

# Basketball NSW Junior Competitions Regulations

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## **1. TIMING RULES**

- 1.1 Timing regulations for each division/grade shall be:  
U/20, U/18, U/17, U/16 and U/15 – Ten minute quarters fully timed as per the rule book. Twenty-four second rule to apply to all grades. Two time outs in the first half and Three in the second half. One time out in any period of extra time. Extra periods will be of five minutes duration.
- 1.2 U/14,U/13 and U12 Division 1, 2, 3 – Eight minute quarters fully timed. Twenty-four second rule to apply for Division One U/14 only. Two time outs in the first half and Two in the second half. One time out in any period of extra time. Extra periods will be of three minute duration.
- 1.3 **In under 14 Division 1, the shotclock will commence when both the player and ball have entered the frontcourt.**
- 1.4 Two minute break between quarters One & Two and quarters Three & Four and any overtime periods.
- 1.5 Half time intervals shall be a minimum of five (5) minutes.
- 1.6 A warm-up of a minimum of five (5) minutes will take place.

## **2. NO ZONE RULES**

- 2.1 These apply to U/14, U/13, U/12 Competitions.
- 2.2 Refer to Appendix VII Basketball NSW Competitions Manual.

## **3. BALL SIZES**

- 3.1 Size 7-  
Under 18,17,16 Men
- 3.2 **Size 6-**  
**All other grades**

## **4. DRAWN GAMES**

Teams on equal scores at full time will play an extra period/s until a result is achieved. See timing rules.

## **5. ACTS OF GOD**

That the following formula be used to determine the result for a game that cannot be completed.

- 5.1 A 20+ point margin will mean that the result will stand at the score line when the game was abandoned, at any point of the game.
- 5.2 A margin less than 20 points before half time **will be rescheduled.**
- 5.3 A margin of 15+ points between half and three quarter time will mean that the result stands at the score line when the game was abandoned. **Where the margin is less than 15, the game will be rescheduled.**
- 5.4 After three-quarter time, the result stands at the score line when the game was abandoned.
- 5.5 If it is logistically impossible for a game to be rescheduled, each team will be awarded 2 competition points.

## **6. POINT SCORES**

Points will be awarded as follows:

- Two (2) points for a Win
- One (1) point for a Loss
- Nil (0) points for a Forfeit

## **7. RESPONSIBILITY OF HOME ASSOCIATION**

- 7.1 Provide an approved match ball, court, lighting and equipment of first class standard for the match.
- 7.2 Provide Scoretable personnel as set out in Scoretable regulations.
- 7.3 Provide Blood kits, located at the Scoretable, for each game.
- 7.4 Provide the match ball 20 minutes prior to game start to the referees for evaluation and retention until game start.
- 7.5 Provide floor wipers who are old enough to cope: over 10 years of age and a minimum number of two. Floor mops or brooms must be used (NOT hand towels) for health requirements. It is recommended that Medical gloves should also be worn.
- 7.6 Provide clean, hygienic toilets, shower and change rooms for players and officials.

- 7.7 Undertake the duties designated by Basketball NSW in regards to the supervision of the League.
- 7.8 Ensure that the Stadium (playing venue) is opened 30 minutes prior to the first game time.
- 7.9 Ensure that an Emergency First Aid Kit, ice and local Hospital and Dental emergency contact details are readily available at the host venue.
- 7.10 Home Game Controller
  - Each home game Association shall appoint a home game controller.
  - 7.10.1 Fax Basketball NSW scoresheets, summary sheets, tribunal reports, protests at the end of games played.
  - 7.10.2 Results- The original scoresheet, summary sheet and copies of any statistics kept, shall be posted immediately to Basketball NSW on the first business day after the games have been played.
  - 7.10.3 Disqualified Players- To advise any player or coach disqualified during the game of the procedure involved as outlined in Appendix IV of the Competitions Manual.
  - 7.10.4 Paying Referees and other game officials their respective payments prior to the commencement of the team warm up for the game.
  - 7.10.5 Report any incidents to Basketball NSW Competition Manager.
- 7.11 Provide a safe, secure venue.
- 7.12 Provide adequate parking.
- 7.13 Home Referee Supervisor-
  - Supervise and administer Referee needs for games at the venue.
- 7.14 Substandard performance in the area of home club responsibilities may result in fixture relocation and an Association being deemed unacceptable for the following year(s) of the Junior Competition.

