BANKSTOWN BASKETBALL ASSOCIATION INC

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Senior & Junior Competition

Rules & Regulations

These rules relate to both senior & junior games conducted by Bankstown Basketball Association Incorporated
(Revised July 2026)

The Bankstown Basketball Association competitions are conducted under the Official Basketball Rules and Referee's Manual as adopted by FIBA. These Rules and Regulations are variations enforced by referees and officials of the Bankstown Basketball Stadium.

The Match Committee of the Bankstown Basketball Association reserve the right to amend, alter, add, or delete items from these Rules and Regulations at whichever time it sees fit. These amendments, however, cannot be made retrospective and must be produced in writing.

1. CONDUCT OF GAMES

1.1. All games under the jurisdiction of the Bankstown Basketball Association (BBA) shall be conducted according to the rules of the game as laid out in the Official Rule Book of FIBA, except where variations are listed within these competition rules.

1.2 All teams having entered the competition and registered by paying the entry fee, shall automatically pledge to pay all court fees for that competition whether the team completes the competition or withdraws before it finishes, except as provided for in Rule 5.1, or if the team is withdrawn by the Executive Committee and is replaced by another team. In addition — Team Entry fee and individual player registration fees are non-refundable.

1.2.1 Bankstown Basketball Association has the right to decline entry to any club, team, coach, manager, or individual player for any reason that it sees fit.

1.3 All matches will be under the control of Bankstown Basketball Association who is responsible for receiving entry forms for competitions, and all fees from the teams in all divisions.

1.4 BBA is responsible for compiling the draw, notifying teams of the draw and any later changes, receiving notice of forfeiture of matches, informing the other team, and ensuring that these competition rules are carried out.

1.5 Notices to teams will be posted, emailed, or handed to the designated team contact. Team Contacts may be required to sign for documents handed to them. It is the responsibility of the team contact to advise BBA of any change of address or change in team contact. Any notices that are sent will be deemed as served and any penalties attached will be enforced.

1.6 The BBA website has information relating to draws, standings and announcements. Please check the website regularly for up-to-date information.

1.7 Teams may be re-graded at the discretion of the Competitions Manager.

2. COMPETITION FORMAT

2.1 ***TIMING RULES***

All games are to start at their advertised starting time. Teams will be penalised 2 points per minute or part thereof if they are at fault for preventing the game from starting on time.

2.1.1 **SENIOR FULLY TIMED GAMES**

(Monday Men's & Thursday Masters games and Div 1 Woman finals]

Games shall be 18 minute fully timed halves, 1 minute half-time. 1 x 60 second timeouts per team per half.

2.1.2 **SENIOR RUNNING CLOCK GAMES [All other senior games]**

Games shall be 20-minute halves, 1 minute half-time. Clock to stop for 1 x 30 second time out per team per half, and all whistles in the last minute of the second half.

2.1.3 **JUNIOR GAMES**

Games shall be 20-minute halves, 1 minute half-time. First Half 1 x 30 second running clock time out per team. In the Second Half each team will receive 2 x 30 second time outs (clock to stop). Clock to stop for all whistles in the last minute of the second half. Whilst mercy rule is applied, the losing team's coach may request for the clock to continue running in the last minute of the second half.

2.1.4 **ALL COMPETITIONS—FINALS**

Finals games shall be timed as per regular season games, however, if a game is tied at the end of regular time, then an overtime period of 3 minutes will be played, with the final minute being fully timed. (Exception: games which are fully timed will have all 3 minutes fully timed.) Teams are entitled to one (1) timeout per overtime period and team fouls shall carry over from the previous period. If the scores remain tied at the end of an overtime period, another overtime period shall be played until a result is reached.

2.1.5 ***JUNIOR COMPETITION—FINALS***

In all final's games, the clock shall stop for time-outs, 1 x 30 second time out first half and 2 x 30 second time outs second half.

2.2. **COMPETITION POINTS**

Points will be awarded for competition games as follows: -
Win - 3 points; Loss - 1 point; Draw - 2 points; Forfeit - loss of 3 points.
In the case of a double point game, then all points are doubled. In the case of a double point game forfeit, *if the team gives notice with enough time for us to contact the opposing team., the adjustment will be a loss of game for 1 point plus the forfeit.*

2.3 **FINAL PLACINGS AND FINAL'S STRUCTURE**

2.3.1 Positions within a competition will be decided on the points awarded to each team – the highest being first. If teams are on equal points the following is applied:

1. Head-to-Head wins between teams tied.
2. Points difference between the teams tied. E.g., if team A beats Team B by 10 and then Team B beats Team A by 12, Team B would progress with the better points for and against margin.
3. Points difference across the whole competition.

