



## PLAYER REGISTRATION

Team Name: .....

N°	Print Name	Signature

Team Name: .....

N°	Print Name	Signature

## NEW PLAYER REGISTRATION

Team: .....	Team: .....
Name: .....	Name: .....
Street: .....	Street: .....
Suburb: .....	Suburb: .....
Postcode: .....	Postcode: .....
Date of Birth: / /	Date of Birth: / /
Rep History (Last 12 months)	Rep History (Last 12 months)
Association: .....	Association: .....
Age: .....	Age: .....
Grade: .....	Grade: .....
Signature: .....	Signature: .....

**Reports:** .....

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### Extracts from Junior Domestic By-Laws (abridged) :

- 6.3 Player's names may be added to the scoresheet at any stage of the game, but they must be added before they take the court.
- 6.8 Teams must have at least four (4) players on the court before a game can commence.
- 6.9 A representative from the winning team will present the scoresheet within 30 minutes of the end of the game to the referee's office.
- 6.11 A three (3) second key rule will apply to under 14 and above and a five (5) second rule for under 10 and 12 age groups.
- 6.13 In junior basketball (except under 10 ) if a team is leading by 20 or more points, then the leading team is required to fall back behind the 3 point line when they score, or the trailing team in-bounds the ball. The penalty for non-compliance is - violation.
- 6.14 For U10 competition, the playing conditions outlined in by law 6-13 shall apply when a team is leading by 10 or more points.
- 8.1 Five (5) game points will be deducted for each player wearing an incorrect uniform (which includes shorts and singlets) to a max penalty of 30 points. Points must be added prior to the commencement of the second half of the game. Effective from the first game of the season.
- 9.1/4 Two twenty minute halves. Clock stops for time-outs, substitutes and shooting fouls during the last three (3) minutes of the second half. No time-outs will be taken in the last minute of the first half. Where a time-out is in progress prior to the one minute point that time-out will cease at the one minute point and the players will be called to resume play immediately. (Refer to 9.2 for timing rules for finals) Two time-outs per team per half are allowed.
- 9.5 The referee will start the clock 2 minutes before the starting time and give both coaches a one (1) minute warning. The referee will start or instruct the timekeeper to start the game clock, no earlier than the prescribed starting time for each match.