



**ADELAIDE COMMUNITY
BASKETBALL ASSOCIATION**

ACBA Basketball By-Laws

Adelaide Community Basketball Association Junior Competitions

Contents

1.	Interpretations	3
2.	Definitions	3
3.	Registration and Team nominations	3
4.	Team and player responsibility	3
5.	Uniforms	3
6.	Player Eligibility	4
7.	Timing conditions	5
8.	Injury time, Bleeding (blood policy)	5
9.	Abandoned games	5
10.	Late arrivals	6
11.	Scorers	6
12.	Score sheets / Courtside App / Game Payment	6
13.	Forfeits	6
14.	Drawn Games	7
15.	Illegal Players	7
16.	Fines and fees	8
17.	Team withdrawal	8
18.	Referees	8
19.	Referee Training and Grading	8
20.	Team Penalties	8
21.	Clearances	8
22.	Misconduct and Penalties	9
23.	Protests and Complaints	9
24.	Player reports	9
25.	Appeals	10
26.	Equipment	10
27.	Use of cameras and filming equipment	10

Appendices 11

Appendix 1 – Conditions of Play Governing Junior Basketball	12
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1. Interpretations

- 1.1. Day to day interpretation of the ACBA By-Laws shall be the responsibility of the ACBA Competitions Manager and the Umpire in Charge.
- 1.2. Matches will be played according to the official rules authorised by the FIBA, subject to domestic rulings as per these By-Laws.
- 1.3. All queries must be directed to the ACBA Competitions Manager or Umpire in Charge.

2. Definitions

- 2.1. Each day section and each night section shall be recognised as a separate competition.
- 2.2. The game is designed for single sex competition (except programs of 17 & under and lower where no individual girl or boy competitions are offered, and senior mixed)
- 2.3. 'Club' means one or more Teams identified by name or uniform.
- 2.4. 'Team' means a maximum of 12 participating players, in any one game, which may constitute an entire club or part of club.
- 2.5. 'Members' refer to Players, Volunteers, Coaches, Spectators, Media, Officials, Administrators, Staff, Teachers and Parents.
- 2.6. An 'Independent Panel' is comprised of a combination Members of the Management of Norwood Basketball Club, or those operating under a delegated authority from the Management of Norwood Basketball Club.
- 2.7. 'Activities' refers to all sport and programs offered by Adelaide Community Basketball Association and Norwood Basketball Club.
- 2.8. 'ACBA Competitions Manager' is an employed staff Member of the Norwood Basketball Club, or other person with delegated authority to act in this capacity by the Management of the Norwood Basketball Club.
- 2.9. 'Courtside App' is the official scoring application on a tablet device, used in stadiums to record the official result.
- 2.10. 'Umpire in Charge' means the supervising umpire at the stadium on the day of the competition.
- 2.11. Where any Member is disqualified or banished from 'The Proximity of the Court' under any of the FIBA Rules and/or these By-Laws, they must:
 - 2.11.1. Leave the stadium; or
 - 2.11.2. Move to a position away from the playing court where they have no visible access to the playing court and must remain there until 5 minutes after the game has ended.

3. Registration and Team nominations

- 3.1. All players **must** register on or before their third match. Each competition requires a separate registration and all registrations cover the period of 1st October to 30th September each year.
- 3.2. The penalty for playing an unregistered player is automatic loss of the match or matches in which the offence occurred
- 3.3. A player shall not play for more than one Team or Club in the same competition during the season without a granted clearance
- 3.4. All Team nomination forms must be paid when the nomination form is lodged unless separate approval is received from the ACBA Competitions Manager.

4. Team and player responsibility

- 4.1. A Team shall be held responsible for the conduct of its Members, officials and spectators whilst within the facilities, in the Centres, their grounds and Council owned land.
- 4.2. ACBA Competitions 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 (division one Teams are exempt).

5. Uniforms

- 5.1. All uniforms shall be registered and approved by the ACBA Competitions Manager at the commencement of each season
- 5.2. No Team shall alter its uniform, except with the approval of the ACBA Competitions Manager

5.3. All Teams will be given three weeks grace to obtain the correct uniform. All Teams (including all Team Members) must be in correct uniform on the date of their fourth match. Tracksuit pants are only permitted in the first three weeks. Pockets are not permitted unless they are closed with a zip.

