



Manly Warringah Basketball Assoc.



MAKING EAGLES SOAR

EST. 1950



Competition Handbook

*Northern
Beaches Indoor
Sports Centre.
Eagles Nest
Jacksons Rd,
Warriewood,
NSW, 2102*

www.manlybasketball.com.au

CONTENTS

I.	Board Members	2
II.	MWBA Staff	2
III.	Charter	3
IV.	Rights and Responsibilities	3
V.	Introduction	4
1.	Conduct of Games	4
2.	Players Code of Conduct	5
3.	Duties and Powers of MWBA Staff, Court Controllers, Referees, Board Members	5
4.	Team Structure	6
5.	Eligibility to Play	6
6.	Eligibility for Finals	7
7.	Player Registration	7
8.	Uniforms	7
9.	Fines and Outstanding Fees	8
10.	Forfeits and Late Starts	8
11.	Competition Points	9
12.	Player and Coach Misconduct	10
13.	Competitions By-laws	11
14.	Competition Timing	13
15.	Alcohol Policy	15
16.	Heat Policy	15
17.	Game Abandonment Policy	16
18.	Protests and Reporting Offences	16
19.	Injures	16
20.	Other Significant Items	17
21.	Definitions	17

Board Members:

Owen Evans	President
Lynne Ibbotson	Vice President
Jenny Saggus	Financial Director
Ron Kendall	Secretary
Brian Chapman	
Steven Ramage	
Sonia Miller	
Dorian Martin	

Staff:

Administration - Office Manager – Registrations & Representative Manager - **Janet Bilton**
Administration - Finance & Competitions - **Maria Panetta**
Director of Coaching & Sponsorship - **Duane Jordan**
Referees & Technical Officials/Biosecurity – **Kirsten De Forest**
Development Officer - **Brad Dalton**
Assistant - Local Competition & Development – **Rad Radan**
Head Court Supervisors – **Clare France & Michelle Matthews**

CHARTER

- To provide opportunities for:
 - Players to play
 - Coaches to coach
 - Referees to officiate
 - Administrators to encourage players, coaches, referees, officials and parents to participate
- To promote high quality competition highlighting the philosophies of fair play, skill development and enjoyment
- To praise, encourage, appreciate and reward effort and improvement
- To encourage fair play, tolerance and understanding of the thoughts and actions of others
- To be inventive, creative and imaginative in our approach to basketball
- To provide leadership, assistance and support to players, coaches, officials and referees
- To provide the best possible and safest environment for our members
- To foster the spirit and development of basketball on the Northern Beaches

RIGHTS AND RESPONSIBILITIES

Members Rights

All MWBA Members have the right to:

- 1) Enjoy their basketball activities
- 2) A safe and healthy sporting environment
- 3) Skilled and qualified leadership
- 4) Share in decision-making processes
- 5) Equality of opportunity

Members Responsibilities

All MWBA members have the responsibility to practice good sporting behaviour by:

- 1) Playing fairly and safely
- 2) Playing by the rules
- 3) Co-operating with coaches, teammates, officials and opponents
- 4) Abiding by decisions
- 5) Applauding all good play

All participants should be able to play at a level appropriate to their interest and ability.

MWBA runs numerous competitions each year. For school aged children we run mixed competitions (ie, boys and girls) for Miniball (years 3-6). We run Boomer League and Opal League for years 3-6 for boys only and girls only respectively.

Our school aged competitions from years 7 through Opens are either boys or girls competitions. We do not allow girls to play in boy's competitions or vice versa for these age groups due to safety concerns. Every person when registering is required to register as either female or male. In line with Commonwealth legislation players are required to register based on their birth sex. Legislation precludes us from allowing individual choice.

INTRODUCTION

The MWBA is a non-profit organisation that operates out of the Northern Beaches Indoor Sports Centre. The Association runs over 4580 basketball games per year, from Miniball through to Junior and Senior Competitions, averaging more than 4500 players in local competition each year both at the N.B.I.S.C and other courts throughout the district.

