



SUNDAY SENIOR MENS RULES

Website: www.piratesbasketball.net.au

Email: admin@southwestbasketball.com.au

ZERO
TOLERANCE FOR FIGHTING
or ABUSE
(Automatic 2 week bans in place
for Ejections/Double Techs)

GAME RULES

1. SWM adhere to FIBA Rules with the following exceptions/additions
2. There is no shot clock.
3. 4 x 10 minute quarters, 2 minutes warm up, with a 2 minute half time break and a 1 minute break after the first and third quarters.
4. Games will operate with a running clock, with the exception of point #5 below and also during the last 2 minutes of the fourth quarter where the clock will stop on all whistles.
5. The clock may be stopped for free throws during the game, ONLY if there is a 10-point (or less) margin at the time of the free throws being awarded.
6. Teams are permitted one time-out each per quarter.
7. **In the event of a timeout being requested immediately before free throws**, the clock is to run during the timeout, unless it is in the last two minutes of the 4th quarter, where the clock will be stopped regardless.
8. NO timeouts are allowed in the first 3 quarters where there is less than 3 minutes remaining on the game clock.
9. In the event of a delayed start to the match, due to not enough players for one team arriving in time to start the game, the game clock shall run and a two (2) point penalty per minute elapsed, will be added onto the team that is ready and waiting to start's score at the commencement of the game (allocated to the Team Captain). If at the end of the first quarter, one team still doesn't have enough players, a 20-0 forfeit will be awarded to the team ready to start. A scratch-match can then be played. Referees will be available to referee and **no game fee refund will be paid**.
10. 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, and must sit on the bench, until the 3 minutes of playing time has elapsed. The countdown clock icon will display the time in the laptop scoring system, beside the offending player's name. The bench must signal the referee if the player does not leave the court automatically.
11. Overtime will be played only in Semi Finals or Grand Finals, where a clear result is necessary.
Overtime will be 3 minutes, teams play in the same direction as the 4th quarter, fouls stay the same, with 1 timeout per team.
12. COMPETITION POINTS: Win 3, Draw 2, Loss 1, Bye 3, Cancellation/Washout 2, **Team Forfeiting: -3 penalty** and counted as a loss, Team receiving a forfeit: 3 and counted as a win.

REGISTRATIONS

13. All players MUST be registered to their team on *Basketball Connect* before taking the court when season proper commences (i.e. after the 'grading' weeks have completed). Teams will be forfeited their win/loss points for any game where they field an unregistered player. If a player does not appear in our laptop scoring system it means they are not registered with your team for the current season.
14. 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.
15. **It is the Team Captain/Organiser's responsibility to ensure that all their players are registered to their 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 (admin@southwestbasketball.com.au).

FINALS ELIGIBILITY

16. 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.
17. Forfeit wins and byes will count as a game played for all players within the team. A forfeit loss where no game was played will not be counted as a game played for players in the forfeiting team.
18. Games played as recorded in *Basketball Connect* is the sole evidence used in determining eligibility. The team captain/organiser is responsible for ensuring their players are immediately registered 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. We will not under any circumstance backdate games played because a player wasn't correctly registered or checked-in to the game at the time.

19. 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.
20. 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 by no later than 7 days prior to finals. Games missed due to any other sporting commitment will not be considered.
21. Games missed due to any type of suspension or ban will not count toward finals eligibility.

FINALS TIE-BREAKER

22. 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 tie breaker 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.

UNIFORMS

23. All players within a team must be wearing the same playing singlets and each have a different playing number.
PENALTY: 5 points per infringement (added to the opposition's score at half time).

GAME & FORFEIT FEES

24. The weekly \$85 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: no \$\$ penalty for a team's first forfeit, however, -3 ladder points deducted.
 - b. With more than 48 hours' notice given, but a team's second forfeit in the season: \$85 and -3 ladder points deducted. This is to be paid with the following week's game fees (\$170).
 - c. With less than 48 hours' notice given, \$85 and -3 ladder points deducted. This is to be paid with the following week's game fees (\$170).
 - d. **For a team's third forfeit, regardless of the amount of notice given, the offending team will be removed from the competition.**