

CONDINGUP BASKETBALL ASSOCIATION

BYLAWS

Revised:

October 2021

August 2020

November 2019

August 2013

Condongup Basketball Association

By Laws

1. Playing rules

- 1.1. All competition games conducted by the Association shall be conducted in accordance with the Official rules of basketball as adopted by Basketball WA
- 1.2. Variations or modifications to suit any particular set of circumstances must be with the full approval of the Management committee.

2. Registrations

- 2.1. All prospective players are to submit their names to the committee.
- 2.2. Teams, team colours and players are to be organised by the committee.
- 2.3. All members are to be registered online through Sports TG website.
- 2.4. After the commencement of the season, should further players wish to fill in for any team, they are to report to the Spare player coordinator who will then advise them which team they will be filling in for. Fill in players must also pay a playing fee per game as set by the Management committee; this fee is to be paid before the commencement of the game.
- 2.5. Unregistered players may play 2 games for each team (as advised by the Spare player coordinator, see clause above). Before playing a third qualifying game they must become registered with a team, subject to the committee's approval on advice from the Spare player coordinator. Upon committee's approval they must also become a full financial member.

3. Votes

- 3.1. The following voting rights will apply;
 - Financial social members will have 1 vote
 - Each family with financial children in sub junior or junior competition will have 1 vote
 - Financial Senior players will have 1 vote
 - Life members will have 1 vote.

4. Officials

- 4.1. Officials of the games shall be: Umpires, Scorers and Timekeepers.
- 4.2. Officials allocated to a game are responsible for the organising of their replacements by notifying the Umpires coordinator.
- 4.3. Umpires must wear the supplied Hi Vis vest and appropriate footwear.
- 4.4. You must be a financial member to receive player votes.

5. Duties & fines

- 5.1. The committee shall have the power to allocate duties to any player participating in any competition or game conducted by the Association.
- 5.2. Any team not carrying out duties allocated by the committee shall be considered to be in breach of the Bylaws and shall be subject to a fine or loss of competition points.
- 5.3. There will be an Umpiring/Rule session at the commencement of each season. This must be attended by The Captain and Vice-Captain of each senior team and the Captain and the Vice-Captain of each junior team along with one of their parents.
- 5.4. Anyone intentionally damaging basketball equipment will be fined at the discretion of the committee.
- 5.5. If fines are not paid before the next playing game after the fine is issued the player cannot take part in the game.

6. Competition fixtures

- 6.1.** The committee or duly appointed sub committee shall be responsible for the compilation and publication of the official fixtures for any competition conducted by the Association.
- 6.2.** Such official fixture list once approved by the committee shall not be altered or amended in any way except by committee or duly elected sub committee.
- 6.3.** In the event of a power outage the umpires shall make the decision whether to play or not. If agreed to not play a draw will be awarded.
- 6.4.** Forfeiture: 2 premiership points for the non-offending team, the offending team will be penalised 2 premiership points. No votes or scores will count from played forfeiture games (ie games with unregistered players).
- 6.5.** Late arrival: Should a team listed to take part in official fixture fail to appear within 15 minutes of the stipulated start time, then the opposing team shall be awarded the game on a forfeit. Games can start with 4 players.
- 6.6.** Ineligible players: In the event of an ineligible player playing on a team, the offending team shall forfeit the match (see Forfeiture clause above and Registrations section)

7. Uniforms

- 7.1.** Each affiliated team will be given a team shirt, owned by the Condingup Basketball Association, for the duration of the season. This should be worn along with black shorts/skorts/tights/tracksuit pants.
- 7.2.** Each player shall be numbered on the front and back of the shirt with numbers as prescribed in the Official Rules of Basketball.
- 7.3.** Team Captains will be responsible for ensuring Association shirts are given to their team and collected after each fixture. Upon the completion of the season, the team captains are to ensure all shirts are returned to the Committee.

8. Dispute

- 8.1.** In the event of any dispute that is not covered by these rules and provided that it comes within the objectives of the Association, it shall be dealt with by the Management committee.

9. Mixed Competition

- 9.1.** Where a mixed team competition is being played the following rules shall apply and replace any rules stipulated elsewhere in these bylaws.
- 9.2.** There shall be a maximum of three men only on the court from each team during all the games. Where there are not sufficient male players, a female player may take his place with a full female side permitted. If there are no female substitutes 4 men may be permitted to take the court.
- 9.3.** Men are permitted in the keyway at the western end of the court only. They are not permitted to enter the keyway at the eastern end of the court (offensive or defensive)
- 9.4.** While a mixed season is in place there shall be a sub junior competition including children from year 1 – year 3, should numbers in this school range group be low at the commencement of the season, then children in pre-primary will be permitted to play. A junior competition including children from year 4 – year 8. Year 9 and above will play in the Senior competition. Year 8 children may be able to play in the mixed senior competition upon approval by the committee of written application from the child's parent/guardian.
- 9.5.** Should a junior team be short of numbers a sub junior may play up at the discretion of the Sub and Junior Coordinators (along with the junior coaches). Junior players must have more court time than sub juniors.
- 9.6.** A fill in player cannot be registered to play in a game currently running after the half time break.

10. Misconduct

- 10.1. Individuals found guilty of misconduct or disputing an umpires decision may incur a penalty or suspension for a period of time as stated on the Player registration Code of Conduct.
- 10.2. When a charge or complaint has been lodged by an umpire, both umpires officiating shall attend any hearing conducted. The President and 2 committee members will preside.
- 10.3. Umpires should
 1. Warn the player
 2. **If a player receives a 2 Tech fouls, or 2 unsportsmanlike fouls or 1 of each.**
 3. Ask the player to leave the **Stadium.**
 4. If continues the game may be cancelled by the Committee
- 10.4. The umpire shall have the power to order intoxicated players off the court.
- 10.5. No alcohol is too consumed by players or by officials during their game.

11. Final Matches

- 11.1. Where two teams finish the season with an equal number of premiership points the relative position will be arrived at by dividing the goals scored by the goals against (percentage).
- 11.2. All players shall have played at least three matches with their team and be registered before they can participate in final matches.
- 11.3. All players shall be full financial members with their team before they can participate in final matches.
- 11.4. In a 4 team competition the Team 4 goes out, Team 1 goes through to the Grand Final and teams 2 & 3 play a semi- final, the winner of which plays Team 1 in the Grand Final.
- 11.5. If there are 5 or more teams, those in 5th place or below at the end of the fixture rounds will go out. Team 1 will play team 4, Team 2 will play Team 3 with the winners of each playing each other in the Grand Final.
- 11.6. Under the above method/s of final matches, no team has the right to challenge.
- 11.7. No time out in the last three minutes except in finals games. Subs are allowed at any time for all games, **on a dead ball.**
- 11.8. All finals have the same timing as the grand final ie clock stops on a dead ball at the umpires whistle, during the last 3 minutes of both halves.
- 11.9. In the event of a draw in the final matches, teams shall play a further five minutes each way. Should the result be another draw, then the match shall be played for another five minutes each way until the game is won. In the event of extra time played the last three minutes of the second set of five minutes will not be fully timed ie the clock will not be stopped.
- 11.10. Local umpires with no alliance with a team may have the opportunity to umpire finals with or without a town umpire at the Committees discretion.

12. Competition Points

- 12.1. Win: 2 points
Loss: 0 points
Draw: 1 point