



**BASKETBALL**  
**SOUTH AUSTRALIA**

# **Rules of Operation**

## **SA District League 2022**

February 2022

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## DEFINITIONS

In these By-Laws:

**Age Grades:** Competitions in the League in which participants must meet age and gender requirements, e.g. Under 12 Boys or Under 16 Girls.

**Authority:** Any requirement to adhere to government, legislative or health directives.

**Basketball Adelaide (B Adl.):** Association of Metropolitan District Basketball Clubs.

**Basketball Australia (BA):** Basketball Australia Limited.

**Basketball Authority:** Can mean any of the following:

- a) Basketball Australia (BA);
- b) Basketball SA (BSA);
- c) Men's National Basketball League (NBL);
- d) Women's National Basketball League (WNBL);
- e) FIBA;
- f) Court of Arbitration for Sport; or
- g) A Tribunal, Body or Authority conducted under the auspices of any of the above.

**Basketball SA (BSA):** Means Basketball South Australia Inc.

**Business Day:** A day that is not a Saturday, Sunday or Public Holiday.

**CEO:** The Chief Executive Officer of BSA, including a person acting in that position in the absence of the usual CEO.

**Championship Season:** the Season following the Grading Season and, where possible, is played in a Home and Away format.

**Club Member:** any of the following person(s) registered in the BSA approved registration database:

- a) Player;
- b) Coach;
- c) Assistant Coach;
- d) Team Manager;
- e) Official; or
- f) Volunteer.

**Coach:** A person responsible for instructing and supervising a team of the Club's basketball players during training and games who provides technical or tactical advice or guidance to the players or team or fulfils other functions commonly associated with coaching.

**Code of Conduct:** The Codes of Behaviour published on the BSA website.

**Competitions Department:** includes Basketball SA's; Competitions Manager, Competitions Service Officers, Operations Manager and CEO.

**Division:** a unique selection of teams within a Competition Age Grade.

**FIBA:** International Basketball Federation, of which BA is a member.

**Game:** A game listed in the draw of the District League competitions.

**Game/Match Official:** Any of the following:

- a) A referee involved in a game;
- b) A referee coach involved in a game;
- c) A person who supervises or reviews referees (such as a referee supervisor or a person who assesses referee's performance) involved in a game;
- d) A scoretable official involved in a game; or
- e) A statistician involved in a game.

**Grading Phase:** a period during the Grading Season used to determine rankings for teams in the Minor Round.

**Grading Season:** a Competition consisting of a predetermined number of Grading Phases that results in teams being placed into Divisions based on match results.

**Higher Level Commitments:** means any of the following:

- a) Australian Under 14 Club Championships;
- b) Australian Under 16, 18 and 20 Championships;
- c) Australian Under 16, 18 and 20 3x3 Championships;
- d) The Championship Division of the Australian Schools Championships;
- e) The School Sport Australia Tournament, in which the SAPSASA State Team participates;
- f) Matches or Camps involving Australian Under 17, 19, University or Senior Teams;
- g) Matches in the National Basketball League and Women's National Basketball League; or
- h) A tour conducted by either the Basketball SA NITP program or an equivalent NITP Program.

**In writing:** means correspondence received by post or electronic medium, such as email, excluding text messages.

**Ineligible player:** a player who is prohibited from competing in The League.

**Junior District League (JDL):** refers to Under 18 Divisions and below.

**League Manager:** the Competitions Manager employed by BSA.

**League Competitions Committee:** an independent committee to provide advice and recommendations for the ongoing improvement of BSA competitions and to ensure competitions are conducted in accordance with the BSA Constitution, Policies and Rules of Operation.

**Major Round:** the series of games played after the Minor Round to determine the championship winner of each Division.

**Minor Round:** the complete set of fixtures played to determine an ordered ranking on the championship ladder.

**MSBL:** Metro Social Basketball League

**Player Movement:** The movement of player(s) from one team to another within the same Club.

**Player Transfer:** The transfer of player(s) from one Club to another.

**Poaching:** An approach by a Club Official (including Coaches, Administrators and Employees) directly, or indirectly through a third party at the request of a Club Official, to a player from another Club, who is registered to play in any BSA Competition, or their representative

(including parent/guardian) to discuss opportunities that may lead to a transfer to the Club of the official.

**Proximity of the Court:** any area in the venue where the court or any part of the court is within view.

**Round:** the set of fixtures that result in each division team having played a game.

**Senior District League (SDL):** refers to Competitions for players sixteen (16) years and older, played in Senior Men and Senior Women Divisions.

**Set of Fixtures:** the series of games scheduled by Basketball SA; usually, every week in which teams play against other teams in the same Division.

**The League:** refers to any of the SA Junior District League (JDL), SA Youth District League (YDL) and the SA Senior District League (SDL).

**The Tribunal:** referred to in the Basketball SA Tribunal Rules of Operation.

**Week:** means seven days commencing on Monday and ending the following Sunday inclusive.

**Youth District League:** refers to Under 21 Men and Under 23 Women Competitions.

**Zone Defence:** Any defence played in the half court which does not incorporate normal man to man defensive principles shall be considered a zone. For this purpose, trapping defences which rotate back to man to man principles are acceptable.

## **1. AIMS**

The League aims to:

- a) Provide a participation pathway from MSBL Mini and Domestic Competitions for all basketball participants that is aspirational and enjoyable as their sport of choice.
- b) Grow the profile of and participation in the sport of basketball across all levels.
- c) Provide a premier basketball competition that enables:
  - i) Pathways for players, coaches and officials to aspire and progress to the NBL1 Central Conference, State and National levels.
  - ii) Athletes to compete against the best players within their age group to provide high-performance pathways.

## **2. LEAGUE ADMINISTRATION**

- a) The BSA District League competitions are governed by:
  - i) The BSA District League Rules of Operation.
  - ii) The FIBA Rules of Basketball.

The BSA District League Rules of Operation shall take precedence over the FIBA Rules of Basketball, where they conflict.

- b) The BSA District League Competitions Committee shall:
  - i) Act as the League Committee to the Competitions Department; and
  - ii) Provide advice or assistance concerning the structure of the competitions as needed; and
  - iii) Actively participate in or conduct competition reviews as directed by the Operations Manager or CEO.
- c) BSA's CEO shall have the final approval of changes to these Rules of Operation and may seek endorsement from the BSA Commission at their discretion.

## **3. COMPETITION MANAGEMENT**

The League is managed by BSA, through its Competitions Department and in particular the League Manager. BSA Commission endorsement is sought for some issues when applicable.

### **3.1. Elastic Powers**

BSA may waive any of the provisions of these Rules of Operation should it be deemed necessary, subject to the following:

- a) Waiver requests shall be in writing and clearly state the grounds upon which and the said period for which the waiver is to operate; and
- b) The League Manager shall notify impacted clubs of any such waiver, outlining reasons for the waiver and the period it shall apply.
- c) The League Manager shall manage any matter not covered by these Rules of Operation, provided it aligns with the Aims as set out in rule 1 of these Rules of Operation and is in the best interest of the sport.

### **3.2. Decisions When These Rules Are Silent or Unclear**

In the first instance, the League Manager shall interpret and apply these Rules of Operation to form the basis of decisions.



- a) If these rules are silent on a matter concerning the District League, the League Manager will decide how to deal with the matter.
- b) When the Rules of Operation refer to but are unclear on a matter concerning the District League, the League Manager will determine how to resolve the matter.
- c) The League Manager can seek counsel from the League Competition Committee or other persons suitably qualified or experienced on interpretation and application of any rule within these Rules of Operation.

