

Metro & Southern Districts Basketball Association By-Laws

As of: 18th April 2017

1. DEFINITIONS

The Association: Metro Southern Districts Basketball Association (MSDBA)

Association Staff: Person responsible for the day to day operations of the MSDBA

Executive Committee: The committee responsible for the administration of the MSDBA

FIBA: Federation of International Basketball Associations

1.1. PLAYING RULES

All competitions are conducted under the current FIBA Official Basketball Rules, unless otherwise stated in these bylaws or the by-laws of Basketball Victoria.

1.2. INTERPRETATION

The Association Staff/Executive Committee have the right to rule on matters not specifically covered in the Bylaws in the best interest of Basketball and MSDBA Competitions.

2. GAME PAYMENT

2.1. ALL PLAYERS MUST PAY

To take part in any official match a team must be registered with the Association and have paid the fee which covers all players for Sports Injury and affiliation. The Association may reject the Team Entry into our competition for any reason. Any Team who has not paid the registration fee (insurance) will not be permitted to take the court. All persons must pay to enter the Basketball hall. Any player who has not paid the full player fee to enter the Basketball hall may not take part in an official competition match.

Penalty: Offending team forfeits the match.

2.2. ONE GAME PER NIGHT PER PLAYER

A registered player can only play in one match per night unless permitted by the Association Staff. A club may be given permission to play a player in a club team to avoid a walkover all other players must seek permission from the team they would currently play for.

Penalty: Offending player disqualified for one week and offending team forfeits the match.

2.3. FIVE PLAYERS TO START THE GAME (TUESDAY NIGHT ONLY)

Each team must have at least five players to start play. If four players are present then the team must purchase a \$10.00 penalty sticker from the Door Keeper. Time lost will be penalised at 1 point per minute to the offending team. The \$10.00 is refunded after the game if the 5th player arrives and takes part in the match. All names must be entered on the sheet for the scores to count. Names can be added

at any time. Teams will be allowed 15 minutes before a walkover is registered.

2.4. SCORESHEETS (WEDNESDAY NIGHT ONLY)

Each player must pay to enter the stadium and in addition each team must purchase a scoresheet sticker from the front desk. The team organiser must pay for the score sheet before the game. A team must have at least 4 players and a paid score sheet sticker to begin the game.

3. BASKETBALL UNIFORMS

3.1. SINGLET

Each player must have a Singlet with a legal number. Singlets must be of the same basic colour. A player without a legal Singlet is not allowed on the court. A tee shirt under the Singlet must match the uniform colour. Numbers should be 10 cm on front and 20 cm on the back. A Player with an illegal Top will not be permitted to play. (Visit the office and hire a Top)

3.2. SHORTS

Each player must wear basketball shorts of a uniform colour. In an emergency a player may wear shorts of a different colour however the team will be penalised 5 points per occurrence, penalty is applied when the offending player enters the court. Bike shorts, Board shorts, Tracksuit pants or shorts with pockets, buttons, belts or buckles are not allowed.

3.2.1. Basketball Shorts Definition: any shorts which are legal based on article 3.2.

Note: Hire uniforms and shorts are available from the office for a small hire charge. Anticipate colour clashes and get uniforms early. Don't delay the start of the match it will cost your team 1 point per minute.

3.3. UNDERGARMENTS

Compression Short Sleeves and T-Shirts of the same dominant colour as the playing singlet may be worn.

Compression Stockings of the same dominant colour, black or beige as the shorts may be worn.

Compression long sleeves may not be worn.

4. OBSCENE LANGUAGE AND DISPUTING DECISIONS

A technical foul will be called on all Audible obscenities regardless of whom the mark is addressed to (yourself, opponent, team mate or referee). The use of threatening language to anyone will result in a disqualifying foul.

Players must respect their opponents and the officials, repeat offenders may be banned from our competitions.

4.1. SIN BIN

Game referees will be required to:

- Penalise any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls, bad language etc. with a Technical Foul and send them to the 'Sin-Bin'. The Sin-Bin isn't necessarily a specified place; it just means that the coach/player/bench person is required to leave the court (or move down the bench) for 5 minutes. Timing of the 5 minutes can be done by bench personnel.

- A player who is sent to the Sin-Bin is allowed to be substituted.
- The coach/bench person who is sent to the Sin-Bin must move to the end of the bench area and cannot communicate with team members while they are there.
- A second similar offence by the same player/bench person results in them being disqualified from the game. (A 'similar' offence involves more criticism, dissent etc. resulting in a second Technical Foul)

Answers to some FAQ's (Frequently asked questions)

Q. Is a parent subject to the same penalty if a Technical Foul is called on them because of their actions?

A: No - the match rules and Stadium Management should be used to control spectator actions

Q. What if the second Tech. Foul is for a 'technical' offence - eg. Defence leaning over the line on a pass in?

A: The 'sin bin' option shouldn't be applied.

Q. What if the Tech foul occurs with one minute to go in the first half ?

A: The player/bench person sits out the last minute, then the first 4 minutes of the second half. Similar reasoning would be applied to all intervals of play between periods.

Q. What if the Tech foul occurs with four minutes to go in the second half?

A. The player/bench person is out for the remainder of the game (assuming the clock isn't stopped)

Q. What if a player refuses to leave the court?

A: Normal game rules apply - if a junior, seek adult support. The player/bench person can be reported.

