

APRIL 19, 2023

**HAWKESBURY AND DISTRICT
BASKETBALL ASSOCIATION INC.
BY-LAWS**





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1. PREAMBLE

- 1.1. HDBA refers to the Hawkesbury and District Basketball Association Incorporated Board of Directors.
- 1.2. Game official refers to Referees and Referee Supervisor.
- 1.3. HDBA is a voluntary organisation of people wishing to facilitate the game of basketball in the Hawkesbury District.
- 1.4. HDBA shall be the governing body for the authorisation, implementation and enforcement of the HDBA By-Laws.
- 1.5. Where a conflict exists between these By-Laws, the FIBA Rules of Basketball and/or Interpretations, Basketball NSW Limited (BASKETBALL NSW) Competition Rules and/or Interpretations, and/or the Official Rules of Basketball, these By-Laws will take precedence.
- 1.6. These By-Laws shall apply to the operation of any domestic competition and participants thereof, operated or directed by HDBA.
- 1.7. In these By-Laws, an Association Official shall refer to:
 - 1.7.1. A current member of the HDBA Executive Committee.
 - 1.7.2. A current member of the HDBA Administration team, including office staff, Court Supervisor and Referee Supervisor.
- 1.8. The HDBA Board will have the final say in all disputes and infractions of these By-Laws.
 - 1.8.1 A Committee appointed by the HDBA Board will make any decisions re these by-laws in the first instance. The Committee will consist of a minimum of three (3) Board members, including an Executive member.
- 1.9 Where the HDBA Board or its Committees sets closing dates, submissions must be in writing, and accompanied by the relevant fee if any. HDBA reserves the right to reject any late submissions.

2. REGISTRATION

- 2.1. All players must be registered or affiliated with HDBA before participating in any trial or competition game. Any team playing an unregistered player will forfeit all points for any game in which that player participates and may be issued with a fine, at the discretion of HDBA.
 - 2.1.2. All participants agree to abide by BNSW Code of Conduct as per Appendix A before being allowed to play.
- 2.2. All Referees, Coaches, and other officials participating within HDBA' competitions must be registered or affiliated with HDBA.
 - 2.2.1 All Referees, Coaches, Managers and other Officials over the age of 18 must have a current Working With Children (WWC) registration.
- 2.3. It is the individual's responsibility to maintain a current registration status. HDBA is not obligated to remind, in advance, any individual of their registration due date.
- 2.4. The onus of proof of registration and/or affiliation lies with the individual. Any individual may be asked to produce registration forms or numbers at any time.

3. GRADING OF TEAMS AND PLAYERS

- 3.1. The Association may conduct Junior Competitions (less than 18 years of age), Youth Competitions (17-19 years of age) and Senior Competitions (Adults Over 18 – subject to 3.9 below). Age brackets



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in competition levels are subject to change and are dependent on the demand in the age group. Changes to age brackets will be notified prior to or at the time of opening up team nominations for the next season.

- 3.2. All players participating in an age governed competition must be able to produce acceptable proof of age when initially registering or upon request by a Game Official or Association Official.
- 3.3. In all age governed (Junior and Youth) competitions, a player will become ineligible to play if their age achieves the upper age limit within the current competition on or before the Grand Final date for that competition.
- 3.4. Once a player has played for one team in a particular age group/division they may not transfer, swap or join another team in that same age group/division/gender within the same competition.
- 3.5. Junior players may participate in a number of competitions as long as the additional games are in a higher age group (see also 3.7).
- 3.6. Junior players may not play more than two (2) age groups higher than the lowest age group that they participate in.
- 3.7. Once a player has played or "filled in" in a higher age group/division for one team, they are not permitted to play for any other team in that age group/division within the same competition.
- 3.8. A player can only play or "fill in" for three (3) games in a higher division. After 3 games they will become ineligible to play in the lower division.
- 3.9. Players will be required to play in the higher division on the fourth (4) game.
- 3.10. There will be no restriction on the number of games played by a junior player in a higher age group and their continued participation in the lower age group, subject to by-laws 3.2, 3.3, 3.4, 3.5 and 3.6.
 - 3.10.1 Juniors wishing to participate in Senior Competitions must have submitted an application form (approved by HDBA) with parental / guardian consent to the HDBA Development Officer a minimum of one (1) week prior to any game that the Junior wishes to participate in.
 - 3.10.2 Once a Junior is approved to participate in Senior Competition that approval will stand until either the Junior qualifies as a Senior player or approval is revoked by either the HDBA Board or the HDBA Development Officer.
 - 3.10.3 Violation of by-law 3.10 will result in removal of the junior player from the game.
 - 3.10.4 Removal of a junior player for any other reason will be at the discretion of an Association Official.
- 3.11 HDBA will have the final say on the grading of teams and players.
 - 3.11.1 Teams winning their respective grades will be reviewed by the Competitions Committee for a promotion to a higher grade.

