

Competition Rules

Indoor Pick-Up Basketball

In this competition the emphasis is on enjoyment, social atmosphere and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Referee and their decision is final.

Players will pay their initial registration fee, then pay for a ticket for each day they attend. This enables players to play as often as they feel like. Players will organise their own teams and games once they enter the Sports Hall.

1. Responsibility of Players

All players are responsible for reading and understanding the rules contained herein.

Players and their associated spectators are not permitted to drink, or be under the influence of, alcohol (or other banned substances), during the games or at the venue.

If there are any rules that are not clear please discuss these with the Referee prior to the commencement of the game or at half time. Because of time constraints the Referees may not discuss rules or rulings during the game.

Should any player be found to consistently damage equipment, venue apparatuses or other associated materials, they shall be suspended from the competition and be required to pay for damages incurred.

2. Responsibilities of the Officials

Convenor

The Convenor is responsible for the management of all the games, venue, equipment and administration. They will be present at all games to ensure First Aid is administered, information is provided and that all players and officials are conducting themselves in an appropriate manner.

3. Conduct of Players

It is the responsibility of all players to conduct themselves in a way that is respectful and considerate to team members, opposing teams, the Convenor, and any other people concerned. Any behaviour, act or language that is considered inappropriate by the officials (Referee or the Convenor) will not be tolerated. Poor conduct either on or off the court will be determined by the officials and action will be taken based upon the offence. This can include the removal of a player, or team, from the competition, should they be deemed dangerous or offensive to players or officials.

Zero Alcohol: There is no consumption of alcohol at the Multi-Purpose courts by players or spectators. The Convenor or Referees have the right to remove a player from the court, or from the venue if they are

suspected to be under the influence of alcohol. Security will be notified if there is any lack of cooperation shown towards the Convenor or Referees.

4. Location

Unless otherwise indicated, games will be played in the Sports Hall at the UQ Sport Fitness Centre

5. Game Commencement

Teams should arrive 10 minutes prior to the commencement of games to buy their ticket and present it to the convenor. Once there are enough players present to play, players can choose teams and begin playing.

6. Number of Players & Substitutions

There is no limit to the numbers of players that can play on each team.
Substitutions are welcome at any point of the game.

7. Players' Equipment and Attire

Uniform

UQ SPORT advises that players should wear a reversable singlet or bring one light and one dark coloured top.

Shoes

It is compulsory for all players to wear appropriate enclosed sports shoes. Moulded-soled shoes or boots with tags will not be permitted under any circumstance. Players are also not permitted to wear work boots or hiking boots.

Safety

No player can take the court with bare feet or while wearing jewellery of any kind. All jewellery MUST be removed prior to the game. The Referee will ask any player breaking this rule to remove the piece of jewellery.

8. Game Length

All games will be first to 7 points, win by 2.

9. General Rules

Pick-Up Basketball requires players to call their own fouls. Therefore, defence will call fouls. 1 foul constitutes a checked ball at the top of the 3-point line. 2 consecutive fouls constitutes an automatic 1 point.

Dispute resolution: If there is a dispute over the score or a foul, we will enforce a "shoot for it rule" where the player challenging the call will shoot a 3 pointer to decide which way the ruling goes.



10. Scoring

3 pointers are worth 2 points and 2 pointers are worth 1 point. After a team loses, they will be replaced by another team on the court.

12. Finals

All players must sign in and play two (2) games during the normal rounds to be eligible to play in the finals (quarter final, semi-final and grand final). If a team uses a player who is not eligible to play in the final rounds an automatic forfeit and disqualification will be recorded to the offending team. See Section 6 (d).

All finals matches must have a winning outcome for one team. See section 9.

All players are also required to bring a form of PHOTO ID for the Convener to check player eligibility for every finals game.

13. Team Fixtures

It is the responsibility of the team captain and individual team members to read the draw. All correspondence will be forwarded via e-mail to the team contacts and will be available through the website.

Please check the fixtures right up until game day as fixtures can change from time to time.

14. Unforeseeable Acts

The following formula is to be used to determine the result for a game that cannot be completed for whatever reason (e.g. serious injury which impedes court, court unsafe, power outages, etc.).

- A game called off anytime in the first half (i.e. in either the first or second quarter) will be declared a draw, unless one team is leading by a margin of 20 points or more. In this instance the result will stand at the score line when the game is called off.
- A game called off anytime in the second half (i.e. in either the third or fourth quarter) will be determined based on the score line when the game was called off.

15. Disciplinary Sanctions

This competition is social. Any rough play, abusive language, bickering, trash talking or challenge to the Referee's authority etc. will not be tolerated. These judgements will be at the discretion of the Referee and his/her decision is final.

In most instances the following procedure will apply for the above infringements. Note however that the Referee is perfectly entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game.

16. Injury and Insurance

A player may call for 'time' due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Referee. If a player is injured, it is their or their team mate's responsibility to immediately inform the Referee. The Referee may stop the game at any time.

For a minor injury, the Referee should send the injured player or a bystander to the Basketball Convenor for first aid treatment and to collect an Incident Report Form (this must be completed by the injured or another responsible person before they leave the venue for further treatment).

If a player has a minor injury (or blood on their clothing or their person), they have a maximum of two (2) minutes to be treated (or remove all signs of blood) on court, or they will be substituted with another player.

After two (2) minutes have elapsed, the Referee should immediately restart the game. Time for injury will not be added on to the final half during grading or round games. The Referee can stop a game for any period of time to deal with an emergency.

For a medical emergency, the Referee is to remain with the injured player and send somebody else to inform the Basketball Convenor of the emergency.

Time for medical emergencies will not be added on to the final half during grading or round games. See section 14 for information regarding the protocol for games that cannot continue due to injury.

During time for injury, all players must remain on the court unless involved in a substitution. In the event that a player is bleeding, they must leave the court immediately (for health and safety reasons) and not return until the wound has been cleaned and all blood and blood stained items have been removed and covered. If necessary, the ball and court surface shall be cleaned before play resumes.

During finals matches the above injury rules apply with injury time added to the final half (ie. In quarters three and four). This includes any time taken for an emergency. However the injury time able to be accumulated is to be a maximum of ten (10) minutes.

Many injuries that occur during officially sanctioned and managed UQ SPORT activities are covered by our insurance policy. For further information regarding insurance please email insurance@uqsport.com.au or call 3365 6612. Alternatively you can contact the Competitions Coordinator at socialsport@uqsport.com.au or call (07) 3365 6612.

17. Grievance and Disciplinary Procedures

Should any player, team or official conduct themselves in a manner that is deemed inappropriate, discriminatory, disrespectful or dangerous, action will be taken by UQ Sport Officials and Management.

If you feel that a player, team or official has conducted themselves in such a manner, you may lodge a formal grievance report to socialsport@uqsport.com.au

Disciplinary Procedures are in place to ensure that action is taken against any player, team or official who has acted in an inappropriate manner. Any action(s) taken will be at the sole discretion of UQ Sport Officials and Management.

Please note that the Competitions Coordinator reserves the right to withdraw a team from the competition, without a refund, should the team:

- Forfeit more than two (2) games and do not provide a valid reason
- Continually display inappropriate behaviour towards UQ Sport staff and other customers

In these instances, what is deemed “valid” and “inappropriate” shall be at the sole discretion of the Competitions Coordinator.