

Southern Basketball Association

Competitions By-Laws

The Southern Basketball Association Incorporated

150 Tulip Street, Cheltenham VIC 3192

PH: 03 9583 4484

juniordomestic@southernbasketball.com.au

seniordomestic@southernbasketball.com.au

www.sabres.com.au

TABLE OF CONTENTS

Introductory Material

Definitions

Variation

Items Not Provided for

Communication to the Association

Team/Club Eligibility to Play

Late Entries

1. Age Limits
2. Grading
3. Restrictions on Representative Players
4. Playing Up/Second Game/Multiple Teams
5. Emergency/Fill in Player
6. New Player Registration
7. Clearance for a Junior Player
8. Timing
9. Commencement of Play
10. Scoring
11. Time Outs/Substitutions/Time in the Key
12. Balls and Ball Size
13. Injuries
14. Competition Points/Eligibility for Finals/Finals
15. Uniforms
16. Penalties
17. Disputes
18. Fall Back Rule/Man to Man Defence in Junior Competition
19. Free throws
20. Under 9 Competition
21. Mixed Competition
22. Team Conduct and Referee Conduct
23. Forfeits and Walkovers
24. Game Abandonments
25. Extreme Heat Policy
26. Care of Venue
27. Tribunal Attendance
28. Attachment two - Eligibility for Fill In Player
29. Attachment three - Head to Head

The following By-Laws are to read in conjunction with FIBA rules and Basketball Victoria's interpretation. The By-Laws are effective from the commencement of the Domestic Summer Season 2018/19 and apply to all teams and clubs competing in competitions conducted by the Southern Basketball Association.

Definitions

In these By-Laws:

"SBA" Southern Basketball Association

"Board" SBA Board of Directors

"CEO" Chief Executive Officer of the Southern Basketball Association

"Club" Club consisting more than 5 teams

"Team" Individual team governed by a Club or SBA

"Junior Domestic Competition" Competition from U9 through to U18

"Senior Domestic Competition" Open age competition and all competitions above U18.

"Junior Player" means a player eligible to play in the junior competition

"Representative Player" means a player currently playing in competitions administered by the Victorian Junior Basketball Competition [VJBL], Big V & South East Basketball League [SEABL].

"Senior Competition" means open age competition.

"Scoring system" means method of collection of match scores and fouls, submitted to the competition administration.

Variations

The By-Laws may be amended by the Board as it seems fit in with the following provisions.

1. The Board may change these rules from time to time by:
 - a. Amending something in these rules
 - b. Deleting something in these rules or adding something to them
 - c. Revoking these rules and adopting new rules in their place
2. Notwithstanding (a), any club may request the Board to consider an amendment to these rules providing that such a request is made in writing, is accompanied by a supporting document which clearly states the grounds for the requested amendment.
3. These rules constitute a contract between each club, entity team and the SBA, Accordingly each party is required to comply in all aspects with these rules

Items Not Provided For

Any matter not covered by the scope of these Rules, provided it comes within the objects of the Competition shall be dealt with by the Board.

Communication to the Association

The Association requires that all junior teams communicate to the SBA via their Club delegate only.

Team/Club Eligible to Play

A Club or individual team will not be eligible to register for a new season of competition until all outstanding payments have been made to the Association. All payments due must be made to the

Association by 5.00pm the Friday prior to the closing of registrations for the new season. Should a team have registered for the new season with payments outstanding, the SBA reserves the right to withdraw the team from competition and hold any registration money paid until all outstanding payments have been made. The SBA also reserves the right to reinstate such registration once full payment has been made.

The SBA individual player registration fee will need to be paid when a player registers their details online for the coming season. The fee is payable by each player in the team for both Winter and Summer seasons.

