PCYC Auburn Competition By-Laws

As at 1st December 2026



CONTENTS

PART I – INTRODUCTION 3

1. General 3

PART II – BY-LAWS THAT APPLY TO ALL COMPETITIONS 3

2. Player Registration and Eligibility 4
3. Playing with a team 5
4. "Fill In" Players 5
5. Competition Ladder 5
6. Eligibility to Play in Finals 6
7. Withdrawing from a Competition 7
8. Forfeits and Forfeit Penalties 7
9. Duty (Scoretable) Requirements 8
10. Game Fees 9
11. Game Timing 9
12. Ball size, ring height, and additional rules 10
13. Uniforms 10
14. Jewellery, Piercings, Hair and Permitted Other Equipment 11
15. Code of Conduct and Expectation of Sportsmanship 12
16. Photography and Video Policy 14

PART III – BY-LAWS THAT ONLY APPLY TO JUNIOR COMPETITIONS 16

17. The Mercy Rule 16
18. Zone Defence 16

PART IV – APPENDIX 17

Appendix I 17

Appendix II 18

PART I – INTRODUCTION

1. General

1.1 At PCYC Auburn, we host a variety of sports competitions to encourage kids, teenagers, and adults to get active and engaged in their communities. Sport at PCYC is family and community orientated. 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, PCYC Auburn may make decisions that uphold the intent of the by-laws even if that differs from a literal interpretation.

1.3 These by-laws apply to all local competitions operated or directed by PCYC Auburn, including all participants involved.

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

1.5 All competition rules are adjudicated in accordance with the rules set out by the sport's Governing Body.

1.5 (a) Basketball – FIBA Official Basketball Rules 2026

PART II – BY-LAWS THAT APPLY TO ALL COMPETITIONS

The clauses in this part of the By-law apply to all NSBA competitions unless specifically exempted.

2. Player Registration and Eligibility

2.1 All players must have an active PCYC Membership to be allowed to play in PCYC Auburn competitions. It is the player's responsibility to maintain a current registration.

2.1 (a) Junior Registration - $20 per year
2.1 (b) Senior Registration - $40 per year

2.2 Players can register for PCYC competitions as either teams or as individuals.

2.3 If you are an individual looking for a team fill out this expression of interest form and PCYC Staff will assign you a team [Individual Player & Team Connection Form]

2.4 PCYC NSW uses GAMZ for all competition registrations. [https://gamzapp.com/PCYCAuburn]

2.5 Team managers must share their teams' link, and all players must register to the team prior to the first round of competition.

2.6 Age Group Eligibility

Age Group	2026	2027	2028
10 and Under	2016, 2017, 2018 and 2019	2017, 2018, 2019 and 2020	2018, 2019, 2020 and 2021
12 and Under	2014 and 2015	2015 and 2016	2016 and 2017
14 and Under	2012 and 2013	2013 and 2014	2014 and 2015
16 and Under	2010 and 2011	2011 and 2012	2012 and 2013
18 and Under	2008 and 2009	2009 and 2010	2010 and 2011
Seniors	2008 +	2009 +	2010 +

For age restricted competitions, age is determined as of midnight, 31 December of the year the competition concludes. Example: For the 2027 Summer 16U competition, players must be 16 or younger on 31 December 2027.

3. Playing with a team

3.1 Each player must enter, and/or confirm, their name and playing number on the scoresheet (either paper or electronic, whichever is being used on the game) before participating in any game. At the end of the game if any player named on the scoresheet was not at the game, the referee shall remove their name from the scoresheet (paper/electronic).

3.2 A team may add additional players to the team roster at any time during the season, however a player can only be on the team roster of one team in any given division or age group.

4. "Fill In" Players

4.1 A fill-in player is a registered player who is permitted to play for another team on a temporary basis when that team does not have enough eligible players available.

4.2 All fill in players must complete the Fill in Form prior to playing for a team.

4.2 (a) [Competition Fill In Form]

4.3 Each team is limited to a maximum of 3 fill in players for any game, to bring the total number of players for that game up to 6.

4.4 Each fill in player can only play a maximum of 2 games for a team before having to register for the team on GAMZ, as Clause 2.4.

