



## Competition By-laws

Version 3.2

Date of Effect: 17 April 2025

Next review due: October 2025

Blue Mountains Basketball Association | ABN 670 658 684 56  
[info@bluemountainsbasketball.com.au](mailto:info@bluemountainsbasketball.com.au)



# Competition By-laws

---

## Vision

Blue Mountains Basketball Association (BMBA) strives to provide a community-based program, that promotes health, fitness, and social skills through positive game play, open to all generations and physical ability.

## Mission

We are a non-profit organisation dedicated to instilling values such as teamwork, respect, sportsmanship, and discipline whilst developing our players with the fundamental skills of basketball.

## Preamble

BMBA is a voluntary organisation of people wishing to facilitate the game of basketball in the Blue Mountains area.

BMBA shall be the governing body for the authorisation, implementation, and enforcement of these by-laws.

Where a conflict exists between these by-laws, the FIBA Rules of Basketball and/or Interpretations and/or Basketball NSW (BNSW) Competition Rules and/or Interpretations, these by-laws will take precedence.

These by-laws shall apply to the operation of any domestic competition and participants thereof, operated or directed by BMBA.

In these by-laws, an Association Official shall refer to a current member of the BMBA Executive Committee or Administration Team, including office staff, court supervisor and referee supervisor.

BMBA retains the right to rule on any matter not specifically covered by these by-laws, and to act on decisions pertaining to operation of competitions.

The BMBA Board will have the final say in all disputes and infractions of these by-laws.

## Adoption of By-law

This By-law is made under Section 13 of the BMBA constitution and comes into operation on 17 April 2025. It is binding on all members of the Association and other persons or organisations which submit themselves to the jurisdiction of the Association.

All By-laws previously made concerning BMBA Competitions are expressly rescinded.

# Table of Contents

<b>1. Registration</b>	4
1.1. General	4
<b>2. Member Protection</b>	4
2.1. Member Protection Policy	4
2.2. Working with Children	4
<b>3. Player Eligibility and Grading</b>	4
3.1. General	4
3.2. Age Restrictions	5
3.3. Borrowing Players	5
3.4. Junior Representative Players	5
3.5. Eligibility for Finals	6
3.6. Transgender and Gender Diverse People	6
<b>4. Player Safety</b>	6
4.1. General	6
4.2. Permitted Equipment	7
4.3. Alcohol and Illicit Substances	7
4.4. Injury	7
<b>5. Competition Operations</b>	7
5.1. Competition Points	7
5.2. Senior Competitions: Timing and Stoppages	8
5.3. Junior Competitions: Timing and Stoppages	8
5.4. Forfeits & Defaults	8
5.5. Final Series	9
<b>6. Competition Rules</b>	9
6.1. Uniforms	9
6.2. Duty	9
6.3. Bench Area	9
6.4. Dunking	10
6.5. Inappropriate Language, Dissent, and Unsafe Acts	10
6.6. Disqualification and Penalties	10
6.7. Referral of a matter to Tribunal	11
<b>7. Additional Rules for Junior Competitions</b>	11
7.1. Ball Sizes	11
7.2. Under 10's Competition	11
7.3. Illegal Defence	12
7.4. Mercy Rule	12

# 1. Registration

## 1.1. General

- 1.1.1. All players must be registered or affiliated with BMBA before participating in any trial or competition game.
- 1.1.2. For insurance purposes, Referees, Coaches, Managers, and other Officials must be registered as non-playing members. There is a nominal fee associated with this form of registration to cover insurance costs.
- 1.1.3. Any team playing an unregistered player will forfeit all points for any game in which that player participates.
- 1.1.4. It is the individual's responsibility to maintain a current registration status. BMBA is not obligated to remind, in advance, any individual of their registration due date.
- 1.1.5. The onus of proof of registration and/or affiliation lies with the individual. Any individual may be asked to produce confirmation of registration at any time.
- 1.1.6. It is the responsibility of the player/parent of junior players to be aware of when the player's registration or affiliation is due and to make reasonable efforts to ensure BMBA has current contact details for provision of correspondence.
- 1.1.7. Players who affiliate must show proof of current primary registration. Affiliation will expire when primary registration expires.
- 1.1.8. The board will be responsible for setting the registration fees prior to each season.

