

FDLC Basketball By-Laws

Revised August 2019

1. General

1.1 Basketball is a social sport and is conducted by the Five Dock Leisure Centre (FDLC) as an in-house competition (not affiliated with any external entities) to promote teamwork and sportsmanship for all participants. In accordance with this, FDLC expects all participants to adhere to the spirit of the rules, promoting a fun and healthy atmosphere as the primary goals rather than displaying a “win at all costs” attitude.

1.2 These by-laws should be considered in conjunction with the FIBA Rules of Basketball and the Official Rules of Basketball. Where a conflict exists between these documents, these by-laws shall take precedence.

1.3 FDLC maintains a zero tolerance policy regarding:

- Persistent and/or wilful challenging of the decisions of umpires.
- Overly aggressive behaviour towards umpires, players, FDLC officials and spectators.

1.4 Team benches are to be occupied only by team members, coaches and team managers. All spectators are required to be located within the upstairs spectator viewing area.

1.5 Team captains act as representatives of their team during the game. Captains are permitted to make enquires of game officials on behalf of team members only if the enquires are made in an appropriate manner at an appropriate time (during half time/full time). Continued questioning of game officials is not permitted and may result in a suspension.

1.6 Captains are required to provide reasonable assistance to match and FDLC officials in ensuring teams behave in an appropriate manner.

1.7 In the event of an injury, it is the responsibility of the injured party to notify FDLC administration or the match official of the circumstances of the injury as soon as possible.

1.8 Any general enquiries are to be sent to sportsprogram@fdlc.com.au

2. Participation

2.1 All players must have their name pre-printed on the scoresheet and must sign on personally (with player number) before they take the court.

2.2 Where a name is not pre-printed on the scoresheet, that player must notify FDLC administration to verify proof of registration and must print their name onto the scoresheet with their player ID number given to them by administration, before they take the court **(please refer to clauses 3.1, 3.2 and 3.3).**

2.3 Players not pre-printed on the match sheet will be refused entry to a game if adequate proof of registration is not presented to administration beforehand. If a team suspects the opposition is playing unregistered players, they must notify the match officials or FDLC officials **prior to the match commencing.**

2.4 All substitutions and time-outs must be indicated to the scorer's bench and/or match referees.

2.5 Substitution of players is permitted on any whistle throughout the game or after a point has been scored by either team.

2.6 Any visible body piercing jewellery must be removed or taped before taking the court. All necklaces and bracelets must be removed before taking the court. FDLC accepts no responsibility for any injury resulting from said jewellery. Wristbands, other than sweat bands made of a suitable material are not permitted.

2.7 Any player, coach or manager suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court. Any player, coach or manager displaying behaviour deemed by game officials or FDLC officials to be caused by being under the influence of any such substance during a game shall be removed from the premises immediately.

3. Registration

3.1 All players must register on the official registration form and pay the appropriate fee before taking the court for their first game.

3.2 It is the player's responsibility to maintain current registration at all times. FDLC reserves the right to refuse participation to any unregistered person/s.

3.3 Player registrations are non-transferable and non-refundable.

3.4 One (1) game player registrations (\$10.50) are available for fill-in players. These will not be permitted for any finals matches.

4. Team Entry

4.1 Teams must submit the official FDLC team nomination form (either hard copy or online), accompanied by the \$30 team nomination fee, on or before the date specified on the entry form.

4.2 Teams may nominate a maximum of 10 players per team

4.3 Players cannot be added to the roster after week 10 of the competition. Requests to waive this rule will be considered on a case-by-case basis.

4.4 The team nomination fee will only be refunded by FDLC if the competition does not go ahead and/or any circumstances deemed to be within control of the FDLC competition manager (e.g. not enough teams for the competition to go ahead, Change of date or times).

4.5 Any team withdrawing from the competition on their own accord and out of the control of FDLC after the close of nominations will forfeit their nomination fee and their season fee. Any reimbursement requests due to special circumstances will need to be made in writing to the competition organiser and/or FDLC management for consideration.

4.6 FDLC reserves the right to restrict junior players from playing in older age groups at its sole discretion where the situation is deemed to be contrary to the best interests of the individual and/or the competition. Players aged 16 – 17 years are permitted to play in an 18+ competition only with a parent's/legal guardians' written approval.

5. Court Fees

5.1 Season fees will be published on the entry form along with dates and competition times.

5.2 Team season fees will be paid in one part:

- Upfront game fee (\$105) x no. of games including semi-finals – is due before the first match of the competition. In certain situations due date can be delayed until the 2nd week of competition.
- Forfeit fines – if a team forfeits they must pay \$105 before taking the court the following week. Failure to do so will result in the opposing team being awarded the win until forfeit fee is paid in full.

