



Fact sheet

Not enough players? What to do

A minimum of 4 players is required to field a team in a Saturday game.

To avoid the club having to pay a fine it is important to know what to do when your team doesn't have enough players.

This fact sheet provides assistance in two situations:

1. On game day—when your game is about to start and you realise you don't have enough players.
2. Before game day—when you have time to recruit fill-in players.

On game day

The clock starts at the scheduled game time.

If a team has less than 4 players at the start of the game, a late start penalty of 1 point per minute (or part thereof) is awarded to the other team.

If the team still has less than 4 players at the 10-minute mark, the game will be declared a **walkover** and the club is fined.

To avoid a fine, the team can elect to play a **forfeit game**. It must make this decision before the 10-minute mark.

The Ivanhoe Knights Basketball Club urges its teams to play a forfeit game, if possible, rather than have a walkover declared.

In the case of a walkover it is club policy to pass the fine on to the team for payment (currently about \$10 per player).

Walkovers

If a walkover is declared:

- no game fees are paid and the EDJBA fines the offending club
- the score is recorded as 20-0.

Teams that give 2 walkovers in a season may be disqualified from the competition.

Forfeit games

A forfeit game is refereed and scored as usual, but the scoresheet must note that it is a forfeit game. Game fees apply.

The forfeit team must still have a minimum of 4 players but can make up the numbers with players who are normally ineligible, such as parents, siblings, other spectators or even the coach.

Club uniform is not required for those players making up the numbers in a forfeit team, but the clothing they wear must be appropriate (not likely to cause injury).

There are two possible outcomes:

1. If the forfeit team loses, the score stands.
2. If the forfeit team wins or draws, the score is recorded as 2-0 to the other team.

Scratch matches

When one team fails to appear and a walkover is declared, the team present may play a **scratch match**.

In such games, no game fees are paid and the scoresheet isn't used. Players must wear appropriate clothing. The referees may adjudicate if they wish, but are not required to.

Before game day

Teams may make up numbers using fill-in players from within their club who are registered for the current season.

Such players must be eligible (see the table below).

A fill in player can play two games on the same day:

- for their own team, and
- for another team in which they are eligible to play.

Note: This process doesn't apply to finals games. In such games contact the club through your Team Manager for help.

Eligibility of fill-in players

A player may fill in for a team in the same age group provided they are:

- filling in from a team in a lower section than the team requiring the fill in.

A player may fill in for a team in a older age group provided they:

- fill in from a team no more than one section higher than the team requiring the fill in (it could also be the same section or lower).

Eligibility chart

This chart may help in determining eligible fill-in players for your team.

	Allowed	Not allowed
Player needed for a Section A team		
Same age group player	Section B, C, D	Section A
Younger age group player	Section A, B, C, D	Nil
Player needed for a Section B team		
Same age group player	Section C, D	Section A, B
Younger age group player	Section A, B, C, D	Nil
Player needed for a Section C team		
Same age group player	Section D	Section, A, B, C
Younger age group player	Section B, C, D	Section A
Player needed for a Section D team		
Same age group player	Nil	Section A, B, C, D
Younger age group player	Section C, D	Section A, B