

A large, light gray, stylized basketball logo is centered in the background. The logo features a basketball with curved lines representing the panels and a central emblem that resembles a stylized 'C' or a similar shape.

CESSNOCK

BASKETBALL

Cessnock Basketball Domestic Competition By-Laws

Updated August 2023

CESSNOCK BASKETBALL DOMESTIC COMPETITION BY-LAWS

If these by-laws do not cover a situation, Cessnock Basketball will address the situation on a case-by-case basis. If appropriate, the by-laws will be amended.

1. Competitions

1. The Super 8s Miniball Competition is a junior competition for players aged 8 and under.
2. The Super 10s Miniball Competition is a junior competition for players aged 10 and under.
3. The Super 12s Competition is a junior competition for primary school-aged children.
4. The High School Competition is a junior competition for high school-aged players.
5. The Mens Competition is a senior competition for adults.
6. The Womens Competition is a senior competition for adults.

2. Registration

1. All players must pay an annual registration fee to Cessnock Basketball that confirms they are registered with BNSW to play in any competition.
2. It is each individual's personal responsibility (or that of their parent/carer if the individual is under 18 years of age) to ensure registration is current and financial at all times. Cessnock Basketball reserves the right to refuse participation in any sanctioned event to any unregistered party.
3. Any team playing an unregistered player will have the game's result recorded as an unnotified forfeit. Senior teams will incur the penalty outlined below.

3. Behaviour

1. Cessnock Basketball adopts various Basketball Australia, Basketball NSW and State and National initiatives, including the BNSW Zero-Tolerance & Sports Rage Policy and the BNSW Code of Conduct. It is a condition of entry to our stadium for the various participants in our sport that they adhere to these.
2. Breaching these policies may result in the person responsible being asked to leave the premises and/or sanctioned by Cessnock Basketball.

4. Teams

1. All teams must have a team manager 18 years or older.
2. It is the responsibility of the team manager to ensure the team and its members abide by these by-laws.
3. All players must have their name and applicable details registered on the applicable online form to be eligible to play.
4. Any player additions or changes to team rosters during the competition must be approved by Cessnock Basketball.
5. Cessnock Basketball reserves the right to refuse admission of any team or player into a competition if that team or player is deemed unsuitable for a particular division.
6. All teams and players having entered the competition commit to paying all game fees.
7. Acceptable team names and uniforms are at the discretion of Cessnock Basketball.

5. Score-Bench Duties

1. Each team is required to provide one score-bench official for their game.
2. Teams failing to provide a score-bench official will concede 5 points to the opposition team, to be allocated to the team score at half-time.
3. Substitution players may complete score bench duties in senior competitions.
4. Scoring will be via GameDay Courtside, or, if unavailable, paper scoresheets.
5. All players must be input to their team on Courtside to play.

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6. Finals

1. At the end of the regular competition season, semi-finals will take place:
 - The 1st placed team will play the 4th placed team.
 - The 2nd placed team will play the 3rd placed team.
2. The winners of the two semi-finals will play in the Grand Final.
3. In addition to the semi-finals, play-off games will generally be played for teams that do not qualify for the semi-finals.
4. For the semi-finals and the Grand Final, the following timing rules shall apply:
 - Each team will be entitled to call two (2) timeouts per half. The clock will be stopped for all timeouts.
 - The last two minutes of the second half (juniors) or final quarter (seniors) will be fully timed if the score is 10 points or less.
 - In the event of a draw, extra periods of three (3) minutes will be played until a result is achieved.
5. To be eligible for finals, a player must have played in no less than 50% of scheduled round games.
6. Teams cannot use fill-in players for any finals games.

7. Forfeits

1. 24 hours notice should be given of a team's intention to forfeit.
2. All teams that fail to give 24 hours notice of a forfeit will incur a penalty of minus three competition points.
3. All senior forfeits, regardless of notice given, will result in the team forfeiting paying a \$80 forfeit fee for that game. If less than 24 hours notice is given, the forfeit fine will increase to \$100.
4. Teams that do not have at least four eligible players on the court five minutes after a game commences will forfeit the game. Senior teams will incur the penalty outlined above.
5. All forfeits will be declared a 20-0 win to the opposing team.
6. A team that forfeits three times may be removed from the competition.
7. Teams must pay outstanding fines within 14 days of receiving the fine, or all games will be declared 20-0 wins to the opposing team until the fines are paid.
8. If both teams have unpaid fines exceeding 14 days, both teams will lose three competition points.

8. Fill-In Players

1. Players will be allowed to fill-in for a team in a higher division or competition but not down. Players cannot play for a team in the division they are currently playing in.
2. Fill-in players can only be sourced to complete a team of a maximum of 5 players only.
3. If regular team players arrive, fill-in players must substitute out of the game and may not return.

