

# BASKETBALL BY-LAWS

**EFFECTIVE SEASON 2 2020**

Amended July 2020

- Day to day interpretation of these by-laws shall be the responsibility of the Centre Manager/Programs Coordinator. If unavailable the appointed Court Supervisor will be the next responsible person.
- Entry to, and participation within this facility, is subject to the conditions of relevant By-Laws & Code of Conduct.
- Management of the Centre reserves the right to waive, modify or otherwise vary any of these by-laws to suit circumstances that may be brought to Management attention by centre staff, court supervisors, umpires, team captains or individual player.
- Members include; players, team contacts, spectators, coaches, umpires, staff, media, volunteers, teachers and parents.

## **SECTION ONE – GENERAL BY-LAWS APPLICABLE TO ALL FORMS OF NETBALL**

### **RULES:**

Australian Basketball Federation Official Rules (<http://www.basketballsa.com.au/about/policies-by-laws>) shall apply unless otherwise provided for in these by-laws.

### **1 NOMINATIONS:**

Entry to competitions at the centre will only be accepted by completing an online nomination form and paying the correct fee.

### **2 REGISTRATION:**

- 2.1. All players must complete an online registration each season for the competition in which they participate.
- 2.2. Senior players who have not obtained a full season registration by their fourth match will be required to pay a late registration fee.
- 2.3. Individual player registrations are non-transferable and non-refundable.
- 2.4. Players are not permitted to register with more than one team per program. Clubs with multiple teams are not able to interchange players throughout the season.
- 2.5. New players may be introduced at any time during the season provided they comply with registration requirements.
- 2.6. A player who fills in for any team is not considered registered until they comply with registration requirements.
- 2.7. All players registering for a senior competition need to be over the age of 13, no exceptions.

### **3 TRANSFERS:**

- 3.1. A player may transfer from one team or club to another team or club, provided that they obtain a clearance in writing from a team official named on the team nomination form. A transfer can only be refused if it can be proven that the player is un-financial with, or in possession of any assets belonging to the team or club from whom the player is seeking a transfer. Management of the Centre will resolve disputes on clearances.
- 3.2. A registered player is entitled to only one transfer per season. A player will not be granted a transfer whilst under suspension imposed by a tribunal or within 5 weeks of the finals series commencing.
- 3.3. In all junior competitions, official team contacts or coaches named on the original nomination form or any other person associated with a team or club are not permitted to approach any player in an opposition team or club with regards to transferring from one team to another.

### **4 FORFEITS:**

- 4.1. If a team does not have four legal players on the court and ready to play within ten (10) minutes of the scheduled starting time, or actual starting time (whichever is the later time), it shall lose the match on a forfeit and be required to pay a forfeit fine. If a fourth player arrives within 10 minutes, the match must start and will proceed as a normal game. A penalty of one (1) point for every minute or part thereof that the defaulting team did not have 4 players will be awarded to the opposing team at half time to a maximum of 10 points
- 4.2. The final score awarded for a forfeit will be 20 – nil against the forfeiting team who shall also lose one premiership point for each forfeit caused.

- 4.3. Players from the team receiving the forfeit will be recorded as playing on the date of the forfeit provided that a completed score sheet. This sheet needs to contain the names of registered players who would genuinely have played that match and must be submitted on the day of the match or within 48 hours of the scheduled game date and time. Players from the forfeiting team shall not be recorded as playing.
- 4.4. Forfeit fines will be imposed on the team causing the forfeit. The forfeiting team will be required to pay the forfeit within 14 days of the scheduled match.
- 4.5. Should a team receive a forfeit after attending the centre and paying the appropriate match fees, the match fee will be refunded. If the attending team used the scheduled court time for a scratch (unofficial) match or other team training purposes no refund of match fees will apply.
- 4.6. If a game is forfeited and teams agree to play a scratch match, no forfeit fine will be issued. Both teams must pay the appropriate match fee however the final score will remain 20-0
- 4.7. Any teams forfeiting during the finals series (Semi, Prelim and Grand Finals), will be recorded as a loss and the team may continue in the finals series after an investigation is concluded. If determined the team forfeited to benefit finals progression, this team will either be removed or reallocated depending on investigation outcomes. This will be at the discretion of Management.