## **8. FINALS SERIES – REGIONAL LEAGUES**

Junior League shall be played as follows:

- 8.1 In all Competitions the Page System will be utilised that being two, Semi Finals, a Preliminary Final and Grand Final in all grades, An alternate format may be approved for use, provided that the relevant League/Competition recommend such alternate format in conjunction with the Competitions Department of Basketball NSW.
- 8.2 Final placings at the end of round games shall be determined according to the number of points earned. If teams are equal on points then the classification of teams as set out in the FIBA Rules B Appendix II Basketball NSW Competitions Manual.
- 8.2 Competitions that involve interstate/territory teams. These teams are not allowed to progress to the Major Round II and III State Junior Championships.

## **9. FINALS SERIES – STATE CHAMPIONSHIPS & STATE CUP**

Formats: (below)

**NSW State Junior Basketball Championships (Division 1)  
Rounds 2 & 3**

BNSW NORTHERN JUNIOR LEAGUE (NJL)	BNSW SOUTHERN JUNIOR LEAGUE (SJL)	BNSW SYDNEY JUNIOR CHAMPS (SJC)	BNSW CENTRAL JUNIOR LEAGUE (CJL)	BNSW WESTERN JUNIOR LEAGUE (WJL)
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**Round 2**

<b>Pool A</b> SJC 1 CJL 1 WJL 1** Wildcard	<b>Pool B</b> SJL 1 SJC 2 NJL 1** SJC 3
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Round Robin in each pool.  
2 games per team Saturday.  
1 game per team Sunday.

\*\* WJL 1 & NJL 1 alternate between pools each year.

Teams then play crossovers 1A V 4B    2A V 3B 3A V 2B    4A V 1B
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**Round 3**

Winners of Cross Overs proceed to Round III (4 teams). Play 3 round robin games with #1 and #2 progressing to final. Two games Saturday, one game Sunday with a final.
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**NSW State Junior Basketball Cup (Division 2)**

BNSW  
NORTHERN  
JUNIOR  
LEAGUE  
(NJL)

BNSW  
SOUTHERN  
JUNIOR  
LEAGUE  
(SJL)

BNSW  
SYDNEY  
JUNIOR  
CHAMPS  
(SJC)

BNSW  
CENTRAL  
JUNIOR  
LEAGUE  
(CJL)

BNSW  
WESTERN  
JUNIOR  
LEAGUE  
(WJL)

**Pool A**  
SJC 1  
CJL 1  
WJL 1\*\*  
SJL 2

**Pool B**  
SJL 1  
SJC 2  
NJL 1\*\*  
CJL 2

Sunday Grand Final  
1<sup>st</sup> Pool A v 1<sup>st</sup> Pool B

Round Robin in each pool.

2 games per team Saturday.

1 game per team Sunday.

\*\* WJL 1 & NJL 1 alternate  
between pools each year.

If a grade does not have division 2, it will  
be the #5 & #6 teams from division 1 for  
SJC, CJL and SJL and the #3 team for  
WJL and NJL.

## **9.2 State Championship Wildcard Selection Criteria**

- 9.2.1 The wildcard is available for either the fourth placed Metro team, second placed Southern, Central, Northern team or Western team.
- 9.2.2 Team must nominate to be eligible for the wildcard position in their respective age group. Nominations required by a date nominated by Basketball NSW.
- 9.2.3 Season records between competing wildcard nominees will be the first determining criteria.
- 9.2.4 If no clear selection is possible from the above criteria then the following two criteria will have equal weighting in determinations:
  - a) Junior League/Championship Win/Loss percentage including all Finals Series matches,
  - b) Season Record and point percentage against teams qualified by right for the Second or Third Rounds ,
- 9.2.5 Country Tournament results must involve teams using only playing lists nominated for Junior Leagues/Championships to be valid criteria (ie: no temporarily transferred players) and first division teams.
- 9.2.6 Selections announced after Regional League Grand Finals by Basketball NSW Events Department.
- 9.2.7 Games played between division one teams in supplementary competitions, eg. BNSW junior teams clash, may also be used to determine the wildcard.

