



Newcastle Basketball

Junior Winter Competition Rules

2025



FORFEITS

The team needs to contact Newcastle Basketball and their club as soon as possible. When a forfeit is unnotified, that is the team provides less than 2 hours' notice, they will be deducted three points off the competition ladder.

ISSUES/COMPLAINTS

All issues/complaints during games should be raised immediately with a Newcastle Basketball Court Supervisor. Issues that arise after the match should be sent via the Customer Feedback QR code displayed at the stadium within 24 hours.

ZERO TOLERANCE

Newcastle Basketball will be enforcing a full zero tolerance policy for all matches in the Winter Club Competition. This includes the following:

- No coaches or managers or spectators will speak directly with the referees without a supervisor present.
- No discriminatory / abusive / inflammatory language is to be used by any player, coach, spectator. If reported a possible sanction may be applied to the team or any individuals involved.
- Any player that receives a technical foul will receive an automatic five-minute substitution in the game.

COACHES & MANAGERS

Every coach must have a WWCC and have uploaded the details by Round 5 — [Application for WWCC](#).

By the end of round 5, all teams are required to have both a Coach and Manager allocated to the team in Basketball Connect. If they are not listed on the team after Round 5, 3 competition points will be deducted for each game where team staff are not identified. Both Coach and Manager are required to have a WWCC.

COACHES

All coaches are required to have a basic understanding of the game.

RESOURCES:

Basketball Australia online courses

<https://www.play.aus.basketball/coach>

Sport Australia Community Coaching Essential Skills

<https://www.ausport.gov.au/coaching/community/education/community-coaching-essential-skills>

MANAGERS

- Your Club will provide you with information about training times and venues. If you have any issues, please liaise directly with your club.
- The Club will provide each manager with a list of contact details for players in their team.
- All team specific information will be filtered through the team staff. Please ensure your team is aware of any relevant information you receive.
- Please ensure your team has 1 adult available to do score bench each week.
- Managers will be responsible for ensuring their team knows their game time and location each week.

2025 COMPETITION DATES

MONDAY	TUESDAY	WEDNESDAY	FRIDAY
Round 1: April 28 th , 2025 No Game (Public Holiday): June 9 th , 2025	Round 1: April 29 th , 2025	Round 1: April 30 th , 2025	Round 1: May 2 nd , 2025
Competition Break (School Holidays): Monday 7 th , July – Sunday 20 th , July			
Semi Final: September 15 th , 2025	Semi Final: September 16 th , 2025	Semi Final: September 17 th , 2025	Semi Final: September 19 th , 2025
Grand Final: September 22 nd , 2025	Grand Final: September 23 rd , 2025	Grand Final: September 24 th , 2025	Grand Final: September 26 th , 2025

ELIGIBILITY REQUIREMENTS TO PLAY

1. Players must have an active annual registration and have paid all competition fees before taking the court.
2. Three competition points will be deducted for each game an unregistered member plays.
3. If a member plays for a second team in the same competition that team will be deducted any points for those games and the opposition will receive a win for those games, unless the player is a borrowed player (see below).
4. Teams will lose three competition points and may incur a fine for playing someone under a false name.
5. Qualification for any age division is set as the age of the member on December 31st in the year that competition commences.
6. Players can only play up an age group if they are playing in Division 4 or below.
7. Members must play in the division they have been selected in and:
 - a. Can only play in a higher division or age group two times. If they play a third time in a higher division or age group, they will be graded into that division and cannot go back down to their original division and team.

- b. Players cannot fill-in in a lower division (excluding 12 Girls Division 2 and 12 Boys Division 5 where players may be borrowed from the same Club, within the same Division).
- c. Clubs must be notified when a player is required to fill-in for any team.
- d. Teams may only get a fill-in when they have less than 6 available players for that game.
- e. Players cannot play for another club at any point throughout the season.

MATCH DAY NOTES

Managers/Coaches need to select your team through the Courtside app on the tablet. Only the coach, manager and players are permitted to sit on the team bench.

Each team needs to have an adult on the score bench.

Players with (U) next to them on Courtside need to go to the front office and pay their annual registration before returning to the court.