5.3 Full payment must be made by the due date. Non-payment of season fees by the due date may result in being refused permission to take the court, loss of competition points or removal from the competition.

5.4 Teams competing in the Semi Finals will need to pay the Semi Final match fee on the night prior to their game, unless paid within the upfront fees which will be advised by management. Grand Finals are free of charge

6. Eligibility

6.1 Once a player has played for one team in a particular competition, they may not transfer to another team in that competition without written permission from FDLC.

6.2 Players may participate in a number of competitions of the same sport at FDLC.

6.3 A team may borrow players from another team provided that:

A) A minimum of three (3) players from the team's regular roster participate in the game

B) The total number of players on the team does not exceed five (5); a team is not allowed to borrow another player to act as a substitute.

C) Borrowed players must be registered within the FDLC Basketball competition or purchase the one (1) game player registration.

D) Approval must be sought from the referees and opposition prior to borrowing players.

6.4 Teams fielding an ineligible player shall forfeit each game where the team is found to be in breach of these by-laws.

7. Playing Strip

7.1 Playing strips must be matching. Shorts may be a different colour to the singlets. Minor variations in trim may be acceptable. A grace period of 2 weeks can be given to teams upon approval of competition manager.

7.2 Players not in the correct uniform by the fourth week of the competition (without valid exemption) may not be permitted to take the court.

7.3 Each player must contain a playing number (00 - 99) displayed on the back of his/her playing singlet. Numbers must be clearly visible for the match official. Each number should be different to that of his/her teammates. A grace period of 2 weeks can be given to teams upon approval of competition manager.

7.4 Players are not permitted to wear trousers or tracksuit bottoms.

7.5 Bandanas, beanies and other similar headwear are not permitted. Protective headgear is permitted at the referees' and staff discretion.

7.6 Only approved safety glasses and/or goggles may be worn on the court.

7.7 In the event of a clash of colours, the team listed as Team A shall be required to wear alternative uniforms. FDLC basketball bibs can be provided to the team for the match.

7.8 Teams refusing to change uniforms, as per by-law 7.5 shall be assessed a forfeit loss.

7.9 Footwear must be purpose-designed (non-marking shoes) for use on the playing surface used for the competition. Any damage caused by inappropriate footwear shall be the responsibility of the wearer.

8. Timing Regulations

8.1 *Standard timing regulations for round games shall be:

- 1 X 1 minute warm-up period.
- 2 X 20 minute halves with running clock games. Clock stops in the final minute of second half if scores are within 10 points or less.
- 1 X 1 minute half time period
- 1 minute time out length

**FDLC reserves the right to alter these regulations when deemed necessary*

8.2 During games, each team will be permitted 1 time-out in the first half and 1 time-out in the second half.

8.3 In the event of a tied score at the end of regulation playing time:

- In a regular round game, the result shall stand as a draw
- In a finals match, 1 x 5 minute period of extra time shall be played as required to obtain a result (running clock until the last minute).
- If scores are still level, an additional 5min period of extra time will be played until a result is obtained.

8.4 24 second shot clock:

- If scorer is unavailable the match may be played without a 24 second shot clock.
- 24 seconds will reset if the team that regains control was the same team that had control prior to the ball touching the ring (no 14 second rule).

9. Forfeits and Late Starts

9.1 A team may start a game with a minimum of 3 players.

9.2 Where a team is unable to field at least 3 players at the scheduled starting time, the game clock shall start and the team shall incur a penalty of 2 points per minute or part thereof until such time as the required number of players is achieved up to a maximum of 10 minutes and 20 points. Where the team does not have three players after 10 minutes, the game shall be declared a forfeit.

9.3 Where a team forfeits the score shall be recorded as 22 – 0.

9.4 Where both teams fail to appear with at least four players after 10 minutes, the game shall be declared a double forfeit and the score recorded as 0 – 0 with neither team receiving any competition points.

9.5 Any team that forfeits 3 times in a competition may be removed from the competition and/or finals series at the competition organiser's discretion.

10. Player suspensions

10.1 To ensure the safety and enjoyment of all participants, FDLC will conduct disciplinary procedures in accordance to FDLC By-laws and basketball official rules.

10.2 Any player, coach, team official or team follower may be cited and reported to face disciplinary procedures. These include:

- Serious Foul Play
- Violent Conduct
- Using offensive, insulting or abusive language and/or gestures.
- Displaying aggressive behaviour towards a player, coach, FDLC official or staff member.
- Breach of the player code of conduct and by-laws that all players have agreed to abide by while playing at FDLC.

10.3 Any player, coach, team official or team spectator may be cited for damage to FDLC property and facilities. FDLC reserves the right to pass on the cost of any repair or replacement of damaged property.

