



COMPETITIONS BY-LAWS

14th JANUARY 2026

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A. INTRODUCTION

1. Introduction

The following By-Laws are to be read in conjunction with FIBA rules and Basketball Victoria's interpretation. These By-Laws apply to all teams and clubs competing in competitions conducted by the Southern Basketball Association.

2. Definitions

In these By-Laws:

"SBA" means Southern Basketball Association.

"Board" means SBA Board of Directors.

"CEO" means Chief Executive Officer of the Southern Basketball Association.

"Club" means a Club consisting more than five (5) Teams.

"Team" means individual Team governed by a Club or SBA.

"Entity Team" means a Team that is not a member of a Domestic Clubs registered at the SBA.

"Junior Domestic Competition" means Competition from U9 through to U18.

"Senior Domestic Competition" means all competitions above U18's.

"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 & NBL1 previously known as SEABL.

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

"Age Group" is the age group determined by year of birth from 1 January – 31 December of that calendar year.

3. Variations to these By-Laws

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

- 3.1. The Board may change these rules from time to time by:
 - Amending something in these rules;
 - Deleting something in these rules or adding something to them;
 - Revoking these rules and adopting new rules in their place.
- 3.2. Notwithstanding 3.1, 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.
- 3.3. 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.

4. 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.

5. Communication to the Association

The Association requires that all junior Teams communicate to the SBA via their Domestic Club representative only. Communication from Entity Teams to the SBA should be via the nominated Team

Contact. All communication is required to be in writing to admin@sabres.com.au.

B. REGISTRATION

6. Team/Club Eligibility to Play

- 6.1. 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. No new Teams are permitted to join the competition once the grading period has been completed unless an exemption has been granted by the CEO.
- 6.2. 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 separately.

6.3. **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.

6.4. **For Junior Clubs/Entity 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/Entity Team is considered ineligible to register.

7. Team Entries for Junior Competition

- 7.1. Applications by Clubs and Entity Teams to enter the junior competition are to be lodged online using the online system by the due date, as advised by the SBA. Details of the Teams, Age Groups, grades and gender must be lodged with the system online by the due date.
- 7.2. All junior Team entries must have a minimum of seven (7) registered players prior to the commencement of the season.
- 7.3. All junior Entity Team Coaches and Team Managers shall complete the following and forward copies of all documentation to admin@sabres.com.au prior to the season starting. Coaches and Team Managers are not permitted to participate in any official capacity until all documentation has been submitted to the SBA.
1. [Working with Children's Certification](#)
 2. [Basketball Victoria Member Declaration](#)
 3. [Play by the rules - Child protection](#)
 4. [Play by the rules - Harassment and discrimination](#)

Further information on SBA's Child Safety requirements and obligations for Coaches and Team Managers can be found on the [website](#).

8. Team Entries for Senior Competition

- 8.1. Applications by Clubs and Entity Teams to enter the Senior competition are to be lodged online using the online system by the due date, as advised by the SBA. Details of the Teams, Age Groups, grades and gender must be lodged with the system online by the due date.
- 8.2. All seniors Team entries must have a minimum of seven (7) registered players prior to the commencement of the season.
- 8.3. 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 or Teams are not accepted, the prescribed fees will be returned/cancelled/credited to the Team account.
- 8.4. Any Team withdrawing after the fixtures have been created will incur a withdrawal penalty (refer 32. Penalties).

9. 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.

10. Age Limits

- 10.1. Age limits for competitions shall be specified by the Association.
- 10.2. For junior competition, the criteria for eligibility is as follows:
 - Autumn and Spring 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 6 years of age prior to the official commencement date of the season.
- 10.3. 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.
- 10.4. Proof of date of birth may be required for all competitions.
- 10.5. Anyone 15 years or under cannot play in the Senior Domestic Competition, this includes U20's and above.

C. COMPETITION

11. Grading

- 11.1. Once grading has commenced no players may change teams without prior approval from the SBA. Any request must be lodged by the Team Manager in writing to the CEO of the SBA.
- 11.2. Within each Age Group, the competition is divided into grades. Teams will be nominated into specific grades by their Club/Team Manager 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.
- 11.3. Any Team who qualified for the Grand Final in the previous season must be registered in a higher grade for the following season, unless they are entering in a higher Age Group.
- 11.4. 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.
- 11.5. Wherever possible, grades during the grading phase will consist of eight (8) Teams of similar skill

level, allowing those Teams to play each other.

