

COUGARS
BASKETBALL



COMPETITION BY-LAWS
DOMESTIC BY-LAWS

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RULES AND APPLICATION

1. TEAM CONTACT

Each club/team must nominate two people to contact for queries or information. It is the responsibility of the nominated contact to distribute fixtures, ensure that each team has a competent scorer for each game, pay the weekly game fees before the start of each game, ensure players are in correct uniform, and make sure players are all aware of the by-laws and insurance procedures.

It is the team's contact's responsibility to check the online fixtures at least 48 hours before the game, as changes can be made.

Teams will be emailed or called if a change is within 48 hours.

2. REGISTRATION AND GAME FEES

Game fees must be paid before the start of each game.

All Team Registration fees must be paid in full at the time of submitting the online registration. Your team will not be entered into the competition until the registration fee is paid in full. Team Registration is non-Refundable.

If a team is registered and paid for in full after the competition has started, Cougars Basketball reserve the right to enter your team into the next available grade, in the suitable age group, at the next convenient competition date. Should the competition have reached capacity, you will receive a refund of your registration fee. For all other circumstances, the registration fee is non-refundable.

There is a Withdrawal Fee of \$250 and is payable if a team withdraws after the completion of their final grading match.

Cougars Basketball has the right to refuse any team entries.

3. TIMING REGULATIONS

Each game will consist of 2 twenty-minute halves, each with an interval of 2 minutes between halves.

There will be 2 times outs allowed per half for each team. Each time-out being a maximum of one minute. There will be no time outs allowed in the last 2 minutes of the first half. The clock will not stop for any time outs.

Time allowed in the Key from U8, 10, 12 and U14's is 5 seconds.

Time allowed in the key for U16 and above is 3 seconds.

In all rostered non-finals games, the clock shall stop only in the last 3 minutes of the 2nd half and for all whistles. If the score differs by 30 points or more, the clock shall not stop.

In a finals series the clock shall stop for all time outs and five personal foul situations. In the last three minutes of the second half the clock shall stop for all whistles. Clock shall start once the ball is touched by a player in the court.

In the event of extra time in the final's series, the clock shall stop for all whistles in the last three minute. Extra time shall consist of a 3-minute period, with 1 time-out per team. The clock will stop for these time outs. Time outs do not roll over from regular time.

If the game is still in a draw once the extra time is played, then another 3-minutes shall be played using the same timing rules as above. This will continue until a result is achieved.

Referees shall not start a game clock before the scheduled start time of the game. Once the referee has called for Centre's the game clock will be started by the scorers at the referee's signal. Session Supervisor or Cougars Staff can delay the start time if deemed necessary.

Any team not ready to play at the fixtured time will incur a one-point penalty per minutes they are not ready to play. This includes not finalising a score sheet or allocating players to the online scoring system.

4. SCORE SHEET / ONLINE SCORING SYSTEM

Each player's number, given and surname, DOB, Suburb and Post Code must be clearly printed on the score sheet provided or entered into the online scoring system before the start of the game. If not, the game will not be recorded as a qualified game.

Once the game has started, a player can only be added to the score sheet/online scoring system at a time-out or at half time. This can occur anytime throughout the game, where a time out is called.

No more than 10 players can play in any grading game, regular season, or finals games, therefore if the score sheet or online scoring system has more than 10 listed, a team representative must be crossed off / unticked prior to the game starting.

Coaches must register through PlayHq and be allocated to the team prior to coaching. If printed score sheet is used, coaches full name must be printed on this.

5. BENCH OFFICIAL

Each team must supply a competent scorer being 14 years of age or older for the duration of the game. The game will not start until 2 scorers are on the bench. If a team fails to provide a scorer a member of their team must leave the court and attend to the score bench.

6. PLAYER REGISTRATION

All players individual details must be on the online registration form / score sheet. Any player not on the team registration list is not deemed a registered player.

The penalty for playing an unregistered player is as \$100 fine and the score will result in a 20-0 loss for the offending team.

Cougars Basketball has the right to refuse any player registration.

7. GRADING

Any competition graded after the defined grading period will result in all teams in that grade, having all points and percentages set back to zero after grading. If no changes are made to the grade at the conclusion of the grading period, ladders are not reset.

