

VII COMPETITION RULES

1. MATCH RULES - GENERAL

- 1.1. All matches will be conducted in accordance with the Official Basketball Rules & Referees Manual Revised Edition 1998 – 2002 except as modified by these By Laws.
- 1.2. Matches shall be played in 2 halves.
- 1.3. 24 Second Rule does not apply.
- 1.4. The match clock will be started at the published time in the competition fixture. If the previous match has run over time, the match clock will be started as soon as possible after the completion of the previous match.
- 1.5. The match officials are required to give a verbal warning to teams to be ready to play eg. 1 minute. At the moment the match clock is started the match officials are required to call for “centres”.
- 1.6. Number of Players. A team may commence a match with only 4 players. For Mixed Competition the 4 players must be 2 female and 2 male players.
- 1.7. Late Start. Teams are expected to be ready to commence playing at the published fixtured start time. Teams that are not ready to play shall be penalized: a score of 1 point for each minute or part thereof shall be awarded to the team that was ready to play. The score shall be marked on the scoresheet (between 1 and 10 points) with the letters “LS” being recorded as the player singlet number.
- 1.8. Forfeit. A match that has not commenced by the 10-minute mark of the first half, as shown on the match clock shall be declared a forfeit. The team that was ready to play shall be declared the winner and the final score shall be recorded as 20 – 0 in favour of the team that was ready to play. If neither team is ready to play the match shall be declared a ‘double forfeit’ and the final score shall be recorded as 0 – 0.
- 1.9. Drawn Matches. Drawn games are recognized during the regular season but NOT in finals.

2. MATCH RULES – COMPETITION SPECIFIC MODIFICATIONS

- 2.1. Annex E lists the ‘Match Rules’ including modified rules that pertain to each competition.

3. “NO ZONES” RULE

- 3.1. In the interest of player skill development a “No Zones” rule will be applied in certain competitions. (see Annex D)
- 3.2. Why Not Play A Zone?
 To quote from the ‘Level II Basketball Coaching Manual’
 - 3.2.i. It hurts the development of fundamentals in juniors when they play zone all the time.
 - 3.2.ii. Man-to-man defence will suffer if you play zone all the time – players develop the bad habit of standing around on defence.
 - 3.2.iii. Most zone defences allow offensive teams to move the ball freely. Very seldom do you see a zone defence put constant pressure on the ball
- 3.3. The ‘No Zones’ rule applies only to defence played in the ‘quarter court’ ie the area bounded by the baseline, the 2 sidelines and an imaginary line drawn from sideline to sideline, parallel to the baseline through the 3 point line at the top of the keyway.
- 3.4. Extended Defences. Defences played outside the quarter court area may use “zone” principles so long as they collapse back into ‘man-to-man’ defence.
- 3.5. Clarification of ‘zone’ and ‘man-to-man’ principles along with guidelines for match officials are included at Annex D.
- 3.6. Penalties. Penalties for failure to comply with this By Law are as follows:
 - 3.6.i. 1st violation Warning on the coach, side ball to non-offending team.
 - 3.6.ii. 2nd violation Technical foul on the coach.
 - 3.6.iii. 3rd violation Technical foul on the coach and consequent disqualification.

4. HEAT POLICY

- 4.1. JUNIOR MATCHES
 On days when the temperature exceeds 35° C the following changes to normal match rules will be applied without exception:
 - 4.1.i. 1 x 60 sec compulsory officials time out per half to be called at or near the half way mark of each half.

4.1.ii. Substitutions are allowed by either team on any whistle.

4.1.iii. All other 'normal' match rules apply as usual.

4.2. SENIOR MATCHES

4.2.i. If the conditions in the stadium remain oppressive the above changes to match rules may also be applied to senior matches at the discretion of the Referees Supervisor.

5. FINALS

5.1. After the completion of the last round of the normal season a finals series shall be held for the top 4 teams in each grade or section. Ties for a place in the 'top' four will be decided on percentage.

5.2. Unless otherwise indicated, the finals series will be conducted as follows:

5.2.i. Elimination Final (EF) 3rd v 4th (loser eliminated)

5.2.ii. Qualifying Final (QF) 1st v 2nd

5.2.iii. Preliminary Final (PF) Loser of QF v Winner of EF

5.2.iv. Grand Final Winner of QF v Winner of PF

5.2.v. Drawn Matches. All finals matches must conclude with a result. Extra periods will be played in accordance with the Official Basketball Rules except as modified by these By Laws. See Annex F.

6. QUALIFICATION FOR PARTICIPATION IN FINALS SERIES

6.1. Only those players, who can be shown to be "bona-fide" members of the teams involved in the finals series, shall qualify to participate in those finals.

6.2. Players who have not made a substantive contribution to a team during the season, because of illness, work commitments, etc should not expect to be able to participate in the finals series.

- 6.3. To qualify for finals a player must have played with their team in the current competition for the qualifying period for that competition, defined as follows:

Qualifying Period = (Season Length) / 3 plus 1 round.

The “season length” shall be the number of fixtured rounds less the maximum number of byes played by any team

E.g. 9 team competition
22 fixtured rounds 4 teams would have 3 byes.

Season Length = 22 rounds less 3 byes = 19 rounds
(Decimals of rounds will be truncated to the nearest integer before adding the ‘extra’ round)

Qualifying period = $(19 / 3) + 1 = (6.33) + 1 = 7$ games

- 6.4. Byes do not count towards qualification.
- 6.5. The Match Officials will determine whether or not a player has played and indicate this by drawing a line through the name of any player that did not take the court as part of their scoresheet completion duties at the end of the game. Only correctly registered players will be recorded as having played.
- 6.6. In the case of lost scoresheets or unplayed games (see Match Administration para 6.3) all registered players will be deemed to have played.
- 6.7. In the case of the cancellation of a fixtured round/s of matches (Match Administration para 7) the qualifying period will be recalculated based on a reduced season length.
- 6.8. In the case of forfeits, all players from the teams that win by forfeit are deemed to have played and none of the players from the forfeiting team/s are deemed to have played.
- 6.9. Exemptions. There are no exemptions to the qualifying requirement.
- 6.10. Qualifying Lists. The FDBA office shall prepare and maintain a list of players by team showing matches for which each player has been credited with a game for purposes of qualifying to participate in finals.