2.3.2 In a competition where a split will be made during the competition to form two or more divisions a team's win/loss record may be used for grading teams [excluding penalty points deducted for forfeits], and/or carried over to the new division/s.

2.3.3 The Match Committee shall decide the finals format after nominations close. Where necessary the semi-final structure & format may be altered.

2.3.4 No longer required.

2.3.5 Where scheduled round matches cannot be played prior to the end of the competition, the Match Committee can allocate double match points for the games played in an earlier round of matches and vice versa.

2.3.6 A winning team in a lower division may be promoted to a higher grade for the next competition by the Match Committee provided that the team remains substantially the same.

3 RULES RELATING TO SENIOR UNISEX COMPETITIONS

3.1 Teams should respect that this is a mixed competition and be aware that the supervisor has the power to ensure players play in the spirit of a mixed comp.

3.2 Unisex teams may only always have a maximum of 3 males on the court.

3.3 **Shot Block Rule**

In Unisex games, a male player shall not block the shot of a female player. A male player may defend the shot by placing his arms straight in the air, however, shall not jump or cause contact with the ball in defending the shot.

The penalty for violating this rule is that the basket shall count, however, persistent offenders of this rule may incur a technical foul.

3.4 Rep Players may be permitted to participate in this competition at the discretion of the Match Committee.

4 PLAYERS

All teams (including Clubs) will be graded based on the skill level of players in the nominated team. Additional junior or senior players may be nominated after the start of the competition, provided they are submitted to the Match Committee for approval. Failure to abide by this rule will incur loss of points for the games played.

4.1 **Eligibility of Players**

Eligibility for a player is determined when a Club transfers players into their team list via GameDay, or whenever the application to add the player to the team list is accepted by the Match Committee.

4.1.0 A player may only play 2 years above their age group for the duration of that

season e.g., a 10-year-old can play in U/11's or U/13's, a 13-year-old can play in U/14's or U/16's in that season.

4.1.1 Players are permitted to play on another night for another team or Club except Senior Division 1 players, where certain conditions apply. Players may only play for one team on any night unless it is a club exception. The Match Committee has the right to approve or deny any application to vary this.

4.1.2 All players must register via a link provided by the association or by their team/club contact. This registration process needs to be completed separately every season for each team they wish to play with.

4.1.3 Under no circumstance can your registration be transferred to another individual.

4.1.4 Once you partake in any basketball activity (playing or training), no matter how long the duration, nor the number of times, the opportunity to request a refund has passed.

4.1.5 **Any team who plays a player under someone else's name will forfeit that game and the ineligible player could be suspended.**

4.1.6 For juniors to be eligible to play in a particular age group, the player must not turn that age before or on 31 December of that calendar year. *Proof of age needs to be provided at the time of initial registration with the Association, ID must be original and show legal name and date of birth.*

4.1.7 Players with their name pre-printed on the scoresheet may take the court at any time during the game.

4.1.8 Players who are NOT listed on the scoresheet [but are eligible to play] MUST PRINT their full name and number on the scoresheet prior to the commencement of the second half to be eligible to take the court.

4.2 CLUB SYSTEM

4.2.1.1 A player who is registered with a club in one competition is permitted to play for another club in a separate competition within BBA competitions.

4.2.1.2 A player wishing to move from one club/team to another is permitted to do so at the conclusion of the season, however, they must notify their previous club and must be declared financial with the previous club.

4.2.1.3 Club Criteria**.**
Please contact the relative Competition Manager to obtain Club Criteria.

4.2.2 **"Playing Up"**

A player is permitted to fill in and play in a higher division or age group for another team within their own club to a maximum of four games subject to rule 4.1.0 but must see a supervisor (unless prior permission has been given) prior to taking the court. Development Players and Representative Players cannot play up, unless avoiding a forfeit.

Players are eligible to play up 4 times for the same club in a higher age/division for the same team. Once he/she plays a 5th game in the higher age/division for the same team they will no longer be eligible to play in his/her nominated team and must remain in the higher age/division.

