

# **SOUTH WESTERN METRO BASKETBALL INC. JUNIOR DOMESTIC COMPETITION RULES**

January 2023



***SWMBI expects all Junior Clubs and nominated Independent teams to play within these rules in a competitive, inclusive environment.***

***SWMBI reserves the right to review or make changes to the competition rules or age group divisions/structures, as deemed necessary.***

***SWMBI reserves the right to modify the application of a rule in extenuating circumstances, upon written request from the Club or independent team seeking the modification.***

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## **South West Metro Basketball Junior Domestic Competition Overview**

General game rules will be played according to the current FIBA Official Basketball Rules unless otherwise specified in this document. The SWMBI website is the primary point of reference for fixtures, game times and competition ladders - [www.piratesbasketball.net.au](http://www.piratesbasketball.net.au)

The competition will be conducted in age groups as determined by the Competition Manager prior to season commencement. Each season will generally consist of a grading period of 3 or 4 rounds. Teams may change divisions during this time at the discretion of the club or Competitions Manager, while no competition points or player eligibility is counted during this time.

After grading the season proper will commence and generally consist of 12-14 rounds, followed by two weeks of finals. Teams must play at least two (2) of the grading rounds to enable the placement of a team within an age group division. Clubs/teams who only play one (1) Grading round, will be subject to division placement at SWMBI's discretion.

At the conclusion of the grading period, the Competition Manager reserves the final decision to determine the placing of teams into divisions for season commencement. The Competition Manager also reserves the right to review teams during the season, and if deemed necessary for the betterment of the competition, change their division.

### **Decisions when these rules are silent or unclear:**

If these rules are silent on a matter in relation to any SWMBI domestic competition, the Competition Manager in conjunction with the General Manager or Operations Manager will decide on how the matter is to be dealt with.

Any decision made shall be binding on to everyone who is bound by these rules. The decision made is final to the unique circumstances that were presented at the time. These decisions do not set a precedent for future decisions. The SWMBI Competition Rules will be immediately updated and republished upon any decision made.

### **'Club' vs 'Independent' DEFINITION:**

To be recognised as a "Club" within SWMBI, the Club must comprise of five (5) or more teams, be an Incorporated Association with the Queensland Office of Fair Trading, and abide by the laws and rules that govern the Incorporation Act. To be an affiliated club with SWMBI, an annual Affiliation Agreement must be signed and submitted by the club prior to Season 1.

"Independent" teams may apply to SWMBI to nominate teams in our competitions.

Independent team contacts are welcome to attend meetings to stay informed, but hold no voting rights or powers, except for those that apply to our standard registered members.

## 1. **ELIGIBILITY**

### 1.1 **PLAYER ELIGIBILITY**

All players must be current registered members of both South West Metro Basketball Inc. (SWMBI) and Basketball Queensland to compete in SWMBI competitions. Player registrations must be kept up to date and this is the responsibility of the member and their club. Games played by unregistered players do not count towards finals eligibility and teams may be forfeited if deemed to have played unregistered players.

**PENALTY: RULE 11.1**

- 1.2 Age group eligibility shall be determined by the age of the player as at 31<sup>st</sup> December of that year. (e.g. a player who will be 12 as at 31<sup>st</sup> December will be required to play in Under 14 during that year)

**PENALTY: Rule 11.1**

- 1.3 If changing SWMBI clubs between seasons, a player shall be required to submit to SWMBI an approved written transfer from their former club to be eligible play for their new club. Transfer forms are available on the SWMBI website - [www.piratesbasketball.net.au](http://www.piratesbasketball.net.au).

No transfers can be requested once a season has commenced and a player has participated in a game/s, including **grading**.

**PENALTY: Rule 11.1**

**EXCEPTION:** Exemptions may be granted by SWMBI under certain circumstances. Any request must be in writing and submitted to the SWMBI Competitions Manager for review. Any player, where approval is granted mid-season, may or may not be eligible for finals, and is dependent on the timing of the transfer and at the discretion of SWMBI.

- 1.4 Where a Club has more than (1) team in the same division within a grade, a player shall not be eligible to play in more than (1) team within that division after the prescribed grading period for that particular season has ended.

**PENALTY: Rule 11.1**

**EXCEPTION:** Grades where there are no finals (Under 8 & 10)

- 1.5 A player shall not be eligible to participate in any fixture whilst they are suspended by the SWMBI Judiciary Committee or by way of the SWMBI Domestic Disciplinary Process (automatic 2-week ban).

