



NBL1 CENTRAL

RULES OF OPERATION

2024



BASKETBALL
SOUTH AUSTRALIA

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DEFINITIONS

In these By-Laws:

Act of God: Means an instance of uncontrollable forces in operation (such as weather).

Application Deadline: Means the date determined by Basketball SA as the last day a Club or Association may apply to participate in the NBL1 Central for a Season.

BA: Means Basketball Australia Limited.

Basketball Authority: Means any of the following:

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

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

Business Day: Means every day that is not a Saturday, a Sunday, or a Public Holiday in South Australia.

CEO: Means the Chief Executive Officer of Basketball SA, including a person acting in that position in the absence of the usual CEO.

Club: Means a Club, Association or other body that has been granted a licence to play in the League.

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

- Player;
- Coach;
- Assistant Coach;
- Team Manager;
- Official; or
- Volunteer.

Club Official: Means any of the following person(s) with a role at a participating Club:

- Coach;
- Manager;
- Committee Member;
- Employee;

- Volunteer;
- Medical or fitness staff; or
- Technical Official.

Coach: Means any person contracted or appointed to coach the Club or Team for any season or part thereof.

Code of Conduct: Means the Basketball SA Code of Conduct, or any specific Code of Conduct documents developed for coaches, players, or officials as developed by Basketball SA occasionally.

Court Announcer: Means a person appointed by the Home Club to make public announcements in relation to the presentation of a game and is responsible for playing music and other appropriate audio recordings.

Deactivation Form: Means the form prescribed and approved by the League Manager from time to time for deactivating players under these rules.

Federation Internationale de Basketball Association (FIBA): Means the international governing body of basketball, of which BA is a member federation.

Finals Series: Means the series of games, as determined by the League Manager, played at the completion of the regular season to determine the team that becomes the champion team of the League for that season.

Game: Means any basketball game played between Clubs during a season, including any regular season, finals series, national final or officially sanctioned pre-season game.

Game Commissioner: Means the person appointed by Basketball SA to ensure a Game is conducted in accordance with the Rules of Operation.

Game Official: Means any of the following person(s):

- A Referee involved in a Game;
- A Referee Coach involved in a Game;
- A Score Table Official involved in a Game; or
- A statistician involved in a Game.

Home Club: Means the participating Club hosting a Game.

Home Team: Means a team participating in a Game, which is shown as the first team listed in the fixture.

League Manager: Means the person nominated from time to time by the CEO to manage the League.

Licence Agreement: Means the contractual agreement entered into by Basketball SA and a Club, including any schedules or annexures, however described.

NBL: Means the National Basketball League Pty Ltd.

NBL1 Central (the League): Means the competition conducted by Basketball SA, which sits above all other competitions managed by Basketball SA and, unless otherwise agreed by Basketball SA, will be conducted in accordance with the NBL1 Central Rules of Operation.

NBL1 Central Tribunal: Means a disciplinary tribunal constituted by an NBL1 Central panel operating under the Basketball SA Tribunal By-Laws with members selected by the League Manager.

NBL1 Central Tribunal Member: Means any person(s) who is from time to time on a panel selected by the League Manager and who is none of the following:

- The CEO;
- An employee of Basketball SA;
- A Commissioner of Basketball SA;
- The League Manager;
- A Committee Member or Employee of a Participating Club; or
- A person whom the League Manager knows has a personal relationship with the reported person or the person who made the report or is to be affected by another material personal interest in the outcome of the charge.

Official: Any of the following person(s):

- A Club Official;
- A Game Official; or
- A Venue Official.

Player: Any person who has entered into a Standard Player Contract or such other contract as approved by Basketball SA with a Club.

Player Contract System: Means the system of regulating player eligibility, registration, contracting, payments, and transfer as set out in the Rules of Operation.

Restricted Player: Means any Player considered a Restricted Player under Rule 15 herein.

Rules of the Game: Mean the Official Basketball Rules as promulgated by FIBA from time to time.

Rules of Operation: Mean the by-laws for the conduct and operation of the League as set out in the Rules of Operation provided to Licence holders.

Season: Means the period of time the League Manager, in consultation with Licence holders and other Member States, prescribes for the conduct of the League within any 12-month period, including the Finals Series, National Finals and any pre- or post-season or other competition conducted, approved or organised by Basketball SA.

Senior FIBA Basketball World Cup: Means any game at the five-on-five men's or women's Basketball World Cup managed by FIBA.

Senior World Cup Qualifier: Means any game sanctioned by FIBA as a qualifying game for the Senior FIBA Basketball World Cup.

Standard Player Contract: means the standard player contract that may be required to be entered into between the relevant Club and each player in the form as specified by the League Manager.

Team: Means the Club's team participating in the League, as specified in Item 2 of Schedule 1.

Term: Means the term of this licence which commences once signed by both the parties and operates until terminated or amended in accordance with this Agreement.

Unfinancial Club: Means a Club that has accounts outstanding to the League (including but not limited to Licence Fees, Fines, other monies or part thereof) when the date specified for payment plus sixty (60) days has expired, unless an approved payment plan is in place between the Club and Basketball SA.

Venue: Means any playing venue where the Club will host a League Game, including the Home Venue and all surrounding areas owned, leased, licensed, or otherwise controlled by the Venue owner or operator.

1. AIMS

The League aims to:

- a) Provide an elite basketball league that is aspirational and provides an inspirational pathway for Clubs, players, coaches and technical officials; and
- b) Provide a highly attractive competition that enables and results in commercial leverage opportunities and engages the community; and
- c) Grow the profile of the sport of basketball.

2. LEAGUE ADMINISTRATION

The League is governed by:

- a) The NBL1 Central Rules of Operation; and
- b) The FIBA Rules of Basketball.

The NBL1 Central Rules of Operation shall take precedence over the FIBA Rules of Basketball where they conflict.

- c) The Basketball SA Competitions Committee shall:
 - i) Act as the NBL1 Central League Committee to the Competitions Department;
 - ii) Provide advice or assistance concerning the League as needed; and
 - iii) Actively participate in or conduct competition reviews as directed by the League Manager or CEO.
- d) The NBL1 Central Rules of Operation are reviewed annually by Basketball SA Competition Management, and the Basketball SA Commission approves any changes.

3. COMPETITION MANAGEMENT

The League is managed by Basketball SA, with endorsement from the Basketball SA Commission. The League Management is overseen by the Basketball SA Operations Departments, with the Operations Manager holding the role of League Manager.

3.1. 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 League, the League Manager will decide how to deal with the matter and may seek endorsement from the Basketball SA Commission.

- b) When the Rules of Operation refer to but are unclear on a matter concerning the 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 in interpreting and applying any rule within these Rules of Operation.

3.2. LEAGUE PENALTIES

The League Manager is empowered to impose penalties for non-compliance with these Rules of Operation. Penalties for any breach of these rules may be imposed upon individual players, coaches, Clubs, members of Clubs or Game 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) and Club(s).

3.3 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 the basketball calendar year will be subject to the following:

- c) Consultation with the Clubs must occur before any change(s)
- d) The change(s) cannot have a retrospective effect;
- e) The change(s) cannot substantially change how the League is conducted;
- f) The change(s) must be approved and endorsed by the BSA Commission; and
- g) The change(s) takes effect one month from the date BSA provides written notification to Clubs.

3.4. 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 concerning the League Manager's functions, powers, or actions must be taken against BSA and not against the League Manager as an individual.

3.5. APPEALS OF DECISIONS MADE BY THE LEAGUE MANAGER

Where a Club believes the League Manager has incorrectly applied a rule within these Rules of Operation, the Club may have the right to appeal the decision. Clubs can appeal a decision on behalf of any of their members.

3.6. APPEAL PROCESS

An appellant must submit an appeal in writing detailing the matter(s) and the League 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, Basketball SA will:

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

If the appeal proceeds, the Appeals Board 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.

Basketball SA will notify the appellant within three (3) business days from the Appeals Board's decision on whether the appeal will proceed.

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

The Appeals Boards shall have the power to:

- a) Dismiss the appeal;
- b) Uphold the appeal;
- c) Impose any penalties per 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 Board will provide the appeal outcome in writing on the League template to Basketball SA, which Basketball SA will forward to the appellant.

3.7. FINANCE

Basketball SA shall administer the finances of the League through the Basketball SA accounting system.

