



Parramatta Cumberland Basketball Association (PCBA) Junior and Senior Competition Rules

Table of Contents

1. COMPETITION STRUCTURE	2
2. REGISTRATIONS AND AFFILIATIONS	2
3. CLUB/ TEAM STRUCTURE	3
4. CODE OF CONDUCT	4
5. UNIFORMS	4
6. TIMING OF THE GAMES IN THE SENIOR COMPETITION	5
7. TIMING OF THE GAMES IN THE JUNIOR COMPETITION	6
8. MERCY RULE IN THE JUNIOR COMPETITION	6
9. NO ZONE	6
10. COMPETITION POINTS	7
11. SCORETABLE	7
12. FINAL PLACINGS	7
13. ELIGIBILITY OF PLAYERS	8
14. REPRESENTATIVE PLAYERS	8
15. FORFEITS AND FINES	9
16. PROMOTION AND RELEGATION OF TEAMS	10
17. DISPUTES AND PROTESTS	10
18. REPORTED PLAYERS & DISCIPLINE	10
19. INJURIES	11
20. DEFERRING OF GAMES	11
21. UNISEX GAME RULES	11
22. WHEELCHAIR COMPETITION	11

PREAMBLE

Above all the Parramatta Cumberland Basketball Association (PCBA) values fair play and good sportsmanship in our competitions. PCBA basketball competitions are run to promote the development of basketball in our community. The promotion of basketball also aids in the development of fitness, teamwork and sportsmanship in our community. To achieve this, the PCBA expects all participants to adhere to the spirit of the by-laws and play all games in a fair and equitable manner. The displaying of a "win at all costs attitude" is not welcome in our competitions, rather, playing games competitively but in a fair and enjoyable manner is encouraged. Therefore the PCBA reserves the right to make decisions that give effect to the intention of the by-laws better than the literal interpretation.

1. COMPETITION STRUCTURE

- 1.1. All games under the jurisdiction of the PCBA shall be conducted according to the rules of the game as set out in the FIBA Basketball Rules except where variations are listed.
- 1.2. All games will be under the control of the PCBA who will be responsible for receiving nomination forms, bond/nomination fees, court fees and fines.
- 1.3. All competitions run by the PCBA are to be overseen by the Competition Committee which is chaired by an elected Board Member. The Competition Committee is responsible for the development of policy regarding the running of Competitions at PCBA and the hearing of appeals regarding decisions made by the Competitions Manager.
- 1.4. The day to day running and administration of competitions is the responsibility of the Competition Manager employed by the PCBA for this purpose. The Competition Manager will ensure that Competition by-laws are adhered to. Any appeals lodged against decisions made by the Competitions Manager will in the first instance be referred to the Competition Committee for consideration. Any changes to the by-laws will be recommended by the Competition Committee to the Board for approval. The Board of the PCBA is the final arbitrator on decisions regarding by-laws and appeals against decisions of the Competition Committee.
- 1.5. The Competition Manager has the right to promote and relegate teams based on their performance in the previous competition.
- 1.6. Any request for exemptions to the by-laws must be in writing, signed and addressed to the Competition Manager for consideration.
- 1.7. All competition fees shall be an amount determined by the Competition Committee and approved by the Board of Directors.
- 1.8. PCBA runs one competition for senior teams. This competition has multiple divisions e.g. Div1M, Div2W. Each division can be further subdivided into grades e.g. Div1MA, Div1MB.
- 1.9. The PCBA runs multiple competitions for junior teams. These competitions are based on age groups e.g. Under10M, Under12W. Each junior competition can consist of divisions e.g. Under14M1, Under14M2. As well a division of a junior competition can be further subdivided into grades e.g. Under14M1A, Under 14M1B.

2. REGISTRATIONS AND AFFILIATIONS

- 2.1. It is each individual's responsibility to ensure that they are registered with PCBA before taking the court for their first game.
- 2.2. It is the player's responsibility to maintain current registration at all times. PCBA reserves the right to refuse participation to any unregistered party.
- 2.3 All juniors must supply to the PCBA an original proof of age at the first registration.
- 2.4. At the time of affiliation, proof of registration with another Association must be provided or full registration fees will apply.

2.5. No registration or affiliation will be accepted without payment of the appropriate fee. If a registration card is issued this must be carried at all times when participating at games under the control of the PCBA.

2.6. Any team playing an unregistered player will lose three (3) competition points for that game and be fined a set fee.

2.7. A player who has their 18th birthday on or before the 31st December of that year must register in the senior competition.

