



Junior Domestic Competition

Rules & Regulations

Playing Conditions

General Information

September 2018

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SECTION 1 - COMPETITION RULES AND REGULATIONS

1.1 The competition will be comprised of Clubs admitted from time to time to the Junior Domestic Program of Southern Districts Basketball Association Limited (SDBAL).

1.2. Any club withdrawing team / s after the grading period of the season will incur a withdrawal penalty (refer Fee Schedule) as set from time to time by SDBAL Management.

1.3. If a club does not notify the Competitions Manager seventy-two (72) hours prior to the first game of the regular season that a team is to be withdrawn, then the walkover fine (refer Fee Schedule) will be imposed in addition, to the Withdrawal Penalty.

1.4. Late Entries – Existing Teams: Existing teams are teams where the majority of players are players already registered at Southern Districts. For these teams we will now accept a late entry up to round three (3) but clubs will be charged a late entry fee.

1.5. Late Entries – New Teams: New Teams are teams where the new players (not registered in prior seasons at Southern Districts) are greater or equal to the number of players registered in previous seasons. With the exception of under 7s no teams will be accepted after round 9. All new teams will be subject to normal team entry fees. Some flexibility may be offered for teams entered late in the season.

1.6 REGISTRATIONS, CLEARANCES AND TRANSFERS

1.6.1 LODGEMENT OF FORMS RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS

1.6.1.1 Any player wishing to participate in any competition run by SDBAL must be registered online through Sports TG.

1.6.1.2 A player registers to play in a club within the SDBAL Junior Domestic Competition by completing a Registration Form online. The Registration Form is only completed once, with clearances used to move players between clubs from that point onwards.

1.6.1.3 A player remains a registered player of his / her initial club until age prevents participation in the Junior Domestic Competition, or he/she is cleared to another club.

1.6.2 CLEARANCES

1.6.2.1 Any player wishing to change clubs within SDBAL Junior Domestic Competition must apply for a clearance, no matter when they last played. No clearances will be approved after round one of the regular season. Clearances must be lodged & approved by Round three (3) of grading at the beginning of each season. Players must advise the Club Registrar of a pending clearance and it must be lodged to the SDBAL within 7 days of receiving the clearance. Players who have not played for the previous 2 seasons can be cleared at any time of the season.

1.6.2.2 Any player wishing to transfer from one club to another at any point before or during a season must fill in and submit a Player Clearance Form. Player to complete Section 1 of the clearance form in full.

1.6.2.3 The clearance form then needs to be given to the players current junior domestic club that they wish to be cleared from. The junior domestic club has 7 days in which to sign the clearance and return it to the player unless a reason can be given not to clear the player.

1.6.2.4 The SDBA will endeavour to process fully signed clearances within seven (7) days, if the player is eligible to participate in the junior domestic competition. Please note: Players cannot

compete for the new junior domestic club until the both their departing club & the SDBA has approved the clearance.

1.6.2.5 Previous Junior Club must sign the Required or Non Required Player Box.

A 'Required player' is someone who has a spot in a team and is clearing to another junior club at their own choice. Or someone who has recently played for the club & the club was expecting them to play in the next season, but the player is clearing to another club at their own choice.

A 'Non Required player' is someone who has been given a clearance as there is no team to play in. Example (Team Withdrawn or not enough teams for them to play)

1.6.2.6 Once the clearance has been processed notification will be listed on the SDBA website under clearances heading. Receipt will be sent only if required. It is the responsibility of the new junior club to ensure the player has been cleared prior to playing them.

1.6.2.7 No clearance will be approved where the player has been approached, coerced and/or persuaded in any way, by any official or representative of the SDBAL or any member Club. Where it is proved that this has occurred, the offending club will not be allowed any Representative player clearances for two full seasons and the offending official/s or representative/s will not be allowed to hold any official position for the same period.

1.6.2.8 The Junior Domestic Committee may override any existing rule and approve a clearance where it feels exceptional circumstances apply.

1.6.3 TRANSFERS

1.6.3.1 Once a season has commenced, any player wishing to move within their club to a team in the same grade and age group, or a team in a lower or higher grade (if seeking finals eligibility) and any age group, must apply for a transfer. Finals eligibility applies from the time the transfer has been approved and does not include games played, in that team, prior to the transfer. Clubs can submit a transfer for players moving to a higher grade to improve their chances of qualifying for finals. Note: A transfer cannot be lodged after a player has been automatically regraded (e.g. having played three games up in a higher grade).

1.6.3.2 Except where a player is a cleared player and therefore subject to the clearance rules, a player may move between teams within a club prior to playing his / her first game for the season, without a transfer.

1.6.3.3 Transfers will not be granted automatically. If the transfer is lodged after grading is completed, the Competitions Manager will seek the advice of the clubs' contacts as to the affect the transfer would have on the competitiveness, of both the team the player is leaving and the team to which they are going. If the transfer renders either team uncompetitive, the Competitions Manager can elect to reject the transfer.

1.6.4 PENALTIES RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS

1.6.4.1 Any submitted Registration Form, clearance form and / or transfer request that is subsequently found to be false and / or misleading, will result in the player being classed as ineligible i.e. the forfeit of all games the player participated in.