4. TEAM ENTRY

- 4.1 Teams must submit the official HDBA Team Nomination form accompanied by the entry fee by such date as HDBA requests.
 - 4.1.1 Late submissions will be charged with a late fee at the discretion of HDBA.
- 4.2 Entries will only be accepted if a nominated adult who is prepared to act as Team Manager and/or Coach and appropriate contact details are provided. It is the responsibility of the team to advise any changes in contact details of the team.
 - 4.2.1 Any coach/assistant coach/manager of a junior team, over the age of 18, must provide a current WWC number and date of birth for the team to be accepted at the beginning of each competition.



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- 4.3 Teams may nominate a maximum of ten (10) players.
- 4.3.1 Where a team nominates 11, or adds an 11th, or further player they must nominate which player is to be deleted from the team list, unless the player is a temporary fill-in. Any temporary fill-ins playing 3 games will be deemed to be a member of the team and require a player to be deleted if it brings the number of players to more than 10.
 - 4.3.2 HDBA Representative teams playing in a higher age group for development may be allowed to nominate 12 players but can only play 10 players in any game, including finals.
- 4.4 Teams will be allowed a maximum of three (3) representative / development players (as defined in 4.4.1) in the same age group as their representative commitment. Any junior team wishing to play more than three (3) representative players must play one age group higher than their representative age group commitment.
- 4.4.1 A representative player is a player who is registered to represent any association in any Basketball NSW run competition at the time of team entry. Representative/development player status is maintained for any HDBA domestic competition for that calendar year.
 - 4.4.2 Where the HDBA Domestic competition age group does not marry to the equivalent representative age group the maximum players allowed will carry across the representative age groups applicative to play in that competition. For example for the Under 19's (Youth) competition, the respective representative age will include both Under 18's and Youth League (or any other applicable representative competition), and for the Under 17's Ladies competitions, the representative age will include both U16's and U18's (or any other applicable representative competition).
 - 4.4.3 Exceptions to by-law 4.4 will be decided on by HDBA on a case-by-case basis.
 - 4.4.4 Representative players will not be eligible to compete in the Division 2 Women's Senior Competition or the lowest Men's Senior Competition. Male Senior Representative players cannot play lower than the second highest Men's Division.
- 4.5 Representative players will not be allowed to fill in for a team already having the maximum of three (3) representative players.
- 4.6 HDBA reserves the right to refuse any team name submitted by registering teams. In the event of a team name clash, preference will be given to returning teams or in order of nomination.
- 4.7 HDBA reserves the right to reject any nomination by any team to any competition under its control. Where a team entry is rejected the entry fee will be refunded.
- 4.8 Any team withdrawing or disqualified from a competition after it has commenced will forfeit their nomination entry fee.
- 4.9 Junior Competition at U10 level will be played as a Mixed competition. Teams must nominate at least two (2) female players. A team must have a minimum of one female player on the court all times. If a female player is not available to take the court, the team will play with 4 players. Girl's teams will be restricted to female players.
- 4.10 Junior Competitions at U12 and above will be played in gender-based competitions. The Girl's competition will be restricted to female players only and the Boys competition will be restricted to male players only.
- 4.11 Every team will be required to have paid its fees prior to game time tip off. In the event that team fees are not paid prior to tip off then the unpaid team will be unable to take the court and a penalty will apply. The penalty for delay of game of 2 points per minute will apply and be allocated to the opposing team until the unpaid team has paid and confirmed payment with the court official



