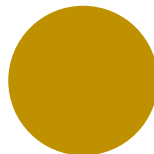




Greater Springfield
BASKETBALL LEAGUE





Competition Rules Version 3.0



1. Official Rules

1.1. Playing Rules

a) Games will be played according to the FIBA Official Basketball Rules unless otherwise specified in these Rules.

These rules can be found on the FIBA website:

<https://www.fiba.basketball/documents/official-basketball-rules/current.pdf>

1.2. Decisions when these rules are silent or unclear

a) If these rules are silent on a matter arising in relation to any competition GSBA Inc may decide how the matter is to be dealt with.

b) If these rules are uncertain, then GSBA Inc may decide about how the uncertainty is to be resolved.

c) Those decisions are binding on everyone who is bound by these rules. The binding decision made is final and specific to the unique circumstances that were presented at the time of the decision being made. These decisions do not set a precedent for future decisions.



2. Player Eligibility

2.1. Eligibility Criteria

- a) All players must be registered with GSBA Inc.
- b) To be eligible for an age group, players must not turn the specified age before December 31 of the relevant year, unless exempted.
- c) Junior players may participate in their age group and, if necessary, also fill a spot in a higher age group if the team is short of 4 players.
- d) Players are not permitted to play for more than one team within the same division.
- e) Each team can have a maximum of 12 players on their roster for the entire season.
- f) Each team list must include a minimum of 7 players.



2.2. Ineligible Players

- a) A player is considered ineligible if they do not meet the above eligibility requirements.
- b) Penalty for playing an ineligible player: The team will forfeit the game for each instance of an ineligible player. If multiple ineligible players are identified, each case will be treated as a separate offence. If an ineligible player participates in multiple games without the breach being detected, it will be considered a single offence.



3. Game Rules



3.1. Game Timing Rules

- a) Games for Hot Shots U10 will consist of 4 x 8-minute quarters. For Under 12 and Under 14 age groups, Pionettes games will have 4 x 10-minute quarters.
- b) Games for Open Juniors and all Senior age groups will consist of 4 x 10-minute quarters.
- c) Each team is allowed two timeouts in the first half (1st and 2nd quarters) and three timeouts in the second half (3rd and 4th quarters).
- d) The game clock will stop on every whistle during the last 2 minutes of the 4th quarter.
- e) In the event of a tie at the end of regulation, overtime will consist of a golden point period, starting with a jump ball.
- f) If time allows, there will be a 5-minute warm-up, a 3-minute halftime break, and 1-minute breaks between quarters. If games are running late, the warm-up may be reduced to 3 minutes.



3.2. Starting 5 and Player List

- a) Each team is allowed a maximum of 12 players, who must be listed in the scoring system. A team must have at least 4 players present to start the game.
- b) If a team does not have 4 players ready to play within 10 minutes of the scheduled start time, the game will be forfeited.
- c) GSBA Inc. may extend the time allowed for a team to have 4 players in exceptional circumstances

3.3. Bench Allocation

- a) For all games, the first team listed (Team A) will be assigned the team bench and the basket on the left side of the scorer's table, as viewed from the playing court.



3.4. Basketballs

- a) GSBA will provide all game balls, which are not to be used for warm-ups by the teams.
- b) Size 5 basketballs are to be used for all Under 12 age groups.
- c) Size 6 basketballs are to be used for all female age groups from Under 14 to Senior, and for Under 14 male age groups.
- d) Size 7 basketballs are to be used for Open Juniors and Senior male age groups.

3.5. Playing Numbers

- a) Acceptable playing numbers include 0, 00, and any number from 1 to 99.

3.6. Technical Fouls

- a) Dunking and Hanging on Rings

- i. Players are prohibited from dunking or hanging from the rings during warm-ups. Referees will issue a warning for the first offence.

- ii. A second offence will result in an immediate technical foul.