- 11.6. 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.
- 11.7. Whilst most re-grading occurs by round 4, re-grading of Teams, both up and down, may be necessary after round 4 but no later than round 7.
- 11.8. Once Grading has concluded, all Teams revert to 0 points and 0 points percentage (PP%).
- 11.9. Requests for Teams to be moved to a different grade can be made in writing but may only be approved by the SBA CEO.
- 11.10. Each player must play at least three (3) grading games. Teams must notify the SBA if a player is injured or away and won't be able to play the required three (3) grading games. If a player is joining the Team after grading, approval must be sought from the SBA.

12. Restriction on Representative Players

- 12.1. Whilst playing representative basketball it is important that all players show a commitment to the SBA Domestic Competition. 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 in the SBA competition. At a minimum a Representative Player would play enough games during a season to enable that player to qualify for the domestic finals of that Age Group.
- 12.2. 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.
- 12.3. All Representative 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 approval or circumstances from any prior season.
- 12.4. Any player that misses participation in SBA competition scheduled games whilst representing their State in National Junior Championships or representing 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 final's series stating the details of games missed must be included.
- 12.5. Any Representative Player that would qualify for exemption 12.4 must play at least three (3) of the four (4) grading games of the current season.
- 12.6. 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.
- 12.7. The on-line 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'.
- Representative 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 for that Team.

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

- 14 Points for competition.
- There are not to be more than two (2) Representative Players with a point value of four (4) points per Team.
- All Teams with current Representative Players must be entered in the A or B Grade competition. This includes Representative Players with 0 points (in 5th Team and below).
- Bottom age players moving up will carry their current points.

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

- 1st Team (4 Points)
- 2nd Team (3 Points)
- 3rd Team (2 Points)
- 4th Team (1 Point)
- 5th Team and below (0 points)

12.10. For 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 the Melbourne Tigers second team who competes in VJL1.

Sabres second team competes in VJL2.

That player will be allocated 4 Points.

A Player is in McKinnon first team who competes in VJL2.

Sabres second team competes in VJL2.

That player will be allocated 3 Points.

12.11. At the completion of VJBL's Grading Phase 1 all player points will be confirmed despite the chance that VJBL teams may still change.

12.12. All junior Representative Players must play in their year of birth Age Group. If a player chooses to play up an Age Group in a second Team, they will carry full points.

12.13. For a Representative Player who voluntarily exits representative basketball but continues to play in Junior Domestic Competitions, that player's points will not carry over for the following domestic season or the season after.

12.14. For a Representative Players who has been cut from the representative program, their points will not be allocated for the remainder of the current season they are playing in.

12.15. SBA reserves the right to pre-allocate new Representative Players and emergency players points.

12.16. Any request for exemptions or variations to these rules must be made in writing to the SBA CEO using the [Exemption Request Form](#).

13. Playing Up/Second Game/Multiple Teams

13.1. A junior Representative Player must play in the designated year of birth Age Group before playing in a higher Age Group. Any exemptions must be submitted for approval by the SBA CEO

using the [Exemption Request Form](#) accompanied by any other supporting documentation.

- 13.2. 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 up to U16 competition. That player **cannot** play in the U18 competition.

- 13.3. No junior player may play more than two (2) Junior Domestic Competition games in any one week except where By-Law 14 applies.
- 13.4. 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 parent or guardian must complete the [Junior to Play in Senior Competition Form](#).
- 13.5. The player that has requested permission to play in seniors cannot commence playing in the Senior Domestic Competition until they have been given written approval from the SBA.
- 13.6. Anyone 15 years or under cannot play in the Senior Domestic Competition, this includes U20's and above.
- 13.7. A junior player may participate in a second team, provided the second team is an older age group that is the same or higher grade. For example, an U12B Grade player can play in U14A or U14B Grade.
- 13.7.1. Each junior team is responsible for ensuring that all its players are fully registered and correctly listed.
- 13.8. A senior player is permitted to register with only one senior team per night. If a player is registered to second team on a separate night they must only play in the same grade or one grade higher or one grade lower. For example, a player registered to a Monday A Grade team may only play on a separate night in A or B Grade.
- 13.8.1. Each senior player is personally responsible for ensuring they are fully registered and correctly listed in PlayHQ before the start of the game. Breaches of this requirement will result in a game forfeit and the offending player will be suspended for one-week from all SBA competitions.

