



## JUNIOR BASKETBALL LEAGUE

# SOUTHERN DISTRICTS JUNIOR BASKETBALL LEAGUE 2023 BY-LAWS

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# **1.Introduction**

## **1.1. Goals**

- 1.1.1 The Southern District Basketball League (SDJBL) competition is a domestic basketball competition held for junior basketballers in the inner-city and southern suburbs of Adelaide which is managed by two SA District Clubs-South Adelaide Basketball Club and Southern Tigers for males and females.
- 1.1.2 The goals of the SDJBL competition are as follows:
  - a. To provide the opportunity for basketball players, coaches, and officials to participate in a grassroots level of basketball competition in the southern suburbs of Adelaide.
  - b. To provide an opportunity for participants to play and train based near to where they reside.
  - c. To provide a competition which encourages basketball to increase participation rates.

## **1.2. Rules and Regulations**

- 1.2.1 The SDJBL competition is governed by:
  - a. The SDJBL By-Laws
  - b. The FIBA Rules of Basketball
- 1.2.2 In cases where rules/by-laws in these documents conflict the SDJBL By-Laws take precedence over the FIBA Rules of Basketball
- 1.2.3 SDJBL By-Laws are reviewed annually by the SDJBL Competitions Management, and any changes are approved by the SDJBL Competition Committee

## **1.3. Management**

- 1.3.1 The SDJBL competition is managed by South Adelaide Basketball Club & Southern Tigers Basketball Club via its Competition Manager and Competition Management committee.
- 1.3.2 Competition Management shall determine the interpretation of the SDJBL By-Laws, and the FIBA Rules of Basketball, and shall rule appropriately.
- 1.3.3 Competition Management is empowered by this clause to make decisions on all questions not provided for in the SDJBL By-Laws, in the best interests of the competition.
- 1.3.4 Competition Management is empowered by this clause to make any discretionary ruling in the best interests of the competition, notwithstanding that such ruling may be in contravention of any rule or regulation contained in the SDJBL By-Laws, or the FIBA Rules of Basketball.
- 1.3.4 Any appeal or proceedings in a tribunal or court in relation to the Competition Manager's functions, powers, decision, or actions must be taken against the SDJBL and not the Competition Manager personally.

## **1.4. Explanation of Definitions**

- 1.4.1 *Member Clubs* refers to the two stakeholder clubs, South Adelaide Basketball Clubs and Southern Tigers
- 1.4.2 *Non-Member Clubs* refers to the external organisations which nominate teams within the competition.
- 1.4.3 *Competition Manager* refers to the person who operates the Southern Districts Junior Basketball League (SDJBL)
- 1.4.4 *District Basketball* refers to the elite representative basketball competition run by Basketball SA; the body charged with responsibility for basketball in South Australia.
- 1.4.5 *SDJBL Competition Management Committee* refers to the Management Committee appointed by the two (2) Member Clubs that jointly are in control of the SDJBL.
- 1.4.6 *Southern Districts Junior Basketball League* or SDJBL is the local competition for junior basketballers in the inner-city and southern suburbs of Adelaide.
- 1.4.7 *Summer Season* refers to the SDJBL season run during the South Australian school terms four (4) and one (1).
- 1.4.8 *Winter Season* refers to the SDJBL season run during the South Australian school terms two (2) and three (3).
- 1.4.9 *Set of fixtures* means the series of games scheduled by SDJBL usually on a weekly basis in which teams play against other teams in the same grade.
- 1.4.10 *Round* means the set of fixtures which result in each team in a grade having played a game, excluding those that have a bye.
- 1.4.11 *Minor round* means the total set of fixtures played to determine an ordered ranking on a premiership table.
- 1.4.12 *Major Round* means the series of games played at the conclusion of the minor round to determine the winner of the overall competition.
- 1.4.13 *In writing* means by electronic medium such as email.
- 1.4.14 *The Tribunal* means the tribunal referred to in the Basketball SA Tribunal By-Laws.
- 1.4.15 *Age grades* means all those grades of the competition which play under the same age, eligibility, and gender criteria.
- 1.4.16 *A Grade* means an individual competition.
- 1.4.17 *An Ineligible Player* means a player who is ineligible to play basketball under any provision of the By-Laws.
- 1.4.18 *A "Week"* means a seven-day period from Monday through to the following Sunday inclusive.

## **2. Participation**

### **2.1 Team Nominations**

- 2.1.1 Member Clubs must go through the Nomination process determined by the SDJBL Competition Committee from time to time.
- 2.1.2 Non-Member Clubs must pay the Team Nomination Fee when nomination is lodged unless separate written approval is received from the Competition Manager.

- 2.1.3 Non-Member Clubs must fill out required affiliation paperwork with Basketball SA and have member protection compliance.
- 2.1.4 All teams must complete the required Player Points Policy Document by the due date as set by the Competition Manager.
- 2.1.5 Team Nominations for the SDJBL will only be accepted if:
  - a. The team list has a minimum of seven (7) listed players with dates of birth by the due date set by the Competition Manager.
  - b. The nomination is from a financial Club of the SDJBL; and
  - c. The Club and team being nominated complies with the requirements listed in these By-Laws.
- 2.1.6 An Each team requires a nominated: Coach, Team Manager
- 2.1.7 An adult (18+) must be present at every game, in the role of Team Coach and/or Team Manager. It is the responsibility of the adult to be on the team bench throughout the game. If there is no adult present at the commencement of the game, the team without an adult will forfeit the match, as an un-notified forfeit.
- 2.1.8 A Team shall be held responsible for the conduct of its Members, officials, and spectators whilst within the facilities, centres and their grounds.
- 2.1.9 The Competition Manager reserves the right to not allow Teams to increase their playing strength beyond the compatibility of the grade in which they play by the introduction of new players.
- 2.1.10 The SDJBL Competition Committee reserves the right to remove a Team or Club from the SDJBL if repeated breaches of these By-Laws or Basketball SA Behaviour Management Framework are committed or the Team or Club bring the SDJBL and the game into disrepute.

