CITY OF
TEA TREE GULLY

Naturally Better

Basketball Conditions of Play (COP)

Golden Grove Recreation & Arts Centre
Turramurra Recreation Centre
Burragah Recreation Centre

The City of Tea Tree Gully accepts no responsibility or liability in respect of injury, loss or damage suffered by any person whilst at its Centres.

Centre management reserves the right to make the final interpretation on all conditions contained within.

Contents

1. Interpretation 3
2. Definitions 3
3. Registration and team nomination 3
4. Team and player responsibility 3
5. Uniforms 4
6. Player eligibility 5
7. Timing conditions 5
8. Injury time, bleeding (blood policy) 6
9. Abandoned games 6
10. Late arrivals 6
11. Scorers 7
12. Score sheets 7
13. Forfeits 8
14. Drawn games 9
15. Illegal players 9
16. Fines and fees 10
17. Team withdrawal 10
18. Referees 10
19. Referee training and grading 10
20. Team penalties 10
21. Clearances 11
22. Misconduct and penalties 11
23. Protests and complaints 12
24. Player reports and management inquiries 12
25. Appeals 13
26. Equipment 14
27. Use of cameras and filming equipment 14

Appendices 15
Appendix 1 – Conditions of Play governing Mixed Basketball 15
Appendix 2 – Conditions of Play governing Daytime Basketball 15
Appendix 2 – General - All 16
Penalty/suspension guidelines 17

1. Interpretation

1.1. Day to day interpretation of these Basketball Conditions of Play shall be the responsibility of Centre Management and the Referee Coordinator.

1.2. Matches will be played according to the Official Rules authorised by the FIBA, subject to domestic rulings as per these conditions of play.

2. Definitions

2.1. Each day section and each night section shall be recognised as a separate competition.

2.2. The game is designed for single sex and mixed competitions.

2.3. Mixed basketball is designed as a social game for men and women and is governed by a separate COP (refer Appendix 2).

2.4. 'Club' means one or more teams identified by name or uniform.

2.5. 'Team' means a maximum of 12 participating players, in any one game, which may constitute an entire club or part of a club.

2.6. The term 'members' refers to players, volunteers, coaches, spectators, media, officials, administrators, staff, teachers and parents.

2.7. An 'asterisk' is a one-week suspension (with a one-week suspended sentence) issued to a member by an official or management. Note – an asterisk form must be completed by the officiating umpire and signed by the coordinator.

2.8. An 'independent panel' is comprised of a combination of Recreation Support Officer(s) or the Manager of the City of Tea Tree Gully's Health & Recreation Services or an independent senior umpire or an independent person not involved with the original investigation.

2.9. 'Activities' refers to all sports and programs offered by the City of Tea Tree Gully's Recreation Centres.

3. Registration and team nomination

3.1. All players **must** register on or before their third match. Each competition requires a separate registration and all registrations cease at the end of any one season.

3.2. The penalty for playing an unregistered player is automatic loss of the match or matches in which the offence occurred (refer COP 15).

3.3. All players participating in the Centre's senior competition (women's, men's, mixed) must be a minimum age of 14 years to register.

3.4. A player shall not play for more than one team or club in the same competition during the season without the granting of a clearance (refer COP 15).

3.5. Team nominations fees must be paid at the first match of the season.

4. Team and player responsibility

4.1. A team shall be held responsible for the conduct of its members, officials and spectators whilst within the facilities, in the Centres, their grounds and council owned land.

4.2. Centre Management reserves the right to not allow teams to increase their playing strength beyond the compatibility of the grade in which they play by the introduction of new players (division one teams are exempt). New players may be subject to a Physical Performance Assessment.

4.3. Centre Management reserves the right to not allow teams to enter additional or other competitions within the Recreation Centre.

5. Uniforms

5.1. All uniforms shall be registered and approved by Centre Management at the commencement of each season.

5.2. No team shall alter its uniform, except with the approval of Centre Management.

5.3. All teams will be given three weeks grace to obtain the correct uniform. All teams (including all team members) must be in correct uniform on the date of their fourth match of the season, and for every match thereafter.

New players must be in correct uniform on the date of their fourth match.

Tracksuit pants are only permitted in the first three weeks. Pockets are not permitted unless they are closed with a zip.

Penalty: For each defaulting player, six bonus points per infraction, awarded to the opposition. A uniform infringement can be applied by the referee at any time during play.

