

DeakinPLAY 3v3 Basketball Competition Registration

Terms and Conditions

DeakinACTIVE and the DeakinPLAY Social Sport Competitions are managed by Clublinks Management Pty Ltd (Clublinks) under a management agreement with Deakin University. As part of your Team Registration, you are agreeing you have read and accepted the below DeakinPLAY Basketball Competition Rules.

Payment

Team Registration payments need to be made by credit card via the online registration portal or by calling or visiting a DeakinACTIVE facility. Registrations and registration payments must be completed prior to a team participating in a DeakinPLAY Social Sport Competition. registration rates of \$40 per team.

Game fees are \$30 per team per night (2 x 15 min games). Game fees need to be paid prior to the start of your fixtured game. These can be made via EFTPOS upon arrival.

Team Registration Form

A completed team registration form is due prior your team being entered into the competition. All teams will need to provide player details for every member of their team. Teams will also need to nominate a team captain. The team captain will be the first point of contact to pass on any messages to the team. Players cannot play for another team in the same league. Player identification needs to be available in the case of the game day operator asking prior to each game, or participant(s) may not play. Each team is allowed 6 players on their roster. There are 3 players on court per team at one time.

Additional players can be added or removed throughout the season providing you do not exceed 7 registered players. If you wish to make changes to your registered player list, please email DeakinPLAY@deakinactive.com.au.

Individuals under the age of 18 are able to play but must have signed parental/guardian consent. Individuals under the age of 16 will require signed parental/guardian consent and these participants must be accompanied by an adult at all games. You may also contact DeakinACTIVE via DeakinPLAY@deakinactive.com.au for assistance in finding extra players for you where possible. Please ensure you do this within the timeframe allowed as otherwise you may be required to forfeit the match.

Forfeits

Please notify the DeakinACTIVE team of your forfeit via phone call (Burwood – 9251 7719, Waurn Ponds – 5227 2711).

If DeakinACTIVE are notified before 12 pm on game day, the forfeiting team is required to pay a forfeit fee equal to 1.5 times the game fee (match night fee) to be paid before the next match. Failure to notify DeakinACTIVE regarding your forfeit or if notified after 12pm on game day, your team will incur a fee equal to 2 times the game fee (match night fee) to be paid before the next match. Failure to pay your forfeit fine prior to your next match will mean that your team will not be eligible to take the court until DeakinACTIVE has received payment. This could result in your team being removed from the competition with no refund.

If a team does not have two players present at the start of a game, the referees will award a point a minute up until the 5 minute mark. If the 5 minute mark is reached a forfeit will be registered.

Risk Warning - Insurance dependent

Playing Basketball is subject to risks and players can incur injuries. There are also risks that access to medical assistance, and evacuation might be slow, and of damage to, or loss of, your personal property. DeakinACTIVE carry Public Liability Insurance and minimal coverage for injuries.

Release and Waiver

If you suffer injury, loss, claims, liability or damage (Loss) while at DeakinACTIVE, to the fullest extent permitted by law, you release the Trust and Clublinks Management Pty Ltd (Clublinks), their employees, officers and contractors from any liability for any loss suffered by you and you release each of the Trust, Clublinks and their employees, officers and contractors from any responsibility or legal liability for death or personal injury associated with your presence at DeakinACTIVE and any activities you undertake at DeakinACTIVE facilities.

Withdrawal from the Competition

If a team withdraws from the competition after the completion of the first 3 rounds of the current season they will be required to pay a team withdrawal fee of \$60.

3v3 Basketball Competition Rules:

Tournament rules are subject to change at the discretion of the DeakinPLAY Coordinator at any time during the course of the season.

Games cannot be rescheduled or changed once the league schedule has been posted on the DeakinPLAY Teams portal, website or emailed to the captains.

Teams are awarded: 3 points for a win, 2 point for a tie, 1 points for a loss. The tournament standings are determined by the following: Total Team Points and then Score Differential (percentage).

Referees officiate the game in line with the [FIBA Basketball Rules](#) with changes to these rules for 3v3 outlined below. Self-officiating will also be required with the support of a referee or game day operator. Self-officiating is also to be done in line with these rules, to the best ability of those participating.

Uniform

All teams are required to be in same uniform top. The top needs to be the same design, cut and colour i.e. all wearing matching blue singlets. Individual playing numbers are not required. Long sleeved shirts are not permitted. T-shirts, regardless of the style, are not permitted to be worn under the shirts. Shorts with pockets are not permitted.

