

# Altona Bay Basketball Association Rules Summary



This summary is aimed at assisting Coaches and Team Managers in their knowledge of specific rules applicable to the Altona Bay Basketball Association (ABBA) – October 2016. It is recommended that Coaches and Team Managers take the time to read the full ABBA rules which can be found on the Williamstown Cannons Website located in the Coaches section.

## Registered Players

- You cannot play a player who is not registered with the Williamstown Cannons Basketball Club.
- If you require a “fill in” player, you MUST notify the Registrar by email (or by phone in the event of really late notice!!) prior to the game so that the Registrar can register that player to the club and add that player to your team prior to the game – this applies to players playing up age groups to fill in.
- *The penalty for playing an unregistered player is the forfeit of all games that the unregistered player played in, a fine for the team/club of \$50 and the unregistered player cannot count that game as being a game for finals eligibility.*

## Player Eligibility

- Players can move between teams in the same age group up to and including Round 4 however CAN ONLY play one game in that age group each round.
- Players can play in a higher age group as well as their own age group each round however must be registered to both teams.
- Players can only play one age group above their age group.
- Age eligibility is determined by the year that a child is born and a player must not exceed the competition age as at 31<sup>st</sup> December of the calendar year in which the season ends. For example, a child cannot play in the Under 10 competition in either the Summer or Winter season if they turn 10 in that calendar year in which those seasons are conducted. This is despite the fact that they may be under 10 for all of the Summer season and Winter season in that year (ie born 20<sup>th</sup> December).
- *The penalty for playing an ineligible player is the forfeit of all games that the ineligible player played in, a fine for the team/club of \$50 and the ineligible player cannot count that game as being a game for finals eligibility.*

### **General Rules**

- Only the coach is permitted to bring a maximum of two basketballs into the stadium during competition – players are not permitted to bring their own basketball to the stadium for games.
- Representation player rules apply even when players are playing above their age group.
- Where a player is bleeding, they must be substituted and the blood cleaned off and also off his/her uniform prior to being able to retake the court.
- Teams on the same points will be separated by head to head result not percentage.

### **Modified Rules**

- A team can commence the game with a minimum of four players.
- Under 10 and Under 12 shall take foul shots from a line marked inside the key.
- Under 10 boys and girls competitions shall have a restricted NO GO ZONE for the defensive team which is invoked in the first half of the game. This NO GO ZONE requires the defence to drop below the 3 point line until the offence crosses the last netball 1/3 line. Once the offence has crossed this line, the defence can resume as normal.
- All games will have a 20 point rule applied where a team has a lead of 20 points or more, they must drop below the 3 point line until the offence (the team who is down by 20 points or more) crosses the last netball 1/3 line. Once the offence has crossed this line, the defence can resume as normal. This rule does not apply in finals.
- Teams in Under 10 and Under 12 are permitted 5 seconds in the key.

### **Under 8 Rules**

- Each half is 15 minutes duration.
- Coaches of both teams are permitted to run up and down the court and encourage/instruct players on their team.
- A NO GO ZONE rule applies (as per U10 competition outlined above) in the first half of the game.
- At half time, coaches must organise players to have 10 free throws and the score out of 10 accredited accordingly to the player and team total.
- Teams do not play for premiership points and no finals are played in Under 8.

### **Timing Regulations**

- Each half is 20 minutes (other than Under 8 outlined above).
- Time out is not permitted in the last minute of the first half.
- Normal round games – the clock will only stop for a referee's time out.
- Normal round games – the clock stops during the last three minutes for substitutions, Time outs and free throws if the margin is 10 points or less.
- Normal round games – if the score difference is more than 10 points, the clock will only stop for Time outs in the last three minutes.

### **Finals Eligibility**

- To be eligible to play finals, players must sign the scoresheet a minimum of 5 times.
- Team Managers are responsible for ensuring that all players sign the back of the scoresheet each game.
- Coaches and Team Manager are responsible for checking the finals eligibility of the players in their teams (refer to the procedure for checking finals eligibility located in the Coaches section of the Williamstown Cannons website).

## **Scoresheets**

- Teams must supply a competent scorer for each game.
- The Coach's name must be written on the front of the scoresheet in the section marked Coach and the coach must have a WWC.
- If the coach is a minor or does not have a WWC, then the name of the person who does have a WWC who is at the game must also be written in that section of the scoresheet.
- *The penalty for NOT putting the coach's name or the name of the person with the WWC on the scoresheet is ONE ladder point.*

## **Uniforms**

- Under garments and protective clothing must be the same colour as the singlet colour.
- Clash Tops – when playing another Williamstown Cannons team or a team with a similar colour singlet, the team mentioned first on the fixture is responsible for collecting clash tops from the Clash Top Coordinator.
- Players are not permitted to wear jewelry, any jewelry which cannot be removed must be taped.
- No head gear including bandanas, hair clips and combs.
- Fingernails must be short – to the tops of fingers only.

## **Working With Children's Check (WWC)**

- All Coaches and Team Managers must have a current Working With Children (WWC) check and their WWC must be registered with ABBA and Williamstown Cannons Basketball Club.

## **Premiership Points**

Premiership Points are awarded as follows:

Win or Bye	3 points
Draw	2 points
Loss	1 point
Forfeit	0 points

## **Injuries**

- Each team is responsible for providing their own first aid supplies (ice and a blood cleaning kit is available from the canteen) – Williamstown Cannons Basketball Club provides each coach with a first aid kit and replenishment supplies as required (contact the Coach Equipment Coordinator).
- All injured players must complete an Incident Form (can be downloaded from the Williamstown Cannons website under Coaches section) and forward this to the Williamstown Cannons Basketball Club Secretary at [secretary@williamstowncannons.org.au](mailto:secretary@williamstowncannons.org.au).
- If a player needs to make a Personal Accident claim, the claim form will need to be completed and submitted as soon as possible. The player can download a claim form from the website [www.vinsurancegroup.com/basketball](http://www.vinsurancegroup.com/basketball) and the declaration on the claim form needs to be signed by the Secretary of the Club. Once the claim form has been completed, it must be sent to Cunningham Lindsey (solicitors) who handle all claims for the insurer.