

SOUTH WESTERN METRO BASKETBALL INC. JUNIOR DOMESTIC COMPETITION RULES

updated January 2025



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

Games are to 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

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 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**

GENERAL PLAYER ELIGIBILITY

- 1.1 All players must be registered members of both South West Metro Basketball Inc. (SWMBI) and Basketball Queensland to compete in SWMBI competitions. Registrations must be kept current 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 fielded unregistered players.

PENALTY: RULE 11.1

- 1.2 Age group eligibility shall be determined by the age of the player as of 31st December in the year of competition/season.

Under 8: Players turning no older than 7 years

Under 10: Players turning 8 or 9 years

Under 12: Players turning 10 or 11 years

Under 14: Players turning 12 or 13 years

Under 16: Players turning 14 or 15 years

Under 19: Players turning 16, 17 or 18 years

EXCEPTION (Under 19): A player turning 19 years, but still in school, is eligible to participate but only in GOLD or PURPLE divisions (or as per any rep-restricted status applicable to them). Proof of current school enrolment must be provided to the Competition Manager prior to participation.

PENALTY: Rule 11.1

- 1.3 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

- 1.4 Players may register for the competition up until there is 50% of round games remaining, after which time registrations for the season will close. 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 would not be eligible for finals (as they would not reach eligibility).

- 1.5 Any player wishing to change SWMBI clubs between seasons is required to complete a SWMBI transfer form from their former club and have it approved in order to be eligible for their new club. Transfer forms are available on the SWMBI website -

www.piratesbasketball.net.au.

No transfers can be requested once a season has commenced and a player has participated in a game/s, which shall include grading rounds.

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.

- 1.6** All competition games will use the Basketball Connect scoring application. This program 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 and only 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 scoring application.
 - 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 Basketball Connect 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 of this intention prior to the game. The player must be checked into the scoring app for the game to count (as if they were playing).
PENALTY: Rule 11.4 (where player is checked in but not in attendance)

TEAM ELIGIBILITY

- 1.7** All players must play for a team in their correct age group. If a club cannot field a team for a player’s correct age group, a written submission must be made by the club to the Competitions Manager to seek approval for that player to participate in a higher age team.
- 1.8** Where a Club has two or more teams in the same division within an age group, players are permitted to play for one (1) team only within that division after the prescribed grading period has ended.
PENALTY: Rule 11.1
EXCEPTION: Grades where there are no finals (Under 8 & 10)
- 1.9** Players may play a maximum of four (4) games in a higher division within their own age group (e.g. an U14 PURPLE division player filling in for their club’s GOLD division team/s). Once the player participates in a fifth game with a higher division, they will become locked to that division and cannot return to their original lower division team.
PENALTY: Rule 11.1
- 1.10** A player may participate in any number of games in the next higher age group without affecting their eligibility to play in their normal age group. However, if a player does not meet finals eligibility in their correct age group they will not qualify for any higher age group finals.
- a) Players can play in a higher age group for a given round **ONLY IF** they have played in their own age group’s team also.
 - b) 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, prior written consent from their parents must be provided to the Competitions Manager.
 - c) Any representative player ‘playing up’ an age group may do so only in Purple or Gold Divisions. They cannot participate in Red division or below in the higher age group.
 - d) Any Gold Division player ‘playing up’ an age group may do so only in Purple or Gold Divisions. They cannot participate in Red division or below in the higher age group.

PENALTY: Rule 11.4

1.11 Players cannot play for more than one club in a given season.

The only exception is where a player wishes to also play ‘up’ an age group, however their primary Club does not have a team, they are permitted register to an additional club. Should there be a time clash with fixtures, their own age group game must always take precedence.

Example: U14 Gold player in Club “A” wants to also play in U16 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 transfer or affecting the player’s status with Club “A”.

Exceptions on other grounds may be considered, however a request must be put in writing to the Competitions Manager for review and a determination.

FINALS ELIGIBILITY

1.12 A player shall only be eligible to participate in Finals for a team if they have played a minimum 50% of round games for them during the season (rounded down if calculation is fractional). ‘Bye’ rounds will count as a game played, but only if the player had commenced playing for the team prior to the bye/s.

Example: A season has seventeen (17) round games. For a player to be finals eligible for their team they must have played a minimum eight (8) games. (50% is 8.5 games, so rounded down to 8)

PENALTY: Rule 11.1

1.13 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.

1.14 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 1.6d**).

Alternatively, an official doctor’s certificate outlining the player has an injury that prevented 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.

