

SHELLHARBOUR CITY STADIUM BASKETBALL RULES

Borrowing Registered Players

- You may **ONLY** borrow players if your team has less than 5 players present
- You can only borrow to make up five (5) players, maximum borrowed players allow is one (1).
- Four (4) of the teams registered players need to take the court or the game will be classed as a forfeit.
- Registered players can only fill in for a team in a higher grade; no player is allowed to fill in for a team in their own grade or lower grades.
Exceptions may be given to teams in the lowest division and junior competitions that only have one grade.
- Borrowed players must be identified to the referees and write their names on the score sheet and indicate which team they are registered in.
- **Players can only be borrowed three (3) times during the competition**
- Players **CANNOT** be borrowed for finals, irrespective of how many times they have filled in for another team.

Qualified Players

1. A maximum of 10 registered players per team.
2. Players can only register in one team per competition, (must have paid registration in full by week three (3) of competition).
3. Players must have played three (3) competition games for their registered team to be eligible for finals.
4. A registered player can only fill in for a team in a higher grade; no player is allowed to fill in for a team in their own grade or lower grades. Exceptions may be given to teams in the lowest division and junior competitions that have one grade.
5. Filling in for another team is not permitted during final playoffs unless.
 - a) Your original team no longer exists and you have filled in transfer papers.
 - b) *Your original team coach/representative allows you to transfer teams.

*All transfers must occur not less than four (4) weeks from end of competition and the Shellharbour City Stadium transfer of registration form has to be completed.

Walkover

A walk over will be called when one (1) team fails to have four (4) legal players on court ready to play within 10 minutes after the clock timer is started.

ALL EFFORTS SHOULD BE MADE TO AVOID A WALKOVER (The clock should be started and the team present shall be awarded 2 points every minute waiting.)

After 10 minutes the waiting team will be awarded 2 points for a win and the game can be played with fill in players.

Forfeit Score

The forfeit score is 20 – nil (0)

Timing of the Game

- The games will commence on game start time and will consist of two 20 minute halves.
- There will be two (2) 30 second time out per team per half.
- A 2 minute breaks at half time.
- No time stoppages in the last minute unless the score is within 8 points.

How the ball is played

In basketball, the ball is played with the hands only.

To run with the ball, **deliberately** kick or block it with any part of the leg or strike it with the fist is a violation. To **accidentally** come into contact or touch the ball with the foot or leg is not a violation.

Control of the ball

A **player** is in control of the ball when he is holding or dribbling or has a live ball at his disposal. A **team** is in control of the ball when a player of that team is in control of a live ball or the ball is being passed between teammates. Team control continues until an opponent gains control, or the ball becomes dead or the ball has left the player's hands on a shot for a field goal or on a free throw.

Player in the act of shooting

The **act of shooting** starts when the player begins the motion normally preceding the release of the ball and, in the judgment of the referee, he has started an attempt to score by throwing, dunking or tapping the ball towards the opponents' basket. The act of shooting continues until the ball has left the player's hands.

Goal: When made and its value

A **goal** is made when a live ball enters the basket from above and remains within or passes through the basket. A goal from a free throw counts one (1) point a goal from the two-point field goal area counts two (2) points, a goal from the three-point field goal area counts three (3) points

Dribbling

A dribble starts when a player, having gained control of a live ball on the court, throws, taps, rolls or dribbles it on the floor and touches it again before it touches another player

A dribble ends when the player touches the ball with both hands simultaneously, or permits the ball to come to rest in one or both hands.

