



Rules of Operation  
SA District League **2026**

**January 2026**

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## DEFINITIONS

In these By-Laws:

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

**Appeals Board:** Means a panel of three (3) independent members tasked with determining an outcome in the case of an appeal being brought against a decision of the League Manager.

**Appellant:** Means the name given to a Club that appeals a decision of the League Manager.

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

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

**Basketball Authority:** Means any of the following:

- Basketball Australia (BA);
- Basketball SA;
- 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 SA:** Means Basketball South Australia Inc.

**Basketball Year:** Means the time from the first business day after the previous Season's last District League Grand Final until the completion of the last District League Grand Final the following year.

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

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

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

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

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

**Coach:** Means any 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:** Means the Codes of Behaviour published on the Basketball SA website.

**Commission:** Means the executive body responsible for the management of basketball in South Australia.

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

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

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

**Game:** Means a game listed in the fixture of the District League competitions.

**Game/Match Official:** Means any of the following:

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

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

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

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

- Australian Under 14 Club Championships;
- Australian Under 16, 18 and 20 Championships;
- Australian Under 16, 18 and 20 3x3 Championships;
- The Championship Division of the Australian Schools Championships;
- Matches or Camps involving Australian Under 17, 19, University or Senior Teams;
- Matches in the National Basketball League and Women's National Basketball League; or
- 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:** Means a player who is prohibited from competing in The League.

**Junior District League (JDL):** Means any of the Under 10, Under 12, Under 14, Under 16 & Under 18 Divisions.

**League Manager:** Means the Competitions Manager employed by Basketball SA.

**League Competitions Committee:** Means an independent committee to provide advice and

recommendations for the ongoing improvement of Basketball SA competitions and to ensure competitions are conducted per the Basketball SA Constitution, Policies and Rules of Operation.

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

**Minor round:** Means the complete fixtures played to determine an ordered ranking on the championship ladder.

**MSBL:** Means the Metro Social Basketball League

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

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

**Poaching:** Means 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 Basketball SA 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:** Means any area in the venue where the court or any part of the court is within view.

**Receiving Club:** Means a Club that is receiving a player during a Transfer Window.

**Registration Database:** The platform used

**Round:** Means a stage or portion of the complete set of fixtures.

**Rules of Operation:** Means the Rules of Operation are the by-laws, as defined in the Basketball SA Constitution, that govern the League.

**Senior District League (SDL):** Means the Competition for players fifteen (15) years and older, played in Senior Men and Senior Women Divisions (includes Reserves competitions).

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

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

**The Tribunal:** Means a panel that hears, deliberates and adjudicates Tribunals per the Basketball SA Tribunal Rules of Operation.

**Transfer Window:** Means the time between Seasons, where players are permitted to transfer between Clubs in the League.

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

**Youth District League:** Means the Under 21 Men and Under 23 Women Competitions.

**Zone Defence:** Means any defence played in the half-court that does not incorporate normal man-to-man defensive principles shall be considered a zone. For this purpose, trapping defences

that 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 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**

The Basketball SA District League competitions are governed by:

- a) The Basketball SA District League Rules of Operation; and
- b) The FIBA Rules of Basketball.

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

- c) The Basketball SA District League Competitions Committee shall:
  - i) Act as the League Committee to the Competitions Department;
  - 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.
- d) SA District League Rules of Operations are reviewed annually by Basketball SA Competition Management, and any changes are approved by the Basketball SA Commission.

## **3. COMPETITION MANAGEMENT**

Basketball SA manages the League through its Competitions Department, particularly the League Manager. Basketball SA Commission endorsement is sought for some issues when applicable.

