

# **By Laws and Game Rules**

## **Basketball Association S.A. Church**

### **Basketball Clubs**

## By Laws & Game Rules

### 2016 SA Church Basketball Association By-Laws & Game Rules

The Association Game Rules and By-Laws for the 2016 Winter Season are outlined below:

#### By Laws

#### **1      ADMISSION FEES TO VENUES**

##### **1.1      Outside Venues**

There are no admission fees charged. However, each team is required to reimburse the court officials for their game, at a rate specified by the Operations Sub-Committee.

##### **1.2      Inside Venues**

All players, coaches and spectators are required to pay the appropriate admittance fee (the rate of which is specified by the Operations Sub-Committee) on entering the stadium. The only exceptions to this requirement are: child spectators under the age of fifteen (15) years; Association Life Members, Association employees, season ticket holders, ministers of religion and age-pensioners (all of whom may be asked, by the Doorkeeper at the venue, to provide proof of their eligibility); non-playing scorers and coaches (who are required to sign a sign-in sheet at the entrance to the venue); referees for that venue; the umpire-in-charge; and referee coaches. Regardless of the exceptions just specified, ALL people who participate as a player, or as a substitute, in a game are required to purchase a 'player' ticket and lodge said ticket in the appropriate ticket bag for their team.

##### **1.3      Refunds**

Forfeits - In the event that a game is forfeited and NO play actually takes place then all of the players, coaches and spectators for that game are eligible to have their admission fees refunded to them on presentation of their ticket to the Doorkeeper, provided that said refund is claimed within twelve (12) minutes after the scheduled starting time of that forfeited game. Anyone remaining in the stadium venue beyond that twelve (12) minute period is no longer eligible for a refund of any kind - players having claimed their refund (within that twelve (12) minute period) may then purchase an appropriate ticket to remain in the venue as a spectator. There are no refunds given for a forfeit where ANY or SOME play (regardless of its duration) has actually taken place (Refer Game Rule 5.4).

##### **1.4      Persons ejected**

Any person, be they a player, a coach or a spectator, who is directed to leave a venue, is NOT eligible to receive a refund for the admittance fees which they have paid.

#### **2      REGISTRATION**

**All players** shall be registered on or before the Tuesday following their first game. The team penalty shall be a 20/0 loss regardless of the score.

### **3**      **ELIGIBILITY**

- 3.1 To be eligible to play in the Major Round Games, players shall play at least five (5) Minor Round games for the same Club on separate days, not necessarily in the same grade with two (2) of their five (5) matches played in the first half of the season. Such games to be played by the completion of the Minor Round of the grade concerned.
  - 3.2 Postponed games to be considered as having been played on day originally scheduled. When a game is a forfeit, players whose names appear on the score-sheet and are in attendance for both teams, are recorded as having played that game.
  - 3.3 A player shall not play for more than one Club in one Season.
  - 3.4 No player, having played five (5) games in a higher grade, shall be eligible to play in a lower grade.
  - 3.5 A player may play in more than one (1) game on a Saturday, provided he/she has not played more than five (5) games in a higher grade. Lowest Senior Grade is classed as higher than highest Junior Grade.
  - 3.6 In the event of two teams, from the **SAME CLUB** in the **SAME GRADE** there shall be **NO INTERCHANGE** of players between these teams during any part of the Season. However, any player from lower grade teams from that Club may play in both teams if required to fill a vacancy.
  - 3.7 No player shall play more than one (1) Major Round game on the same day.
  - 3.8 No player shall play in more than one (1) Grand Final. **(NO EXCEPTION)**
  - 3.9 To be eligible to play in any of the Age Grade Divisions, i.e. Under 8, 10, 12, 14 or 16 years, a player cannot attain the age of either, 8, 10, 12, 14 or 16 years on or before September 30<sup>th</sup> in the year of competition.
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- 3.1 A player may not play in a team of the opposite sex without the prior written approval of the Permit Committee. This rule does not apply to U14 and lower grades.

### **4**      **ASSUMED NAME - Penalty for a team playing a player under an assumed name shall be:**

- 4.1 Loss of all premiership points gained by that team whilst playing that player.
- 4.2 A forfeit being recorded for each game played by that team whilst playing that player and a score of 20/0 being recorded against that team for each such game.
- 4.3 That player and the team coach, or if there is no coach, then the team captain, shall be reported for mis-conduct and subject to a hearing before the Tribunal.

