

Tumut Basketball Competition Rules



A) Registration

1. Registration fees must be paid in full prior to playing the first competition game.
2. Any team playing an unregistered player at any time will automatically forfeit any competition points earned in that game.
3. Any team/player who drops out of the competition forfeits their registration fees.
4. Players may register at any time during the competition; however, they can only play in the finals if they qualify, (Rule I) 1.)
5. New (additional) players must apply in writing to the committee. A decision will be made within one (1) week by three grading committee persons. (form on website)
6. No more than 3 players from a higher grade/ Division can play together in a lower grade/ division.

B) Competition Points

Win	2 points	Forfeit	0 point	Un notified forfeit (less then 4hrs) -2 points
Draw	1 point	Un-notified duty	-2 points	
Loss	0 point	Duty failure	-2 points	

C) Grading

1. The top teams in lower grades at the discretion of the Committee can be considered for promotion to a higher grade the following season.
2. Players can play in more than one grade. You are eligible to play with any team, Two (2) grades higher than their nominated grade but must play a minimum of four (4) games in a 10 week competition or five (5) games in a 12 week competition to qualify for the finals. Players must take the court for that game to count towards games played for finals.
3. Secondary school children Under 18 years can play 3 grade/division if they would like. Prior approval is needed by the grading committee.
4. Representative Basketball teams are allowed to enter on a team basis & will play in finals.
GRADING COMMITTEE TO GRADE ACCORDINGLY TO SKILL AND TEAM LEVEL.

D) Match Rules

1. Matches will be played using the 'Basketball Australia' rules unless local rules apply.
2. All players & spectators must always abide by the Tumut Basketball Code of Conduct rules.
3. If a player or spectator is reported to the Judiciary they will be notified ASAP & must attend a hearing held by Tumut Basketball Association & a panel of independent Jurors if required.
4. Game fees must be paid in full prior to taking the court.
5. No player shall be permitted to take the court or can be asked to leave the court if they are affected by alcohol or drugs. The Referee & Door person shall be responsible for making a judgement on a player's condition.
6. No team shall take part in an official match with less than four (4) players at the start of the game.
7. Any player who receives a technical foul shall be required to leave the court for five game minutes. Players shall not be substituted by another player until that time has elapsed.

E) Uniform Rules

1. All teams are to have full uniforms.
 - Shorts/bottoms are to be the same dominant colour.
 - Singlet/shirt nominated colours & permanent attached numbers front & back that are clearly visible to the officials.
 - Singlet numbers 4 (four) and above are preferred.
2. After the 3rd round points will be deducted for teams who do not have full uniform (5 points per player out of full uniform) points to be added to the opposing team's score prior to the start of the game.
3. Players that are filling in are excluded, unless they have played the minimum of four (4) games (10-week competition) or five (5) games (12-week competition) for a particular team, they are then considered part of that team & therefore must have the correct uniform.
4. An exception to the non-uniform penalty will be if a letter from the uniform supplier confirms the difficulty in obtaining the uniforms.
5. Only soft soled, non-marking shoes are allowed.
6. Players must not wear anything which is considered dangerous (e.g., jewellery), sharp long fingernails must be trimmed. ALL body piercings must be removed or taped. Shirts/singlets must be tucked into shorts if requested by the referee.
7. Any basketball team not on the court with the minimum players at the game starting time will give the opposing team two (2) points for each minute late. Teams will forfeit to the opposing team if more than 10 minutes late.
8. Once a registered player has paid their full game fee, they may join their teams match at any time.

F) Duty

1. Teams are obliged to provide two (2) score bench officials & one (1) to two (2) referees where necessary.
2. Basketball teams that fail to complete duty will lose two (2) competition points.
3. A team that fails to complete duty three (3) times will be ineligible for playoffs & semi-finals (if the team should turn up before the end of the first quarter time, this is acceptable) Teams will also lose two (2) points for failing to attend set duties.

G) Forfeits

1. A team that forfeits four (4) times in a Season is excluded from the competition.
2. A team that is forfeiting needs to notify the Forfeits manager (see website update for manager) and must give a minimum of 4 hours before scheduled game, ensuring minimal inconvenience before points are deducted.
3. A team that receives a forfeit from another team will receive the two (2) competition points for a win.
4. Un notified forfeits- less than 4 hours notice, no show, or insufficient players (less than four (4) after ten (10) minutes past starting time will lose two (2) competition points.
5. Appeals must be in writing to the Committee within 24 hours.

H) Timing for basketball games

1. Four ten (10) minute quarters. One (1) minute break between quarters & two (2) minutes at half time.
2. Time outs: two (2) time outs in the first half & two (2) in the second half. No more than a maximum of two (2) time outs can be taken in the second half in the last two (2) minutes,
3. Any unused timeouts cannot be carried over to the next half or extra period.
4. In extra time each team receive one (1) time out for each extra period & time outs don't accumulate in extra period.
5. The clock will stop for jump balls, free throws & time outs.
6. No extra time for tied games during the regular season.
7. If teams are tied at full time in a game during a round, then they are awarded points for a draw with no extra time played.

I) Finals Games

1. To qualify for semi- finals a player must have played in at least five (5) competition games in a 12-week competition or four (4) games in a 10-week competition. Players must take the court.
2. If your team receives a forfeit that game will count towards your players qualifying for the semi- finals. Players playing up, forfeit games will only count after you have played your first game, e.g. If a players first game is round 6 any forfeits before then won't count.
3. The four (4) leading teams in the grades at the conclusion of the rounds shall participate in the semifinals. If teams are tied on points, then ladder positions will be determined by applying percentages (total points scored for & against throughout the competition) for the top four positions.
4. Semi Finals: 1x2 and 3x4
5. Finals: Winner of 3x4 plays loser of 1x2
6. Grand Finals: Winner of finals plays the winner of 1x2 Semi Final.
7. Time variation: Grand finals are fully timed for all games in the last two (2) minutes.
8. Final matches: If teams are tied at full time, then an extra time of five (5) minutes with teams facing the same direction as played in the second half will be played. With a further five (5) minutes if tied at the end of the extra period. If tied at the end of extra time a further five (5) minutes is played until there is a winner in Mini-Ball as well as Senior games.
9. Referees for the finals will be appointed by the Committee.
10. Bench duty for the Semi Finals & Finals will be provided by the winning teams. The Committee will provide officials for the first game of the day/night & for all grand final games.
11. Semi- finalist/finalist teams failing to fulfil a duty will forfeit their place in the subsequent match. The opponents will take their place.
12. Finals disruptions such as prolonged blackout. If the stoppage occurs in the first half of the match, then the entire game will be replayed.
 - 1) If the stoppage occurs in the second half, then a unanimous agreement between the two teams is to be made from either the existing score stands when the disruption occurs, or to play out the remaining game time available day/night.
13. The date & time of a postponed segment of a disrupted match in the first instance agreed to by the two (2) Captains & the Committee. Otherwise, the Committee selects the next available time.
14. Once the draw for Finals is decided by the Committee, it remains unaltered.