

Shellharbour City Basketball Association Inc



Domestic Competition Rules V3

Adopted: 3rd February 2026

ABN: 55 690 035 870

1. Introduction

- a. Competitions will be conducted in as many grades as is necessary to provide fair competition.
- b. Teams will compete in the grade in which they are allocated by Shellharbour City Basketball Association (SCBA).
- c. All games will be conducted as per the rules of FIBA as endorsed by Basketball Australia (BA) and Basketball NSW (BNSW): the state governing body for Basketball in NSW.
<https://www.fiba.basketball/documents>
- d. Players, officials and spectators have the right to enjoy basketball in accordance with the Zero Tolerance Policy of BNSW and SCBA No Harm Policy
<https://www.bnsw.com.au/wp-content/uploads/2023/11/BNSW-Zero-Tolerance-towards-Inappropriate-Behaviour-November-2023.pdf>.
- e. All persons attending basketball activities conducted under the jurisdiction of BNSW by SCBA are required to abide by the relevant Players Code of Conduct and "The Bulls Way" program
<https://www.bnsw.com.au/wp-content/uploads/2021/08/Code-of-Conduct-Players.pdf> or Spectators Code of Conduct
<https://www.bnsw.com.au/wp-content/uploads/2022/02/Code-of-Conduct-Spectators.pdf>.
- f. All persons basketball activities conducted under the jurisdiction of BNSW by SCBA are also bound by SCBA's Social Media Policy
<https://www.shellharbourcitybasketballassoc.com.au/more/policy-info-downloads>
- g. SCBA will appoint, and make known, the name of a Member Protection Information Officer.
- h. All coaches and officials of persons under the age of 18 will be subject to obtaining, and having validated, a current Working with Children Check. There is no cost for this check if you are a volunteer.
<https://wwccheck.ocg.nsw.gov.au/Apply>
All coaches must hold a valid BNSW registration and SCBA membership
- i. Breaches of these policies can be dealt with under the BNSW Disciplinary Tribunal policy, as endorsed by SCBA
<https://www.bnsw.com.au/disciplinary-support-process/>
- j. Any player under the influence of alcohol or illegal substances will not be allowed to play.
- k. SCBA is an incorporated association, governed by a Board of Directors, overseen by a President, who operate within the bounds of the SCBA Constitution
<https://www.shellharbourcitybasketballassoc.com.au/more/policy-info-downloads>

2. Competition Points and Match Fees

- a. All players are required to be registered with Basketball NSW with Shellharbour City Basketball Association as their Primary Association or Secondary Association through affiliation and hold a current Shellharbour Bulls membership.

- b. Table 1. Competition Points

Result	Senior Domestic	Junior Domestic
Win	3 points	3 points
Loss	1 point	1 point
Draw	2 points	2 points
Notified Forfeit	-2 points	-2 points
Forfeit	-4 points	-2 points

- c. Regular season: If a game in the rounds ends in a draw, then both teams are awarded 2 points. There is no extra time in the regular season.
- d. Finals: If teams are on equal points going into Semi-Finals, teams will be placed according to points for divided by points against x 100.

- e. Table 2. Match Fees (not including BNSW registration)

Division	Registration annually	(payable	Term Fees (payable before competition)
Senior Domestic	\$180		Determined per comp
Junior Domestic (8-11 years old)	\$180		Determined per comp
Junior Domestic (12-17 years old)	\$180		Determined per comp
Aussie Hoops (returning player)	Included		\$99
Aussie Hoops (new player)	Included		\$142

- f. Match fees are paid online by using the link sent to players by SCBA. All players must pay fees prior to the commencement of each competition or term.
- g. Players seeking refunds on game fees are able to request on the following grounds: Illness - Medical Certificate if over two weeks or written advice 4 weeks prior to a vacation. All requests should be sent via email to clubadmin@shellharbourbulls.com.au for approval of the SCBA Board.
- h. SCBA has the right to not accept or to disqualify any team and/or its members if they are not financial with BNSW at any time before or during a competition, including all finals.

