



GERALDTON AMATEUR BASKETBALL ASSOCIATION

Senior Rules

Updated: August 2020

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FORWARD

We urge all participants associated with the Geraldton Amateur Basketball Association Senior Competition to read the Senior Rules.

The GABA Board reserves the right to amend or introduce “local rules” as necessary.

If you require any clarification on any of the rules, please direct your enquiry to the Administrator at the GABA admin@geraldtonbasketballassociation.com.au.

OVERARCHING RULES

The Geraldton Amateur Basketball Association will provide a Senior Competition for Men and Women in the Divisions of 1, 2, 3, 4 and Veterans. The competition will commence the first week of Term 4 and conclude by the end of March and be known as the Senior Summer Competition”.

Nominations will only be accepted from teams affiliated with the existing clubs (Chapman Valley, Hawks, Olympians, Pumas, Stateside and Trades).

FIBA Official Basketball Rules and Official Interpretations shall apply unless otherwise provided in the ‘GABA Senior Rules’.

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SENIOR COMMITTEE

The Senior Committee shall be formed 4 weeks prior to start of Season and consist of the GABA Administrator, Senior Competition Board Delegate and one delegate from each club.

The Senior Committee shall assist the GABA to run the Senior Competition as required.

The Senior Committee may submit recommendations to the GABA Directors via the Administrator.

The Senior Committee shall meet throughout the season, when required, and one month after the end of Season.

CLUB FEES

To be determined by directors.

UNIFORMS

All players must be in full playing uniforms by the third playing game of the season, unless prior approval has been granted by the GABA Board.

RESPONSIBILITIES

All teams shall provide a competent scorer/timer for the duration of the game. The first team mentioned shall provide someone for the tablet and the second team shall supply someone to operate the clock/score.

PREMIERSHIP LADDER

Premiership ladders will be determined under the following structure:

2 points for a win

1 point for a draw

0 points for a loss



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FINALS SERIES

Finals shall be played as follows:

Week 1	1 st semi-final	3 rd v 4 th
	2 nd semi-final	1 st v 2 nd

Week 2	Preliminary Final	Winner of SF1 v Loser of SF2
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Week 3	Grand Final	Winner of SF2 v Winner of PF
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BASKETBALL SIZES

Basketball sizes for the respective age groups:

Women's	Size 6
Men's	Size 7



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LATE START

A game shall not start unless each team has five (5) players present and ready to play.

FORFEITS

A team shall have 15 minutes from the scheduled start time to field a team. Failure to do so will result in a forfeit to the defaulting team and a fine of \$50.00.

A player may play in a higher division to avoid a forfeit. Players can play two (2) games in one week to eliminate forfeits during the normal fixture season providing the following criteria is adhered to: A player may play a higher division but cannot drop to a lower division. This can only be done to a maximum of 5 players, with the sole intention of avoiding a forfeit.

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TIMING OF GAMES

Regular season games shall be timed as follows:

Division 1

First Half	Twenty (20) minutes, stopped clock on fouls and time outs only (not after a goal)
Half Time Break	Five (5) minutes
Second Half	Twenty (20) minutes, stopped clock on fouls and time outs only (not after a goal)
Between Games	Five (5) minutes

In the event of a drawn game an extra 5 minutes will be played and fouls will carry over.

Two time outs in the first half and 3 timeouts in the second half.

The same format will apply for all Division 1 Finals.

Final Series For All Other Divisions (Except Division 1)

First Half	Twenty Five (25) minutes running clock
Half Time Break	Three (3) minutes
Second Half	Twenty Five (25) minutes running clock
Between Games	Seven (7) minutes



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Final Series games shall be timed as the following:

First Half	Twenty (25) minutes running clock
Half Time Break	Three (3) minutes
Second Half	Twenty Two (22) minutes running clock plus a further three (3) minutes stopped clock
Break between Games	Seven (7) minutes

Extra periods shall only be played in Finals Series games

Drawn games, in finals only will be five (5) minutes extra, with the last three (3) minutes being fully timed. Team fouls will carry over into extra time.

Two time outs are permitted each half and one in any extra period.

No time outs are allowed in the last three minutes of the second half (except during finals and the clock is stopped for the last 3 minutes)



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ELIGIBILITY OF PLAYERS TO PLAY FINALS

Players must play four (4) games, for their registered club, during the qualifying rounds to be eligible for finals.

