



By-Laws

7.1

Revision History

Version	Date	Section(s)	Description
1.0	March 2008	All	Creation
1.1	September 2008	7Bd, 7C, 3.d	Remove 1 week automatic suspension
1.2	February 2009	12	Integrate Tribunal Regulations
1.3	March 2009	4Cc, 7Fh, 7D, 7J, 12, 17	Changes to rules associated with consecutive, timing clarification, mercy rule, no bench official penalty, make-up of administrative tribunal.
1.4	April 2009	8Bc	
1.5	July 2009	4Ce, 7Afhi, 7Bc, 8Ba	League coaches and bench staff dress standards, injured players eligibility for finals. Removal or temporary registration, match ratio changes, teams changing divisions, clarification of stadium in regards to disqualifying fouls, rounding for playoff qualifications.
1.6	March 2011	Definition, 4Ca e, SAa, SCabc, Scab, Sec, 71b	Update to definitions, rules regarding local and international clearances, penalties for players playing under false name.
2.0	July 2011	All	Renumbering. Clarification on drawn games for DBL and addition of restricted player.
2.1	September 2011		Removal of mercy rule for U18's and dispossession rule for UIO's.
2.2	October 2011	6Ai)A, 118	Clearances from affiliated clubs/teams and changes to forfeit rules for games lost by penalty forfeit.
3.0	March 2012	Definitions, 4Ca e, SAa, SBabc, Scab, Sec, 71b	Wheelchair rules, timing of junior games, grading, permits.
4.0	August 2012	S.2(iv), S.3(i) & (viii), S.4(ii), 6.3 (i), (iii), (iv) & (v), 9.(i), 9.6(i), 9.9(i), (ii) & (iii), 11.1(ix), 13.(ii) & (iii), 14.7, 15.3(iii), 17, 19, 22.30,23	Bylaw definitions amended, penalties for players registration breaches defined, restricted players defined, international clearance requirements defined, clearances rights of appeal defined, MVP player alternate process allowed, match ratio refined, abandoned games process defined and clarified, role of captain defined, technical fouls process and accumulation provisions defined, enforcement of tribunal penalties defined and codes of conduct status clarified.
5.0	October 2012	Bylaw 22	New Tribunal Bylaws from BA inserted.
6.0	March 2013		Variations to competition Bylaws.
6.1	August 2014	5.2(i), (ii), 11.3(ii), 22. Tribunal 2.3	References to Under 10's etc are replaced with 10 and under etc. References to DBL reserve or League reserve are removed. References to team captain changed.
6.2	September 2016	Full Review Completed	
6.3	October 2016	Board amendment	Add in Referees must sign and date reports

6.4	June 2017	Presented to Board for ratification	Ratified by Board
7.1	July 2018	Full Review Completed	Changes Document

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PREAMBLE

These Bylaws are intended to be a statement of general policy.

The DBA shall follow the Official Basketball Rule FIBA (Federation of International Basketball Associations) unless stipulated in the following Bylaws.

The DBA may make Codes of Conduct for administrators, coaches, parents/guardians, players, officials, spectators, other registered members of the DBA and various classes of visitors to, and or involved with, the property managed by the DBA.

Day to day interpretation of these Bylaws shall be the responsibility of the Executive Officer at the time.

DEFINITIONS

Affiliated Club

A club is defined as a group of people who have formed sporting teams to participate in a competition with social objectives and are an incorporated body with a structured Committee.

Affiliated Team

An Affiliated Team is a group of people who have formed a Team or Teams to participate in an organised competition and may not be incorporated but have paid DBA affiliation fees.

Associate Member

An Associate Member of the Association shall be an associated team which has not paid an affiliation fee but has paid a nomination fee to play in a DBA organised competition. Association Members do not have the entitlements given to a Member.

Associated Team

An associated Team is a group of people who have formed a Team specifically to play in an organised competition where DBA affiliation is not required.

Board of Directors (the Board)

The Board of Directors as established by Section 4 of the DBA Constitution.

DBL

Darwin Basketball League Competition

Financial

A person, team or Club that does not owe money to either DBA or BNT for any DBA or BNT event or competition.

Junior

A player in any DBA competition Junior League and below.

Life Member

A Life Member is a person who has been recognised by the Association for their contribution and commitment over a period of years to the Association's Committee's, Voluntary work or Club voluntary work and is entitled to benefits deemed by the Board from time to time.

Member

A Member of the Association shall be those clubs and teams who have paid an affiliation fee to the Association.

Official

A person having or holding official duties during the DBA competition. This includes; court supervisors, ticket office, referees, score bench personnel and anyone empowered by the DBA.

Organising Body

The Darwin Basketball Association.

Restricted Player

Any player who is not eligible to represent the Australian National Team in an Official Competition of FIBA, pursuant to all FIBA regulations as determined from time to time. Refer to Bylaw 5.4.

Senior

A player in any DBA competition above the age group of Under 18's.

Special Circumstances Form

Form used to seek permission of DBA board to overrule stated By-Laws, can be used for every By-Law stated in this document.