## **2.2 Players**

- 2.2.1 All players must register prior to playing their first match.
- 2.2.2 Players must register into Basketball Connect to ensure Basketball SA Affiliation fee is paid. This fee will apply once in a 365-day period.
- 2.2.3 All players must register in gameday before the first game to be seen in player list in the courtside application.
- 2.2.4 Only players listed on the Team List in the Courtside Application are permitted to play in a SDJBL game.
- 2.2.5 The penalty for playing an unregistered player is automatic loss of the match or matches in which the offence has occurred.
- 2.2.6 A player shall not play for more than one Team or Club in the SDJBL during a Season without being granted written permission by the Competition Manager.
- 2.2.7 To be eligible to compete in a team in the SDJBL players must meet the Age Group as set by the SDJBL Competition Committee.
- 2.2.8 A Club may seek permission from the Competition Manager for a player to be listed in two teams, in two different age groups. The granting of which will be at the complete discretion of the Competition Manager and only in special circumstances.
- 2.2.9 Teams are expected to arrange for "fill in" players within the limits of the eligibility rules, when too few of their regular players are available.
- 2.2.10 Except for (2.3.8), players cannot play for more than one team in the same week without prior written permission from the Competition Manager and subject to the following rules:
  - a. A player may fill in for a team in an older age group than their regular team.

- b. A player may fill in for a team in the same age group as their regular team, provided this team is in a higher group than their regular team.
- 2.2.11 A player not playing regularly in the current season with a SDJBL Club, may fill in at any level subject to:
  - a. Being within the age requirements as per Appendix 1
  - b. Not requiring a clearance under By-Law 2.3
  - c. Not breaching By-Law 2.1.9 increasing the playing strength of the Team beyond the compatibility of the grade in which the team plays in.
  - d. All “fill in” players will be required to be registered via the appropriate process and pay any registration fees prior to stepping on the court.
  - e. A team shall forfeit all games in which it has utilised ineligible players or not adhered to the conditions listed above.

## **2.3 Age Groups and Divisions.**

- 2.3.1 Pending player numbers and team nominations, competitions will be run in the following age groups during Summer and Winter Seasons.
  - Under 8 boys and girls
  - Under 10 boys and girls
  - Under 12 boys and girls
  - Under 14 boys and girls
  - Under 16 boys and girls
  - Under 18 boys and girls
  - Under 20 boys and girls
- 2.3.2 To be eligible to play in an age group, a player must be under the age group requirement (eg. under 12 age group) on 31 December of the year in which the competition is to be completed.
- 2.3.3 Mixed teams will be created at the discretion of the Competition Manager under direction from Competition Management

## **2.4 Clearances**

- 2.4.1 Clearance requests must be emailed to the Competition Manager prior to commencing playing with their new Club. Requests will be processed within seven (7) days.
- 2.4.2 Any player has the right to be cleared to another club, subject to paying all monies owed to their current club.
- 2.4.3 No player is to be cleared from one club to another during the competition season. The Competition Manager however has the absolute discretion to consider requests in special circumstances.
- 2.4.4 Any player taking to the court without a clearance from their previous club within the SDJBL will result in the team they played in forfeiting the game.

## **2.5 Player Eligibility for the Major Round**

- 2.5.1 a) To be eligible to play for a team in the major round, a player must play a minimum of 5 minor round games for that team.

## **2.6 Coaches**

- 2.6.1 Coaches must meet the following criteria:
  - a. Registered with the Club that has nominated the team that they are coaching.

- b. Hold a current Working with Children Check and provide details as requested to the SDJBL Member Protection Officer
- c. Complete the required Play by the Rules online courses and provide details as requested to the SDJBL Member Protection Officer

## **2.7 Team Officials**

- 2.7.1 It is a requirement that all Team Officials (Coaches and Team Managers) must have a current Working with Children Check.
- 2.7.2 Team Officials each have a responsibility to address any inappropriate behaviour from within their team (players, spectators, volunteers).
- 2.7.3 Team Officials are to be identifiable and present on the Team Bench

# **3 Rules and Regulations**

## **3.2 Timing Regulations**

- 3.2.1 Games will be run as 2 x 20-minute halves.
- 3.2.2 The last two minutes of the second half and any extra periods (Finals Only), shall be fully timed (clock stops on every whistle)
- 3.2.3 There will be a break of two minutes at half time.
- 3.2.4 The FIBA rule in which the clock is stopped after a field goal during the last two minutes of the final quarter is not applicable.
- 3.2.5 Overtime will apply to Finals games only and will be two minutes fully timed, as will all subsequent periods required.
- 3.2.6 No shot clock in any grade.

## **3.3 Time Outs & Substitutions**

- 3.3.1 Teams are allowed 2 x 60 second time outs per half.
- 3.3.2 No time outs are allowed in the last two minutes of the first half, or substitutions in the last minutes of the first half, unless a player is fouled out.

