

s p r i n g e r s



Springers Leisure Centre Basketball Competition By Laws





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1. Introduction

South East Leisure manages competitions at Springers Leisure Centre, delivering competitions in line with the rules and regulations of the governing body. These by-laws are designed to provide information to all participants on how the competition will be managed and provide the greatest possible enjoyment for those involved in competitions.

South East Leisure reserves the right to adjust these by-laws and adjudicate in the best interests of the competition to ensure quality, safety and enjoyment of participants. This includes all aspects relating to administering the competition and is not limited to items covered within these by-laws.

2. Team Contact

- a. Each Team must register for the competition by the registration due date. This registration process includes providing a team name and paying the team registration fee.
- b. Each team must nominate primary and secondary contact people, the responsibilities of these contacts include;
 - i. Distribute fixtures to all team members,
 - ii. Complete score sheets / registration of games prior to each game,
 - iii. Pay game fees to reception before each game,
 - iv. Ensure all team members are in full correct uniform,
 - v. Ensure all team members aware of all by-laws and insurance procedures.
- c. The Team Contacts are responsible for ensuring the online fixture is checked at least 48 hours prior to the scheduled game time as changes can be made. Where changes are made within 48 hours of the scheduled game, the team contact will be communicated with by either phone or email. Fixtures can be found through the venue website (<https://springersleisurecentre.com.au/basketball/>).
- d. South East Leisure reserves the right to adjust fixtures as required. Where changes are made within 48 hours of the scheduled game, the Team Contact will be notified.

3. Team Registration

- a. Submission of team entry and payment doesn't necessarily constitute entry into the competition, this is pending assessment from South East Leisure.
- b. All team registration fees must be paid for in full at the time of submitting the team registration.
- c. Teams will not be entered into the competition until the registration fee is paid in full.
- d. Team registration fee is non-refundable for any reason.
- e. Teams or individuals will not be eligible to register for a new season where there are any outstanding fees.
- f. Team registration and playing fees shall be set by South East Leisure.
- g. Teams must list a minimum of 7 players on their team entry, unless an exception is made by South East Leisure.
- h. South East Leisure reserves the right to refuse team registration, without giving reasons.
- i. Where a team has any outstanding fees within a season, South East Leisure reserves the right to remove the team or individual from the competition, with all outstanding fees payable.
- j. Where a team withdraws prior to the conclusion of a season, a withdrawal fee of \$200 is payable, in addition to any other fees incurred.

4. Player Registration & Eligibility

- a. All players must fully complete an online registration prior to participating.
- b. Any player not registered with the team, must register via the online registration form prior to the game.
- c. All players must be registered prior to each game and names displayed on the scoring platform. Anyone not listed on the scoring system prior to the second half will be ineligible for the remainder of the game.
- d. South East Leisure reserves the right to refuse registration to any individual, without giving reasons.
- e. Player details obtained through the registration process must be completed in full and accurate as these details will be used for player registration and insurance purposes.
- f. Any player participating under a false name or another players will result in the team they are playing for to forfeit each game in which the offending player participated in. Additionally, this is a reportable offense and suspensions may apply.
- g. Where player registration details haven't been fully completed, games will not count toward finals eligibility, nor will they be covered by player insurance if injury occurs.
- h. It is the individual's responsibility to update personal details should these change.
- i. Players must be within the relevant age range for the competition within which they will be playing. These age limits are;
 - i. Senior competitions – 15 years of age and over (unless there is written consent from a parents).
 - ii. The age of a person is defined by their age at the conclusion of the season
- j. Players may not transfer from one team to another during the season in any one competition. In exceptional circumstances, a formal request can be submitted in writing to South East Leisure, who has the authority to grant an allowance.
- k. Players can only represent / fill in for teams in the same or higher grade.
- l. Teams can have a maximum of 10 players registered and participate in a game.
- m. Any player who has played in the Big V, NBL1 competitions or higher in the past 12 months must play in the A-Grade competition.

