



*Manly Warringah Basketball Assoc.*



MAKING EAGLES SOAR

EST. 1950



# Competition Handbook

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

[www.manlybasketball.com.au](http://www.manlybasketball.com.au)

Last updated: December 2025

## CONTENTS

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

## BOARD MEMBERS

Steven Ramage **President**

Brian Chapman **Vice President**

Jenny Saggus **Financial Director**

Sonia Miller

Dorian Martin

AJ Kennedy

Alex Delaney

## STAFF

Duane Jordan **General Manager**

Janet Bilton **Office Manager, Registrations & Representative Manager**

Maria Panetta **Operations Manager**

Rad Radan **Local Competition Administrator**

Brad Dalton **Development Officer**

Tim Hill **Director of Coaching**

Jane Ubrien **Referees Manager**

Ashton Morrison **Referee Development**

Michelle Matthews & Clare France **Head Court Supervisors**

## CHARTER

- To provide opportunities for:
  - I. Players to Play.
  - II. Coaches to coach.
  - III. Referees to officiate.
  - IV. Administrators to encourage players, coaches, referees, officials and parents to participate.
- To promote high quality competition highlighting the philosophy of fair play, skill development and enjoyment.
- To praise, encourage appreciate and rewards 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 abilities.

**All participants under the age of 18 must be accompanied by a responsible adult (parent, teacher, manager) to all games run by MWBA.**

MWBA runs numerous competitions each year. For school-aged children we run mixed competitions (i.e., boys & girls) for Miniball (year 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 boys 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, based on their birth sex for insurance purposes.

## INTRODUCTION

The MWBA is a non-profit that operates from the Northern Beaches Indoor Sports Centre. The Association runs over 7000 Basketball games per year, from Little Eagles through to Miniball, Juniors, and Senior Competitions, averaging more than 4500 players in local competitions each year both at the NBISC 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.

Please note we are predominantly a school-based Association and therefore **we run our competitions in School year age groups, as our competitions are primarily school based.** (when referring to Age Groups in this document, it means School Year Age Group)

We hope that publishing of this Handbook will lead to a greater understanding, co-operations 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 page.

[www.manlybasketball.com.au/about/policies/](http://www.manlybasketball.com.au/about/policies/)

## **1. CONDUCT OF GAMES**

- 1.1. All games are played under the authority 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’s rules and by-laws.
- 1.2. All teams that have entered the competition and registered by paying the deposit, commit to pay court fees for the entire competition, regardless of other circumstances, except if the team is removed by the MWBA management.
- 1.3. All games will be under the control of MWBA, who are responsible for receiving competition entry forms, team deposits, registration, and court fees. The MWBA is also responsible for compiling the draws, notifying contacts, and advising changes to the 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 competition to ensure the smooth running of these competitions.
- 1.4. All teams must have a competent and committed team manager who is over 18 years of age and will ensure their team is properly uniformed, organized and has sufficient players registered to complete the games without disruption.
- 1.5. In the best interests of the competition, MWBA staff have the **power to vary, change or introduce special rules at any time, including re-grading**, and, if necessary, remove or withdraw any player or team from the competition for **unacceptable behaviour**.

## **2. CONDUCT OF GAMES**

- 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 reels the necessity to:

    - 2.2.1.1. Berate or abuse referees or other participants.
    - 2.2.1.2. Ridicule or utter obscenities
    - 2.2.1.3. Display conduct which is inappropriate in a sporting environment
    - 2.2.1.4. 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 suspension may be applied.

**MWBA has the right to remove or withdraw any player and/or team at any time, due to inappropriate or unacceptable behaviour.**

- 2.2.2 As per BNSW By-Laws, coaches, managers & spectators in the Little Eagle, Boomer, Opal or Miniball Competitions (Primary School age) must not address the referees in **any way**,

**regardless of their decisions, this includes both comments and gestures. Failure to comply will result in the offender being asked to leave the venue.**

2.3 Players and team officials who want to offer feedback or request clarification on officiating issue should speak to a Referee, Referees Supervisor or Court Supervisor at **an appropriate time**.