The following are not dribbles

1. Successive shots or field goal
2. Fumbling with the ball at the beginning or at the end of a dribble
3. Attempts to gain control of the ball by tapping it from the vicinity of other players
4. Tapping the ball from the control of another player
5. Deflecting a pass and recovering the ball

Tossing the ball from hand to hand and allowing it to come to rest before touching the floor

Traveling

Traveling is the illegal movement of one or both feet in any direction whilst holding a live ball on the court. A **pivot** is when a player who is holding a live ball on the court steps once or more than once in any direction with the same foot, whilst the other foot, called the **pivot foot**, is kept at its point of contact with the floor. **It is legal when a player**, whilst holding the ball, falls on the floor or, whilst lying or sitting on the floor, gains control of the ball. **It is a violation if the player then** slides, rolls, or attempts to stand up whilst holding the ball.

Three seconds

A player shall **not** remain in the opponents' restricted area (key) for more than three (3) consecutive seconds, whilst his **team** is in control of a live ball **on the court** and the game clock is running.

Closely guarded player

A **player** who is holding a live ball on the court **is closely guarded** when an opponent is in active guarding position at a distance of no more than one (1) meter. A closely guarded player must pass, shoot or dribble the ball within five (5) seconds.

Eight seconds

Whenever a player gains control of a **live** ball in his **backcourt**, his team must, within eight

(8) seconds, cause the ball to go into its frontcourt.

Fouls

A **foul** is an infraction of the rules involving personal contact with an opponent and/or unsportsmanlike behavior. A foul is charged against the offender and subsequently penalised according to the rules.

Game Clock

The clock will not stop during the last minute of the second half when one team is leading by 8 points or more (except for time-outs).

Trial Games

The first round games in all basketball competitions are classified as trial games. No wins / losses, scores or points will be recorded on any of the basketball competition ladders. All basketball competitive games will officially start from round two. From this point, game scores, points and win / losses will be recorded on the competition ladders.

Bleeding Players

Any player who is bleeding during the game will be asked to leave the court by the referee until such time as the bleeding has stopped. The player must wash all the blood from themselves and their uniform. Any open wounds must be covered before they will be allowed to take the court again.

Injured Players

If a player is injured during the game or incurs an injury that may incur medical expenses after the game, then at the end of the game record the player's name and nature of injury on the back of the score sheet and obtain the signature of the referee.

Fees and Payments

Registration fees must be paid via Gameday

Men's Basketball Competition Winners

The men's basketball will have Semi-finals, Finals and Grand finals.

FORFEITS during Semi, Finals and Grand Finals: If your team forfeits in any of the final series that team will not advance, **your team will be eliminated from the finals**. The team that did not forfeit will automatically advance to the next appropriate level.

If your team forfeits the Grand Final, they will be forfeiting any prizes awarded in the Final series.

For example: If a team forfeits in the Major semi-final the team that did not forfeit will automatically advance to the Grand Final and the winner of the Minor Semi Final will also advance to the Grand Final.

Mixed Social Basketball Competition

No Semi Finals, Finals or Grand Finals are played.

Senior Mixed Modified Rules

1. A male player cannot shoot inside the key if a defending female player is standing inside the key area. This includes starting to shoot outside the key and driving forward to land inside the key at the end of the shot.
2. A male player may not block shot attempts by female players. They could however stand with their hands in the air with no intention of blocking the shot In-front of the female.
3. If a male player is more than 1 meter away from the female in the key, he may only stand with hands in the air but may attempt to catch, tip or deflect the ball in a safe manner once the ball has left the females hands.
4. If a male player blocks the females shot she will be awarded 2 free throws. This is a violation not a foul.
5. It is **legal** for a male player to shoot in the key if a female is not in a defensive position when the male enters the key for a shot. (eg: If the male makes a break and no female are in the key, next to or up with play when the male enters the key and takes his shot).
6. If a male player enters the key and is fouled, (if a female was in the key at the time of the foul), the foul is called on the offending player and the ball to be thrown back in from the **side line**.