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5 UNIFORMS

- 5.1 All players must be correctly attired before taking the court. Any team member out of uniform will incur a two (2) point penalty for each piece of clothing as determined by the Court Supervisor, which will be awarded to the opposing team.
- 5.1.1 Any disputes about team uniforms will be decided on by the Court Supervisor. Should the Court Supervisor be unavailable the Referee Supervisor will be approached next, followed by any other Association Official.
- 5.1.2 Any uniform penalty points must be applied before the commencement of the second half.
- 5.1.3 All Players that are to participate in finals games (including Semi Final and Grand Final) are required to be in team uniform in order to take the court. There will be no option to incur a points penalty for a player to participate not in uniform.
- 5.2 Each player in each team must wear the uniform applicable to his/her team, being of the same predominant colour.
- 5.2.1 'Fill-in' players must wear the same uniform as the team they fill in for. Should a jersey be unavailable a similar singlet/bib must be worn, the similarity being to the satisfaction of an Association Official. No penalty points will be awarded.
- 5.2.2 Teams should not change uniforms mid-season to any colour system that will clash with another existing team within their division, without prior consultation with the HDBA in writing.
- 5.2.3 Hire singlets/bibs may be made available by HDBA for a fee. Singlets will be hired out as a team set only and all players must wear the hire singlet. Singlets will be hired out at the discretion of the Association Official and may be denied for reasons such as health and safety concerns. Each singlet not returned to HDBA at the conclusion of the game will incur an additional fee to the team.
- 5.3 Players deemed as permanent players must acquire a full team uniform within three (3) weeks of competition commencement or joining the team. With the provision of a receipt or other acceptable proof of purchase, an extension may be granted.
- 5.4 A uniform comprises of:
- 5.4.1 Shorts:
- 5.4.1.1 All shorts must be the same predominant colour or plain black.
- 5.4.1.2 Compression pants or 'skins' are permitted under the shorts providing they are the same colour as the uniform or plain black.
- 5.4.1.3 Shorts must not have pockets, zippers or buckles. Turning shorts inside-out is not allowed for those with pockets, zippers or buckles.
- 5.4.2 Singlets:
- 5.4.2.1 All team singlets must be the same colour and design.
- 5.4.2.2 The numbers on singlets must be clearly visible on both the front and back and must be unique to each player.
- 5.4.2.3 T-shirts and compression tops are permitted under the singlet. T-shirts must be the same colour as the main singlet colour or plain black.
- 5.4.2.4 Sponsor's logos and names, team names, and nicknames may be printed on the singlet providing they do not interfere with the singlet numbers and



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are not of an offensive nature.

- 5.4.3 In the event of a uniform clash between two teams, the team indicated as Team A on the score sheet will be fitted with bibs of an alternate colour.
- 5.4.4 Should a team refuse to wear alternate colour, a forfeit will be registered against the team.
- 5.5 Other clothing items and accessories: see BNSW Domestic Basketball Permitted Other Equipment doc (appendix B)
 - 5.5.1 HDBA accepts no responsibility for any injury resulting from jewellery or piercings not visible to a Game Official or Association Official at the commencement of the game. Such items are worn at the risk of the individual.
 - 5.5.2 Under no circumstances is any player to take the court chewing gum.
 - 5.5.3 Spectacles must be secured by an approved sports strap when worn on court.