### **3. DUTIES & 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 aid in the enforcement of the Official Rules and MWBA competition rules. They also have the power to cite any participants to appear before a disciplinary tribunal in the event of inappropriate conduct.
- 3.2. The MWBA staff member responsible for the conduct of any competition is that competition's Court Supervisor. They are primarily responsible for applying all rules and settling disputes. The Court Supervisor will assess each individual situation and direct it to the Competition Coordinator if needed.
- 3.3. Whilst staff are expected to enforce these By Laws, discretion of application may be required under certain circumstances to ensure fairness in participation.

### **4. TEAM STRUCTURE**

**The Rep rule is in place to ensure a fair competition for all, & to eliminate the creation of super teams. However, in certain competitions where there may be low numbers, or where there are mixed gender teams, a different Rep rule may apply, these rules have been created in the best interests of the competition & fairness to all players. MWBA reserves the right to make changes from season to season.**

- 4.1. **For Division one competitions only.** No more than 3 current Representative players can play in a team of their own age. Rep players from a younger age group may play up, if there are more than 3 Rep players of their own age group in the team, the team must go up at least one age group (sometimes for division 2 there may be allowance due to extenuating circumstances, this will be at the discretion of the Local Comp committee). **Train On players are NOT included in the Rep rule**
- 4.2. For **mixed gender** competitions such as **Year 5 & 6 div 1 Mini Ball** where there are high numbers of Rep players in both genders, a new Rep rule has been introduced. As there are a larger percentage of male players to female players in this age group, the female rep players will **NOT** count in the rep rule.
- 4.3. Where there are **dual age group competitions** in girls high school competitions (NOT primary school) such as the **Girls year 7/8 Girls Division 1** we will run with a different Rep Player rule. They will use a point system, each team has 4 points, a **Div. 1 rep player is worth 1 point**, a **Div. 2 player is ½ point**. Where there are 3 Rep teams within an age group, a player from the third team will **not** count in the Rep player rule. Players from a younger age group are not included in this rule. **This is due to lower numbers in this age group**, where there is a higher percentage of Rep players.
- 4.4. The rep rule will not apply to the **Year 9-11 Girls \*** competition, due to the lower numbers in this age group. The Rep rule does also not apply to **OSB & OSG** as this is the top age group in Junior Local competition, & therefore they are not able to move up.

- 4.5. “Representative Player” refers to a player who was selected in a Representative Program, in the **current BNSW Junior Representative season** (regardless of which association they play for)
- 4.6. 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 interest of the Competition.
- 4.7. MWBA runs numerous competitions each year. For school-aged children we run mixed competitions (i.e., boys and girls) for Little Eagles (development comp) Years 3-6, Mini Ball. We run Boomer League and Opal League for composite years 3/4 & 5/6 for boys only and girls only respectively. Our school aged competitions from year 7 through to Opens (year 11 & 12 combined) are either boys or girls Competitions. We do not allow girls to play in boys competitions and vice versa for these age groups due to safety concerns. Every person when registering is required to register as a Male or Female, based on their birth sex.
- 4.8. Players who change schools’ midseason, may not play in a team for another school in the same division. The same rule applies for independent teams.

## **5. ELIGIBILITY TO PLAY**

- 5.1. Teams must nominate a minimum of 7 players and a maximum of 10 via our online platform. Team entries can only be done by the team manager who must be over 18 years of age. The manager will be required to have a minimum of a manager’s membership (cost \$0 – non-insured) to be able to access the team nominations through their membership dashboard.
- 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 roster (listed on scoresheet/iPad) can play.
- 5.4. A player who is not listed on the electronic scoresheet will require a staff member to add them to the scoresheet. Staff must be advised prior to 3pm of game day. It is the responsibility of the team to ensure that they have cleared the player prior to playing. If an illegal player has played the game will result in a forfeit. Any team that plays a player under someone else name will forfeit that game and will impact their chances of entering the next competition.
- 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 and 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. This includes **TEMPORARY PLAYERS**. 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 cannot play in division 2. 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 will remain with the team for the rest of the season and can no longer return to play in the lower division. This includes any final round games.
- 5.8. **Temporary Players**- A temporary player can be added to a team if they do not have enough players to play the game. There can only be a maximum of 3 temporary players added per game. If there are 5 original team players, 1 temp player can be added, if there are 4 original team players, 2 temp players can be added, & if there are 3 original team players, 3 temp players can be added. Less than 3 original team players, will result in a forfeit. A temporary player may only fill in for 1 team in the same competition.

