

AMG 2015 - Basketball

Rules and Regulations

BY-LAWS FOR 2015 AMG BASKETBALL COMPETITION

BASKETBALL COMPETITION BY-LAWS

Games will be played and officiated under the current Official Basketball Rules for Men and Women, with alterations as specified in the following By-laws to suit the Australian Masters Games basketball competition. Where there is a difference between the Official Basketball Rules and these By-laws, the By-laws will apply. Copies of the Official Basketball Rules for Men and Women can be obtained from the Basketball SA.

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BY-LAWS FOR 2015 AUSTRALIAN MASTERS BASKETBALL COMPETITION

BY-LAW 1: DEFINITIONS

(a) **Basketball SA**

Basketball SA, organizer of the 2015 Australian Masters Basketball Competition, is a member-funded, community-based, not-for-profit organization.

(b) **Relevant Sub-Committees**

Where these By-laws provide for a decision to be made by the relevant Sub-Committee or tribunal. This committee is as follows: Relevant Game Commissioner and the General Manager of Basketball SA or the Nominee of the General Manager. Tribunal as designated from time to time by the Sub-Committee.

(c) Minor Round

Means the number of rounds played in the 2015 Australian Masters Basketball Competition prior to the Finals.

(d) Finals

Are those games, following the minor rounds, to determine the winner of the overall competition.

BY-LAW 2: RULE INTERPRETATION

Unless stipulated otherwise in these Rules and Regulations, FIBA rules shall apply. In the case of a conflict between these Rules and Regulations and FIBA rules, these Rules and Regulations shall apply.

BY-LAW 3: COMPETITION POINTS

The table points for normal competition games are as follows:

Result Points

Win 3

Draw 2

Loss 1

Bye 0

Forfeit 0

Disqualification 0

Points will be cumulative throughout a competition prior to finals. Where two or more teams are equal on competition points at the conclusion of the rounds, the order will be determined by:

- (a) The results between the teams involved in the tie.
- (b) If the tie cannot be broken by the application of (a) above then placings will be determined by goal average (percentage) in games between the teams involved in the tie.
- (c) If the tie cannot be broken by the application of (a) and (b) above then placings will be determined by goal average (percentage) across all games in the competition.

Forfeits in Finals:

A team forfeiting any finals match will not be permitted to take any further part in the competition.

Disqualifications

Where a team is disqualified or withdraws from the competition after final draws have been completed, all nomination fees and bonds will be retained by Basketball SA. A team will also be disqualified if any of the following situations occur:

- (a) Plays a disqualified player;
- (b) Plays a player not registered with the 15th AMG.
- (c) Interchanges a player between another team in the same competition; or
- (d) Plays a player under the name of another person. A player whose identity is questioned by an Organising Committee official will print and sign his/her name on the back of the scoresheet, if requested to do so. A player who is alleged to have been detected playing under the name of another person will be reported for unsportsmanlike conduct and the charge will be referred to the Masters Games technical Committee.

BY-LAW 4: DRAWS IN MINOR ROUNDS

In the event that at the conclusion of the normal playing period the scores are recorded as equal on the scoresheet, no extra time will be played and the game will be recorded as a draw. Premiership points shall be awarded as per the table in By-law 3.

BY-LAW 5: DRAWS IN FINALS GAMES

There will be no draws in finals games. In the event that at the conclusion of the normal playing period the scores are recorded as equal on the scoresheet, the game shall be continued with an extra period of three (3) minutes or with as many such periods of three (3) minutes as are necessary to break the tie. Extra time will be played under By-law 13(d)(ii) conditions.

- (a) Each team is entitled to 1 time out in the extra 3 minute period.
 - (b) The clock will stop in the last minute of the 3 minute period in accordance with by-law 13(d)(ii).
 - (c) Time outs will not be carried over from the second half of the game.
 - (d) Team fouls will be carried over from the second half of the game.
 - (e) All personal fouls from regular time will be upheld.
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BY-LAW 6: MATCH AND WARM-UP BALLS

All match balls will be supplied by Basketball SA. Warm-up balls are to be supplied by teams. All men's competitions will utilise a size 7 basketball and all women's and mixed competitions a size 6 basketball.