14. Emergency / Fill in Player

A fill in player is a player that is registered to the same Club they are filling in for.

An emergency player is a player that is not registered to the same Club they are filling in for.

From time to time a Team may be required to use a fill in player so a Team can take the court. If any of the following clauses are breached it will result in a forfeit for the offending Team.

- 14.1. The emergency player clause can only be implemented if a Team has less than five (5) players eligible to play that game. If a team elects to use an emergency player to make up their fifth player, no other registered player may arrive and take the court. The original four players and the emergency player must play the remainder of the game.
- 14.2. All emergency players can play one game unregistered with the SBA.
- 14.3. All emergency players must be registered with the SBA prior to taking the court before their second game and can be from any Club or Entity Team. Failure to register will result in a forfeit for the offending Team.

- 14.4. The fill in player clause can only be implemented if a Team has less than six (6) players eligible to play that game. If a team elects to use a fill-in player to make up their sixth player, no other registered player may arrive and take the court. The original five players and the fill-in player must play the remainder of the game. .
- 14.5. For junior players and U20 – U23s a fill in player must be registered with the same Club. Failure to be registered will result in a forfeit for the offending Team.
- 14.6. For senior competitions, a fill in player or emergency player is allowed to play one game unregistered. Prior to playing a second game the fill in player or emergency player must be registered with that team. Failure to register will result in a forfeit for the offending Team.
- 14.7. A junior fill in player may play up to three (3) games a season in a higher grade of the same Age Group in a junior competition (for example an U14C grade player filling in for an U14B grade player). Once the player plays a fourth game in a higher grade, they are no longer eligible to play in the lower grade. Junior players are not permitted to fill in for a player of a different Team in the same grade they are registered to play in (for example, an U14 A grade player cannot fill in for a player in another U14 A grade Team). Junior players are not permitted to fill in for a player in a lower grade than the Team they have registered to play in (for example, an U16 B1 grade player cannot play in B2 or any lower grade). When a fill in player plays in an older Age Group (for example an U14's player filling in U16's), all registered players in the lower Age Group in A and B Grade can only play up an Age Group in A and B Grades. Registered players in the lower Age Group in C and D Grade can play in A – D Grades in a higher Age Group.
- 14.8. In all senior competitions, a fill-in or emergency player may play only in a team higher or one team lower than their regular registered team. For example, an A Grade Monday night player may only be considered an emergency player for Wednesday's A or B grades. A player that is registered to multiple teams, and when being considered an emergency player, must base their eligibility upon the highest grade that they are registered to. For example, a player registered to Monday A and Wednesday B cannot be considered an emergency player for a Tuesday C or D grade team as their highest grade is A and therefore they can only be an emergency player for A or B grade.
- 14.9. A fill in player may play for a Team as long as the addition of the said player does not exceed the total representative points allocation for that Team (14 points).
- 14.10. A fill in player's representative points may take the place of an existing player's representative points if the existing player is not playing. The fill in player's points cannot exceed the Team limit, or the player's points they are replacing.
- 14.11. A fill-in player from a younger age group is not eligible to play finals in the older age group unless they are registered to the team.

15. Late Player Inclusion in Team

- 15.1. A late player registration may be added to the list of players registered for a Team after the commencement of each season. Before that player's first game with the Team, their Club will need to register their details online and add them to the Team. The player's name will automatically be added to the scoring system.

Note: If a player is joining after grading season, written approval must be granted by the SBA CEO.

- 15.2. A player must not take the court and play under another player's name. A forfeit will be issued to any Team that breaches this rule.

16. Clearance for Junior Players

- 16.1. A clearance is required for all junior players to change from one Club to another Club.
- 16.2. Any Junior player transferring from one Club to another is required to complete and lodge the prescribed Transfer Request. All clearances must be finalised prior to the commencement of the Grading Period.
- 16.3. Clearance requests lodged during or after the grading period must have approval from both Club and the SBA, there is no guarantee these will be approved.
- 16.4. 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 but only if the points limit is not exceeded.
- 16.5. A forfeit will be applied to any junior Team who allows a player to play without first obtaining a clearance under By-Law 16.2.
- 16.6. A Club may refuse a clearance for a player if they are nonfinancial or has not returned Club owned property. There are no other grounds for refusal to clear a player. The current Club has ten (10) business days to action the application for the clearance in writing, If no action has been taken within the ten (10) business days, the clearance will be automatic.