## 2. Member Protection

### 2.1. Member Protection Policy

- 2.1.1. BMBA is committed to the health, safety, and well-being of all our members and participants. We provide a safe environment for participating in the sport of basketball.
- 2.1.2. BMBA has adopted the Member Protection and Child Safeguarding policies set out in the [Basketball Australia National Integrity Framework](#). Basketball NSW provides [additional guidance](#) for how the National Framework is administered across NSW
- 2.1.3. All BMBA Members are bound by these National policies and State lead processes.
- 2.1.4. Any breach of Member Protection and Child Safeguarding requirement will be reported to the BMBA Member Protection Information Officer (MPIO) and dealt with appropriately. This may involve Police intervention.

### 2.2. Working with Children

- 2.2.1. BMBA is a child safe organisation. The BMBA President, all coaches/managers of teams with players under the age of 18, court supervisors and referee coaches/coordinators must have a current Working with Children Check (WWCC), and keep it updated according to current government legislation. This includes parents coaching their own children.
- 2.2.2. Proof of application for a WWCC must be submitted to the MPIO within 3 weeks of appointment of position.

## 3. Player Eligibility and Grading

### 3.1. General

- 3.1.1. BMBA will have the final say on the eligibility and grading of teams and players.
- 3.1.2. Ineligible players will be removed from the game at the sole discretion of an Association Official.

## 3.2. Age Restrictions

3.2.1. 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.

3.2.2. Age groups are determined by the age a child turns in the calendar year a competition concludes. For example:

3.2.2.1. For winter competition which occurs wholly within a calendar year, a child turning 14 at any point in that calendar year must play U16.

3.2.2.2. For summer competition which spans across calendar years, as the competition concludes in the latter calendar year, a child turning 14 at any point in that latter year must play U16.

3.2.2.3. This age classification aligns with BNSW policy and the representative program. This ensures representative players play in the same age group across both representative and local competitions; it simplifies our ability to classify and restrict participation of representative players in our local competitions as per by-lay 3.4; and ensures players are consistently using the correct ball size across both representative and local competitions.

3.2.3. Adult Competitions are open to all players 16 years or older, calculated in the same way as 3.2.2.

3.2.4. Players with the experience and skills, may voluntarily play up one age level with parental consent.

3.2.5. Players may participate in multiple competitions if the additional games are in a higher age group. Game fees must be paid for both competitions when a player registers with two teams.

3.2.6. Members aged 15 years may apply to play in an adult competition with parental consent.

3.2.7. Applications made under 3.2.2 and 3.2.6 must be submitted in writing and are subject to approval by the BMBA Committee.

## 3.3. Borrowing Players

3.3.1. Teams may borrow other registered players to field a team. When borrowing players, a maximum team size of 5 players applies. (i.e. you can not borrow players to create substitutes)

3.3.2. Players should be borrowed from a lower age group, however a player voluntarily playing in a higher age group may be borrowed, only if they would normally be eligible to participate in that age group.

3.3.3. Individual players can be borrowed a for maximum for 3 games in any season. Any games played above this cap and the player will be considered as participating in multiple competitions and additional game fees will be incurred (pro-rated to reflect the remaining number of games in the season).

3.3.4. A player is eligible to be borrowed by different teams within their 3-game cap.

## 3.4. Junior Representative Players

3.4.1. To maintain competitive balance in domestic junior competitions, BMBA may restrict the number of junior representative players on any one team to a maximum of 4. Application of these restrictions is at the discretion of the BMBA Executive Committee and will only be applied if competitive imbalance is apparent in a particular competition.

3.4.2. Representative players playing in a higher age group for the domestic competition will not count towards the 4-person cap.

3.4.3. All players selected to represent the BMBA must play in the BMBA domestic competition.

## 3.5. Eligibility for Finals

3.5.1. From Under 16's competitions and above, for a player to qualify for the final series they must participate in a minimum of 50% of all scheduled games.

