

Community Basketball League

RULES & REGULATIONS (updated 3 August 2022)

CBL Mission Statement

The aim and purpose of the CBL and its associated competitions is to provide organised, competitive and enjoyable basketball competitions for all residents in Singapore. The underlying philosophy and main objective of the CBL is to provide sporting opportunities that foster the development of players and teams of all abilities and for all ages. The competitive process is designed to improve the level of team performance through close competitions, but minimise the negative effects of mismatched teams. The development of an individual's physical, social well-being and the concept of 'Fair Play' is an important objective of all CBL activities and events.

1. CBL Membership

CBL membership is open to any team who wants to participate based on the following rules, which come from schools, community groups, neighbourhood teams, and teams will compete in '10 & under' (U10) – '18 & under' (U18) age group league competitions for boys and girls. By participating in the CBL, teams and their representatives agree to abide by all CBL rules, regulations and practices. The CBL Will have a team registration fee of \$100.00 per team for 2022. The CBL Administration will issue an invoice to each Club/School/Team, which must be paid before the **Third Game** of the season.

2. CBL Administration

The CBL is administered by the CBL Committee which invites representatives from selected club to assist with the organization of the competition. The CBL Committee makes decision regarding matters and issues related to 'rules & regulations', 'season scheduling' and 'disciplinary matters'. The CBL Chair for the 2022 seasons is Mr. John McAuliffe. (APSM) - now SG Basketball is the initiator, founder and owner of the CBL since January 2007. Thus all marketing activities and commercial ownership of the CBL is solely with SG Basketball Pte Ltd, a Singapore registered company.

2.1. CBL Committee for 2022

Mr. John McAuliffe – CBL Administrator (Chair)
Mr. ShiYang Ng – Lions Basketball Club (Vice Chair)
Mr. Remus Low - Stingers Basketball Club
Ms. Lynne Tay – Grizzlies Basketball Club
Mr. Noel Pollock – Proform Basketball Club
Mr. Pathman Matialakan - NPS Jaguars Basketball Club

2.2.CBL Disciplinary Committee

One representative from each club or school may be nominated for the disciplinary committee and he/she may be called upon if the need arises.

2.3.CBL Administration

CBL Administration: Mr John McAuliffe,
Mobile: 9173 6774 Email: singaporecbl@gmail.com or john@srgbasketball.com
Mailing Address: SG Basketball Pte Ltd, 750B Chai Chee Road, #01-02, Singapore 469002

3. CBL League Competitions Rules

The CBL considers itself to be an invitational development league and the CBL Rules & Regulations reflect the different needs and capabilities of various age groups and its participants.

All matches shall be conducted in accordance with FIBA rules including the following modifications:

3.1.Competition Age Groups

CBL offers competitions in the following age groups:

10 & Under League - Player age as of 1 January 2022, players born in 2012 or later.
12 & Under League - Player age as of 1 January 2022, players born in 2010 or later.
14 & Under League - Player age as of 1 January 2022, players born in 2008 or later.
16 & Under League - Player age as of 1 January 2022, players born in 2006 or later.
18 & Under League - Player age as of 1 January 2022, players born in 2004 or later.

3.1.1.Under/Over Age Players

Younger players may participate in competition above their own age group, provided team coaches are confident that the players concerned are able to cope with the increased physical and mental demands, and have the consent of the players' parents.

(Note: Please refer to Rule 4 on further explanation and clarification on 'age group' and 'player eligibility' matters)

The CBL retains a flexible attitude to over age players, and special dispensation may be given to older players by the CBL committee before they play any games based on the following guidelines:

Players who are older than the designated age group can move/stay down depending on 3 circumstances:

- A. They cannot be more than 12 months older than the group they intend to play in.
- B. If a club has a player who is over age, but there is no opportunity for him/her to play in an older age group competition (division), the club must apply to the CBL committee for special dispensation in order to allow him/her to participate in a younger age competition. (For example, if a player is 16+ but there are no Under 18 competitions for him/her to play in, the club thus may apply to get dispensation to play in Under 16 competition).
- C. Coaches must consult and seek the support of all other coaches who are affected by the decision to include the over age player. This process must be completed before the first game of the season.

3.2. Match Duration

All League Games are to be played as follows:

U18/16/14/12/10: 4 periods of 10 minutes running clock with stopped clock for time outs, free throws and the final 2 min. of the last quarter.

3.3. Match Balls - (must be leather or synthetic leather - no rubber balls to be

used)

Boys U18/16/14 - Size 7

Boys U12 - Size 6

Boys U10 - Size 5

Girls U18/16/14/12 - Size 6

Girls U10 - Size 5

Home teams in the CBL are requested to provide two balls to the opposition team for a warm up prior to the match.