Duty of the Officials (Referees)

1. The officials shall, prior to the start of the game, inspect and approve all equipment, including court, baskets, balls, backboards, timers and scorer's equipment.
2. Officials (Referees) must get notification from any player being borrowed from another team or have paid the fill in fee.
3. The officials shall not permit players to play with any type of hand, arm, face, nose, ear, head or neck jewelry.
4. The officials shall not permit any player to wear equipment, which, in their judgment, is dangerous to other players. Any equipment which is of hard substance (casts, splints, guards and braces) must be padded or foam covered and has no exposed sharp or cutting edge. All the facemasks and eye or nose protectors must conform to the contour of the face and have no sharp or protruding edges. Approval is on a game-to-game basis.
5. All equipment used must be appropriate for basketball. Equipment that is unnatural and designed to increase a player's height or reach, or to gain an advantage, shall not be used.
6. The officials must check the game ball to see that they are properly inflated. The recommended ball pressure should be between 7 1/2 and 8 1/2 pounds.
7. If a coach or team captain desires to discuss a rule or interpretation of a rule prior to the start of a game or between periods, it will be mandatory for the officials to ask the other coach to be present during the discussion. The same procedure shall be followed if the officials wish to discuss a game situation with either coach.
8. Officials must meet with team captains prior to start of game.
9. Officials must start the games on time
10. Officials must report any nonconforming or unique incident to the Operations staff.
11. Deliberate, punching, fighting or team's failure to have five legal players to begin the game must also be reported.

Table Duty

The scorers shall record goals made and keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the officials immediately when a Forth personal foul is called on any player. They shall record the timeouts charged to each team. In case there is a question about an error in the scoring, the scorer shall check with the referees at once to find the discrepancy. If the error cannot be found, the official shall accept the record of the official scorer, unless he has knowledge that forces him to decide otherwise.

1. The scorers shall keep a record of the names, numbers of the players who are to start the game and of all substitutes who enter the game
2. The scorers shall use a buzzer or other device unlike that used by the officials or timers to signal the officials. This may be used when the ball is dead or in certain specified situations when the ball is in control of a given team
3. Scorers shall record on the scoreboard the number of team fouls
4. Stadium will provide table duty for senior and mixed competitions

5. Junior basketball table duty is provided by 1 representative from each team

Junior Basketball

What Type of ball do I need?

Shellharbour City Stadium provides all game balls.

If you are purchasing a ball for your children's training or personal use, an indoor basketball with plenty of grip and air is preferred.

Girls	size 6
Boys U8 - U12	size 6
Boys U14 and up	size 7

What do I bring to a game?

Suitable footwear and clothing
Drink bottle

- Parents when at all possible, please stay in case of emergencies, especially in the younger age groups.
- Arrive 15 minutes before game time and meet up with coach and teammates, do your warm-ups and stretches and get ready for a FUN game.

Junior Basketball Competition Winners

The winner of the competition is the team with the most amount of game points (win=2, draw=1, loss=0, Bye= 2, forfeit= -1) obtained from that competition. In the case where two teams have the same number of points the winner will be decided by overall points for and against.

- The first round will not be given any win loss points so any movement within grades can be looked at.

Junior No Zone

Basketball NSW and Shellharbour City Stadium supports the Basketball Australia's Initiative of not allowing zones to be played in Under 10, 12 or Under 14 competitions.

Therefore in all junior competitions in these age groups conducted by Shellharbour City Stadium, there is a ban on the playing of zones.

Observers will:

- Take into account the intention of the defensive team (is the defence trying to play man to man with a player/s forgetting who they are guarding or are they just tired and losing their player);
- Notification Procedures: If an observer is present they will have already notified their presence to the coaches, referees and score table and they would handle any situation in accordance with the directions outlined in the Junior League /Competitions Manuals. If an observer is not present (more likely at junior leagues):
- Team management refers matter to Court Controller who will arrange for an appropriate observer to go to the game and watch
- The observer will then follow the directions outlined in the relevant Junior League Competitions Manuals.

Penalties Where it has been determined a violation has occurred:

- 1st Violation: - Coach Technical Foul
- 2nd Violation: - Coach Technical Foul and Disqualification.