Penalty: for each defaulted player, four bonus points per infraction, awarded to the opposition. A uniform infringement can be applied by the referee at any time during play.

5.4. A Player must play their first match in suitable playing shorts/tracksuits and correct footwear.

5.5. Uniform shall consist of the following:

5.5.1. Tops – singlets and/or shirts of predominantly the same colour (logo permitted)

5.5.2. Bottoms – Shorts of predominantly the same colour (logo permitted). Any combination is permitted. Full length skins or compression pants are permitted to be worn underneath approved shorts.

5.5.3. Numbers – front and back (must be permitted numbering, in good legible condition). Taped or strapped numbers are not permitted.

5.6. The following permanent numbers are the only numbers permitted on player uniforms **0-99**. Numbers may be of any visible colour except the colour of the top

5.7. Where a colour clash occurs, the first named Team on the program is responsible for wearing an alternate uniform or bibs (supplied by ACBA). If the first named Team is in full uniform and the second named Team is in varying uniform, then the second named Team will be required to wear an alternate uniform or bibs.

5.8. Approved, non-marking sports footwear must be worn.

5.9. Medic alert bracelets shall be permitted if taped or covered by a sports band

5.10. Sharp adornments, items of jewellery (including beads in hair, metal hair clips and visible body piercings) or fingernails protruding above the tops of fingers are **not** permitted. Wedding rings must always be taped and remain covered, or alternatively removed concealed items of jewellery. Players are accepting responsibility to themselves and others for any injury that may occur, and may be held liable, as a result of any concealed jewellery not removed.

If sports gloves are worn the Referee Coordinator must approve them prior to the commencement of play.

5.11. Cargo shorts and open pockets in uniforms are not permitted. Taping or strapping pockets is not acceptable, including in the first three weeks of the season.

5.12. Long hair must not obstruct numbers. If hair is tied or platted, it is not permitted to swing freely

5.13. No match shall be delayed beyond the scheduled starting time to permit any offence to be rectified. The late arrival rule shall apply.

5.14. The referee shall have the power to prohibit any player from participating in a match where a player's uniform is not in compliance with the provisions of these By-Laws.

6. Player Eligibility

6.1. No player shall play in finals matches unless they have played at least **three** games for that respective Team and has completed the player registration for that Team. Team contacts should check at reception, prior to finals, to ensure that all players are qualified.

6.2. Any club/school with two or more Teams in different divisions of the same age group competition may allow a player from a lower division Team to play in a higher division Team three times. After playing more than three matches in a higher division, that player will no longer be able to play in the lower division Team during that season.

6.3. A player from a higher grade may play in a Team one grade lower than they are registered provided they have not played more than three matches in the higher grade.

6.4. A player will only be permitted to play for the Team with whom they originally registered, unless transferred by clearance.

6.5. In junior competitions, a player can play in different age groups if they are eligible for both age groups.

6.6. A player who has participated in a major round match may not, in the same competition, play in a division lower than that of the last match in which they played, or for another Team in the same division.

6.7. Any Member who is (in opinion of Umpire in Charge) under influence or intoxicating liquor or drugs may be deemed ineligible to play.

6.8. Players must have turned 14 years of age to be eligible to participate in senior competitions (may be subject to approval of an age exemption).

- 6.9. A player shall be eligible to play three games only per day/night within a competition. An exemption is for scratch matches (age groups are defined as different competitions)
- 6.10. Fill in players from another Team will not be credited as playing a game in a scratch match.

