

# RULE CHANGES - SUMMER SEASON 2014-15

## SECTIONS, GRADES & DIVISIONS WITH AGE GROUPS

- For the purposes of the Fill in Player rules, separate definitions have been created for Sections and Grades
- Each Age group will have Sections which will be identified as A, B, C, D and or E etc,
- Each Section will contain one or more Grade and will be identified as BA, BB, BC, BD, B1, B2, B3, B4 etc

## RULES FOR "FILL IN" PLAYERS FOR REGULAR SEASON GAMES

- A "fill in" player is now permitted to come from the same age group, provided they are from a lower Section, and not registered to another EDJBA Club
- A player is now permitted to play in the same age group more than once
- Rules for "fill in" players for Finals are different and are unchanged from previous seasons

	ALLOWED	NOT ALLOWED
Player from a Section A team can "fill in" for:		
- <b>Older</b> age group	Section A or B	Section C, D or E
- <b>Same or Younger</b> age group	NIL	Section A, B,C,D or E
Player from a Section B team can "fill in" for:		
- <b>Older</b> age group	Section A, B or C	Section D or E
- <b>Same or Younger</b> age group	Section A	Section B,C,D or E
Player from a Section C team can "fill in" for:		
- <b>Older</b> age group	Section A, B, C or D	Section E
- <b>Same or Younger</b> age group	Section A or B	Section C,D or E
Player from a Section D team can "fill in" for:		
- <b>Older</b> age group	Section A, B, C, D or E	NIL
- <b>Same or Younger</b> age group	Section A, B or C	Section D or E

## **UNIFORM PENALTIES**

- There will be no uniform penalties during the first two rounds of the season
- From Round 3, teams shall be penalised two points for each player out of uniform with a maximum penalty of 10 points. The wearing of singlet inside out as double zero, is an illegal number and from Round 3 onward will incur a penalty.

## **UNIFORM**

- The EDJBA has broadly adopted the Basketball Victoria uniform policy with regards to a number of uniform standards, including jewellery, fingernails, wrist bands, braided or plaited hair and other equipment

## **JEWELLERY**

- Players who wear jewellery must remove the object prior to taking the court.
- If a player claims that a particular item cannot be removed, the player must cover the object with a suitably protective device such as medical strapping tape.
- A player will be prohibited from participating in the game if the player refuses to remove the item or cover the offending object or suitable protective measures are not available
- The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

## **FINGERNAILS**

- Fingernails must be closely cut to avoid injury to other players.
- Players may be cover the protruding fingernails with a suitably protective device such as medical strapping tape.
- The player will be prohibited from participating in the game if the player refuses to cut or cover the offending fingernails or suitable protective measures are not available
- The referee may seek the advice of the Venue Supervisor, however is not obliged to seek such advice

### **WRIST BANDS (INCLUDING MEDICAL WRIST BANDS)**

- The various rubber, leather and silicon etc. wrist bands (power bands) are regarded as objects which may cause injury to other players and must be removed prior to playing
- If a player claims the wrist band cannot be removed, the player must have it covered with medical strapping tape

### **BRAIDED &/OR PLAITED HAIR**

- If a player has their hair braided or plaited, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid or plait.
- Free braids or plaits must either be secured into a bun or removed.
- Players are not permitted to cover their braids or plaits with a bandana.

### **OTHER EQUIPMENT**

- The EDJBA has broadly adopted the Basketball Victoria uniform policy which permits:
  - Tightly fitted undergarments that extend beyond the singlet or below the shorts.
  - Compression sleeves.
  - Compression stockings.
  - Head scarves or other fabric articles if worn for religious purposes and held in place by bobby pins or snap clips.
  - Spectacles, if they do not pose a danger to other players.

### **PHOTOGRAPHY POLICY**

- Still and video photography is permitted
- Venue Supervisors may take reasonable steps to ascertain that any photography of basketball activities is being used for legitimate and harmless purposes.
- As a courtesy, both teams should be notified of the intention to photograph or video the game.
- If any person objects to photographing or videoing and has a legitimate and strong reason for the objection, then a bar should be placed on the photography or videoing. A strong reason may be that the child concerned is the subject of contested custody proceedings or has been the subject of violence or threats and publication of a video or photograph may compromise the safety of the child.

### **PLAYER CLEARANCES**

- A clearance is now required, regardless of when the player last played for the previous EDJBA Club.

### **WALKOVER GAMES**

- The score will now be 20-0 in favour of the team receiving the Walkover

### **FORFEIT GAMES**

- The scores will stand unless the forfeiting team won, in which case the score will become 2-0 in favour of the team receiving the forfeit.

### **ABANDONED OR CANCELLED GAMES**

- Any game cancelled prior to the beginning of the game, or abandoned during the first half, shall be declared a nil-all draw.
- Any game abandoned at half time or in the second half shall be declared a nil-all draw unless the margin is ten points or greater, in which case the team leading by ten points or more shall be declared the winner, and the score shall stand.
- Games shall be cancelled or abandoned only in accordance with EDJBA policy by decision of the venue supervisor, or if no venue supervisor, the most senior referee at the venue, whether officiating or not (the "Venue Supervisor").

### **2014 OFFICIAL FIBA RULE CHANGES**

- These rules changes will apply from the start of the Summer Season 2014/15. These include:
  - Art. 36.3.3 - a player shall be disqualified for the remainder of the game if they are charged with 2 technical fouls.
  - Art. 36.4.2 - the penalty for a technical foul on a player, coach or bench has been changed to 1 free throw, followed by a throw-in at the centre line extended, opposite the scorer's table.