Junior competition ages

U12 years – **Junior** (Child must be **under 12** years at the beginning of the competition)

U14 years – **Cadet Sunday** (Child must be **under 14** years at the beginning of the competition)

U16 years – **Cadets Thursday** (Child must be **under 16** years at the beginning of the competition)

If a team has a mixture of ages and wishes to stay together the team must play in the age

bracket of the eldest teammate. Coaches are to be aware of physical differences in age groups when using younger players.

Administration Authority

The officials shall have the authority to make decisions on any point not specifically covered in the rules. The Operations staff will be advised of all such decisions at the earliest possible moment.

The Administration has the right to allow players to play in different age groups based on the individual circumstances of that player.

BEHAVIOUR

1. Any player reported and/or sent off by the referee (including duty officials) or a supervisor could, at the discretion of the Administration incur further suspension following written reports.
2. A player who receives a technical foul for misconduct or an Unsportsmanlike foul in a game will automatically be removed from the court for a period of five [5] minutes of playing time. The time of the foul shall be recorded by the scorer on the scoresheet; however failure to do so shall not negate the five minute penalty.
3. A player who receives a second Technical or Unsportsmanlike foul in a game will be automatically removed from the court and cannot take any further part in that game. If the player's misconduct continues that player is still a recognised member of the team and shall be dealt with accordingly by officials. A report will be written and further suspensions may occur.
4. Once a player has been removed on three [3] occasions during the competition for this offence they will be reported to Administration for further action.
5. Sledging or taunting between players will be strictly policed and the Referees may issue a Technical Foul without warning for this offence.
6. Swearing or obscene language will not be tolerated and will be penalised in accordance with the rules. Constant and unwarranted disputing of the Referees decisions may also be penalised with a Technical Foul or (if warranted) a Disqualifying Foul. A warning may not necessarily be given and the awarding of either Technical Foul or Disqualifying Foul may be given by Stadium staff (in lieu of the referees) if deemed appropriate.
7. Teams will be held responsible for their spectator's behaviour. Swearing, obscene language, any form of racial or derogatory remarks or gestures to officials and/or opposing teams will not be tolerated. Teams and players face severe disciplinary action should they or their spectators breach this rule.

Disqualifying Foul

This is called if a player commits a serious foul, some examples would be striking an opponent or threatening a referee.

They will be dismissed immediately from the game and may incur further suspension following written reports

Technical Foul

A type of foul usually called because of a procedural violation or misconduct not involving physical contact between players, although very violent contact is sometimes punished with a **technical foul** as well as a personal foul.

Unsportsmanlike Foul (may include but not limited to the examples listed below).

- a) If a defensive player fouls an opponent from behind or laterally in an attempt to prevent a fast break occurring and there is no opponent between the offensive player and the opponent's basket, then the contact shall be judged to be unsportsmanlike.
- b) If a player is making no effort to play the ball and contact occurs, it is an unsportsmanlike foul or if a player, in an effort to play the ball, causes excessive contact (hard foul), then the contact shall be judged to be unsportsmanlike.
- c) Tunneling or undercutting involves a player bumping an opponent under the ball by making lower- body contact while in mid-air, potentially causing them serious injury.
- d) Any action that has the potential to cause injury to a player and or official.

Place for Decisions

1. The officials shall have the authority to render decisions for infractions of rules committed either within or outside the boundary lines. This includes periods when the game may be stopped for any reason.
2. When a foul or violation occurs, an official shall blow their whistle to terminate play. If it is a personal foul, he shall also designate the number of the offender to the scorer and indicate with their fingers the number of free throws to be attempted.
3. When a team is entitled to a throw-in, an official shall clearly signal the act which caused the ball to become dead, the throw-in spot and the team entitled to the throw-in, unless it follows a successful goal or an awarded goal.