### **5**      **FORFEITS**

- 5.1 A team forfeiting on an outside court shall pay a fine of **\$50.00** and on an inside court a fine of **\$200.00** for both Seniors and Juniors. To avoid a forfeit fine both teams are required to play a scratch match with no less than three (3) players, otherwise forfeit fines shall be imposed on teams refusing to play. **Player refunds will not be issued if either team refuses to play a scratch match.** Forfeits during Finals Series shall be **\$300.00**  
**The forfeit fine applicable is applied regardless of notification.**

### **6**      **SCORESHEETS**

#### **Indoor Courts**

The scoresheet for the game will be retained by the Umpire-in-Charge or one of the court officials to hand to the Doorkeeper.

**Outdoor Courts** - Teams must leave their scoresheet in the box provided on each score-table. In all cases, if not received by the Operations Committee Coordinator a fine of \$3.00 per sheet, per week, may be imposed. A Scoresheet must be submitted for forfeits and postponed games.

7 - **MATCHES** - All matches will be played as scheduled by the Operations Sub-Committee.

8 **UNIFORM CHANGES** - Where two teams in the same grade have similar colours, the Operations Committee Coordinator shall direct the required team in the individual Grade to change to a contrasting colour where necessary. Failure to comply will result in a 20/0 loss.

9 **REFEREE/S** - Each team must supply one (1) part time Referee for one team or one (1) full time Referee for two teams. (Therefore one (1) full time Referee covers two (2) teams.) Failure to comply will result in a payment of \$45 fee referee registration fee for each team not covered by a referee. All other teams supplying the required number of referees will pay only a \$15 fee referee registration fee. Any queries should be directed in writing to the S.A.C.B.A. Operations Committee Coordinator. New Clubs may be exempted in their first season. Referees shall attend all training seminars nominated by S. A. Church Basketball Officials Association (S.A.C.B.O.A.). Failure of the Clubs' Referee/s to attend seminars may result in a fine imposed by S.A.C.B.O.A.

10 - **GENERAL MEETINGS** - Clubs whose representatives do not attend or give a satisfactory written apology at any General Meeting of S.A.C.B.A. shall be fined **\$10.00**

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**THE ABOVE BY-LAWS ARE SUBJECT TO THE DISCRETION OF THE S.A.C.B.A. MANAGEMENT COMMITTEE.**

## **2016 Game Rules**

1 **RULES.** Rules of the game shall be those of **FIBA (International Basketball Federation)** except where this Association shall determine otherwise.

2 **UNIFORMS**

**ALL PLAYERS MUST HAVE CORRECT UNIFORM FOR THE FIRST GAME OF THE SEASON.**

- 2.1 **Singlet.**

A player must wear a top of same style and colour consistent with the rest of the team. Trim and numbers must be of same style and colour consistent with the rest of the team. If a T-Shirt is worn **UNDER** the top, it must be the same **SINGLE** colour as the top. A top or T-Shirt which is in marked contrast to those of the rest of the team, **WILL NOT** be accepted. In the event of a colour change which changes the colour of the top, the T-Shirt worn underneath must also change.

- 2.2 No two (2) players of the same team shall wear the same legal number. In the event of two (2) players having the same legal number, one (1) shall turn the Singlet inside out, and in this case only, no number is regarded as a legal number.

**PENALTY** - two (2) points will be awarded to the opposition immediately that player enters the court.

2.3 **Shorts.**

A player must wear sports shorts (**no pockets allowed**) of length, style and colour consistent with the rest of the team. Trim must be of same colour and consistent with the rest of the team - draw string cord must be tucked into shorts. Shorts which are a marked contrast to those of the rest of the team **WILL NOT** be accepted. **PENALTY** - player may not enter the court.

- 2.4 **Exception:** In mixed teams, females may wear a female style uniform and males may wear a male style uniform.

2.5 **Women's teams only**

A team **must be consistent** and wear either all skirts, all sports shorts, all bodysuits or all runners. **BIKE/AEROBIC style pants can only be considered as an undergarment. Bike/Aerobic pants long or short will not be accepted worn under runners.**

2.6 **Undergarments.**

Undergarments that extend beyond the Singlet or shorts may be worn provided they are the same **SINGLE** colour as the Singlet or shorts or are skin coloured. **Bike/Aerobic style pants can only be considered as an undergarment. PENALTY** - player may not enter the court unless the offending undergarment is removed.

- 2.7 **Jewellery-** Wearing of jewellery of any kind is not permissible. **EXCEPTION – Wedding rings only if plain and flat, and only if taped.**

3 **SCORER/TIMEKEEPER.**

Each team shall supply a competent scorer/timekeeper for all games. Team A will score whilst Team B (as listed on the program) shall be the timekeeper. Failure to supply either will result in six (6) points being added to the opponents score at the start of the scheduled game. This means that if there is only one scorer available the game can still proceed. If the second table official is a player/scorer/timekeeper two (2) points will be added to the opponents score at the start of the scheduled game. On all courts the timekeeper shall start the game clock at the scheduled starting time and time the game as per the regulations provided on the score-table. In the event of no competent scorer being available from either team, a no game shall be declared and no premierships points will be awarded.