- a) Teams or Players that are deemed unfinancial by various rules of Basketball SA and the League will be ruled ineligible to participate in the League.
- b) Basketball SA will develop an annual budget which will ensure the satisfactory operation of the League and gain approval from the Basketball SA Commission.
- c) Each member Club must develop an annual financial budget, which will be made available to the League Manager upon request, and which may be held by the League and Basketball SA in strictest confidence.
- d) Basketball SA has a responsibility to ensure the financial viability of each Club and may exercise the right to review a Club's financial status to ensure its financial viability and maintain the integrity of the League.
- e) Basketball SA is empowered to assist with the development of Clubs that are identified as struggling financially. This assistance may include arranging financial advice.
- f) An unfinancial Club, on the recommendation of the League Manager and with the approval of the CEO, will not be permitted to participate in the League.

The ultimate responsibility for financial stability rests with the individual Club.

3.8. ANNUAL LICENCE FEE

A club wishing to nominate teams in the League must pay an Annual Licence Fee. The League Manager, in consultation with the Basketball SA Finance Department, will set a budget for the League, including the officiating and court hire expenses for the coming season. This will form the basis for the Annual Licence Fee and will be communicated annually.

3.9. FINANCIAL CLUB

A Club will be deemed financial when it meets all financial requirements as set out in the NBL1 Central Rules of Operation and the NBL1 Central Licence Agreement and includes but is not limited to the payment of any annual fees, any Club fines, and all League accounts paid within Basketball SA's required payment terms or an existing approved payment plan with Basketball SA.

3.10. UNFINANCIAL CLUB

An unfinancial Club, on the recommendation of the League Manager and with the approval of the Basketball SA Commission, will not be permitted to participate in the NBL1 Central League Competition.

A Club will be deemed unfinancial when:

- a) It has accounts outstanding to the League (including licence fee or fines, other monies, or part thereof) when the date specified for payment plus sixty (60) days has expired unless an approved payment plan is in place between the Club and Basketball SA; or
- b) An external audit examination of the Club's financial report requested by Basketball SA concludes the Club is in financial difficulty and cannot financially continue to compete in the League.

3.11. SPONSORSHIP

Basketball SA will, by the 1st of January each year, publish to Clubs a listing of the major League Sponsors for the following season.

A Club, Team or Player shall not take on a new sponsor if:

- a) The new sponsor is in competition with an exclusive sponsor of Basketball SA or the League; or
- b) The addition of the new sponsor will foreseeably damage Basketball SA's or the League's relationship with a sponsor of Basketball SA or the League; or
- c) The new sponsor promotes tobacco products, adult entertainment, or any other product or service that the League Management deems would bring the game of basketball, Basketball SA or the League into disrepute.

Basketball SA shall only enter into a commercial agreement with a Betting Operator with the written consent of Basketball Australia. Clubs that play in the League shall only enter into a commercial agreement with a Betting Operator with the written consent of Basketball Australia and Basketball SA.

3.12. LEAGUE TRADEMARK (LOGO)

- a) The League shall have an official League Trademark (Logo).
- b) Unless otherwise advised, League Clubs are required to use the logo on Club uniforms in accordance with the Style Guide sent to Clubs annually by the League Manager.
- c) A Club must use the League Logo, including the sponsor's name, if any, on all match programs and promotions as advised by the League Manager.

3.13. BROADCAST CONTROL

- a) The League has the exclusive right to market all recordings or broadcasts of games involving League teams by way of any technology. As a result, no Club is permitted to sell recordings or broadcasts of its games, domestically or internationally, for any purpose without the written approval of the League Manager, which will not be unreasonably withheld.
- b) A Club may produce highlights for promotional, non-commercial purposes only, without limitation.

4. LEAGUE CLUBS

4.1. CLUB ELIGIBILITY REQUIREMENTS

- a) A Club must be a financial member of the League and must continue to be financial throughout the season.
- b) A Club may field teams in the League for a season only if:
 - i) It fields both a men's and women's team;
 - ii) It pays the Annual Licence Fee to Basketball SA;
 - iii) It enters a men's and women's team in the Basketball SA Reserve Division during the same season and the preceding Pre-Season (where applicable); and
 - iv) It enters teams in Divisions 1 and 2 of the Basketball SA Junior District League (JDL), in both the boy's and girl's divisions in the following age groups:
 - 1) U12;
 - 2) U14;
 - 3) U16; and

4) U18.

Should a Club fail to nominate a team in any of the divisions above, the overall position in relation to finances and junior development will be reviewed prior to accepting nominations for the following season.

- c) Any Club that withdraws a team from the League after the season fixtures have been published shall be liable for a withdrawal fine of \$5000.
- d) In accepting entry into the League, all Clubs, teams and individuals so entered shall be bound by these Rules and Regulations, Basketball SA Policies and By-Laws (where applicable), including the Basketball SA Tribunal By-Laws, Basketball Australia Rules and all integrity requirements.

4.2. CLUB RESPONSIBILITIES

- a) Each Club must appoint a 'Primary' Club Contact and a 'Secondary' Club Contact and notify the League Manager of their name and contact details. All official League communications will be directed initially to the Primary contact with a cc'd copy to the Secondary contact.

4.3. ADHERENCE TO THESE RULES

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

For the avoidance of doubt, a person is taken to be under control of a Club if the person is:

- a) A Club Member;
- b) A Club Official;
- c) A Club spectator or supporter who is in the venue during any League game;
- d) A parent/guardian of any registered Club Member; or
- e) A registered player in a team fielded in any of the League competitions by the Club.

4.4. CONDUCT DETRIMENTAL OR PREJUDICIAL TO THE LEAGUE

Any Club Member or Game Official that behaves in a manner that adversely, or is likely to, adversely affect the League in either the promotion or operation of the League is liable to be penalised by the League Manager.

This will include:

- a) Unsportsmanlike Behaviour
Any Club Member (including Cheerleaders and Courtside Announcers) or Game Official who acts in an Unsportsmanlike manner may be liable to a penalty upon determination of the League Manager.

b) Disorders

The behaviour of Club Members and Game Officials can have a major effect on crowd behaviour. If, in the judgement of the League Management, any misconduct by such a person or persons stimulates or encourages crowd disorder, the offending party will be penalised as deemed appropriate, including 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 detrimental and prejudicial to the League and liable to a penalty. Furthermore, any Member the League Manager finds to have pursued 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 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 using profane or objectionable language that might be heard by spectators or picked up by Camera/TV/Live stream microphones in the vicinity of the benches or playing court.

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

5. SEASON OPERATION

5.1. FIXTURING

Basketball SA has scheduling responsibilities.

- a) The League will determine fixtures for the regular season and finals that will be as fair as possible.
- b) Regular season games will be scheduled generally on Saturday evening or Sunday afternoon but may include Friday nights or, for special purposes, other midweek day or evening games.
- c) League games will generally not commence earlier than 5:30 p.m. on a Friday or Saturday and 12:00 p.m. on a Sunday, nor commence later than 8:15 p.m. on a Friday or Saturday

and 6:00 p.m. on a Sunday without the express permission of the League Manager. Such permission shall not be unreasonably withheld.

- d) League game times may be modified to make use of available public holidays where there is agreement from both participating Clubs.
- e) The Competition shall consist of one season per year. Each team will play each other team on a home and away basis (where possible).

5.2. FIXTURE REQUESTS

Each Club shall submit fixture request information in a format and at a time specified by the League to allow fixturing to commence. Every effort will be made to include these requests in the scheduled program, but not all requests may be granted.

5.3. DRAFT FIXTURES

Draft fixtures will be issued to Clubs at the earliest possible time and will incorporate changes proposed by Clubs where possible and where such changes would not significantly adversely impact other Clubs.

5.4. OFFICIAL FIXTURES

At least eight weeks before the season's start, the League will issue the official fixtures to Clubs.

5.5. AMENDMENT TO FIXTURES

Once released, the official fixtures will not be amended without the permission of the League Manager. Should a game need to be re-fixtured at the request of a Club, the League Manager may apply a penalty in the form of a fine.

5.6. FINALS SERIES FIXTURE

The League will utilise the McIntyre final 5 format for the Finals, in which the top five (5) teams qualify.

