



COMPETITION RULES/BY-LAWS

HERVEY BAY BASKETBALL ASSOCIATION

Current: 24th February 2025

Effective for 2025 Season

Hervey Bay Basketball Association is an Associate Member of Basketball Queensland.



These By-Laws are adopted by the Hervey Bay Basketball Association (hereinafter referred to as the "Association") in accordance with its mission to promote and develop the sport of basketball at all levels within its jurisdiction. The purpose of these By-Laws is to establish and maintain the governance, structure, and operational framework necessary to ensure the effective and fair administration of the Association's activities, competitions, and programs.

The By-Laws set forth the rules and regulations that will guide the conduct of the Association, its members, teams, officials, and participants. These By-Laws aim to foster a transparent, accountable, and equitable environment while ensuring compliance with applicable laws and regulations governing sports organizations.

These By-Laws may be amended, revised, or repealed by the Executive Committee of the Association in accordance with the procedures set forth herein. The Association is committed to upholding the principles of sportsmanship, integrity, and respect for all individuals involved in the sport.

By participating in the activities of the Association, all members, teams, and individuals agree to abide by the provisions set forth in these By-Laws.

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The rules of Basketball as issued by FIBA and shall be followed in all competitions managed by the Hervey Bay Basketball Association.

The only exceptions to this will be as noted in these By-laws.

1. Competition Structure

1.1. Format

- 1.1.1 The Hervey Bay Basketball Association (HBBA) offers both Senior and Junior competitions.
- 1.1.2 Age-restricted competitions are determined by the player's age as of midnight on December 31 of the year the competition concludes.
- 1.1.3 Junior competitions are single sex, e.g. U10, U12, U14, U16, U18 Girls and Boys.
- 1.1.4 Senior competitions are single sex, e.g. Women's and Men's league.
- 1.1.5 Junior age group competitions may be merged where membership numbers are not sufficient, e.g. U10-U12 Girls Competition
- 1.1.6 Players turning 18 during the season and attend High School can still complete in the U18's competition during that year.
- 1.1.7 Senior competitions may only offer one division if membership numbers are not sufficient.
- 1.1.8 It is expected that junior players play in their own age group as their primary competition. In extenuating circumstances, a player may be able to play in a higher age group as their primary competition. Exemptions will need to be lodged to the HBBA Secretary for a player to play out of their age group as their primary competition.

1.2 Clubs

- 1.2.1 A new club must consist of at least three (3) teams.
- 1.2.2 Each team must have a minimum of six (6) core players and a maximum of (10) players.
- 1.2.3 Clubs are responsible for nominating teams and assigning players in the Basketball Connect System.
- 1.2.4 Clubs must provide junior teams a Coach and if the coach is under 18 appoint one (1) representative over the age of 18 years to be in attendance of the team during games and training.
- 1.2.5 Coaches & Team Representatives must hold a QLD Working with Children Card.

1.3 Teams

- 1.3.1 To participate in HBBA competitions, teams must nominate via a Club Association.
- 1.3.2 HBBA will determine and advise Club associations the closing date for team nominations. Nominations after this date will be considered "Late Entries". Acceptance of team nominations will be at the sole discretion of HBBA Executive & General Committee.
- 1.3.3 A team shall consist of up to a maximum of ten (10) and a minimum of six (6) core players of the correct age division.
- 1.3.4 Clubs should not be creating teams that are reliant on junior players playing up.

1.4 Representative Teams and Players

- 1.4.1 Representative Team Coaches can nominate their teams to participate in the Club Competition in the Age Division above e.g. U14 Rep Team play in U16 Competition.
- 1.4.2 The HBBA Grading Committee will determine the availability of space to accommodate the team in the league.

- 1.4.3 HBBA reserve the right to disallow representative teams to participate in the club competition e.g. causing a bye, create too many games for draw allocation.
- 1.4.4 The grading committee and representative coach will determine the division in which the representative team will participate in.
- 1.4.5 Representative players playing up in a Rep Team in club competition cannot play up in another division of that age group. Limited to two (2) Junior Games per week.
- 1.4.6 Current division 1 & 2 Representative players should be allocated to Division 1 Club teams where possible; exemptions can be stated to the grading committee during grading rounds.
- 1.4.7 Allowances for Girls Representative teams to compete as a team in the Boys competition's if no suitable competition is available in the girl's competition e.g. U16 Girls Rep competing in U18 Boys competition.