9. Game Fees

1. Game fees are generally payable in two instalments.
2. Teams and players must be up-to-date with their game fees before taking the court.
3. Game fees for Miniball competitions are charged on a per-player basis. Game fees for all other junior and senior competitions are charged on a per-team basis.

10. Withdrawing from Competition

1. A team may withdraw from the competition by giving 14 days notice in writing.
2. A team withdrawing must pay all game fees, including those during the notice period.
3. A team will not be accepted into any other competition until all monies have been paid.

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11. Grading

1. Team performances will be assessed for the first 3-5 games of the competition, and Cessnock Basketball will communicate any regrading.
2. The decision to regrade teams rests with Cessnock Basketball and does not require the consent of the teams involved.
3. In the event of regrading, teams will take the number of points they have acquired into the new division.

12. Senior Competitions

1. A junior member must be 16 years or older to play in a senior competition or provide written permission from a parent or guardian to Cessnock Basketball.
2. Cessnock Basketball reserves the right to deny a player under 16 entry into senior competition.

13. Games

1. All game fees must be paid before any team can commence a game.
2. All junior games are played in two halves, and Cessnock Basketball will determine the timing rules to apply to each competition.
3. All senior games are played in four quarters, and Cessnock Basketball will determine the timing rules to apply to each competition.
4. Teams are awarded competition points as follows:
 - 3 points for a win.
 - 2 points for a draw.
 - 1 point for a loss.
 - 2 points for a bye.
 - 3 points for a win via forfeit.
 - 0 points for notified forfeit.
 - -3 points for an unnotified forfeit.
5. If teams finish on equal competition points, their position will be determined by the following:
 - The team that has the least number of forfeits or if they are equal;
 - The team that has the superior for-and-against points differential.

14. Uniforms

1. Players must be uniformly attired by the start of Round Three of the competition, unless proof of purchase of uniforms is provided for the entire team.
2. Players in each team must have the same coloured/designed singlets and the same coloured/designed shorts.
3. Singlets must have permanently attached legal numbers on the front and back of the singlets.
4. Singlets should be numbered 0-99 per the guidelines outlined by FIBA.
5. Shorts may not have pockets, zippers, belts or loops etc. Players cannot take the court with any of these in/on their shorts.
6. All players are required to wear suitable non-marking shoes when playing.
7. Players not in the correct uniform will incur the following penalties starting Round Four:
 - five points will be credited to the opposing team for each player out of uniform. These points will be totalled and credited to the opposing team by the court supervisor/referee coordinator only and added at the earliest convenient time.
8. New players who register after Round Four (4) of the competition can play their first game for the team out of uniform. That player must be either in uniform, or proof of purchase must be provided before their next game.

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15. Personal Safety

1. All jewellery (including watches) must be removed before players taking the court.
2. Players with long fingernails or acrylic nails need to cut them, have them taped or wear appropriate gloves. The tape must be soft fabric type & gloves must not provide extra reach or grip.
3. Braids – (includes plaited ponytails) If a player has their hair braided and it swings freely from their head when running/jumping etc, it may cause harm to another player if struck by the braid. Referees must instruct players with plaited ponytails to either roll the plait into a bun, or remove the plait and play with a loose ponytail (as long as the ponytail does not hide the player's number).
4. Players are permitted to take the court wearing "bobby pins" and/or "one-touch" or "snap" clips to hold their hair back. These items pose no threat of injury to any player on the court. Players will not be permitted to wear barrettes, bandanas, headbands made of metal, or clips larger than a bobby pin or snap clip, especially those present for decorative purposes only. These items do pose a threat of injury due to their increased sizes. If items in a player's hair are made from a non-abrasive, pliable material, they may be permitted to be worn, provided they pose no threat of injury. This includes headscarves or other fabric articles worn for religious or cultural purposes held in place by bobby pins or snap clips.

16. Junior Representative Players

1. A Junior Representative Player is any player who has been selected for a representative basketball team for any association.
2. Junior representative players must play in the top division in their competition unless an exemption has been applied for and approved by Cessnock Basketball.

17. Zone Defence

1. It is the position of Cessnock Basketball the use of zone defences in junior basketball adversely effects the development of both defensive and offensive skills in junior athletes. For this reason zone defense is banned.
2. Zone defence is defined as any defence in the half court which does not incorporate normal man-to-man defensive principals. Trapping defences which rotate back to man-to-man defensive principals are acceptable.
3. Penalties for using zone defence are awarded as follows:
 1. First a warning is issued against team found to be using a zone defence.
 2. If a team is found to be using zone defence after the warning, the offending team is charged with a technical foul.
 3. If a team is found to be using zone defence for a second time during a game, the team will forfeit the game.

ABOUT CESSNOCK BASKETBALL

Cessnock Basketball Association Inc is a not-for-profit organisation with a vision to grow, promote and nurture the love of basketball within the greater Cessnock community. Cessnock Basketball is committed to excellence in providing basketball competitions, training, camps and other programs for boys and girls, men and women of all ages and abilities.

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