

SOUTH WESTERN METRO BASKETBALL INC. DOMESTIC COMPETITION RULES

February 2021



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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. 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/play for another club.
(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, i.e., Interchange of players between the teams shall NOT be permitted.
PENALTY: Rule 11.1
EXCEPTION: Grades where there are no finals (Under 7/8 and Under 9/10 teams)
- 1.4 (a) All players selected for the first SWMBI Representative team in either Premier League or Southern Cup SQJBC shall not be eligible to play Club in the Purple or Red division within their correct age group.
(b) All players selected for the second, third or fourth SWMBI Representative team will only be eligible to play Club in the Purple division within their correct age group, if they are in either Challenge Cup or Development Cup SQJBC divisions that season.
(c) NO Representative players can play in a Red division for Club basketball, regardless of the age group they are playing in.
(d) A player playing in a Purple "Club" division/competition and playing Red in another age group/competition is not allowable. e.g.: If a player is playing in Under 14 Purple, they cannot play in Under 16 Red.
(e) A player "playing up" into the next highest age group can play in "Purple" club, but never into a "Red" club team. For example, an Under 14 Gold player can play up into Under 16 Gold or Purple.
EXCEPTION: A Club nominating only one team in the Gold division, but is exceeding the restricted player guidelines, must submit an exemption request to SWMBI in writing and the exemption must be approved by SWMBI, before the player can take the court for the lower division team.
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 fifteen (15) scheduled round games. 50% (rounded down = 7) + 1, is eight (8) games. Therefore, the TRG is 8 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)

- 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 Juniors, the first three (3) weeks will be a Grading period, followed by twelve (12) 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.

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.

All teams and competitions will 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 Week 6 and Week 8. Any changes will become effective in Week 9.

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 six (6) games in another division within their own age group. After the sixth game is played in a player's genuine age division, the player is then restricted to that division solely and cannot play again in the other lower division. 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 six occasions already, and he is required to play in the Gold team for a seventh 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 six (6) 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 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 7/8: Mixed gender, 3 on 3 competition, across court on lowered hoops.

Under 9/10: Mixed gender and Girls Only, 4 on 4 competition.

Under 11/12 to 18 & Under: Gender-specific teams, 5 on 5 competition, however, in the Under 12 Girl's Purple and Red competitions, this will be 4 on 4 to engage more players. Teams can have no more than 8 players each in these 2 divisions.

FNYL: Friday Night Youth League Girls – Under 15/16 and 18 & Under Girls, Gender-specific teams, 5 on 5 competition.

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 per team.

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 Under 18, 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) Teams may only contain a maximum of **three** restricted players – this classification is to ensure the viability of the competitions.

EXCEPTION: the FNYL competition allows for a maximum of four (4) Under 16 and a maximum of four (4) Under 18 first team, Under 18 second team or SBL/NBL1/QSL level players in a team.

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) 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. E.g., In an Under 16 Gold Club team, three (3) Div. 1 Under 16 representative players, plus one (1) Under 14 Div. 1 representative player, is allowable.

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 2021.

"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.

"SQJBC SEASON" CLARIFICATION:

A SQJBC season will be defined as being the following:

- i) Season 1 in the calendar year is directly linked to the current Representative season.
 - ii) Season 2 in the calendar year is directly linked to the Representative season that has concluded, for U/12 and U/14 teams.
 - iii) Season 2, where the U/16, U/18 and U/21 Division 1 Representative teams have been selected prior to the first round of competition games (not Grading), the Club season will "link" to the SQJBC season due to commence.
- Clubs are directly responsible for ensuring their players are competing in the correct divisions, regardless of the timing of the SQJBC team selection announcements.

"TRANSFERRED SQJBC Division 1 Player."

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

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 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.

3.2 PLAYING TOPS

Team uniforms shall be consistent. 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, with an accompanying note on the scoresheet at half time, or where the breach occurs after half time at the end of the game. If a team is penalised for this breach on more than three (3) occasions, then for any future games where the breach still occurs the team will be penalised in accordance with Rule 11.1

NOTE: Duplicate numbers will not be acceptable under any circumstances, one player shall not be allowed to enter the court.

T-shirts may be worn under singlets provided they are the same colour as the predominant colour of the singlets, or alternatively, they can wear black or white. Every player in the team must be wearing the same colour t-shirt. 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.

3.3 PLAYING BOTTOMS

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

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

PENALTY: The relevant 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, with an accompanying note on the scoresheet at half time, or where the breach occurs after half time, at the end of the game. If the team is penalised for this breach on three (3) or more occasions, then for any future games, where the breach occurs, the team will be penalised in accordance with Rule 11.1

3.4 For all Regular Season games (including finals) teams/players must comply with the correct dress code.

PENALTY: Rule 3.2

There will be no grace period for new players to a club. Clubs must supply new players with 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. For ear studs recently pierced, a waiver and declaration from the parent or coach, must be signed on the reverse of the scoresheet, noting the date of the piercing and stating they cannot be removed, and the parents will take full responsibility in the event of an injury. The earrings must then be taped, otherwise the player may not take the court. If no waiver can be signed, the earrings must be removed or the player cannot take the court.

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 three (3) minute period shall be placed on the scoreboard before the start of each game irrespective of the finishing time of the previous game (**The three (3) minute period will start at the conclusion of the previous game**).
EXCEPTION: The game clock may be stopped at the two (2) 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 two (2) minutes 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 but two (2) in the fourth quarter.
(b) **COVID-19 modified rule: All junior games** shall consist of four (4) x eight (8) minute quarters. Each team is permitted one (1) timeout per quarter and two (2) in the fourth quarter, but only one (1) timeout in the last two minutes of the fourth quarter, as we have strict timelines to adhere to.
- 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 starting 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, 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

- 4.13** been recorded in CourtSide on the tablets.

PENALTY: RULE 11.1

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, and 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).
- (c) Under 7/8’s will play across court using 8’6” rings. Under 7/8’s will preferably play 3 on 3, but 4 on 4 will be permitted if large numbers of players are in both teams. Both coaches must agree to change to 4 on 4. The “backcourt” and “3-second keyway” rules will not apply.
- (d) 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.
- (e) Games shall be played with balls complying with Basketball Australia Regulations. Under 7/8’s – size 5 (preferably), Under 9/10’s - size 5 or 6 (depending on skill level and availability), Under 11/12’s and Under 13/14’s - size 6. FNYL and Women’s competitions shall use size 6. Under 15/16 Boys, Under 17/18 & Under Boys and Senior Men’s competitions shall use 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 in one game will be ejected from 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 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.

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 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 draw with competition points awarded accordingly.
- 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 POINTS

- 8.1** For determination of final placing in any fixture season, teams will be awarded cumulative points as follows: *Win: 3, Draw: 2, Loss: 1, Points Forfeit (Game Played): 0, Forfeit (No Game Played or No Shows): -3, Bye: 0*
- For the purpose of this rule, 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.
- 8.2** Team placing for finals shall be determined on the basis of accumulated competition points, however, where teams have played an unequal number of games, the final points for each team shall be divided by the number of games played (that is excluding byes) to give a “points per game” average.
- 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. This team will be awarded zero (0) competition points for missed games prior to their entry into the competition.
- (b) An existing team moving divisions mid-season at the request of SWMBI, will “take” half of their accumulated points from the previous division’s ladder, to their new division. 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 accumulated equal competition points, 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 draw 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 competition points have been awarded 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 & U Boys and FNYL competitions will only play TOP 4 in the week of the Semi-finals.

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: Only 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 7/8 and Under 9/10 competitions).

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 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).

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.

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

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