Timed Junior Games

Timed junior games refer to competitions Under 16 Division 1 and Under 18 Division 1.

By Law 7.1

1. COMPETITIONS

1.1 General Competition

- (i) The format, periods and dates for competitions will be set each year by the Board of Directors, upon recommendation from DBA Executive Officer.
- (ii) At the discretion of the Board of Directors, the name of each Season may incorporate the name, including product name, of a major or minor sponsor of the DBA.
- (iii) Nothing in these Bylaws shall restrict the DBA in conducting any competition at any time on any terms considered appropriate by the Board of Directors.

1.2 Introductory Competitions

- (i) Team registrations may not necessarily apply;
- (ii) Games will not count towards eligibility for Competitions Finals or to games per week of Competitions Rounds.
- (iii) The Introductory Competition Finals structure schedule may vary from the general competition format.
- (iv) The Introductory Competition rules will be set at the commencement of the competition by Competition Management who will control the influence of the By-Laws.

1.3 Development Competitions

- (i) A competition may be labelled a Development Competition at the discretion of the Competitions Management
- (ii) Team registrations may not necessarily apply;
- (iii) The Development Competition Finals structure schedule may vary from the general competition format.
- (iv) The Development Competition rules will be set at the commencement of the competition by Competitions Management who will control the influence of the By-Laws.

2. GRADES/DIVISIONS

2.1 The DBA shall determine the competition structure depending on the number of team nominations.

2.2 Each age group may comprise of any number of Divisions, as set by Competitions Management.

2.3 (i) The DBA shall determine the number of teams in a particular competition grade/division.

(ii) Within the Junior Competition, affiliated clubs must nominate a ratio with a maximum of 2 teams in Division 2 without a Division 1 team nomination.

(iii) Division 2 will be the lowest entry point for nominations for junior competitions.

2.4 The DBA shall determine in consultation with the clubs and affiliated teams which teams play in which competition grade/division based on a grading period (3 rounds) at the start of each season.

3. NOMINATIONS

3.1 Team Nominations by clubs for each competition grade/division shall be made through links online via the DBA website, no later than the date specified by the DBA – if required other methods will be determined by the Executive Officer.

3.2 Each Registered Team must have registered a minimum of six (6) different players before the date specified by the DBA (14 days min before commencement of competition).

3.3 Any team which withdraws from the competition following the close of nominations, but prior to the commencement of the competition shall forfeit the team nomination fee.

3.4 Any team which withdraws from the competition after a date specified by the DBA will forfeit the team nomination fee, plus a fine set by DBA Board of Directors.

3.5 Acceptance of Team Nominations will be at the discretion of the Executive Officer.

4. DBA FEES

4.1 Affiliation Fees

(i) Annual Club affiliation fees shall be due and paid prior to the AGM each year which shall be invoiced by the DBA no later than 7 days prior.

(iii) Affiliation fees shall be set each season by the Board of Directors and advertised to the clubs before the season starts.

4.2 Team Nomination Fees

(i) Team nomination fees for each team entered by the Club shall be due and payable at a date specified by DBA.

(ii) Individual Team nomination fees for each team entered shall be paid online upon team registration.

(iii) Fees shall be set each season by the Board of Directors.

4.3 Player Registration Fees

(i) Fees shall be set each season by the Board of Directors and advertised to the clubs before the season starts.

(ii) Registration fees shall be paid online by a date specified by the Board of Directors.

(iii) Any State or National fees must be paid prior to game participation.

(iii) New players who register at any point in the season can purchase a Short Term Player registration, which enables 3 rounds of games as determined by the Board of Directors and advertised to the clubs before the season commences.

(iv) Following the expiration of the short term registration, full registration fees must be paid before playing a fourth round.

4.4 Un-financial Clubs, Teams and Players

(i) Affiliated Clubs or Teams which do not become financial may be deemed un-financial and be ineligible to compete in a competition until such time as the debt has been paid.

(ii) The DBA may refuse to register or suspend from competition, a player who is proven to the satisfaction of the DBA to be un-financial or in debt to any Club or Affiliated Team.

5. PLAYER INFORMATION

5.1 Player Registration

(i) Player Registrations are to be completed online prior to the player taking the court for the first time in a new season.

(ii) A copy of a junior's birth certificate may be required with the Registration fee and will be recorded on the online database. A confidential copy of the birth certificate may remain with the registered player's record requiring no further proof of age for each new season thereafter. Birth certificates will be required to be sighted each new season if a copy is not retained with records.

(iii) To be eligible for an age group, junior players cannot be turning that age prior to the 31st of December of the year of the next Championship Season. For example, a player competing in the 2019 Under 14 Championship Season must be 13 years of age (or younger) on the 31st December 2019. Therefore, a player competing in the 2018/2019 Under 14 Challenge Season must be 13 years of age (or younger) on the 31st of December 2019.

(iv) Players under the age of 18 must have a parent or guardian details entered during the online registration as this indicates their acceptance of Association Membership, Competition By Laws and Codes of Conduct.