The McIntyre final 5 format is as follows:

- **Week 1**
 - The 1st ranked team proceeds directly to Semi-Final 1, held in week 2.
 - **Qualifying Final (QF)**
 - 2nd v 3rd
 - The winning team advances to Semi-Final 1, and the losing team plays the winning team from the Elimination Final in Semi-Final 2.

- **Elimination Final (EF)**
 - 4th v 5th
 - The winning team advances to Semi-Final 2, and the losing team is eliminated from the finals.
- **Week 2**
 - **Semi-Final 1 (SF1)**
 - 1st v winning team of QF.
 - The winner of SF1 advances to the Grand Final (GF), and the losing team progresses to the Preliminary Final (PF).
 - **Semi-Final 2 (SF2)**
 - Losing team of QF v winning team of EF.
 - The winner of SF2 advances to the Preliminary Final, and the losing team is eliminated from the finals.
- **Week 3**
 - **Preliminary Final (PF)**
 - Losing team of SF1 v Winning team of SF2.
 - The winner of PF advances to the Grand Final (GF), and the losing team is eliminated from the finals.
- **Grand Final (GF)**
 - Winner SF 1 v Winner PF.

5.7. POSITIONS ON THE LADDER

Teams are generally classified according to the FIBA Official Rules of Basketball with the following exception:

Premiership Points shall be awarded as follows:

- Win – 3 points
- Loss – 1 point
- Forfeit – 0 points.

If two (2) or more teams have the same win-loss record at the end of the season, the results of the game(s) between these two (2) or more teams shall be used to decide their final ladder positions.

If the two (2) or more teams have the same win-loss record in the games between them, further criteria will be applied in the following order:

- a) Higher goal difference of the games between the teams;
- b) Higher number of goals scored in the games between them;

- c) Higher goal difference of all games in the League;
- d) Higher number of goals scored in all games in the League.

5.8. TEAM WITHDRAWAL

Should a team withdraw from the competition before the completion of the regular season, the League shall determine the fairest way to adjust the competition to ensure teams that have played or are yet to play the absent team are not disadvantaged.

6. REFEREES AND REFEREE COACHING STAFF

6.1. REFEREE COMMISSIONER

There is to be a Referee Commissioner appointed by the CEO from time to time.

The Referee Commissioner is solely responsible for the appointment of referees to games.

6.2. REFEREE ATTIRE

The attire of Referees shall consist of the following:

- a) The NBL1 Central referee shirt as approved by the League Manager from time to time;
- b) Black pants; and
- c) Black shoes.

The attire of Referee Coaches while attending games in an official capacity shall consist of the following:

- a) NBL1 Central Referee Shirt or Jacket (where supplied by the League); or
- b) Appropriate business casual attire.
- c) Shorts and tracksuit pants are not permitted.

7. GAME RESPONSIBILITIES

7.1. ADHERENCE

- a) For the purpose of this Rule, the Home Club refers to the Club listed first in the official fixture, and the Visiting Club refers to the Club listed second in the official fixture.
- b) This section defines responsibilities for the Home Club and Visiting Club for each game of the season. Failure to adhere to these responsibilities may result in a fine of up to \$300.00 for each offence, at the discretion of the League Manager.

7.2. STADIUM ADMISSION – REGULAR SEASON

- a) Each Club has the right to set its own door price for its own home games.

- b) Home Clubs are required to allow free entry to any person listed on the visiting team list up to a limit of twelve (12) players and four (4) team officials or any person who presents a League pass as shown on the game pass guide issued by the League Manager.
- c) The Home Club shall admit the following people free of charge upon presentation of the relevant pass:
 - i) Administration Pass: Basketball SA and/or League staff, **Basketball SA Commissioners and Basketball SA Competition Committee Members**;
 - ii) Life Members Pass: Basketball SA and League Life Members;
 - iii) Hall of Fame Pass: Basketball SA Hall of Fame Members;
 - iv) 300 Club Pass: Basketball SA 300 Club Members;
 - v) Media Pass: Basketball SA or League approved media members;
 - vi) Referees Pass: NBL1 Central Referees and a plus one; and
 - vii) Referee Coaches Pass: NBL1 Central Referee Coaches.

The Home Club may, at their discretion, admit other people free of charge.

7.3. STADIUM ADMISSION – FINALS SERIES

Rules 7.2.a) – 7.2.c) still apply for Finals Games, with the following conditions:

- a) Where the Home Club elects to pre-sell tickets, it must:
 - i) Notify the visiting Club of ticketing arrangements and a list of ticket prices at least 24 hours before going live with ticket sales using online systems and/or at the specified physical ticket-selling location(s); and
 - ii) Allocate at least 20% or 100 tickets (whichever is greater) of its seating capacity of total tickets available to the Visiting Club for their members to be able to attend the match. Tickets allocated to the Visiting Club's Players and Coaches are not to be included in this allocation. In the event the Visiting Club has not used their full allocation of tickets 72 hours before the match start time, the Home Club may then make available any remaining tickets to their members for purchase.
- b) Where the Home Club elects not to pre-sell tickets, it must:
 - i) Notify the Visiting Club, no later than 48 hours after the match details are determined, of the time at which ticket sales will commence at the match venue and the ticket price list;
 - ii) Allocate at least 20% or 100 (whichever is greater) of its seating capacity of total seating available to the Visiting Club for their members to be able to attend the match. The Visiting Club must notify the Home Club 72 hours before the match start time if they will use the full allocation; or

- iii) Sell the tickets at the match venue on a first-come, first-served basis with no preference to Home or Visiting Club members.

7.4. SEATING

For each home game, the Home Club shall reserve four (4) seats for the Referee Coaches in a position approximately in line with the centre of the court, opposite the Score Table, providing a clear view of the game.

7.5. GAME COMMISSIONERS

- a) The League will roster a Game Commissioner for each game throughout the Season.
- b) The Game Commissioner will act as the official representative of the League during all games.
- c) The Game Commissioner must attend a compulsory pre-season orientation session organised by the League Manager.
- d) The Game Commissioner must wear the approved Basketball SA Game Commissioner uniform.
- e) The Game Commissioner's match day duties include but are not limited to:
 - i) Ensuring the match starts on time and half-time breaks, etc. are adhered to;
 - ii) Collecting the required game paperwork for submission to the League Management and uploading via the approved method by the League Manager immediately after the end of the game;
 - iii) Communicating with Coaches and Team Managers regarding any uniform compliance issue(s) identified by the Referees and the need for the player(s) to address the non-compliance before entering the court;
 - iv) Removal of any unruly spectators from the venue when directed to by a Match Referee or authorised Basketball SA Official;
 - v) Compliance with League signage and promotion requirements;
 - vi) Security of visiting teams at all times, including the player benches;
 - vii) Ensuring no spectators have prohibited noise makers, so games are not disrupted. If any noise makers are identified, the Game Commissioner must address the issue(s) immediately.

7.6. MATCH BALLS

- a) Each Team must provide a ball to the Score Table Chairperson at the beginning of the warm-up period. One ball will be selected as the game ball, and the second will be used as a spare game ball. Each ball must be of the brand and type provided by the League.

- b) The League will provide each NBL1 Club with five (5) official League balls for each of the Club's NBL1 Central Men's and Women's teams per season.

7.7. SECURITY OF PLAYER'S BENCH

At all times while in the venue, the security of the Visiting Team is the responsibility of the Game Commissioner. This includes the security of the player's bench, where the Visiting Team must be sheltered from undue harassment or interference from the fans.

7.8. DISRUPTION OF GAME

- a) Aerosol horns, whistles, vuvuzelas and megaphones may disrupt games and are not permitted at League games.
- b) Other noisemakers, such as party horns and percussion instruments, are conditionally permitted into the venue subject to the Technical Officials' ability to officiate the match effectively. Should the use of these instruments interfere with the audibility of game calls, the Referee may stop the match and request their use be discontinued or removed via the Game Commissioner.

7.9. PLAYING SURFACE MAINTENANCE

It is the responsibility of the Home Club to ensure that:

- a) Floor wipers are available during the game to dry any wet spots on the playing surface during the game.
- b) There must be at least two (2) floor wipers (one at each end of the court) of at least 12 years of age, equipped with a mop, towel, or other suitable style floor wipers.
- c) Failure to provide the required floor wipers will result in a fine for each occurrence.
- d) No promotions may be conducted by any Club, either pre-game or during the game (including breaks), that may involve the introduction of a foreign substance to any part of the playing surface, either within the playing area or on the area surrounding the area.
- e) A blood kit is available to the Game Commissioner in accordance with the Basketball Australia Blood Policy.