3. Team Registrations

- a. Seniors: Team Delegates will be sent renewal notices via Basketball Connect before the end of the current competition. Failure to complete the online form could see the team excluded from the next competition. All teams must have a minimum of 7 players for the team to be entered into a competition.
- b. Juniors: Teams will be created in consultation between Competition Manager, Coaches and President, with the Registrar having responsibility for the setup of competition and team structures. All teams must have a minimum of 7 players for the team to be entered into a competition. All teams must have a coach or manager on the team bench that is over 18. All coaches / managers must be a financial member of SCBA and be registered to the team. Teams must be balanced to ensure that representative players are evenly distributed throughout the competition. Teams with less players will be at the Competition Manager's discretion.

4. Player Registrations

- a. ALL Players must be registered with SCBA and BNSW before participating in a competition. Registration is undertaken via Basketball Connect.
- b. Registration reminders will be generated up to a month before they are due and sent to the last email address provided to SCBA. If a member's details change at any time they are responsible for advising SCBA to update the member's registration record.
- c. Aussie Hoops players moving up to play U12s in the same calendar year that they have been an Aussie Hoops participant, will be offered a complimentary upgrade for 12 months registration. More details can be obtained by emailing the Club Administrator's at clubadmin@shellharbourbulls.com.au
- d. Current registration fees can be found in Table 2 Match Fees.

5. Uniforms

- a. Players are to wear team jerseys for all games.
- b. For each player in incorrect uniform, the opposing team will receive 2 match points, added to their score at half-time. If both teams have an equal number of players in an incorrect uniform, the uniform penalty will not apply.
- c. The correct coloured singlets and shorts must be worn.
 - i. Seniors: If a team has a full uniform, the same colour shorts will be accepted otherwise black shorts without pockets, rivets, eyelets or zippers are the standard.
 - ii. Juniors: Team singlets or Association singlets (if a Association team) must be worn and black shorts without pockets, rivets, eyelets or zippers.
- d. Shorts do not include leggings, stockings or tights of any lengths. Leggings will be permitted with shorts over the top in June, July or August only.
- e. Compression shirts in black or the same predominant colour as the playing singlet, are permitted to be worn under the playing singlet. No T-shirts are permitted.
- f. The following compression garments are permitted to be worn:
 - i. Sleeveless tops;
 - ii. Calf sleeves;
 - iii. Arm sleeves;
 - iv. Quad sleeves;

- v. Leg garments; and
- vi. Headgear, but it must have no buttons or pins or pose a safety risk.
- g. All shirts must be legally numbered front and back. Electrical or masking tape is not legal numbering.
- h. Suitable non-marking sporting footwear must be worn by all players and duty officials on the court.
- i. No body jewellery can be worn during a game, this includes but is not limited to earrings, rings, nose/eyebrow/belly button rings, or chains.
- j. Nails are to be kept short, taped or covered by gloves.
- k. No representative uniforms to be worn in a domestic competition.
- l. No other associations apparel to be worn during a domestic competition's game or 2 points will be awarded to the other team.

6. Timing

- a. Seniors
 - i. All games to start at, or as close to, the appointed time. Games will be conducted as 4 x 10-minute quarters with 1 minute between each quarter and 2 minutes for half time.
 - ii. Each team will be allowed 1 timeout per quarter of 1 min
 - iii. The clock will stop for all timeouts and in the last minute of the final quarter if the points difference between the teams is 10 points or less.
 - iv. Semi-finals and Finals games are timed as per round games, except for the last quarter where the clock will stop for every whistle in the last 2 minutes of the game.
 - v. In the event of a drawn game, no extra time will be played in round games and teams will share the competition points. In Semi-finals and Finals, where there is a tied score, a 5 minute extra period of time will be played until a winner is determined.
- b. Juniors
 - i. All games start at, or as close to the appointed time. Games are conducted as 4 x 10-minute quarters with 2 minutes for half time.
 - ii. Each team will be allowed 1 timeout per quarter of 1 min
 - iii. The clock will stop in the last minute of the last quarter if the points difference between the teams is 10 points or less.
 - iv. Semi-finals and Finals games are timed as per round games, except for the last quarter where the clock will stop for every whistle in the last 2 minutes of the game, regardless of the score difference.
 - v. In the event of a drawn game, no extra time will be played in round games and teams will share the competition points. In Semi-finals and Finals, where there is a tied score, a 5 minute extra period of time will be played until a winner is determined.

