

ALBURY BASKETBALL ASSOCIATION INC.

COMPETITIONS BY-LAWS

REVISED AUGUST 2024 - INTERIM

RISK WARNING

YOU SHOULD BE AWARE THAT THERE ARE RISKS OF INJURY ASSOCIATED WITH PLAYING BASKETBALL, AS THERE ARE WITH MOST SPORTS. RISKS WILL ARISE IN THE CONTEXT OF THE ACTIVITIES OF RUNNING, CATCHING, THROWING, SLIDING AND GUARDING OPPOSING PLAYERS. WHILE WE AIM TO MINIMISE RISK, IT IS NOT POSSIBLE TO ELIMINATE RISK COMPLETELY.

ALL COMPETITIONS SHALL BE RUN ACCORDING TO THE F.I.B.A. PLAYING REGULATIONS ENDORSED BY BASKETBALL AUSTRALIA, BASKETBALL NSW AND THE BY-LAWS OF THE ALBURY BASKETBALL ASSOCIATION, EXCEPT WHERE MODIFICATIONS ARE REQUIRED FOR LOCAL SITUATIONS. THE FOLLOWING BY-LAWS SHALL BE ADMINISTERED BY THE BOARD OF ALBURY BASKETBALL ASSOCIATION.

THESE BY-LAWS CAN BE ALTERED PROVIDED A WRITTEN NOTICE OF MOTION IS PRESENTED TO THE BOARD MEMBERS AT LEAST 10 DAYS PRIOR TO A SPECIAL GENERAL MEETING. THE MOTION PRESENTED WOULD BE CARRIED ON THE MAJORITY VOTE OF MEMBERS PRESENT AT THE SPECIAL GENERAL MEETING.

THE NEW OR ALTERED BY-LAWS MUST THEN BE ATTACHED TO THE NOTICE BOARD & CIRCULATED IN WRITING TO ALL MEMBER CLUBS, WITHIN SEVEN (7) DAYS OF THE AGM.

JUNIOR COMPETITIONS COMMITTEE

THE JUNIOR COMPETITIONS COMMITTEE WILL CONSIST OF THE FOLLOWING MEMBERS; A MINIMUM OF ONE (1) AND A MAXIMUM OF (2) REPRESENTATIVES FROM EACH OF THE REGISTERED CLUBS / SCHOOLS. THE CHAIRPERSON WILL BE APPOINTED BY THE ABA BOARD. EACH CLUB IS TO HAVE ONE VOTE, IN THE CASE OF A TIE THE CHAIRPERSON WILL HAVE A CASTING VOTE

1.

SCORE SHEETS AND STADIUM SCORING

STADIUM SCORING (AND REQUIRED TECHNOLOGY) WILL BE INTRODUCED AND USED FOR SCORING OF ALL GAMES IN REPLACEMENT OF

1.1

SCORE SHEETS.

AT TIMES WHEN STADIUM SCORING IS NOT AVAILABLE, A F.I.B.A. APPROVED SCORE SHEET SHALL BE USED IN A COMPUTER

1.2

GENERATED FORMAT WITH PLAYERS NAMES INCLUDED. THE COACHES NAME MAY BE ADDED. COACH IS REQUIRED TO ADD PLAYING NUMBERS FOR THE TEAM. LATE START PENALTY SHALL BE APPLIED BY THE CONTROLLING OFFICIAL FOR ANY DELAY CAUSED BY TEAMS. PENALTY WILL BE AS PER CLAUSE 6.1.

ANY PLAYER INJURIES, REPORTS, PROTESTS OR FEEDBACK MUST BE MADE USING THE PROVIDED JOTFORM LINK FOUND AT THE ABA

1.3

OFFICE AND ON THE ABA WEBSITE.

2.

COMPETITION POINTS

2.1

POINTS ALLOCATED FOR GAMES SHALL BE; WIN 4; DRAW 2; LOSS 0; FORFEIT 4

2.2

A BYE SHALL COUNT AS 2 POINTS.

2.3

POSITIONS ON THE COMPETITION LADDER SHALL FIRSTLY BE DECIDED BY POINTS. WHERE TEAMS ARE EQUAL ON POINTS, THEN PERCENTAGE (POINTS FOR / POINTS AGAINST X 100/1) OVER ALL GAMES PLAYED BY THE RESPECTIVE TEAMS FOR THE SEASON SHALL DECIDE THE FINAL POSITIONS.