6 PLAYER QUALIFICATION / ELIGIBILITY

- 6.1 For a player to qualify for the final series they must participate in more than 50% of all scheduled games.
 - 6.1.1 Players not taking the court, will be recorded on the score sheet as being in attendance if they are sitting on the players bench for the game and easily identifiable to the referees as a player (as a minimum wearing the team singlet).
- 6.2 All players must be registered and/or affiliated in order to participate in each game and have their attendance counted towards their qualification for the final series. The penalty for non-compliance is in accordance with by-law 2.1.
- 6.3 In the event of injury or exceptional circumstances a player may apply for special consideration. Applications shall be made in writing to the Association Secretary, accompanied by a doctor's certificate or other appropriate form of proof no later than the second last week of the competition. Special consideration may be awarded on a case-by-case basis at the discretion of HDBA.
- 6.4 No byes will be counted towards player qualification.
- 6.5 Forfeits will not be counted towards player qualification for the forfeiting team, but will count towards player qualification for all opposing players.
- 6.6 Players will be marked as attending for player qualification by a Game Official before the commencement of the second half after being sighted by said Game Official. Players arriving late will be permitted to take the court and marked as attending up until the commencement of the second half.
- 6.7 All 'fill-in' players must be approved and added to the team list by an Association Official before they take the court and prior to the game tip off time. In the event of a delay in the game starting due to the "fill-in" not being approved and added to the team list prior to the game tip off time then a 2 point per minute penalty will apply. Games where players are classified as 'fill-ins' will not count towards player qualification for any other team/competition.
 - 6.7.1 In the event a player's name is added without HDBA approval, the game will be scored as in the case of a forfeit. Points will be attributed as per 8.3.6.
 - 6.7.2 The maximum number of 'fill-in' players for any team is three (3) and the



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maximum number of players on any team with 'fill-in' players is six (6).

7 DUTY AND FORFEITS

7.1 Duty:

7.1.1 All Competitions:

- 7.1.1.1 Each team must provide a minimum of one (1) competent bench person, who is at least sixteen (16) years of age.
- 7.1.1.2 The only other minors deemed competent to perform bench duty are junior Game Officials.
- 7.1.1.3 Failure to adhere to by-law 7.1.1.1 may result in a forfeit.

7.2 Forfeit:

- 7.2.1 Games shall commence at the scheduled game time where practicable.
- 7.2.2 Teams must have a minimum of four (4) players at the commencement of the game in order to take the court. This can then be reduced to a minimum of two (2) once play has been initiated.
- 7.2.3 Failure to comply with by-law 7.2.2 will result in the game clock starting and the following:
 - 7.2.3.1 Two (2) points will be awarded to the opposing team, for every minute the offending team is unable to field the minimum number of players.
 - 7.2.3.2 Once the minimum number of players has been achieved the game will start at the current time and score.
 - 7.2.3.3 A game will be declared a game forfeit after ten (10) minutes has expired and twenty (20) points will be awarded to the opposing team.
 - 7.2.3.4 Teams charged with a game forfeit will attract a penalty of double court fees and no competition points will be awarded.
- 7.2.4 Where notice is given of an intention to forfeit the following will apply:
 - 7.2.4.1 At least 36 hours notice – Game Fee payable, 0 competition points; At least 72 hours notice – No financial penalty, 0 competition points. Less than 36 hours – as per 7.2.3.4
- 7.2.5 Where there is a forfeit, notified or not, the score will be recorded as 20-0 against the forfeiting team, and the winning team shall receive their entitled three (3) competition points for the win.
- 7.2.6 Any team forfeiting three (3) times within a competition may be disqualified from the competition and/or final series.

8 COMPETITION RULES, TIMING AND RESULTS

8.1 Timing:

8.1.1 All competition games will consist of the following:

- 8.1.1.1 Two (2) halves of twenty (20) minutes duration.
- 8.1.1.2 One (1) half time period of two (2) minutes duration.
- 8.1.1.3 Two (2) time outs per team, per half, of one (1) minute duration.
- 8.1.1.4 A time out may not be taken in the last three (3) minutes of the second half.
- 8.1.1.5 The clock will not stop, including during time outs, except for an injury, if



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determined by the Court Supervisor or a referee's timeout.

8.1.1.6 In the event of a tied score the game will be recorded as a draw.

8.1.2 Final series games will consist of the following:

8.1.2.1 One (1) warm up period of five (5) minutes duration.

8.1.2.2 Two (2) halves of twenty (20) minutes duration.

8.1.2.3 One (1) half time period of two (2) minutes duration.

8.1.2.4 Two (2) time outs per team, per half, of one (1) minute duration.

8.1.2.5 During round robin matches teams will be ineligible to request a time out.
Officials can sanction a time out if deemed necessary.