5. Competition Ladder

5.1 Positions on the competition ladder are determined by which team has the higher ratio determined by competition points divided by the number of games the team was scheduled to play.

5.2 Where two or more teams have an equal ratio under clause 5.1, ladder position is determined by applying the following criteria in the order listed until a winner is determined:

(a) the team that won the most games between the teams during the season.
(b) the team with the higher ratio determined by dividing the points the team scored in games between the two teams by the points scored by their opponent in games between the two teams.

5.3 For all competitions, teams will be awarded competition points as follows:

(a) 3 competitions points for a win.
(b) 2 competition points for a draw.
(c) 1 competition point for a loss.
(d) 0 competition points for a bye.

6. Eligibility to Play in Finals

6.1 The intent of this clause is for teams that compete in finals to be those players that have played a majority of the games during the season, but also to allow for genuine circumstances where a player has been a member of a team and, due to injury, work, or family commitments, has missed games.

6.2 For senior and junior competitions, a player is eligible to play with a team in finals if they meet one of the following conditions:

(a) Played at least 40% of the games during the season.
(b) They were injured and missed at least four games in which their team participated and if they had played in these games, they would meet the condition in clause 6.2 (a).
(c) They missed games that their team participated in due to work travel commitments, or the work travel commitments of their domestic partner and if they had played in those games, they would meet the condition in 6.2 clause (a).
(d) Other extenuating circumstances meant that they missed games that their team played in and if they had played in those games, they would meet the condition in 6.2 clause (a).
(e) Any player who falls into clause 6.2 (b), (c) or (d) must contact PCYC Auburn prior to attending the finals. Failure to do so will cancel eligibility for that player.

7. Withdrawing from a Competition

7.1 Teams or individuals who withdraw prior to the beginning of Round 1 are entitled to a full refund of the individual season registration.

7.2 Teams or individuals who withdraw after the beginning of Round 1 will not be given a refund of any cost associated for that season.

8. Forfeits and Forfeit Penalties

8.1 All forfeits must be notified to the PCYC Auburn Front Desk.

8.1 (a) Phone Number: (02) 9475 3100

8.1 (b) Email: auburn@pcycnsw.org.au

8.2 There are 3 categories of Forfeits defined below

8.3 Category 1: Acceptable Notified Forfeit

8.3 (a) A team provides notice to PCYC Auburn more than 48 hours before their scheduled game time that they are unable to play the game.
8.3 (b) The result of the game shall be recorded as a loss to the team that forfeited, with the score entered as 20-0.
8.3 (c) No Fine will be imposed.

8.4 Category 2: Late Notified Forfeit

8.4 (a) A team provides notice to PCYC Auburn between 48 hours and 12 hours before the scheduled game time that they are unable to play the game.

8.4 (b) The result of the game shall be recorded as a loss to the team that forfeited, with the score entered as 20-0.

8.4 (c) The team will be levied a $50 Late Forfeit Notification Fine.

8.5 Category 3: Extremely Late or Unnotified Forfeit

8.5 (a) The following are classified as an Unnotified Forfeit:

(i) A team provides less than 12 hours notice to PCYC Auburn before the scheduled game time that they are unable to play the game, or

(ii) A team does not turn up and has not notified PCYC Auburn, or

(iii) A team does not have at least 4 players ready to play within 10 minutes of the scheduled game time, or

(iv) The team walkout or refuse to complete a game that has started, or

(v) The team have not paid or refuse to pay a relevant fine within 10 minutes of the scheduled starting time of a game.

8.5 (b) The result of the game shall be recorded as a loss to the team that forfeited, with the score entered as 20-0.

8.5 (c) The team will be levied a $100 Extremely Late or Unnotified Forfeit Fine.

8.6 On the third and subsequent occurrences that a team forfeits (regardless of forfeit category) in a competition, the team will be deducted 3 competition points and receive an additional $150 fine.

8.7 A team that continually forfeits (regardless of forfeit category) may, at the discretion of PCYC Auburn, be removed from the competition.

8.8 All teams levied a Forfeit Fine must pay the fine within 14 days. Payment must be made via the PCYC Auburn Front Desk.

