



# Academy Basketball Inc.

## Fixture Regulations.

Seniors, U/19, U/17, U/15, U/13, U/11, U/9

### 1. Timing Rules

- 1.1 Timing regulations for each division/grade shall be:
  - ~~///~~ Nine (9) minute quarters.
  - ~~///~~ One (1) time out per team per quarter.
  - ~~///~~ One (1) time out in any period of extra time.
  - ~~///~~ Clock will stop for time out.
  - ~~///~~ Clock will stop for last two (2) minutes of game for every stoppage in play.
  - ~~///~~ Extra periods will be of five (5) minute duration.
  - ~~///~~ Only finals games will play extra time.
  - ~~///~~ Normal game fixtures will be declared a drawn game where scores are level at full time.
- 1.2 One (1) minute break between quarters One (1) & Two (2) and Three (3) & Four (4) and any periods of time.
- 1.3 Half time intervals shall be a minimum of two (2) minutes.
- 1.4 A warm-up of a minimum of five (5) minutes will take place.
- 1.5 Twenty four second clock to apply to grades U/15 and older, where the clock is operational and operators are available.
- 1.6 Games are to start on the hour, regardless of players or officials present. Warm-up period starts five (5) minutes prior to the hour.



## **2. No Zone Rules**

2.1 These apply to U/14 or lower age group Competitions.

## **3. Ball Sizes**

3.1 Size 7 – Senior Men, Under 19,17, Boys

3.2 Size 6 - Under 15,13 Boys  
- Under 19,17,15,13 Girls

3.3 Size 5 or 6 - Under11, 9 Boys and Girls.

## **4. Drawn Games**

Teams on equal scores at full time will play an extra period/s until a result is achieved in finals games only. Normal game fixtures will be declared a drawn game with points split amongst drawn teams. See timing rules.

## **5. Point Scores**

Points will be awarded as follows:

- ~~///~~ Two (2) points for a Win
- ~~///~~ Nil (0) points for a loss.
- ~~///~~ One (1) point to each team for a drawn game.
- ~~///~~ Two (2) points for a forfeit or default to the team scheduled to play the forfeiting/defaulting team.
- ~~///~~ One point for a BYE

### **Game lost by default**

A team shall lose a game by default if, during the game, the team has fewer than two (2) players on the playing court ready to play.

### **Penalty**

If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as twenty to zero (20 to 0) in its favour. The defaulting team shall receive zero (0) points in the classification.



## **Game lost by forfeit**

A team shall lose the game by forfeit if:

- ?? Fifteen (15) minutes after the scheduled starting time, the team is not present or is unable to field five (5) players ready to play by that time.
- ?? A "Fill In" player is sourced from another team playing in the same division or age group
- ?? Its actions prevent the game from being played.
- ?? It refuses to play after being instructed to do so by the referee.
- ?? Finals series forfeits/eligibility refer to *section (8) Finals Series*

### Penalty

The game is awarded to the opponents and the score shall be twenty to zero (20 to 0). Furthermore, the forfeiting team shall receive zero (0) points in the classification.

## **6. Acts Of God**

That the following formula be used to determine the result for a game that cannot be completed.

- 6.1 A 20+ point margin will mean that the result will stand at the score line when the game was abandoned, at any point of the game.
- 6.2 A margin less than 20 points before half time will mean the game is abandoned.
- 6.3 A margin of 15+ points between half and three quarter time will mean that the result stands at the score line when the game was abandoned.
- 6.4 After three quarter time, the result stands at the score line when the game was abandoned.



## **7. Responsibility of Home Association**

- 7.1 Provide an approved match ball, court, lighting and equipment of an acceptable standard for the match.
- 7.2 Provide Scoretable personnel as set out in Scoretable regulations.
- 7.3 Provide OH&S compliant First Aid Kits, located at the Scoretable, for each game.
- 7.4 Provide the match ball 20 minutes prior to game start to the referees for evaluation and retention until game start. Provide floor wipers who are old enough to cope: over 10 years of age and a minimum number of two.
- 7.5 Provide clean, hygienic toilets, shower and change rooms for players and officials.
- 7.6 Undertake the duties designated by Academy Basketball Inc in regards to the supervision of the League.
- 7.7 Ensure that the Stadium (playing venue) is opened 45 minutes prior to the first game time.
- 7.8 Ensure that an Emergency First Aid Kit, ice and local Hospital and Dental emergency contact details are readily available at the host venue.

### **Court Official**

Each home game Association shall appoint a court official. The duties of the court official are as follows:

- 7.9.1 Ensure that all games under the officials control start on time in accordance with (1.6)
- 7.9.2 Co-ordinate with the Check-in desk and the Score-bench
- 7.9.3 Act as the final arbiter for any on court disputes where both referees are in disagreement.
- 7.9.4 Eject any person from the stadium who is in breach of the associations codes of conduct.
- 7.9.4 Provide a safe, secure area for players, officials and spectators.



## 8. Finals Series

Finals shall be played as follows:

8.1 In all Competitions, the top four teams will participate in a two (2) Semi Final, and a Grand Final format in all grades:

Eg.     Semi (1)     1<sup>st</sup> versus 4<sup>th</sup>  
       Semi (2)     2<sup>nd</sup> v 3<sup>rd</sup>  
       Grand Final Semi (1) Winner versus Semi (2) winner

In the case of a 3 team division:

Semi Final    2<sup>nd</sup> versus 3<sup>rd</sup>  
Grand Final: 1st place team versus Semi final winner

An alternate format may be used, provided that Academy Basketball Inc approve such alternate format prior to the commencement of the competition.