- 5.9. A Miniball player cannot play in Little Eagles, & a Little Eagle player can only fill in for a Miniball team no more than three times before they must remain in Miniball and not return to Little Eagles.
- 5.10. Individuals from teams that have withdrawn from a competition and still have money owing may not play again in any team until they have paid their portion of the debt the withdrawn team has incurred.
- 5.11. The MWBA Board & MWBA Local Comp Committee reserves the right to refuse admission of any team or player into competitions.

## **6. ELEGIBILITY 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. 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. For players who start playing in the second half (after holiday break) of the competition, they **MUST** play 75% of the remaining games. Players will not be added to the team if they have not played enough games to be eligible to play in the final series.
- 6.3. Must hold current BNSW Registration
- 6.4. **Medical Certificates**- Players injured during the season and unable to play the necessary number of games to qualify for final rounds must supply an official Medical Certificate to the office PRIOR 12 noon on game day. However, players must have played a **minimum of 4 games** during the season before submitting a medical certificate to the office.

## **7. PLAYER REGISTRATION**

- 7.1. All players must hold current BNSW Registration to play. The individual is responsible for ensuring it is up to date.
- 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 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 have correct uniforms with matching reversible tops (same colour), numbered on front and back. Numbers from 0-99 are acceptable.
- 8.2. All Uniforms must consist of a reversible singlet consisting of light and dark colour (e.g., Black and white, Blue and yellow). Playing shorts must have no pockets.
- 8.3. Players are not permitted to wear Manly Representative playing uniforms.
- 8.4. After the third round of a competition, teams playing with unsatisfactory uniforms will be not allowed to take the court.
- 8.5. Correct non-marking sporting shoes (pertaining to the sport of basketball) must be worn.
- 8.6. No jewellery will be permitted, and nails must be kept short or appropriately taped as per FIBA, BA, BNSW and MWBA approved specifications.
- 8.7. Players are not permitted to play with guards or protective equipment unless prior approval is given by MWBA. Plaster or fiberglass casts are NOT permitted at any time.



8.8. Undergarments that extend beyond the t-shirt line (for arms), or the short line (for legs) must be made of black compression fabric. Loose fitting garments such as long sleeve t-shirts and track pants will not be allowed.

## **9. FINES AND OUTSTANDING FEES**

9.1. All fines and outstanding fees must be paid prior to the teams 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 the deposit, unless given the 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 STARTS**

10.1. If a team becomes aware that they will forfeit their game, the team manager must lodge a forfeit through their Membership dashboard, email [forfeit@manlybasketball.com.au](mailto:forfeit@manlybasketball.com.au), Click on the Forfeit button on the top right of our website or call the office on (02) 9913 3622 no later than 2:30pm of game day (Mon to Frid) & Saturdays before 12 noon, or it will be declared a non-notified forfeit (loss of 1 point) and will incur a \$60 fine payable before next game.

10.2. Each team must have a minimum of 4 players to start a game. Teams are required to be signed in and in the correct matching uniforms ready to play when the referee starts the clock to commence the game. For each minute that the team does not have the number of required players, or is not ready to start a game, **2 points will be awarded to the opposing team, until 10 minutes have passed, the score will be 20-0, & 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, Once the 10 minutes has passed, the next game where the two teams meet will become a double point round. If they do not meet again then the previous time, they played will be a double point round. If they only played the one time, then it is a draw.

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 will remain with the team for the rest of the season and can no longer return to play in the lower division. This includes any final round games.

10.4. Temporary player may be used to avoid a forfeit. They must be registered and cleared by a MWBA staff member. Please notify MWBA staff as soon as possible of Temp players by having the manager login to their Membership dashboard and putting the Temp player request in, this will ensure that the player is cleared and will appear on the electronic scoresheet. If the manager is not available, then please email your request to [mwba@manlybasketball.com.au](mailto:mwba@manlybasketball.com.au) with the players name, DOB, team to be added to and the date of the game, so they can be added to the scoresheet for that game.

