



***METRO SOCIAL
BASKETBALL LEAGUE***

SENIOR

MSBL - Senior Competition By-Laws

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Approved by Basketball SA for Implementation July 2020

Revision History

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This is a controlled document and no amendments or alterations are permitted without the express approval of the document owner – Phil Sinnott.



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Introduction

The rules under which Social Grade competitions play basketball in Basketball SA Stadiums are those contained in the latest edition of the F.I.B.A. Rules except for the By-laws set out herein which amend and/or supplement the F.I.B.A. rules. If there are conflicts between the F.I.B.A. rules and these by-laws, then these by-laws apply.

1. Competition Structure

1.1 Definitions

- (a) Basketball SA: The governing body for Basketball in South Australia.
- (b) Relevant Sub Committees:
Where these By-laws require a decision to be made by the relevant Committee, or for an appeal to be heard by the relevant Committee, or a charge to be heard by a Tribunal, then these Committees/Tribunals are as follows:
 - (i) Stadium Sub-Committee – Sub-Committee composed of the Area Coordinator, Customer Service Officer and relevant Stadium Service Officer;
 - (ii) Administrative Tribunal – Area Coordinator, acting as Tribunal Hearings Officer; and
 - (iii) Tribunal – those members appointed by Basketball SA to act as Tribunal Committee Members and Chairperson.

1.2 Premiership Points

Premiership points shall be awarded as follows:

WIN/FORFEIT RECEIVED:	3 Points
DRAW/BYE:	2 Points
LOSS:	1 Point
FORFEIT GIVEN:	0 Points

1.3 Positions on Premiership Table

- (a) On any Premiership table prepared up until the conclusion of the last game of the minor round, teams shall be listed in order of premiership points gained under By-law 1.2. Where two or more teams are equal on premiership points, the teams with equal points shall be listed on the premiership table in order of the highest overall season percentage (%) to the lowest overall season percentage (%).
- (b) The Premiership Table for participation in Major Rounds shall be prepared on the following basis:
 - (i) Teams shall be listed in order of premiership points gained under By-Law 1.2.
 - (ii) Where two teams or more are equal on premiership points gained under By-Law 1.2, their relevant positions shall be determined by Premiership points in games between tied teams.
 - (iii) Where teams are still equal after the calculations set out in By-Law 1.3 b) i) and ii), their relevant positions shall be determined by the percentage calculated as follows: points for divided by points against, only in games played between the equal teams.
 - (iv) Where teams are still equal after the calculations set out in By-Law 1.3 b) i), ii) and iii) their relevant positions shall be determined in the order of the highest overall season percentage (%) to the lowest overall season percentage (%).



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- (v) Where teams are still equal after the calculations set out in By-Law 1.3 b) i), ii), iii) and iv) their relevant positions shall be determined by a coin toss, carried out by the Area Coordinator in the presence of a representative of the teams.
- (vi) If unforeseen events occur, which cause games to be cancelled and/or suspended, and the season cannot or will not continue, the team that finishes first will be awarded the winner.

1.4 Mixed Competitions

- (a) The female/male ratio for teams in mixed competitions shall be 2 females and 2 males, with the fifth player being of either gender.
- (b) The ball to be used in all mixed competitions shall be a size 6.
- (c) Shot Block: A shot by a female is not allowed to be actively blocked by a male.
 - a. The male must have 2 feet on the ground when defending a female in the act of shooting. Hands straight up is acceptable.
 - b. Actively attempting to block a shot is defined as waving arms around, or jumping towards the player.
 - c. A male player is allowed to play defence. He can move his feet to maintain a position in front of a female player who is driving to the basket, i.e. try to take a charge. He is not allowed to try and block the shot.
 - d. This is at the sole discretion of the referees rostered to the game. Basketball SA encourages referees to be consistent in their decisions in this instance for each game.
 - e. **Penalty:** Points shall be awarded to the female player taking the shot (2 or 3 points, depending on where the shot was taken from).