## **5 ABANDONED MATCHES:**

- 5.1. An umpire/official has the authority to abandon any game where the umpire/official feels that the safety of other members is at risk.
- 5.2. Should a match be abandoned by an umpire due to unsporting conduct or a reportable offence displayed by one team, the match will result in a loss for this team. In this instance the abandoned team will be deducted one premiership point and the match will be awarded to the opposing team with a 20-0 score.  
If unsporting conduct or a reportable offence is displayed by both teams, both teams will be deducted one premiership point and the match will result in a 0-0 score. No refunds will be issued.  
Any offences will be reported and may result in a tribunal.
- 5.3. If a team chooses to abandon a match for any reason the match will result in a loss by the abandoning team. The match will be awarded to the opposing team with a 20-0 score.
- 5.4. If a team chooses to abandon a match before half time, they will incur a forfeit fine and the opposing team will receive a refund. If a team chooses to abandon a match after half time, no refunds will be given to either team.
- 5.5. If the Centre must abandon a match due to unforeseen circumstances the game will result in a draw with a 20-20 score and two premiership points awarded to each team.

## **6 TEAM UNIFORMS:**

- 6.1. All players in each team are required to present themselves in conforming team uniforms for each match. This includes any fill in players.
- 6.2. Three weeks grace will be allowed from the commencement of a season for players to procure conforming team uniforms. After this period the team will be;
  - Senior Teams will be penalised 5 points per player at half time if not in correct uniform.
  - Junior Teams will be penalised 5 points per player at half time if not in correct uniform up to a maximum of 15 points awarded to the opposition.
- 6.3. Conforming team uniforms shall be determined as follows: -
  - a) In all cases the nominated colour of the team uniform and numbers must be identical and consistent throughout the team (reasonable allowance will be made for fading of original colour).
  - b) Variation in trim (e.g. stripes, monograms etc.) will be allowed provided that such trim does not become the dominant colour of the uniform.
  - c) Variations in style of team uniform will be allowed provided that the colour of the uniform top and bottom is identical throughout the team.
  - d) Players may wear singlets, sleeveless tops, t-shirts & sports shorts.
  - e) No article of clothing shall contain pockets, buckles, loops or other objects that may cause a risk to the safety of other players.
  - f) Numbers of uniform colour and style must be properly attached (stitched, screen printed or iron on adhesive) to the front and back of the uniform top. Duplication of numbers is not allowed within the same team.
  - g) Numbers on the front of the shirt must be a minimum of four inches in size and numbers on the back of the shirt must be a minimum of eight inches in size.

- 6.4. Medic alert bracelets may be worn provided that they are securely taped to the wrist so that they do not cause a risk to the safety of other players.
- 6.5. Wedding rings of the flat or round band type may be worn provided that each ring is suitably padded and taped so as to fully cover the ring. No other items of personal jewellery may be worn, including body piercing.
- 6.6. Fingernails must be cut short so that they do not cause a risk to the safety of other players or alternatively approved sporting gloves may be worn to completely cover fingernails. No jewellery may be worn under the gloves unless complying with by-law 6.4 or 6.5.
- 6.7. Any request for exemption of uniforms must be presented in writing to the Manager outlining the reasons for exemption each case will be dealt with on an individual basis.