### **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 District 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 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 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 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:

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

### **3.4. Delegate of Basketball SA**

- a) The League Manager is a delegate of Basketball SA.
- 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 Basketball SA and exercised on behalf of Basketball SA by the League Manager.
- c) Any action taken by the League Manager under these Rules of Operation is taken on behalf of Basketball SA.
- d) Any tribunal, appeal, or court proceedings concerning the League Manager's functions,

powers, or actions must be taken against Basketball SA 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**

- a) Basketball SA shall administer the finances of the League through the Basketball SA accounting system.
  - i) The League Manager will develop an annual budget to provide for the satisfactory operation of the League, which the Basketball SA 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 Basketball SA in the strictest confidence.
  - iii) Basketball SA may exercise the right to review a Club's financial status to ensure its financial stability and maintain the integrity of the League.
  - iv) Basketball SA is empowered to assist in developing 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 financial with Basketball SA at all times.
  - i) A Club may be considered unfinancial when the Club, its team(s), or its member (s) have payments owed to Basketball SA 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 Basketball SA 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 must 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 Basketball SA as a Coach or Volunteer within the approved registration database;
  - 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.
- b) It is recommended that all Head Coaches and Assistant Coaches obtain their Community Coach Course Accreditation (Level 0) 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 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. COMPETITION STRUCTURE**

### **5.1. Competition Calendar**

The basketball calendar year will consist of the following:

a) Junior District League

i) Divisions 1 & 2

1) A Pre-Season consisting of a minimum of eight (8) Rounds.

2) A State Championship Tournament consisting of Pool Games and Crossover Finals Games.

3) A Championship Season consisting of eighteen (18) Minor Rounds and three (3) Major Rounds.

ii) Divisions 3 and below

1) A Grading Season consisting of a minimum of eight (8) rounds.

2) A Championship Season consisting of eighteen (18) Minor Rounds and three (3) Major Rounds.

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)

- i) A Pre-Season Competition consisting of a minimum of eight (8) rounds and (1) Major Round.
- ii) A Championship Season consisting of a minimum of eighteen (18) minor rounds and three (3) Major Rounds.

## **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 to be rescheduled, the Club must submit the reason(s) for the deferral in writing.

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

- i) Confirm agreement from both impacted Clubs to reschedule the game.
  - ii) Confirm agreement by both Clubs of the time, date and venue to which the game has been rescheduled.
  - 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;
  - ix) Government-enforced venue closures or directives; or
  - x) Unavailability of referees or staff.
- 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 an 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 at the appointed game will receive a forfeit loss.

### **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 year's nomination date 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, wherever possible, each Division will nominally have 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 participating in each Age Group. The League Manager shall grade teams and decline nominations as required if there are more team nominations than positions available.

### **5.5. Ladder Points System & Tiebreaks**

The following points will be awarded after all matches during the Pre, Grading & Championship Seasons:



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

a) In Competitions in which teams have an equal number of games played, 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 scores 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	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	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	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

- The teams are all tied by their Championship Points in the head-to-head games.
- 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.
- 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>.

b) In competitions where teams play an unequal number of games, ladder positions will be determined as in rule 5.5.b), except 5.5.a)i) Championship Points will be replaced by Game Ratio, which is calculated as follows:

- (Wins+(1/2xDraws)-(1/2xForfeit Losses))/Games Played.
- Game Ratio will also be applied in rule 5.5.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:

- Under 12; and
- Under 14; and
- Under 16; and
- 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 2024 must develop a Transition Plan in consultation with Basketball SA to implement strategies to achieve these criteria by 2025. Transition Plans must include review points, and Basketball SA 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 by 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) The League Manager may approve a Division 3 team from a non-NBL1 Club to compete in that Season's 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;
  - ii) The team must have made the Division 3 Grand Final in one of those years;
  - iii) The team has no 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. Most players within the team being nominated for Division 2 must be players of the team who have 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.

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

### **6.1. Team Nominations**

The League Manager will call for Team Nominations each year before the Pre/Grading Seasons. 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, that Division will use the game ratio to determine ladder positions, per rule 5.5.c).
- i) The team accepted or regraded will only have the games played in their new Division count towards their ladder position. E.g., a team that is regraded during the Championship Season from Division 4 to Division 3, after 3 rounds have been played, will only have the remaining 15 games count towards their ladder position. The game ratio calculation will determine ladder positions for all teams in that Division, as not all teams would have played the same number of games.

