

City of Sydney Basketball Association (CSBA)

Junior and Senior Competition By-Laws

Effective: Season 1, 2026

Replaces: Season 2, 2021

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PREAMBLE

The City of Sydney Basketball Association (CSBA) values fair play and good sportsmanship above all. CSBA competitions are designed to promote basketball in our community, encouraging fitness, teamwork, and respect for others.

Participants are expected to uphold both the letter and spirit of these by-laws. Competitive play is encouraged, but a “win at all costs” attitude is not welcome. The CSBA reserves the right to make decisions that reflect the intention of the by-laws, even where this differs from a literal interpretation.

1. COMPETITION STRUCTURE

1.1. All CSBA competitions shall follow the FIBA Basketball Rules, except where variations are specified.

1.2. CSBA is responsible for all competition administration, including nominations, registrations, fees, bonds, court hire, and fines.

1.3. A Competition Committee, chaired by a Board Member, oversees all competitions, sets policy, and hears appeals of decisions made by the Competition Manager.

1.4. The Competition Manager manages day-to-day operations and ensures compliance with by-laws. Appeals against Competition Manager decisions are referred to the Competition Committee, with the CSBA Board acting as the final authority.

1.5. Requests for exemptions to these by-laws must be made in writing to the Competition Manager.

1.6. Competition fees are set by the Competition Committee and approved by the Board.

1.7. CSBA runs one senior competition, divided into multiple divisions (e.g., Div1M, Div2W), which may be further split into grades (e.g., Div1MA, Div1MB).

1.8. CSBA runs multiple junior competitions, grouped by age (e.g., U10M, U12W), which may also be divided into divisions and grades (e.g., U14M1A, U14M1B).

2. REGISTRATIONS AND AFFILIATIONS

2.1. Each individual must be registered with CSBA before taking the court.

2.2. Players are responsible for keeping their registration current; unregistered players will not be permitted to participate.

2.3. Junior players maybe asked to provide proof of age at first registration.

2.4. Players affiliating from another Association must provide proof of registration, or full CSBA registration fees will apply.

2.5. Registrations and affiliations are not accepted without payment.

2.6. Teams fielding unregistered players will lose three (3) competition points and may be fined.

2.7. Players turning 18 on or before December 31 of that year must register in the senior competition.

2.8. CSBA reserves the right to verify player registrations with Basketball NSW, Basketball Australia, or affiliated Associations.

2.9. Junior players must meet the age requirement for their grade as at December 31, unless an exemption is approved by the Competition Manager.

3. CLUB/TEAM STRUCTURE

- 3.1. A club is any organisation entering one or more teams in a CSBA competition.
- 3.2. Once a player has played one game for a club/team in a specific competition/division/grade, they cannot play for another team in that same level.
- 3.3. Clubs with multiple teams in the same division (e.g., Div4MA) must treat each as separate; no player movement is permitted between them.
- 3.4. After three games in a higher division/grade, the player is permanently reallocated to that level.
- 3.5. A player's details must appear on the team nomination form before their first game. If not, their first game will count as their official team nomination.
- 3.6. Players reallocated to a higher division cannot return to a lower division for the remainder of the competition.
- 3.7. All Junior teams are required to nominate an adult coach or supervisor who must be present for the duration of each game. If an adult coach or supervisor is not available at the scheduled start time, the game cannot commence. A grace period of ten (10) minutes from the scheduled commencement will be granted to allow the team to arrange a suitable adult. If, after this period, no adult has been provided, the game will be declared a forfeit. For further information, refer to By-Laws 15.2 and 15.3.
- 3.8. The nominated adult must hold a current Working With Children Check, recorded on the nomination form.
- 3.9. Teams may not list more than twelve (12) players for any one game.
- 3.10. Players may only participate in non-overlapping games. The first game must finish before they begin another.
- 3.11. Players cannot transfer clubs/teams without approval from the Competition Manager.
- 3.12. Transfers require payment of all monies owing and clearance from the current club/team.
- 3.13. Players cannot represent different clubs across different CSBA competitions (e.g., junior vs senior).
- 3.14. Applications to play for a different club must be made in writing to the Competition Manager and, if approved, are valid until December 31 of that year.
- 3.15. Junior Comets representative players aged sixteen (16) years and older (boys) or fifteen (15) years and older (girls) are eligible to participate in senior competitions. All other junior players aged seventeen (17) years or younger must apply in writing for approval, which, if granted, will remain valid until December 31 of that calendar year. Players who are seventeen (17) years of age and turning eighteen (18) within the calendar year are required to compete in the senior competition.