17. Timing/Time in the Key

- 17.1. The game will consist of a minimum 2-minute warm up. This will commence at the conclusion of the previous game.
- 17.2. The game will consist of two 20-minute halves, unless Heat Policy is applied.
- 17.3. If a team is not ready to take the court, the game time will commence, and late start penalties may apply.
- 17.4. Halftime will be 2 minutes for all junior competitions and 1 minute for all senior competitions.
- 17.5. Each team is entitled to two timeouts per half.
- 17.6. In junior competitions a timeout cannot be called with 3 minutes or less displayed on the game clock unless in semi-finals (a timeout is permitted in the last three minutes of the second half in semi finals) or in grand finals (a timeout is permitted anytime during the game in grand finals).
- 17.7. In senior competitions when the clock does not stop a timeout cannot be called with 3 minutes or less displayed on the game clock.
- 17.8. When the clock is not entitled to stop a substitution cannot be called with 2 minutes or less displayed on the game clock. A substitution may be made with less time displayed in the below situations:
 - The player is injured.
 - The player has accumulated their 5th foul for the game.
 - The player is disqualified from the game.
 - The sin-bin policy is enacted by the referee.
 - The blood policy is enacted by the referee.
 - The concussion policy is enacted by the referee.
- 17.9. In all senior competitions, the clock will stop for all whistles in the last 2 minutes of the second half if the score is within 10 points.
- 17.10. In all Semi Finals, the clock will stop for all whistles in the last 2 minutes of the second half if the score is within 20 points. The clock will only stop for timeouts in the last two minutes of the second half when the score is within 20 points.
- 17.11. In all Grand Finals, the clock will stop for all whistles in the last 2 minutes of the second half, if the score is within 20 points. The clock will stop for all timeouts throughout the game.

- 17.12. In all Finals, in the event of a draw, all overtime periods will consist of 3 minutes. Each team will be entitled to 1 timeout in this overtime period. The clock will stop in the last two minutes of overtime on all whistles. The clock will stop for all timeouts in overtime.
- 17.13. Restrictions for time in the key is as follows:
- Under 12s & Below: Five Seconds
 - Under 14s & Above: Three Seconds.

18. Commencement of Play

- 18.1. Each Team must have a minimum of four (4) players on the court at the commencement of play.
- 18.2. For Mixed Competition, a minimum of four (4) 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 28.1).

19. Scoring

- 19.1. Each Team is responsible for correctly entering players and their correct numbers into the scoring system prior to the commencement of the game. It is the scorer's responsibility to ensure the correct points and fouls are awarded to the players. No changes will be made after the game has been finalised unless an error has been identified by the Referee Supervisor on the day of the competition
- 19.2. Each Team must provide one competent scorer aged 14 years or above prior to commencement of play.
- If the game is ready to be commenced and a team does not have a scorer present, they will incur a 10-point penalty. This penalty must be applied by the Referees no later than halftime. 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.
- 19.3. Referees MUST not score and MUST apply any penalties for breaching this clause.
- 19.4. Scoring queries must be raised with the referee during play by either Coach or Team Contact (for Junior Competition) or Team Contact (for Seniors).
- 19.5. If there is any conflict between the score on PlayHQ and the scoring system, the score on PlayHQ will take precedence. Scores cannot be changed after the game has been finalised unless a forfeit is awarded due to a breach of By-Laws or unless the Referee Supervisor has identified an error on the day of the competition.
- 19.6. During the game a scorer is recognized as a game official and must act impartially. Referees reserve the right to remove any scorer from the score bench and have them replaced by another scorer.
- 19.7. Scorers and referees may not leave the score bench until the final score is checked, agreed upon and finalised in the Scoring System.

20. Balls and Ball Sizes

- 20.1. For all Junior Domestic Competitions, NO balls are to be brought into the stadium at any time. Two (2) 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.
- 20.2. Ball sizes for each competition as follows.
- Size 5 - U8 & Modified, U9 & Modified, U10, U12
 - Size 6 - Boys Under 14

- Size 7 - Girls Under 14 up to Senior Women's
 - Boys Under 16 up to Senior Men's

21. Injuries

- 21.1. 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 referee's 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.

