

SOUTH WESTERN METRO BASKETBALL INC. DOMESTIC COMPETITION RULES

January 2022



SWMBI expects all Junior Clubs, Senior teams and nominated Independent teams to play within these rules in a competitive, inclusive environment.

SWMBI reserves the right to review or make changes to the competition rules or age group divisions/structures, as deemed necessary.

SWMBI reserves the right to modify the application of a rule in extenuating circumstances, upon written request from the Club or independent team seeking the modification.

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1. PLAYER ELIGIBILITY

- 1.1 All players must be registered members of both South Western Metro Basketball Inc. (SWMBI) and Basketball Queensland to compete in competitions that are conducted by SWMBI. Player registration must be maintained and kept up to date and is the responsibility of the member to ensure this is the case. Games played by unregistered players **do not count towards player eligibility** and teams may forfeit if deemed to have played unregistered players.
PENALTY: RULE 11.1
- 1.2 At the end of a season, a player shall require a written clearance to SWMBI from that player's former club, to be eligible to transfer to, or play for, another club within SWMBI.
(Note: Transfer forms are available on the SWMBI website, www.piratesbasketball.net.au).
No transfers should be requested once a season has commenced or mid-season.
PENALTY: Rule 11.1
EXCEPTION: Exemptions may be granted by SWMBI under certain circumstances. Request must be in writing and submitted to the SWMBI Competitions Manager for review/approval. Any player, where approval is granted mid-season, may or may not be eligible for finals, and is dependent on the timing of the transfer and at the discretion of SWMBI.
- 1.3 Where a Club has more than (1) team in the same division within a grade, a player shall NOT be eligible to play in more than (1) team within that division after the prescribed grading period for that particular season has ended, i.e., cross-borrowing/interchange of players between the teams shall NOT be permitted.
PENALTY: Rule 11.1
EXCEPTION: Grades where there are no finals (Under 9/10 teams)
- 1.4 (a) Any junior players selected for the first SWMBI Representative team, or another Assn's first Representative team, in either Premier League or Southern Cup SQJBC must play Club in the Gold (Club) division within their correct age group. This includes the U21 SQJBC competition if players are playing in the SWMBI FNYL or the 18 & Under Boys Domestic competitions.
(b) Any junior players selected for the second, third or fourth SWMBI Representative team, or another Assn's second, third or fourth Representative team, should play in the Gold (Club) division, but will be eligible to play Club in the Purple division within their correct age group, if they are in either a Challenge Cup or a Development Cup SQJBC division that season. This includes the U21 SQJBC competition if players are playing in the SWMBI FNYL or 18 & Under Boys Domestic competitions.
(c) NO Representative players can play in a Red division for Club basketball, regardless of the age group they are playing in.
(d) A "Gold" player "playing up" into the next highest age group cannot play up into a "Red" club team. For example, an Under 14 Gold player can play up into Under 16 Gold or Purple only.
EXCEPTION: A Club nominating only one team in the Gold division, but is exceeding the restricted player guidelines, must either create a second Gold team or submit an exemption request to SWMBI in writing. The exemption must be approved by SWMBI, before player/s can take the court for a lower division team. The circumstances must be extenuating, with no other avenue of resolve, to be considered for approval.
PENALTY: Rule 11.1
- 1.5 A player shall not be eligible to play in any Finals, unless that player has played, at least, the total number of required games. Total Required Games (TRG) is calculated at 50% + 1 of all games for that season (rounded down). "Bye" games will count as games played, but ONLY if both games either side of the Bye were played.
Example: Season 1 has sixteen (16) scheduled round games. 50% (8) + 1, is nine (9) games. Therefore, the TRG is 9 games for Season 1.
PENALTY: Rule 11.1

EXEMPTION: Where a new player (new to the sport), joins the competition **after** the commencement of the season, the player will be eligible to play in Finals, provided that the player has played a minimum of 3 games in the season. (“New Player” definition in Rule 1.9) If a returning player, wishes to join a team later in the competition, the player must be able to play 50% +1 of the season remaining. (“Returning Player” definition in Rule 1.9)

1.6 A player shall not be eligible to play in any fixture game if they are suspended by the Judiciary Committee or by way of the SWMBI Domestic Disciplinary Process (automatic 2-week ban).

PENALTY: Rule 11.1

1.7 (a) The competition will be conducted in the ages designated on the Team Nomination form or as on the Excel template provided by the Competitions Manager at the commencement of each season.