For Senior Teams

To register for a new season the following payments must be made in full prior to registration:

- Prior Season's Registration
- Prior Season's scoresheet payments
- Prior Season's forfeit payments
- Prior Season's finals payments

For Junior Clubs/Teams Invoice by Season

To register for a new season the following payments must be made in full prior to registration:-

- Prior Season's Registration
- Prior Season's scoresheet payments
- Prior Season's forfeit payments incurred Prior Season's finals payments.
- Any other amounts outstanding and due from season[s] prior.

If full payment has not been made then a Club/team is considered not eligible to register.

Team Entries

For Junior competition

Applications by Clubs and Entity Teams to enter the junior competition are to be lodged online using the Sports TG system by the due date, as advised by the SBA. Details of the teams, age groups, grades and gender should be lodged with the system online by the due date.

All junior team entries must have 7 players registered players.

For Senior Competition

Applications by Clubs and Entity Teams to enter the Senior competition are to be lodged online using the Sports TG system by the due date, as advised by the SBA. Details of the teams, age groups, grades and gender should be lodged with the system online by the due date.

All seniors team entries must have 7 players registered players.

The SBA is not bound to accept applications. It may reject applications in respect of individuals, teams or clubs or impose limitations on the number of teams or other conditions as it sees fit. Where applications for a team/teams are not accepted, the prescribed fees will be returned/cancelled/credited to the team account.

Any team withdrawing after the fixtures have been created will incur a withdrawal penalty (refer Penalties 16).

Late Entries

Late entries for Junior & Senior Competitions will only be accepted up until round three and those teams/clubs will be charged a late entry fee of \$50.00. Teams will only be accepted if there is capacity within the fixture to accommodate late entries.

1. Age Limits

- 1.1. Age limits for competitions shall be specified by the Association.
- 1.2. For junior competition, the criteria for eligibility is as follows:
 - Summer and Winter Seasons – a player must be under the age stated in the relative age group by the 31st December in the year of the completion of that season.
 - To be eligible to participate in Junior Domestic Competition players must have turned 7 years of age prior to the start of the season.
- 1.3. Over 35 Senior competition players must have already attained the age of 35 years from the date of the first round of the season to be eligible to play.
- 1.4. Proof of date of birth may be required for all competitions.

2. Grading

- 2.1. Once grading has commenced no players may change teams without prior approval from the SBA.
- 2.2. Within each age group, the competition is divided into grades. Teams will be nominated into specific grades by their clubs/managers at the time of team entry. In conjunction with the Association, grading secretaries will evaluate all team entries and allocate teams to grades during the grading phase. Teams are graded based on their ability to compete in that grade.
- 2.3. If a team has qualified for finals in the previous season they must be registered in a higher grade for the following season unless they are entering in a higher age group.
- 2.4. Grades will usually range from A, B, C & D etc with the most skilled teams placed in A grade and the least skilled in the lower grades to promote competitiveness.
- 2.5. Wherever possible, grades during the grading phase will consist of eight (8) teams of similar skill level, allowing those teams to play each other.
- 2.6. Grading of junior teams within each age group will be completed by the end of the fourth round in each season. Any later re- grading must be approved by the SBA CEO.
- 2.7. Re- grading of teams, both up and down, may occur at any stage of the season prior to the season's midpoint. Whilst it is hoped that most re- grading occurs by round 4, it is recognised that re-grading may be necessary at a later time.
- 2.8. Once Grading has concluded all Teams revert to 0 points and 0 PP%.
- 2.9. Requests for teams to be moved to a different grade can be made but may only be approved by the SBA CEO.

- 2.10. Players must play at least 3 grading games, Teams must notify the SBA if a player is injured or away and won't be able to play the required 3 grading games. If a player is joining the team after grading approval must be sort from the SBA.