### **3.3. League Penalties**

The League Manager is empowered to impose penalties for non-compliance with the Rules of Operation. Penalties for any breach of these rules may be imposed upon individual players, coaches, Clubs, members of Clubs, or technical officials at the League Manager's discretion.

Penalties may be one of or a combination of any of the following:

- a) Fines;
- b) Forfeits;
- c) Suspension;
- d) Disqualification; or
- e) Any other penalty that is deemed appropriate by the League Manager.

The League Manager will notify all penalties in writing to the offending person(s) or Club(s).

### **3.4. Alteration to these Rules**

The Rules of Operation may be amended by the League Manager with input from the League Competitions Committee from time to time by:

- a) Removing or adding content to these rules; or
- b) Revoking rules and adopting new rules in their place.

Changes made to these Rules of Operation by the League Manager during a season will be subject to:

- a) Consultation with the Clubs must occur before any change(s); and
- b) The change(s) cannot have a retrospective effect; and
- c) The change(s) cannot substantially change how the District League is conducted for that Season; and
- d) The change(s) takes effect one month from the date that BSA provides written notification of the change.
- e) Final approval by BSA's CEO in accordance with rule 2.c of these Rules of Operation.

### **3.5. Delegate of Basketball SA**

- a) The League Manager is a delegate of BSA.
- b) Any function or power conferred to the League Manager under these Rules of Operation is taken as a function of the power conferred to BSA and exercised on behalf of BSA by the League Manager.
- c) Any action taken by the League Manager under these Rules of Operation is taken on behalf of BSA.
- d) Any tribunal, appeal, or court proceedings taken concerning the League Manager's

functions, powers, or actions undertaken must be taken against BSA and not against the League Manager as an individual.

### **3.6. Appeals of Decisions Made by the League Manager**

- a) Where a Member is unsatisfied with a decision made by the League Manager, the Member may refer its concerns to BSA's Operations Manager. The Member may request a review of the League Manager's decision by submitting a written request that includes full details of the Member's concerns, the reasons the decision is considered undesirable and provides an alternate position.
- b) The Operations Manager will review the decision within 48 hours. The Operations Manager is delegated authority to amend decisions of the League Manager provided it aligns with the Aims as set out in rule 1 of these Rules of Operation and is in the best interest of the sport.
- c) Where a Member remains unsatisfied following a review by BSA's Operations Manager, the Member may submit a formal appeal application to BSA's CEO regarding the League Manager's decision and/or the Operations Manager's decision, by following the process in 3.7.
- d) Where a Member remains unsatisfied following the conclusion of an appeal in accordance with 3.7, the Member may refer the matter to the BSA Commission, which shall be the final point of appeal for decisions made by the League Manager and/or the Operations Manager and BSA's CEO.

### **3.7. Appeal Process**

An appellant must submit an appeal in writing to the CEO detailing the matter(s) and the League Manager's and/or Operation Manager's decision(s) to be appealed, including:

- a) The ground(s) on which the appeal is made; and
- b) The reason(s) or circumstance(s) supporting the ground(s) of appeal.

Upon receipt of the appeal, the CEO will:

- a) Within three (3) business days, appoint three (3) independent members to form an Appeals Committee.
- b) Within five (5) business days of their appointment, the Appeals Committee will determine if the appeal should proceed.
- c) The Appeals Committee may deal with the matter(s) by phone, video conferencing, email, or other means deemed appropriate.

If the appeal proceeds, the Appeals Committee shall determine whether the appeal shall be heard:

- a) By way of a full hearing; or
- b) By way of a partial hearing of limited issues only.

BSA's CEO will notify the appellant within three (3) business days from the Appeals Committee handing down their decision whether the appeal will proceed.

- a) If the appeal proceeds, the notice to the appellant shall include the date, time, method and location, the hearing will proceed.
- b) The appellant is allowed to be present at any hearing. The appellant must advise the CEO of their intention to attend the proceedings within 48 hours of being advised of the appeal proceeding. Otherwise, the Appeals Committee will deal with the matter(s) on written

submission only.

The Appeals Sb Committee shall have the power to:

- a) Dismiss the appeal;
- b) Uphold the appeal;
- c) Impose any penalties in accordance with the Rules of Operation; or
- d) Reduce, increase or otherwise vary any penalty of the initial decision of the League Manager in such a manner as it sees fit.

The Appeals Committee will provide the appeal outcome in writing on the League template to the CEO, which the CEO will forward to the appellant.

### **3.8. Finance**

- a) BSA shall administer the finances of the League through the BSA accounting system.
  - i) The League Manager will develop an annual budget to provide for the satisfactory operation of the League, which the BSA Commission must approve.
  - ii) Each Member Club must develop an annual financial budget which is to be made available to the League Manager upon request and which may be held by the League Manager and BSA in strictest confidence.
  - iii) BSA may exercise the right to review a Club's financial status to ensure its financial stability and maintain the integrity of the League.
  - iv) BSA is empowered to assist the development of a Club's financial position. This assistance may include arranging financial advice for the Club. However, the overall responsibility for financial stability rests with the individual Club.

## **4. CLUB ELIGIBILITY AND RESPONSIBILITIES**

### **4.1. Club Eligibility**

- a) A Club must be a financial with BSA at all times.
  - i) A Club may be considered unfinancial when the Club, its team(s), or its Member(s) have payments owed to BSA past their due date.
  - ii) A Club, its team(s), or its Member(s) deemed unfinancial will be ruled ineligible to participate in The League.
- b) The District League is open to all BSA affiliated Clubs and Associations within the Adelaide Greater Metropolitan area.
- c) Clubs wishing to enter teams into the District League must participate in the preceding Grading Season.
- d) New and re-applying Clubs or Associations that did not participate in the previous Season must send an expression of interest to the League Manager by 31 March pending a formal nomination process.

### **4.2. Club Responsibilities**

A Club must ensure that all persons under its control comply with the following rules.

- a) For these rules, a person is under the control of a Club if the person is:
  - i) A registered player in a team fielded in any of the District League Competitions by the Club; or

- ii) A registered Coach, Assistant Coach or Team Manager for a team fielded in any of the District League Competitions by the Club; or
- iii) A person acting as a Coach, Assistant Coach or Team Manager for a team fielded in any of the District League Competitions by the Club; or
- iv) A Club Official; or
- v) A Club spectator or supporter who is in the venue during any of the District League Competitions; or
- vi) A parent, carer or guardian of any registered player, Coach, Assistant Coach, Team Manager or Official of a Club.

#### **4.3. Club Contacts**

Each Club is required to appoint a 'Primary' Club Contact and a 'Secondary' Club Contact and notify the League Manager of their name and contact details before the Pre-Season and Grading Seasons.

#### **4.4. Club Coaches, Assistant Coaches and Team Manager Registrations**

All Club Coaches, Assistant Coaches and Team Managers who participate in the District League must be registered within the League's approved registration program for each Season at least three (3) business days before the Season's commencement or their team's first game.

- a) A person is a registered Coach or Assistant Coach for a Club's team only if:
  - i) They are registered with BSA as a Coach or Volunteer within the approved registration database; and
  - ii) They are not subject to any suspension or other sanction imposed by a court or Basketball Authority which would be violated by the person engaging in activities of a Coach, Assistant Coach or Team Manager; and
  - iii) They have no unpaid fees or fines owing to a Basketball Authority; and
- b) It is recommended that all Head Coaches and Assistant Coaches obtain their Community Coach Course Accreditation (Level 0) and/or Club Coach Course (Level 1).

#### **4.5. Conduct Detrimental or Prejudicial to the League**

Any player, Club member (see definitions) or game official that behaves in a manner that adversely or is likely to adversely affect the League in either its promotion or smooth operation is liable to be penalised by the League Manager.