8.2 Ladder positions at the end of round games shall be determined according to the number of match points earned. If teams are equal on match points then the team with the superior for and against ratio will prevail.

8.3 Teams which fail to play 50% or more of the total games scheduled for their age group will not be eligible to play in finals matches regardless of their final ladder position.

8.4 Player eligibility for finals:

- (i) All players must be current financial members.
- (ii) Players that join or renew their registration prior to the commencement of the competition that they are playing in must have participated in 50% or more of the total scheduled games (excludes finals games).
- (iii) Players that join or renew their registration part way through a competition must have played in 50% or more of the total scheduled games remaining (excludes finals games) or have played a minimum of three scheduled matches in the same team.

Players or teams that do not meet the above criteria are not eligible to compete in finals matches. Teams that are in breach of the above will be disqualified.

## 9. Uniform Colours



- 9.1 All players shall be correctly dressed in the club jersey with black shorts.
- 9.2 T-Shirts- may not be worn under a uniform unless permission is granted by Academy Basketball Inc or from the Court Official on game day, If expressly written medical permission has been granted, the T-Shirt must be of the same dominant colour as the playing jersey.
- 9.3 Teams MUST Check-in 15 minutes before the game is scheduled to begin.
- 9.4 In the event of a clash of approved uniform colours, the visiting team must wear their approved alternate colours. Teams participating in any league must wear their approved colours.
- 9.5 In any competitions where a central venue/s is/are utilized, and a clash of approved uniform colours occurs, the first occurring team name Team A is the home team. Therefore Team B is the visiting Team and shall change colours.

## **10. Results Procedures**

It shall be the duty of the Scorebench to submit to Academy Basketball Inc.

- 10.1 The game scoresheet, summary sheet, tribunal reports, incident/injury report.
- 10.2 This will be done immediately after the game.
- 10.3 Referees, Coaches and scorebench to sign scoresheets at completion of each game

## **11. Fees**

- 11.1 All game fees to be paid prior to the commencement of the game unless other arrangements have been made with Academy Basketball Inc
- 11.2 Game fees and registration fees are set by Academy Basketball Inc.

## **12. Referee Requirements**

- 12.1. A minimum of one senior referee per game



12.2 Junior referees to be allocated games by the referees' coordinator

12.3 Referees 18 years and older must hold a current Blue Card in order to officiate Under 19 matches and below. It is not a requirement for an under age referee to hold a blue card.



### **13. Scoretable Personnel**

- 13.1 For home matches in a home and Away series, the Host Association is responsible for supplying one scorebench person, the away team must also supply one scorebench person. (junior matches require a minimum of two (2) persons).
- 13.2 Host Associations are now required to provide a court official to be the Chairperson for each home match. The Chairperson is to be clearly named on the scoresheet.
- 13.3 Team managers / captains to organize one person for scorebench duty for each game (in the case of junior games, preferably a parent of a team member).

### **14. Team and Players**

- 14.1 Each team is entitled to suit up and play ten (10) players per game, provided that each player has complied with the relevant registration requirements.
- 14.2 A team member is entitled to play when their name has been entered on the score-sheet before the start of the game provided that:
  - (a) The player's membership is current and there are no outstanding fees owing to the association.
  - (b) The player has not been disqualified or suspended.
- 14.2 Each player in the competition will be allowed five (5) personal fouls. After the fifth foul that player will not be allowed to continue playing the game.
- 14.3 A minimum of six (6) players is required to form a team.

### **15 The Mercy Rule**

- 15.1 Once the score reaches 30 or more points in the second half of any game, if invoked the Court Supervisor will inform the other team, both referees and scoretable that the game clock will continue to run except for time outs and fouled out players. This will continue to end of the game or until such a time that the differential drops below 15 points or less.



### **Procedure:**

- 15.2 Once the game has entered the second half, ie, third or fourth quarters and the score differential reaches 30 or more points the following may occur:
  - 15.2.1 The Coach of the losing team may inform the opposition coach through the Court Supervisor that he wishes to invoke the 'Mercy Rule'.
  - 15.2.2 The Court Supervisor will inform the other team, both referees and scoretable that the game clock will continue to run except for time outs and fouled out players.
  - 15.2.3 Once the score gets back to a 15 or less point margin the Court Supervisor will advise the other team, both referees and scoretable that the game clock will resume to the published Timing Rules.
  - 15.2.4 It is only the losing coach who may invoke the rule.

## **16. Managers**

- 16.1 Each team must be allocated a team manager or Captain.
- 16.2 It is the team manager/Captains' responsibility to keep the team informed of playing times and be a contact person for every team member. Each team member should be able to contact the team manager if they are unable to play.
- 16.3. On game day it will be the team manager/Captains' duty to organise team check-in and uniforms.

## **17. Grievance Process**

- 17.1. There is no place for abuse in sport and subsequently will not be tolerated by Academy Basketball Inc.
- 17.2 On game day a coach or match committee official should be located for assistance to sort out any problems
- 17.3 Players, coaches, managers and parents are requested to lodge any grievances or disputes, in writing, to the relevant match committee, sub-committee or management committee