



**Basketball Leagues  
Handbook  
Summer  
Season  
2017**

Covering all basketball competitions held at:

**Bury Sport for All Centre, Philips High School, Higher Lane, Whitefield, M45 7PH**

**Oldham Sport for All Centre, Newbridge School, Roman Road, OL8 3PT**

**Stockport Sport for All Centre, Reddish Vale High School, Reddish Vale Road, Reddish, SK5 7HD**

### 1. Team entry fees

- a. Junior team entry fee - £15.50 per team
- b. Senior team entry fee - £22.50 per team
- c. Senior 3-on-3 team entry fee - £12.00 per team

### 2. Team game fees

#### a. Bury Centre

School years 2,3&4	£15.50 game fee + £4.00 for a referee (one only)
School years 5 to 8	£15.50 game fee + £5.00 for a referee
School years 9 to 11	£15.50 game fee + £6.00 for a referee
Under 17s to 20s	£15.50 game fee + £6.00 for a referee
Under 21s to 25s	£15.50 game fee + £6.50 for a referee
Seniors	£23.00 game fee + £7.00 for a referee
Senior 3-on-3	£11.50 game fee + £3.50 for a referee (one only)

#### b. Oldham Centre

School years 2,3&4	£15.50 game fee + £4.00 for a referee (one only)
School years 5 to 8	£15.50 game fee + £5.00 for a referee
School years 9 to 11	£15.50 game fee + £6.00 for a referee
Under 17s to 20s	£15.50 game fee + £6.00 for a referee
Under 21s to 25s	£15.50 game fee + £6.50 for a referee
Seniors	£23.00 game fee + £7.00 for a referee
Senior 3-on-3	£11.50 game fee + £3.50 for a referee (one only)

#### c. Stockport Centre

School years 2,3&4	£15.50 game fee + £4.00 for a referee (one only)
School years 5 to 8	£15.50 game fee + £5.00 for a referee
School years 9 to 11	£15.50 game fee + £6.00 for a referee
Under 17s to 20s	£15.50 game fee + £6.00 for a referee
Under 21s to 25s	£15.50 game fee + £6.50 for a referee
Saturday senior mixed	£20.50 game fee + £7.00 for a referee
Tuesday senior mixed	£26.00 game fee + £7.00 for a referee
Seniors	£26.00 game fee + £7.00 for a referee
Senior 3-on-3	£11.50 game fee + £3.50 for a referee (one only)

### **3. Definitions**

- a. **SFAC** – Sport for All Centre
- b. **Team entry form deadline** – Monday 27<sup>th</sup> March 2017
- c. **Season start date** – Monday 10<sup>th</sup> April 2017
- d. **Closure dates** (no games – all dates inclusive)
  - i. Friday 14<sup>th</sup> April 2017 to Monday 17<sup>th</sup> April 2017
  - ii. Monday 1<sup>st</sup> May 2017
  - iii. Monday 29<sup>th</sup> May 2017
  - iv. Friday 28<sup>th</sup> July 2017 to Monday 28<sup>th</sup> August 2017
- e. **Grand finals day** – Saturday 7<sup>th</sup> October 2017
- f. **Cut-off date** – Sunday 2<sup>nd</sup> July 2017

### **4. Team responsibilities**

- a. Team organiser

Each team shall nominate one person as a team organiser for communication purposes during the season. It is the responsibility of the team to familiarise team members with league regulations and to distribute relevant information.

- b. Team entry forms and player registrations
  - i. Team entry forms are to be completed fully, with all details, on entering a team and it is the team contact's responsibility to ensure that this form is updated throughout the course of the season.
  - ii. Players must be registered on a team's entry form before they can play for that team. Teams playing unregistered players will forfeit all associated matches.
  - iii. Teams must complete a registration form and make full payment before entering the competition.
  - iv. Teams playing in the previous season, who return a fully completed entry form by the closing date with the appropriate team fee, will be guaranteed a league position for the new season.
  - v. After the team entry form deadline, teams will be allocated on a first come first served basis.
  - vi. Teams can only register 10 players on each registration sheet. Players must be removed before adding others, under no circumstances are team managers to have more than 10 players at any one time registered on any one team. Deregistered players cannot be re-registered during the season. League points will be deducted to offending teams. Teams that had more than 10 players registered prior to the end of the previous season may keep all previously registered players. However, if players are deregistered, they cannot be replaced to take the quota over 10 again.

