



# Senior Domestic Competition

Rules & Regulations

Playing Conditions

General Information

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THE FOLLOWING RULES APPLY TO ALL SENIOR DOMESTIC COMPETITIONS HELD UNDER THE ADMINISTRATION OF THE SOUTHERN DISTRICTS BASKETBALL ASSOCIATION LTD.

## RULES & REGULATIONS

### 1. Competition

1.1. Southern Districts Basketball Association Ltd (SDBAL) Senior Domestic Competition is conducted on a TEAM basis with each night of competition conducted as a separate competition.

### 2. Grades

2.1. Grades of competition will be as advertised on the online Entry Form issued for each season.

### 3. Seasons

3.1. There will be two (2) seasons of competition each year. One (1) summer and one (1) winter.

### 4. Team Entry

4.1. Teams applying for the competition will enter a team by completing an online team nomination and payment through the SDBAL website. Payments may be paid during competition hours with the venue supervisor or canteen staff.

### 5. Registration of Players

In order to play in the competition ALL players:

5.1. Participating in the Senior Competition must have turned fourteen (14) years of age prior to the Season's commencement date.

5.2. Playing with the Association for the first time, a player must either a) register with a short term (10 day) Registration or b) register with a full registration. This must be done by 3pm on the day of competition.

5.3. Players are only allowed to play for one team in each competition on a particular night (e.g. Men's, Womens or Mixed) and cannot play in multiple teams on the same night in the same comp (e.g. Tuesday Men's B & Tuesday Men's C) or same grade (e.g. two teams both in Tuesday Men's B).

5.4. Players are not to take to the court unregistered. Registration must be paid prior to taking the court. Any players unregistered is not eligible to compete until they become financial.

### 6. Player Transfers

Transfers apply when players transfer from one team to another team within the same season and competition.

6.1. Once a player plays 3 games or more they will require a transfer to play with any other team in that competition.

6.2. All applications for transfers must be made via an email to the Competitions Manager at [competitionsmanager@sdbal.com.au](mailto:competitionsmanager@sdbal.com.au).

6.3. If the transfer is not approved by the former team both team delegates will be directed to appear before the competitions manager & general manager where the former team's delegate will be allowed the opportunity to show why the transfer should not be granted.

6.4. Transfers can only be approved by the General Manager, and the player may not play, until the transfer is approved.

6.5. A Transfer will only be approved if the General Manager & Competitions Manager is satisfied that the Competition will not be disadvantaged by the Transfer.

6.6. No Transfers will be granted after the sixth (6) round of any particular season except where special circumstances apply.

6.7. In special circumstances a player may apply in writing to Competitions Manager providing details of the special circumstances that the player believes would warrant the overturning of the rule and granting the transfer.

## 7. Conduct

7.1. If, in the opinion of the Competitions Manager, any player, Team or Official conducts themselves in a manner that is considered detrimental to the Competition or SDBAL, such Player(s), teams or officials may be charged and sent to the BQ tribunal.

7.2. The SDBAL has the right, where it sees fit, to refuse entry and or remove any team from the competition if the conduct of the team or officials is deemed to be outside of the Basketball Queensland or SDBAL codes of conduct.

7.3. Players who are adversely affected by alcohol or drugs will not be permitted to play or, if the game has commenced, they can be asked to leave the court if the referee believes their performance has been affected by alcohol or drugs.

7.4. Shall a team fail to complete the duration of the game (conclusion of the final period), the game referees and Referee Supervisor shall use their discretion as to whether the team will be reported for their conduct.

## 8. Incident Reports

8.1. A 10-minute cooling off period is to be observed before completion of an incident report (via email to the Competitions Manager) and must be submitted by the team delegate.

8.2. The complainant should, where practical, discuss the matter with the Referee Supervisor or other appropriate Southern Districts Official before deciding to proceed with a formal complaint.

8.3. The complainant must complete an email & describe the incident in full with specific details within 7 days of the incident. Upon completion a copy of the email will be forwarded to Venue Supervisor and the General Manager.

