



Geraldton Amateur Basketball Association

Local Competition Rules

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Introduction

The local rules have been developed by the GABA Committee to complement the Official FIBA Rules of Basketball. They apply to all competitions within the Geraldton Amateur Basketball Association (GABA) and take priority of FIBA rules.

Any questions regarding these rules should be directed to the Administrator.

Any exemptions to these rules must be approved in writing by the GABA Committee.

Competitions

Summer Competition	Juniors	October to March	U8, U10, U12, U14, U16, U18
	Seniors	October to March	Divisions 1,2,3,4 & Veterans
Winter Competition	Juniors	May to September	U10, U12, U14, U16
	Seniors	May to September	Divisions 1 & 2

Registration of Players

All players must be registered before commencement of play.

A team will be penalised 2 competition points and forfeit that game if a player is on the court and not registered.

No player can be registered courtside on the scoring system.

A player's name on the score card shall be sufficient proof that they have represented that team for the game. Players must be added to the score card before the game. It is the referee's responsibility to check at half time and full time that only the players present, dressed in uniform and appropriate footwear, ready to take the court can remain on the scoresheet. Players who are not present will be removed from the score card at full time by the referee.

Clearances

All players, both junior and senior are required to complete a clearance form if they wish to change clubs. This will be done in accordance with the system provided by the GABA. The only restriction to deny a clearance is if the member is unfinancial.

Gradings

The administrator shall have the authority to re-grade teams and/or players where they believe anomalies exist. This will be done in consultation with the club and junior/senior committee.

Uniforms

All players must be in full playing uniform by the third playing game of the season.

Where a player must remove a uniform because of a blood spill during the game, that player may wear any shirt (that does not clash with opposition colours) to continue the game.

If a club has a delay in their club shorts order and the administrator has been notified, black shorts only can be substituted.

Scoring

All teams must provide a competent scorer for the duration of the game. One scorer will operate the computer and one will operate the clock. First team mentioned on the fixtures will be responsible for the scoring device and second team mentioned will be responsible for the clock and score on the scoreboard. The scoring device is recognised as the official score only.

Referees and Umpires

Two umpires should be present for the game to commence. If a 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 club being fined \$20.00.

Forfeits

A game shall not start unless each team has 5 players present and ready to play in correct uniform.

A team has 10 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. If prior notice has been given (more than 4 hours) the fine shall be reduced to \$25.

Players can play two (2) games in one week to eliminate forfeits during the normal fixture season. A player may play in a higher age group/division but cannot drop to a lower age group/division. This can be done to a maximum of 6 players.

As the Vets competition is the lowest Division in Seniors, to avoid a forfeit in the Vets Competition, a player can fill in from any Division providing the player is over the age of 34 and only to a maximum of 6 players.

Juniors Example

A Division 1 player cannot go up to the next age group and play in Division 2 or 3, they may only fill in Division 1. A Division 3 player can go up to the next age group and play any Division 1, 2 or 3. Division 2 player can play Division 1 or 2. If a club has no corresponding team in the age group below, you may pull from the lowest division in that age group.

Timing of Games

			Time	Time Outs
Juniors	Regular Season	First Half	20 Minutes Running Clock	2
		Half Time	3 Minutes	
		Second Half	20 Minutes Running Clock	2
	Finals	First Half	20 Minutes Running Clock	2
		Half Time	3 Minutes	
		Second Half	17 Minutes running + 3 Minutes Stopped Clock	2

			Time	Time Outs
Seniors (excl Division 1)	Regular Season	First Half	25 minutes	2
		Half Time	3 minutes	
		Second Half	25 minutes	2
	Finals	First Half	25 minutes	2
		Half Time	3 minutes	
		Second Half	22 min + 3 Mins Stopped Clock	2

No time outs are allowed in the last 3 minutes of the second half, except during finals where the clock is stopped in the last 3 minutes.

			Time	Time Outs
Seniors Division 1	Regular Season	First Half	20 minutes	2
	And Finals	Half Time	5 minutes	
		Second Half	20 minutes	3

For Senior Division 1, the clock is stopped on every whistle. The clock will also stop for the last 2 minutes of the second half after a score, ie once the ball has passed through the bottom of the net.

Drawn Games

Juniors	Regular Season	No Extra Time	1 Point Each	
	Finals	5 Minutes Extra (last 3 fully timed)		1 extra time out
Seniors Division 1	Regular Season	Extra 5 minutes		1 extra time out
	Finals	Extra 5 minutes		1 extra time out

Seniors (excl Div 1)	Regular Season	No Extra Time	1 Point Each	
	Finals	5 Minutes Extra (last 3 fully timed)		1 extra time out

Team fouls always carry over into extra time.