## **7 DURATION OF THE GAME:**

- 7.1. The game shall consist of two (2) 20-minute halves - equals 40 min games with 2 timeouts per half. (Please refer to section 3 for any junior exceptions).
- 7.2. In minor round matches the time clock shall run continuously throughout the game and may only be stopped at the discretion of the match official in the event of serious injury to a player. Teams will not be granted time-outs during the last three minutes of the game. If scores are equal at the end of normal playing time a draw will be declared and no extra time will be played. No substitution shall be allowed in the last 1 minute of the game, unless due to injury.
- 7.3. In semi-final matches normal playing conditions as described under By-law 7.1 shall apply. If scores are equal at the end of normal playing time, additional periods of five minutes shall be played until a result is achieved (no timeout will be granted in the additional periods).
- 7.4. In preliminary and grand final matches the time clock shall be stopped for all legal time-outs during the game, including injury, and full championship conditions will apply to the last three minutes of the game. Full championship conditions refer to the time clock stopping on every umpire's whistle and started immediately upon recommencement of play or as signalled by the umpire. If scores are equal at the end of normal playing time additional periods of five minutes (including one time out per team) shall be played until a result is achieved.

## **8 SCORING:**

- 8.1. Premiership points will be awarded as follows:  
*Four (4) points for a win, Two (2) point for a draw, One (1) point for a loss, minus one (-1) point for a team causing a forfeit.*
- 8.2. Scoresheets are the official record of the game results and participating players.
- 8.3. The full names of all players must be written clearly and legible on the team scoresheet.
- 8.4. Disputes regarding scoresheets are to be lodged within 24hrs of the game to Management in writing and will be considered by Centre Management.
- 8.5. Premiership table positions will be determined by match ratio which is deemed as Premiership Points divided by the amount of games that team has played.

## **9 BODY FLUIDS:**

- 9.1. A person who is bleeding or who has an open wound must immediately leave the court. Any blood visible on the player's body or clothes must be removed and cleaned, the bleeding contained and the wound covered sufficiently before the player can resume playing.
- 9.2. Should there be any blood on the court area or playing equipment the game will be stopped and will not resume until the area or equipment has been sufficiently cleaned.
- 9.3. Spitting in any form (either at, or toward, another person or onto the court area) will result in the offending player being immediately disqualified from the game and reported for misconduct

## **10 HOT WEATHER POLICY:**

- 10.1. On days when the maximum temperature for that day is forecasted to be 39 degrees or higher, as at 9am on the Bureau of Meteorology website ([www.bom.gov.au](http://www.bom.gov.au)), timing rules for all games will be modified as follows:
  - The quarter, half and three-quarter time breaks may be extended by one minute.
- 10.2. In the event of catastrophic weather conditions games may be cancelled completely.

## **11 ELIGIBILITY:**

- 11.1. A team is required to ensure that the full names of each player is recorded on the official match scoresheet(s) before the players takes the court. This includes late arrivals and fill ins.

- 11.2. Should it be discovered during the course of a match that the name of an on-court player does not appear on the scoresheet, this player's name shall be added with a penalty of 5 points added to the oppositions score at the end of the first half.
- 11.3. **FILL IN PLAYERS (denotes any player playing for a team they are not registered for):**
- 11.3.1 All fill in players must be recorded on the score sheet and have completed a fill in card from reception.
- 11.3.2 The team using a fill in player must not exceed 5 players, no substitutions.
- 11.3.3 Fill In players do not need to be registered to play minor rounds.
- 11.3.4 Fill in players will not be eligible for finals. Games will only be calculated for players once a registration is obtained, no prior games will be calculated.
- 11.3.5 A player who is currently registered with another team may also still act as a fill in player for another team in the same program provided that:
- The fill in player can only play for a team in a higher age group or grade.
  - The player obtains a fill-in card for the extra game.
  - Under these circumstances a "fill in player" cannot qualify for finals match selection for the team that he or she is filling in for.
  - An exception to rule 11.1.5(a) applies to the lowest grade in any Senior competition who may use "fill in players" from the same grade (e.g. If G Grade was the lowest grade in a competition then G Grade players could act as "fill in players" for another G Grade team). Junior competitions fill-ins may only be used from a lower age group.
- 11.4. Once a player has played 5 fill in games for one team in a higher grade or age group they are not permitted to play for the team in the lower grade/age group for the remainder of that season. Should this occur, the player will be classed as an illegal player. Please refer to by-law 15 for penalty.

