



Coffs Harbour Basketball Association

JUNIOR COMPETITION BY-LAWS

Adopted MAY 2026

NOMINATION OF TEAMS

1. Teams must consist of a minimum of seven (7) registered players.
2. Players shall compete only in the age group corresponding to their age as of December 31 the year the competition ends.

For example: 2025 Term 4/1 Competition Age Groups

Age Group	Age on Dec 31,2024	Eligible birth year
Under 9 (U9)	5 to 8 years of age	2016-2019
Under 11 (U11)	9 or 10 years of age	2014-2015
Under 13 (U13)	11 or 12 years of age	2012-2013
Under 15 (U15)	13 or 14 years of age	2010-2011
Under 17 (U17)	15 or 16 years of age	2008-2009

3. Players must be turning at least six (6) years of age in that calendar year to play in the junior competition.
4. Forfeits shall be notified to the Competition Administrator via email no later than 5pm the day prior to the match and shall be considered a 'notified forfeit'. A forfeit notified after that time will be considered an unnotified forfeit and the team will incur a deduction of three (3) competition points. Teams may apply for an exemption to the deduction penalty in extenuating circumstances via the Competition Administrator. A decision will be made by the competition director.
5. Players must play in the designated age group and be registered in a junior domestic club team.
6. There is no hard cap on the number of representative players in a single team. Nominated teams will be considered by the competitions committee for approval. The competitions committee may choose not to accept a team if it considers the team will adversely affect the competitive health of the competition. where a team is not accepted, notification to the team manager nominating the team with the reason within 5 working days of nomination.
7. Coffs Harbour Suns junior representative teams can be nominated to play in the junior domestic competition in the age group immediately above their designated age group. In effect they will be 'playing up'. Such teams shall:
 - Be Division 1 representative teams, however, Division 2 teams can be nominated and may be approved at the discretion of the competitions committee if they feel the team is at or near the strength of a division 1 representative team.
 - Be nominated as a whole team including a minimum of seven (7) members of the representative team.
 - Be coached by that teams representative coach or assistant coach or, depending on availability, an alternate nominated representative level coach at the discretion of the competition committee.
 - Not qualify for finals in the domestic competition.



The competitions committee will consider the strength of the nominated team in contrast to the overall strength of the competition they are being nominated for. Nominated teams may not be accepted if

- Their strength doesn't align well to the strength of the competition they are being nominated for.
 - They would displace other teams. Club teams will have priority.
 - Their entry into the competition would make overall administration of that competition difficult or non-viable.
8. If a player is playing in a representative team in the junior competition, they must fulfill their obligations of playing in their club team and appropriate age group. Players who decline to play for their club will be ineligible to play for the representative team.

DISPUTES

1. CHBA shall adjudicate all disputes regarding these By-Laws under the Administrative Tribunal or the Judiciary Tribunal By-Laws.

REGULATIONS REGARDING ELIGIBILITY

1. All players must pay their annual insurance fee to be registered with Basketball NSW.
2. Temporary player adjustment for short-handed teams: If a team has fewer than the required number of players, they may temporarily recruit one additional eligible player from a lower age group or division to:
 - Avoid a forfeit when they have fewer than four (4) players, or
 - Allow a team to field five (5) players when they would otherwise only have only four (4).

Teams with only three (3) players are not permitted to borrow two (2) players.

An Individual player can be borrowed up to four (4) times in a single competition. Players may not be borrowed twice for one team and the be borrowed twice for another team.

3. Requests to borrow a player must be submitted to the Competition Administrator at least 24 hours before the scheduled start time of the match. The Competition Administrator will maintain a record of all player borrowings which will be made available in hard copy and/or on the association's digital platform.
A player may only be borrowed once they have been formally cleared by the Competition Administrator. If a team fields a borrowed player without clearance, the team may incur a penalty of 3 (three) competition points.
4. Use of an unregistered player constitutes a forfeit which is recorded as a 20-point loss. In addition, the offending team will incur a deduction of three (3) competition points.
5. Any team using a player who is playing under an alias or another player's name will constitute a forfeit being recorded as a 20-point loss. In addition, the offending team will incur a deduction of three (3) competition points.
6. To have played for a team means being on the scoresheet and being deemed by the referees to be on the team bench prepared and able to take the court for that game.
7. A player who has been selected for a Basketball NSW high performance pathway (SPP, TAP, D-league, CC, ACJBC, State teams) may choose to play in the domestic junior competition in the age group immediately above their designated age group. In effect they will be 'playing up'. The player must continue to play in their designated age group and must prioritise those games over the higher age group games unless authorised by the Competition Administrator.
8. U10 (or U9) players who have been selected for and accepted a position in an U12 representative team, are eligible to play in the U11 (or U12) domestic competition. In effect they will be 'playing up'. They are not required to play in the U10 (or U9) competition at the same time but may do so if they wish. This does not apply to other age groups.



