

**MANLY WARRINGAH  
BASKETBALL**



**Manly Warringah Basketball  
Association**

**Competition Handbook**

**2017-2018**



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### **Board Members:**

Owen Evans	President
Lynne Ibbotson	Vice President
Jenny Saggus	Financial Director
Ron Kendall	Secretary
Phil Smith	
Brian Chapman	
Steven Ramage	
Scott Richmond	
Sonia Miller	

### **Staff:**

Administration - Office Manager – Registrations & Representative Manager - **Janet Bilton**  
Administration - Finance - **Maria Panetta**  
Administration Assistant – **Eileen Thompson**  
Director of Coaching & Sponsorship - **Duane Jordan**  
Referee Program Manager – **Kirsten De Forest**  
Local Competition & Development Assistant – **Rad Radan**  
Development Officer - **Brad Dalton**



## 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 (NOT simply OUTCOMES)
- 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*



## **INTRODUCTION**

The MWBA is a non-profit organisation. The Association moved to a new era in June 2001, when the Northern Beaches Indoor Sports Centre was built. The Association runs over 4580 basketball games per year, from Miniball through to Junior, Senior and Mixed Competitions, and averages 2700 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 Documents and Policies Page: [www.manlybasketball.com.au/Documents](http://www.manlybasketball.com.au/Documents)

### **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.



## **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 bench 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 refereesWill 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.

## **4. TEAM STRUCTURE**

- 4.1. It is MWBA policy **for Junior Competitions** is that no more than 3 current Representative players are to play in one team in their school year. 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, there can only be a maximum of 3 Representative players from **the top** age group. This rule does not apply to the younger age group.
- 4.3. 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.



## **5. ELIGIBILITY TO PLAY**

- 5.1. 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.
- 5.2. Teams must nominate their players on the Nomination Form.
- 5.3. A registered player may enter his or her name on the printed score sheet before taking the court. Any team who plays a player under someone else's name will forfeit that game and the ineligible player could be suspended.
- 5.4. Junior players 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 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.**
- 5.5. Teams that play ineligible players may forfeit points for the relevant matches.
- 5.6. 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 share of the debt the withdrawn team has incurred.
- 5.7. 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 must be pre-printed on 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 games in the competition or 75% of the games in the second half of the competition.
- 6.3. Eligibility appeals should be made to the MWBA at least one working day prior to the game. Supporting evidence must be produced by players who have been unable to play due to illness, injury or representative duties.

## **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. **Any new uniforms ordered should be a reversible singlet consisting of a light and a dark colour (eg red and white, blue and yellow), otherwise your uniform colour will need to be approved by the MWBA to minimise colour clashes.**
- 8.3. **Playing shorts with pockets are not to be worn.**
- 8.4. After the third game of the competition, teams playing with unsatisfactory uniforms will not be allowed to take the court by the referee.
- 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. Braces, guards or protective equipment can only be used if prior approval is given by MWBA.
- 8.7. **In the event of both teams having similar uniform colours, with neither team having reversible or alternate uniforms, Team B on the scoresheet will be required to obtain a set of bibs from the court supervisors at the admin desk before they will be able to take the court.**

## **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](mailto: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.
- 10.1.2 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.
- 10.2.1 SENIORS ONLY - 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.
- 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 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 their registration for subsequent seasons reviewed.

## 11. COMPETITION POINTS

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





## **12. PLAYER 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. Repeated Misconduct (Seniors Only)**

If a player receives 3 technical fouls during the season (all grades/all teams), they will be suspended for one rostered playing week (all grades/all teams).

If a person receives a fourth technical foul during the season (all grades/all teams), they may be suspended for another rostered playing week (all grades/all teams), and may be required to attend a Tribunal.

### **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 changes to the FIBA rules as of Oct 2017, specifically 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, once a player has been "fouled out", if their behaviour results in action from the official, the foul called will be disqualifying and the player will be required to leave the court area immediately.



## 13. COMPETITION BY-LAWS

### Juniors

#### 13.1. **Bench Responsibilities:**

Each team is required to provide a person to perform score bench duties for their own game - one will fill in the scoresheet for the game, while the other will do the timekeeping/scoreboard.

