

# Tom Price Amateur Basketball Association – Senior Domestic Competition Rules



## **SENIOR DOMESTIC COMPETITION**

**Rules & Regulations**

**Playing Conditions**

**General Information**

**Fee Schedule**

**Last amended October 2019**

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**THE FOLLOWING RULES APPLY TO BOTH MENS AND WOMENS SENIOR DOMESTIC COMPETITIONS HELD UNDER THE CONTROL OF BASKETBALL WA AND ADMINISTERED BY THE TOM PRICE AMATEUR BASKETBALL ASSOCIATION.**

**1 Competition**

The Tom Price Amateur Basketball Association Senior Domestic Competition shall be played in accordance with FIBA and Basketball Australia rules except for variations indicated in these rules.

**2 Eligibility**

The Tom Price Amateur Basketball Association shall be open to all people located within Tom Price, Paraburdoo and nearby stations, and is open to both residential and fly-in/fly-out personnel.

**3 Nominations**

Nominations for inclusion in the Tom Price Amateur Basketball Association shall close one (1) month prior to the scheduled date of the season. Team Rep's must complete the nomination form in full and forward to the Tom Price Amateur Basketball Association Senior Coordinator via the association email address.

**4 Team Registration**

Teams applying for the competition shall lodge a Team Registration form by the close of nominations.

**5 Registration of Players**

In order to play in the competition ALL players must adhere to the following:

- 5.1 Players must be registered with the Tom Price Amateur Basketball Association and Basketball Western Australia.
- 5.2 (i) Players participating in the Senior Competition must have turned sixteen (16) years of age prior to the Season's commencement date.
- (ii) Players who have turned fourteen (14) or fifteen (15) years of age, prior to the commencement of the season are eligible to play, with written and signed consent of parent / legal carer. If applicable they must play in Junior competition before able to play in Senior team.
- (iii) Players who are eligible to play in the Junior competition may choose not to at the discretion of the Tom Price Amateur Basketball Association committee.
- 5.3 Players are permitted to register for only one team each competition.
- 5.4 Any game in which an ineligible player participates will be awarded to the opposition.
- 5.5 Any player breaking this, the Code of Conduct or any other competition rule can be reported to the Tribunal. The Tom Price Amateur Basketball Association reserves the right to suspend or expel teams from the competitions where rules have been contravened. The Tribunal operates under the Basketball WA Member Protection Policy.
- 5.6 (i) Fill-in players (players from other registered TPABA senior teams) participating on an ad-hoc basis must record their full name on the Courtside Application for scoring  
(ii) If they are not registered with another team (Casual players), they must register online via SportsTG by 12:00pm on match day prior to playing, as per Rule 5.1 and pay the applicable fee.  
(iii) Casual players are required to pay full registration fees upon completion of their third game to be eligible to play further games.  
(iv) Casual and Fill-in players are not eligible to play finals.

## 6 Fees

- 6.1 Each player must pay the stated registration fee for the season. This includes coverage for insurance with Basketball WA. Fees are to be paid to the Tom Price Amateur Basketball Association Treasurer via the internet through SportsTG by players in their team before the start of the scheduled season.
- 6.2 Each player will be covered by insurance with Basketball WA upon paying the Basketball WA Affiliation fee through SportsTG.

## 7 Teams and Grading

- 7.1 The number of teams will be determined by how many teams nominate by the due date. Men and women teams / competitions will not be mixed.
- 7.2 The minimum number of teams required for a men's or women's competition will be three (3) teams. There will be no maximum number of teams, however multiple grades may be established if there are too many teams for a single grade competition (as decided by the Tom Price Amateur Basketball Association committee).
- 7.3 Players from one team may only fill in for another team for a maximum of two (2) games only, and must follow the registration procedures as per Rule 5. Each team can only have one fill in player to make up a team to four (4) players.
- 7.4 In the event of the withdrawal of a team, new fixtures will be drawn up. The team withdrawing will not be refunded for their individual fees paid. A player is eligible to play for another team using already paid fees as their registration fees.

## 8 Playing Times and Rules

- 8.1 A minimum of four players per team for any given match must be present before a team is permitted to commence a fixture. In this instance teams must be:
- a) Attired in correct uniform
  - b) Have four players on court ready to play.
- 8.2 In the event that one team has enough players to commence the game but the other does not, at the commencement of the game two points will be awarded to the team ready to play for each minute that the other team is late. For detailed forfeit rules see Rule 12.
- 8.3 The clock shall commence at the scheduled time. All games shall consist of two halves of twenty (20) minutes. The games will be played with a running clock, where the clock will not be stopped, for any reason. For detailed finals rules see Rule 13.
- 8.4 A half time interval of five (5) minutes shall apply to all games.
- 8.5 Each team is allowed two (2) time-outs each half. In qualifying games, time outs will not be allowed during the last three (3) minutes of the second half. If a time out is in progress when the last three (3) minutes is announced, play will resume forthwith.
- 8.6 A team will be in a team foul penalty situation when it has committed seven (7) team fouls in a half.
- 8.7 Play to resume as soon as practical on a player receiving an injury, fifth or disqualifying foul.
- 8.8 In the case of a game resulting in a tied score during the regular season, the result will be a drawn game.
- 8.9 Should an injury occur, the clock will not stop. Should the next game be affected the clock will start on scheduled time and play will commence when the injured player has been moved from the playing area. Should a whole game be affected the game will be awarded as a draw.

