

# Changes to BBA By-Laws for the 2017/18 Summer Season

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There have been some changes to the BBA By-Laws for the upcoming 2017/18 Summer season. The main changes that you will need to know about will be under the listed categories below...

- Tournaments
- Timing and Game Regulations (excluding A Grade and Under 10's)
- Forfeits
- Finals
- Scorers
- Player Uniforms
- Senior Playing Regulations
- Junior Playing Regulations
- Sin Bin Rules
- **Error! Reference source not found.**
- Any player, coach or team official who incurs a Technical Foul as a result of verbal abuse towards an official or who disputes a decision of a Referee, will be sent to the Sin-Bin for a period of five (5) minutes playing time (Sin Bin). The five minutes does not include the break between quarters or halves.

For players that incur a first technical foul they may sit on the team bench.

For a coach or team official that incur a first technical foul they must remove themselves from the team bench at least 25 metres away and cannot communicate with the team during this period.

**A second Technical Foul will result in the player, coaching staff or team official being ejected from the game and subject to possible Tribunal action.**

**Note: The player must leave the immediate playing area. They are not permitted to be in an area that enables them to interact with anyone on or off the playing area they were ejected from. The seating area on another court is acceptable.**

Note game Referees are required to;

- Instantly penalize any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls and bad language with a Technical Foul. A second similar offence results in the player being disqualified from the game. (A 'similar' offence involves more criticism. Dissent etc. resulting in a second Technical Foul).

Where a referee does not see or hear an incident but it is observed by the Referees Supervisor(s) on duty, they may notify the Referee of the indiscretion and the referee may then be obliged to enact the Sin Bin rule.

The player, coach or team official who is sent to the Sin-Bin is allowed to be substituted.

- Ineligible Players

## Tournaments

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Domestic sides will now be able to enter tournaments as long as there are no Bendigo Junior Braves sides represented within the same division.

## Timing and Game Regulations (excluding A Grade and Under 10's)

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The games will be conducted under Official Basketball Rules of the International Basketball Federation (FIBA) with the following modifications;

A team can only commence a game with a minimum of four correctly uniformed and registered players;

for each minute or part thereof a team is late, their opponents are awarded one (1) point per minute (or part thereof) up to ten (10) minutes when the game will be declared a walkover (final scores to be shown as 20-0). Late start penalty points are to be applied PRIOR to the commencement of the game;

The game clock is to be started at the scheduled time for commencement of the game provided the Referee is ready at the centre. If Referees are late attending a game, and the players from either team are not **in-attendance ready to play**, the game clock shall be set as if the game started on the scheduled time. If both teams are in attendance, the game clock shall be started when the referees arrive to take charge of the game;

It is the responsibility of teams and their captain (coach if under 16's or below) to ensure that the players' names are entered on the scoresheet or stadium scoring prior to the start of each game. Failure to do this will incur the points penalty as detailed in Sub-Para ii) above;

Timing rules for all games played in the BBA will be (**excluding the U10 or A Grade competitions**) two twenty (20) minute halves with a two (2) minute half time period. Two (2) time out periods for each team are permitted in each half where the clock continues to run (**Timeout are to be no longer than 1 minute long**), and no time out will be allowed during the last three minutes of the first half. The time clock will be stopped for all whistles in the last two minutes of the second half only;

If the scores in any game, except finals, are equal at full time, the result will be treated as a draw. Overtime periods will only be played during finals.

Eight (8) team fouls may be attributed to a team in each half before a shooting penalty situation applies (i.e shooting on the ninth (9<sup>th</sup>) team foul)

## Forfeits

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Bendigo Junior Braves competing within the Domestic Basketball competition are to abide by the same ruling as regular Domestic teams.

**Payment for forfeit shall be paid within 14 days of forfeiting the game.**

**Bendigo Junior Braves competing within the Domestic Basketball competition are to abide by the same ruling as regular Domestic teams.**

Payment fees for forfeits are as listed below...

Juniors

- \$80 if less than 48 hours' notice
- \$40 if more than 48 hours' notice

Seniors

- \$120 if less than 48 hours' notice
- \$60 if more than 48 hours' notice

### Finals

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The four leading teams shall comprise the Final Four which will play a final round in accordance with the 'Page System'. Ties for positions will be decided on head to head (**For all games played against each other**) results between the two teams that are tied on equal points. If three or more teams are tied then percentage will be used.

### Scorers

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Each team MUST supply a competent scorer (12 years of age or older) **for their own game before their scheduled start time of the game**. The game is not to commence until two scorers are present. If after the Referee has started the clock and ten (10) minutes has elapsed, and one team has not supplied a Scorer, then the opposing team will be awarded the game by forfeit, and the team that failed to supply a scorer will be fined the Walkover Fee. If a team fails to supply a scorer by the official starting time then the opposing team will be awarded one (1) point for every one (1) minute that no scorer is present. If both teams fail to provide a scorer after ten minutes then 'no game' shall be declared and both teams will be fined the Walkover Fee. The point's penalty for not Playing Regulations providing a scorer is to be added by the Referee BEFORE the commencement of the **second half game**.

