



SBA SOCIAL 2013

BASKETBALL LEAGUE



SOUTHLAND BASKETBALL ASSOCIATION SOCIAL BASKETBALL LEAGUE 2013

The 2013 Social Basketball League will run on Monday nights at the Velodrome and Blues courts.

REGISTRATION

Teams may register by submitting a fully completed initial registration form and \$220 deposit by **Monday 28 January**.

The full registration form must be received by **Monday 18 February**. Please note that at least full names of players and dates of birth must be entered on this form. The software package that BBNZ use will not allow us to register people without dates of birth.

Full registration fees are \$460 (incl GST)

LEAGUE DATES

4 February
11 February
18 February
25 February
4 March
11 March
18 March
25 March
8 April
14 April

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Registrations

- » Initial registration form is due by **Monday 28 January 2013**. Initial deposit of \$220 must be received with entry to confirm team registration.
- » Full payment of \$460 (incl GST) is required by **Monday 18 February 2013**.
- » Teams who have not submitted official entry forms in writing will not be registered. Teams who have not paid their fees by the due date will not be included in the following weeks' draws until payment is received.

Teams

- » Each team is to have at least two female players on the court at all times. If only one female is available, then your team is only permitted to have four players on the court. It is recommended that you have at least one female and one male substitution available for each game.
- » It is not permitted to have five women on the court at any given time as this limits the defence played on this team.
- » Teams should be aware that this is a social competition so those with basketball experience are expected to play "light" defence on those who are obviously new to the game.

Rules

- » A list of social basketball rules are at the end of this entry document.
- » **Twenty minute halves: running clock**
- » Three minutes for half time
- » One time out per team is permitted in each half
- » Seven team fouls per half before shots are taken
- » Substitutions can be made on a run on / run off basis
- » Players may only play for one team.
- » If there are not five players on the court ready to play (with the score sheet completed) at the allocated game time, the clock will start. If they are still not ready after five minutes, the result will be recorded as a default.
- » Each team can register as many players as they wish but only 12 may play each game.
- » Only those players listed on the team registration form & the game's score sheet are able to take the court. It is easy to register new players – just put an * beside their name on sheet with “please register” (please also note down their date of birth).
- » Teams to be ready **10 minutes** before game due to start.
- » Only those players listed on the score sheet will be eligible to play.

- » Score sheets must be correctly filled out; any alterations to the pre-printed team lists must be clearly outlined on the back of the score sheet.
- » **Jump Balls:** There is only one jump ball at the start of the game. From then on, every time there is a tie ball situation, possession of the ball alternates.
- » Male players are not allowed to block the shot of a female. If, in the opinion of the referee, a male has blocked a female's shot attempt, the basket will be awarded (2 points). For clarification: Men are permitted to guard women, i.e. hands straight up.
- » All supporters are to be kept off team benches and must sit in spectator seating. **The team benches are strictly for players, coaches and managers only.**
- » There will be zero tolerance regarding bad behaviour towards referees.
- » Please note that as this is a social competition good sportsmanship is expected. Referees have the right to order a player off the court if they are consistently fouling or showing poor sportsmanship. Please take it easy on those players who have obviously not played a lot of basketball before.
- » Points will be awarded to teams for games played as follows:

Win	Draw	Loss	Default Win	Bye
2 points	1 point	0 points	2 points	2 points

Defaults

- » Defaults in this and all SBA leagues are strongly frowned upon. It is very disappointing to turn up to play only to find there is no opposition.
- » Upon team entry please make sure you have sufficient players.
- » The defaulting team must inform: the Southland Basketball Assn, the opposing team and the duty team should a default be unavoidable.
- » Teams who default without notification will have 1 point deducted from their competition points. Teams who default duty will also have 1 point deducted from their competition points.
- » If a team has three or more players away representing Southland Basketball teams, you can choose to defer your game that particular week. Please inform SBA of any teams that may be in this situation.
- » Any team who defaults twice during a competition will be disqualified from that competition.

Referee Duty

- » Each team may be rostered on to referee from time to time. Please let us know who your allocated referees will be so that we can include their name in the draw when they are required.
- » If the named person is unable to referee, it is up to them to find a replacement.
- » Failing to provide a referee when you are rostered to do so will result in the team losing one competition point.
- » If a team has to default, they are still required to provide a referee if rostered on.