10.4 All complaints, protests or appeals must be lodged in writing to the competition manager by close of business within 48 hours after the match or alleged incident. If an appeal has not been lodged within said timeframe the suspension will stand. Email sportsprograms@fdlc.com.au or reception@fdlc.com.au

10.5 A player may be issued with a technical/unsportsmanlike foul during a game for various reasons including but not limited to those outlined in 10.2. If the same player is issued with a 2nd technical/unsportsmanlike foul during the same match, they will be ejected from the game and must leave the playing and technical area. The player may be asked to leave the Centre if not following instruction from the match referees or Centre Staff.

10.6 Each player has a maximum of 5 fouls. Once the 5th foul is conceded, that player must leave the court

10.7 On the occasion that a team receives 8 team fouls per half, the opposing team will shoot 2 free throws

10.8 A player who receives an accumulation of 4 Technical or Unsportsmanlike fouls during a season will be automatically issued with a 1 match suspension.

10.9 A mandatory 1 match suspension will occur for any player ejected from the game. Players ejected from the game may not participate in any capacity for the remainder of the match and must leave the playing and technical area (See 10.5). The referees will not re-start the match until the player has completely left the area. If the player refuses to leave

the area, the referees will abandon the match and it will be declared a forfeit in favour of the opposing team.

10.10 Suspensions may be increased at the discretion of the competition manager and centre manager depending on the infringement as outlined in tables 10.10A, 10.10B & 10.10C below:

10.10A Player Offences

Code	Offence	Minimum	Maximum
PO1	<i>Serious Foul Play</i>	<i>1 Week</i>	<i>2 Years</i>
PO1A	Attempting to trip an opponent	1 Week	10 Weeks
PO1B	Tripping an opponent	3 Weeks	1 year
PO1C	Violent Charging	3 Weeks	2 years
PO1D	Deliberately endangering the safety of a player	4 Weeks	2 Years
PO2	<i>Violent Conduct</i>	<i>1 Week</i>	<i>2 Years</i>
PO2A	Head Butting	5 Weeks	2 years
PO2B	Punching/Fighting	2 Weeks	2 Years
PO2C	Kicking	2 Weeks	2 Years
PO2D	Elbowing an opponent	2 Weeks	2 Years
PO2E	Inciting a brawl/melee	5 Weeks	2 Years
PO3	<i>Spitting at an opponent or any other person (other than FDLC official/staff)</i>	<i>8 Weeks</i>	<i>2 Years</i>
PO3A	Spitting <u>on</u> an opponent or any other person (other than FDLC official/staff)	12 Weeks	2 Years
PO4	<i>Moving under an airborne player (tunnelling)</i>	<i>4 weeks</i>	<i>2 Years</i>
PO5	<i>Using offensive, insulting or abusive language and/or gestures</i>	<i>1 Week</i>	<i>2 Years</i>
PO5A	Using discriminatory language and/or gestures.	3 Weeks	2 Years
PO5B	Incitement to violence, repeated use of offensive, insulting or abusive words or gestures.	3 Weeks	2 Years
PO6	<i>Receiving a second technical foul or unsportsmanlike foul in the same match</i>	<i>1 Week</i>	<i>1 Week</i>

10.10B Player Offences against FDLC Officials/Staff

Code	Offence	Minimum	Maximum
OF1	Using offensive, insulting or abusive language/gestures.	2 Weeks	2 Years
OF2	Incitement to violence, repeated use of offensive insulting or abusive words and gestures	8 Weeks	2 Years
OF3	Using discriminatory language and/or gestures	8 Weeks	2 years
OF4	Threatening or intimidating language or conduct towards an FDLC official/staff	10 Weeks	2 years
OF5	Threat of physical violence towards an FDLC official/staff or his/her family or property	12 Months	2 Years
OF6	Tripping or pushing an FDLC official/staff	12 Months	Life
OF7	Striking an FDLC official/staff with a ball or other object	12 Months	Life
OF8	Punching, kicking, elbowing or striking an FDLC official/staff	18 Months	Life
OF9	Spitting at or on an FDLC official/staff	18 Months	Life

10.10C Offences by Coaches and Other Participants

Code	Offence	Minimum	Maximum
CO1	Attacking or fighting with a player, spectator, team official or FDLC official/staff.	12 Months	Life
CO2	Spitting at or on a player, spectator, team official or FDLC official/staff	3 Months	Life
CO3	Unsportsmanlike or unprofessional behaviour.	1 Week	1 Year
CO4	Using discriminatory language and/or gestures towards players, team officials or FDLC officials/staff.	3 Weeks	2 Years
CO5	Refusing to comply with direction and requests provided an FDLC official/staff in relation to conduct and/or behaviour within a match	2 Weeks	1 Year
CO6	Unauthorised entry onto the field of play	2 Weeks	1 Year
CO7	Failing to comply with FDLC official/staff in identifying details of an individual when reasonably requested to do so	4 Weeks	2 Years
CO8	Continuously questioning the match official's decisions in an aggressive, unreasonable or untimely manner.	1 Week	8 Weeks

10.10 Suspensions will be the length of time in competition weeks. Bye rounds and weeks not involving competition matches will not count towards the suspension being served.