This includes:

- a) Unsportsmanlike Behaviour

Any player, Club member (including cheerleaders and courtside announcers) or game official that acts in an unsportsmanlike manner may be liable to a penalty upon determination of the League Manager.

- b) Disorders

The behaviour of players, coaches, club management, and officials can significantly affect crowd behaviour. If the League Manager determines the behaviour of such a person or persons stimulates or encourages crowd disorder, the offending party may be penalised as deemed appropriate, including through fines and/or suspension.

- c) Criticism of the League, Clubs or Game Officials

Any Member, including coaches, game officials, players and management who publicly criticises game officials, a Club or League Competition will be deemed to have acted in a manner detrimental and prejudicial to the League and liable to a penalty. Furthermore, any Member whom the League Manager finds to have pursued and/or harassed game officials before, during, or after a game will be subject to penalties. The Club will be held responsible for all its members' comments, which may subsequently appear in the media.

d) Bribery and Tampering

Any person who directly or indirectly; entices, induces, persuades, or attempts to entice, induce or persuade any player, coach, referee, official, team management or other people(s) associated with a Club to alter the natural outcome of a League game will be deemed to have engaged in conduct detrimental to the League and will be penalised at the discretion of the League Manager.

e) Language

Coaches, assistant coaches, trainers, players and game officials must refrain from the use of profane or objectionable language which might be heard by spectators or picked up by Camera/TV/Live stream microphones in the vicinity of the benches and/or playing court.

Violators will be liable to penalty at the discretion of the League Manager.

## 5. COMPETITION STRUCTURE

### 5.1. Competition Calendar

The basketball calendar year will consist of:

a) Junior District League

i) Divisions 1 & 2

- (1) A Pre-Season Competition consisting of a minimum of nine (9) Rounds. BSA will use the ladder at the end of the Pre-Season Competition to seed teams for State Championships.
- (2) A State Championship Tournament to be held in May, consisting of Pool Games and Crossover Finals Games.
- (3) A Championship Season to commence in February or March, consisting of eighteen (18) Minor Rounds and three (3) Major Rounds concluding in August.

ii) Divisions 3 and below

- (1) A Grading Season to commence in either October or November, consisting of a minimum of eight (8) rounds.

Detailed information on the Grading Season can be found on the [Grading Map Document](#).

- (2) A Championship Season to commence in February or March, consisting of eighteen (18) Minor Rounds and three (3) Major Rounds concluding in August.

The Pre-Season and Championship Season for the Junior District League may include tournament style play as part of the fixtures, with multiple rounds over a condensed period, e.g. two or three rounds may be fixtured over a weekend.

The League Manager shall determine the structure of the coming year and publish each Season's nomination and commencement dates.

b) Youth District and Senior District Leagues (YDL and SDL)

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- i) A Pre-Season Cup consisting of nine (9) rounds and a top two (2) Finals Series
- ii) A Championship Season commencing from 2 May, consisting of eighteen (18) minor rounds and three (3) Major Rounds concluding in August.

### **5.2. Fixturing**

#### District League Scheduling Responsibility

- a) The League Manager will determine fixtures for the Pre, Grading and Championship Seasons.
- b) Where a Club requires a game be rescheduled, the Club must submit in writing, the reason(s) for the deferral.

If the deferral is granted, the requesting Club must take the following steps before the rescheduled game is played.

- i) Confirm agreement from both impacted Clubs to reschedule the game.
  - ii) Confirm agreement by both Clubs of the time, date and venue the game has been rescheduled to.
  - iii) Obtain written confirmation of the rescheduled game, signed by both Clubs and a copy sent to the League Manager for ratification.
- c) The League Manager has the power to re-fixture any games that it deems necessary. Reasons may include, but are not limited to:
    - i) Unavailability of a venue;
    - ii) Power outages;
    - iii) Floods;
    - iv) Heat;
    - v) Fixturing errors;
    - vi) Team withdrawals;
    - vii) Walkovers;
    - viii) Higher level commitments; or
    - ix) Government enforced venue closures or directives.
  - d) Where the League Manager reschedules a game, the impacted Clubs will be given seven (7) days from notification of the reschedule to agree to the new time, date and venue of the game.
  - e) If agreement by both Clubs is not reached within seven (7) days, the League Manager shall arbitrate a time, date and venue.
  - f) A team failing to appear to the appointed game will give a forfeit.

### **5.3. Age Groups**

The following age groups will apply:

- a) Junior District League (JDL):
  - i) Under 10 (Boys & Girls);
  - ii) Under 12 (Boys & Girls);

- iii) Under 14 (Boys & Girls);
- iv) Under 16 (Boys & Girls); and
- v) Under 18 (Boys & Girls).
- b) Youth District League (YDL):
  - i) Under 21 (Men); and
  - ii) Under 23 (Women).
- c) Senior District League (SDL):
  - i) Open Age (Men & Women).

**5.4. Divisions**

- a) Clubs will nominate teams for the Pre-Season and Grading Seasons by the nomination date each year in the Age Groups defined in rule 5.3.
- b) These teams will transition to the Championship Season following the Pre-Season and Grading Seasons.
- c) In the Championship Season, each Division will consist of a maximum of ten (10) teams.
- d) No Club may have more than one (1) team in Junior District League Divisions 1 or 2, except in cases where a third Division does not exist.
- e) The League Manager may invite teams to fill vacant positions or leave them vacant.
- f) The League Manager shall determine the number of teams that will participate in each Age Group. If there are more team nominations than positions available, the League Manager shall grade teams and decline nominations as required.

**5.5. Ladder Points System & Tiebreaks**

- a) The following points will be awarded after all matches during the Pre, Grading & Championship Seasons:
  - i) **Table 1**

MATCH RESULT	CHAMPIONSHIP POINTS
WIN	3
DRAW/WASHOUT	2
LOSS	1
FORFEIT GIVEN	0

- b) In Competitions in which teams have an equal number of byes, including no byes, ladder positions are classified as follows:
  - i) Win-Loss Record (indicated by Championship Points).
  - ii) If two (2) or more teams have the same Win-Loss record, the following tiebreakers shall be applied in order until the tie is broken:
    - (1) Championship Points gained in head-to-head games between the tied teams.
    - (2) Score differential in the games between the tied teams.

(3) Higher score for in games between the tied teams.

(4) Season score differential.

(5) Season score for.

**Example 1**

A vs B	100 – 55	B vs C	100 – 95
A vs C	90 – 85	B vs D	80 – 75
A vs D	75 – 80	C vs D	60 – 55

Team	Games Played	Wins	Losses	Championship Points	Score For	Score Against	Score Differential
A	3	2	1	7	265	220	+ 45
B	3	2	1	7	235	270	- 35
C	3	1	2	5	240	245	- 5
D	3	1	2	5	210	215	- 5

Applying rule 5.5.b)ii)(1) the following teams won the tiebreakers:

Team A wins the tiebreaker with Team B, and Team C wins the tiebreaker with Team D as they won the head-to-head games and therefore gained more Championship Points in those games.