2.4

LADDERS ARE TO BE MAINTAINED VIA THE COMPETITION MANAGEMENT SYSTEM AND MADE AVAILABLE VIA THE ABA WEBSITE.

TIMING

3.

GAMES SHALL CONSIST OF TWO (2) 20-MINUTE HALVES; HALF TIME SHALL BE A TWO (2) MINUTE BREAK.

3.1 ONE (1) TIMEOUT PER TEAM PER HALF, THE CLOCK DOES NOT STOP FOR TIME OUTS. A TIMEOUT CANNOT BE TAKEN IN THE LAST 3
3.2 MINUTES OF THE 2ND HALF.
THESE TIMINGS MAY BE MODIFIED FOR FINALS OR SEMI FINALS AT THE DISCRETION OF THE COMPETITIONS COMMITTEE. IF SO

3.3 CHANGED THE NEW TIMING RULES SHALL BE POSTED ON THE SCORE BENCH AND NOTICE BOARD.

OFFICIALS

4. REFEREES SHALL BE APPOINTED TO GAMES BY THE REFEREE DEVELOPMENT OFFICER OR A REPRESENTATIVE.

4.1 ANY COMPLAINTS OR QUESTIONS CONCERNING A REFEREE PERFORMANCE OR CONDUCT CAN BE MADE TO THE ALBURY BASKETBALL

4.2 ASSOCIATION INC. ADMINISTRATOR VIA THE FEEDBACK JOTFORM LINK FOUND AT THE ABA OFFICE AND ON THE ABA WEBSITE. EACH TEAM IN A GAME MUST HAVE A REPRESENTATIVE ON THE SCORE BENCH. NO DISPUTE OR PROTEST WILL BE ENTERED INTO BY

4.3 THE COMPETITIONS COMMITTEE IF THE PROTESTING TEAM WAS NOT REPRESENTED ON THE SCORE BENCH, OR DID NOT SEEK REPRESENTATION ON THE BENCH VIA THE REFEREES DURING THE GAME.

REFEREES OF UN-NOTIFIED FORFEITS / LATE GAME STARTS WILL RECEIVE THEIR FULL MATCH FEE.

4.4

5.

FORFEITS

FORFEITS CAN BE AVOIDED BY PLAYING PLAYERS FROM WITHIN THE SAME CLUB, BUT FROM A LOWER AGE GROUP OR DIVISION.

5.1 A TEAM MUST HAVE FOUR (4) REGISTERED PLAYERS TO COMMENCE A GAME.

5.2 IF THE ALBURY BASKETBALL ASSOCIATION INC. ADMINISTRATOR RECEIVES MORE THAN 24 HOURS' NOTICE OF AN IMPENDING FORFEIT

5.3 THEN IT WILL BE A LOSS FOR THE FORFEITING TEAM, WITH THE NORMAL FORFEIT PENALTY APPLIED (5.4)
TEAMS WINNING BY FORFEIT SHALL BE CREDITED WITH TWENTY (20) POINTS FOR & ZERO (0) POINTS AGAINST & FOUR (4)

5.4 COMPETITION POINTS FOR A WIN. THE FORFEITING TEAM WILL RECEIVE ZERO (0) POINTS FOR & TWENTY (20) POINTS AGAINST AND ZERO (0) COMPETITION POINTS (IF NOTIFIED). IN THE CASE OF AN UN-NOTIFIED FORFEIT THE FORFEITING TEAM WILL RECEIVE -4 COMPETITION POINTS (I.E. PENALISED 4 COMPETITION POINTS).

ANY TEAM FORFEITING FOR A THIRD CONSECUTIVE GAME IN A SEASON WILL BE ASKED TO SHOW CAUSE AS TO WHY THE TEAM

5.5 SHOULD NOT BE WITHDRAWN FROM THE COMPETITION.

TEAMS ARE UNABLE TO PLAY AN UNREGISTERED PLAYER TO AVOID A FORFEIT.

5.6

6.

LATE START

A TEAM IS PENALISED 2 GAME POINTS FOR EVERY MINUTE THEY ARE LATE, AFTER THE REFEREE HAS STARTED THE GAME CLOCK.

6.1 AFTER 10 MINUTES HAS EXPIRED THE GAME IS DECLARED AN UNNOTIFIED FORFEIT.

7.