3.7. Disqualifying Fouls



a) Players

- i. Players must immediately leave the court and bench following a disqualifying foul.

b) Coaches

- i. Coaches must also leave the bench immediately after a disqualifying foul.
- ii. The Team Captain may assume the role of coach in the interim.
- iii. For U12 and U14 teams, the Team Manager may act as the coach.

c) Automatic Suspension for Disqualification

- i. Any player, coach, assistant coach, or team manager who receives two behavioural technical fouls in a single game or is ejected from any game in a GSBA Competition due to behavior issues will automatically receive a one-game suspension for their next scheduled game.
- ii. Additional penalties may be imposed if the matter is reviewed by a tribunal and the individual is found guilty.
- iii. The one-game suspension is final and cannot be appealed.
- iv. GSBA Inc. reserves the right to overturn the automatic suspension based on their investigation into the incident.



v. GSBA Inc. can only issue suspensions, tribunal notices, or warning letters if an official report has been submitted via the online report feature on the Basketball Connect scoring app. Paper forms or other types of communication will not be accepted as official reports. Penalties may be imposed if the matter is reviewed by a tribunal and the individual is found guilty.

iii. The one-game suspension is final and cannot be appealed.

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4. Team Fees

4.1. Team Fees

a) The following fees will be applied per season at rates determined by GSBA Inc. from time to time:

i. Nomination Fee (not applicable for 2024 Champ Season 1)

ii. Game Fees

iii. Forfeit Fees

- **Team forfeits** must be reported to the association no later than 24 hours before the scheduled game time by the Clubhouse Administrator

- a. **A forfeit fine** of \$100 is payable to the association if a team forfeits within 24 hours of the scheduled game and payable within 12 hours. This fee will be refunded directly to the opposing team affected by the forfeit. To avoid the forfeit fine, teams should ensure that fill-ins are arranged with plenty of notice.
- b. \$170 for Forfeits where any players of the Team forfeiting have been found to have played in an outside competition. If we learn that you've abandoned your club team for another team, resulting in a forfeit due to low player numbers, you will be charged a \$170 forfeit fine, payable within 12 hours.





5. Score Table

5.1. Score Table Requirements


- a) GSBA Inc. will provide score table officials for all competitions except GSBL Saturday Hot Shots and Friday Hoops & Pionettes.
- b) For GSBL Friday Hoops, Pionettes and Saturday Hot Shots, the home teams are responsible for supplying score table officials for their games.
- c) The visible game clock is the official method for recording game time and stoppages.

6. Classification of Teams

6.1. Final Standings

- a) Final standings after all regular-season games will be based primarily on the win percentage of the competing teams.
- b) Tie Breakers: Two-Way Tie
 - i. If two teams finish with equal records at the end of the regular season, the results of the games between the two teams will determine their final standings. This will be assessed first by win-loss record and then by points scored in those games.





ii. If the points scored and conceded are identical in the games between the two teams, the standings will be determined by POINTS PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$), considering all games played by both teams in the league.

c) Tie Between Three or More Teams

i. If more than two teams are tied in the final standings, the POINTS PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$) will be calculated based only on games played among the tied teams.

ii. If the tie persists, the POINTS PERCENTAGE from all games played by the teams in their division will be used to determine the standings.


iii. If this process reduces the tie to just two teams, the procedures outlined in sections (b)(i) and (b)(ii) will be applied.

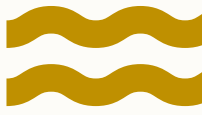
7. Games That Cannot Be Completed at the Scheduled Time

7.1. Games Not Completed

a) Games may not be completed due to:

i. Acts of God.





ii. Injuries on the court where the injured person cannot be moved until an ambulance arrives, particularly if there are no available courts, other games are scheduled to follow, and the delay exceeds 30 minutes.

b) If an Act of God occurs before the round (e.g., the day or night prior) or there are significant weather concerns on the morning of the games, GSBA Inc. will first attempt to relocate the games to an alternate venue. A decision on whether to move the games will be made by 10 a.m. on the morning of the games.

c) In the event that a game cannot be completed due to reasons outlined in (i) or (ii), the following formula will determine the result:


i. If a game is called off during the first half, it will be replayed if possible. However, if the margin is 20 points or more at the time of cancellation, the result will stand as per the score when the game was stopped.

ii. If a game is called off during the second half, the result will stand as per the score when the game was stopped. If the margin is 10 points or less, the game will be replayed if possible.

8. Uniforms

8.1. Team Playing Uniforms

a) Teams should have an alternate set of playing singlets in a distinctly different color.




b) In cases where two teams have similar or identical colored uniforms, the first-named team (Team A) will wear their primary uniform, while the second-named team (Team B) will wear their alternate uniform. GSBA Inc. will provide guidance on what constitutes a color clash.

c) When a uniform change is required, the online scoring operator must update the player number, and the chairperson must record the change on the match report sheet.

