



LISMORE BASKETBALL ASSOC INC

Senior Competition Rules

As of 26/10/2020

RISK WARNING

All Participants should be aware that there are risks of injury associated with playing basketball. Risks will arise in the context of the activities of running, catching, throwing and guarding opposing players.

While we aim to minimise risks, it is not possible to eliminate them all.

The rules below will be enforced at the discretion of the Board.

1. PLAYERS

- a. All players must be registered with Lismore Basketball Association Inc. online via SportsTG. The Association accepts no responsibility for injury to any unregistered player.
- b. Registration Fees will be set by the Board during the year in accordance with BNSW consultation and must be paid after the two weeks 'Free to Trial' period for a new player and renewed yearly (both new & returning players).
- c. Players must be 16 years of age or older. Any requests for younger players to enter the competition must go through the Court Controller and/or Board and must accompany parental consent.
- d. Teams playing unregistered players, or players not affiliated with Lismore Basketball Association Inc, will forfeit all points from the matches in question and winning points will be awarded to the opposition.

2. TEAMS

- a. A team nomination must have a minimum of eight (8) players before acceptance into any competition.
- b. Additional Players may be included in a team after nominations close, with the approval of the Court Controller.
- c. Games may begin with a minimum of four (4) players of each team are on the court and referees are present.
- d. The Court Controller may allow teams to recruit extra players not currently on your team when less than five (5) players turns up for a team.
- e. If a Team has three (3) players or less registered to that team present within 5 minutes of starting time, that team will forfeit that game but may continue to play with fill-in players. This will affect Finals only for that team.
- f. Team Fees are set by the Board and, current as of this version, are \$1000 per team per season for Men and \$800 per team per season for Women. This is to be paid before commencement of the game. If a player is asked by the Court Controller or a Board member to fill in for a team due to lack of numbers, no further charge will apply for the fill in player.
- g. Any player whose name has not been confirmed on the score sheet may have their name added after the game commences, but no later than half time.
- h. Teams are to provide Scorebench as per the duty roster provided by the Court Controller. Any team not providing scorebench as per roster will lose 2 competition points for each time they fail to do so.

3. TRANSFERS

- a. A transfer from one team to another during a competition must be submitted in writing and approved by the Court Controller or the Board.
- b. No permission for transfer will be granted if such transfer leaves a team with less than seven (7) participating players.
- c. All transfer applications must be in writing, dated and signed by the person transferring, a member of the team they are leaving and the Court Controller. The application must be submitted to the Board for approval. The signed application will be accepted as provisional clearance until the Board meets and hands down its decision.

4. QUALIFICATIONS FOR FINALS

- a. For any player to participate in the final series, that player must participate in a minimum of three (3) competition games in that team prior to the commencement of the semi-finals.

- b. Teams who have any player/s who have participated in less than three (3) games may submit, if the circumstances warrant, an application to the Board for special consideration (e.g. injury, extended absence, shortage of players).

5. GRADING

- a. Once accepted into a grade by the Court Controller, a player may play with a higher grade for three (3) times in that season only before they have to join the higher-grade team permanently. Playing in a lower grade is not allowed without approval of the Court Controller. The Court Controller and/or The Board reserve the right to review grading at any time.
- b. Any players wishing to play more than one grade at one time must have the approval of the Board.

6. UNIFORMS

- a. All players must wear their team's uniform, correctly numbered back and front.
- b. New Teams and New Uniforms colours must submit their intended playing colours to the Court Controller before purchasing.
- c. New Teams and Players to existing teams will be allowed three (3) weeks grace to obtain new uniform unless more time is granted by the Court Controller and/or the Board.
- d. Appropriate sporting footwear must be worn at all times. Sandals, Thongs and Leather shoes are not permitted at any time.
- e. Any player not correctly attired after grace period will incur a penalty of one (1) match point per player. The match points will be awarded by the referee and court controller to the opposing team prior at the commencement of the second half. Players out of uniform playing only the second half will lose points as above.
- f. No Jewellery is allowed whilst playing including but not limited to watches, necklaces, earrings, bracelets, facial rings, rubber bands, friendships bracelets. Any piercings that are less than a month old may be taped. Material sweat bands are allowed.