**PENALTY: Rule 11.1**

- 1.6 A maximum of ten (10) players are permitted to be registered to a team and participate in games. A maximum of ten (10) eligible players can be listed for Finals.

- 1.7** All competition games will use the Courtside scoring application. This app requires players to have a current registration with Basketball Queensland and SWMBI to appear and have their stats recorded plus games count towards finals eligibility.
- a) It is the team coach/manager's responsibility to ensure all present players are checked into the application.
  - b) It is the club's responsibility to ensure all their players are registered and have been placed into their team on Basketball Connect (and make any changes when necessary) so they correctly appear on the Courtside scoring app.
  - c) Games will not be retrospectively counted toward finals eligibility if the player was not registered at the time, or the club had not placed them into the team on Basketball Connect. Players not displayed in the Courtside application for a given game will also be deemed as unregistered and a forfeit may apply if they participate (with the exception of technical issues where the player/s would have otherwise been eligible)  
**PENALTY: Rule 11.4**
  - d) A player who has sustained an injury that restricts them from taking the court, may be marked as playing, only if they are present at the game. The court supervisor/referees must be advised prior to, or during the game, to ensure the game counts towards the player's finals eligibility. The player must be checked into the Courtside scoring app for the game to count (as if they were playing).  
**PENALTY: Rule 11.4** (where player is checked in but was not actually in attendance)
- 1.8**
- a) All players must play in their correct age group. If a club cannot field a team in a player/s age group, a written submission must be made by the club to the Competitions Manager to seek approval for them to play in a higher age group only.
  - b) A player may play any number of games in the next higher age group without affecting that player's eligibility to play in his/her normal age group, however, if a player does not meet finals eligibility in their correct age group, then they will not qualify for any higher age group Finals. Players can play in a higher age group for a given round **ONLY IF** they have played in their own age group also.
  - c) Players may only play a maximum of four (4) games in a higher division within their own age group if that team is short of players. (e.g. an U14 PURPLE division player is filling in for his club's GOLD division team). However, if the same player participates in a fifth game for a higher division team, they will become locked to that higher division and cannot return to their original lower division team.
  - d) A player can only "play down" to the next division within their age group for a maximum of four (4) games and clubs must comply with **Rule 1.20** in this regard.  
**PENALTY: Rule 11.4**
- 1.9** Players cannot play up more than one age group - e.g. a player can progress from Under 12 to Under 14, but not to Under 16 or higher. If a player wishes to do this however, written consent from their parents must be provided to the Competitions Manager.
- 1.10** A *GOLD* division player "playing up" into the next highest age group cannot play up into a *Red* or *White* division team. For example, an Under 14 Gold division player can play up into Under 16 Gold or Purple division only.
- 1.11** Players have the option to play across two (2) Clubs, but only if their Primary Club does not offer the higher age group "extension game".

For example, an Under 14 Gold player in Club “A” wants to also play in the Under 16 Gold competition, but Club “A” does not have an U16 Gold team. The player is allowed to play for Club “B” in their U16 Gold team, without the requirement of a formal transfer or affecting the player’s status with Club “A”. However, should there be a time clash, their own age group game (Under 14) must always take precedence.

- 1.12** Players cannot play across two (2) Clubs in the same age group.
- 1.13** Players may join the competition late up until there is less than 50% of the season remaining, after which point players will not be permitted to be added to a team. Normal finals eligibility rules will apply regardless of when a player joins the competition. Any exemption to add a player late must be put in writing to the Competitions Manager for review and determination. Any late addition permitted would not be eligible for finals (as they would not reach eligibility).

### **FINALS ELIGIBILITY**

- 1.14** A player shall only be eligible to participate in Finals if they have played the minimum total of required games for a team during the season. Minimum eligibility is calculated at 50% + 1 of all games for that season (rounded down). “Bye” rounds will count as a game played, but only if the player had commenced playing for the team prior to that bye/s.

*(Example: A season has sixteen (16) scheduled round games. For a player to be finals eligible for their team they must have played a minimum nine (9) games - 50% (8) + 1.)*

#### **PENALTY: Rule 11.1**

- 1.15** Grading period games are not counted toward a player’s finals eligibility, nor are they included in the calculation for the minimum total games required. Only season proper (Round 1 onward) shall be taken into account for finals eligibility purposes.
- 1.16** Where a **new player** (*new to the sport*) joins the competition after the commencement of the season, but with less than two-thirds of the season remaining, they will be eligible to play in Finals provided that the player has played a minimum of 3 games. The player still must have joined a team with a 50% of rounds remaining to be entitled to gain finals eligibility.