## **10. UNIFORM COLOURS**

- 10.1 Teams are required to have two sets of uniforms, one set of alternate colour to the other.
- 10.2 Associations will nominate their primary and alternate colours at the beginning of the season.
- 10.3 Variations to the nominated colours, requires an application to be made to Basketball NSW Competitions Department.
- 10.4 All players shall be correctly dressed in the team's uniform colours. Warm up apparel must be uniform otherwise teams must warm up in their playing uniforms.
- 10.5 T-Shirts may not be worn under a uniform (only per FIBA rules)



- 10.6 Teams MUST fill in their scoresheets at half time in the game prior to theirs. Where a clash of colours occurs a toss of a coin will decide playing colours in Central Venues and in Round II and Round III. Teams MUST have an alternate uniform available.
- 10.8 In the event of a clash of approved uniform colours, the visiting Association must wear their approved alternate colours. Teams participating in any league must wear their approved colours.
- 10.9 In any competitions where a central venue/s is/are utilized, and a clash of approved uniform colours occurs, the first occurring team name- Team A is the home team. Therefore Team B is the visiting Team and shall change colours.
- 10.10 If Team B does not have an alternate uniform, they shall:
- 10.10.1 Wear bibs supplied by the home team or host association.
  - 10.10.2 Wear a set of uniforms supplied by team A and/or the host venue. This could involve a charge by the loaning Team A or host or –
  - 10.10.3 Wear team A's alternate uniform at a possible cost for use.
  - 10.10.4 In the event of Team B refusing to 10.1, 10.2 and 10.3. The game shall be deemed perfect.
- 10.11 T-shirts regardless of style may not be worn unless the player has expressly written medical permission. If such permission has been granted, the t-shirt must be of the same dominant colour as the shirt. Medical evidence must be produced to the officials prior to the commencement of any game.

## **11. TEAM BENCHES**

Team Benches are determined as follows:

- 11.1 The First team named (Team A) on the draw and scoresheet shall sit on the left hand side of the scoretable (Team B on the right) and warm up into their opponents basket. The sides of the scoretable are determined by the view from the table to the court. This is permanent unless organised otherwise.

## **12. RESULTS PROCEDURES**

It shall be the duty of the Home Club/Association to submit to Basketball NSW.

- 12.1 The game scoresheet, summary sheet, tribunal reports, incident report immediately after the game(s).
- 12.2 This will be done by fax.

12.3 Originals are to be posted to Basketball NSW on the first business day after the game.

12.4 Any media reports should also include with the originals.

12.5 See #7 Junior Competition Regulations.

### **13. FEES**

13.1 Nominations/ State League fees to the respective State League division will be set by Basketball NSW in its Annual Budget annually.

13.2 Payment of all fees are required to be made by a predetermined scheduled. Teams that fall behind this schedule will forfeit the immediate games after the schedule becomes due.

13.3 Teams breaching the By-Laws of Basketball NSW competitions shall be liable to:

- Loss of competition points
- Fines, relevant to the breach

### **14. REFEREE REQUIREMENTS**

14.1 Each association shall fulfill the following eligibility requirements to enter team/s in Basketball NSW Junior Competitions.

14.1.1 Provide a list of Referees who will be representing the association in Basketball NSW Junior Competitions.

14.1.2 Nominate an Association referee contact who is available to be contacted by Basketball NSW in relation to all Association referee matters.

14.1.3 Nominate an Association referee supervisor, who may attend all central venues and supervise round games at home. This person will not be actively refereeing in the program. This person may also be the association referee contact.

14.1.4 Each Association must submit a list of acceptable referees to the Basketball NSW Referee Coordinator. The acceptable standard is as follows:

Age	Division	Minimum Acceptance
U/18 Men	1	Y4
U/18 Women	1	Y4
U/16 Men	1	Y3
U/16 Women	1	Y3
U/15 Men	1	Y3
U/15 Women	1	Y3
U/14 Men	1	Y2
U/14 Women	1	Y2
U/12 Men	1	Y2
U/12 Women	1	Y2
U/18 Men	2 & 3	Y3
U/18 Women	2 & 3	Y3
U/16 Men	2 & 3	Y2
U/16 Women	2 & 3	Y2
U/15 Men	2 & 3	Y2
U/15 Women	2 & 3	Y2
U/14 Men	2 & 3	Y2
U/14 Women	2 & 3	Y2
U/12 Men	2 & 3	Y2
U/12 Women	2 & 3	Y2

As there are several Junior Leagues/ Championships that play both home/away and Central venue, the number of referees needed to be nominated varies according to the following schedule, bearing in mind the flexibility of the draw:

Teams Nominated	Referees Required–Central Venues	Referees Required- Home & Away
1	1	2
2	2	4
3	3	6
4	4	6
5	5	6
6	5	7
7	5	7
8	6	8
9	6	8
10	6	8
11	7	8
12	8	8
13	9	9
14	9	9
15	10	10
16	11	11
17	11	11
18	12	12
19	12	12
20	12	12

Note: Associations sending a lesser number of referees to cover the needs of their competing teams should be aware such a situation may result in a teams nomination being forfeited either before or during a competition.