### Finals Eligibility

- 11.5. All players participating in finals must be registered.
- 11.6. The number of minor round matches required for players to qualify for finals match selection is as follows:
- Senior competitions** – The player must be registered with and have played at least five (5) registered matches during the season for the team participating in the finals.
- Junior competitions** – The player must be registered with and have played at least four (4) registered matches during the season for the team participating in the finals.
- 11.7. Teams requesting a player be made eligible for finals who hasn't met the qualification criteria, must:
- Email the request to the centre a minimum of **5 days before the game**, and include the name of the person and the reason for the exemption.
  - Player must have played at least one (1) minor round game during the season with the team.
  - The player must register with the team prior to taking the court.
  - Permission will only be granted for the fifth (5<sup>th</sup>) player only.
  - Permission will be granted for one of the following:
    - Player to play full finals series
    - Player to substitute for a qualified player for one game only, after this time any qualified players can return and play the remainder of the finals series
  - Teams will be provided with written approval if the request is granted.

## 12 TEAM AND PLAYER RESPONSIBILITIES:

- 12.1. A team, club or school shall be held responsible for the conduct all members, including all team members, spectators' scorers and coaches. All teams have a collective responsibility to behave according to the code of conduct and support the centres officials. Any misconduct may be reported and result in a tribunal.
- 12.2. Children are the responsibility of their parents or carers and must be supervised at all times.
- 12.3. Management of the centre reserves the right to immediately withdraw any team indefinitely, from any program, sports activity or competition where their conduct provides a risk of safety to other members.
- 12.4. All teams must provide a competent scorer/timekeeper for the duration of the match. Scorers are not permitted to coach and must display good behaviour at all times.  
*Penalty for not providing a scorer/timekeeper by the start of the second half is five points added to the opponent's score at half time.*
- 12.5. New players may be introduce during a season, providing this does not increase a teams playing strength beyond the compatibility of the grade in which they play.
- 12.6. Teams are not permitted to have more than 10 players actively playing per game.

- 12.7. Only team players and team officials are allowed to enter the court area. If any other members associated with the team enter the court area during a game, the game may be abandoned at the discretion of the match officials.
- 12.8. **If a player receives 2 technical fouls and evicted from the centre by the court supervisor the player will automatically receive a 1 week suspension. If a report is put in a tribunal may increase this suspension.**

### 13 TEAM WITHDRAWALS

On being accepted into any given competition, the team agrees to play all scheduled matches, including finals. A team withdrawing at any stage after acceptance into the competition or during the season will incur a WITHDRAWAL FEE, as set by the centre, payable within 14 days.

### 14 COMPLAINTS & PROTESTS

- 14.1. For complaints regarding official's decisions the following process is to be applied:
- Team Captain to approach official in the break of a game or at the end of a game
  - Do not protest during the course of a game
  - If not satisfied with official's response, approach the Court Supervisor
  - If not satisfied with Court Supervisor, complete customer feedback form available at reception
  - Customer feedback forms will be responded to by the Manager after due investigation
- 14.2. The customer feedback form is used for all formal complaints involving other members or administration issues. A verbal report will not be accepted.
- 14.3. Any member who is reported may be sent to a tribunal and receive a penalty. Please refer to the misconduct process

### 15 ILLEGAL PLAYERS:

- 15.1. The penalty for playing illegal players is automatic forfeiture of the match, even if it has concluded.
- 15.2. Illegal players will be defined as follows:
- Failing to pay the appropriate player/ team fee
  - Failing to abide by by-law 11.4
  - Non-observance of transfer regulations
  - Non-observance of qualification criteria for finals matches
  - Playing whilst under suspension or whilst listed on the banned players list
  - Playing under an assumed name.
  - Playing more than the maximum fill in games in a higher grade/age group then returning to play in a lower grade/age group.
- 15.3. A player knowingly playing under an assumed name, or a coach knowingly playing a player under an assumed name, will be reported for misconduct