For Season 1 2022, the first three (3) rounds will be a Grading period, followed by thirteen (13) more rounds, then Semi-finals and Grand Finals. All competitions will use the CourtSide application from the start of the season and require players to be registered with Basketball Queensland and South Western Metro Basketball Inc. to participate and have their games counted towards finals eligibility.

Teams must play at least two (2) of the three (3) Grading rounds, to enable the placement of a team within an age group division. Clubs/teams who only play one (1) Grading round, will be subject to age group division placement by SWMBI.

SWMBI reserves the right for all teams and competitions to be reviewed after the season has commenced and be subject to change, if necessary, for the betterment of the competitions. The review will be held between Weeks 5 and 6. Any changes will become effective in Week 7. This will ensure that teams could qualify to play Finals, even if they moved to a different division.

Eligibility for a particular age group shall be determined by the age of the player as at 31st December of that year, e.g., a player who will be 12 as at 31st December will NOT be eligible to play Under 12's in that year but will be required to play in Under 14's in Season 1 and Under 13's in Season 2.

PENALTY: Rule 11.1

(b) A player may play any number of games in the next higher age group without affecting that player's eligibility to play in his/her normal age group, however, if a player does not meet the minimum Total Required Games (TRG), in their **correct** age group, then they will not qualify for **ANY** higher age group Finals.

(c) Players may only play a maximum of four (4) games in another division within their own age group, if that team is short of players. For example, an U14 player is listed in the SportsTG CourtSide team list in the Purple division. Due to his Club's U14 Gold team being short of players, he plays for that team to “help out”. However, if the same player has “helped out” on four occasions already, and he is required to play in the Gold team for a fifth game, he cannot return to his Purple team and must continue with the Gold team only.

Conversely, a player can only “play down” to the next division, within their genuine age group, for a maximum of four (4) games and Clubs must comply with Rule 1.4 in this regard.

PENALTY: Rule 11.4

(d) A maximum of ten (10) players may be entered into Game Day/SportsTG and therefore, into the tablet in CourtSide, and allowed to play in any junior group. A maximum of ten (10) players can be listed for Finals.

(e) A player who has sustained an injury that restricts them from taking the court, may be marked as playing, **as long as they are in attendance on game day**. The court supervisor/referees must be advised prior to, or during the game, to ensure the game counts towards the player's eligibility and TRG. The scoresheet must be noted with the player's injury

and the tablet must have an “Incident” recorded against the player’s name, to verify that the player was at the game but did not take the court.

PENALTY: Rule 11.4 (where player is marked in but was not actually in attendance).

(f) NO additional players can be added to a team after the first week of Finals.

PENALTY: Rule 11.4

AGE GROUP CLASSIFICATIONS:

Under 9/10: Mixed gender and “Girls Only”, 4 on 4 competition. Limit of 8 players per team.

Under 11/12 to 18 & Under: Gender-specific teams, 5 on 5 competition. Limit of 10 players per team. With the exception of the Girls With Game competition (only), this will be 4 on 4 to engage more players - teams can have no more than 8 players each in this GWG division.

FNYL: Teams can be comprised of no more than six (6) restricted players, being from either U16, U18, U21, QSL or NBL1. The breakdown being a maximum of three (3) x U16 Premier League, or “first team” players and a maximum of three (3) x U18/U21/QSL/NBL1 players, regardless of the Representative team’s division.

Seniors: Gender-specific teams, 5 on 5 competition. These competitions are open to all players over the age of eighteen (18). The minimum age to play in these competitions is fifteen (15).

EXCEPTION (for the “Seniors” only): A member of the opposite gender may play, however, this exception is limited to a maximum of two (2) players on court per team at any one time.

Junior Club Division Guidelines:

Gold – For players who are experienced, Representative players and skilled Club players.

Purple – For players who have experience and confidence, but not necessarily to the Gold level.

Red – For more inexperienced players and players newer to the game.

**** Where there is no Red division, the split would ideally be GOLD – players who have experience/Representative players and PURPLE – players who are not experienced/don’t play Representative basketball.**

NO REPRESENTATIVE PLAYERS can play in a Red division.

As a general rule, non-Representative players could play in the same age group of the Purple and Red divisions or Gold and Purple divisions, if they are compliant with the other rules (see 1.7 (c) and 1.9).

Players cannot play across three (3) divisions.