### **c. Score sheets**

- i. All team players should print their full name and playing number on the score sheet at least 10 minutes before the scheduled tip-off time. Score sheets **cannot** be removed from reception until both teams have paid the correct team fee and the score sheet is stamped "PAID". The last team to pay is responsible for taking the score sheet to the score bench. At the end of the game, the winning team should return the score sheet to reception.
- ii. Players who do not attend a match who have been recorded on the sheet should be crossed off the score-sheet at half-time by the referees.
- iii. Players can join the game at any time only if they are registered for that team prior to the scheduled tip-off time.

### **d. Team official (SCORER)**

- i. Every team must provide a competent scorer or timekeeper, who is at least 13 years old.
- ii. The referee may delay the start of a match **(not the clock)** if teams fail to provide a scorer.
- iii. Any team failing to provide a scorer may not lodge a protest in the event of a match dispute.
- iv. If there is a discrepancy between the score sheet and the scoreboard at the end of the game, the result on the score sheet will be the one used.

## **5. League age restrictions**

- a. All junior players must be in the appropriate school year on the first day of the season. Note that some players will be a year above the appropriate school year for the period from September to October, and this is permitted.
- b. Cut-off dates for junior competitions are:  
Under 17s, born on 1<sup>st</sup> September 1999 or later  
Under 18s, born on 1<sup>st</sup> September 1998 or later  
Under 19s, born on 1<sup>st</sup> September 1997 or later  
Under 20s, born on 1<sup>st</sup> September 1996 or later  
Under 25s, born on 1<sup>st</sup> September 1991 or later
- c. For health and safety reasons, players may not play for a team that is two or more age groups above their own school year (eg. a school year 4 player may not play in the school years 7&8 competition)
- d. The exception to this rule is for players in school year 9 or above who are permitted to play in all age groups from school years 9&10 upwards, including senior competitions.
- e. For senior competitions, players must be in school year 9 or above to be eligible to play.

### 6. Basketball England Affiliations

- a. The centre may affiliate teams and officials to Basketball England during the season. To organise this, data from team entry forms will be passed to Basketball England directly but no other third parties. By entering the Sport for All competitions, all teams and players consent for Sport for All Centres to affiliate them with Basketball England.

### 7. Rule modifications

- a. School years 3&4
  - i. Ball: size 5
  - ii. Baskets: lowered to 8 feet
  - iii. Free-throws: the netball semi-circle line
  - iv. Timing rules: No 3-second, 5-second, 8-second or 24-second rules
  - v. Half-court: The back-court violation rule does not apply
  - vi. Half-court defence  
Once a team has scored, it must retreat back to the halfway line to defend. Teams may defend full court in the last two minutes of the game if the difference in the team's scores is less than 10. The penalty for infringing this rule is sideline possession to the non-offending team.
  - vii. Zone defence  
Teams are not permitted to play any form of zone defence (including presses). The penalty for infringing this rule is an initial warning to the coach followed by a coach technical foul for repeated infringements.
- b. School years 5&6
  - i. Ball: Size 5
  - ii. Free-throws: the netball semi-circle line
  - iii. Timing: The 3-second (in the key rule) will be a 5-second rule
  - iv. Half-court defence  
Where a team is 20 points ahead of their opponents they must retreat to half court after scoring a basket. The penalty for infringing this rule is sideline possession to the non-offending team.
  - v. In the last 2 mins of the game the clock will only stop on the referees whistle if one team is less than 20 points ahead
  - vi. Zone defence  
Teams are not permitted to play any form of zone defence (including presses). The penalty for infringing this rule is an initial warning to the coach followed by a coach technical foul for repeated infringements.
- c. School years 7&8
  - i. Zone defence  
Teams are not permitted to play any form of zone defence (including presses). The penalty for infringing this rule is an initial warning to the coach followed by a coach technical foul for repeated infringements.