2. Player Regulations

2.1 Ineligible Player

An ineligible player is defined as: Any player that enters a game that is under suspension, unregistered or not financial.

- (i) Any team that plays an ineligible Player shall incur a fine (By-law 4.5.2.) and the loss of all Premiership points gained on each occasion that the offense occurs. The game shall be recorded as a 20-0 win to the opposing team.
- (ii) Any team that plays an ineligible Player in a Finals series shall forfeit its place in the final series.
- (iii) A team that wishes to appeal against fines imposed for playing an ineligible player shall lodge a \$50 bond with the Area Coordinator. The relevant Stadium subcommittee shall hear any appeal against penalties imposed for playing ineligible players.
- (iv) If the appeal is dismissed, the bond money shall be forfeited. If the appeal is upheld, the bond money shall be refunded.
- (v) Area Coordinators are authorized to impose lesser fines than those set out in by-law 4.5 where a team can show justifiable reason.
- (vi) A player who arrives after half time but whose name was entered onto the scoresheet/electronic scoring before the start of the game and only removed at half time by the officials shall be permitted to play and their name shall be reinstated on the scoresheet/electronic scoring.
- (vii) A player who arrives late (after the start of the game) and whose name was not recorded on the scoresheet/electronic scoring at the start of the game shall be ineligible to play. – check with opposition team.

2.2 Playing in Multiple Teams

- (a) A Player may play with two or more Teams in Basketball SA Social competitions but may only play one game on the same night in any one venue during one season unless otherwise stated in these By-laws.
- (b) A player who is registered to a team cannot play for another team in the same grade, or grade below, unless receiving written permission from the relevant Area Coordinator.
- (c) A Player may play twice in the one night in the one Stadium provided the Player has prior written permission from the relevant Area Coordinator or their nominee and pays two admission fares. Permission will only be granted to players who wish to play up from their normal grade or to players who wish to play in their normal grade and a mixed grade on the same night.
- (d) Subject to (a) and (b) above, a Player may play any number of times they wish in a week of Basketball SA Social competitions.
- (e) Where a player plays for two or more teams in any social grade competitions no permit or clearance is required by the player. Players must remain financial with each team for whom they play.
- (f) A player who is a registered member of a Basketball SA district club does not require a permit or clearance to play in any social basketball competition conducted by Basketball SA. The player must however, pay all required fees to each club and/or team in which they compete.

2.3 Player Eligibility for Major Round

Unless otherwise noted on the Team Nomination Form or as displayed on the Notice Boards at the applicable stadium, player eligibility for Finals shall be: -

- (a) In a two or more round competition, no player shall be eligible to play in a major round game unless that player has previously played at least 5 registered matches in that team. A registered match is considered a match played from and including registration date. For example, a player that registers on the last week of the minor round will not qualify for finals as they have not played 5 registered games. Byes or losses due to forfeits are not considered as registered games. If a team forfeits, only the registered players from the winning team will have games counted as a registered match.
- (b) In a one round competition, no player shall be eligible to play in a major round game unless that player has previously played at least 2 matches in that team. The first of the qualifying games must be played at least four rounds prior to the start of the major round.
- (c) A registered member of a team, who by virtue of injury or some other justified reason, fails to qualify for the major round under (a) or (b) of this By-law may apply to the relevant Area Coordinator at least 7 days prior to the start of the major round for permission to play in the major round.
- (d) Any application received under (c) of this By-law will be considered by the Area Coordinator and judged on two criteria, i.e.: (i) Acceptance as “bona fide” Player/s, and (ii) The validity of the injury or other justified reason
- (e) Where permission is granted to a player under (c) above, the player must present the notice of approval to play in finals to the match Referees and the captain of the opposing team prior to the start of each match in the major round.
- (f) Failure of a player to carry out (e) above shall negate the permission. The player shall become “ineligible” and By-law 2.1 shall apply.