4. CODE OF CONDUCT

4.1. All persons entering CSBA venues must act respectfully towards players, officials, spectators, facilities, and equipment.

4.2. Violence in any form will not be tolerated from spectators, players, or officials.

4.3. Decisions of officials must be respected. Concerns may be raised politely; formal complaints follow the process in Section 17.1.

4.4. Good sportsmanship is expected, including congratulating opponents regardless of results.

4.5. Only court supervisors, referee supervisors, referees, coaches, or players being substituted may approach the bench during play.

4.6. All participants and spectators must comply with current biosafety policies. Policies are displayed at Comets Stadium and on the CSBA website. Non-compliance may result in suspensions, fines, or team removal.

5. UNIFORMS

5.1. Player numbers must be between 00–99, clearly visible front and back (minimum 10 cm front, 29 cm back).

5.2. Duplicate numbers are not permitted. If two players share the same number, fouls will be recorded against both, potentially leading to disqualification.

5.3. All players must be in correct uniform by the third (3rd) week of competition. Uniforms consist of matching singlets and shorts (singlet and shorts may be different colours).

- T-shirts under singlets are allowed if black.
- Compression garments are allowed if black.

5.4. After week 3, number changes require approval from the Court Supervisor. Unapproved changes result in a technical foul, and the player cannot continue until corrected. (For competitions that use electronic scoring only.)

5.5. Tracksuit pants, long sleeves, or jumpers are not permitted unless approved in writing by the Competition Manager.

5.6. Shorts with pockets are not permitted.

5.7. Penalties for incorrect uniform after week 3:

- Offending team receives a technical foul, issued only by the Court Supervisor.

5.8. In case of a colour clash, the second-named team on the draw must change.

6. TIMING OF GAMES IN THE SENIOR COMPETITION

6.1. Game timing for senior competitions will be set by the Competition Manager. Details will be provided with nomination forms and competition draws.

6.2. Each team is allowed one (1) timeout per half, except in Premier League competitions, where teams are allowed two (2) timeouts per half.

- All timeouts are one (1) minute in length.
- The game clock stops during timeouts.

6.3. In finals, if the game is tied at the end of regulation, extra periods of five (5) minutes will be played with one (1) minute intervals until a winner is determined.

6.4. In the last minute of the second half or any extra period:

- The clock will stop on every whistle and after a made basket.
- If the margin is greater than five (5) points, the clock will continue to run.
- This rule does not apply to fully timed games.

6.5. Use of the shot clock in senior competitions will be determined by the Competition Manager, with details provided on the competition nomination form.

7. TIMING OF GAMES IN THE JUNIOR COMPETITION

7.1. Junior games consist of two (2) x twenty (20) minute halves with a running clock, unless otherwise notified by the Competition Manager.

- Each team is allowed one (1) timeout per half.

7.2. The game clock will stop during timeouts.

7.3. In finals, if the game is tied at the end of regulation, extra periods of three (3) minutes will be played with one (1) minute intervals until a winner is determined.

7.4. In the last minute of the second half or any extra period:

- The clock will stop on every whistle and after a made basket.
- If the margin is greater than five (5) points, the clock will continue to run.

8. MERCY RULE IN THE JUNIOR COMPETITION

8.1. Under 14 and below:

- When a team leads by 20 points or more and the opposition has a throw-in, the leading team must retreat behind their own three-point line until the trailing team and the ball have crossed half-court.
- Failure to comply will result in possession being awarded to the trailing team. Continued breaches may lead to a technical foul, which may only be issued by the Court Supervisor or Referee Supervisor.
- If the margin drops below 20 points, the Mercy Rule no longer applies.

8.2. Under 16 and Under 18:

- When a team leads by 20 points or more and the opposition has a throw-in, the court supervisor or referee supervisor will ask the trailing team if they wish to invoke the Mercy Rule.
- If they agree, By-law 8.1 will apply.

9. NO ZONE DEFENCE

9.1. In U10, U12, and U14 competitions, all teams must play man-to-man defence.

- Trapping defences that rotate back into man-to-man principles are permitted.

9.2. If a coach suspects the opposing team is not playing man-to-man defence, they should seek adjudication from the court supervisor, referee supervisor, or a referee committee member.

9.3. If the supervisor/official confirms a zone defence is being played, the following procedure will apply:

- First offence: reminder to the coach.
- Second offence: official warning to the coach.
- Third offence and subsequent: bench technical foul.