- 8.10 A team loses by default when, during the game, the team has fewer than two players on the court able to play. If the team defaulting is behind in the game score, the score stands. If the defaulting team was leading in the score, the opponents then win 20-0. The defaulting team receives (0) competition points; winning team three (3) competition points.
- 8.11 The Tom Price Amateur Basketball Association will supply basketballs and equipment for all games. Ball sizes as follows:
- Men's: 75cm (30") Size 7  
Women's: 73cm (29") Size 6

## **9 Officials and Team Duty**

- 9.1 Players will be required to score if no non-playing scorer is available and subs may be made from the score bench during the game. The scorer / timekeeper shall be guided by the instructions of the referees in charge of the match.
- 9.2 If a team has five players and no scorer, then one player must be a scorer at all times throughout the game unless agreed differently between the two team captains and the referee.
- 9.3 The scorer should be able to perform all of the following duties competently:
- a) Complete an electronic score sheet,
  - b) Communicate effectively with the umpire,
  - c) Understand the fouls, etc, called by the umpire
  - d) Indicate the team control after a jump ball is called.
- 9.4 The time-keeper should be able to perform all of the following duties competently:
- a) Operate the visual equipment,
  - b) Have a good understanding of the game clock rules
- 9.5 For the finals the Association will provide an official for each game. In most instances the official shall control the clock. Each team will still be required to supply a scorer under the normal match rules.
- 9.6 Each team shall provide a scorer for the game prior to or after their team's fixtured game. A list of alternate referees may be made available if there are umpires unavailable. Alternate referees to be paid per game umpired.
- 9.7 The umpiring duty schedule will be supplied as part of the competition draw. A list of alternate referees may be made available for teams to use. Alternate referees to be paid per game umpired.
- 9.8 On each night, one team will be nominated as a "Duty Team" for each time slot. The Duty Team will be responsible for set-up / pack-up for the game prior to or after their team's fixtured game. For example: a team playing at 7:00pm will be on duty for the 6:00pm time slot, a team playing at 7.00pm would be on duty for the 6.00pm time slot.
- 9.9 Umpiring, scoring, timekeeping and duty is a team responsibility. Penalties for non-compliance are given in Rule 12.

## **10 Score sheets**

- 10.1 Player and game information will be entered into the Courtside Application for electronic scoring via SportsTG.
- 10.2 In the event of players with the same surname and initial then the players surname and given name must be entered.
- 10.3 Team Captain to advise the umpires that they are the captain prior to each game.
- 10.4 The name of any player not present is to be removed at half-time. Player's names may not be added to the score sheet after half time.

- 10.5 A player who has participated in the first half of the game and whose name and number have accidentally been omitted may be added to the score sheet at the referee's discretion.

## 11 Competition Points

A team winning a non-finals game shall be awarded three (3) competition points and the losing team one (1) competition point. Where the game results in a tie each team will be awarded two (2) competition points. A team with a bye is awarded two (2) competition points. Forfeiting teams receive (0) points.

## 12 Forfeits and Penalties

- 12.1 A team forfeits a game when they fail to have at least 4 players in uniform, ready to play ten minutes after start time; the actions of the team prevent the game from being played or refuses to play after being instructed to do so by the referee. When a game is awarded to opponents by forfeit, the score will be 20 – 0. The forfeiting team receives (0) competition points; winning team 3 competition points.

### 12.2 Penalties

- Notified Forfeit – when a team contacts the opposition or committee member by 12:00pm on the playing date for that game: No Penalty, 3 points awarded to the opposition team.
- Un-notified Forfeit – when the team contacts the opposition or committee member after 12:00pm on the playing date for that game or does not show at all, the forfeiting team will be penalised \$50, with 3 points awarded to the opposition team.

- 12.3 In the event that one team has three (3) players, a scratch match may be played – an Un-notified forfeit is issued to the defaulting team.

- 12.4 There is a maximum of 2 un-notified forfeits allowed per team, after which the team will not be permitted to continue in the competition and subsequently a new fixture will be drawn up. Any team which is withdrawn from the competition at any time during the playing season will not receive a refund of any fees paid.