2.4 Minimum Playing Age

- (a) To participate as a player in any Social grade competition within Basketball SA competitions a person must be 15 years of age or older. The definition of 15 years of age or older is that the person must have reached their 15th birthday before they can enter the court as a player in any social competition not designated a junior competition.
- (b) Any person under the age of 15 years who plays in any game in a social grade competition that is not designated as a Junior Social competition shall be regarded as an ineligible player and By-law 2.1 shall apply.

2.5 Aged Based Competitions

“OVER 45’s”

Only one Player between the ages of 40 - 45 years is permitted to play in this competition per team and only with the permission of the Area Coordinator. If a team plays more than one player within this age period in any one game, then the team forfeits the game, no premiership points are awarded, and the score is recorded as 20-0 loss.

Exception: If the player concerned turns 45 years of age in the calendar year of the finals, then he/she is regarded as an eligible player.

“OVER 60’s”

Only one Player between the ages of 45 - 60 years is permitted to play in this competition per team and only with the permission of the Area Coordinator. If a team plays more than one player within this age period in any one game, then the team forfeits the game, no premiership points are awarded, and the score is recorded as 20-0 loss.

Exception: If the player concerned turns 60 years of age in the calendar year of the finals, then he/she is regarded as an eligible player.

3. Playing Conditions

3.1 Starting the Game

- (a) If a team does not have five players on the court and ready to play within 10 minutes of the scheduled starting time, it shall forfeit the match and record a 20-0 loss and a fine (by-law 4.5.1.(b)) will be imposed unless otherwise determined by Area Coordinator.
- (b) If a team is able to field five players within 10 minutes of the scheduled starting time, at half time the Referee shall record for the opposing team on a player line marked “LATE ARRIVAL PENALTY” 2 points for each full minute that the offending team did not field five players.
- (c) Where a team has 4 players only at the scheduled start time the game shall start and as the 5th player becomes available for play, he/she shall be permitted to enter the court at the next break in play on request from the court captain. Such a break in play shall be designated a Referees Time-out. Where the 5th player is obviously available to enter the court between 9.30 mins & 10 mins on the clock, and therefore prevent a forfeit, the Referee shall call a Referees time-out at any point in play where the ball is not being shot.
- (d) If a team has 3 or less players ready to play at the scheduled start time and where a forfeit under this By-law is recorded and no scratch game is played, admission fees of the winning team shall be



refunded. The admission fees of the forfeiting team will not be refunded, and will go towards the forfeit fine imposed.

- (e) If a scratch game is played, with at least four players from the forfeiting team, then no fine will be issued.
- (f) If the team awarded with the win due to forfeit refuses to play the scratch match when requested by the forfeiting team, then the game will be declared a double forfeit and no refunds be given.

3.2 Timing/Playing Conditions Minor Round Games

Referees shall attempt to ensure that players obtain the maximum actual playing time within the following options for timing of games. All games under these By-laws shall be played in two halves.

The following exceptions to the FIBA rules will apply in all Social basketball games;

- (a) The Alternate Possession Rule will apply, i.e. after a held ball violation and/or to start the second half. This will also apply for all minor and major round games.
- (b) The No-Charge Semi Circle as per the FIBA rule does apply to any Social competition.
- (c) The Shot Clock rule does apply to any Social Competition and is up to the referee's discretion.
- (d) On courts where more than one 3-point line is marked all social competitions will use the outside line.

3.2.1. 50 Minute Game

- (i) The clock shall run throughout the first and second halves except for the last 2 minutes of the second half, when the clock shall stop on every whistle by the referees.
- (ii) There are not to be any time-outs in the last 2 minutes of the first half, with any time-out in progress ending at the commencement of the last 2 minutes.
- (iii) The Referees may direct the clock be stopped in case of serious injury.

3.2.2. 45 Minute Game

- (i) The clock shall run throughout the first and second halves.
- (ii) No Time-outs are permitted in the last 2 minutes of either half or with any time-out in progress ending at the commencement of the last 2 minutes.
- (iii) The Referees may direct the clock be stopped in case of serious injury.

