

HILLS BASKETBALL ASSOCIATION INC.

COMPETITION BY-LAWS

Revised February 2026. Effective Winter 2026.

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Hills Basketball Association Ltd.

Hills Basketball Stadium | Fred Caterson Reserve | Caterson Drive | Castle Hill | PO Box 6426 | Baulkham Hills Business Centre | NSW 2153

Tel: 02 9894 8944 **Email:** competitions@hillshornets.com.au **Website:** www.hillshornets.com.au

1. GENERAL

1.1 Hills Basketball Association Ltd (HBA) conducts local competitions to promote enjoyment, fitness, teamwork, sportsmanship and community spirit. Basketball is a family-orientated sport. All participants are expected to uphold the spirit of the game—playing for fun and healthy recreation rather than a ‘win at all costs’ attitude.

1.2 In line with this philosophy, HBA may make decisions that uphold the intent of the by-laws even if that differs from a literal interpretation.

1.3 HBA is the governing body responsible for authorising, implementing, and enforcing these Competition By-laws.

1.4 These by-laws must be read alongside the FIBA Rules of Basketball and the Official Rules of Basketball. Where conflicts exist, these by-laws take precedence. FIBA, Basketball Australia, and NSW Basketball Association Ltd (NSWBAL) remain governing bodies in their respective areas.

1.5 HBA maintains a Zero Tolerance Policy. See the HBA website under ‘Behaviour’ for details.

1.6 These by-laws apply to all local competitions operated or directed by HBA, including all participants involved.

1.7 By participating in any role or entering any HBA-controlled venue, individuals agree to follow these by-laws, all HBA Codes of Conduct, and HBA policies.

1.8 All participants are responsible for being aware of the most current version of the by-laws and codes of conduct.

1.9 In these by-laws, ‘authorised representative of HBA’ refers to HBA Management, Stadium Supervisors, and Game Supervisors.

1.10 ‘Registration’ also includes ‘affiliation’ unless otherwise stated.

1.11 ‘Sport’ refers to basketball in any format conducted by HBA or other governing bodies.

1.12 Only team members, coaches and team managers may sit on team benches. Spectators must use designated spectator seating.

1.13 Team captains represent their team during games. Captains may appropriately ask game officials questions at suitable times but may not question officials continually. Captains must assist HBA officials in promoting appropriate team behaviour.



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1.14 Coaches and team managers must help HBA officials ensure teams behave and participate appropriately.

1.15 Team members and spectators must not approach game officials directly. All queries must be made through the Stadium Supervisor or Game Supervisor.

1.16 Final team grading is at HBA's discretion. HBA may move a team or player to a more suitable grade or competition if considered too strong.

1.17 In competitions up to and including U12s, free throws must be taken from the U12 free-throw line.

1.18 Ball size requirements: Female & Male U9–U12: Size 5; Female U13–Senior: Size 6; Male U13–U14: Size 6; Male U15–Senior: Size 7; Unisex competitions: Size 7.

1.19 Three-point baskets count as two points in competitions up to and including U12s.

1.20 U9/U10, all A-Grade Mini-ball, and A-Grade Junior competitions up to and including U15s must play man-to-man defence. HBA encourages all other divisions to do so. The 'no zone' policy supports player development. See the website FAQ.

1.21 If a team is alleged to be playing zone defence, the opposing coach may report it to the Game Supervisor. The Supervisor will watch, make a ruling, and either instruct a change to man-to-man or confirm that the defence is not a zone.

1.22 A coach who fails to adjust after two warnings in a single game will receive a Technical Foul.

1.23 A coach who fails to adjust after a third warning will receive another Technical Foul and must leave the playing area.

1.24 Mercy Rule (U15 and below): Applies when a team leads by more than 20 points and is enforced by supervisors (not referees). (1) The leading team must retreat to quarter-court defence whenever the trailing team inbounds the ball. (2) The scoreboard will stop displaying the score. (3) If the margin drops below 15 points, restrictions are lifted.

2. INJURIES

2.1 Any injury must be reported to a Supervisor as soon as possible, and an Injury Report Form must be completed.

2.2 Referees will use their discretion to decide when to stop the game for an injury.



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2.3 For serious injuries, an ambulance should only be called with permission from the injured person or their guardian. Do not move or treat injured persons if you are unqualified. If the person is unresponsive or a guardian is unavailable, the Supervisor may call an ambulance.

