

Tom Price Amateur Basketball Association – Junior Domestic Competition Rules



JUNIOR DOMESTIC COMPETITION

Rules & Regulations

Playing Conditions

General Information

Fee Schedule

Last amended October 2019

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THE FOLLOWING RULES APPLY TO OUR JUNIOR 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 Junior 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.

3 Registration of Players

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

- 3.1 Players must be registered with the Tom Price Amateur Basketball Association and Basketball Western Australia.
- 3.2 Players must be aged 7 – 16 to play in the Junior Competition.
- 3.3 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.
- 3.4 (i) Fill-in players can participate in other games in the same age group at the discretion of the Junior Coordinator.
(ii) Fill in players can also come up from a lower age group (e.g. Under 13's can play in the Under 16s if team numbers are short).
(iii) Fill-in players are not eligible to play finals.

4 Fees

- 4.1 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 all players.

5 Teams and Grading

- 5.1 The number of teams will be determined by how many individual nominations we receive.
- 5.2 Players from one team may only fill in for another team for a maximum of 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 5 players.

6 Playing Times and Rules

- 6.1 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.
- 6.2 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 11.
- 6.3 A half time interval of five (5) minutes shall apply to all games.
- 6.4 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.
- 6.5 At the discretion of the umpires and Junior Coordinator there may be a compulsory umpires time-out mid-way through each half due to heat.
- 6.6 A team will be in a team foul penalty situation when it has committed seven (7) team fouls in a half.
- 6.7 Play to resume as soon as practical on a player receiving an injury, fifth or disqualifying foul.
- 6.8 In the case of a game resulting in a tied score during the regular season, the result will be a drawn game.
- 6.9 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.
- 6.10 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.
- 6.11 The Tom Price Amateur Basketball Association will supply basketballs and equipment for all games. Ball sizes as follows:
- Under 16's: Size 6
 - Under 13's: Size 6
 - Under 10's: Size 5

7 Officials and Team Duty

- 7.1 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.
- 7.2 The time-keeper should be able to perform all of the following duties competently:
- 7.3 Operate the visual equipment,
 - 7.4 Have a good understanding of the game clock rules
- 7.3 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.

8 Score sheets

- 8.1 Player and game information will be entered into the Courtside Application for electronic scoring via SportsTG.
- 8.2 In the event of players with the same surname and initial then the players surname and given name must be entered.
- 8.3 The name of any player not present is to be removed at half-time by the referee. Player's names may not be added to the score sheet after half time.
- 8.4 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.

9 Competition Points

- 9.1 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.

10 Forfeits and Penalties

- 10.1 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.

11 Finals

- 11.1 Under 10's will not play a final. All teams will participate in a round robin organised by the Junior Coordinator.
- 11.2 The four (4) leading teams in all other Junior age groups (e.g. Under 13's and Under 16's) shall comprise the final four. The finals series shall be played at the conclusion of the qualifying rounds as follows:
- | | |
|-----------------------------------|--|
| <u>Grand Final:</u> | Teams as shown No. 1 vs No. 2 on the points table |
| <u>3rd Place Game:</u> | Teams as shown No. 3 vs No. 4 on the points table. |
- 11.3 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.
- 11.4 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.
- 11.5 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.

- 11.6 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 the Junior Coordinator if it is a notified forfeit.
- 11.7 In the case of injury, or any other reason deemed sufficient by the Junior 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.
- 11.8 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 Junior Coordinator.
- 11.9 In Finals the games shall be of two twenty (20) minute halves.
- 11.10 In the event of a drawn game, an interval of two (2) minutes shall be allowed before each extra period of five (5) minutes.

12 Injury

- 12.1 In the event of a player being injured during the game, the injury must be logged via the Courtside application endorsed with the nature of the injury and this endorsement signed by the official of the game.
- 12.2 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.

13 Playing Uniform

The Tom Price Amateur Basketball Association committee will hand out uniforms to all junior players.

- 13.1 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/skorts. Trim, where present, must be the same throughout the team.
- 13.2 Regulation basketball shoes or cross trainers must be worn (non-marking soles).
- 13.3 Shorts/skorts 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. Any pockets must be taped.
- 13.4 Permitted numbers are 00 - 99. Numbers must be clearly visible on the back of the playing singlet.
- 13.5 Scarves, gloves and jewellery cannot be worn on court. All piercing must be removed, unless they completely covered by clothing. Soft material headband, no wider than 5 cm, and soft wrist sweatbands are allowed. No other body part sweatbands are allowed.
- 13.6 Fingernails should not protrude beyond the visible line of the finger.
- 13.7 Spectacles are permitted, provided they have a sports strap attached to limit the likelihood of the spectacles dislodging during the game.
- 13.8 Mouth guards are compulsory for all junior players from 7 – 17 years old.

14 Weather

- 14.1 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 Junior Coordinator in consultation with the umpires, however if either or both teams feel it is unsafe, the Team Coaches must let the referee know.
- 14.2 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.

15 Care of Venues

- 15.1 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.

16 Conduct

- 16.1 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.

17 Incident Reports and Procedures

- 17.1 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.
- 17.2 It is deemed appropriate that a 10-minute cooling off period be observed before completion of an incident report.
- 17.3 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 committee member if present.
- 17.4 Any player wishing to protest or appeal in respect to any game should endorse the score sheet in the presence of the officiating referee signifying the intention to protest.
- 17.5 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.
- 17.6 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 completed fixture.
- 17.7 The Tom Price Amateur Basketball Association committee or delegated authority will investigate all reported incidents where any team delegate endorses the report in consultation with Basketball WA.
- 17.8 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.
- 17.9 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.

18 Alteration to the Rules

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

19 General

- 19.1 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 Competition do so at their own risk.
- 19.2 Committee members and family may receive a meal and drink after each game as a thank you for volunteering their time to the committee.
- 19.3 Umpires in our Junior competition will receive a voucher from the association for a meal and drink for volunteering to umpire.