This handbook has been produced by the MWBA to ensure that all participants have access to the rules and conditions under which our competitions are conducted.

We hope that the publishing of this Handbook will lead to a greater understanding, co-operation and enjoyment by and for all members.

As always, comments and suggestions are a welcome and necessary part of the development of our Association. Members Feedback Form can be found on our website on the Policies & Bylaws Page.

1. CONDUCT OF GAMES

- 1.1. All games are played under the jurisdiction of the Manly Warringah Basketball Association and shall be conducted according to the rules as laid down in the current "Official Basketball Rules" released by FIBA, except where variations are listed within the competition rules and by-laws.
- 1.2. All teams having entered the competition and registered by paying the deposit commits to pay court fees for the entire competition, regardless of other circumstances, except if their team is removed by MWBA management.
- 1.3. All games will be under the control of the MWBA, which is responsible for receiving competition entry forms, team deposits, registrations and court fees. The MWBA is also responsible for compiling the draws, notifying team contacts of the draw and any changes to that draw, receiving notice for forfeits and notifying affected teams, as well as ensuring that the competition rules are adhered to. The MWBA staff will endeavour to allocate teams into appropriate standard competitions and ensure the smooth running of those competitions.
- 1.4. All teams are required to have a competent and committed team manager who will ensure that their team is properly uniformed, organised and has sufficient players registered to complete the schedule of games without disruption.
- 1.5. The MWBA will have the power to vary, change or introduce special rules into their competitions at any time.

2. PLAYERS CODE OF CONDUCT

- 2.1. The following policies and procedures will be in effect at any MWBA Local Competition game. If any of these policies are breached, a designated official appointed by MWBA will ask the person responsible to leave the premises.
- 2.2. The BNSW Zero Tolerance Policy in addition to the BA Member Protection Policy, as adopted by BNSW, have also been adopted by MWBA to ensure that:
 - 2.2.1 There will be a Zero Tolerance Policy towards any abusive or inappropriate behaviour from players and team officials towards referees, players, and score table personnel or members of the public.

Any player, team official, coach, manager etc. who feels the necessity to:

 - a) Berate or abuse referees or other participants
 - b) Ridicule or utter obscenities
 - c) Display conduct which is inappropriate in a sporting environment
 - d) Persistently or wilfully question or challenge the rulings of the referees

Will not only be asked to leave the Stadium, but may also be required to appear before the MWBA Judiciary, where additional penalties such as suspensions may be applied.
- 2.3. Players and team officials who would like to offer feedback or request clarification on officiating issues should either speak to a Referee, Referees Supervisor or Court Supervisor at an appropriate time.

3. DUTIES AND POWERS OF MWBA STAFF, COURT CONTROLLERS, REFEREES, BOARD MEMBERS

- 3.1. All the above personnel have authority over the conduct of MWBA games and may assist in the enforcement of the Official Rules and MWBA competition rules. They also have the power to cite any participant to appear before a disciplinary tribunal in the event of inappropriate conduct.
- 3.2. The MWBA staff member who is directly responsible for the conduct of any competition is that competition's Court Supervisor. They are primarily responsible for the application of all rules and the settling of any disputes. The Court Supervisor will assess each individual situation and direct it to the Competition Coordinator if required.
- 3.3. Whilst staff are expected to enforce these ByLaws at all times, discretion of application may be required under certain circumstances to ensure fairness in participation.