If there is a colour clash, the away team (second listed team) must arrange to use alternate playing tops.

Players are not permitted to wear equipment that may injure themselves or others. This includes:

- Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- Objects that could cut or cause abrasions (fingernails must be closely cut).

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- Hair accessories and jewellery.

Players are permitted to wear the following:

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- Arm and leg compression sleeves.
- Headgear. Headgear must not cover any part of the face and should not pose any danger to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
- Knee braces if they are properly covered.
- Protector for an injured nose, even if made of a hard material.
- Mouth guard.
- Spectacles, if they do not pose a danger to other players.
- Wristbands and headbands, maximum of 10 cm wide and made of textile material. - Taping.
- Ankle braces.

For any individual out of uniform, the opposition team may be awarded one goal (up to maximum of five goals) per game.

Matches

Time

- Game times: Games run every 20 mins, commencing from around 6:30 pm on Wednesday nights
- Duration: 15 minute games.
- All games are Running Time. The time won't stop at any point in the game.
- Time kept on the court by the game day operator, the match referees, and the scorers
- Teams coming off must exit the court immediately. Teams coming on must be prepared to start the game immediately
- No extra time in the case of a draw (during regular season)
- Games start promptly according to competition schedule – no exceptions
- Failure to field a team will result in a team forfeit
- The clock runs from the designated game time, so if you are late to start the game or return from half time, your game time will be reduced as a result

Court Play

- Dimensions – half court
- Games are played with the following size ball:
 - Men's - Size 7
 - Women's - Size 6
 - Mixed – Size 6

Start of Play:

The home team holds possession to start the game. Each possession begins with a 'check-ball', where the defensive team passes the ball to the offensive team behind the arc.

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Scoring:

- Every shot from inside the arc (1-point field goal area) shall be awarded 1 point.
- Every shot from behind the arc (2-point field goal area) shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

Possession of the Ball/ How the Ball is Played:

- Possession following a successful goal or last free throw: Defense possession right underneath the hoop. The ball is to be dribbled or passed to a player behind the arc. The defensive team is not allowed to play for the ball inside the "no-charge semi-circle" area underneath the basket.
- Possession following an unsuccessful goal or last free throw: If the offensive player rebounds the ball, they can continue to attempt to score without returning the ball behind the arc. If the defensive team rebounds the ball, they must return the ball behind the arc by passing or dribbling.
- Possession following a dead ball (Violation or Foul Call): Check-ball, i.e. exchange of ball behind the arc (at the top of playing court).
- Possession following a steal: Ball to be dribbled/passed to behind the arc.
- Possession following a jumpball situation: Defense gets possession and there is a check-ball behind the arc.
- Behind the arc: A player is considered behind the arc when neither of their feet are inside or on the arc line.

Fouls/ Free Throws:

- When a team commits a foul (up until their 6th team foul), the opposition team gains possession through a check-ball outside the arc.
- A team is in a penalty situation after it has committed 6 fouls. Individual players are not excluded based on the number of personal fouls they have registered.
- Foul in the act of shooting:
 - When a player is fouled in the act of shooting and they successfully make the shot, the goal will count, and the player will receive an additional 1 free throw. An additional 2 free throws will be awarded as of the 7th team foul.
 - If the player is fouled shooting inside the three-point line and they are unsuccessful in making the shot, 1 free throw will be awarded. 2 free throws will be awarded as of the 7th team foul.
 - If the player is fouled shooting inside the three-point line and they are unsuccessful in making the shot, 2 free throws will be awarded.
- Team fouls 7, 8 and 9 all result in 2 free throws. 10 team fouls and onward will result in 2 free throws and possession of the ball.
- For unsportsmanlike and disqualifying fouls, 2 fouls are charged to the team foul total. For a player's first unsportsmanlike foul, the player is penalised 2 team fouls. If a disqualifying foul is issued, including when a player commits a second unsportsmanlike foul, 2 free throws and ball possession is awarded.
- Technical fouls always result in a penalty of 1 free throw. Possession at the ball-check is then given to the team who had possession when the technical foul was called.
- Offensive fouls are not penalised with free throws.

Stalling:

- If a team is stalling (i.e. not attempting to score) a violation will be called.

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- An offensive player is not allowed to dribble the ball with their back to the basketball for longer than 5 seconds consecutively, with the exception being clearing the ball after gaining possession inside the arc.