To meet this By-Law a team shall preferably have an independent person (i.e. non-player, this does not mean a Coach) to operate the time clock or control the scoresheet/stadium scoring. If no other persons are present, then it can be mutually agreed that a player or a Coach may operate the time clock or control the clock/scoresheet/stadium scoring.

### Player Uniforms

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A player who is not wearing the team's correct uniform will be penalized five (5) points per player. Should a team have more than one (1) player not in the correct uniform, then the team will be penalized five (5) points per player, up to a maximum of 15 points being awarded to the opposing team.

~~Note: Correct uniform — each player to wear an identical (matching) uniform. Tops must be the exact same colour and pattern with permitted numbers (numbers must be legible) and will be of legal size, shape and material. Shorts must be the exact same colour and pattern with no pockets.~~

Note 'Correct uniform – tops must be the exact same colour and pattern with permitted numbers (numbers must be legible) and will be of legal size, shape and material. Shorts must be the exact same colour. A stripe no wider the 5cm will be permitted.

Players who have not obtained the correct uniform by the **commencement of round 5 completion of grading** will be penalized points as described in paragraph 21a).

The point's penalty is to be added to the opposition score **at half time prior to the commencement of the game**. Players entering the court for the first time, **after half time**, who are not in the correct team's uniform, are to be penalized at the time of entering the court. The Referee is to stop the game when the player enters the court and get the scorer to amend the scoresheet/stadium scoring at the time.

Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:

- i. The numbers on the back should be at least 20 cm high;

- ii. The numbers on the front shall be at least 10 cm high.
- iii. The numbers shall be at least 2cm wide.
- iv. Teams can use numbers 0 and 00 and from 1 to 99.
- v. Players on the same team shall not wear the same number.
- vi. Any advertising or logo shall be at least 5cm away from the numbers.

Shoes which mark the playing surface must not be worn.

Players will not be permitted to take the court wearing any item, which in the opinion of the Referee is considered dangerous

The following ARE NOT permitted:

finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, ~~even if covered with soft padding; unless approved by a referee.~~

equipment that could cut or cause abrasions (fingernails should be closely cut), and;

headgear, hair accessories and jewellery (wedding rings may be worn if taped).

The following ARE permitted;

compressions sleeves provided they are of the same dominant colour as either the team singlet, black or skin colour and do not cause injury to other players;

compression stockings provided they are of the same dominant colour as either the team shorts, black or skin colour and do not cause injury to other players. ~~If worn on the upper leg the stocking must end above the knee and if worn on the lower leg it must end below the knee;~~

shoulder, upper arm, thigh or lower leg protective equipment if the material is padded so as not to cause injury to other players;

knee braces, if they are properly covered;

protector for a broken nose, even if made of a hard material;

spectacles, if they do not pose a danger to other players, and;

headbands maximum 5cm in width, made of non-abrasive unicolour cloth, pliable plastic or rubber.

T-Shirts worn under singlets must be either the same colour as the dominant colour of the singlets, ~~black white~~ or skin colour.

Note: On any dispute that may arise relating to this By-Law the definition of dangerous item/s will be as laid down in the Official Basketball Rules of FIBA.

### *Senior Playing Regulations*

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A player must be ~~13 years~~ 14 years of age or older on the date of the game to play in an open aged match within the Domestic Basketball Competition.

### *Junior Playing Regulations*

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Junior players cannot play in a higher division with a Representative team unless they are currently playing with a team in a division in which they are eligible.

Junior players who take the court for any part of five (5) games in a higher division in any individual age group will be ineligible to play in the lower age division (e.g. U/16 Div 2, U/16 Div 3; U/12 Div 2, U/12 Div 3 etc.)

Junior players are not allowed to take part in two games within the same age group and division. (e.g. a player may not play for the Under 14 Boys Division 1 rockets and then take the court for the Under 14 Boys division 1 pumas) there will be an exemption for club teams throughout the grading period only.

The three (3) point line will not be recognized in the Under 10 ~~only and Under 12 age groups.~~

An additional 3 point field goal area may be marked as defined in the Official Basketball Rules 2010. The 6.25 metre line will be used for all domestic games in Under 14's & Under 12's. The 6.75 metre line will be used for all domestic games in Under 16, Under 18 and senior games.

### Sin Bin Rules

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### Ineligible Players

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Any team, which is found to have been playing an ineligible player, shall forfeit all points gained for the games in which the player took part. This shall be enforced by the BBA Sports Office.

Players who are nominated in any one club team, playing in a Division of a particular age group, are not permitted to play with another team from the same club, in the same age grouping in that Division, once the grading rounds have been completed.

Where a team has insufficient players present to avoid a walkover, an ineligible player may be enlisted to allow the game to proceed but must be declared on the scoresheet prior to the game.

Players must pay the BVC & BBA insurance fees or they shall be deemed as ineligible.

Players can be requested to provide as condition of entry photo identification to prove identity. If a player was found to be playing under a false name they are automatically reported as well as the captain. An automatic penalty of 8 weeks to apply to both the captain and the ineligible player.

Club teams breaching this By-Laws shall **forfeit points gained**.