

Hornsby Ku-ring-gai Basketball Competition By-Laws

FIBA rules apply unless otherwise stated. The Codes of Conduct of NSWBA and the Australian Sports Commission "Play by the Rules" have been ratified as HKBA Codes of Conduct.

ALL TEAMS: Game payments to be made before the game; players to be registered. No payments: \$10 fine. Teams are not allowed to use players from another team in the **same** division in their team. Once grading occurs for primary and junior teams, "A" division players cannot play down a division; lower divisions can play up. Semi-final and Final players must play 40% of games to qualify or provide a written request to the office to consider exceptions.

UNIFORMS: All players must wear matching, properly numbered singlets. Plain black (or matching) shorts to be worn. Penalty for incorrect uniform is the loss of five points for each singlet and one point for every pair of shorts that do not match. Teams have three weeks from the start of competition to be properly attired.

BENCH DUTY: Senior teams are rostered per the draw to do duty either before or after games. **Junior and Primary Teams:** One person from each team is required to score for the team while the game is in progress. Please be ready to score two minutes before the game commences as referees and court supervisors will not delay games.

CODES OF CONDUCT: Please observe the codes of conduct as posted throughout the building and on the website of NSWBA. For the safety and enjoyment of all, keep all spectators and players seated in the chairs provided. Only the coach is allowed to stand. Also keep everyone two metres from the bench scoring area, so the scorers can have a clear view of the game.

TIME OUTS/SCORING: Teams are allowed one time out per half. Time outs are 30 seconds. Half time is 2 minutes for teams. Supervisors can reduce this time to one minute if the courts are running late. Disputes regarding scores: the scoreboard will be deemed correct once game over.

SIGN ON: Please sign the scoresheets 5 minutes before the game; Full names are required.

FASHION ACCESSORIES: Jewelry, hair bands or combs and wristbands are not allowed; fingernails must be trimmed.

FORFEITS: Teams must be ready to play at the time specified. Forfeits are declared after ten minutes if a team is unable to field the required number of players. The opposition gets one point for each minute late including late payment of game fee. **Forfeit fees are double the court fee.**

PRIMARY TEAMS: Games consist of 15-minute halves with a running clock. The clock **only stops for time outs**. All three pointers if made will count. Year one-twos shoot free throws from the dotted line (no line up in Key); throw in after free throws goes to the opposing team from under the basket, take the ball from halfway after a field goal, and will play with lowered rings. Year three-fours play with the ring at normal height and will shoot free throws from a position half way between the main line and the dotted line. Referees are encouraged not to call cross-court and timing violations for years one through four. All rules apply to years five and six. A size 5 ball will be used for primary games. Teams require **three** players to commence a game.

JUNIOR TEAMS: Games consist of 20-minute halves with a running clock. The clock will stop for timeouts and during the last minute if the point score difference is nine points or less. Teams require **three** players to commence a game.

SENIOR TEAMS: Games consist of 20-minute halves with a running clock. The clock will stop for timeouts and during the last minute if the point score difference is nine points or less. **Four** players are required to commence a game. A shot clock will be used for A division games.

SEMI-FINALS – PRELIMINARY FINALS – GRAND FINAL: Games are normal rules with the exception of 2 timeouts per half. If scores are tied at the end of regulation time, only 3 minutes one way will be played. If still tied, then another 3 minute period until a result is determined. Only one timeout per 3 minute period is allowed.