- 21.2. 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.
- 21.3. 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.
- 21.4. 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.

22. Competition Points/Eligibility for finals/Finals

- 22.1. 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)
- 22.2. 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.
Equation: $(7 \times 3 \text{ Points}) + (3 \times 1 \text{ Point}) = 24 \text{ Points}$
 24 Points divided by 10 Games = 2.4 PP%
- 22.3. 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, after head-to-head positions will be determined by percentage. Head-to-head is determined by win/loss. If the Teams have only played each other once the Team that won will progress. If they have played each other more than once, whoever has won the most games out of these games will progress. If they have equal wins/loss the total winning margins will be added up and the Team with the highest winning margin will progress.

The online system (ladders) do not have the facility to calculate head to head positions, this will be manually entered by the SBA during the week entering finals.

- 22.4. A Team with insufficient qualified players to compete in the final's series will forfeit its place.
- 22.5. A player must play in seven (7) of the fixtured games for the season to be eligible to play finals. Byes do not count as games played.

In exceptional circumstances a Domestic Club Administrator can apply for dispensation on behalf of one of their members 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 ten (10) days prior to the final's series commencing.

- 22.6. Medical Certificates may be accepted as evidence of injury/illness and can be used to support an exemption for a player from the usual qualification criteria. Medical certificates must be submitted to the Association within ten (10) days of the diagnosis and are accepted up to and including the last round of competition.

For the female players, pregnancy is deemed to be an exemption on medical grounds provided a doctor's certificate is submitted. A pregnant player would require a medical certificate to play in finals.

- 22.7. When a Team has received a forfeit, this will count as a game played to qualify for the finals.
- 22.8. 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	

- 22.9. 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 for the "Reserve" Grand Final.

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

23. Uniform

- 23.1. Team singlets and shorts must be of a consistent colour, design and style. Team colours must have written approval by the CEO. The 'Uniform Request Form' is located on the SBA [website](#).
- 23.2. Each Singlet must have a number on both the front and the back. Teams can use the numbers 0, 00 through to 99.
- 23.3. Uniform Violations:
- A uniform violation may be identified at any point in the game by the Referee or Referee Supervisor, at this point the Referees will give the player the option to no longer play or correct the violation. For violations that require a point penalty this will be applied if that player wishes to continue to play after the violation has been identified to that player. Any player that delays the start of the game due to hiring jerseys will incur the regular late start penalty of two points per minute unless the change is due to a colour clash.
- 23.4. **Uniform Violation that will NOT be allowed to take the court:**
1. Only compression or performance garments are allowed to be worn.
- Compression or performance garment openings must be compressed against skin to minimise the risk of injury (material of garment is irrelevant).x`

- Compression or performance garment must be black, white or the same dominant colour as the playing singlet. All players on the team must have their compression or performance garments of the same solid colour.
- 2. No shorts with pockets, zips, or buckles.
- Taping pockets or turning shorts inside out will not be permitted.
- 3. No jewellery is permitted, this includes but is not limited to rings, earrings, facial piercings, bracelets, necklaces or watches.
- 4. No free moving hair braids, barrettes, headbands made of metal or clips larger than a snap clip.

23.5. Uniform Violations that will require a team to reverse their jersey or retrieve hire jerseys (hire jerseys applicable to senior competitions only).

1. Numbers must be clearly printed or sewn on the front and back of the jersey.
 - Taped, written numbers or faded numbers are not permitted.
2. Team colour clash (2 teams of similar colours will be considered a clash)
 - This includes but is not limited to colours such as navy vs black. The Referee Supervisor will make the final decision on colour clashes.
 - The first team listed on PlayHQ is responsible for reversing (for juniors) or retrieving hire jerseys (for seniors) from the canteen when required.

23.6. Uniform Violations that will be given a 3 round grace period at the beginning of the season and allowed to take the court without penalty. After round 3 the below violations will incur a 5-point penalty per item per person.

- All singlets must be of a consistent colour, design, and style.
- All shorts must be of a consistent, colour, design, and style.

23.7. 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.

23.8. 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.

24. Fall-Back Rule/Man-to-Man Defence in Junior Competition

24.1. The SBA requires all junior teams in under 14s and below to play a full court or half court Man-to-Man defensive structure for the entire game. Trapping is the only exception to this rule: players may come off their opponent to trap the ball carrier. Teams must always begin in a Man-to-Man defensive structure.