Teams may be graded to a higher or lower division and/or age group at the discretion of the Cougars Basketball up until the end of the defined grading period. After the grading period no teams will be regraded unless they can show exceptional circumstances through an appeal to the Cougars Basketball Club.

Any team that is regraded after the defined grading period, by the decision of the Cougars Basketball Club, will be moved into their new grade/age group with the same points as the 4th place, and zero percentage.

8. PLAYER ELIGIBILITY

All junior players must be under the age of the competition they are registering to play in as of the 31st of December of that year.

During grading games, any player moving from one team to another due to exceptional circumstances, must notify the Cougars Basketball Club Administrator in writing. After grading, players may not transfer from one team/club to another, in any one competition, in the current season, without a clearance approved by the Cougars Basketball.

Players can only play in game in each competition, per age group, on any one day.

Where separate boy's and girl's competitions are on offer, they are to be strictly policed as boys only and girls only competitions.

If a player is playing A grade in a higher age group, then they must play A grade in their own age group.

A player is registered to a club/team, not an age group. When transferring between clubs or transferring between teams within the same club at any time during the season all players must obtain a clearance.

Once a player has played a game with a club/independent team, they cannot move to another club/independent team until the next season (this includes during the grading period).

Club/teams must deal with clearance applications and player permits within 14 days of application.

Players may only be permitted to play 2 games as a 'fill-in-player' before they will be required to register through playhq for that team.

9. COMPETITIONS

Each player may be required to provide proof of age to Cougars Basketball for any reason deemed appropriate. It is each club/team's responsibility to ensure players are eligible for an age group based on their year of birth. Proof of age includes an original (not photocopied) birth certificate, extract of birth, student concession card, passport, statutory declaration, or learners permit.

Any person ejected out of the game is required to leave the venue. All junior players must have an adult accompany them. This cannot be a Cougars Basketball staff member.

Each junior team must have a responsible person over the age of 18 at their games.

At no time should a domestic coach, or club representative, approach a player/parent that is currently registered with another club, in an attempt to encourage that player to move clubs.

Time allowed in Key for U10, 12 and 14's is 5 seconds.

Time allowed in Key for U16's is up to 3 seconds.

Under 8, 10 & 12's will use a size 5 basketball.

U8, 10 AND UNDER 12'S

Mercy Rule. This is at the discretion of the losing team. Only to be enforced at the instruction of the losing team coach when the team is losing by 20 points or more.

If the mercy rule is implemented, the winning team must defend inside the 3-point area, but still playing man to man defence within that area. The defending team must go back to the 3-point area on a dead ball. Once the ball enters the 3-point area, the game is then live, until there is another dead ball, in which the defending team will then have to go behind the 3-point area again if it is the losing team's possession.

The team is sent back to allow the other team the opportunity to bring the ball up the court and develop their dribbling skills. When the margin goes below 20 points the winning team may revert to full court defence if it so elects, but only until the difference exceeds 20 points again.

Penalty

A public warning to the winning team (have a conversation with the coach)
Winning team re-offends, then 1 free shot to losing team. Both teams take positions like a normal free throw.

Winning team re-offends, then 2 free shots to losing team. Both teams take position as like a normal free throw.

If winning team continues to re-offend then losing team will keep receiving 2 free shots.

UNDER 14 AND 16'S

No mercy rule applies.

10. NO ZONE DEFENCE

Definition of Zone: a method of defence, in which each member of the defensive team guards a specified portion of the playing area in the key.

For the purpose of the By-Law, Cougars Basketball is only referencing to Zone Defence's played within the 3-point area.

Intention: The intention of this by-law is to avoid having players unfairly position themselves in a area on the court that provides an advantage to some players based on height or ability.

To teach all players good defensive principles of Man-to-Man defence.

During any U8, 10 and 12 Cougars Domestic basketball game played, there is to be "NO ZONE DEFENCE" allowed by either team.

The following situations may be used as an indicator that a "Zone Defence" is being played: -

An offensive player cuts through the key and is not followed by an opponent who should be playing defence on this player.

A clear structure zone is set up 2/3 or 2/1/2 defence in the key

A defensive player is continually standing in the middle of the key and not making any attempt to guard an opponent.

Exception to the rule

Your team can play a zone defence if your team has only 4 players or less on the court.

Penalty

If in the opinion of the Official on the floor, a Zone Defence is being played, the game is to be stopped at the next dead ball opportunity and the offending coach is to be warned by the official.