(v) Teams who play an unregistered player forfeit the game played by this individual (refer By Law 12)

5.2 Grades and Divisions – Seniors

(i) Players who register for a particular club team are eligible to play with other competition grades within their affiliated club.

(ii) An affiliated club player may also play for another club/team in a different competition grade, provided they obtain a permit form approval. (refer By Law 7.2)

(iii) Once a senior player plays their fourth (4th) game in any grade they are no longer entitled to play more than one (1) grade lower than the highest division they have played four (4) games in during that season. Example: If a player starts in Division 3 and plays up in Division 1, once they have played 4 games in Division 1 they are no longer eligible to play in Division 3.

- (iv) The penalty for any breaches of this Bylaw shall be forfeiture of the lowest division competition game in accordance with By Law 12.
- (v) The Masters Competition does not fall into line when considering consecutive senior grades. Example: A senior player is able to play Masters, Division 2 and Division 3.
- (vi) Each team within the Masters Competition is permitted to include 1 player aged between 30-34 upon request to competition management.

5.3 Grades and Divisions – Juniors

- (i) Junior players must play in their own age group if they are registered with a club or individual team unless a permit is requested of competition management. Refer to By Law 7.3
- (ii) Players who register for a particular club are eligible to play with other competitions grades within their club, provided they only play in consecutive competition grades within the DBA competition structure.
- (iii) A player may also play for another club/team in a different competition grade provided they obtain a permit. (refer to By Law 7.2)
- (iv) A junior player can play up to four (4) games per week in DBA competition, with a maximum of two (2) junior games and two (2) senior games.
- (v) Once a junior player plays their third game in any division of a competition in any one season they are no longer entitled to play a lower division in that same season.
- (vi) Once a junior player plays their 3rd game in a team within a division the player cannot play for a different team within the club in the same division.
- (vii) Juniors who play in League are not permitted to play Division 2 in any junior age group.
- (ix) The penalty for any breaches of this By Law shall be forfeiture of the lowest division competition game in accordance with By Law 12.

5.4 Restricted Players

- (i) DBA League and Senior Division 1 teams are able to have a maximum of two (2) players who are restricted players.
- (ii) All DBA League and Senior Division 1 players not born in Australia must supply proof of Citizenship or permanent residency prior to playing their first game.
- (iii) Restricted International Players may apply to the DBA to revoke their Restricted Classification by:
 - (a) Providing a certified copy of his/her Australian Citizenship Certificate, permanent residency or evidence of Defence Force Deployment (such as passport or orders) to the DBA office, or
 - (b) Upon written application stating exceptional circumstances related to citizenship matter.
- (iii) The penalty for playing more than two (2) restricted players in a game will be forfeiture of the game played (refer to Bylaw 12)

5.5 Player Conduct

"(i) Behaviour Technical and Unsportsmanlike fouls – any player or coach who accumulates three (3) or more behavioural fouls during a season is automatically suspended for a period of one (1) competition round. For second and subsequent breaches of this Bylaw, the penalty shall increase by one (1) competition round for each breach. Behavioural Examples:

Technical Fouls

36.3. Definition 36.3.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

- *Disregarding warnings given by officials.*
- *Disrespectfully dealing with the officials, the commissioner, the table officials or the team bench personnel.*
- *Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.*
- *Using language or gestures likely to offend or incite the spectators.*
- *Baiting and taunting an opponent.*
- *Excessive swinging of elbows.*

Unsportsmanlike Fouls

37.1. Definition 37.1.1. An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:

- *Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.*
- *Excessive, hard contact caused by a player in an effort to play the ball or an opponent."*

Example;

(a) For second accumulation of three (3) behavioural fouls the penalty shall be two (2) competition rounds

(b) For a third accumulation of three (3) behavioural fouls the penalty shall be three (3) competition rounds, and so on.

(ii) A competition round includes the final series if a player or coach is eligible to participate pursuant to Bylaw 19.

(iii) Behavioural fouls awarded to players and coaches will be recorded separately.

(iv) Penalties imposed under this Bylaw shall carry across different competition seasons. For example, if a player or coach accumulates enough technical fouls in Season A to be penalised two (2) rounds, but there is only one (1) round left in the Season A competition for them to participate, then the player or coach shall be suspended for the first round of the following season, whether it be the same calendar year or whenever the player or coach next registers to participate.

(v) Any suspension received under this Bylaw must be served prior to the player or coach participating and is not subject to any appeal review. It is the player/team/clubs responsibility to ensure there is no breach of the suspension. No notification is required.

6. CLEARANCES & TRANSFERS

6.1 Clearances within the DBA

(i) Clearances are required by all players who have played. Players who want to transfer from an affiliated club to any other club or team must obtain a clearance from the affiliated club last registered with via the prescribed DBA Clearance Form.

(ii) Clearance applications must be approved and dated by the clearing club and lodged to the DBA not less than twenty-four (24) hours prior to the clearing player playing a game with the new club, for penalty (refer Bylaw 12.2).