7.10. VENUE SIGNAGE & NATIONAL FLAG

Each venue shall display the Australian, Aboriginal and Torres Strait Island Flag to be clearly visible during all games.

7.11. COURT ANNOUNCER

Each Club must provide a Court Announcer for each home game. The Court Announcer's duties include:

- a) Play appropriate music (no profanity) during the following times:
 - i) Warm-ups;
 - ii) During the game;
 - iii) During time outs;
 - iv) During game breaks (e.g. quarter and half-time).
- b) Introduce teams, players, coaches and referees to the spectators;
- c) Read an Acknowledgement of Country before each game or introduce someone to perform a Welcome to Country;
- d) Provide information relative to the state of the game that may not be readily available to the spectators;
- e) Promote League and Club sponsors at appropriate times;
- f) Provide live reads as advised by the League;
- g) Acknowledge official guests to the audience as a whole;
- h) Provide legitimate commentary on the game (as detailed below):
 - i) The Court Announcer is an official of the game, and as such, Visiting Clubs should be treated in an equal manner as the home team. Neutrality extends to what is said, not necessarily how it is said. It is reasonable for the Announcer to use more emphasis in their tone in relaying positive information about the home team in comparison to similar information for the visiting team.
 - ii) There shall be no commentary or music while a player has the ball in their possession to shoot free throws.
 - iii) Comments should be kept concise and informative and should be limited to providing the following information at the appropriate time:
 - 1) Scoring: who scored, the number of points scored, individual totals, and, on occasion, mention of who assisted the score may be appropriate;
 - 2) Fouls: who fouled, the number of fouls on both the individual and team.
 - (a) The Referee's call must not be pre-empted or critiqued in any way.
 - 3) Free Throws: Who is shooting free throws, how many they are shooting, and the result of the attempts;
 - 4) Violations: name the violation, not the player;
 - 5) Time Outs: which team called it and how many they have remaining; and

- 6) Other stats: Rebounds, blocks and steals can be mentioned if appropriate, but who made turnovers is generally inappropriate for comment.
- iv) The Court Announcer is not a cheerleader, barracker or game critic. Their principal duties are to pass information to the crowd. They may encourage the crowd to make more noise, but they are not to incite it.
- v) Any comment reflecting on the performance of the Referees, either positive or negative, is not permitted. Similarly, any criticism of the League or its staff is not permitted. Critical remarks of any type towards players or coaches are also not acceptable. This includes any pre-taped comments played on the PA system.

7.12. SCORETABLE AND STATISTICIANS

- a) The League Manager shall appoint a Score Table Chairperson for all games during the regular season.
- b) The League Manager shall roster all Score Table Officials for Finals games.
- c) The Home Club must provide a Score Table consisting of at least three (3) people, two (2) of which must be at least Level 1 qualified.

Score Table positions to be filled are:

- i) Scorer;
- ii) Timer; and
- iii) Shot Clock Operator.
- d) The League Manager shall appoint a Statistician Chairperson for all games during the regular season.
- e) The League Manager shall roster all Statisticians for Finals games.
- f) The Home Club must provide a Statistician Bench consisting of at least two (2) people, one (1) of which must be at least Level 1 qualified.

Statistician Bench positions to be filled by the Chairperson and two Home Club Statisticians are:

- i) Caller;
- ii) In-putter; and
- iii) Spotter.
- g) The statistics for the game must be accurate and reflect the official score sheet when submitted to the League.
- h) Where the League provides electronic versions of team files for use, Clubs must use these team files at all times, and players must not be manually added unless authorised by the League.

- i) Statistics in the form of a box score shall be provided to each team immediately at the conclusion of each quarter.
- j) Following the reconciliation of the statistics and score sheet, the game shall be finalised within the statistics software program, and each team shall be provided with a copy of the validated box score.

7.13. DOCUMENTED MEDICAL PROCEDURES

The Home Club shall have a documented procedure to follow in the case of serious injury with which the Game Commissioner is familiar.

7.14. GAME DAY PHOTOGRAPHY

- a) The Home Club must have a suitably qualified or capable photographer on site for each game from the start of the first game to the end of the second game.
- b) Photographers should upload images at Half-Time and Full-Time of each game to the distribution platform determined by the League.
- c) Photographers must capture and upload images of both Clubs from each game for the purpose of League promotion and use by the visiting team.

7.15. POST-GAME HOSPITALITY

It is the objective of the League that the Visiting Club and Referees are received and treated as guests. To promote good sportsmanship, each Home Club must provide post-game hospitality. Referees are to be invited and can attend at their discretion. Hospitality is to include post-game food of a suitable quality, variety, and quantity for consumption by at least all players, team officials, and referees.

8. GAME DAY

The following game day details will apply for all games throughout the Season, excluding the League Grand Final. The League Manager will provide each Club with a Standard League Run Sheet, which Clubs can use to prepare for the Season. Teams that qualify for the Grand Final will be provided a modified version specific to that game only.

8.1. OPTION OF ENDS

The home team can choose which end it will attack in the first period and which team bench it will use. Team warm-ups shall be conducted at the end that the teams are attacking thereafter.

8.2. WARM-UP PERIOD

There shall be a warm-up period of not less than eighteen (18) minutes on the playing court before the game.

8.3. PRE-GAME ANNOUNCEMENTS

- a) When the game clock reaches eight (8) minutes remaining in warm-up, teams shall return to their benches. The clock will continue to run during this time.
- b) The Court Announcer will introduce the Players and Team Officials individually, starting with the visiting team, then the Home Team, and finally the Referees and any special guests.
- c) Acknowledgement of Country and National Anthem
 - i) An Acknowledgement of Country or Welcome to Country must be performed before the beginning of each game.
 - ii) The League Manager will provide an Acknowledgement of Country that can be read by the Court Announcer or other person(s) to each Club at least fourteen (14) days prior to the commencement of the Season.
 - iii) Each Club may play the National Anthem before each home game during the season. However, this decision must be submitted to the League Manager at least fourteen (14) days prior to the commencement of the Season. The League Manager will inform all participating Clubs of each Club's decision before the beginning of the Season.
 - iv) The National Anthem may be performed live or played via recording.
 - v) All players and officials shall maintain a dignified position during the Acknowledgment of Country and the National Anthem.
- d) After the introductions, the teams may complete their warm-up. There must be at least five (5) minutes of warm-up time remaining on the clock post introductions.
- e) With one minute thirty seconds (1:30) remaining on the clock, the Referee shall blow their whistle, and each team will return to their bench and prepare to start the game.
- f) Any modification of this pre-game procedure by the Home Club must have approval from the League Manager at least three (3) business days prior to the match. The League Manager will communicate this change to both the Home Club and the Visiting Club.
- g) Both teams and all Officials must be present on the court ten (10) minutes prior to tip-off for the introductions and to complete score sheet formalities. Any team failing to appear as requested by the Game Commissioner will be subject to penalty or further action that may be appropriate in such circumstances.

8.4. GAME TIMING

- a) Matches will be four (4) quarters of ten (10) minutes each, which shall be timed as per the FIBA Rules.
- b) There shall be a two (2) minute interval at quarter and three-quarter time.
- c) There shall be a ten (10) minute interval at half-time unless otherwise directed by the League Manager.
- d) Irrespective of half-time on-court activations, at least the final five (5) minutes of the half-time interval must be available for teams to warm up for the second half.
- e) If the scores are tied at full-time, an Over Time period of five (5) minutes will be played to decide a winner. If scores remain tied after this period, further over-time periods will be played until a winner is determined.

8.5. HALF-TIME EXTENSION

- a) The duration of the half-time break may be extended by up to five (5) minutes (to fifteen (15) minutes in total) at the discretion of the Home Club.
- b) Half-time extensions beyond fifteen (15) minutes are to be used only in extraordinary cases related to the recognition of competitive achievements, e.g. retiring a uniform number or the setting of a significant statistical record.
- c) Such a half-time extension requires approval by the League Manager and should be requested in writing at least fourteen (14) days prior to the fixture for which it is required. Prior agreement with the Visiting Club will not guarantee approval.

