JUNIOR BASKETBALL OFFICIAL BYLAWS

Blackwood Community Recreation Centre

1 Northcote Road, Eden Hills

Ph. 8278 8833

E: contactus@blackwoodrec.com.au

W: www.blackwoodrec.com.au

Preamble

These By-Laws repeal any and all existing By-Laws and practices currently used by the Blackwood Recreation Centre in the administration of the Senior Basketball Competition. These by-laws are to be read in conjunction with the current FIBA official playing rules. Any queries not covered by these By-Laws shall be referred to the aforementioned Playing Rules.

The Blackwood Recreation Centre Team Sport Policy must be strictly adhered to by all involved. Refer to separate *Team Sport Policy.* Individuals that do not abide by the Team Sport Policy may be subject to reprimand.

The Blackwood Recreation Centre reserves the right to make judgements based on fairness and for the betterment of the competition on issues that arise and are not covered in the aforementioned Playing Rules or in these By-Laws.

Interpretation – The bylaws shall be interpreted by the responsible match umpires. Appeals against interpretation may be lodged with Sport Coordinator and must be in writing.

PLAYERS SAFETY

IMPORTANT! **ALL Players play at their own risk.**

RULES AND REGUALTIONS

Game duration- Game lengths are 15 minutes long with 2-minute breaks. The clock shall not stop under any circumstances unless directed by referees on court, court supervisor or rec centre staff

Ball Size - all year levels will use a size 5 balls to a line with Basketball SA.

Ring Height- Rings will be lowed to 8ft for year 3 comp, all other grades will be 10ft

Time-outs- Time-outs will be 2 per half. Timeouts are to not be assessed in the last 1:30 or below mark in both halves

Subs- Subs will be beckoned on by the referees during a dead ball period (when they have blown their whistle). Referees may refuse subs if the coach and/or players are taking too long to take the court. Subs are to NOT be used in the last minute of each half

Teams- A team must consist of at least 5 players. A team may start with a minimum of 4 players but in order for there to not be a forfeit a team must have 5 players before the end of the first half. Special circumstances may be implemented if advised by the coordinators.

Player Regulation- A player may not play in more than ONE game per week. Penalties may apply if offense is reported repeatedly

Uniform - A player must be in correct uniform, with playing a singlet DOMINANTLY showing. Undergarments in colder weather will be permitted within reason. Shorts are not to have pockets (for player safety)

Mercy- Mercy rule will apply in all age groups. In year 3, 4 and 5 comps, mercy starts when the team leads by 10 or more points and must go back to halfway after a turnover occurs no matter what. In year 6 comps mercy will only apply in a dead situation or after a score, but if a turnover happens in live play, that team may play full court defence

Backcourt- There is no backcourt in year 3 competitions but in all other grades, backcourt will be implied

3 pointers- 3 pointers will count in year 6 competitions only

3, 5, 8 ruling- 3, 5 and 8 seconds will be implemented into year 5 and 6 comps. However, the 3 second ruling will not be policed heavily but may be called if the referee deems necessary to

Warm up Balls- The rec centre will not provide warm up balls and the referees may not allow the use of the game ball for warmups, meaning it is up to each individual team to bring their own ball

Scorers- Each team must provide their own scorer. If a team cannot provide a scorer without a valid reason, then a 5-point penalty will apply at half time. This ruling may be excluded for any valid reasoning

Jewellery- Jewellery of any kind is NOT PERMITTED to be worn during any game. This includes earrings, nose piecing's, necklaces, rings, and watches. Failure to remove jewellery may lead to player being excluded from the game until jewellery is taken off. If any piercings can't be taken out, then we request that a clear plastic piecing be used but tape will be accepted.

Match payments- For match fee payments, find an envelope with your team's name on it and place money into bag and take to front of counter, or take bag to front counter to pay via Eftpos in one transaction only.

Behaviour management

Behaviour Technical Fouls will be implemented with 2 shots and ball returned at inbound mark. Normal technical fouls will still be 1 shot and ball to originally spot

ANY player who is ejected from a game will automatically be reported and punishments shall follow

The Blackwood Recreation Centre Junior Basketball program is a safe and comfortable environment for all players, coaches and referees to learn. ANY DISCOURAGEMENT, ABUSE OR DEGRADING OF ANY PLAYER OR OFFICIAL SHALL BE AUTOMATICALLY EJECTED FROM THE CENTRE AND FACE FURTHER CONSEQUENCES