear the uniform applicable to his or her club and/or team.
- 1.3 Each team must be similarly attired in the uniform applicable to their club and/or team.
 - 1.3.1. A senior team may not wear a junior club uniform, even if previously purchased fully by them, if it has the name of the junior club on it, unless the team has written consent from the junior club concerned.
- 1.4 A uniform comprises of:
 - 1.4.1 **SHORTS**
 - 1.4.1.1 All shorts must be the same colour
 - 1.4.1.2 Bicycle pants under the shorts are permitted
 - 1.4.1.4 Any logo carried on the shorts is to be no larger than 65mm by 90mm.
 - 1.4.1.5 Shorts must not have pockets, zippers or buckles
 - 1.4.2 **SINGLETS**
 - 1.4.2.1 All team singlets must be the same colour and design.
 - 1.4.2.2 All team singlets must be numbered 4 –15, 20-25, 30-35, 40-45, 50-55 inclusive.
 - 1.4.2.3 The numbers on singlets must be clearly visible on both the front and the back.
 - 1.4.2.4 T-shirts worn underneath singlets must be the same colour as the main singlet colour.
 - 1.4.2.5 The rule for playing singlets to be tucked in will be waived for all social competitions.
 - 1.4.2.6 Sponsors logos and names and club name can be printed on singlets but must not interfere with the singlet numbers.
- 1.5 Teams must be in full uniform by the end of the FOURTH week from the start of each competition. There will be no exceptions, even if the opposing team agrees.
- 1.6 **SENIOR & JUNIOR TEAM COLOURS** - In the event of a clash of colours, the first mentioned team on the draw shall wear the alternate colour singlets or bibs as appropriate.

2. TIMING OF GAMES

2.1 COMPETITION GAMES

- 2.1.1 Each game will commence at the time laid down on the draw and finish in time to allow the next game to start on time. This does not mean games will be cut down in time.
- 2.1.2 U/14 games and upward will consist of two twenty minute halves with two minute break at half time – 1 time out first half 2 time outs second half (time out duration 1 minute) – clock stops for all time outs and every whistle in the last minute of the game.
- 2.1.3 U/10 & U/12 games will consist of two fifteen minute halves with two minute break at half time & 1 time out per half (time out duration 1 minute) – clock stops for all time outs and every whistle in the last minute of the game
- 2.1.4 Youth Premier League games will consist of two eighteen minute halves fully timed with a two minute break at half time – 2 time outs per half (time out duration 1 minute). 1 minute warm up prior to the commencement of the game.
- 2.1.5 The clock will not stop in normal competition games except for time outs (time out duration 1 minute), every whistle in last minute of game & referee's time. Youth Premier League excluded.
- 2.1.6 Any player fouled out or disqualified must be substituted immediately.
- 2.1.7 Premiere League Games will consist of two twenty minute halves with two minute break at half time - 2 time outs per half. Clock stops for all time outs & every whistle in the last 2 minutes of the Game.

2.2 SEMI-FINALS, FINALS & GRAND FINALS

- 2.2.1 There will be no semi-finals, finals or grand finals for under ten mixed games.
 - 2.2.2 All other age groups will play under normal competition timing. If there is a draw after full time, teams will play extra 5 minutes which is an extension of second half therefore fouls stay the same and 1 time out only allowed, should draw continue play another 5 minutes, If still a draw, team highest on the ladder is deemed winner.
- 2.3 The referee in consultation with bench officials **& Court supervisor** may amend Scoresheets if a discrepancy is found at half time or immediately after the game concludes and the error can be clearly recalled and confirmed.
- 2.4 Other than in 2.3 above, no change to the scoresheet should be made at half time or at the end of the game except to amend calculation errors or delete players' names from the sheet who are not present to take the court.