5.4. A player must play their first match in suitable playing shorts/tracksuits and correct footwear (COP 5.8).

5.5. Uniforms shall consist of the following:

Tops – singlets and/or shirts of predominantly the same colour (thin side stripe or logo permitted)

Bottoms – shorts/bike pants/leggings of predominantly the same dark/light colour (thin side strip or logo permitted). Any combination is permitted. Full length skins or compression pants are permitted to be worn underneath approved shorts/bike pants.

Numbers – front and back (must be permanent numbering, in good legible condition). Taped or stapled numbers are not permitted.

5.6. The following permanent numbers are the only numbers permitted on player uniforms **00-99**. Numbers may be of any visible colour except the colour of the top.

5.7. Where a colour clash occurs, the first named team on the program is responsible for wearing an alternate uniform or bibs (bibs available from the kiosk for this purpose). If the first named team is in full uniform and the second named team is in varying uniform, then the second named team will be required to wear an alternate uniform or bibs.

5.8. Approved, non-marking sports footwear must be worn.

5.9. Medical piercings shall be permitted if taped and a doctor's medical certificate must be cited by recreation staff annually. Centre management reserve the right to review medical piercings each season.

5.10. Medic Alert bracelets shall be permitted if taped or covered by a sports band. These must be cited by recreation staff at the start of each season or at the players first game.

5.11. Sharp adornments, items of jewellery (including but not limited to beads in hair, metal hair clips and visible body piercings) or fingernails protruding above the tops of fingers are **not** permitted. Wedding rings must be taped and remain covered at all times, or alternatively removed. Items of jewellery that are concealed are also to be removed. The onus is on the player to removed concealed items of jewellery. Players are accepting responsibility to themselves and others for any injury that may occur, and may be held liable, as a result of any concealed jewellery not removed.

If sports gloves are worn the Referee Coordinator must approve them prior to the commencement of play.

5.12. Cargo shorts and open pockets in uniforms are not permitted. Taping or stapling pockets is not acceptable, including in the first three weeks of the season. Pockets must be zipped closed as per COP 5.3.

5.13. Long hair must not obstruct numbers.

5.14. No match shall be delayed beyond the scheduled starting time to permit any offence to be rectified. The late arrival rule shall apply (refer COP 10).

5.15. The referee shall have the power to prohibit any player from participating in a match where a player's uniform is not in compliance with the provisions of these Conditions of Play.

6. Player eligibility

6.1. No player shall play in finals matches unless he/she has played at least three matches for that respective team and has completed the player registration requirements for that team.

Team contacts should check at reception, prior to finals, to ensure that all players are qualified.

6.2. Any club/school with two or more teams in different divisions of the same age group competition may allow a player from a lower division team to play in a higher division team three times. After playing more than three matches in a higher division, that player will no longer be able to play in the lower division team during that season.

6.3. A player from a higher grade may play in a team one grade lower than they are registered provided he/she has not played more than three matches in the higher grade.

6.4. A player will only be permitted to play for the team with whom they originally registered, unless transferring by clearance.

6.5. A player who has participated in a major round match may not, in the same competition, play in a division lower than that of the last match in which he/she played, or for another team in the same division unless the player becomes the fifth player to prevent a forfeit.

6.6. Any member who is (in the opinion of Centre Management or the Referee Coordinator) under the influence of intoxicating liquor or drugs may be deemed ineligible to play.

6.7. Players must have turned 14 years of age to be eligible to participate in senior competitions (may be subject to a Physical Performance Assessment or Player Age Acknowledgement Form).

6.8. A player shall be eligible to play one game only per day/night within a competition unless the player becomes the fifth player to prevent a forfeit. An exemption is provided for scratch matches.

6.9. Fill in players from another team will not be credited as playing a game in a scratch match.

7. Timing conditions

7.1. Matches shall consist of two halves of 20 minutes, with a one-minute half-time break.

7.2. All teams shall be present and prepared to play at least five minutes before the scheduled starting time of the match.

7.3. The time clock shall be started on the scheduled starting time of the match, as determined by the stadium clock, except in the situation of the playing umpire. Sufficient time will be allowed for the player/umpire to change uniform.

7.4. In all minor rounds the clock shall stop in the last two minutes when scores are 7 or less points. Once the rule takes effect at the 2-minute mark, the clock will continue to stop for the remainder of the period, even if the score difference becomes greater than 7 points. The clock shall not stop for injury, illness or court disturbance (e.g. fluid or dirt). In the event of overtime in finals matches the clock shall stop throughout the entire overtime period.