3.3 Timing for Major Round Games

- (a) Unless teams are notified otherwise in writing at least 7 days before the start of the Major Round the timing of Preliminary and Grand Final major round games shall be as follows: -

The game clock shall only stop for:-

- (i) Time-outs
 - (ii) In cases of serious injury as directed by the Referee.
 - (iii) In the last two minutes of the second half, the clock shall stop for every whistle by the referees.
- (b) In the case of a drawn game at the end of regular time in a major round game an extra period or periods of 3 minutes each shall be played until a match winner is decided. The extra period or periods shall be played as an extension of the second half with the exception that the game clock will stop on every whistle and each team shall be entitled to 1 time-out.

3.4 Legal Player Numbers

- (a) Legal uniform numbers shall be 00, 0 and 1-99.
- (b) Players are required to have an appropriately applied visible number(s) on both the front and back of their playing top. Strapping tape, masking tape and other temporary applications are not appropriate. Numbers should be sewn, iron or sublimated on.
- (c) Any player who wears an illegal number shall have 5 points awarded to the opposing team and recorded on the scoresheet/electronic scoring at half time by the referees.
Exception: If the uniform penalty relates to a player who is entered on the scoresheet/electronic scoring at the start of the game, but enters the court for the first time as a player after the start of the second half, then the uniform penalty must apply as soon as they step onto the court.
- (d) If the actions required in (c) above are not carried out at the appropriate times, the penalties shall lapse.
- (e) Duplication of a number shall be regarded as an illegal number and penalised as in (c) above with the second and subsequent player to enter the court being regarded as the offending player(s).
- (f) This By-law is suspended for the first three weeks of each season.

3.5 Scorer/Time-keeper

- (a) It is the duty of the relevant Stadium to provide an approved scoresheet or electronic scoring system for each game to enter their team players.
- (b) It is the duty of the relevant Teams to correctly fill in the scoresheet provided or in the case of an electronic system to ensure their players names are recorded correctly.
- (c) It is the duty of each Team to provide a scorer/time-keeper for each of their games. The scorer/time-keeper provided is not to be a player in the game and must be 13 years of age or older.
- (d) If a team fails to supply a scorer/time-keeper, who is not a player, within 10 minutes of the scheduled starting time, the referee shall award 6 points against the offending team. The 6 points shall be recorded on the scoresheet/electronic scoring prior to the commencement of the second half.
- (e) If a team is able to supply a scorer/time-keeper, but that person is a player, then the referee shall award 6 points against the offending team. The 6 points shall be recorded on the scoresheet/electronic scoring prior to the commencement of the second half.
- (f) In the event that neither team can supply a scorer/time-keeper at the commencement of a game, one player from each team will act as scorer/time-keeper and the game will commence with a "four on four" players. If a scorer becomes available during the game, then both players may then enter the court at the next substitution opportunity to resume the normal "five on five".
- (g) If both teams are not able to provide a non-playing scorer but one team has a player substitute whom is able to score the referee shall award 6 points against the team with no scorer. The 6 points shall be recorded on the scoresheet/electronic scoring prior to the commencement of the second half.
- (h) Where a team regularly fails to provide scorers, penalties by way of additional fines and/or loss premiership points may be applied, or the Stadium Manager may suspend that team from the competition.
- (i) The maximum team penalty applied (no scorer, uniform, late penalties) is 15 points. If the total penalties mentioned exceeds 15 points then the maximum penalty to apply will be capped at 15 points for the team for that game.
- (j) If the actions required above are not carried out at the appropriate times then the penalty shall lapse.



3.6 Draws in Minor Round Games

In the event that at the conclusion of the normal playing period in minor round games, the scores are recorded as equal on the scoresheet/electronic scoring, no extra time will be played and the game recorded as a draw. Premiership points shall be awarded as in the By-law 1.2.