1.5 Team Disqualification from Competition

- 1.5.1 A team may be removed from competition at the discretion of HBBA Executive Committee, when the team without good reason:
 - Has two (2) consecutive forfeits, or
 - Has three (3) forfeits in a season, or
 - Breaches the BQ Player Code of Conduct or
 - Continually breaches the HBBA By-laws.

1.6 Grading

- 1.6.1 During the grading rounds HBBA reserves the right to re-grade teams and players to ensure fair competition.
- 1.6.2 The Grading Panel will comprise of one (1) Executive Committee member, the (1) Coordinator from the Representative Committee and one (1) Club Delegate from each club.
- 1.6.3 Where a representative from the grading panel may not be available, HBBA can appoint an accredited Association/Club Coach to assist.
- 1.6.4 Clubs must provide a list of the players in each team to the grading panel, and note their current playing experience (New, Returning Club, Representative).
- 1.6.5 If a player is absent from the grading rounds, the clubs must advise the grading panel.
- 1.6.6 HBBA reserve the right to regrade players who do not participate in the grading rounds.

1.7 Rescheduling of Matches

- 1.7.1 If a scheduled match cannot be played due to circumstances beyond HBBA's control (excluding forfeits), the association reserves the right to reschedule it.
- 1.7.2 If rescheduling is not possible, the match will be recorded as a 0-0 draw.

1.8 Premiership Points

- 1.8.1 Weekly match results and updated ladders will be published on Basketball Connect as soon as practicable.
- 1.8.2 Points allocation per match:

Win	3 points
Draw	2 points
Loss	1 point
Bye	2 points
Forfeit Loss	0 points
Forfeit Win	3 points

- 1.8.3 Ladder positions are determined by the ratio of premiership points earned to the maximum possible points from games played.
- 1.8.4 In the event of tied teams at finals round, the following criteria will be applied in order:
- Percentage (points for divided by points against) in head-to-head matchups between tied teams.
 - Overall percentage from all games played during the season.

1.9 Finals Round Structure

- 1.9.1 A finals round will be held for the top four (4) teams in each grade and division at the end of the regular season, unless otherwise specified.
- 1.9.2 The final round's structure are as follows:

Final Rounds	Ladder Position	Result
Semi Finals (SF) Game A	1 vs 2	(Winner advances to Grand Final, Loser Plays Preliminary Final)
Semi Finals (SF) Game B	3 vs 4	(Winner advances to Preliminary Final)
Preliminary Final (PF) Game C	SF Loser of 1 vs 2 Vs SF Winner of 3 vs 4	Winner advances to Grand Final
Grand Final (GF) Game D	Winner of SF Game A vs Winner of PF Game C	Winner – 1 st place overall Loser – 2 nd place overall

- 1.9.3 Draws are not permitted in finals. Successive 3-minute extra periods will be played until a winner is determined. The last quarter team fouls will carry over into all overtime periods.

2. Player Regulations

2.1. Registration

- 2.1.1. Players must have registered via Basketball Connect Queensland and paid the BQ Registration and HBBA Association Fees to play from the first (1st) Grading Round.
- 2.1.2. Game Fees must be paid in full at time of registering or using the Basketball Connect 3 instalment payment plan.
- 2.1.3. Unfinancial members, e.g. dishonoured payment instalments cannot take the court until payment has been received via Basketball Connect.
- 2.1.4. Players making payment on day of their game must pay with a credit card on Basketball Connect and provide proof of payment. Direct Debit payments are not considered immediate payments (4 days to clear).
- 2.1.5. If a player does not appear on Basketball Connect at game time and cannot provide proof of financial registration to the Court Controller they cannot take the court.
- 2.1.6. Registered players not assigned to their team on game day can participate in their game, their details will be logged with their club delegate to assign before the players' next game.

2.1.7. If an unregistered player participates in any game under the control of the HBBA, then the team for which they played will be deemed to have forfeited the game.

2.2. Registration Restrictions

- 2.2.1. Players may not register for more than one team in the same age group/division.
- 2.2.2. Individuals currently under suspension by the Basketball Queensland Tribunal or HBBA may not play until the suspension is served.

2.3. Player Transfers

- 2.3.1. A player may not transfer between competing clubs/teams during the competition except in extenuating circumstances. These circumstances would need to be approved by HBAA, via written request to the HBBA Secretary.
- 2.3.2. Where clubs are in dispute over the transfer, HBBA Executive Committee will make the final decision.
- 2.3.3. A transfer will generally be granted under the following circumstances:
 - 1. Reason for transfer is communicated to player's existing club.
 - 2. Clearance is provided by the player's club, and
 - 3. The move does not adversely affect the balance of the competition.
 - 4. The player's safety and wellbeing are of concern.