2.8. The PCBA reserves the right to inquire into player's registration details through Basketball NSW, Basketball Australia and affiliated Associations to ensure that the registrations are current.

2.9. All junior players must be under the age of their nominated grade as at December 31, in that year, unless approved by the Competition Manager

3. CLUB/ TEAM STRUCTURE

3.1. A club shall consist of any organization which enters one (1) or more teams into a competition run by the PCBA.

3.2. Once a player has played one (1) game for a club/team in a particular competition/division/grade then they cannot then play for any other club/team in that competition/division/grade unless approved by the competition management.

3.3. Where a club has two (2) or more teams entered in the one level of competition e.g. Div4MA, they will be treated as two (2) separate clubs and no movement of players will be permitted between the two (2) teams.

3.4. A player filling in for a higher division/grade may only play for one team if their club has two (2) or more teams in that division/grade.

3.5. Once a player has played three (3) games in a higher division within the age group of their registered division, they must stay in the division of their third (3rd) game played.

3.6. A player's details must be recorded on their teams nomination form prior to playing their first game. Should this not be done, then the first game that the player plays in, shall be deemed to be their nominated team and division/grade.

3.7. A player who has been reallocated to a higher division/grade may not play in any lower grade or division for the remainder of that competition.

3.8. Junior teams must nominate an adult to supervise during their game, failure to provide adult supervision may result in the team being disqualified from the competition.

3.9. The nominated adult for each junior team must provide a current working with children check on the team nomination form.

3.10. No team shall have more than twelve (12) players for any one game. A player shall be eligible to represent his/her club in any division/grade in which he/she is eligible. However no player shall play in two games where the game times overlap. The first game has to be finished before the player can play in another game in a different competition.

3.11. No player can transfer from a club or team without the prior permission of the Competition Manager

3.12. Provided all monies due to the PCBA have been paid and the player has clearance from their current club/team the player may apply to the Competition Manager for permission to play for another club/team.

3.13. A player may not play for different clubs/teams in different competitions held by the PCBA. This means a player playing in the junior competition may not play for a different club in the senior, wheelchair, unisex or any other competition which may be run by the PCBA.

3.14. Players who wish to play for a different club in competitions run by the PCBA must lodge an application in writing to the Competition Manager. If the application is approved it is valid only until the 31st December of the year in which the application is made.

3.15. Junior players who are 16 (boys) and 15 (girls) years old or older and playing PCBA representative basketball are permitted to play in PCBA senior competitions. All other junior players i.e. players 17 years and under, wanting to play in the PCBA Senior Competitions must lodge an application in writing to the Competition Manager. If the application is approved it is valid only until the 31st December of the year in which the application is made

4. CODE OF CONDUCT

4.1. It is expected that persons entering a premises under the control of the PCBA will act in a respectful manner towards players, officials, spectators, the building and the equipment.

4.2. PCBA condemns the use of violence in any form from any spectator, player or official towards any spectator, player or official.

4.3. Respect the role and decision of any official. If a player or coach wishes to question an official's call in must be done in a polite and non-threatening manner. Follow the appropriate procedure as detailed in Section 15.1 if you wish to lodge a formal complaint regarding decisions of an official or supervisor of a game.

4.4. Show good sportsmanship by congratulating all participants regardless of the game's outcome.

4.5. Only court supervisors, referee supervisors, referees, coaches or players requesting to be substituted should approach the bench during a game.

4.6. It is expected that all participants and spectators entering any premises under PCBA control/competitions will adhere to the current biosafety policy in place at the time of that competition. Failure to adhere to biosafety guidelines may result in suspensions and/fines or removal of the team from the competition.

5. UNIFORMS

5.1. Teams shall use numbers from 0 to 99. Numbers are to be clearly visible on front and back of singlets or singlet type tops. The size of the numbers shall be 10 cm on the front and 29 cm on the back.

5.2. Players on the same team may not wear duplicate numbers. If players do play with the same number or no number, the following will apply. Any foul called on a player with a duplicate number will also be awarded to the other player on their team with the same

number. Therefore, if player A who is wearing the duplicate number of player B gets 3 fouls and player B gets 2 fouls then both players A and B will be disqualified from the game. This penalty applies from the first week of the competition.

5.3. Players are all required to be correctly uniformed by the third (3rd) week of the competition. All players on the one team must all wear the same uniform. The uniform consists of a singlet and shorts. All players must wear the same colour singlet and shorts. The colour for the shorts and singlets can differ. T shirts under singlets are permitted provided they are the same colour as the singlet. Compression garments under shorts are permitted provided they are the same colour as the shorts.

