



SENIOR DOMESTIC RULES

website: www.piratesbasketball.net.au

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ZERO TOLERANCE FOR MISCONDUCT

Automatic 2-week suspensions apply for Ejections/Double Techs

GAME RULES

SWM adhere to FIBA Rules with the following exceptions/additions.

1. 4 x 10 minute quarters with 2 minute warm-up, 1 minute quarter breaks and 2 minute half time break.
2. There is no shot clock.
3. Games will operate with a running clock except for the last two minutes of the fourth/final quarter where it shall stop on:
 - all whistles and dead balls
 - successful baskets
 - free throws
 - timeouts

Any free throw or timeout taken in the 4th quarter that crosses into the final 2-min mark shall stop the clock at that point. The clock will not stop in the final 2 minutes if the score margin exceeds 15 points (excluding time-outs)

4. Teams are permitted one time-out each per quarter. Timeouts do not carry over to the following quarters if not taken.
5. No timeouts are allowed in the first 3 quarters where there is less than 2 minutes remaining on the game clock.
6. In the event of a delayed start due to not enough players for one team ready to start the game, the game clock shall run and a two (2) point penalty per minute elapsed be added to the score of the team that is ready (points allocated to this team's captain). If at the end of the first quarter the team still doesn't have enough players, a 20-0 forfeit will be awarded to the opposition. If agreed to a scratch-match can be played utilising referees, with no game fee to be refunded in this instance.
7. Any players who receive a technical foul, will be 'SIN-BINNED' for 3 minutes of playing time, regardless of the score or number of players the team has. The sin-binned player must sit on the bench until 3 minutes of playing time has elapsed. The referees will note and advise when the player may return to the game.
8. A player can be given a personal technical foul regardless of their position on/off the court - e.g. an active player on the bench or within the general court area.
9. Overtime will be played only in Semi Finals or Grand Finals where a clear result is necessary. Overtime period will be 3 minutes, with the first minute to be running clock, and will repeat if required until a result is reached (1 minute break in between). Teams play in the same direction as the 4th quarter, player and team fouls carry over, and 1 timeout per team per overtime period is permitted.
10. COMPETITION POINTS:
Win/Forfeit Win: 3, Draw: 2, Loss: 1, Bye: 3, Cancellation/Washout: 2, Forfeit loss: 0 or -3*
(* see point 25.)

REGISTRATIONS

11. All players must be registered to their team on *Basketball Connect* before taking the court when the season proper commences (i.e. by the time 'grading' has completed). Teams will be forfeited for any game where they field an unregistered player. If a player does not appear in our scoring system it means they are not registered with your team for the current season.
12. Any player found to be participating under another person's name will be suspended from participating for 1 month and the team will be forfeited for the game/s it occurred.
13. **It is the Team Captain/Organiser's responsibility to ensure all their players are registered to the team prior to taking the court.** The team captain/organiser will be provided information prior to season commencement on how players can register directly to their team in *Basketball Connect*. If there are any registration issues they must be raised immediately with the Competition Manager to address (admin@southwestbasketball.com.au).

UNIFORMS

14. All players within a team must be wearing the same playing singlets and each have a different 'printed' playing number. Taped or written numbers are not acceptable, unless a temporary exemption has been granted prior by the Competition Manager (see point 16).
PENALTY: 5 points per infringement (added to the opposition's score at half time).
15. Shorts must be worn and cannot feature pockets or zippers. Jewellery cannot be worn by a player whilst they are on the court, with the exception of stud earrings only. Referees, court supervisors or staff members reserve the right to exclude any player from playing court with unsafe or unsuitable uniform.
16. Teams may be granted a short-term exemption for uniforms under the following conditions:
 - Uniforms have been ordered and teams have an estimated time of arrival.
 - A new player has joined the team and their uniform has been ordered.
 - Uniform supplier issues

Any uniform exemption request must be notified to the Competition Manager no later than 5 days prior to your next game otherwise the team may incur a 5 points penalty per infringement per player (added to the opposition's score at half time). The Competition Manager reserves the right to decline or withdraw any future or current exemptions.

FINALS ELIGIBILITY

17. Players must participate in 50% of games for their team to be eligible for finals, rounded up (e.g. if this equates to 6.4, it will be 7 games required). Only competition rounds are taken into account for eligibility - grading weeks are not counted.
18. Forfeit wins and byes will count toward games played for all players registered to the team at the time. A forfeit loss where no game was played will not be counted as a game played for players in the forfeiting team.
19. Games played as recorded in *Basketball Connect* are the sole evidence used in determining eligibility. The team captain/organiser is responsible for ensuring their players are immediately registered to their team and appropriately checked into games. If there are any registration issues (e.g. players not showing up on the tablet) they are to be raised immediately with the Competition Manager so they can be addressed. Games played will not be backdated under any circumstance because a player wasn't registered or checked in to the game at the time.
20. Players may apply for an exemption for injury/illness. A medical certificate specifically outlining the dates they were unavailable to play must be provided to the Competition Manager at least 7 days prior to finals. Only games played by their team within the dates outlined in the medical certificate will be counted toward that player's eligibility.
21. Games missed by a player due to SWM or BQ representative commitments only will count toward their eligibility. This must be notified to the Competition Manager no later than 7 days prior to finals. Games missed due to any other sporting commitment will not be considered.
22. Games missed due to any type of suspension or ban will not count toward finals eligibility.

FINALS TIE-BREAKER

23. Where two or more teams have equal competition points at the end of the regular season, their relative ladder positions shall be determined according to the following priority:
 - (a) Team with more wins in the competition ladder. Byes shall also count as a win.
 - (b) Wins and losses of the games played between the tied teams*
 - (c) Total game points for and against (as a %) for games played between the tied teams
 - (d) Total game points for and against (as a %) for all games played in the season.

* In the instance where games played between three or more tied teams are not equal, step (b) will not apply and the tiebreaker will move to step (c).

If at any stage during this procedure, the amount of tied teams is reduced, the tie-breaker will restart from step (a) and involve just the remaining tied teams.

GAME & FORFEIT FEES

24. The weekly game fee (which includes finals) must be paid to the venue supervisor **BEFORE** the game, as one amount, with either cash or EFTPOS.
 - a. If a team has not paid the game fee prior to their scheduled start time, the referees will be instructed to start the game clock and two (2) points will be awarded to the opposition for every minute passed until the game fee is paid.
 - b. The referees will not commence the game until the entire game fee is paid. If the first quarter expires without payment the game will be awarded as a 20-0 forfeit win to the opposition.
25. FORFEIT PENALTIES:
 - a. With more than 48 hours' notice given and the first forfeit for the season: no financial or points penalty (zero pts awarded)
 - b. With more than 48 hours' notice given, but a team's second forfeit in the season: game fee and -3 points deducted. This is to be paid with the following week's game fees (double game fee).
 - c. With less than 48 hours' notice given, regardless if this is first forfeit or not: the game fee and -3 ladder points deducted. This is to be paid with the following week's game fees (so double game fee).
 - d. **For a team's third forfeit, regardless of the amount of notice given, the offending team will be removed from the competition.**