7.5. No time outs are permitted in the last two minutes, the ball can be advanced by notifying the baseline umpire.

7.6. The time clock shall stop for all time outs in grand finals, including official's time-outs for injury and team foul violations which result in two free throws being awarded. Full championship conditions shall apply in the last two minutes.

7.7. During all finals matches each team is required to provide a scorer (also refer to COP 11 and COP 12).

7.8. Unless the Centre Management consents to an alteration, matches shall be played on the dates and at the times listed in the match program. The clock in the stadium will determine the starting time.

7.9. Referees shall have control of the clock unless otherwise directed or stated by the referee.

7.10. Only two time-outs per team are permitted in each half. During extra periods, one time-out per team is applicable. No time-outs in the last two minutes of minor rounds and preliminary finals.

8. Injury time, bleeding (blood policy)

8.1. The clock shall not stop, except for an official's time-out or team time-out in the last two minutes of the match (when scores are 15 or less points difference).

8.2. When bleeding occurs **play must stop immediately**. The player concerned must leave the court until the bleeding has stopped and the wound is securely covered. The player may not return to the court until the bleeding has stopped and any contaminated clothing has been changed (replacement clothing may be of any colour/style). The player may then be substituted back onto the court.

8.3. The cleaning of equipment and surfaces which have been contaminated by a player's blood are the responsibility of the player and/or their team (gloves etc. are available from Reception).

8.4. All cases of stoppage in play will be controlled by the referee.

9. Abandoned games

In unforeseen circumstances, Centre Management reserves the right to abandon a game (e.g. power failure, poor weather conditions, equipment failure, court damage).

9.1. Where less than half of the game has been played (including no play at all) –

9.1.1. Both teams will be awarded 20 points and 1 premiership point each

9.1.2. Teams must submit a score sheet. All players whose names appear on the score sheet will be credited with having played one game. The score sheet must be provided to Reception within seven days

9.1.3. No teams will be required to pay match fees.

9.2. Where on half or more of the game has been played –

9.2.1. Scores and player recording will be recorded as if the game was completed

9.2.2. Both teams are required to pay the standard match fee.

9.3. In the event that a semi-final, preliminary final or grand final is abandoned, the higher ranked team will progress and/or be deemed the winner of the match (e.g. 1v2 match = 1 will progress).

10. Late arrivals

10.1. When a team has four players the match must start at the scheduled starting time and will proceed as a normal game. No point penalty is applicable providing the game commenced with

four players at the scheduled starting time. A penalty of one point per minute or part thereof applies if the defaulting team does not have four players.

10.2. If the team has less than four players and no scorer after a period of 10 minutes from the scheduled starting time, an un-notified forfeit shall be declared (also refer COP 13).

10.3. A player who arrives at any time during the match may have their name added to the score sheet and be entitled to play.

10.4. For daytime women's basketball matches only the minimum match fee, equal to five players applies when a match is played by only four players.

Teams are encouraged to play five players in major rounds, however four players are permitted in finals if teams cannot field a full team.

11. Scorers

11.1. Each team shall provide a score sheet and competent scorer for the start of each match. They are responsible for correctly filling out the score sheet including recording all points, fouls and operating the time clock/score board.

11.2. Penalty for not providing a scorer before half time of the match shall be an automatic 6 points awarded to the opposition team. Once the six points have been awarded, they cannot be revoked, even if a scorer becomes available. If neither team has a scorer, a player from each team must leave the court to act as scorer for the respective teams.

11.3. The opposition team scorer can agree to score for both teams, upon which no penalty points will be awarded. In this instance, the score recorded is undisputable by the opposition team.

11.4. For daytime women's basketball only, the penalty for not providing a scorer shall be two points awarded to the opposition. Once the two points have been awarded they cannot be revoked even if a scorer becomes available.

11.5. Scorers and timekeepers shall sit together at all times.

11.6. If neither team has a scorer, a player from each team must leave the court to act as a scorer for the respective teams (both teams must still provide a completed score sheet).

12. Score sheets

12.1. The team contact is required to ensure that only the names of players present and ready to play in the match are written on the official score sheet.

The team contact of each team shall be responsible for handling their team's score sheet to Centre Management after each match.

12.2. Both the player's Christian name and surname must be recorded on the score sheet. Incomplete or illegible names on score sheets may result in the player not being credited with playing that match.

