

**CARLTON BATHS
COMMUNITY CENTRE**

**SOCIAL BASKETBALL
RULES & GUIDELINES**

Updated January 2020

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COMPETITION FORMAT

- Each competition will be played in a round robin format, with one week of finals at the conclusion of the season.
- Games will not be played on Public Holidays.
- Carlton Baths Management shall arrange and control all competition games within the centre.
- Fixtures will be made available on the Carlton Baths website before the first week of games. The fixtures may be updated as the season progresses. In this instance, Team Captains will be informed at the earliest opportunity.
- Registrations will be accepted until the end of Round 5, unless filled prior, at which time registrations will close and the fixtures will be confirmed for the remainder of the season.
- In the event of irregular numbers of byes for each team, final ladder positions will be calculated on average of points per games played.
- A match ball and score sheets will be provided.

MATCH DAY FORMAT

- Matches shall comprise of two x 18 minute halves, with a two-minute break for half time.
- Between each game there will be only be a two-minute break.
- Teams will be issued a warning if they are not in positions 30 seconds into a half. If the team has not taken the court after one minute, a two-point penalty will apply, and an additional two-point penalty applied for each minute thereafter.
- On arrival, one team member will pay the game fee in full and tick off all the players playing on the score sheet.
- Details including first name, surname and player number must be on the score sheet before play commences.
- At the conclusion of the match, Team Captains must sign the score sheet before leaving. If the score sheet has not been signed, teams will not be able to challenge scores or game play.

TEAM MAKE UP

- Each team must consist of five players on the court.
- The minimum number of players in order to start a game is four.
- Only five substitution players may take part in any one game.
- Players must be at least 16 years of age to participate in games.
- You cannot have more than three male identifying players on the court at any one time.
- You cannot have more than three female identifying players on the court at any one time.
- Any person wishing to discuss gender diversity/their role in a team can contact the Programs Coordinator for a safe discussion.

SUBSTITUTE PLAYERS

- If a team does not have enough players, they will be allowed to call in substitute players from other teams or anyone else who does not play at the centre. They can call upon as many substitute players as they wish as long as the team on the night does not exceed 10 players.
- Substitute players must have their names entered on the score sheet before being able to play.

- Substitute players from other registered teams in the competition will not be able to play for a team that has made the finals (in finals games, players can only play for the team they are registered in).
- Substitute players still need to have the correct uniform to field the court. A two-point penalty will be incurred for each item of incorrect uniform.

SCORING

- Each team must supply a competent scorer (16 years and over) for their game. If a team is unable to provide a scorer, that team cannot dispute the score.
- It is acceptable for only one team to provide a scorer providing both teams are in agreement.
- If both teams cannot provide a scorer, the referee will score using the scoreboard.
- Points are awarded in the following manner:

Win	3 points
Loss	1 point
Draw	2 points
Bye	2 points
Forfeit Against	3 points
Forfeit For	0 points

UNIFORMS

- If there is a colour clash, centre bibs can be worn during the match.
- In an event of similar coloured bibs/shirts, our referees may deem it necessary to supply a team with a set of centre bibs to make calling the game easier, at no cost to the teams.
- Shorts/tights are not to have any pockets.
- All caps and jewellery must be removed before going on court.
- A match ball and score sheets will be provided.

FORFEIT/WALKOVER

- In the event of a team wanting to forfeit, notice must be given to the centre 24 hours in advance of the scheduled match. If the appropriate notice is given, the forfeiting team will be required to pay only the regular game fee for that match. These fees must be paid prior to the next match the team plays. The opposing team will be awarded three premiership points. Forfeits within the 24-hour time frame will incur a forfeit fee of two match payments.
- If four or more players are not in position and ready to play after the siren sounds for the commencement of the match, the opposing team with five players in position will be awarded two points every one minute.
- If neither team has four players in position after 10 minutes, both teams will then forfeit the match and fees will not be returned. Zero points will be awarded to both teams.
- If a team should forfeit more than three times in a season, they will be contacted by the Programs Coordinator.

- In the event of a forfeit, the centre is only responsible for contacting the Team Captain, NOT the whole team. In the event that the centre is unable to contact the Team Captain, the centre will make an effort to contact another team member, but will not take any responsibility or guarantee contact will be made.

PROTESTS

A team wishing to protest must:

- Not sign the score sheet and notify the Duty Manager on shift.
- Protests must be put in writing and submitted to the Programs Coordinator within 48 hours of the match being played (includes email).
- The Programs Coordinator will advise the teams of the result of the appeal and the decision will be final.

FINALS FORMAT

- Finals will occur after the conclusion of the season.
- Only fully financial teams are eligible to play in the finals matches.
- Players must have played a minimum of seven matches to qualify for a finals match.
- In the event of teams being level on points, their position on the ladder will be determined by the percentage of goals scored for and against.
- In the event of a draw in any finals match, after a two-minute break, teams shall play for a further three minutes at each end.
- If teams are still drawn after this, a two-minute break will be given, and then teams will play until either team is four points ahead.