## **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;
  - ii) They are not subject to any suspension or other sanction imposed by a Basketball Authority that would be violated by the person playing;
  - 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 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) 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 Basketball SA 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 District League Competition, a player must be at least six (6) years before entering the court for their first game.
- b) To be eligible to play in a Junior Age Grade, a player 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 runs between October 2023 and

September 2024, the player must be eleven (11) years old or younger on the 31<sup>st</sup> of December 2024.

- c) To be eligible to play in a Youth District League Competition, 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 District League Competition, a player must turn sixteen (16) years of age in the year the Competition finishes.

A Club's nominated contact(s) must advise Basketball SA on each occasion when a player plays 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) Basketball SA Competition games in the same round. Basketball SA 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 run on separate days.

- e) Exception Clause: During the Pre, Grading and Championship Minor Rounds, where a team cannot field seven (7) players, rules 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.

- iii) If the exception clause is implemented in graded competitions, the conditions refer to groups seeded lower than their usual team

E.g., A player in Group Three may fill in for a Group One or Two team and still play in their Group Three game; however, a Group One player cannot fill in for a Group Three team.

Clubs are required to inform Basketball SA 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 Basketball SA; 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.
  - vi) Has played multiple games in the same round, as stated in rules 6.6.a) to 6.6.d) 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.
  - iv) See rule 12.2. for the penalty for playing an ineligible player.

## **6.8. Protests**

- a) A team may file a protest if its interests have been adversely affected by the following:
  - i) An error in scorekeeping, timekeeping or shot clock operations that was not corrected by the referees, including penalty points as stated in rule 12 of these Rules of Operation; or
  - ii) A decision to forfeit, cancel, postpone, not resume or not play the game; or
  - iii) A violation of the applicable eligibility rules, including playing ineligible players, as

defined in rule 6.7. of these Rules of Operation.

- b) To be admissible, a protest shall comply with the following procedure:
  - i) The team that has been adversely affected must inform the SSO at the time of the error.
  - ii) If the SSO does not correct the error, the team must inform the Club of the error and the steps taken to rectify it.
  - iii) The Club must submit a protest to the League Manager, in writing, within two (2) business days of the match ending.
  - iv) The League Manager shall issue any appropriate procedural requests and decide on the protest as soon as possible, and in any event, by COB the day after receiving the protest.
  - v) The League Manager shall use any reliable evidence and take any appropriate decision, including a partial or full replay of the game without limitation.
  - vi) The League Manager may not decide to change the game's result unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised.
  - vii) The League Manager's decision is also considered a field-of-play rule decision and is not subject to further review or appeal.

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

The Player Movement Rules apply to all players, excluding players offered an NBL1 Standard Player Contract at another Club, 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 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 Conditions

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.

- a) Once a player has played one (1) game in the Pre/Grading season or one (1) game in the Championship season, the player shall not be eligible to play for another team at another Club during the relevant season.

E.g., a player who plays a game in the Grading Season will not be able to transfer to another Club until the completion of that Grading Season.

- b) Transfer Windows: There will be two (2) transfer windows each basketball year.
  - i) The first window begins the first business day after the end of the Championship Season (after all Grand Finals are completed) and ends five (5) business days before the next Pre/Grading Season begins.
  - ii) The second window begins the first business day after the end of the Pre/Grading Season and ends five (5) business days before the start of the next Championship Season.

Players who participated in the previous District League season are not eligible to transfer outside of these transfer windows.

Basketball SA will publish the dates of each Transfer Window to Clubs along with Season dates each year.

- c) A player seeking a clearance must send the application to both:
  - i) Their current Club;
  - ii) Basketball SA; and
  - iii) Must provide evidence they have been accepted by the receiving Club.