8.1.2.6 The clock will stop for time outs and referees time outs.

8.1.2.7 Only the last two (2) minutes of the second half will be fully timed,
including after a basket is made.

8.1.2.8 The clock will not stop for an injury, unless determined by the Court
Supervisor.

8.1.2.9 In the event of a draw, teams will be given a two (2) minute break before the
commencement of an extra period. The foul count for each team will remain the
same for any following extra period. One (1) time out will be permitted per team
per extra period of one (1) minute duration.

8.1.2.10 Final series games must have a winner. In the event of a draw extra
periods of three (3) minutes for junior and five minutes for seniors and youth
will be played and each extra period will be fully timed, including after a
basket.

8.2 Rules:

8.2.1 Teams will be considered in 'foul trouble' on the eighth (8th) and subsequent foul.

8.2.2 Bonus shots will be awarded on the eighth (8th) and subsequent foul unless the eighth
(8th) or subsequent foul is an offensive foul.

8.2.3 The three (3) point basket will not exist in the Under 10's or Under 12's competition. All
baskets made outside of the two (2) point area will be considered a two (2) point basket
also.

8.2.4 Free throws in Under 10's and 12's will be taken from the junior line, located sixty (60)
centimetres in front of the free throw line or four (4) metres from the backboard.

8.2.5 Zone defence is not permitted in the Under 10's, 12's and 14's competitions. All team
members must play a man-to-man defence.

8.2.5.1 Any defence played in the half court which does not incorporate normal man
to man defensive principles shall be considered to be a zone. For this
purpose, trapping defences which rotate back to man defensive principles
shall be acceptable.

8.2.5.2 Violations of the Zone Defence rule shall fall into one of the four
categories listed below:

8.2.5.2.1 One or more player(s) was/were not in an acceptable man to man
defensive position in relation to their man and the ball.

8.2.5.2.2 A cutter moved all the way through the key and was not defended
using acceptable man to man defensive techniques
– for example, bumped, switched, followed.



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8.2.5.2.3 Following a trapping or help and recover situation, the team made no attempt to re-establish man to man defensive positioning.

8.2.5.2.4 The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.

8.2.5.3 Teams suspected of breaching the zone defence rule will be assessed by the Referee Supervisor; should the Referee Supervisor be unavailable the Court Supervisor will be approached next, followed by any other Association Official.

8.2.5.4 If a team is deemed to be breaching by-law 8.2.5, the assessing Official will issue a warning to the infringing team's Coach. If the warning is not adhered to, the assessing Official will instruct a Game Official to charge the infringing Coach with a technical foul.

8.2.6 Mercy Rule:

8.2.6.1 Once a twenty (20) point score margin has been established, the leading team must retreat to behind their defensive three (3) point line after every successful basket and may not engage the offense until they have entered the front court, into the three (3) point line and play man to man defence and the losing team Coach may request that the score does not show on the scoreboard (but is still recorded on the bench score).

8.2.6.2 This shall apply until the margin is reduced to a fifteen (15) point difference or the game concludes, whichever occurs first.

8.2.6.3 The Mercy Rule shall only exist for junior competitions.

8.2.6.4 Court Supervisor will apply the mercy rule.

8.2.6.5 The Court Supervisor will then notify the opposing team Coach of their duties under by-laws 8.2.6.1 and 8.2.6.2.

8.2.7 HDBA competitions have a ZERO TOLERANCE for any swearing, abusive or inappropriate language. Infringing players or Coaches will be assessed with a technical foul and may be cited to appear at a Tribunal.

8.2.8 Any Junior Referee is not to be approached during or after games. The correct method is to approach the Referee Supervisor or Court Supervisor. Coaches are not to approach any referee in Under 10's and Under 12's competitions.

8.2.9 Spectators who are deemed to be behaving inappropriately, including swearing, making derogatory or demeaning comments to other spectators, players, coaches, or officials, will be issued with a warning or ejection by the Court Supervisor and may be cited to appear at a Tribunal as per code of conduct and zero tolerance policies.

8.3 Results:

8.3.1 Competition points will be awarded as follows:

- Win = 3 points
- Loss = 1 point
- Draw = 2 points
- Bye = 0 points
- For forfeits as per 7.2

8.3.2 Where a score sheet error is discovered at the time of recording, score and/or results may be altered by an Association Official to reflect the correct result. Teams will be



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advised should the result be altered.

