**SUNDAY NIGHT MEN – LOCAL RULES – SEASON 1 (C19) 2020**

ZERO

TOLERANCE FOR FIGHTING or ABUSE

Website: [www.piratesbasketball.net.au](http://www.piratesbasketball.net.au)

 Email: admin@southwestbasketball.com.au

1. SWM adhere to FIBA Rules with the following exceptions/additions.
2. All divisions can play “zone” for the whole game, if they choose to. There is NO shot clock.
3. Games are in 1-hour timeslots this season, to allow for the exit and sanitising of the court before the next game commences.
4. The clock may be stopped for free throws during the game, ONLY IF there is less than a 10-point margin at the time of the free throws being awarded.
5. **In the event of a timeout being requested immediately before free throws**, the clock is to run during the timeout, unless it’s in the last two minutes of the 4th quarter, where the clock will be stopped regardless.
6. Games will generally have a running clock, with the exception of point #4 above and the clock will stop on all whistles in the last 2 minutes of the last quarter (only) of the game.
7. NO timeouts are allowed in the first 3 quarters, where there is less than 3 minutes remaining on the game clock.
8. 4 x 10 Minute quarters.
9. A minimum of 2 minutes warm up and a 2 minute half time break.
10. 1 minute break after the first and third quarters.
11. Overtime: only in Semis or Grand Final, where a clear result is necessary.

3 minutes, same direction, fouls stay the same, 1 timeout per team.

1. **All players MUST be registered with South West Metro before taking the court in a “round” game, otherwise, teams may forfeit their win/loss points. Unregistered players do not appear in our laptop scoring system. Players are NOT TO PLAY under someone else’s name! FYI - players who play any games unregistered, those games do not count towards their Finals eligibility (55% of the season). Register and pay online at** [**www.piratesbasketball.net.au**](http://www.piratesbasketball.net.au)
2. Team nominations must be completed and returned to SWM before the commencement of the season, so that all players can be entered into their team. If any new players join after the team nomination has been lodged, **it is the Captain/Manager’s responsibility to advise SWM** that a new player needs to be added.
3. All players in teams must have the same singlets and look like a team. Players in teams must wear the same numbered singlet all season, unless a written request is emailed to admin@southwestbasketball.com.au requesting a permanent change to the team’s singlet numbers. **PENALTY**: 5 points per infringement (added to the opposition’s score at half time).
4. A team BOND of $80 is payable at the commencement of the season. The bond will be used if necessary to cover any forfeit penalties (see point 16), and if not used during the season, it will be used as payment for the team’s last “round” game before the Semi Finals. The bond is payable by cash, Eftpos or internet banking transfer and must be paid by the first week of “round” games.
5. The weekly $80 Game fee must be paid BEFORE the game, as one (1) amount, with either cash or Eftpos.
6. At the start of the season, teams may request SWM to source a PAID scorer to cover their games each week – the scorer is to be paid $15 directly from the team on game day. If no paid scorer is requested, teams MUST provide their own competent scorer for every game. Training can be provided if necessary, by emailing the training request to SWM.
7. Any players who receive a Technical foul, will be “SIN-BINNED” for **3 minutes** of playing time, regardless of the score or number of players the team has, and must sit on the bench, until the 3 minutes of playing time has elapsed. The countdown clock icon will display the time in the laptop scoring system, beside the offending player’s name. The bench must signal the referee if the player does not leave the court automatically.
8. Players cannot play in two (2) teams within the same division.
9. POINTS: Win - 3, Draw - 2, Loss - 1, Bye - 3, Washout - 2, **Team forfeiting: -3 penalty** and is counted as a loss, Team receiving a forfeit: 3 and is counted as a win.
10. FORFEIT PENALTIES:
11. With more than 48 hours’ notice given, no $$ penalty for a team’s first forfeit, however, -3 ladder points deducted.
12. With more than 48 hours’ notice given, but a team’s second forfeit in the season: $50 and -3 ladder points deducted. This is to be paid with the following week’s game fees ($130).
13. With less than 48 hours’ notice given, the $80 bond will be used as your forfeit fee and -3 ladder points deducted.
14. **For a team’s third forfeit, regardless of the amount of notice given, the offending team will be removed from the competition.**

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