3.7 Balls

- (a) All games must be played with a Molten match ball.
- (b) The stadium will provide its own Molten match balls for the game.
- (c) If a team has a Molten match ball that either the referees or Stadium Services Officer deem to be in better condition, this may be used.

3.8 Transfer between Teams in Same Grade

Any Club that has 2 or more teams in the one grade shall not be permitted to interchange Players from one team to another unless the relevant Area Coordinator has granted an exemption in writing.

3.9 Player Uniform

- (a) Players are required to wear the uniform (singlet / top, shorts / skirt) nominated by their Club / Team. The acceptance of the nominated uniform is at the discretion of the Area Coordinator.
- (b) A Player wearing any item not approved by the stadium management or outside these By-Laws shall have five points awarded to the opposing team and recorded on the scoresheet/electronic scoring.
- (c) No Player shall have more than one penalty awarded against them for incorrect uniform, except as designated in g) and h).
- (d) Where in the opinion of the Referee, only a minor variation in colour shades is involved, no penalty is incurred.
- (e) Any individual Player wearing a singlet / top of the same colour as the opposing team must change to another singlet / top or wear some other item which clearly differentiates the player from players in the other team.
- (f) Stadium bibs are only to be worn to avoid colour clashes.
- (g) Because of the danger to other players, shorts with pockets are not permitted.
- (h) Compression garments can be worn but cannot be used in replace of shorts.
- (i) A t-shirt is permitted to be worn under a player's singlet provided it is approximately the same colour as the singlet. If the t-shirt is not approximately the same colour as the singlet, the player wearing the t-shirt must remove it or have a personal foul recorded against their name and five points awarded to the opposing team and recorded on the scoresheet/electronic scoring.
- (j) If a player or team disputes the Referees ruling under this By-Law, the Stadium Services Officer shall make the final ruling.
- (k) Where Referees believe that players regularly incur penalties under this By-law, they should refer the matter to the Area Coordinator who may impose additional penalties on the team involved by way of additional fines and / or loss of premiership points or suspend the team from the competition.

3.10 Jewellery

- (a) Players are not permitted to wear jewellery of any kind whilst playing Social basketball. Jewellery includes tongue studs, stud earrings, necklaces, bracelets, anklets, rings of all types and rubber or similar wristbands. Players are allowed to wear medic alert bracelets provided that they are “sports specific” and designed to fit securely to the skin.
- (b) A player who has religious or other special reasons to wear a flat ring or other religious garments may apply in advance to the relevant Stadium Sub-committee for a written permit to wear that ring provided the ring is adequately covered. If the permit is granted, it shall only be valid for that season and that stadium and shall be presented to the Referee at the commencement of each game at which time the referee shall ensure that it is adequately covered.

3.11 Fingernails

- (a) Players are not permitted to have fingernails which protrude beyond the top of the fingers.
- (b) The Referee shall be the sole judge as to whether fingernails are a satisfactory length.
- (c) Gloves that protect nails, and are not dangerous to other players, may be worn in order to protect other players. The gloves that are suitable for Netball are also suitable for Basketball.

3.12 Hair

- (a) If a player has hair braided into a plait, the plait is not permitted to be able to swing free and must be held tightly to the head.
- (b) A player's hair must not be tied high on the head allowing it to flick as the head of the player moves. Hair must be tied in a manner that does not allow it to move freely and flick into an opposing players face.
- (c) No metal clips, metal headbands, combs or baubles are permitted to be worn in the hair whilst playing.
- (d) A player whose hair does not conform to this By-Law shall not be permitted to play.
- (e) The Referee shall be the sole judge as to whether a player's hair conforms to this Bylaw.

3.13 Playing Footwear

- (a) A player is only permitted to wear non-marking sports footwear whilst playing in Basketball SA competitions. A player with no footwear will not be permitted to play.
- (b) Any player wearing footwear which marks the playing surfaces will be asked to leave the court by the referee until such time as the footwear is replaced.