Where a player has played in two or more grades during the qualifying rounds, he/she shall be eligible to participate in the final series of the grade in which he/she has played the greatest number of games,

Where a player qualifies for and participates in a Final Series for any one grade, he/she shall not be permitted to change from one grade to another during the Series, except when the change is from a lower to a higher grade with the sole intention of avoiding a forfeit.

To be eligible to play finals as a Rookie you must have played at least 5 qualifying games in Division 2.

For Veterans playing in two divisions to be eligible to play finals in the Veterans Division you must have played at least 6 qualifying games in that Division.

REGISTERING OF PLAYERS

Players must be registered with a club before 24 hours before the commencement of the players first fixtured game. It is the responsibility of the clubs to make sure their players are registered. No players can be added courtside on the scoring system after the third game of the season.

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REFEREES DUTIES

Unless two umpires are present the game will not commence. If the sole referee is competent and willing to proceed without a co-official and is approved by the games controller, and agreed by both teams then the game may commence; however, the offending club will still be fined.

Failure of a team to supply a referee at the start of the game will result in that team being fined \$20.00 on the spot and paid direct to the fill in referee. Further incidents will result in club fines of \$40 per incident being \$20 paid direct to the fill in referee and \$20 for GABA Administration.

MOST VALUABLE PLAYER VOTES

The Administrator shall record most valuable player votes. These votes shall not be for public viewing. Club delegates may request a record of all votes for their club at the end of the qualifying rounds.

Both referees will select between the 3 "Fairest and Best" players of the game. 3 votes for best, 2 votes for second and 1 vote for third.

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RULES GOVERNING ROOKIES

A Rookie is a developing junior player who is offered the opportunity to play in a Division 1 team to gain experience and play limited minutes.

A Rookie will not be permitted to play in the first five (5) minutes of each half unless the following occurs – Only 4 regular Division 1 players are available when the game is scheduled to commence 1 rookie can take the court only to avoid a forfeit.

Or

If a member of the starting 5 is injured in the first 5 minutes of the game and there are no other regular Division 1 players available to take the court then the injured player can be substituted by a Rookie.

It will be the responsibility of the coach to identify the 3 rookies to the umpires prior to the commencement of the match. The penalty for the deliberate breach of this rule will be a Technical Foul on the coach.

1. Rookie list Form to be completed and given to Administrator prior to the Season commencing.
2. The Rookies list will be reviewed each season by the Directors.
3. The Rookie must not turn 19 years before the 31st December in the current season.
4. There is a limit of 3 rookies per club allowed to play Division 1 each week.
5. If a further player on the Rookie list is required to play Division 1 then they can not play Division 2 in the same week.
6. A Rookie must play 5 (one third) games in Division 2 to qualify for Finals in Division 2
7. A completed Rookie list will be displayed on the notice board.
8. A new rookie can be added to the list, the Administrator must receive the Rookie form at least 1 hour prior to commencement of the game.



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RULES GOVERNING VETERAN'S

The Veterans Division because of age eligibility is a standalone, competition and is not regarded in any standing of being a lower or higher grade to current Divisions 1, 2, 3 and 4.

1. Any person who turns the age of 34 in the year the season commences, is eligible to play in the veteran's division.
2. Any player, who is registered in another division and is age eligible, shall be allowed to play in the Veteran's Division.
3. The purpose of this rule is to provide a competitive competition for the individual and also allow them to participate in a more social competition and hopefully retain members after their competitive days have passed.
4. Players, who wish to participate in the Veteran's competition, shall play in the spirit for which the rule was introduced. Any player, not adhering to the veteran's social code would be considered to be putting this rule change at risk.
5. To be eligible to play finals in the Veteran's Division, players must have played at least 6 qualifying games in the Veteran's Division (equates to one third of rostered games).

RULES GOVERNING SBL RESTRICTED PLAYERS

In the event that an imported SBL player wishes to play the Summer Competition the decision on which club the import may play for is determined by the Division 1 Ladder of the previous season. The import may have discussions with one or all of three bottom placed teams on the ladder. The choice is then determined by the import on which is the preferable club. Where an import has previously played for one of the affiliated clubs the import may return to that club if they wish. If they do not take that offer then the above rule will apply.



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TECH FOUL REGISTER

A record will be kept by the GABA Administrator pertaining to Technical Fouls and will be implemented as follows;

4 Tech Fouls in one season – automatic suspension of 1 game for the following playing fixture.

5 Tech Fouls - automatic suspension of 2 games for the following two playing fixtures.

7 Tech Fouls - automatic suspension of 3 games for the following three playing fixtures.

The Club, Coach and Player will be notified by email of an upcoming suspension.

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