

BBO SOCIAL MATCH RULES

Revised Dec 2020



1. Team fees must be paid in full plus penalties by the outlined cut-off date. The Competitions Manager reserves the right to withdraw any team that fails to make payment on time.
2. Teams need to have a unified colour for games.
3. Alcohol consumption is **NOT** tolerated during BBO Competitions.
4. Edgar Centre will decline entry to anyone deemed to be intoxicated, BBO stands by their entry rules.
5. Tag hands with player while subbing to avoid having six players in the game at once.
6. Technicals will be automatic stand down for five minutes, 2points and possession to opposition.
7. Players must NOT wear ANY jewellery while playing social basketball.
8. 1 point will be given for any foul except all offensive fouls, a change of possession will occur instead.
9. Any foul language on court at referee or other players will receive a technical foul.
10. Further to this any unsportsmanlike play (Including pushing, tripping, hard fouls etc) can warrant that player being sent from the court at the discretion of the Referee/ Venue Controller.
11. The referee will handle all calls made on court, their decision is final, no disputing calls.
12. All complaints/protests must be made on the night and in writing to Competitions Manager.
13. All rough or aggressive play can result in immediate expulsion from the league, there is no room for this in our competitions. Contact is inevitable but all players must be seen to make extra effort to avoid any unsafe play. This rule supersedes all others. Anyone sent from the court may be required to attend a disciplinary meeting for further action.
14. Teams are to arrive early so games can start on time.
15. Game lengths are 25mins running clock with 3mins at half time and 3min warm up.
16. Teams must have 2 female players on court at all times (Mixed only). If younger children are to count as a female player, the Competitions Manager must be advised in writing before the competition for dispensation to be granted.
17. Dunking is permitted but hanging from the rims will incur a technical foul.
18. Players can play for more than one team, as long as the Competitions Manager has been informed. But time clashes will not always be avoided.
19. Teams are allowed one 30second time-out per half but not in the last 5mins of either half.
20. All players playing in this competition MUST be on the team list at the start of the season, all additions must be given to the Competitions Manager before playing in this competition.
21. Report all injuries to the Competitions Manager.
22. This is a social league, be competitive but remember to have fun and play fair.
23. Defaults occur after 10mins if a team cannot field a full or eligible team, the game can still be played but the final score will read 20-0 to the team not defaulting.
24. In the event of a tied game in playoffs, the team that had the highest seed going into playoffs will take the win.
25. 3 points for a Win, 2 points for a Draw, 1 point for a Loss, 1 point for a Default.
26. In the event of a tie breaker, FIBA rules will be applied. wins, points diff, points for in tied group, then wins, points diff, points for across the season. If this doesn't separate teams a coin toss will be used.
27. Unless stated here, FIBA rules will be applied.