1.6.4.2 Should the Competitions Manager have any doubts as to the details supplied on a Registration Form, clearance form or transfer request, the Competitions Manager can request whatever proof they believe is warranted to satisfy their enquires.

1.6.4.3 Any player who plays with their new team prior to the approval of their clearance or transfer will be subject to the penalties applied under normal playing conditions.

1.6.4.4 The Committee has the discretion to impose a fine on a club for every game in which an unregistered player plays, after the Registrar has notified the club that the player is unregistered.

1.6.4.5 any player, who is not registered and continues to play after playing 3 games & notification of their unfinancial status is received, will be classed as ineligible, resulting in the forfeit of all games the player continues to participate in as unfinancial.

1.6.4.6 A club cannot play a player who is the subject of a clearance or transfer request, until the request is approved. Any club that intentionally ignores this rule, after being formally advised of the players ineligibility (in writing by the Competitions Manager), will forfeit all premiership points for all of the Club's teams for the rounds in which the ineligible player played.

SECTION 2 - PLAYING CONDITIONS

2.1 AGE LIMITS

2.1.1 Age limits for competitions shall be as specified from time to time by the Competitions Manager.

2.1.2 The criteria for eligibility within each age group are: - ▪ Summer Season (Term 4/1) - A player must be under the age stated in the relative age group by the 31st of December of the year of the competition. ▪ Winter Season (Term 2/3) - A player must be under the age stated in the relative age group by the 30th of June of the year of the competition. In other words a player's date of birth must be before the 31st of December or the 30th of June for the summer and winter seasons respectively.

2.1.3 Should any doubt exist over a player's age the Competitions Manager may require the player to supply proof of his / her date of birth.

2.1.4 Age limits for competitions shall be as specified from time to time by the Competitions Manager. Currently the competition is sub-divided into the following age groups: - Under 7, 9, 11, 13, 15, 17, 19 & 20

2.1.5 The minimum age for a player to be eligible to play in the SDBAL Domestic Competition is 5. The player is able to commence playing at 4 as long as he/she turns 5 at some point during the season in which they commence.

2.2 GRADES

2.2.1 Within each age group, the competition may be divided into grades. Teams will be nominated to specific grades by their clubs at the time of team entry. Under the direction of SDBAL Management, the Competitions Manager will evaluate all team entries and allocate teams to grades prior to the grading season. Teams are graded based on their ability to play at a specified level.

2.2.2 Grades range from Gold, Silver & Bronze etc with the most skilled teams placed in Gold grade and the least skilled at the lower end of the range of grades for that season (i.e. Bronze). If there is sufficient number of teams, Grades maybe split into two grades (e.g. Gold A & Gold B). This will be done at the discretion of the Competitions Manager.

2.3 GRADING PERIOD

2.3.1 The Grading of all teams in the competition will be based on ability.

2.3.2 The initial grading of teams shall be determined by the Club Registrar for each respective age group and shall be based on the lists of players submitted on the team entry forms. The grade must contain a minimum of four (4) teams. The Grading period will be the first 3 weeks of each new season.

2.3.3 The Competitions Manager will review the performances of the teams and will determine the grade to which each team should be assigned, in an endeavour to have all teams placed into a grade in which they will be competitive.

2.3.4 In the case of a grade, where a team or teams (less than four) are believed to have a skill level exceeding the majority of teams within the grade, a Grading Panel will be formed for the respective age group for the grading season only. The Grading Panel will be made up of the General Manager, the Development Manager & the Competitions Administrators.

2.3.5 The Grading Panel will advise the Competitions Manager by round three (3), where they concur with the grading assessment of the Competitions Manager that a team/s has been judged to have a skill level above the majority of teams within the grade, thus making the grade uncompetitive.

2.3.6 A meeting will be held between the respective Club/s, Grading Panel, & the Competitions Manager to discuss the matter.

2.3.7 The following options will be presented to the club/s: - a) Team split and players merged with players from a lower graded team within the relative age group and be graded accordingly. b) One or more players to be placed in a team in a higher age group. c) The entire team to be placed in a higher age group and allocated to a grade in which they will be considered competitive. If a decision cannot be agreed upon then option (c) will be applied. Note the options (b) and (c) do not apply to the top age groups in each gender.

2.3.8 Any player who has had to change teams and or grades and or age groups due to 2.4.7 above, is not allowed to return to their original team, for any reason, for the remainder of the season. Any player who does so will be classed as ineligible, resulting in the forfeit of all games the player participated in.

2.3.9 The Club / s will have until the Wednesday after round three (3) to determine their options. Where either option (a) or (b) has been selected, the Grading Panel will endeavour to assess the change/s in the team structure and their resultant competitiveness. Transfers will be allowed to enable the movement of players prior to round four (4), so the Competitions Manager can endeavour to assess the impact any player movements will have.

2.3.10 After grading, percentage points for Teams remaining in the same grade will count for the finals. Teams entering the grade after grading will commence on zero percentage points average.

2.3.13 The Competitions Manager has the right to regrade a team after the grading has been completed if they believe a team's performance is significantly different from that displayed during the grading period.

2.3.14 If a team is regraded at any time in the season then any penalty points, to a maximum of 1 point per game, will be transferred to the new grade.