7. Timing conditions

- 7.1. Matches shall consist of:
- 7.1.1. Saturday Social – Two x 20 minute halves
 - 7.1.2. Weekday School – Two x 18 minute halves
 - 7.1.3. Representative League – 4 x 10 minute quarters
- 7.2. All Teams shall be present and prepared to play at least **five minutes** before the scheduled starting time of the match.
- 7.3. The time clock shall be started on the scheduled starting time of the match, determined by the stadium clock.
- 7.4. For **Saturday Social and Weekday School games** minor rounds and semi-final matches the clock shall **not** stop for injury, illness or court disturbances, except in the last two minutes (with a point difference of 15 or less). **No time outs are permitted in the last two minutes.**
- 7.5. For **Saturday Social and Weekday School games** in preliminary and grand finals, throughout the game the time clock shall stop for all time outs, including officials time outs for injury or Team foul violations which result in two free throws being rewarded. Full championship conditions shall apply in the last **two minutes**
- 7.6. For **Representative League games**, throughout the game the time clock shall stop for all time outs, including officials time outs for injury or Team foul violations which result in two free throws being rewarded. Full championship conditions shall apply in the last **two minutes**
- 7.7. During all minor round and finals matches each Team is required to provide a scorer. A scorer cannot be a Team coach.
- 7.8. Unless the ACBA Competitions Manager consents to an alteration, matches shall be played on the dates and at the times scheduled. The clock in the stadium will determine the starting time.
- 7.9. Referees shall have control of the clock unless otherwise directed
- 7.10. For **Saturday Social and Weekday School games**, only two time outs per Team are permitted each half. During extra periods, one time out per Team is applicable. **No time outs in the last two minutes of minor rounds / semi finals.**
- 7.11. For **Representative League games**, only one time out per team is permitted each quarter. During extra periods, one time out is permitted per Team.

8. Injury time, Bleeding (blood policy)

- 8.1. For **Saturday Social and Weekday School games**, the clock shall not stop, except for an officials time out or Team time out in the last two minutes of the match
- 8.2. 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.
- 8.3. The cleaning of equipment and surfaces which have been contaminated by a player's blood are the responsibility of the player and/or their Team (gloves etc. will be provided by the stadium)
- 8.4. All cases of stoppage in play will be controlled by the referee.

9. Abandoned games

In unforeseen circumstances, the ACBA Competitions Manager reserves the right to abandon a game (weather, equipment failure, court damage etc.)

- 9.1. Where less than half of the game has been played (including no play at all)
- 9.1.1. Both Teams will be awarded 20 points and 1 premiership point
 - 9.1.2. 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.
 - 9.1.3. No Teams will be required to pay match fees
- 9.2. Where one half or more of the game has been played
- 9.2.1. Scores and player recording will be recorded as if the game was completed
 - 9.2.2. Both Teams are required to pay the standard match fee
- 9.3. If a semi-final, preliminary final or grand final is abandoned, the higher ranked Team will progress and/or be deemed the winner of the match.

10. Late arrivals

- 10.1. When a Team has four players the match must start at the scheduled starting time and will proceed as a normal game. No point penalty is applicable providing the game commenced with four players at the scheduled starting time. A penalty of one point per minute or part thereof applies if the defaulting Team does not have four players.
- 10.2. If the Team has less than four players after a period of 10 minutes from the scheduled starting time, an un-notified forfeit shall be declared.
- 10.3. A player who arrives at any time during the match shall be entitled to play provided their name is listed on Courtside prior to the commencement of the game.

11. Scorers

- 11.1. Each Team shall provide a competent scorer for the start of each match. They are responsible for allocating their players via the Courtside App prior to the start of the game. The Team listed first on the scoresheet is responsible for recording all points, fouls via Courtside App and the Team listed second is responsible for operating the time clock/score board.
- 11.2. Penalty for not providing a scorer before the commencement of the match shall be 6 points awarded to the opposition Team. Once the 6 points has been awarded, they cannot be revoked, even if a scorer becomes available. If neither Team has a scorer, a player from each Team must leave the court to act as scorer for their respective Teams.
- 11.3. The opposition Team scorer can agree to score for both Teams, upon which no penalty points will be awarded. In this instance, the score recorded is undisputable by the opposition Team.
- 11.4. Scorers and timekeepers shall sit together at all times
- 11.5. All Teams must provide a scorer for all minor round and finals matches

12. Score sheets / Courtside App / Game Payment

- 12.1. The Coach and/or Team Manager is required to ensure that only the names of players present and ready to play in the match are entered into the Courtside App.
- 12.2. 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.
- 12.3. Late arrival players who are ready to play will have their names included on Courtside by the scorer. Late arrivals are required to be checked for correct uniform by a referee prior to the games commencement.
- 12.4. All players whose name appears on Courtside must pay a match fee, prior to the commencement of the game, unless a Club / School payment plan is in place.
- 12.5. The penalty for incorrect or incomplete player details is an illegal player penalty.
- 12.6. Once the game is finalised on Courtside by the referee, the results cannot be altered.
- 12.7. In the event that a score discrepancy occurs in a match, the Courtside version shall be deemed as the official score sheet

13. Forfeits

Any Team forfeiting more than three times in a season may, at ACBA Competition Manager's discretion, be suspended from the competition.