GAME DEFERMENT

7.1 NO ROUND GAMES CAN BE DEFERRED UNLESS APPROVED BY THE ALBURY BASKETBALL ASSOCIATION INC. ADMINISTRATOR. **7.2**

SEMI FINALS OR GRAND FINALS MAY BE CHANGED BY MUTUAL CONSENT OF BOTH COACHES; THE ABA MUST BE NOTIFIED IN WRITING PRIOR TO THE GAME.

7.3

THE CHANGED FINAL MUST BE PLAYED IN THE GAZETTED WEEK OF COMPETITION (I.E. ON ONE OF THE NIGHTS WITHIN THE FINALS WEEK).

TEAM PLAYER / REGISTRATION & GRADING

8.

THE COMPETITIONS COMMITTEE RESERVES THE RIGHT TO RE-GRADE TEAMS / PLAYERS AND HAVE CLUBS ADJUST TEAMS TO MEET

8.1

THE NEEDS OF THE COMPETITION. THESE ADJUSTMENTS WILL BE MADE DURING THE FIRST 3 WEEKS OF THE SEASON COMMENCING. IF A CLUB, OR A TEAM WITHIN A CLUB, WISHES TO CHANGE THE PLAYING STATUS OF THEIR TEAM, THEN THEY MUST SUBMIT IN

8.2

WRITING TO THE COMPETITIONS COMMITTEE A REQUEST THAT A TEAM (OR PLAYER) PLAY IN A SPECIFIC DIVISION (OR TEAM). EACH PLAYER MUST BE REGISTERED WITH BASKETBALL NSW, THE ALBURY BASKETBALL ASSOCIATION AND AN APPROVED CLUB OR

8.3

SCHOOL, BY PAYING THE REQUIRED FEES ON THE MEMBERSHIP PLATFORM THIS REGISTRATION IS VALID FOR APPROX 1 YEAR, FROM THE DAY OF PAYMENT.

8.4

THE GAMES FEES COVER 1 SEASON ONLY AND MUST BE PAID PRIOR TO PLAYING THE FIRST GAME OF EACH SEASON.

8.5

A SENIOR COMPETITION FOR MALE AND FEMALE MAY BE ADDED IF SUFFICIENT TEAMS ARE AVAILABLE.

8.6

UNDER NO CIRCUMSTANCES CAN A PLAYER TAKE THE COURT UNLESS THEY ARE REGISTERED AND HAVE PAID THE APPROPRIATE FEES.

8.7

ANY TEAM FOUND TO BE PLAYING AN UNREGISTERED PLAYER OR PLAYERS SHALL LOSE 3 COMPETITION POINTS PER GAME PLAYED. TO BE ACCEPTED INTO THE ALBURY JUNIOR BASKETBALL COMPETITION ALL CLUBS MUST NOMINATE THEIR TEAMS AND PROPOSED

8.8

PLAYERS USING THE CORRECT NOMINATION PROCESS. THIS PROCESS IS TO BE COMPLETE AS ADVISED BY THE ALBURY BASKETBALL ASSOCIATION INC. ADMINISTRATOR, BY THE ADVERTISED NOMINATION DATE PRIOR TO THE COMMENCEMENT OF COMPETITION. ALL CLUBS AND SCHOOLS MUST ENTER PLAYERS INTO TEAMS ON COMPETITION SOFTWARE BY THE FIRST WEEK OF COMPETITION. NOMINATION FORMS WILL ONLY BE ACCEPTED BY THE ALBURY BASKETBALL ASSOCIATION INC. ADMINISTRATOR WITH A MINIMUM OF

8.9

7 REGISTERED PLAYERS, WITH ALL THEIR RELEVANT DETAILS. CLUBS ARE RESPONSIBLE FOR ENTERING TEAMS AND MAINTAINING TEAM NUMBERS AND ATTENDANCE.

IF THERE ARE INSUFFICIENT TEAMS FOR EITHER A DIV 1 OR DIV 2 COMPETITION, TEAMS WILL PLAY 3 ROUNDS TO ALLOW THE

8.10

COMPETITIONS COMMITTEE TO REGRADE TEAMS. IF THERE ARE INSUFFICIENT TEAMS IN A DIVISION, CLUBS WILL BE ASKED TO REVIEW THOSE TEAMS WITH A VIEW TO REGRADING.

THE TEAMS WILL BE ACCEPTED INTO THE AGE GROUP & DIVISION NOMINATED FOR, WITH THE FOLLOWING PROVISIONS.