If the coach would like to have the defence reviewed by the Referee Supervisor, they are to send one of their own team representatives to request that the Referee Supervisor comes to the court to review the defence. The referee supervisor's interpretation of the defence is final.

If the coach does not take appropriate action to change the defence after a warning is issued or does not use the option of review by the referee supervisor, and continues to use a Zone Defence, the official is to issue the Coach with a Technical Foul.

If in the official's opinion the Zone Defence is being caused by a lack of understanding by a player on the floor, a second warning may be issued to the coach with a direct reference to the need to educate the individual player.

11. UNFINISHED MATCHES

In the event of a match being unable to be complete during the regular season due to circumstances beyond the stadiums control (EG, power blackout, flood, Covid-19) the following action shall be taken: -

If a problem occurs before half time the match shall be treated as a draw unless the match can be recommenced within 15 minutes of the interruption.

If a problem occurs during or after half time the team that is leading shall be declared to winner unless the match can be recommenced within 15 of the interruption.

A game that is cancelled by an official, due to on court indiscretions, no game fees will be refunded to either team.

In all cases of matches being unable to be completed the scores when play is stopped will count.

12. WALKOVER GAMES

The referees will commence all games on time. When centres are called to begin the play, any team not on court with a minimum of 4 players to begin play will be penalized for a late start

- 1 point per minute or part thereof. After 10 minutes a walk-over will be awarded to the other team. (20-0 win). Cougars Basketball staff can extend the walkover time if deemed necessary.

Any team giving a walkover will incur a fine to recover the court, registration, and referee costs for that game. This fine must be paid in full before the next fixtured game, or arrangements must be made to pay with Cougars Basketball staff.

If a team forfeits two games in a season, the said team will be asked to show why they should remain in the competition. If a team forfeits/walkovers two matched in a row they will be removed from the competition at the discretion of the Competitions Administrator and will incur a \$200 exit fee.

13. FINALS QUALIFICATION

To qualify for finals a player must have played at least 7 fixtured games of the season, (this can include grading games). At half time referees are to cross off/untick players that are not there. Any players that arrive after half time, should add their name to the scoresheet or on-line scoring system at the next available time out.

Any player who has not been able to play the required number of rounds to qualify for the finals, whether it be through injury or other, just cause, they may apply to the Cougars Basketball staff for a clearance to play. This must be submitted no later than 7 days prior to the finals match.

It is the club/team's responsibility to ensure all players are qualified for finals. Any team who plays an unqualified player will incur a penalty.

If any player that has not registered to their team using the individual PlayHq registration link will not be eligible to qualify for finals (entering details courtside and playing as a fill in does not qualify as a registered player or game).

14. FINALS STRUCTURE

All competitions will be a top 4 team finals structure, unless stated otherwise by the Cougars Basketball Club.

Where there are 11 teams or less in a competition 4 will play in the finals. Where there are 12 or more teams, 8 will play in the finals (top 4 play for the grade, and the next 4 play for the reserve).

15. UNIFORMS

Uniforms consist of a numbered singlet (from 0, 00 – 99) and basketball shorts. Small manufacturing or sponsorship logos will be allowed. Shorts with pockets and metal buckles are NOT allowed.

All players must be in full uniform. Singlets must be of identical colour and design and must carry a legal playing number, of contrasting colour to the singlet. Numbers must be on the back and front of the singlet (minimum height of 10cm on front and 20cm on back). All shorts must be the same colour and design.

At the start of the regular season (not grading games), players are to be in correct uniform independent of when they started. Any player not in correct uniform will not be permitted to take the court.

Exception: -

A newly registered player is allowed one week grace period after they have notified, the stadium supervisor of the day.

If unable to be in correct uniform after their one-week grace period they must obtain in writing permission from Cougars Basketball at least 5 days before their fixtured game and be able to present this written permission at each game to the stadium supervisor on the day and to the referees upon request. Permission will only be granted in exceptional circumstances.

T-shirts cannot be worn under singlets.

Compression gear can be worn. Any compression item must be black, white, or same dominant colour of playing singlet. If there is a logo or branding on the item it must not be visible outside of the uniform or to be the same colour as the item. Eg, black on black. The colour choice will be decided by the players association to ensure that teams have uniformity of more than once player in a team is wearing compression gear. This means that if one player is wearing black compression gear, then any other player in the team must also wear black in any compression gear worn.