- 1.8** A player cannot play up more than one Age Bracket. e.g., a player can progress from Under 12 to Under 14, but not to Under 16 or 18 & Under, without a written waiver from the parents and Club acknowledging South Western Metro’s ‘**Duty of Care**’ to provide a safe environment for the conduct of the basketball activities.
- 1.9**
- a) Junior Domestic club teams may only contain a maximum of **three** restricted players – this classification is to ensure the viability of the competitions.
 - b) Players are classified as restricted if they have been selected in a SWMBI, or another association’s SQJBC first team (irrespective of that teams ranking in the SQJBC competition). If a player has played 3 or more representative games, but are no longer are playing in SQJBC, they will still be classified as restricted for that SQJBC season.
 - (c) All Representative competitions, from U12 to NBL level, are included and bound by the number of restricted players permitted in each Junior Domestic club team.
 - d) A SWMBI, or other association’s SQJBC first team player, who plays up outside their Age Bracket, will not count towards the maximum number of restricted players.
- PENALTY: Rule 11.1**
- 1.10** Players have the option to play across two (2) Clubs, but only if their Primary Club does not offer the **higher age group** “**extension game**”.

For example, an Under 16 Gold player in Club “A” wants to play in the 18 & Under Gold competition as well, but Club “A” does not have a Gold team in 18 & Under. The player is allowed to play for Club “B” with their 18 & Under Gold team, without the requirement of a Formal Transfer or affecting the player’s status with Club “A”.

Players cannot play across two (2) Clubs in the same age group.

DEFINITIONS/CLARIFICATIONS:

“CLUB” vs “INDEPENDENT” CLARIFICATION:

To be recognised as a “Club” within SWMBI, the Club must comprise of five (5) or more teams, be an Incorporated Association with the Queensland Office of Fair Trading and abide by the laws and rules that govern the Incorporation Act.

Clubs will be required to sign an Affiliation Agreement with SWMBI in 2022.

“Independent” teams may apply to SWMBI to nominate teams in our competitions. Independent team contacts are welcome to attend meetings to stay informed, but hold no voting rights or powers, except for those that apply to our standard registered members.

“NEW PLAYER” CLARIFICATION:

A new player is any player who has not been registered in a formal junior competition within the last two (2) years. A formal junior competition is any competition run by an association affiliated with any State Basketball Association.

“RETURNING CLUB/SWMBI PLAYER” CLARIFICATION:

A player wishing to join a team with less than 40% of games remaining in the season, will NOT be able to take the court, nor join a team in that season.

A player wishing to join to a team with less than 50% of games remaining in the season, will be eligible to take the court, but will NOT be eligible for Finals.

A player wishing to join a team after the season’s commencement, but with more than 50% +1 of games still remaining in the season, will be eligible to join the team and qualify for Finals, if the normal eligibility requirements are satisfied.

SQJBC SEASONS - RESTRICTED PLAYER CLARIFICATION:

Restricted or Representative players competing in Season 1 of Domestic Junior Club basketball, will be based on those players selected in the most recent Representative season, ie. U14, U16, U18 and U21.

U12 Restricted or Representative players competing in Season 1 of Domestic Junior Club basketball, will be based on those players selected in the 2021 SQJBC Representative season.

“TRANSFERRED SQJBC Division 1 Player.”

A player who has transferred from, or is currently playing with, another association and is an SQJBC “first team” player for that association, will also be classified as a restricted player.

** Clubs are directly responsible for ensuring their players are competing in the correct divisions, regardless of the timing of the SQJBC team selection announcements. **

2. FEES

- 2.1** All independent teams must pay court fees prior to the commencement of each game. Any Club with outstanding amounts owing to SWMBI may be subject to payment of game fees prior to the game(s) commencing-paid directly to the Venue Coordinator. This will be communicated to the Club representative prior to being enacted.

Clubs will be invoiced by SWMBI each week for the previous week's games and these fees will be due within two (2) weeks of date of invoice.

PENALTY: Rule 11.1

3. **PLAYING UNIFORMS**

- 3.1 In the Junior Domestic competitions, all players shall wear the approved uniform of their club or team in all divisions. This includes both bottoms and tops in the approved colours. Approval may be given for alternative colours if requested at the time of nomination. Where a club has more than one team in any grade, alternative uniform colours shall be submitted for approval at the time of nomination, so any possible clashes can be removed at the start of the season.
(**Exception:** Senior competitions must wear the same approved singlets, with the bottoms being of a consistent colour.)