3. FORFEITS, DUTY REQUIREMENTS AND PENALTIES

- 3.1 A team must have a minimum of four eligible and registered players in full uniform to start a game. Other players who may be late must have their name on the score sheet before the game commences to be able to take the court when they arrive either during first or second half. If a player's name is not on the scoresheet, that player will not be permitted to take the court.
- 3.2 **No player is permitted to play if they are not registered.** Any team playing an unregistered, ineligible, or suspended player, will **incur a loss of 4 competition points** for any game in which that player participates and may be issued with a fine of \$20.00 at the discretion of the association.
- 3.3 If a team does not have four players ready to take the court at the scheduled starting time, the bench officials will start the clock and the opposition will receive two points for each minute or part thereof that the team is late. The maximum number of points that can be given to a team under this by-law is twenty (20). The twentieth point constitutes a forfeit.
(i.e. The game is deemed a forfeit after ten minutes has elapsed)
- 3.4 A team must have four (4) persons available for duty (two bench officials and two referees (if required)) for the duration of their nominated duty game.
- 3.5 A team not fulfilling full duty requirements will receive no competition points and incur a fine set by the Association. In the case of Youth Premier League a team not fulfilling duty requirements will receive no competition points, or in the case of a Forfeit -8 competition points, and incur a fine set by Association.
- 3.6 A team forfeiting a game shall lose four (4) competition points unless the forfeit is due to less than two players remaining on the court. In addition a team forfeiting a game due to insufficient players ready to take the court no later than 10 minutes from the scheduled start time, will be charged a forfeit fine as set by the association.
- 3.7 Any team unable to make a scheduled game and who provides at least seven (7) days notice to an official of the Basketball office will be classified as losing the game.
The forfeit fine will still apply. Senior Teams that notify a forfeit with 72 hour notice will have the Forfeit Fine reduced as set by association and be awarded +1 competition point.
- 3.8 If a team forfeits three (3) games, that team may be disqualified from the competition and will not be allowed to continue to participate in the current competition. All fines will still apply.
- 3.9 All players in any team with any fines outstanding will be deemed unfinancial and will be suspended from all competitions until fines have been paid. At the completion of any competition, outstanding fines will be apportioned to each team member. For any player to enter or player in any competition, his/her portion of the fines must be paid.
- 3.10 A forfeit/duty fine must be paid within seven (7) days of the fine being notified. All subsequent matches will receive no competition points until the fine is paid. Teams have the right to appeal in writing to the Association Committee. However, the fine must be paid within the seven (7) days in order for any appeal to be heard.
- 3.11 **Teams Withdrawing.** If a team withdraws from the competition prior to the completion of that competition they are responsible for paying playing fees for every game up to the play-offs and a \$140.00 fine or in the case of Youth Premier League \$160.00. All fees & fines must be settled within a week as players will be deemed unfinancial until complete payment made.
- 3.12 Any player that receives 2 Technical Fouls in a game will automatically receive 2 game bans. Any player that receives 3 Technical Fouls throughout the Summer or Winter competitions will automatically receive 2 game bans. **Any 4th & Above Tech received during the season will automatic receive 4 playing week suspension. Any Tech received during a game for behaviour must sit out for 2 minutes & NO SUBSTITUTION.**

4. REGISTRATIONS

- 4.1 All players must be registered or affiliated with St George before playing in any trial or competition game. Any team playing an unregistered player will lose 4 competition points for any game in which that player participates and may be issued with a fine, at the discretion of the association.
- 4.2 Notification of registration renewal will be provided to each team at regular intervals during the competition. Registration expiry dates appear on scoresheet next to players name 1 month prior to expiry **The onus of proof of registration and / or affiliation lies with the player.** Any player may be asked to produce registration forms or numbers at any time. It is the responsibility of the player/team/club to ensure that all team members are currently registered at all times during the competition.
- 4.3 The Association Committee will set registration fees annually.
- 4.4 Referees, Coaches, Managers and other officials of the association must be registered.

