

Bankstown Basketball Association 3x3 Competition

IMPORTANT COMPETITION RULES and REGULATIONS

ELIGIBILITY

To be eligible to play in an age group a player must not turn that age during 2020. i.e. to play Under 18 you must not turn 18 in 2020. The Minimum age to play 3x3 U18s and Opens Competition will be 15years old.

ASSOCIATION REGISTRATION

All players are required to have current Registration with Basketball NSW and Bankstown Basketball Association. This is a yearly registration that is done online via the Sports TG link and covers you for all competitions that are played in the Bankstown Basketball Association.

PLAYERS WHO PLAY AT OTHER ASSOCIATIONS

If Basketball NSW registration is still current, then members will only be required to pay the applicable Bankstown Participation Registration Fee.

PLAYER IDENTIFICATION (JUNIORS ONLY)

As our junior competitions are age based, all new players or players who have not previously provided suitable ID must do so in weeks 1 or 2 of competition or upon registering if the season has already commenced. We accept original birth certificate, passport or school ID card as suitable ID however it must have the legal name (not preferred) and birth date of the member and be presented to the competition manager, registrar or cashier staff for verification and recording. We do not accept photocopies or digital copies (on phones or by email). **School ID card is not a preferred method of ID**

SCORESHEETS

Only players whose names appear on the Scoresheets are eligible to play. No player should be handwritten on the scoresheet or play if their name is highlighted or crossed out, unless approved and signed off by a Bankstown Basketball Supervisor.

U18 TEAMS - ADULT SUPERVISION

Teams must always have a responsible adult directly accountable for their team.

NO ADULT = NO PLAY!

WWCC

Team managers / guardians will be required to supply an active Working with Children check within the first 2 weeks of the competition.

SCORETABLE

All senior and junior teams are required to supply one person for duty to score your own games for the night.

CONDUCT OF GAMES

All games under the jurisdiction of the Bankstown Basketball Association shall be conducted according to the rules of the game as laid out in the Official 3x3 Rule Book of FIBA, except where variations are listed within these competition rules.

TIMING RULES

All games are to start at their advertised starting time on a central clock. Teams will be penalised 1 point per minute or part thereof if they are at fault for preventing the game from starting on time. After 5 minutes the game is a forfeit.

REGULAR SEASON OVERTIMES

If a game is tied at the end of regular time, then a “sudden death” overtime period will be played. There shall be an interval of 30 seconds before the overtime starts. The team who started the game playing defence will start with the ball in overtime. The first team to score 1 point in the overtime period wins the game.

SEMIS & FINALS

Semis and finals games shall be timed as per regular season games. Each team will have 1 x 30 second timeout (clock will stop) in the semis and finals.

If a game is tied at the end of regular time then a “sudden death” overtime period will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

COMPETITION POINTS

Points will be awarded for competition games as follows: Win - 2 points; Loss - 1 point; Forfeit - loss of 2 points. (Please see fines applying to forfeits table)

In the case of a double point game, then all points are doubled. (minus forfeit points will not be doubled).

RULES RELATING TO 3x3 UNISEX COMPETITION

Unisex teams must start the game with a minimum of 1 female on the court. If this female is unable to continue due to injury, unisex teams may only have a maximum of two (2) males on the court at all times.

SHOT BLOCK RULE

In Unisex games, a male player shall not block the shot of a female player. A male player may defend the shot by placing his arms straight in the air, however shall not jump or CAUSE contact with the ball in defending the shot. The penalty for violating this rule is that the basket shall count, however persistent offenders of this rule may incur a technical foul.

“TRIAL” PLAYERS

Teams may trial a player no more than 1 night during each competition (up to 2 weeks prior to Finals) Players must be an appropriate skill level for your division. [certain restrictions apply]. Please note: Trial players not registered are NOT INSURED and play at their own risk

FINALS AND QUALIFICATIONS

To be eligible to play in finals, a player must have played with the team in the division nominated:

- at least 50% of the total games, (e.g. 17 games in season, must play 9 games to qualify) OR
- at least 70% of the games in the second half of the season if joined after half way of the competition. (e.g. 17 games in season, second half is final 9 games, 7 games to qualify)

RESTRICTED PLAYERS

As per normal junior rules there cannot be any more than 2 rep players from any division in the junior comp per team.

For senior's you cannot have more than 2 restricted players in a team. A restricted player is classed as any senior rep player or a junior who has played in the highest age division in the team.