A **new player** is defined as any player who has not been registered in a formal junior basketball competition within the last two (2) years. A formal junior competition is any competition run by an association affiliated with any State/Territory governing body.

- 1.17** Injured players may have games count toward their eligibility if they are in attendance of their team’s game and are checked into the scoring app as if they were playing (see **Rule 1.7d**).

Alternatively, an official doctor’s certificate outlining the player has an injury that prevents them from playing can be accepted. The certificate **must note the period of time the player was unable to play**. All games missed within this timeframe will count toward their finals eligibility. This certificate must be submitted to the Competitions Manager at least seven (7) days prior to commencement of finals.

- 1.18** A team entering the competition after season commencement must have played a minimum two-thirds of total rounds to be eligible for finals.

#### ***An existing team moving divisions mid-season at the request of SWMBI:***

Eligibility for a position in the finals will be at SWMBI’s discretion and will be decided on at the time of the change in the team’s division.

## 1.19 **AGE GROUP ELIGIBILITY**

**Under 8:** Mixed gender 4 on 4 competition. Limit of 8 players per team.

- Players turning no older than 7 years

**Under 10:** gender-specific, 4 on 4 competition. Limit of 8 players per team.

- Players turning 8 or 9 years old

**Under 12:** Gender-specific teams, 5 on 5 competition. Limit of 10 players per team.

- Players turning 10 or 11 years old

**Under 14:** Gender-specific teams, 5 on 5 competition. Limit of 10 players per team.

- Players turning 12 or 13 years old

**Under 16:** Gender-specific teams, 5 on 5 competition. Limit of 10 players per team.

- Players turning 14 or 15 years old

**FNYL (U16 & U19 combined):** Female 5 on 5 competition. Limit of 10 players per team.

- Players turning 14, 15, 16, 17 or 18 years old

**Seniors (U19):** Gender-specific teams, 5 on 5 competition. Limit of 10 players per team.

- Players turning 16, 17 or 18 years old

**EXCEPTION (Seniors/FNYL):** A player who is turning 19 years, but is still in school, is eligible to participate in these age groups but only in GOLD or PURPLE divisions. Proof of current enrolment must be provided to the Competitions Manager prior to participation.

## 1.20 **GENERAL DIVISION GUIDE**

**Gold (1<sup>st</sup>)** – For players who are experienced, Representative players and/or skilled Club players.

**Purple (2<sup>nd</sup>)** – For players who have experience and confidence, but not necessarily at Gold level.

**Red & White (3<sup>rd</sup> & 4<sup>th</sup>)** – For more inexperienced players and players newer to the game. No representative players are permitted to play in these divisions.

*Where there is no RED division conducted; the split would ideally be GOLD – players who have experience/Representative players, and PURPLE – players who are not experienced/don't play Representative basketball.*

### **REPRESENTATIVE & RESTRICTED PLAYER GUIDELINES**

#### 1.21

a) Any player selected for

- SWMBI junior representative first team (Gold),
- any other association's first or second junior representative team,
- any association's NBL1 team,
- any association's QSL team, or
- any association's QSLEYL team

must play in the **GOLD** division within their correct age group.

b) Any player selected in the second, third or fourth SWMBI Representative team (Purple, Red, White), or another Association's third or fourth Representative team, are to play no lower than the **PURPLE** division within their correct age group.

c) NO representative players of any association can play in a RED or WHITE division (including when playing 'up' an age group)

**EXCEPTION:** A Club nominating only one team in the Gold division, but is exceeding the restricted player guidelines, must either create a second Gold team or submit an exemption request to SWMBI in writing. The exemption must be approved by SWMBI, before player/s can take the court for a lower division team. The circumstances must be extenuating, with no other avenue of resolve, to be considered for approval.

**PENALTY: Rule 11.1**

## 1.22 **RESTRICTED PLAYERS**

a) GOLD division teams may only contain a maximum of **three (3)** restricted players – this classification is to ensure the viability of the competition.

**EXCEPTION – Friday Night Youth League (FNYL):**

FNYL teams may be comprised of no more than six (6) restricted players, being from either U16, U18, QSL, QSLYL or NBL1. The breakdown shall be

- maximum of three (3) x U16 “first team” representative players of any association
- maximum of three (3) x U18/QSLYL/QSL/NBL1 representative players of any association, regardless of the representative team’s division.

b) Players are classified as restricted if they have been selected in a SWMBI or another association’s SQJBC first team (irrespective of that teams SQJBC division), or in any association’s NBL1/QSL/QSLYL team.

c) Any player classified as restricted in their own age group, and plays up outside their age group, will not count as a restricted player for that older age group team.

