



Sydney Social Basketball Mens & Womens BYLAWS

SSB follows FIBA approved rules; with the exception of the Sydney Social Basketball Mens & Womens bylaws (listed below).

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 two games in a season before needing to be registered and must be approved by the court supervisor. Fill-ins cant be subjectively 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 3 minutes long with the first two minutes having a running clock and the last minute fully timed. Fouls and time-outs roll-over from the 2nd half of the game and do not reset. If a second overtime occurs it will only be a 1 minute fully timed period.

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 will be given one time-out per half.

Game length

The game will consist of 2x 15 minute fully timed halves. (This means the clock stops on all whistles) The clock will not stop on baskets until the last minute of the game. Games typically go between 45-55 minutes long.

Mercy rule

The Mercy rule is only enforced in the second half. If the game has a 20 or more point spread the clock will run during all whistles. If the score is more than 10 points in the last minute the clock will run.

Uniforms

All players must wear matching design & colour uniforms. Uniforms must have numbers on the front and back. Any player that participates out of uniform will penalize his team by 2 points at the start of the game. Shorts do not have to be matching across the team, however no shorts with loose pockets or loose cords are allowed.

Finals

The top 4 play Semi-Finals; 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. Player eligibility for finals requires players to have participated in 40% of the regular season games, with the exception of players who are a part of the team that have been injured and unable to play, and approved to play by the Competition Manager. If a team has less than 6 players total for a final, with the approval of the Competition Manager with at least 6 hours prior notice of the game, they may bring fill-ins who are no better than the qualified players they are filling in for.

Forfeits

No ladder points will be given to your team for this game. 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 \$100 and will be issued via invoice. This fine is used to reimburse the opposing team. Forfeit Fees are only issued if the opposing teams asks for their fees to be reimbursed within 7 days of the forfeit.

Team Conduct Probation

If a team receives 4 technical or malicious unsportsmanlike fouls (combined) in a season they will be put on 'Team Conduct Probation'. Every consecutive technical or malicious unsportsmanlike foul will put the player under review for suspension, with a minimum of 1 game. Any following suspensions in the same season will incur a review and potential permanent ban.