## **3.4 Classification of Teams**

### **3.4.1 Premiership Points**

- 3.4.2 For each game during the regular season the following premiership points will be awarded:
  - a. Three (3) for a win
  - b. One (1) for a loss
  - c. Two (2) for a drawn game
  - d. Zero (0) for a team giving a forfeit.
  - e. Three (3) for a team winning by forfeit.

## **3.5 Ladders and Results**

- 3.5.1 Teams' classifications into ladder positions will be conducted in accordance with the FIBA Official rules of basketball.
- 3.5.2 The criteria for these classifications can be partially summarised as follows (in this order):
  - a. Premiership points



- b. Premiership points in games between tied teams
- c. Percentage (points for, divided by points against) in games between tied teams.
- d. Percentage (points for, divided by points against) in games between all teams.
- e. In competitions in which teams have an unequal number of byes, positions will be determined as above, with the exception that “premiership points” will be replaced by “game ratio”, which is defined as follows:

$$(\text{Wins} + (\frac{1}{2} \times \text{Draws}) - (\frac{1}{2} \times \text{Forfeits})) / \text{divided by games played}$$

### **3.6 Finals**

- 3.6.1 The format for Finals will be as follows, unless notified by the Competition Manager prior to the completion of the regular season due to special circumstances.

#### **3.6.2 Semi Finals**

- a. SF1: 2 v 3
- b. SF2: 1 v 4

#### **3.6.3 Grand Final**

- a. Winner of SF1 V Winner of SF2

### **3.7 Abandoned Games**

- 3.7.1 In unforeseen circumstances, the Competition Manager reserves the right to abandon a game (weather, equipment failure, court damage etc).
- 3.7.2 Where less than half of the game has been played (including no play at all)
- 3.7.3 Both Teams will be awarded 20 points and 1 premiership point
- 3.7.4 Teams must ensure players names are entered correctly on the Courtside App. All players whose names appear on Courtside will be credited with having played that game.
- 3.7.5 No Teams will be required to pay match fees:
  - a. Where one half or more of the game has been played
  - b. Scores and player recording will be recorded as if the game was completed.
- 3.7.6 Both teams are required to pay the standard match fee.
  - a. Where the game is abandoned, it will be determined as a wash out. This will count as per a BYE and two (2) Premiership Points will be given.
- 3.7.7 If a Semi-Final or Grand Final is abandoned, the higher ranked Team will progress and/or be deemed the winner of the match.

### **3.8 Injury Time, Blood Policy**

- 3.8.1 When bleeding occurs play must stop immediately. The player concerned must leave the court until bleeding stops and wound is covered. The player may not return to the court until the bleeding has stopped and any contaminated clothing has been changed. The player may then be substituted back onto the court.
- 3.8.2 The cleaning of equipment and surfaces which have been contaminated by a player’s blood are the responsibility of the Team Manager of that player’s team. (Gloves etc. will be provided by the Stadium).
- 3.8.3 All cases of stoppage in play will be controlled by the referees.

### **3.9 Penalty Free Throws**

- 3.9.1 A team is in the team foul penalty situation when it has committed eight (8) team fouls in a half.
- 3.9.2 Two (2) penalty free throws are awarded to the opposition team on the eighth (8) team foul.

### **3.10 Balls and Ball Size**

- 3.10.1 Each Team is permitted to bring two basketballs with which to warm up. (No bouncing of basketballs in the court area whilst other games are in progress.)
- 3.10.2 Balls are not permitted to be bounced in any SDJBL venue other than the court area.
- 3.10.3 Players and Spectators are not permitted to bring personal sports balls into any SDJBL venue.
- 3.10.4 Where possible the SDJBL will provide Match Balls. Alternatively, teams may be asked to provide a basketball to the referees prior to the start of each game. The referees shall select the most suitable basketball as the Match Ball.
- 3.10.5 The following ball sizes shall be used:
  - a. Size 5 – all Under 8, Under 10 and Under 12 competitions.
  - b. Size 6 – all Under 14, Under 16 and above Girl's competitions
  - c. Size 7 – all Mixed and Under 16 Boys and above competitions.

### **3.11 Three Point Line**

- 3.11.1 The three-point line will apply for all age groups from Under 12 and above.
- 3.11.2 In cases where multiple three-point lines are marked on the court, the outermost three-point line shall be used.

### **3.12 Height of the Basket**

- 3.12.1 The height of the basket is to be lowered for all Under 8 and Under 10 competitions so that the ring shall lie in a horizontal plane 2.6 metres above the floor.

### **3.13 Free Throws**

- 3.13.1 Three free throw line shall be varied as follows:
  - a. Under 8 and Under 10 – players shall take free throws from a line placed 180cm inside the normal free throw line.
  - b. Under 12 – players shall take free throws from a line placed 90cm inside the normal free throw line.
  - c. Under 14 and above – players shall take free throws from the normal free throw line.

### **3.14 No-Charge Semi-Circle**

- 3.14.1 In cases where the no-charge semi-circle is marker, the no-charge rule will be implemented.
- 3.14.2 In cases where the no-charge semi-circle is not marked, the no-charge rule will not be implemented.

### **3.15 Time in Backcourt**

3.15.1 In Under 8 and Under 10 grades there shall be no penalty for time in the Backcourt.

3.15.2 Time in the backcourt violations will apply in U12 and above.

### **3.16 Ball returned to the Backcourt**

3.16.1 In Under 8 and Under 10 grades the “Ball returned to the Backcourt” (cross-court violation) FIBA Rule will not be applied.