All fines are payable within 10 days. Any Team neglecting to pay a fine within the stipulated time will have their premiership points withheld until the fine is paid. If fines are not paid after a second notice has been issued, the matter will be taken up with debt collectors and the Team may be withdrawn from the competition.

13.1. Notified and un-notified forfeit conditions:

- 13.1.1. Forfeit notifications will be accepted from the Team contact only
- 13.1.2. The Team contact may notify the ACBA Competitions Manager of a forfeit via phone or in person. Voicemail messages are not accepted
- 13.1.3. Any Team which may find it necessary to forfeit shall notify the ACBA Competitions Manager by 5pm the day before the scheduled match. Forfeit notifications by 5pm the day prior to the scheduled match shall be classified as a notified forfeit, attracting a lower fee
- 13.1.4. Games forfeited outside the criteria are considered an un-notified forfeit and an increased fine is payable

- 13.1.5. Forfeit fines are payable within ten working days of incurring the fine, unless a payment plan is negotiated with the ACBA Competitions Manager prior to the ten working day deadline.
- 13.1.6. The non-forfeiting Team will be awarded a score of 20 points to nil and three premiership points
- 13.1.7. In the case of a notified forfeit, the non-forfeiting Team may lodge a scoresheet within 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.
- 13.2. If a Team does not have four players on court ready to commence play and a score within 10 minutes of the scheduled starting time, the match shall be declared an un-notified forfeit. Advertised forfeit fine to be paid within 10 working days
- 13.3. If both Teams do not have four players and a scorer within 10 minutes of the scheduled starting time, the match shall be declared an un-notified double forfeit. Both Teams to pay the advertised forfeit fine within 10 working days
- 13.4. In the case of an un-notified forfeit, 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 20 points to nil and three premiership points if a scratch match is played, normal match fees will apply to both Teams, not an un-notified forfeit fee. If a scratch match is not played, the forfeiting Team will be required to pay a fee
- 13.5. Any Team forfeiting mid match will be required to pay an un-notified forfeit fee
- 13.6. If the game is called off due to misconduct the forfeit fee applies.
- 13.7. Where a match is in progress and one Team does not have two players ready to recommence play, after a period of five minutes, the match shall be declared a forfeit. If less than one half of the game has been played, the forfeiting Team will pay the normal match fee.
- 13.8. The non-forfeiting Team will be awarded three premiership points and is not required to pay a match fee. Both Teams will be awarded the goals actually scored up to the time of the forfeit. This also applies to games called off for misconduct of one half or more of the match has been played, both Teams are required to pay normal match fees.

14. Drawn Games

- 14.1. In minor round matches, a drawn game shall be considered a legal result
- 14.2. During semi-finals, the clock shall operate as per minor rounds
- 14.3. In the event of a draw at the expiration of playing time, an overtime of three minutes shall be played. If it is still a draw, the three minutes extra periods shall be continued until a result is achieved. Full championship timing rules apply during the overtime periods
- 14.4. During extra periods of play, Teams are granted one extra time out each
- 14.5. During extra periods of play, Team fouls will remain as they were from the previous period

15. Illegal Players

- 15.1. Illegal players will be defined as the following:
- 15.1.1. Not registered on the date of their third match
 - 15.1.2. Failing to pay the appropriate admission/Team fee
 - 15.1.3. Non-observation of transfer regulations
 - 15.1.4. Playing for more than one Team within the same competition/division
 - 15.1.5. Non-qualification for finals matches
 - 15.1.6. Playing whilst under suspension
 - 15.1.7. Playing under an assumed name
 - 15.1.8. Playing an over-age player (junior competitions only, exemption by the ACBA Competitions Manager permission). **ACBA Competitions Manager reserves the right to ask players for identification**
 - 15.1.9. Incomplete player details recorded on the Courtside App
- 15.2. The penalty for playing illegal players is an automatic loss of that match or matches in which the offence occurred. The Team fielding the illegal player will have their score reverted to 0. The opposition Team score stands. In major round matches the penalty is automatic withdrawal from finals.
- 15.3. A player playing under an assumed name or a coach playing a player under an assumed name will be reported for misconduct. The Team shall lose all premiership points gained up until the time the offence was discovered.
- 15.4. If a complaint is lodged regarding a person playing under an assumed name or playing out of the correct age group. Proof of age/identification shall be required.