#### d. Senior mixed

##### i. Team Members

Teams must have at least two males and/or females on court at all times, except in circumstances resulting from injury or disqualification, where a team may go down to at least one of each sex. If players cannot be replaced legally then play continues with the reduced number of players. They must be over 25 and may not be already playing in the Premier Division of the Men's league.

##### ii. Keyway restrictions

Males are prohibited from entering the far key area (furthest from sports hall entrance) Females are prohibited from entering the near key area (nearest to sports hall entrance). Infraction of this rule will result in end-line possession to their opposition. Intentional key area offences will result in a technical foul being called against the offending player.

##### iii. Ten Points Scoring Rule

Each player is restricted to scoring ten (10) points per game. Once all players named on a team's score sheet have scored their ten points (unless fouled out), each player may then score a further ten points.

#### e. 3-on-3 (half court)

##### i. Game timing: 2 x 15 minute halves with a running clock

##### ii. Court: half a basketball court with both teams shooting into the same basket.

##### iii. Teams: minimum of 3 players required to start a game

##### iv. Possession:

The ball will change possession after each basket scored and teams must clear the ball past the 3-point line on every change of possession

##### v. Checking the ball:

After all violations, fouls and baskets the team taking control of the ball should check the ball with a opposing player by throwing him/her the ball and then receiving it back outside the 3-point line.

##### vi. Shot clock: 14 seconds

##### vii. Team fouls: From 6<sup>th</sup> team foul onwards teams receive 1 shot for 2 points

##### viii. Shooting fouls: 1 free throw for 2 or 3 points depending on shot attempted

##### ix. Aggressive / repeated fouling:

Players who persistently foul or foul aggressively may be ordered to leave the court for a period of time determined by the referee. Unsportsmanlike conduct may result in players being disqualified from the game.

#### f. Walking basketball

##### i. Running is not permitted. The penalty for infringing this rule is sideline possession

the non-offending team. The referee has discretion to allow advantage if this action does not affect the play. Deliberately running to gain an unfair stoppage of the game will result in a technical foul.

##### ii. Male players are not permitted to block the shot attempts of female players. The

penalty for infringing this rule is sideline possession to the non-offending team.

- iii. All players need to remain in the half of the court where the active play is taking place.
- iv. Once a team has scored, it must retreat back to the halfway line to defend. Teams may defend full court in the last two minutes of the game if the difference in the team's scores is less than 10. The penalty for infringing this rule is sideline possession to the non-offending team.
- v. Timing rules: No 24-second or 8-second rules

## 8. League administration

- a. League tables
  - i. League points for matches will be as follows:  
Win = 3, Draw = 2, Loss = 1, Walkover = 0, Penalty points = -1
  - ii. New teams entering the leagues will be credited with 1 point for every league fixture up to the first 8 weeks. After the first 8 weeks new teams will not be credited with any points per fixture to date.
  - iii. One or two top teams from all divisions, excluding play-off results, will be promoted at the end of each season. The bottom one or two teams will be relegated.
- b. Fixture requests
  - i. All teams can expect to receive a fair distribution of match times throughout the season. Teams wishing to make any special requests regarding scheduling must do so in writing using the special request form (available from reception) and lodge this with the team's entry form.
  - ii. It should be noted that only legitimate requests will be considered. Every attempt will be made to cater for teams; however there is no guarantee that all requests will be met.
  - iii. Teams are expected to play at all times and for all dates scheduled for their associated programme.
  - iv. Fixture requests **will not** be carried over from one season to the next.
- c. Moving divisions
  - i. Teams may move division only with a legitimate reason and with written permission from the Basketball Programme Manager. The Basketball Programme Manager will have the authority to move a team at any time in the season to an appropriate division to suit their ability level.
  - ii. Teams moving UP a division will carry forward their current league points. Teams moving DOWN a division will be credited with 2 points per fixture to date.
  - iii. After the cut-off date, teams & players will not be permitted to change divisions / teams (except in exceptional circumstances; teams will not receive any league points to date).