4.2.2.1 **Senior Comp Only**: to qualify for the Finals a club player must have played at least 2 games prior to the 4-week cut off time. [must be an appropriate skill level for this division]

4.2.2.2 A junior competition player may "play up" into a senior competition team of the same club to a maximum of four (4) games per season. Prior to playing their fifth game they must register into the senior team by completing the link supplied by the team/club contact. ***Trial player must be an appropriate skill level for that division.***

4.2.3 Where a Club has two or more teams entered in a division they are treated as separate teams and may not exchange players.

4.2.4 **Junior Comp Only:** A representative player may not play up unless it is to avoid a forfeit (i.e., they are the fourth player). The representative player must leave the court and take no further part in the game once the team has sufficient players.

4.2.5 No player is permitted to play down a division or age group**.**

4.2.6. All senior competitions are considered to be above junior competitions. Hence, senior players cannot "play up" into a junior competition if they are eligible by age but must register into the junior team by completing the link supplied by the team/club contact.

4.2.7 **"Trial" Player**

Teams may trial a player twice during each competition (up to 4 weeks prior to Semi Finals). Players must be an appropriate skill level for the division. [certain restrictions apply].

Junior teams with 3 or Junior Premier League teams with 4 registered representative players are not permitted to trial a representative player, even if a representative player registered in the team is away for that round.

Please note: Trial players are NOT INSURED and play at their own risk

Junior Comp only: a player wishing to trial must complete a "trial player form" at the court and have this approved prior to taking the court. Providing ID currently is preferable.

4.3 **FINALS AND QUALIFICATIONS**

To be eligible to play in finals, a player must have played with the team in the division nominated:

- at least 50% of the total games,

(e.g., 17 games in season, must play 9 games to qualify) OR

- at least 70% of the games in the second half of the season if joined after half way of the competition.

(e.g., 17 games in season, second half is final 9 games, 7 games to qualify)

Note: There is no rounding of calculations - whole numbers are used only.

Note: **Byes** are not classed as games, however, a **Forfeit** may be used as a game providing the player was present for the forfeit, their name and number is recorded on the scoresheet, and they are verified as being present. Double point games are classed as 1 game.

Note: Teams and players must be under no financial obligation to the Association.

4.3.1.1 Injury exemption - requests must be received a minimum of 7 days prior to the commencement of semi-finals. This request should be made in writing and include medical certificates and/or any other relevant information.

4.3.1.2 In considering the application due to injury, the player must:

- Have played a minimum of two (2) games during the current season.
- The validity of the injury prevents the player from otherwise qualifying to play.
- Provide medical evidence as to the extent of the injury must be provided to the Competitions Manager by no later than two (2) weeks after the injured player has resumed playing.

4.3.2 A player who has played up into a higher age group or division will qualify for Finals if they have played at least 2 games in the higher age group or division and qualify for their original team under rule 4.3.

4.3.3 It is the responsibility of the team to ensure that all players are eligible to play in finals games. Any disputes regarding qualification or point score must be received by the match committee at least 48 hours prior to the game.

4.3.4 A player is deemed to have played if he/she is dressed ready to play with his/her name and number on the scoresheet. ****Placing a name & number on the**

scoresheet does not automatically qualify a player. **

4.4 **WITHDRAWAL FROM COMPETITION**

Where a team is withdrawn from the competition, the team members (if not under financial obligation to the Association) shall be free to play with another team or club in that competition. All requests must be put in writing and submitted to the Match Committee for approval.

4.5 **RESTRICTED PLAYERS**

JUNIOR

4.5.1.1 **For ALL junior competitions:** Each junior team is restricted to registering a maximum of 3 Representative players in their team. Exception, if the team is in the Premier League division, the team is allowed a maximum of 4 Representative players.

In the case of an injured player, a team has the option of requesting an injury waiver for that player from the Competition Manager.

If the injured player will recommence playing, then the player that was approved and added to the team list, shall have their eligibility status revoked and can no longer continue to play for that team.

4.5.1.2 A division one graded team may apply in writing to the match committee to replace a representative player with another representative player.

4.5.1.3 **Definition of a representative player:** Any player who has been selected in a representative basketball team for any Association. A player is deemed a representative player from the current year March to February the following year. [Winter & Summer season]. A Representative Development player will be counted as a Representative Player for U/11 to U/16 Competitions.