3.16.2 Cross-Court violations will apply in Under 12 and above.

### **3.17 Three seconds in the Keyway**

3.17.1 In Under 8 and Under 10 grades players will be allowed five (5) seconds in the keyway.

3.17.2 Referees are instructed to encourage players to move out of the keyway and only apply the rule where a clear advantage is gained.

3.17.3 Three (3) seconds in the keyway will apply in Under 12 and above.

### **3.18 Mercy Rule**

3.18.1 The mercy rule shall apply to all games, except grading games and finals.

3.18.2 It shall apply to all Under 8, Under 10 and Under 12 age groups whenever one team has a lead of 10 points or more.

3.18.3 It shall apply to all Under 14 and above age groups whenever one team has a lead of 20 points or more.

3.18.4 The rule shall require the team in the lead to retreat behind the three-point line, in defence, whenever the opposition gain clear possession, from an inbound or field play, and not pick up a player until the ball is over the halfway line, which will be man on man, not a wall zone.

3.18.5 The rule shall be enforced by the referees with the intervention of the court supervisor in charge of the venue if necessary.

### **3.19 Zone Defence**

3.19.1 “Zone defence” is not permitted in Under 8, 10, 12 and 14 age groups.

3.19.2 The definition of a zone defence and the penalties for the use of zone defence shall be as prescribed by Basketball Australia for the Australian Under 14 Club Championships.

3.19.3 The Court Supervisor shall play the role of “Zone Buster”. If unavailable a Referee Coach, the Competition Manager, or a member of the SDJBL Competition Committee may act as “Zone Buster”.

3.19.4 If a coach/manager believes the opposition team is playing a zone illegally, they should inform the Court Supervisor in a polite manner at the next break of play.

### **3.20 Scorers**

3.20.1 All teams must provide their own competent scorer/timekeeper over the age of 13. They are responsible for allocating their players via the Courtside App prior to the start of the game. In the event of any conflict, Team A shall supply the scorer and Team B shall supply the timekeeper.

- 3.20.2 Each scorer and timekeeper must not be involved in the game as a player, or a coach or team manager.
- 3.20.3 If a team fails to provide the necessary score table personnel by the commencement of the game, the opposition team will be awarded twenty (20) points at the half-time break.
- 3.20.4 Scorers and timekeepers shall always sit together with the tablet visible to both parties.
- 3.20.5 Each team shall confirm players on the Courtside Tablet or, in its absence, complete the scoresheet provided prior to the start of the game.

### **3.21 Score Sheet / Courtside App / Game Payment**

- 3.21.1 The Coach and/or Team Manager is required to ensure that only the names of players who are intending to play in the match are entered into the Courtside App.
- 3.21.2 Both the player's first name and last name must be recorded on Courtside. Incomplete or illegible names on Courtside may result in the player not being credited with playing that match.
- 3.21.3 All teams listed on Courtside must pay a match fee, via their Team Manager, prior to the commencement of the game, unless a Club / Team payment plan is in place.
- 3.21.4 At half time, the referee is responsible for checking who is present. Any players who are not present before half time break will be removed from Courtside.
- 3.21.5 Once the game is finalised on Courtside by the referee, the results cannot be altered.
- 3.21.6 If a score discrepancy occurs in a match, the Courtside version shall be deemed as the official score sheet.

### **3.22 Uniforms**

- 3.22.1 All primary and alternate uniforms shall be registered with and approved by the Competition Manager at the commencement of each season. This will include any logos or sponsors the Club intends to have on display on their uniform.
- 3.22.2 Players are required to wear in each game their club uniform (singlet top) approved by the Competition Manager.
- 3.22.3 Numbers, front and back, must be permitted numbers and in good legible condition. Taped or strapped numbers are not permitted.
- 3.22.4 Shorts may vary in type or colour. Cargo shorts and/or shorts with pockets are not permitted. Taping or strapping pockets is not acceptable, including in the first three weeks of the season.
- 3.22.5 Undergarments that extend below the shorts may be worn, provided they are black, white or of the same dominant colour as the shorts.
- 3.22.6 Full length skins or compression pants are permitted to be worn underneath shorts, provided they are black, white or of the same dominant colour as the shorts.
- 3.22.7 A player wearing an item of playing uniform not approved by the Competition Manager shall have a personal foul recorded against their name and two (2) points awarded to the opposing team.
- 3.22.8 No player shall have more than one (1) penalty awarded against them for incorrect uniform in any one game.

3.22.9 Legal Numbers shall be 0, 00 and 1 – 99.

3.22.10 There shall be a three-week grace period at the start of each season for players that have not received their uniform from suppliers before penalties will be applied. After this three-week period, players that have not received their uniform will require proof that it has been ordered. On supply of this proof, to the Competition Manager, they will grant a written exemption until the uniform arrives.

3.22.11 Where a player attempts to enter the court with a playing number which is being/has been worn by another player on the court, that person shall be regarded as wearing an illegal number. An illegal number shall have a personal foul recorded against the offending player's name and two (2) points shall be awarded to the opposing team.

3.22.12 The penalties will be imposed when first brought to the attention of the referee.

3.22.13 Suitable non-marking sports footwear must be worn.

### **3.23 Colour Clashes**

3.24 The Competition Manager shall identify colour clashes and notify clubs of its rulings.

3.25 In all grades, when there is a colour clash, the team listed as Team B in the schedule shall use their alternate uniform or bibs if available.