**PENALTY: Rule 11.1**

## 1.23 **DETERMINING RESTRICTED & REPRESENTATIVE PLAYER STATUS**

a) Restricted or Representative players will be determined on selections made in the most recent Representative season, which is to encompass a period of 12 months prior to the commencement of Round 1 season proper of the Junior Club Competition.

If a player was selected in both a junior and senior representative team in the most recent representative season, whichever team brings the higher restricted/representative player status shall be applied to them.

*(e.g. If they played U18 second team and QSLYL, then QSLYL shall be used and the player would be considered restricted.)*

b) If a player is selected to a representative first team during the grading period of current domestic season, **but before the commencement of round 1**, which makes them become newly restricted then they must be moved into GOLD team if not already in one. **Or** if they are already in a Gold team, and this now makes that team exceed the restricted player limit, the Club must shuffle players to ensure they stay within limits.

This same above methodology applies if a player gains new representative player status (e.g. A RED division player who wasn’t in rep the previous year gets selected in a representative third team during the grading period, they now must move to PURPLE division or higher). **See rule 1.20**

c) Any representative team selection made during the current season after the Grading period has concluded (i.e. from Round 1 onward) that would make a player newly restricted, or newly representative, will not have this status apply to them for that season. This new representative/restricted status will apply to the player for the following season.

d) If a player participated in (3) or less representative games in the twelve months prior to Round 1, no restricted or representative player status shall apply to them for that season.



## 2. **FEES**

- 2.1 Clubs will be invoiced by SWMBI each week for the previous week's games and these fees will be due within two (2) weeks of date of invoice. All independent teams must pay court fees prior to the commencement of each game.

Any Club or independent team with outstanding amounts owing to SWMBI will be subject to a notice of immediate payment of game fees prior to the next round commencing, otherwise forfeits to all their teams may be enforced. This will be communicated to the Club representative prior to being enacted.

**PENALTY: Rule 11.1**

- 2.2 A nomination fee per team will be applicable for each season. This fee will be determined by SWMBI and communicated to all clubs prior to registrations opening for an upcoming season. Once the grading period for each season has completed and all teams confirmed, the total team nomination fee for each club will be invoiced and is due within two (2) weeks of receipt.

## 3. **PLAYING UNIFORMS**

- 3.1 All players shall wear the approved uniform of their club or team in all games. This includes both singlets and shorts in the approved colours. Approval may be given for alternative colours if requested at the time of nomination.

Where a club has more than one team within any division, an alternative uniform colours shall be submitted for approval at the time of nomination, and worn by one of their teams whenever clash would occur during the season.

### 3.2 ***PLAYING SINGLETS:***

- a) Players shall wear approved club singlets with all players within a team wearing one consistent design. If compliance with this rule delays the start of the game, the team shall be penalised in accordance with **Rule 4.9**. If the team has less than four (4) compliant players and an alternative uniform cannot be procured, the game may proceed as far as practicable, but the offending team shall be penalised in accordance with **Rule 11.1**.
- b) Playing tops shall be numbered, front and back, using numbers 1 to 99. The sizes of the numbers shall comply with the requirements of the FIBA Official Rules. Numbers shall be securely fixed to the uniform and shall not be chalked, pinned or taped. Duplicate numbers, a plain shirt or zero number ("0" or "00") will not be acceptable.

**PENALTY:** *The relevant team shall be penalised five (5) points per offending player per game. The penalty shall be recorded as additional points, awarded to the opposing team's captain (or player chosen by the coach). The scoresheet shall be marked accordingly by the referee or court supervisor, with an accompanying note on the scoresheet by half time.*

**\*\* All penalties must be applied by half time – coaches cannot request penalties to be applied towards the end of the game to alter the end result. \*\***

- 3.3 T-shirts or compression tops may be worn under singlets provided they are the same colour as the predominant colour of the singlets, or alternatively, they can wear either black or white.

**PENALTY:** *Players who do not comply with this rule will not be allowed to enter the court. NO points penalty to be awarded.*

**3.4 PLAYING SHORTS:**

Males: Players shall wear approved club shorts. Compression shorts can be worn under club shorts.

Females: Players shall wear approved club shorts. Compression shorts/leggings can be worn under club shorts.