5. Game Results

- a. Championship points (ladder points) for games are awarded as follows;
 - i. Win – 3 points
 - ii. Draw – 2 points
 - iii. Loss – 1 point
 - iv. Forfeit For – 3 points
 - v. Forfeit Against – 0 points
 - vi. Bye – 0 points
- b. In addition to the above championship points, the forfeit score will be 20-0 in favour of the team with the forfeit win.
- c. Ladder positions will be determined on by a Points Ratio, where the total points as listed above are divided by the number of games played (forfeits for and against are included). Byes do not count toward the games played.

6. Game Fees

- a. Game Fees are set by South East Leisure.
- b. Game Fees must be paid at venue reception prior to the commencement of the game.
- c. Games will not proceed where both teams haven't paid the Game Fee and a forfeit will apply where Game Fees aren't paid.

7. Timing Rules & Regulations

- a. Grading and regular season games will be structured as follows (subject to Extreme Weather Guidelines being applied);
 - i. 45-minute time schedule
 - ii. 2 x 20 minutes halves
 - iii. 2-minute half time interval
 - iv. 2 timeouts per team per half
 - v. Timeouts are a maximum of 1 minute in length
 - vi. No timeouts are permitted in the last 2 minutes of the either half
 - vii. The clock does not stop at any stage, including timeouts
 - viii. No substitutions are allowed in the last minute of either half, unless a compulsory substitution is approved by the referee (i.e. player fouled out)
 - ix. Referees shall start the game clock at the scheduled starting time of the match. Should either team not be ready to start at the allocated time, a 1 point per minute will be added to the oppositions score as a penalty.
 - x. A jump ball will take place at the start of the game to advise possession of the ball and then the possession arrows are to be used instead of subsequent jump balls.
 - xi. Each team must have a minimum of 4 players in full uniform on the court at the commencement of the game.
 - xii. An official can ask any player for proof of identity, including a player's name, date of birth and residing address.
- b. Finals games will be structured as follows (subject to Extreme Weather Guidelines being applied);
 - i. 50-minute time schedule
 - ii. 2 x 20 minutes halves
 - iii. 2-minute half time interval
 - iv. Where extra time is required, an additional 5-minutes will be played and both teams will be permitted one timeout per extra time period.
 - v. 2 timeouts per team per half
 - vi. Timeouts are a maximum of 1 minute in length
 - vii. The clock shall stop for all timeouts and five personal foul situations.
 - viii. The clock stops for every whistle in the last 2 minutes of the second half. The clock will restart once the ball is touched by a player in the court.
 - ix. Referees shall start the game clock at the scheduled starting time of the match. Should either team not be ready to start at the allocated time, a 1 point per minute will be added to the oppositions score as a penalty.

- x. A jump ball will take place at the start of the game to advise possession of the ball and then the possession arrows are to be used instead of subsequent jump balls.
 - xi. Each team must have a minimum of 4 players in full uniform on the court at the commencement of the game.
 - xii. An official can ask any player for proof of identity, including a player's name, date of birth and residing address.
- c. Extra time for finals games will be structured as follows;
- i. Additional 5-minute period
 - ii. 1 timeout per team (timeouts do not rollover from regular time or previous extra time periods)
 - iii. Timeouts are a maximum of 1 minute in length
 - iv. The clock shall stop for all timeouts and five personal foul situations in the last 2 minutes. The clock will restart once the ball is touched by a player in the court.
 - v. All team and personal fouls to remain as per the end of regular time.
 - vi. An official can ask any player for proof of identity, including a player's name, date of birth and residing address.

8. Finals Eligibility

- a. Team sheets will consist of a maximum of 10 qualified players only
- b. All players must be registered in the scoring system prior to each game
- c. Each players must have participated in a minimum of 7 games for his/her team in that season to be eligible to finals in that season and grade.
- d. Any outstanding monies must be paid in full prior to any team taking the court in finals.
- e. Teams wishing to appeal in regard to player finals eligibility must lodge their appeal in writing to competitions@southeastleisure.com.au, no later than seven days before the team's first finals game. Any supporting documentation (i.e. medical certificate to show games missed due to injury) must be submitted with the appeal.
- f. Appeals will be reviewed by South East Leisure Management. The player will be notified of the decision, with this being final and no further correspondence will be entered into.