9.4. Referees are not responsible for determining whether a team is playing a zone defence.

9.5. Where no CSBA supervisor is present (due to the number of venues), coaches remain responsible for ensuring their teams play appropriate man-to-man defence. In these cases, no penalties will be enforced.

9.6. If a coach believes an opponent has played zone defence in a game without a supervisor present, they may notify CSBA. The Association will use best endeavours to ensure a supervisor is present at future games.

10. COMPETITION POINTS

10.1. Points will be awarded as follows:

Result	Single Point Game	Double Point Game
Win	3	6
Draw	2	4
Loss	1	2
Unnotified Forfeit	-3	-6
Notified Forfeit	0	0
Bye	0	0
Duty	3	3

10.2. Teams will lose three (3) competition points and receive a set fine for any of the following:

- Playing an unregistered player.
- Playing a player under an assumed name.
- Playing an over-aged player in a junior competition.
- Playing a player from a higher grade/division.
- Playing a player who has not been cleared by the Competition Manager.
- Playing a player who is currently suspended.
- Failing to provide a suitable person for bench duty.

11. DUTY (JUNIOR COMPETITIONS ONLY)

11.1. Each playing team must provide responsible individuals to perform bench duty for its own game only. Duty teams must provide a scorer, a timekeeper, for each rostered game

11.2. Junior teams must have a competent adult supervising duty. Junior referees approved by the Court or Referee Supervisor may perform bench duties (scoresheet and game clock).

11.3. Failure to perform rostered duty will incur a fine set by the Competition Committee and a loss of three (3) competition points per game.

11.4. Failure to provide an eligible bench person will render the team ineligible to participate. If a suitable bench person is not available at the scheduled start time, the game cannot commence. A grace period of ten (10) minutes from the scheduled commencement will be granted to allow the team to arrange a suitable bench person. If, after this period, no bench person has been provided, the game will be declared a forfeit. For further information, refer to By-Laws 15.2 and 15.3.

12. FINAL PLACINGS

12.1. Competition placings will be determined by the total points awarded to each team. The team with the highest points will rank first on the ladder.

12.2. If teams have played an unequal number of games, placings will be determined by win/loss percentage.

12.3 If two (2) teams are equal on points (or percentage), the higher placing will be awarded to the team that won the head-to-head match between them. If the teams have played each other more than once, the placing will be determined by the results of those games only. If the head-to-head record is tied, the final placing will be determined by the points for-and-against from those games between the two teams only.

12.4. If three (3) or more teams finish equal, placings will be determined by points for and against in games involving only those tied teams. If still equal, overall points for and against across all games will apply.

12.5. The finals series structure will be set by the Competition Manager and provided to teams once nominations close and draws are finalised.

12.6. The Competition Manager may adjust the finals structure after draws are issued, provided all teams are notified of the change.

12.7. Teams must have paid all monies owing to CSBA to be eligible to participate in the finals series.

12.8 If scheduled games cannot be played, the Competition Manager has authority to decide whether they will be rescheduled at an alternative time and date.

13. ELIGIBILITY OF PLAYERS

13.1. To be eligible to participate in the finals series:

- Junior competitions: Players must have played at least fifty-five percent (55%) of their team's games in that grade or division.
- Senior competitions: Players must have played at least forty-five percent (45%) of their team's games in that grade or division.
- Under 10s: Players in the U10 competition are exempt from Rule 13.1, provided their first game is not a finals game.

Eligibility details relating to byes and draws will be provided with the competition draw.

13.2. The Competition Manager may grant exemptions to Rule 13.1 in the following cases:

- Playing up: A player who has participated in a higher division/grade qualifies for finals in that higher division/grade if they have played at least two (2) games there and also meet the eligibility requirement under Rule 13.1 for their original team. *In junior competitions, this rule applies only within the same age group and does not extend across different age groups.*
- Injury/illness: Players who submit a valid medical certificate for games missed. Certificates must be provided to the Competitions Manager before the predetermined deadline. Certificates will not be accepted on the day of semi-finals or finals.
- State/National commitments: Players with State or National team duties. An exemption letter must be approved by the CSBA Competitions Manager and submitted before the predetermined deadline. No applications will be accepted on the day of semi-finals or finals.
- JPL Commitments: Players registered in the Junior Premier League (JPL) may also apply for an exemption under the same process. Applications must be submitted in writing to the CSBA Competitions Manager before the predetermined deadline. No applications will be accepted on the day of semi-finals or finals.

13.3. A player is considered to have "played" if they are present at the game and have entered their name and number on the scoresheet and is registered.