3.5.2. There are no restrictions on finals eligibility for Under 14's competitions and below. All registered players are eligible to participate in finals should their team qualify.

3.5.3. Players in attendance for qualification reasons, without taking the court, will be recorded as being in attendance on the score sheet.

3.5.4. In the event of injury or exceptional circumstances a player may apply for special consideration to the BMBA Executive Committee. Applications shall be made out 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 regular competition. Special consideration will be awarded on a case-by-case basis at the discretion of the BMBA Executive Committee.

3.5.5. Byes will not be counted towards player qualification.

3.5.6. Forfeits will not be counted towards player qualification for the forfeiting team. Forfeits will count towards player qualification for all opposing players.

3.5.7. 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.

3.5.8. Until further notice, all junior female competitions are excluded from the eligibility requirements of 3.5.1. Participants in the senior female competition may be granted an exception to 3.5.1 at the discretion of the BMBA committee. This exception has been made to encourage the development and expansion of our female competitions and will be reviewed by the BMBA Executive Committee prior to the commencement of each season.

## 3.6. Transgender and Gender Diverse People

3.6.1. BMBA have adopted Basketball Australia's [\*Guidelines for the Inclusion of Transgender and Gender Diverse People in Community Basketball\*](#) October 2021.

3.6.2. Members may participate in competitions aligned with their Gender Identity, whether or not this accords with the sex they were assumed at birth.

3.6.3. BMBA does not require members to provide or undergo any 'proofing' (e.g. medical examination) for the purposes of gender verification.

3.6.4. Members will be assigned to competitions according the Gender Identity identified at the time of registration for the upcoming competition.

3.6.5. BMBA, on a case-by-case basis and in consultation with the member, will ensure competition and team assignments address any relevant disparity of players, protect the health and safety of all members, and provide fair and meaningful competitions.

## 4. Player Safety

### 4.1. General

4.1.1. Players and on court Officials are required to wear suitable footwear.

4.1.2. A Referee or Court Supervisor may call off a game at any time if player safety is at risk.

4.1.3. Under no circumstances can a player participate in a game whilst he/she has a plaster cast or splint on any part of their body.

4.1.4. End lines (base lines) are to be clear of spectators and any other obstacles that may cause danger to spectators, officials or players. The Referee Supervisors, Court Controller and Association Officials will enforce this by-law

## 4.2. Permitted Equipment

4.2.1. BMBA has adopted the BNSW [\*Domestic Basketball Permitted Other Equipment Policy\*](#). This policy covers the wearing of wrist bands, hats, jewellery, hair accessories, fingernails, braids and gloves during basketball activities.

## 4.3. Alcohol and Illicit Substances

4.3.1. Any player or referee suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court.

4.3.2. Any persons (including but not limited to a player, referee, manager, official or spectator) displaying disruptive or unsafe behaviour(s) deemed by officials, Referee Supervisor or Court Controller to be caused by being under the influence of any such substance during a game shall be removed from the court immediately and will be instructed to leave the venue. This behaviour will be notified to the BMBA Committee and may be subject to disciplinary Tribunal.

4.3.3. Where a person refuses to leave the venue, local Police will be contacted immediately.

## 4.4. Injury

4.4.1. All injuries must be recorded on an official Injury Report Form available from the court controller at the time of the incident. This is a requirement for any insurance claim that may be made, however an injury form must still be completed regardless of intent to claim.

4.4.2. Any injured player should be removed from the court as soon as possible unless there is any risk of injury of a more serious nature. (e.g. back or neck injury.)

4.4.3. The clock should be stopped while action on any injury is taken.

4.4.4. If a player cannot be safely moved, the game may be abandoned at the discretion of the Court Supervisor. Abandoned games will not be replayed. Abandoned games will be recorded as a draw, unless at the court supervisor's discretion one team is clearly ahead and there is insufficient time remaining in the game for the trailing team to retake the lead. In such cases the leading team will be awarded the win.