Scorebench Duty

- » Each team will have rostered duties, which will be either the game before or after their own.
- » You are required to provide at least two people to do the duty.
- » Failing to attend to your rostered duty will result in the team losing one competition point.
- » If a team has to default, they are still required to do duty or arrange replacements.

Draws

- » The draw will be available on the SBA website: www.basketballsouthland.co.nz under **DRAWS & RESULTS**
- » The full draw will also be emailed to those who provide the SBA with their email addresses.
- » **Please check the website weekly to make sure you are up to date with any changes.**

Uniforms

- » It is to be hoped that all teams will have some sort of consistent uniform e.g., tops of the same colour and type (all singlets or all t-shirts)
- » If tops are to be numbered then # 1 – 15 should be used.
- » **No track suit pants are to be worn**
- » Players who do not comply with the uniform rules will not be allowed onto the court (Referees and competition controllers will enforce this).

Semi Finals & Finals

- » After 9 weeks of competition finals format will be determined by SBA and circulated to teams. All teams will play on finals night for placings.

Code Of Conduct

- » All competitors, coaches, and supporters must conduct themselves in a manner that reflects the spirit of fair play and sporting behaviour. They shall give due regard to the authority of officials and the rights of opponents, spectators, the stadium staff members and others.
- » All venues and equipment and the facilities at the venues used by the Southland Basketball Association must be treated with respect and left tidy.

Disciplinary Procedure

The disciplinary procedure for misconduct will be dealt with under the guidelines of Southland Basketball's Policies and Procedures manual section "**Judicial Processes**".

SUMMER SOCIAL BASKETBALL BASIC RULES OVERVIEW

Travelling

A player cannot walk / run with the ball unless dribbling it. A player can pivot by keeping one foot planted on the ground but you cannot drag that foot. When making a lay-up or passing on the run, a player can make two steps without dribbling.

Double Dribble

Once you have dribbled and come to a stop you cannot dribble again; you must either pass or shoot. You are only permitted to dribble with one hand, if at any stage during the dribble, both hands are on the ball at the same time, it is classified as double dribble.

Fouls

Players are allowed to take the ball out of the opposition players' hands, but they are not allowed to make disadvantaging contact with a player. Examples of such contact includes hitting the player across the arm when they are dribbling or shooting, pushing with any part of the body or blocking the path of the player with any part of the body (unless standing completely still, with arms & legs straight up & down). Players are not to display any unsportsmanlike behaviour. The Referee has the right to order players from the court if they foul excessively or show unsportsmanlike behaviour.

Blocking

A male player is not allowed to block the shot of a female (ie. put their hand on the ball while they are shooting). If this does happen, in the first instance the male will be reminded, but thereafter the female will be awarded two points as if the basket has gone in.

Held Ball

A player with possession of the ball is allowed to hold the ball for five seconds only if they are closely guarded. If they are not closely guarded they can hold it for as long as they want.

Tie or Jump Ball

There is only one Jump Ball, to start the game. From then on, every time there is a tie ball situation, possession of the ball at the sideline / baseline alternates. A tie ball occurs when: two players from opposing teams are holding the ball at the same time, when two players from opposing teams hit the ball out of bounds at the same time or when the ball is wedged in-between the backboard and the hoop.

Back Over Half

When a team has the ball in the offensive half of the court and someone passes, dribbles, or steps with the ball back over the halfway line.

3 Second Rule

When your team is on offense, in the frontcourt (over halfway), players are only allowed in the keyhole area for a maximum of 3 seconds. The count starts again each time the player enters the keyhole or each time a player takes a shot.

Out of Bounds

Occurs when the ball touches the line, the floor or another object outside the boundary of the court or is touched by a player who is outside the court. The opposite team inbounds the ball (passes) from where it went out.

Inbounding the Ball

As soon as the referee hands the ball to the player inbounding, they have 5 seconds to get it in and they cannot travel with the ball or step on or over the line. After a basket, the ball is inbounded from behind the baseline and the player *can* move anywhere along the baseline to pass the ball in.

After any violations or fouls the other team will be awarded the ball to be inbounded from the side or end of the court.