3. Restriction on Representative Players

- 3.1. As a part of playing for Representative Basketball it is important that all players show a commitment to the SBA domestic competition, as such all eligible junior players that play representative basketball for Sandringham Sabres must be registered with a domestic club prior to grading and play on a regular basis for that club or team in the SBA Competition. Regular commitment would be seen as playing enough games during a season to enable that player to qualify for the domestic finals of that age group.
- 3.2. Any request for variation of this rule must be applied for in writing. An "Exemption Request" form is available from the SBA website. This completed form must be returned electronically to the SBA CEO for consideration.
- 3.3. All players must continue to participate in the SBA competition until formally advised if the exemption has been approved. Players undertaking basketball at State Level or Australian Level, certain medical grounds with proper medical certificates & reports, would be some of the grounds that the exemptions would be considered. Training squads do not necessarily qualify for exemptions. These exemptions MUST be reapplied for each season, they are not based on a other competition seasons.
- 3.4. Any player that misses participation in SBA competition scheduled games whilst representing their State in National Junior Championships, or Australia on official national duties at national camps or playing for Australia shall have those games missed due to participation, included in the calculations for finals eligibility. The player must have played a minimum of four (4) games for that club to be eligible to have the missed games included in the calculations for Domestic finals eligibility. Application in writing to the CEO at least 14 days prior to the start of the finals stating the details of games missed must be included.
- 3.5. Any player that would qualify for exemption 3.4 must play at least 3 of the 4 grading games of the current season.
- 3.6. The following restrictions will be placed on representative players that participate in the junior domestic competitions.
The intentions of these restrictions are to:
- Better facilitate the participation of non- representative players into the domestic competition
 - Spread the representative players across more domestic teams
 - Make the competition more even.

3.7. The registration form will require teams to declare all players that are currently playing representative basketball, the Association they play with, Team (e.g McKinnon 14.1) and the competition division in which they play.

- Examples of representative clubs locally are: Southern Peninsula 'Sharks', Mornington 'Breakers', Casey 'Cavaliers', Frankston 'Blues', Chelsea 'Gulls', Keysborough 'Cougars', Dandenong 'Rangers', McKinnon 'Cougars', Waverley 'Falcons', Melbourne 'Tigers' and Sandringham 'Sabres'.
- Players will be assigned a 'points value' based on the team in which they play. The team's 'points value' will be the sum of all players' 'points value' for that team.

3.8. Teams will be allocated a maximum 'points value' of:

- 14 Points for competition
- There are not to be more than 2 Representative players with a point value of 4 points per team.
- No more than 2 players coming from a lower age group that were a value of 4 points.
- Teams that have a 4 point value player must be entered in A Grade.
- Bottom Age players moving up are allocated half points for the summer season.
- All team with representative players must be entered into A or B Grade competition.

3.9. Points for Sabres players will be allocated as follows:

- 1st Team (4 Points)
- 2nd Team (3 Points)
- 3rd Team (2 Points)
- 4th and Below Teams (1 Point)

3.10. Representative Players from other Associations their points will be based on the level at which they are playing at compared to the Sabres teams, if they are between levels of the Sabres teams they will be allocated the points of the higher ranked team they are between.

Example:

Sabres first team is in Vic Championship

A player is in Melbourne Tigers second team who compete in Metro 1.

Sabres second team competes in Metro 2

That player will be allocated 4 Points

A Player is in McKinnon first team who compete in Metro 2

Sabres second team competes in Metro 2

That player will be allocated 3 Points.

3.11. All junior players must first play in their natural age group. If a player chooses to play a second game in a higher age group other than their Representative Competition, their points will be halved and no more than two natural age 4 point player.

Example

A Player who is allocated 4 points competes in U14A competition wants to play in Under 16 A or B. The points allocated for that player in the U16 age group will be 2 points, but no more than two players from this U14A team can play in U16's in the same team.

- 3.12. For Representative players who voluntarily exit Representative basketball but continuing to play in junior competitions, that player will carry their points for the following season and the season after.
- 3.13. For Representative players who have been cut from the representative program. Their points will only be allocated for the remainder of the current season they are playing in.
- 3.14. SBA reserves the right to preallocate new representative players and emergency players points

4. Playing Up/Second Game/Multiple Teams

- 4.1. A Junior Player must play in the designated age group before playing in a higher age group. Any exemptions must be submitted for approval by the SBA CEO.
- 4.2. Any player who is eligible to play in the junior domestic competition may play in no more than one age group above their current age competition.