### **9. Conduct of players, coaches and spectators**

- a. Any player, coach or spectator reported to have conducted themselves in a manner contrary to the best interests of basketball may be suspended or disqualified from SFAC competitions. Any person suspended or disqualified may not play, coach or be a spectator at any Sport for All Centres
- b. Copies of the SFAC codes of conduct for players, coaches and spectators, as well as the SFAC disciplinary code may be obtained from the SFAC on request.

### **10. League competition rules**

- a. Timing
  - i. Each match will consist of halves of 20 minutes running clock with an interval of two minutes for half-time.
  - ii. Each team is permitted one time-out per half of one minute duration (running clock).
  - iii. The clock will stop only in the last two minutes of the match, on all referee's whistles and following successful field goals.
- b. Uniforms
  - i. Teams must wear matching (in colour) shorts and vests, numbered on the front and back. Small side stripes on shorts will be allowed, if the shorts main colour is the same as the kit. Teams will be penalised 1 point per item per player if in incorrect uniform implemented by the official at half time, and no later.
  - ii. If a player has lost a kit or the team has a new player and they are in the process of purchasing one, allowances may be made, but only for a short period of time and with permission from the Basketball Programme Manager.
  - iii. Tracksuit pants are NOT allowed and will be classed as illegal uniform unless approved by the Basketball Programme Manager for medical or religious reasons.
  - iv. T-shirts under vests are NOT allowed unless approved by the Basketball Programme Manager for medical or religious reasons.
  - v. All new teams will be allowed six (6) games from their first league fixture to comply with Uniform Regulations. On the seventh game penalties apply. New players to a team have (6) games to comply with uniform regulations
  - vi. Numbers must be in the ranges of: 4-99 ("0" or "00" are illegal numbers as are 1, 2, 3 and 100).
  - vii. Please note that the uniform rule is enforced by the officials in all circumstances and is not at the discretion of the teams playing.
- c. Colour clashes
  - i. Teams with similar coloured uniforms should organise a change of bibs (available from the centre staff) before their scheduled tip-off time.



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- ii. The first named team on the match fixture shall have priority of uniform colours.
  - iii. It is the responsibility of the playing teams to ascertain that there is a potential clash and to organise the bibs before the scheduled tip-off time as games will not be delayed.
- d. Walkovers
- i. A walkover occurs when:
    - A team cancels a scheduled match
    - A team is more than ten minutes late (see late start penalty)
    - A team has less than four legal players
    - A team fields an illegal player (see player restrictions)
  - ii. In the event of a walkover the none-offending team will receive a win, with a match score 20-0.
  - iii. In the event of a game not taking place due to a walkover the offending team will receive a walkover fine:
    - UN-NOTIFIED WALKOVER: double team match fee penalty
    - NOTIFIED WALKOVER: (over 48 hours notice) double match team fee less referees payments
  - iv. Any team giving two (2) walkovers (notified or un-notified) will be disqualified from the competition, unless there are extenuating circumstances, and the Basketball Programme Manager has been informed and agreed.
  - v. In the event of exceptional circumstances the Basketball Programme Manager has the authority to replay a forfeited match at a mutually convenient time for the teams concerned. Rescheduled matches must be completed 3 weeks prior to Grand Finals day. Games that have not been able to be rescheduled will be turned into walkovers.
  - vi. Walkover fines must be paid within one week. Teams with outstanding fines will lose all their league points until all outstanding fines are repaid in full, in which case all league points will be reinstated. League points will not be reinstated after the last day of the season.
  - vii. Teams must have paid off any fines or short-payments in full no later than 7 days prior to the end of the season to have their points reinstated and to be eligible for position on the league tables. Teams with monies outstanding on the last day of the season will be ineligible to re-enter the leagues.
  - viii. Any player of a team who has not paid overdue fines or fees may be refused registration with another team until such fines/fees have been paid
- e. Scratch match
- i. A scratch match is a match where ineligible players are involved to avoid a walkover.
  - ii. Both teams are required to pay their full game fees with the match being played under normal conditions.
  - iii. In this situation the team who was unable to field a legal team, will not receive a fine and will receive one (1) league point. The other team will receive a win, with score of