Basketball SA may investigate any JDL Division 1 or 2 player transfer request 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.

- d) The current Club must notify the player and Basketball SA within five (5) business days of receipt of application of their decision to grant or refuse the clearance.

Failure to notify the player and Basketball SA within five (5) business days will result in Basketball SA automatically clearing the player.

- e) 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, Basketball SA will automatically grant the clearance.

### **7.3. Player Transfer Restrictions**

During the Transfer Windows outlined in Rule 7.2.c), a receiving Club may accept transferring players from another Club under the following circumstances.

- a) Clubs can only accept two (2) Division 1 players and two (2) Division 2 players per gender and age group per basketball year who have qualified for finals as per rule 8.3. during the previous Championship Season.
  - i) A player is deemed qualified for finals if they play the minimum amount of games necessary to compete in the finals in the previous Championship Season, regardless of whether their team makes the finals in that Season or not.
  - ii) A player is classified as a Division 1 player if they played the minimum number of games required for finals qualification, per 8.3.a) of these Rules, of their games in the previous Championship Season in Division 1, and a player is considered a Division 2 player if they played the minimum number of games required for finals qualification of their games in Division 2 in the previous Championship season.
  - iii) If a player qualifies for finals in two (2) Divisions (e.g., Divisions 1 & 2 or Divisions 2 & 3), they will be classified by the higher Division of the two.
- b) Of the four (4) players Clubs can accept per gender per age group per basketball year, they may accept a maximum of one (1) player that participated for a South Australian Metro or Country state team in the Australian Junior Championships played in the previous basketball year.
- c) 7.3.a) only applies to transfers in the following age groups:
  - i) Under 14: Divisions 1 & 2;
  - ii) Under 16: Divisions 1 & 2;
  - iii) Under 18: Divisions 1 & 2.

For clarity, the restrictions apply to the age group the player is aging into, but the Division is determined by their previous Championship season, as defined in 7.3a)i). E.g., a player who played eight (8) or more games in U14 Division 1 in the previous Championship Season but is aging into U16 will count against the Club's restrictions of U16 Division 1 players.

- d) Clubs can accept any number of players in the following age groups:
  - i) JDL:
    - 1) Under 10: All Divisions;
    - 2) Under 12: All Divisions;

- 3) Under 14: Division 3 and below;
- 4) Under 16: Division 3 and below; and
- 5) Under 18: Division 3 and below.
- ii) YDL: All Divisions.
- iii) SDL: All Divisions.

#### **7.4. 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.

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

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.

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

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

During the Championship Season, player movement is allowed during the Minor Round under the following conditions:

- a) A player may be promoted any number of Divisions within an Age Grade from one (1) Round to the next.
- b) A player that has been promoted under 7.5.a) must either:
  - i) Remain with their new team; or
  - ii) Be demoted back to their original team.
- c) A player can only be demoted one (1) Division (except under 7.6.b)ii)), or to the next lower team a Club has within that Age Grade, from one (1) Round to the next.
- d) 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. Exception Clause 6.6e)i) and ii) must still apply.

#### **7.7. Poaching**

Basketball SA 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 perceived as poaching, as explained herein, to the Club they believe would result in losing a player or directly

to Basketball SA. Upon receiving notification from any Club or Member, Basketball SA 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 include fines, loss of competition points, suspensions, or disqualification from the District League. All penalties will be at the League Manager's discretion and communicated in writing to all clubs.

## **8. MAJOR ROUND STRUCTURE**

### **8.1. Finals Format**

Senior Division 3 and below, and all Youth League division will compete in a Preseason Major Round.

- a) The top two (2) 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) Grand Final (GF): 1<sup>st</sup> vs 2<sup>nd</sup>.
- 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.

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

- d) 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.
- e) 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.
- f) 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 Age Grade and Division or a team in a lower Division of the same Age Grade.