Example:
A Player eligible in U14 can only play upto U16 competition. That player **can not** play in the U18 competition.
- 4.3. No junior player may play more than two (2) junior domestic competition games in any one week except where By-Law 5 applies.
- 4.4. All Players must abide by
- 4.5. An eligible junior player over the age of 16 years wishing to play in the senior domestic competition must apply to the SBA and their parents or guardians must complete any required forms.
The Player cannot commence playing in the senior domestic competition until they have been given written approval from the SBA

5. Emergency/Fill In Player

From time to time a team may be required to use an emergency or fill in player so a team can take the court.

Please refer to section 28 for emergency/fill in player eligibility

- 5.1. The emergency player clause can only be implemented if a team less than 5 players eligible to play that game.
- 5.2. Should a 6th player registered with that team entered the court, the emergency player will then be substituted off the court.
- 5.3. All emergency players must be registered with the SBA prior to taking the court.
- 5.4. The fill in player clause can only be implemented if a team has less than 6 players eligible to play that game.
- 5.5. A fill in player must be registered with the same club.
- 5.6. A Junior fill in player may play upto (3) games a season in a higher grader of the same age group in a junior competition. Once the player plays a fourth game in a higher grade, they are no longer eligible player in the lower grade. Junior players are not permitted to play in a grade lower than the team they have registered to play in.
- 5.7. A fill in player may play for a team as long as the addition of the said player does not exceeds the total representative points allocation for that team. (14 points)
- 5.8. A fill in player's representative points may not take the place of an existing players points if the existing player is not playing - the existing player's points are in place for the season regardless of if they play or not. The exception to this rule is if the existing representative player has a long term injury.

In this case the team may apply to replace that player with another representative player providing that proof of the injury is supplied to the club and on the understanding that the injured player may not return to the team for the remainder of the season. The new players points cannot exceed the team limit. A junior player may not play in a lower grade if they are already playing in a higher grade.

6. Late Player Registration

- 6.1. A late player registration may be added to the list of players registered for a team after the commencement of each season. Before that players first game with the team, their club will need to register their details online. The player's name will the automatically be added to the scoring system.
- 6.2. A player must not take the court and play under another players name. A forfeit will be issued to any team that breaches this rule.

7. Clearance for Junior Players

- 7.1. A clearance is required for all junior players to change from one club to another club.
- 7.2. Any Junior player transferring from one Club to another is required to complete and lodge the prescribed Sports TG Online Transfer Request. All clearances must be finalised prior to the commencement of the Grading Period.
- 7.3. Clearance request lodged during or after the grading period must have approval from both club and the CEO.
- 7.4. If a representative player leaves the domestic team within the grading period then the team may seek approval from CEO to have that player replaced with another representative player so long as the points limit is not exceeded.
- 7.5. A forfeit will be applied to any junior team who allows a player to play without first obtaining a clearance under By-Law 7.2
- 7.6. A club may refuse a clearance for a player is nonfinancial or has not returned club owned property. There is no other grounds for refusal to clear. The current club has 10 business days to action the application for the clearance in writing, If no action has been taken within the 10 business days, the clearance will be automatic.

8. Timing

- 8.1. The game will consist of two halves of twenty minutes (unless Heat Policy is invoked).
- 8.2. Half time break is two minutes for all junior competition and one minute for seniors.
- 8.3. If, after ten minutes has elapsed from the scheduled start of the game, a team fails to take the court, the other team is awarded a win by forfeit and a '20-0 walkover' is applied.