5. GRADING OF TEAMS AND PLAYERS

- 5.1 A team may draw a player from a lower division (For Junior teams the player must be from the same club), but a player may only play a maximum of three (3) games in the higher division before being deemed a permanent team member for the higher division. This player cannot then return to the lower division. Teams may draw from a lower age group without the above condition applying. The representative player content rule will apply to all competitions with the exception of Youth Premier League.
- 5.2 No player is eligible to play in more than one team in the same grade or age group of any competition with the exception of 5.1 above.
- 5.3 No mixed team containing more than one (1) Division One player will be eligible to play lower than Division One (1) mixed.
- 5.4 The Association Committee and the Junior Committee have the right to grade or re-grade any player or team. Initial grading will be delegated to the Senior Competition coordinator or the Junior Committee Grading Panel as appropriate.
- 5.5 All teams must supply a list of players, addresses, phone numbers, registration numbers and other relevant data with the nominated grade on the relevant form prior to the start of the competition
- 5.6 The Association Committee prior to the commencement of any competition will set team and player nomination fees.
- 5.7 A qualified or preliminary referee will be given priority in controlling games over any non qualified referee.
- 5.8 Any player nominated to play in any senior competition must be thirteen years of age and over except for Mixed Basketball where the player must be 15 years of age or over. Youth Premier League has the age restrictions above 15 years of age and no older the 22 years of age (turning 22 after the completion of the competition).
- 5.9 A Development player is a player who for their ability wishes to play in their correct age group whilst also playing in an older age group. Players are allowed to participate in final series in both age groups as long as criteria for eligibility is fulfilled.

6. FINAL SERIES

- 6.1 Semi Finals, Finals and Grand Finals must be played on the scheduled dates. Exceptional circumstances may be considered if in writing to the Association.
- 6.2 Prior notification of a forfeit of a Grand Final will lead to the next placed team being nominated to take its place. Five (5) working days notice must be given. Less than five (5) days notice will result in the team already qualified for the Grand Final being declared Premiers and the 3rd placed team declared Runners Up.
- 6.3 For any Semi Final, Final or Grand Final a team must have five (5) eligible players, and must have a minimum of 4 players to start the game. Any team, which cannot fulfill this requirement will forfeit their game and be replaced by the next team in the finishing order.
- 6.4 Any team who plays an unfinancial or unregistered player in a Semi Final or Final will have their game classed as a loss and be relegated one position in the series.
- 6.5 Any team who plays an unfinancial or unregistered player in a Grand Final will have their game classed as a loss.

7. PLAYER QUALIFICATIONS

A player must play more than **40%** of competition games with a team to be eligible to play in the finals series. For the purposes of qualification, from the start of the competition, Byes, No Point Games and No Games (Cancelled Games) will be included. Double Point Games and Double Point Rounds will qualify as one game. When a team wins a game on forfeit, only those players on the team game sheet will be noted as having played that game. It is the responsibility of players to ensure that names on scoresheets are legible, identifiable and have registration numbers available.

Any player who through injury or other considered just cause has not been able to play the required number of games may apply in writing for approval prior to the last round game. A doctor's certificate must be attached to all injury claims.

In the event of competition points being level at the end of a competition, finals standing will be determined as follows:

7.1 Two Teams Equal - The winning majority of games played between the two teams or, if this is equal, the greater difference of points for and against in games between the two teams, or if this is equal, the greater number of points scored in games between the two teams, or if this is equal, as per 7.2 below.

7.2 More than two teams equal - The greater difference of points for and against in all competition games, or if this is equal, the greater number of points scored in all competition games, or if this is equal by a play off as determined by the Competition Coordinator.

7.2.1 For the purposes of such determination, a forfeit between two equal teams will be deemed to be the over-riding factor of any other competition game. A forfeit will be classed, as a game result of 20-0 unless the game was in progress, in which case the score will stand if that team forfeiting was in arrears at the time of the forfeit.