4.5.1.4 For all U/11, U/12, U/13, U/14, U/15 & U/16 teams a maximum of 3 Representative Players are allowed. A Development Player is considered a Representative Player. U/17 to U/19s may have 3 Representative Players and 1 Development Player, 2 Representative Players and 2 Development Players, 1 Representative Player and 3 Development Players, or 4 Development Players.

4.5.1.5 No Representative Player or Development Player can play Division 3 or lower. (Unless advised by the Match Committee due to Numbers of teams exceeding limits of the Divisions).

4. 5.1.6 **Age Rule Exemption**

Players seeking an age exemption must request the required paperwork and exemption guidelines from the Competitions Manager. Applications must meet all required criteria; however, final approval will be determined at the discretion of the Match Committee.

4.5.2 **SENIOR**

Championship (NBL1) must play in Div 1 on Monday night. Youth League and Waratah 1 players must play in either div.1 or 2 on any night. The Match Committee has the right to approve or deny any application to vary this.

Monday Div 1 is permitted to nominate not more than 3 restricted players, Senior teams in all other divisions are not permitted to nominate any restricted players.

Wednesday 2 Men (highest division on Wednesday night) may nominate 2 unrestricted players from NBL1 or Waratah 1 Men's Teams.

4.5.2.1 **Definition of a restricted player:**

- a representative player from any NBL1, NBL or WNBL club who has averaged more than 25% of the available playing time in their last completed NBL1, NBL or WNBL season, or
- a player who has played in an overseas professional league, or
- a player who is a non-Australian citizen, and is required under rules of FIBA to hold an annual Foreign Players Licence, or
- a player who is an Australian Citizen but has represented another country in an official FIBA tournament (Zone Qualifier, World Championships and or Olympics) and therefore is ineligible to represent Australia.

4.6 **Ineligible Players**

A player is not eligible to take the court if he/she is:

- Out of Uniform more than 3 times in a season [see rule 6]
- Unregistered—unless playing their first or second trial game
- Has not qualified for semi's, finals, and grand finals [see rule 4.3]
- Playing under another player's name
- Not supplied correct personal information [see rule 4.1.3.1]

Note: Whenever possible the game will be played without the illegal player.

Penalty: The offending team shall forfeit the game. The game is awarded to the non-offending team as a 20-0 win.

Note: If a team plays an illegal player in the final series, the Match Committee reserves the right to withhold any prize money due to the Winner or the Runner Up.

5. RESPONSIBILITIES TO THE COMPETITION

5.1 FORFEITS

Any team which cannot field a team at the time and place set down in the draw for that competition shall automatically forfeit all points for that match, except when they have representation in a Bankstown representative team, when an application can be made to the Match Committee for a deferment. Deferment will be at the discretion of the Match Committee and game fees for the match will still need to be paid prior to the next match.

5.1.1 Ten (10) minutes grace only will be allowed to each team after the scheduled starting time of the match before that team forfeits the match. A team may start with a minimum of four (4) players. Any time lost by a team being late is to be deducted from playing time and a penalty of two (2) points per minute or part thereof up to a maximum of 20 points awarded to the team ready to play. Points are to be added to the scoresheet and scoreboard prior to the start of the game.

5.1.2 By mutual agreement between the teams concerned and the Senior Supervisor the match may be started with 3 players on one team if the other players are on their way, or if the 10-minute forfeit time has lapsed. If the match is played, then the results of the game [score] will stand. No Forfeit received.

FINES APPLYING TO FORFEITS

5.1.3 Any team forfeiting a competition game will pay a fine (see below) and may lose competition points.

5.1.4 **Forfeit fines must be paid prior to next game. No competition points will be awarded until fine is paid in full.** Points lost are not redeemable.

5.1.5 Members of the non-offending team are entitled to a refund of their court fees if the game is not played.

5.1.6 Any team forfeiting 3 or more matches is liable to immediate suspension from the competition.

5.1.7 **TABLE OF PENALTIES**

Notice Given	Competition		Competition Points
Forfeit Fine	**Junior**	**Senior**	
7 days or more	$70 fine up to u19 U21 match penalties of Seniors	$105 / $100 fine	Game treated as 20-0 loss (1 competition point given) Teams only receive this once per comp
No notice given within 7 days	$140.00 fine up to U/19 U21 match penalties of Seniors	$210.00 / $200.00 fine	Game treated as 20-0 forfeit (Minus 3 competition points)

NB. A $20.00 discount is given if the forfeiting team advises the competition manager, and we can successfully contact the opposition prior to the game.