4. TEAM STRUCTURE

- 4.1. No more than 3 current Representative players are to play in one team. If there are more than 3 players, the team must go up at least one age group.
- 4.2. In Competitions where there are dual age groups, the same rule applies. There can only be a maximum of 3 Representative players in one team.
- 4.3. The rule does not apply to the OSB & OSG competition, as this is the top age group in junior local competition, & therefore they are not able to move up.
- 4.4. "Representative Player" refers to a player who was selected to represent MWBA in the current/previous BNSW MJL representative season.
- 4.5. If the status of a player changes during the season, this matter will be referred to the Local Competitions Committee, and a decision will be made in the best interests of the Competition.
- 4.6. MWBA runs numerous competitions each year. For school aged children we run mixed competitions (i.e., boys and girls) for Miniball (years 3-6). We run Boomer League and Opal League for years 3-6 for boys only and girls only respectively. Our school aged competitions from years 7 through Opens are either boys or girls competitions. We do not allow girls to play in boy's competitions or vice versa for these age groups due to safety concerns. Every person when registering is required to register as either female or male. In line with Commonwealth legislation players are required to register based on their birth sex. Legislation precludes us from allowing individual choice.

5. ELIGIBILITY TO PLAY

- 5.1. Teams must nominate a minimum of 7 players via the online team entry portal.
- 5.2. All players must be registered with the MWBA and Basketball NSW. It is the team's responsibility to ensure that all their players are registered prior to playing.
- 5.3. Only players registered to the team who are printed on the scoresheet are permitted to play.
- 5.4. A player may enter his or her name on the printed score sheet but may only take the court once the venue supervisor has given clearance for them to play. Any team that plays a player under someone else's name will forfeit that game and the ineligible player could be suspended.
- 5.5. **MWBA reserves the right to ask any player to produce photo ID, at any stage of the competition, for proof of identity.**
- 5.6. **Players playing up in an age group** –Players wishing to play up an age group of more than 2 years, must seek approval from the Local Comp Committee. This is a duty of care issue & will be assessed on a case by case basis.
- 5.7. A player may play in their own age group and/or older age groups. A player may not play in more than one team in the same division or pool. A player cannot play down only up e.g. a division 2 player may play up in division 1, but a division 1 player may NOT play down in a division 2 team. However, each player will be limited a maximum

of 3 games with the higher division. Upon playing a fourth game in the higher division, this player is to remain with the team for the remainder of the season and can no longer return to play in the lower division. This includes any finals games.

- 5.8. A Miniball player cannot play in Little Eagles. Little Eagles is a development league for new players. This is considered playing down a division.
- 5.9. Individuals from teams that have withdrawn from a competition and still have money owing, may not play again in any team until they pay their portion of the debt the withdrawn team has incurred.
- 5.10. The Board reserves the right to refuse admission of any team or player into competitions.

6. ELIGIBILITY FOR FINALS

- 6.1. Ineligible players will not be permitted to sign on for finals. Names of ineligible players will be removed from the scoresheet.
- 6.2. In order to be eligible to play in the Semi Finals and Grand Finals, a player must have played in 50% of all scheduled games in the competition or 75% of the games in the second half of the competition.
- 6.3. **Medical Certificates**
Players who have been injured during the season and have been unable play the necessary amount of games to qualify for finals, must provide an official Medical Certificate to the office PRIOR to game day.

7. PLAYER REGISTRATION

- 7.1. Registration fees must be paid within 2 weeks of expiry.
- 7.2. Players who live outside our local area who are registered with another BNSW affiliated Association, must show proof of registration and pay the appropriate affiliation fee. If they cannot show such proof, full registration fee may be charged.
- 7.3. It is the team's responsibility to ensure that all players are registered. If a team plays an unregistered player, they may forfeit points for the game played.

8. UNIFORMS

- 8.1. All teams must be correctly uniformed with tops of the same colour, numbered on the front and back. Numbers from 00, 0-99 are acceptable.
- 8.2. All uniforms must consist of a reversible singlet consisting of a light and a dark colour (eg red and white, blue and yellow).
- 8.3. Playing shorts are not to have pockets.
- 8.4. Junior players are not permitted to wear Manly Representative playing uniforms.
- 8.5. After the third game of the competition, teams playing with unsatisfactory uniforms

will not be allowed to take the court by the referee.