8. TRIBUNALS

- 8.1 Any player, coach or team follower disqualified (including a coach disqualified after two (2) coach / technical fouls) during a game must leave the court area **& will receive an automatic 2 week game suspension.**, Any refusal to leave should be notified to the court controller who has the right to forfeit the offending player's team and on a further refusal to impose an automatic **three (3) week suspension.** Any subsequent refusal must be referred to the Association Committee.
Any player that receives 3 Technical Fouls throughout the Summer or Winter competitions will automatically receive 2 game bans. Any 4th & Above Tech received during the season will automatic receive 4 playing week suspension. Any Tech received during a game for behaviour must sit out for 3 minutes.
- 8.2 Any player, coach or team follower disqualified during a game must appear before the Association Judiciary Tribunal **if a Report has been completed by Referee / Court supervisor.** The referee or Duty Official should note the disqualification on the back of the scoresheet and must complete a Tribunal Report immediately at the completion of the game and lodge it with the court controller. It is the disqualified person's responsibility to supply their name, address and registration number. Unless the disqualified person is otherwise advised, the Tribunal will meet on a Monday or Wednesday immediately following the incident at 7.30 p.m. sharp.
- 8.3 A player may play until the Tribunal is heard. In the event of a suspension and subsequent appeal, a player is not permitted to play pending the appeal hearing.
- 8.4 A team, player, coach or team follower may be called on at any time to show cause why he/she should not be dealt with by the Tribunal.
- 8.5 The Association has the right to take whatever action it deems necessary to ensure the game of Basketball and the Association are not brought into disrepute by any team, player, coach, manager, official, club or supporter. Such action can be taken by referral of any matter to the Tribunal or Association Committee or by direct action on the delegation of the Association Committee.
- 8.6 A referee, Referee Controller, Court controller or Association official may report any person to the Association Committee for appropriate action if deemed necessary.

9. COURT RULES

9.1 **DUNKING.**

- 9.1.1 Dunking the ball is only permitted during official warm-ups or games and in such a manner not likely to damage the ring, backboard or supports.
- 9.1.2 Grasping the ring or violent dunking is not permitted at any time.
- 9.1.3 Hanging on to the ring is not permitted at any time unless it is done to save injury to a player.
- 9.1.4 Dunking on mini ball rings is not permitted at any time.
- 9.1.5 The Court Controller or any Association Official may automatically suspend any player found guilty of the above for:
A) One week for a first offence.
B) One month for a subsequent offence, and
C) One year for a third or further offence.

These suspensions can be appealed in writing to the Association Committee.

9.2 **Senior Mercy Rule**

In Women's competition, teams who are winning by 30 points must play half court defence, if requested by the losing teams coach.

10. PERSONAL APPEARANCE

Nail Rule

10.1 Fingernails are to be checked by the Referees before the commencement of games

10.2 Long natural fingernails, acrylic fingernails and taping of fingernails **will not be allowed.**

Hair Rule

10.3 No Plaits allowed

10.4 No Hair accessories allowed

10.5 Long Hair must be tied back.

Jewellery Rule

10.6 No jewellery allowed. (Plain wedding bands are permitted if taped with soft tape.)

10.7 New pierced ears **cannot be taped.**

10.8 No plastic earrings.

All officials should be courteous, polite and professional when enforcing these rules.

11. BENCH AREA

- 11.1 Teams shall sit on either side of the scorebench, in the area immediately outside the marked lines three (3) metres either side. Only substitutes ready to enter the game are permitted to sit between the marked line and the bench. It is the Coach/Team Captains responsibility to ensure that only team officials/followers are seated in the area immediately adjacent to the marked lines.

12. PROTESTS/COMPLAINTS

- 12.1 In order for a protest or complaint to be heard it must be lodged within seven (7) days of the incident, in writing, signed by the captain, coach or manager and addressed to the Association Secretary.