10.5. Teams who continually forfeit may:

- Have competition points removed.
- Their qualification position to play finals reviewed.
- Be removed from the competition or

- Have their ability to register for subsequent competitions reviewed.

## **11. COMPETITION POINTS**

<b><u>GAME RESULT</u></b>	<b><u>COMPETITION POINTS</u></b>
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 the games in the group, the games(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 the games in the group.

## **12. PLAYER AND 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 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 must leave the court immediately for 5 minutes of 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 the 5 minutes has elapsed.

### **12.3. Bench Player Behaviour**

If a player is a substitute (on the bench) when they are assessed a technical foul, & there is no coach assigned to the team, the fouls 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 36.2.3 “A player will be disqualified for the remainder of the games 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 must leave the court immediately, and be out of sight for the rest 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” for their behaviour results in a foul being called by the officials, the foul called will be deemed a disqualifying foul and the player will have 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. MWBA will advise the offender of this suspension once they reach the 3 behavioural technical foul limit.

If a player received **4 technical fouls** during a season (all grades/all teams), they will be suspended for an additional 2 rostered playing weeks and will be referred to an administrative tribunal  
**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 player received **4 technical fouls** during a season (all grades/all teams), they will be suspended for an additional 2 rostered playing weeks and will be referred to an administrative tribunal.

12.5.1. A team that collectively receives 6 behavioural technical fouls in a season (this include players & coaches) will have 3 competition points deducted. For every addition 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 ALL AGES**

#### 13.1. Score table Responsibilities:

Each team must provide a person to perform score table duties for their own games for Miniball, Opal, Boomer & Junior Competitions- One team representative will score on the sheet (paper or iPad) while the other opposing team will do the timekeeping/scoreboard and call the game. Both duty officials should communicate constantly to ensure they have the same score and fouls recorded.

Failure to supply bench personnel will result in the loss of the right to protest bench errors and MWBA reserves the right to forfeit the game if a team cannot comply.

Bench Personnel for games MUST NOT be under 14 years of age.

SENIOR BENCH DUTY is rostered on the draw. This means a team must supply two people to do bench duty for their rostered duty that maybe be before or after their own game time. Failure to provide bench duty will result in a \$60 fine or \$100 for special event days, e.g., State of Origin.

Fines must be paid prior to playing the next round. Rostered bench duty must still be covered by the team even if they are forfeiting their game on that day. Bench duty must be over 16 years of age.

### 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 referee and the Association will be removed from liability if the player is injured from keeping any piercings in place.

### 13.3. Mercy Rule:

This rule is for Division 2 teams and below. The Mercy rule will be implemented by the request of the losing coach once a specific score differential is reached. The referee or court supervisor may ask the coach if they would like to invoke the rule but may not invoke 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 where the players must pick up a player. If the margin falls below the 10 points, the winning team will no longer have to retreat beyond the halfway line.

*This rule has been introduced in the best interest of the sports, good sportsmanship, and fair Play.*

### 13.4. Special Rules

#### 13.4.1. Little Eagles-Development League

- Fouls are not recorded but a player who constantly continues to foul must sit out for 2 minutes and explained why they have been taken off the court.
- Free throws are implemented in years 3/4 and 5/6 comp only. Taken from the red line.
- **Zone defence** is not permitted as per BNSW rules.
- **Mercy rule:** As there are no points in Little Eagles, The Mercy Rule is at the discretion of the Coach/referee or MWBA staff.
- No time out, it is a development league.