10.11 Any player, coach or other participant found to take part in a match that he/she is under suspension will receive an additional two (2) weeks suspension per game played whilst suspended in addition to the original suspension received. The team will also be seen to have forfeited each game in which the suspended participant took place and may also face a loss of competition points.

10.12 FDLC Staff reserve the right to issue suspensions to players for any dissent and offences as outlined in Table 10.9B (offences against staff) which occur before, during or after a match.

11. Mixed Competition

The following rules apply to senior mixed competitions:

- Each team must have a minimum of 2 females on the court at all times.
- A team may start a game with 4 players provided that there is at least 1 male and 1 female on the court for that team.
- A male player is able to defend a female player but must not attempt to block her shot. The male player's feet must remain on the ground with hands kept up within his cylinder. The penalty for this will result as a shooting foul had been committed but with no foul recorded. This rule only applies if the female player is making a legitimate attempt to shoot after she has picked up the ball and it has reached the level of her shoulders.
- A male player is still able to steal or attempt to steal the ball from a female player.
- Substitution of players is permitted on any whistle throughout the game or after a goal has been scored by either team.
- Males are not allowed to handle the ball in the opposition team's defensive keyway. Breach of this rule will result in possession to the other team in the form of a throw in.

12 Results and Outcomes

12.1 Competition points will be awarded as follows:

- Win = 3
- Draw = 1
- Loss = 0
- Win due to Forfeit = 3 (receive score of 22 – 0)
- Loss due to Forfeit = 0

12.2 Where a scoresheet error is discovered at the time of recording, scores and/or results may be altered to reflect correct result.

12.5 In the event of two teams finishing on the same amount of points at the end of normal rounds before the finals rounds, the table standings will be decided as follows:

- A) Higher point difference between the teams in question.
- B) Higher points for between the teams in question.
- C) Head-to-head season results between the teams in question.

13. Abandoned Matches

FDLC Staff reserve the right to abandon a game at their own discretion

13.1 If a match has been abandoned by an FDLC official/staff due to matters out of each team's control – including but not limited to serious injuries to a participant/court hazards – the match will be decided by the following:

A) If *less than* 75% of the match has been played (Under 30minutes) the result will be recorded as a 22-22 draw irrespective of the score at the time of which the game was abandoned.

B) If *more than* 75% of the match has been played (30 minutes or more) the result will stand as the score at the time of which the match was abandoned.

13.2 If a match is abandoned by an FDLC official/staff due to matters *within* each team's control – including but not limited to both teams being involved in a fight/melee, aggressive behaviour – the match will be declared as a 0-0 draw with neither team being awarded any competition points for the match.

13.3 The above decisions are made at the discretion of FDLC staff and management and all decisions are final.

14. Finals

14.1 Qualification for finals shall be determined by FDLC from competition scoresheets.

14.2 To be eligible to participate in a finals series, a player or team must meet one of the following criteria:

- Player – has been on the team roster for at least 8 rounds or has played for that team for 8 rounds.
- Team – has been in the competition for at least 5 rounds

14.3 Byes do not count as qualifying games

14.4 Any team playing an ineligible player in a finals game shall forfeit that game

14.5 As per 5.4, teams competing in the Semi Finals will need to pay the Semi Final match fee on the night (unless paid in upfront season fee) prior to their game with the grand finals being free of charge.

15. Finals Format

15.1 Teams placed 1st – 4th on the ladder at the conclusion of the regular season will qualify for the finals series.

15.2 Finals will include a 1st v 4th, 2nd v 3rd straight elimination system unless otherwise stated by the competition manager.

15.3 FDLC management reserves the right to alter the above format where deemed necessary.

16. Spectators and Supporters

16.1 Any other person that enters any of the various FDLC venues is expected to abide by the above by-laws and will be dealt with in compliance with section 10 of the by-laws. The team may face disciplinary procedures as well as result of spectator behaviours and loss of points or removal of competition may apply.

16.2 Any other person that enters any of the various FDLC venues is expected to abide by the above by-laws and will be dealt with in compliance with section 10 of the by-laws (see table 10.9C).

16.3 A team may face disciplinary procedures as a result of unacceptable spectator behaviours, resulting in a potential loss of competition points or expulsion from the competition.

17. Court Markings

17.1 The Five Dock Leisure Centre caters to a number of different sports. We have multiple coloured lines on the courts. Basketball courts are marked the following way.

- Baselines are marked (red)
- Sidelines are marked (white)
- The key is marked (red)