3.4 Team Colors/ Uniforms

3.4.1

All players from one team **must wear the same colour uniform**. All players on the court should be identifiable by a number on the jersey on **BOTH**, the back and the front of the jersey. A matching set of uniform **BUT WITHOUT** numbers on the front and back is not considered complete and will not be allowed. One player may reverse a uniform (where possible) to therefore become 00. Players with the same number will **NOT** be allowed to enter the court in the same game.

3.4.2

Teams not adhering to the CBL rules on uniforms will be issued in the first instance with a 'kind reminder'. After the second offence the team/manager will be informed that a subsequent offence will result in the opposition team being entitled to claim a walk over (20-0 score), regardless of the matches outcome

3.4.3

Opposing teams are **NOT** allowed to wear the same shirt colour in a league match. In the event of a clash of colours, the away team must wear a bib, sash or alternative uniform.

3.4.4

Players should wear basic basketball attire which has been approved by the league. Proper basketball shoes with no black soles, shorts without pockets, no jewellery such as chains, metal bangles, sharp rings etc. shall be worn during play. Finger nails of all players should be trimmed.

3.4.5

All visible body piercing must be removed or taped before entry to the court for match play.

3.4.6

Protective or injury induced equipment such as knee, wrist, finger or hand braces or bands are allowed for players that have sustained injuries, but they must be worn in a protective and non-hazardous way that will not endanger any player/s on the court during match play. These may be inspected and approved by the referees in charge of the match.

3.5.Man – to – Man Defence

3.5.1

All **U12** and **U10 League** matches are to be played with a man-to-man defence only. **NO ZONE PRESS & NO ZONE DEFENCE** is allowed, but **HELP DEFENCE** is allowed. A warning is to be issued on the first violation. If an infringement occurs a second time it will be called as a technical foul on the coach and 1 free throw is to be awarded to the opposing team and possession from the centre line. (Note: This is FIBA rule as from October 1, 2006)

Note: The CBL Administrator has made the BAS aware of rules 3.5, but coaches/managers should ensure that the referees are aware of the rule prior to the start of games.

3.5.2 Mercy Rule

All **U10, U12 & U14** matches are to be played with a 30 point 'Mercy Rule'. If a team is losing by 30 points the scores will no longer be recorded and teams will no longer play full court pressure defense but will move back beyond the half way line.

All **U16 & U18** matches are to be played with a 40 point 'Mercy Rule'. If a team is losing by 40 points the scores will no longer be recorded and teams will no longer play full court pressure defense but will move back beyond the half way line

3.6.Unopposed Inbound Pass - Half Court Defense

All **U10** matches are to be played with an unopposed pass with the opposition team to move back to the halfway line after a basket is scored and remain behind the halfway line until the ball crosses the halfway line. A warning is to be issued on the first violation. If an infringement occurs a second time it will be called as a technical foul on the coach and 1 free throw is to be awarded to the opposing team and possession from the centre line.

3.7.Shortened Free Throws

During all **U10** games, free throws shall be taken from a point, line approx. 14 ft. from the back board. Teams hosting games are expected to have an additional line drawn and prepared accordingly.

3.8.'No Draw' Rule

Drawn matches are not allowed in the CBL. 'Over time' will be played for a five minute period with a running clock to be used with stopped clock for time out, free throws and the final 2 min. of the extra time in all age divisions until a result has been reached, with one time out for each extra period per team.

3.9.'No Show' Rule

'No Show' is defined as a team not turning up for a fixture at all, or less than 4 players on the court ready to start within 10 minutes of the scheduled starting time. Should a team be classified as a 'no show' for a fixture on the date organized by the two teams then that team will be responsible for the referee fees for both teams (S\$95.00 or S\$120.00 depending on the number of referees booked), the game will be awarded to the opponents 20 - 0 and no League points will be awarded.

3.9.1.Late start

If a team is **late or has less than 4 players** ready to commence the game on time the game clock shall be started and 1 point given for any minute (or part there off). **The clock will not be reset when the game is ready to start.** After 10 minutes if a team does not have the 4 players required to start the game, the game will be declared as a walkover. The team giving the walkover will be responsible for the referee fees for both teams (S\$95.00 or S\$120.00 depending on the number of referees booked), the game will be awarded to the opponents 20 - 0 and no League points will be awarded.

3.9.2.