The following conditions apply:

- i) A bye does not count towards a team's total number of games played.
- ii) A forfeit counts towards a team's total number of games.
- 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 Basketball SA 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 (18) games (0 byes and 0 forfeits). 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;
    - 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 the 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

Basketball SA 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

All Divisions shall play four (4) quarters, with the quarter length and timing rules as shown in the following table:

Age	Division	Quarter Length	Timing Rules
Under 10	All	10 minutes	Untimed
Under 12	Div 1 & 2	7 minutes	Timed*
	Div 3 and below	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	Reserves and Div 3	10 minutes	Timed
	Div 4 and below	10 minutes	Untimed

a) Timing rules for an Untimed Game are as follows:

i) The clock shall stop for all time-outs.

1) Following a time-out, the clock shall start when the ball touches or is legally touched by any player on the playing court.

ii) 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.

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

iv) Half-time shall not exceed two (2) minutes.

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

- i) The game clock shall begin when:
  - 1) During a jump ball, the ball is legally tapped by a player.
  - 2) 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.
  - 3) Any player on the court legally touches the ball during a throw-in.
- ii) The game clock shall stop when:
  - 1) A referee blows their whistle while the ball is live.
  - 2) A field goal is scored against a team that has requested a time-out.
  - 3) The shot clock 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 final quarter's last two (2) minutes 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**

### **a) 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.

### **b) Grading Season**

- i) If the scores are tied at the end of a Grading game, overtime(s) 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 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.

### **c) 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.

### **d) 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 12 Timed games, the 14/24 second rule will be monitored by the officials rather than an electronic shot clock.
  - ii) For Under 12 & 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 requiring 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, or team manager.
  - i) Persons performing score table duties must act independently and remain unbiased.
- 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) Basketball SA shall provide a Game Ball for all District League games. **Each ball must be of the brand and type provided by Basketball SA.**
- 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 Under 10 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 prohibited in any Under 10, 12 and 14 Competitions. For the definition of a zone defence, see the definitions section of these Rules of Operation.

Basketball Australia prescribes the penalties for using zone defence 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 Basketball SA for every BTF called.
- c) Players, Coaches or bench personnel who receive a BTF have the right to appeal to the Basketball SA 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 Basketball SA 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, the 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 Basketball SA 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 Basketball SA style guide. Any Club wishing to change the design or the colours or add new advertising/sponsorship 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 Basketball SA. For the avoidance of doubt, players will not be permitted to take the court if they are wearing non-playing uniforms, such as polo shirts, t-shirts, long sleeve shirts, hoodies, etc.

The following rules apply to uniforms in the District League:

- a) Compression Undergarments: Tops, Sleeves, Tights/Skins, Knee Pads, and Bike Pants.
  - i) The colour of the undergarment must be the main/dominant colour of the approved team uniform, black or white.

- ii) All team members must wear the same coloured undergarment (e.g. one player has black; the other team members must also wear black).
- iii) Undergarments are plain in colour.
- iv) T-shirts, regardless of style, may not be worn under the shirt/top.

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

- b) See rule 12.4. of these Rules of Operation for the penalty for wearing an illegal playing 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 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) Basketball SA 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 changes 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 must achieve the following minimum standard of attire:
  - i) Wearing a Club branded top (e.g. Club Hoodie, Polo, Shirt); and
  - ii) Footwear must be neat and tidy.

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

- a) The referee uniform consists of the following:

- i) Black trousers;
  - ii) Black belt;
  - iii) Basketball SA black and white referee shirt or Basketball SA green referee shirt; and
  - iv) Black shoes.
- b) In summer, black shorts may be worn instead of trousers, per the Basketball SA 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;
  - 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 before starting 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) 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 players 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 **exposed** 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.
- b) A player with piercings (e.g., ear, nose, lip, or eyebrow) covered by sports tape is not wearing 'exposed' jewellery and will be allowed to participate in the game.