3.26 All teams are required to wear only approved primary or alternate uniforms. Teams are permitted to wear their alternate uniform except in cases where the referees deem it to clash with the opposition's uniform.

3.27 Where a team is changing uniform in a colour clash situation, it shall not be penalised for incorrect numbers under By Law 3.22.11

### **3.24 Playing Equipment**

3.24.1 Players shall not wear equipment (objects) that may cause injury to other players.

3.24.2 The following are **not** permitted:

- a. Finger, hand, wrist, elbow, or forearm guards; casts or braces made of plastic, plaster, metal, or any other hard substance.
- b. Sharp adornments, items of jewellery (including beads in hair, metal hair clips and visible body piercings).
- c. Objects that could cut or cause abrasions (fingernails must be closely cut).

3.24.3 The following **are** permitted:

- a. Shoulder, upper arm, thigh, or low leg protective equipment if the material is sufficiently padded.
- b. Compression sleeves which are either black, white or of the same dominant colour as the playing singlet.
- c. Compression stockings which are either black, white or of the same dominant colour as the shorts.
- d. Knee braces if they are properly covered.
- e. Protector for an injured nose, even if made of a hard material.
- f. Medic alert bracelets shall be permitted if taped or covered by a sports band.
- g. Mouth guards of any colour.

Spectacles, if they do not pose a danger to other players

### **3.25 Playing Equipment**

3.25.1 Players shall not wear equipment (objects) that may cause injury to other players.

3.25.2 The following are **not** permitted:

- d. Finger, hand, wrist, elbow, or forearm guards; casts or braces made of plastic, plaster, metal, or any other hard substance.
- e. Sharp adornments, items of jewellery (including beads in hair, metal hair clips and visible body piercings).
- f. Objects that could cut or cause abrasions (fingernails must be closely cut).

3.25.3 The following **are** permitted:

- h. Shoulder, upper arm, thigh, or low leg protective equipment if the material is sufficiently padded.
- i. Compression sleeves which are either black, white or of the same dominant colour as the playing singlet.
- j. Compression stockings which are either black, white or of the same dominant colour as the shorts.
- k. Knee braces if they are properly covered.
- l. Protector for an injured nose, even if made of a hard material.
- m. Medic alert bracelets shall be permitted if taped or covered by a sports band.
- n. Mouth guards of any colour.
- o. Spectacles, if they do not pose a danger to other players.

### **3.26 Late Arrivals**

3.26.1 When a Team has four players the match must start at the scheduled starting time and will proceed as a normal game. A penalty of one (1) point per minute or part thereof applies until the Team has five (5) players ready to play.

3.26.2 If the team is unable to field five (5) players after a period of ten (10) minutes for the scheduled starting time, a notified forfeit shall be declared.

3.26.3 No time limit applies for when a player arrives and enters the game

### **3.27 Forfeits**

- 3.27.1 Any Team forfeiting more than three times in a season may, at the Competition Manager's discretion, be suspended from the SDJBL.
- 3.27.2 Notified and un-notified forfeit conditions:
- a. Forfeit notifications will be accepted from the Club/Team contacts only.
  - b. The contact must notify the Competition Manager of a forfeit via text or email.
  - c. Any Team which may find it necessary to forfeit shall notify the Competition Manager by 5pm the day before the scheduled match.
  - d. The non-forfeiting Team will be awarded a score of twenty (20) to nil (0) and three premiership points. Forfeiting team zero premiership points.
  - e. In the case of a notified forfeit, the non-forfeiting Team may lodge a Team list within seven (7) working days of the scheduled match in which case all players whose names appear on the score sheet will be credited with having played one match. Failure to do so will result in players not being credited with the game.
- 3.27.3 If a Team does not have five (5) players on court ready to commence play and a scorer within 10 minutes of the scheduled time, the match shall be declared a forfeit.
- 3.27.4 If both Teams do not have five (5) players and a scorer within 10 minutes of the scheduled starting time, the match shall be declared a double forfeit.
- 3.27.5 In the case of a forfeit due to less than five (5) players arriving by the scheduled start time, both Teams may mutually agree to play a scratch match. Whether a scratch match is played or not, the non-forfeiting Team will be awarded a score of twenty (20) points to nil (0) and three premiership points. If a scratch match is played, normal match fees will apply to both Teams.

### **3.28 Fines and Fees**

- 3.28.1 Any Member of a Team who has not paid overdue fines or fees may be refused registration with another Team until such fines/fees have been paid.
- 3.28.2 At the discretion of the Competition Manager, match payments may be pre-paid or handled separately via an account. If match payments are outstanding for a period of greater than 3 weeks, the Competition Manager reserves the right to stand down those Teams until payment has been made, withdraw the Team from the Competition.

### **3.29 Referees**

- 3.29.1 The referees shall have control of the game and make decisions in accordance with the official rules authorised by Basketball Australia and the SDJBL By-Laws.
- 3.29.2 Referees may report any Member, including players, Team officials, supporters, and spectators, if, in their opinion, they display any form of misconduct which brings the game or the SDJBL into disrepute.
- 3.29.3 Matches in the SDJBL may be used for the training and/or grading of officials.
- 3.29.4 Officials participating in the *Green Shirt* program are not to be questioned or spoken to by any coach, player, or spectator. Any questions should be directed to the senior referee or Court Supervisor at the stadium.