Q. What if the team only has 5 players?

A. Now they only have 4.

Q. What if the team only has 2 players left and one is 'substituted' because of a 'Sin-Bin' Infraction?

A: The game is over. The opposition win by forfeit.

Q. What if the team calls a time out?

A: 5 minutes is a 'fixed time' during a playing period. It is viewed as a 'cooling off' period.

Q. Who keeps track of time in the Sin Bin?

A: The simplest method is to write the offence time on the score sheet and ask the scorer to remind the referee when time is up.

4.2. Rough or Unsportsmanlike Play

Teams who take advantage of lax or inexperienced umpiring and resort to rough or unsportsmanlike play or disrupting the games with disputing decisions will be dealt with by the committee.

Penalty: Offending Teams will be removed from the competition.

5. CHEATING

The Executive Committee will deal with cheating in any form; Teams are Responsible for their players therefore the team will also be penalised together with the offender.

Penalty: Offending player disqualified for one week and offending team forfeits the match or may be removed from the competition.

6. GAME REGULATIONS

Premiership Points

Win – 3 Points

Draw – 2 Points

Lose – 1 Point

Forfeit Given – 0 Points, Score 0 Points

Forfeit Received - 3 Points, Score 20 Points

Walkover Given – 0 Points, Score 0 Points

Walkover Received - 3 Points, Score 20 Points

Bye – 3 Points

6.1. Players Registration

A player must be a minimum of 14 years old at the time they take the court.

New players must be registered on the back of the scoresheet, or on a registration card and have taken the court to be a member of that team. Check player registration details at the Score Table to ensure all players are registered for “Sports Injury Insurance”.

Note: that the Association may choose not to accept the registration of a player for any reason.

6.2. Eligibility to play in finals

6.2.1. Tuesday Finals Qualifications

A player must qualify for finals by taking the court, or receive a walkover and having taken the court in the previous game, in a minimum of 5 games during the season for the team they are currently registered to. A bye round does not count as a qualifying game.

6.2.2. Wednesday Finals Qualifications

A player must qualify for finals by taking the court, or receive a walkover in a minimum of 5 games during the season for the team they are currently registered to. Players who do not score or foul must sign the back of the scoresheet. A bye round does not count as a qualifying round.

6.2.3. Exemption requests may be submitted to the Executive Committee in writing.

7. WALKOVER

Walkovers are caused by poor team administration and are frowned upon by the Association. Any team who concedes a walkover must pay a fine before they play their next match. A team who gives a second walkover in the one season will pay an additional fine of and should also provide a written of explanation. If the Executive

Committee does not accept the reason will be removed from the competition. Unpaid fines past the due date may result in teams not earning Premiership Points, will be deemed un-financial by the Association and could be withdrawn from the competition. The score sheet in case of a walkover will be 20-nil.; due to traffic problems at MSAC the walkover will not be recorded until 15 minutes after starting time. The late start will be penalised at 1 point per minute. See also starting the game.

8. NOTICE BOARD

Our website is where players can check results, ladders and fixtures www.spartans.net.au

9. FIRST AID

For soft tissue injuries there is a first aid room with ice available. For more serious injuries the Association will arrange for an Ambulance or other treatment as required by the Player or Team.

10. TIMING RULES

10.1. 50 MINUTE TIME SCHEDULE:

The game will consist of two (2) periods of twenty (20) minutes.

Half-time interval of play of two (2) minutes.

On court warm up's will only be permitted where time between matches is available. Games shall commence at the scheduled time where possible.

The clock will not stop in the first period.

The clock will stop in the last 3 minutes of the second period for:

- Time out
- Substitution
- Fouls
- Held ball situation
- Officials time out

Each Team will be permitted one (1) time out in each half of the game except during the last one(1) minute of the first half.

If scores are tied at the end of the game a tie will be recorded (no extra period).

10.2. 60 MINUTE TIME SCHEDULE (FINALS):

Warm Up period of two (2) minutes

The game will consist of two (2) periods of twenty (20) minutes.

Half-time interval of play of two (2) minutes.

The clock stops for:

- All time outs
- The Last 1 Minute of the First Half the clock stops for all whistles
- The last 3 Minutes of the second half the clock stops for all whistles

Drawn Games:

- One (1) Minute between Periods
- Extra period of three (3) minutes
- One(1) Time out per team per extra period
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10.3. HEAT TIMING RULES

When the court temperature reaches 30oC, associations staff must consider implementing and where the court temperature reaches 35oC, must implement the following amendments to the timing rules in article 10.1 or 10.2:

- Each half reduced to 18 minutes
- Compulsory Time out: the referee must call an additional compulsory timeout close to the half way mark in each half, where the clock will STOP

10.4. SCORERS

If a trained Score Table Official is operating the Referee will acknowledge them as the 3rd Official.

If team volunteers are scoring the Referee will ensure that the Score Table complies with his/her signals.

10.5. 24 SECOND SHOT CLOCK

The twenty four (24) second clock will operate electronically in approved competitions under Article 29 and 50 of the FIBA Rules. In all other games the last 3 minutes if there is a suspicion that a team is freezing the ball a visual 24 second count may be made by the Referee.

11. PHOTOGRAPHY

Images of participants and officials may be published on the Associations official website and social media pages. If a person requests their image be removed they may do so in writing to the Association staff.

12. CLEARANCES

12.1. At the end of the season all players will be regarded as 'open agents' who may join any team.

12.2. During the season a player who is registered to a team and has taken the court may clear to another team, provided they gain approval from their previous team, and notify the association staff.