2.4 Information regarding Basketball NSW Sports Injury Insurance is available on the HBA website under 'Policies and Procedures'.

3. PARTICIPATION

3.1 All players must be listed on the team list. A tick must be placed next to each player who is actively participating before the game begins (on the tablet) or before they enter the court.

3.2 Players whose names appear on the scoresheet/tablet (including crossed-out names) may join the game at any time but must notify the Stadium or Game Supervisor for approval.

3.3 If a player's name does not appear on the scoresheet/tablet, they must be approved by the Stadium Supervisor using a Temporary Player Form and must register or present proof of registration before playing.

3.4 Unregistered players appear on the scoresheet/tablet with '(EXP)' beside their name. They will not be permitted to play without providing proof of registration.

3.5 Teams must remain in the bench area during the game unless disqualified or ejected. Team A sits to the left of the score table, when facing towards the court from the score bench; Team B to the right (unless both teams agree to swap). See By-law 14.3 for scoring responsibilities.

3.6 All substitutions and time-out requests must go through the score table.

3.7 An adult coach or manager must be present for the entire game, either on the bench or performing score table duty.

3.8 Fingernails extending past the fingertip must be trimmed or taped with soft tape. Sports gloves are permitted.

3.9 Visible body jewellery must be removed or taped. Necklaces and bracelets must be removed. HBA accepts no responsibility for jewellery that is not visible or injuries caused by it. Only sweatband-style wristbands are allowed. See By-law 9.14 for equipment rules.

3.10 Any equipment that may injure others or does not comply with basketball regulations must be removed.



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3.11 Players suspected of being under the influence of alcohol or illicit substances will not be permitted to play. Anyone displaying behaviour suggesting such influence may be removed immediately.

3.12 If a participant or spectator behaves in a way that is harmful to the sport or contrary to its spirit, an official or authorised representative may remove them from the game or venue.

4. UNISEX RULES

4.1 Unisex competitions are social competitions designed for mixed participation. HBA encourages players to defend opponents of their same gender where possible.

4.2 Unisex competitions emphasise social play. All players must act within the spirit of the competition.

4.3 A maximum of two (2) male players may be on the court for a team at any time.

4.4 If a team cannot field a third female player, they may not replace her with an additional male.

4.5 Male players may stand in front of female players on defence but must not actively defend a female player who is shooting. Male defenders must keep their feet on the ground and hands within their cylinder. Breaches may result in the shooter receiving two (2) free throws.

4.6 Unisex competitions use a Size 7 ball.

4.7 Fill-in players are limited to allow one substitute per gender: maximum 3 male players and 4 female players.

5. REGISTRATION

5.1 All players must register via the official form (online or hard copy) and pay the required fee before their first game.

5.2 Players must ensure their registration is always current. HBA may refuse participation to unregistered individuals.

5.3 Players must notify HBA immediately of any changes to their personal details.

5.4 Players in age-restricted competitions may be required to show proof of age.

5.5 HBA may conduct identity checks at its discretion.



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5.6 Any team playing an unregistered player or have someone playing under another player's name, will have the game recorded as a disqualification

5.7 Registered players competing under a false name will be suspended for at least two (2) weeks.

5.8 If a team breaches Section 5, HBA may remove the team from all competitions and charge an administration fee equal to \$500.00.

6. TEAM ENTRY

6.1 HBA may decline any team or individual nomination for any reason. Declined entries will have their fees refunded.

6.2 Teams must submit the official entry form and entry fee during the designated entry window.

6.3 Team managers must complete the Child Protection Declaration. All officials listed must hold a valid Working With Children Check (unless legally exempt).

6.4 Entries must be submitted by an adult willing to act as team manager. This person is responsible for the team's conduct.

6.5 Teams may nominate up to ten (10) players and must have at least seven (7).

6.6 Late player additions must be registered (see By-law 5.1) and added via a Team Addition/Deletion form before playing.

6.7 Players cannot be added to a roster after Week 5 except by special approval.

6.8 (Junior Competitions – Rep Player Limits) A maximum of three (3) representative players per team. If one rep player is unavailable for a game, another rep player of equal or lower rep division may fill in.