8.6. STARTING TIME CHANGE

- a) The Game Commissioner shall ensure the game commences at the scheduled start time.
- b) If a Club wishes to amend a start time after the release of the official fixtures, it must apply in writing with the Visiting Club's approval to the League. No such amendment to the start time may occur without prior League approval.

8.7. VISITING CLUB RESPONSIBILITIES

The Visiting Club shall change uniforms in the event of a colour clash with the Home Club.

9. PROTEST

- a) Any team wishing to protest (as defined by FIBA) in respect of any match must lodge said protest in writing with the League Manager within forty-eight (48) hours of the completion of the match. The League Manager is not obliged to meet face to face and may deal with the protest by phone, video conferencing, email or such means as they deem appropriate.

- b) Upon receipt of a protest, the League Manager shall immediately notify the opposing team in the match, which is subject to the protest.

10. FORFEITED GAMES

A forfeit is deemed to occur when insufficient players representing a team are present at the fixtured starting time for a League fixture. A Club whose team, for any reason, fails to appear for, or complete, any fixtured regular season or finals game, including overtime, shall be deemed to have forfeited the at the game and shall be liable to a fine and shall receive additional penalties as deemed appropriate by the League Manager.

The only exceptions to this rule are for Acts of God or events beyond such a team's control. In the event of an Act of God or events beyond such team's control, refer to Clause 20 of these Rules.

11. BENCH OCCUPATION

- a) During the game, the bench shall be occupied only by the Coach, Assistant Coaches, Players, Team Manager and Trainer/Physiotherapist with a maximum bench seating of 16 seats. No other persons are permitted on the Team Bench.
- b) A Player, Coach, or Assistant Coach, upon being notified by a Referee that they have been ejected from the game, must leave the playing area immediately and remain in the change room of their team during such suspension until the completion of the game.
- c) The use of messages, telephones or any other electronic media to transmit information from an ejected coach to the bench is in violation of this Clause and is subject to penalties or further action that may be appropriate in such circumstances, as determined by the League Manager.

12. REGISTRATION

12.1. ROSTER SIZE AND AGE RESTRICTIONS

- a) A Club cannot have more than twenty (20) registered players for either of its teams at any given time. A Club may deregister a player anytime via an email to League Management.
- b) Deregistered players cannot be re-registered by that Club later in the Season.
- c) A team must have a minimum of nine (9) registered players for each team at all times.
- d) A team must have a minimum of nine (9) and a maximum of (12) players listed for each game.
- e) The minimum age for a player to participate on the court in the League is for the player to be sixteen (16) years of age by the 31st of December in the year the League finished.

12.2. TEAM OFFICIAL REGISTRATION

All Coaches, Assistant Coaches and Team Managers who participate in the League shall be registered within the League's approved registration program for each season at least three (3) business days prior to the commencement of the Season or their first game.

- a) A person is a registered Coach, Assistant Coach or Team Manager for a Club's team only if:
 - i) They are registered with Basketball SA as a Coach or volunteer within the approved Basketball SA Club database;
 - ii) They are not subject to any suspension or other sanction imposed by a Basketball Authority which would be violated by the person engaging in activities of a Coach, Assistant Coach, or Manager;
 - iii) They are not contracted to an NBL or WNBL Club (unless the Club has provided written permission to participate in the League, of which a copy must be forwarded to the League Manager);
 - iv) They have no outstanding fines owing to a Basketball Authority; and
 - v) They have a suitable level of accreditation for their role.
- b) A person is taken not to be a Registered Coach, Assistant Coach, or Manager for a Club's Team in the League if:
 - i) The person owes a debt to Basketball SA, 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 Basketball SA;
or
 - iii) The person has been deregistered from the Team's Staff List; or
 - iv) The person is subject to a current suspension under these Rules or other Rules or By-Laws governing the League.
- c) A person cannot be a Registered Coach or Assistant Coach of more than one team fielded in the League during the same Season. However, that person can be the Registered Coach or Assistant Coach for an NBL1 Central team and the Club's Reserve Team during the same Season.
- d) A team fielded in the League can have a maximum of five (5) registered Team Staff comprising of:
 - i) A Head Coach;
 - ii) Three Assistant Coaches; and
 - iii) A Team Manager.

- e) A Club is responsible for ensuring that only the registered and approved Team Staff Members carry out their duties during the Season.

12.3. PLAYER REGISTRATION

All Players who participate in the League shall be registered within the League's approved registration program for each season at least three (3) business days prior to the commencement of the Season or their first game.

- a) A person is a Registered player for a Club only if:
 - i) They are registered in the approved Basketball SA Club database and are listed on the Team's Player List;
 - ii) They are not subject to any suspension or other sanction imposed by a Basketball Authority that would be violated by that person playing;
 - iii) They are not contracted to an NBL or WNBL Club (unless the Club has provided written permission to play in the League, of which a copy must be forwarded to the League Manager);
 - iv) They have no outstanding fines owing to a Basketball Authority; and
 - v) The player is a Male person (if playing in the Club's Men's Team) or a Female person (if playing in the Club'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 Basketball SA, 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 Basketball SA;
or
 - iii) The person has been deregistered from the Team's Player List; or
 - i) The person is subject to a current suspension under these Rules or other Rules or By-Laws governing the League.

12.4. REGISTRATION RESTRICTIONS

- a) A new player wishing to register to a League Club under Rule 13.3. cannot register to the Club when less than the required number of Regular Season Games remain to qualify for Finals for that team.
- b) When calculating the number of Games, it equals 40% of the Regular Season Games for the current Season, rounded up to the next whole number.
- c) Paragraph a) does not prevent a Club from requesting registration of a new Player for one of its Teams if the League Manager grants a special dispensation for the player.

- d) The League Manager may grant a special dispensation if:
 - i) The Team has less than nine (9) Registered Players due to injury or departure from the Team;
 - ii) The Club applies for the special dispensation to the League Manager;
 - iii) The League Manager is satisfied that there are reasonable and legitimate grounds for granting the special dispensation; and
 - iv) Any objections from other League Clubs have been considered.

13. POINTS SYSTEM

13.1. PURPOSE

The Points System is designed to ensure that young, aspiring players, particularly those developed by the Club they represent in the League, are provided with opportunities while allowing League Clubs to introduce players to augment their Teams.

13.2. MANAGEMENT

- a) The League Clubs are responsible for ensuring that the total points for their teams are within the maximum points available.
- b) League Clubs must submit Team Lists, together with all information required to determine the points applicable for each player, no later than twenty-one (21) days prior to the commencement of the Season.
- c) The League Manager will assess the Team Lists submitted for accuracy based on this and any other available information.
- d) The League Manager will adjust the points for a Player if, based on the facts as presented or easily obtainable, the points are in error.
- e) The process is in place to assist the League Clubs in determining the points for each player and to ensure that the points for each Team are within the maximum allowable.

This in no way diminishes the responsibility of the League Club to ensure that the points for their Teams are accurate.

- f) For the sake of transparency, individual Player points for all League Teams will be published by the League to all League Clubs at least fourteen (14) days prior to the start of the Season.
- g) In addition, individual Player points for all League Teams will be published by the League to all League Clubs following Round 4 of the Season.

- h) If a player is added to a Team during the Season, the individual Player points for that League Team will be published to all League Clubs prior to that Players first game.

13.3. APPEALS OF PLAYER POINTS

League Clubs may apply to the League Manager to have the points of a Player reassessed if they believe there is a special circumstance that applies to the Player and the Points Categories defined herein do not accurately reflect the Player's circumstances.

- a) Such applications must be lodged in writing, stating the grounds of the appeal.
- b) The application must be accompanied by evidence that a non-refundable \$250.00 Appeals Fee has been deposited into Basketball SA's bank account.
- c) This will be referred to an independent tribunal for assessment.
- d) Any decision on any such appeal made by the independent tribunal shall be final.

13.4. CONTESTING PLAYER POINTS OF OTHER LEAGUE CLUBS

League Clubs may apply to the League Manager to have the points of a Player from another League Club reassessed if they believe that the Player has been allocated the incorrect Points Classification.