**PENALTY:** *The relevant junior team shall be penalised (5) points per offending player per game. The penalty shall be recorded as additional points awarded to the opposing team's captain (or player as chosen by the coach). The scoresheet shall be marked accordingly by the referee or court supervisor, with an accompanying note on the scoresheet by half time.*

**\*\* All penalties must be applied by half time – coaches cannot request penalties to be applied towards the end of the game to alter the end result. \*\***

**3.5** Appropriate enclosed shoes with non-marking soles shall be worn on the court.

**PENALTY: Rule 11.2**

**3.6** Jewellery shall not be worn whilst playing, with the exception of stud earrings only.

**PENALTY: Rule 11.2**

**3.7** Fingernails shall be cut level with the tips of the fingers. Taping of fingernails and wearing of gloves will not be permitted. Fingernails may be inspected before each game by the Referees.

**3.8** Long hair must be tied up, but not in a plait.

**PENALTY: Rule 11.2**

**4. SCORING AND TIMEKEEPING**

**4.1** A two (2) minute period shall be placed on the scoreboard before the start of each game and will start immediately upon completion of the preceding game.

**EXCEPTION:** The game clock may be stopped at the one (1) minute mark, if the game has not been loaded onto the tablet courtside. Once the game is loaded, the clock will recommence, allowing teams to check, confirm and update player details.

**4.2** The game clock shall be started at the scheduled game time or one (1) minute after confirmation of game has been loaded in CourtSide, whichever is later.

**4.3** Notwithstanding Rules 4.1 and 4.2, a game may commence before the scheduled starting time or less than two (2) minutes after confirmation of game has been loaded in CourtSide, provided only that both teams and all court officials are in full and clear agreement to do so.

**4.4** (a) All games shall consist of four (4) x ten (10) minute quarters. Each team is permitted one (1) timeout per quarter, non-accruing.

**4.5** The periods between the second and fourth quarter shall be one (1) minute, half time interval shall be 2 minutes.

- 4.6** During the game, the clock shall only be stopped **on a whistle** in the last two minutes of the fourth quarter (including timeouts and free throws). The clock will run in all periods except where detailed above in the fourth quarter. Timeouts will not be permitted in the last two (2) minutes of quarters 1-3.

**EXCEPTION:** The clock will not be stopped in the last two (2) minutes of the game, if there is a fifteen (15) points or more, margin in the team's scores, **with no possibility of a comeback. Scorers to use discretion and common sense.** Example 1: Team A has a 16-point lead after a basket is scored and Team B calls a Timeout to advance the ball. In this situation, the scorers may halt the clock. Example 2: Team A has a 30-point lead with 2 minutes remaining. The clock would not be stopped.

- 4.7** The team captain, coach or manager shall be responsible for ensuring that the correct players are showing as active on the tablet, or on the scoresheet, once the game has been loaded. (i.e. Players are in attendance and ready to participate in a game, and any injured players in attendance who are noted on the scoresheet and ticked into the tablet).

**PENALTY: Rule 11.1**

- 4.8** Each team shall supply a scorer or timekeeper for the duration of the game.

**PENALTY: Rule 4.9**

- 4.9** A team which does not have four (4) players ready to commence play, together with a scorer or timekeeper, at the start of the game shall be penalised two (2) points for each minute, or part thereof, that commencement of play is delayed. The elapsed time, and penalty applicable shall be calculated from the game clock which shall be started in accordance with Rule 4.2. Awarding of penalty points under this rule shall be at the direction of the referee and shall be credited to the opposing team prior to commencement of play with an accompanying footnote on the scoresheet.

If four players are not ready to commence play within ten (10) minutes of the start time or at the end of the warm-up period, whichever is the later, that team shall forfeit the game.

**PENALTY: Rule 11.2**

The opposing team may be entitled to a refund/waiver of its game fee and entitled to full use of the court for the allotted game period, only if a scratch-match is not played.

Failure by both teams to field at least four (4) players ready to commence play, together with a scorer or timekeeper, within ten (10) minutes of the game starting, shall result in a forfeit being recorded against both teams (double forfeit).

**PENALTY: Rule 11.2 (for each team)**

- 4.10** Notwithstanding Rule 4.9, if prior to the commencement of the game, a team declares the intended use of an ineligible player for the purpose of avoiding a fine, the game may proceed if the coach of the opposing team is in agreement. However, at the end of the game it shall be recorded as a 20-0 forfeit, irrespective of the final score and the number of players entered into the tablet.

**PENALTY: Rule 11.1**

- 4.11** Excluding Finals and Semi-finals, if the full-time scores are equal, the game shall be recorded as a draw with no extra time being played. Finals and Semi-Finals games will play 3-minute overtime periods until a winning result is determined, with a 1-minute break in between overtime periods. Coaches may take one (1) timeout each per overtime period (non-accruing).