#### 13.4.2. Miniball/Opal League/Boomer League

- Regular rules in place
- As per BNSW By-Laws for this age group, there are no **3 point** baskets, all baskets will be awarded 2points, irrespective of where the shot is taken from.
- Free throws are taken from the closer marked free throw line, or red line if not marked.
- 2 bonus free throws will be taken on the 8<sup>th</sup> and further team fouls per half.
- **Zone defence** is not permitted as per BNSW rules. Players must play a man-to-man defence once they have passed the halfway lin.
- **Mercy rule:** implemented at 20 points difference and no longer in effect once margin reduces to 10 points or less.
- 1 time out per team, per game. Clock does not stop.
- **For year 5 & 6 Division One only-** In the last minute of the game, when the point margin is 5 points or less, the clock stops for every whistle.
- **The 3 second rule applies to year 5 & 6 Division 1 only.**
- **As per BNSW By-laws in this age group, coaches & spectators cannot address the referee in any way, regardless of their decisions, this includes, both comments & gestures. Failure to comply will result in the person being asked to leave the venue.**
- **Ball:** Size 5

#### 13.4.3. Juniors

- Regular rules are in place.
- 2 bonus free throws will be taken on the 8<sup>th</sup> and further team fouls per half.
- **Zone Defence is not permitted in year 7 games** as per BNSW By-laws. Players must play a man-to-man defence once they have passed the halfway line.
- In the last minute of the game, when the point margin is **5 points** or less, **the clock stops for every whistle.**
- **Mercy rule:** implemented at 30 points difference and no longer in effect once margin reduces to 15 points or less.
- **Ball:** Girls in Year 7 and up = Size 6  
Boys in Year 7 = Size 6  
Boys in Year 8 and up = Size 7

#### 13.4.4. Seniors

- **Minimum Age:** Players must be at least 16 years old 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/iPad, one timekeeping/scoreboard. If a team does not supply a table duty, a \$60 fee will be charged to the team to cover the paid bench. This must be paid prior to the next game (premier League games have a score table provided.) Please note that on days where special event is on e.g. State of Origin, Bench duty fee is \$100.  
**Teams are still expected to cover their rostered duty in the event of forfeits.**
- 2 bonus free throws will be taken on the 8<sup>th</sup> and any further team fouls per half, unless otherwise stated by the rules.
- In the last minute of the game, when the point margin is **5 points or less, the clock will be stopped on every whistle.**

## 14. COMPETITION TIMING

### 14.1. “LITTLE EAGLES” DEVELOPMENT LEAGUE

#### Regular Games:

- 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.
- There are no Finals as Little Eagles is a Development League and no scores are kept.

### 14.2. MINIBALL, OPAL & BOOMER LEAGUE

#### Regular Games:

#### Year 3 & 4 all Divisions, Year 5 and 6 Div 2 and below

- 16-minute halves – Running clock, 1 minute half time break.
- 1 time out per team, per game – clock does not stop – **not to be taken in the last minute.**

#### Year 5 & 6 Division one

- 16-minute halves – Running clock, 1 minute half time break.
- 1 time out per team per game, per game – the clock will stop for time outs.
- For the last minute of the game, the clock will stop for all whistles if the score difference is 5 points or less.

### **Final Rounds:**

As a winner is required, in the event of a draw, an extra overtime period of **3 minutes** will be played, then the **Gold Point** rule comes into play, next team to score wins the game. Foul counts will remain as they were at the end of the second half.

### **Semi Finals:**

- **1 time out in each half.** 1 unused time out from the second half may be used in overtime. There are no extra time outs in overtime. Time out regulations as per regular season.

### **Grand Finals:**

- **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 I not extra time outs in overtime. Time out regulations as per regular season.

## 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 stop for time outs.**
- For the last minute of the game, the clock will stop for all whistles if the score difference is 5 points or less.

### **Final Rounds:**

As a winner is required, in the event of a draw, an extra overtime period of **3 minutes** will be played, then the **Gold Point** rule comes into play, next team to score wins the game. Foul counts will remain as they were at the end of the second half.

### **Semi Finals:**

- **1 time out in each half.** 1 unused time out from the second half may be used in overtime. There are no extra time outs in overtime. Time out regulations as per regular season.

### **Grand Finals:**

- **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 I not extra time outs in overtime. Time out regulations as per regular season.

## 14.4. SENIORS

### **Regular Games:**

- 18-minute halves - Running clock, 1 minute half time break.
- 1 time out per team per half – **the clock will stop for time outs.**
- For the last minute of the game, the clock will stop for all whistles if the score difference is 5 points or less.