Basketball Sizes

Juniors		Boys	Girls
	U8	5	5
	U10	5	5
	U12	5	5
	U14	6	6
	U16	7	6
	U18	7	6
Seniors		7	6

Premiership Ladder Points

Win	2 Points
Draw	1 Point
Loss	0 Points

Final Series

Finals shall be played as follow:

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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Notes: GABA appointed Referees for all finals.

Clock for all finals shall be running except the last 3 minutes of the second half which will be fully timed. The clock stops on every whistle and successful shot for goal in the last 3 minutes. This is for all Junior and Senior Finals except Senior Division 1. Either team can call a sub or time-out on every whistle or successful shot for goal.

MVP Votes

The Administrator shall record most valuable player votes and these should be kept confidential. Club delegates may request a record of all votes for their club at the end of the qualifying rounds.

Senior Division 1: Both referees will select the 4 best players of the game.

All other grades: The referees will confer and award votes together for the top 3 players. 3 votes for best, 2 votes for second best and 1 vote for third best.

Eligibility 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, they may only participate in the final series of the grade in which they have played the greatest number of games.

A player may not change from one grade to another during a finals series except when the change is from a lower to a higher grade to avoid a forfeit (see Forfeit Rule).

It shall be the responsibility of all affiliated clubs to assess the eligibility of players online before permitting them to participate in a final series.

Any protest or dispute concerning the eligibility of a player to participate in a final series shall be referred to the Administrator and dealt with as a matter of urgency.

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

General Rules

All player substitutions must go through the score bench

All jewellery must be removed before playing.

Fingernails showing **above the level of the finger** must be cut.

Specific Junior Rules

Representative Player Rule

A representative player is a player who has represented the GABA in a State Junior Championship Team or a Country Championship Team or played in any State or National Team in the last 12 months.

Junior teams will be limited to a maximum of three (3) representative players per season, except for players already registered to that club who have transitioned between age divisions between seasons.

Any representative player wishing to transfer between junior clubs may not transfer to a team that already has 3 or more representative players registered to that team.

Zone Defence Disallowed

U8 – U14 players must play man to man defence, in accordance with the Basketball Australia Zone Busters manual. U16 – U18 Zone Defence is allowed in the second half only.

Court Balance Rule

The court balance rule aims to help players, coaches and spectators understand how to spread the court and allow room for movement of the ball from the back court to the front court with minimal pressure. This rule will always apply in the U8 and U10 divisions. It will only be applied in the U12-U18 division 2 and 3 games where the lead is 15 points or more. See Appendixes for the specific rules for each age group.

Specific Senior Rules

Rookie Rule

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.

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 breach of this rule will be a Technical Foul on the coach.

1. Rookie list to be completed and given to Administrator prior to the Season commencing.
2. The Rookies list will be reviewed each season by the senior Committee and approved by the GABA Committee.
3. The Rookie must be under 19 years on the 31st of December of the year the season commences.
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 cannot play Division 2 in the same week.
6. A Rookie must play 5 (one third of qualifying games) games in Division 2 to qualify for Finals in Division 2
7. A complete 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.
9. A player can only be a rookie for a maximum of 2 years commencing from the 21/22 season. A player nominated as a Rookie, who has played 5 or more games in Division 1 during the regular season, will be classed as a first or second year Rookie.

Veteran's Rule

Any person who turns 34 years of age in the year the season commences is eligible to play in the veteran's division.

The division shall be considered the lowest division of the applicable men's or women's competition.

Restricted Players

Any player transferring to Geraldton that has played NBL1 or an equivalent or higher competition in the previous two calendar years, will be considered a restricted player for this competition. They may only register and play for a team that has finished outside the top four from the most recent season. However, if the player has previously played in the GABA competition, they can choose to return to their previous club.

Injuries

All injuries incurred during a game must be recorded on the Games Summary Sheet

Reports

For all reports and Tribunal issues, please refer to the BWA Tribunal By-laws on the GABA website.

NB: Any report needs to be lodged within 24 hours

Heat Rule

When the court temperature reaches 35°C, the following will apply:

- The game time must be reduced by 2 minutes per half.
- The referee is to call a timeout, at the halfway point of each period, if one has not already been called.

When the court temperature reaches 40°C games are abandoned. Subject to any rule or ruling by the GABA:

- if a game is abandoned before it commences, before or at half time the Administrator will attempt to reschedule the game. The time of the rescheduled game cannot be changed. If a team is unable to participate at the rescheduled time it will be classed as a forfeit and points will be awarded accordingly.
- if a game is abandoned after half time, the game score stands as a result.