Coaching Responsibility:

- Coaches must not instruct their team to play a defence other than a full court or half court Man-to-Man defensive structure. Coaches breaching this may be given a warning prior to penalties being applied.
- Coaches must not instruct a player to drop back further than the half court line if there is no opponent to defend from half court.

Player Age, Skill, and Awareness:

- Penalties will not apply to situations where individual players lack the skill or awareness to execute a Man-to-Man defensive structure, provided that the coach is making an effort to follow this rule.

Team Size Exceptions:

- The Man-to-Man rule does not apply when either team has fewer than five players on the court. Teams must not intentionally substitute a player to avoid following the Man-to-Man rule.

Enforcement Procedure:

- Referees and Teams may alert the Referee Supervisor of potential breaches to the Man-to-Man rule.
- The Referee Supervisor is responsible for assessing potential breaches and instructing the referees to enforce the appropriate penalties.
- If the Referee Supervisor finds that a team is breaching the Man-to-Man rule, they will approach the Head Coach and give them an official warning.
- If the Referee Supervisor finds that the team is continuing to breach the Man-to-Man rule, the Referees will be instructed by the Referee Supervisor to impose a penalty of 2 shots and possession to the opposing team for each infraction.

24.2. When the Fall-Back rule applies, the leading Team must fall back to inside the 3-point line when the opposition gains clear possession. Teams must play a Man-to-Man defensive structure from the 3-point line when the Fall-Back rule is in play.

- Up to and Inc U10 15+ Points
- U12 & U14 20+ Points
- U16 & Above 30+ Points

24.3. The coach of the trailing Team may elect to not have the Fall-Back rule apply and can instruct the referees not to apply it.

24.4. Teams breaching the Fall-Back rule will receive one warning from the referee, consistent breaches in this rule will incur a penalty of two (2) shots and possession to the opposing Team.

25. Free Throws

25.1. 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 one (1) metre in front of the FIBA free throw line.

25.2. 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.

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

26. Under 8 and Under 9 Competitions

26.1. Players must have turned six (6) years of age prior to the Under 8 competition season commencement date.

26.2. Players must have turned seven (7) years of age prior to the Under 9 competition season commencement date.

26.3. Under 8 and 9 Modified competitions will be played with the rings lowered.

26.4. A player can only play one season only in the Under 9 modified competition.

26.5. The SBA reserves the right to move Teams from competitions as required.

27. Open Mixed Competition

27.1. At any time no more than three (3) players of any one gender can take the court.

27.2. 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.

27.3. No player can score more than ten (10) points unless all players in that Team have scored ten (10) points. Players can then start scoring again. Prior to all players scoring ten (10) points, if a player is on

nine (9) points and field goal is scored, only one point will be awarded.

27.4. If a player is on ten (10) points and shoots and scores, then a violation is declared with a side ball throw-in to the opposition.

27.5. If a player on ten (10) points is fouled and awarded free throws, then they may nominate another player on their Team (on less than ten points) to take the free throws.

28. Forfeits and Walkovers

28.1. If, after ten (10) 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). Refer clause 32 for Penalties.

29. Game Abandonment

29.1. If a game is abandoned, the final decision as to the grounds upon which an abandoned game is cancelled or postponed, lies with the Referee Supervisor on duty.

29.2. A 20 + point margin will mean that the result will stand at the score line when the game was abandoned, at any point of the game.

29.3. A margin less than 20 points before half time will mean the game is abandoned.

29.4. The Association, at its discretion can determine the actions to be followed on games that can't commence or be completed.

30. Extreme Heat Policy

30.1. The Referee Supervisor on duty will activate the [SBA Extreme Heat Policy](#) at their discretion or when the temperature on any court reaches 35 degrees Celsius. The Association has installed digital thermometer/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.

30.2. Under this policy the following timing rules will be implemented:

- Game halves will be reduced by two (2) minutes.
- Half time will be extended to five (5) minutes.
- Referees will call a mandatory timeout at approximately 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 adequate fluids and watch for any signs of heat stress.
- If the temperature inside the stadium reaches 40 degrees Celsius, games will be cancelled. Teams or Club contact will be notified advising them of any cancellations. A notice will be displayed on the website.

D. CONDUCT AND PENALTIES

31. Penalties

31.1. 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.

31.2. 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 28.1 applies.