20-0.

f. Late start penalty

- i. The referees will commence all games on time.
- ii. When time is called to begin play, any team not ready on court with a minimum of 4 players ready to play will be penalised 2 points per minute, implemented by the referee at the start of the game.
- iii. The score sheet must be on the score bench with a paid stamp next to both teams before the game can start. After 10 minutes walkover penalties apply.

g. Player restrictions

- i. All Yr 3&4 and Yr 5&6 are mixed competitions. Yr 7&8 up are single sex competitions, unless stated otherwise.
- ii. Players can only register and play for one team per competition. A competition is defined as a league for a particular age group and gender (for juniors) or for a particular day and gender (for seniors). Note some competitions for days / age groups may have different genders allowing registration for more than one team (eg. male, female, mixed).
- iii. National league players  
Each team may not register more than 3 national league players at any time during the season. The exceptions to the rule are where existing teams have more than 3 players registered for national league entering the season, or where a player is selected to play national league during the season which takes their quota above 3. It is the team contact's responsibility for ensuring that all national league players are identified by ticking the national league box on the team entry form. Players registered for national league in the winter season will also be considered to be national league players for the entirety of the following summer season.
- iv. Teams can field a maximum of 10 players for each match.
- v. Any teams fielding illegal players will forfeit the game 20-0.

h. Player transfers

- i. Players may transfer to another team/club during the first 10 weeks of the season. Players wishing to transfer between team/clubs may only do so by completing a transfer form & with authorised permission of the Basketball Programme Manager. Players transferring teams without permission will forfeit or lose all matches whilst illegally participating. After ten weeks, players will not be permitted to change teams (except in exceptional circumstances).
- ii. The transfer rule applies during and across seasons, which includes breaks between seasons. A transfer request is not required for players who subsequently do not register for one or more seasons. Transfers between teams from the same club are permitted between seasons without the need of a transfer form.
- iii. Poaching of players from other teams or clubs is not permitted. This normally involves approaching players (or their parents for juniors) from other teams or clubs and offering them the opportunity to join their team or club. Where this is found to

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have occurred, the associated transfers will not be approved and disciplinary action will be taken against those found to be poaching.

#### i. Grand Finals

- i. It is the club/team responsibility to ascertain a player's final eligibility at least two (2) weeks prior to the end of the season. Players have to have played 5 games to qualify for a place in play offs or finals. Byes do not count as a game played.
- ii. Team organisers should not write a player's name on the score sheet unless he/she plays in that game. If players' names are on the sheet and they haven't played, a line must be put through the name. This should be done for every game.
- iii. For all school years 3&4 and 5&6 competitions, the season will finish with normal league games on grand finals day and they will not take part in any play-off series. Awards will be given to the league winners and runners up. All players on teams competing in primary school competitions will receive an award.
- iv. For all other competitions, the top four placed teams in the league will qualify for play-offs and will play semi-finals (1<sup>st</sup> v 4<sup>th</sup>, 2<sup>nd</sup> v 3<sup>rd</sup>) on the game before grand finals followed by a final on grand finals day. All other teams will play on semi-finals day
- v. For all semi-final and final matches, in the event of a tied match at the end of regulation time, one period of overtime will be played of 2 minutes stopping clock. If after 2 minutes the scores are still tied, the end of time siren will be ignored and play will continue. The first team to score after this will win the game, even if the basket is a free throw. Note that team fouls incurred in the second half of the game will be carried forward to the overtime period. Teams will only be permitted one timeout in the second half which can be carried over into overtime.

#### j. Court responsibilities

The team coach or, in their absence, team captain is responsible for the conduct of his/her team's players, scorers and spectators. All participants are requested to read the guidelines concerning codes of conduct and spectator behaviour. Coaches and spectators must stay in their teams appointed area & are not permitted to move up and down the sidelines.

#### k. Blood rule

If a player should bleed during the course of a game they must leave the court immediately and may not return until all bleeding has stopped or suitably covered. Any blood on players clothing, the ball or surface of the court must be cleaned before play can recommence.