13.4. A maximum of twelve (12) players per team may be eligible to participate in the finals series.

14. REPRESENTATIVE PLAYERS

14.1. The Competition Committee reserves the right to limit the number of representative players from any Association in any one team.

14.2. A representative player is defined as any player who is part of a representative program in the current year for any Association, regardless of division.

14.3. Each player is responsible for informing their club/team organiser of their representative status. Organisers must record this information on the team nomination form. Failure to disclose may result in a loss of three (3) competition points.

14.4. Comets reserve or development players, or Rep Rookies are not considered representative players.

14.5. In Junior Competitions, no more than three (3) representative players may be on the court at the same time, unless approved by the Competition Manager. Breaches of this rule will result in:

- First violation: Technical foul on the coach of the offending team.
- Second violation: Forfeit of the game and a loss of three (3) competition points.

14.6. Teams may have more than three (3) representative players on their roster, provided they comply with Rule 14.5 for on-court limits.

14.7. Junior representative players are not permitted to play lower than Division Two (2) in CSBA junior competitions.

14.8. Senior representative players are not permitted to play lower than Division Two (2) in CSBA senior competitions, unless approved by the Competition Manager.

14.9. Representative status remains in effect for the entire calendar year, or until the Competition Manager determines that the player is no longer participating in representative basketball.

14.10. Junior representative players must wear Association-issued identification tags. Failure to do so may result in a loss of three (3) competition points and may lead to team disqualification.

15. FORFEITS AND FINES

15.1. A minimum of four (4) players is required to commence a game. Any team unable to field the minimum number of players at the scheduled start time and venue, without prior approval from the Competitions Manager, will be deemed to have forfeited the game. The team will lose all points for that game and may be issued a set fine. Such circumstances will be classified as an *unnotified forfeit*.

15.2. A grace period of ten (10) minutes will be allowed from the scheduled start time before a forfeit is declared.

15.3. During the grace period, the following penalties will apply to the team not ready to start:

- Two (2) points per minute will be awarded to the opposition.

These points must be recorded on both the scoresheet and the scoreboard as the game clock counts down. After the full ten (10) minute grace period, the score will stand at 20–0 in favour of the opposition, and the game will be declared a forfeit.

15.4. Any team that forfeits without notifying the opposition in advance maybe fined an amount set by the Competition Committee and will lose three (3) competition points.

15.5. Teams that forfeit two (2) consecutive games may be disqualified from the competition unless all outstanding monies are paid prior to their next scheduled game.

15.6. Teams disqualified from a competition will forfeit all monies paid to CSBA.

15.7. Teams with outstanding fines will not be accepted into future competitions until all monies owed are paid in full.

15.8. Individual players from teams with outstanding fines will not be permitted to participate in CSBA competitions until their share of the debt is paid.

15.9. A double forfeit will result in both teams being fined and both teams losing competition points for that game.

15.10. Only players who have signed the scoresheet at the time of a forfeit will receive a game credit toward finals eligibility.

15.11. In the event of a forfeit, the non-offending team will receive a game credit applied to their next competition invoice.

15.12. Playing an unregistered player or a player under an assumed name will result in a fine set by the Competition Committee and a loss of three (3) competition points.

15.13. Playing an over-aged player in a junior competition (without written approval from the Competition Manager) will result in a fine set by the Competition Committee and a loss of three (3) competition points.

15.14. A team that forfeits during the finals series will incur a fine set by the Competition Committee and may be deemed ineligible to enter the next competition.

16. PROMOTION AND RELEGATION OF TEAMS

16.1. The Competition Manager has the authority to promote or relegate teams if necessary for the benefit of the competition.

16.2. A winning team may be promoted to the next higher grade for the following competition, provided the team retains substantially the same players.

16.3. Any team that declines promotion to a higher grade or division will not be eligible for playoffs in the next competition.

16.4. Teams wishing to participate in a challenge game must notify CSBA on their nomination form. Only teams that have won their grand final in their current division are eligible to challenge. Failure to nominate will result in no challenge game being scheduled.

The following conditions apply to challenge games (senior competitions only):

- All players must be registered with CSBA, and team lists must be submitted to the Competitions Manager by the deadline set by the Competitions Manager.
- No players may be added courtside.
- Players who participate in the winning team must continue to play for that team for the remainder of the season (this rule does not apply to the losing team).
- All teams will be invoiced a set fee for the challenge game.