- a) The application must be lodged in writing to the League Manager within seven (7) days of each League Team List being published.
- b) All applications to contest the points of each Player in an opposing Team must be accompanied by evidence that a \$100.00 Contest Fee has been deposited into Basketball SA's bank account.
- c) This fee will be refunded if it is found that the contesting League Club has made a correct assessment.
- d) The Club that is having a Player's points contested will be provided a copy of the written application contesting the points within two (2) business days of the League Manager receiving the application.
- e) The League Manager will refer all contested points applications to an independent tribunal for assessment.
- f) Any decision on any such contest made by the independent tribunal shall be final.
- g) Applications to contest points lodged more than seven (7) days after a Team List is published will not be considered.

13.5. PLAYER POINTS ALLOCATION

The total points allocation for a League Team is calculated in the following manner:

- a) A Team's points are determined by identifying the top fifteen (15) players in terms of individual Player points before any reductions granted via special dispensation, as described herein, are applied;
- b) If there are less than fifteen (15) Players in a Team's List, all Players in the Team List will be considered;
- c) Any special dispensation(s) are then applied to the top fifteen (15) Players, or all Players if there are less than fifteen (15) Players, and the total points will be calculated for the Team; and
- d) The maximum points that a Team may have is dependent on the total number of Players on their Team List. The maximum number of points available for Team Lists is set out in Table 1 below.

Table 1

Number of Players on the Team List	Maximum Point Allocation
9	32
10	33
11	34
12	35
13	36
14	37
15	38

- e) The points value of each of the Players ranked from sixteen (16) to twenty (20) in terms of their points value must be no more than one (1) point before any special dispensations are applied.
- f) Points for each player will be calculated in accordance with Table 2 below, and will be determined by the Players' situation one calendar month prior to the commencement of the Season.

Table 2

Category	Definition	Points
1	A player that is not a citizen of a FIBA Oceania Member, nor a Permanent Resident of Australia, who is required under the Rules of FIBA to hold an annual Foreign Player's License.	12

2	Any FIBA Oceania member citizen who has played in the NBA (excluding Summer League) or the WNBA in the prior three (3) Seasons.	12
3	Any FIBA Oceania member citizen who has played an average of twenty (20) minutes or more per game in the immediately previous NBL or WNBL season.	10
4	Any player that has competed in a team at the Senior FIBA Basketball World Cup and/or a Senior FIBA World Cup qualifier in the prior twelve (12) months.	10
5	Any FIBA Oceania member citizen that has last played in a Senior Euro League Team or any Senior Division 1 competition in the countries set out in the Restricted Foreign Leagues Table 1 in the last twelve (12) months.	10
6	Any FIBA Oceania member citizen who has last played in a competition in the countries set out in the Foreign Leagues Table 2 in the last twelve months.	5
7	Any FIBA Oceania member citizen that has played an average of five (5) or more minutes but less than twenty (20) minutes per game in the immediately previous NBL or WNBL season.	5
8	Any player that has an approved Permanent Resident Visa for Australia.	5
9	Any FIBA Oceania member citizen who has played in the immediately previous NBL or WNBL season and averaged less than five (5) minutes per game in that season.	3
10	Any player last played in a basketball League in a foreign country other than those in Category 5 and 6. This includes players returning from NCAA Division 1 Colleges.	3
11	Players who do not meet any of the above criteria.	1

For the avoidance of doubt, last played is considered as the twelve months prior to the set submission date of Team Lists to the League.

Restricted Foreign Leagues Table 1

1. Argentina	2. Brazil	3. Canada (excluding College programs)
4. China	5. Croatia	6. Czech Republic
7. France	8. Germany	9. Greece
10. Hungary	11. Israel	12. Italy
13. Lithuania	14. Poland	15. Puerto Rico
16. Russia	17. Serbia	18. Slovenia
19. Spain	20. Turkey	21. USA (excluding College programs)

Restricted Foreign Leagues Table 2

1. New Zealand	2. British Basketball League	3. Philippines
4. Slovenia	5. Slovakia	

13.6. SPECIAL CONDITIONS

- a) Players with dual citizenship are classed as Australian citizens for points classification under this system.
- b) New Zealand citizens who reside in Australia will have their points classification determined by their basketball experience.
 - i) If they last played in a Division 1 Restricted Foreign League, they would be a Category 5 player.
 - ii) If they last played in another NBL1 Conference, they would be a Category 11 player.
- c) Players cannot be on a Team's List in the League if registered to play in another State or National League. This includes the New Zealand National League (NZNBL).

13.7. SPECIAL DISPENSATIONS

Clubs may apply for special dispensations (reduction in Player points) for the following reasons:

- a) Junior Member of the Club

A 50% dispensation will be applied if the player was a registered, financial and active Player with the League Club they are registering with and played greater than 40% of available games in both the U16 and U18 District competitions. The nominating Club must produce evidence that supports this dispensation.

- b) Loyalty Clause

A 50% dispensation will be applied if the player has played 100 League games (CABL/Premier League/NBL1) for the League Club they are registering with. For the avoidance of doubt, player points will not be reduced for Players who play their 100th game during the Season. This does not apply to Restricted Players under these Rules.

- c) Restricted Players Loyalty Clause

A 50% dispensation will be applied if a Restricted or Foreign Player has played 100 League games (CABL/Premier League/NBL1) for the League Club they are registering with. This dispensation applies to a maximum of one (1) player per Team.

13.8. PENALTIES FOR POINTS BREACHES

- a) If a Club is found to have breached the maximum Player points allocation by fielding a Team that is in excess of the maximum points available, per Clause 14.5. they must restructure the Team immediately (or after any appeal that may be open to them is exhausted).

- b) All games, if any, played during the Season with a Team above the maximum points allocation will be considered losses for the breaching Team.
- c) The opposing Teams that lost games to the breaching Team while above the maximum points allocation will not be considered to have won these games.
- d) The League Club that has been found to have breached the maximum points allocation may appeal within two (2) business days of being notified of the breach.
- e) The appeal must:
 - i) Be in writing, stating the grounds for the appeal; and
 - ii) Be accompanied by evidence that a \$250.00 non-refundable Appeal Fee has been deposited into Basketball SA's bank account.
- f) This will be referred to an independent tribunal for assessment.
- g) Any decision on any such appeal made by the independent tribunal shall be final.

14. RESTRICTED PLAYERS

- a) A Restricted Player is a Player who is a Category 1, 2, 3, 4 or 5 Player, before any dispensation is applied (i.e. ten (10) points or more before dispensations), as defined in Table 2, excluding any FIBA Oceania member citizen.
- b) A Club cannot have more than two (2) Restricted Players who are Registered Players for either of its Teams at any time.
- c) A Club must immediately deregister a Player if it breaches Clause 15.b) until it complies with Clause 15.b).
- d) A Restricted Player is not counted for the purposes of Clause 15.b) if the League Manager grants an injury waiver to the Restricted Player.
- e) For the purposes of Clause 15.d), the League Manager may grant an injury waiver for a Restricted Player if:
 - i) A certificate from a Medical Practitioner has been given to the League Manager;
 - ii) The certificate shows that the Restricted Player is or has been injured or ill for a specified period during which at least three (3) regular Season games (involving the Restricted Player's team) have been or are scheduled to be held;
 - iii) The certificate is dated within seven (7) days of when the injury or illness was suffered;
 - iv) The League Manager is satisfied that the Player has been and will stay in Australia during that period, and
 - v) The League Manager is satisfied that the request for the injury waiver is reasonable and genuine.

- f) If an injury waiver is granted, the Club may contract a replacement Player, and in these cases, the Club may use all points available to them (i.e. equivalent points of the injured player and any other available points).
- g) A Restricted Player to whom an injury waiver has been granted under Clause 15.e) cannot again play in the League unless the Restricted Player added as a replacement player is first deregistered, per Clause 16.

15. DEREGISTERED PLAYERS

- a) A Registered Player may be deregistered from a Team's Player List. Deregistration means that the player is taken off the Team List and ceases to be a Registered Player for that Team.
- b) To deregister a Player, the Club must inform the League Manager in writing of the deregistration.
- c) A Club that has informed the League Manager of deregistration must not allow the Player concerned to take the court in the League at any subsequent time from the date of lodgement.