### Office Procedures:

8.4. An acknowledgment in the form of a letter or email, of the receipt of an Incident Report are to be sent to the Complainant and/or team delegate

8.5. The original report is retained by the office.

8.6. The Competitions Manager & General Manager will review the incident report and take whatever action deemed necessary to deal with the incident. The outcome will be advised in writing to the complainant and or team delegate.

8.7. The Office will follow up outstanding incidents with the relevant parties to ensure each incident is finalised.

## 9. Incident Appeals

9.1. If the complainant is not satisfied with the outcome of the incident the complainant can appeal to the Southern Districts Board of Management within seven days of notification of the outcome by writing to the Southern Districts Board of Management via Email to.

[competitionsmanager@sdbal.com.au](mailto:competitionsmanager@sdbal.com.au)

9.2. The General Manager in conjunction with the Board's Chairman will decide if the grounds for appeal are justified.

9.3. The Appeal Committee will consist of three members of the Board and the President of the SDBAL Executive or his / her representative.

9.4. In all instances any members of the Committee directly involved in the incident are to be excluded from the inquiry.

9.5. The decision by the Appeals Committee, within its power, will be final.

## PLAYING CONDITIONS

### 10. Playing Times and Rules

10.1. Playing times for the games will be two 20-minute halves, running clock, with 3 minute half time break.

10.2. Men's A Competition Timing Rules:

4 x 10 minute quarters (running clock) on a 60 minute timeslot, with clock stopping on all timeouts.

1 minute quarter time breaks & 2 minute half time break.

Clock stops on all whistles in the last minute of the 2<sup>nd</sup> quarter & the last 2 minutes of the 4<sup>th</sup> quarter.

5<sup>th</sup> team foul each quarter sends opposition team to bonus.

10.3. The clock will stop for all whistles in the last 2 minutes of the second half for all other divisions.

10.4. Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on court for the commencement, the offending team will be penalised two (2) points per minute.

10.5. Time-outs are not permitted to commence or to run into the last minute of the first half. Time outs taken during the last two minutes of the first half will be shortened so that they do not extend into the last minute of the first half.

10.6. Each team is allowed two (2) time-outs per half.

10.7. Players shall be allowed to score and to sub into the game off the scorebench

10.8. The playing rules shall be those of Basketball Australia except as adopted by BQ and as modified by the SDBAL.

10.9. The clock may stop for an injury if the referee sees fit. Should the next game be affected the scheduled time or court may be changed at the discretion of the Court Supervisor.

10.11. If due to unforeseen circumstances the game has not commenced before the scheduled half-time break, the game will be declared a draw and game fee money will be refunded.

10.12. If due to unforeseen circumstances the game is called off after half time, then the result will stand as it was once the game is called off. If the game is before the 10-minute mark of the 2<sup>nd</sup> half a reimbursement of half the game fee money shall be refunded. If the game is past the 10-minute mark of the 2<sup>nd</sup> half then no reimbursement of game fee money will be made.

## 11. Finals Times and Rules

11.1. Except as provided by the Competitions Manager, the four (4) leading teams shall comprise the final four.

11.2 Ties for position will be decided as per FIBA Rules. First tie breaker is head-to-head record between the tied teams (win-loss, then goal percentage), and if the tie is unable to be broken, then by overall goal percentage.

11.3. In order to be eligible to play in finals a player must have played in the number of games by the following formula. The amount of regular season games scheduled for the season divided in half. For example, if there are 18 rounds in the season a player must have played 9 games to qualify for finals. Byes do not count for finals qualification.

11.4. Players who have not played the required number of games as a result of an injury can apply to the Competitions Manager for special consideration by providing a medical certificate. Credit will then be given for any games that fall within the dates listed on the medical certificate.

11.5. The Competitions Manager may also give credit where special circumstances apply. As above, the team must apply to the Competitions Manager via email on [competitionsmanager@sdbal.com.au](mailto:competitionsmanager@sdbal.com.au) and provide suitable documentation to support their request.

11.6. Finals times will be posted on the Southern Districts Basketball Association website.

11.7. In FINALS the games shall be of two 20-minute halves with clock to be stopped for time outs and all whistles in the last 2 minutes of the second half. Men's A Grade FINALS timing will be as 10.2.