5.4. After the third week of the competition no changes to player's numbers will be permitted unless approved by the Court Supervisor. Failure to gain approval from the Court Supervisor will result in the player concerned being given a technical foul and until he has had his number changed by the Court Supervisor will not be able to participate in the game. This by-law only applies to those PCBA competitions using electronic scoring.

5.5. Tracksuit pants and long sleeve shirts or jumpers are not allowed to be worn. Unless written approval has been obtained from the Competition Manager.

5.6. Shorts with pockets are not allowed. Players must be in correct uniform by the third (3rd) week of the competition. A penalty will be imposed on a team if after the third week of competition their team is still not in correct uniform. The penalty will be, the offending team will receive a technical foul to be issued only by the court supervisor.

5.7. Where a clash of colour occurs between two teams the second team named on the draw must change their uniform. The Association at times may provide uniforms for casual hire (at a cost.) This needs to be prearranged with the Competitions Manager.

6. TIMING OF THE GAMES IN THE SENIOR COMPETITION

6.1. The timing of games in the senior competition will be determined by the Competition Manager. Details of the timing of each competition will be distributed with nomination forms and with the draws.

6.2. Each team is allowed one (1) timeout per half, except Premier League competitions which allow two (2) time outs per half. The clock shall stop for all timeouts. Each timeout is to be one (1) minute in length.

6.3. Should the game be a tied at the end of the second half during a final series game, extra five (5) minute periods with a one (1) minute intervals, shall be played until the tie can be broken.

6.4. The clock shall stop for every whistle and after a made basket in the last minute of the second half or any extra period except where the score between the two teams is greater than five (5) points. In that instance, the game clock shall not stop. This rule does not apply to fully timed games.

6.5. The use of the shot clock in senior competitions will be determined by the Competition Manager and this information will be distributed on the competition nomination form.

7. TIMING OF THE GAMES IN THE JUNIOR COMPETITION

7.1. All games shall be four (4) eight (8) minute running clock quarters, with one (1) time out per half per team, except were otherwise notified by the Competition Manager.

7.2. The clock will not stop for time outs, unless within ten (10) points in the final two (2) minutes of the fourth quarter.

7.3. No timeouts are permitted when the game clock is under three (3) minutes, unless within ten (10) points in the fourth quarter

7.4. Should the game be tied at the end of the fourth quarter during a final series game, extra five (5) minute periods with one (1) minute intervals, shall be played until the tie can be broken.

8. MERCY RULE IN THE JUNIOR COMPETITION

8.1. All competitions up to and including Under 14. When a team is leading by 20 points or more and the opposition team receives a throw-in, the leading team shall retreat behind their own three-point line until the trailing team, and the ball has progressed over the halfway line. Failure to do so will result in the ball being given back to the trailing team. If the margin reduces below 20 points, then the mercy rule does not apply

8.2. Under 16 & Under 18. When a team is leading by 20 points or more and the opposition team receives a throw-in, the court supervisor and/or the referee supervisor shall approach the team that is trailing and ask if they wish to invoke the mercy rule. If they do, then by-law 8.1 applies.

9. NO ZONE

9.1. All teams/players must play man to man defence in the U10, U12 & U14 competitions. Trapping defences which rotate back into man-to-man principals shall be acceptable.

9.2. A coach who suspects the opposition team/players of not playing man to man defence should seek assistance and adjudication from the court or referee supervisor, or referee committee member.

9.3. If the supervisor/PCBA official agrees that a zone defence is being played the following procedure will be followed:

- A reminder to the coach that all players must play man to man defence;
- Second offence, an official warning to the coach
- Third offence, a bench technical foul

9.4. It is not up to the referees to make a determination as to whether or not a zone defence is being played.

9.5. A coach who believes that an opponent has played a zone defence, but where there is no PCBA supervisor or referee committee member in attendance may inform PCBA of their concern and PCBA will use best endeavours to have a supervisor present for future games.

10. COMPETITION POINTS

10.1. Points will be awarded for the competition as follows;

Round	Win	Loss	Draw	Notified Forfeit	Bye
Single	3	1	2	0	0
Double	6	2	4	0	0

The following will incur a loss of three (3) competition points and a set fine

- Playing an unregistered player
- Playing a player under an assumed name
- Playing an over aged player in the junior competition
- Playing a player from a higher grade/division
- Playing a player who has not been cleared by the Competition Manager.
- Playing a player who is currently suspended from playing
- Failure to provide a suitable person for bench duty

11. SCORETABLE

11.1. Score table volunteers must be a minimum of 15 year old.

11.2. Teams are required to provide a minimum of two volunteers to conduct score table duties.

11.3. If no duty teams are allocated for the competition the playing teams must provide responsible individuals to carry out duty for their game only.