3.2 **PLAYING TOPS**

Team uniforms shall be consistent. Junior players shall wear approved club singlets. If compliance with this rule delays the start of the game, the team shall be penalised in accordance with **Rule 4.9**. If the team has less than four (4) compliant players and an alternative uniform cannot be procured, the game may proceed as far as practicable, but the offending team shall be penalised in accordance with **Rule 11.1**.

Playing tops shall be numbered, front and back, using numbers 1 to 99, 0 and 00 are not allowed. The sizes of the numbers shall comply with the requirements of the Official Basketball Rules and Referees Manual. Numbers shall be securely fixed to the uniform and shall not be chalked, pinned or taped. Duplicate numbers, a plain shirt or zero number ('0' or '00') will not be acceptable.

PENALTY: The relevant team shall be penalised five (5) points per offending player per game. The penalty shall be recorded as additional points, awarded to the opposing team's captain (or player chosen by the coach). The scoresheet shall be marked accordingly by the referee or court supervisor, with an accompanying note on the scoresheet by half time.

(a) T-shirts or compression tops may be worn under singlets provided they are the same colour as the predominant colour of the singlets, or alternatively, they can wear either black or white. Every player in the team must be wearing the same colour t-shirt or compression top. A mixture of both black and white is unacceptable.

PENALTY: Players who do not comply with this rule will not be allowed to enter the court. NO POINTS PENALTY to be awarded.

3.3 **PLAYING BOTTOMS**

Males: Junior Players shall wear approved club shorts. Compression shorts can be worn under club shorts.

Females: Junior Players shall wear approved club shorts. Compression shorts/leggings can be worn under club shorts.

PENALTY: The relevant junior team shall be penalised (5) points per offending player per game. The penalty shall be recorded as additional points awarded to the opposing team's captain (or player as chosen by the coach). The scoresheet shall be marked accordingly by the referee or court supervisor, with an accompanying note on the scoresheet by half time.

**** All penalties must be applied by half time – coaches cannot request penalties to be applied towards the end of the game to alter the end result. ****

- 3.4 For **all** Regular Season games (including finals) teams/players must comply with the correct uniform codes.

PENALTY: Rule 3.2

There will be no grace period for new players joining up late to a club. Clubs must supply new players with their approved club uniform. Rule does not apply during grading period.

- 3.5** Appropriate footwear with non-marking soles shall be worn on the court.
PENALTY: Rule 11.2
- 3.6** Jewellery shall not be worn whilst playing.
PENALTY: Rule 11.2
- 3.7** Fingernails shall be cut level with the tips of the fingers. Taping of fingernails and wearing of gloves will not be permitted. Fingernails should be inspected before each game by the Referees. Long hair must be tied up, but not in a plait.
PENALTY: Rule 11.2

4. **SCORING AND TIMEKEEPING**

- 4.1 A two (2) minute period shall be placed on the scoreboard before the start of each game irrespective of the finishing time of the previous game (**The two (2) minute period will start at the conclusion of the previous game**).
EXCEPTION: The game clock may be stopped at the one (1) minute mark, if the game has not been loaded onto the tablet courtside. Once the game is loaded, the clock will recommence, allowing teams to check, confirm and update player details.
- 4.2 The game clock shall be started at the scheduled game time or one (1) minute after confirmation of game has been loaded in CourtSide, whichever is later.
- 4.3 Notwithstanding Rules 4.1 and 4.2, a game may commence before the scheduled starting time or less than two (2) minutes after confirmation of game has been loaded in CourtSide, provided only that both teams and all court officials are in full and clear agreement to do so.
- 4.4 (a) All games shall consist of four (4) x ten (10) minute quarters. Each team is permitted one (1) timeout per quarter, non-accruing. “Use it or lose it” rule applies.
- 4.5 The periods between the second and fourth quarter shall be one (1) minute, half time interval shall be 2 minutes.
- 4.6 During the game, the clock shall only be stopped **on a whistle** in the last two minutes of the fourth quarter (including timeouts and free throws). The clock will run in all periods except where detailed above in the fourth quarter. Timeouts will not be permitted in the last two (2) minutes of quarters 1-3.
EXCEPTION: The clock will not be stopped in the last two (2) minutes of the game, if there is a fifteen (15) points or more, margin in the team’s scores, **with no possibility of a comeback**.
Scorers to use discretion and common sense. Example 1: Team A has a 16-point lead after a basket is scored and Team B calls a Timeout to advance the ball. In this situation, the scorers may halt the clock. Example 2: Team A has a 30-point lead with 2 minutes remaining. The clock would not be stopped.
- 4.7 The team captain, coach or manager shall be responsible for ensuring that the correct players are showing as active on the tablet, or on the scoresheet, once the game has been loaded. (i.e., Players are in attendance and ready to participate in a game, or injured players who are noted on the scoresheet and ticked into the tablet with an accompanying incident note against the relevant injured player – also see 1.7 (e)).
PENALTY: Rule 11.1
- 4.8 Each team shall supply a scorer or timekeeper for the duration of the game.
PENALTY: Rule 4.9
- 4.9 A team which does not have four (4) players ready to commence play, together with a scorer or timekeeper, at the start of the game shall be penalised two (2) points for each minute, or part thereof, that commencement of play is delayed. The elapsed time, and penalty applicable shall be calculated from the game clock which shall be started in accordance with Rule 4.2. Awarding of penalty points under this rule shall be at the direction of the referee and shall be credited to the opposing team prior to commencement of play with an accompanying footnote on the scoresheet.
If four players are not ready to commence play within ten (10) minutes of the start time or at the