1.15 As per **Rule 1.11**, a player who does not reach finals eligibility for their own age group will not be eligible to play finals for any higher age group team they play for.

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

1.17 ***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.

RESTRICTED & REPRESENTATIVE PLAYER GUIDELINES

- 1.18** a) Any player selected for
- a SWMBI junior representative first team
 - another association’s junior representative first team (in Premier League or League 2),
 - any association’s NBL1 team,
 - any association’s QSL team/s, or
 - any association’s QSLYL team/s
- is classified **Restricted** and must play **GOLD** division within their correct age group.

- b) A player selected to another association’s representative first team, which participates in League 3 or lower, must play **GOLD** division within their correct age group however they **do not count as a restricted player**.
- c) Any player selected in an association’s representative second team or below are to play no lower than **PURPLE** division within their correct age group.
- d) No restricted or representative player can participate in RED division or below, including when they play ‘up’ an age group as per **Rule 1.10d**.

PENALTY: Rule 11.1

1.19 Restricted Player Limit

- a) GOLD division teams may consist of a maximum of **three (3)** restricted players as defined within *Rule 1.19a*.

PENALTY: Rule 11.1

EXCEPTION: A Club nominating only one team in 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.

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

1.20 Determining Restricted & Representative Player Status

Restricted and Representative player status is generally based on an age group’s most recent representative team selections and will apply for a 12-month (two season) period. A player’s selection is to have been made prior to Round 1 to apply for that season. The representative team selections apply to each season is outlined in the below rolling two-year table:

2025				2026			
Season 1		Season 2		Season 1		Season 2	
U12	2024 U12	U12	2025 U12	U12	2025 U12	U12	2026 U12
U14	2025 U14	U14	2025 U14	U14	2026 U14	U14	2026 U14
U16	2025 U16	U16	2025 U16	U16	2026 U16	U16	2026 U16
U19	2024/25 U18	U19	2024/25 U18	U19	2025/26 U18	U19	2025/26 U18
	2025 NBL1/QSL/YL		2025 NBL1/QSL/YL		2026 NBL1/QSL/YL		2026 NBL1/QSL/YL

- a) 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 status will apply to the player for the following season only.
- b) If a player is selected to a representative first team during the grading period of a season, **but before the commencement of round 1**, which makes them become newly restricted then they must be moved into a GOLD team if not already in one. Or if already in a Gold team and this now makes that team exceed the restricted player limit, the Club must make necessary team and/or player changes.

This same rule applies if a player gains new representative status and is not already in an appropriate team (e.g. a RED division player not in rep previously is selected for a rep third team during the grading period - they now must move to PURPLE division or higher).

- c) If a player is selected in both a junior and senior representative team and the respective status periods overlap, whichever team brings the higher status will be applied.
Example: A player was selected to an U18 second team and YL - the YL selection shall be used and the player would be considered restricted.

- d) If a 'development' or 'fill-in' player has participated in three (3) or less representative games, no restricted or representative status shall apply to them.
 - (i) This exemption does not apply to a player who accepts a representative team position however withdraws (injury/illness, personal etc.) before playing at least three games. The applicable rep/restricted status will still apply to such players.

1.21 GENERAL DIVISION GUIDE

Gold (1st) – For players who are experienced, representative players and/or skilled club players.

Purple (2nd) – For players who have experience and confidence, including lower-level representative players, but not necessarily at Gold level.

Red, White & Black (3rd, 4th, 5th) – For lesser experienced 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.

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.

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.

2.3 **Forfeit Fees**

Clubs and independent teams must notify the Competition Manager as soon as possible if their team/s intend to forfeit an upcoming game. The following fees will apply:

- (a) Any forfeit notified before 1:00pm Thursday prior to the round will be subject to the normal game fee being applied to the forfeiting team.
- (b) Any forfeit notified after 1:00pm Thursday prior to the round will be subject to double the game fee being applied to the forfeiting team. This will also apply to any team 'no-show' for games, or any instance where insufficient players arrive and no scratch-match can be played.
- (c) Teams who receive a forfeit will not be subject to any game fees, except in instances where a 'scratch match' is played and utilises paid referee/s. Teams receiving a forfeit are welcome to use the free court for shootaround/practice at no cost.

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 a division, an approved alternative uniform colour shall be worn by one of the teams whenever a clash occurs 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 4.10**. 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 0, 00, 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 or plain shirts/jerseys 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, solid black or white in colour.

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***

All players shall wear their club's approved shorts in all games.