(iii) DBA endorsement must be completed before a player can take the court playing with the new club/team. DBA endorsement may take up to two (2) business days.

(viii) A club clearance may only be refused upon proof of outstanding money owed to the club.

6.2 Interstate and/or Association Clearance

(i) Any player who last played for an Association other than the DBA must produce a clearance from the Association and/or state in which he/she last played before being allowed to register and play in competition matches of the DBA.

(ii) An interstate player shall produce an endorsed clearance from the Association and/or the State under whose rules he/she last played before being allowed to registered and play in competition matches of the DBA.

6.3 International Clearance

(i) This clearance applies to players whose last registration was with an overseas club or competition.

(ii) This clearance needs to be obtained from the last country where the athlete competed in accordance with Basketball Australia Policy. Further information is available from Basketball Australia.

(iii) Clubs must provide DBA with either a clearance or written evidence from Basketball Australia that a clearance is not required under Basketball Australia policy.

6.4 Rights of Appeal

(i) Any player or club has the right to apply for a clearance to play with another club. If within two (2) days the player or club is not granted a clearance from the clearing club, they shall have the right to appeal to the Executive Officer.

(ii) The club refusing the clearance shall, on receipt of notice provide the DBA with sufficient proof as to why the clearance has been refused.

(iii) The Executive Officer shall determine any appeal within seven (7) business days of receipt of a notice of appeal in writing by a player of a club.

(iv) The Board may, upon written application within one (1) business day after the Executive Officers determination, review any decision of the Executive Officer. The Board's decision shall be final.

(v) Should a representative of a party to the appeal not attend, the Executive Officer decision will be final and there shall be no right of appeal or review.

6.5 Defunct Clubs/Affiliated Teams

(i) In the event of a player who previously played with a club/team declared defunct wishing to transfer to another club, he/she shall make application in writing on the prescribed form for a clearance and must receive a clearance from the Executive Officer before being eligible to play with another club.

(ii) No club shall be deemed defunct until declared so by the Board of Directors.

(iii) Before a clearance may be granted under this section, the player concerned must bear his/her proportion of any financial obligation which his/her club may have been indebted to the DBA.

6.6 Penalties

(i) Players playing without the appropriate (club, association, state or international) approved clearance shall cause the team to forfeit all the games they have played in during the un-cleared period (refer Bylaw 12)

7. PERMITS

7.1 General

(i) Players that require a Permit shall apply to their club to obtain a Permit on the prescribed Permit Form.

(ii) Applications for a Permit must be lodged with the DBA.

(iii) Permits will only be granted for a season and will be granted at the discretion of the DBA Executive Officer.

(iv) Players shall not take part in any game until advised by the DBA Executive Officer that the Permit has been approved.

7.2 Playing for an Alternative Club/Team

(i) A player can play for another club/team in a higher or lower division/age group not affiliated with their "home" (registered) club, if their "home" club does not have a team in that particular grade or age.

(ii) Players granted a Permit must still play for their "home" club otherwise a clearance must be obtained.

(iii) Players that are granted Permits shall revert back to their "home" club at the completion of the season.

(iv) Players that have a Permit and want to apply for a clearance at the completion of the current season shall apply to their "home" club for a clearance.

8. UNIFORM & COLOURS

8.1 DBA Uniforms and Colours

- (i) The uniform of the DBA club/team shall be a design approved by the DBA.
- (ii) A new club/team applying for registration shall state in writing, together with a diagram or photograph the particulars of its proposed uniform, which shall be subject to the approval of the DBA.
- (iii) No club/team shall make any changes to its uniforms without first obtaining the approval of the DBA.

8.2 Club/Team Uniform

- (i) All players shall wear the DBA approved uniforms for his/her club/team.
- (ii) Each uniform must be numbered on the front and the back.

8.3 Footwear

- (i) Players must wear appropriate indoor sports shoes. Shoes with marking soles are not permitted.
- (ii) Players found wearing marking soled shoes during a game shall be required to leave the court until approved footwear is worn.

8.4 Other Clothing

- (i) T-Shirts may be worn under a uniform, except for DBL, providing they are a single colour, which is the dominant colour of the uniform.
- (ii) Players with pockets in their shorts are not permitted to play.
- (iii) Players in senior competition grades other than DBL, will not be required to tuck their uniform singlet/tops in.
- (iv) All League coaches and non-playing League bench members must wear a minimum of shorts, Identifying club t-shirt and enclosed shoes (no thongs, slippers, sandals or hats).

8.5 Penalties

- (i) DBL players and coaches who are not in a DBA approved uniforms or dress standards for their team are not permitted to play or coach.
- (ii) Every player in a game played in non-DBL competition grade, who does not wear the approved DBA uniform for their team, providing correct footwear is worn, will incur a four (4) point penalty per player on the score sheet against his/her team. This four (4) point penalty is mandatory, and is to be allocated to the opposing team by the referee if a player plays during the game. The Four (4) points shall not be credited to an individual player but assigned to the team name within Courtside.
- (iii) For the grading of competition (or a timeframe agreed to by the DBA) there will be no uniform penalties. The agreed time frame must be displayed for the benefit of the referees and opposing teams.