INJURIES

It is highly recommended that all participants have personal health insurance to cover any accident or injury incurred during participation in activities at Carlton Baths.

- To the extent permitted by law, Carlton Baths shall not be liable or responsible to you for any direct, indirect or consequential injury, loss or damage whatsoever and however arising. Acknowledging this risk you agree to use the centre and participate in the competition at your own risk. Terms & Conditions for Stadium Sports are available on the Carlton Baths website, and provided to Team Captains during the online registration process at the start of each season.
- During stoppage of injury or illness, both teams may make substitutions and/or changes if desired.
- **BLOOD RULE** - The bleeding player must leave the court immediately and receive first aid attention. When bleeding has stopped and is appropriately covered, the player may return to court with permission from the referee. Another player can replace the bleeding player until they are able to return to the court.
- It is the responsibility of the Team Captain together with the Duty Manager to administer first aid when required, not the referees. All injuries must be reported to reception staff.

RULES

- No player shall be allowed to score more than 10 points in any one game. If, however a player on nine points scores a field goal, the full value of the field goal shall be recognised. A player on nine points fouled in the act of shooting is eligible to shoot the following free throws. A player on nine points who is fouled in the act of shooting where the goal is successful, may also shoot the bonus free throw. A player on 10 points that is fouled when the ninth team bonus situation applies must nominate an

eligible teammate to take the penalty free throws. Players on 10 points will only be allowed to score a further 10 points when all teammates eligible to play have scored 10 points.

- All jump balls will be contested in the centre circle.
- In the event of a drawn game, the result will stand unless the tie occurs in a final, in which case an overtime period of five minutes will be played during which each team will maintain their scoring end and all player fouls and points will stand.
- All other rules of basketball will apply.
- It is acceptable for only one team to provide a scorer providing both teams are in agreement.
- If both teams cannot provide a scorer, the referee will score using the scoreboard.
- All Team Captains must sign the bottom of the score sheet at the conclusion of the game, confirming the scores. Any disputes with the scores can be made to the referees on the day who will make a decision. Should a decision not be made, it can then be directed to the Programs Coordinator by the Team Captain/s.
- Any disputes or complaints must be made in writing and addressed to 'Programs Coordinator' at Carlton Baths.

STADIUM COURT/PARAMETERS

- Carlton Baths has one indoor and one outdoor court, with basketball rings at each end.
- No food/drink is to be brought into the stadium, apart from player water bottles.
- All spectators, players and belongings need to be kept either in lockers at the centre or under the benches courtside for safety reasons. Water will be permitted on sidelines.

MIXED BASKETBALL RULES (additional)

- Each half will feature 'restricted players' who are not permitted to enter the key.
- Restricted players are grouped as either a Male Identifying Person (MIP) or Female Identifying Person (FIP).
- You must have two restricted players on the court at all times.
- Each week, the referees will inform the teams at the beginning of the game which half the restricted players will be enforced.
- It is recognised that not all people align with MIP or FIP. It is the personal choice of the player which half they will be restricted and identification within this restriction is solely by a colour coordinated sash.
- Every player **MUST** be restricted for one half of the match. You cannot change in and out of being restricted during the half, only at half time.
- The restricted players will wear a colour coordinated sash (provided by the centre) to identify within their team and group.
- Restricted players may move through the key at either end of the court but must not impact on the ball or play, ie: must not screen, rebound, block, pass, receive or interfere with the ball. Restricted players are allowed to land in the key on the follow through from a pass or shot but must leave the key area immediately after. Restricted players are allowed to carry, or defend the ball through the key only when that play occurs in the offensive team's backcourt following a score or inbound pass.
- Any infringement of the restricted player rule will result in a violation, with the opposing team awarded the ball at the end line. A deliberate violation of the restricted player rule will be penalised by an automatic two points, followed by possession at the end line to the offending team.
- Any player shall be allowed to line up for free throws, but restricted players are not allowed to enter the key.

MANAGEMENT NOTES

- This game is aimed to create a fun, friendly team sport with a competitive edge. Rules were designed to keep the game fair and in control and must be adhered to very closely.
- Spectators wishing to support their team must act in a quiet and civil manner at all times. Spectators must not interfere or be distracting towards referees/officials and/or players, otherwise they will be asked to vacate the building.
- There will be no excuse for any violent behaviour or swearing. This will NOT be tolerated. If a player wishes to spoil it for the rest of their team and are found guilty of misconduct, the penalties may be harsher than expected.
- Player/s will be sent off and suspended as required. The team/s will lose on forfeit and subsequently be disqualified if deemed appropriate. There is no exception to this rule. We suggest if a player/s cannot abide by the Social Basketball Rules & Guidelines, they should not play at all.
- Our competitions have a strong focus on social inclusion and we expect everyone to play the game in a sporting-like manner, creating an enjoyable environment for all.