2.3.15 The Competitions Manager reserves the right to re-grade a Team at anytime.

2.4 FINALS QUALIFICATION

2.5.1 If any Teams are level on percentage points, then the Team having the higher percentage shall take the higher position.

2.4.2 If two or more Teams are level in all aspects then an elimination series shall be conducted in a manner to be determined by the Competitions Manager.

2.5 PLAYER ELIGIBILITY

2.5.1 Within the registered club, the first team in which the player participates for that season, post grading & not as a fill in, determines their team & grade.

2.5.2 Playing up refers to a player playing in a higher grade not a higher age group.

2.5.3 A player may play in grades higher than his/her normal grade in the same age group for a maximum of 5 games, after which the player may not revert back to the lower grade

2.5.4 Players may only play in one team if a Club has (2) teams in one grade in the same age group. Players in U9's or Div 3 or below can fill in for another player in the same division of the same club to make a maximum of 6 in a team. Players can only fill in for a max of 3 games across the season in any particular team in the same age group & division.

2.5.5 Players are allowed to play for a different club or school in another age group with both clubs/school & SDBAL approval.

2.6 REP PLAYERS ELIGIBILITY

2.6.1 The points system is about developing players of all levels by way of trying to ensure competition between teams is as equal as possible.

2.6.2 All teams nominated into a season must abide by the points system detailed below. For the Champ season (Term 2/3) & Summer Season (Term 4): Players base their points off the previous BQJBC season.

For the Term 1 season: Players base their points off the current BQJBC season.

2.6.3 A team that plays players totalling more points than allowed by below will forfeit the games they played and incur the associated fine for each forfeit.

2.6.4 Points to be as follows: Premier League – 5pts, Southern Cup – 4pts, Challenge or Development Cup – 3 points. Rep players receive these points regardless of being top age or bottom age & no matter which association they are from. Points will be based of the previous full BQJBC season.

2.6.5 Gold teams can't have more than 20 points. Silver teams can't have more than 15 points & Bronze teams can't have more than 6 points.

-Clarification: there will be no additional points for teams who have more than 8 players. Teams who have bottom age players receive full points (not half points). Players playing up an age division (e.g. an U13 player playing up in U15's or above does not accrue any points).

2.6.6 Rep teams can submit a team into the junior domestic competition, but they must play up an age division & they are not eligible for finals no matter where they finish on the ladder.

2.6.7 Representative Players must be playing domestic within the SDBA in order to be eligible to play for the SDBA in the BQJBC competition. Any Rep players found not playing domestic within the SDBAL will be removed from their team without notice. Coaches are not to play these players until

they are playing for a junior club or senior domestic team. Players will be suspended from their position within the Representative Program until they are registered & are playing in a domestic competition.

2.7 FINALS ELIGIBILITY

2.7.1 In order to be eligible to play in finals a Player must have played half plus one (rounded up) of the available games for their registered team in a stipulated season, which includes grading games. Byes do not count. NOTE: Where the impact of byes affects a player's qualification then the club registrar must notify the Competitions Manager by 4.00pm on the Monday after the final round.

2.7.2 Either the team manager, the scorer or the coach will move players from the lower section of Stadium Scoring to the playing area in the top of the screen to signify that the player was able to play in that game. A player does not have to take the court but must be in uniform and be able to enter the court at any time during the game. The opposition will do the same for their team. NOTE: The referee will do a head count to confirm that the number of players able to play for each team is consistent with the number of players listed on the screen.

2.7.3 If a player is granted a Transfer during the season he / she must play sufficient games to qualify for finals with a minimum of six games with their new Team.

2.7.4 Upon written application from the Club Registrar to the Competitions Manager for special consideration, consent may be given to allow a player to play in finals where he / she has not met the necessary criteria due to extenuating circumstances.

2.7.5 Where player / s are injured during the season they can obtain finals eligibility for the games missed by producing a Medical Certificate (or notification of an impending medical certificate) for approval by the Competitions Manager within 21 days of the commencement date of the medical as stated on the medical and before 4.00pm Monday after the last premiership round. Players will not be eligible to play any games for the period of time prescribed in the medical certificate. In order to commence playing within this period a letter from a medical practitioner, clearing them to play, must be provided. If a player plays a game while still within the period defined on the medical certificate that he or she be declared an illegal player and the game will be forfeited. Where obtaining a certificate is difficult to achieve within the 21 days the clubs registrar can notify the Competitions Manager by email identifying the injured player and advising the date by which the certificate will be provided. Credit for games missed due to the injury will not be given if the medical certificate is not provided by the advised date.

2.7.6 Exceptions for those injured after 4.00pm Monday following the last Premiership round will be allowed subject to presenting a medical certificate to the Competitions Manager.

2.7.7 A team can replace any player who has qualified for finals but has been injured/ill, and has a medical certificate. The Competitions Manager may nominate the next most eligible player or another player to replace an injured player.

2.7.8 Where a Team only qualifies five players no extra players will be allowed.

2.7.11 Where a player has a medical that extends into the following season they are only eligible to play in that season if they have been included in the submitted team list. The grade secretary must grade the team on the submitted playing list unless otherwise advised by the club. This ensures that the return of the player does not compromise the team's grading.

2.8 UNIFORMS

2.8.1 In submitting applications to play in the competition, any new Clubs must submit details of the colours and combination of colours to be worn by Players in teams representing the Club. Upon being first accepted by SDBAL Management, the uniform will be regarded as the registered uniform of the Club.