BORROWED PLAYERS

For Under 12's teams, you are only allowed to borrow players from divisions below you. If you are in the lowest division, you may borrow from other teams in the same division (from the same Club). You cannot borrow players from Under 10's.

Representative players can only play in Division 1, regardless of if they are playing in their own age, or up an age group.

Players in all age groups can only play up 1 age group from your own. If you fill in and play 3 or more games with a team, that then automatically becomes your new team.

FIXTURES, RESULTS & GRADING

Fixtures and results can be found on the Newcastle Basketball website:

<https://www.newcastlebasketball.com.au/fixtures-results/#1707451428978-f47062a7-5459>

Grading will be done by Newcastle Basketball with consultation of the clubs. All decisions are final. Newcastle Basketball will consider but not guarantee any individual team requests. These must be submitted through your club in writing.

TRANSFERS

At the end of Round 3, once grading games are all completed, players can no longer transfer between clubs.

Representative players must put their transfer requests through before the competition begins and the first games are played. No representative players will be allowed to transfer Clubs after the competition has started.

GAME BALLS

The following sized basketballs will be used in Newcastle Basketball competitions:

- Under 12 Boys & Girls Competitions—Size 5.
- Under 14 Boys Competition—Size 6.
- Under 14 Girls, 16 Girls & 18 Girls Competitions - Size 6.
- Under 16 & 18 Boys Competitions—Size 7.

UNIFORMS

Players must wear the singlet and shorts provided to them by their club. If they are still waiting on their shorts from their club, they may wear black pocketless shorts as an alternative. No representative shorts, or any other kinds are allowed. If the player is in incorrect shorts from Round 8 and onwards this will risk a loss of competition points.

If a player has hair longer than shoulder length, it must be tied up. Earrings must either be taped/bandaged or removed for both the player and their opponent's safety. Necklaces, watches and bracelets must be removed also.

TIMESLOTS & VENUES

	MONDAY	TUESDAY	WEDNESDAY	FRIDAY
TIME	4:15pm 5:05pm	4:15pm 5:05pm	4.15pm 5.05pm 5.55pm 6.45pm 7.35pm 8.25pm	4.15pm 5.05pm 5.55pm 6.45pm 7.35pm 8.25pm
LOCATION	Newcastle Basketball Stadium	Newcastle Basketball Stadium	Newcastle Basketball, Hunter Sports High, Macquarie College	Newcastle Basketball, Hunter Sports High

GAME RULES

REGULAR SEASON ROUNDS

Timing

- 4 x 10-minute quarters.
- Running clock.
- No overtime – Final result will stand for all minor round matches.

Late Arrivals

- Game can be started with 4 players.
- Game start will be delayed by maximum of 1 quarter (10 minutes).
- Each minute that the game is delayed, the opposing team gets 2 points (maximum of 20 points).
- At the end of the first quarter (10-minute mark) the game is declared a forfeit.

Results

- The result as agreed to at the end of the match will stand once the referees have confirmed the match on courtside. The following points will be allocated:
 - o Win = 3 points.
 - o Draw/Bye = 2 points.
 - o Loss = 1 point.

Timeout

- 1 x Timeout per half.
- Clock will not stop during timeouts.
- There will be no timeouts permitted inside the last 5 minutes of junior comp games due to the running clock.

Fouls

- Each player will have 5 personal fouls per match. At the time of the 5th foul the player will be removed from the game.
- Teams are allowed 4 fouls per quarter before the bonus will be applied.

Free-throws

- Under 12's will shoot from the small free-throw line.

- Under 14's and above will shoot from the normal free-throw line.

Other Rules

- There will be no shot clock used in any competition or age group.
- Under 12's and Under 14's teams must play man to man defence in the half court and may play extended zone defence in the full court.
- Zone defence is permitted anywhere from Under 16's and above.

Mercy Rule

- In Under 12's and 14's, when a team is ahead by 20 points or more, the team must move to inside the 3-point line on defence. Anything under that point margin and they can play in the full court.

SEMI FINALS & GRAND FINALS

- Players must have played in 60% of matches or the equivalent of 11 games to qualify for finals.
- Only those on the team list having paid competition fees will be eligible for finals.
- Players cannot fill-in for other teams during finals.