end of the warm-up period, whichever is the later, that team shall forfeit the game.

PENALTY: Rule 11.2

The opposing team may be entitled to a refund of its court fees (if paid in advance) and may be entitled to full use of the court for the allotted game period, if a scratch-match is not played.

Failure by both teams to field at least four (4) players ready to commence play, together with a scorer or timekeeper, within ten (10) minutes of the game starting, shall result in a forfeit being recorded against both teams (double forfeit).

PENALTY: Rule 11.2 (for each team)

- 4.10** Notwithstanding Rule 4.9, if prior to the commencement of the game, a team declares the intended use of an ineligible player for the purpose of avoiding a fine, the game may proceed if the coach of the opposing team is in agreement. However, at the end of the game it shall be recorded as a forfeit in accordance with the Official Basketball Rules and Referees Manual as 20-0, irrespective of the final score and the number of players entered into the tablet.

PENALTY: Rule 11.1

- 4.11** Excluding Finals and Semi-finals, if the full-time scores are equal, the game shall be recorded as a draw, with no extra time being played. Finals and Semi-Finals games will play 3-minute overtime periods until a winning result is determined, with a 1-minute break in between overtime periods. Coaches may take one (1) timeout each per overtime period (non-accruing).

- 4.12** It shall be the responsibility of the Court Supervisor/Referees to check by quarter time that only the players who have entered the game are marked as active players in the tablet. Any player that is ticked in, but who has not entered game, will be unticked.

At the beginning of the second quarter, only the players ticked in on the tablet must be present and be an active player in the game.

EXCEPTION: An injured player who attends a game, but cannot take the court, can be ticked into the team list, as long as there is an incident note noted in the tablet and notation made on the scoresheet against the player's name.

If a player enters the game or arrives after quarter time, the player can only be added during a stoppage in play. A timeout is to be called and used by the coach of the player entering after quarter time. It is also the Referee's responsibility at the end of the game, that the tablets and/or the scoresheets have been marked correctly and the correct scores have been recorded in CourtSide on the tablets.

PENALTY: RULE 11.1

- 4.13 Stadium Scoring Errors & Adjustments**

Adjustments will ONLY be made to the records that are finalised and captured during the game in the instance that an application technical issue has been experienced.

"Technical issue" is defined as the score bench application (CourtSide) not being technically available, or not functional, and cannot be rectified during the game by the court officials. In such instances, the court supervisor MUST be informed and written feedback from the court supervisor must be sent to the Competitions Manager directly after the game.

PLEASE NOTE: NO ADJUSTMENTS WILL BE MADE TO RECTIFY SCORING ERRORS BY THE TEAM'S SCORERS IN ANY GAME OR UNDER ANY CIRCUMSTANCES.