Compression shorts/leggings may be worn underneath as long as they are the same predominant colour of the shorts, or in solid black or solid white in colour.

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, This applies to all players, coaches and managers.

PENALTY: Rule 11.2

- 3.6 Except for stud earrings only, no jewellery is permitted to be worn whilst playing.

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.

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 scoring tablet. 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 the scoring tablet, 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 the tablet, provided only that both teams and all court officials are in mutual agreement to do so.

4.4 Games shall consist of four (4) x ten (10) minute quarters.

4.5 1st and 3rd quarter intervals shall be one (1) minute, half time interval shall be two (2) minutes.

4.6 The clock will run continuously in all periods except for the last two (2) minutes of the 4th quarter where it shall be stopped on all whistles and during timeouts or free throws.

NOTE: the clock **does not** stop on made baskets during this time.

4.7 Each team is permitted one (1) timeout per quarter, non-accruing. Timeouts will not be permitted in the last two (2) minutes of the 1st, 2nd & 3rd quarters.

4.8 The team captain, coach or manager shall be responsible for ensuring that only the correct players are showing as active on the tablet once the game has been loaded. (i.e. players in attendance and ready to participate, plus any injured players in attendance).

PENALTY: Rule 11.1

4.9 Scorebench Duty Allocation

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

PENALTY: Rule 4.10

Allocation of scorebench roles for games are as follows:

- Team A (first team listed on draw) will be responsible for the game clock.
- Team B (second listed team) will be responsible for the ipad.

The allocation of scorebench duties may be reversed **only** if there is mutual agreement between teams (or persons performing the roles).

4.10 A team which does not have four (4) players ready to commence play, together with a scorebench person, 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 credited to the opposing team prior to commencement of play.

If four players are not ready to commence play by the end of the first interval (i.e. start of 2nd quarter), 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 within ten (10) minutes of the game starting, shall result in a forfeit being recorded against both teams.

PENALTY: Rule 11.2 (for each team)

4.11 Notwithstanding Rule 4.10, if prior to game commencement 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 however no negative points penalty applies

4.12 For regular season games, if the full-time scores are equal the result shall be recorded as a draw with no extra time being played. In all finals games there will be 3-minute overtime periods until a winning result is determined, with a 1-minute break in between periods. Overtime periods in finals game shall operate to the following rules:

- The first minute of any overtime period operates to a running clock, with the final two minutes to be played as per **rule 4.6**
- Coaches may take one (1) timeout each per overtime period
- Player and team fouls carry over from the 4th quarter (i.e. neither will reset)

4.13 It shall be the responsibility of the Court Supervisor/Referees to check at quarter time that only the players who have entered the game are marked as active in the tablet. Any player checked in, but not present, will be unchecked. Coaches from each team are also permitted to check team lists and if there is a discrepancy they are to inform the referees or supervisor to correct.

EXCEPTION: An injured player who attends a game, but cannot take the court, can be checked into the team list as if they were playing

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 tablet or the scoresheet have been marked correctly and the correct scores have been recorded.

PENALTY: RULE 11.1

4.14 **Scoring 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 this court supervisor will be sent to the Competitions Manager directly after the game.

PLEASE NOTE: No adjustments will be made to rectify errors by team's scorers for any game under any circumstance.

5. PLAYING REGULATIONS & MODIFICATIONS

- 5.1**
- a) A maximum of ten (10) players can be registered to and participate in games for a team.
 - b) In Under 8 to 14 age groups, "Zone Defense" will not be permitted.
 - c) *Free Throws* – **Under 8** players may shoot from anywhere within the restricted area directly in front of ring. **U10 & U12** players may shoot from the line/dot in front of normal free-throw line if marked, otherwise from the perceived line drawn from the first hashmarks on keyway. *Shooting from regular free throw line is also permissible in these age groups.*
 - d) Under 8 & 10 will preferably play 4-on-4, however 5-on-5 is permitted if both coaches mutually agree. In these age groups, the development of the backcourt and 3-second keyway rules will be encouraged but not strictly enforced.

All other competitions (U12 & up) will be played as 5-on-5, however games can start where a team has a minimum 4 players available.

e) Games shall be played with balls complying with Basketball Australia regulations:

Under 8, Under 10 & Under 12 - size 5

Under 14, Under 16 Girls, Under 19 Girls - size 6

Under 16 Boys & Under 19 Boys - size 7

5.2 Sportsmanship Rule

In the interests of respect and positive development for junior basketball, a 'Sportsmanship Rule' is to be invoked when the margin between teams reaches a certain amount in games. The leading team will allow their opposition to advance the ball across the halfway line without hindrance, by using whatever respectful method the leading team's coach deems appropriate (passive defence, $\frac{1}{4}$ court defence etc.).

