



## Competition Rules

Marrickville Spirit, located in the heart of Marrickville, NSW, is a vibrant basketball association offering a range of engaging programs. Our offerings include weekly domestic competitions, and a Basketball NSW affiliated representative program that competes in the NSW Waratah League. From introductory Aussie Hoops sessions to intensive High-Performance training, we cater to all skill levels and ages.

Our home court is at the PCYC Marrickville Sports Centre, where we foster a community-centric approach to basketball. We believe in the transformative power of basketball, promoting individual growth, team building, and life skills development. At Spirit Basketball, we're dedicated to enhancing the lives of local children by fostering a sense of community and providing opportunities for growth and achievement.

Spirit is proud to host fun and inclusive domestic basketball competitions at PCYC Marrickville. Players can develop their love of the game in a friendly and supportive community environment.

We promote the values of teamwork and respect for:

- Each other,
- The coach,
- The officials
- The players themselves

We also expect our parents to demonstrate and uphold these values.

- Our Monday night competition is a girls' open competition.
- Our Friday competition is for U14s, U16s & U18s Boys
- Our Saturday competition is for U10s & U12s mixed.

### Entry to the Competition:

MSBA assigns playing and team positions based on the following priorities due to enrolment constraints:

- Existing term members (10 days priority)
- New primary members
- New secondary members

### Mandatory BNSW Registration:

All participants in MSBA competitions must have a current BNSW registration. If a player holds a primary membership with another association, they must also register as a secondary member with MSBA. Players are strictly prohibited from participating in any game without a current BNSW registration.

**Ages of Players:**

- MSBA adheres to the age guidelines established by Basketball NSW and Basketball Australia, requiring all players to compete in their appropriate age group.
- Requests for special consideration based on medical issues must be submitted in writing to [competitions@spiritbasketball.com.au](mailto:competitions@spiritbasketball.com.au), accompanied by supporting documentation.
- The Head of Coaching may occasionally invite a player to participate in an older age group due to advanced skill level.

**Spirit Formed Teams:**

- A Spirit formed team consists of individuals grouped together by MSBA's competitions crew for participation in the league.
- Members of Spirit formed teams pay individual registration fees.
- Teams typically have a Spirit Coach assigned for games, occasionally including a parent coach.
- Players in Spirit formed teams are required to wear a Spirit Local Comp Singlet during games.
- Each player's singlet must have a unique number assigned.

**Closed Team Guidelines:**

- Closed teams register as a complete unit and manage their team members independently.
- A team manager must be appointed, and all communications with Spirit Basketball will be conducted through the manager.
- The team manager is responsible for ensuring all players maintain valid BNSW memberships throughout the season.
- For players under 14 years old, the team must provide their own coach with a valid Working with Children Check (WWCC).
- Teams aged 16 and above do not require a coach but must nominate a team captain.
- Closed teams must consist of a minimum of 7 players and a maximum of 10.
- Closed teams can register individually or pay the closed team fee via invoice. Spirit Basketball is not responsible for pursuing varying individual registrations within closed teams.
- Closed teams may wear either Spirit Local Comp singlets or a specific reversible team uniform, with all players wearing matching attire.
- Any changes to the closed team's lineup must be notified to [competitions@spiritbasketball.com.au](mailto:competitions@spiritbasketball.com.au) by Thursday 12 noon of weeks 1, 2, and 3 of the competition. No changes are allowed to the team roster after round 4.

**Playing Uniforms:**

- All players in a team must wear identical attire. Spirit formed teams must wear uniquely numbered Spirit local comp playing singlets.
- Closed teams opting for their own uniform must ensure all players wear the same uniform with clearly and uniquely numbered playing singlets, preferably reversible.
- Players not wearing the correct uniform may be ineligible to participate.
- Jewellery is not permitted to be worn during games.

**Player Restrictions:**

- A player is prohibited from participating for more than one team within the same age group.