9. Duty (Scoretable) Requirements

9.1 PCYC Auburn will endeavour to organise referees or staff to cover Duty Requirements however in the event that we cannot, each team is required to provide one, competent representative for scoretable duty for any game in which they play.

9.1 (a) A team may provide one of their players.
9.1 (b) One team's representative shall complete the scoresheet while the other team's representative shall operate the scoreboard. If either representative wish to swap roles this swap must take place at half time.

9.1 (c) Teams may have more than one representative on the score table only where one party is training the other, however no more than 4 people in total are permitted in the score table area at any time.

10. Game Fees

10.1 All individual and team game fees must be paid prior to round 1 of competition. Failure to pay may result in refusal to take the court, loss of competition points, or removal from the competition.

10.2 At PCYC Auburn, all players pay as individuals.

10.3 Game fees will be set prior to the opening of registrations for each competition.

10.3 (a) Game fees are calculated on a weekly basis, however, must be paid upfront prior to round 1. Eg. 10 Rounds x $Z per person per week = 10 x Z.

10.4 No refunds will be made for forfeits.

11. Game Timing

BASKETBALL	Seniors	Juniors
Warm Up	2 minutes	2 minutes
Each Half Goes For	18 mins	18 mins
Timing	Running Clock	Running Clock
Shot Clock	No	No
Timeouts	1 per half Clock stops for all timeouts	1 per half Clock only stops in 2nd half No timeouts in the last 3 mins of the 1st half
Half Time	2 minutes	2 minutes
Close Game	Clock stops for all whistles and baskets in the last minute if the game is within 10 points	Clock stops for all whistles and baskets in the last minute if the game is within 10 points
Overtime	Only in finals, 3 minute periods until winner is determined 1 extra timeout per team	Only in finals, 3 minute periods until winner is determined 1 extra timeout per team

11.1 Team fouls remain the same when entering an overtime period.

11.2 To have the benefit of maximum playing time; the teams need to have the scoresheet completed prior to the scheduled start time. Failure by either team to complete the scoresheet will not delay the start of a game. In a running clock game, the game clock shall be started immediately after the warmup or half time period has ended.

11.3 Where a game cannot start because one team has less than the required number of players the game clock shall be started.

(a) If sufficient players are present to start the game before the team forfeits, the clock is not reset.
(b) The team that had sufficient players to start the game at the scheduled time will be awarded a 2-point penalty for every full minute expired before the game commences.

12. Ball size, ring height, and additional rules

BASKETBALL	Ring Height	Ball Size	Free Throw Line	3PT Line
10 and Under	8'6	Size 5	60cm Closer to Basket	No
12 and Under	10'	Size 5	60cm Closer to Basket	Yes
14 and Under	10'	Size 6	Regular Free Throw Line	Yes
16 and Under	10'	Size 7	Regular Free Throw Line	Yes
18 and Under	10'	Size 7	Regular Free Throw Line	Yes
Seniors	10'	Size 7	Regular Free Throw Line	Yes

13. Uniforms

13.1 In all Junior and Senior competitions the same uniform rules apply:

13.1 (a) **Singlets -** All players must wear a singlet of the same or similar colour. Minor differences in design are permitted. Teams are encouraged to wear reversible singlets, but it is not mandatory.

13.1 (b) **Shorts -** Players may wear shorts or leggings of a similar or neutral colour, and these must not have pockets. Any player wearing shorts with pockets will be required to change their shorts or flip their shorts inside out or they cannot play.

13.1 (c) **Numbers -** Singlets must be numbered front and back and the numbers must sufficiently contrast the uniform colour and design so that they are easily seen and read. Numbers from 0-99 and 00 are allowed, each player must have a unique number.

13.1 (d) **Undergarments -** may be worn provided it does not pose a danger of injury to other players. Compression garments may be worn underneath the uniform even if they extend beyond the uniform. T-shirts may be worn underneath the singlet, provided it does not pose a danger of injury to other players.

13.2 Teams have until week 3 of competition to be in full matching uniform. Failure to do so will lead 5 score penalty per player not in uniform.