13. JUNIOR COMPETITIONS

- 13.1 All Junior teams must have a responsible adult in attendance at all games. The name of this non-playing official is to be noted on the score sheet.
- 13.2 All players in the U10, U12 and U14 age groups **plus U16 Men Division 1 & U18 Men Division 1** must play Man to Man defense. Zone Defense will not be permitted.
- 13.2.1 Coaches that suspect players from the opposition not to be playing Man to Man defense may have a Registered Team Official approach the Court Supervisor for adjudication. If the Supervisor reaches a decision that Zone Defense is being played the following procedure will take place:
- 13.2.2 The Coach will be penalised by a technical foul in the first instance.
- 13.2.3** The Coach will be issued a disqualifying foul on the second occasion
- 13.2.4 Special Rule: U10 & U12 There will be no 3 Point rule; all field shots will be awarded two points irrespective of where they are taken.**
- 13.3 **Competition Rules**
- 13.3.1 A team must have a minimum of four eligible and registered players in full uniform to start a game. Other players who may be late must have their name on the score sheet before the game commences to be able to take the court when they arrive.
- 13.3.2 Players must have their numbers written on scoresheet next to their name before taking to the court.
- 13.3.3 A possession arrow will be used to eliminate Jump Balls. A jump ball will be used to commence the game.
- 13.3.4 Bonus Free Throws will be awarded on the 8th team foul in either half.
- 13.3.5 If a player receives 5 personal fouls they must be substituted immediately
- 13.3.6 **In all junior games (Under 16 grades and below) teams who are winning by 24 points must play half court defence.**

14. INJURY

- 14.1 All injuries must be recorded on an official Injury Report Form available from the front office at the time of the incident. This is a requirement for any insurance claim that may be made. A copy of the scoresheet should be included with the Injury Report Form.
- NOTE: Insurance Claim Benefits are limited. Details are available on the website or on application to the Association Secretary.**
- 14.2 Any injured player should be removed from the court as soon as possible unless there is any risk of injury of a more serious nature. (Eg. Back or Neck injury.)
- 14.3 The clock should be stopped while action on any injury is taken.

15. SENIOR MIXED COMPETITIONS

- 15.1 Male players only, are permitted in the key area at the scoreboard end and female players only, are permitted in the key area at the non-scoreboard end.
- 15.2 In the event of a dispute regarding ends, the referee shall toss for ends at the commencement of a game.
- 15.3 No more than two male players and no more than three female players shall be allowed on the court at any one time.
- 15.4 A game shall be classed as a forfeit if a team has no male or no female players remaining on the court. The score will stand if the team forfeiting is behind or be classified as 20-0 if the team forfeiting is ahead.
- 15.5 Any other matter relating to competitions are to be determined at the discretion of the Association Committee.
- 15.6 Players must be 15 years of age or over to play in the Mixed Basketball competitions

16. PENALTIES

- 16.1 Playing a player not properly notified on team nomination:
Loss of points for all competition games in which the player has participated.
- 16.2 Playing an unregistered, ineligible or suspended player:
Minus 4 competition points and a fine of \$20.00 at the discretion of the association.
- 16.3 Playing out of uniform: Loss of game points for that game.
- 16.4 Failure to provide duty:
No points awarded for the game participated in for the round and a fine set by Association.
- 16.5 Failure to pay fines: No game points awarded until fine is paid.
- 16.6 Breach of "No Zone Rule":
A reminder to the Coach that Man to Man defense must be played by all players followed by an official warning issued by the Referee controller or court supervisor, followed by a Bench Technical Foul for further violations of the Rule.
- 16.7 Any Team who plays a player under someone else's name will automatically forfeit any game that player participates in and will incur a fine of \$100.00. The player may be suspended under the discretion of the association.

17. REPRESENTATIVE PLAYERS/TEAMS

17.1 A player is deemed to be a representative player if:

17.1.1 He/She currently represents S.G.B.A. Whilst the BNSW season is in progress. Once Finals are finished they are no longer deemed a representative player, which coincides with our local winter season from March to August.

17.1.2 He/She currently represents any other Association.

17.2 REPRESENTATIVE PLAYER CONTENT.

Any junior team playing in or entering the S.G.B.A. Junior competition cannot contain more than three representative players on court at same time.