**Representative Player Restrictions:**

- A player qualifies as a Representative player if they are a current or past member of a Waratah Metro league representative team within the calendar year.
- Representative players are eligible to join teams only in Divisions 1 or 2 and cannot participate in teams in Division 3 or lower.

**Spirit Representative players:**

- Spirit Basketball's policy on Representative players states that they are eligible to participate exclusively in MSBA local Div 1 or Div 2 competitions. For Division 1 teams a maximum of 5 Representative players may be rostered per team.
- Division 2 teams may include a maximum of 1 representative player per team.
- Spirit Representative Development Players are permitted to join any Division 1 or 2 team without impacting the representative player quota.
- Any exceptions to these guidelines require prior approval from the competition coordinator.

**Game Timing Regulations:**

- Games consist of 20-minute halves with a continuous running clock.
- Clock Start: The game clock will commence at the scheduled start time or 2 minutes after the conclusion of the preceding game, irrespective of player readiness.
- Halftime Break: A 2-minute break separates the two halves.
- Last Minute Clock Stoppage: In games where the score difference is 6 points or fewer entering the final minute, the clock will stop for all actions during that minute.
- For Youth League Tournament games, the format will be 10-minute quarters, separated by 1 minute quarter times and a 2-minute half time.
- For Youth League Tournament games, the final 2 minutes will be fully timed.

**Timeout Rules:**

- First Half Timeouts: Each team is allotted 1 timeout in the first half, during which the game clock continues to run.
- Second Half Timeouts: Each team is granted 1 timeout in the second half, with the game clock running for the first 17 minutes.
- Timeouts in the Last 3 Minutes of the Second Half: Teams may call timeouts, during which the game clock stops for 1 minute.
- Last Minute of the Second Half: If the score difference is 6 points or fewer entering the last minute, the final minute will be fully timed with stoppages as necessary.
- For Youth League Tournament games, the clock will stop during all timeouts.

**Overtime Rules:**

- Overtime is exclusively applicable in finals games.
- Each overtime period will last 2 minutes.
- If necessary, a second overtime period of 2 minutes will follow.

- In the event of a potential third overtime, it may be considered based on time availability; otherwise, the competition supervisor may opt to resolve the game through a "golden basket" scenario.

#### **Policy on Late Arriving Teams:**

- If a team cannot field at least 4 players to start the game by the 5th minute of the first half (based on the game clock), the opposing team will receive 1 point for each minute the late team fails to start the game with.
- An additional 1 point will be added for every subsequent minute until the 10th minute, at which point the court supervisor may declare a forfeit.

#### **Forfeits:**

- Teams that do not have a minimum of 4 registered players ready to start the game by the conclusion of the first 10 minutes will forfeit the game. The opposing team will be awarded a victory, earning 3 competition points, with the game score recorded as 20-0. Furthermore, the forfeiting team will receive zero team competition points for the match.

#### **Eligibility for Finals:**

- Players must have participated in at least 50% of the season's games to qualify for the 1 versus 2 Final. Forfeit losses are excluded from the eligibility count.

#### **Scheduling of Games:**

- Games are scheduled in sequence from the youngest age groups to the oldest age group.

#### **Competition Format Guidelines:**

- All players must be officially registered with a team.
- MSBA retains authority over the grading of players and teams.
- Bench crew members are responsible for verifying player registrations on a tablet before allowing players onto the court, ensuring uniform numbers correspond correctly.
- Players not listed on the team roster are prohibited from participating in games.
- Winning teams receive 3 points, while the losing team receives 1 point.
- In case of a draw, each team earns 2 points.
- A forfeiting team will receive 0 points.
- A bye will be allocated 3 competition points, equivalent to a win. Should a second bye in the round be allocated in the round this shall be allocated 2 points, equivalent to a draw.