17. DISPUTES AND PROTESTS

17.1. Any protest against a team, referee, Court Supervisor, or other CSBA official must be submitted in writing to the Competitions Manager within seven (7) days of the incident. Protests lodged anonymously will not be considered.

17.2. The Competition Manager will review and resolve all protests as soon as possible, acting without prejudice.

18. REPORTED PLAYERS & DISCIPLINE

18.1. Any player reported by a referee, court supervisor, or duty official may be required to attend an Administrative Tribunal conducted by the Competitions Manager. The player has the right to reject the Administrative Tribunal and request a hearing before a full Tribunal Panel.

18.2. Reported players will be notified either at the time of disqualification by the court supervisor, referee, or duty official, or within forty-eight (48) hours where possible by the Competitions Manager.

18.3. If a full Tribunal hearing is required, it will be scheduled on a weeknight.

18.4. Players, coaches, or spectators who have been reported may not continue participating in or attending CSBA competitions until their case has been assessed by the Administrative Tribunal or Tribunal Panel.

18.5. Any player, coach, or spectator who rejects the decision of an Administrative Tribunal or appeals a Tribunal decision will not be permitted to participate in CSBA competitions until the matter is resolved.

18.6. If a reported player does not attend a Tribunal hearing after being notified of the date and time, the Tribunal Panel may choose to hear the case in their absence.

18.7. The player will be advised of the decision made by either the Administrative Tribunal or the Tribunal Panel.

18.8. CSBA maintains CCTV cameras throughout its stadium and facilities. This footage is confidential but may be used by tribunals to review incidents involving reported players, coaches, or spectators.

18.9. The Competition Manager and Competition Committee may also use CCTV footage when investigating misconduct.

18.10. Where a person (player or coach) receives two (2) disciplinary technical fouls, two (2) unsportsmanlike fouls, or is disqualified from a game during the season (across all teams/grades), they will be suspended for one (1) rostered playing week (all teams/grades).

18.11. Where a person receives three (3) disciplinary technical fouls, three (3) unsportsmanlike fouls, or is disqualified from more than one game during the season (across all teams/grades), they will be suspended for two (2) rostered playing weeks (all teams/grades).

18.12. CSBA reserves the right to address breaches under Rules 18.10 and 18.11 through disciplinary tribunals, administrative tribunals, or any other measures deemed appropriate.

18.13. Due to privacy, CSBA does not disclose the duration of suspensions to members of our community.

19. INJURIES

19.1. Any player or official injured during a game must complete an injury report form, witnessed by either the referee or the court supervisor.

19.2. To be eligible to make an insurance claim, the player's registration must be current. Claim forms are available from the CSBA office.

19.3. All concussions must be reported to the CSBA office.

19.4. Players placed in concussion protocol will have the notation **[Conc.]** recorded next to their name on all CSBA scoresheets. This indicates the player is not permitted to participate in any CSBA competitions or programs until official medical clearance is provided.

19.6. All concussion specific medical clearances must be submitted directly to the Competitions Manager for final approval. Clearances provided to court supervisors, or sent after business hours or on weekends, will not be accepted.

20. DEFERRING OF GAMES

20.1. A minimum of twenty-one (21) days' written notice must be provided to the Competition Manager if a team wishes to defer a scheduled game. The request must include the reason for deferment.

20.2. The Competition Manager has the discretion to refuse deferment requests if granting them would cause disruption to the competition.

20.3. Any appeal against the Competition Manager's decision must be submitted in writing to the Competition Committee.

21. UNISEX GAME RULES

21.1. Teams must respect that this is a mixed competition. Referees and supervisors have the authority to ensure games are played in the spirit of a mixed competition.

21.2. Females will contest the jump ball.

21.3. A size 7 basketball shall be used.

21.4. No more than three (3) male players are permitted on the court at any one time.

21.5. A male player may defend a female player but must not attempt to block her shot. A deflection or touch of the ball during a shot attempt is considered a block. Male defenders must keep their feet on the ground and hands within their cylinder.

- Penalty: The basket will count. Persistent offenders may also receive a technical foul.

21.6. This restriction does not prevent a male player from stealing or attempting to steal the ball from a female player. The rule applies only once the female player has picked up the ball for a legitimate shooting attempt and the ball has reached shoulder height.

21.7. Male players are not permitted to steal the ball from female players outside the three-point line.

22. WHEELCHAIR COMPETITION

22.1. Wheelchair competitions will be conducted in accordance with the rules of the International Wheelchair Basketball Federation (IWBF) and FIBA, except where specific variations are approved by CSBA.

