



COCKBURN BASKETBALL
ASSOCIATION
COMPETITION RULES
2019–2020

Effective: Juniors – 2019/20 Summer
Seniors – 2019/20 Summer

INTRODUCTION

These are the rules and conditions that apply to all basketball competitions conducted by the Association in the Wally Hagan Stadium and at any other venue and for the development of basketball within the City of Cockburn and surrounding districts.

If you require clarification of any rule, please direct your enquiry in writing to operations@cockburncougars.com.

Competitions run by Basketball WA are subject to the rules promulgated by Basketball WA and are not subject to these rules.

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1. Playing Rules

1.1 All competitions and/or games conducted by the Association shall be conducted in accordance with the official rules of basketball as adopted by Basketball WA and with modifications as outlined.

2. Rule Modifications

2.1 Timing

2.1.1 All junior matches shall consist of two twenty-minute halves with a running clock. Half time will be three (3) minutes.

2.1.2 All senior games will consist of two twenty-minute halves with a running clock. Half time will be two (2) minutes.

2.1.3 Junior and senior GRAND FINALS ONLY will consist of two twenty-minute halves with the last three (3) minutes of the game fully timed.

2.1.4 No Time-outs in the last three (3) minutes of both halves in both junior and senior competitions, unless the last three (3) minutes are fully timed as in above and the clock is stopped for the duration of the time out.

2.2 Uniforms

2.2.1 Players are required to wear the team's registered uniform, consisting of a playing top (Regulation numbers from 4 to 15, 20 to 25, 30 to 35, 40 to 45 and 50 to 55 front and back per rule book. Logos are permissible provided they do not obscure the playing numbers) and all juniors must wear the CBA shorts.

2.2.2 Players not wearing the approved registered uniform will be penalised two (2) points per player out of uniform after the 4th playing date. The penalty points will be added to the opposition Team Points.

2.2.3 Players are allowed to wear clothing under their playing uniform provided it is tight fitting, black only and does not pose a safety risk as determined by the Competition Manager, Court Manager or Games Controller.

2.3 Games Commencement and Penalties

2.3.1 Games must commence by the twelve (12) minute mark of the first half or will be deemed a forfeit. Teams will be penalised two (2) points each minute late to start providing the other team is ready to play. The penalty points will be added to the opposition Team Points. Late teams will forfeit their use of time outs for the first half.

2.4 Number of Players

Teams are permitted to start and finish the match with only four (4) registered players provided the full team fee is paid.

2.5 No Charge Semi-Circle

The no charge semi circle will be ignored for all junior and senior competitions.

2.6 Other Modifications

Other modifications to rules to suit a particular set of circumstances, not provided for within these by-laws are subject to board approval

2.7 Technical Fouls

Senior players that receive a technical foul during their game will be automatically issued with a 1 game suspension for the next fixtured games. This does not include bye games.

3. Rules Interpretation

3.1 In any instance where a ruling is required as to the intent or purpose of any rule as included in the official rules of basketball, or in these competition rules, or in the event of a dispute arising as to the interpretation of any rule, the matter shall in the first instance be referred to the Court Manager or Games Controller present during the match. If agreement cannot be reached between the parties involved, the matter shall be determined by the Operations Manager or by a rules interpreter appointed by the Operations Manager.

3.2 It shall be the duty of the rules interpreter to report to the Operations Manger the nature of all matters referred to them for determination, together with their decision regarding the matter.

3.3 Any rules interpretations supplied by Basketball WA shall be discussed at the next available junior competitions meeting, followed by a directive drafted by the Operations Manager for consideration given to incorporating these in local competitions where possible.

4. Team Nominations

- 4.1 Affiliated clubs, teams or Associations desirous of participating in any competition or match conducted by the Association shall complete the online nomination form and pay the fee in the manner prescribed on or before the advertised closing date, as set down by the Operations Manager.
- 4.2 Late nominations may be accepted provided there are vacancies in the competition and full nomination fee payment is received with nomination. Late nomination fees may apply as indicated on the competition details.
- 4.3 The Association reserves the right not to accept any nomination.