**NB From 2007 Home/Away Competitions**

Associations who cannot fulfill the required referee numbers and quality, will forfeit their right to home games.

**Central Venue Competitions 2006**

Associations who cannot fulfill the required referee numbers and quality will forfeit the respective game.

14.1.5 All referees must be registered, have proof of affiliation with the nominating Association and be active within their nominating Association's domestic competition.

14.1.6 All referees must be in uniform. Failure to be in uniform may result in the referee in question not receiving any payments for the games.

14.2 Referees for Round I Regional finals series will be appointed by the respective Junior League referee authority.

14.3 Referees for Round II And III Major Championship round will be appointed by Basketball NSW Referees Committee. Referees supervisors will be appointed by Basketball NSW Referee Committee.

14.4 There will be no allowance for referees travel or accommodation in Round II and Round III Championship Rounds.

14.5 Officials for Round II and Round III Championship will be appointed from NRDP, SRDP and participating Officials from the Southern, Western, Central and Northern Junior League and the Metropolitan Junior League.

**15. SCORETABLE PERSONNEL**

15.1 For home matches in a home and Away series, the Host Association is responsible for the rostering of the scoretables (junior matches require a minimum of three (3) persons).

15.2 Host Associations are now required to provide a minimum Level One scoretable official to be the Chairperson for each home match. The Chairperson is to be clearly named on the scoresheet.

15.3 Each participating team at Central Venues rounds are required to provide two (2) suitable qualified table officials for their particular games.

15.4 Round I and II Major Championship Round. Each team is required to provide two competent persons to do the Scoretable in the game that they play, this includes the Semi Final and Grand Final Rounds and any relevant play off matches. FIBA scoresheets will be used on all games.

The NSW Scoretable Committee will provide supervision to appoint Scoretable Officials to all Grand Finals.

15.5 Teams failing to fulfill their bench commitments at the Champion Round II rounds are liable to a fine of \$200.00.

## **16. TEAM ROSTERS**

16.1 Roster size. Each team is entitled to suit up and play ten (10) players per game. Provided that each player has complied with the relevant registration. Each player in the competition will be allowed five (5) personal fouls. After the fifth foul that player will not be allowed to continue playing the game.

16.2 Teams may nominate up to twenty (20) players on their respective team rosters. Players can be replaced, but the twenty numbers cannot be exceeded at any one time. Applications for variations are required.

## **17. MERCY RULE**

### **17.1 The Rule**

Once the score reaches 30 or more points in the second half of any game, if invoked the Court Supervisor will inform the other team, both referees and scoretable that the game clock will continue to run except for time outs and fouled out players. This will continue to end of the game or until such a time that the differential drops below 15 points or less.

### **17.2 Procedure:**

17.2.1. Once the game has entered the second half, ie, third or fourth quarters and the score differential reaches 30 or more points the following may occur: -

- a) The Coach of the losing team may inform the opposition coach through the Court Supervisor that he wishes to invoke the 'Mercy Rule'.
- b) The Court Supervisor will inform the other team, both referees and scoretable that the game clock will continue to run except for time outs and fouled out players.
- c) Once the score gets back to a 15 or less point margin the Court Supervisor will advise the other team, both referees and scoretable that the game clock will resume to the published Timing Rules.
- d) It is only the losing coach who may invoke the rule.

COMP	TEAM	HOME COLOURS	AWAY COLOURS
SJC	SUTHERLAND	SKY BLUE	BLACK
	MANLY	WHITE, MAROON, SILVER	SILVER, MAROON
	HILLS	GREEN WITH RED/WHITE STRIPE	WHITE WITH GREEN/RED STRIPE
	NORTHS	RED	WHITE
	PENRITH	BLACK WITH TEAL TRIM	WHITE WITH BLACK TRIM
	SYDNEY	GOLD/GREEN	GREEN
	HORNSBY	GREEN	WHITE OR BLACK
	BANKSTOWN	NAVY BLUE, SKY BLUE, WHITE	SKY BLUE, NAVY BLUE, WHITE
	GLEBE	NAVY/LIME GREEN	
	HAWKESBURY	ORANGE/BLACK WITH TEAL TRIM	TEAL/PURPLE
	BLUE MOUNTAINS	LIGHT BLUE WITH DARK BLUE TRIM	DARE BLUE WITH LIGHT BLUE TRIM
	LIVERPOOL	ROYAL BLUE & GOLD	GOLD & ROYAL BLUE
	RYDE	NAVY SINGLET, LIGHT BLUE STRIP	WHITE SINGLET, BLACK SHORTS
	PARRAMATTA	ROYAL BLUE/GOLD TRIM	WHITE OR GOLD/BLUE TRIM
	ST GEORGE	WHITE, RED & GREY	RED, WHITE & GREY
	MACARTHUR	GOLD WITH BLUE TRIM	GREY WITH BLUE TRIM
	SPRINGWOOD	RED BODY WITH BLACK/WHITE TRIM	BLACK BODY WITH RE/WHITE TRIM