9. COMPETITION POINTS

9.1 Competition Points - DBL

(i) Three (3) competition points shall be awarded for a win and one (1) competition point awarded for a loss (draws in DBL are not allowed, refer Bylaw 11.1(ix))

9.2 Senior Competition Grades

(i) Three (3) competition points shall be awarded for a win, two (2) for a draw and one (1) for a loss.

9.3 Junior Competition Grades

(i) Three (3) competition points shall be awarded for a win, two (2) for a draw and one (1) for a loss.

Development Competition - Super 8s

(i) Super 8s have no competition points are allocated.

9.5 Forfeits

(i) A forfeit shall be scored as 20 – 0 in favour of the receiving team. 3 competition points shall be awarded to the receiving team.

9.6 Team Disqualification

(i) In the event of a team being disqualified from competing in a season's competition, competition points and Most Valuable Player or other alternate system that recognises players for the games in which the disqualified team participated during the season may be cancelled at the discretion of the Executive Officer.

9.7 Late Entry

(i) Team entering a competition late (including those moving from Division 1 into Division 2 and vice versa) will start with the same amount of competition points as the current last placed team in that competition.

9.8 Grading Rounds

(i) No Premiership points are awarded during grading rounds

(ii) Grading rounds will be for all competitions as advised at season commencement.

9.9 Match Ratio

(i) Match ratio shall be used to make all premiership tables fair. This formula does not advantage or disadvantage any team with a different number of byes. Match ratio averages out a team's competition points over the actual number of games they play.

(ii) Games included for calculation in the match ratio include:

(a) Games completed;

(b) Games abandoned as per Bylaw 17.2b

(c) Games forfeited as per Bylaw 13

(iii) Games not included in match ration calculation include byes or games abandoned as per Bylaw 17.2.a.

(iv) The match ratio is applied below:

Competition points

(divided by)

Number of Games Played

(v) Match ratio is only used to compare teams that have been in the same competition grade for the same number of rounds. Teams entering a competition late will not be eligible to advance on match ratio ahead of teams which have been in the competition for more rounds.

(vi) If teams are still tied after match ratio has been calculated (where applicable) FIBA competition rules will then apply to decide the ladder order.

10. NUMBER OF PLAYERS

10.1 Number of Players

(i) DBL and Junior League teams may not commence games with less than five (5) players on the court.

(ii) All senior and all junior teams, with the exception of DBL and Junior League, may not commence games with less than four (4) players on the court.

11. TIMING

11.1 Timing of DBL Games

(i) Time slots allocated to DBL games will be one and a half hours (1.5).

(ii) Games have four (4) periods, with two (2) periods in each half.

(iii) Periods will be ten (10) minutes each.

(iv) The clock will stop on all whistles. In the last 2 minutes of the final quarter and last two (2) minutes of extra periods that clock will also stop on made field goals.

(v) Twenty-Four (24) second shot clocks to operate for all DBL games, where personnel/technology are available.

(vi) Teams may have two (2) time outs in the first half and three (3) time outs in the second half, no more than 2 time-outs can be called in the last 2 minutes of the fourth quarter.

(vii) Quarter time breaks to be no more than two (2) minutes.

(viii) Half-time break between second and third quarters to be no more than five (5) minutes.

(ix) No draws are allowed except in accordance with Bylaw 17. An extra five (5) minutes shall be played if a game is tied, teams do not change ends and fouls remain the same. If the score is tied after the first extra period, further extra time periods of five (5) minutes can be played to achieve a result.

(x) During extra time periods of five (5) minutes, each team is permitted to have one (1) time-out each. A time-out not used during an extra period does not carry over to another extra time period.

(xi) All games to have a minimum of five (5) minutes warm-up time.

11.2 Timing for Timed Junior Games

(i) Time slots allocated for all games shall be one (1) hour and fifteen (15) minutes.

(ii) Games are four (4) by eight (8) minute quarters.

(iii) The clock will stop on all whistles. In the last two (2) minutes of the final quarter and last two (2) minutes of any extra periods the clock will also stop on made field goals.

(iv) Twenty-Four (24) second shot clocks to operate for all Timed Junior games, where personnel/technology are available.

(v) Teams may have two (2) time-outs in the first half and three (3) time-outs in the second half, no more than 2 time-outs can be called in the last 2 minutes of the fourth quarter.

(vi) Quarter time breaks to be no more than one (1) minute.

(vii) Half-time break between the second and third quarters to be no more than three (3) minutes)

(viii) During the last two (2) minutes of the game, the clock will stop for all whistles and made field goals. The clock will stop on the two (2) minute mark if a player is shooting free throws or the referee is in control of the ball when the two (2) minute mark arrives.

(ix) No extra time shall be played for tied games in competition rounds. Game points will be allocated as provided for in Bylaw 9.3.