5. Grading

- 5.1 The Operations Manager shall determine the merits of each team nominated and allocate the teams to the agreed grades or divisions.
- 5.2 The Operations Manager may alter or amend team grading where deemed necessary.

6. Competition Fixtures

- 6.1 The Operations Manager shall be responsible for the drawing up and issuing of all fixtures to all teams participating in the competition.
- 6.2 An official fixture cannot be altered without the approval of the Operations Manager.
- 6.3 Where any team, because of circumstance, requires to advance or postpone an official fixture, written application must be made to the Operations Manager at least two weeks prior to the advance date or the scheduled date of the fixture which is required to be deferred. The opposition team must agree to the advancement or deferment requested for approval to be given.
- 6.4 Any competition match played at a place and/or time not in accordance with the official fixture and not approved by the Operations Manager, as in 6.3 above, shall not be taken into account when compiling the premiership table. Neither team shall be awarded premiership points and all points scored both for and against shall be forfeited by both teams.

7. Junior Basketball Modified Rules

- 7.1 Full Court double-teaming is not permitted in under 10, under 12 and under 14 competitions unless there is at least 3 divisions in the age group, whereby double teaming is only permitted in the first 2 divisions. Referees will give a warning to the coach and players; subsequent infractions will result in a technical foul being charged against the offending team and issuing of the required penalty.
- 7.2 Under 10 competition coaches may walk around the basketball court to assist in the development of the player's basketball skills. However, they must not interfere in any way with the progress of the game. (i.e. referees, basketball or opposition players). Coaches must keep out of the middle third of the court lengthwise.
- 7.3 Backboards will be lowered for under 10 competitions.
- 7.4 Free throws will be taken from the front of the circle (broken line) in the under 10 competitions.

7.5 MERCY RULE

Under 10s –

After each score the defending team must get one foot inside the three-point line at their defensive end, before playing defence.

Secondary to this, when a team leads by 20 points or more, the 'retreat rule' will be applicable on all back court dead ball situations. The leading team must retreat once the official has handed over the ball to the offensive team.

Under 12s –

If the lead is 20 points or more, the defending team must get one foot inside the three-point line at their defensive end after each score, before playing defence.

7.6 ZONE DEFENCE

It is illegal for all teams from under 14 down to play a zone defence.

Zone Defence is defined by Basketball WA as:

Any defence played in the offensive front-court which does not incorporate normal man-to-man defensive principles shall be

considered a zone.

Referees shall issue a warning to the offending team. A technical foul is issued for subsequent breaches, recorded on the electronic scoring device or scoresheet against the coach ('B') followed by the required penalty.

An assessment of a zone defence must be assessed in line with Basketball Australia's Zone Buster Manual. This can be found on our website : www.cougarfamily.com

8. Competition Points

8.1 Premiership points shall be allocated for each game completed in accordance with the official fixtures as follows:

Win	3 points
Loss	1 point
Draw	2 points
Bye	2 points
Forfeit	0 points

8.2 In the event of two or more teams being level on premiership points at the end of the qualifying matches, eligibility to compete in the final series shall be determined on the basis of:

Any team having forfeited a game during the qualifying rounds will take the lower position on the ladder.

All things being equal between the teams overall percentage will be used to decide the final placings.

9. Final Series

9.1 The final series shall be played at the conclusion of the qualifying fixtures in accordance with the format determined by the Operations Manager.

10. Eligibility To Play

10.1 Players are only eligible to play one match per round per age

- group.
- 10.2 Senior players have a different competition on each night and are eligible to play once each night. A second game on any night of play is only permissible where a forfeit can be prevented by doing so and then only in accordance with clause 10.4.
- 10.3 Junior players are only eligible to play once in each competition where they are registered, a maximum of two games per week. Both games must be for the same club.
- 10.4 A player is eligible to participate in a fixtured match provided:
- 10.4.1 The player is registered with the team concerned;
 - 10.4.2 The player's full name and number is entered on the electronic score card before the commencement of the match. If no name/number is recorded, they will not be registered as playing in that game; and
 - 10.4.3 The player is physically present in the stadium and able to play prior to the commencement of the second half of the match. The names of players listed on the electronic score card but not present will be removed by the referees at half time.
- 10.5 A player's age with reference to participating in a particular age group shall be determined by the player's age as at 30th June in that year.

