Darebin Basketball Association Inc.

Senior Domestic Mixed Competition Rules

As it is a mixed competition some gender-specific rules apply in addition to the general adult competition and FIBA official basketball rules. Players, scorers and teams are expected to be aware of and always comply with the competition rules.

Timing Rules

As per standard FIBA official basketball rules.

A size 6 ball will be used for the Mixed competition

All regular season games are conducted according to a 50-minute schedule - **two 20 minute halves**

Half Time - **2 minutes** to be timed on match clock

Each team is permitted **two timeouts** per half

The clock will only stop in the **last two minutes** of the second half on every whistle.

The Mixed competition has additional gender specific rules as outlined below.

Timing rules for finals will vary.

Finals Timing Rules

All finals games are conducted according to a 60-minute schedule - **two 20 minute halves**

Half Time - **2 minutes** to be timed on match clock

Each team is permitted **two timeouts** per half

The clock will stop on ALL Time-outs throughout the game AND every whistle during the last 3 minutes of the second half

Overtime

In the event of a drawn game, an extra period/s of three minutes will be played, with one minute break between each period, until a result is known.

The team fouls and player fouls will remain and the teams will be scoring at the same basket.

In each extra period, each team is entitled to one time-out and the clock stops for every whistle and time-outs.

Scoring

Each team must supply a scorer throughout the game. Please ensure that scorers are familiar with the scoring rules and scoreboard/clock equipment. Failure to provide a scorer will result in a 5-point penalty.

Both scorers should regularly check the electronic scoring device and scoreboard throughout the game to avoid any discrepancies. Once the game has been completed and finalised by the referees, scores cannot be altered.

Composition of teams

At the start of the game

Teams must be represented by at least **2 female and 2 male players** to commence a game. The fifth player may be either male or female.

Under exceptional circumstances a team may commence the game with a ratio of 3:1 with the approval of the Referee Supervisor.

If prior to the commencement of a game a team cannot field the required players, normal late start penalties will apply.

After the game has started

The mix of male and female players on court after the commencement of the game must consist of no more than three players of the one sex.

For example, if your team has only two females present during the match, and one is fouled out of the game a male player may not replace the fouled-out female. The team must continue to play with only one female player on court and up to three male players are permitted on court or vice versa.

Keyway violations

Male players only (from both teams) will be allowed in the keyway at the northern end (scoreboard end) of the court for the duration of the game.

Female players only (from both teams) will be allowed in the keyway at the southern end (car park end) of the court for the duration of the game.

Infractions of the keyway rule

An infraction of this rule will be called a violation and the ball awarded at the sideline for a throw-in from out of bounds. Intentional violations of the keyway restrictions are to be called as Technical Fouls and the penalty for such a foul shall be administered.

Referees are instructed to judge each accident violation as it happens and apply a ‘no call’ to all situations where no advantage would be gained by calling the violation for the team in control of the

ball. A ‘no call’ should be applied where the team without the ball would gain an advantage if the violation were called.

Point Rule

No player is permitted to score more than 15 points, when all players from a team present and entered on the score sheet have scored 15 points then all players are permitted to score a further 4 points per player.

Prior to any player scoring 15 points the following shall apply:

1. If a player on fourteen (14) points scores a field goal, the excess point/s are added to the player/team score
2. If a player on fourteen (14) points has two or more free throws and is successful with the first free-throw attempt, they can exceed the fifteen (15) points total with the remaining free-throw attempts
3. If a player on fifteen (15) points scores a field goal, zero (0) points are awarded, and a violation is called on the offensive team.

If all players score 4 points (after the original 15 points) all players are permitted to score a further 4 points per player. Scoring may continue in this manner until the completion of the match.

If a player, after scoring 15 points, is fouled and the opposing team has exceeded the team foul limit resulting in bonus shots, these shorts shall be attempted by the player for which the bonus has been awarded, and if successful the score shall count. This rule shall also apply if an Intentional Foul is called.

Behaviour

It is unacceptable behaviour to:

- Abuse referees, officials, staff, or opposition players
- Use audible obscenities
- Persistently show dissent or dispute referee calls.

Any team players or supporters who are guilty of misbehaviour will be penalised. Penalties will include technical fouls and or exclusion from the stadium. Repeated offences will result in exclusion of the offending player or team from the competition.

Any fighting or striking offences and threats of harm are regarded very seriously and will result in reports of players and exclusion of the team from the competition.

Audible obscenities and persistent dissent with referees’ calls can result in technical fouls

Technical Fouls

Upon receiving a third technical foul for an individual during a season, this player will automatically incur a one-game suspension. A fourth technical foul will result in a two-game suspension, while a fifth technical foul will lead to disqualification from the competition

Team Contact

Each team will need to appoint a team contact who is responsible for:

- Ensuring all the contact information and payments of the team is up to date
- Ensuring all updates from the competition is conveyed to the team
- Responds to all concerns raised by the Senior Comps Manager

Game Fees (per Team)

Game fees are $90 per team per game and must be paid via the TeamPay app before the game can commence.

Late Start Penalties

Each team must ensure that they arrive in sufficient time to complete the team sheet, pay the game fees, and take the court before the designated starting time for their game. A minimum of four players are required on court for each team before the game can start. If there is a late start the opposition team will be awarded 1 point for every minute or part thereof that the start is delayed. Any team who does not arrive within 10 minutes of the game start time will forfeit the game and incur a walkover fine.

Walkovers / Forfeits

Walkovers incur an automatic penalty of $150. The bulk of this money is paid to the venue operator for court hire and the match officials (referees) for their time. In most cases, these costs are unavoidable when a walkover occurs.

To avoid a walkover, it is strongly advised to maintain a reasonable team player list. The competition manager may be able to source extra players for a team that is struggling.

The DBA implements a strict walkover policy to make sure teams are available each week. If teams are unable to play a certain round, then 4 days notice is required in order to communicate this to the opposition team and avoid the full walkover amount.

Minimum 4 days notice: $90

Less than 4 days notice: $150

Sin Bin

The Darebin Basketball Association uses the SIN BIN for inappropriate behaviour. All technical fouls result in an automatic sin bin for 5 minutes to cool off. This applies to players, coaches and team managers.

Uniforms

Each team must ensure that all players have playing singlets with legal and legible numbers (0-99) on the front and back, and team matching shorts. Players who do not have the correct uniform (after grading rounds) may not be eligible to play. Players without numbers, and in uniforms that are similar

colours but don't match exactly will incur a uniform penalty of 2 points per player (max 10 points). These will be awarded to the opposition team.

Players are not permitted to take the court wearing tee shirts, shorts with pockets or zips, earrings, necklaces, bracelets or other jewellery. Visible 'Skins' and other undergarments (tight fitting) must be black or match the uniform colour. Not multi coloured

In the event of a singlet colour clash, the second named team must change singlets. The DBA have clash singlet sets available at each venue to be hired for $10 per set. Clash singlets must be worn by all members of the team and not used just for fill in players. All clash singlets must be returned to the court supervisor at the end of their game.

Player Registration

Players unregistered can fill in for a team up to three times before registration is required.

Finals Eligibility

Players need to have participated in at least five games throughout the season (including grading) and be registered to participate in finals. Proof of identity can be requested by referees or venue supervisors so please carry a valid form of ID.

Complaints

Complaints about referees, officials, opposition players or teams must be in writing and signed by all persons making the complaint. The complaint should be addressed to the Darebin Basketball Association Inc, and emailed to our Senior Comps Manager at zoe.lynch@darebinbasketball.com.au

Complaints against referees will be forwarded to the Referee Program Development Officer for review.