11.8. Finals are conducted over two weeks. In week one, teams placed first and fourth play each other and teams placed second and third play each other. The winners of these games play in the grand final in week two.

11.10. In the case of the game resulting in a tied score then 5 minute overtime periods will be played until a result is reached. Teams receive one time-out per overtime period, which do not carry over.

11.12. Each team will still be required to supply a scorer under the normal match rules.

## 12. Scoring

12.1. The players must be ticked on the main section of the Courtside Scoring system so as to be credited with having played in the game. New players cannot be added on the night, but must be requested to be added by the Competitions Manager before the 3pm deadline.

12.2. If a team plays an unregistered player by adding him courtside without the approval of the Competitions Manager then they shall forfeit their game and it will be recorded as a 20-0 forfeit to the opposition team.

12.4. Scorers should check their opponent's team and the name of any player not present is to be removed from the playing section of the system on game day. If there is a dispute the matter should be referred to the referee.

12.5. Players' names can be ticked at any time during the game

12.6. Each team must supply a COMPETENT scorer for any game in which they are engaged.

12.7. Players may choose to score if no non-playing scorer is available and subs may be made from the Score bench during the game. If a team has only five players and no scorer, then one player must be a scorer throughout the game unless the team elects to take a 10-point penalty. The penalty must be applied before the commencement of the second half. No penalty applies for subs from the score bench.

### 13. Premiership Points

13.1. A team winning a non-finals game shall be awarded three (3) premiership points and the losing team one (1) premiership point. Where the game results in a tie each team will be awarded two (2) points. A team is also awarded three (3) points for a Bye.

### 14. Forfeits

14.1. A team forfeits a game when they fail to turn up (locally ten minutes after start time) or the actions of the team prevent the game from being played or it refuses to play after being instructed to do so by the referee. **Where this occurs, the game will be awarded to the opponents and the score will be listed as 20 – 0.** The forfeiting team will not receive any premiership points and the winning team will receive 3 premiership points.

Teams late to the court or who have not added their players to Courtside or the scoresheet shall be penalised two points per minute or part thereof. After ten minutes a walkover will take effect.

14.2. A team loses by default when, during the game, the team has fewer than two players on the court able to play. If the winning team is ahead, the score stands. If the defaulting team was ahead the opponents then win 20-0. The defaulting team receives 1 premiership point; winning team 3 premiership points.

14.3. Players in a game where the team forfeits will not be credited with that game for finals eligibility.

### 15. Walkovers

15.1. A fine will be imposed on any team giving a walkover with payment in **full to be made to the Venue Supervisor** before playing the next allocated game.

15.2. Teams giving walkovers may, at the discretion of the Competitions Manager, be suspended and replaced in the competition immediately.

15.3. A team credited with a win due to a walkover will receive a refund of the court fee paid for that game or **may choose to have the fee paid towards their next game.**

15.4. There will be no refunds for games forfeited due to teams not complying with the competition rules.

15.5. If a team is withdrawn or replaced and has accumulated outstanding fines, these fines will need to be paid within 10 business days.

## 16. Grading

16.1. The grading season will last 4 rounds. Teams may be moved prior to round 4 where the Competitions Manager believes an immediate change is required.

16.2. The Competitions Manager reserves the right to transfer any side to any grade at any time, in order to ensure a more even competition.

## 17. Injury

17.1. In the event of a player being injured during the game, the referee should enter the detail into the injury section of Courtside system at the time of the injury or fill in an incident/injury report form. It is the teams responsibility to ensure the referees update the system with the injury details.

## 18. Special Rules for Mixed Competition

18.1. Normal SDBAL competition rules will apply.

18.2. Teams will consist of players of both sexes. No more than 3 male or 3 female players are allowed on the court at any one time.

18.3. A walkover will occur in the event of a team only having players of one sex available to start the game.

18.4. Male players are allowed 3 personal fouls and female players are allowed five 5 personal fouls.

18.5. No female player may score more than 10 points in any game until all eligible players in that team have scored their maximum allocation of points. No male player may score more than 15 points in any game until all eligible players in that team have scored their maximum allocation of points. This does not apply to players who have fouled out or disqualified.