PLAYING REGULATIONS

1. Unless otherwise stated in these By-Laws, the rules of play shall be those of Basketball NSW.

TIMING

1. Games will be played in four (4) periods of 10 minutes with a one (1) minute interval between the first and second periods, a three (3) minute half-time interval and a one (1) minute interval between the third and fourth periods.
2. Teams are permitted to have two (2) timeouts per half, only one timeout can be used in the last two (2) minutes of the last quarter. Teams are permitted to have one (1) additional timeout in each period of overtime in finals.
3. The game clock stops for all timeouts.
4. The game clock also stops for all whistles and successful baskets in the last two (2) minutes of the game if the score difference is less than 10 points.
5. There is no shot clock in junior domestic competitions.

OVERTIME

1. In round games a tie shall be a valid result.
2. In semi-finals and grand finals extra periods of three (3) minutes (fully timed) will be played to break a tie with two (2) minute intervals in between periods.

GRADING

1. Teams will be graded into divisions of comparable ability as much as possible. Teams may be regraded during the competition if completed scores indicate continuous score disparities. Discussions can be arranged between the team contact and CHBA to discuss re-grading if required and CHBA will make the final decision.

GAME FEES

1. Individual game fees must be paid upfront or on scheduled instalments as per competition payment structure, players who fail to pay their game fees or maintain their payment schedule will not be permitted to take the court.

STARTING A GAME

1. Games cannot start unless teams have a minimum of four (4) players ready to take the court. If teams are unable to start at the scheduled starting time the game clock will be started.
2. Teams arriving late will be penalised two (2) game points per minute (or part thereof) until 10 minutes have elapsed at which time the game shall be declared a forfeit.
3. Referees will administer the late penalty rules.
4. Games cannot start until a coach or team manager or nominated parent is present on each team's bench. That person must also have a current Working with Children's Check.

PLAYING UNIFORMS

1. All players must be correctly attired in club uniform for club teams; Representative teams must not wear rep uniform.



2. Playing singlets

- Must be the club endorsed playing singlet with appropriate numbering.
- Playing numbers are to be 0-00 and 1-99.
- Short sleeve under shirts may be worn but must be black or white long sleeve skins may be worn.

3. Playing shorts:

- Must be the Club endorsed Shorts. Exemption for players playing in U9 (U10) who may wear black shorts instead of club shorts.
- Must not have pockets or other features that present an injury risk.
- Skins or activewear shorts may be worn under basketball shorts.
- Tights/Bike pants are not to be worn.

- Players out of uniform are eligible to play but the opposition team will be awarded ten (10) game points for each player out of uniform. Where a player from each team has a uniform infraction, one will cancel out the other.
- Players will have four (4) weeks (including any grading weeks) from the start of the competition to be in full uniform. New players who join after the start of the competition, will receive the same four (4) weeks grace period.
- In the case of two teams taking the court with the same colours, Team B (team listed second on the scoring system) will reverse their playing singlet to the alternate colour.
- Players are not permitted to wear any equipment that may cause injury to other players. The following are not permitted.
 - Finger, hand, wrist, elbow or forearm guards, helmets, casts or any brace made of plastic, leather, metal or any other hard substance.
 - Objects that could cause cuts or abrasions.
 - Hair accessories or jewellery.

COURT AND BALL

1. Ball Size

	Boys	Girls
Under 12's and younger	Size 5	Size 5
Under 13's and 14's	Size 6	Size 6
Under 15's and Older	Size 7	Size 6

- Lower height rings (2.59m) will be used for U9 and U10 competitions. Regulation height (3.05m) rings will be used for all other competitions.
- Free throws in U12 and younger competitions will be taken from the small line 600mm in front of the standard free throw line. Free throws will be taken from the standard line in all other competitions.