2.8.2 All Players must wear distinguishable numbers as part of the uniform. Players may not participate in a game when wearing the same number.

2.8.3 Only numbers 1 to 99 will be accepted. 00 will also be accepted.

2.8.4 A Team shall forfeit five points for every player who is not in correct uniform. The penalty is to be applied when the player takes the court. The penalty cannot be applied after the last three minutes have commenced.

2.8.5 Deleted.

2.8.6 T-shirts are permitted to be worn under singlets if they are the same colour as the predominant colour of the singlet

2.8.7 Sleeveless undergarments are allowed. If the undergarment has short sleeves (they must not go past the elbow), they must be the same colour as the predominant colour of the singlet.

2.8.8 Correct uniforms shall consist of:

Tops: To be of the same colour /colours, legibly numbered back and front with matching trim.

Shorts / Briefs: To be of the same colour /colours, and length (No longer than knee length). Shorts are to have no pockets, exposed zips or buckles. Players are not permitted to wear their Spartans representative shorts for any domestic games

Footwear: Must be sports footwear with non-marking soles.

Jewellery: Non obtrusive earrings, such as sleepers and wedding bands can be worn on court subject to their being adequately taped ie, material bandaids (ordinary bandaids are not accepted), thick tape, etc No other jewellery such as nose rings, belly rings, etc can be worn.

2.9 UNIFORM PRIORITIES

2.9.1 New Clubs will be required to enter their teams under uniquely coloured uniforms.

2.9.2 To avoid colour clashes priority will be given to the club with the oldest uniform colour.

2.9.3 Failure of the newer Club to switch to alternate tops will result in forfeiture of the game.

2.9.4 Where two teams of the same Club meet in a game, it is the responsibility of the away team (team listed second – Team B) to ensure it has alternate club tops i.e. Carina Vipers versus Carina Cobras – Carina Cobras is responsible & will forfeit the game if alternate club tops are not worn.

2.10 TIMING REGULATIONS

2.10.1 A game shall consist of two twenty-minute halves. No time outs are permitted in the last minute of the first half of a Grading or Premiership Season Game.

2.10.2 The clock shall stop in the last two minutes of the second half for all whistles.

2.10.3 Finals games are played under the same conditions with the exception that the clock will stop for all time outs and a time out is permitted in the last minute of the first half. If the result at the end of regulation is a draw in a finals game then 3 minutes of extra time will be played. If the score is still tied after extra time, a further 3 minutes will be played until a result can be reached. All fouls and timeouts will carry over into any extra time period. Teams will receive one (1) additional time out during each extra time period.

2.11 BALL SIZES

2.11.1 The Basketballs to be used in the Junior Domestic Competition will be as follows:

Under 7 & Under 9 – Size 5

Under 11 - Under 13 (Boys & Girls) – Size 6

Under 15 - Under 19 (Girls) – Size 6

Under 15 - Under 20 (Boys) – Size 7

2.12 FREE THROW SHOOTING LINE

2.12.1 Teams will go to the free throw line for two (2) bonus free throws once the opposition team has reached 8 team fouls for the half. The bonus free throws are not enforced if the 8th team foul or beyond is a team offensive foul or a technical foul.

2.12.2 Under 9 - Under 11 Midway between the edge of the circle marked on the court or the broken line marked in this position. Under 13 - Under 20 Free throw line as marked on court.

2.13 SCORESHEETS / STADIUM SCORING

2.13.1 Deleted

2.13.2 Stadium Scoring will provide all of the team's players within the Active Players section. If a player is required to be added please insert the first name, surname, gender and date of birth. Care must be made to ensure these details are correct as the team can be penalised if they are entered in error. NOTE: Players can only be added to Stadium scoring courtside if they can prove to the Referee Supervisor that they have paid their SDBAL & BQ Registration Fee

2.13.3 New players to this team must not be added to Stadium Scoring after half time. Players from the Active Player's section can be added at any time during the game.

2.13.4 Player's names are not to be included in the front section of Stadium Scoring if they are not at the game and able to take the court.

2.13.5 Failure to adhere to these rules will result in loss of premiership points as determined by the Competitions Manager.

2.13.8 A Team winning any game shall be awarded three premiership points and the losing Team one point. If the game results in a draw each team will be awarded two premiership points. Teams that receive a BYE will be awarded three premiership points. Walkovers and forfeits do not earn any points however a walkover and forfeit will result in the opposition being awarded three premiership points

2.13.9 Games may be a declared a forfeit where a player is considered unregistered due to: The incorrect surname, given names or date of birth being entered into Stadium Scoring or playing a player not registered with that particular team on more than 3 occasions or in finals.

2.13.10 If non-finals games cannot be played due to a power strike, water on court, player unable to be moved due to injury or other such cause beyond the control of the Competitions Manager, these games will be declared a 0-0 draw and teams will receive two premiership points each.

2.13.11 Finals games will be rescheduled at the discretion of the Competitions Manager.

2.13.12 Should games be cancelled at short notice (i.e. at the venue) the Club must ensure that the players who are at the court and ready to play are recorded in Sporting Pulse in order to receive game accreditation. This applies to both the team giving and receiving the forfeit.