**Example 2**

A vs B	100 – 55	B vs C	100 – 85
A vs C	90 – 85	B vs D	75 – 80
A vs D	120 – 75	C vs D	65 – 55

Team	Games Played	Wins	Losses	Championship Points	Score For	Score Against	Score Differential
A	3	3	0	9	310	215	+ 95
B	3	1	2	5	230	265	- 35
C	3	1	2	5	235	245	- 10
D	3	1	2	5	210	260	- 50

Team A finish first, and there is a three-way tie between Teams B, C and D. Therefore, rule 5.5.b)ii) shall apply as follows:

Team	Games Played	Wins	Losses	Championship Points	Score For	Scores Against	Score Differential
B	2	1	1	4	175	165	+ 10



C	2	1	1	4	150	155	- 5
D	2	1	1	4	135	140	- 5

- (1) The teams are all tied by their Championship Points in the head-to-head games.
  - (2) Team B wins the tiebreaker with the highest Score Differential in the games between the tied teams and finishes second. C and D are still tied, so rule 6.7.b)i) can be applied to the two-way tie.
  - (3) C beat D in their head-to-head game, gaining more Championship Points and therefore, C finishes 3<sup>rd</sup> and D finishes 4<sup>th</sup>.
- c) In Competitions in which teams have an unequal number of byes, ladder positions will be determined as in rule 5.5.b), except 5.5.b)i) Championship Points will be replaced by Game Ratio, which is calculated as follows:
- i)  $(Wins + (1/2 \times Draws) - (1/2 \times Forfeits)) / Games\ Played$ .
  - ii) Game Ratio will also be applied in rule 6.7.b)ii) in cases where tied teams have played an unequal number of games against each other.

### 5.6. Team Eligibility

- a) Per the 2022 NBL1 Rules of Operation (rule 3.2.a)iv)), NBL1 Clubs are required to enter a boys and a girls team in the Junior District League's Division 1 and Division 2 Competitions in each of the following age groups:
- i) Under 12; and
  - ii) Under 14; and
  - iii) Under 16; and
  - iv) Under 18.

There is an expectation that all Division 1 and 2 teams are competitive in each division, however they are not excluded from rule 6.1. a) ii) of these Rules of Operation (requests to change team nominations).

- b) Clubs that do not meet this requirement in 2022 must develop a Transition Plan in consultation with BSA to implement strategies to achieve these criteria by 2025. Transition Plans must include review points, and BSA will work with clubs to optimise opportunities for success.
- c) Clubs that do not meet the requirement by 2025 will be excluded from participating in the 2025 NBL1 competition, subject to any appeals considered in accordance with these Rules of Operation.

The information and implementation requirements to be included in transition plans will be developed further, in consultation with impacted clubs.

### 5.7. Invitational Clause

- a) From 2023, the League Manager may invite a Division 3 team from a non-NBL1 Club to compete in that Season's Division 1 or Division 2 Pre-Season Competition if that team meets the following criteria:
- i) The team must have made the Division 3 Major Round in two consecutive years; and
  - ii) The team must have made the Division 3 Grand Final in one of those years; and

- iii) The team does not have a current player pathway arrangement with an NBL1 Club.
- b) If a team meets the criteria outlined in 5.7.a), their Club must submit a written request to the League Manager to nominate the team in Division 2. The written submission must clearly state which team is making the request, player names and that team's results from the previous two (2) years. The majority of players within the team being nominated for Division 2 must be players of the team who has met the criteria outlined in 5.7.a).
- c) Should the League Manager invoke this Clause, the team invited to the Pre-Season Competition is not guaranteed a position in that Division in the Championship Season.
- d) The invited team may also gain an invitation to participate in the Junior State Championships that year.

**Note:** *This clause and criterion will undergo further review throughout 2022 based on stakeholder feedback.*

## **6. PLAYER AND TEAM REGULATIONS**

### **6.1. Team Nominations**

The League Manager will call for Team Nominations in advance of the Pre-Season and Grading Seasons each year. The League Manager will be responsible for setting a closure date for Team Nominations and informing Club Contacts of this date.

- a) Late nominations will not be considered at the following times:
  - Pre-Season or Grading Season:
    - i) Once the Pre & Grading Season Fixtures have been published.
  - Championship Season
    - ii) After 25% of the Minor Round games have been played (rounded up to the next whole number), the acceptance or otherwise of late nominations or requests to change a team's nomination is at the discretion of the League Manager.
- b) If a team is accepted or regraded into a Competition after a Round has been played, the team will be allocated both a loss and a game played for each completed Round.

### **6.2. Player Registration**

- a) A person is a Registered Player for a Club's team only if:
  - i) They are a registered playing member of the Club and listed in the approved registration database; and
  - ii) They are not subject to any suspension or other sanction imposed by a Basketball Authority which would be violated by the person playing; and
  - iii) They have no unpaid fees or fines owing to a Basketball Authority; and
  - iv) The player identifies as a male person (if playing in the Club's boy's/men's team) or a female person (if playing in the Club's girl's/women's team).
- b) A person is taken not to be a Registered Player for a Club's team in the League if:
  - i) The person owes a debt to BSA, which has fallen due for payment but has not been paid in full; or
  - ii) A fine levied on the person under these rules has not yet been paid to BSA; or
  - iii) If the person has been deactivated from the team's player roster; or
  - iv) The person is subject to a suspension under these Rules of Operation or other BSA

governing policies.

- c) Each new player registration must be entered into the approved registration database by the Club or Association after verifying that the registering Club or Association has sighted the player's birth certificate or passport.
- d) Player registration for the current Season must be completed before the player can participate in their first game.

### **6.3. Age Eligibility**

- a) To be eligible to participate in any Junior League Competition, a player must be at least six (6) years of age before entering the court for their first game.
- b) To be eligible to play in a Junior Age Grade, a player's age must be under that Age Grade on the 31<sup>st</sup> of December in the Competition Calendar Year (e.g. October – September).
  - i) E.g. To participate in the Under 12 Competition that ends in April 2022, the player must be eleven (11) years old or younger on the 31<sup>st</sup> of December 2022.
- c) To be eligible to play in a Youth League Age Grade, a player must turn sixteen (16) years of age in the year the Competition finishes and be under the Competition Age Grade on the 31<sup>st</sup> of December in the year the Competition is to be completed.
- d) To be eligible to participate in any Senior League Competition, a player must be at least sixteen (16) years of age before entering the court.

Club's nominated contacts must advise BSA on each occasion when a player is playing in an age group other than their normal age group.

### **6.4. Team Lists**

- a) All Clubs or Associations are expected to enter their players online into their relevant Team Lists for each team nominated in all Pre, Grading and Championship Seasons.
- b) A Team shall consist of a maximum of ten (10) players.

### **6.5. Starting Players**

- a) All teams competing in the District League Competitions during the Pre, Grading or Championship Season must have five (5) players to start the game.
- b) See rule 12.1. of these Rules of Operation for the penalty for a team that does not have five (5) players to start the game.

### **6.6. Playing in Multiple Divisions in the Same Round**

- a) A player is restricted to playing in a maximum of three (3) BSA Competition games in the same round. BSA Competitions include all:
  - i) Junior District League Competitions;
  - ii) Youth District League Competitions; and
  - iii) Senior District League Competitions.
- b) A player cannot play in multiple JDL Divisions in the same Round.
- c) A player cannot play in multiple YDL Divisions in the same Round.
- d) A player cannot play in multiple SDL Divisions in the same Round.

E.g. a player can play in a JDL, YDL & SDL game in the same Round, as long as the Competitions all run on separate days.

e) Exception Clause:

During the Pre, Grading and Championship Minor Rounds, where a team cannot field seven (7) players, rule 6.6.a) to 6.6.d) shall not be enforced and players are permitted to play in multiple games in the same Round. The following conditions apply:

- i) The player cannot fill in for a team in the same or lower division than their usual team.

E.g. A Division 3 player may fill in for a Division 1 or 2 team, and still play in their Division 3 game. However, a Division 1 player cannot fill in for a Division 3 team.

- ii) The player may fill in for a team in an older age group, but they must still play in their usual Division or a higher one.

E.g. An Under 14 Division 3 player may fill in for an Under 16 Division 1 or 2 team, and still play in their Under 14 Division 3 game. However, an Under 14 Division 1 player cannot fill in for an Under 16 Division 3 team.