Substitutions:

Substitutions can be requested when there is a dead ball. This can be before a check-ball or before a free throw. Players do not have to notify the referee in order to make a substitution in these circumstances. Players are to enter and exit the court via the end line.

Time-outs:

Each team is entitled to 1 time-out per game. A time-out can be requested when there is a dead ball. Timeouts are 30 seconds in duration.

Injuries:

- A referee or game day operator has the right to stop play if there is an injury concern. The referee will blow their whistle to indicate a stop to play when the injured player's team has possession of the ball.
- In more serious circumstances the referee has the right to stop play at any time. This is to the referee's discretion.
- If the injured player is unable to continue playing, they are to be subbed off to receive first aid.
- Only once the player has been removed from the court and is in a situation where they are removed from the dangers of further injury to themselves or others, play can resume once this has taken place.
- The game day operator is responsible for first aid.
- A first aid kit will be kept at the venue and is to be utilised in times of need.
- For all first aid incidents, an incident is to be completed.
- An ambulance should be contacted if required.
- A list of local service is also available so that the injured player can be referred to a service where they can receive further medical attention.

Standings of Teams

If teams are tied at the same stage of competition, their standings will be determined by:

- Most wins or highest win ratio.
- Head-to-head comparison.
- Highest average number of points scored.

Disqualification:

- If a player charged with 2 unsportsmanlike fouls, they will be disqualified for the remainder of the game.
- A player disqualified from the game may also be subject to further penalties from the organiser or may even be removed from the event by the organiser.

Playoffs

Players are required to play at least 3 games in the regular season to qualify for finals.

If there is a tie in a playoff game, the game will go to overtime.

Actions that may be taken by Referees or Game Day Operators

To manage a match the referees may, in addition to the personal foul, use any of the following:

- Unsportsmanlike Foul: a player commits contact not in the spirit of the game or commits contact that is excessive or unnecessary.
- Technical Foul: Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.
- Disqualifying Foul: A disqualifying foul is any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members.

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.

A player will be asked to leave immediately if charged with a disqualifying foul.

Referees and Game Day Operators

Players will be responsible for upholding sensible and fair conduct throughout the game. The referees and game day operators will have overarching jurisdiction over the conduct of the game. NO PROTESTS against referees or game day operators will be considered or allowed. If the League Rules appear to be violated, the matter may be brought to the attention of the DeakinPLAY coordinator or Sports Team Leader for the final resolution. All decisions made by the DeakinPLAY coordinator or Sports Team Leader will be final.

Photography Consent and Release

Participants grant permission to DeakinACTIVE, Deakin University and any associated representatives to take and use photographs, digital images and/or videos of them, for use in, but not limited to:

1. Media releases, media articles, printed publications and/or educational materials
2. Electronic publications and communications, including websites and social media

3. Promotional material and/or advertisements, both printed and digital
4. Other uses as allowed by law and associated regulations

Participants agree that their name and identity may be revealed in descriptive text or commentary in connection with image(s). All negatives, prints, digital copies and files shall remain the property of DeakinACTIVE.

Participants waive any rights, claims or interest they may have to control the use of their identity or likeness in the photographs and agree that any uses described herein may be made without compensation or additional consideration of them.

Privacy Disclaimer

DeakinACTIVE from time to time will send you news and information regarding the facilities and DeakinPLAY. You can unsubscribe at any time using the link at the bottom of our emails or by contacting DeakinACTIVE. DeakinACTIVE will only keep on file personal information that is needed to provide the requested updates or service to you. You may request to see your personal information held on file by us. DeakinACTIVE will not sell or give your personal information to any third parties without your express consent, unless we have to do so to provide the requested service or as required by law. The data provided may be provided to Deakin University or any other person from time to time who is engaged to manage and operate the facilities.

Code of Conduct

Player Rules

Wear suitable uniform and footwear. Always show good sportsmanship. Please respect all referees, staff, and players. Any disrespect, violence or verbal abuse will not be tolerated. If there is any failure to adhere to these rules, the player or spectator will be asked to leave stadium. Players are responsible to clean up any garbage from their team bench. Alcohol and smoking are not permitted on the premises. No slam dunking or swinging off rings. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural or financial misconduct.

Spectator Rules

Coaches and spectators are always expected to act in good sportsmanship. There will be zero tolerance for abuse (verbal or other) towards referees, staff, or players. Any indication of such behaviour by a spectator, parent, player or coach may result in immediate removal from the competition or DeakinACTIVE facility. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural misconduct. We are here to play Basketball and have fun!