- 8.6. Correct non-marking sporting shoes (pertaining to the sport of basketball) must be worn.
- 8.7. No jewellery will be permitted and nails must be kept short or appropriately taped as per FIBA, BA, BNSW and MWBA approved specifications.
- 8.8. **Players are not permitted to play with braces, guards or protective equipment unless prior approval is given by MWBA. Plaster or fiberglass casts are NOT permitted at any time.**
- 8.9. **Undergarments that extend beyond the t-shirt line (for arms), or the short line (for legs) MUST be made of compression fabric. Loose fitting garments such as long-sleeved t-shirts and track pants will not be permitted to be worn.**
- 8.10.

9. FINES AND OUTSTANDING FEES

- 9.1. All fines and outstanding fees must be paid prior to the team's next game, otherwise all other subsequent matches will be declared "financial forfeits"
- 9.2. If a team withdraws from the competition after the draw has been completed, it will forfeit their deposit, unless given Board approval to withdraw.
- 9.3. In the event of a prize being made available for competition champions, any unpaid forfeits or outstanding fees may be subtracted from, or void the value of such a prize.

10. FORFEITS and LATE START

- 10.1. If a team becomes aware that they will forfeit their game, a team representative must call the MWBA office on (02) 9913-3622 or email: forfeit@manlybasketball.com.au before 9am on the day of the game to notify the MWBA of the forfeit. If the notification comes in after 9am a forfeit fee of \$50 will be invoiced to the team manager and payable before the next game. Consequent forfeits will be incurred a \$50 fine if notified prior to 9am on game day but will not incur the loss of 1 point.

SENIORS ONLY - If a team representative does not notify the MWBA of the forfeit, a fine of \$50 will be charged to the team, payable before their next game. Any forfeit that is not notified to the MWBA as outlined in section 10.1 will be declared un-notified, and the team will be fined \$50 and stripped of 1 Competition Point.

- 10.2. Each team must have a minimum of 4 players to start a game. Teams are required to be signed on and in correct uniform ready to play when the referees start the clock to commence the game.

For each minute that the team does not have the number of players required, or is not ready to start a game, 2 points will be awarded to the opposing team, until 10 minutes have passed and the score will be 20-0 and the game may be declared a forfeit by default.

In an instance where a team (or multiple teams in one time slot) legitimately cannot arrive on time due to (but not limited to) traffic/accident/etc, the venue supervisors may adjudicate that a late start penalty is not a fair outcome to either team, and it will not

be enforced.

- 10.3. Substitute players from teams playing in a lower year group or division or a different competition, may be used to help make up a team if regular players are unavailable. However, each player will be limited to a maximum of 3 games with the higher division. Upon playing a fourth game in the higher division, this player is to remain with the team for the remainder of the season and can no longer return to play in the lower division. This includes any finals games.
- 10.4. Unregistered “fill in” players may be used in order to avoid a forfeit; however this will be on a one game trial basis. If the team requires the same “fill in” player on multiple occasions, they will be required to register with the team.
- 10.5. Teams who continually abuse the forfeit system may:
 - Have competition points removed;
 - Their qualification position to play finals reviewed;
 - Be removed the competition; or
 - Have their ability to register for subsequent competitions reviewed.

11. COMPETITION POINTS

<u>Game Result</u>	<u>Competition Points</u>
Win	3 Points
Draw	2 Points
Loss	1 Point
Bye	3 Points
Forfeit	1 Point
Unnotified Forfeit	-1 Point

11.1 Qualification for Finals

If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification. If the 2 or more teams have the same win-loss record of the games between them, further criteria will be applied in the following order.

- Higher point difference of the games between them
- Higher number of points scored in the games between them
- Higher point difference of all games in the group
- Higher number of points scored in all games in the group

12. PLAYER & COACH MISCONDUCT

12.1. In addition to the BNSW Zero Tolerance Policy, listed in this document as part of the Player Code of Conduct, the following procedures and policies have been put into place in order to ensure a safe and enjoyable environment for all players, officials, participants and spectators.