Technical Fouls

For anyone that receives multiple technical fouls in a season the following will apply:

Technical Fouls	Suspension
4	1 Game
5	2 Games
7	3 Games

The suspension is automatic and applies immediately.

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

Stadium Rules

No one can use the courts during time-outs

Ball play such as dribbling, shooting and passing is not allowed on the court sidelines at all whilst a game is in progress or during time-outs

Conclusion

Any exceptions to these rules, can only be given approval by the Administrator, in writing.

All changes to these rules must be approved by the GABA Committee.

The latest version will be published on the GABA website.

Appendix 1 – U8 Specific Rules

- 8 Foot Rings.
- No zone defence – refer to Basketball Australia’s Zone Buster Manual.
- No 3pt shots scored.
- 6 seconds allowed in keyway.
- Penalty shots to be taken from the orange line.
- No finals, premiership points or player votes awarded.
- No scores to be posted on the scoreboard. Scoring device only used to mark players off.
- Court balance rule: when a clear possession is established by the opposition in the backcourt and on all backcourt inbound passes, two (2) offensive players and two (2) defensive players must be positioned on the block. The other three (3) defensive players must be positioned inside the three (3) point line and remain there until the ball reaches the 3-point line.



Block

- Coaches are permitted to walk up to 1 metre in court, up and down the sideline
- Each team to provide a competent umpire.
- Ball size 5.

Appendix 2 – U10 Specific Rules

- 8 Foot rings.
- No Zone Defence – refer to Basketball Australia’s Zone Buster Manual.
- No 3pt shots scored
- 3 seconds allowed in the keyway.
- No finals, premiership points or player votes awarded.
- No scores to be posted on the scoreboard. Scoring device only used to mark players off.
- Court balance rule: on a backcourt throw in, two (2) offensive players and two (2) defensive players must be positioned on the block. The other three (3) defensive players must be positioned inside the three (3) point line and remain there until the ball reaches the 3-point line.
- Each team to provide their own umpire.
- Ball size 5.



Block

Division 2 and 3 Only

- Court balance rule: when a clear possession is established by the opposition in the backcourt and on all backcourt inbound passes, two (2) offensive players and two (2) defensive players must be positioned on the block. The other three (3) defensive players must be positioned inside the three (3) point line and remain there until the ball reaches the 3-point line
- Penalty shots to be taken from the orange line.

Appendix 3 – U12 Specific Rules

- 10 Foot Rings
- No Done Defence – refer to Basketball Australia’s Zone Buster Manual.
- 3 Point Score (counts for 2 points only)
- 3 seconds allowed in the keyway
- Penalty shots to be taken from the Free Throw Line
- Finals, Premiership Points and MVP all awarded
- Each team must supply an umpire and scorer. First team mentioned does the computer. Second team mentioned does the clock/score.
- Ball size 5.
- Court balance rule: on a backcourt throw in, two (2) offensive players and two (2) defensive players must be positioned behind the 3-point line.

Division 2 and 3 Only

Mercy Rule

Where the lead is 15 points or more the further Court Balance restrictions will apply. Two players from each team must go back behind the 3-point line and 3 defensive players must be behind the halfway line, this occurs on a score and any backcourt throw in.

Appendix 4 – U14 Specific Rules

- No Done Defence – refer to Basketball Australia’s Zone Buster Manual.
- 3 Point Score – Outside orange line only
- Finals, Premiership Points and MVP all awarded.
- Each team must supply an umpire and scorer. First team mentioned does the computer. Second team mentioned does the clock/score.
- Ball size 6.

Division 2 and 3 Only

Mercy Rule

Where the lead is 15 points or more the Court Balance Rule will apply. Two players from each team must go back behind the 3-point line and 3 defensive players must be behind the halfway line, this occurs on a score and any backcourt throw in.

Appendix 5 – U16 & U18 Specific Rules

- No Zone Defence in the first half.
- 3 Point Score – Outside black line only
- Finals, Premiership Points and MVP all awarded.
- Each team must supply an umpire and scorer. First team mentioned does the computer. Second team mentioned does the clock/score.
- Ball size 6 for females
- Ball size 7 for males.

Division 2 and 3 Only

Mercy Rule

Where the lead is 15 points or more the Court Balance Rule will apply. Two players from each team must go back behind the 3-point line and 3 defensive players must be behind the halfway line, this occurs on a score and any backcourt throw in.

Committee Approved

GABA PRESIDENT SIGNATURE _____

DATE _____