UNIFORM RULE

COMPRESSION GEAR & UNDERGARMENTS

FIBA allow players to wear compression gear.

Any compression item must be black, white or the same dominant color of playing singlet. If there is a logo or branding on the item, it must not be visible outside of the uniform or to be the same color as the item. Eg, black on black. The color choice will be decided by the player's team to ensure that teams have uniformity if more than one player in a team is wearing compression gear. This means that if one player is wearing black compression gear, any other player in the team must also wear black in any compression gear worn.



Compression bike short

ACCEPTABLE



Compression socks

ACCEPTABLE



Compression knee pads

ACCEPTABLE



Compression full length

ACCEPTABLE



Compression no sleeve

ACCEPTABLE



Compression short sleeve

ACCEPTABLE



Compression long sleeve

ACCEPTABLE



Compression arm sleeve

ACCEPTABLE



Colour pattern showing

NOT ACCEPTABLE



Colour pattern showing

NOT ACCEPTABLE



Colour pattern showing

NOT ACCEPTABLE IF SHOWING UNDER SHORTS

First name team on the score sheet must change uniforms if there is a clash of singlet colours. The game referees will decide if there is a clash. Failure to comply will result in a walkover against the offending team.

Sweatbands can only be worn on the forehead.

All teams must wear basketball singlets only. Basketball bibs are not accepted.

Blood Rule

During the game the official shall order any player who is bleeding or has an open wound to leave the playing court and cause this player to be substituted. Before the player is allowed back into the game the wound should be treated (and no further bleeding) and the affected area completely and securely covered.

If there is blood on the uniform the player should change the uniform immediately. It will be necessary to carry a spare number uniform for this purpose. Under no circumstances should a player with wet or dry bloodstains on their uniform be allowed on the court.

HAIR ACCESSORY & JEWELLERY POLICY

FIBA Rule, Article 4.4.2, states:

"Players shall not wear equipment that may cause injury to other players".

"The following are not permitted:

Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable(soft) plastic, metal or any other hard substance, even if covered with soft padding. objects that could cut or cause abrasions (fingernails must be closely cut).

headgear, hair accessories and jewellery."

In addition to this FIBA rule Basketball Australia and Victoria have recommended the following by-laws as a guideline for the safety of players:

MEDICAL WRIST BANDS

Medical information wrist bands may be worn by players as long as they are:

- In no way dangerous to other players.
- Covered using medical strapping tape.
- Covered using an athletic sweat band.

HAIR ACCESSORIES

To clarify what is considered acceptable, players are permitted to take the court wearing "bobby pins" and/or "one touch" or "snap" clips to hold their hair back. These items pose no threat of injury to any player on the court.

Players will not be permitted to wear barrettes, bandanas, headbands made of metal or clips larger than a bobby pin or snap clip - especially those that are present for decorative purposes only. These items do pose a threat of injury due to their increased size.

If items in a player's hair are made from a non-abrasive, pliable material, they may be permitted to be worn, as (by rule) they pose no threat of injury. This includes headscarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

Referees and competition administrators cannot prevent a player taking the court if the religious clothing that he/she is wearing poses no threat of danger to another player. Common sense must be used in these situations. Any person preventing a

16. INJURIES

The injured player or legal guardian may obtain an insurance claim form from the Cougars Basketball website. Additionally, an injured player, and if necessary, the player's legal guardian, must report to the session supervisor as soon as practical and complete an incident report form available from Cougars Basketball.

Blood rule will apply – A bleeding player must leave the court, and have the affected area covered, prior to re-joining the game.

Club/Teams are responsible for providing their own Aid.

17. SPECTATORS

Any spectator entering the basketball area is subject to the applicable codes of conduct set out by Basketball Victoria and Cougars Basketball.

Any spectator that is asked to leave a stadium due to inappropriate behaviour (breaking codes of conduct) by a referee/supervisor, must leave immediately, or the game will not proceed. Failure to leave when asked, will result in the spectator being reported to Basketball Victoria Tribunal and to Cougars Basketball.

Alcohol is prohibited from been brought into any venue where Cougars Basketball runs its competitions.

Smoking is prohibited in/or around any of the venues where Cougars Basketball runs its competitions.