12.2. Sin Bin

Where a player receives a behavioural technical foul during a game, s/he will be required to leave the court immediately for a period of 5 minutes playing time (not including time outs). If substitutes are available, the player may be replaced. If no substitutes are available, the team must play with less than 5 players.

The referee will take note of the time on the game clock when the technical foul was called, and the player may resume on court at the next substitution opportunity after 5 minutes has elapsed.

12.3. Bench Player Behaviour

If a player is a substitute (on the bench) at the time that they are assessed a technical foul, and there is no coach assigned to the team, the foul will be charged to the player. This foul shall count towards a player's game disqualification and personal foul count, however will not count towards the team foul count for that period.

12.4. Game Disqualification

In accordance with FIBA rule Article 36.3.3 "A player will be disqualified for the remainder of the game when they are charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike and 1 technical foul."

If a player is disqualified from the game, they are required to leave the court immediately, be out of sight of the court for the remainder of the game and may not return.

12.5. Disqualification

Since a player can only be charged with 5 fouls, if after a player has been "fouled out" their behaviour results in a foul being called by the official, the foul called will be deemed a disqualifying foul and the player will be required to leave the court area immediately.

12.6. Repeated Misconduct

If a player **or coach** receives 3 behavioural technical fouls during the season (all grades/all teams), they will be suspended *from playing, coaching, officiating or scoring in any BNSW competition* for one rostered playing week.

Premier League: If a Premier League player receives 3 behavioural technical fouls in a season, they will be automatically suspended from playing, coaching, officiating or scoring in any BNSW competition for 2 rostered playing weeks.

If a person receives a fourth technical foul during the season (all grades/all teams), they *will* be suspended for *an additional 2* rostered playing weeks, and *will* be referred to an administrative tribunal.

12.6.1 A team that collectively receives 6 behavioural technical fouls in a season (this includes players and coaches) will have 3 competition points deducted. For every additional 2 behavioural technical fouls the team receives, a further 3 competition points will be deducted.

The MWBA will endeavour to provide written warning to the team contact when they are nearing player suspension or deduction of competition points, but is not required to do so.

13. COMPETITION BY-LAWS

Juniors

13.1. Score table Responsibilities:

Each team is required to provide a person to perform score table duties for their own game - one will fill in the scoresheet for the game, while the other will do the timekeeping/scoreboard. Failure to supply a suitable scorer will result in the team responsible forfeiting the game.

13.2. Piercings:

Players in the Junior Competitions (Little Eagles, Miniball, Juniors) will be permitted to tape over piercings rather than taking them out, however by doing this, the referees and by extension, the Association will be removed from liability in the event of injury resulting from the player keeping any piercings in place.

13.3. Mercy Rule:

This rule is for Division 2 teams and below.

The mercy will be implemented at the request of the losing coach, once a specific score differential is reached. The referee or any court supervisor may ask the coach if they would like to invoke the rule but may not invoke it without permission from the coach. Once implemented, when the losing team is inbounding the ball, the opposing team must retreat back to *the 3 point line* and wait for the ball to be brought up over the halfway line.

If the margin falls below the lower margin of scores, which is competition specific, the winning team will no longer have to retreat beyond the halfway line.

This rule has been introduced in the best interests of the sport, good sportsmanship and fair play.

13.4. Special Rules

13.4.1 “Little Eagles” Development League

Fouls are to be recorded on the sheet and explained to the player, however no bonus shots are to be taken as a result of team fouls and players are not to be “fouled out”.

Zone Defence is not permitted as per BNSW By-laws

13.4.2 Miniball

Free throws are to be taken from the closer marked free throw line, or red line of not marked.

2 bonus free throws will be taken on the 8th and any further team fouls per half, unless otherwise stated by the rules.

Zone Defence is not permitted as per BNSW By-laws

Mercy Rule: Can be implemented once the margin is 20 points or more

No longer in effect once the margin reduces to 10 points or less

Game Ball: Year 3 and 4: **SIZE 5**

Year 5 and 6: **SIZE 6**

13.4.3 Juniors

2 bonus free throws will be taken on the 8th and any further team fouls per half, unless otherwise stated by the rules.