7. Eligibility and Player Movement

- a. Teams need a minimum of four players to start a game, and must maintain 3 players at all time.
- b. For a player to qualify to play in a Semi-final or Final, he or she must have played 50% of the games of the scheduled competition round games as per the relevant draw.
- c. All players are required to log into Basketball Connect on the court iPad prior to the game commencing. Players will not be added until a break in play and cannot take to the court until added.
- d. Byes are not classed as a game. Forfeits may be used as a game, providing the player or players were present for the game and were registered in Basketball Connect.
- e. If a player is unable to play due to an injury or illness, doctors or physiotherapists certificate will

- be required in order to have missed games credited to the player.
- f. A player cannot play in a lower or junior grade, unless an exemption has been granted by the Board. No illegal players are eligible to participate.
 - g. Seniors:
 - i. A player may only play in one grade throughout the competition and finals series.
 - ii. Players can play up a grade if needed. The 3rd time a player plays up a grade, the player must stay and compete in that grade until the end of the competition.
 - h. Juniors:
 - i. If a team is short on players, they may use a younger player so long as that player is a top-age player in the age group below, to make a team of 5 players. This can't be used to acquire substitutions.
 - ii. Players are to play in their own age group. Only top-age players will be considered to play up an age group after a determination has been made, taking into account the maturity, physicality and skill of the player. The player will still be required to play in his or her own age group as well.
 - iii. Players can only play up a grade if needed. If a player plays 3 or more games up a grade, The 3rd time a player plays up a grade, the player must stay and compete in that grade until the end of the competition.
 - iv. Players whose biological age is 16 may request permission from the Board, to be considered to play in Senior competitions.

8. Duty Teams for Starting of Game

- a. Score bench people are required before games can commence. Once the referee and score bench is ready to start the game, then the clock will start regardless of whether the teams are ready or not.
- b. Team A on Basketball Connect is always the light or home team. Team B on Basketball Connect is always the dark or away team.
- c. Teams are to sit as follows: Team A to the left of the score bench and Team B to the right.
- d. Seniors:
 - i. Duty is to be provided by the teams playing, at least one person from each team.
- e. Juniors:
 - i. Duty is to be provided by the teams playing, at least one person from each team.
- f. Teams are expected to be ready to start the game on time. If the team is late, or score bench have not been organised, the referee is to start the clock and the late team will be penalised 2 points for every minute until 10 minutes, whereby the game will be declared a forfeit.

9. Referees

- a. A referee payment system is in place for referees and is overseen by the Referee Coordinator and the Treasurer.
- b. The Referee Coordinator has responsibility for training and working with inexperienced referees, building up the capacity of SCBA's referees consistent with the BA Referee Matrix <https://www.bnsw.com.au/download/state-referee-pathway-matrix/?wpdmdl=5493> and providing quality control across the referee program.
- c. In order to progress in grading, referees are required to complete courses, listen to Referee Coordinator feedback and to referee to the best of their ability in an unbiased manner.
- d. No player, coach or spectator is permitted to talk to or question the referee of an U10 or U12

game. Coaches can if the referee is over 18 years.

- e. All concerns about referees should be addressed to the Referee Coordinator.

10. Forfeits

- a. If a team has to forfeit a game, the required amount of notice is 24 hours prior to the scheduled game time. The team must notify SCBA by calling 0493 192 821.
- b. If a team forfeits a game without giving SCBA 24 hours' notice, then a forfeit penalty as indicated in Table 3 below will be applied. This will be applied before the team's next competition game.
- c. A team will forfeit if it does not have 4 players ready and able to start the game within 10 minutes of the scheduled game time. The non-forfeiting team will receive 2 match points on the scoreboard per minute until the opposing team is ready to compete with the required number of players.
- d. For a team to claim a win due to an opposition forfeit, the team must have a minimum of 4 players present on the court, in uniform, registered on Basketball Connect, unless a forfeit has been previously notified.
- e. In the event of neither team being correctly represented, a double forfeit will be called, and both teams will receive a forfeit penalty as indicated in Table 3 below.
- f. Teams that forfeit more than 3 times during the duration of the competition may be removed from the competition subject to a decision of the Board before the next round

- g. Table 3. Forfeit Penalties

Offence	Senior Penalty	Junior Penalty
Notified forfeit	-2 points	-2 points
Unnotified forfeit	-4 points	-4 points
1st offence	Loss of points	Loss of points
2nd offence	Loss of points	Loss of points
3rd offence	Loss of points or possible disqualification from competition	Collapsing of team and reallocating of players

11. Mercy Rule

- a. Once a team is winning by 20 points, the mercy rule applies and the leading team must only play defense up to the opposition's 3-point line, with no zone defence. The clock will not stop and the scoreboard will cease to display scores, but Basketball Connect will continue to record scores.
- b. In U10s and U12s, the rule will be advised by the referees, with reference to the team coaches.
- c. In U14s and above, the rule will be applied upon a request from the losing team coach. The referee will advise each team coach that the rule is being applied.
- d. Coaches can be given a technical foul if players do not follow the mercy rules.