9. Team Equipment

9.1. Prohibited Items


a) Players are not allowed to wear equipment that could cause injury to others. The following items are prohibited:

- i. Finger, hand, wrist, elbow, or forearm guards, casts, or braces made of leather, plastic, pliable plastic, metal, or other hard substances.
 - ii. Objects that could cut or cause abrasions (fingernails must be trimmed).
 - iii. Headgear, hair accessories, and jewellery.
 - iv. T-shirts worn under playing singlets.
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9.2. Permitted Items

a) The following items are allowed:

- i. Shoulder, upper arm, thigh, or lower leg protective equipment made of sufficiently padded material.
 - ii. Compression sleeves in black, white, or the same dominant color as the shirts.
 - iii. Compression stockings in black, white, or the same dominant color as the shorts.
 - iv. Full-length lower body compression garments.
 - v. Upper body compression shirts (no sleeve, 3/4 sleeve, or long sleeve) in black, white, or the same dominant color as the singlet, provided the sleeves are not loose.
 - vi. A protector for an injured nose, even if made of a hard material.
 - vii. Mouthguards of any color.
 - viii. Spectacles, if they do not pose a danger to other players.
 - ix. Power Bands, allowed only on the wrist if covered by tape or on the ankle if worn under the sock.
 - x. Headbands made of non-abrasive, solid-colored cloth, pliable plastic, or rubber.
 - xi. Solid-colored taping on arms, shoulders, legs, etc.
 - xii. Shoes of different colors are permitted.
- 



10. Player Injury/Blood Rule

10.1. Blood Rule




- a) A player who is bleeding or has an open wound must be substituted immediately. They may return to the court only after the bleeding has ceased and the wound has been completely and securely covered.
- b) If the bleeding player recovers during a timeout before the scorer's signal for substitution, they may continue to play.
- c) A player with blood on their uniform, whether from themselves or another player, must also be substituted. They must change into a spare uniform before re-entering the game. It is important to note any uniform changes under the blood rule on the Match Report.

11. Defaults and Forfeits


11.1. Forfeits

- a) If a team does not have at least 4 players ready to start the game within 10 minutes of the scheduled time, the game will be declared a forfeit.
- b) In exceptional circumstances, such as traffic delays, weather issues, or other reasonable causes, GSBA Inc. may grant an exemption from this rule.



c) The forfeiting team will be recorded as having lost the game, with a final score of 20-0 in favor of the opposing team.

d) Forfeits will occur under the following conditions, resulting in a 20-0 score in favor of the opponents, and no competition points for the forfeiting team:

- i. The team fails to have four players ready to play within 10 minutes of the scheduled game time.
 - ii. The team walks off the court and refuses to complete the game at any point.
 - iii. The team notifies GSBA Inc. that they cannot attend a scheduled game after the official draw has been released.
 - iv. The team fails to attend a rescheduled game.
 - v. GSBL Monday teams do not provide the required score table official for their game.
- e) A team that forfeits a game may be withdrawn from the competition at the discretion of GSBA Inc.
- f) Forfeit fees for games forfeited on the day of the competition will be \$100 - \$170.
- g) Forfeit fees for games forfeited with 24 hours' notice will be \$100.
- h) If a game is forfeited on the day of competition, both teams will pay their game fee as usual.
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11.2. Late Start

- a) A team that starts late will incur a penalty of ONE POINT per minute until a forfeit is declared (after 10 minutes). The game clock will start at the scheduled time, with the team that is present and ready to play receiving two points for each minute until the opposing team arrives.
- b) If the opposing team arrives within the ten-minute window, the game will commence immediately from that point; the game clock will not be reset. Points accrued during the late start period will be assigned to the captain of the team that was present.

11.3. Defaults

- a) A team will lose by default if it has fewer than two (2) players on the court (i.e., all remaining players have been fouled out). If the opposing team is leading at the time of the default, the score at the stoppage will stand.
- b) If the opposing team is not ahead, the score will be recorded as 20-0 in favor of the team that did not default. Points will be assigned to the captain of the winning team.