Where this is not possible or it is for a notified walkover the club who has been given the forfeit should submit a list of participating players to the Competitions Manager prior to the commencement of the next round to ensure those players who were to play on that day are given credit for the game for finals eligibility. The team giving the forfeit will not get any game credits for any of their players.

2.13.13 Where the decision to cancel the game occurs after the completion of the first half the scores at the time of cancellation will stand as the final score. Where it occurs prior to the completion of the first half the game is not deemed to have been played and both teams are awarded a 0-0 draw. This does not apply to players or team officials being disqualified or fouling out.

2.13.14 Each team shall provide one competent Bench Official (Scorer or Timekeeper) for each game in which the Team is engaged. The Referees will start the clock if, at the scheduled commencement time, the Scorers are not in position to commence. A point will be given to the opposition for every minute or part thereof that the Scorer is not in position.

2.13.15 If, after 10 minutes of the scheduled start of the game, no scorer or coach is in attendance the game will be declared a walkover against the offending team.

2.13.16 The Junior Domestic Competition does not recognise the concept of Team Captains therefore only the Coach may approach a Referee during the course of a game.

2.13.20 Assistant Coaches can be in attendance, but only one person may stand and Assistant Coaches cannot approach the Referee / s.

2.14 FORFEITS

2.14.1 If the Forfeiting team wins, the score reverts to ten to nil to the other Team. (No premiership points awarded to the forfeiting Team and three premiership points to the other Team.)

2.14.2 If the forfeiting Team loses, the score will stand. (No premiership points awarded to the forfeiting Team and three premiership points to the other Team.)

2.14.3 If both Teams forfeit, no premiership points are awarded to either Team and the score is nil all.

2.14.4 If the game was drawn and one Team forfeits, the score reverts to ten to nil in favour of the other Team. (Three premiership points to the other Team.)

2.14.5 If a team is unable to continue due to the loss of players during the normal course of the game the losing team is still entitled to the 1 premiership point earned through a legitimate loss.

2.14.6 Scorers must be at least 15 years of age

2.15 WALKOVERS

2.15.1 UNNOTIFIED WALKOVER

2.15.1.1 If a Team does not appear with at least four players within ten minutes of the scheduled time of commencement as shown on the fixtures, then the game shall be declared a walkover and no premiership points shall be awarded to that Team. The game shall be awarded to the opposing Team and the score recorded as a win by ten points to nil.

2.15.1.2 If both Teams fail to appear with at least four players within ten minutes of the scheduled starting time, then both teams will have given a walkover game shall be declared a nil all draw and no premiership points awarded to either Team.

2.15.1.3 A Team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the rate prescribed by SDBAL Management. Any team, which gives a walkover in two or more games during the season, may be disqualified from competition.

2.15.1.4 Teams late to the court or who have not added their players to Stadium Scoring or the scoresheet or have not paid the team sheet fees shall be penalised one point per minute or part thereof. After ten minutes a walkover will take effect.

2.15.1.5 In the case of a walkover, clubs must ensure that the players who attended the game are added to Stadium Scoring in order to have the game counted for finals eligibility.

2.15.1.6 Any team involved in a walkover situation during the season may apply for a refund of Team fees paid for that game from the attending canteen attendant on the day the walkover occurs. If at a satellite venue, the club can request a refund of fees for that team as all money is paid at the Rowland Cowan Stadium canteen or via direct deposit.

2.15.2 NOTIFIED WALKOVERS

2.15.2.1 In a case where a Team has prior warning that a walkover will occur and notifies the Competitions Manager personally prior to: ▪ Wednesday 4-00 p.m. for a Friday Game ▪ Thursday 4-00 p.m. for a Saturday Game then the fine to the offending Club may be reduced (refer Fee Schedule). Where notification does not occur prior to the above schedule then the full penalty shall be applied.

2.15.2.2 It is the Club Registrar or Primary Contacts responsibility to notify the Competitions Manager stating the following details: Club, Age Group, Grade, Gender, Team No, Venue, Date and Time of the match and opposition.

2.15.2.3 The opposition team once notified of the Walkover must via the club registrar or primary contact submit an accurate Team list of players due to play in that game. The email must be submitted to the Competitions Manager prior to the next round, in order that players may be credited with the missed game as qualification for finals.

2.16 MAN TO MAN DEFENCE

2.16.1 In the interest of junior basketball development, man to man defence must be played in U7's, U9's, U11's & U13's for the full game. Also in the 1st half of the U15's man to man defence must be played. Zone defence can be played in the 2nd half of the U15's & at anytime in the U17's, U19's & U20's.

2.16.2 Under the principles of correct Man to Man Defence, players may sag off their player to a "help" position and be in a position to guard their player should they receive the ball.

2.16.3 Each defensive player must guard a player of the offensive team - you must know who you are guarding e.g. know your opponent's number.

2.16.4 It is not stipulated that teams match up full court - half court is satisfactory. Where a Team plays half court man to man all players must remain behind the centre line and pick up their player as they cross the line, any defence forward of the centre line will be deemed to be in a press in this instance.

2.16.5 Failure to comply with this rule: After one warning by the Referee, a technical foul will be called on the offending bench. If a third offense occurs during the same game, the game will be forfeited to the opposition team.