- 8.3.3 In the event of a discrepancy between the score sheet and scoreboard, the score sheet will always take precedence.
- 8.3.4 If a game cannot be played due to factors beyond the control of HDBA, the association reserves the right to reschedule the game to another time and/or date. If the game cannot be rescheduled the game may be declared a draw or the next game will be made a double points game.
- 8.3.5 Where the game has begun and is terminated due to factors beyond the control of HDBA the outcome will be subject to the provision of by-law 8.3.4.
- 8.3.6 **Game lost by Default**
- 8.3.6.1 A team shall lose a game by default if, during the game, the team has fewer than 2 players on the court ready to play.
- 8.3.6.2 If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour. The defaulting team shall receive 1 point in the classification.
- 8.3.7 **Game unable to be completed**
- 8.3.7.1 Abandoned Games, where a game is abandoned or unable to be played (e.g. loss of power to the stadium, melee, extreme injury, extreme weather conditions (inclusive of BNSW Heat Policy Summary) the following formula will be used to determine the result for a game that cannot be completed.
- 8.3.7.2 a) 1st – 3rd Quarter (10 minutes into 2nd half): Margin 20 points or more
- 8.3.7.3 Prior to the commencement of the fourth quarter, if the margin between the two teams is 20 points or more, then the result of the game will stand at the point when the game was abandoned.
- 8.3.7.4 b) 1st – 3rd Quarter (10 minutes into 2nd half): Margin less than 20 points
- 8.3.7.5 Prior to the commencement of the fourth quarter, if the margin between the two teams is less than 20 points, the game will be treated as if it hadn't occurred .
- 8.3.7.6 c) 4th Quarter (last 10 minutes) and Extra Time
- 8.3.7.7 The result of the game will stand at the point when the game was abandoned.
- 8.3.7.8 In the event of two (2) or more teams finishing equal on competition points at the conclusion of competition games, the placing shall be decided as follows:
- The win/loss record of the games between them; then
 - Higher goal difference of the games between them; then
 - Higher number of goals scored in games between them; then
 - Higher goal difference of all games in the group; then
 - Higher number of goals scored in all games in the group.



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8.4 Technical and Unsportsmanlike Fouls:

- 8.4.1 Any player charged with a technical or unsportsmanlike foul will be required to leave the court for a minimum of five (5) minutes as timed by the Game Clock.
- 8.4.2 Any player charged with any combination of two (2) technical or unsportsmanlike fouls in one game shall be automatically disqualified from the game and be asked to leave the court area. The infringer may also be asked to leave the stadium. The offending player will be subject to an administrative review and may be cited to appear at a Tribunal.
- 8.4.3 A coach shall be disqualified from the game if he/she receives two (2) technical fouls on the coach (not including bench), the offending coach will be subject to an administrative review and may be cited to appear at a tribunal.
- 8.4.4 For Junior games, the team manager or another qualified adult will assume the role of Coach, under these circumstances.
- 8.4.5 Where a person (either as a player, coach, assistant coach or manager) accrues 2 Technical and/or Unsportsmanlike fouls issued for behavioural reasons in 2 or more games within a season, this person shall be deemed a 'repeat offender'. Such person will receive a Letter of Warning, advising them that an automatic suspension will be applied for any further Technical or Unsportsmanlike Fouls or other behavioural issues.
- 8.4.6 Any infringements in the final 3 weeks of a competition (including finals games) will carry over to the next competition.
 - 8.4.6.1 A further infringement within the current competition (either as a player, coach, assistant coach or manager) will automatically incur an immediate suspension of 2 game weeks regardless of any other citations and results thereof. Any future infringements within the same competition will incur automatic suspensions of 3 weeks (4th infringement). Continuing infringements after 4 will result in a Disciplinary Tribunal.
 - 8.4.6.2 The person may notify HDBA in writing within five (5) working days of their receipt of their notification of suspension to have the matter referred to a Disciplinary Tribunal where the charges will be assessed as if the fouls were committed in the same game.