- 4.12** It shall be the responsibility of the Court Supervisor/Referees to check by quarter time that only the players who have entered the game are marked as active players in the tablet. Any player that is ticked in, but who has not entered game, will be unticked. At the beginning of the second quarter, only the players ticked in on the tablet must be present and be an active player in the game.

**EXCEPTION:** An injured player who attends a game, but cannot take the court, can be ticked into the team list, as long as there is an incident note noted in the tablet and notation made on the scoresheet against the player's name.

If a player enters the game or arrives after quarter time, the player can only be added during a stoppage in play. A timeout is to be called and used by the coach of the player entering after quarter time. It is also the Referee's responsibility at the end of the game, that the tablets and/or the scoresheets have been marked correctly and the correct scores have been recorded.

**PENALTY: RULE 11.1**

#### **4.13 Courtside Errors & Adjustments**

Adjustments will only be made to the records that are finalised and captured during the game in the instance that an application technical issue has been experienced.

"Technical issue" is defined as the scoring application (Basketball Connect) not being technically available, or not functional, and cannot be rectified during the game by the court officials. In such instances, the court supervisor **MUST** be informed and written feedback from the court supervisor must be sent to the Competitions Manager directly after the game.

**PLEASE NOTE:** NO ADJUSTMENTS WILL BE MADE TO RECTIFY SCORING ERRORS BY THE TEAM'S SCORERS IN ANY GAME OR UNDER ANY CIRCUMSTANCES

### **5. PLAYING REGULATIONS/ MODIFICATIONS**

- 5.1**
- a) In Under 8, 10, 12 and 14 age groups "Zone Defense" will not be permitted. In Under 16, Under 19/Seniors and FNYL "Zone Defense" will be permitted in the second half of the game only. The arbitrator for this interpretation shall be the court supervisor.
  - b) In Under 8, 10 and 12 age groups, free throws shall be taken from the dotted line inside the restricted area (keyway). Under 14 will shoot from the regulation free throw line.
  - c) Under 8 & 10 age groups will preferably play 4 on 4, but 5 on 5 will be permitted if large numbers of players are in both teams. Both coaches must agree to change to 5 on 5. In the age groups the development of the backcourt rule and 3-second keyway rules will be encouraged but not strictly enforced.
  - d) "Girls With Game" will play 4 on 4, but 5 on 5 will be permitted if large numbers of players are in both teams. Both coaches must agree to change to 5 on 5. All other competitions, except Under 8/10's. Games can start with 4 players.
  - e) Games shall be played with balls complying with Basketball Australia Regulations.
    - Under 8, 10 & 12 - size 5*
    - Under 14 and GWG - size 6*
    - Under 16 Girls, Under 19/Senior Girls - size 6*
    - Under 16 Boys, Under 19/Senior Boys - size 7*

**5.2 Sin Bin Rule:**

A player receiving a Technical Foul shall result in the player being substituted from the game and sitting three (3) minutes of playing time on the team bench, irrespective of the score, the number of players on the court or the remaining time in the game. The Technical Foul must be noted on the tablet. The countdown clock beside the player's name on the tablet will indicate when the player can return to the game.

**5.3 SWMBI Domestic Disciplinary Process:**

Any player or coach receiving two (2) Technical Fouls, or a combination of one (1) Technical Foul and one (1) Unsportsmanslike Foul, in one game will be ejected from the game and venue. A report MUST be submitted to the Competition Manager's office directly after the game and the tablet or scoresheet must be noted with full details of the incident.

**PENALTY: RULE 11.3**

**5.4 SWMBI Domestic Disciplinary Process:**

If foul language or derogatory remarks are directed towards officials, then the official shall eject the offending person(s), player or coach, from the game and venue. A report MUST be submitted to the Competition Manager directly after the game and the tablet or scoresheet must be noted with full details of the incident.

**PENALTY: RULE 11.3**

**5.5**

**Sportsmanship Rule:**

In the interests of junior basketball development, an understanding has been reached between the South West Metro Basketball Clubs and Independent teams, allowing a Sportsmanship Rule to be invoked when the margin between two teams in a game is a certain amount of points.

The Sportsmanship Rule shall be mandatory and will be enforced by the game officials. The Coach of the winning team MUST abide by the rules of the Sportsmanship Rule. If not already evident by the actions of the winning team, the game referees may also instruct the Coach whose team is leading that the Sportsmanship Rule must be invoked.