8.11

CLUBS MUST NOMINATE THEIR BEST PLAYERS IN THE HIGHEST DIVISION AVAILABLE.

8.11.1

DIVISION TWO & THREE COMPETITIONS ARE RECOMMENDED FOR NEW PLAYERS OR THOSE WITH A LOWER LEVEL OF SKILL,

8.11.2

NOT FOR REPRESENTATIVE STANDARD PLAYERS, OR THOSE CURRENTLY PLAYING REPRESENTATIVE BASKETBALL. CLUBS MAY BE ASKED BY THE COMPETITION COMMITTEE TO SPLIT NOMINATED TEAMS WITH A VIEW TO BALANCING THE

8.11.3

COMPETITION. IN THE INTERESTS OF COMPETITION BALANCE, PLAYER'S NOMINATING AFTER COMPETITION HAS COMMENCED, MAY HAVE THEIR CHOICE OF TEAM RESTRICTED.

ANY TEAM BEING REGRADED WILL RETAIN POINTS ALREADY GAINED.

8.12

ALL JUNIOR PLAYERS (INCLUDING REPRESENTATIVE PLAYERS) MUST FIRST PLAY IN THEIR OWN AGE DIVISION PRIOR TO PLAYING IN

8.13

ANOTHER HIGHER AGE DIVISION.

ANY PLAYER MAY PLAY IN AN AGE GROUP OR DIVISION ABOVE THE ONE THEY HAVE NOMINATED IN, TO PLAY AN EXTRA GAME PER

8.14

WEEK, OR TO HELP A CLUB TEAM AVOID A FORFEIT. HOWEVER A PLAYER CANNOT COME DOWN AN AGE DIVISION. (I.E. UNDER 14 DIV. 1 PLAYER CANNOT PLAY IN UNDER 14 DIV. 2. THAT PLAYER COULD PLAY UNDER 16 DIV. 1 OR DIV. 2.

IF THE SAME PLAYER PLAYS MORE THAN 4 GAMES IN THE SAME TEAM TO AVOID A FORFEIT FOR THE SEASON, THEN THAT PLAYER WILL

8.15

BE DEEMED AS A PERMANENT PLAYER AND IS REQUIRED TO PAY ADDITIONAL GAME FEES. THESE FEES ARE TO BE PAID AS SET BY THE ALBURY BASKETBALL ASSOCIATION INC. ADMINISTRATOR AND ONCE PAID THE PLAYER CAN CONTINUE TO PLAY IN THE HIGHER DIVISION.

PLAYERS MUST PLAY A MINIMUM OF 40% OF THEIR TEAMS AVAILABLE GAMES TO QUALIFY FOR FINALS IN THE NOMINATED TEAM. IF

8.16

THE 40% IS NOT A WHOLE NUMBER, THEN THE NEXT LOWER WHOLE NUMBER WILL BE USED.

FOR A BYE TO COUNT AS A GAME PLAYED A PLAYER MUST PLAY EITHER SIDE OF THE BYE.

8.17

PLAYERS IN A TEAM "FORFEITED TO" WILL BE CREDITED WITH THE GAME NOT PLAYED.

8.18

REPRESENTATIVE PLAYERS WHO DO NOT PLAY IN THEIR CLUB GAME ON THE DAY/NIGHT OF DEPARTURE FOR A REPRESENTATIVE TRIP,

8.19

WILL BE CREDITED WITH HAVING PLAYED THAT GAME.

8.20

APPLICATIONS FOR EXEMPTIONS FROM ANY OF THE ABOVE ALBURY BASKETBALL ASSOCIATION INC. "PLAYER RESTRICTIONS," WILL ONLY BE RECEIVED IN WRITING FROM CLUBS TO THE ABA OPERATIONS MANAGER.

8.21

THE ABA HAS THE RIGHT TO REQUEST A PLAYER SHOW PROOF OF IDENTITY. IF FOUND TO BE PLAYING UNDER A FALSE NAME, THE PLAYER WILL TAKE NO FURTHER PART IN ANY GAME AND THE TEAM WILL HAVE THE GAME RECORDED AS A 20 - 0 LOSS. **8.22**

COUGARS REPRESENTATIVE PLAYERS (SPECIFIC RULES)

8.22.1

ALL COUGAR REPRESENTATIVE PLAYERS MUST BE ENCOURAGED TO PLAY IN A DIVISION 1 TEAM.