3.29.5 A coach, player or spectator will be deemed to have breached the SDJBL Code of Conduct if found to have breached this guideline.



## **4 Conduct of Players, Team Officials and Spectators**

### **4.24 Club Responsibilities**

- 4.24.1 The involvement and participation in the SDJBL by every player, coach, team manager, official, parent and spectator, no matter their affiliation or ties to a club, means they submit and fall under the responsibility and disciplinary procedures of the SDJBL Competition Committee and the SDJBL Member Clubs.
- 4.24.2 The new Basketball SA Behavioural Technical policy has been introduced into the SDJBL. All details including penalties are listed in Appendix 3.
- 4.24.3 There is a zero tolerance towards aggressive and inappropriate behaviour towards all referees, particularly green shirt referees. No communication is to be directed towards the green shirt referees at any stage throughout the game.
- 4.24.4 If a player or team official continues unruly and/or offensive behaviour after having been penalised to the extent of the FIBA rules, the referees shall report such behaviour to the Competition Manager, where it may be referred to the Tribunal.
- 4.24.5 If the conduct of a club follower/s is of an unruly and/or offensive nature, the referees shall stop the game and request that the coach or team manager take action to correct the behaviour.
- 4.24.6 If the follower/s of a club continue unruly and/or offensive behaviour after the team coach or team manager has been advised as per the above, the referees shall again stop the game and request that the Court Supervisor arrange for the offending person or persons leave the “proximity of the court”.
- 4.24.7 If the offending person or persons refuse to leave the “proximity of the court”, the game shall not continue, and the referees shall call the game off and refer the matter in writing to the Competition Manager. After reviewing the referees’ report, the Competition Manager shall decide how the result shall be recorded, whether fines shall be imposed, and whether the matter shall be reported to the Tribunal.

### **4.25 Proximity of the Court**

- 4.25.1 Where any player, coach, team manager, official, parent or spectator is disqualified and removed from the “proximity of the court” under any of the FIBA Rules and/or these By-Laws, they must:
  - a. Leave the Stadium.
- 4.25.2 The offending person must remain there until five minutes after the game has ended.

#### **4.26 Tribunal**

4.26.1 Rules relating to the conduct of tribunals are documented in Appendix 2 of these By-Laws.

#### **4.27 Suspended Players, Team Officials and Spectators**

4.27.1 Any person who is suspended from playing or coaching shall not contact their team directly or indirectly from 30 minutes before the scheduled game start time until 5 minutes after the conclusion of the game.

4.27.2 If present at any game, the suspended person must sit on the side of the court opposite to the player bench.

4.27.3 Any person who is suspended from spectating shall not enter a venue in which basketball competitions are being run.

#### **4.28 Public Comment**

4.28.1 A club officer of a club, player, team official, or spectator shall not publicly criticise the performance of a referee, either in a particular game or over a period.

4.28.2 A club 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 SDJBL.

4.28.3 A club may be held responsible for comments by any committee member, executive officer, official, employee, player, spectator, or coach of their club.

## **5 Exemptions and Appeals**

#### **5.24 Exemptions**

5.24.1 In exceptional circumstances, a club may request an exemption to a By-Law. In these cases:

- a. The request must be communicated in writing from the club administrator or team contact to the Competition Manager.

5.24.2 The request must be submitted in a timely manner with.

5.24.3 The request must include as much information as possible, including:

- a. The By-Law for which an exemption is sought.
- b. The team(s) for which an exemption is sought.
- c. The names of the player/s for which an exemption is sought.
- d. The number of players in each team if the exemption relates to player movement.
- e. Any mitigating circumstances that should be considered.

5.24.4 Exemption requests shall be determined by the Competition Manager, who may refer the matter to the clubs concerned.

## **6 Climate Policy**

- 6.1 If the forecast on bom.gov.au at 5pm the day before games is scheduled to be 38 degrees or above, all games will be cancelled in non-air-conditioned stadiums. Games that are cancelled will be rescheduled as a make-up game where possible. This may include games on a Sunday.
- 6.2 Additionally, if the temperature within a stadium is over 35 degrees at the scheduled start time of a game, then an additional time out will be called by the referee after the 10min mark of each half and the game time will be reduced by 1 minute per half. Coaches may also call an extra time out on top of their two (2) allowed per half if they feel their team requires it.

## **7 Photography Policy**

- 7.1 The SDJBL is conscious of concerns raised regarding the taking of video footage or still photographs in basketball stadiums. Nevertheless, we are also aware that there are genuine and innocent reasons why this may occur, including the recording of family memories and scouting by team coaches. In setting a policy regarding the use of cameras within the SDJBL, the SDJBL Competition Committee has endeavoured to reach a fair and equitable compromise between these competing needs.
- 7.2 The following policy shall apply to the use of cameras in all SDJBL stadiums and during all SDJBL games and programs:
  - a. A person is permitted to video and photograph games involving minors, provided they are:
  - b. Related to a player involved in the game, or
  - c. Doing so for scouting purposes, or
  - d. Approved by the Competition Manager for the purpose of referee development and education.
- 7.3 If parents have concerns about people videoing or taking photographs of SDJBL games, they should raise them with the Court Supervisor. If the person using a camera is then unable to convince the Court Supervisor that they fall into any of the above categories, they will be asked to discontinue taking photos/filming.
- 7.4 Any person aggrieved by that decision should raise the matter at the earliest opportunity with the Competition Manager.
- 7.5 No videoing or taking of photograph will be permitted under any circumstances in the toilets or changing areas of stadiums where SDJBL games or programs are being conducted.
- 7.6 Under no circumstances should video footage or photographs taken in SDJBL games or programs be posted online or in any public forum without the permission of the parents of all minors appearing in the video or photograph first being obtained