11. Interchange of Players Between Grades or Divisions

- 11.1 Players can play in a higher grade or division on their normal night of play provided it is for their registered club.
- 11.2 Where multiple teams from the one club are included in a grade or division, no movement of players is allowed between the teams, unless the Operations Manager approves a written transfer for the remainder of the competition.
Rules 10.1, 10.2 and 10.3 still apply.

12. Eligibility To Participate in Final Series

- 12.1 Players must have played in at least 1/3 of the number of matches fixtured (excluding byes) to be able to participate in the final series.

- 12.2 The player's full name (first and surname) and playing number entered on the electronic score card for any match and not deleted by the referees shall be sufficient proof that the player played in the match.
- 12.3 Where an opposition team has forfeited a match and the players are not required to attend to claim the win, players who are registered and have played the game before and/or after shall be considered as qualified for that game.
- 12.4 Byes are not counted as matches and do not count towards qualification for the finals.
- 12.5 A player who has played in only one age group, grade and/or division is only eligible to participate in the final series for that age group, grade or division.
- 12.6 In any instance where a player, through sickness, injury or other circumstances beyond his control is prevented from playing in the required number of qualifying matches, the Operations Manager may allow the player to qualify for the final series provided:
 - 12.6.1 The player was registered with the club either for a previous season or from the start of the current competition; or
 - 12.6.2 The player has played at least one qualifying match towards the final series; and
 - 12.6.3 Written application is lodged with the Association at least two weeks prior to the start of the final series.
- 12.7 It is the responsibility of each club or team to ensure that players in the final series are qualified to play.
- 12.8 Any protest or dispute concerning the eligibility of a player to participate in the final series must be referred to the Operations Manager within twenty-four hours of the completion of the game in which the player participated.
- 12.9 Any team that forfeits the final qualifying game, without good reason (as decided by the Operations Manager), shall be disqualified from playing in finals.
- 12.10 Any club or team found to have played an unqualified player in the final series will automatically forfeit the finals match and be disqualified from the remainder of the finals series.
- 12.11 Any representative teams of the Association that participate in the domestic competitions shall not be eligible to participate in the finals series.
- 12.12 If teams are unable to provide enough qualified players to participate in a finals match they may make written application prior to the commencement of the finals to:

12.12.1 Play the next highest qualified player(s) on the list; or

12.12.2 Bring up a junior player(s) that has qualified in a lower age group for a team in the same club.

12.13 Additional qualified players can only make team total five (5) players (no substitutes on the bench).

13. Forfeits

13.1 If a team is not ready to commence play in a fixtured match when there are twelve (12) minutes remaining on the clock for the first half, the match shall be forfeited and awarded to the opposition team with a score of 20 - nil. The team will not receive any premiership points and will be fined the amount stipulated by the Association on the competition details for the season. Forfeit fines are required to be paid prior to the team participating in their next fixture. There will be no fine if full fee is paid and scratch match is played.

13.2 Any team having three (3) forfeits in a season will be asked to show reason why they should not be disqualified from the competition.

13.3 In the event of a team being disqualified or withdrawn from the competition, each future match in which the team would have played shall be considered to have been won by the opponent team, unless the disqualified team has been replaced with another team and/or appropriate changes have been made to the fixtures.

13.4 All forfeits must be made by phone to the Operations Manager on 9335 9101 if the Operations Manager is unavailable an email must be sent to operations@cockburncougars.com

14. Eligible Players

14.1 To be an eligible player, a player must be registered with the Association to play for a team or a club in a Cockburn Basketball Association competition and registered with Basketball WA.

14.2 Ineligible players participating in a competition match should be reported to the Operations Manager, Court Manager and Games

Controller or in writing to the Operations Manager. Players playing under a false name will also be reported to the judiciary.

- 14.3 It is the responsibility of all clubs and teams to ensure that players are eligible to compete. In any instance where an ineligible player has participated in a match, the match shall be forfeited to the opposition and the team will not receive any premiership points.