9. Finals Structure

- a. The finals structure of competitions will be dependent on the number of teams in the grade. The number of teams to qualify for finals will be as follows;
 - i. 4-7 teams - 4 teams qualify for finals (1 v 4, 2 v 3)
 - ii. 8+ teams - 8 teams qualify for finals over 2 weeks (1 v 4, 2 v 3, 5 v 8, 6 v 7)
- b. All finals games are elimination, with the winning side advancing to the next week.

10. Forfeits

- a. Teams unable to play a scheduled game, the team captain must notify Springers Leisure Centre by calling (9701 5900).
- b. Teams forfeiting must pay a fee to cover referee and team sheet fees. This fee varies depending on the amount of notice provided;
 - i. More than 48 hours notice = Equal to **Single** teams sheet fee

- ii. Less than 48 hours notice or no notice provided = Equal to **Double** team sheet fee
- c. All fees must be paid prior to the next fixture game or arrangements made with South East Leisure prior to the scheduled game day, to pay Springers Leisure Centre over a satisfactory period.
- d. South East Leisure will assess all teams with multiple forfeits within a season and it is up to the sole discretion of South East Leisure to disqualify a team from the competition.
- e. Referees will commence all games at the scheduled start time. Teams not on court with a minimum of 4 players shall be penalised by the opposition being awarded 1 point per minute.
- f. Teams will forfeit a match where they are 10 minutes late. The offending team will have a forfeit against applied (0 championship points and 0-20 result). The opposition will be awarded a forfeit win.

11. Uniforms

- a. Uniform colours and designs must be the same for all players.
- b. During the grading period, exceptions can be made for new teams upon request to South East Leisure management.
- c. Numbers are to be 0, 00 – 99 and be a contrasting colour to the body of the singlet, with number sizing being at least 10cm in height on the front and 20cm in height on the back.
- d. Singlet numbers must be permanently affixed, not taped.
- e. Uniforms must be in good condition. Players with torn singlets will not be permitted entry on the court.
- f. T-Shirts are not to be worn under playing singlets.
- g. Compression apparel can be worn and must be black, white or the same colour of most dominant colour in the playing uniform. Full uniform must be worn over the top of any compression apparel.
- h. Shorts with pockets, buckles, zips, buttons or anything which may present a hazard are not allowed.
- i. If in the opinion of the referee, uniform colours are similar, the team listed first on the fixture has colour priority. The team listed second must wear alternate singlets (available at reception when there is a clash situation). It is the responsibility of the team needing to wear alternative singlets to do so prior to the game commencing, the game clock will start at the scheduled start time.
- j. At the start of any season after grading period, all teams are to be in full uniform.
- k. After grading, any player out of uniform is penalised 5 points per incorrect item (i.e. 5 points per singlet, 5 points per shorts). The 5 points are placed on the oppositions score at half time.
- l. Where a single player has registered for their first game, they are allowed to participate in their first game without penalty. When participating in their first game, uniform standards must be complied with, or they will not be allowed to participate. Note: uniform hire is available at reception.
- m. Should any player have blood on their uniform, this must be changed immediately. Players are not permitted on the court where blood is present (be this wet or dry blood stains).

12. Player Physique & Accessories

- a. Only non-marking sports shoes are to be worn. Street shoes and any type of shoe which can mark the court is not allowed.
- b. All jewellery must be removed or the player is not permitted entry onto the court. This includes but is not limited to watches, Fitbits, studs, necklaces, rings, earrings or anything which may present a hazard. Flat wedding bands can be worn where they are taped and don't present a hazard.
- c. Fingernail checks will be completed and any player whom the referee deems to have nails protruding over the finger, as viewed from the palm side of the hand – will not be permitted to enter the court.

