

Registration/Waiver Form

<u>Updated: 12/6/2016</u> Rules:

Ball Above All applies zero tolerance policy towards un sportsmen like behaviour. All players are expected to behave in a professional manner that doesn't bring Ball Above All into disrepute with the schools, venues and communities it operates within.

Normal basketball rules are applied with few differences:

- 1. Maximum of 10 players per team in the final rounds. Game Format: four 10 min qtrs.
- 2. A player has to play a minimum of <u>4 games</u> to be eligible to play in final rounds.
- 3. Two free throws are awarded for Technical and un sportsmanship fouls.
- 4. A coach/player will be ejected from the stadium on the 2nd technical foul. Any ejection leads to at least a one game suspension.
- 5. Players are not allowed to yell at or argue with the referees but can approach them between quarters and enquire a call.
- 6. During the game, only the coach can stand and enquire respectably about a referee's call. (Team captain can in the absence of a coach)
- 7. A player will foul out on the 5th personal foul.
- 8. A team is allowed 1 timeout only for each quarter.
- 9. Timeouts are granted on a dead ball or score in own basket.
- 10. Clock will stop on all timeouts (score differential rule not applicable). Last 3 minutes of the 4th qtr will be fully timed if the score differential is 15pts or less.
- 11. A game will be deemed a forfeit if a team fails to be ready to start the game on the scheduled time. Only 10 min grace is given.
- 12. A game can end in a draw!
- 13. Team pts awarded: Win: 3pts, Draw: 2pts, Loss: 1pt, Forfeit Loss: 0pt, Forfeit Win: 3pts and game score 20 0.
- 14. Results and updates will be posted on www.BallAboveAll.com.au

Regulations: Liability and assumption of risk agreement: Signing this form means you agree with all the terms listed below.

- 1. All players take the court at their own risk. Any injuries or death sustained to a player whilst playing in this league is not the fault of the organisers or the stadiums.
- 2. The risk of injury for the activities involved in the league is significant including the potential for permanent paralysis or death, while rules, equipment and personal disciplines may reduce this risk, the risk of serious injury does exist.
- 3. I knowingly and freely assume all such risks, both known and unknown and assume full responsibility for my participation.
- 4. Any damage caused to the facility or to the equipment by an individual is that individual responsibility to fix or to pay to be fixed.
- 5. Any violent, threatening or abusive act or behaviour from any individual is not permitted and will result in an automatic suspension from the league.
- 6. In reference to point 5 above, the League Organiser reserves the right to pass on suspensions as sees fit and call off any game following a discussion with the referees.

Requirements:

- 1. <u>All players are required to sign this agreement before playing.</u> Their signature shows that they are willing to abide by the rules and regulations of Ball Above All. (Compulsory)
- 2. All teams must pay the game fee \$60 in full before the start of the game. Game clock will start on time without delay.
- 3. Rego Fee of \$50 must be paid by week 1.
- 4. Forfeit Fine of \$100 dollars apply and must be paid before the team's next game. Fine can be avoided if 48hrs notice is given by phone.
- 5. Every team is required to supply their own uniform. (Compulsory 5pts penalty applies after week 4,)
- 6. Players will not be allowed to play if they do not wear similar colour uniform with a visible number or provided bibs. (Compulsory)

Competition Awards:

Championship Trophy, Medals, MVP, Top Scorer, Best 3pts Shooter, Stats recorded.

Note: Ball Above All reserves the right to amend the above if deemed necessary and will notify team's contact accordingly.

Welcome to Ball Above All!!



<u>Team Name</u> :		Jersey Colour:		
I have read the release of liability and a land line in the land line is the land line in the land line is t	assumption of risk agreement on this	s registration form, fully understand	its terms, understand that	
Full Name	Contact Number	Email Address	Signature	
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Player 1:				
Player 2:				
Player 2:	·			
Player 3:				
Player 4:				
Player 5:	·			
Player 6:		/		
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Player 7:				
Player 8:				
Player 9:				
Player10:				