

## GOOD INTENT SHIELD RULES

<b>1</b>	All games will consist of 4 quaters of 10 minutes.
<b>2</b>	All round games will be a running clock with the exception of timeouts.
<b>3</b>	Teams are allowed 1 timeout per half. The clock will not stop for time outs. Teams are not allowed to call a time out in the last 2 minutes of any quarter. Where a time out is called in the last 3 minutes, team must be ready to resume playing in the final 2 minutes.
<b>4</b>	Teams are to appoint a team captain for each game. It is the teams captains responsibility to ensure that all players are listed on the scoresheet.
<b>5</b>	Teams must supply a referee for the game following or preceeding their game. Failure to supply will result in the offending teams game being deemed as a forfeit.
<b>6</b>	In the event of a forfeit, the winning team will be awarded a score of 20-0 and 3 competition points. The losing team will gain 0 competition points. Teams must notify the GBAI if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 3 times in a competition. Their place in the competition will also be placed under review, with the possiblility of removal from the competition.
<b>7</b>	If a team forfeits multiple times in a competition their place in the competition may be placed under review.
<b>8</b>	Players must only play in one team. Playing for 2 teams (filling in) will results in a forfeit.
<b>9</b>	Teams are required to wear the same coloured playing tops with a number on the back and front.
<b>10</b>	3 points will be awarded for a win, 1 points for a loss and 2 points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 3 points.
	Games fees for the competitoin must be payed by the end of round 3. The cost for the competition is \$80 per player.
	Players must play a minimum of 50% of games to be eligible for finals.
<b>11</b>	GBAI has a zero tolerace in regard to abuse towards referees. The on court penalty for abuse towards a referee shall be a technical foul.
<b>12</b>	Only the team captain is to approach the senior referee and they are to do so in a respectful manner.
<b>13</b>	If a player recieves 2 technical fouls in a season the penalty shall be a 7 day suspension from local competitions. A player may appeal this decision in which case it will be referred to the GBAI tribuneral for a hearing in accordance with BNSW Bylaws.
<b>14</b>	In the event of a player recieving a third technical foul in a season they will be referred to the GBAI tribuneral for a hearing in accordance with BNSW Bylaws. The player in question is not to play in any games prior to undertaking the hearing.
<b>15</b>	A team must have at least three [3] players available to commence playing.
<b>16</b>	If a team is unable to commence playing at the scheduled time, the game clock is started and the team that is ready to play will receive two (2) points for every completed minute that the other team is late. The late points are awarded to the captain on the score sheet of the team that was ready to play and must be awarded immediately at one minute intervals.
<b>17</b>	The game clock does not reset when the other team arrives.
<b>18</b>	A forfeit will be declared if one or both teams do not have the prescribed number of players (3 players) to commence the game 10 minutes after the referee has directed the game to start.
<b>19</b>	If a team does not have the required number of players after 10 minutes, the other team will be awarded the game on a forfeit and the score will be 20 – nil.
<b>20</b>	Forfeits In this case of forfeits, the team forfeiting is awarded zero (0) points for the game and the other team is awarded three (3) points for the game, with a score of 20 – nil.
<b>21</b>	The court controller will be responsible for controlling these rules.