If a team decides to **abandon the game** for whatever reason, without the approval of the other team and / or the referee, it will be viewed as a 'no show' in terms of the result. Points may also be deducted depending on the circumstances.

3.9.3.

If the **game is stopped** by both Coaches/Team Managers and the Referees due to, but not limited to emergency evacuation of building, player fighting, referee being threatened etc, and the 3rd quarter has commenced then the result will stand. However, the whole game will be replayed at a later date, if the 2nd quarter has not finished unless the CBL Committee determines otherwise, or both Coaches/Team Managers determine otherwise. In all instances

once the game has started the referees will need to be paid.

3.10.Team Withdrawal from CBL Competition

Should a team withdraw from the League for any reason/or should a team be requested to leave the CBL due to disciplinary reasons or other, the following procedures will apply:

3.10.1

If the team concerned has played each team once already, the results of the first round games will apply and will be replicated to the second round games over-riding all second round games that have taken place already.

3.10.2

If the team concerned has NOT played each team once already, all games will be classed as void.

3.10.3

Should a team leave the CBL, all forwarded payments made by that team will not be reimbursed.

3.10.4

If coach/club has two teams in one division and wants to withdraw one team this team must be the less successful of the two teams in the division (as judged by the CBL committee)

3.11 Score keeping

3.11.1

A visible electronic scoreboard must be used in all CBL matches.

3.11.2

Any errors or mistakes in scorekeeping by the scorekeeper or timekeeping by the timekeeper involving the score, number of fouls, number of time-outs or time consumed or omitted, may be corrected by the officials at any time before the referee blows the final whistle.

3.11.3

Should the teams concerned have any doubts on the above mentioned, coaches should approach the officials before the final whistle. The CBL shall not entertain an appeal after the teams have left the courts.

3.12 Wet Courts

Should the basketball floor become wet, a team may request the referee to stop play whilst the floor is dried. It is recommended each team bring an old towel to mop the floor. This rule is introduced as CBL does not provide 'Mop Boys'. Under no circumstance should the officials be asked to mop the floor.

3.13 Number of games to qualify to play in the final

In order to qualify for the finals, players must have played **three games or 30%** of the games (whichever is lower) in the round robin/play-offs.

4. Age Group Leagues & Divisions

4.1.

There may be multiple divisions in each league depending on the number of team entries. Clubs are encouraged to enter multiple teams for each age group, but must designate a player to a specific team when registering players at the start of the season. Teams participating in **Division 1** are considered the strongest teams within an age group.

4.1.1

The CBL Committee will make the decision on teams moving from one division to another, with the final say being with the CBL Administrator.

After the season from January to June, Winning teams from previous seasons **MUST** enter their team in the next season in a higher division where one exists but this will still be at the discretion of the CBL Administrator.

4.1.2

At the beginning of the season each team must have all its players registration online. If a

team is not going to be able to field a team for a specific game then;

i)The team must write to the league office and provide the names of the players missing the game and the name of the player/s who are replacement players in the game. Players must come from teams in lower divisions or age grades.

ii) Must ensure that a maximum of 6 players only play in the game on the day of the game in question.

iii)Must ensure that they notify the opposition coach prior to the commencement of the game of the player/s who are acting as the replacements.

Failure to follow any of these steps will result in the game being forfeited with a 20-0 result.

4.1.3

Players moving up **a division** or team is permitted but at no stage are players allowed to play 'down' a division/age group from the division/team they were registered for

4.1.4

Players are **NOT** allowed to play for multiple clubs within the CBL.

4.2 League Schedule

4.2.1

The CBL strongly encourages that Sunday (U10 – U18) will be CBL day and that all teams try to play on Sunday, however, there are no specific days of the week when matches have to be played. However, once the dates and times are set by both teams they can only be changed with a one-week notice period. If a game is cancelled within the one week the opposition may be entitled to claim a 'walk over subject to CBL League Committee approval'

We would like to encourage set times for the U10, U12 and U14 Boys and Girls leagues to give continuity to parents that often take these age groups to their games.

Note: The CBL however, encourages all teams to accommodate human error and try to rearrange games if possible. In addition, efforts should be made to ensure that all matches are played well before the set Play Off dates; this is to avoid a backlog of games in the last two weeks of the season. In the case of matches being changed, it may not be at the disruption of an already scheduled game.

4.2.2

A team given a 'walkover' will receive three match points and will have the score recorded as 20 – 0.

5. Team and Player Registration

5.1. Number of Team Players

Each team may register as many players as they wish for each team, but may only involve a maximum of 12 registered players for each game.