BY-LAW 7: REFEREEING & DUTY

All duties are shared. Each team must provide at least one (1) competent person for score bench duty and must also be prepared to supply a referee if referees are not able to be provided by the Organising Committee.

A team must have a minimum of four players to start. No point penalty will be incurred for a four player start.

BY-LAW 8: PLAYER ELIGIBILITY

(a) Players must be over the age limit (30+ for women; 30+ for men) as at 3rd October 2015. Other than for the minimum age, a participant's age as at 31st December 2015 will be used for determining age eligibility in all grades.

- (b) Players may be required to provide proof of age.
- (c) If a player is found to be under the age limit for the competition in which they played, then all matches in which they played shall come under By law 9.
- (d) All players must be registered with the Australian Masters Games Organising Committee in order to be eligible to participate and should be registered to all teams they are participating in.
- (e) No player shall be eligible to play in a gold/silver or bronze medal game unless that player previously played at least two (2) games for that particular team in that grade during the tournament. A registered member of a team, who by virtue of injury or some other justified reason fails to qualify for the medal game under this rule, may apply to the Organising Committee at least 24 hours prior to the start of the medal game for permission to play in the medal game.
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BY-LAW 9: INELIGIBLE PLAYERS

- (a) Any team which plays an ineligible player in a Minor Round game shall lose all Premiership Points on each occasion the offence occurs.
- (b) Any team which plays an ineligible player in a Final game shall forfeit the game and its position in the Final Series.
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BY-LAW 10: PLAYING AGE AND PLAYING IN MORE THAN ONE AGE GROUP

- (a) Rules and regulations of the Australian Masters Games for 2015 will apply for Minimum Playing Age.
- (b) A player may play for more than one team provided the teams are in separate age divisions and that player has registered with the 15th AMG.
- (c) A player may play in a lower age group than his/her current age, but a player may not play in a higher age group than his/her current age.
- (d) Any team with participant/s not fulfilling the age requirements for their competition may be permitted upon written request to participate in the basketball competition. Such teams will forfeit all competition points and thus be ineligible to play finals or be awarded medals. Points awarded to opposition teams in such games shall stand.
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BY-LAW 11: UNIFORMS AND COLOUR CLASHES

- (a) All players on the same team must wear uniforms of the same colours and design.
- (b) The game referee shall determine whether uniforms are acceptable or in the case of dispute, the Competition Manager.
- (c) If there is a clash of uniform colours which makes the task of refereeing impossible to arbitrate, alternate singlets or bibs can be obtained from the stadium manager's office. Teams will toss a coin to determine which will change.
- (d) A team may choose to play in colours other than its nominated colours, but may not claim priority over another team playing in its nominated colours.
- (e) Because of the danger to other players, shorts with pockets are not permitted, and in particular, cargo style pants/shorts are forbidden.

- (f) The wearing of skins, short or long, that extend outside of the normal uniform are permitted.
 - (g) Bicycle shorts are not permitted to be worn as outer shorts.
 - (h) A t-shirt is permitted to be worn under a player's singlet provided it is approximately the same colour as the singlet.
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BY-LAW 12: LEGAL NUMBERS

- (a) Legal numbers shall be: 0 - 99.
 - (b) Any player not wearing a legal number shall have a personal foul recorded against his/her name on the scoresheet and two (2) points shall be awarded to the captain of the opposing team at the time the offending player enters the court.
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BY-LAW 13: PLAYING TIME

- (a) A minimum of three (3) minutes warm-up shall be allowed regardless of the time of completion of the previous game.
 - (b) All games will consist of two (2) 20-minute halves
 - i. Bonus foul shots in each half shall be awarded for the 8th and subsequent team fouls.
 - (c) There shall be a half time interval of three (3) minutes.
 - (d) The clock shall run continuously for the duration of all games and not stop except for the following situations:
 - i. All timeouts. Each team is allowed three (3) one minute time-outs per match, with a maximum of two (2) timeouts permitted in any one half.
 - ii. For both round games and finals series games, the game clock shall be stopped on all whistles only during the last one (1) minute of each period.
 - iii. Referees may direct the clock stopped in case of serious injury or at their discretion.
 - (e) Referees are to ensure that games start on time and that teams are prompt in taking the court after each break/time-out. The clock is not to be stopped for teams that are slow in taking the court.
 - (f) All teams and games will be subject to a 30-second shot clock which will be enforced at the referee's discretion (no shot clock will be used on the score bench during the competition) and where required a 10 second warning given to teams before a shot clock violation is indicated.
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BY-LAW 14: JUMPBALL SITUATIONS