13.3 Local suppliers can be used to purchase custom uniforms such as, STRONGWILLSPORTS, Coast 2 Coast, etc.

13.4 In the event where 2 teams playing each other have similar coloured jerseys, PCYC can provide bibs free of charge.

13.5 Items of clothing worn for religious, or other reasons, may be worn if they do not pose a danger of injuring another player.

14. Jewellery, Piercings, Hair and Permitted Other Equipment

14.1 No player can take the court with any visible, unprotected piercings.

14.1 (a) Visible piercings and other jewellery (such as wedding rings) are not to be worn whilst playing, due to the increased risk of injury, unless the wearing of same can be made sufficiently safe for all players and officials concerned.
14.1 (b) If discovered after taking the court, they must immediately be substituted out of the game and cannot return to the court until the piercings have been covered or removed.

14.2 If a player states that they cannot remove the piercing or other item of jewellery (such as a wedding ring) without causing damage to the item or injury to

themselves, they may be permitted to play with the item provided it can be covered and remain safely covered with some form of protective covering

14.3 Accessories, including watches and fitness trackers, must not be worn as they pose a danger of injury to the players and other players.

14.4 Items of equipment, such as braces, guards, or protective equipment, can only be worn if they are sufficiently padded and do not pose a reasonable risk of injury to other participants.

14.5 Fingernails must be kept short or be sufficiently taped to avoid injury to another player. If taped, and the tape comes off, the player must immediately be substituted and cannot return to the court until they are re-taped. Any taping must not create any sharp corners that pose a danger of injury to the players and other players.

14.6 A player's hair:

14.6 (a) must not be tightly plaited or in dreadlocks to a length where there is a reasonable chance another player may be struck.
14.6 (b) must not be worn so as not to obscure the player's singlet number.

15. Code of Conduct and Expectation of Sportsmanship

15.1 PCYC Auburn is committed to providing a safe environment for participation. Aggressive, threatening or other inappropriate behaviour by players, coaches, parents, spectators and any other individuals while attending a game or event will not be tolerated.

15.2 Behaviour that will not be tolerated includes:

15.2 (a) Using inappropriate language.

15.2 (b) Harassing or ridiculing players, coaches, officials or other spectators.

15.2 (c) Making racist, religious, sexist or other inappropriate comments to players, coaches, officials or other spectators.

15.2 (d) Any threatening behaviour or physical altercation between spectators, players, coaches, officials.

15.2 (e) Putting undue pressure on children, berating them or putting down their performance.

15.2 (f) Drinking within the club or being drunk at a club event.

15.3 Anyone who exhibits a loss of control which compromises the safety of themselves, or others:

15.3 (a) If a player, they may be removed from the playing court by a PCYC staff member.
15.3 (b) If a coach, manager or spectator, they may be removed from the court area by a PCYC staff member.
15.3 (c) A player, coach or manager who is dismissed from the game, must remain off the court area until such time a PCYC staff member deems they may return to the game and participate with a spirit of sportsmanship and fairness.

15.3 (d) Individuals found to have behaved inappropriately and/or not adhered the PCYC Code of Conduct may face disciplinary action including being banned from all PCYC Club.

15.4 The penalty for the following fouls are:

15.4 (a) Category 1 and 2 Technical Foul: the penalty shall be one free throw to the opposing team and the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

15.4 (b) Flagrant and Disruptive Unsportsmanlike Foul: the penalty shall be two free throws to the opposing team and awarding them possession from the throw-in line in the front court.

15.4 (c) Disqualifying Foul: any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members (FIBA 38.1.1). If the player receives a Disqualifying Foul, they are immediately disqualified from the game (and may be replaced).

15.4 (d) Game Disqualification: If the player receives a combination of ANY TWO of the following:

- Category 1 Technical Fouls, and/or
- Flagrant Unsportsmanlike Fouls.

The player is immediately disqualified from the game (and may be replaced).

15.5 Anyone who receives a; Category 1 or 2 Technical Foul, a Flagrant Foul or Disruptive Foul (covered in clause 15.4) may be subject to a 5 min Sin Bin, up to the discretion of the referee, court supervisor or any PCYC Staff member.