4 **SCORESHEETS.**

Players' names (first name and surname) and numbers **FOR BOTH TEAMS** shall be listed on the score sheet **5 minutes before the scheduled starting time**. Names shall be printed clearly. The players must be in attendance at that game **ready to play** prior to the start of the second half.

**Penalty for name not on the score sheet when play commences – the player is not permitted to play.**

**Penalty for non-attendance - name crossed off the score sheet.**

## **5      NUMBER OF PLAYERS REQUIRED**

### **GAME START AND FORFEITS**

- 5.1 As specified in Game Rule 3, the game clock is to be started at the scheduled time for the game whether or not the various participants are ready to commence.
- 5.2 Five (5) players for both teams are required for a normal game. When a team has **at least three (3) players**, the game play must start – to avoid a forfeit a team has up to ten (10) minutes from the scheduled starting time to have five (5) players at the venue **ready to play**. One point will be awarded to their opponent's score for every minute or part thereof which the defaulting team does not have five (5) players **on court**. Points are to be awarded at the half time interval.
- 5.3 Any team which does not have five (5) players at the venue ready to play within ten (10) minutes of the **scheduled starting time** will lose the game by forfeit. In the event of a forfeit where play has actually commenced (see Game Rule 5.2), **the game shall be continued** as a scratch match, but the final score will be disregarded – the game score will be recorded as twenty (20) to nil (0).
- 5.4 For all forfeits, premiership points shall be awarded as: to the 'winning' team three (3) points; to the forfeiting team zero (0) points. The game score will be recorded as twenty (20) to nil (0).

## **6      TIED GAME.**

In the event of a tied game at full time, **NO EXTRA PERIOD** is played (except in the final series) with each team receiving two (2) points.

## **7      HANGING ON THE RING**

**ANY PERSON (Player or Spectator) intentionally hanging onto or snapping the ring or nets, shall be immediately evicted from the Stadium (NO WARNING), for the remainder of days program.**

**NO REFUND ON TICKET SHALL BE GIVEN.**

## **8      SWEARING**

**Swearing is not tolerated in any situation. Audible swearing is an immediate Technical Foul and may be reportable.**

## **9      TECHNICAL FOULS**

**A player receiving two Technical Fouls for behavioural issues during the same game will be automatically disqualified from the game and may be required to attend a tribunal hearing.**

**THE ABOVE GAME RULES ARE SUBJECT TO THE DISCRETION OF THE S.A.C.B.A. MANAGEMENT COMMITTEE.**

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**1        RULES.** Court Equipment shall comply with **F.I.B.A.** Rule Two (2) with the following exceptions:

- 1.1 The ring shall be 2.6m from the court surface for Under 8 and Under 10's **ONLY**. Under 12's ring height is as for seniors ie 3.05m from the court surface.
- 1.2 The free throw line shall be 3.7m from the face of the backboard.

**2        BALL SIZE.**

The ball shall **be** Size 5 for Under 8 and Under 10, Size 6 for Under 12.

**3        TIMING.**In Under 8 & Under 10 the clock shall not be stopped for any Time-outs or substitutions.

In Under 12 the clock shall stop only in the last two (2)minutes for each charged time-out, substitution and foul shots.

**4        -        FOULS.** A player committing six (6) fouls must leave the game.

**5        -        3 SECOND RULE.** The normal three (3) second rule is increased to five (5) seconds.

**6        -        PLAYER ENTITLEMENT.**

**FOR ALL GAMES EACH PLAYER IN CORRECT UNIFORM SHALL PLAY AT LEAST HALF THE PLAYING TIME OF THE GAME.**

**7        -        TIED GAME.**

7.1 Under 8's and under 10's. In the event of a tied game at full time, **NO EXTRA PERIOD** is played.

7.2 Under 12's. In the event of a tied game at full time, **NO EXTRA PERIOD** is played (exceptin the final series) with each team receiving two (2) points.

**8        3 POINT RULE.**

The three (3) point rule does not exist in Under 8, Under 10 and Under 12 competitions.

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**POSTPONED GAMES** -

No outdoor game shall be postponed before the scheduled starting time unless personally notified previously by a representative of the Association Operations Sub-Committee. However, if conditions warrant it or safety is an issue the game may be postponed by a majority agreement of both team Coaches and Referee/s.