7. GAMEDAY REGULATIONS

- a. Teams must be present at the stadium fifteen (15) minutes before the advertised starting time. Game clocks will commence at the advertised starting times. The clock will not be stopped or reset unless the referees are not at the court ready to start the game.
- b. A team will forfeit the match if it is not able to commence its game within ten minutes of the scheduled starting time. The clock will be started at the scheduled time. A penalty of two (2) points for every complete minute late from that time will be awarded to the opposing team at half time. The forfeiting team will incur a fine of the game fee of \$50.
- c. Games will be ten (10) minute quarters with running clock. One (1) minute break at quarter & three-quarter time and Two (2) minutes at half time. No extra time will be played in the event of the draw. There is no injury time.
- d. If points difference is 10 points in the last two (2) minutes of the last quarter of a game, stop clock is automatically in effect stopping at all whistles and after every made basket.
- e. There will be two (2) timeouts of 1 minute allowed per half per team. The clock will only stop for Referee Timeouts and for timeouts ONLY in the case of point 7 (d).
- f. Competition points will be awarded as follows:
 - **Win - 3 points**
 - **Bye - 3 points**
 - **Draw - 2 points**
 - **Loss - 1 point**
 - **Notified Forfeit - 0 points [AT LEAST TWO (2) HOURS NOTICE]**
 - **Unnotified Forfeit - Loss of 2 points**
- g. A game may be postponed by agreement between teams and the Court Controller or Board. If not played within fourteen days a forfeit shall be declared and the points awarded to the team that was able to play in the original scheduled time. If both teams were unable to play, notified forfeit points will be allocated to both teams.
- h. In the case of an unnotified forfeit the team declaring the forfeit will incur the \$50 game fee. This applies where the team does not give at least two (2) hours-notice prior to game start time.
- i. Where teams finish level on competition points, the placings for the finals and minor premiership shall be determined by the points for and against (goal differences).

- j. Semi Finals, Finals and Grand Finals will be timed at the discretion of the Board. All players in the final series will be advised prior to the commencement of the series, of the way the game will be timed.

8. REFEREES

- a. Referees must wear approved referee uniform according to their grading.
- b. All Players/Coaches/Managers/Spectators must adhere to the referee's decisions. A Zero Tolerance Policy is in affect at LBAI and any person not adhering to it, may be asked to leave by the Court Controller or a Board Member. Any behaviour incurring a technical foul will be given a letter of warning. Two technical fouls in one season incurs an automatic one week suspension from playing. **Once a player has reached three technical fouls in a season, the player will be suspended from playing for 5 weeks or til the end of the season whichever is lesser. (Amended 22/10/2020 by committee)**
- c. Any complaints or comments on the refereeing should be directed to the Referees Coordinator – if not available, the Court Controller or a Board Member. Written complaints can also be made to the Board via email admin@lismorebasketball.com.au

9. BLOOD RULE

- a. In the case of blood, the game must be stopped, and the player must be substituted for treatment and cannot re-enter the game until the bleeding has been stopped or contained.

10. HANGING ON THE RING

- a. **Hanging from the ring is strictly prohibited and will result in suspension.**

By entering a team and taking the court, all players agree to abide by the above. FIBA Rules are in place and any rule not addressed above, reverts to current FIBA Rules. Lismore Basketball Association Inc is a member of Basketball NSW and Basketball Australia and as such, we adopt and adhere to all Codes released by both including adhering to all laws and public health orders. These rules are available on www.lismorebasketball.com.au

v1.1 February 2004 v1.2 December 2005 v1.3 July 2020 v1.4 October 2020