12.3. Late arrival players who are ready to play will have their names included on the official match score sheet by the scorer. Late arrivals are required to be checked for correct uniform by the referee prior to play.

12.4. All players whose name appears on the score sheet must pay a match fee (if applicable).

12.5. The penalty for incorrect or incomplete player details is an illegal player penalty (also refer to COP 15).

12.6. Once signed by the referee, score sheets cannot be altered.

12.7. In the event that a score discrepancy occurs in a match, the umpires/coordinator shall deem the official score sheet.

12.8. For daytime games, the team contact of each team shall be responsible for handing the match fee satchel and score sheet to Centre Management after each match.

12.9. For daytime games, match fees for a match played with only four players must equate to the match fee which would have been submitted had they played five players (this equals the minimum match fee payable).

13. Forfeits

Any team forfeiting more than three times in a season may, at the Centre Management's discretion, be suspended from the competition.

All fines are payable at the team's next scheduled match. Any team neglecting to pay a fine within the stipulated time will have their premiership points withheld until the fine is paid. If fines are not paid after a second notice has been issued, the matter will be taken up with Council's debt collectors and the team may be withdrawn from the competition.

13.1. Notified, un-notified and no-show forfeit conditions:

- Forfeit notifications will be accepted from the team contact only
- The team contact may notify the Centre of a forfeit in person or via the centres phone or email.
- Any team which may find it necessary to forfeit shall notify staff by 5pm the day prior to the scheduled match. Forfeit notifications by 5pm the day prior to the scheduled match shall be classified as a notified forfeit and will attract a lower forfeit fine. Any forfeits without notification shall be classified as a no-show forfeit.
- Games forfeited outside the criteria are considered an un-notified forfeit and an increased forfeit fine is payable
- Forfeit fines are payable at the teams next scheduled match from incurring the fine, unless a payment plan is negotiated with Centre Management (also refer COP 16)
- The non-forfeiting team will be awarded a score of 20 points to nil and two premiership points
- In the case of a notified forfeit, the non-forfeiting team may lodge a score sheet within seven days of the time of the forfeited match in which case all players whose names appear on the score sheet will be credited with having played one match. Failure to do so will result in players not being credited with the game.

13.2. If a team does not have four players on court ready to commence play and a scorer within 10 minutes of the scheduled starting time, the match shall be declared an un-notified forfeit and COP 10.2 will apply.

13.3. If both teams do not have four players and a scorer within 10 minutes of the scheduled starting time, the match shall be declared an un-notified double forfeit. Both teams to pay the advertised forfeit fine at their next scheduled match.

13.4. In the case of an un-notified forfeit, both teams may mutually agree to play a scratch match. Whether a scratch match is played or not, the non-forfeiting team will be awarded a score of 20 points to nil and 2 premiership points.

If a scratch match is played, normal match fees will apply to both teams, not an un-notified forfeit fee. If a scratch match is not played, the forfeiting team will be required to pay an un-notified forfeit fee.

13.5. Any team which forfeits more than twice in a season or fields only four players more than three times in a season may, at Management's discretion, be withdrawn from the competition.

13.6. Any ladies daytime team forfeiting mid match will be required to pay an un-notified forfeit fee.

13.7. If the game is called off due to misconduct the forfeit fee applies as in COP 13.1.

13.8. Where a match is in progress and one team does not have two players ready to recommence play, after a period of five minutes, the match shall be declared a forfeit. If less than one half of the game has been played the forfeiting team will be required to pay the normal match fee. If the game is called off due to misconduct the forfeit fee applies as in COP 13.1.

The non-forfeiting team will be awarded two premiership points and is not required to pay a match fee. Both teams will be awarded the goals actually scored up to the time of the forfeit. This also applies to games called off for misconduct.

If one half or more of the match has been played, both teams are required to pay normal match fees (the match result will be recorded as in COP 9.2).

14. Drawn games

14.1. In minor round matches, a drawn game shall be considered a legal result.

14.2. During preliminary finals, the clock shall operate as per minor rounds.

14.3. In the event of a draw at the expiration of playing time, an overtime of three minutes shall be played. If it is still a draw, the three minute extra periods shall be continued until a result is achieved.

14.4. During preliminary and grand finals, the following applies:

14.4.1. The clock shall stop for all time outs and free throw situations resulting from a team committing it's eighth and consecutive fouls.