9. Commencement of Play

- 9.1. Each team must have a minimum of four players on the court at the commencement of play.
- 9.2. For Mixed Competition, a minimum of four players are required at the commencement of play with no more than three players of any one gender on the court at any time. (Clause 21.1)

10. Scoring

- 10.1. Each team is responsible for correctly entering players and their correct numbers into the scoring system prior to the commencement of the game.
- 10.2. Each team must provide one competent scorer of the age of 14 years or above prior to commencement of play.
A team without a scorer will incur a 10 point penalty will be applied no later than half time. Alternatively, the team can sit one of their players off to score, playing with four players on the court in order to avoid the 10 point penalty. This player can be substituted, the player who takes their place then becomes the scorer.
- 10.3. Referees **MUST** not score and **MUST** apply any penalties for breaching this clause
- 10.4. Scoring queries must be raised with the referee during the course of play by either Coach or Team Manager (for Junior Competition) or Team Captain (for Seniors)
- 10.5. If there is any conflict between the score on the scoreboard and the scoring system, the scoring system will take precedence.
- 10.6. During the game a scorer is a game official and must act impartially. Referees reserve the right to remove any scorer from the scorebench and have them replaced by another scorer.
- 10.7. Scorers and referees may not leave the score bench until the final score is checked, agreed upon and finalised in the Scoring System.

11. Time outs/Substitutions/Time in the Key

- 11.1. Each team may have two timeouts per half, each of one minute duration. The game clock does not stop during these time outs.
- 11.2. For all competitions a timeout is **NOT** allowed in the last 3 minutes of each half.
- 11.3. For all competitions substitutions must be completed by the last 2 minutes of each half. This does not apply for an injured player or a player that has (5) personal fouls.
- 11.4. Restrictions for time in the key is as follows
Under 12s and below Five Seconds
Under 14s and above Three Seconds
- 11.5. In senior competition, only if the score is within ten (10) points during the last three minutes of the second half, then the clock will stop for time outs and fouls only.
- 11.6. In Finals the clock will stop in the last 3 minutes for Fouls, Timeouts, unless a player is injured or has (5) fouls.

12. Ball Sizes

- 12.1. For all Junior Domestic competitions, NO balls are to be brought into the stadium at any time. Two balls will be provided for warm up for each court by the referees which must be returned to the referees. The clock will run but the game will not commence until this has occurred.
- 12.2. Ball sizes for each competition as follows.
- Size 5 - U9 & Modified
 - Size 6 - Boys Under 10, 12, 14
Girls Under 10 - Senior Womens
 - Size 7 - Boys Under 16 - Senior Mens

13. Injuries

- 13.1. A bleeding player must leave the court immediately and may not resume playing until the bleeding has stopped. Blood must be removed from the player and uniform before the player can resume playing. A blood kit is stored in the referees room during competition. The blood kit should be used with dealing with spilt blood on the floor, benches and equipment. Blood kit should only be used by the referees or referee supervisor.
NOTE: Play cannot commence until any blood spills have been cleaned.
- 13.2. Each team is responsible for attending to their own injured player, coach and spectator. If an ambulance is required either the player or team representative must accept responsibility for payment of ambulance fee.
- 13.3. All fingernails must be trimmed to avoid injury to other players. Tape or appropriate gloves may be used instead of cutting nails. Spot checks can be called at any time by the referees and players not in compliance may be asked to leave the court.
- 13.4. Any gloves or other soft material products worn by players must be fixed to the players skin. E.g. taped or elastic. The referees have the right to request any player to remove items which they have deemed an injury risk to the player or other players on the court.

14. Competition Points/Eligibility for finals/Finals

- 14.1. Competition points are awarded as follows:
- Win 3 Points
 - Draw 2 Points
 - Loss 1 Point
 - Bye 0 Points
 - Forfeit 0 Points (forfeit received team will receive 3 Points)

- 14.2. Ladder Positions will be determined by points percentage (PP%).
The PP% is calculated by the points a team has been awarded, divided by the games played.