- d. Players wishing to wear gloves must have prior approval from South East Leisure. Players seeking approval from South East Leisure must provide sufficient evidence as to why this is allowed (i.e. medical certificate from a doctor).
- e. Soft, pliable hair accessories (i.e. bobby pins, small clips) are permitted to be worn. Any hair accessory which may present a hazard (i.e. beads) is not permitted and the player will not be allowed onto court.
- f. Headscarves are permitted so long as they do not present a hazard to the individual or others. This includes head scarves or other items worn for religious reasons, held in place with bobby pins or clips.
- g. Braided or plaited hair that swings free from a player's head is not allowed as it may present a hazard to other players. Players with braided or plaited hair must either roll their braid/plait into a bun or remove the braid/plait.
- h. Sweat bands can be worn above the elbow and on the forehead if needed.

13. Injuries

- a. Blood rule: A player bleeding, has an open wound or has blood on them must leave the court immediately and have the affected area covered/cleaned, prior to re-joining the game. Players are not permitted entry onto the court where blood is present on a player's uniform or accessories (i.e. sweatband).
- b. All injuries and incidents must be reported to the Supervisor and/or the Duty Manager as soon as possible and complete a first aid/incident report form. An injured player may request an insurance claim form that will be sent out via email by South East Leisure management.
- c. Teams are responsible for sourcing their own ice for recovery purposes, Springers Leisure Centre will provide first aid and treatment for injuries sustained while participating.

14. Bench Officials

- a. A minimum of one competent bench official must be provided by each team for each game.
- b. Where teams don't have sufficient players to fill the court and provide a bench official, the referees may ask players to sit off to ensure there is a bench official (even if this results in fewer than five players on the court).
- c. If there are issues with the bench officials provided for a game and an issue is raised, it can be required that the scorers provided by the teams rotate the tasks of scoring and clock.
- d. All bench officials must be competent and be of a minimum age of 14 years old.
- e. Under no circumstances may either of the Referees act as the bench official.
- f. Where a conflict exists between the score recorded and the score displayed on the scoreboard, the scoring system will take precedence.

15. Abandoned Matches

- a. In the event of a match not being able to be completed during the regular season due to circumstances beyond the stadium's control (i.e. power blackout, roof leaks, emergency evacuation), South East Leisure reserves the right to reschedule the game.
- b. Where a game is not rescheduled, the following actions will be taken;
 - i. Match abandoned before half time – where a minimum of 20 minutes of play cannot be completed, the match will be treated as a draw and game fees will be refunded. Should the game be able to recommence within 15 minutes of play stopping, the time lost will be removed

from the playing time and the game continued from where it stopped (i.e. scores, player fouls, timeouts etc resume as they were when play stopped).

- ii. Match abandoned after half time – where a minimum of 20 minutes of play has been completed, the match result will stand when play stopped and game fees will not be refunded. Should the game be able to recommence within 15 minutes of play stopping, the time lost will be removed from the playing time and the game continued from where it stopped (scores, player fouls, timeouts etc resume as they were when play stopped).
 - iii. Match abandoned due to on court discretion – South East Leisure management will investigate the nature of the on-court discretion and determine an appropriate outcome and match result. Where the on-court discretion is inconclusive, the scores will stand at the point of the game being called off.
- c. Where a match is abandoned, all scores when play is stopped will count for percentages.

16. Grading

- a. As required a grading period will occur at the start of the season. South East Leisure will determine the grading period required, taking into consideration the number of teams entered, changes to team rosters and the number of new teams entered.
- b. Grading of teams may see teams moved up and down grades.
- c. South East Leisure reserves the right to grade and regrade teams at any time for the benefit of the competition.
- d. Any team which joins a competition after the first round, a loss will be added to their championship points for every round missed.

17. Suspensions

- a. South East Leisure reserves the right to suspend players, coaches and spectators from the competition at any stage and determine the suspension period.
- b. Players, coaches and spectators who are under suspension by any basketball tribunal are not eligible to participate or spectate the competition.
- c. Teams who play suspended players or coaches will be considered a forfeit and not be awarded any championship points and have a 0–20 result applied.
- d. Refer to Appendix 1 for the investigation process.