2.4. Junior Player Registration in Multiple Junior Teams

- 2.4.1. Junior players may play up in the age group/division above their registered competition, for their respective club or a Rep team.
- 2.4.2. A junior player can only play up (be borrowed) for one additional junior team over the season. Juniors playing up in their selected Rep Teams in the club competition, will be considered their additional junior team.
- 2.4.3. Club teams must ensure a minimum team of 6 core players (of age group) are registered before nominating a team, playing up juniors are not considered core players.

2.5. Junior Player Registration in Senior Teams

- 2.5.1. Junior aged players only playing in the senior competition, will be considered a senior player and must abide by the same rules and fees as senior players.
- 2.5.2. Junior players playing up in the senior competition, will be considered a senior player and must abide by the same rules and pay the additional junior playing up fee (\$75) at registration.
- 2.5.3. Senior competitions are open to junior players turning (16) during the season year.
- 2.5.4. U16 Girls/Boys Representative juniors can apply to play up in the senior Div 1 or 2 competitions, players are individually graded at the discretion of the HBBA Executive & General Committee.
- 2.5.5. U18 Girls/Boys Representative juniors must play in the Div 1 senior competitions.
- 2.5.6. Juniors playing in the senior competition must play in the spirit of the game and respect the privilege to play in the senior competition. Junior players that prevent senior players from playing to their full strength and capacity will be reviewed by a HBBA Grading Panel. If deemed unsuitable for the competition, HBBA reserve the right to cancel the junior players participation in the senior competition.
- 2.5.7. A parent or guardian of the junior child should be present during any senior competition.

2.6. Senior Player Registration

- 2.6.1. Senior players can play up in a higher divisional game within their respective club within the regular season a maximum of five (5) games (this excludes any semi, preliminary or grand final games).
- 2.6.2. A senior player who plays up a division more than five (5) games, must stay up in that team and division.
- 2.6.3. A senior player can only play up (be borrowed) for one additional senior team over the season.

2.7. Player Eligibility for Finals

- 2.7.1. To be eligible for finals, a player must have participated in five (5) games for their team unless exceptional circumstances apply.
- 2.7.2. A request for an exemption must be submitted in writing to the HBBA Secretary 2 weeks before finals round, to be reviewed at the discretion of HBBA Executive Committee.
- 2.7.3. A senior player who has played up in a higher division for more than five (5) games throughout the season is ineligible to play in the lower division in finals rounds.
- 2.7.4. Byes and forfeits do count towards played games.
- 2.7.5. Juniors playing up a division must play with that team for a minimum of five (5) games and pay the playing up fee to qualify for finals.
- 2.7.6. Opposing teams can request a team/player game count from HBBA. This must be requested to the HBBA Secretary at least seven (7) days prior to the finals round, only, if they feel a player/s is ineligible to play.
- 2.7.7. All players must have registrations and game fees paid to play finals.
- 2.7.8. All players must be listed in their team on the Basketball Connect App, or they cannot take the court on finals rounds.

2.8. Uniforms

- 2.8.1. HBBA enforce uniform rules to ensure our officials can visibly identify players on the court and for player safety.
- 2.8.2. The Game Official or Court Controller/Coordinator will determine if a player's clothing attracts undue attention due to colour, excessive branding or mismatch to the team's uniform or is a safety issue and issue the infringement as outlined in 2.8.14 and 2.8.15.
- 2.8.3. Each team must wear matching uniform singlets with a visible number on the front and back.
- 2.8.4. Duplicate numbers in the same team are considered a uniform penalty, one uniform number must be corrected with tape to take the court— the uniform penalty 2.8.15 applies to taped numbers.
- 2.8.5. Teams whose uniform includes the shorts/pants, require all players to wear that piece of uniform or the same dominant colour as the uniform shorts/pants, e.g plain black (with minimal logo or fine stripes).
- 2.8.6. Skirts, gym wear/tights and compression wear are acceptable if they comply with the required colours and do not have any pockets, cuffs, belts or buckles.
- 2.8.7. Players not in proper uniform by finals rounds may be denied participation at the discretion of game officials.