Breach of this rule will result in:

1st violation: Technical foul assessed to the Coach of the offending team

2nd violation by the same team: A forfeit will loss of three (3) competition points

17.3 REPRESENTATIVE CONTENT RULE

17.3.1 All Rep players are to be classified into categories. Reserve / Train On players are not classified as Representative players.

17.3.2 All teams are allowed a maximum of 3 players on court at same time.

17.3.3 All Division One (1) Rep players must play Division 1 when playing in their correct age group and cannot play lower than Division 2 when playing up in another age group.

17.3.4 All Division Two (2) Rep players must play in Division 1 or Division 2 when playing in their correct age group and cannot play lower than Division 2 when playing up in another age group.

17.4 All Representative players in the U/12, U/14, U/16 and U/18 age groups must play Junior Domestic Competition first, with preference to their own age group.

17.5 Senior Representative players must compete in the Representative Age Group they have been selected for, or a higher age group in our domestic competition.

17.6 A whole representative team is allowed to enter in a higher age group in local competition.

17.7 The Representative Content Rule does not apply to Youth Premier League.

18. FILMING & PHOTO POLICY

18.1 Filming & Photographs can only be taken with permission from Team Coaches & or Team Managers

DEFINITIONS

For the purpose of these by-laws, the following definitions shall apply:

1. "THE ASSOCIATION" shall mean the St George and Districts Basketball Association Inc.
2. "THE ASSOCIATION COMMITTEE" or "THE COMMITTEE" shall mean the Board of the Association in such form as allowed by the properly constituted rules of the Association.
3. "THE TRIBUNAL" shall mean the Judiciary or Disciplinary Sub-Committee as determined by the committee of the Association.
4. "THE REFEREE" shall mean either person duly acting in the capacity of referee for the conduct of the game and the duration of the game as per the Rules of Basketball.
5. "THE COURT / SUPERVISOR CONTROLLER" shall mean the person appointed by the Association Committee to control the conduct of games or competitions.
6. "ASSOCIATION OFFICIAL" shall mean any member of the Association Committee or person formally appointed by the Association Committee.
7. "COMPETITION GAME" shall mean ANY game played including grading games played at the commencement of a competition.
8. "COMPETITION" refers to any competition conducted by the association and includes any trial games played and all semi-finals, finals and grand finals.
9. "DUTY OFFICIAL" shall mean any duty referee or scorekeeper or timekeeper.
10. "YOUTH PREMIER LEAGE" refers to the SGBA competition played at the Morris lemma Indoor Sports Centre 150 Belmore Road Riverwood NSW 2210.