12. Rescheduled Games

12.1. Rescheduled Games

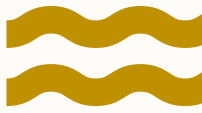
- a) Once the draw is finalised, games will not be rescheduled except in specific circumstances.
- b) GSBA Inc. reserves the right to reschedule any game deemed necessary.
- c) If a game needs to be rescheduled, the two teams involved must agree on a new date, time, and venue within 7 days of the original game being unable to be played. The rescheduled game must occur within one month of the original date unless it needs to be played before a finals match.
- d) GSBA Inc. is not obligated to reschedule or refund games lost due to bad weather, hall closures, COVID-19, road closures, or other incidents.

13. Protests

13.1. Correctable Errors

- a) Types of Correctable Errors: Officials may correct errors if a rule has been inadvertently disregarded in the following cases:
 - i. Awarding free throws that should not have been awarded.
 - ii. Failing to award free throws that should have been given.





- iii. Incorrectly awarding or canceling points.
- iv. Allowing the wrong player to attempt free throws.

b) General Procedure:

- i. For an error to be correctable, it must be recognized by the officials, Referee Supervisor, or score table officials before the ball becomes live after the first dead ball following the game clock start after the error occurred.
- ii. An official may stop the game immediately upon identifying a correctable error, provided that neither team is disadvantaged by the stoppage.
- iii. Any fouls committed, points scored, time elapsed, or other activities that occurred after the error and before its recognition will not be nullified.
- iv. Once the error is corrected, unless otherwise specified in the rules, the game will resume from the point it was stopped for the correction.
- v. The ball will be awarded to the team that was entitled to it at the time the game was stopped for the correction.



14. Zero Tolerance Policy

14.1. Policy Overview



a) Objective: To foster a safe and positive environment for all players, officials, and participants, Greater Springfield Basketball Inc. has established a Zero Tolerance Policy concerning inappropriate behavior by parents and spectators. The policy stipulates that:

1. Any inappropriate or abusive behavior from parents or spectators will not be tolerated.
2. Parents/guardians and spectators who:
 - i. Persistently or deliberately question or challenge referees' decisions.
 - ii. Abuse or belittle game officials, including referees and score table personnel.
 - iii. Abuse or belittle team officials.
 - iv. Abuse or belittle players.
 - v. Abuse or belittle other parents or spectators.
 - vi. Abuse or belittle any game day officials, such as Court Controllers, Referee Supervisors, Association



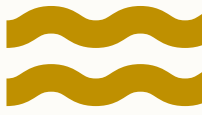
Representatives, or Greater Springfield Basketball Inc. Representatives, will be required to leave the venue immediately. The Court Controller will enforce this without issuing prior warnings if necessary.

b) Enforcement:

i. Spectator behavior will be monitored by the Court Controller and Referee Supervisor. If referees encounter issues with a spectator, they may halt the game and notify the Court Controller to address the situation.

ii. Referees may stop the game if they believe a spectator is displaying poor behavior and request the Court Controller to observe and monitor the spectator. The Court Controller will take appropriate actions based on their observations.

c) Reporting: Any violations of the Zero Tolerance Policy must be documented using the Zero Tolerance Report Form and submitted to Greater Springfield Basketball Inc.



15. Reports and Tribunals

15.1. Reporting Incidents

- a) Incident Reporting: Referees must submit a report for any incident resulting in the ejection of a participant, and are encouraged to report any other significant incidents they deem necessary. Reports are mandatory for incidents involving ejections or when a participant receives two direct technical fouls.
- b) Report Submission: Reports must be completed at the venue on the day of the incident, ideally immediately after the game. Referees should notify the Referee Supervisor and/or Court Controller of the incident as soon as possible after the game.
- c) Report Completion: It is recommended that referees fill out the report with guidance from the Referee Supervisor while the details are still fresh. The Referee Supervisor or Court Controller will then inform the Team Manager about the report and provide options for receiving it: waiting at the venue or having it sent to their Association Delegate by Greater Springfield Basketball Inc within two business days.
- d) Submission Requirements: All reports must be submitted to GSBA Inc via the online form or the Basketball Connect app. GSBA Inc will only process suspensions, tribunal notices, or warning letters if an official report is submitted through the proper channels. Paper forms or other forms of communication will not be accepted.