11.3 Timing for Senior, Non-Timed Junior & Social Games

(i) Time slots allocated for all game shall be one hour (1).

(ii) Games are two (2) by twenty (20) minute halves.

(iii) The clock will not stop in the first thirty-eight (38) minutes of play except for time-outs.

(iv) Teams may have two (2) times-outs in the first half and two (2) time-outs in the second half.

(v) Half-time break between the first and second halves to be no more than three (3) minutes.

(vii) During the last two (2) minutes of the game, the clock will stop for all whistles and made field goals. The clock will stop on the two (2) minute mark if a player is shooting free throws or the referee is in control of the ball when the two (2) minute mark arrives.

(viii) No extra time shall be played for tied games in competition rounds. Game points will be allocated as provide for in Bylaw 9.

11.4 Late Starts (All Grades)

(i) In all competition grades, at the cessation of the required warm-up time or at the conclusion of the half-time break, the referee shall start the clock regardless of whether or not the teams are ready to play.

(ii) If one (1) or both teams fail to provide a bench official or the team lists within the Courtside have not been completed with the required number of players being listed to start the game, the clock shall start as scheduled and the team at fault shall be deemed to be delaying the game.

(iii) In both of the above situations one (1) point shall be awarded against the team in default for each minute elapsed during which the delay in play occurs, to a maximum of ten (10) points, after which Bylaw 12.1 shall apply. Points awarded shall not be credited to an individual player but shall be shown as a penalty on the courtside system prior to the commencement of the game but no later than the commencement of the second half.

(iv) A team shall forfeit the game if it refuses or is unable to play ten (10) minutes after the scheduled starting time (Refer to Bylaw 12)

12. FORFIETED GAMES

12.1 Unplayed Games

(i) A team shall lose a game by forfeit if its actions prevent the game from being started.

(ii) In the event of a forfeit, a score of twenty (20) points for the team awarded the win and zero (0) points for the forfeiting team shall be assigned to each team.

(iii) For a pre-advised forfeit to be recorded teams must inform the DBA office before 1:00pm on the day of competition for weekday games and 4:00pm on the Friday prior to Saturday games. Contact the DBA office verbally and then a hardcopy must be submitted by email/fax/letter to the DBA office within twenty-four (24) hours. An affiliated club/team requesting a pre-advised forfeit shall be fined half the amount of the normal forfeit fees as determined by the Board of Directors.

(iv) Any team having forfeited three (3) matches in a season may, at the discretion of the DBA, be disqualified from the competition for that season.

(v) If a game is forfeited, including pre-advised forfeits, all players who are registered at the time of the forfeit for the team that loses by forfeit will be regarded as not having played a game.

(vi) If a game is forfeited, including pre-advised forfeited, all players who are registered at the time of the forfeit for the team that wins by forfeit will be regarded as having played a game.

(vii) Teams forfeiting games shall be fined a fee. The fee for forfeits shall be determined by the Board of Directors and advised to the affiliated clubs/teams prior to the commencement of the season.

(viii) Following a forfeit due to either or both teams being unable to play due to insufficient players, the DBA will reimburse players game fees on the return of their game ticket on that day.

12.2 Played Games (Penalty Forfeit)

- (i) A team shall lose a game by penalty forfeit after the game has been played according to penalties stipulated in these Bylaws.
- (ii) In the event of a penalty forfeit a score of twenty (20) points for the team awarded the win and zero (0) points for the forfeiting team.
- (iii) If a game is forfeited by penalty, the players on the forfeiting team will be regarded as not having played a game.
- (iv) If a game is forfeited by penalty, the players listed on the scoresheet for the team which wins by forfeit will be regarded as having played a game.
- (v) Teams forfeiting games by penalty shall be fined a fee. The fee for penalty forfeits shall be half the amount of the normal forfeit fee as determined by the Board of Directors.
- (vi) Following a forfeit due to a penalty the DBA will not reimburse player game fees.

13. NAMES IN COURTSIDE

13.1 Accuracy of Names

- (i) A coach shall check that all players who take the court appear on the court side system. Any player who is added courtside and is not registered or financial may result in competition point forfeit.
- (ii) The coach's name must be written on the scoring summary sheet at the start of the game.
- (iii) Every team must nominate a team captain. The captain is a player designated by their coach to represent their team on the playing court. The captain is the only player allowed to communicate, in a courteous manner, with match officials at a time at with the discretion of match officials.
- (iv) Names cannot be added to the courtside system after the commencement of the second half of the game.
- (vi) At the end of the game, the referee shall delete the name of any player on the team list of the courtside system who did not enter the court to play.

If the registered name is changed by marriage, deed poll etc.; the DBA must be advised in writing prior to the new name being used.

13.2 Tickets

- (i) Each team has the responsibility to ensure their own tickets match the number of players listed on the courtside system team lists or that their team payment has been made and a receipt provided to the referees.
- (ii) It is the duty of each coach/team co-ordinator to give their teams' players' tickets or receipts to the score table personnel before the second half of the game commences.