14.4.2. Throughout the match, full championship conditions shall apply in the last two minutes of the match.

14.4.3. In the event of a draw at the expiration of playing time the teams shall, after a rest of one minute, continue toward the same end with an overtime of three minutes during which time, full championship conditions shall be played. If it is still a draw, teams will immediately change ends and recommence play for a further three minutes. The three minute extra periods shall be continued until a result is achieved.

14.4.4. During each extra period of play, teams are permitted one time out and team fouls continue from the end of the second half.

15. Illegal players

15.1. Illegal players will be defined as the following:

- Not registered on the date of their third match
- Failing to pay the appropriate admission/team fee
- Non-observation of transfer regulations
- Playing for more than one team within the same program
- Non-qualification for finals matches
- Playing whilst under suspension
- Playing under an assumed name
- Incomplete player details recorded on score sheet.

Centre Management reserves the right to ask players for identification

15.2. The penalty for playing illegal players is an automatic loss of that match or matches in which the offence occurred. The team fielding the illegal player will have their score reverted to 0. The

opposition team score stands. In major round matches the penalty is automatic withdrawal from finals.

15.3. If a complaint is lodged regarding a person playing under an assumed name or playing out of the correct age group, proof of age/identification shall be required.

16. Fines and fees

16.1. Any team neglecting to pay a fine or fees within the stipulated time will have their premiership points withheld until all fines/fees are paid.

16.2. Centre Management has the right to withdraw the nomination of any team from the competition if fines or fees remain outstanding.

16.3. Any member 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.

17. Team withdrawal

On being accepted into any given competition, the team agrees to pay all scheduled matches, including finals. A team withdrawing at any stage after acceptance into the competition or during the season will incur a withdrawal fee, as set by the Centre, payable within 10 working days.

Teams have a choice when withdrawing from a competition:

- Play two matches and then incur no additional withdrawal fees following these two matches or
- Pay two notified forfeit fine fees and be removed from the competition immediately.

Should your team be contemplating withdrawing from the competition, please contact the Recreation Support Officer of the respective competition to discuss the situation.

18. Referees

18.1. The referees shall have control of the game and make decisions in accordance with the Official Rules endorsed by Basketball Australia and the Centre's Conditions of Play.

18.2. Referees may report any member, including players, team officials, supporters and spectators if, in their opinion, they display any form of misconduct which brings the game or the Centre into disrepute.

18.3. Referees shall wear appropriate attire, City of Tea Tree Gully umpiring top, dark coloured bottoms and ensure they wear appropriate sporting footwear.

19. Referee training and grading

19.1. Matches in any competition may be used for the training and/or grading of officials.

19.2. Officials participating in the *Coloured Shirt Program* (indicated by wearing a green shirt) are not to be questioned or spoken to by any coach, player or spectator. This program aims to support umpires at the beginning of their umpiring journey.

20. Team penalties

20.1. When a game is abandoned due to the conduct of a team and the non-offending team is ahead, the score at the time of stoppage shall stand. If the non-offending team is behind, the game will be awarded in their favour and the score will be recorded as 20 – 0.

20.2. Referees have the authority to forfeit a game if teams do not assist referees to control their members. Referees must identify the offending team and COP 13.7 will apply. If both teams are offending then both will be required to pay the un-notified forfeit fee.

20.3. A team whose players, whether they be individual player, different players on each occasion or the team as a whole, continually breach conduct rules and the Code of Conduct may, at the discretion of Management be withdrawn from the competition.

21. Clearances

21.1. A player must obtain a clearance, in writing, from the team contact of the team he or she last played for before transferring to any team within the same competition. The clearance must be lodged at Reception and agreed to by the Centre before the player commences playing in his/her new team. Clearances between seasons are not required. A clearance is only required once a player has played three matches in one team, from this point they may not play in another team in the same grade during the minor or major round matches. Centre Management will hear disputes on clearance upon request.

21.2. A player is entitled to only one clearance per season.

21.3. A player will not be granted a clearance whilst un-financial to the team or while under suspension by a tribunal recognised by the Centre. Clearances may also be refused if the team he/she last played for is adversely affected, i.e. playing strength or team numbers. A player who transfers from one team to another must not have any fees or fines outstanding to the Centre.

21.4. A transfer of player does not imply a transfer of registration. When transferring from one team to another, players are required to register for their new team and pay the required registration fees.

21.5. Centre management reserve the right to request a medical clearance when a player returns from injury (I.e. concussion)

22. Misconduct and penalties

22.1. All members including players, coaches, volunteers, spectators, media, officials, administrators, staff, teachers and parents will abide by the City of Tea Tree Gully Health & Recreation Code of Conduct (copies available at Reception).