16. Fines and fees

- 16.1. Any Team neglecting to pay a fine or fees within the stipulated time will have their premiership points withheld until all fines/fees are paid.
- 16.2. The ACBA Competitions Manager has the right to withdraw the nomination of any Team from the competition if fines or fees remain outstanding.
- 16.3. 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.
- 16.4. At the discretion of the ACBA Competitions 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 ACBA Competitions Manager reserves the right to stand down those Teams until payment has been made, withdraw the Team from the Competition and / or bring in a debt collector, whichever it sees fit.

17. Team withdrawal

- 17.1. On being accepted into any given competition, the Team agrees to play all scheduled matches, including finals. A Team withdrawing at any stage after acceptance into the competition or during the season will incur a withdrawal fee, as set by the ACBA Competitions Manager, payable within 10 days
- 17.2. Teams have a choice when withdrawing from a competition:
 - 17.2.1. Play two matches and then incur no additional withdrawal fees following those two matches
 - 17.2.2. pay two notified forfeit fine fees and be removed from the competition immediately.
- 17.3. Should your Team be contemplating withdrawing from the competition, please contact the ACBA Competitions Manager to discuss the situation

18. Referees

- 18.1. The referees shall have control of the game and make decisions in accordance with the official rules authorised by Basketball Australia and the leagues By-Laws
- 18.2. 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 centre into disrepute.

19. Referee Training and Grading

- 19.1. Matches in any competition may be used for the training and/or grading of officials.
- 19.2. 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 Umpire in Charge at the stadium.
- 19.3. A coach, player or spectator will be deemed to have breached the ACBA Code of Conduct if found to have breached this guideline.

20. Team Penalties

- 20.1. When a game is abandoned due to the conduct of a Team and the non-offending Team is ahead, the score at the time of stoppage shall stand. If the non-offending Team is behind, the game will be awarded in their favour and the score will be recorded as 20-0.
- 20.2. Referees have the authority to forfeit a game if Teams do not assist referees to control their Members. Referees must identify the offending Team and lodge a report to the ACBA Competitions Manager. If both Teams are offending, then both will be required to pay the un-notified forfeit fee and both Teams will be reported to the ACBA Competitions Manager.
- 20.3. A Team whose players, whether they be individual player, different players on each occasion or the Team as a whole, continually breach conduct rules and/or the ACBA Code of Conduct may, at the discretion of ACBA Competitions Manager be withdrawn from the competition.

21. Clearances

- 21.1. A player must obtain a clearance, in writing, from the Club and/or Team contact of the Club and/or Team he or she last played for before transferring to any Club and/or Team within the same competition.

- 21.2. The clearance must be lodged at via the ACBA Competitions Manager and agreed to by the ACBA Competitions Manager before the player commences playing in his/her new Club and/or Team.
- 21.3. Clearances between seasons are not required.
- 21.4. A clearance is only required once a player has played three matches in one Team, from this point they may not play in another Team in the same grade during the minor or major round matches, unless approval is granted by the ACBA Competitions Manager.
- 21.5. ACBA Competitions Manager will hear disputes on clearance upon request.
- 21.6. A player is entitled to only one clearance per season
- 21.7. A player will not be granted a clearance whilst unfinancial to the Club or while under suspension by a tribunal recognised by the ACBA Competitions Manager.
- 21.8. Clearances may be refused if the Club and/or Team he or she last played for is adversely affected, i.e. playing strength or Team numbers.
- 21.9. A player who transfers from one Club to another must not have any fees or fines outstanding to ACBA.
- 21.10. A transfer of player does not imply a transfer of registration. When transferring from one Team to another, players are required to register for their new Club and pay the required registration fees.