Clubs are required to inform BSA in writing when they have implemented this exception.

### **6.7. Ineligible Players**

- a) For Pre, Grading and Championship Season Minor Round games, an ineligible player is one who:

- i) Has not registered in their Club's approved registration database or with BSA; or
- ii) Has not been cleared from another Club; or
- iii) Is suspended; or
- iv) Is over age for the Competition, as stated in rule 6.3. of these Rules of Operation; or
- v) Has infringed Player Movement Rules, as stated in rule 7. of these Rules of Operation.

- b) For Championship Season Major Round games, an ineligible player is one who:

- i) Meets any of the criteria in rule 6.7.a); or
- ii) Has not played the minimum number of Minor Round games required to qualify for the Major Round as stated in rule 8.3. of these Rules of Operation; or
- iii) Has not received a Medical Exemption from the League Manager, per rule 8.4. of these Rules of Operation.

Match referees and Stadium Staff do not have the jurisdiction to determine the eligibility of a player(s) for a game.

It is the Clubs' responsibility for maintaining eligibility criteria for their players and ensuring they have enough players qualified and eligible for the Major Round.

If a team believes their opponent has played an ineligible player, they must lodge a written protest of the match result, via the nominated Club Contact, to the League Manager by Close of Business the day following the match.

The League Manager will review the protest and decide the outcome by Close of Business the day following the protest being lodged. The League Manager will notify both Clubs of the outcome in writing.

- iv) See rule 12.2. for the penalty for playing an ineligible player.

## **7. PLAYER TRANSFER AND PLAYER MOVEMENT**

The Player Movement Rules apply to all players, irrespective of the team or Club they play for, and apply to all players participating in the Pre, Grading or Championship Season Competitions.

### **7.1. Player Transfer to Another Club**

- a) A player wishing to play for a Club in the District League that has previously played for any of the following must receive a clearance from their previous Club:
  - i) Another Club in the District League;
  - ii) Any NBL or WNBL Club in South Australia;
  - iii) Any Interstate Club; or
  - iv) Any Overseas Club.
- b) Interstate Club transfers and transfers within Australia involving NBL or WNBL Clubs (including Clubs within South Australia) are governed by Article 3 ('Transfer of Players between States') of [Basketball Australia's General By-Laws](#).
- c) International Clearances are governed by [FIBA Internal Regulations Book 3](#) Chapter 2, 'International Transfer of Players'.

### **7.2. Player Transfer Between Clubs in the District League**

- a) The only forms of application and notification accepted as evidence under this rule will be those sent in writing, as defined in these Rules of Operation.
- b) From the commencement of the Pre and Grading Seasons, once a Club Member has played their first game, the member shall not be eligible to play for a team in another Club until the Championship Season has concluded.
- c) In exceptional circumstances, the League Manager may consider a player transfer request during the season. The League Manager will consider the player transfer request details and the players current club position.

BSA may outsource the investigation to a suitably qualified or experienced independent personnel.

The League Manager will make the final determination whether to grant the transfer.

- d) A player seeking a clearance must send the application to both:
  - i) Their current Club; and
  - ii) BSA.
    - (1) Any Junior District League Division 1 or 2 player transfer/clearance request may be investigated by BSA to determine any impacts on the ability of the Club the player is leaving to maintain the requirements of rule 5.6.a) of these Rules of Operation.
- e) The Club must notify the player and BSA within fourteen (14) days of receipt of application of their decision to grant or refuse the clearance.

Failure to notify the player and BSA within fourteen (14) days will result in BSA automatically clearing the player.

- f) Should the clearance be refused, the Club must clearly state their reasons for such refusal. The following impediments are the only acceptable reasons for a Club to refuse a clearance:
  - i) The player is unfinancial with the Club;
  - ii) The player is holding equipment that belongs to the Club; or
  - iii) The player is under a current form of a contract agreed to and signed by both parties.

If the clearance is refused, but the notice does not state the reasons for refusal, BSA will

automatically grant the clearance.

### **7.3. Player Movement: Pre-Season**

Player movement between teams during the Pre-Season is permitted under the following:

- a) A player may be promoted to the next higher Division team within an Age Grade from one (1) Round to the next.
- b) A player may be demoted only one Division within an Age Grade or to the next lower Division team a Club has from one (1) Round to the next.

### **7.4. Player Movement: Grading Season**

- a) Any player who plays one (1) or more games with a team during the Grading Season shall not be eligible to move into another team during that Grading Phase, except with approval in exceptional circumstances by the League Manager.
- b) Players may be promoted or demoted one Division after the Crossover games are completed and before the next Grading Phase begins.

This includes movement between teams in Divisions where a Club has two (2) or more teams.

### **7.5. Player Movement: Championship Season**

Player movement is allowed under the following circumstances until 25% of the Minor Round games have been played (rounded up to the next whole number). Player movement after 25% of the Minor Round games are completed is prohibited, except with approval in exceptional circumstances by the League Manager.

- a) A player may be promoted any number of Divisions within an Age Grade from one (1) Round to the next.
- b) A player can only be demoted one (1) Division or to the next lower team a Club has, within an Age Grade from one (1) Round to the next.
- c) In Divisions where a club has two (2) or more teams, a player may move once from one (1) team to another and must remain in the new team for the remainder of the Season.

Rules 7.3. – 7.5. shall not be enforced where a Club has invoked the Exception Clause (6.6.e)) of these Rules of Operation to avoid a forfeit.

### **7.6. Poaching**

BSA does not condone or permit poaching players from one Club to compete in a team for another Club.

All Members are encouraged to report any behaviour that may be reasonably determined as poaching, as explained herein, to the Club they believe would result in losing a player or directly to BSA. Upon receiving notification from any Club, or Member, BSA will investigate and may impose penalties as it sees fit subject to the findings of such investigations.

Consideration will be given to rules 5.6.a) and 7.2. of these Rules of Operation.

Penalties may be in the form of fines, loss of competition points, suspensions or disqualification from the District League. All penalties will be at the discretion of the League Manager and will be circulated in writing to all clubs.

## **8. MAJOR ROUND STRUCTURE**

### **8.1. Finals Format**

All Age Groups and Divisions will compete in the Championship Season Major Round.

- a) The top four (4) teams, as determined per rule 5.5. of these Rules of Operation, at the end of the Minor Round will qualify for the Major Round.
- b) The Major Round shall consist of the following:
  - i) Round 1
    - (1) Semi-Final 1 (SF1): 1<sup>st</sup> vs 2<sup>nd</sup>; and
    - (2) Semi-Final 2 (SF2): 3<sup>rd</sup> vs 4<sup>th</sup>.
  - ii) Round 2
    - (1) Preliminary Final (PF): Loser SF1 vs Winner SF2.
  - iii) Round 3
    - (1) Grand Final (GF): Winner SF1 vs Winner PF.
- c) Major Round games will be scheduled at venues with teams grouped into Age Grades and Divisions of similar standards. Home and Away fixturing principles are not applied to Major Round games.

### **8.2. Overtime**

- a) During the Major Round games only, if the scores are tied at the end of a game, overtime(s) will be played as needed until a result is achieved. The following timing conditions will apply:
  - i) An extra three (3) minutes will be played after a one (1) minute break in play.
  - ii) The teams shall continue to play towards the same baskets as in the fourth (4<sup>th</sup>) quarter in all overtimes.
  - iii) At the end of the game, the team entitled to the next alternating possession will begin the overtime with a throw-in from the centre line extended.
  - iv) Each team may be granted one (1) time-out during each overtime.

All team fouls committed in each overtime shall be considered as being committed in the fourth (4<sup>th</sup>) quarter. E.g. fouls continue accumulating from the fourth quarter throughout each overtime.