5 PLAYING REGULATIONS/JUNIOR MODIFICATIONS

- 5.1** (a) In Under 9/10, Under 11/12 and Under 13/14 divisions, “Zone Defense” will not be permitted. In Under 15/16 and Under 17/18 & Under divisions, or in Friday Night Youth League divisions, “Zone Defense” will be permitted in the second half of the game only. The arbitrator for this interpretation shall be the court supervisor.
- (b) In Under 9/10 & Under 11/12 Club Competitions, free throws shall be taken from the dotted line inside the restricted area (keyway). Under 13/14’s will shoot from the regulation free throw line.
- (c) Under 9/10’s will preferably play 4 on 4, but 5 on 5 will be permitted if large numbers of players are in both teams. Both coaches must agree to change to 5 on 5. In Under 9/10’s, the development of the backcourt rule and 3-second keyway rules will be encouraged but not strictly enforced.
- (d) “Girls With Game” will play 4 on 4, but 5 on 5 will be permitted if large numbers of players are in both teams. Both coaches must agree to change to 5 on 5. All other competitions, except Under 9/10’s and GWG, will be 5 on 5. Games can start with 4 players.
- (e) Games shall be played with balls complying with Basketball Australia Regulations.
Under 9/10’s and Under 11/12’s - size 5
Under 13/14’s and GWG - size 6.
Under 15/16 Girls, Under 17/18 & Under Girls, FNYL and Women’s competitions - size 6.
Under 15/16 Boys, Under 17/18 & Under Boys and Senior Men’s competitions - size 7.
- 5.2** **Sin Bin Rule:** A player receiving a Technical Foul shall result in the player being substituted from the game and sitting three (3) minutes of playing time on the team bench, irrespective of the score, the number of players on the court or the remaining time in the game. The Technical Foul must be noted on the tablet. The countdown clock beside the player’s name on the tablet will indicate when the player can return to the game.
- 5.3** **SWMBI Domestic Disciplinary Process:** Any player or coach receiving two (2) Technical Fouls, or a combination of one (1) Technical Foul and one (1) Unsportsmanslike Foul, in one game will be ejected from the game and venue. A report MUST be submitted to the Competition Manager’s office directly after the game and the tablet or scoresheet must be noted with full details of the incident.
PENALTY: RULE 11.3
- 5.4** **SWMBI Domestic Disciplinary Process:** If foul language or derogatory remarks are directed towards officials, then the official has the right to eject the offending person(s), player or coach, from the game and venue. A report MUST be submitted to the Competition Manager’s office directly after the game and the tablet or scoresheet must be noted with full details of the incident.
PENALTY: RULE 11.3
- 5.5** **SPORTSMANSHIP RULE:** In the interests of junior basketball development, an understanding has been reached between the South West Metro Basketball Clubs and Independent teams, allowing a Sportsmanship Rule to be invoked when the margin between two teams in a game is a certain amount of points (see next page).

The Sportsmanship Rule shall be mandatory and will be enforced by the game officials. The Coach of the winning team MUST abide by the rules of the Sportsmanship Rule. If not already evident by the actions of the winning team, the game referees may also instruct the Coach whose team is leading that the Sportsmanship Rule must be invoked.

Juniors Sportsmanship Rule Explanation:

The team that is leading will allow the other team to advance the ball across the halfway line without hindrance, by using whatever respectful method the coach who is leading deems appropriate (passive defence, ¼ court defence etc.).

The Juniors Sportsmanship Rule MUST be invoked by the coach of the winning team, or when instructed to by game officials, once the margin between the two teams is thirty-five (35) points in Division 1 games and twenty-five (25) points in all other divisions. If the score difference falls on or below twenty-five (25) points in Division 1 games and fifteen (15) points in all other divisions, then the coach of the winning team can resume their original game plan and the Sportsmanship Rule is no longer in effect, until the margin between the two teams is thirty-five (35) points in Division 1 games and twenty-five (25) points in all other divisions, and the Sportsmanship Rule resumes.

For the Under 9/10 competition, the margin will be ten (10) points.

In the interest of junior basketball development, ALL CLUBS are to instruct their Coaches about this understanding and to ensure they abide by this ruling with respect and sportsmanship in mind.

5.6 TECHNICAL FOULS:

Whilst technical fouls are rare and often the result of a single incident, there has been an increase in the number of participants being given technical fouls on a regular basis. It is the Association's goal to work proactively with players who are receiving repeated technical fouls. After consultation with the Referee Manager, those who have been identified as receiving technical fouls on a regular basis may be contacted by the Association with a view to supporting strategies to reduce the instances of conduct that results in repeated conduct breaches.

Should these instances continue after this contact, the Association will issue a conduct warning to the participant, with any further technical fouls after this conduct warning resulting in an automatic one (1) week suspension from ALL SWMBI basketball activities.