## **SECTION Two – APPLICABLE TO JUNIOR BASKETBALL ONLY**

*The following by-laws, in addition to the General by-laws printed above, apply to Junior Basketball competitions*

### 16 AGE QUALIFICATION:

- 16.1 Eligibility to play in respective age groups is determined on the player's age on the 1st January irrespective of the season. *Example – A player wishing to play in the U10 competition must not be 10 years or over on the 1<sup>st</sup> January of the current year.*
- 16.2 The minimum age for a child to participate in junior competitions is five years - *no exceptions.*
- 16.3 All players participating in junior competitions must produce proof of age if requested by Centre management. Proof includes current passport, student card, birth certificate, CAFHS registration, letter from school principle, drivers licence
- 16.4 Applications for a player to play below their age group needs to be done in writing to centre management. This should outline the circumstances surrounding the individual, including medical documentation. Permission may not be granted simply on ability alone.

### 17 SCORES

- 17.1 U8 & U10 scores will remain hidden during games throughout the season, this is to encourage participation, provide a social environment and to aim to develop players skills rather than focusing on competition.
- 17.2 U8 & U10 programs will not have finals. This brings all programs into alignment, and also abides by the Australian Sports Commission guidelines for juniors participating in sport. All other age groups will have scheduled finals at the end of each season.

17.3 U12, U14, U16 & U18 scores will be shown from the first official game of the season and remain displayed throughout the final's games (semi, prelim and grand finals). This is to align with Basketball's peak sporting body Basketball SA's district competition, where scores are displayed during all games of the season.

## 18 SPECIAL PLAYING CONDITIONS:

18.1 At Ingle Farm Recreation Centre

- a) U8 & U10 games consist of two 15-minute halves - equals 30 min game with 1 time out per half.
- b) Coaches are allowed on court to assist players in the U8 competition only.

18.2 At the Gardens Recreation centre

- a) U8 competitions will be played on a reduced size court. U10 competitions will be played on a full size court.
- b) All junior games will consist of 20-minute halves, including U8's
- c) Coaches are allowed on court to assist players in the U8 competition only.

18.3 In Under 8 and Under 10 competitions – the following special playing conditions shall apply:

- Under 8 competitions once a team has exceeded the opposing team's score by 10 points they must revert to a full zone defence within the key area. Any violation of this by-law will result in two free throws awarded to the opposing team.
- Under 10 competitions once a team has exceeded the opposing team's score by 10 points they must revert to a full zone defence within the three-point zone. This playing condition will be maintained until such time as the difference in the game score is less than 10 points. Any violation of this by-law will result in two free throws awarded to the opposing team.

*Please note: This playing condition shall be invoked at the discretion of the coach of the trailing team. It may be invoked any time after the gap in scores is equal to or greater than 10 points. To invoke this playing condition the coach of the trailing team shall notify the match officials through the score bench.*

- The normal three second rule is extended to five seconds.
- When shooting for goals the three-point rule does not apply.
- The passing back rule does apply.
- No finals series matches will be played.

18.4 In Under 12, Under 14 and U16 competitions – the following special playing conditions shall apply:

- Once a team has exceeded the opposing teams score by 20 points or more it must revert to a full zone defence within the three-point zone. This playing condition will be maintained until such time as the difference in the game score is less than 20 points. Any violation of this by-law will result in two free throws awarded to the opposing team.

*Please note: This playing condition shall be invoked at the discretion of the coach of the trailing team. It may be invoked any time after the gap in scores is equal to or greater than 20 points. To invoke this playing condition the coach of the trailing team shall notify the match officials through the score bench.*

- When shooting for goals the three-point rule shall apply.