### **11.6. Medic Alert & Religious Bracelets**

- a) Players are permitted to wear medic alert and religious bracelets, provided they are 'sports specific' and designed to fit securely to the skin.
- b) A sweatband may be used to cover the bracelet securely.

Detailed information on Jewellery and Accessories can be found in 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 p.m. 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 present 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 will be fined \$50.00 per ineligible player.
- 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 will be fined \$200.00.

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

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 Basketball SA 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 forfeits a game shall lose 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 Basketball SA 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: 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 the 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**

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**

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 being 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 to manage situations according to the Behaviour Management Framework.
- e) Where an 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. 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 ejected, under 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, 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 an Administrative Tribunal reaches a guilty outcome, the Club shall be fined \$50.00.
  - ii) If a tribunal hearing reaches a guilty outcome, 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 run during any scheduled Basketball SA competition.

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

Where the League Manager or the Tribunal imposes any fine, penalty, suspension, disqualification or rating 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.



## APPENDIX 1. REVISION HISTORY

Date	Changes	Updated By
12/07/2022	7.5. Player Movement updated to allow Clubs to move players within their teams during the Championship Season.	Tom Mitchell League Manager
19/10/2022	<p>Definition of 'round' updated</p> <p>5.1.a)i)(1) Update to minimum rounds for pre-season competition and removal of reference to seedings for state champs</p> <p>5.1.b)i) Update to minimum rounds for pre-season</p> <p>5.1.b)ii) Removal of the commencement date of the Championship season</p> <p>5.5. Update to include games played and games ratio formula</p> <p>6.1.b) Update to include games ratio formula</p> <p>6.7.a)vi) Update to include rule 6.6. as ineligible players</p> <p>6.8. Protest process added</p> <p>9.6. Removal of Under 12 competitions from the three-point line not being applied</p> <p>11.4. Removal of hair covering playing number rule</p> <p>11.5. Update to allow piercings covered with sports tape</p> <p>12.2.a)i) Update state fines are per ineligible player</p> <p>13.6. Added a table of penalties</p>	Tom Mitchell League Manager
28/8/2023	<p>Updated definitions:</p> <ul style="list-style-type: none"> <li>- SDL definition to specifically include Reserves Competition</li> <li>- Higher level commitments definition (Removal of School Sport SA Tournaments)</li> <li>- Added Basketball SA Commission to definitions</li> </ul> <p>Hyperlinks updated to appropriate documentation</p> <ul style="list-style-type: none"> <li>- 10.2. Uniform Rules document</li> <li>- 11.6. Jewellery &amp; Accessory Rules</li> <li>- 7.1. b) Basketball Australia's General By-Laws</li> <li>- 7.1. c) FIBA Internal Regulations Book 3</li> </ul> <p>5.4.c) Updated wording on the number of teams within divisions</p> <p>5.5.c)i) Updated clarity on formula – Forfeit Losses</p> <p>6.6.e) Added clarity on 7.5. player movement</p>	Jeremy Ramintas League Manager

	<p>7.2. – Transfer rules updated</p> <p>9.4.b)i) Added minimum guidelines for score table duties</p>	
27/8/2024	<p>5.1 added Major Round to Preseasons for YDL and SDL</p> <p>6.6e) Updated wording on exception clause, specific to teams that are graded</p> <p>8.1 added finals format for Preseasons for YDL and SDL</p> <p>8.3 updated qualification requirements for Major Round</p> <p>9.1 adjusted timings for Under 12 Division 1 and 2 to become timed</p> <p>9.3 stipulate U12 Division 1 and 2 timed games do not use electronic shot clock</p>	<p>Jeremy Ramintas</p> <p>League Manager</p>
23/09/2025	<p>9.5 updated wording on ball brand and type provided</p> <p>10.2 permitted use of compression garments aligning with FIBA rules</p>	<p>Jeremy Ramintas</p> <p>League Manager</p>