#### 13.2. **Piercings:**

Players in the Junior Competitions (Potter League, 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 beyond the halfway line and wait for the ball to be brought up over the half way 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. **Potter League**

Fouls are to be recorded and explained, 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

Game Ball: **SIZE 5**

#### 13.5. **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**



### 13.6. **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**

### **Seniors**

#### 13.7. **Minimum Age:**

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

#### 13.8. **Bench Duty:**

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

(Premier Men's and Women's games have scorebench 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. **Potter League**

#### **Regular Games**

Year 1/2:

12 minute halves - Running clock

1 minute half time break

No time outs, as Potter League is a **Development League**

Scores are NOT to be displayed on the scoreboard

Year 3/4 and 5/6:

15 minute halves - Running clock

1 minute half time break

No time outs, as Potter League is a **Development League**

#### **Grand Finals:**

Finals are to be run the same timings as regular games.



In the event of a draw, no extra time will be played, as this is **Development League**

#### 14.2. **Miniball**

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

18 minute halves - Running clock

2 minute half time break

1 time out per team, per half. The clock will be stopped for time outs

Last minute of the second half is fully timed if the margin is **10 points or less**

##### **Finals:**

In the event of a draw, extra periods of 3 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**

##### **Grand Finals:** (in addition to Finals rules listed above)

2 time outs per team, per half. The clock will be stopped for all time outs

#### 14.3. **Juniors**

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

20 minute halves - Running clock

2 minute half time break

1 time out per team, per half. The clock will be stopped for time outs

Last minute of the second half is fully timed if the margin is **10 points or less**

##### **Finals:**

The last minute of the second half, **and last minute of any extra periods**, will be fully timed

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**

##### **Grand Finals:** (in addition to Finals rules listed above)

2 time outs per team, per half. The clock will be stopped for all time outs



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

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

20 minute halves - Running clock

1 time out per team, per half. The clock will be stopped for time outs.

2 minute half time break

The last 2 minutes of the second half will be fully timed, the clock will stop on any whistle or any made basket, if the margin is 10 points or less

##### **Finals:**

During the last 2 minutes of the second half, and last 2 minutes of any extra periods, the clock will stop after a successful basket if the margin is 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

##### **Grand Finals:** (in addition to Finals rules listed above)

2 time outs per team, per half. The clock will be stopped for all time outs

#### 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 is 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

##### **Grand Finals:** (in addition to Finals rules listed above)

2 time outs per team, per half. The clock will be stopped for all time outs



## **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 the being under the influence of any such substance during the game shall be removed from the court immediately.

## **16. PROTESTS/REPORTING OFFENCES**

- 16.1. All protests regarding the outcome of a match should be lodged with the Court Supervisor or the MWBA Office within 48 hours of the alleged incident
- 16.2. Other complaints should be handed to the Referee or Court Supervisor or sent to the Basketball Office within 48 hours of the alleged incident.
- 16.3. 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.

## **17. INJURIES**

- 17.1. 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 Basketball Office.
- 17.2. 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.
- 17.3. 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.
- 17.4. For all details on Basketball NSW Sports Injury Insurance, including claims procedures please check the "Documents and Policies" section of the Manly Warringah website: [www.manlybasketball.com.au/Documents](http://www.manlybasketball.com.au/Documents) or Basketball NSW Website: [www.bnsw.com.au](http://www.bnsw.com.au)



## **18. OTHER SIGNIFICANT ITEMS**

- 18.1. The MWBA Board and management reserve the right to adjudicate on any situation.
- 18.2. Players, coaches, managers and spectators are to follow the directions of the Referees, Court Supervisors, MWBA staff and Board Members.
- 18.3. The Court Supervisor or any 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.
- 18.4. The match referee must check and sign the scoresheet to verify the result at the conclusion of the game.
- 18.5. Team Names will be accepted at the discretion of the Board.
- 18.6. MWBA has a prevailing policy of NO PAY, NO PLAY for all outstanding financial obligations.
- 18.7. Game Abandonment Policy: When a game is abandoned due to circumstances beyond our control, the game played when the same teams meet will be treated as a double points round.
- 18.8. MWBA reserves the right to photograph or video all games and training sessions for coaching, public relations and other Association purposes. However, filming of individual local competition games can only be done by parents with the consent of the opposition team.
- 18.9. All participants must abide by MWBA's Member Protection Policy.

## **19. DEFINITIONS & ACRONYMS**

<b>Fully Timed</b>	In respect to a timing rules for a division, 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, means the clock will continue to count down throughout the game, only stopping in the event of a time out, or injured player.
<b>The Association / MWBA</b>	Manly Warringah Basketball Association
<b>The Board</b>	The Board of Directors of Manly Warringah Basketball Association
<b>BA</b>	Basketball Australia
<b>BNSW</b>	Basketball New South Wales
<b>FIBA</b>	International Basketball Federation