15. Players' Uniforms

- 15.1 Each team nominated to play in a competition must register their team uniform. Junior Teams must wear Cockburn Basketball Association Shorts.
- 15.2 Each player must be in full uniform to be able to participate in a competition fixture.
- 15.3 Where teams playing each other in a competition fixture have the same or similar uniforms the Association shall provide an alternate set of uniforms or over-shirts that the team nominated as "Team 2" on the electronic score card shall wear. Refer rule 2.2 also.

16. Registration of Players

- 16.1 Clubs and teams must register all players with the Association. At least 7 players per senior team and at least 7 players per junior team must be registered with nomination. Additional players commencing to play during the season may play for a maximum of one match before registration must be affected.
- 16.2 The Association shall maintain a register of all registered players, showing the player's name, date of birth, telephone numbers and the club registered with. Details of registrations will be forwarded to the Basketball WA as required.
- 16.3 Teams are restricted to no more than three first team (3), or 5 total Western Australian Basketball League (WABL) players from the most recent season. However, any athletes that play in a higher WABL age group than their current domestic age group will be considered restricted. Open Girls competition will be restricted to no more than three (3) WABL players from the most current seasons from the under 18 girls.

17. Players' Insurance

- 17.1 Registered players are covered to some extent by insurance through Basketball WA. The Association does not accept any liability for injuries sustained by any persons whilst participating in a competition fixture at the stadium or any other venue. Unregistered players are not insured.

18. Clearances

- 18.1 A registered playing member of any club or team nominated for Cockburn Basketball Association competitions shall not transfer from that club to any other club or team without obtaining a clearance from the club they are registered with. The clearance must be on a duly certified Association clearance form and signed by the appropriate official from the club from which the clearance is obtained.
- 18.2 Players will have 5 weeks to submit clearances requests to the Operations Manager, if they want to change between clubs. After this date, clubs can decline transfers purely on the cut-off date. However for special circumstances a clearance can be submitted if the reasoning is beneficial for the club and player.
- 18.3 If a player has not been actively involved with the club they last played for at least twelve (12) months, a clearance is not required unless it can be proven that the players is not financial with the club.
- 18.4 Clubs shall not refuse to grant inter club clearances to any player unless it can be proven that the player seeking the clearance is not financial with the club. This may either be non-payment of club fees or failure to return a club playing uniform.
- 18.5 Where a club or team refuses to clear a registered financial player, the player may refer the matter to the Association. The Association may then instruct the club that the player be cleared should there be no justifiable reasons to the contrary.
- 18.6 If an affiliated club has disbanded any registered players of that club are free to transfer to other clubs without having to apply for a clearance. If the disbanding club is not financial with the Association the player will be required to pay a proportion of the outstanding amount before being eligible to register with another club.

19. Referees and Umpires

- 19.1 The allocation of referees and umpires to officiate at competition fixtures conducted by the Association shall be the responsibility of the Operations Manager and Referee Coach
- 19.2 It is the responsibility of the Operations Manager and Referee Coach to determine the method of appointment of all referees and to determine their status as referees and umpires.
- 19.3 The Operations Manager and Referee Coach shall arrange clinics, courses and lectures for the development of referees in conjunction with administration staff.

20. Duty Teams

- 20.1 It shall be the duty of each team participating in any match conducted by the Association to provide an official for the score bench. Such officials should be present at the start of the fixture and should preferably not be a substitute player. Matches will not start until the score bench is manned.
- 20.2 Scorers and timekeepers shall operate in accordance with the official rules of basketball.
- 20.3 The Association is empowered to allocate other duties, as required, to any club or team participating in Association fixtures.

21. Stadium Scoring

- 21.1 The Association will provide electronic score cards for all matches. It will be the responsibility of the teams manager, coach or captain to make sure that all players and required team details are entered on the electronic score card prior to the start of the game. Electronic score cards cannot be altered after the match has commenced other than by the referee or Operations Manager, Court Manager or Games Controller. Players' names cannot be added to the electronic score card after half time.
- 21.2 If electronic failure paper scoresheet will be used.

22. Basketballs

- 22.1 The Association will supply 1 match basketball for each junior and senior match.
- 22.2 Teams are to provide their own basketballs (up to two) for their team warm-up. Team name must be clearly marked and basketballs must be in control of the coach or team manager at all times.
- 22.3 Personal basketballs are not to be brought into the stadium during domestic competitions.
- 22.4 The Association takes no responsibility for basketballs brought into the stadium. All balls brought in should be clearly marked for identification.