8.22.2

REPRESENTATIVE TEAMS MAY BE PERMITTED TO PLAY IN THE DOMESTIC COMPETITION AT THE DISCRETION OF THE COMPETITIONS COMMITTEE. THIS WILL ONLY BE CONSIDERED IF THE TEAM DOES NOT CREATE A BYE, AND THEY MUST PLAY IN DIVISION 1 OF THE HIGHER AGE GROUP. THE TEAM MUST BE NOMINATED UNDER THEIR COUGARS NAME E.G. U12 BOYS REP, AND ARE REQUIRED TO PLAY IN AN ALBURY COUGARS SINGLET FOR IDENTIFICATION, AND COMMON KNOWLEDGE. REPRESENTATIVE TEAMS / PLAYERS MUST EACH PAY A SECOND GAME FEE AS ADVISED BY THE ALBURY BASKETBALL ASSOCIATION INC. ADMINISTRATOR IN ACCORDANCE WITH CLAUSE 8.15.

8.22.3

REPRESENTATIVE TEAMS NOMINATED IN DOMESTIC COMPETITIONS ARE NOT ELIGIBLE TO PLAY FINALS.

TRANSFERS

9.

IF A PLAYER WISHES TO CHANGE CLUBS AT THE END OF A SEASON, THE CLUB WHICH THEY ARE TRANSFERRING TO MUST NOTIFY THE

9.1

CLUB THE PLAYER IS LEAVING BY LODGING A TRANSFER APPLICATION THROUGH THE REGISTRATION PLATFORM. A VERBAL CLEARANCE IS NOT AN ACCEPTABLE CLEARANCE & THE CLUB MAY PROTEST THE LOSS OF A PLAYER TO ANOTHER CLUB IF THEY

9.2

HAVE NOT RECEIVED THE CORRECT CLEARANCE FORM, 1 WEEK PRIOR TO THE COMMENCEMENT OF THE PLAYING SEASON. A TRANSFER MAY BE DISALLOWED IF THE PLAYER STILL OWES EITHER MONEY, UNIFORM OR OTHER PROPERTY TO THE CLUB THEY INTEND

9.3

TO LEAVE.

THE CLUB FROM WHICH A PLAYER IS TRANSFERRING HAS 7 DAYS FROM RECEIPT OF THE TRANSFER TO FORWARD IT TO THE ALBURY

9.4

BASKETBALL ASSOCIATION INC. ADMINISTRATOR FOR FINALISATION.

A PLAYER CAN ONLY CHANGE TEAMS DURING THE SEASON WITH CLEARANCE FROM THERE CURRENT CLUB. THIS SHOULD BE ONLY DUE

9.5

TO COMPASSIONATE CIRCUMSTANCES AND NOT TO GAIN A TEAM AN ADVANTAGE.

ANY DISPUTES BETWEEN CLUBS REGARDING TRANSFERS WILL BE DECIDED BY THE ABA BOARD AND COMPETITIONS ADMINISTRATOR

9.6

UNIFORMS

10.

ALL PLAYERS IN A TEAM MUST HAVE A SINGLET / TOP OF UNIFORM DESIGN & COLOUR.

10.1

PLAYERS MUST WEAR BASKETBALL STYLE SPORTS SHORTS OF UNIFORM COLOUR, TRIM & WITHOUT POCKETS. FOR INSURANCE REASONS

10.2

SHORTS ARE NOT PERMITTED TO HAVE POCKETS. LACK OF A MOTIF OR A MANUFACTURERS MOTIF WILL NOT BE REASON TO PREVENT A PLAYER TAKING THE COURT.

PLAYERS HAVE UNTIL THE COMPLETION OF ROUND 3 TO BE IN CORRECT UNIFORM. AT THE COMMENCEMENT OF ROUND 4 ALL PLAYERS

10.3

MUST BE IN THE SAME UNIFORM, OTHERWISE PLAYERS MAY NOT BE ALLOWED TO TAKE THE COURT.

PLAYERS WHO ARE FILLING IN FOR A TEAM THAT IS SHORT OF PLAYERS ARE PERMITTED TO WEAR THE UNIFORM FROM THAT TEAM

10.4

PROVIDED IT IS OF SIMILAR COLOUR, OTHERWISE THAT TEAM ARE REQUIRED TO WEAR BIBS. FILL IN PLAYERS MAY PLAY IN NO OO. PLAYERS IN THE FINALS OF ANY GRADE MUST BE WEARING THE CORRECT UNIFORM TO BE ELIGIBLE TO PLAY.