5.2 Removed DUTY RESPONSIBILITIES

5.3 **UNFINANCIAL PLAYERS**

Teams or Players who are unfinancial with the Bankstown Basketball Association will not be permitted to play. If a player is a member of an unfinancial team they must pay their portion of the outstanding amount to be eligible to take the court. This includes Bankstown Rep players. They will also be made unfinancial with BNSW making them ineligible to play at any other BNSW affiliated association.

A player who is unfinancial with a Club within Bankstown Basketball Association will be listed as unfinancial with Bankstown Basketball Association and will not be permitted to play until such time as this is rectified.

5.4 **CHANGES TO DRAWS**

No changes to draws will be accepted once the full draw has been issued.

6. UNIFORMS

6.1.1 Singlets shall be numbered on the front and back. Teams shall use numbers from **0, 00** and 1 to 99 only with no duplicate numbers being used in any one game.

6.1.2 Uniforms shall also consist of all players wearing the same or predominantly the same colour singlet, top and shorts, skirts, or bicycle pants. Predominantly black shorts may be substituted for any team colour that is difficult to purchase e.g., orange.

6.1.3 Shorts shall have no pockets

6.1.4 **All teams will be required to be correctly uniformed from week Five (5), in accordance with 6.1.2**

6.2 Players not in correct uniform will incur the following penalties:

- Five (5) points shall be credited to the opposition team for each member who is out of uniform.
- These points shall be totalled and credited to the opposition by the court supervisor only who will do this as soon as possible.

6.3 Players who are repeatedly out of uniform (more than 3 times in a season) may not be permitted to participate in the game.

6.4 Teams, who are repeatedly out of uniform, may be removed from the competition by the Competition Manager.

6.5 Under-garments may be worn under singlets. The under-garment should be white, black or the same dominant colour of the playing singlet.

7. DISPUTES

7.1 Any protest against another team or a decision of the Court Supervisor or any other member of the Association must be in writing, signed, and addressed to the Match Committee of the Association before seven (7) days have elapsed from the time of that incident. Such protest will be dealt with by the Match Committee as soon as possible.

8. PLAYERS MISCONDUCT

8.1 Any player reported and/or sent off by the referee (including duty officials) or a supervisor could, at the discretion of the referee or supervisor, be required to appear before the Association's Tribunal Committee.

8.2 A player who receives a technical foul in a game will be automatically removed from the court for a period of five [5] minutes of playing time. [Except if the foul is for a technical infraction] The time of the technical foul shall be recorded by the scorer on the scoresheet, however, failure to do so shall not negate the five-minute penalty.

8.2.1 A player who receives two technical fouls or two unsportsmanlike fouls or one technical foul and one unsportsmanlike foul shall be disqualified for the

remainder of the game and must leave the venue immediately.

8.2.3 A player who receives a technical foul whilst they are on the bench are also subject to either the five [5] minute penalty or removal from game. This foul will also be allocated to both the player and the team.

8.2.4 **Junior Competition Only:** A player who receives an unsportsmanlike foul in a game will be automatically removed from the court for a period of five [5] minutes of playing time. The time of the unsportsmanlike foul shall be recorded by the scorer on the scoresheet, however, failure to do so shall not negate the five-minute penalty.

8.3 Red Card System

Player or Coach

If a Player/Coach receives or is responsible for an accumulation of 3 technical fouls (for poor behaviour) throughout the season they will receive an automatic two (2) game suspension from this division.

Please note: After the 2nd technical foul, the player will receive an email from the Competition Manager advising that if they receive a 3rd technical foul. (poor behaviour) they will be suspended for two (2) weeks from that division/team. NO APPEALS

8.4 **The following actions will not be tolerated and will be strictly policed:**

- Sledging and taunting between players,
- Swearing and obscene language,
- Any form of racial or derogatory remarks or gestures to officials and/or opposing teams, including but not limited to on social media forums.
- Constant and unwarranted disputing of referee's decisions

Referees or Stadium Staff may issue a Technical Foul without warning for these offenses. In more serious situations a Disqualifying Foul may be issued where deemed appropriate.

8.5.1 On courts 5, 6, and 7, players found to be dunking or hanging off rings, nets, or backboards may incur a penalty of two [2] weeks automatic suspension from the Stadium.

8.5.2 On all courts, players found to be hanging off rings, nets, or backboards prior to the game or during warm up could incur a Technical Foul.