16. TRANSFER OF PLAYERS

- a) A Club official must not directly or indirectly approach a player contracted to an NBL or WNBL or another NBL1 Central Club to ask them to play in the NBL1 Central unless the Club has the permission of the NBL, the WNBL or the players current NBL1 Central club to do so.
- b) A player who has played for a Team in the League in a Season cannot become a Registered Player for a Team fielded by another Club in the League in the same Season.
- c) During the period from the end of one NBL1 Central Season to the end of the following NBL1 Central season, a Club ('Club A') is permitted to transfer a maximum of two (2) Players who were registered and played for that Club's ('Club A') NBL1 Central team in the previous season to another NBL1 Central Club ('Club B'). All other registered players for 'Club A' are ineligible to play for the NBL1 Central team of 'Club B'. This rule does not prevent player transfers between Clubs within these rules but does restrict the number of Players that a 'Club A' can release to any single 'Club B' during the required period.

17. TRANSFER PROCESS

The process for obtaining a clearance varies depending on where the player is transferring from, and the specific procedure may vary. It is the destination Club's responsibility to ensure the correct

procedure (either online system or use of hard copy forms) is followed and completed (including email confirmation) before registering or playing a Player; the following is provided for guidance:

a) Clearance between League Clubs

For clearances between League Clubs where the player last played in the NBL1 Central competition.

The clearance process for Clubs and Players is:

- i) The destination Club submits through the approved Basketball SA system the player clearance request, irrespective of the time that has elapsed since the player last registered.
- ii) The Players prior Club has five (5) days to respond with approval/refusal. If a response has not been received after five (5) days, the destination Club is to inform the League.
- iii) The League will notify the Player's prior Club, advising they have 48 hours to respond. Failure to respond will result in the player automatically being cleared by the League.

b) Clearance from another Australian Association

For clearances where the player last played in another Australian senior representative competition, the player will complete a Basketball Australia domestic clearance form and forward it to their former Association for approval, irrespective of the time elapsed since the player last registered.

c) Clearance from a non-Australian Association/Club

For clearances where the player last played in a relevant overseas competition, the destination Club will apply for an International Clearance on behalf of the Player through BA, which will use FIBA's online Management and Administration Platform (FIBA MAP), irrespective of the time that has elapsed since the player last played.

18. CONTRACTS

All Players & Coaches must be Contracted.

- a) Every NBL1 Central Player and Coach must have a written contract with their Club, whether for monetary consideration or not.
- b) Standard contract

The League Management will provide a standard contract to each Club, which must be utilised.

- c) Lodgment with the League Office

- i) A copy of each contract properly signed and witnessed must be lodged with the League Office a minimum of 5 business days prior to the start of the first minor round game.
- ii) In the case of further applications by a Player, Coach or Assistant Coach for registration after the commencement of the first game of the season, the required contract must be submitted with their application for registration.
- iii) Only a contract for the NBL1 Central competition needs to be lodged.

19. PLAYER ELIGIBILITY

19.1. PARTICIPATION IN A LEAGUE GAME

To be recorded as having participated in a League game for Finals eligibility, the player must satisfy the following requirements:

- a) The player's name is recorded on the scoresheet;
- b) The player is present on the Team Bench;
- c) The player must meet all other Rule requirements with respect to being able to be substituted onto the court, including those relating to uniforms, jewellery, footwear, hair, casts and braces; and
- d) At least one of the following must occur:
 - i) All Foreign or Restricted Players must be substituted onto the court during a League game, as evidenced by the court time indicated on the official game statistics, and record a minimum of eight (8) minutes (20%) of playing time; or
 - ii) Players who are not Foreign or Restricted Players must be substituted onto the court for a League game or a Reserve game the following week after the NBL1 game.

19.2. RESERVES TOP 5 MINUTES CLAUSE

- a) Any League Player who is listed in the top five (5) minutes played for their Team in any League game is ineligible to play in the next fixtured Reserves game.
- b) In the case where two (2) or more players are ranked equal fifth (5th) in minutes played, each player will be considered ineligible to play in the next fixtured Reserves game.
- c) This Clause is suspended from the end of the last minor round game in the Reserves Competition until the first regular season game in the following League Season.

19.3. PLAYER FINALS ELIGIBILITY

- a) A player is considered ineligible to play in any Finals game if they have not played the minimum number of games required under these Rules to play in the Finals Series.

- b) To be eligible to play for a Team in the Finals Series, a player must meet one of the following requirements:
 - i) A Foreign or Restricted player must meet the requirements of Clause 20.1.d)i) in a minimum of 40% of regular season games for that Team in the League, where the number of games is always rounded up to the next whole number; or
 - ii) Players who are not Foreign or Restricted Players must meet the requirements of Clause 20.1.d)ii) in a minimum of 40% of regular season games for that Team in the League, where the number of games is always rounded up to the next whole number; or
 - iii) Players who are not Foreign or Restricted Players must meet the requirements of Clause 20.1.d)ii) in a minimum of 40% of regular season games for that Team in the Reserves Competition, where the number of games is always rounded up to the next whole number.
 - iv) Players who are Australian citizens and are returning to their Original Club from an approved USA College program meet the requirements of Clause 20.1.d)ii) in a minimum of six (6) games.
- c) Games played in the League and Reserves Competition cannot be aggregated to enable qualification for the Finals Series of the League, except for an approved and Registered Player returning from College.
- d) It is the Club's responsibility to maintain eligibility for their Players and ensure that they have enough players qualified and eligible for the Finals Series.

19.4. INJURY WAIVER FOR FINALS ELIGIBILITY

- a) The League Manager may grant an injury waiver for an ineligible Player to play in the Finals Series due to medical reasons. The injury waiver will be considered only if:
 - i) The player must have played a minimum of 50% (rounded up to the next whole number) of the required number of regular season games to qualify for the Finals Series, per Clause 20.3.
 - ii) The application by the Club Contact must contain the following information:
 - 1) 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:
 - (a) The date the injury occurred or illness commenced;
 - (b) The date the player was medically cleared to return to play;
 - (c) Clearly articulate the nature and extent of the injury or illness; and
 - (d) The number of Rounds missed due to the injury.

The Club must submit the application by the Close of Business on the day following the completion of the last Regular Season game.

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

19.5. HIGHER LEVEL COMMITMENT WAIVER FOR FINALS ELIGIBILITY

- a) The League Manager may grant a waiver for a Player who misses League Games due to a higher level commitment if:
 - i) The League Manager is satisfied that the Player missed a minimum of two (2) Regular Season games due to representing their State in a National Championships, World Uni Games, official Australian national duties, such as national camps, or playing for Australia at a FIBA sanctioned event; and
 - ii) The Club applies for the waiver in writing to the League Manager at least fourteen (14) days before the date scheduled for the first game of the Finals Series.

20. ACCEPTABLE UNIFORMS AND DRESS ATTIRE

20.1. PLAYER UNIFORM

- a) The FIBA rules relating to uniform requirements will apply with the following exceptions:
 - i) A player must wear a sleeveless playing singlet upper garment. A short or long-sleeved shirt is not permitted. An undergarment with a low neckline is permitted, provided it does not extend beyond the player's singlet (except at the neckline).
 - ii) T-shirts, regardless of style, may not be worn under the shirt/top.
 - iii) A player wearing a uniform not approved by the League Manager or that does not meet the FIBA (or this Rule) requirements shall not be permitted to play.
- b) Each Club must ensure that all players in their teams wear a uniform:
 - i) Including a singlet displaying the current logo of the League in the top right on the front of the singlet;
 - ii) With any advertising or logo at least 5 centimetres away from the number on the singlet; and
 - iii) Of colours and a design approved by the League Manager before the start of the Season.
- c) The singlet worn by each player in a team in a Game must:
 - i) Have a number different from that on the singlet worn by each other player in the team; and
 - ii) The following numbers are permitted to be used: 0, 00 and any number between 1 – 99.

20.2. TEAM BENCH DRESS CODE

- a) All team players and non-playing officials shall be required to dress in a way that clearly distinguishes them as part of the team and from other game officials.
- b) The best description of the standard for non-playing officials would be business casual that suitably meets modern business standards.
- c) The best description for players would be a playing uniform.

20.3. COACHES AND ASSISTANT COACHES DRESS CODE

- a) Coaches must wear a collared shirt. If this is a polo shirt, it must be a Club-branded polo. During colder weather, it is understandable that this may be covered by a jacket that must be either a Club jacket or another jacket that fits the general description of business casual wear.
- b) Denim, shorts or tracksuit pants are prohibited for Coaches and their Assistants.
- c) Shoes must be clean and tidy.