- 12.5 Failure of a nominated referee to attend a fixtured game = \$50 team fine, increasing by another \$10 for each consequential failure to umpire. (ie: 1<sup>st</sup> - \$50, 2<sup>nd</sup> - \$60 etc)

- 12.6 Failure to provide a scorer/timekeeper = \$30 fine.

- 12.7 Payment will be made to the Tom Price Amateur Basketball Association committee treasurer on or prior to the next scheduled game.

- 12.8 Withdrawal of a team after the fixtures have been circulated will not incur a fine and individual player fees will not be refunded or transferred if to play for another team on application by the player.

## 13 Finals

- 13.1 (i) Except as provided by the Tom Price Amateur Basketball Association committee, the four (4) leading teams shall comprise the final four. The finals series shall be played at the conclusion of the qualifying rounds as follows:

<u>Qualifying Final</u>	Teams as shown No. 1 vs. No. 2 on the points table.
<u>Elimination Final</u>	Teams as shown No. 3 vs. No.4 on the points table.
<u>Preliminary Final</u>	Loser (Qualifying) vs. Winner (Elimination).
<u>Grand Final</u>	Winner (Qualifying) vs. Winner (Preliminary)

(ii) If only three (3) teams in competition, the finals series will be as follows:

<u>Qualifying Final:</u>	Teams as shown No. 1 vs No. 2 on the points table.
<u>Preliminary Final:</u>	Loser (Qualifying) vs. No 3 on the points table.
<u>Grand Final:</u>	Winner (Qualifying) vs. Winner (Preliminary)

- 13.2 In the event of two or more teams being level on points at the end of the regular season, positions in the standings shall be on the basis of:
- The team with the higher overall percentage for points scored for and against in regular season fixtures, then
  - If a tie still exists, who won the most games between those sides tied.
  - If a tie still exists, on percentage of points scored for as compared with points scored against in the regular seasons fixtures between the teams involved in the tie.
  - If a tie still exists, the team with the lowest amount of points scored against them in the regular season shall take priority.
- 13.3 Teams level on competition points who have incurred a forfeit during the regular season shall be exempt from the provisions of rule 13.2 and will automatically be positioned below the respective tied teams.
- 13.4 Where more than two teams are involved in a tie and they have played an uneven number of games, the percentage of points scored between the teams involved will be used to separate the tie.
- 13.5 In order to be eligible to play in finals a player must have played in at least three (3) of his/her team's allocated games. Byes are neither allocated nor qualifying games. Forfeit games are a qualifying game if the team is written on score sheet with player in attendance, and a team list supplied to committee if it is a notified forfeit.
- 13.6 In the case of injury, or any other reason deemed sufficient by the Senior Coordinator, special consent may be given to allow a player who has played less than the required number of games to participate in finals. Permission must be applied for in writing, including a copy of medical certificate in the event of injury. No permission will be granted after seven (7) days prior to the last game of the season.
- 13.7 The Tom Price Amateur Basketball Association committee shall make decisions in regard to disputes arising from eligibility of players to participate in finals. Any enquires regarding finals are to be directed to the Senior Coordinator of the Tom Price Amateur Basketball Association committee.
- 13.8 In Finals the games shall be of two twenty (20) minute halves. In Grand Finals, the last three (3) minutes of the second half will be fully timed.
- 13.9 In the event of a drawn game, an interval of two (2) minutes shall be allowed before each extra period of five (5) minutes with the last three (3) minutes of the extra period fully timed.

## **14 Injury**

- 14.1 In the event of a player being injured during the game, the player (or team representative) must notify the referee to log the injury on the Courtside Application.
- 14.2 In the event of blood on a singlet it is the responsibility of each team to carry a spare singlet as a replacement. The singlet must be replaced and not turned inside out before the player can return to the court.

## **15 Playing Uniform**

The Tom Price Amateur Basketball Association committee defines acceptable apparel as tops, numbers and shorts. Teams must be in uniform by the 3<sup>rd</sup> fixtured game.

- 15.1 All teams must register uniform colour/s on the registration form. Uniforms must consist of tops of the same colour, numbered back and front as prescribed by the rules, and uniformly coloured shorts. Trim, where present, must be the same throughout the team.
- 15.3 Regulation basketball shoes or cross trainers must be worn (non-marking soles).
- 15.4 Shorts shall be free of such encumbrances as zips, buttons, buckles, pockets, belts, belt loops, cords etc. Such items may cause injury to other players and are unacceptable. Garments such as track suit pants, bicycle shorts, board shorts, bathers and leotards are unacceptable attire.