The 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:

- fifteen (15) points in all Under 8 and Under 10 games
- thirty-five (35) points in Division 1 games (U12 and older)
- twenty-five (25) points in Division 2 and below (U12 and older)

If the margin falls below ten (10) points for all U8/U10 games, twenty-five (25) points in Division 1 games, or fifteen (15) points in all other divisions then the coach of the winning team may resume normal play and the Sportsmanship Rule is no longer in effect. If the margin again extends to the initial threshold the Sportsmanship Rule shall then resume.

The *Sportsmanship Rule* is mandatory and will be enforced by the game officials. The coach of the winning team MUST abide by this policy. If not already evident by the actions of the winning team, the game referees and/or court supervisor may also instruct the Coach whose team is leading that the Sportsmanship Rule must be invoked.

5.3 Sin Bin

A player receiving a Technical Foul shall result in them being substituted from the game and sitting three (3) minutes of playing time on the team bench, irrespective of score, time remaining or number of players on court. The Technical Foul must be noted on the tablet.

5.4 SWMBI Domestic Disciplinary Process

- a) Any player or coach receiving two (2) Technical Fouls, or combination of one (1) Technical and one (1) Unsportsmanslike Foul, in a game will be ejected from the game and venue.
- b) If foul or derogatory language are directed towards officials, then the official shall immediately eject the offending player or coach from the game (i.e. disqualification foul).

A report for any ejection must be submitted by the referee (with Supervisor support if required) to the Competition Manager directly after the game and be noted on the tablet or scoresheet. Mandatory penalties apply to any person ejected from a game and further disciplinary processes may apply (see **section 6**).

MINIMUM PENALTY: Rule 11.3

5.5 Repeated Technical Fouls

It is the Association's goal to work proactively with players or coaches 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 (via their club) with a view to supporting strategies to reduce the instances of conduct that results in repeated technical foul 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. DOMESTIC DISCIPLINARY PROCESS AND JUDICIAL REPORTING

6.1 Any person who:

- (a) who displays gross misconduct within a venue or disobeys a direction from SWM staff, SWM committee member or appointed SWM supervisors/officials, OR;
- (b) is ejected from a game as per **rule 5.4** (player, coach, assistant, manager),

shall be removed from the venue. A report must be submitted to the Competitions Manager directly after the game by the referee and/or supervisor. 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 Depending on the severity of the incident, or in the case of second or further offences, the report shall then 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.

- a) An ejection from a game or venue does not necessarily need to occur for a report to be sent for judicial consideration. Any reported incident received by SWMBI from game officials, supervisors or club officials can be subject to escalation for a judiciary hearing.

6.3 If deemed necessary, the Judiciary Committee will convene generally 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.

7. GAME ABANDONMENT

7.1 For reasons such as weather and/or venue issues, 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.

7.2 Regular Season Games

Any game called off before tip-off or during the first-half will be declared a draw (20-20). Game fees will not be charged to teams in this instance.

Any game called off any time after the completion of the first half, will be declared a game and the result will stand as per the current score at the time that the game is called off. Game fees will be charged to teams.

7.3 Finals Games

If a game is abandoned, every effort will be made to play the fixture at a later date, or in cases where abandoned mid-way, resume the game from that point at a later date. If the game cannot be replayed/resumed at a later date, a final result will be determined by the SWM Competition Manager.

The SWM Competitions Manager also retains the right to exercise discretion and may declare a result for an abandoned finals game without rescheduling (e.g. a team had a significant or unassailable lead.).

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** In Under 8 & 10 divisions, no competition ladders or player statistics will be kept.
- 8.3** Competition points:
Win - 3
Bye - 3
Draw - 2
Loss - 1
Forfeit - 0 (bar exceptions as outlined in 8.5)
- 8.4** As per rule 11.1, a negative points penalty (-2) may also apply in some instances where these competition rules have been broken.
- 8.5** Games that are forfeited in the following circumstances shall be deemed a loss (1 competition point to the offending team):
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.
- 8.6** Where two or more teams have equal competition points, the tie-breakers used to determine their final position shall be according to the following priority:
1. Team with more wins in the competition ladder. (**NOTE: 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.

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.
- 10.6** Teams shall please vacate the bench area immediately following the conclusion of their game.

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 4.10.
- 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).