*Sportsmanship Rule Explanation:*

The team that is leading will allow the other team to advance the ball across the halfway line without hindrance, by using whatever respectful method the coach who is leading deems appropriate (passive defence, ¼ court defence etc.).

The Juniors Sportsmanship Rule MUST be invoked by the coach of the winning team, or when instructed to by game officials, once the margin between the two teams is thirty-five (35) points in Division 1 games and twenty-five (25) points in all other divisions. If the score difference falls on or below twenty-five (25) points in Division 1 games, and fifteen (15) points in all other divisions, then the coach of the winning team can resume their original game plan and the Sportsmanship Rule is no longer in effect, until the margin between the two teams is thirty-five (35) points in Division 1 games and twenty-five (25) points in all other divisions, and the Sportsmanship Rule resumes.

For the Under 8 and 10 age groups, the margin will be ten (10) points.

In the interest of junior basketball development, all clubs are to instruct their Coaches about this understanding and to ensure they abide by this ruling with respect and sportsmanship in mind.

## 5.6 **Technical Fouls:**

Whilst technical fouls are rare and often the result of a single incident, there has been an increasing number of participants been given technical fouls on a regular basis. It is the Association's goal to work proactively with players who are receiving repeated technical fouls. Those who have been identified as receiving technical fouls on a regular basis may be contacted by the Association with a view to supporting strategies to reduce the instances of conduct that results in repeated conduct breaches.

Should these instances continue after this contact, the Association will issue a conduct warning to the participant, with any further technical fouls after this conduct warning resulting in an automatic one (1) week suspension from ALL SWMBI basketball activities.

**PENALTY: RULE 11.5**

## 6. **DISQUALIFYING FOULS, EJECTIONS, DOMESTIC DISCIPLINARY PROCESS AND REPORTS TO THE JUDICIARY COMMITTEE**

6.1 Any person who:

- (a) disobeys a direction of a SWM staff or committee member, or appointed SWM supervisor/official, OR;
- (b) is ejected from a game (player, coach, assistant, manager),

shall be ejected from the stadium. A report must be submitted to the Competitions Manager directly after the game and/or the scoresheet must be noted with full details of the incident. The SWMBI Domestic Competition Disciplinary Process of an automatic two (2) week suspension will be applied for first offences.

**PENALTY: RULE 11.3**

- 6.2 If required, or in the case of second offences, a report shall be forwarded to SWMBI Judiciary Committee within forty-eight (48) hours. If this time frame elapses over a weekend, then it shall be forwarded by close of business Monday following the incident.
- 6.3 If deemed necessary, the Judiciary Committee will convene within seven (7) days to consider the matter and make a determination. The club and/or persons involved will be contacted by the Competition Manager prior.
- 6.4 Any player who has been suspended by the judiciary process and takes part in any basketball activity as a player, coach, bench official or referee before the end of the period of suspension shall incur a forfeit upon his/her team in accordance with **Rule 11.1** and additional penalties may be incurred.

## **7. GAME ABANDONMENT**

**7.1** Games shall only be abandoned with the permission of the referees and/or supervisors, in prior consultation with the Competitions Manager (or General Manager). A full report by the Court Supervisor detailing the reasons for abandonment must be attached to the scoresheet and lodged with the SWMBI office as soon as possible following the game in question. Every effort shall be made by both teams to play a rescheduled game at a later date in order to assure a satisfactory result. If, however, the game not able replayed, the game shall be deemed a “wash-out” and a final result determined by the Competition Manager.

**7.2** Game fees will not be refunded, and an additional fee may be incurred for the team that abandons a game. Game fees may be refunded to the opposition team in some cases at the discretion of SWMBI. Game fees will not apply to a rescheduled game where previous game fees were paid and not refunded.

In the case of a game being abandoned due to court/venue issues, and not through any fault/decision by a team, game fees for both teams will be refunded/waived to both teams.

## **8. COMPETITION LADDERS**

**8.1** For the determination of final placings for a given season, competition ladders will be compiled based on the number of competition points earned via Wins/Losses/Draws/Byes.

**8.2** Competition points:

- Win - 3
- Bye - 3
- Draw - 2
- Loss - 1
- Forfeit - 0 (bar exceptions as outlined in 8.3)

As per rule 11.1, a negative points penalty (-2) may also apply in some instances where these competition rules have been broken.

**8.3** Games recorded as a forfeit in the following circumstances shall be deemed a loss when:  
a) a team withdraws from a game to tend to a player seriously injured.  
b) a team “fouls out” and is reduced to less than two (2) players left on the court.