22.2. All members including players, coaches, volunteers, spectators, media, administrators, staff, teachers and parents, may be issued a personal technical foul during a game, whether they are actively participating or on the bench/sideline. If an individual receives two technical fouls, whether Standard or Bench Technical Fouls, they will be ejected from the game and must leave the stadium for the remainder of the game.

22.3. All members may be reported by any stadium official for any breach of the Code of Conduct or COP 15.1.

22.4. A player may be sent off by a referee for a specified period of time then allowed to return to play at the discretion of the referee. In this case, no asterisk will be placed by the player's name and there is no further penalty, unless reoffending.

22.5. A player may be sent off or disqualified for:

- Abusive, threatening or foul language towards referees, players, spectators
- Dissent towards a referee
- Unduly rough play, or continued rough play
- Intimidating gestures or actions towards referees, players or spectators
- Any action considered not in the spirit of the game
- Hanging on rings before, during or after the match
- Equipment abuse
- Any breach of the Centre's Code of Conduct, Conditions of Play or Official Basketball Rules.

22.6. Any player receiving a disqualifying foul from the remainder of the game, or whose conduct is deemed inappropriate may, at the discretion of the match officials/Referee Coordinator/Management, also incur a one-week playing suspension and a one-week suspended penalty from all basketball competitions conducted by the City of Tea Tree Gully Recreation Centres (*Asterisk). This does not include byes, forfeits, non-game weeks or season breaks. Players will be advised in writing of their re-commencement date.

In an extreme case, a referee may send off a player without warning (e.g. any player striking, kicking, breaching the Code of Conduct or playing in a violent or dangerous manner).

22.7. To identify a player sent off for the remainder of the game an asterisk (*) shall be placed by the player's name on the score sheet by the referee prior to the sheet being handed in to Reception. The referee must also complete an asterisk form explaining the details of the offence(s). The team contact or player shall be notified in writing.

22.8. When a referee feels the incident for which the player has been disqualified requires a penalty other than a one-week suspension, the referee must submit a full written report of the incident to Centre Management. In this case the Centre Management may take action in accordance with COP 24 and the Code of Conduct.

22.9. Once a disqualifying foul has been called the offending player must leave the vicinity of the court through the doors and has 60 seconds to comply.

22.10. Any member reported for misconduct whilst in the facilities or the Centre or Council owned land at any time for basketball oriented incidents are liable to a Centre Management inquiry. Action may be taken at the discretion of Centre Management.

22.11. Once a member has been reported the member will be ineligible to participate in any activities at the City of Tea Tree Gully Recreation Centres until an outcome from management has been reached.

22.12. Officials must lodge report forms by 10am the day following the offence. Lodgement may be in person or to the relevant centres email.

22.13. Suspended penalties shall remain in force for six months for Asterisk (*) infringements and 12 months for misconduct infringements, from the date of issue.

23. Protests and complaints

23.1. Complaints arising as a result of any circumstances or breach of the Code of Conduct shall be dealt with in the following manner:

- Referred to the Referee Coordinator
- Lodged in writing to the Centre Management within four working days
- By completing 'Customer incident' form available at Reception. Forms are to be lodged within four working days of the incident.

23.2. Complaints concerning discrimination and harassment have the right to lodge a complaint directly with the Equal Opportunity Commission. For matters concerning child abuse the Centre will refer complaints directly to the police or relevant state authority.

23.3. Non-match related complaints may be lodge at any time.

24. Player reports and management inquiries

24.1. After receiving a report or complaint a management inquiry will be conducted. The purpose of the investigation is to establish what occurred and, if so, what action should be taken to resolve the matter. The centres CCTV technology can and may be used for investigation purposes to support misconduct reports or management inquiries.

24.2. Management will contact any members that have been reported for misconduct after receiving the report.

24.3. The report/complaint will be dealt with by/in:

- Interviewing both parties separately
- Interviewing all relevant witnesses
- An impartial and confident manner, with accurate records kept of the process
- Suspension periods may apply (refer Appendix – Penalty/Suspension Guidelines).

24.4. Centre Management shall have the right to impose penalties for infringements where such penalties are not already contained in these Conditions of Play.

24.5. If a suspension period applies the player will be notified in writing and/or phone of the outcome of the investigation. Members who appeal suspension periods are ineligible to participate in any activities at the City of Tea Tree Gully's Recreation Centres until an outcome of the appeal has been reached.