10.5

IN THE CASE OF A CLASH OF UNIFORM COLOURS, THE TEAM NAMED FIRST IN THE DRAW SHALL WEAR THE ASSOCIATION BIBS OVER

10.6

THEIR TOPS. REFEREES WILL MAKE THESE AVAILABLE VIA THE ALBURY BASKETBALL ASSOCIATION INC.

11.

JEWELLERY & HAIR ACCESSORIES

ALL ITEMS THAT CAN BE REMOVED MUST BE REMOVED FROM BOTH PLAYERS & OFFICIALS.

11.1

NO HAIR ACCESSORIES TO BE WORN EXCEPT PLAIN HAIR TIE & BOBBY PINS.

11.2

LONG HAIR IS TO BE WORN IN A PONY TAIL OR BUN.

11.3

NO FALSE FINGERNAILS.

11.4

LONG NAILS ARE TO BE MANICURED AND CUT SHORT.

11.5

FAILURE TO COMPLY WITH THE ABOVE ALBURY BASKETBALL ASSOCIATION INC. REQUIREMENTS WILL RESULT IN PLAYERS NOT BEING

11.6

ABLE TO TAKE THE COURT TO PLAY.

PLAYING RULES;

12.

IT IS RECOMMENDED THAT ALL PLAYERS HAVE REACHED THEIR 7TH BIRTHDAY PRIOR TO JOINING THE COMPETITION.

12.1

MAN TO MAN DEFENCE MUST BE PLAYED IN ALL AGE GROUPS / DIVISIONS, ZONE DEFENCE IS NOT PERMITTED AT ANY TIME.

12.2

A PLAYER OR COACH RECEIVING A TECHNICAL FOUL WILL GIVE AWAY 1 FREE THROW AND POSSESSION OF THE BALL TO THE OPPOSING

12.3

TEAM, A DISQUALIFYING FOUL OR UNSPORTSMANLIKE FOUL WILL GIVE AWAY TWO FREE THROWS AND POSSESSION OF THE BALL TO THE OPPOSING TEAM.

UPON RECEIVING EITHER 2 TECHNICAL FOULS OR UNSPORTSMANLIKE FOULS, PLAYERS AND / OR COACHES WILL BE DISQUALIFIED FOR

12.4

THE REMAINDER OF THE GAME & ASKED TO LEAVE THE PLAYING AREA (F.I.B.A. RULES). THE PLAYER MAY BE REPLACED.

THE ABA TECHNICAL FOUL POLICY WILL BE FOLLOWED UPON PLAYERS RECEIVING TECHNICAL FOULS

12.5

MERCY RULE. WHEN ANY TEAM REACHES 20 POINTS IN FRONT OF THE OPPOSITION THEY MUST PLAY HALF COURT MAN TO MAN

12.6

DEFENCE. THE TEAM LEADING BY MORE THAN 20 POINTS MUST ALLOW THE OPPOSING TEAM TO BRING THE BALL OVER HALF COURT

LINE. A COACH CAN ASK THE REFEREE TO NOT ENFORCE THE MERCY RULE IF THEY FEEL IT IS NOT IN THE BEST INTERESTS OF THEIR TEAMS DEVELOPMENT.

A PLAYER MAY ONLY PLAY FOR THEIR NOMINATED CLUB.

12.7

THREE POINT BASKETS IN UNDER 10'S AND 12'S ARE NOT PERMITTED.

12.8

UNDER 12'S PLAYERS WILL TAKE FREE THROWS FROM THE MIDPOINT BETWEEN THE BROKEN LINE & THE FREE THROW LINE.

12.9

UNDER 10 COMPETITION SPECIFIC RULES

12.10

12.10.1

COACHES ARE PERMITTED ON THE PLAYING COURT IN ALL UNDER 10 GAMES FOR THE PURPOSES OF INSTRUCTION AND COACHING. IT IS IMPERATIVE THAT COACHES DON'T OBSTRUCT PLAY OR ENGAGE WITH THE OPPOSITION PLAYERS. **12.10.2F** IN ALL UNDER 10 GAMES AFTER A TEAM HAS SCORED THEY MUST GO BACK OVER HALF COURT BEFORE PLAYING DEFENCE TO ALLOW THE OTHER TEAM TO BRING THE BALL UP FREELY.