Zone Defence is not permitted in Year 7 games as per BNSW By-laws.

Mercy Rule: Can be implemented once the margin is 30 points or more

No longer in effect once the margin reduces to 15 points or less

Game Ball: Girls: **SIZE 6**

Boys: Year 7: **SIZE 6**

Year 8 and above: **SIZE 7**

13.7 Seniors

Minimum Age:

Players must be at least 16 years old in order to be eligible to play in the senior competition.

Score Table Duty:

Each team must provide two people to do score table duty for their rostered game (as seen on the draw) - one to do the scoresheet, one timekeeping/scoreboard. If a team fails to provide a duty scorer, a \$20 fee will be charged to the team to cover the paid scorer. This fee must be paid prior to the next game.

(Premier League games have score table provided)

2 bonus free throws will be taken on the 8th and any further team fouls per half, unless otherwise stated by the rules.

14. **COMPETITION TIMING**

14.1. **“Little Eagles” Development League**

Regular Games:

Year 1/2 and 3/4:

- 14 minute halves - Running clock
- 1 minute half time break
- No time outs, as Little Eagles is a **Development League**
- Scores are NOT to be displayed on the scoreboard

Year 5/6:

- 18 minute halves - Running clock
- 1 minute half time break
- No time outs, as Little Eagles is a **Development League**
- Scores are NOT to be displayed on the scoreboard

Finals:

There are no Finals as Little Eagles is a **Development League**

14.2. **Miniball**

Regular Games:

Year 3 and Year 4:

- 16 minute halves - Running clock
- 1 minute half time break
- 1 time out per team, per game – clock does not stop

Year 5 and Year 6:

- 18 minute halves - Running clock
- 1 minute half time break
- 1 time out per team, per game - the clock will be stopped for time outs

Finals:

- In the event of a draw, extra periods of 3 minutes will be played – maximum 2 overtime periods, then Golden Point
- Foul counts will remain as they were at the end of the second half
- 1 time out in the first half, 2 time outs in the second half. 1 unused time out from the second half may be used in overtime. There are no extra time outs in overtime.

14.3. **Juniors**

Regular Games:

- 18 minute halves - Running clock
- 1 minute half time break
- 1 time out per team, per half. The clock will be stopped for time outs

Finals:

- In the event of a draw, extra periods of 5 minutes will be played – maximum 2 overtime periods, then Golden Point
- Foul counts will remain as they were at the end of the second half
- 1 time out in the first half, 2 time outs in the second half. 1 unused time out from the second half may be used in overtime. There are no extra time outs in overtime.

14.1. **Seniors (Division 2 and below)**

Regular Games:

- 18 minute halves - Running clock
- 1 time out per team, per half. The clock will be stopped for time outs.
- 1 minute half time break

Finals:

- In the event of a draw, extra periods of 5 minutes will be played – maximum 2 overtime periods, then Golden Point
- Foul counts will remain as they were at the end of the second half
- 1 time out in the first half, 2 time outs in the second half. 1 unused time out from the second half may be used in overtime. There are no extra time outs in overtime.

14.4. **Senior Premier League**

Regular Games:

- 15 minute halves - Fully timed
- Modified 24 second shot clock rules:
- 14 second reset will not be used - full 24 second reset on all fouls and all rebounds off the ring, unless stated in Article 50.2 of '*Official Basketball Rules*'
- 1 time out per team, per half. The clock will be stopped for time outs
- 2 minute half time break
- During the last minute of the second half, the clock will stop after a successful basket if the margin is 10 points or less

Finals:

- During the last minute of the second half, and last minute of any extra periods, the clock will stop after a successful basket if the margin in 10 points or less
- In the event of a draw, extra periods of 5 minutes will be played until a result is achieved
- Foul counts will remain as they were at the end of the second half, and only 1 time out per team, per half during each extra period

15. **ALCOHOL POLICY**

- 15.1. Any player suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court.
- 15.2. Any player displaying behaviour deemed by the game officials or a Referee or Court Supervisor to be caused by being under the influence of any such substance during the game shall be removed from the court immediately.