Exemptions

- Any request for an exemption for finals needs to be submitted in writing to the Competitions Administrator, and your club before September 8th, 2025.
- Please note that all forfeits received, and byes, will count towards your qualified matches.
- Players will need to prove evidence as to their reasoning for the exemption.

Timing

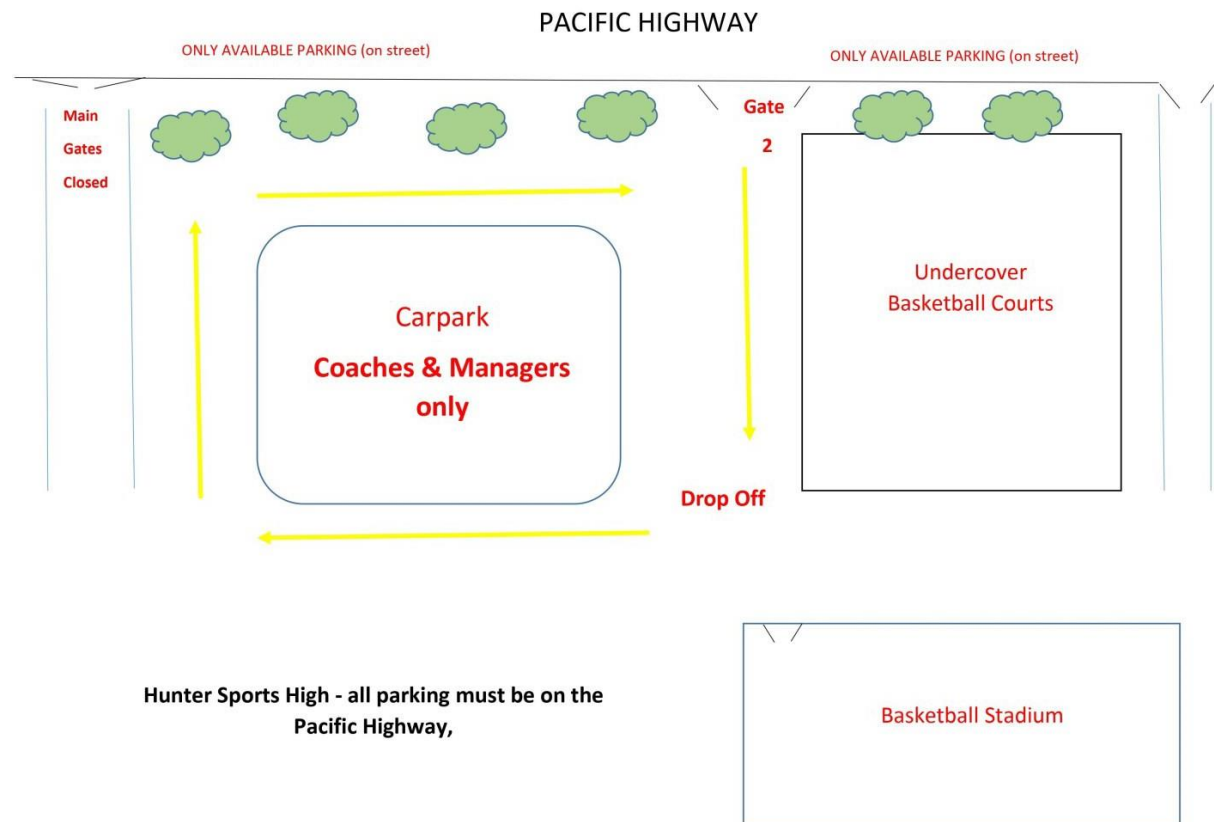
- 4 x 10-minute quarters.
- Clock will only stop in the last minute of the match if the score is within 10 points.
- 5 minutes of Overtime (if required).
 - o Golden Point for a result (if required once 1 period of overtime has been played).

Timeout

- 1 x Timeout per half.
- 1 x Additional timeout in overtime.
- Clock will stop in all timeouts.

HUNTER SPORTS HIGH

Hunter Sports High (HSH) - Everyone must park on the Pacific Highway or enter via Gate 2 – drop off/pick up. Only those with parking permits are permitted to park in the carpark, and only in marked areas.