6.9 A representative player is defined as anyone selected to represent an association (full-time, rotational, train-on, or development). They count toward the three-rep-player limit from the start of Winter season through the end of the following Summer season.

6.10 HBA Development Players and Rep Rookie participants do not count toward the rep limit.

6.11 Representative players may not play in U10 Mini-ball.



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6.12 Premier League teams must have at least three (3) Senior Representative players. Representative players from any association count.

6.13 Players may play in a maximum of two (2) age groups per week. If playing in two teams, one must be in their correct age group. If playing only one game per week, they are not required to play in their age group.

6.14 Masters Men is only for players who do not compete in any other Senior Men's competition.

6.15 Senior Men may participate in a maximum of two (2) Senior Men competitions per week.

6.16 A team that withdraws must pay all outstanding game fees (including forfeits) and a \$500 withdrawal fee.

7. GAME FEES

7.1 Game fee schedules will be published on the entry form and the HBA website.

7.2 Team game fees will be invoiced during Week 1 of the competition: Part 1: Season game fee (taking byes into account) – due by Week 3. Part 2: If a team forfeits, a forfeit fee will be invoiced within seven (7) days. Part 3: Any final fee adjustments (e.g., draw changes) will be processed after Semi Final week. Part 4: If HBA cancels games due to weather or unforeseen circumstances, an Admin Forfeit coupon will be issued within seven (7) days. Part 5: If a team is owed a credit due to an opponent's forfeit, a coupon will be issued within seven (7) days.

7.3 All teams must pay their invoices by the due date. Failure to pay may result in refusal to take the court, loss of competition points, or removal from the competition.

7.4 HBA may use a third-party debt recovery service for unpaid fees.

8. ELIGIBILITY

8.1 A competition is defined by age/day (Junior) or grade/day (Senior).

8.2 Once a player has played for one team in a competition, they cannot transfer to another team in the same competition without written HBA permission.

8.3 Players may play in multiple competitions (e.g., Senior Men Monday and Thursday) but not in two grades within the same competition (e.g., U11 A Grade and U11 B Grade).



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8.4 Exceptions: A player may fill in for a higher-grade team. Once they have played for that higher-grade team, they may only fill in for that same team, up to a maximum of three (3) games.

8.5 A player who has played for one team in a division but is not linked to any team in that age/day competition may fill in only for the team they first played with, with no game limit.

8.6 A maximum of three (3) fill-in players may be used in any game, to bring the team total up to six (6) players. If additional rostered players arrive later and the total exceeds six (6), fill-ins must sit out for the remainder of the game unless injuries reduce the team below six (6). Fill-ins must meet uniform rules or incur penalties (see 9.4) and may only fill in for higher divisions.

8.7 Senior Representative players may only play in A or B Grade.

8.8 For age-restricted competitions, age is determined as of midnight, 31 December of the year the competition concludes. Example: For the 2026 Winter U16 competition, players must be 15 or younger on 31 December 2025.

8.9 Teams playing an age-ineligible player will have this game recorded as a disqualification.

8.10 Teams playing players under false names will have the affected games recorded as a disqualification.

9. UNIFORMS

9.1 Uniform tops (including side panels) must match. Shorts may be a different colour, but team shorts must match each other. Minor variations may be allowed at HBA's discretion. If matching shorts are not possible, plain black shorts may be worn.

9.2 Uniforms must display a one- or two-digit number (00, 0–99) on the front and back, clearly legible and contrasting with the uniform colour. Numbers must be fixed—not taped or pinned.

9.3 Undergarments (skins, undershirts, bike shorts, sleeves) may be worn if they are the same colour as the uniform, or black or white.

9.4 All players must be in correct uniform by Week 4. Extensions must be requested in writing. Players out of uniform after Week 4 (without exemption) may not take the court.

9.5 Uniforms must not include external pockets or any feature that may cause injury.

9.6 Bandanas, beanies, and similar headwear are not allowed.



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9.7 In a colour clash, Team A must change uniforms. If the same teams meet again, the other team must change.

9.8 Teams refusing to change uniforms will receive a forfeit loss.

9.9 Officials may instruct players to tuck in uniform tops if needed.

9.10 Footwear must be suitable for the court surface. Damage caused by inappropriate footwear is the wearer's responsibility.