PENALTY: RULE 11.5

6. DISQUALIFYING FOULS, EJECTIONS, DOMESTIC DISCIPLINARY PROCESS AND REPORTS TO THE JUDICIARY COMMITTEE

- 6.1** A person who disobeys a direction of the court supervisor, committee member or the referees' supervisor or a coach, player or manager who is ejected from a game, shall be ejected from the stadium and a report **MUST** be submitted to the Competitions Manager's office directly after the game and/or the scoresheet must be noted with full details of the incident. The SWMBI Domestic Competition Disciplinary Process of an automatic two (2) week suspension will be applied for first offences.
PENALTY: RULE 11.3
- 6.2** If required, or in the case of second offences, a report shall be forwarded to SWMBI Judiciary Committee within twenty-four (24) hours.
- 6.3** If deemed necessary, the Judiciary Committee will convene within seven (7) days to consider the matter and determine the penalty to be imposed. Persons involved will be contacted by the General Manager.
- 6.4** Any player who has been suspended by the judiciary process and takes part in any basketball activity as a player, coach, bench official or referee before the end of the period of suspension shall incur a forfeit upon his/her team in accordance with **Rule 11.1** and additional penalties may be incurred.

7. GAME ABANDONMENT

7.1 Games shall only be abandoned with the permission of the referees, supervisor, and/or the court supervisor and in consultation with the General Manager and/or Competitions Manager. A full report by the Court Supervisor detailing the reasons for abandonment must be attached to the scoresheet and lodged with the SWMBI office as soon as possible following the game in question. Every effort shall be made by both teams to play a rescheduled game at a later date in order to assure a satisfactory result. If, however, the game is not replayed, the game shall be deemed a “wash-out”.

7.2 Game fees will not be refunded, and an additional fee may be incurred for the team abandoning the game. Game fees may be refunded to the opposition team in some cases at the discretion of SWMBI. Game fees will not apply to a rescheduled game where previous game fees were paid and not refunded.

8. COMPETITION LADDERS

- 8.1** For determination of final placings in any fixture season, competition ladders will be compiled based on the number of Wins/Losses/Draws/Byes etc, as per 8.4 below.
- 8.2** Games recorded as a forfeit in the following circumstances shall be deemed a loss when:
- (a) A team withdraws from a game to tend to a player seriously injured during that game.
 - (b) A team is “fouled out” if during the game with less than two (2) players left on the court.
 - (c) A team cannot field a team of registered players and decides to either not play at all or to use cross-borrowed players from the same division.
- 8.3** (a) A team entering the competition during the season must play a minimum of two-thirds of the competition to be eligible for the finals.
(b) An existing team moving divisions mid-season at the request of SWMBI:
Eligibility for a position in the finals will be at SWMBI’s discretion and will be decided on at the time of the change in the team’s division.
- 8.4** Where two or more teams have equal percentages, their relative positions shall be determined according to the following priority:
- (1) Team with more wins in the competition ladder
 - (2) Wins and losses of the relevant teams against each other
 - (3) Total game points for and against each other
 - (4) Total wins and losses for all games

Where application of the above principles still results in a tie between two or more teams and further resolution is necessary (e.g., for a second and third or fourth and fifth placing); a play-off will determine the eventual winner(s) who will proceed to the final(s).

- 8.5** It shall be the responsibility of a Club’s President to make contact with the Competitions Manager should they need to check that the correct results are displayed and final placings have been correctly determined (no correspondence will be entered into with coaches and parents).

9. **FINALS**

9.1 Finals shall be conducted as follows:

Semi-final A - 1 v 4 & Semi-final B - 2 v 3

Teams may be removed at the discretion of South West Metro, in the case of “planned” forfeits or if Clubs are aware beforehand, that they cannot fill one of the Top 4 positions.

If there are more teams in an U/11-12 competition division (ONLY), they will play in the week of the Semi-finals as follows:

5 v 6, 7 v 8, 9 v 10.

If there are an uneven number of teams in one of those divisions, the lowest placed team will not play on Semi-final Day.

U/13-14's through to 18 & Under competitions will only play TOP 4 in the week of the Semi-finals.

For the SWMBI Junior Domestic competitions on Grand Final Day, the games will be:

Winner Semi-final A vs Winner Semi-final B, for the Gold and Silver medals.