INELIGIBLE PLAYERS

A player is not eligible to take the court if he/she is:

- Out of Uniform more than 3 times in a season
- Unregistered
- Has not qualified for semi's, final's and grand finals
- Playing under another players name
- Not supplied correct personal information

Penalty:

- The offending team shall forfeit the game. The game is awarded to the non-offending team as a 21-0 win.

Note: If a team plays an illegal player in the final series, the Match Committee reserves the right to withhold any prize money due to the Winner or the Runner Up.

RESPONSIBILITIES TO THE COMPETITION**FORFEITS**

Any team which cannot field a team at the time and place set down in the draw for that competition shall automatically forfeit all points for that match.

Five (5) minutes grace only will be allowed to each team after the scheduled starting time of the match before that team forfeits the match. A team may start with a minimum of two (2) players – inclusive of one (1) female for unisex games.

Any time lost by a team being late is to be deducted from playing time and a penalty of one (1) point per minute or part thereof up to a maximum of 5 points awarded to the team ready to play. Points are to be added to the scoresheet and scoreboard prior to the start of the game.

FINES APPLYING TO FORFEITS

Any team forfeiting a competition game will pay a fine (see below) and may lose competition points.

Forfeit fines must be paid prior to next game. No competition points will be awarded until fine is paid in full. Points lost are not redeemable.

Members of the non-offending team are entitled to a refund of their court fees if the game is not played.

Notice given	3x3 Junior/Senior Competition	Competition Points
7 days or more	\$40.00 fine	Game treated as 21-0 loss (1 competition point given) Teams only receive this once per comp.
No notice given/ within 7 days	\$80.00 fine	Game treated as 21-0 forfeit (minus 2 competition points per game) A \$20.00 discount is given if the forfeiting team advises the competition manager and we can successfully contact the opposition prior to the game.
Game night forfeit	\$30.00 fine per game	Game treated as 21-0 forfeit (minus 2 competition points per game)

GAME DUTY

All senior and junior teams are required to provide a scorer for each of their game.

The commencement of the game will be delayed (with late point penalty, up to five (5) minutes) as necessary until either a spectator or sub has been found. If this does not happen within the five (5) minute time frame, normal forfeit penalties may apply.

CHANGES TO DRAWS

No changes to draws will be accepted once the full draw has been issued.

UNIFORMS

Singlets shall be numbered on the front and back. Teams shall use numbers from 1 to 99 only with no duplicate numbers being used in any one game.

Uniforms shall also consist of all players wearing the same or predominantly the same colour singlet, top and shorts. Predominantly black shorts may be substituted for any team colour that is difficult to purchase e.g. orange.

All teams will be required to be correctly uniformed from week three.

Players not in correct uniform will incur the following penalties:

- Two (2) points shall be credited to the opposition team for each member who is out of uniform.
- These points shall be totalled and credited to the opposition by the court supervisor only who will do this as soon as possible.

PLAYERS MISCONDUCT

Any player reported and/or sent off by the referee (including duty officials) or a supervisor could, at the discretion of the referee or supervisor, be required to appear before the Association's Tribunal Committee.

A player who receives a technical foul in a game will be automatically removed from the court for a period of two (2) minutes of playing time. The time of the technical foul shall be recorded by the scorer on the scoresheet, however failure to do so shall not negate the two minute penalty.

A player who receives two technical fouls or two unsportsmanlike fouls or one technical foul and one unsportsmanlike foul shall be disqualified for the remainder of the game and must leave the venue immediately, for that game.

STRICTLY NO DUNKING ON COURTS 5, 6 and 7.

Penalties may apply.

DUTIES AND POWER OF THE REFEREE/SUPERVISOR/COMPETITION MANAGER

The FIBA Official Rule Book grants wide powers to the referee. Referees have total control of basketball games and should enforce Basketball Australia and Bankstown Basketball Association competition rules. They may approve or ban equipment and uniforms and may suspend play when necessary.

COMPETITION RULES & REGULATIONS are available for all to view on our website (www.bankstownbasketball.com.au) Read the rules, be aware of your obligations!

For any further queries about the competitions, please contact:

Sidney Maningo – Competitions Manager: sidney@bankstownbasketball.com.au

or the stadium on Ph: 9707 1866

All draws, results & standings will be available on our website – www.bankstownbasketball.com.au