18.5 In Under 18 competitions no special playing conditions shall apply (other than age qualification conditions)

## **SECTION FOUR – APPLICABLE TO SENIOR MIXED BASKETBALL ONLY:**

*The following by-laws, in addition to the General by-laws printed above, apply to Mixed Basketball competitions.*

## 19 TEAM COMPOSITION:

A minimum of two (2) male players and two (2) female players is required to commence a match. The fifth player may be either male or female.

## 20 DEFENDING:

Male players may not defend female players who are in the act of shooting for goal. Hands may be held up to screen the shot but defence over the ball is not permitted. Should an offence occur free throws will be awarded to the player who was over defended.

## 21 TEAM LEAD OF 20 POINTS:

Once a team leads by 20 points they can only use a zone defence within the bounds of the three-point circle. Penalty for this offence is free throws awarded to opposing team. The captain of the team awarded the free throw may choose the player to take the free throws.

## 22 PERSONAL SCORE OF 20 POINTS:

When an individual player has a personal score of 20 points they may not score any further points until all other members of their team have scored 20 points. Should all members of the team score their allocated 20 points then each individual player may start another 20-point maximum score.

*If a player has already achieved their 20-point tally and is fouled, they may take any resulting penalty shots and the score will count.*

*If a player is just under the 20-point tally and scores a goal the points for this last shot at goal will count even though their tally may be just over the 20-point limit.*

*Penalty for a player who scores points after their 20-point tally has been reached will be free throws awarded to the opposing team. The captain of the opposing team may choose the player to take the free throws.*

## SECTION FIVE – APPLICABLE TO NORTH EASTERN INCLUSIVE BASKETBALL ONLY:

*The following by-laws, in addition to the General by-laws printed above, apply to NEIB Basketball competitions.*

## 23 TEAM COMPOSITION:

A minimum of two (2) male players and two (2) female players is required to commence a match. The fifth player may be either male or female.

## 24 PLAYER'S:

- 24.1 Players will play a zone defence. Defence will extend no further than the three-point line.
- 24.2 All players need to take turns bringing down the ball from the backcourt into the offensive end of the court.
- 24.3 Players individual defence will be arms extended above the head.
- 24.4 There is to be no rejecting any shooter or slapping the ball out of a player's hand.
- 24.5 There must be at least 3 passes between players prior to attempting to shoot.
- 24.6 Each player must be given the opportunity to attempt to shoot.
- 24.7 The alternating possession rule will not be applied for this competition; a jump ball will take place instead.

## 25 SCORERS:

- 25.1 It is important for each game that scoresheets are completed in full, with full names from both teams.
- 25.2 The scores must be kept during the game and added up at half and fulltime.
- 25.3 The score sheet must be signed by both umpires at the conclusion of the game.
- 25.4 All teams must provide a competent scorer/timekeeper for the duration of the match. Scorers are not permitted to coach and must display good behaviour at all times. Grace will be allowed from the start of the game to the five (5) minute mark of the first half (without penalty) for a team to provide a scorer/timekeeper.  
*Penalty for not providing a competent scorer/timekeeper by the five (5) minute mark of the first half is five points added to the opponent's score at half time.*

## 26 PERSONAL SCORE OF 20 POINTS:

When an individual player has a personal score of 20 points they may not score any further points until all other members of their team have scored 20 points. Should all members of the team score their allocated 20 points then each individual player may start another 20-point maximum score.

*If a player has already achieved their 20-point tally and is fouled, they may take any resulting penalty shots and the score will count.*

*If a player is just under the 20-point tally and scores a goal the points for this last shot at goal will count even though their tally may be just over the 20-point limit.*

*Penalty for a player who scores points after their 20-point tally has been reached will be free throws awarded to the opposing team. The captain of the opposing team may choose the player to take the free throws.*

## 27 UMPIRES

- 27.1 When making a call briefly explain to the player what they have done wrong, if needed.
- 27.2 Allow 3 steps only before calling travel.
- 27.3 Fouls which put a player at a disadvantage must be called.
- 27.4 Talk to the players and encourage them to dribble and pass the ball to build their confidence. This will also help to raise the skill level of the game.