



# **MENS BASKETBALL HOUSE RULES**

Updated 28/08/2015

## **(1) Teams/Players**

- All players must be 16 years or older to play in the senior competitions.
- A team short of players may borrow no more than 2 players from another team.
- Games will commence at their designated start time regardless of a team having less than five players.
- A maximum of 10 players per team (5 playing/5 substitutes). Minimum of 4 players required to start a game.
- No additional players may be added to the scoresheet after the commencement of the second half.
- Sharp adornments or items of jewellery shall be removed or taped.
- Teams may not borrow players in semi-finals or finals. A player must play at least 5 times for a team to qualify to play in the finals for that team.
- Teams must pay their allocated game fee before they are allowed to partake in play. They must also write down names **in full** on the team sheet provided.
- All players play at their own risk.

## **(2) Late Players**

If a team's players are late and the game is delayed, the following points will be added to the opposition:

2 minutes late = 2 points

Every additional minute thereafter = 2 points

After the equivalent of one-quarter (10 minutes) of the game time elapsing the official may declare the game a forfeit if a team cannot field the minimum amount of players to start a game.

## **(3) Team Registration and Team Fees:**

All teams wishing to participate in the competition must complete a Team Nomination form and submit it to the centre before the specified date. This form must include all players' names along with relevant contact information.

Each week, the team is required to pay a \$60.00 match fee. This payment must be made prior to the commencement of the game, and a receipt shown to the court umpires before the game commences. Failure to show a valid receipt to the umpires will result in a forfeit.

## **(4) Forfeits:**

To protect the integrity of the competition, the following information applies:

- If a team cannot field enough players for a fixtured game it becomes a forfeit.
- A forfeit may be called after a quarter of the game time has elapsed.
- A score line of 20-0 will be recorded against the forfeiting team.
- Withdrawal from the competition incurs a \$60.00 fee.

The forfeit fee structure is as follows:

- If teams give more than one week's notice they will not be required to pay a forfeit fee.
- If teams notify The RISE between 3 and 6 days prior to the game and the staff can organise the bye team to play, the team will not have to pay a forfeit fee. If an alternative team cannot be organised, the team will have to pay the forfeit fee of \$60.00 prior to the follow week's game.
- 48 hours or less notice will result in the payment of a forfeit fee of \$60.00 prior to the following week's game.

**(5) Competition Points:**

All players must sign the score sheet before the game commences.

The ladder for the competition will be worked out as follows:

- If teams have the same points, the position on the ladder is decided by percentage.
- A win by forfeit is recorded as a win with a 20-0 score line
- Bye: counted as a game played (0-0) and team awarded 2 points
- Your team forfeits with less than 48 hours' notice or we cannot find another team to play: Loss recorded and a 20-0 score line
- Should both teams forfeit the score line will be 0-0.

**(6) Game Length:**

- Games consist of 2 x 20 minute halves with a two minute half time break and a three minute pre game period.
- Games are centrally timed and will start as per the fixtured time.

**(7) Rule modifications/clarifications**

All rules per official "FIBA" rule book with The RISE amendments as detailed in this document.

- One 50 second time out per team per half is allowed. During a time out the clock will continue to run.
- No time-outs may be called in the last 3 minutes of either half. Time outs must conclude by the 3 minute mark of either half.

**(8) Misconduct:**

During each game, a player will receive one warning from the umpire in regards to any misconduct. The second warning given by the umpire is regarded as a sendoff. The player in question must remain off the court for the time specified by the umpire.

Any player suspended from the entire game may then be suspended for a further one week at the discretion of the umpire/s.

In extreme circumstances, the umpire may send a player off without warning. If this occurs the above rules still apply.

In the event of a sendoff, the player sent off and the team captain must not address the umpire until a break in quarters, in order to keep the free flow of the game. If a player refuses to leave the court, the game will be ended, and a forfeit win awarded to the opposing team.

Misconduct of spectators will also be taken as misconduct from the team. If any spectator is believed to be disrupting the game then the umpire will bring it to the attention of the captain to address the issue and management is to be notified.

Any misconduct will be recorded on an incident report form by the umpire/s, a record of which will be permanently filed by RISE management.

**(9) Incomplete Games:**

If a game is unable to be completed due to unforeseeable circumstances the following will apply:

- If the game is ended after half time the result on the score sheet will be the final result.
- If the game ends before half time a draw will be awarded.

**(10) Uniform and Dress Regulations:**

All players in a team must have matching, individually numbered shirts or singlet's by week 3 of competition. **Strictly no** NBA jerseys are allowed.

No exposed jewellery is permitted to be worn by players while on the court. This includes, but is not limited to, bracelets, necklaces and earrings. All jewellery that is unable to be removed, must be satisfactorily covered with tape, and approved by the umpire.

All finger nails must be cut short, or taped, and checked by the umpire before the game commences. The umpire has the right to ask a player to re-cut or tape nails if necessary, and upon refusal, the umpire has the right to exclude a player from the game. Time will not be held for players who are unprepared and unorganised. Please ensure jewellery and nails are taken out or off and taped prior to your match.

**(11) Game Control:**

The game is controlled by at least 1 umpire who will penalise infringements of the rules. If the whistle is blown for any infringement the penalty must be taken. Play to the whistle.