- 2.8.8. Any club that has more than one (1) team participating in the same division must ensure that they can provide alternate contrasting uniforms e.g. numbered bibs, reversible jerseys or alternative colour.
- 2.8.9. Teams must be in correct uniform by Round 3, penalty points will be applied as per 2.8.13 commencing Round 4.
- 2.8.10. Uniform penalisation is at the discretion of the referee or court controller and should be applied at the commencement of the game but no later than the 1st quarter.
- 2.8.11. Players out of uniform can choose not to play the game to avoid penalty points.
- 2.8.12. Teams wishing to question uniform compliance of their opponents must do so directly to the referee before the game or at a time-out or in the 1st period break if the player joins the game after its commencement.
- 2.8.13. New independent teams/clubs must submit their playing colours to HBBA for approval.
- 2.8.14. For safety reasons, clothing may not have zippers, cuffs, pockets, belts or buckles – player **must remove clothing or not take the court**, no penalty points applied.
- 2.8.15. Each player in incorrect uniform who wishes to take the court will be penalised five (5) scoreboard points (awarded to the opposition's team captain), effective from Round 4.

2.9. Jewellery, Nails, Hair

- 2.9.1. All items of jewellery that can be removed must be removed.
- 2.9.2. Items of jewellery that cannot be removed may be worn so long as they are adequately covered so as not to create a danger for other players.
- 2.9.3. The referee shall be responsible for deciding if an item of jewellery has been adequately covered. If the padding is not considered adequate, the player may not take the court.
- 2.9.4. Players are required to keep their fingernails trimmed for the safety of other players.
- 2.9.5. Referees reserve the right to do a nail check before and during the game.
- 2.9.6. Players with long natural, acrylic, gel nails must wear approved gloves e.g. netball gloves.
- 2.9.7. Long hair must be secured in a ponytail or other suitable arrangement.
- 2.9.8. Only small hair clips (e.g. bobby pins) and soft hair accessories (e.g. scrunchies and ribbons) are allowed in players hair.

3. Competition Game Rules

3.1. Bench and On-Court Officials

- 3.1.1. Each team is responsible for supplying one (1) score bench person.
 - Home Team (1st on Draw) – Ipad Scoring
 - Away Team (2nd on Draw) – Game Clock
- 3.1.2. A Court Controller on duty can provide scoring assistance when available but are not required to score games for teams.
- 3.1.3. The on-duty Court Controller or Game Referee are responsible for setting the game clock.
- 3.1.4. The on-duty Court Controller or Game Referee are responsible for getting teams to assign players on Basketball Connect, prior to the game beginning.
- 3.1.5. If scorekeeper and timekeeper are in dispute, the Head Referee will make the final decision to correct score or game clock after consultation with both team coaches.

- 3.1.6. Referees will be responsible for directing score bench to start the game clock at each quarter.
- 3.1.7. HBBA will provide two (2) referees for each game where possible, when only one (1) referee can be provided a senior referee will be assigned.
- 3.1.8. The referee will make the final decision during a game.
- 3.1.9. Teams who do not provide a scorers/timekeeper at the commencement time of the game, will be penalised five (5) points (to be awarded to the opposition's captain).

3.2. Timekeeping and Scoring

- 3.2.1. Games shall be played in 4 x 10-minute quarters.
- 3.2.2. No overtime will be played in general competition rounds.
- 3.2.3. Each team will be allowed two (2) time out in the first half and three (3) in the second half.
- 3.2.4. Timeouts are one-minute break, the clock does not stop for timeouts unless 3.2.6.
- 3.2.5. A one-minute break will be held at quarter time, and a two-minute break at half time.
- 3.2.6. The clock will be stopped for all whistles and baskets in the final two minutes of the fourth quarter if the score is within 10 points.
- 3.2.7. No time outs are allowed in final two (2) minutes of each quarter unless in the last 2 minutes of Qtr. 4 (refer to 3.2.6)
- 3.2.8. During finals, in the event of a draw, overtime will be played in three (3) minute intervals until a result is achieved. Both teams will get one (1) timeout per overtime period.

3.3. Commencement of Games

- 3.3.1. The Game Referee will notify the teams 1 minute before the start the game clock at the published time or as soon thereafter as possible. Both teams must be on the court ready to commence playing when the game clock is started.
- 3.3.2. A team must have at least three (3) core players available to commence playing.
- 3.3.3. If a team is unable to commence playing at the scheduled time, the game clock is started and the team that is ready to play will receive two (2) points for every completed minute that the other team is late. The points are awarded to the team captain of the team that was ready to play.
- 3.3.4. The game clock does not reset if the other team arrives late.
- 3.3.5. A forfeit will be declared if one or both teams do not have the prescribed number of player (3 core players) to commence the game by the end of the first quarter.
- 3.3.6. If a team does not have the required number of players after ten (10) minutes, the other team will be awarded the game on a forfeit and the score will be 20 – nil – check BC can we do this?