9 FINAL SERIES

- 9.1 Player's eligibility is determined by by-laws 2, 3 and 6.
- 9.2 It is the responsibility of the team to ensure that all players qualify to play in the final series with HDBA Administration, this includes semi, preliminary, and grand finals.
- 9.3 Teams must field the final series with a minimum of four (4) eligible and registered and/or affiliated players. Teams unable to do so will forfeit their game and the next qualifying team will take their place.
- 9.4 A notified forfeit, as defined in by-law 7.2 and its subsections, of a Grand Final will result in the next qualifying team taking the forfeiting team's position.
- 9.5 Any forfeit, as defined in by-law 7.2 and its subsections, of a Grand Final will result in the already qualified team for the Grand Final being declared the Competition Winner.
- 9.6 Any forfeit, as defined in by-law 7.2 and its subsections, of a Semi or Preliminary Final will result in the next qualifying team taking the forfeiting team's position if time permits.
- 9.7 Any forfeit, as defined in by-law 7.2 and its subsections, of a Semi or Preliminary Final will result in the game being recorded as a loss for the forfeiting team. The opposing team will then progress to the next round.



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- 9.8 Teams fielding unregistered, and/or unaffiliated, or un-financial players will be disqualified from the final series. HDBA reserves the right to disqualify any team for the infringement of its Competition By-Laws. Disqualification in the final series shall be dealt with in the same manner as forfeits:
- 9.9 Any team disqualified from or forfeiting a final series game will be relegated a position in accordance with by-laws 9.3 through to 9.8 including their respective subsections.

10 COURT RULES AND BENCH AREA

- 10.1 Court Rules:
- 10.1.1 There will be no hanging from the ring (except to avoid injury), grabbing or hanging from the net, or misuse or abuse of equipment and facilities. Failure to comply will result in a two (2) week suspension for offending individuals at the discretion of the Court or Referee Supervisor or any other Association Official.
- 10.2 Bench Area:
- 10.2.1 Teams shall situate themselves on either side of the score bench according to their nomination as Team A and Team B.
- 10.2.2 The 'Bench Area' will begin three (3) metres from the score bench and finish at the team's respective baseline, unless defined otherwise by an HDBA official with delineating markers.
- 10.2.3 Only substitutes ready to enter the game are permitted in the restricted area between the team bench and score bench during play. Infringing coaches, players, and/or team officials will be awarded a technical foul to the infringing team's bench at the discretion of the Game Official.
- 10.2.4 It is the responsibility of the team Coach/Captain to ensure that players, team officials and spectators are located in the correct areas.
- 10.2.5 Spectators and supporters must sit in the allocated area as determined by HDBA.
- 10.2.6 At the conclusion of each game, each team has two (2) minutes to vacate the Bench Area in order for the next playing team to situate themselves in their respective areas.
- 10.2.7 The Court Supervisors area between Courts 5 & 6 is for designated Supervisors and Board Members only. See Appendix C for full Court Supervisor Guidelines.

11 CODE OF CONDUCT

- 11.1 Basketball is a family orientated sport. It is therefore prudent that all participants, whether they are players, coaches, officials, or spectators, adhere to a code of conduct.
- 11.2 All participants of any competition or event organised, facilitated, or held by HDBA shall adhere to the adopted BASKETBALL NSW Codes of Conduct and Behaviour Policies. Failure to do so shall result in the offending parties appearing before the HDBA Judiciary Tribunal.
- 11.2.1 The BASKETBALL NSW Codes of Conduct and Behaviour Policies can be accessed through the following link: www.hawkesburybasketball.com or www.bnsw.com.au.
- 11.3 The HDBA Judiciary Tribunal reserves the right to administer any punishment for breaches of the Codes of Conduct or Behaviour Policies via the BNSW Disciplinary Tribunal By-Laws. <https://www.bnsw.com.au/wp-content/uploads/2021/08/BNSW-Disciplinary-Tribunals-By->



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[Laws.pdf.](#)