12. Tribunals and Complaints Handling

- a. Any player, coach or spectator cited or disqualified by a referee, the Referee Coordinator, Competition Manager, Court Controller or a Board Member, will have their citation forwarded to the Disciplinary Tribunal for review, in accordance with the Shellharbour City Basketball Association-<https://www.bnsw.com.au/wp-content/uploads/2024/09/BNSW-Disciplinary->

Tribunals-By-Laws.pdf

- b. If required the cited or disqualified player, when directed by SCBA will appear at such time and place as directed.
- c. Failure to attend will allow the Disciplinary Tribunal the right to judge the case on its merits without the player's evidence.
- d. The reported player and the Disciplinary Tribunal have the right to call on any person to support their cases. A junior player must have an adult or advocate present.
- e. Any team wishing to lodge a protest or complaint about any aspect of the game or organisation, must do so by completing the online complaints form within 7 days of the incident. - <https://www.shellharbourcitybasketballassoc.com.au/more/complaints>

13. Technical and Unsportsmanlike Fouls

- a. Any player who is given a technical foul during the game will be required to leave the court for 10 minutes as per "The Bulls Way" program. The time will be recorded on Basketball Connect.
- b. Any player who receives 2 technical fouls, 2 unsportsmanlike fouls or a combination of both, will be required to leave the venue and will not participate in the game any further.

14. Accidents and Injuries

- a. In the event of an injury, the referee will use his or her discretion as to when to stop the game. This is usually only when the flow of the game turns toward the injured player or the next whistle. Injured players should sit on the court to obtain the referees attention.
- b. Team officials and spectators are not allowed to enter the court until advised by the referee.
- c. After the game, the referee or court controller needs to complete an injury report.
- d. When injured, players should:
 - i. Report the injury to the Referee or Court Controller if able to. Players under 18 will be assisted by the Court Controller or Competition Manager;
 - ii. Go to the below link <https://www.cognitofrms.com/BasketballNSW1/BasketballNSWInjuryReportForm>;
 - iii. Complete the claim form as per the instructions on the form; and
 - iv. Liaise with the insurer if you have further questions on how to make a claim.
- e. When an accident occurs at a venue, the association should, as soon as possible after the accident, ensure the injury has been reported in Basketball Connect or in the Injury / Incident Report Book and the venue by notified.
- f. A player must notify their home association court controller if they are not registered with SCBA.
- g. The player should be advised to access the insurance information on the BNSW website <https://www.bnsw.com.au/about/insurance/> to take further action.

15. Junior Operations - Specific Rules

- a. All players are expected to take to the court in both halves of the game.
- b. As there is a general acceptance that the consistent use of zone defences in the younger age groups adversely affects the development of both defensive and offensive skills in younger athletes the use of a zone defence is banned in all U10, U12 and U14 age divisions.
- c. For a full understanding of what is deemed Zone Defence and what is not permitted, visit: <https://www.bnsw.com.au/download/2017-bnsw-waratah-junior-league-by-laws/?wpdmdl=5208>
- d. There will be no 3 pointers awarded in U12 and U14s. All field shots will be awarded 2 points irrespective of where they are taken, unless taken in the last 3 seconds of a game.
- e. If playing in a mixed competition, males must not hard block or aggressively defend females

16. Review at a glance: to be read in conjunction with the above rules and policies.

- a. Players MUST sign on via Basketball Connect to be given a game credit;
- b. NO player will play unregistered
- c. Registrations that are overdue or expired will not be given games credited;
- d. Byes do not count as games played;
- e. Non-notified forfeits, will be credited to the opposing team, as games played for all players that appeared on Courtside;
- f. Notified forfeit will be credited as a game played to all players;
- g. Teams must supply score bench officials.