### **8.3. Qualification for Finals**

- a) To be eligible to play for a team in the Major Round, a player must play a minimum of 40% of Minor Round games for that team in that Division and Age Grade.

The following conditions apply:

- i) A bye does not count towards the total number of games that a team played.
- ii) A forfeit counts towards the total number of games that a team played.
- iii) A forfeit for counts towards the number of games that every player has played.
- iv) A forfeit against does not count towards the number of games that every player has played.
- v) A game that has been cancelled and not replayed becomes a bye, and therefore rule 8.3.a)i) applies. This includes games cancelled due to, but not limited to, the BSA Heat Policy, Higher Commitments, Inclement Weather, Power Outages, COVID-19 or other government-enforced restrictions.

### **Example 1**

Suppose a Competition has 18 Minor Rounds, and the team plays all eighteen games (0 byes and 0 forfeits for). In that case, the number of games a player must participate in is calculated as follows:

= Games Played x 40%

= 18 x 40%

= 7.2

Minus Forfeits For

= 7.2 - 0

= 7.2

Therefore a player must participate in eight (8) games to qualify, as the number is always rounded up to the nearest whole number.

### **Example 2**

Suppose a Competition has 18 Minor Rounds, and the team plays thirteen games (2 byes, 2 forfeits for and 1 forfeit against). In that case, the number of games a player must participate in is calculated as follows:

Games Played = 18 - 2 byes

Games Played = 16

= Games Played x 40%

= 16 x 40%

= 6.4

Minus Forfeits For

= 4.4

Therefore a player must participate in five (5) games to qualify, as the number is always rounded up to the nearest whole number.

### **8.4. Medical Exemption**

The League Manager may grant an injury/illness waiver for a player who fails to qualify for the Major Round due to medical reasons, on application by the Club Contact, per rule 4.3., on behalf of the injured player. For the waiver to be considered, the following criteria must apply:

- a) The player must have played a minimum of 50% (rounded up to the next whole number) of the required number of Minor Round games to qualify for the Major Round, per rule 8.3.
- b) The application by the Club Contact must contain the following information:
  - i) A medical certificate or letter from a medical practitioner, dated within seven (7) days of the injury occurring or the illness commencing that outlines the following:
    - (1) the date the injury occurred or illness commenced; and
    - (2) the date the player was medically cleared to return to play; and
    - (3) clearly articulate the nature and extent of the injury or illness.
  - ii) The number of Rounds missed due to the injury.
- c) The application by the Club Contact must be submitted by Close of Business on the day following the completion of the Minor Round for the relevant Competition.



The League Manager may grant an injury waiver for a maximum of four (4) Minor Round games.

### 8.5. Playing in Multiple Divisions in the Same Round

Players are ineligible to participate in the Major Round of:

- a) Multiple JDL Competitions;
- b) Multiple YDL Competitions; and
- c) Multiple SDL Competitions.

E.g. a player can only participate in one JDL, one YDL and/or one SDL Major Round.

### 8.6. Scorers, Timekeepers and Shot Clock Operators

BSA may appoint Technical Officials to any games played in the Major Round to facilitate Scorer, Timekeeper or Shot Clock Operation duties. Before each Round commences, the League Manager will communicate to participating Clubs whether Technical Officials have been organised or if the Clubs will be responsible for those duties, as in rule 9.4. of these Rules of Operation.

## 9. RULES OF THE GAME

### 9.1. Timing Conditions

- a) All Divisions shall play four (4) quarters as shown in the following table:

Age	Division	Quarter Length	Timing Rules
Under 10 & 12	All	10 minutes	Untimed
Under 14	Div 1 & 2	8 minutes	Timed
	Div 3 and below	10 minutes	Untimed
Under 16	Div 1 & 2	8 minutes	Timed
	Div 3 and below	10 minutes	Untimed
Under 18	Div 1 & 2	8 minutes	Timed
	Div 3 and below	10 minutes	Untimed
U21	Div 1 & 2	10 minutes	Timed
	Div 3 and below	10 minutes	Untimed
U23	Div 1 & 2	10 minutes	Timed
	Div 3 and below	10 minutes	Untimed
Senior	Div 3 and below	10 minutes	Untimed

- i) Timing rules for an Untimed Game are as follows:
  - (1) The clock shall stop for all time-outs.
    - (a) Following a time-out, the clock shall start when the ball touches or is legally

touched by any player on the playing court.

(2) In the last three (3) minutes of the 4<sup>th</sup> quarter, the game will be played under Timed Conditions as stated in rule 9.1.a)ii) of these Rules of Operation.

(3) Quarter and Three-Quarter Time shall not exceed one (1) minute.

(4) Half-Time shall not exceed two (2) minutes.

ii) Timing rules for a Timed Game are as follows:

(1) The game clock shall begin when:

(a) During a jump ball, the ball is legally tapped by a player.

(b) After an unsuccessful free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.

(c) During a throw-in, the ball touches or is legally touched by any player on the playing court.

(2) The game clock shall stop when:

(a) A referee blows their whistle while the ball is live.

(b) A field goal is scored against a team that has requested a time-out.

(c) The shot clock signal sounds while a team is in control of the ball.

The FIBA rule in which the clock is stopped after a made field goal in the last two (2) minutes of the final quarter does not apply to any Competition in the District Leagues. E.g. the clock will continue to run after a made field goal in the last two (2) minutes of the fourth (4<sup>th</sup>) quarter in all District League Competitions.

## **9.2. Overtime**

### **b) Pre-Season**

i) If the scores are tied at the end of a Pre-Season game, there will be no overtime, and the match result will stand as a draw.

### **c) Grading Season**

i) If the scores are tied at the end of a Grading game, overtimes will be played as needed until a result is achieved. The following timing conditions will apply:

(1) An extra three (3) minutes will be played after a one (1) minute break in play.

(2) The teams shall continue to play towards the same baskets as in the fourth (4<sup>th</sup>) quarter in all overtimes.

(3) At the end of the game, the team entitled to the next alternating possession will begin the overtime with a throw-in from the centre line extended.

(4) Each team may be granted one (1) time-out during each overtime.

(5) All team fouls committed in each overtime shall be considered as being committed in the fourth (4<sup>th</sup>) quarter. E.g. fouls continue accumulating from the fourth quarter throughout each overtime.

(6) Each overtime period will follow the Timed Game conditions as stated in rule 9.1.a)ii) of these Rules of Operation.

### **d) Championship Season Minor Round**

i) If the scores are tied at the end of a Championship Season Minor Round game, there

will be no overtime, and the match result will stand as a draw.

e) **Championship Season Major Round**

See rule 8.2. of these Rules of Operation.

**9.3. Shot Clock**

All District League Competitions shall implement the twenty-four (24) second shot clock as per the FIBA rules, with the following exceptions:

- a) An electronic shot clock shall be used in all games that play with Timed Game conditions as set out in rule 9.1.a) of these Rules of Operation.
  - i) For Under 14 Timed Games only, the 24-second shot clock possession begins when the team in control of the ball has possession in their frontcourt.
- b) An electronic shot clock shall not be used in any District League Division played under Untimed Game conditions. The Match Officials will oversee the shot clock rule in these Divisions.
  - i) In Under 10, 12 & 14 Divisions, the Match Official's 24-second count begins when the team in control of the ball has possession in their frontcourt.