Smoking is prohibited on school premises where Cougars Basketball runs its competitions.

18. PENALTIES

When found in breach of the eligibility criteria, each game played by the ineligible player will result in the offending team forfeiting the game with 20-0 score. In the case of finals games, this will result in disqualification of the team.

Teams playing a player under false name will result in the offending team forfeiting the game with a 20-0 score and will be reported to Basketball Victoria.

Right to appeal

Individuals/teams/clubs have the right of appeal to any penalties applied by the Domestic Council by forwarding a letter of appeal to Cougars Basketball Administration.

Grounds for appeal

1. Significant new or additional evidence has become available
2. The penalty imposed by Cougars Basketball is outside Basketball Victoria By-laws
3. The Cougars Basketball failed to follow the procedures required within Basketball Victoria By-laws to your significant detriment.

The Cougars Administration will determine any change to the ruling or penalty if required. Each appeal will be reviewed on a case-by-case basis.

19. TRIBUNAL

Any player, team or spectator who is reported (as per Basketball Victoria's tribunal by-laws) may be required to attend a tribunal hearing. This date is to be advised by the Tribunal Offices.

The reported team or player will be advised of the report lodged and further tribunal proceedings at the earliest convenience. For further details please refer to the Basketball Victoria By-Laws.

20. PROTESTS

In the event that a team, player or official wishes to lodge any protest, claim, report or complaint in respect of any team, player, official or game, such a claim or report or protest will need to be submitted by the club/team representative in writing to Cougars Administration cougarsdomestic@gmail.com within 7 days of the incident. Cougars Basketball have the right to decide the result on the information as presented.

21. CARE OF VENUE

Cougars Basketball Staff, including session Supervisors are empowered to exclude any person from the venue.

The management will refuse entry to any person under the influence of alcohol or attempting to carry alcohol in the venue.

Any player, official or the person responsible for causing deliberate damage to the venue shall be required to pay the costs of repair or be required to pay a charge towards such costs, as determined by the Centre Management.

22. GENERAL

In any matter not specifically covered by these By-laws, Cougars Basketball may take the necessary ruling: -

Cougars Basketball can amend these by-laws at any meeting

Any breach of the by-laws or actions felt by Cougars Basketball to not be in the best interest of the game, Cougars Basketball reserve the right to impose penalties and/or restrictions as seen appropriate.

23. EXTREME HEAT POLICY

With the arrival of the Summer Season comes the onset of hot weather and on some playing days, extremely hot weather. With sense, participants can cope with these extremely hot summer days.

To ensure the wellbeing of the players in extreme heat we suggest the Team Managers do the following:

- Advise players to hydrate
- Carry plenty of extra water to refill the drink bottles during the game.
- Bring wet (frozen) towels and/or ice packs to keep the players cool on the bench.

Parents should also ensure their child has adequate water available before, during and after the game and they should monitor the condition of their child for any signs of distress during the game.

Under new Basketball Victoria by-laws, the courtside temperature will be measured prior to the commencement of each game. Where the temperature has reached 35C the following playing conditions must be implemented:

1. a) When the court temperature reaches 30°C competition organisers must consider implementing and where the court temperatures reach 35°C must implement the following timing rules: -

If a game is played in halves, the game must be reduced by 2 minutes per half with 2 team timeouts per half. The clock must stop for each time out and the referee must call an additional compulsory timeout close to the halfway mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.

If a game is played in quarters, the referee must call an additional compulsory timeout in each quarter if no timeout has been called by halfway through the quarter.

The clock must stop for every whistle in the last minute of the first half and the last 3 minutes of the second half (this may be modified for local conditions in domestic basketball).

2. b) When the court temperature reaches 40°C games must be abandoned. Subject to any rule or ruling by a competition organiser,
 - i. if a game is abandoned before it commences or before or at half time it is counted as a draw.
 - ii. if a game is abandoned after half time, the game score stands as a final result.

Where a player has any special medical conditions, parents should take professional advice concerning their child's participation.

Unless medical advice prohibits the player participating in hot weather players are encouraged to play to avoid the remaining team members having to increase their playing time.

We hope that we experience very few days of extreme heat during the summer season but, when we do, we hope that the above procedures are applied by all to ensure that our players experience the minimal level of discomfort during their playing careers.