

## DONCASTER ALL ABILITIES BASKETBALL INC

# Playing conditions and forfeiture of games

### **Purpose**

This policy sets out the guidelines for the playing and forfeiture of basketball games in the Doncaster All Abilities Basketball Inc (DAAB) competition.

### **Background**

DAAB expects that all involved in the DAAB competition to adhere strictly to the timeframes in respect of the playing of games. Adequate notice of any team's inability to compete with sufficient players needs to be provided as early as possible. This is implicit in the DAAB Code of Conduct.

### **Definition**

Appropriate basketball attire includes the relevant team singlet, basketball shorts without pockets, runners so as not to damage the playing surface and no jewellery. Fingernails must be short or taped for each game. Players are not permitted to wear shorts with pockets, tracksuit pants or leggings.

### **Playing conditions:**

1. All players are to wear appropriate basketball attire when playing a game. Prior to the commencement of a game, referees are to ensure compliance by all involved in the game.
2. All DAAB games are to commence punctually as scheduled but must commence no later than 5 minutes after the time stipulated in the DAAB fixture on the PlayHQ application. For example, a game scheduled for 7.40 pm must commence by 7.45 pm. Referees are instructed to ensure the game clock starts on schedule.
3. Each game consists of two (2) x twenty (20) minute halves. When scores are tied at the end of a game, a tied game results except in finals. When scores are tied in finals, two (2) x two (2) minute overtime periods are played.
4. Every game is to be played with a size six (6) basketball. If there are no females taking part in the game, both teams can agree to play with a size 7.

5. The following conditions must be satisfied for a game to count for competition points:
  - a. Each team must have a minimum of 4 of its registered players present before the commencement of any game.
  - b. In any game for competition points, teams cannot include any registered player(s) that are part of a team playing in a higher division.
  - c. Teams can include one player only playing a trial game. However, after completion of their trial game, that player must then have registered on PlayHQ and paid the appropriate fee before being able to participate further in the competition.
6. Each player must be wearing appropriate basketball attire.
7. Any player not wearing appropriate basketball attire prior to the commencement of a game is not permitted to play in that game until such time as that player is wearing such attire.
8. A player must play a minimum of 5 games for the team in which he or she is placed before being eligible to play in finals for that team. If a player is returning from injury or there are other extenuating circumstances, an application can be made to the committee for consideration.
9. Except in the event of injury to a player, the game clock will continue to run until the last minute of the game. In the last one (1) minute of the game only, the scorers are to stop the clock for interruptions to the game arising from a referee's whistle. This can include time-outs, fouls, substitutions, etc. The scorers are to restart the game clock immediately play recommences.
10. Time-outs are not permitted within 3 minutes of the end of the first half of any game.
11. Subject to paragraph 12 below, DAAB uses the white three-point line at Mullum Mullum Stadium.
12. The closer, small free-throw line, painted black, can be used by any player in the following instances:
  - a. Where the player is under 12 years old,
  - b. At the discretion of a referee, in appropriate instances, for example, where the player can't throw the ball the distance required, and
  - c. In Division 4 games.

13. If any player receives a technical foul or foul for unsportsman-like conduct, that player must proceed to the bench and remain there for a minimum of three (3) minutes on the game clock.

#### **Forfeiture of games**

14. Where insufficient players in a team will attend Mullum Mullum stadium to play in a scheduled game, a representative of that team must notify the competition manager at least 24 hours prior to the scheduled commencement of the game.
15. If a team does not have 4 or more of its registered players present by the time stipulated at paragraph 2 above, that team must forfeit that game.
16. Except for players participating in a trial game, any team that plays a game with an unregistered player forfeits that game.
17. In the event a team forfeits a game, the competition points for winning that game (3 points) are awarded to the other team. The team that forfeits a game is awarded the competition points for losing a game (1 point), except in instances where notice under paragraph 14 was not provided by the time specified. In such instances, the team forfeiting the game may at the discretion of the DAAB committee not be awarded any points.
18. Where possible, a practice game between the competing teams not for competition points ('scratch match') commencing as soon as practicably after the time stipulated in paragraph 2 can still take place. A scratch match can occur if sufficient of the team's registered players have arrived or other registered players from other team(s) [including player(s) from a higher division] can be co-opted to play for that team so that the team has at least 4 players. Where a scratch match takes place, scoring is recorded as normal.

#### **Evaluation and implementation**

The DAAB Committee will review and evaluate this policy each time it conducts its policy review cycle.

Where paragraph 17 relates to a team that forfeits a game, that paragraph will apply from the commencement of the 2022/2023 summer season.

#### **History:**

Adopted by the DAAB Committee: 18 May 2015

Last reviewed and updated on 5 September 2022.