**8.4** Where two or more teams have equal competition points, their relative positions shall be determined according to the following priority:  
1. Team with more wins in the competition ladder. Byes shall also count as a win.  
2. Wins and losses of the games played between the tied teams\*\*  
3. Total game points for and against (as a %) for games played between the tied teams  
4. 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 2 will not apply and the tie breaker will move to step 3.**

If at any stage during this procedure the number of tied teams is reduced, the tie-breaker will restart from step 1 and involve just the remaining tied teams.

**8.5** It shall be the responsibility of a Club’s President to contact the Competitions Manager should they need to check that any match result is correct and final placings have been correctly determined (no correspondence will be entered into with coaches and parents).

**9. FINALS**

**9.1** Finals will apply in age groups Under 12 and up only and will be conducted as follows:

***Week 1***

Semi-final 1 – 1st v 4th

Semi-final 2 – 2nd v 3rd

***Week 2***

Gold/Silver medal - Winner SF1 v Winner SF2

Bronze medal - Loser SF1 v Loser SF2

**10. STADIUM RULES OF CONDUCT**

**10.1** Players shall not participate in “dunking” or hanging off basket nets, rings, backboards or supports during a warm-up period, game, at half time or between any extra periods.

**PENALTY:** *A player who dunks during warm-up or at half time shall be penalised with a Technical Foul.*

**10.2** A person shall not persist in “dunking” or hanging off basket nets, rings, backboards or supports at any time.

**10.3** Any person and/or club who causes damage to any court fittings as a consequence of “dunking” or hanging off basket nets, rings backboards or supports, will be held liable for restitution of the damage.

**10.4** A person shall not shoot at side rings, bounce balls off walls, or pass or bounce balls at the ends or sidelines of any court while a game is in progress.

**PENALTY:** The offender may be ejected from the stadium and/or reported to the Judiciary Committee in accordance with Rule 6 or Rule 11.3.

**10.5** A person shall not enter the court or shoot balls at half/quarter intervals, during warm-up or any time-out to which a team is entitled unless the person is a member of that team.

**PENALTY:** The offender may be ejected from the stadium and/or reported to the Judiciary Committee in accordance with Rule 6 or Rule 11.3.

**NB:** *This rule shall also apply to the referees.*

**10.6** Teams shall vacate the bench area immediately after their game.

**PENALTY: Rule 11.4**



## **11. PENALTIES**

- 11.1** The team which incurs the penalty shall forfeit the game in which the infraction occurred. Negative two (-2) competition points shall be awarded for the game.

In addition, the team shall be fined an amount equal to the normal court fees for the relevant division which shall be in addition to any court fees payable for the game that was forfeited.

A team that incurs this penalty in two (2) games may be called upon by the SWMBI to show cause, why it should not be expelled from the competition.

A team that incurs this penalty in three (3) games will be expelled from the competition.

- 11.2** The offending player shall not be allowed to enter the court until the relevant condition is rectified. Any delays caused by the player in respect of the game in which the infraction occurs shall incur a penalty against the player's team in accordance with Rule 4.9.

- 11.3** A player or coach that incurs this penalty will be automatically suspended for two (2) subsequent games under the Domestic Disciplinary Process. The player or coach shall not be permitted to enter any SWM-affiliated venues for games, trainings or as a spectator, coach, manager or referee, during that period.

- 11.4** The team which incurs the penalty shall forfeit the game.

- 11.5** A player or coach that incurs this penalty will be automatically suspended for one (1) game.

## **12. FINES**

Any fine(s) applicable to a team, shall be paid prior to taking the court in the team's next scheduled fixture game.

**PENALTY: Rule 11.1**

## **13. PROTESTS**

Any player or team may lodge a protest concerning any aspect of a fixture game. However, where the player or team is a member of a Club, then SWMBI shall only reply to correspondence directly from the Club President.

All protests must be accompanied by a \$100 fee, payable at the time of the protest via direct credit into the SWMBI bank account and is non-refundable if the protest is upheld.

## **14. APPEALS**

Any club/person shall have the right to appeal against decisions or rulings made by SWMBI, including those made against them at a Judiciary/Tribunal hearing.

All appeals must be accompanied by a \$100 fee, which is payable at the time of the appeal, via direct credit into the SWMBI bank account and is non-refundable if the appeal is upheld.

The appeal will be reviewed by the SWMBI Management Committee. The decision of the Committee in respect of the appeal will be final.

**EXCEPTION: No appeals will be accepted regarding the Domestic Disciplinary Process (automatic 2-week ban).**