Coach/Team Captain Rules

1. If a coach/team captain (1 only) wishes to instruct players they must stand to one side of the court away from the score bench this area is defined by the black line markings, 5 metres from centre line and adjacent to the end court line.
2. Coaches/ team captain may not leave this restricted area during the game unless specifically requested to do so by the officials.
3. Coaches/ team captain are not permitted to go to the scorer's table, for any reason, except during a timeout or between periods and then only to check statistical information.
The penalty for violation of this rule is a technical foul
4. In case there is a question about an error in the scoring, the scorer shall check with the referees at once to find the discrepancy. If the error cannot be found, the official shall accept the record of the official scorer, unless he has knowledge that forces him to decide otherwise.
5. Coach/Team Captain must notify the Score bench when substituting players.
6. Coach/Team Captain is only allowed to talk to an official during timeouts or half time.
7. Coach/Team Captain must not allow a player to fill in for their team if that player is in the same grade or higher. Fill - in players must be from a lower grade.
8. A player-coach will have no special privileges. They are to conduct themselves in the same manner as any other player.
9. Any club or team personnel must conduct themselves in a manner that would reflect favorably on the dignity of the game or that of the officials. Violations by any of the personnel indicated shall require a written report to the Operations Staff for subsequent action.
10. If a player, coach or assistant coach is ejected they are not allowed to return to the court area until 5 minutes after the game. A suspended player may not sit on the bench during his suspension.

Codes of Conduct

Players

1. Understand and play by the rules
2. Respect referees and other officials
3. Control your temper
4. Work equally hard for yourself and for your team
5. Be a good sport
6. Treat all players, as you would like to be treated
7. Play for the “enjoyment of it” and not just to please parents and coaches
8. Respect the rights, dignity and worth of every person
9. Be prepared to lose sometimes
10. Listen to the advice of your coach and try to apply it at practice and in games
11. Always respect the use of facilities and equipment provided

Coaches, Parents & Spectators

1. Encourage your children to participate for their own interest and enjoyment, not yours
2. Encourage children to always play by the rules
3. Teach children that an honest effort is always as important as a victory
4. Focus on developing skills and playing the game. Reduce the emphasis on winning
5. A child learns best by example. Applaud good play by all teams
6. Do not criticise your child or others’ children
7. Accept decisions of all referees as being fair and called to the best of their ability
8. Set a good example by your own conduct, behavior and appearance
9. Support all efforts to remove verbal and physical abuse from sporting activities
10. Respect the rights, dignity and worth of every person
11. Show appreciation for volunteer coaches, officials and administrators
12. Keep children in your care under control
13. Always respect the use of facilities and equipment provided
14. Remember that most people play sport for enjoyment
15. Always are positive in your support for players
16. Respect your team’s opponents, officials and spectators

SHELLHARBOUR CITY STADIUM CONDITIONS OF USE

1. Please consider the comfort and safety of others while using these facilities.
2. Persons use the facilities at their own risk. Council will not accept liability for any loss or damage associated with use of the facilities.
3. Applications for use and booking approvals do not guarantee availability of facilities. Council reserves the right to amend or cancel bookings for any reason.
4. Council reserves the right to amend fees and charges without notice.
5. Applicants must pay for any extra court use / room hire use outside of their agreed Booking times.
6. Persons using the facilities cannot conduct commercial activities without the written Council Approval. Applicants must provide full details of any proposed commercial Activities with their application.
7. Persons using facilities must at all times obey directions from Council staff.
8. Applicants are responsible for ensuring their members take care not to damage or rubbish Facilities.
Applicants must reimburse Council for any loss or damage to facilities and pay Cleaning costs associated with use of the facility.
9. Smoking is not allowed in these facilities.
10. Speeding (40 km/hr speed limit) or reckless driving is not allowed on the access roads or car parks.
11. To help keep the stadium clean and tidy we request that chewing gum be restricted to outside of the stadium.
12. No Alcohol allowed on venue
13. Adequate parent supervision to be provided for children.