18. Penalties

- a. South East Leisure apply a sin bin rule for competitions.
- b. Any player that receives a technical foul or unsportsmanlike foul, is to sit out of the game for a period of 5 minutes. This 5-minute period excludes time outs and player injuries.
- c. Players who have received a sin bin can only return once advised by the referee.
- d. With the technical foul you cannot replace the player for the 5-minute period.
- e. For the unsportsmanlike foul you can replace the player.
- f. Any player that is ejected/disqualified out of the game is required to leave the court area, or in severe circumstances leave the venue.

19. Behaviour Standards

- a. All those attending the venue are required to abide by the venue conditions of entry and code of behaviour. South East Leisure reserve the right to expel patrons from the venue and/or where deemed appropriate, apply a ban from the venue.
- b. Those under the influence of alcohol/drugs or attempt to bring alcohol/drugs into the venue, will be refused entry or asked to leave.
- c. Patrons who cause damage to the venue are required to pay for the cost of repair, as determined by South East Leisure.
- d. South East Leisure reserves the right to remove players and/or teams from the competition at any stage or not allow the entry of individuals or teams.
- e. Hanging from nets, rings, basket supports or any other act which causes damage to any part of the venue carries a minimum 2-week suspension. Person/s caught will be evicted from the venue immediately.
- f. The venue is to be treated with respect at all times, including but not limited to placing rubbish in bins.
- g. Individuals are responsible for personal belongings; the venue holds no responsibility whatsoever.

20. Spectators / Team Followers

- a. Any spectator entering the venue is subject to the same rules and restrictions, terms and conditions of entry and code of behaviour as players and coaches.
- b. Any spectator who abuses, disputes the referee decisions or behaves in any way which the referee believes is disruptive or has a negative impact on an official, player or another patron; shall be reported to South East Leisure management. Punishment for such offences can be as serious as being banned from the venue.
- c. Alcohol is prohibited from being brought into Springers Leisure Centre.
- d. Smoking and vaping is prohibited in/or around Springers Leisure Centre.
- e. Photos and videos of teams, players and spectators is prohibited unless approved of by venue staff and/or participating teams. Out of respect of players and teams, permission must be sought prior to filming or taking photos.

21. Protests

- a. Any team wishing to lodge a protest in respect to any game must verbally inform the referee of the intention to lodge a protest. The protest must be made in writing to competitions@southeastleisure.com.au no later than 3 days after the game concluded. Protests will be reviewed by South East Leisure management and the team notified of the outcome.

22. Miscellaneous

- a. South East Leisure will make the necessary ruling on any matter which isn't specifically covered within these competition by-laws.
- b. South East Leisure reserves the right to impose penalties and/or restrictions as deemed appropriate for any breach of by-Laws or actions. These decisions will be made in the best interests of the game, competitions, safety and enjoyment of those accessing Springers Leisure Centre.
- c. South East Leisure reserves the right to adjust these by-laws at any time and adjudicate in the best interests of the competition to ensure quality, safety and enjoyment of participants.

Appendix 1 – Investigation Process

When an incident occurs, involving a player, coach, official or spectator, the following process will take place. Players, coaches, officials and spectators of the competition must participate in the investigation process when requested to do so.



Incident

When an incident occurs, South East Leisure can be made aware through a number of avenues. Where possible people involved or witnessing the incident will be asked to provide details in writing. Methods which South East Leisure may be made aware of an incident include the following:

- Incident is reported and documented in writing
- Staff are made aware of an incident which has occurred
- Observation made by staff member and incident report completed

Investigation

Where an incident has occurred or allegedly occurred, South East Leisure will review any information available, this may include the following:

- Review statements from those involved or who witnessed the incident
- Make contact with additional people who witnessed the incident
- Obtain information from officials
- Review CCTV footage
- Hold meetings with those involved and/or who witnessed the incident

Outcome

At the conclusion of the investigation process, South East Leisure will make a determination and this decision will be final. Outcomes will vary depending on the nature of the incident but may include:

- Warnings
- Suspension
- Expulsion from the competition
- Fines

Appendix 2 – Heat Guidelines

A variety of methods may be implemented during extreme weather conditions. South East Leisure will make a determination on when the heat guidelines are implemented and advise players prior to the commencement of the game.