Example: A team has played 10 Games, Won 7 and lost 3.

$$\text{Equation } (7 \times 3 \text{ Points}) + (3 \times 1 \text{ Point}) = 24 \text{ Points}$$

$$24 \text{ Points divided by } 10 \text{ Games} = 2.4 \text{ PP\%}$$

Where teams finish level on points ratio at the end of the season, ladder positions will be determined by head to head results. If teams are still level, ladder head to head positions will be determined by percentage. (refer to section 29)

The SportsTG systems (Ladders) does not have the facility to calculate Head to Head, this will be manually entered by the SBA during the week entering into finals.

- 14.3. A team with insufficient qualified players to compete in finals will forfeit its place.
- 14.4. A player must play in seven (7) of the fixtured games to be eligible to play finals. Bye's do not count as games played.
In exceptional circumstances a player may be granted dispensation from this By-Law. Dispensation can be sought by applying in writing to the CEO detailing reason/s why dispensation should be granted at least 10 days prior to finals commencing.
- 14.5. Medical Certificates may be accepted as evidence of injury/illness and can be used to exempt a player from the usual qualification criteria. Medical certificate must be submitted to the Association within 10 days of the diagnosis and are accepted upto and including the last round of competition.

For female competition, confinement due to pregnancy does constitute as exception circumstances

- 14.6. When a team has received a forfeit this will count as a game played to qualify for the finals.
- 14.7. If a team forfeits a semi-final, then all teams will be pushed up a position.

Example If team B forfeits their semi final.

<u>Original Placings</u>	<u>New Placings for finals</u>
1st. Team A	1st. Team A
2nd. Team B	2nd. Team C
3rd. Team C	3rd. Team D
4th. Team D	4th. Team E
5th. Team E	

- 14.8. The finals format:
First Semi Final 1 v 4
Second Semi Final 2 v 3
Winners progress to the Grand Final

If the Grades are combined (Example A/A reserve)

- Third Semi Final 5 v 8
Fourth Semi Final 6 v 7
Winners play of for the "Reserve" Grand Final

- 14.9. Players entered into the Daytime Ladies competition and the Over 35's competitions will be required to play five (5) games to qualify for finals

15. Uniform

- 15.1. Team singlets and shorts must be of a consistent colour, design and style, team colours must have written approval by the CEO and must have completed the 'Uniform Request Form'.
- 15.2. Each Singlet must have a number on both the front and the back. Teams shall use the numbers 0 and 00 and from 1 to 99.
- 15.3. Singlet numbers must be printed or sewn. Taped or written numbers are not permitted.
- 15.4. Compression or performance tights are the only garments allowed to be worn under teams uniforms. They should be of a black, skin tone or as per FIBA rules. No other clothing allowed without the written approval from the CEO (reference 13.5 & 13.6 regarding religious exemptions)
- 15.5. There will be no penalties imposed for incorrect uniform until the end of grading phase.
- 15.6. If there is a clash of team colours, the first team listed on the scoring system must wear a different colour uniform or a distinguishing coloured bib for that game.
- 15.7. To minimise risk of injury, pockets, zips or buckles in shorts are not permitted.
- 15.8. The SBA recognises that in circumstances where religious and cultural beliefs conflict with the standard dress code, modification to that dress code may be required.
- 15.9. Headscarves are permitted to be worn, as long they do not pose a threat of injury. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips. It is recommended that the colours of head scarves or other garments should resemble the registered colours of the team the player is representing.
- 15.10. Teams with players wearing these garments must advise the Association via email.

16. Penalties

Penalties may be imposed by the Association upon individual players, teams, members of clubs or game officials. Penalties may be in the form of fines, loss of premiership points, suspensions or disqualification from fixtures, or any other penalty deemed appropriate. All penalties will be notified in writing by the Association.