- 31.3.** For incorrect uniform, a penalty of five (5) points per player per item in both Junior and Senior competitions will apply against that Team. This is not applicable for grading games.
- 31.4.** 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.
- 31.5.** Penalties are fixed and referees must apply these penalties.
- 31.6.** For a walkover a Team fine of \$150 for both Senior and Junior competitions is payable to the SBA. The fine must be paid within seven (7) days of receipt of invoice. A late fee of \$50 will be applied to late payments.
- 31.7.** The walkover fine will be waived if seven (7) days prior notice is given to the Association that the game is to be forfeited.
- 31.8.** All players must have their details entered into PlayHQ. Any player failing to do this will result in the Team forfeiting that game.
- 31.9.** A Team withdrawing from the competition will incur a withdrawal fee of \$100 for both Junior and Senior competitions. 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.

32. Team Conduct and Referee Conduct

- 32.1.** Each Team is responsible for their own players, scorers, coaches, and spectators. Teams may be penalised for conduct considered outside the spirit of the game.
 - Spectators are not permitted to question or comment on a Referee's decisions. Spectators must abide by the Basketball Victoria Code of Conduct. Spectators that repeatedly breach Basketball Victoria's Code of Conduct may be asked to leave the stadium by the Referee Supervisor at any time.
 - Players are to abide by the Basketball Victoria Players Code of Conduct.
 - Coaches are to abide by the Basketball Victoria Coaches Code of Conduct.
 - Referees and Officials are to abide by the Basketball Victoria Officials Code of Conduct.
- 32.2.** Any person ejected from any SBA venue is not permitted to return to any SBA venue in any capacity until the end of days competitions.
- 32.3.** Sin-Bin

When the Sin-Bin rule is enacted, a player must leave the court immediately and return to their team bench. The player must not return to the game until five (5) minutes of playing time has elapsed on the scoreboard. A substitution if available may replace a player serving their Sin-Bin. At the completion of five (5) minutes of playing time, a player may be substituted back into the game at the next dead ball period.

The Sin-Bin penalty will be applied in the following instances:

 - Any Technical Foul issues by a Referee as a result of poor behaviour (this does not include non-behaviour technical fouls for delay of game, faking a foul, hanging on rim etc).
 - Any Criteria 1 or Criteria 2 Unsportsmanlike Foul.
- 32.4.** Communicating with Referees
 - In Junior competitions the Head Coach or (if no Head Coach is present) the Team Manager may speak to the Referees during timeouts or during halftime to seek clarification. No person is permitted to speak to the Referees during intervals of play.
 - In Senior competitions the Head Coach or (if no Head Coach is present) the Team Contact/Captain may request to speak to the Referees during intervals of play to seek clarification. No other person is permitted to speak to the Referees during intervals of play.
 - The Head Coach, Team Manager, or Team Contact/Captain may approach the Referee

Supervisor at any time to seek clarification or raise a concern.

- 32.5. The SBA Executives and CEO reserve the right to refuse entry to SBA operated venues.

33. Disputes

- 33.1. 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 competitions must be made through your Club representative.

34. Care of Venue

- 34.1. Any Club, Team, player, official, or spectator responsible for causing damage to a venue may be required to pay the reasonable cost of 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.

35. Tribunal Attendance

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

36. Coaching Accreditation and Child Safety Obligations

- 36.1. All junior Domestic Club coach and Assistant coaches are required to achieve the following accreditations and conditions in order to be compliant and permitted to coach in any SBA Junior Domestic Competition:
- Working with Children's Check – renewed every 5 years
 - Child Protection (online course) - renewed every 2 years
 - Harassment and Discrimination (online course) - renewed every 2 years
 - Member Protection Statutory Declaration (Basketball Victoria) - renewed every 2.5 years
 - Community Coaching Course (Level 0) - once only.

Further information on SBA's Child Safety requirements and obligations can be found on the SBA [website](#).

- 36.2. The SBA will introduce random checking of Coach and/or Assistant Coach accreditations Southern Basketball Association Competition By-Laws 17 during the season to ensure that compliance requirements are maintained. If a coach or an assistant coach is deemed to not be compliant and has failed to rectify the situation within a 7-day notification period, then that Team's current domestic season points will be reset to zero at that point.
- 36.3. An exemption can be requested for the Community Coaching Course - Level 0 only, however evidence is required that the next available course has been booked by the individual.