FIBA rules shall apply for all held ball situations and the possession arrow shall be in operation in all games.

BY-LAW 15: MIXED COMPETITION RULES

Mixed - A mixed grade is offered for a combination of male and female competition. A maximum of three male players are permitted on the court at any particular time in the game. No maximum

applies to female participants. An infraction of this rule will result in a technical foul. Continuation or repeated infraction of this rule will result in disqualification.

Some modified rules exist for this grade including:

- a) Males must not forcefully block females' attempted shots. Males must stand with their arms vertical. An infraction of this rule is considered goal tending. This rule only applies in the key area.
 - b) A male who fouls a female in the act of shooting - the attempted basket will count, even if it was not successful, and there shall be one free throw.
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BY-LAW 16: CONDUCT OF PLAYERS, TEAM OFFICIALS AND FOLLOWERS

Remember these are friendly games.

- (a) Abide by the Aussie Sport Codes of Behaviour. Agreement to abide by these codes of conduct is a condition of entry into Basketball SA facilities.
 - (b) Each team shall be held responsible for the conduct of its players, team officials and followers.
 - (c) If a player or team official continues unruly and/or offensive behaviour after having been penalised to the extent of the FIBA Rules, the referees shall report such behaviour.
 - (d) If the conduct of team follower/s be of unruly and/or offensive behaviour, the referees shall stop the game and advise the Captain/Coach of the relevant team that misconduct is occurring and request that the Captain/Coach take action to correct the behaviour.
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BY-LAW 17: REPORTS AND TRIBUNALS

- (a) In the case of poor conduct a player may be reported and required to attend a tournament tribunal. Suspension may be applied, in which case the player will be ineligible to participate until the suspension is completed.
 - (b) Members of the tribunal will be designated by the Organising Committee.
 - (c) Basketball Australia's Judiciary By-laws will apply.
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BY-LAW 18: HEALTH & SAFETY

INJURIES

Where a player is injured during a competition game the players or a player representative shall complete as soon as is reasonably possible an injury/incident report form, which shall be available from the Games office. Where a player is injured during training and seeks insurance cover from Australian Masters Games (AMG) a report on the appropriate form must be lodged within 3 days with either Basketball SA or Australasian Masters Games Offices. Teams are responsible for their own first aid, however first aid assistance will be available at competition venues.

INSURANCE

Participants do not, as part of their entry fees, have any additional sport injury insurance or coverage provided by AMG. AMG recommend that all participants investigate the options of private health insurance coverage that may assist in covering costs incurred for unforeseen accidents and

or injury.

DANGEROUS OBJECTS

Players are not permitted to wear an object which is likely to cause injury. Where, for physical or sentimental reasons an object cannot be removed, it must be covered with a protective padding of cotton wool and adhesive tape.

BLOOD RULE

If, during the course of a game a player bleeds, he/she must immediately leave the court and not resume playing until all bleeding is stopped, blood is removed from the player and any other person and clothing with blood is replaced. Any blood must be cleaned off the surface of the court and the ball before play can continue.

Fingernails must be cut short to avoid injury to other players.

BY-LAW 19: FORFEITS AND POINT PENALTIES

A team must have a minimum of four players to start. No point penalty will be incurred for a four player start.

A team who is unable to field 4 players for a match within 10 minutes of the scheduled starting time will forfeit the match. A penalty of one point per minute shall be awarded to the opposition team for every minute the team in question is unable to field a team with the minimum number of 4 participants.

A player who arrives late may have his/her name added to the scoresheet, provided that this occurs before the end of half time.