- 16.1. For late starts, a penalty of two (2) points per minute or part thereof will be applied against the team responsible for the late start.
If a team cannot take the court after ten (10) minutes have elapsed, then By-Law 8.3 applies
- 16.2. For incorrect uniform, a penalty for 5 points per player in both Junior and Senior competitions will apply against that team
- 16.3. Penalty points must be applied before the start of the second half. Should a player in incorrect uniform take the court after half time, penalties will be applied at that time.
- 16.4. Penalties are fixed and referees must apply these penalties.
- 16.5. For a walkover a fine of \$150 for both senior and juniors is payable to the Association. The fine must be paid within seven (7) days of receipt of invoice. A late fee of \$50 will be applied to late payments
- 16.6. The walkover fine will be waived if seven (7) days prior notice is given to the Association that the game is to be forfeited.
- 16.7. All players must have their details entered into the scoring system, any player failing to do the will result in the team forfeiting that game.
- 16.8. A team withdrawing from the competition will incur a withdrawal fee of \$100 for both juniors and seniors. Individual players or a withdrawing team are not eligible to play in any affiliated competition until payment of the withdrawal fee has been made. Should extenuating circumstances arise, any request for consideration must be made in writing to the CEO.

17. Disputes

Disputes regarding the interpretation and application of these By-Laws or any other disputes may be raised in writing to the CEO. All disputes for Junior competition must be made through your club.

18. Fall Back Rule/Man to Man Defence in Junior Competition

- 18.1. The SBA requires all junior teams under 14 and below to play Man to Man Defense, it requires teams to play at least Quarter Court (Three-point line) Man to Man defence for the whole game.
- 18.2. Teams failing to play Man to Man defence will receive one warning from the referee and/or Referee Supervisor, consistent breaches in this rule will incur a penalty of 2 Shots and possession to the opposing team at the half court.
- 18.3. When the Fall Back Rule applies the leading team must fall back to inside the 3 point line when the opposition gains clear possession.
- Up to and Inc U10 15+ Points
 - U12 & U14 20+ Points
 - U16 & Above 30+ Points
- 18.4. The coach of the trailing team may elect to not have the fall back rule apply and can instruct the referees to not apply it.
- 18.5. Teams breaching the fall Back Rule will receive one warning from the referee, consistent breaches in this rule will incur a penalty of 2 Shots and possession to the opposing team.

19. Free Throws

For junior age groups, up to and including Under 12, a player may shoot free throws from the modified free throw line, estimated to be approximately 1 metre in front of the FIBA free throw line.

If no line is present, the referee will be responsible for providing the distance a player may shoot from in a consistent and fair manner.

All other competitions must use the designated FIBA Free Throw line, and remain behind it during free throws as per the FIBA rules.

20. Under 9's Competition

- 20.1. Players must have turned 7 years of age prior to enter in the Under 9 competition.
- 20.2. Under 9 Modified competition will be played with the rings lowered.
- 20.3. A player can only play one season only in the Under 9 modified competition
- 20.4. No finals will be played in the Under 9 modified competition only. The competition will still keep count of scores and fouls using the scoring system. However no ladders will be published on the website.
- 20.5. The SBA reserves the right to move teams from competitions as required.

21. Open Mixed Competition

- 21.1. At any time no more than three players of any one gender can take the court at anytime.
- 21.2. Only female players are allowed into the key. If a male player is found entering the key a violation will be called and side ball awarded to the opposing team.
- 21.3. No player is allowed to score more than 10 points unless all players in that team have scored 10 points. Players can then score another 10 points and so on. Prior to all players scoring 10 points, if a player is on 9 points and field goal is scored, only one point will be awarded.
- 21.4. If a player is on 10 points and shoots and scores, then a violation is declared with a side ball to the opposition.
- 21.5. If a player on 10 points is fouled and awarded free throws, then they may nominate another player on their team (on less than 10 points) to take the free throws.

22. Team conduct/referee conduct

- 22.1. Each team is responsible for their own for their own players, scorers, coaches and supporters. Teams may be penalised with a technical foul for unsportsmanlike conduct outside of the spirit of the game.
- 22.2. For Junior competition only the team coach or team manager (if a coach is absent) can approach the referee during the game for clarification of any rulings made by the referee. This must be done so at an appropriate time like time outs and half time.
- 22.3. For senior competition only the designated team captain can approach the referee during the game for clarification of any rulings made by the referee. This must be done so at an appropriate time like time outs and half time.

