



Sydney Social Basketball League Mixed BYLAWS

SSB follows FIBA approved rules; with the exception of the SSB bylaws (listed below). A link to the 2014 FIBA ruleset can be found on our website.

Player Balance

There must be at least 2 Male and 2 Females on the court at any time and the maximum for either is 3. A team who only has one Male or Female will only be able to have 4 players on the court.

Females Shot Guarding Rules

1. If a Male blocks a Females shot on basket, it is called goaltending, and the basket will be counted. (Goaltending)
2. When a Female has started her shooting motion, Males in their path must stay still and can have their arms straight up. Arms must be up before a Female is in her shooting motion. Arms must not be leaning forward, or waving to the side. (Shooting Foul)
3. Males cannot move towards, run at, run past, wave their arms, clap, or shout at a Female in her shooting motion. (Shooting Foul)
4. A Male can steal the ball while it is below a Females chest. It is unknown whether a Female is shooting or passing while the ball is below their chest.
5. When a Female is going for a layup, Males who are in position can turn, but not follow. (Shooting Foul)
6. If a Male has good position with arms straight up, and a Female throws the ball into his arms, the game will play on.

Other Mixed Rules

No Cross-Court. No 8 seconds Back Court violation. 4 Personal Fouls per player. 6 Team Fouls for Bonus Free Throws.

Late Starts

A team cannot start without 4 or more players. After 3 minutes from when the game was scheduled to begin the late team will be penalized 2 points per minute. If a team does not have 4 players by half time they will forfeit.

Fill-ins

Fill-ins can play one game in a season before being registered and must be approved by the court supervisor. Fill-ins can be subjectively no better than the player they are replacing. If a player is obviously much better the team will forfeit the match. Players cannot play down a division unless registered on the team's roster as a regular player. Players cannot play two games in one division in the same round.

Overtime

An overtime period will be played if the game is even at the conclusion of regulation. The overtime period will be 1 minute. Fouls and time-outs roll-over from the 2nd half of the game.

Time-outs

Time-outs may only be called when the ball is out of play (no on-court time-outs). A time-out cannot be called upon your team scoring, however can be called by the team that is scored on. Each team has one time-out per half available.

Game length

The game will consist of 2x 18 minute running clock halves. The clock stops in the last minute if the game is within 8 points.

Uniforms

All players must wear matching design & colour uniforms. Uniforms must have numbers on the front and back. 2 point penalty may apply to players who frequently are out of uniform. Shorts do not have to be matching across the team, however no shorts with loose pockets or loose cords are allowed.

Forfeits

No ladder points will be given to your team. If a team forfeits two or more games in a season their Team Nomination may not be accepted for the following season. Forfeiting incurs a fine of \$110 for Mens, and \$90 for Mixed to be charged to your Credit Card, or by Invoice sent to you Team Captain. This fine is used to reimburse the opposing team.

Finals

Finals are different for Redfern and Twilight comps. For Redfern the top 4 play Semi-Finals are 1st vs 4th and 2nd vs 3rd. If two teams are tied on ladder points at the end of the season Head-to-Head (who beat who during the season out of those two teams) will be used. If more than two teams are tied, a new table is made only using games played between them and for and against may be used.