2.16.6 This rule does not apply, when a team has less than five Players on the court.

2.17 MERCY RULE

2.17.1 In the interest of junior basketball development, the mercy rule must be invoked where the margin between the two (2) teams is twenty (20) points. The leading team will allow the other team to advance the ball across the halfway line without hindrance. If the margin exceeds thirty (30) points, the leading team must play defence inside the 3-point line only.

2.18 RULES APPLICABLE TO U7's COMPETITION ONLY

2.18.1 No Premiership ladders will be produced and no finals will be played.

2.18.2 Games will be played on a half court with lowered rings.

2.18.3 A game shall consist of two twenty-minute halves. The clock shall not stop in either half.

2.18.4 Zone defence is not allowed in Under 7's competition.

2.18.5 A coach is allowed to walk on to the court during the course of play providing:

- They do not interfere with the flow of play or cause unnecessary delay in the game.
- They do not cause interference in either the line of sight or direction in which referees or players are operating within.
- They do not initiate conversation or make contact with a referee or opposition player.
- They conduct themselves in a professional and friendly manner.

2.18.6 In circumstances where it is deemed by the match referees that a Coach has breached these guidelines, the referee(s) will be required to:

- Explain to the coach where it is deemed the coach has breached the guidelines.
- Provide the coach with a warning without applying a penalty.
- Ban the coach from entering the court for the remainder of the game for any subsequent breach.

2.19 RULES APPLICABLE TO U9's COMPETITION ONLY

2.19.1 Games will be played on a full court with lowered rings.

2.19.2 A game shall consist of two twenty-minute halves. The clock shall stop in the last three minutes of the second half for all whistles. No time outs are allowed in the last minute of the first half of the game.

2.19.3 The free throw shooting line for Under 9's is the midway point between the regular free throw line & the bottom (closer to the ring) of the jump ball circle.

2.19.4 Zone defence is not allowed in Under 9's competition.

2.20 TECHNICAL FOULS & PENALTY

- For Players: Any player who receives a technical foul shall result in the player being substituted from the game immediately, irrespective of the score, the number of players on the court or time remaining in the game. The player can re-enter the game after a minimum of five (5) minutes and after the next available substitution opportunity. For coaches – any coach who receives a bench technical will need to vacate the playing area for five (5) minutes of playing time. The coach can return to their teams' bench once the five (5) minutes of game time is up. If the team doesn't have a team manager, then a parent can sit on the bench in place of the coach for the five (5) minutes he is not allowed in the playing area. Any player or coach that receives two (2) technical fouls in a single game will automatically be disqualified and ejected from the stadium.

2.21 COURT MANAGEMENT

2.21.1 It is not mandatory to sweep each court for every game however if either of the playing teams or the referee believes the court needs to be swept then the floor is to be swept by both teams.

2.21.2 If the floor has not been swept, at the commencement of either the first half or second half then the clock will be turned on and the team or teams advised that the game will not commence until the floor has been swept. While one team can elect to sweep both ends they are only required to sweep one half. If the court is still not swept at the 10-minute mark of the either half the referee will declare the game a forfeit. If one team has swept the floor and one has not then the game will be awarded to the team that has completed the sweeping and the half time score will stand if they were in the lead at the half time break or will revert to a 10 to 0 win if they were behind.

2.22 PLAYER OR TEAM DISQUALIFICATION

2.22.1 Once disqualified a player or players must leave the stadium and are not permitted to return or enter any other SDBAL venue for the remainder of that day. NOTE: Players under the age of 18 that are disqualified during junior competition are allowed to remain in the mezzanine or foyer of the stadium or in the vicinity of the canteen until collected by a parent.

SECTION 3 – GENERAL INFORMATION

3.1 TRIBUNAL ATTENDANCE

3.1.1 Reported persons must attend Tribunals after proper notification is received. The Tribunal has the right to penalise for non-attendance. A Junior Player may have one witness and either a Parent, Guardian or Club Official to guide him / her.

3.2 INCIDENT REPORTS

3.2.1 Each SDBAL venue manager (located at the canteen) or court controller, holds an Incident Report Form that is to be used to report significant matters felt to be of importance to the integrity of the Game of Basketball.

3.2.2 The General Manager will investigate reported incidents, providing the report is endorsed by the Club Secretary/ President. The General Manager will convey to the Competitions Manager the findings and recommendations from the investigation for endorsement. Any Reports against Referees shall be investigated by the Competitions Manager.

3.2.3 Any team wanting to protest or appeal in respect to any game should advise the referees supervisor and raise an incident report.

3.2.4 If the findings of the Investigations show any Player, Official, Spectator or Team has conducted themselves in a manner contrary to the Codes of Conduct, as set down and amended from time to time by the SDBAL, that Player, Official, Spectator or Team may be required to attend a Tribunal hearing for determination of any penalty deemed necessary for their actions.

3.2.5 If the investigation recommends a Tribunal hearing, upon endorsement from the Competitions Manager, the Tribunal Officer will formally charge those concerned and the office will advise all parties of the time and place of such hearing. Those entitled to attend will be in accordance with Tribunal guidelines.

3.2.6 Only club officials can lodge a report where the complaint relates to a referee's performance or actions. Players/coaches must contact a member of their club committee who will determine if their club wishes to lodge an incident report.