15.6 Suspension Guide

Suspensions of any nature begin on the day of the offence and last until 12:00am on the day following the suspension period. For example, if the game disqualification was on a Tuesday, they will not be able to participate in competitions until 12:00am Wednesday.

Offence	Suspension Period
1. Any Category 1 Technical Foul (clause 15.4 (a)) or any Flagrant Unsportsmanlike Foul (clause 15.4 (b)).	1 week
2. Game Disqualification (clause 15.4 (d)).	2 weeks
3. Participating in the game whilst under suspension	4 weeks + suspension
4. Disqualifying Foul (clause 15.4 (c))	4 weeks
5. Obscene language and/or Gestures (which may include abusive or insulting language or language that vilifies – comments regarding race, sexuality or religion)	8 weeks
6. Fighting	12 months
7. Threatening an official/Staff member/participant/spectator	12 months

16. Photography and Video Policy

16.1 PCYC Media

16.1 (a) Photo and video may be taken during all programs for use on PCYC NSW or PCYC Auburn social media including; Instagram, Facebook, TikTok, or LinkedIn, on our website, or email marketing.

16.1 (b) To withdraw permission, a consent form must be completed and send to the PCYC Auburn email.

16.1 (c) A consent form can be found by emailing the PCYC Auburn email.

16.2 Private/Personal Media

16.2 (a) What is allowed

- Personal mobile phones and compact cameras
- Photos/videos of your own child playing
- Casual filming from the stands
- Sharing to personal social media (where others' children aren't identifiable)

16.2 (b) What is not allowed

- Taking photos or videos of a team or child who's parent/guardian has opted out
- Professional camera setups without prior written permission from PCYC Auburn
- Commercial or media use without written approval from PCYC Auburn

16.3 What counts as "professional"

16.3 (a) DSLR or mirrorless cameras

16.3 (b) Anyone filming for commercial, media, or promotional purposes

16.3 (c) Full game filming by an engaged person

16.4 In order to get approval to film professionally, a team or individual must submit a written request to the PCYC Auburn email at least 4 days prior to the game/event.

16.5 With all approvals, the opposition team will be notified and have every right to decline and withdraw permission.

PART III – BY-LAWS THAT ONLY APPLY TO JUNIOR COMPETITIONS

17. The Mercy Rule

17.1 The intent of the Mercy Rule is to provide competitions that give all team members an opportunity to develop their offensive and defensive basketball skills.

17.2 A team that is leading a game by 20 or more points must retreat back to their defensive three-point line.

17.3 If a team extends their lead out to 30 points, all jump balls will go to the trailing team.

17.4 Once the lead drops back down to below 20 points, the game resumes normally without the Mercy Rule.

18. Zone Defence

18.1 The intent of this rule is to:

17.1 (a) improve the individual offensive and defensive techniques of players.
17.1 (b) improve the player's understanding of "help side" defence as played in man-to-man defence.
17.1 (c) make coaches aware of the importance of playing man to man defensive principles and to put in place a process to support coach development in teaching defensive principles.

18.2 Any team in PCYC Auburn Junior competitions are not allowed to play zone defence at all. Teams must play a Man-to-Man style of defence, either in the full court or half court.

18.3 The penalty for teams breaching clause 17.2 is:
17.3 (a) One the first instance, a warning applied to the team.
17.3 (b) Any subsequent breaches, a bench technical foul on the team playing the zone defence.

18.4 Referees are allowed to provide assistance in determining whether a team is playing a zone, however ultimately, it is up to the Court Supervisor or a PCYC Staff Member to make the final decision.

18.5 A coach, manager, or player who believes an opponent is playing a zone should find a Court Supervisor as soon as possible so a judgment can be made.

PART IV – APPENDIX

Appendix I

PCYC Auburn Front Desk Contact (Main Contact)

Email: auburn@pcycnsw.org.au

Phone Number: (02) 9475 3100

PCYC Auburn Competition Coordinator Contact (Secondary Contact)

Name: Aram Zarigian

Email: azarigian@pcycnsw.org.au

Appendix II

QR Codes for the links provided in this document.

FIBA Rules of Basketball 2026

Individual Player Connection Form

GAMZ App - Comeptition Registration

Competition Fill In Form