#### l. Pregnancy

For health and safety reasons, no player may compete once she has passed the 3-months mark

#### m. Jewellery & fingernails

- i. All jewellery is to be removed with the exception of medical alert bracelets, flat wedding rings and newly acquired pierced earrings which shall be taped. Any other piercing that cannot be removed must be taped.

- ii. No adornment that may endanger player safety shall be worn. This includes hair clips/slides etc.
- iii. Fingernails must be short and smooth. The referee may check this but captains should check players before games. Acrylic nails will only be allowed if short and smooth. Nails are not allowed to be covered in order to avoid cutting

n. Personal belongings disclaimer

All participants, spectators, coaches and match officials are responsible for their own personal belongings and vehicles whilst attending the Centre. B. H. Sports Management Ltd will not accept any responsibility for any items lost, stolen or damaged at the Centre. It is advised that items of value such as jewellery and mobile phones are not brought to the Centre.

o. Insurance & First-aid

- i. All players are covered by the SFAC Public Liability Insurance but players and officials take to the courts at their own risk.
- ii. Teams should provide their own first aid kits and ice packs and strapping tape.
- iii. The Centre does not provide ice packs for injuries. Any application of ice to injuries is done at the discretion of the team.
- iv. The Centre has a basic emergency first aid kit located behind reception.
- v. All injuries are to be reported to the SFAC as soon as they occur and the Accident Book completed.

p. Alcohol & drugs

- i. No player or official is allowed to compete / officiate at the SFAC if they are under the influence of alcohol or illegal substances.
- ii. If any SFAC member of staff feels that a player, official or spectator is under the influence of any substance, they will be asked to leave the SFAC.
- iii. No alcohol or illegal substance may be brought into the centre.

q. No-smoking policy

The Centre has a no smoking policy. Smoking is not permitted anywhere in the building or outside on the school grounds.

r. Photography

- i. Anyone wishing to use a camera, still or video must before attempting to use that camera, register their intent with the Centre staff at reception. This includes the use of camera-phones for photography.
- ii. From time to time the SFAC will have professional photographers on hand to take pictures of teams and players. These pictures will be available to buy after matches on these days. SFAC may use some of these images for promotional purposes. If your team or a member of your team does not want to be photographed, this must be

brought to the attention of the centre.

s. Dunking rule

Any person found hanging on the rings (unless to not do so would cause injury) will be charged with a Technical Foul and may be suspended from continuing to play in that game. The full cost of any damage caused to a basket by dunking or swinging on the ring must be paid by the offender before that person will be allowed to recommence playing at the SFAC.

### **11. Complaints procedure**

- a. Where possible complaints should be directed to the Basketball Programme Manager at the time of the game in a calm and courteous manner. Threatening and abusive conduct towards SFAC staff from players, coaches, spectators and officials will not be tolerated and such actions will be reported to the Management who will take disciplinary action against offenders, which may lead to prosecution.
- b. A copy of the SFAC complaints procedure is available on request.

## SPORT FOR ALL BASKETBALL COMPETITIONS

### Bury centre

DAYS	COMPETITION
Thursday evenings	Men's Women's 3-on-3 mixed (under 15s and under 18s)
Friday evenings	School years 9&10 boys basketball Under 18s boys basketball
Saturday evenings	School years 3&4 mixed School years 5&6 mixed School years 7&8 boys School years 7&8 girls

### Oldham centre

DAYS	COMPETITION
Friday evenings	School years 9&10 boys Under 18s boys
Saturday evenings	School years 3&4 mixed School years 5&6 mixed School years 7&8 boys School years 7&8 girls
Sunday evenings	Men's Mixed

### Stockport centre

DAYS	COMPETITION
Tuesday evenings	Mixed basketball adults (no rule modifications, no national league restrictions)
Thursday evenings	Men's Women's 3-on-3 mixed (under 15s and under 18s)
Friday evenings	School years 9&10 boys basketball Under 18s boys basketball
Saturday evenings	School years 3&4 mixed School years 5&6 mixed School years 7&8 boys School years 7&8 girls