23. Forfeits and Walkovers

If, after ten minutes has elapsed from the scheduled start of the game, a team has failed to take the court, the opposing team will be awarded a win by forfeit (a 20-0 walkover). In the case of a forfeit by both teams the result will be declared a double forfeit (0-0 walkover). (see clause 16 for penalties)

24. Game Abandonment

If a game is abandoned, the final decision as to the grounds upon which an abandoned game is cancelled, postponed or proceeded with in this situation lies with the Referee Advisor.

- 24.1. A 20 + point margin will mean that the result will stand at the scoreline when the game was abandoned, at any point of the game.
- 24.2. A margin less than 20 points before halftime will mean the game is abandoned.
- 24.3. The Association at its discretion can determine the action's to be followed on games that can't commence or be completed.

25. Extreme Heat Policy

25.1. As The Referee Supervisor on duty will activate the Extreme Heat Policy as outline in the SBA climate policy. The Association has installed digital thermometers/Clock in the stadium between courts 2 & 3, which complies with Basketball Victoria participants Protection By-Laws. This Thermometer will monitor the temperature on courts inside the stadium when the weather is hot.

25.2. Under this policy the following timing rules will be implemented.

- Games halves will be reduced by 2 minutes
- Half time will be extended to 5 minutes
- Referee will call a mandatory timeout approximately at the halfway point of each half, regardless of the number of timeouts called by each team.
- Players should be monitored by officials, team members, coaches and spectators to ensure they consume plenty of fluids and watch for any signs of heat stress.
- If the temperatures inside the stadium reach 40 degrees celsius games will be cancelled. Teams or Club contact will be notified advising them of any cancellations. A notice will be displayed in the website.

26. Care of Venue

Any club, team, player, official or spectator responsible for causing damage to a venue may be required to pay the reasonable costs or repair, as determined by the CEO. Any person affected by this clause shall be entitled to present their case in writing and to attend a hearing determining the outcome of the case

27. Tribunal Attendance

Reported persons must attend the Tribunal after proper notification has been received. The Tribunal has the right to penalize any person for non-attendance. A junior player may have one witness and either a parent, guardian or club official to guide them

28. Attachment One - Chart for eligibility - Section 5

Please note: X = Not Eligible to play in that Age Group

Where indicated a particular grade that relates to any sub levels within that grade i.e (C Grade = C2, C2, C3, etc)

All Fill In Players and Emergency Players still must follow all the applicable SBA By-Laws

Playing Age Group & Grade	U10 Grade	U12 Grade	U14 Grade	U16 Grade	U18 Grade	U20 Grade
U9 Modified	X	X	X	X	X	X
U9	ABCD	X	X	X	X	X
U10A	A	AB	X	X	X	X
U10B	AB	ABC	X	X	X	X
U10C	ABC	ABCD	X	X	X	X
U10D	ABCD	ABCD	X	X	X	X
U12A	X	A	AB	X	X	X
U12B	X	AB	ABC	X	X	X
U12C	X	ABC	ABCD	X	X	X
U12D	X	ABCD	ABCD	X	X	X
U14A	X	X	A	AB	X	X
U14B	X	X	AB	ABC	X	X
U14C	X	X	ABC	ABCD	X	X
U14D	X	X	ABCD	ABCD	X	X
U16A	X	X	X	A	AB	X
U16B	X	X	X	AB	ABC	X
U16C	X	X	X	ABC	ABCD	X
U16D	X	X	X	ABCD	ABCD	X
U18A	X	X	X	X	A	AB
U18B	X	X	X	X	AB	ABCD
U18C	X	X	X	X	ABC	ABCD
U18D	X	X	X	X	ABCD	ABCD

29. Attachment 3 - Head to Head Breakdown

To be Entered		