(iii) A late player is to have his/her ticket to the scoretable for attachment to the scoring summary sheet.

(iv) Tickets must be purchased and handed to the scoretable prior to taking the court.

13.3 Penalties

(i) In the event the number of tickets attached to the scoring summary sheet do not correspond with the number of players on the team list by the end of half time, the game clock for the next period will commence with penalty points being awarded at 1 point per minute, until the end of that period at which point the game will be labelled a forfeit.

(ii) Teams which play any player under the name of another registered player in the game may incur a fine set by the DBA Board of Directors and set player may be suspended via reporting.

14. PLAYER DISQUALIFICATION

14.1 The disqualified player/coach/team official must leave the stadium within one (1) minute. If the disqualified player/coach/official does not leave the stadium, the offending player's/coach's/official's team will forfeit the game.

14.2 A player/coach/team official shall be disqualified if they receive two (2) or more consecutive technical fouls during a match. The player must then comply with all the requirements of bylaw 14.1

14.3 For purposes of disqualifications, the stadium is defined as both DBA and Spectrum Stadium and any area in which the game can be viewed.

15. JUNIOR COMPETITION RULES

15.1 Age

(i) The cut-off date for each age group is 31 December.

(ii) Juniors playing DBL or in a senior competition grade must turn at least fourteen (14) years of age in the year of competition as a minimum age requirement.

15.2 Mercy Rule

The intent of the rule is for teams ahead to give the opposition a fair opportunity to participate in the game.

(i) Any team ahead thirty (30) points or more in the Under 12 and Under 14 and Under 16 or ahead by twenty (20) points or more in Under 10 will abide by the mercy rule in a junior age competition grade.

(ii) After scoring or giving up possession of the ball leading to a dead ball situation, the leading team must retreat to inside the 3-point line at their defensive end before defending. When the ball crosses the half-way line the defensive team must come out and guard the offensive player. (This is not considered zone defence unless the defenders do not come out to guard a player when the ball has crossed into their half)

(iii) If the leading team does not abide by the mercy rule, the penalty shall be two (2) free throws awarded to the losing team.

(iv) If both coaches agree, the mercy rule can be put aside.

15.3 Other Variations to the Official Rule Book

(i) In the Super 8s competitions, there are no finals held.

(ii) All juniors in the Under 10 competitions will take their foul shots from the free throw line marked 800mm back from the perforated line.

(iii) Zone defence in junior competition grades for the Under 14 age group and below competitions is not permitted.

(iv) Any basket made from beyond the three (3) point arc is only worth two points (2) in the Under 10 and Under 12 age competition grades

16. WHEELCHAIR COMPETITION RULES

16.1 If there is any inconsistency between the general Bylaws and these specific rules for wheelchair competitions, these wheelchair competition rules prevail.

16.2 Wheelchair basketball may be played by athletes with a disability (AWD) or able-bodied players.

16.3 Number of Players

(i) Teams may not commence games with less than four (4) players on the court.

(ii) A female player must be on the court at all times, otherwise a team is restricted to four players.

16.4 Substitute Players

(i) A team with only three (3) players may substitute a player from another team, however the substitute player will be limited to scoring only eight (8) points.

(ii) A team with four (4) male players may substitute a female player from another team.

(iii) Only AWD may substitute more than three (3) times per season, but may only substitute into each team up to three (3) times.

(iv) A team may not use a substitute player more than three (3) times per season.

(v) Substitute players do not require a team uniform.

(vi) A game played with substitute players will be counted as a competition game and points awarded accordingly.

16.5 Mercy Rule

The intent of the rule is for teams to give the opposition a fair opportunity to participate in the game.

(i) Any team more than twenty (20) points ahead will abide by the mercy rule.

(ii) After scoring or giving up possession of the ball leading to a dead ball situation, the leading team must retreat to inside the 3-point line at their defensive end before defending. When the ball crosses the half-way line the defensive team must come out and guard the offensive player. (This is not considered zone defence unless the defenders do not come out to guard a player when the ball has crossed into their half)

(iii) If the leading team does not abide by the mercy rule, the penalty shall be two (2) free throws awarded to the losing team.

(iv) If both coaches agree, the mercy rule can be put aside.

(v) The mercy rule does not apply for finals games.

16.6 Eligibility for Finals

(i) At the end of the competition rounds, players must have registered and qualified to play finals.

(ii) A player must play three (3) competition games for his/her affiliated club/team in the season concerned to be eligible finals.

(iii) Players are only allowed to play for their registered team.

(iv) Substitute players are not allowed in finals games.

17. ABANDONED GAMES

17.1 For the purposes of these Bylaws there are two categories of abandoned games:

(a) Pre-advised abandoned games – these may be the result of cyclonic or severe weather events or for any other reason that may prohibit play from occurring on a specified day or dates;

(b) A game where play has commenced and the game was not completed as per Bylaw 17.1.

17.2 A game for the purpose of these Bylaws is one where the game has commenced the second half of the allocated time. For games where the match time is four (4) quarters, this shall be the start of the third quarter of the allocated match time.