5.1.1

One Coach and an Assistant Coach or Team Manager is permitted to sit on the team bench. A statistician, who may be a registered player, NOT in uniform may also sit on the bench, who are bound by all rules related to the code of conduct for coaches.

5.1.2

All other people must sit in the designated spectator's area.

5.2.Team Registration

5.2.1

Each team entered must send in a **Player Registration Form** before their *first* game is played, including, names and dates of birth.

5.2.2

Teams can add to the player registration form at any time during the season, but may not use a player until he/she is registered. Note: CBL player registration form is now situated on the CBL website (www.singaporecbl.com)

5.2.3

All registered players may be required to provide a **copy of an identifying document that contains name, photograph and date of birth e.g. photocopy of passport, school ID, Singapore IC etc.** If Players are asked to submit, they are not permitted to play in the CBL until their details have been submitted to the CBL Administrators.

5.2.4

Any player details kept by the CBL Administrator will not be shared with any other entity.

5.3 Player transfer

Once a player is registered with a CBL club/team and has played a CBL match he/she cannot transfer to another club/team within the same season.

5.4.Girls playing in Boys Leagues

5.4.1

A female may play within a boys' team in the 10 & under and 12 & Under CBL divisions provided team coaches are confident that the players concerned are able to cope with the increased physical and mental demands, and have the consent of the players' parents. This consent may be required in writing if questioned by any Club Administrator within the CBL if they are concerned for the child's wellbeing.

6. Competition Format

6.1.

Teams in each division will usually compete on a round robin format, followed by semifinals and finals to decide the age division winners, runner ups and third placed teams. However, this will be subject to the number of teams entered and other formats will be used if deemed necessary by the league administrator.

6.2.

Three points shall be awarded for a win, one point for a loss and nil points for a forfeit.

6.3.

A forfeiting team will receive no points and the scores will be recorded as '20– 0' to the other team.

6.4.

Final league positions will be using the FIBA method for league positioning.

7. Match Results & Reports

7.1.

After each game the Coach/Team Manager should collect for his/her reference the information for the reporting from the score sheet and ensure official results are forwarded to the CBL Administrator by **BOTH** teams. This should be done by sending an image of a full, completed score sheet.

Efforts should be made to do this the next working day.

7.2.

All results must be registered with the CBL Administrator within **THREE DAYS** of the game being played.

8. CBL Competition Prizes and Awards

8.1.

The winning team of each age group League (Division) will be awarded the CBL perpetual shield, with players and coaches from the first, second and third placed teams receiving gold, silver and bronze medals.

8.2.

Should a team require more medals than provided these can be obtained at additional cost to the club/school.

9. CBL Competition Regulations

9.1.

By registering with the CBL, all participating team/clubs/schools are to abide by all CBL rules, regulations, and code of conduct.

10. Home Team Responsibilities

10.1.

The team named first in the official league/division schedule is the 'HOME' team.

10.2.

The 'HOME' team is responsible for arranging the Referees, Timekeeper, and Scorer and to provide the court.

10.3.

Both teams should supply a competent referee or share the cost of the referees (S\$95.00).

10.4.

The away team may place someone on the score bench but it must be before the game starts.

10.5.

If the "HOME" team does not have an indoor facility and is not able or prepared to rent an alternative indoor venue, but the opposition does, then the game may be hosted by the away team. The new "HOME" team is responsible for arranging all officials.

10.6.

"HOME" advantage may also be given up if mutually agreed by both teams.

10.7.

The "HOME" team should supply a visible **electronic** scoreboard.

11. Coach/Team Manager Duties & Responsibilities

11.1.

Before all games the Coach/Team Manager must write on the score sheet the 'full' names of all their players who will play in their team on game day, including the player number. This should be completed 3 minutes before the match commences so that the game can tip off on time. This serves as an official record of the team and can be utilised in case of any future dispute. Failure to do so will result in loss of match points.

11.2.

All coaches/team managers must adhere to the CBL Coaches' Code of Conduct, and ensure that all players, parents and school administrators fully understand the CBL Codes of Behavior its objectives, rules and penalties.

12. Competition Infringements & Penalties

12.1.

Teams shall always act in a sporting manner and should respect the officials' decisions. When a team acts persistently against the CBL Rules and Regulations, the CBL Disciplinary Committee has the right to **remove an offending team's invitation/participation** to any CBL competition.

12.2.

The CBL does not condone nor permit swearing at referees. Such incidents are considered un-sporting and unacceptable, and the referees are instructed to **dismiss players** for such acts. This rule extends to players, officials and spectators who are not on the court of play.

12.3.