Where a bench official's uniform does not meet the approved or required standard, they shall not be permitted on the team bench.

20.4. TEAM MANAGERS DRESS CODE

Recognising that Team Managers have different responsibilities, the bench dress code standard can be modified slightly.

- a) A Team Manager may wear a Club tracksuit provided it is the same colour as the warm-up tracksuit for the Players and is a complete tracksuit (matching top and bottom). The tracksuit top must display the Club brand/logo.
- b) If the team manager wears a tracksuit, runners are permissible.
- c) In warmer weather, a tracksuit bottom and Club polo shirt are permissible for the Team Manager.

20.5. PLAYERS DRESS CODE

Players must arrive and depart the game wearing at least neat, casual clothing, preferably either a Club-branded polo shirt, jacket or pullover. The alternative option is a Club-branded tracksuit or, in warmer weather, Club-branded tracksuit pants and a Club-branded polo shirt.

20.6. NON-PLAYING SQUAD MEMBERS DRESS CODE

Squad Players not participating in the game may sit on the team bench provided they are dressed in accordance with the bench dress code standard as the coaching staff or in a full team tracksuit

as per the team manager. If they are not dressed to either standard, they are not permitted to sit on the team bench and must be seated with spectators.

20.6. OTHER TEAM STAFF DRESS CODE

Other team staff, physiotherapists, doctors, etc., must comply with the dress bench code standard for Coaches or Team Managers. Any non-playing individuals wishing to be part of the team bench must dress to these standards. If they do not comply with the requirements, they must be seated with spectators and not on the Team Bench.

20.7. DANGEROUS OBJECTS

A player in a Game must not wear any equipment or object that could cause injury to other players. The following are equipment and objects that are prohibited and permitted:

a) Prohibited Objects

- i) Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance (even if covered with soft padding);
- ii) Objects that could cut or cause abrasions (including fingernails that are not closely cut);
- iii) Headgear, hair accessories and jewellery;
- iv) Compression T-Shirts; and
- v) Hard plastic headbands

b) Permitted Objects

- i) Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded to make it unlikely that it could cause injury to another player;
- ii) Compression sleeves if they are of the same dominant colour as the singlet or black or white;
- iii) Full-length compression stockings the same dominant colour of the uniform or black or white. Team branding is permitted on these skins.

All players wearing skins/compression sleeves must wear the same style and colour.

- iv) Compression stockings for the lower leg ending below the knee;
- v) Sleeveless compression vests;
- vi) Knee braces that are properly covered to make it unlikely that they could cause injury to another player;
- vii) Protector for an injured nose or facial injury;

- viii) Mouth guard;
- ix) Spectacles, if they are unlikely to pose a danger to other players;
- x) Headbands no more than 5 centimetres wide of non-abrasive, uni-colour cloth, pliable plastic or rubber; and
- xi) Non-coloured taping of arms, shoulders, legs etc.

21. ABANDONED GAME

- a) If a game is stopped and subsequently called off (abandoned) as a result of a situation beyond the immediate control of the Referees, Basketball SA, or the stadium management, then the following will apply:
 - i) If the period of game time played is equal to or less than 75% of the allocated game time, the match shall be declared abandoned; no score shall be recorded, and the game shall be rescheduled to be played in full at another time.
 - ii) If the period of game time played is greater than 75% of the allocated game time, then the score at the time of abandoning the game shall stand and be recorded as the final game score. No additional play shall occur.
 - iii) If the game has not commenced, the League shall reschedule the game.
- b) The referees, after due consultation with the League Manager (if available), stadium management (if available), the team coaches and/or medical team, whoever is applicable, shall be the sole judge of what constitutes an abandoned game and when this shall occur.

22. AWARD VOTING

22.1. HALLS AND WOOLLCOTT AWARDS

The Halls Award (Women) and Woollcott Award (Men) are presented to the player deemed to be the 'Fairest and Most Brilliant'. The winners are determined by a system in which referees allocate 3-2-1 votes to players after each game of the Regular Season.

22.2. MERV HARRIS AND FRANK ANGOVE AWARDS

The Merv Harris Awards (Women) and Frank Angove Award (Men) are presented to the player aged under 23 years on December 31 of the year in which the competition is played, who polls the highest number of votes towards the Halls or Woollcott Awards.

22.3. COACH'S MOST VALUABLE PLAYER (MVP) AWARD

The Most Valuable Player Award is determined by a system in which each team's head coach allocates a total of ten (10) votes to be spread between both teams, not more than 5 of which may be allocated to any one player after each game of the Regular Season.

The player with the most votes at the end of the season will be awarded the MVP Award.

22.4. ALL-STAR FIVE AWARD

The All-Star Five Award is determined by a system in which one coach and one captain per team allocate votes to the best player at each position after the completion of the Regular Season.

The five players with the most votes will be awarded an All-Star Five Award.

Voters may not vote for players from their Clubs.

22.5. BEST DEFENSIVE PLAYER AWARD

The Best Defensive Player Award is determined by a system in which one coach and one captain from each team allocate 3-2-1 votes to players after the completion of the minor rounds.

The player with the most votes will be awarded the Best Defensive Player Award.

Voters may not vote for players from their own clubs.

22.6. PHILL YUILL REFEREE OF THE NBL1 CENTRAL COMPETITION AWARD

The Referee of the Year of the NBL1 Central competition is determined by a system in which one coach and one captain from each team, and people who have been rostered as Referee Coaches (for a minimum of eight minor round games), allocate 3-2-1 votes to referees after the completion of the Regular Season.

The referee with the most votes will be awarded the Phill Yuill Referee of the NBL1 Central Competition Award.

A referee cannot win both the Men's Division Referee of the Year and the Women's Division Referee of the Year.

22.7. COACH OF THE YEAR AWARD

The Coach of the Year Award is determined by a system in which each Team's Head Coach and Captain allocate 3-2-1 votes to a Coach (other than themselves/their own) after the completion of the Regular Season. The Coach with the most votes will be awarded the Coach of the Year Award.

22.8. STATISTICAL AWARDS

Awards are presented for each of the following statistical categories:

- Points per game;
 - Field goal percentage;
 - Three-point percentage;
 - Free throw percentage;
 - Offensive rebounds per game;
 - Defensive rebounds per game;
 - Total Rebounds per game;
 - Assists per game;
 - Steals per game; and
 - Blocked Shots per game.
- a) For per-game statistical awards, calculations are based on the number of games a player has been deemed to have played.
 - b) A player must have played at least 50% of games to be eligible for any award.
 - c) A player must have taken at least five (5) field goals per game to be eligible for the field goal percentage award.
 - d) A player must have taken a minimum of three (3) free throws per game to be eligible for the free throw percentage award.
 - e) A player must have taken at least three (3) three-point shots per game to be eligible for the three-point percentage award.

22.9. REPORTED PLAYERS AND COACHES

During each season, a reported player, coach or referee found guilty of an offence shall be ineligible for any award.

23. OFFENCES AND PENALTIES

Table 3 below outlines the standard penalties to be applied for any breach of the Rules of Operation at the determination of the League Manager.

Compliance penalties are a mechanism for the League Manager to maintain League standards and ensure compliance by Clubs and members to meet the requirements of these Rules of Operation. Where the League Manager detects a breach of these Rules of Operation, they will apply the appropriate penalty.

Where a Club incurs a penalty, the League Manager will inform the Club of the penalty, and they will have the right to appeal any penalty under the appeals process within these rules.

Table 3

Offence	Maximum Penalty
Administrative Fines	\$200.00
Failure to provide match paperwork in the required time	\$200.00
Failure to Register required Junior Teams	\$500 per team per division
Club/Player Breach Code of Conduct	\$500.00
Bringing the Game into Disrepute	\$1,000.00
Non-Display Signage	\$100.00 per item
Non-Approved Uniform/Attire	\$100.00 per item
Non-Approved Player Uniform	Do Not Play
Playing an Ineligible player in the Finals	Forfeit Game if won + \$250
Unlicensed Player (FIBA)	FIBA fine + \$1000.00
Venue Court Announcer Code of Conduct Breach	\$100.00 for each offence
Forfeit	\$1000.00
Un-registered Player	\$250.00 plus Forfeit game
Illegal Use of Drugs	Subject to BA, ASADA outcome
Integrity Breach	Subject to BSA, BA and National Integrity outcome