3.4. Forfeits

- 3.4.1. In this case of forfeits, the team forfeiting is awarded zero (0) points for the game and the other team is awarded three (3) points for the game, with a score of 20 – nil.
- 3.4.2. If a team notifies that they will be forfeiting later than 9am the day of the game, they will be issued a \$50 fine. This will be directly charged to the association.

3.5. Sin Bin Rule

- 3.5.1. Where a technical foul is called on a player:

1. If a player receives a technical foul, they will be sin-binned from the game for a total of two minutes of playing time.
2. The player may be substituted if a substitute is available.
3. The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may return to the court through a normal substitution.
4. If the player receives a second technical foul in the same game, a disqualifying foul will also be applied, and the player will no longer be able to participate in the game and required to leave the stadium in an efficient and respectful manner.

3.5.1.1. Penalty: Automatic two (2) week suspension will apply.

3.5.2. Two (2) Technical Fouls called on a Coach:

1. If a coach receives two technical fouls in the same game, they will need to leave the court and no longer be able to coach the game and required to leave the stadium in an efficient and respectful manner.

3.5.2.1. Penalty: Automatic two (2) week suspension will apply.

3.5.3. Any team to receive five (5) technical fouls in one season will need to face a tribunal and risk being disqualified from the competition without financial reparation. Written correspondence will be provided to the club's president/coordinator from HBBA.

3.5.4. Any person to receive three (3) individual tech fouls in one (1) season will need to face a tribunal and risk being disqualified from playing for the remainder of the season without financial reparation. Written correspondence will be provided to the club's president/coordinator and the individual player from HBBA.

3.6. Injury Reports

3.6.1. Any injury that requires first aid management from an official on duty, shall be noted on an injury report form. Information to include Player Name, Injury and Time of Game/Incident.

3.6.2. The Court Controller or a HBBA Representative is responsible for the completion and lodgement of incident reports.

3.6.3. Any incidents of head-related injuries during participation of training and games with HBBA, will be required to follow the [AIS Concussion Guidelines for returning to Sport](#).

3.6.4. HBBA is not responsible for players who participate in games if they are suffering from head related injury that has occurred elsewhere.

3.7. Heat policy

3.7.1. When the temperature exceeds 35 degrees Celsius the following changes to normal match rules will be applied without exception:

1. 1 x 30 sec compulsory official's time out per quarter to be called at or near the halfway mark of each quarter. The clock shall stop for this timeout.
2. Ten (10) minute quarters shall be reduced to nine (9) minute quarters.
3. Other match rules apply as usual.

3.8. Unfinancial Teams

- 3.8.1. Teams issued with penalty fees throughout the season must be paid up before finals round to participate in finals.

3.9. Disputes/Protests

- 3.9.1. Disputes/Protests or Grievances must be submitted in writing to the HBBA Secretary as soon as is practicable after the origin of the dispute or incident. Where the period is longer than 24 hours, a reason for delay should be provided.
- 3.9.2. Where another person is involved in the dispute/grievance, they shall be notified as soon as possible by HBBA Committee, so that a counter protest, if any, may be lodged.
- 3.9.3. The Executive Committee will review the matter and provide a resolution within a reasonable timeframe. This is in accordance with the [Basketball Australia Complaints Policy](#).
- 3.9.4. Disputes and protests may be deemed judiciary matters for the purpose of being included in Judiciary Hearings.
- 3.9.5. The judiciary shall have the power to suspend, disqualify, fine, ban or deal with any person regarding any incident arising from a match conducted by the HBBA. This is in accordance with the [Queensland Basketball Model Disciplinary Tribunals By-law](#).
- 3.9.6. The decision of the Executive Committee is final.

3.10. Code of Conduct

- 3.10.1. All players, coaches, officials, and spectators must adhere to the [Basketball QLD Code of Conduct](#).
- 3.10.2. Any breach of the Code of Conduct will be acted upon following the [Basketball QLD Behaviour Management Framework](#).
- 3.10.3. The HBBA Executive Committee reserves the right to determine appropriate penalties for breaches of conduct.