Temperature checks will be completed by the venue and at all times, this temperature is the official temperature decisions will be based on.

Stage 1

The following may be implemented when temperatures reach 33 °C.

- 45 Minute Schedule
 - Halves are reduced to 2 x 18-minutes
 - 4-minute half time interval
 - 2 x 1-minute timeouts per team, per half
 - Compulsory 30 second referee timeout at the 9-minute mark of each half
 - Clock stops for all timeouts
- 50 Minute Schedule
 - Halves are reduced to 2 x 18-minutes
 - 4-minute half time interval
 - 2 x 1-minute timeouts per team, per half
 - Compulsory 1-minute referee timeout at the 9-minute mark of each half
 - Clock stops for all timeouts

Stage 2

The following may be implemented when temperatures reach 35°C.

- 45 Minute Schedule
 - Halves are reduced to 2 x 16-minutes
 - 5-minute half time interval
 - 2 x 1-minute timeouts per team, per half
 - Compulsory 30 second referee timeout at the 8-minute mark of each half
 - Clock stops for all timeouts
- 50 Minute Schedule
 - Halves are reduced to 2 x 16-minutes
 - 5-minute half time interval
 - 2 x 2-minute timeouts per team, per half
 - Compulsory 2-minute referee timeout at the 8-minute mark of each half
 - Clock stops for all timeouts

Stage 3

The following may be implemented when temperatures reach 38°C.

- South East Leisure staff will make the determination if games need to be cancelled
- Games abandoned before it commences or before or at half time are considered a 0-0 draw



- Games abandoned after half time, are consider complete and the score stands as a final result



Appendix 3 – Technical Foul Penalties

Penalty

Players and coaches who are issued behavioural technical fouls in three or more games in a season, will have the following automatic suspension applied.

- Technical fouls in 3 games – automatic one game suspension
- Technical fouls in 4 games/or any additional game – automatic two game suspension (additional to previous suspension/s already served).

Where behaviour is deemed severe enough or a consistent pattern of behaviour is occurring, players may have additional suspensions added and/or be expelled from the competition.

Appeals

Players and coaches who have received behavioural technical fouls can appeal to South East Leisure, seeking the behavioural technical fouls to be reviewed. This appeal must be submitted in writing to competitions@southeastleisure.com.au within 2 business days of the game. A review will be conducted by South East Leisure who will make a determination and this decision will be final. Where there isn't any overwhelming information available to overturn the decision, the default position will be for the referees decision to stand.

Appendix 4 – Mixed Competition Rules

Modified rules are in place for mixed competitions, with the official rules applying unless stated below.

1. Team Structure

- a. Teams must have a minimum of one male and one female on the court at all times.
- b. A maximum of three players of the same sex are permitted on the court at all times.
- c. The maximum number of males which can be on the court at the same time are as follows;
 - i. Total of 5 players on court – 3 males
 - ii. Total of 4 players on court – 2 males
 - iii. Total of 3 players on court – 2 males
- d. Teams which cannot comply with the specified structure will forfeit the game regardless of the score or how much time is remaining in the game.

2. Key

- a. Males are not permitted in the key during the first half of the game, including on the line.
- b. Females are not permitted in the key during the second half of the game, including on the line.
- c. Should extra time be required, the following will apply;
 - iv. First extra period – females will not be permitted in the key, including on the line.
 - v. Second extra period – males will not be permitted in the key, including on the line.
 - vi. Where additional extra periods are required, the above will continue to alternate.
- d. When a player goes into the key when not permitted, this will be considered a violation.