**9.4. Scorers, Timekeepers and Shot Clock Operators**

- a) All teams in the District League Competitions must provide a scorer or timekeeper. Teams shall be responsible for providing the following:
  - i) Team A shall provide a scorer.
  - ii) Team B shall provide a timekeeper.
  - iii) In Competitions that require an electronic shot clock, Team A shall provide the shot clock operator.
- b) All persons taking on score table duties must not be involved in the game in any other capacity. E.g. the scorer cannot be a player, coach, team manager or supporter.
- c) See rule 12.3. of these Rules of Operation for the penalty for not providing the required scorer, timekeeper or shot clock operators.

**9.5. Balls and Ball Size**

- a) BSA shall provide a Game Ball for all District League games.
- b) The following ball sizes shall be in these respective Age Groups:
  - i) Size Five (5)
    - (1) All Under 10 Competitions; and
    - (2) All Under 12 Competitions.
  - ii) Size Six (6)
    - (1) All Under 14 Competitions; and
    - (2) Female Under 16 and above Competitions.
  - iii) Size Seven (7)
    - (1) Male Under 16 and above Competitions.

**9.6. Three-Point Line**

- a) The three-point line will not apply in the following Age Groups:

- i) All Under 10 Competitions; and
  - ii) All Under 12 Competitions.
- b) In cases where multiple three-point lines are marked on the court, the outermost three-point line shall be used in Competitions that the three-point line applies.

#### **9.7. Height of the Basket**

For all Under 10 Competitions, the height of the basket is to be lowered so that the ring shall lie in a horizontal plane 2.6 metres above the floor.

#### **9.8. Free-Throw Line**

- a) The free-throw line shall be varied in the following Age Groups:
- i) Under 10
    - (1) All Divisions in this Age Group shall take free-throws from a line placed 1.8 metres closer to the basket than the normal free-throw line.
  - ii) Under 12
    - (1) All Divisions in this Age Group shall take free-throws from a line placed 0.9 metres closer to the basket than the normal free-throw line.
  - iii) All other District League Age Groups will use the normal free-throw line.

#### **9.9. No-Charge Semi-Circle**

The FIBA No-Charge Semi-Circle rule will not be enforced in all Under 10 and Under 12 Age Groups.

#### **9.10. Throw-In Line**

In cases where the FIBA throw-in lines are not marked, a throw-in shall be administered at a point on the sideline opposite the score table and in line with the top of the three-point line.

#### **9.11. Time in Backcourt and Keyway**

- a) In all Under 10 Divisions, the offensive team shall be allowed ten (10) seconds in the backcourt and five (5) seconds in the keyway.
- b) In all other Age Groups, the offensive team shall be allowed eight (8) seconds in the backcourt and three (3) seconds in the keyway.

#### **9.12. Zone Defence**

Zone defence is not permitted in any Under 10, 12 and 14 Competitions. For the definition of a zone defence, see the definitions section of these Rules of Operation.

The penalties for the use of zone defence shall be as prescribed by Basketball Australia in the [BA Zone Buster Manual](#). The SSO shall play the role of the Zone Buster. If a Coach or Team Manager believes an opposition team or player is playing a zone defence, they should request the SSO to observe the game.

#### **9.13. Behavioural Technical Foul**

Players, Coaches, or bench personnel can be issued a Behavioural Technical Foul (BTF) when unacceptable behaviour occurs during a game. Unacceptable behaviour refers to showing some form of dissent or disrespect, by words or action, towards a Referee, opposition player or other Match Official.

The presiding referee will be responsible for monitoring the BTF procedure as follows:

- a) The opposition team shall be awarded two free-throws plus possession of the ball from the sideline.
- b) Referees are required to submit a “BTF Jot Form” to BSA for every BTF called.
- c) Players, Coaches or bench personnel who receive a BTF have the right to appeal to the BSA District League Administration to review their BTF.

Further information is outlined in the Behaviour Management Framework document.

#### **9.14. Spectator Behaviour**

At no point before, during or after a game are spectators permitted to approach a referee.

All spectators must abide by the BSA Codes of Behaviour and Conditions of Entry. Clubs must inform their team coaches that they are responsible for the behaviour of their spectators.

If asked to leave the stadium by an SSO, spectator(s) must do so immediately. Failure to do so may result in reports, loss of games applied to that team, and/or fines applied to the Club.

Further information is outlined in the Behaviour Management Framework document.

### **10. UNIFORMS AND APPAREL**

#### **10.1. District League Style Guide**

- a) All Clubs shall notify BSA in writing (including a picture) of their primary and alternate uniform colours that the Club will wear during the forthcoming Season.
- b) Playing uniforms must follow the current BSA style guide. Any Club wishing to make changes to the design, the colours, or have new advertising/sponsorship added to their uniform must notify the League Manager for approval.

#### **10.2. Correct Uniform: Players**

Players must be clothed in their Club’s playing uniform (singlet top, shorts, skirts), as approved by BSA.

The following rules apply to uniform in the District League:

- a) Compression Undergarments: Tops, Sleeves, Tights/Skins, Knee Pads and Bike Pants
  - i) Only a sleeveless top with a low “V” neck may be worn under the playing singlet, provided it does not extend beyond the players uniform (except around the neck)
  - ii) The colour of the undergarment must be; the main/dominant colour of the approved team uniform, black or white.
  - iii) All team members must wear the same coloured undergarment (e.g. one player has black other team members must also wear black).
  - iv) Undergarments are to be plain in colour with no advertising logos or coloured design.
  - v) T-shirts, regardless of style, may not be worn under the shirt/top.

Detailed information on Correct Uniform for Players can be found on the [Uniform Rules document](#).

- b) See rule 12.4. of these Rules of Operation for the penalty for wearing an illegal uniform.

#### **10.3. Legal Numbers**

- a) The following numbers are considered legal:
  - i) 00; and

- ii) 0; and
  - iii) 1 to 99.
- b) The following are examples of illegal numbers:
- i) Two players from the same team wearing the same number; and
  - ii) A player that uses tape (e.g. duct or injury tape), marker pen, or any other means to alter their number.
- c) See rule 12.4. of these Rules of Operation for the penalty for wearing a uniform with an illegal number.

#### **10.4. Colour Clashes**

- a) BSA shall identify colour clashes and notify all Clubs of its determinations.
- b) In all Competitions where there is a colour clash, the team listed as Team B in the schedule shall use their alternate uniform.
- c) Failure of Team B to change into their alternate uniforms shall result in Team A being awarded twenty (20) points at the quarter time break.
- d) Teams are permitted to wear their alternate uniform, except in cases where the Match Officials deem it to clash with their opposition's uniform.
- e) Where a team is changing uniform due to a colour clash, teams will not be penalised for infringing rule 10.3.b) of these Rules of Operation.

#### **10.5. Correct Uniform: Coaches**

- a) Club coaches should strive to achieve the following minimum standard of attire:
  - i) Wearing a Club branded top (e.g. Club Hoodie, Polo, Shirt); and
  - ii) Closed footwear.

#### **10.6. Correct Uniform: Referees**

- a) The referee uniform consists of the following:
  - i) Black trousers; and
  - ii) Black belt; and
  - iii) BSA black and white referee shirt or BSA green referee shirt; and
  - iv) Black shoes.
- b) In summer, black shorts may be worn in place of trousers, per the BSA Heat Policy.
- c) Referees are prohibited from wearing the following items:
  - i) Headgear; and
  - ii) Jewellery.

### **11. GENERAL RULES**

#### **11.1. Blood Rule and Safety Procedure**

- a) If a basketball has blood on it, it must be replaced by another ball and sterilised.
- b) A player who is bleeding shall leave the court and seek medical attention.
  - i) If the wound continues to bleed, the player must not re-enter the court unless the wound is covered.

- ii) A player may not enter the court or remain on the court in a uniform with blood on it.