15.2. Tribunals for Week-to-Week Competition

a) Tribunal Review: Upon receipt of a report, GSBA Inc will consult with relevant parties to determine if a tribunal is necessary to address the matter outlined in the report.

16.2. Definition of Zone Defense

a) Zone defense is defined as any half-court defensive strategy that does not follow standard man-to-man defensive principles.

b) Trapping defenses that revert to man-to-man principles are permitted.

16. No-Zone Rule

16.1. Application of the No-Zone Rule

a) The no-zone rule applies to the Under 12 and Under 14 Junior Competitions. To support better player development, coaches should ensure that defenses utilise only man-to-man principles.

16.3. Violations of Man-to-Man Defense

a) Violations of the no-zone rule typically include:

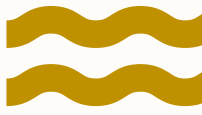
i. One or more players not being in an acceptable man-to-man position relative to the player they are guarding and the ball handler.

ii. A cutter moving through the key without being defended using appropriate man-to-man techniques (e.g., bumping, switching, following).

iii. Failure to re-establish man-to-man positioning following a trapping or help-and-recover situation.

iv. Employing a zone press and not switching to man-to-man defense once the ball is in the quarter court.






16.4. Court Controller Responsibilities

- a) The Court Controller is responsible for enforcing the no-zone rule and will:
 - i. Consider the intent of the defensive team.
 - ii. Evaluate the time and context of the game.
 - iii. Observe the movement or lack thereof of the offensive team.
 - iv. Act immediately on deliberate and premeditated use of zone defense during critical game moments.
 - v. Grant the benefit of the doubt to the defensive team if any uncertainty arises.

16.5. Penalties for Zone Defense Violations

- a) First Offense: Warning and discussion with the coach.
- b) Second Offense: Technical Foul.
- c) Third Offense: Second Technical Foul leading to the disqualification of the head coach.
- d) Fourth Offense: Forfeit of the game.
- e) If a violation occurs, the Court Controller will request the referees, via the Score Table Chairperson, to impose the above penalties on the offending team at the next dead ball.



16.6. Persistent Breaches

a) If referee delegates report to GSBA Inc that a team frequently uses zone defense in the U12 and U14 age groups (e.g., receiving multiple warnings or technical fouls from the Court Controller), a GSBA Executive Committee representative will attend the team's next game.

17. Code of Conduct

17.1. Players' Code of Conduct


- Players must display sportsmanship, respect opponents, and follow the rules and decisions of the referees. Any behavior deemed unsportsmanlike may result in disciplinary action.

17.2. Coaches' Code of Conduct

- Coaches are expected to lead by example, support their players, and respect officials and opponents. Any form of verbal abuse or unsportsmanlike conduct by coaches will be addressed accordingly.

17.3. Spectators' Code of Conduct

- Spectators should support their team in a positive manner, refrain from abusive behavior, and respect the decisions of game officials. Violations may lead to removal from the venue.





18. Emergency Procedures

18.1. Injury Protocol

- In case of injury, the game may be stopped to provide medical assistance. The game clock will stop, and play resumes once the injured player is safely off the court.

18.2. Emergency Contact Information

- Teams should have access to emergency contact information for players and be prepared to provide first aid if necessary. Each team is responsible for ensuring their players' safety.



19. Technical Equipment

19.1. Scoreboard and Timing Equipment

- Teams should check that the scoreboard and timing equipment are operational before the game begins. Any issues must be reported immediately to the game officials.

19.2. Game Filming

- Filming of games for coaching purposes is allowed but must not interfere with game operations or the view of other spectators.



20. Season Scheduling and Finals

20.1. Season Schedule

- The season schedule will be communicated to teams at the start of the season. Changes to the schedule may occur due to unforeseen circumstances, and teams will be notified promptly.

20.2. Finals Format

- The format for finals will be communicated at the start of the season. Details will include the number of teams qualifying, the structure of the finals series, and any specific rules applicable to finals games.

21. Disciplinary Procedures

21.1. Disciplinary Actions

- Disciplinary actions may include warnings, suspensions, or fines for breaches of rules or codes of conduct. Disciplinary measures will be determined by GSBA Inc. and communicated to the involved parties.



21.2. Appeals Process

- Teams or individuals may appeal disciplinary decisions. Appeals must be submitted in writing within 7 days of the decision and will be reviewed by a disciplinary panel.