23. Financial Status

- 23.1 All clubs and teams nominating for competitions shall pay the required nomination fee or deposit before nominations can be accepted.
- 23.2 The balance of nomination fees shall be in the hands of the Association on or before the due date advertised in the nomination details.
- 23.3 Clubs may request an extension of time in which to pay the balance of the fees. The Administrator must agree to any such extension in writing.
- 23.4 Any club not financial by the advertised or extended date will not be awarded premiership points in any further matches until after the balance of fees has been paid. These points are non – recoverable. Any club or team not financial before the last qualifying game of the competition will be ineligible to play in the final series.

24. Charges, Protests and Disputes

- 24.1 A club or team shall have the right to lodge a report in the nature of a comment or protest, or giving notice of a dispute in relation to the conduct of a competition match, the eligibility of any player taking part in the match, the behaviour of any person(s), or the result of any competition match.

- 24.2 Such a report shall include a comprehensive account of the incident or happening giving rise to the protest or dispute, shall name the team and/or players concerned and the officials in control of the match.
- 24.3 All reports shall be in writing and must be received by the Association within twenty-four (24) working hours (one business day) after the completion of the match in question.
- 24.4 All reports shall be referred to the Operations Manager for resolution. Should it not be possible to arrive at a satisfactory solution they may refer the matter to the judiciary panel for resolution. (Refer to Clause 25.).
- 24.5 All reports must be resolved within fourteen (14) days of receipt and the resultant decision communicated to the club or team in writing.
- 24.6 A report, lodged by a referee, umpire or Association official, which alleges misconduct in any Association match or fixture, by any player, coach, spectator, team or member of a club or team, shall be considered a charge against the player, team or member.
- 24.7 The report must be lodged in writing on the prescribed report form and must be received by the Association within twenty-four (24) working hours (one business day) of the alleged incident.
- 24.8 Reports referred to in Clause 24.6 and 24.7 above must be referred to the judiciary panel for a decision.

25. Judiciary

- 25.1 Cockburn Basketball Association adopts the Basketball WA Tribunal By-laws for all competitions. The By-laws can be found at:
http://www.basketballwa.asn.au/fileadmin/user_upload/Documents/150414_LT_Tribunal_By-law.pdf

26. Trophies and Awards

- 26.1 The Operations Manager shall have the power to allocate trophies to various grades and divisions and to decide upon awards for meritorious performance during Association competitions.
- 26.2 Each grade/combined division will receive one MVP Most Valuable Player award decided by a 3, 2, and 1 voting system that

referees allocate to players on the voting slip at the completion of the game.

27. Jurisdiction

- 27.1 For the purpose of these competition rules, members of clubs or teams are considered to be within the jurisdiction of the Association whilst they are in the precincts of any court or building being used by the Association to conduct any match or competition or for any other business of the Association.
- 27.2 Members of any team selected to visit other venues or to participate in games in country centres, whether such games are organised by the Association, the club or team concerned, or not, are still deemed to be within the jurisdiction of the Association from the time the team departs until such time all members have returned or during their time within and in the vicinity of such venues.

28. Liquor Restrictions

- 28.1 No person shall convey liquor into any building or premises being used by the Association for the purpose of conducting any match or fixture, nor shall they consume liquor on these premises except with written permission from the Board and within the rules and conditions covering the liquor licence in force at the Wally Hagan stadium.

29. Infringements

- 29.1 The Association shall have the power to impose such penalties as may be decided by a majority of Directors present at a Board meeting, upon any club, Association member, official or any club or team member in the event of an infringement of these competition rules.

30. Amendments

- 30.1 The Board of Directors shall have the power to amend these competition rules at any meeting of the Board. A majority vote must carry any amendments moved and seconded at a Board meeting. The Association must inform all affiliated clubs and teams of all changes made to these competition rules.

31. Items Not Provided For

- 31.1 The Operations Manager shall deal with any matter not provided for in these competition rules that comes within the objects of the Association.