12 TRIBUNAL AND DISCIPLINE

- 12.1 HDBA will adopt the BNSW Disciplinary Tribunal By-Laws, as amended by HDBA, in the disciplinary action of its members and/or individuals associated with HDBA. (see Appendix D)
- 12.2 Any player, coach, team official, or team follower may be cited and reported to appear before the HDBA Judiciary Tribunal, if in the opinion of a Game Official, Referee Supervisor, Court Supervisor or Association Official, he or she has:
 - 12.2.1 Drawn the sport of basketball into disrepute.
 - 12.2.2 Drawn the operations or reputation of HDBA into disrepute.
 - 12.2.3 Drawn the role of a Game Official into disrepute.
 - 12.2.4 Acted in a manner that is detrimental to the proper and efficient conduct, control or administration of basketball by HDBA.
 - 12.2.5 Contravened the by-laws, policies or guidelines of any governing body of the sport.
- 12.3 Any team fielding players under false names or birth dates or furnishing false information to achieve participation by a party, regardless of the team's knowledge of the deception, shall forfeit that game and the offending player(s) shall be reported to the Judiciary Tribunal for further action.
- 12.4 Coaches or players disqualified during a game will be required to appear before the HDBA Judiciary Tribunal after administrative review deems it necessary.
- 12.5 Suspended players or individuals may not play, coach, bench, referee or participate in any HDBA competition until the end of said suspension. Failure to comply will result in referral to the Judiciary Tribunal and any game they are involved in being declared a forfeit.
- 12.6 Any player or individual required to appear before the Tribunal may continue to play and/or participate in HDBA competitions until the Tribunal is heard. In the event of suspension and subsequent appeal the player or individual is not permitted to play or participate pending the appeal hearing.
- 12.7 The disqualified person will be given notice by the HDBA office of the time, date, and venue of the Tribunal meeting in accordance with the Tribunal By-laws.
- 12.8 The Game Official must complete a Tribunal Report, where practicable, immediately after the game where a player or coach has been disqualified and lodge it with the Court Supervisor. The Court Supervisor must also complete a Tribunal Report should the actions of a spectator lead to their removal and be deemed necessary to be dealt with by the Judiciary Tribunal.
- 12.9 A Game Official, Referee Supervisor, Court Supervisor or Association Official may report any person to the HDBA Board for appropriate action if needed.
- 12.10 Decisions of HDBA and the Judiciary Tribunal are final, except where an appeal process is provided.
- 12.11 If these By-Laws are silent on any matter, the relevant by-laws of BASKETBALL NSW, or any authorised governing body will be taken into consideration, if not applied, when determining appropriate disciplinary action.

13 COMPLAINTS / PROTESTS / APPEALS

- 13.1 All complaints, protests, and/or appeals must be lodged within seven (7) days of the incident, in writing, signed by the Captain, Coach, Manager, or individual in question, and be addressed to the Association Secretary.



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13.2 All appeals, of an HDBA Judiciary Tribunal decision, must be lodged by the suspended person with the Association's Secretary within seven (7) days of the Tribunal and on the Appeals Form provided.

14 INTERPRETATIONS AND AMENDMENTS

- 14.1 HDBA reserves the right to make decisions or rulings on any matter or issue not specifically covered by these By-Laws notwithstanding the FIBA Rules of Basketball.
- 14.2 Any recommendations or proposals for amendments to these By-Laws must be submitted in writing to the Association Secretary.
- 14.3 The HDBA Board reserves the right to amend these By-Laws as necessary. Any amendments to these By-Laws will be notified in writing by HDBA to all relevant parties.
- 14.4 The HDBA Board reserves the right to waive the By-Laws in part or full for any special circumstances that might arise.
- 14.5 No other party shall be authorised to waive the By-Laws except where authorised to do so in writing by the HDBA Board.
- 14.6 The HDBA Board will have the final say in the interpretation of the By-Laws.

Appendix A – BNSW Code of Conduct

<https://www.bnsw.com.au/wp-content/uploads/2021/08/2021-BNSW-Code-of-Conduct-Flyer.pdf>

Appendix B – BNSW Basketball Permitted Other Equipment

<https://www.bnsw.com.au/wp-content/uploads/2021/08/2021-BNSW-Domestic-Basketball-Permitted-Other-Equipment.pdf>

Appendix C – HDBA Court Supervisor Guidelines

Appendix D – BNSW Disciplinary Tribunal By-Laws

<https://www.bnsw.com.au/wp-content/uploads/2021/08/BNSW-Disciplinary-Tribunals-By-Laws.pdf>