9.11 HBA may provide hire uniforms with a bond. Uniforms must be returned after the game.

9.12 Teams using hire uniforms may be charged for lost or damaged items.

9.13 Religious garments/items will be considered individually.

9.14 HBA adopts the Basketball NSW Domestic 'Permitted Other Equipment (POE)' Policy. Where this conflicts with these by-laws, the by-laws take precedence.

10. TIMING REGULATIONS

10.1 Standard timing for round games: 5-minute warm-up; two 19-minute halves (running clock) or two 15-minute halves (fully timed); 2-minute halftime.

10.2 Running-clock games: one (1) time-out per team per half (1 minute); no time-outs in the final 3 minutes of the second half; time-outs requested during the 4th last minute may only run until the 3-minute mark.

10.3 Fully timed games: two (2) time-outs per team per half.

10.4 Tied scores: round games—result stands as a draw; finals—play 3-minute extra periods until a winner is determined.

10.5 Running-clock Grand Finals: 5-minute warm-up; two 19-minute halves; 2-minute halftime; 1 time-out per team in 1st half (clock does not stop); 2 time-outs per team in 2nd half (clock stops); clock stops for injuries; final minute of game and any extra period is fully timed; a team calling timeout in the backcourt during the final minute may advance the ball to the frontcourt.

10.6 Fully timed Grand Finals follow normal fully timed game rules.

10.7 If no working scoreboard is available, referees may use the scoreboard of the adjacent court.



10.8 HBA may alter timing rules if required.

11. FORFEITS & LATE STARTS

11.1 A team may start with a minimum of four (4) players.

11.2 If a team has fewer than four (4) players at the scheduled start time: the game clock starts; the team is penalised two (2) points per minute (or part thereof) up to 10 minutes (maximum 20 points); after 10 minutes, if they still have fewer than four (4) players, the game is a forfeit.

11.3 Teams are expected to pre-fill numbers in the Manager Dashboard. Delays caused by unprepared tablets (e.g., missing numbers) incur two (2) points per minute penalty.

11.4 Forfeit score: 20–0.

11.5 If both teams fail to field four (4) players within 10 minutes: double forfeit, score recorded as 0–0.

11.6 Forfeit fines equal to double court fees apply whether or not notice is given. With at least 24 hours' notice: 0 competition points. Without notice: –3 competition points.

11.7 Any team with three (3) forfeits may be removed from the competition or finals.

12. PROTESTS, TRIBUNALS, APPEALS & DISCIPLINE

12.1 HBA adopts the NSW Basketball Association Ltd (NSWBAL) Disciplinary Tribunal By-Laws as part of these Competition By-Laws. See the HBA website (Policy & Procedures).

12.2 HBA may address breaches of the Zero Tolerance Policy, Competition By-Laws or Codes of Conduct using the NSWBAL Tribunal By-Laws (including Administrative Tribunals), regardless of restrictions in the NSWBAL By-Laws.

12.3 HBA will appoint a Tribunal Committee to adjudicate disputes or matters related to the operation, performance, or representation of the association or basketball.

12.4 Anyone (player, coach, official, team follower) may be cited and required to appear before a tribunal if an authorised representative believes they have breached the NSWBAL Disciplinary By-Laws.

12.5 Reporting officials must submit a written citation/report on the official form as soon as practical after the incident. HBA staff will forward the report to the charged person promptly.

12.6 A reported person may continue participating until their tribunal hearing has taken place.



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12.7 If the alleged offence involves a registered player, the aggrieved party may be invited to attend the hearing.

12.8 The reporting official and the reported person must attend the hearing.

12.9 If the reported person does not attend, the tribunal may make a ruling based on available evidence.

12.10 If the reporting official does not attend, the tribunal may still decide the matter, and the official may be referred to the HBA Officials Manager.

12.11 Anyone under legal age must be accompanied by an adult at all stages of the tribunal process.

12.12 Parties may bring witnesses to support their case, provided they follow tribunal instructions.

12.13 Interference in the tribunal process (misinformation, fraud, etc.) may result in further disciplinary action.

12.14 Legal representatives must notify HBA in writing at least 48 hours before the hearing if they intend to attend.

12.15 If a suspended player participates in a game, that game will be forfeited to the opposing team.

12.16 Appeals must be submitted in writing to the HBA Appeals Tribunal. Unless otherwise approved, appellants may not participate until the appeal is heard.

