



Senior Domestic Competition By-Laws

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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 to enter the Senior Domestic Competition must complete the online team entry form and make payment of the Registration Fee through the required portals.

4.2 The SDBAL Senior Domestic Competition is not bound to accept registrations from teams. The SDBAL may reject registrations in respect of individuals, teams or Clubs or impose such limitations on numbers of teams or other conditions it sees fit.

4.3 Where registration for a team is not accepted, the club/team will have the registration fee returned less any transaction fees.

4.4 Teams who withdraw from the Senior Domestic Competition once fixtures have been drawn will forfeit their registration fee paid.

5. Registration of Players

To play in the competition ALL players:

5.1. Participating in the Senior Competition must have turned fifteen (15) years of age prior to the Season's commencement date.

5.2. 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).

5.3. Players are not able to take the court unregistered. BQ Insurance and SDBAL Registration fees 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 sdcs@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 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. Any player who is disqualified from their game will automatically receive a two (2) week suspension from all basketball activities (playing, coaching, refereeing, scoring). This includes participants who are disqualified for either receiving two (2) technical fouls, two (2) unsportsmanlike fouls, or one (1) technical foul and one (1) unsportsmanlike foul during their game.

Participants who have no scheduled game within the one (1) week of suspension (e.g. due to bye, holidays or finals) will be suspended for their next game in that night of competition.

7.2. 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.

7.3. 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.

7.4. 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.

Should 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.

PLAYING CONDITIONS

8. Playing Times and Rules

8.1. Playing times for the games will be two 20-minute halves, running clock, with 2-minute half time break.

8.2. Men's A Competition Timing Rules:

4 x 10-minute quarters (running clock) on a 50 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 2nd quarter & the last 2 minutes of the 4th quarter.

5th team foul each quarter sends opposition team to bonus.

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

8.4. 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 one (1) point per minute.

8.5. 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.

8.6. Each team is allowed one (1) time-out per half.

8.7. Players shall be allowed to score and to sub into the game off the score bench.

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

8.9. 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.

8.10. 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.

8.11. 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 2nd half a reimbursement of half the game fee money shall be refunded. If the game is past the 10-minute mark of the 2nd half then no reimbursement of game fee money will be made.

9. Finals Times and Rules

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

9.2. 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.

- 9.3 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.
- 9.4 Players who have not played the required number of games because 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.
- 9.5 The Competitions Manager may also give credit where special circumstances apply. As above, the team must apply to the Competitions Manager via email on sdcc@sdbal.com.au and provide suitable documentation to support their request.
- 9.6 Finals times will be posted on the BasketballConnect draws and ladders page.
- 9.7 FINALS games shall be of two 20-minute halves (60-minute schedule), 2 timeouts per half with clock to be stopped for all time outs and all whistles in the last 2 minutes of the second half.
- 9.8 Men's A Grade FINALS timing shall be of four 10-minute quarters (60-minute schedule), 1 timeout per quarter with clock to be stopped for all time outs and all whistles in the last minute of the 2nd quarter & the last 2 minutes of the 4th quarter.
- 9.9 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.
- 9.10 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.
- 9.11 Each team will still be required to supply a scorer under the normal match rules.

10. Scoring

- 10.1 The players must be selected on the Scoring system to be credited with having played in the game. Players can be added on the night, however they must have registered and paid the BQ Insurance and SDBAL Membership fees before participating.
- 10.2 If a team plays an unregistered player, then they shall forfeit their game and it will be recorded as a 20-0 forfeit to the opposition team.
- 10.3 In the event an ineligible player or players are used to avoid a walkover the players details must be entered into the electronic scoring system.'
- 10.4 Any player/team found to be playing under an assumed name may be reported to the BQ Tribunal.
- 10.5 All players must carry a valid form of photo ID at all matches. Proof of self can be requested by any competition official and/or referee supervisor. Opposition players may request an ID check through the referee supervisor during the scheduled match and cannot be requested after the

conclusion of the match. A team may forfeit the game if a player is unable to confirm their identity when requested.

- 10.6 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.
- 10.7 Players' names must be ticked prior to half time of the game.
- 10.8 Each team must supply a COMPETENT scorer for any game in which they are engaged.
- 10.9 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.

11. Premiership Points

11.1. 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.

12. Forfeits

- 12.1 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.
- 12.2 Teams late to the court or who have not added their players to courtside or the scoresheet shall be penalised one (1) points per minute or part thereof. After fifteen minutes a forfeit will take effect.
- 12.3 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.
- 12.4 Players in a game where the team forfeits will not be credited with that game for finals eligibility.

13. Forfeit Processes and Fees

13.1. Forfeit Fees

- More than 24 hours notice - \$100.00
- Less than 24 hours notice - \$150.00
- No Show/Unnotified - \$200.00

13.2. A fine will be imposed on any team giving a forfeit with payment in full made via Teammo

before playing the next allocated game. All forfeits are processed through the Teammo app only.

13.3. Teams giving multiple forfeits may, at the discretion of the Competitions Manager, be suspended and replaced in the competition immediately.

13.4. If the team receiving a forfeit has paid a credit towards their next game will be initiated through Teammo. If there are no more games left in the season a refund will occur.

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

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

14. Grading

14.1. The grading season will last four (4) rounds. Teams may be moved prior to Round 4 where the Competitions Manager believes an immediate change is required.

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

15. Injury

15.1. In the event of a player being injured during the game an Incident Report Form should be completed. If Insurance Documents are required please contact the Competition Manager via email with the name of the injured player, team name and date of incident to sdcs@sdbal.com.au

16. Uniform

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

16.2. 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.

16.3. 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.

16.4. 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.

16.5. 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.

16.6. Shorts or sports briefs must be of an 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.

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

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

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

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

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

17. Care of Venues

17.1. 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.

18. Alteration to the Rules

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

19. General

19.1 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.

20. Team Delegate

20.1. 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.

21. **Veteran Rules**

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

- Teams players are age from 35 and up.

21.2. Normal SDBAL competition rules will apply.

22. **Appeals**

Any team wishing to lodge a protest or appeal in respect of a match result must do so in writing via email to the Competition Manager within 24 hours of the completion of the game in dispute. Strong evidence must be provided by the team at the time of lodging the dispute.