18.6. If a player who is on 9 or 14 points shoots a field goal this will count.

18.7. If a player who has 10 & 15 points is fouled and is rewarded with free throws he or she may nominate another player to take the free throws.

18.8. In the event of ALL players having scored all their points, players may **continue to score without restriction.**

18.9. Male players are not permitted to enter the restricted area of either key.

18.10. If a male player enters the restricted area unintentionally a violation will be called and the ball will be inbounded by the opposing team at the place closest to the infraction.

18.11. If a male player violates the key in the act of shooting and the score is successful then the score will be cancelled.

18.12. In the event of a male player deliberately entering the key area (in the opinion of the referee) then a technical foul will be awarded against the offending player.

18.15. If in the course of the game a team is left with players of only one gender the game will continue however a maximum of 3 players of the one gender still applies.

## 19. Uniform

19.1. Uniforms must consist of tops of the same colour, numbered back and front as prescribed by the rules, and uniformly coloured shorts.

19.2. A team shall forfeit five points for every player who is not in correct uniform. This shall be credited to the opposition team at (or prior to) halftime.

19.3. The Competitions Manager has the power to order any player or team to renew uniforms should they not be to the standard required. Uniforms which have faded or discoloured to such an extent that they cause confusion to the referees, will be referred to the referee's supervisor who will inform the Competitions Manager. The Competitions Manager will then set a time limit for the uniforms to be replaced, during which time there will be no penalty for the uniform in question.

19.4. Where competing teams have the same or similar colours teams will toss a coin, or come to their own arrangement, to determine which team will be required to organise alternative tops. Teams are asked to try to organise their own alternate uniforms.

19.5. Numbers must be within the following ranges 00, 0 and 1-99 and must be of the correct size and the same colour throughout the team. Different styles of number will not be penalised.

19.6. Shorts or sports briefs must be of acceptable standard and must be the same colour throughout the team. Different styles and manufacturers will not be penalised except where it is considered that the logo is too large to be acceptable eg VFL and Adidas, unless uniform throughout the team. Shorts or briefs shall be free of such encumbrances as zips, buttons, buckles, pockets, belts, cords etc. Such items may cause injury to other players and are therefore unacceptable. Such garments as cycle shorts, cut off tracksuit pants, board shorts, bathers, leotards and tracksuit pants and the like are not acceptable and shall be penalised. Boxer shorts and the like hanging below the shorts are not acceptable and will be penalised also.

19.7. T-shirts may be worn if they are the same colour as the predominant colour of the uniform.

19.8 Arm and leg compression sleeves may be worn (e.g. skins) may be worn, so long as the team wears the same solid colour.

19.9. Suitable sports footwear with soles which will not mark or damage the playing surface must be worn.

19.10. Scarves, gloves, wrist tapes and jewellery cannot be worn on court. Wedding rings, studs and rings that cannot be removed must be taped.

19.11. Fingernails must be closely cut. Soft Velcro sealed netball gloves may be worn over long fingernails.

## 20. Care of Venues

20.1. Any team, player, official or other person responsible for causing DAMAGE to a venue may be required to pay the reasonable cost of reinstatement or a contribution towards such cost, as determined by the General Manager or Facilities Manager.

## 21. Alteration to the Rules

21.1. A rule may be altered, added to, rescinded or inserted by SDBAL Management at any time in between seasons.

## GENERAL

### 22. General Information

22.1. In any matter not specifically covered by these rules, the Competitions Manager will make the necessary ruling. All players competing in the Senior Competition organised by the SDBAL do so at their own risk. Southern Districts Basketball Association Ltd accepts no claims for loss or damage to personal property.

### 23. Team Delegate

23.1. It is the delegate's responsibility to make sure that their contact number and email address is current. The delegate will be the person responsible for all matters related to team entry and team conduct and will be the person to whom all matters are directed. The delegate will be responsible for responding to any matter raised by the Competitions Manager.

### 24. Veteran Rules

24.1. In the Men's Veterans Competition the following age limits apply.

- Teams maybe have players age from 35 and up.

24.2. Normal SDBAL competition rules will apply.