



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

Females Shot Guarding Rules (called "Obstruction Fouls")

1. If a Male player blocks a Female players shot, then the basket will be counted. (Goaltending)
2. When a Female player has the ball above her chest with the intention of shooting, Male players within arms length must stay still. Arms must be up and player in position before the Female player has the ball above their chest. Arms must not be leaning forward, or waving to the side. The Male player cannot jump. (Shooting Foul)
Further examples of things Male players cannot do once the ball is above the Females chest; 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.
3. A Male player can steal the ball while it is below a Females chest. It is unknown whether the Female player is shooting or passing while the ball is below their chest. (No Foul)
4. If a Male player has good position with arms straight up, and a Female player throws the ball into their arms, the game will play on. (No Foul)

Non-Binary players

Players who identify as Non-Binary are welcome to participate in Mixed basketball. For competition purposes players who identify as Non-Binary will need to choose which gendered rules they wish to play under. Please notify your competition manager of your Non-Binary identification and which rules you would like to proceed with. If there is a significant competitive issue being seen, the league reserves the right to move players to a different rules classification.

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 17 minute running clock halves. The clock stops in the last minute if the margin is 8 or less 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 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.

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, they may bring fill-ins who are no better than the qualified players they are filling in for, for a total of 6 maximum players.

Communication & Complaints

All competition-related issues (including game incidents, behaviour concerns and admin questions) must be raised respectfully and in writing, either by email to info@sydney-social-basketball.com.au or via a team captain contacting league management, so that an accurate record can be kept and matters can be properly reviewed with staff and referees. League staff are not required to respond to repeated phone calls, late-night messages, or emotional or abusive communications, and may direct any person to put their concerns in writing instead. Abusive, threatening or intimidating communication towards staff, referees or players in any medium may be treated as a breach of the Code of Conduct and result in warnings, suspension or removal from the competition. The league is not obliged to engage with complaints it reasonably considers vexatious, made in bad faith, or repeatedly raised without new information.