16. **HEAT POLICY**

16.1 When the court temperature reaches 31 degrees Celsius, the referee or Court Supervisor should ensure that an extra time out is taken as close to half way through each half as possible.

The compulsory time-out is only for the purpose of taking on water, not for coaching and direction - a regular time-out should be requested if required.

16.2 When the court temperature reaches or exceeds 36 degrees Celsius, games will be cancelled and the outcome determined by the Game Abandonment Policy.

17. GAME ABANDONMENT POLICY

When a game is abandoned due to circumstances beyond our control, the following rules will apply:

- 17.1 If the game was abandoned PRIOR TO HALF TIME, the next game played when the same teams meet will be treated as a double points round. If the teams are not to play each other again, the game will be called at draw.
- 17.2 If the game is abandoned AFTER HALF TIME, the score will stand.

18. PROTESTS AND REPORTING OFFENCES

- 18.1 All protests regarding the outcome of a match should be lodged *in writing to mwba@manlybasketball.com.au* within 48 hours of the alleged incident
- 18.2 Other complaints should be handled by the Referee or Court Supervisor on the day or sent to the Basketball Office within 48 hours of the alleged incident.
- 18.3 MWBA operates under the Disciplinary Tribunal By-laws of Basketball New South Wales. A person will be reported if they committed an offence under the by-laws or acted in a manner which is detrimental to the proper and efficient conduct, control or administration of basketball. Tribunals are held as soon as practicable to deal with offences committed at games.

19. INJURIES

- 19.1 All injuries must be reported to the Court Supervisor. An injury report form should be completed and handed to the Court Supervisor or forwarded to the MWBA Office.
- 19.2 In the event of an injury, the referee will use his or her discretion as to when to stop the game, this will occur once the movement of the play will place the injured player in harm's way. Spectators, coaches and managers are not to go onto the court until requested.
- 19.3 In the event of serious injury, an ambulance should only be called with permission from the injured person or their parent. The injured party should not be moved or treated by unqualified personnel.
- 19.4 For all details on Basketball NSW Sports Injury Insurance, including claims procedures please check the "Policies & Bylaws" page of the MWBA website.

20. OTHER SIGNIFICANT ITEMS

- 20.1 The MWBA Board and management reserve the right to adjudicate on any situation.
- 20.2 Players, coaches, managers and spectators are to follow the directions of the Referees, Court Supervisors, MWBA staff and Board Members.
- 20.3 The Referee or Court Supervisor, or any MWBA Staff or Board Member in attendance can deny any person from participating in any MWBA event and may have them removed from the venue. The police may be called to remove offenders.
- 20.4 The match referee must check and sign the scoresheet to verify the result at the conclusion of the game.
- 20.5 Team Names will be accepted at the discretion of the Board.
- 20.6 MWBA has a prevailing policy of NO PAY, NO PLAY for all outstanding financial obligations.
- 20.7 All participants must abide by BNSW's and the MWBA's Codes of Conduct and Member Protection Policies.

21. DEFINITIONS & ACRONYMS

Fully Timed	In respect to the timing rules for a division, means applying the FIBA rules for timing, the clock stopping on every whistle.
Representative Player	Any player who has been selected in a representative team for any Association. A player is deemed a representative player for the current Representative year. A train-on player is not deemed to be a representative player.
Running Clock	In respect to a division, means the clock will continue to count down throughout the game, only stopping as determined by the competition rules.
The Association / MWBA	Manly Warringah Basketball Association
The Board	The Board of Directors of Manly Warringah Basketball Association
BA	Basketball Australia
BNSW	Basketball New South Wales
FIBA	International Basketball Federation