22. Misconduct and Penalties

- 22.1. ACBA is a registered Member of Basketball SA and Basketball Australia. ACBA and all of its Members will abide by Basketball Australia's Member Protection Policy. This can be found at - <https://www.adelaidebasketball.com.au/bylaws>
- 22.2. All Members will abide by the ACBA Code of Conduct. This can be found at - <https://www.adelaidebasketball.com.au/code-of-conduct>.
- 22.3. All Members may be reported by any stadium official for any breach of the Code of Conduct.
- 22.4. Each Club shall be held responsible for the conduct of its Members.
- 22.5. If a Member 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 Tribunal.
- 22.6. If the conduct of a Member is considered to be of an unruly and/or offensive nature, the referees shall stop the game and request that the Coach and/or Court supervisor, take action to correct the behaviour.
- 22.7. If the Members continue unruly and/or offensive behaviour after the Coach and/or Court Supervisor have been advised as in (22.6) above, the referees shall again stop the game and request the Coach and/or Court Supervisor to arrange that the person or persons offending leave "The Proximity of the Court".
- 22.8. If the offending person or persons refuse to leave "The Proximity of the Court", then the game shall not continue, and the referees shall call the game off and refer the matter in writing to the ACBA Competitions Manager. In this event, after reviewing the referees report, the ACBA Competitions Manager shall decide how the result shall be recorded, whether fines shall be imposed and whether the matter shall be reported to the Tribunal.

23. Protests and Complaints

- 23.1. Complaints arising as a result of any breach of the ACBA Code of Conduct shall be dealt with in the following manner:
- Referred to the Umpire in Charge and/or
 - Lodged in writing to ACBA Competitions Manager within four working days
- 23.2. Complaints concerning discrimination and harassment have the right to lodge a complaint directly with the Equal Opportunity Commission. For matters concerning child abuse, these will be handled as per Basketball Australia's Member Protection Policy.
- 23.3. Non-match related complaints may be lodged at any time.

24. Player reports

- 24.1. All reported matters pertaining to these Bylaws will be conducted as per the Basketball SA Tribunal By-Laws. A copy of these By-Laws can be found here – <https://www.adelaidebasketball.com.au/bylaws>
- 24.2. ACBA has been delegated the authority by Basketball SA to hear and determine charges as per the Basketball SA Tribunal By-Laws.

25. Appeals

25.1. Appeals will be held as per:

- 25.1.1. Basketball SA Tribunal By-Laws
- 25.1.2. Basketball Australia Member Protection Policy

26. Equipment

26.1. Unless otherwise stated, ACBA will provide match balls at each stadium

26.2. A maximum of two Team balls are permitted per Team, one of which may be used as the match ball (at the discretion of the referee). No other basketballs are to be brought into the stadium

26.3. Players or Spectators must not use basketballs whilst other matches are in progress. A bench tech penalty may be used by the referee

26.4. Any form of equipment abuse will not be tolerated and will be reported to the ACBA Competitions Manager. The ACBA Competitions Manager will use their own discretion in deciding on a penalty.

27. Use of cameras and filming equipment

27.1. Any person wanting to use a camera or other filming/recording device (including mobile phones) within an ACBA venue must first obtain the verbal permission of both match referees, the opposition Team coach and all parent/guardians of junior players, prior to undertaking any such activity.

Appendices

Appendix 1 – Conditions of Play Governing Junior Basketball

1. Age groups

- 1.1. Age groups shall be recognised as follows:
 - 1.1.1. Saturday Social - No player may turn the age of the competition during the season (e.g. to play under 14s the player must not turn 14 during the season). Age cut off is the day after the grand final
 - 1.1.2. Weekday School – Players must attend the school and play in their correct year level
 - 1.1.3. Representative League – As per Basketball SA District Age Eligibility – A player must be under the age group requirement (e.g. Under 12 age group) on 31 December on the year in which the competition is completed.
- 1.2. Proof of age (school card or birth certificate) may be requested
- 1.3. Age exemptions – Teams requesting to play over age players are required to lodge an age exemption form with the ACBA Competitions Manager prior to that player commencing in the competition. An age exemption will only be granted based on low overall Team skill or ability, recognised medical situation, or in the absence of another suitable competition at the ACBA Competition Managers discretion.
- 1.4. An on-court assessment is undertaken by the Umpire in Charge for any age exemption. These assessments remain confidential and are provided only to the ACBA Competitions Manager for consideration.
- 1.5. Multiple age exemptions for the same Team will be considered at the ACBA Competition Managers discretion.
- 1.6. The Team contact will be notified of the outcome within two weeks at the lodgement of the age exemption form, or from the commencement of the competition (whichever applies). The player subject to the age exemption may participate until an outcome is decided.
- 1.7. If there is no competition available for a specific age group, the ACBA Competitions Manager reserves the right to either place these players in an equivalent competition based on their skill level or advise of their inability to play due to their being no suitable competition.