11.4. Score table officials are responsible for supporting the referee in ensuring that the team coach checks in all players. Score table volunteers are not permitted to 'sign in' players to their team list on game day.

11.5. Failure to provide score bench volunteers will result in a loss of 3 competition (leaderboard) points.

12. FINAL PLACINGS

12.1. Positions within a competition will be decided on the points awarded to each team. The team with the most points will be placed at the top of the ladder.

12.2. In the case where teams play an uneven amount of games, the final placing will be determined by the win/loss percentage.

12.3. In the case where points are equal, the position will be decided by the team that won the match involving those two (2) teams.

12.4. If three (3) or more teams finish equal, then the position shall be decided by points for and against on the matches involving only those teams. If points are still equal then points for and against will be tallied for all games played by those teams.

12.5. The structure of a competition finals series will be determined by the Competition Manager and distributed to teams once nominations are closed and draws are finalised.

12.6. The Competition Manager may alter the finals series after draws are distributed as long as all teams are notified of the change.

12.7. For a team to be eligible to play in the finals series they must have paid all monies due to the PCBA.

12.8. Where scheduled games cannot be played, the Competition Manager has the authority to decide whether those games shall be played at an alternative time and date.

13. ELIGIBILITY OF PLAYERS

13.1. No player shall be eligible to play in the finals series unless they have played at least fifty-five percent (55%) of the games in their grade or division.

13.2. The Competition Manager may exempt players from rule 13.1 for the following;

- Players who produce a medical certificate for games missed. Medical certificates will not be accepted on the day of the semi-finals or final. Medical certificates must be forwarded to the Competition Manager prior to the commencement of the final round of the competition.
- For players who have State or National team commitments. An exemption letter must be approved by PCBA Programs and Development Lead and forwarded to the Competition Manager prior to the final round of the competition. No application for exemption will be accepted on the day of the semi-finals or final.
- U/10 players are exempt from the eligibility rule 13.1 provided that their first game is not in a finals series.

13.3. A player is deemed to have played if they are present at the game and has been checked in on the iPad.

13.4. Only twelve (12) players can be eligible to play in the final series per team.

13.5. Any player that plays up into a higher division for 3 or more games is automatically promoted to this division for the remainder of the competition.

14. REPRESENTATIVE PLAYERS

14.1. The Competition Manager reserves the right to restrict the number of representative players from any Association in any one team.

14.2. A representative player shall be any player that is part of the representative program in that current year for any association regardless of division.

14.3. It is the responsibility of each player to inform their club/team organiser that they are a representative player (for any association.) Failure to do so may result in up to 6 competition points being deducted.

14.3. PCBA reserve/development players are classified as representative players.

14.4. A team may register no more than four (4) representative players.

14.5. A team may have a maximum representative player points total of ten (10) points.

14.6. Representative player points system will work as follows

JPL, MJL Division 1/2/3	3 Player Points
MJL Division 4/5	2 Player Points
Development Player	1 Player Point

14.7. Both requirements apply independently. Meeting one requirement does not exempt a team from complying with the other.

14.8. Junior representative players will not be permitted to play lower than division two (2) in any PCBA junior competitions.

14.9. Senior representative players are not permitted to play in a lower grade than division two (2), unless approved by the Competition Manager.

14.10. The status of a “representative player” shall remain for the entire calendar year or until such time as the Competition Manager is satisfied that the player concerned is no longer playing representative basketball.

15. FORFEITS AND FINES

15.1. A minimum of four (4) players are required to start a game. Any team which cannot field a team at the time and place set down in the draw and has not made prior arrangements with the Competition Manager, shall forfeit all points for that game.

15.2. Eight (8) minutes grace will be given from the start of the game before the game is declared a forfeit.

15.3. The following penalties shall be imposed against the team not able to field enough players for the game to commence:

- For the first five (5) minutes two (2) points per minute
- These points shall be awarded to the captain of the team able to commence the game and must be added to the score pad and the scoreboard as the game clock counts down.

15.4. After two consecutive forfeits the team could be disqualified from the competition.

15.5. Teams that are disqualified shall forfeit all monies paid to the PCBA.

15.6. Teams that have outstanding fines will not be accepted back into the competition unless all monies due to PCBA have been paid.

15.7. Individual players from teams with outstanding fines will not be accepted back into the competition conducted by the PCBA until their portion of the outstanding monies has been paid.