3.11. Amendments to the By-laws

- 3.11.1. HBBA reserves the right to amend the competition rules during the season, if deemed necessary for the benefit of majority of members.
- 3.11.2. Competition rule changes will only be implemented after ratification from the HBBA Executive Committee after consultation with General Committee and Club Delegates.
- 3.11.3. Any competition rule changes will be communicated directly to clubs to advise its members.
- 3.11.4. These by-laws and constitute part of the rules of the governing body and should be adhered to by all members as part of the constitution and by-laws. These can and will be amended from time-to-time.

4. Junior Competition Rules

4.1. Points System

- 4.1.1. In the interest of keeping our junior league growing and competitive, HBBA will enforce a ladder points system for Junior Division 1 & 2 teams only.
- 4.1.2. Points are applied to the Basketball Connect ladder before Round 1.
- 4.1.3. Points are calculated only on the registered players assigned to that team after grading round is completed, un-registered players will not be calculated on any criteria.
- 4.1.4. It is the club's responsibility to ensure players are assigned to teams for point calculation, this must be completed two (2) days after completion of Grading Rounds. No exemptions.
- 4.1.5. Each team will be awarded a specific number of points based on the criteria:

Junior Points System

Team Points	
8-10 Registered Players in team	6 points
6-7 Registered Players in team	4 points
5 Registered Players in team	2 points
Player Points – 1 Criteria per player	
Current Representative Player (last 12 months – any association)	2 points
Past Representative Player (12 months or more)	4 points
Returning Club Player (not Rep)	6 points
New player	8 points
Team Penalty Points	
5 or more Current Rep Players in team (Boys Comp)	Less 10 points
3 or more Current Rep Players in team (Girls Comp)	Less 10 Points
Player shifting from another HBBA club from prior season	Less 4 points per player
Player not playing for school club team	Less 4 points players (if team exists)

- 4.1.6. Points will be applied to the ladder by the HBBA Data Coordinator.
- 4.1.7. Clubs have three (3) days to review the points applied and raise any issues or discrepancies with HBBA Secretary.
- 4.1.8. HBBA reserve the right to apply penalty points for unregistered players after Round 1.

4.2. Defence – Mercy Rule

- 4.2.1. To minimize the impact of team domination in junior games, defensive restrictions will be implemented on teams once their lead reaches certain thresholds.
- 4.2.2. Non-compliance will result in the referee blowing the whistle and awarding the ball back to the offensive team.
- 4.2.3. Multiple offences of non-compliance and coaches not advising teams to show 'mercy rule' may result in a technical foul on the coach of the team.

Age Group / Division	Mercy Rule applied at:	Must Defend from:
U10	20 points	Stop scoring on game clock
U12 Division 1	30 points	3-point line of oppositions court
U12 Division 2-3	20 points	3-point line of oppositions court
U14 Division 1	40 points	Half Court
U14 Division 2-3	20 points	Half Court
U16 Division 1	50 points	Half Court
U16 Division 2-3	20 points	Half Court
U18 Division 1	No mercy	
U18 Division 2-3	No mercy	

4.3. Zone defence

- 4.3.1. In the interest of player skill development and in line with BQ representative rules a "No Zones" rule will be applied in U12, U14 competitions – [Refer to BQ Zone Buster Handbook](#).
- 4.3.2. HBBA may provide an official observer "zone buster" to junior games and will be introduced to the Coaches, Bench Officials and Referees before or during the game.
- 4.3.3. Violations of the "no zone" rule will generally fall within one of the following categories:
1. One or more players were not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball.
 2. A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (for example, "bumping" the cutter, following the cutter or switching).
 3. Following a trapping or help and recover situation the team made no attempt to re-establish man to man defensive positioning.
 4. The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.
- 4.3.4. Teams must not apply continual defence of more than one (1) player on a specific player throughout the game. E.g. 2 players marking 1 player at the same time all game.
- 4.3.5. If a coach or team manager feels a team is playing non-compliant defence, in the absence of a "zone buster" they can bring it to the attention of the Head referee, HBBA Committee Representative or Court Controller during a break in game.
- 4.3.6. If the "zone buster" believes a violation has occurred they will ask the Bench Official to request at the next dead ball, the referees to charge a Coach Technical Foul of the offending team.
- 4.3.7. When a "Zone Buster" is present, the referee does not have to determine whether a violation occurred. That decision rests solely with the "zone buster".

AMENDMENTS TO BY-LAWS

NAME	PAGE	DATE