### **Final Rounds:**

As a winner is required, in the event of a draw, an extra overtime period of **5 minutes** will be played, then the **Gold Point** rule comes into play, next team to score wins the game. Foul counts will remain as they were at the end of the second half. The clock will

**In the final series, in the last minute of the game, the clock will stop for all whistles if the score difference is 10 points or less.**

### **Semi Finals:**

- **1 time out in each half.** 1 unused time out from the second half may be used in overtime. There are no extra time outs in overtime. Time out regulations as per regular season.

### **Grand Finals:**

- **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 not extra time outs in overtime. Time out regulations as per regular season.

#### 14.5. **SENIOR PREMIER LEAGUE**

##### **Regular Games:**

- 15-minute halves – Fully timed.
- 2 minutes half time break.
- Modified 24 second shot clock rules: 14 second reset will not be used- full 24 second reset on all fouls and rebounds off the ring.
- **1 time out** per team per half, per game – **the clock will stop for time outs.**
- For the last minute of the game, the clock will stop for a successful basket if the margin is 10 points or less.

##### **Final Rounds:**

As a winner is required, in the event of a draw, an extra overtime period 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.

##### **Semi Finals:**

- **1 time out in each half.** 1 unused time out from the second half may be used in overtime. There are no extra time outs in overtime. Time out regulations as per regular season.

##### **Grand Finals:**

- **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. Time out regulations as per regular season.

## 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 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 halfway through each half as possible.

The compulsory time-out is only for the purpose of taking on water, not for coaching 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.

16.3. Please realise there will be no Credit for abandoned games, as regardless, MWBA will still have external cost to outlay.

## 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 is abandoned AFTER HALF TIME, the score will stand.

17.2.If the game is cancelled, the next game played when the same teams meet will be treated as a double point round. If the teams do not play each other again, then the score from the previous round they played will be treated as a double point round. If the same teams do not play each other again, then the game will be declared a draw.

## **18. TRIBUNALS, PROTESTS AND REPORTING OFFENCES**

18.1.All protests regarding the outcome of a match should be lodged in writing to [mwba@manlybasketball.com.au](mailto:mwba@manlybasketball.com.au) within 48 hours of the alleged incident.

18.2.Other complaints should be handled by the Referee or Court Supervisor at the time of the event or sent to the Basketball Office within 48 hours of the alleged incident.

18.3.MWBA uses the Disciplinary Tribunal By-Laws of Basketball New South Wales as a guide only, & does not adopt every single aspect of their By-Laws. A person will be reported if they commit an offence under our by-laws or if they have 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.

18.4.Tribunals are dealt with by the **MWBA Tribunal Committee**. Based on the offence/s committed, the Committee will view the security camera footage of the game in question, along with any reports received, to then decide whether the Tribunal will be held as an **Administrative Tribunal** (Charges that can carry a maximum penalty of 10 weeks & under) if this is case, the person/s involved will be advised of their penalties by email, or, if it is to be a **Disciplinary Tribunal** (charges that can carry maximum penalties of over 10 weeks) person/s involved will be notified, of the date & time of the hearing.

## **19. INJURIES**

19.1.To report an injury, go to <https://www.bnsw.com.au/about/insurance/>

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 were not to go onto the court until requested.

19.3.In the event of a serious injury, an ambulance should 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 MWBA website. <https://manlybasketball.com.au/about/policies/>

## **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 conclusion of the games.

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**

<b>Fully Timed</b>	In respect to the timing rules for a division, it means applying the FIBA rules for timing, the clock stopping on every whistle.
<b>Representative Player</b>	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.
<b>Running Clock</b>	In respect to a division, it means the clock will continue to count down throughout the game, only stopping as determined by the competition rules.
<b>The Association/MWBA</b>	Manly Warringah Basketball Association
<b>The Board</b>	The Board of Directors of the Manly Warringah Basketball Association.
<b>BA</b>	Basketball Australia
<b>BNSW</b>	Basketball New South Wales
<b>FIBA</b>	International Basketball Federation