24.6. Should a player/spectator's details not be on file at the Recreation Centre, the team contact will receive notification of a person's suspension and/or outcome of the investigation, and it is the responsibility of the team contact to notify the person of the suspension and/or outcome of the investigation.

24.7. Reasonable attempts will be made to contact a reported person, however should a reported person fail to return contact to the relevant Recreation Support Officer within four days of the offence, guilt will be assumed and a suspension will be issued in accordance with the Centre Guidelines.

24.8. Once a member has been suspended, the person will be suspended from all activities at the City of Tea Tree Gully's Recreation Centres and must not enter any City of Tea Tree Gully Recreation Centre facility or its grounds.

25. Appeals

25.1. The member who has been reported has the right to appeal the decision of the management inquiry. Appeals are to be lodged in writing within four working days of the date of management's letter or phone call notifying the result of the inquiry.

25.2. An independent person not involved with the original investigation will conduct the appeals.

25.3. Members must include valid grounds for the appeal. This includes when Management's decision is at fault in matters of procedure, bias or fairness, if other witnesses have come to light, or when new information is to be provided.

25.4. Management will endeavour to organise the appeal process as soon as reasonably practicable, along with notification of the decision. Members are not permitted to participate in any activities whilst the appeal process is taking place.

25.5. Appeals should be addressed to:

The Manager, Health & Recreation Services
Via the centres respective email address.

Golden Grove – ggrc@cttg.sa.gov.au

Turramurra – trc@cttg.sa.gov.au

Information relating to misconduct reports can be sort through lodging a freedom of information form available on the City of Tea Tree Gully website – www.teatreegully.sa.gov.au

26. Equipment

26.1. Unless otherwise stated, the Centre will provide match balls.

26.2. A maximum of two team balls are permitted per team, one of which may be used as the match ball (at the discretion of the referee). No other basketballs are to be brought into the stadium.

26.3. Players or spectators must not use basketballs or any other sporting equipment while matches are in progress. A bench tech penalty may be issued by the referee.

26.4. Any form of equipment abuse will be severely dealt with (refer to Penalty/Suspension Guidelines).

27. Use of cameras and filming equipment

Any person wishing to use a camera, mobile or any other filming, recording (video or otherwise) or photography devices within the City of Tea Tree Gully's Recreation Centres must obtain verbal permission from all parties who are within any shot, with the understanding they are aware of the use and if necessary, any publication of the footage and imagery. This is inclusive but not limited to all team members, match umpires, opposition teams, spectators, scorers, centre staff and all surrounding persons.

Permission should not be assumed as ongoing and must be obtained every time, game, court and venue usage. It may also be removed at any time. If any underage players, spectators or officials are present, parent or guardian permission must be obtained. If not present, permission should not be assumed, nor has it been granted – meaning no footage, photography or filming can include those individuals.

The angle of the camera should be positioned as to avoid the entry of persons who have not given permissions or arrive once the game is underway and therefore unable to be asked or potentially come in unnoticed. Devices should not be left unattended, and it is the team's responsibility to ensure it has a non-playing responsible person/s. A device of any size and additional items (i.e. tripod or stabilizer) must be kept at a safe distance from the court and maintain clearance as to not interfere or obstruct the movement, space, sightline or gameplay of umpires, players, spectators and all surrounding persons.

City of Tea Tree Gully encourages social media channels (examples including YouTube) to be private and not publicly available. If publicly available, as above, this must be made clear when obtaining permission and there must be understanding that permission can be withdrawn at any time.

Appendices

Poor sporting behaviour on the part of all members, including players, parents, coaches or spectators will not be tolerated. All Centre's endorse the Code of Conduct in all programs (copies are available from Reception).

Appendix 1 – Conditions of Play governing Mixed Basketball

The aim of this competition is to provide a fun and social atmosphere for all players and teams. For the benefit of all, teams are expected to play all matches within this spirit.