# 5. Competition Operations

## 5.1. Competition Points

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

5.1.2. Competition points will be awarded as follows:

Win	3 points
Loss	1 point
Draw	2 points
Bye	2 points
Forfeit	0 points – forfeiting team 3 points – non-forfeiting team

5.1.3. In the event of a competition where team are scheduled with an uneven number of byes, all byes will be awarded 3 points to ensure that the teams that have an additional bye have the capacity to earn the same number of points as teams with less byes.

## 5.2. Senior Competitions: Timing and Stoppages

- 5.2.1. Senior competitions will consist of the following:
  - Playing time 2x 20 minute halves (running clock)
  - Intervals 2 minutes (between halves)
- 5.2.2. 2x 1-minute timeouts are available to each team per half.
- 5.2.3. The clock stops for all timeouts.
- 5.2.4. Clock will stop for injuries and referees timeouts.
- 5.2.5. During the final 2 minutes of a game, if the score is within 8 points, the remainder of the game will be fully timed.

## 5.3. Junior Competitions: Timing and Stoppages

- 5.3.1. Junior competitions will consist of the following:
  - Playing time 2x 18 minute halves (running clock)
  - Intervals 2 minutes (between halves)
- 5.3.2. 1x 1-minute timeouts are available to each team per half.
- 5.3.3. The clock stops for all timeouts.
- 5.3.4. Clock will stop for injuries and referees timeouts.
- 5.3.5. During the final 1 minute of a game, if the score is within 8 points, the remainder of the game will be fully timed.

## 5.4. Forfeits & Defaults

- 5.4.1. Games shall commence at the scheduled game time where practicable.
- 5.4.2. Teams must have a minimum of 4 players for senior competitions and 3 players for junior competitions at the commencement of the game to take the court.
- 5.4.3. Players may be borrowed from other teams (subject to the requirements of section 3.3) to avoid a forfeit.
- 5.4.4. 2 points will be awarded to the opposing team, recorded as being scored by the captain, for every minute the offending team is unable to field the minimum number of players.
- 5.4.5. Once the minimum number of players has been achieved the game will start at the current time and score.
- 5.4.6. A game will be declared a forfeit after 10 minutes has expired, and 20 points will be awarded to the opposing team. The final score will be recorded as 0-20.
- 5.4.7. All game forfeited in advance will also be recorded as 0-20 to the non-forfeiting team.
- 5.4.8. Teams that forfeit twice in a season may be removed from the competition with committee review.
- 5.4.9. A team shall lose a game by default if, during the game, the team has fewer than 2 players on the playing court eligible to play
- 5.4.10. 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 2-0 in its favour.
- 5.4.11. Until further notice, clause 5.4.2 does not apply to all competitions Under 16 and below. Due to reduce squad sizes, teams must have a minimum of 3 players at the commencement of the game to take the court. The modification will be reviewed by the BMBA Executive Committee prior to the commencement of each season.

## 5.5. Final Series

- 5.5.1. During the final 3 minutes of a game, if the score is within 8 points, the remainder of the game will be fully timed.
- 5.5.2. Final series games must have a winner. In the event of a draw at the end of regulation time, an extra period of 3 minutes will be played. If scores remain tied at the completion of the extra period, additional extra periods will be played until there is a winner.
- 5.5.3. Teams will be given a 2-minute break before commencement and in between extra periods.
- 5.5.4. Extra periods are fully timed.
- 5.5.5. 1x 1-minute timeout will be permitted per team per extra period.

## 6. Competition Rules

### 6.1. Uniforms

- 6.1.1. Teams should be in matching singlets by the third week of each competition. Exceptions to this clause include, but are not limited to, instances where a player has a uniform on order and can produce a receipt to the Association, or where an exemption has been granted by an official prior to the instance of noncompliance.
- 6.1.2. Whilst teams are encouraged to wear matching shorts, only singlets will be considered when determining compliance with 6.1.1.
- 6.1.3. All team singlets should be the same predominant colour.
- 6.1.4. The numbers on singlets must be clearly visible on both the front and back.
- 6.1.5. 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.
- 6.1.6. Representative uniforms must not be worn during the domestic competition.