12.10.3

IN ALL UNDER 10 GAMES COACHES SHOULD ENCOURAGE ALL PLAYERS TO HAVE NO MORE THAN 5 DRIBBLES (GRANT SOME LEEWAY) PRIOR TO DISTRIBUTING THE BALL.

12.10.4

HALFWAY VIOLATIONS WILL NOT BE CALLED IN ANY UNDER 10 MATCHES

12.10.5

THREE POINT BASKETS IN UNDER 10'S ARE NOT PERMITTED.

12.10.6

FREE THROWS IN UNDER 10'S WILL BE TAKEN FROM THE BROKEN LINE, INSIDE THE NORMAL FREE THROW LINE. **13.**

REFEREE REQUIREMENTS

REFEREES MUST BE IN CORRECT UNIFORM TO OFFICIATE IN ANY GAME OF THE COMPETITION.

13.1

IF A REFEREE IS UNABLE TO OFFICIATE A GAME, IT IS THEIR RESPONSIBILITY TO NOTIFY THE RESPONSIBLE PERSON IN SUFFICIENT TIME

13.2

TO ALLOW A REPLACEMENT TO BE FOUND. FAILURE TO COMPLY WILL RESULT IN LOSS OF HALF OF THE NEXT GAME PAYMENT. REFEREES MUST SIGN OFF AT THE END OF EACH GAME ON STADIUM SCORING AS REQUIRED BY THE ALBURY BASKETBALL

13.3

ASSOCIATION INC. ADMINISTRATOR. IN THE EVENT STADIUM SCORING IS NOT AVAILABLE THE REFEREE MUST SIGN AND COMPLETE THE GAME SCORE SHEET CORRECTLY. THE COMPLETED SCORE SHEET(S) AND GAME BALL MUST BE GIVEN TO THE ALBURY BASKETBALL ASSOCIATION INC. ADMINISTRATOR AT THE CONCLUSION OF THE GAME.

14.

COACHES

14.1

IT IS EXPECTED THAT COACHES CONDUCT THEMSELVES IN A MANNER THAT BEST REPRESENTS THEIR CLUBS AND THE ASSOCIATION. ANY BEHAVIOUR DEEMED INAPPROPRIATE MAY RESULT IN SUSPENSION FROM COACHING ACTIVITIES.

14.2

ALL CLUB AND REPRESENTATIVE COACHES MUST:

1. REGISTER AS A VOLUNTEER WITH THE REGISTRATION PLATFORM.
2. COMPLETE A WWCC PRIOR TO COMMENCEMENT OF COACHING AND PROVIDE THEIR CLUB A COPY OF THIS CERTIFICATE **15.**

COMMITTEE

15.1

ANY COMMITTEES REQUIRED TO RUN THE AFFAIRS OF ALBURY BASKETBALL ASSOCIATION INC. JUNIOR COMPETITIONS WILL BE APPOINTED BY THE BOARD AS REQUIRED.

15.2

NORMAL COMMITTEE RULES APPLY TO ANY & ALL COMMITTEES CONSTRUCTED BY THE BOARD.

INJURIES

16.

ANY PLAYER OR OFFICIAL INJURED IN A GAME MUST RECORD SUCH INJURY THROUGH THE JOTFORM LINK PROVIDED BY ABA AS WELL AS

16.1

THE BNSW INJURY REPORT FORM FOUND ON THE BNSW WEBSITE. TO BE ELIGIBLE FOR ANY CLAIM ON INSURANCE, PLAYERS MUST BE CURRENTLY REGISTERED.

17.

EXTRAORDINARY CIRCUMSTANCE;

17.1

BY – LAWS MAY BE CHANGED DURING THE SEASON UPON THE CALLING OF A SPECIAL GENERAL MEETING BY THE BOARD AND REGISTERED MEMBERS.

18. CODE OF CONDUCT;

18.1 ALL PLAYERS, COACHES, OFFICIALS, VOLUNTEERS AND SPECTATORS WILL BE EXPECTED TO ADHERE TO THE BASKETBALL NSW CODES OF CONDUCT. THESE CAN BE FOUND ON THE BNSW WEBSITE AT [HTTPS://WWW.BNSW.COM.AU/ABOUT/RESOURCE-DIRECTORY/](https://www.bnsw.com.au/about/resource-directory/) ALONG WITH POTENTIAL PENALTIES FOR BREACHES OF THESE POLICIES