3.3 INCIDENT APPEALS

3.3.1 If the complainant does not agree with the Investigations findings, they may seek to appeal and request to have a hearing before the SDBAL Board. The request for a further hearing must be received by the Competitions Manager within 7 days of receiving findings.

3.3.2 The hearing will only be granted on one or more of the following grounds: • Significant new or additional information which was not available for the original Investigation or • The Investigation was conducted in a manner that would result in an adverse finding.

3.3.3 The Board's Chairperson will decide if the grounds for a hearing are justified. If granted, the hearing must be held within 7 days of the receipt of the notification of intention to seek a hearing.

3.3.4 The hearing will be held before 2 members of the SDBAL board & the General Manager and any other person as may be deemed necessary.

3.3.5 Any Board or staff Member directly involved in the Incident must exclude themselves from the hearing. Any Board or staff Member who is connected with any Club involved with the Incident, will be excluded from the Hearing.

3.3.6 No appeal will be deemed to have been received until acknowledged by the Competitions Manager.

3.3.7 The decision by the Board of Management, within its powers, will be final.

3.4 BLOOD POLICY

3.4.1 As Issued by Basketball Australia 23 March 2001

3.4.2 As a practical guide the following interpretation of Court safety is to be followed: ▪ During the game the Official shall order any player who is bleeding or has an open wound, to leave the playing court and cause this player to be substituted. ▪ Before the player is allowed back into the game the wound should be treated (no further bleeding) and the affected area completely and securely covered. ▪ A bleeding player who has received treatment, and the affected area covered may remain in the game at the expenses of a Team time out. (as for an injured player). ▪ If there is blood on the uniform the Player should change the uniform immediately. (It will be necessary to carry a spare number uniform for this purpose.) Under no circumstances should a player with wet or dry bloodstains on their uniform be allowed on the court. ▪ Prohibit a player returning to the court with

a blood-stained uniform, unless the uniform has been soaked in the recommended solution for at least five minutes and thoroughly rinsed off with water. ▪ Destroy the HIV with a solution of 0.5 % bleach and 2. % Detergent mixed with water applied for five minutes. (Normal machine washing would kill the virus on pieces of clothing.) ▪ Blood on the Ball – replace the Ball. ▪ Blood spilt on the floor or benches should be wiped thoroughly with the bleach and detergent solution.

3.4.3 A “Blood Kit” should be situated at the canteen or with the court controller during competition games. The Kit should be used only for the purpose of dealing with split blood on the floor or benches.

3.4.4 Bleach is the key ingredient. Standard household bleach is acceptable, but must not be used past its use by date. Solutions should only be used if they have been mixed (prepared) that day.

3.4.5 All Score table Officials should be aware of these guidelines; item 4 is of particular importance.

3.4.6 Should an alternative singlet be used please update the temporary number in Stadium Scoring .

3.4.7 Where Score table official’s observe bleeding or blood on a playing uniform, and the referees have not become aware of the problem, the score table official is to wait until the next dead ball period before advising the referees.

3.4.8 Persons Tending to Bleeding Players and Blood on Surfaces should: ▪ Take precautions so as not to come into contact with body fluids, particularly blood, or with soiled objects, even if the risk is low. ▪ Take care to avoid blood from the wounded person coming into contact with skin punctures or cuts, particularly on the fingers, or reaching the eyes or the mucous membranes of the nose or mouth. ▪ Spray the bleach and detergent solution directly onto the spilt surface, then wipe the surface with paper towels. ▪ Always wear latex, disposable surgical gloves in anticipation of contact with body fluids from the nose, mouth or a wound when touching nasal mucous membranes or broken skin (abrasions, dermatitis) or when handling soiled objects. The gloves must be disFormed after use. ▪ Place soiled linen, and uniforms into sealed plastic bags, to then be washed in a normal machine-wash process. ▪ After placing soiled paper towels, surgical gloves, compresses, dressings and bandages into a sealed bag. Destroy or dispose of the bags in garbage disposal bins. ▪ Thoroughly wash hands with a bleach and detergent solution before and particularly immediately after contact with the person being treated, even if gloves have been worn. Wash all areas that have come into contact with body fluids. ▪ Do not use sponges, especially not to clean several wounded persons in succession.

3.4.9 Suggested Contents of Blood Kit: ▪ 1 packet of paper hand towels. ▪ 1 packet of disposable latex surgical gloves ▪ Spray Bottle – dry solution enclosed. ▪ 1 packet of medium size resealable plastic bags. ▪ 1 - 1500 ml Spray Bottle with 0.5 % bleach and 2.0 % detergent mixed with water. and is to be kept by the Doorkeeper at each venue, along with a blood ball of each size.

3.4.10 A T-Shirt may be used if the team does not have a replacement singlet as long as the colour does not clash with that of the opposition’s uniform. Track pants may be used if replacement shorts are not available. Clothing with pockets such as jeans is not permitted. Blood stained shoes and socks must be removed

3.5 EXTREME HEAT POLICY

3.5.1 Exercise in the heat creates competitive demands on the cardiovascular system, which is required to increase blood supply to the exercising muscles. At the same time, it must regulate the body temperature by increasing skin blood flow in order to produce the sweat that keeps the body

cool. High intensity exercise in a hot environment, with the associated fluid loss and elevation of the body temperature, can lead to dehydration, heat exhaustion and eventually heat stroke.