3.14 Colour Clash

- (a) Teams are responsible for ensuring that they know the colour of singlets / tops of other teams in their grade.
- (b) In the event of a colour clash in the uniforms of two teams, the team named on the fixture as Team B must change.
- (c) Where a team is changing uniform in a colour clash situation, it shall not be penalised for incorrect numbers or incorrect uniforms under these By-laws).



3.15 Abandon Game

If a game is stopped and subsequently called off (abandoned) because of a situation beyond the immediate control of the referees or Basketball SA or the stadium management then the following will apply:

- (a) If the period of game time played is less than 50% of the allocated game time the match shall be declared abandoned and no score recorded and shall be rescheduled to be played in full at another time.
- (b) If the period of game time played is greater than 50% of the allocated game time, then the score at the time of abandoning the game shall stand and be recorded as the final game score. No additional play shall occur.
- (c) If the game has not commenced, then the Area Coordinator may reschedule the game.
- (d) The referee, after due consultation with the stadium management and/or the team coaches and/or medical team, whomever is applicable, shall be the sole judge of what constitutes an abandoned game and when this shall occur.

An abandoned game is a game called off by the referees because of a situation outside the general control of the referees and/or Basketball SA and/or stadium management. The game may not have commenced or may not have concluded.

Examples of situations which could cause an abandoned game (but not limited to these):

- (a) Court lighting goes off preventing the starting or completion of the game.
- (b) Game stopped and then abandoned due to the amount of time lost because of a player injury and such injury prevented their removal from the court while waiting or receiving medical attention.
- (c) Court backboard/ring is broken and cannot be immediately fixed or replaced.

4. Conduct, Reports and Tribunals

4.1 Conduct

- (a) Clubs, teams are responsible for the conduct of their players, team officials and followers.
- (b) A player who receives their first technical foul must immediately leave the court and is required to sit on the end of their team bench and not re-enter the court for a period of 5 playing minutes. The referee will notify the court captain of the time the player may re-enter the game. Any time-out will extend this 5 minute period as the 5 minutes relates to the actual game clock running time during a normal play period. The 5 minute period may also extend over from the first to the second half or in major round games into any extra periods. A player who receives their first technical foul when the game clock shows 5 minutes or less remaining in the second half is not permitted to re-enter the game. The player may only re-enter the game after the 5 minute period and during a normal substitution opportunity.
- (c) A player who receives 2 technical fouls, 2 unsportsmanlike fouls or a combination of both, in any one game will be automatically disqualified from the match and must leave the playing area and in no view of the court.
- (d) Any player disqualified from a game, shall be suspended from playing in the team's next scheduled game.
- (e) In some circumstances, the Area Coordinator has the right to not allow a player to play on any night within their facility / area of management until the player has faced a tribunal.
- (f) Should a player or team official continue unruly and / or offensive behaviour after having been disqualified from the game as per F.I.B.A. Rules, the referees shall report such behaviour.
- (g) Should the conduct of a team follower(s) be of an unruly and / or offensive nature, the referees are to stop the game and advise the Stadium Services Officer who will take the appropriate steps to prevent



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any further action. This may include requesting the team follower(s) to leave the proximity of the court.

- (h) Should the offending person or persons refuse to leave the proximity of the court, then the game shall not continue and the Stadium Services Officer shall instruct the referees to call the game off. The team that has caused the game to be called off automatically loses that game by default. If the defaulting team is behind on scores at the time, then the scores shall stand. If the defaulting team is ahead in scores at the time, it shall be recorded as a "20 – 0" loss to the defaulting team.
- (i) In the event of the game being called off under this By-Law, after reviewing the referees and/or Stadium Services Officers report, the Area Coordinator shall decide whether additional penalties or fines shall be imposed, whether the admission fees of one or both teams should be refunded and whether the matter should be reported to the Tribunal.
- (j) Should a player receive 5 technical fouls during a season, the player automatically misses their team's next game. Each subsequent technical foul will result in one match suspensions. If the total number of technical fouls received by one player reaches 8, then the Area Coordinator shall decide on the appropriate penalty. Such penalty can include suspension from multiple games and/or season.