**Game Rules:**

- Teams enter 'foul trouble' on the eighth (8th) and subsequent fouls.
- Bonus free throws are awarded on the eighth (8th) and subsequent fouls, except when the foul is offensive.
- In the Under 12's competition, there is no three-point basket; all baskets outside the two-point area count as two points.
- Free throws in the Under 12's are taken from the junior line, located 60 centimetres in front of the standard free throw line or 4 meters from the backboard.
- Zone defence is prohibited in the Under 12's and Under 14's competitions; all players must play man-to-man defence.
- Any defence played in the half court that does not adhere to standard man-to-man principles is considered a zone defence. Trapping defences that revert to man-to-man principles are permissible.
- The backcourt rule does not apply in U10's games.
- U10's games are played with lowered hoops.
- U10 and U12's games use a size 5 basketball, U14's games use a size 6 basketball, and U16 and U18's games use a size 7 basketball.
- Girls' U14, U16, and U18 games are played with size 6 basketballs.

**Technical and Unsportsmanlike Foul Penalties:**

- Any player who commits a technical or unsportsmanlike foul may be required to leave the court for a minimum of five (5) minutes.
- A coach will be ejected from the game upon receiving two (2) personal technical fouls.

**Mercy Rule:**

- When a 30-point score margin is reached, the leading team must retreat behind their defensive three-point line after each successful basket and cannot engage in offensive play until they have entered the frontcourt.
- This rule remains in effect until the score margin is reduced to 15 points or the game ends, whichever happens first.
- Only the coach of the losing team may request the mercy rule.
- To invoke the mercy rule, the losing team's coach must approach the Court Supervisor with their request. The Court Supervisor will then notify the opposing team's coach accordingly.

**Court Rules:**

- Hanging from the ring, net, or misusing equipment and facilities is strictly prohibited, except when necessary to avoid injury. Non-compliance may result in a minimum suspension of two (2) weeks for the individuals involved, at the discretion of the Court, Referee Supervisor, or any other Association Official.
- Only players and officials actively involved in the competition are allowed on the court during game time.
- Proper footwear is required for anyone accessing the court.

**Semi & Finals Format:**

- At the end of the season, the top 4 teams on the ladder will compete in a Semi Finals playoff (1<sup>st</sup> place versus 4<sup>th</sup> place AND 2<sup>nd</sup> place versus 3<sup>rd</sup> place).
- The winner of each semi-final game will compete in the Grand Final to determine the winner of the trophy and award runner-up medals.
- 3rd place versus 4th place and 5th place versus 6th place to determine final ladder positions.
- All teams participate in the finals, ensuring every team has a chance to compete and conclude the season.

**Determination of Final Ladder Placings in Case of a Draw:**

In the event of a points tie in the competition standings, MSBA utilizes the following criteria, in sequential order, to determine final ladder positions:

1. Head-to-head win/loss record against the tied teams.
2. Points for and against throughout the season.
3. Number of goals scored in games played between the tied teams.

**Codes of Behaviour for Players, Coaches, and Spectators:**

MSBA adheres to the zero tolerance policies and codes of conduct established by Basketball NSW (BNSW). These policies are accessible on our website and will be enforced by the court supervisor.

**Jewellery, Fingernails & other equipment:**

To ensure the safety of all players

1. Nails must not be able to cause abrasions during play. All nails must be short or taped,
2. Jewellery must not be worn.

MSBA adheres to the domestic basketball permitted other equipment policy by Basketball NSW (BNSW). This policy is available on our website and will be enforced by BNSW.

**Working with Children Check Requirements:**

- All adults serving as coaches in the local competition must possess a valid Working with Children check, which must be submitted to MSBA before assuming coaching duties.
- All Spirit personnel are required to hold a valid Working with Children check.

**Complaints Procedure:**

- All complaints, protests, and/or appeals must be submitted in writing within seven (7) days of the incident. The written communication must be signed by the Captain, Coach, Manager, or relevant individual and sent to [competitions@spiritbasketball.com.au](mailto:competitions@spiritbasketball.com.au).

MSBA reserves the right to take appropriate actions to ensure the safe and efficient management of the competition at all times. This may include implementing suspensions and other disciplinary measures as necessary.

