



CESSNOCK
BASKETBALL

Cessnock Basketball Domestic Competition By-Laws
Updated August 2024

CESSNOCK BASKETBALL DOMESTIC COMPETITION BY-LAWS

Basketball is a family-orientated sport. Cessnock Basketball conducts local competitions to promote enjoyment, fitness, teamwork, sportsmanship, and community spirit for all participants. With this in mind, Cessnock Basketball expects all participants to adhere to the spirit of the rules with fun and healthy recreation as the primary goals rather than displaying a win-at-all-costs attitude.

Given the above, Cessnock Basketball reserves the right to make decisions that give effect to the intention of the by-laws rather than their literal interpretation.

1. 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 or non-financial party.
3. Any team playing an unregistered player will have the game's result recorded as an unnotified forfeit.
4. Senior teams will incur the penalty outlined below.

2. 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.

3. 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 junior teams must have seven (7) fully paid-up and registered players at all times unless an exemption has been given.
4. Cessnock Basketball may merge junior teams that do not have seven fully paid-up and registered players.
5. All players must have their name and applicable details registered on the applicable online form to be eligible to play.
6. Any player additions or changes to team rosters during the competition must be registered and approved by Cessnock Basketball. A Team Addition/Deletion form must be submitted.
7. Teams must submit the official Cessnock Basketball entry form, accompanied by the appropriate entry fee during the team entry period.
8. In exceptional circumstances Cessnock Basketball may admit a team to a competition outside of the team entry period.
9. Cessnock Basketball reserves the right to refuse admission of any team or player into a competition for any reason it sees fit. Where a team entry is not accepted by Cessnock Basketball the entry fee shall be refunded.
10. All teams and players having entered the competition commit to paying all game fees.
11. 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.

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2. Teams failing to provide a score-bench official will concede five (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.

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. Cessnock Basketball has the right to exempt players from this by-law on a case-by-case basis.
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 \$100 forfeit fee for that game. If less than 24 hours notice is given, the forfeit fine will increase to \$150.
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 the same or higher division or competition but not down.
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 junior competitions are charged on a per-player basis.
4. Game fees for senior competitions are charged on a per-team basis.

10. Withdrawing from Competition

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

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 re-grading, 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. Social Mixed Competitions

1. Even more so than other Cessnock Basketball competitions, Mixed Social is promoted as a social competition, and players must play within the spirit of the competition.
2. Social Mixed teams must have a minimum of 3 female players.
3. Social Mixed can have a maximum of 2 male players on the court at any one time.
4. A male player may take a defensive position in front of a female player but must not attempt to block her shot. The male player's feet must remain on the ground, and his hands must be within his cylinder. Infractions of this rule may be penalised by the referee giving the shooter receiving two (2) free throws.
5. Mixed Social will be played with a size 6 ball.

14. 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.
 - 3 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.

15. Uniforms

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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 Five:
 1. 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 three (3) 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.

15. Personal Safety

1. All jewelry (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.