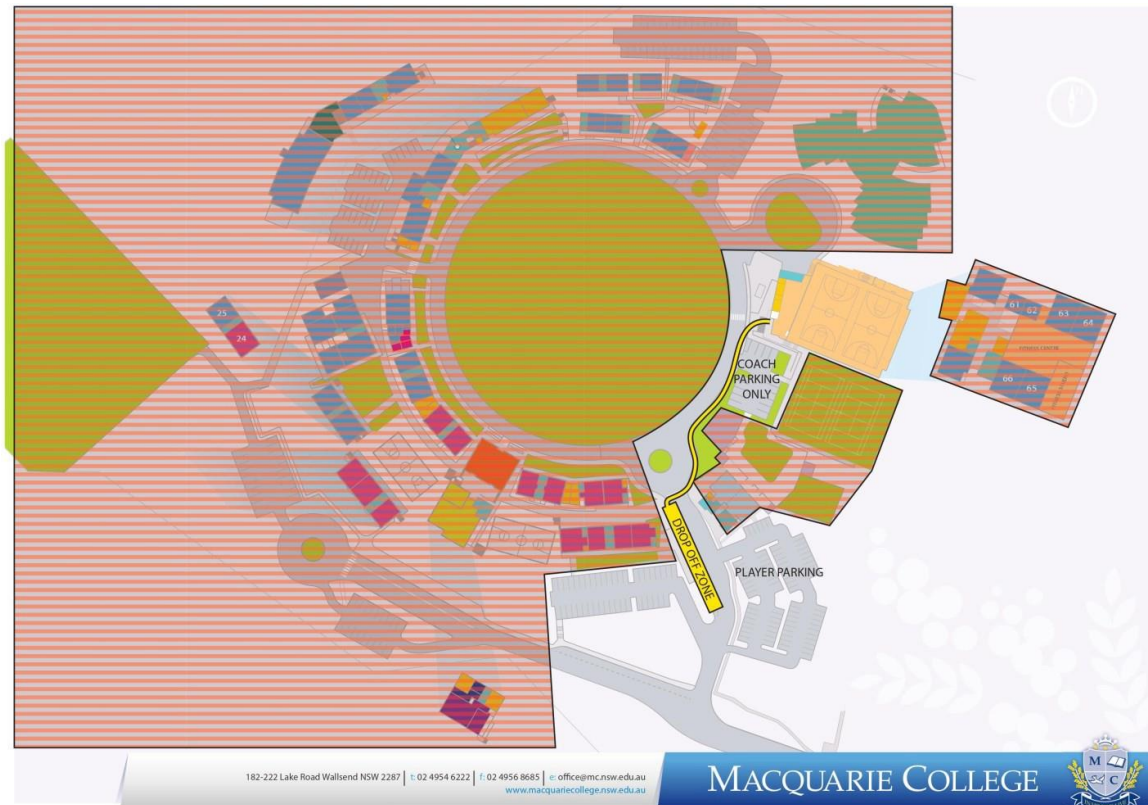


There is also to be no hand sanitizer used on the courts at Hunter Sports High due to the reoccurring damage to the courts surface.

Newcastle Basketball will have a supervisor present at this venue to address any concerns you might have.

MACQUARIE COLLEGE

All vehicles must be parked in the first carpark on the right when entering the school's front gates. There is a drop off and collection point on the left as you enter if you do not park.



There are to be no chairs, furniture or large pieces of equipment brought onto the courts due to potential damage to the floors.

Newcastle Basketball will have a supervisor present at this venue to address any concerns you might have.

NEWCASTLE BASKETBALL

02 4961 3185 or admin@newcastlebasketball.com.au

COMPETITIONS ADMINISTRATOR

02 4961 3185 / competitions@newcastlebasketball.com.au

REFEREES MANAGER

02 4961 3185 / referees@newcastlebasketball.com.au

CLUB CONTACTS

Blue Jays Basketball Club:

play@bluejaysbasketball.com

City Limits Basketball Club:

citylimitsbasketballnewcastle@gmail.com

Lakers Basketball Club:

contact@lakersbasketball.com.au

Port Hunter Basketball Club:

porthunterbasketball@gmail.com

West Basketball Club:

westnewcastlebasketball@gmail.com