



## Sydney Social Basketball League Mixed BYLAWS

SSB follows FIBA approved rules; with the exception of the SSB bylaws (listed below).

### ***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 the basket will be counted. (Goaltending)
2. When a Female has the ball above her chest with the intention of shooting, Males within arms length must stay still and have their arms straight up above their own shoulders. Arms must be up and player in position before a Female has the ball above her chest. Arms must not be leaning forward, or waving to the side. (Shooting Foul)
3. Once the ball is above a Females Chest, Males cannot move towards, lean over, run at, run past, wave their arms, clap, or shout at the shooter. (Shooting Foul) Staying still or getting out of the way is the best option.
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. (No Foul)
5. If a Male has good position with arms straight up, and a Female throws the ball into his arms, the game will play on. (No Foul)

### ***Back Court Rules***

Cross-Court and the 8 seconds Back Court violation rules will only be enforced in the final minute of a game.

### ***Personal and Team Fouls***

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. Fill-ins can be denied at the discretion of the court supervisor.

### ***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 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup>. 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.