## Hornsby Ku-ring-gai Basketball Competition By-Laws

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

ALL TEAMS: Game payments are to be made <u>before</u> the game; players must be <u>registered</u>. A \$10 fine applies to late payments. 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" or "B" division players cannot play down a division; lower divisions can play up. Players may register in two teams before competitions commence. 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. Black (or same colour matching) shorts are to be worn. Penalty for incorrect uniform is the loss of five points for each singlet & one point for shorts that are not the same basic colour.

**BENCH DUTY: Over 30 Men's teams** are rostered to do duty either before or after games. For all other teams, one person is required to do scoring duty while the game is in progress. Be ready to score two minutes before the game commences as referees & court supervisors will not delay games to find a scorer. Their job is to start the game.

**CODES OF CONDUCT**: Observe the codes of conduct as posted throughout the building and on the website of NSWBA. For the safety and enjoyment of all, keep spectators and players seated in the chairs provided. **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. Parents, Players, and Coaches are not to approach U18 officials except to Thank them for the Game. **Calling the game from the sidelines is unacceptable in all local competitions.** 

**TIME OUTS/SCORING**: Teams are allowed one time out per half. Time outs are 30 seconds & are running clock. Half time is 1 minute for teams. Due to limited court space, the clock will run during timeouts & halftime. With a running game, no timeout is allowed the last 2 minutes. Disputes regarding scores: the scoreboard will be deemed correct at conclusion of game unless an official corrects per the rules prior to leaving the court.

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

**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 34 minute running clock. The clock **runs during timeouts which are 30 sec.** 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. Teams require **3** players to commence a game.

**JUNIOR TEAMS**: Teams require 3 players to commence a game. An Adult manager or parent is required at all games. Players must have current registrations to avoid forfeits. Games are 44 minutes running clock.

SENIOR TEAMS: 4 players are required to start. Forfeits will apply to non -payment/unregistered players per the discretion of the Association. Games are 44 minute running clock.

**SEMI-FINALS** – **PRELIMINARY FINALS** – **GRAND FINAL**: Semi finals will run normally for Primary and Junior teams & timing will be altered only for Grand Finals. Senior teams will have a stopped clock for timeouts and for any score which is 6 points or less difference in both Semis and Finals.