CBL officials and coaches are encouraged to inform the CBL Administration of any player, coaches or spectators who persistently breach the '**CBL Code of Conduct**'. In such circumstances the referees will complete an incident report. Should a referee feel the need to report a player, the player will be brought before the CBL Disciplinary Committee.

12.4.

Any team playing an **unregistered player** will result in that game being awarded to the opposition 20 - 0. This is an automatic process without warning.

12.5.

Any team playing an **ineligible player** will result in that game being awarded to the opposition 20 - 0. In addition, the infringing team will be deducted a further penalty of three points and the incident will be forwarded to the Disciplinary Committee.

12.6.

A player who is ejected from a game (excluding 5 personal fouls) or receives a technical foul may be required to face the CBL Disciplinary Committee before their next league game. In the game report, Coaches/Team Managers must report who was ejected or received a technical foul.

12.7.

Should a Coach be ejected during a game, the Coach will be allowed to coach the next game however, should a Coach be thrown out twice in one season the Coach will not be allowed at the courtside for the next three games.

12.7.1

Coaches/Team Managers receiving a technical foul should also be reported to the CBL disciplinary committee.

12.8.

Any team caught playing a suspended or an unregistered player will result in that game being awarded to the opposition 30 - 0. In addition, the infringing team may be deducted a further penalty of up to three points or higher if the CBL Disciplinary Committee decides so.

12.9.

Failure to fill out a Player Registration **online** prior to the first league game will result in a loss of any match points of any games until the list is produced to the CBL.

12.10.

Coaches/Team Managers will exchange information regarding players sent off or receiving technical fouls after the game and shall state clearly in the Match Report the name of the team player, who was ejected from the game or received technical fouls.

12.11.

A Coaches/Team Manager failing to report an ejected player or a player who has received a technical foul (or reporting a false name) within 48 hours of their game being played will automatically be deducted one league point regardless of the reason.

12.12.

A player receiving two ejections in league games will automatically be banned for the rest of the season.

12.13.

If a match report is submitted without mentioning the name of an ejected player or a player who has received a technical foul, the original match report can not be edited. Instead, a separate report must be send to the CBL Administrator stating the player's name.

12.13.1

All league Coaches/Team Managers are reminded to ensure that names of ejected players are correctly submitted with the game report. Should a Coach/Team Manager feel their opponent did not submit or incorrectly submitted the information he/she should send a notice to the CBL Administrator.

13. Appeal Process**13.1.**

Any individual, referee or team may file an appeal with the CBL Disciplinary Committee related to incidents which occurred before, during or after a CBL game.

13.2.

Each appeal must contain full details of the alleged incidences and must conclude with a recommendation or request for disciplinary action. In addition, the following conditions and process applies:

13.2.1

The appeal must be filed with the CBL Administrator within 72 hours following the game.

13.2.2

Appeal must be accompanied by a cheque for S\$100.00 payable to SG Basketball Pte. Ltd. The CBL Chair will decide the process required based on the relevant circumstances after consulting the CBL Committee. The S\$100.00 will be refunded if the appeal is upheld and is not refundable if the protest is dismissed.

13.2.3

Following the receipt of the appeal, the game referees and all other team representatives will be forwarded the appeal report and invited to submit their views.

13.2.4

Views must be submitted to the Committee within **72 hours**.

13.2.5

Disciplinary action may include, but will not be limited to, game bans for individual players, points deducted from teams and/or team participation in CBL being withdrawn.

14. CBL Code of Conduct

Generally, all Coaches and team official shall be responsible for the code of conduct of all players, supporters and team officials (Appendix 1). However, the following codes of conduct have been issued and should be circulated to the relevant persons respectively.

-Coaches Code of Conduct

-Players' Code of Conduct

-Spectators/Parents Code of Conduct

Liability

15.1

All Coaches/Team Managers are fully aware and agree that no medically trained staff will be provided at any of the fixtures organized by CBL.

15.2

All Coaches/Team Managers are fully aware that the CBL provides no insurance coverage whatsoever for any players.

15.3

All teams are advised to bring their own first aid kit to every game.

16. Indemnity

16.1

CBL Committee, SG Basketball Pte Ltd and its sponsors shall be indemnified against all actions, suit, proceedings, claims, demands, costs and expenses whatsoever which may be taken against it, in respect of death, injury, disability or damage in whatsoever nature which may be caused or suffered by reason of participation in the CBL.

All clubs are requested to have a print out of Rules and Regulations at their playing venues.

Prepared by SG Basketball Pte Ltd updated 3 August 2022.