4.2 Tribunal

Social Competitions apply and use the Basketball SA Tribunal By-Laws.

For all Social competitions, the duties of the appointed Hearings Officer as outlined in the Basketball SA Tribunal By-Laws shall be carried out by the Area Coordinator.

See separate document "Basketball SA Tribunal By-Laws".

4.3 Proximity of the Court

Where any Coach, Player or spectator/team follower is disqualified and banished from the game, he / she must leave the confines of the playing court such that the person concerned no longer has visual or verbal communication with the balance of that game until 5 minutes after the game has ended. (Refer to the current FIBA Rule Book and relevant Article).

4.4 Blood Situations

- (a) No player is permitted to start playing with an open wound.
- (b) If the referees observe that a player starts to bleed during a game, they shall immediately call a referee's time-out to enable the player to have the wound attended to. The clock shall not stop unless so provided under By-law 3.2 or 3.3.
- (c) If the bleeding cannot be stopped during the time-out and / or the wound cannot be covered to the satisfaction of the referee, the player shall be substituted and the game recommenced.
- (d) Where players have been substituted in (c) above, they shall not be permitted to return to the court until the referees agree that the bleeding has stopped, and the wound has been satisfactorily covered.
- (e) If the referees observe during a game that a player has blood on their playing uniform, they shall immediately call a Referees time-out and the player shall be substituted.
- (f) Where players have been substituted in (e) above, they shall not be permitted to return to the court until they have changed the part of the uniform which had blood on it or until the item has had the blood washed from it.



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4.5 Fines

Fines are applicable when a team forfeits a game, plays an ineligible player, or withdraws from the competition or is found guilty of a reportable offense. The Area Coordinator may vary these fines from time to time subject to specific conditions.

4.5.1 Forfeit Fines

More than 5 days' notice is no fine.

There are three levels of fines for a forfeit:

(a) Standard Forfeit Fine

A standard forfeit is where a team has contacted the relevant Area Coordinator between 5 days and 1 day before the day of their game to notify their intention to forfeit.

Standard Forfeit Fine: \$65

(b) Less than 24 hours' Notice

A less than 24 hours forfeit is when a team does not contact the relevant Area Coordinator from 6 pm the day before their game to 6 pm on the day of their game to notify their intention to forfeit.

Less than 24 hours' Forfeit Fine: \$100

(c) No Show Forfeit Fine

A no show forfeit fine is when a team fails to notify the relevant Area Coordinator and does not show for their fixtured game.

No Show Forfeit Fine: \$130

4.5.2 Ineligible Player

Any team who plays an ineligible player, per By-law 2.1, shall incur a fine of \$50 for each offence.

4.5.3 Payment of Fines

All fines must be paid by the next scheduled game. If the fine is not paid by the due date the Area Coordinator may impose other penalties as they see fit. This may include deduction of premiership points, removal of the team from the competition, suspension from playing until fine is paid and/or any other penalties.



5 Public Comment

- (a) A team or a member of a team or a player or an official in a team or a Basketball SA appointed official shall not publicly criticise the performance of a referee/s either in a particular game or over a period of time.
- (b) A team or a member of a team or a player or an official in a team or a Basketball SA appointed official shall not issue, authorise, offer or endorse any public criticism or any statement having or designed to have an effect prejudicial to the best interests of the game of basketball or the competition.
- (c) A team shall be held responsible for comments by any committee member, executive officer, official, employee, player, or coach of their team.
- (d) If a team or a member of a team or a player or an official in a team or a Basketball SA appointed official is found to have contravened this by-law, Basketball SA may impose a fine up to \$2,000 depending upon the nature and severity of the breach.