Loser Semi-final A vs Loser Semi-final B, for the Bronze medal.

Medals: For Juniors, the Top 3 in each division receive medals, 4th and lower placed teams do not receive medals. Under 7/8 and Under 9/10 do not receive medals.

(There are no finals in the Under 9/10 competitions).

For the SWMBI Senior Domestic competitions on Grand Final Day, the games will be:

Winner Semi-final A vs Winner Semi-final B, for the Gold and Silver medals only.

9.2 Finals Eligibility: Refer Rule 1.5

9.3 As per 1.7(b), if a player does not meet the minimum Total Required Games (TRG), in their correct age group, then they will not qualify for ANY higher age group Finals.

10. **STADIUM RULES OF CONDUCT**

- 10.1** Players shall not participate in “dunking” or hanging off basket nets, rings, backboards or supports during a warm-up period, game, at half time or between any extra periods.
PENALTY: A player who dunks during warm-up or at half time shall be penalised with a Technical Foul.
- 10.2** A person shall not persist in “dunking” or hanging off basket nets, rings, backboards or supports at any time.
- 10.3** Any person who causes damage to any court fittings as a consequence of “dunking” or hanging off basket nets, rings backboards or supports will be held liable for restitution of the damage. In the event of a backboard being damaged in such cases, the person and/or team responsible may be fined up to a maximum of one thousand dollars (\$1,000) for damages.
- 10.4** A person shall not shoot at side rings, bounce balls off walls, or pass or bounce balls at the ends or sidelines of any court while a game is in progress.
PENALTY: The offender may be ejected from the stadium and/or reported to the Judiciary Committee in accordance with Rule 6/Rule 11.3.
- 10.5** A person shall not enter the court or shoot balls at a team’s basket at half time interval, during warm-up or any time-out to which a team is entitled unless the person is a member of that team.
PENALTY: The offender may be ejected from the stadium and/or reported to the Judiciary Committee in accordance with Rule 6/Rule 11.3.
NB: This rule shall also apply to the referees.
- 10.6** Teams shall vacate the bench area immediately after their game.
PENALTY: Rule 11.4

11. PENALTIES

- 11.1** The team which incurs the penalty shall forfeit the game in which the infraction occurred. Negative two (-2) competition points shall be awarded for the game.

In addition, the team shall be fined an amount equal to the normal court fees for the relevant division which shall be in addition to any court fees payable for the game that was forfeited.

A team that incurs this penalty in two (2) games may be called upon by the SWMBI to show cause, why it should not be expelled from the competition.

A team that incurs this penalty in three (3) games will be automatically expelled from the competition.

- 11.2** The offending player shall not be allowed to enter the court until the relevant condition is rectified. Any delays caused by the player in respect of the game in which the infraction occurs shall incur a penalty against the player's team in accordance with Rule 4.9.

- 11.3** A player or coach that incurs this penalty will be automatically suspended for two (2) subsequent games under the Domestic Disciplinary Process. The player or coach shall not be permitted to enter any SWM-affiliated venues for games, trainings or as a spectator, coach, manager or referee, during that period.

- 11.4** The team which incurs the penalty shall forfeit the game.

- 11.5** A player or coach that incurs this penalty will be automatically suspended for one (1) game.

12. FINES

12.1 Any fine(s) applicable to a team, shall be paid prior to taking the court in the team's next scheduled fixture game.

PENALTY: Rule 11.1

13. PROTESTS

13.1 Any player or team may lodge a protest concerning any aspect of a fixture game. However, where the player or team is a member of a Club, then SWMBI shall only reply to correspondence directly from the Club President and SWMBI will respond back through the Club President.

All protests must be accompanied by a \$100 fee, which is payable at the time of the protest, via direct credit into the SWMBI bank account (details are on the Pirates website) and is non-refundable if the protest is upheld.

14. APPEALS

- 14.1** Any player, team or Club shall have the right to appeal against decisions or rulings made by a committee or official of the SWMBI or at Judiciary/Tribunal hearing.
All appeals must be accompanied by a \$100 fee, which is payable at the time of the appeal, via direct credit into the SWMBI bank account (details are on the Pirates website) and is non-refundable if the appeal is upheld.
The appeal will be reviewed by the SWMBI Management Committee. The decision of the Committee in respect of the appeal will be final.
EXCEPTION: No appeals will be accepted regarding the Domestic Disciplinary Process (automatic 2-week ban).