

Springers Basketball

BY – LAWS (*February, 2012*)

1. Team Registration & Game Fees

- 1.1 Team registration and playing fees shall be set by Springers Leisure Centre. They may reject, without giving reasons, any team's application for registration.
- 1.2 Game Fees must be paid to the Basketball Supervisor before commencement of the game.
- 1.3 Team Registration Fees are to be paid before the first game. Registration must be paid before entry is processed.

2. Timing Rules & Regulations

- 2.1 Each game will consist of 2 halves of 20 minutes with an interval of 2 minutes between halves.
- 2.2 There will be allowed 2 time outs per team per half. Each time out being a maximum of 1 minute. There will be no time outs permitted in the last 2 minutes of the first half.
- 2.3 Time allowed in the key is 3 seconds
- 2.4 In all rostered non finals games the clock will not stop.
- 2.5 In a finals series the clock shall stop for all time outs and five personal foul situations. In the last 3 minutes of the 2nd half the clock shall stop, for all whistles. Clock shall restart on the referees signal.
- 2.6 In the case of extra time in finals series, the clock shall stop for all whistles in the last 3 minutes.
- 2.7 Referees shall not start the game clock prior to the scheduled starting time of the match. At this time having called centres the game clock will be started. Should either team not be ready refer By Law 4.2
- 2.8 Jump Balls – There will be only one jump ball at the start of the game to advise possession of the ball, then the possession arrows is to be used.
- 2.9 When the court temperature reaches 35 C. the following time rules apply:-
 - The games will be two 18 minute halves
 - Half Time will be 3 minutes.
 - A compulsory referee's time out will be called close to the 9 minute mark of each half and the clock will stop.
 - The clock will not stop for any other timeouts.
 - When the court temperature reaches 40 C the game will be abandoned. If the game is abandoned before it commences, before or at half time the game will be counted as a draw.
 - If the game is abandoned after halftime, the game stands as the final result.
- 2.10 In the event that an injured player is unable to be moved from the court, the clock shall stop for one minute, and then the clock shall be restarted at the direction of the referee. In the event that game time elapses prior to the injured player being moved then the score shall stand.

3. Player Registration & Eligibility

- 3.1 All players must be registered on the registration form available from the Springers Leisure Centre. The details listed on the registration sheet will be used for player registration and insurance purposes, and as such must be true and correct.
- 3.2 Players must be within the relevant age range for the competition within which they will be playing. These age limits are:
 - Senior competitions – 16 years of age and over
 - Junior competition age ranges are specified in the competition information relevant for a particular season and competition
- 3.3 New team members must complete the registration details prior to playing their first game. Registration forms are located at reception.
- 3.3 The registration form must be filled in correctly. It must have Given Name, Family Name, Postal Address, Suburb, Date of Birth and signature. Until the registered player information is correct any games played will not count for finals eligibility.
- 3.4 Players playing under an assumed name will cause the team represented to lose a total of six (6) points (or the equivalent points earned from two wins) from their current points standing on the ladder. They shall be reported to the tribunal for further action.
- 3.6 Players may not transfer from one team to another during the season in any one competition.
- 3.7 Players can only play in one game in each competition, on any one night. The penalty for playing a player ineligible under this rule shall be the loss of all premiership points in the games concerned and a win (20-0) shall be awarded to the opposing team.
- 3.8 All teams must nominate 2 persons to contact with queries, information or enquiries. It is the responsibility of the teams nominated persons to fill out the scoresheet before each game, paying the game fees to the basketball supervisor before each game, ensuring players has correct uniform and making players aware of all by-laws and insurance procedures.

4. Walkovers

- 4.1 A team may commence a game with a minimum of 4 players whom are ready to take the court, and the scoresheet filled as required to start the game.
- 4.2 For each minute (or part thereof) a team is late, the opposing team shall be awarded one point. A team is late after such a time as both the referees are ready to start the game and it is on or after the scheduled time for the start of the game.
- 4.3 If a team is ten minutes late the match is forfeited and no premiership points awarded to that team. The opposing team shall be awarded a win (20-0)
- 4.4 Walkover fines and penalties will be determined by Springers Leisure Centre at the start of each season. The current penalty for a walkover is \$75 with less than 24 hours notice. \$58 with more than 24 hours notice.
- 4.5 All fines must be paid prior to the next fixture game or arrangements made to pay with Springers Leisure Centre to their satisfaction before being allowed to play
- 4.6 Three walkovers in any one season by any one team may result in that team's disqualification at the sole discretion of Springers Leisure Centre
- 4.7 Teams withdrawing from the competition are subject to a \$70 Withdrawal fee.

5. Uniforms

- 5.1 Colours of both singlets and shorts shall have the same majority colour and be consistent between players (i.e. trim is not exclusively disallowed) .
- 5.2 Uniforms must be in good condition. Players with torn singlets may not commence the game.
- 5.3 Numbers shall be contrasting colours and shall be in the range of 4-15, 20-25, 30-35, 40-45 and 50-55. Number size must be at least 10cm on the front and 20cm on the back)
- 5.4 T-shirts may not be worn under singlets
- 5.5 Shorts with pockets or metal buckles are **NOT** allowed. Where bike shorts are worn underneath they must be the same colour as the top shorts
- 5.6 If in the opinion of the referee, uniform colours are similar, the team listed first on the scoresheet has colour priority. The team listed second must wear alternate singlets. Singlet changes should be organised prior to game time. Alternate singlets are available from the basketball supervisor at no cost for a clash situation. If a team is unable to obtain a complete set of matching uniforms from the basketball supervisor no penalty shall apply for wearing allowable incorrect uniform.
- 5.7 At the start of any season. Existing teams are to be in uniform. Exception is a singular newly registered player who is allowed one weeks grace after they have notified the basketball supervisor.
- 5.8 If a player is out of uniform a penalty of 3 points per incorrect item is to be applied.
- 5.9 Soft, pliable hair accessories are permitted. Any hair accessory that presents a possibility of injury to other players in the opinion of the referee is illegal and disallowable uniform.
- 5.10 All jewellery must be removed – no watches, studs, necklaces, rings or earrings may be worn (flat wedding bands are an exception but must be taped).
- 5.11 Street shoes and sports shoes with a surface such that they may mark the court are illegal and disallowed.
- 5.12 New teams in the competition have four weeks before uniform penalties apply.
- 5.13 Referees will be directed to check fingernails. Players, who in the opinion of a referee have fingernails protruding above the finger, as viewed from the palm side of the hand, will not be permitted to play. Players who wish to wear gloves may do so, subject to prior approval of the glove by the association.