17.3 Games abandoned as a result of Bylaw 17.1.b;

(a) Will count towards eligibility for finals as per Bylaw 19;

(b) Will be recorded as a draw for the purposes of the competition ladder with each team receiving points allocated in accordance with Bylaw 9;

(c) Game fees will not be refunded and match officials to be paid;

(d) If the game is a DBL game and the scores are even, then the match shall be deemed to be a draw and Bylaw 11.4 shall not apply.

17.4 Pre-advised abandoned games as per Bylaw 17.2.a do not count toward finals eligibility.

17.5 Any contest regarding the result of abandoned games shall be determined by the Board. Any decision of the Board is final.

18. TABLE OFFICIALS FOR NON-DBL GAMES

18.1 All non-DBL games are required to have at least two (2) table officials before the game will start. Timed junior games must have three (3) table officials.

18.2 All non-DBL teams are required to supply at least one (1) table official each. For timed junior games, Team A must provide two (2) table officials.

18.3 If a team fails to supply a table official but an alternative table official is found before the toss-up of a game, allowing the game to commence, the team not providing a table official shall still be penalised. The opposition team will be awarded five (5) points by the referees at half-time of the game. It is the responsibility of the team receiving the five (5) points to notify the referees of the violation by the opposition.

18.4 If one (1) or both teams fail to provide a table official the clock shall start as scheduled and the team at fault here shall be deemed to be delaying the game. After ten (10) minutes the game will be forfeited (refer Bylaw 11.4).

19. COMPETITION RULES

19.1 Method of Play-Finals

(i) Method of finals will be determined by the DBA prior to the season commencement.

19.2 Timing – Finals

(i) For DBL finals series games only, five (5) minutes of extra time shall be played if scores are level at full time. During the last two (2) minutes of extra time the game clock will stop for all whistles and made field goals. If the score is still tied after the first extra period, further extra time periods of five (5) minutes can be played to achieve a result. During the last two (2) minutes of any extra periods, the clock will also stop on all whistles and made field goals.

(ii) For the finals series only for non-DBL games, an extra three (3) minutes shall be played if a game is tied. Teams do not change ends and fouls remain the same. If the score is still tied after the first extra period, further extra time periods of three (3) minutes can be played to achieve a result. During the last two (2) minutes of any extra periods, the clock will also stop on all whistles and made field goals.

19.3 Eligibility for Finals – DBL and Senior Games

(i) At the end of the competition rounds, players must have registered and qualified in all competition grades they are to play finals in.

(ii) A player must play a minimum of one-third of competition games for his/her affiliated club/team in the competition grade in the season concerned to be eligible for that competition grade's final series. One-third of games played will be rounded to the nearest whole number.

(a) Team plays 17 games. One-third = 5.67, a player must play six (6) games to qualify.

(b) Team plays 16 games. One-third = 5.33, a player must play five (5) games to qualify.

(iv) Byes will not count as a game played for a team or a player in that season.

(v) A member of a club who by virtue of injury/illness fails to qualify for finals for their respective team may apply in writing to the Executive Officer at least fourteen (14) days prior to the start of the finals for permission to play in the finals. In considering any application, the Executive Officer shall have regard to two (2) main criteria:

(a) Whether the player is a “bona-fide” player of the Club, and

(b) The validity of the injury preventing the player from otherwise qualifying to play.

19.4 Eligibility for Finals – Junior Grades

(i) At the end of the competition rounds, players must have registered and qualified in all competition grades they are to play finals in.

(ii) A player must play one-third of competition games for his/her affiliated club/team in the competition age division in the season concerned to be eligible for that competition age division’s final series.

(iv) Byes will not count as a game played for a team or a player in that season.

20. GAME DISPUTES & PROTESTS

20.1 In the event of a protest or dispute arising from the competition conducted by the DBA or from the application of these Bylaws, an affiliated club/team may appeal to the Executive Officer.

20.2 All disputes and protests shall be in writing and shall be lodged with the DBA within forty-eight (48) hours of the conclusion of the game concerned or the incident giving rise to the dispute or protest.

20.3 If an affiliated club/team is not satisfied with the decision given by the Executive Officer, they may appeal to a committee of the affiliated clubs/teams who will make recommendations to the Board of Directors on their behalf. In either the absence, or in response to appealing a decision of a committee of the affiliated clubs/teams, the Board of Directors will hear the protest dispute. A committee will comprise of half of the Affiliated Clubs President or their nominated proxy in that competition.

20.4 Notwithstanding anything in this Bylaw, the time period for lodging an appeal against a fine imposed by the DBA shall be twenty-eight (28) days from the date of the issue of the invoice detailing the fine.

21. PLAYING OUTSIDE OF THE DBA

21.1 No affiliated club shall participate in any game of basketball outside the DBA without first obtaining the approval of the DBA Board of Directors.

21.2 Where any match is proposed or intended to be played outside of the Northern Territory, the DBA Board of Directors shall not provide its consent unless prior approval has been given by Basketball Northern Territory.