In Queensland the level of humidity we experience is generally much higher than it is in most other states. High humidity combined with high summer temperatures and intense physical activity can lead to heat exhaustion very quickly unless managed correctly. In addition, high humidity can also result in condensation and excess perspiration on the courts which can present a hazard for players. Officials, Coaches and Managers must ensure that the courts are kept dry for play to continue.

Sports Medicine Australia recommends participants drink 500mls before activity, 200mls every 20 minutes during activity and more than that if they are thirsty during or after activity. (At least 500mls).

On the day of the event, the Court Controller can cancel/postpone or take all reasonable steps necessary to address heat issues to ensure player safety. This decision should be made in consultation with the General Manager or the Facilities & Compliance Manager.

Guidelines:

- Refer to the thermometer/hydrometer located on the outside office wall on court 1 to determine court conditions.
- Ice can be obtained from the canteen and there are plenty of water taps located throughout the stadium.
- Ensure that the overhead fans are on and in extreme conditions (over 36 degrees) the exhaust fans must also be on.
- It is a workplace health and safety requirement that the fire doors remain closed, under certain conditions permission to open the fire doors may be given by the General Manager or the Facilities & Compliance Manager.
- Over 36 degrees, the Court Controller and Referees Supervisor should introduce additional time outs to ensure players are fully hydrated and game times should be reduced to 17minute halves
- Games should be abandoned when the temperature reaches 38 degrees and the humidity reaches 80%.

3.6 WORKING WITH CHILDREN

3.6.1. All club officials and coaches over the age of 18 of a junior domestic team will require a Working With Children (WWC) check (Blue Card). This includes coaches of teams in the Under 20 age group where they have regular players or likely to have fill in players under 18 years of age.

13.6.2 The only exemptions that are recognised by Basketball Queensland and therefore Southern Districts Basketball Ltd., are sworn members of the Queensland Police Force and registered Queensland schoolteachers. In these instances, proof in the form of a photocopy of the card along with a copy of their driver's license must be held by the club.

13.6.3 Fill in coaches can be used without having a Blue Card however they are only allowed to coach three games after which they must apply for a Blue Card.

13.6.4 Each club will monitor their coaches/club officials' status and identify those whose Blue Cards expiry dates are due so that renewals can be undertaken prior to the expiry date being reached.

13.6.5 Prior to round 1 of every season, clubs must ensure that all coaches/club officials have a valid and current Blue card or have applied for the card.

3.7 JEWELLERY POLICY

3.7.1 "The referee shall not permit any player to wear objects that may cause injury to themselves or to other players". The following are not permitted, - • Headgear; • hair accessories; and • jewellery. In addition to this rule it is Basketball Australia policy that the following directions be implemented by all Associations. Referees should monitor all players' appearance prior to the start of each match. In particular, referees should look out for rings, bracelets, necklaces, earrings and other body piercing objects.

Any player wearing an object which might cause injury (such as those objects listed above) must be politely told of the existence of the rule (referees should not presume that a player is aware of the rule) and asked to remove the object prior to taking the court.

3.7.2 If a player claims that a particular item cannot be removed then the referee should instruct the player that (s)he must cover the object with a suitably protective device such as tape. The player may not participate until such time that the referee is satisfied that the object is appropriately covered.

3.7.3 Where the protective device (eg tape) falls off during a game the referee must immediately stop play and direct the player to remedy the cover. If this occurs more than a couple of times then the referee should instruct the player that (s)he can no longer participate in the game whilst wearing the object - protective cover or not.

3.7.4 In circumstances where: 1. a referee is not convinced that such a protective measure will adequately overcome the risk of injury; 2. suitable protective measures are not available; 3. the player refuses to remove or cover the offending object, the referee should prohibit the player from participating in the game.

3.8 INJURIES

3.8.1 Players that are injured & require ice for that injury are not to re-take the court during the remainder of that game.

SECTION 4 - FEE SCHEDULE

4.1 FEES AND CHARGES, PENALTIES AND FINES

4.1.1 The SDBAL Management will publish a schedule of all fees and charges, penalties and fines etc prescribed by it as and when new levels are set. Publication of such a schedule will be sufficient notification of those fees and charges, penalties and fines etc and prima facie evidence of the prescription of the new fees.

4.1.2 All Clubs will be required to meet and pay all such fees etc. as required under the Rules.

4.1.3 All Fees are quoted excluding GST except where specifically noted.

4.1.4 The payment of fees, at the rate set by SDBAL Management, must accompany the Team Nomination Online. Current Rate \$65 per team

4.1.5 Any Club withdrawing team / s after the grading have been completed will incur a withdrawal penalty. Current Rate - Up to \$250 per team

4.1.6 If a Club does not notify the Competition Manager seventy – two (72) hours prior to the first game of the season that a team is to be withdrawn, then the walkover fine will be imposed as well.
Current Rate - \$160 per team

4.1.7 A team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the rate prescribed by the SDBAL Management.

Walkover At Venue - \$160

Notified Walkover (less than 72 hours before scheduled game) - \$80

Notified Walkover (more than 72 hours before scheduled game) - no charge.

4.1.8 Fees may change at anytime through SDBAL Management/Board descretion.