### 6.2. Duty

- 6.2.1. Senior teams that are rostered on for duty must provide 2 people for the bench to operate the scoreboard and scoresheet (iPad).
- 6.2.2. Junior competition teams must provide 1 person from each team for the bench.
- 6.2.3. Failure to do duty the first time will result in a loss of 2 competition points. Failure to do duty a second time will result in an additional 2-point penalty and may result in that team being removed from the competition at the discretion of the BMBA Executive Committee.

### 6.3. Bench Area

- 6.3.1. Teams shall situate themselves on either side of the score bench according to their nomination as Team A and Team B.
- 6.3.2. The 'Bench Area' will begin three metres from the score bench and finish at the team's respective baseline.
- 6.3.3. 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 Referee.
- 6.3.4. It is the responsibility of the team Coach or Captain to ensure that players, team officials and spectators are in the correct areas.

## 6.4. Dunking

- 6.4.1. Dunking, including hanging on or grabbing the net/ring is not permitted at any time.
- 6.4.2. If a referee considers a player to be in breach of by-law 6.4.1, the basket shall be discounted, with play to be restarted by the opposing team from the free throw line extended in the back court.
- 6.4.3. Subsequent breaches of by-law 6.4.1 by the same player will be assessed with a Technical Foul.
- 6.4.4. If the offence occurs prior to the game commencing, the referee may commence the game with a Technical Foul against the offending player. The game will start with 1 free throw. After the free throw the game still commences as normal with a jump ball.

## 6.5. Inappropriate Language, Dissent, and Unsafe Acts

- 6.5.1. BMBA have zero tolerance for any swearing, inappropriate language, dissent towards referees and officials, and unsafe acts.
- 6.5.2. Any player charged with a technical or unsportsmanlike foul for inappropriate language, dissent or an unsafe act will be required to leave the court for a minimum of 5 minutes of game time as timed by the game clock in accordance with the following rules:
  - 6.5.2.1. The infringing player can be substituted. If no substitute is available, the game will continue with the offending team having 4 or less players on the court.
  - 6.5.2.2. The loss by default rule (by-law 5.4.9) will apply if the offending team is reduced to fewer than 2 players because of a foul administered under by-law 6.5.2.
  - 6.5.2.3. The 5 minutes will commence from the time play restarts after the foul is called.
  - 6.5.2.4. Timeouts and other stoppages do not count towards the 5 minutes of game time.
  - 6.5.2.5. The 5 minutes will extend across multiple periods if applicable. The breaks between periods do not count towards the 5 minutes of game time.
  - 6.5.2.6. The 5 minutes expire at the conclusion of the game in which foul was administered. It does not carry over into subsequent games.
  - 6.5.2.7. The infringing player may not re-enter the game until signalled by the referee at the next appropriate stoppage, after the 5-minute period expires. A time-out can be taken by the infringing players team to force a stoppage if a timeout is available to them.
- 6.5.3. Any other Technical or Unsportsmanlike Fouls that are issued for acts that do not involve inappropriate language, dissent or an unsafe act are not subject to penalties described at 6.5.2.
- 6.5.4. The Referee/s have the sole discretion to determine if a Technical or Unsportsmanlike Foul is subject to the penalties described at 6.5.2.
- 6.5.5. A foul administered under by-law 6.5.2 is not considered a disqualifying foul.

## 6.6. Disqualification and Penalties

- 6.6.1. Any player charged with 2 technical or unsportsmanlike fouls (or a combination of both) in a game shall be automatically disqualified from the game, be asked to leave the court area, and will receive an automatic 1 game suspension.
- 6.6.2. The infringer may also be asked to leave the stadium. Any refusal to leave should be notified to the court controller who has the right to forfeit the offending players team, and on a further refusal to impose an automatic 3 game suspension.
- 6.6.3. Any player, coach or manager that receives 4 cumulative technical, unsportsmanlike and/or disqualifying fouls across 2 rolling seasons (across all competitions) will automatically receive a 1-game suspension. All further technical or unsportsmanlike fouls received during this period will automatically receive an additional 1 game suspension.