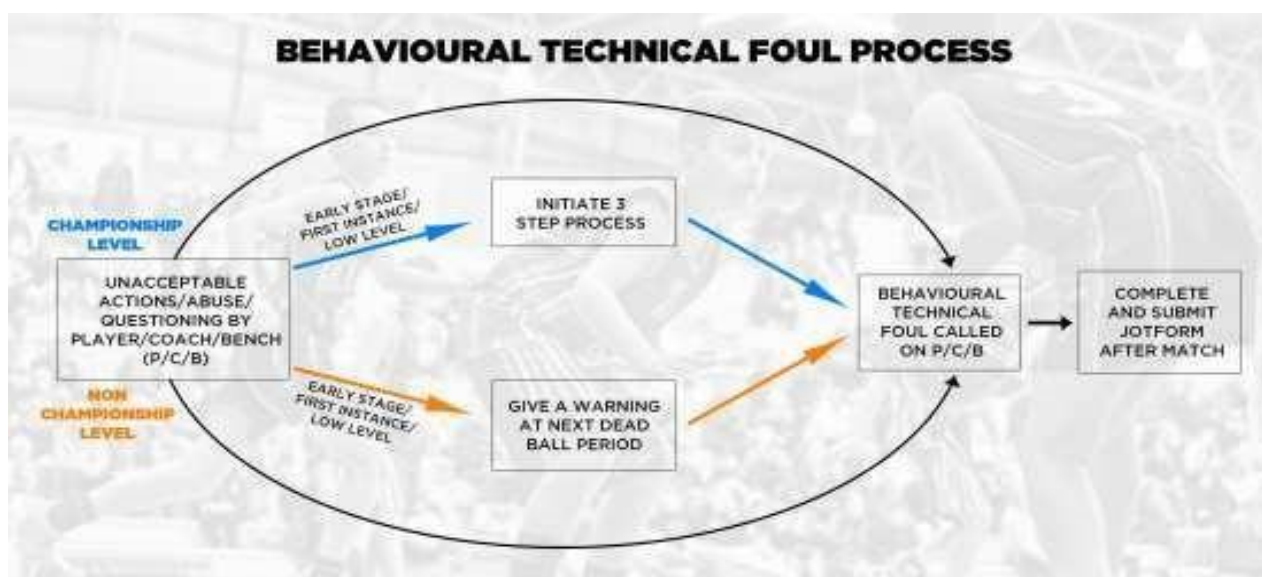
# Attachment 1 - Behavioural Technical Foul on Player, Coach or Bench

## What is a Behavioural Technical Foul?

A Behavioural Technical Foul is one which:

- shows some form of dissent (by word or action) towards a referee or their calls.
- shows some form of disrespect (by word or action) towards match officials.

Process to be followed:



## Warnings

Warnings can be issued for the following:

- Continuing to discuss a call after the referee has finished their response.
- Holding arms in the air following a call for a prolonged period of time.
- Attempting to demonstrate actions such as traveling etc.
- Repeatedly asking questions, making comments, or gesturing in response to calls.

In cases such as these, the referee will attempt to issue a warning to the player/coach, although they are not required to do so.

## Behavioural Technical Foul without warning

In cases like these, the referee will issue a Behavioural Technical Foul without warning:

- Wave offs, aggressive or excessive motioning of the arms.
- Aggressive hand claps directed at an official or showing resentment for a call or non-call.
- Running towards or aggressively approaching a referee.
- Shouting a reaction to a call or using profanity.
- Extended or prolonged complaining about a call, particularly after being told to stop.
- Not responding to a warning by repeating the action (or some other disrespectful action).

## Three Step Process

Officials are encouraged to attempt, where possible, to prevent from calling a technical foul by anticipating and reading the problem and consequently addressing the player/coach/other behaviour before having to deal with it with a technical foul.

Officials are to consider using a 3-step process:

### STEP 1:

- Officials are encouraged to attempt to de-escalate the situation with effective communication techniques, clearly articulating the behaviour is not acceptable.

### STEP 2:

- If the inappropriate or unacceptable behaviour continues, the referee is to issue a warning.
- This will involve the referee blowing their whistle and giving an obvious, clear, and audible warning to the player / coach / other in a way that everyone knows a warning has been given.
- The official will use words like “Coach / Player, your behaviour is unacceptable/inappropriate, and this is a warning for you to stop that behaviour. If you continue, next time will be a technical foul.” The official is to ensure that their partners are aware of this warning.
- At the same time, the official will reinforce this verbal warning with visual signals. This includes a ‘continuation/next time’ hand gesture and a “technical foul” signal.

### STEP 3:

- If the inappropriate / unacceptable behaviour continues, the official is to issue a technical foul.

### NOTE:

- If the behaviour of the coach / player / other is at such an unacceptable level, officials are entitled to progress immediately to either Step 2 or Step 3.
- The process described below does not preclude the possibility of the player / coach / other being reported directly to the SDJBL Tribunal using existing systems.
- Behavioural Technical Fouls are centrally recorded by the SDJBL competition manager.
- Repeat offenders will receive additional penalties, which may involve match suspension and/or fines.