ZONE DEFENCE

- Under Basketball Australia rules for competition games, all age categories from U14 and younger are not permitted to play zone defence.
- If a coach believes the opposition in the age categories outlined in Rule 1 are playing zone defence, they should inform the CHBA court supervisor who, with the assistance of the referee supervisor, will make an immediate assessment of the game and make a ruling. A referee supervisor or referee can



issue a warning to the coach. Continued offences can result in a technical foul being charged against the coach.

DEFENCE – U10 (AND U9) COMPETITIONS

1. Players must only play half-court defence in these age groups. Once a basket is scored or a team is given possession of the ball from the sideline in the back court, the defensive team should retreat to the halfway line before they start defending. They may not attack the ball until it is over the halfway line.
2. Players can only defend one (1) opposition player in open court. Where two (2) or more players defend one (1) offensive player e.g. Double teaming, Trap, Arrow, the offensive team will be awarded the ball from the sideline. Once the ball is into the key area any number of players may defend the ball.
3. Coaches are allowed onto the court in the U9 and U10 age groups to assist the movement of players around the court. Coaches should keep out of the way of the ball and should not enter the key area.
4. U9 and U10 competition players will wear coloured wrist bands; wrist bands are for the purpose of teaching new players the concept of man-to-man defence.

MERCY RULE

1. If a team in the age group of U12 and younger has a lead of 20 points or more they must play back court defence during which time there will be no traps or presses. Once the lead is reduced to 15 or below, the team may play full court defence again. This rule is to be enforced by the coaches within the spirit of CHBA'S Code of Conduct.

SCORING RULES

- 1 The three (3) point rule will not be used for U12 or below competitions, meaning all field goals will be awarded two (2) points irrespective of where they are taken.

BEHAVIOUR

1. Behaviour of all players, coaches, officials and spectators must be sportsmanlike at all times and in the best interests of the game in accordance with CHBA Zero Tolerance Policy and the Code of Conduct outlined by Basketball NSW.
2. Players who, in the opinion of the referee, breach behavioural policies or behave in an unsportsmanlike manner can be issued with a technical or unsportsmanlike foul.
 - Players who receive a technical or unsportsmanlike foul will be removed from the game for 5 minutes.
 - If the player receives a second technical or unsportsmanlike foul in the same game they will be ejected from the game and asked to leave the venue.
3. Reports from the referees or supervisors will be referred to the CHBA Administrative Tribunal or Judiciary Tribunal.
4. Hanging on the ring, backboard or net may result in a technical foul as per the FIBA rules.
5. Players, coaches and managers displaying behaviour which compromises the safety of themselves and/or others may be dismissed from the court by the referee, supervisor or any CHBA official.

Competition Points/Forfeits

1. Competition points awarded for games will be three (3) points for a win, two (2) points for a tie (round games only) and one (1) point for a loss. Teams who forfeit will receive no points.
2. Teams that forfeit twice without notification may be removed from the competition.



3. In the case of an unnotified forfeit, that team in attendance may use the court for a practice session at no cost.

Score Bench Duty

4. Each team is required to provide a person to perform score bench duty for their game.

Semi-Finals

5. To be eligible to play in semi-finals and grand finals a player must have played a minimum of five (5) competition games for that team. Grading games do not count towards finals eligibility.
6. Special consideration for players missing games due to injury or illness must be in writing to CHBA, accompanied by a doctor's certificate. Where a player is unable to play due to extended illness or injury they are to apply for an exemption through the Competition Administrator.
7. Special consideration is at the discretion of CHBA.
8. Forfeits count as games played for all non-offending teams. Forfeits do not count as games played for players of offending teams.
9. The top four (4) teams in each division will progress to the semi-finals. Winners of the semi-finals will progress to the grand final.
 - Semi-Final 1 is 1st v 4th
 - Semi-Final 2 is 2nd v 3rd
 - Grand Final is the winner of semi-final 1 v winner of semi-final 2.
10. The methods for determining semi-finalists and grand finalists as described above may be varied at the discretion of CHBA.
11. In the event that teams finish the season on equal competition points they will be separated in the first instance by comparing the results of games between the teams on a win/loss basis.
12. If teams cannot be separated by the rule above then points for and against in all games played during the competition will be taken into consideration. The team with the higher percentage will fill the higher position.
13. The percentage will be decided by "points for" divided by "points against" x 100.
14. There will be no point score or finals for the U10 (or U9) competitions.