6.6.3.1. For the purpose of calculating the rolling 2 seasons, any qualifying fouls accumulated in season A carry over to season B. At the completion of season B, any qualifying fouls from Season A will be forgiven, and only fouls accumulated in season B will carry over into season C.

6.6.3.2. Seasons that a player does not participate in do not count towards the rolling calculation. e.g. if a player only participates in the winter competition and not summer, then qualifying fouls will roll over into the next winter competition.

6.6.4. Players and Coaches may be charged with a disqualifying foul for acts of violence, fighting or flagrant unsafe acts. Infringing players will be asked to leave the court area. An automatic 3 game suspension will apply, and the matter will automatically be referred to the BMBA Tribunal for further consideration.

6.6.5. Automatic suspensions issued under clause 6.6 will carry over into subsequent seasons.

6.6.6. Byes do not count towards suspensions.

6.6.7. The involved player, coach or manager will be notified in writing of all automatic disciplinary actions applied in accordance with clause 6.6. This notification will indicate the date at which a player is eligible to return.

6.6.8. Automatic suspensions as defined within clause 6.6 are final and not subject to appeal or review.

## 6.7. Referral of a matter to Tribunal

6.7.1. BMBA has the right to take whatever action it deems necessary to manage behavioural issues, or any other matter to ensure the game of basketball and the association are not brought into disrepute by any team, player, coach, manager, official or supporter.

6.7.2. BMBA has adopted a specific Disciplinary Tribunals By-law to which details the processes and requirements for reporting, investigating and adjudicating behavioural incidents.

## 7. Additional Rules for Junior Competitions

### 7.1. Ball Sizes

7.1.1. The following ball sizes will be used:

7.1.1.1. Under 12's and below (all competitions): Size 5

7.1.1.2. Under 14's and above (female): Size 6

7.1.1.3. Under 14's (male): Size 6

7.1.1.4. Under 16's and above (male): Size 7

### 7.2. Under 10's Competition

7.2.1. The ring height will be the lower position available.

7.2.2. The following FIBA rules will be omitted:

7.2.2.1. Article 26 – 3 seconds

7.2.2.2. Article 27 – Closely guarded player

7.2.2.3. Article 28 – 8 seconds

7.2.2.4. Article 29 – Shot Clock

7.2.3. The 3-point basket will not exist. All baskets made will be considered a 2-point basket.

7.2.4. Free throws will be taken from the junior line, located 60cm in front of the free throw line or 4m from the back board.

### 7.3. Illegal Defence

7.3.1. Zone defence is not permitted in Under 10s, 12s and 14s competitions. All team members must play man to man defence in accordance with the [BNSW No Zone Rule Implementation Guide](#).

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

7.3.3. Teams suspected of breaching the no zone defence rule will be assessed by an appropriate BMBA Official such as the Court or Referee Supervisor. The referees officiating the game are not responsible for monitoring compliance with the no zone rule.

7.3.4. If a team is deemed to be breaching no zone rule, 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.

### 7.4. Mercy Rule

7.4.1. Once a 20 point score margin has been established, the leading team must retreat to behind their own 3-point line after every successful basket and may not engage the offense until they have entered the front court.

7.4.2. The leading team must not attempt to steal the ball from the losing teams ball carrier at any time. Pass interceptions and blocked shots are permitted. If, in the sole opinion of the referee, a steal occurs, the whistle will be blown, and the losing team will receive an inbound play from the sideline or baseline nearest to where the steal occurred. In such cases, the ball cannot be immediately intercepted off the inbound pass.

7.4.3. Only the losing team Coach may invoke the mercy rule.

7.4.4. If the losing team Coach wishes to invoke the mercy rule, they should approach the Court Supervisor with their request. The Court Supervisor will then notify the opposing team Coach of their duties under by-law 7.4.1 and 7.4.2.

7.4.5. Continued or excessive breaches of the mercy rule within a game will result in a technical foul being issued to the offending team's coach.