AMENDMENTS TO BY LAWS

DATE	PAGE No.	SUBJECT	AMENDMENT
07/04/09	3	Forfeit, Duty & Penalties 3.5	Increase Senior Duty fine from \$30.00 to \$55.00 - VS
26/05/09	1	Heading, Introduction	If the By Laws are silent or contradictory on any particular issue the appointed SGBA representative has the right to finalise a decision - Board
27/10/09	8	Junior Competitions	Deleted "up to and including the Under 18's" - Board
09/02/10	3	Forfeit, duty & Penalties 3.11	All fees & fines must be settled within a week as players will be deemed unfinancial until complete payment made.- Board
13/04/10	10	Representative Players/Teams	3.3.2 All teams are allowed a maximum of 4 Rep Players, with 3 only allowed on court at same time. 3.6 A whole representative team is allowed to enter in a higher age group in local competition - Board
22/11/10	10	Representative Players/Teams	Amended 3.1.1 He /She currently represents S.G.B.A. Whilst the BNSW season is in progress. Once Finals are finished they are no longer deemed a representative player, which coincides with our local winter season from March to August. Deleted 3.1.3 & 3.1.4 – Board 3.5 Add (Senior) Representative players must compete in the Representative Age Group they have been selected for, or a higher age group in our domestic competition.
07/03/11	2, 3, 4, 9, 10, 11	Youth Premier League	The following sections were amended to include information relating to Youth Premier League: 2.1.4, 2.1.5, 3.2, 3.5, 3.6, 3.11, 5.1, 5.8, 16.2, 16.4, 17.7, 'Definitions'.
07/03/11	10	Representative Player/Teams	3.2.1 Any junior team playing or entering the SGBA Junior Comp cannot have more than 3 representative players on court at same time, Breach of rules. 3.3.1 Added Reserve /Train On players are not classified as Rep players. 3.3.2 Amended All teams are allowed a maximum of 3 rep players on court at same time.- Board
07/03/11	8	Junior Competitions	13.3.1 Removed A late player must arrive and play before half time. 13.3.2 Removed Every player must play in each half.-Board
27/08/13	8	Junior Competition	13.2.4 Special Rule: U10 & U12 There will be no 3 Point rule; all field shots will be awarded two points irrespective of where they are taken.
21/10/14	2	Timing of Games	SEMI-FINALS, FINALS & GRAND FINALS 2.2.2 All other age groups will play under normal competition timing. If there is a draw after full time, teams will play extra 5 minutes which is an extension of second half therefore fouls stay the same and 1 time out only allowed, should draw continue play another 5 minutes, If still a draw, team highest on the ladder is deemed winner. Added 1 timeout in extra time.
21/10/14	10	Filming & Photo Policy	18.1 Filming & Photographs can only be taken with permission from Team Coaches & or Team Managers. Added
3.03.2015	3	FORFEITS, DUTY REQUIREMENTS & PENALTIES	3.6 Forfeit Fine Increase without notice \$160. 3.7 Forfeit fine with notice increase \$80
3.03.2015	6	Tribunals	8.1 Receive 2 Tech fouls Automatic 2 Game Suspension & if refuse to leave the 3 Week Game suspension. 8.2 Will appear before Tribunal if report completed by Ref / Court Supervisor
9.06.2015	3	FORFEITS, DUTY REQUIREMENTS & PENALTIES	3.12 Any player that receives 2 Technical Fouls in a game will automatically receive 2 game bans. Any player that receives 3 Technical Fouls throughout the Summer or Winter competitions will automatically receive 2 game bans.

8.01.2016	3	FORFEITS, DUTY REQUIREMENTS & PENALTIES	3.5, 3.6, 3.7 removed amounts for all fines & replaced with "as set by association"
22.08.2016	1	UNIFORMS	1.6 Added & Juniors.
22.08.2016	2	SEMI-FINALS, FINALS & GRAND FINALS	2.3 The referee in consultation with bench officials & Court supervisor may amend Scoresheets if a discrepancy is found at half time or immediately after the game concludes and the error can be clearly recalled and confirmed.
22.08.2016	3 & 6	FORFEITS, DUTY REQUIREMENTS & PENALTIES + TRIBUNALS	Added: Any 4 th & Above Tech received during the season will automatic receive 4 playing week suspension. Any Tech received during a game for behaviour must sit out for 3 minutes.
22.08.2016	6	Court Rules	Added: 9.2 Senior Mercy Rule In Women's competition, teams who are winning by 30 points must play half court defence, if requested by the losing teams coach.
22.08.2016	8	Junior Competition	Added: 13.3.6 In all junior games (Under 16 grades and below) teams who are winning by 24 points must play half court defence
17.03.2017	8	Junior Competition	Added: 13.2 All players in the U10, U12 and U14 age groups plus U16 Men Division 1 & U18 Men Division 1 must play Man to Man defense. Zone Defense will not be permitted.
20.03.2017	2	Timing of Games	Added: 2.1.7 Premiere League Games will consist of two twenty minute halves with two minute break at half time - 2 time outs per half. Clock stops for all time outs & every whistle in the last 2 minutes of the Game.
18.03.2018	3	FORFEITS, DUTY REQUIREMENTS & PENALTIES	<u>Changed 3.12 Any Tech received during a game for behaviour must sit out for 2 minutes & NO SUBSTITUTION.</u>

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