**(12) Injuries:**

All injuries that occur during a game must be reported to both the court umpire, and the Arena Supervisor. The Arena supervisor will then fill out a first aid report form, stating all relevant information. A copy of this form may be obtained by the injured player, and all records will be kept within the centre.

**(13) One team only ruling:**

A player is unable to play week in week out for two teams.

**(14) Blood Rule:**

The umpire is required to stop play if a player is seen to be bleeding, or there is blood on the court or ball. For the Health and Safety of all participants, all open wounds must be adequately covered to the umpires satisfaction before the player can resume playing. Teams are allowed to substitute for a bleeding player, however time will not be stopped.

A first aid kit is located in the first aid room. See Reception for assistance.

### **(15) Starting the Game:**

- The first period begins when the ball leaves the hand(s) of the referee on the jump ball.
- All other periods begin when the ball is at the disposal of the player taking the throw-in.
- The game cannot begin if one of the teams is not on the playing court with a minimum of four (4) players ready to play.

### **(16) Status of the Ball:**

The ball can be either live or dead.

The ball becomes live when:

- During the jump ball, the ball leaves the hand(s) of the referee on the toss.
- During a free throw, the ball is at the disposal of the free-throw shooter.
- During a throw-in, the ball is at the disposal of the player taking the throw-in.

The ball becomes dead when:

- Any field goal or free throw is made.
- An official blows his whistle while the ball is live.
- It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
  - another free throw(s).
  - A further penalty (free throw(s) and/or possession).
- The game clock signal sounds for the end of the period.

The ball in flight on a shot for a field goal is touched by a player from either team after:

- An official blows his whistle.
- The game clock signal sounds for the end of the period.

The ball does not become dead and the goal counts if made when:

- The ball is in flight on a shot for a field goal and:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the period.
- The ball is in flight on a free throw when an official blows his whistle for any rule infraction other than by the free-throw shooter.
- A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes his shot with a continuous motion which started before the foul occurred.

This provision does not apply and the goal shall not count if

- after an official blows his whistle an entirely new act of shooting is made.
- during the continuous motion of a player in the act of shooting the game clock signal sounds for an end of period.

### **(17) Jump ball situations (alternating possession rule)**

Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.

Alternating possession throw-in:

- Begins when the ball is at the disposal of the player taking the throw-in.
- Ends when:
  - the ball touches or is legally touched by a player on the playing court.
  - the team taking the throw-in commits a violation.

— a live ball lodges between the ring and the backboard during a throw-in.

#### Alternating possession procedure

- In all jump ball situations teams will alternate possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs.
- The team that does not gain control of the live ball on the playing court after the jump ball will be entitled to the first alternating possession.
- The team entitled to the next alternating possession at the end of any period shall start the next period with a throw-in at the centre line extended, opposite the scorer's table, unless there are further free throws and a possession penalty to be administered.
- The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow will be reversed immediately when the alternating possession throw-in ends.
- A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The direction of the alternating possession arrow will be reversed immediately, indicating that the opponents of the violating team will be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in at the place of the original throw-in.
- A foul by either team:
  - Before the beginning of a period other than the first period, or
  - During the alternating possession throw-indoes not cause the team entitled to the throw-in to lose that alternating possession.

#### **(18) Three Seconds**

A player shall not remain in the opponents' restricted area for more than three (3) consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.

Allowances must be made for a player who:

- Makes an attempt to leave the restricted area.
- Is in the restricted area when he or his team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a field goal.
- Dribbles in the restricted area to shoot for a field goal after having been there for less than three (3) consecutive seconds.

To establish himself/herself outside the restricted area, the player must place both feet on the floor outside the restricted area.

#### **(19) Fouls**

- A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.
- Any number of fouls may be called against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet against the offender and penalised accordingly.

#### **(20) Penalty**

An unsportsmanlike foul shall be charged against the offender.

Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.

- A jump ball in the centre circle to begin the first period.

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: two (2) free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, one (1) free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made: two (2) or three (3) free throws.

**(21) Finals:**

All players participating in a finals match must have played at least 5 season fixtured games for their respective team to be eligible. A weekly record of players is kept of players eligible and ineligible leading up to the finals.

Teams cannot under any circumstance borrow players from other teams for any finals matches.

**(22) The Scorecard:**

Must be filled in prior to the commencement of the game with full names.

**(23) Scoring/ Timer**

- A spectator in most cases will score a game via the scoresheet and electronic scoreboard. If a spectator is not available, this duty will fall to the umpire. The umpire is responsible for the timing on this scoreboard.

**(24) Suspensions and Ejections**

- Incidents of a dangerous or unsportsmanlike nature that are reported by the umpire or an opposing team will be taken seriously.
- All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Centre Manager in consultation with senior members of staff.
- Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

**(25) Player Complaints:**

In the circumstances by which a player wishes to make a complaint against an umpire, team or individual this is strictly to be done by way of completing a feedback form which can be accessed from the RISE reception desk and then returned to the reception desk. This form will be read and if deemed necessary by management, action will be carried out.

In no instance is a player to approach an opposing player in regards to an issue outside of the direct playing perimeter.

**We wish you and your team good luck. We hope you have an enjoyable season!**