12.17 HBA may immediately penalise the following via the Administrative Tribunal system: hanging from rings (unless to avoid injury); misuse/abuse of equipment (including nets). HBA may charge individuals for repair or replacement costs.

12.18 A player receiving a Technical or Unsportsmanlike Foul must leave the court for at least five (5) minutes of playing time (timeouts do not count). They may be substituted. (Not applicable to fully timed Premier League.)

12.19 A second Technical or Unsportsmanlike Foul results in ejection from the game and removal from the playing area (e.g., 2×Technical = ejection; 1×Technical + 1×Unsportsmanlike = ejection).

12.20 Accumulating three (3) Technical, Unsportsmanlike Fouls, or Supervisor Reports in a season (across all teams/grades) results in a one-week suspension.



12.21 A fourth offence results in a two-week suspension and referral to an Administrative Tribunal.

12.22 Suspended individuals may not participate in any role, including score table duties.

12.23 All Technical Fouls count as personal penalties for the purposes of By-Laws 12.18–12.21.

12.24 Suspensions not fully served during a season will carry over to the next season.

12.25 HBA may address alleged misconduct using warnings, meetings, tribunals, administrative tribunals, or any other appropriate method.

12.26 Complaints, protests, or appeals must be submitted in writing to the Community Operations Manager within five (5) working days of the match/incident.

12.27 Decisions of the Community Operations Manager or delegate are final unless an appeal process exists within the relevant governing body.

12.28 If these by-laws do not address a matter, the relevant NSWBAL or governing body by-laws apply.

13. RESULTS & OUTCOMES

13.1 Competition points allocation: Win = 3 points; Draw = 2 points; Loss = 1 point; Bye = 2 points; Notified forfeit = 0 points; Forfeit without notice = –3 points.

13.2 If a scoresheet error is identified during recording, the result may be corrected. Teams will be notified if changes occur.

13.3 If a game cannot be played for reasons beyond HBA’s control, HBA may reschedule it. If rescheduling is not possible, the game may be declared a draw.

13.4 If a game is started but later terminated due to circumstances beyond HBA’s control, the result may be based on the score at the time or another method chosen by HBA.

13.5 If two or more teams finish on equal points, placings are determined by: (1) results between the tied teams; (2) points for/against between the tied teams only; (3) total points for/against from all round games.



14. DUTY RESPONSIBILITIES

- 14.1** Each team must supply one (1) representative for score table duty for their game. Additional scorers are only allowed when one is training another. No more than four (4) people total may be in the score table area.
- 14.2** Any team failing to supply a scorer forfeits all rights to dispute scoring matters for that game.
- 14.3** Team A sits on the left of the score table, when facing towards the court from the score bench and manages the score board; Team B to the right and manages the tablet / score sheet.
- 14.4** Game officials or HBA representatives may replace a scorer whose performance affects the game.
- 14.5** Officials may forfeit a game if a team refuses to comply with Section 14 requirements.
- 14.6** Ongoing failure to meet score table obligations may result in removal or exclusion from competitions.
- 14.7** The scoresheet/tablet is the official record of the game. Score bench personnel must check the final score at game end and notify HBA staff immediately if it is incorrect.

15. FINALS

- 15.1** Finals eligibility is determined by HBA using official scoresheets.
- 15.2** To play in finals, a player must: (i) have played at least 50% of round games (rounded up), or (ii) submit a written exemption request with medical certificates or other supporting documents. Teams are responsible for confirming player eligibility.
- 15.3** Byes do not count toward finals qualification.
- 15.4** Double-result games count as one (1) game for eligibility.
- 15.5** Any team fielding an ineligible player in finals will forfeit the match.
- 15.6** If a team is ruled ineligible or chooses to forfeit its finals position, HBA may offer that spot to the next eligible team on the ladder.



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16. INTERPRETATIONS & AMENDMENTS

16.1 The Community Operations Manager or HBA CEO may make rulings on any matter not covered by these by-laws, even considering FIBA Rules.

16.2 Proposals to amend these by-laws must be submitted in writing to the Community Operations Manager.

16.3 Amendments will be communicated in writing to relevant parties and/or published on the official HBA website.

16.4 HBA may waive any part of the by-laws where appropriate, at the discretion of the Community Operations Manager or CEO.

16.5 No other party may waive these by-laws unless specifically authorised to do so.



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