1. A maximum of three players is allowed to be of either gender, or at the discretion of the referee coordinator.
2. Male players cannot reject or defend (i.e. take the ball away from) female players (warning on first occasion, technical foul may be awarded afterwards).
3. The penalty for a male player rejecting a female player in the act of shooting is two points. The penalty for a male player fouling a female player in the act of shooting is two points plus a bonus shot.
4. Players of the same gender shall take jump balls.
5. A limit of 20 points can be scored by any one person. (Exceptions – team fouls, going over the limit with final shot and un-sportsman like fouls.) It is the responsibility of the scorers to inform the referee.
6. Zone defence applies to any team leading by 20 or more points.
7. Failure to zone may result in a technical foul and one free throw to the opposition.
8. Males must wear shorts of predominantly the same colour. Females can wear runners, bike pants, skirts or shorts but must be predominantly the same colour. All players must wear conforming colour of shirts and shorts.
9. Both teams must provide a scorer and a score sheet – also refer COP 11 and COP 12.
10. In major rounds (finals) each team must provide a score sheet and competent scorer who is responsible for filling out the score sheet. Penalty for not providing a scorer shall be six points awarded to the opposition team. Once the six points have been awarded, they cannot be revoked, even if a scorer becomes available. If neither team has a scorer, a player from each team must leave the court to act as a scorer for the respective teams.

Appendix 2 – Extraordinary Conditions of Play governing daytime basketball

The aim of this competition is to provide a fun and social atmosphere for all players and teams. For the benefit of all, teams are expected to play all matches within this spirit.

1. Any team which may find it necessary to forfeit shall notify staff by 12pm the day prior to the scheduled match. Forfeit notifications by 12pm the day prior to the scheduled match shall be classified as a notified forfeit and will attract a lower forfeit fine.
2. A player may play in more than one game within the same division or group of a competition only as the 4th or 5th player to prevent a team forfeiting. Standard match fees apply for each game played.
3. A player will only be permitted to play finals for the team they are registered with, unless transferring by clearance.

Appendix 3 – General - All

All queries relating to the Official Australian Basketball Federation Rules or the Centre's Basketball Conditions of Play should be directed to the Referee Coordinator and/or Centre Management.

Female players – the City of Tea Tree Gully, in accordance with the Australian Sports Commission Guidelines, recommends that all female players should seek professional medical advice if they choose to play sport whilst pregnant at any of the City of Tea Tree Gully's Recreation Centres.

Competition/program definition – each age group, day section and night section shall be recognised as a separate competition.

Supervising children – Members must be responsible for the supervision of all children whilst matches are in progress. Children are to be supervised at all times whilst in the Centre.

CITY OF TEA TREE GULLY
naturally Better

Penalty/suspension guidelines

Valid from January 2005

Offence	Basketball	Netball	Soccer
Category A Offences			
Obscene language – swearing			
• 1st & 2nd offence	Tech foul	**	Yellow card
• Continuous	*1 week/1 week suspended	**	Black card
Disputing decisions			
• 1st & 2nd offence	Tech foul	**	Yellow card
• Continuous	*1 week/1 week suspended	**	Black card
Abusive language 1st degree	*1 week/1 week suspended	**	Black card
Abusive language 2nd degree	2 weeks/2 weeks suspended to 26 weeks		
Intimidation 1st degree	*or 2 weeks/2 weeks suspended		
Indimidation severe	10 weeks – life ban		
Equipment abuse – 1st degree			
• 1st offence	Tech foul	**	Yellow card
• 2nd offence or continuous	*1 week/1 week suspended	**	Black card
Equipment abuse – 2nd degree	4 weeks minimum – life ban		
Spitting	4 weeks/4 weeks suspended		
Harassment	Defined by the code of conduct or personal threat		
• 1st degree	2 weeks/2 weeks suspended		
• 2nd degree	26 weeks to life ban/reported to authorities		
	**Please refer to Netball By-laws		
Category B Offences			
	Reckless/without intent	**Reckless caused injury**	**Intentional**
Tripping (Soccer refer to By-laws)	4 weeks	10 weeks	26 weeks
Tunneling	4 weeks	10 weeks	26 weeks
Adopting a fighting attitude (attempted striking)	26 weeks to life ban		
Undue rough play	2-4 weeks	10 weeks	26 weeks
Striking			
• Push/man-handling	4 weeks	10 weeks	26 weeks
• Clenched fist/head butt/elbow	26 weeks to life ban		
• Malicious blows	Life ban		
• Strike in retaliation	26 weeks to Life ban		
• Kicking	6 weeks	26 weeks	Life ban
Melee	Team warning – team withdrawn from competition		
Participation whilst suspended/breach	Balance of suspension plus 26 weeks		

For second time offenders, suspension periods are doubled.
For third time offenders, +26 weeks to life ban depending on severity of offence.
A suspended penalty of equal time should be issued with all offences.
Any team that does not cooperate with management inquiries will be withdrawn from the competition.