6. Bench Officials

All teams must provide one competent bench official for each game. Referees may ask players to sit off if no bench official is provided even in the instance where this will cause fewer than four players to take the court. If there are issues with the scorers provided for a game and an issue is raised, it can be required that the scorers provided by the teams rotate the tasks of sheet and clock.

7. Game Eligibility

- 7.1 All players must complete their individual details on the registration form prior to playing their first game.
- 7.2 Players whose names are not on the front of the scoresheet by the beginning of the second half will not be allowed to play in the remainder of the game. It is the team's responsibility to ensure the scoresheet is filled out correctly. All players including fill-ins must complete the registration form to qualify for finals. Only games played after registering are counted towards finals eligibility.

8. Finals Eligibility

- 8.1 All players that have neither scored nor fouled must print their name and number worn and sign on the back of the score sheet. Players must play in at least six games fixtured for his/her team in any season to qualify to play in the finals competition for that grade and season. All players including fill-ins must have completed the registration form to qualify for finals. Only games played after registering are counted towards finals eligibility.
- 8.2 Walkovers during the season will be credited for the players within the team who didn't cause the walkover. However, the players must have played the week prior for the game to be counted towards their six games.
- 8.3 Clubs wishing to appeal in regard to player finals eligibility must lodge their appeal in writing, addressed to "Senior Programs Coordinator Springers Leisure Centre" no later than seven days before their first finals game. This will then be discussed by management. Examples of appeals that may be heard may include games missed due to injury sustained during the season (with a medical certificate relevant to the missed games). Examples of appeals that are likely to be rejected are work related commitments and overseas travel. The player will be notified regarding management's decision and no further correspondence will be entered into.
- 8.4 Played games are only counted from when a player has registered correctly on the registration form.

9. Unfinished Matches

- 9.1 In the event of a match being unable to be completed during the regular season due to circumstances beyond the stadiums control (eg. Power blackouts, flooding etc) the following actions will be taken.
 - 9.1a If a problem occurs before half time the match shall be treated as a draw unless the match can be recommenced within 15 minutes of play being stopped.
 - 9.1b If a problem occurs during or after half time the team that is leading shall be declared the winner unless the match can be recommenced within 15 minutes of play being stopped.

10. Regrading

The stadium management in liaison with the Springvale Basketball Association Incorporated may grade and regrade any team at any time for the benefit of the competition.

11. Suspended Players

Players who are under suspension by any basketball tribunal recognised by Basketball Victoria or Basketball Australia are not eligible to play in the competition. Teams who play suspended players will lose all premiership points for the games concerned, and a win will be awarded to their opponents.

12. Protests

Any team desiring to lodge a protest in respect to any game must endorse the scoresheet in the presence of the referee, signifying the intention to protest. The official protest must be lodged in writing with Springers Leisure Centre within seven days of the match. Protests will be discussed with the senior programs coordinator and stadium management. The team will be notified regarding management's decision and no further correspondence will be entered into.

13. Care of Venue

- 13.1 Centre Management are empowered to exclude any person from the venue.
- 13.2 The management will refuse entry to any person under the influence of alcohol/drugs or attempting to carry alcohol/drugs into the venue.
- 13.3 Any player or official or for causing damage to the venue shall be required to pay the cost to repair or be required to pay a charge towards such costs, as determined by Centre Management
- 13.4 Centre Management has the right to refuse any team entries and player registrations
- 13.5 Hanging from nets, rings, basket supports or any other deliberate damage to any part of the stadium carries a MINIMUM 1 week suspension. Person/s caught will be evicted from the centre immediately.

14. Spectator / Team Followers

- 14.1 Any spectator entering the basketball area is subject to the same rules and restrictions as players and coaches. If needed, any spectator who abuses referees, disputes their decisions or behaves in any way which the referee believes is disruptive shall be reported to the tribunal. Punishment for such offences can be as serious as being banned from the centre.

15. Reports on Officials

Reports on officials shall be dealt with in accordance with the rules of Basketball Victoria

16. Miscellaneous

- 16.1 Any matter not specifically covered by these By-laws, Springers Leisure Centre may take the necessary ruling
- 16.2 Any breach of By-laws or actions felt by Springers Leisure Centre to not be in the best interest of the game, Springers Leisure Centre reserves the right to impose penalties and/or restrictions as seen appropriate by Springers Leisure Centre
- 16.3 **Sin Bin – Players awarded a Technical Foul may be sent off to the sin bin for 5 minutes(game time). Scorers are to note the time the player left and returned to the court.**
- The player MAY be substituted.
 - If the team has only 5 players,they are to play with only 4
 - If it happens with 1 minute to go in the first half. They are to miss the first 4 minutes of the 2nd half.
 - If it happens with 4 minutes to go in the game. The player sits out the remainder of the match