- 15.5 Permitted numbers are 00 - 99. Numbers must be clearly visible on the back of the playing singlet.
- 15.6 Uniforms which have faded or discoloured to such an extent that they cause confusion to the referees, or which are damaged or badly torn, will be referred to the Senior Coordinator. The Senior Coordinator will then set a time limit for the uniforms to be replaced. During this time there will be no penalty for the uniform/s in question.
- 15.7 (i) Scarves, gloves and jewellery cannot be worn on court.  
(ii) Jewellery that cannot be removed must be taped with approval from the Senior Coordinator prior to the game. Any jewellery taped, rather than removed, is at the risk of the player.  
(iii) All piercings must be removed, unless completely covered by clothing.  
(iv) Soft material headband, no wider than 5 cm, and soft wrist sweatbands are allowed. No other body part sweatbands are allowed.
- 15.8 A team shall forfeit five (5) points for every player who is not in correct uniform. The referee will administer this rule.
- 15.9 Fingernails should not protrude beyond the visible line of the finger.
- 15.10 Spectacles are permitted, provided they have a sports strap attached to limit the likelihood of the spectacles dislodging during the game.

## **16 Weather**

- 16.1 If there is rain prior to the game, then games played on the outdoor courts may be called off. Such a decision will be at the discretion of the Senior Coordinator in consultation with the umpires of the game, however if either or both teams feel it is unsafe, the Team Rep(s) must let the referee know.
- 16.2 If a game is abandoned due to poor weather, the game can be rescheduled but must be held within 6 days (i.e. prior to the following week's game). The date/time of the rescheduled game is to be discussed and decided amongst the two (2) teams. The Team Rep's are to consult with the referee and scorers/timekeepers to ensure they are able to attend the rescheduled game. The games can be played on the same night as a scheduled game.
- 16.3 A game called off prior to half-time due to weather will not be counted as a completed game. Any game called off at or after half-time due to weather will be valid and the score will stand.
- 16.4 Teams can decide not to play a rescheduled game and receive one (1) point per team. If a team does not attend the rescheduled game and does not advise the other team, then the forfeiting rules apply.

## **17 Care of Venues**

Any club, team player, official or other person responsible for causing DAMAGE to a venue may be required to pay the reasonable cost of reinstatement or be required to pay a charge towards such cost, as determined by the Tom Price Amateur Basketball Association committee. Any person/persons affected under this clause shall be entitled to present their case in writing and to attend and be heard at a meeting of the Tom Price Amateur Basketball Association committee which determines the case.

## **18 Conduct**

- 18.1 If, in the opinion of a Tom Price Amateur Basketball Association committee member or referee, any player, team or official conducts themselves in a manner that is considered detrimental to the competition or association, such player(s), teams or officials may be required to appear before a meeting of the Tribunal. The Tribunal has the power to suspend any player, team or official and/or impose a fine or bond.
- 18.2 Players (and spectators) who are intoxicated or otherwise unfit to play as determined by a Tom Price Amateur Basketball Association committee member or referee, are not permitted to participate in the game. If necessary, they will be asked to leave the area, with the game involved not starting again until they have left.

## **19 Incident Reports and Procedures**

- 19.1 An Incident Report Form is to be used to report significant matters felt to be of importance to the integrity of the Game of Basketball.
- 19.2 It is deemed appropriate that a 10-minute cooling off period be observed before completion of an incident report.
- 19.3 Before deciding to proceed with a formal complaint, the complainant should seek, if possible, to discuss the matter with the referee or Tom Price Amateur Basketball Association Senior Coordinator if present.



- 19.4 Any team wishing to protest or appeal in respect to any game should notify the officiating referee of their intention to protest. The officiating referee is to then inform the Senior Coordinator.
- 19.5 If, in the opinion of a Tom Price Amateur Basketball Association committee member or referee, any player, team or official conducts themselves in a manner that is considered detrimental to the competition or association, such player(s), teams or officials may be required to appear before a meeting of the Tribunal which will decide what action, if any, is to be taken.
- 19.6 The complainant must complete the Incident Report in full. Upon completion the Incident Report is to be emailed to Tom Price Amateur Basketball Association within 48 hours of the conclusion of the fixtured game.
- 19.7 The Tom Price Amateur Basketball Association committee or delegated authority will investigate all reported incidents with the guidance of Basketball Western Australia where any team delegate endorses the report.
- 19.8 The affected parties will be notified of the time and place of the hearing. Those entitled to attend will be in accordance with the Tribunal guidelines. A decision or penalty will be handed down by the Tribunal and will be effective immediately.
- 19.9 The nominated Chairperson will review the Incident Report and take whatever action is deemed necessary to deal with the incident. The outcome will be advised in writing to both the complainant and the Team.

## **20 Alteration to the Rules**

The Tom Price Amateur Basketball Association committee shall have the power to alter and/or amend these rules at any scheduled committee meetings.

## **21 General**

In any matter not specifically covered by these by-laws, the Tom Price Amateur Basketball Association committee will make the necessary ruling. All players competing in the Senior Competition do so at their own risk.