<b>NJL</b>	QUIRINDI	WHITE/NAVY TRIM, BLACK SHORTS	NAVY/WHITE TRIM, BLACK SHORTS
	KEMPSEY	SKY BLUE, RED, WHITE	
	TAMWORTH	NAVY BLUE/SKY BLUE	SKY BLUE/NAVY BLUE
	COFFS HARBOUR	RED/GOLD	BLACK/GOLD
	LISMORE	ROYAL BLUE W/GOLD TRIM & WHITE NUMBERS	WHITE SINGLET WITH ROYAL BLUE TRIM
	ARMIDALE	WHITE SINGLET, WHITE SHORTS (GOLD, BLACK TRIM)	RED SINGLET, BLACK SHORTS
	MURWILLUMBAH	GIRLS - WHITE WITH ORANGE, BOYS - PURPLE WITH GOLD	
	PORT MACQUARIE	GOLD & WHITE	BLUE & WHITE
	GUNNEDAH	YELLOW & GREEN	YELLOW GREEN TOP, DARK GREEN SHORTS
	BELLINGER VALLEY	SUNBURNT ORANGE/BLACK	RED/WHITE
	GRAFTON	BLACK	
	TAREE	GREEN	YELLOW

<b>CJL</b>	MAITLAND	BLACK SINGLET, BLACK SHORTS	WHITE SINGLET, BLACK SHORTS
	GOSFORD	GOLD, RED & BLACK	RED, BLACK & GOLD
	THE ENTRANCE	ROYAL BLUE, WHITE & RED	WHITE, RED & ROYAL BLUE
	NEWCASTLE	GREEN WITH WHITE/GOLD TRIM	WHITE WITH GREEN TRIM
	CENTRAL COAST	LIGHT BLUE, DARK BLUE, WHITE	
	RAYMOND TERRACE	SILVER/RED/WHITE	
	CESSNOCK	WHITE WITH GREEN & YELLOW SIDE STRIPES	GREEN WITH YELLOW & WHITE SIDE STRIPES
	LAKE MACQUARIE	ROYAL BLUE, GOLD & WHITE	GREEN

<b>WJL</b>	BATHURST	BLUE/GOLD WITH WHITE TRIM	WHITE/BLUE WITH GOLD TRIM
	LEETON	WHITE WITH GREEN TRIM	
	LITHGOW	RED	WHITE
	GRIFFITH	WHITE & BLUE	BLUE & WHITE
	DUBBO	BLUE/WHITE	WHITE/BLUE
	NARRANDERRA	ROYAL BLUE/YELLOW PIN STRIPES (MEN)	DEEP YELLOW (GOLD/ROYAL BLUE PIN STRIPES (WOMEN)
	TEMORA	RED/WHITE	WHITE/RED
	ORANGE	ORANGE, BLACK, WHITE	
	WEST WYALONG	BLAACK WITH RED/YELLOW TRIM	
	GILGANDRA	WHITE/RED	RED/WHITE
	COOTAMUNDRA	NAVY & WHITE	
	YOUNG	WHITE, RED & BLUE TRIM	BLUE, RED & WHITE TRIM

<b>SJL</b>	SHOALHAVEN	BLACK AND GOLD	
	ILLAWARRA	RED, BLACK, WHITE	
	GOULBURN	NAVY BLUE, WHITE	
	ALBURY	SKY BLUE	NAVY BLUE
	QUEANBEYAN	G - MAROON W/ GOLD TRIM, B - GOLD W/ MAROON TRIM	
	CANBERRA	BLUE	YELLOW
	WAGGA WAGGA	ROYAL BLUE WITH ORANGE & WHITE TRIM	WHITE WITH BLUE & ORANGE TRIM
	MORUYA	ROYAL BLUE, WHITE TRIM	WHITE, BLUE TRIM
	KIAMA	WHITE WITH RED TRIM	RED SHIRTS & BLACK SHORTS
	MOSS VALE	WHITE TOPS, GREEN SHORTS	GREEN TOPS, GREEN SHORTS
	TUMUT	BLUE GREY	