ECU SPORTS BASKETBALL BY-LAWS

PLEASE NOTE: The following are ECU Sports specific rules and are by no means comprehensive. The day
to day interpretation of these by-laws shall be the responsibility of the appointed Basketball Supervisor.
Appeals against interpretation shall be lodged in writing with management of the Centre for further
consideration.

Nominations and Fixtures

- Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be
called regarding their games times. Fixtures can be viewed on the ECU Sports website:
  http://www.ecu.edu.au/sport/cbc or by contacting the ECU Sports Centre on 6304 5000.
- All teams can expect to get an even spread of game time slots over the season. Scheduled game
times are 6.45, 7.30, 8.20, and 9.05pm.
- Management reserves the right to add and change any game times where necessary.
- Special fixture requests will be considered. ECU Sports will consider all requests but reserves the
  right not to accommodate requests if they are deemed not to be in the best interest of the social
  sports competition.
- Management reserves the right to refuse nomination forms from teams if it is deemed to be not in the
  best interest of the social sports competition or if there is no available position in the competition.

1. The Playing Area
   1.1 ECU Sports indoor courts.
   1.2 The goals are regulation retractable basketball back board and rings.

2. Players
   2.1 The maximum number of players on court at any given time is five (5).
   2.2 Mixed basketball teams must have a balance of three (3) male players and two (2) female
       players.
   2.3 The minimum number of players on court without incurring a forfeit is four (4).

2. Players
   2.1 The maximum number of players on court at any given time is five (5).
   2.2 Teams must have a minimum of four (4) players on court (1 of whom must be female) otherwise
       a forfeit is incurred.
   2.3 The maximum number of males on court at any time must not exceed three (3).

3. Player equipment
   3.1 All players are required to present themselves in conforming uniforms for each game.
   3.2 Team jerseys must be identical in colour and must present numbers on the back, and if desired
       on the front as well.
   3.3 All players must remove objects such as watches/jewellery (taping of facial jewellery is
       expected) that may be dangerous to other players.
   3.4 Nails must be cut.
   3.5 Appropriate non-marking covered footwear must be worn.
   3.6 Long hair must be tied back.

4. Substitution of players
   4.1 During the course of the game, each team may use an unlimited number of substitutions. Subs
       may take place only during break in play and with the permission of the referee.

5. To play
   5.1 All weekly game fees of $35 must be paid prior to the start of scheduled games. If your team
       does not pay on the night that you play an additional $20 fine is payable before the next game.
       Not only does it keep the other team waiting, late starts affect the whole evening’s fixtures times,
therefore the clock will start running at the scheduled time. If a team is late, they will be penalized accordingly and the game will go on.

5.2 Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled starting time.

5.3 Teams must ensure that the scoresheet is completed with details (names) of all players before the commencement of the game.

5.4 The minimum number of players on court without incurring a forfeit is four (4).

5.5 A player is eligible to play if they arrive before the end of the first half and their name is on the scoresheet. If a player arrives during the half time break or during second half, they will not be eligible to play.

6. **Length of the game**

6.1 Games will comprise of two (2), twenty (20) minute halves with a two (2)-minute break at halftime.

7. **Methods of scoring**

Each team is required to provide a scorer so there is someone on the scoresheet and on the electronic scoreboard; the referees are not required to score. Failure to provide a scorer will leave the offending team no recourse to challenge the score.

In fairness, it is advised that the scorer notify any player that has reached four personal fouls, as the fifth foul will result in the player begin removed from the game.

8. **Competition Points**

8.1 Win = 3 Points
8.2 Draw = 2 Points
8.3 Loss = 1 Point
8.4 Forfeit = -1 Point

9. **Suspensions and Ejections**

9.1 Incidents of a dangerous or unsportsmanlike nature that are reported by the referee or an opposing team will be taken seriously. These situations include:

9.1.1 Unnecessary physical play or unsportsmanlike behaviour that endangers other players, the referees, or the spectators.
9.1.2 Excessive verbal or physical abuse towards other players, referees, or spectators.
9.1.3 Striking or attempting to strike a player, referees, or spectators.

Situations like these are not in the spirit of what is supposed to be social basketball competition and will not be tolerated.

9.2 All information regarding an incident will be taken into account and a decision on an appropriate resulting action will be made by the sports co-ordinator in consultation with senior members of staff. Actions may include:

9.2.1 Being removed from the game or venue when the incident occurs.
9.2.2 An official warning
9.2.3 Or (depending on the severity of the incident) a suspension which may range from –
9.2.3.1 One (1) game.
9.2.3.2 Life suspension for an individual player/s.
9.2.3.3 Life suspension for the entire team.

10. **Forfeits and withdrawals**

10.1 Teams must attend every fixtured game for the season or notify ECU Sports if they cannot attend a fixtured game and a forfeit will result. A forfeit may be declared if:

10.1.1 A game does not start within 10 minutes of the allocated starting time.
10.1.2 A team fails to honour their fixtured game.

10.2 When less than twenty four (24) hours notice is given, the forfeiting team will be fined their usual game fee of $35.

10.3 Teams forfeiting will be invoiced immediately.

10.4 Fines must be paid prior to the next fixture otherwise the team will become unfinancial
10.5 Unfinancial teams will not be awarded premiership points while any forfeit fines are outstanding.
10.6 Premiership points not awarded due to outstanding fines will not be allocated even when the fine is paid.
10.7 Teams with outstanding forfeit fees from previous seasons will not be eligible for the next season until all fees are paid.
10.8 Teams withdrawing from the competition will be subject to a withdrawal fee of $110.00 plus any outstanding fees incurred prior to withdrawal.

11. Finals Procedures
11.1 In order to be eligible to play in the finals, players must have played at least three regular season games.
11.2 If a player has qualified to play in more than one team, then during the finals they will be eligible to select one team only to play for.

12. Trophies
12.1 Trophies or awards shall be awarded at the end of each season the premiers and runners-up of each competition. A fairest and best award will also be presented for each competition.