8.6 Teams will be held responsible for their spectator's behaviour. Teams face severe disciplinary action should they or their spectators breach the above rules.

8.7 If the Court Supervisors or Officials rostered to the match deem that a player is under the influence of alcohol and/or drugs, they will not be permitted to take part in the game.

9. DANGEROUS ITEMS

In accordance with the FIBA Official Rule Book, the referees shall not permit any player to wear objects which may cause injury to other players. The following items 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

10. INJURIES

10.1 Any player or official injured in a game must complete an injury report form. Report forms are located of the Basketball NSW website, a link can be found on the Junior and Senior competition page. To be eligible for any claim on insurance, players must be currently registered.

11. DUTIES AND POWER OF THE REFEREE

11.1 The FIBA Official Rule Book grants wide powers to the referee. Referees have total control of basketball games and should enforce Basketball Australia and Bankstown Basketball Association competition rules. They may approve or ban equipment and uniforms and may suspend play when necessary.

12. RULES RELATING TO THE JUNIOR COMPETITION

12.1 **Mercy Rule — all grades up to and including Under 15**
When a team is leading by 20 points or more and the opposition receives a throw-in, the leading team is not permitted to play defence outside the three-point line. Failure to do so will result in the ball being given back to the trailing team. If the margin reduces below 10 points or less, then the mercy rule does not apply.

12.2 **Scoreboard Freeze — all grades up to and including Under 15.**
When the score of any game in the junior competition reaches a margin of forty plus (40+), the scoring on the scoreboard will freeze. The person doing the scoresheet will still be required to keep score for the game as normal, however, the scoreboard will not show any additional points that exceed a 40-points.

12.3 **Mercy Rule — Primary School Comp**

Scoreboard Freeze — when the score of any game in our primary school competition reaches a margin of twenty plus (20+), the scoring on the scoreboard will freeze. The person doing the scoresheet will still be required to keep score for the game as normal, however, the scoreboard will not show any additional points that exceed a 20-point margin.

12.4 **No Zone Rule — all grades up to and including Under 14**

All teams playing in these age groups are not allowed to play '**Zone Defence**' and teams must play '**man to man**'. Teams failing to adhere to this rule after receiving their **first and final warning** will receive a technical foul, allocated to the coach. The normal rules of the game relating to technical fouls on coaches will apply— that is, a second technical foul may result in the ejection of a coach.

The Court Supervisors or the Referee Supervisor are delegated the responsibility of policing this rule, and they will have the final say as to whether a team is playing a zone or not, and to penalise teams who do not abide by this rule. A coach may request a supervisor to observe this.

12.5 **Three-point baskets — all grades up to and including Under 12s**

There are no 3-point baskets in these grades. Any field goals shot from behind the 3-point line shall count for only 2 points.

12.6 **Modified Free Throw Line — all grades up to and including Under 12's**

The modified free throw line will be used in these grades.

12.7 **Individual Player Points** (excluding Primary School Comp)

Players points will be individually recorded in our system and therefore on our website or the GameDay App. Individual point tallies will not be changed after the conclusion of the game except in exceptional circumstances e.g., points on player not in attendance.

13. HEAT RULE

If the temperature within the Stadium exceeds 34 degrees Celsius, the following adjusted timing rules shall apply: the game shall be shortened by 2 minutes per half, with a compulsory 30 second time-out at the mid-point of each half. The compulsory time-out is only for the purpose of taking on water, not for coaching and direction — a regular time-out should be requested if required.

14. GAME ABANDONED

If a match is abandoned due to a wash out or an injury that results in the court becoming unavailable within the first half, then the game will result in a 'draw'. However, if it is abandoned within the second half then the result will stand. The decision to abandon a game will be made by the senior supervisor / competition manager on the night.

15. GLORY LEAGUE

Glory League is to be a safe, friendly, and trustworthy space for all players and their supporters to relive their on-court experience.
Glory league is NOT to be used for the following:

- to criticise or question a referee's or an official's performance.
- to change scores after a game.
- to criticise any players performance.

Should this occur, the offending person will be cited for Tribunal under the Social Media Policy, Zero Tolerance, and/or Code of Conduct.
You may also lose your access to Glory League.

16. MATCH COMMITTEE

The Match Committee of the Bankstown Basketball Association reserve the right to amend, alter, add, or delete items from these Rules and Regulations at whichever time it sees fit. These amendments, however, cannot be made retrospective and must be produced in writing.