15.8. A double forfeit shall result in both teams being fined and both teams will incur a loss of competition points for that game.

15.9. Playing an over aged player in a junior competition (unless written approval from the Competition Manager has been obtained) will incur a forfeit.

16. PROMOTION AND RELEGATION OF TEAMS

16.1. The Competition Manager has the right to promote or relegate teams if necessary for the benefit of the competition.

16.2. A winning team may be promoted to the next higher grade for the next competition provided the team contains substantially the same players.

17. DISPUTES AND PROTESTS

17.1. Any protest against a team, referee, or a decision of the Court Supervisor or any other member of PCBA must be in writing, signed and addressed to the Competition Manager within seven (7) days from the time of the incident. The Competition Committee will deal with all protests without prejudice as soon as is possible.

18. REPORTED PLAYERS & DISCIPLINE

18.1. Any player reported by a referee, court supervisor or duty officials, may be required to undergo an Administrative Tribunal under the control of the Competitions Manager. The player has right to reject the offer of an Administrative Tribunal and appear before a full Tribunal Panel.

18.2. Reported players will be notified by the court supervisor, referee or duty official at the time of the disqualification or within forty-eight (48) hours, where possible, by the Competitions Manager.

18.3. If a full Tribunal hearing is required, it will be held on a weeknight.

18.4. Players, coaches or spectators who have been placed on report may not continue playing and/or attending PCBA run competitions until their case has been assessed by the Administrative or Full Tribunal.

18.5. Any player, coach or spectator who has been reported and either rejects the decision of an Administrative Tribunal or appeals the decision of a tribunal hearing, shall not be permitted to continue playing or attending any PCBA competitions until their case has been resolved.

18.6. If a reported player does not attend the Tribunal after they have been notified of the date and time, the Tribunal Panel may decide to hear the case in their absence.

18.7. The player will be advised of the decision made by either the Administrative Tribunal or the Tribunal Panel.

18.8. PCBA has in place throughout the stadium and its environs CCTV cameras. The footage from these cameras is confidential and will be treated as such. The footage from these cameras will be made available to tribunals when considering actions of players, coaches and spectators who have been placed on report.

18.9. The Competition Manager and the Competition Committee when investigating reports of misconduct by players, coaches and spectators may use where possible, footage provided from security CCTV cameras.

18.10. Where a person (player or coach) receives two technical and/or unsportsmanlike fouls during the season (all grades/teams), they will be suspended for one rostered playing week (all grades/teams.)

18.11. Where a person receives three technical/or unsportsmanlike fouls during the season (all grades/teams), they will be suspended for two rostered playing weeks (all grades/teams.)

18.12. PCBA reserves the right to address articles 18.9 and 18.20 via disciplinary tribunals, administrative tribunals or any other means deemed suitable for the circumstances.

19. INJURIES

19.1. Any player or official injured in a game must record such injuries on an injury report form and have it witnessed by the referee of the game or the court supervisor.

19.2. To be eligible to claim through insurance, a player's registration must be current. Claim forms can be obtained from the PCBA office.

20. DEFERRING OF GAMES

20.1. If a game deferment is required, a minimum of twenty one (21) days notice in writing must be given to the Competition Manager stating the reason for the deferment of the game.

20.2. The Competition Manager reserves the right to decline the deferment if the deferment will cause disruption to the current competition.

20.3. Any appeal against the decision made by the Competition Manager relating to the deferment of a game must be made in writing to the Competition Committee.

21. UNISEX GAME RULES

21.1. Teams should respect that this is a mixed competition and be aware that the referee and supervisors have the power to ensure players play in the spirit of a mixed comp.

21.2. Females compete in the jump ball.

21.3. A size 7 basketball shall be used.

21.4. There must be no more than three males on the court throughout the game.

21.5. A male player may take a defensive position in front of a female player but must not attempt to block her shot, a deflection or touch of the ball is classified as a block. The male's players feet must remain on the ground and his hands kept within his cylinder. The penalty for violating this rule is that the basketball shall count, however persistent offenders of this rule may incur a technical foul.

21.6. The above does not prevent a male player from stealing or attempting to steal the ball from a female player. The rule only applies when the female player is making a legitimate attempt to shoot the ball and applies only after she has picked up the ball and it has reached the level of her shoulder.

21.7. Male players cannot steal the ball from female players outside the three-point line.

22. WHEELCHAIR COMPETITION

22.1 Wheelchair competition shall be run as per the International Wheelchair Basketball Federation and FIBA rules.