#### **11.2. Protective Gear**

- a) The League Manager will consider the wearing of protective equipment (excluding mouthguards) upon written application by a Club Contact. The application must contain the following information:
  - i) An attached medical certificate detailing the reasons for the protective equipment; and
  - ii) An image of the protective equipment; and
  - iii) The length of time the player needs to wear the protective equipment.
- b) The FIBA rule that specifies that mouthguards must be non-coloured and transparent will not be enforced.

#### **11.3. Fingernails**

- a) Fingernails must be cut to a safe length prior to the start of the game.
- b) Players who refuse to cut their nails when requested by the Match Officials shall not take the court.
- c) Taping fingernails is not permitted.
- d) The wearing of approved gloves is permitted.

#### **11.4. Hair and Hair Accessories**

- a) A player's hair, when standing in a normal position, cannot cover the player's number on the back of their uniform. Hair that would normally cover the number must be tied, so as not to cover the number.
- b) If a player's hair accessories are made from a non-abrasive, pliable material, they are permitted to be worn, as they pose no threat of injury. However, there must not be any loose material that other player's could potentially get their fingers caught in.
  - i) This includes headscarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

#### **11.5. Jewellery**

- a) Exposed jewellery is prohibited during all District League games. The following are examples of jewellery items that are prohibited:
  - i) Rings; and
  - ii) Earrings/studs; and
  - iii) Nose rings/studs; and
  - iv) Lip rings/studs; and
  - v) Necklaces; and
  - vi) Bracelets; and
  - vii) Anklets; and
  - viii) Watches.

#### **11.6. Medic Alert Bracelets**

Players are permitted to wear medic alert bracelets, provided they are "sports specific" and designed to fit securely to the skin.

A sweatband may be used to cover the bracelet securely.

Detailed information on Jewellery and Accessories can be found on the [Jewellery and Accessories Rules document](#).

## **12. GAME PENALTIES AND FORFEITS**

### **12.1. Late Start**

- a) All Teams competing in the District League Competitions must have five (5) players to start the game.
- b) If a team does not have five (5) players present at the scheduled start time, at quarter time, the referee shall record one (1) point per player (up to the 5<sup>th</sup> player) for each complete minute that the offending team did not field five (5) players.  
  
E.g. Team A has 3 players present at the scheduled start time of 6:30 pm. The 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> players arrive at 6:35 pm. At quarter time, the referee shall record 10 points (5 points for each of the 4<sup>th</sup> and 5<sup>th</sup> players) for Team B.
- c) If the game official does not apply the penalty before the start of the second quarter, the penalty shall lapse.
- d) See rule 12.5.b) for the penalty if a team fails to have five (5) players ten (10) minutes after the scheduled start time.

### **12.2. Ineligible Players**

- a) the penalty for playing an ineligible player in a Pre, Grading or Championship Season Minor Round game is as follows:
  - i) The match shall be recorded as a forfeit, and the offending Club fined \$50.00.
- b) The penalty for playing an ineligible player in a Championship Season Major Round game is as follows:
  - i) The match shall be recorded as a forfeit, and the offending Club fined \$200.00.

### **12.3. Failure to Provide a Scorer, Timekeeper or Shot Clock Operator**

- a) If a team fails to provide the necessary score table personnel as prescribed in 9.4.a) of these Rules of Operation, the Match Official will award twenty (20) points to the opposition team at quarter time.

### **12.4. Incorrect Uniform: Players**

- a) A player wearing any playing uniform not approved by BSA, or a uniform with an illegal number, shall have a personal foul recorded against their name and two (2) points awarded to the opposing team.
- b) No player shall have more than one penalty awarded against them for incorrect uniform in any one game.

### **12.5. Forfeits**

A team that gives a forfeit against shall lose the game by a score of 0 – 20.

- a) There are three types of forfeits:
  - i) Notified Forfeit: a forfeit is considered notified if the forfeiting Club contacts BSA more than 24 hours before the game's scheduled start time.
    - (1) The fine for a notified forfeit is \$50.00.
  - ii) Unnotified Forfeit: any forfeit that occurs less than 24 hours before the scheduled start



is considered unnotified.

(1) The fine for an unnotified forfeit is \$150.00.

iii) Result changed to Forfeit: this is where a team incurs a penalty that requires a game result to be changed to a forfeit (e.g. ineligible player rule 12.2.).

(1) Players who participated in this game for the offending team will not have this game count towards their number of games played for qualification in the Major Round.

b) A team that fails to have five (5) players on court ten (10) minutes after the scheduled start time shall be deemed as having forfeited the game. This forfeit will be considered an unnotified forfeit.

i) Where a forfeit is recorded under rule 12.5.b) admission fees shall be refunded to all players and the Unnotified Forfeit Fine in rule 12.5.a)ii)(1) shall be invoiced to the Club.

#### **12.6. Two or More Forfeits**

a) Any team that gives two (2) or more forfeits (forfeit against) during the one Season may be withdrawn from the Competition at the discretion of the League Manager.

#### **12.7. Team Withdrawal**

a) Any Club that withdraws a team after the notified closure of nominations shall be fined \$200.00 per team withdrawn.

### **13. CONDUCT, REPORTS AND TRIBUNALS**

#### **13.1. Conduct of Players, Team Officials and Entourage**

- a) Each Club is held responsible for the conduct of its players, officials and followers.
- b) If a player or team official continues unruly and/or offensive behaviour after having been penalised to the extent of these Rules of Operation, FIBA Rules and the Behaviour Management Framework, the referees shall report such behaviour to the Tribunal.
- c) If the conduct of a Club spectator(s) or player entourage is considered unruly and/or offensive, the Behaviour Management Framework shall be followed.
- d) Referees and/or stadium staff may stop the game in order to manage situations in accordance with the Behaviour Management Framework.
- e) Where offending person or persons refuse to leave the proximity of the court, the game shall not continue, and the referees shall call the game off and refer the matter in writing to the League Manager. In this event, after reviewing the referees' report, the League Manager shall decide how the result shall be recorded, whether fines shall be imposed and whether the matter shall be reported to the Tribunal.

#### **13.2. Proximity of the Court**

Where any player, coach, team official or supporter is disqualified and/or ejected, under the these Rules of Operation or the FIBA rules, from the proximity of the court, they must either:

- a) Leave the venue;
- b) Leave the court and return to the team change room; or
- c) In a venue where there is no available change room and/or as a requirement of the duty of care owed to the disqualified player or coach (e.g. they are a minor), they must move to a position away from the playing court where they have no visible access to the playing court.

### **13.3. Tribunal**

- a) Rules of Operation and By-laws relating to the conduct of tribunals are documented in the [Basketball SA Tribunal By-Laws 2014](#).
- b) If a person is found guilty of any offence, their Club shall receive a fine:
  - i) If a guilty outcome is reached by way of an Administrative Tribunal, the Club shall be fined \$50.00.
  - ii) If a guilty outcome is reached by way of a tribunal hearing, the Club shall be fined \$150.00.

### **13.4. Suspended Players and Club Officials**

- a) Any person suspended from playing or coaching shall not have contact with their team directly or indirectly from fifteen (15) minutes before the scheduled start time until five (5) minutes after the game's conclusion.
  - i) If present at any game, the suspended person must sit on the side of the court opposite the score table and team benches.
- b) Any person suspended from spectating shall not enter a venue where basketball competitions are being run during any scheduled BSA competition.

### **13.5. Payment of Fines and Imposition of Penalties**

Where any fine, penalty, suspension, disqualification or rating is imposed by the League Manager or the Tribunal on any Club, team, player or Club official, such Club, team, player or Club official shall not be permitted to participate in any manner concerning any competition or event conducted by Basketball SA unless such fine has been paid and/or such suspension, disqualification or rating has been complied with unless with prior approval of the League Manager.