## Penalties

Coaches, assistant coaches, bench staff and players who receive behavioural technical fouls in three or more games during SDJBL season, will have the following penalty applied:

- |                |                             |
|----------------|-----------------------------|
| • Three Games: | Automatic 1 Game Suspension |
| • Four Games:  | Automatic 3 Game Suspension |
| • Five Games:  | Automatic 5 Game Suspension |
| • Six Games:   | Automatic 7 Game Suspension |

## **Warning Procedures**

- *1st Game Behavioural Technical Foul/s – SDJBL Competition Manager will send an email to the club contact informing them of the relevant persons first violation.*
- *2nd Game Behavioural Technical Foul/s – SDJBL Competition Manager will send an email to the club contact informing them of the relevant persons second violation. The relevant persons will have 48 hours (unless granted an extension by the League Manager) to sign and return the email acknowledging that any further behavioural technical fouls will result in an automatic suspension.*
- *3rd and further Games Behavioural Technical Foul/s – SDJBL Competition Manager will notify the club contact that the relevant person has been suspended from SDJBL competition and will provide the club contact with their return to competition date.*

## **Process for recording Behavioural Technical Fouls**

Referees that give a Behavioural Technical foul must inform the SDBL competition manager at the end of the days play either by text or email.

An explanation of why the coach/assistant coach/player received a behavioural technical foul.

## **Attachment 2.**

# **Junior Domestic Player Points Policy**

### **Purpose:**

SDJBL is committed to providing the best possible domestic basketball competition to our Junior clubs. This policy outlines our ongoing obligations in respect of how we manage players from domestic and representative levels playing alongside each other in the same competition.

SDJBL Junior Domestic Competition encourages representative players to participate in the Junior Domestic Competition and uses a points system to assist in grading the domestic club teams with representative players involved.

SDJBL intention is to even the competition fairly, so that more players can play at the highest level.

### **Who is this policy for:**

Representative players include anyone registered with a BSA (Junior District League) Club or Association (i.e., South Adelaide Panthers, Southern Tigers etc.).

Domestic players include anyone registered with a Junior Club registered to play in any season.

### **Application of policy:**

All domestic teams with representative level players must comply with SDJBL's points based system. This system accounts for the representative level of the individuals who play and how their domestic teams' grading is influenced.

### **How it works:**

The point system applies to all players irrespective of which association they are registered with. There is no restriction on the number of representative players allowed to participate in domestic competition if the team complies with the points system.

The team must not exceed a maximum total of 30 points.

Junior Clubs must review this document carefully when selecting weekly domestic teams and submitting grading requests to SDJBL. This policy also applies to individual 'fill-in/emergency players' or players registering a team during a season.

### **30 points per team:**

An Individual player's points are based on the level that the player is selected in:

Level 1 (BSA Championship or State) = 10 points

Level 2 (BSA Div 2) = 8 points

Level 3 (BSA Div 3) = 6 points

Level 4 (BSA Div 4 and below) = 4 points

Level 5 non-representative player = 0 points

### **Players playing up an age group:**

Individual players who play up an age group will receive a reduction on the points scale which is scaled below.

Level 1 (BSA Championship or State 1) = 6 points

Level 2 (BSA Div 2) = 4 points

Level 3 (BSA Div 3) 2 points

Level 4 (BSA Div 4 and below) = 0 points

Level 5 non-representative player = 0 points

### **Conditions associated with the playing up clause:**

All teams will be assessed and graded on a team-by-team basis to make the SDJBL an even competition as possible.

### **Application of policy for domestic grading:**

Teams will initially be placed in the divisions based on the total number of points the team has accumulated and where the Clubs have nominated these teams. SDJBL reserves the right to move teams into different divisions based on grading results.

Division 1/ Section 1 – 20 points or more up to the maximum of 30 points

Division 2/Section 2 – 18 to 19 points

Division 3/Section 3 – 15 to 17 points

Division 4/Section 4 – 10 to 14 points

Division 5/Section 5 and below – under 10 points.

### **Application of points:**

The application of points will be as follows:

Summer season – based on previous BSA District season Winter season – based on current season.

### **Penalties:**

Failure of any club to adhere to the requirements of this policy can result in the following penalties:

(i) May request a club to change the composition of a team(s) to meet the points criteria. Any such request needs to be adhered to within 72 hours from the time of the SDJBL request. Confirmation needs to be provided by a Club Delegate in writing that this change has been made.



(ii) A competition points deduction

(iii) Disqualification of an entire team

SDJBL is the sole arbitrator of which penalty will apply. Further, at its discretion, it may from time to time look to vary these timelines and penalties in consultation with a Club delegate.

### **Application of Disputes:**

Club delegate(s) is the primary interface into SDJBL on this policy. Any questions on its application or any other kind of feedback must be in writing via the approved Club Delegate(s). SDJBL reserves the right to dismiss any issues or questions not raised via the delegate channel. All correspondence to SDJBL on this policy from a Club Delegate(s) and its application need to be in writing clearly outlining the problem, question or clarification required. Jason Balfour / Competition Administrator / [admin@sdjbl.com.au](mailto:admin@sdjbl.com.au) In respect of any dispute, the decision of SDJBL shall be final. Policy Updates This policy may change from time to time and is available on SDJBL's website Privacy Policy Complaints and Enquiries If you have any queries or complaints about our Privacy Policy, please contact the competition manager at- [admin@sdjbl.com.au](mailto:admin@sdjbl.com.au)