2. Representative League – Player Eligibility

- 2.1. Any teams in a Representative League Competition must comply with a points system to ensure overall fairness of the competition.
- 2.2. Each team must comply with the following:
 - 2.2.1. A maximum of 10 points total
 - 2.2.2. Individual player points are based on the level of competition that player competes in:
 - 2.2.2.1. District Basketball – Division 1 = 3 points
 - 2.2.2.2. District Basketball – Division 2 = 2 points
 - 2.2.2.3. District Basketball – Division 3 = 1 point
 - 2.2.2.4. District Basketball – Division 4 & below = 0 points
 - 2.2.2.5. For players playing up an age group (i.e. District U12 Division 1 playing U14 Representative discount 1 point per player)
- 2.3. All players that play at least two games within the corresponding District season (Summer / Winter) will carry the points through to the end of the season.
- 2.4. The ACBA Competitions Manager reserves the right to review and adjudicate in the best interests of Members and the overall competition if the stipulations within this ruling are found to be not applicable or serve the intended purpose of the ruling.

3. Under 8's and Under 10's | Year 2/3 Competition

- 3.1. A size 5 ball shall be used
- 3.2. Other than Representative League teams, these competitions can be Mixed teams.
- 3.3. The height of the basketball ring shall be lowered to its minimum height (2.6m)
- 3.4. The penalty free throw line shall be from the edge of the circle closest to the ring
- 3.5. The time clock does not stop (at any stage) other than in Representative League games for:
 - 3.5.1. The last 2 minutes of the last quarter for any dead ball
 - 3.5.2. Timeouts during the game
- 3.6. No time-outs permitted in the last two minutes of the second half, other than for Representative League games.
- 3.7. All players should receive equal court time where possible.

- 3.8. A limit of 12 points can be scored by each player other than for Representative League games where there is no limit.
- 3.9. Under 8s / Year 2/3's – Defenders must run back behind the half way line after the other Team take possession and are then to pick up a player each with man to man defence. Zone defence of any kind is not allowed
- 3.10. Under 10s – any Team leading by 10 points must withdraw to half court defence. Failure of Teams/players to return behind the half way line shall result in two free throws being awarded to the opposition Team.
- 3.11. The three second violation shall be extended to five seconds (only applies while the players' Team has possession).
- 3.12. No premiership points awarded for Saturday Social or Weekday School games.
- 3.13. No final series shall apply for Saturday Social or Weekday School games. An End of season carnival may be scheduled
- 3.14. Match times:
 - 3.14.1. Under 8's – Saturday Social – Two 15 minute halves
 - 3.14.2. Under 10's - Saturday Social – Two x 20 minute halves
 - 3.14.3. Weekday School – Two x 18 minute halves
 - 3.14.4. Representative League – 4 x 10 minute quarters
- 3.15. There shall be intervals of 2 minutes between each break.
- 3.16. Under 8s – first 10 minutes consists of skills and drills. The remainder of the match will be a mini game.
- 3.17. Under 8s – Coaches are not limited to the sideline. They may coach from and assist players on the court. Only one coach per team is allowed on the court.

4. Under 12s and Under 14s | Year 4/5 & 5/6 Competition

- 4.1. A size 6 ball shall be used
- 4.2. The height of the ring shall be at its full height (2.9m) – 10ft
- 4.3. For Saturday Social or Weekday School games:
 - 4.3.1. Any Team leading by 10 points or more must withdraw their defence behind the half way line
 - 4.3.2. Any Team leading by 20 points or more must withdraw their defence behind the three-point line.
 - 4.3.3. After two warnings from the referee, failure of Teams/players to return to the stated defending line may result in a technical foul being called on the offending Team player and two free throws awarded to the opposition.
- 4.4. There are no defensive limitations in Representative League Games.
- 4.5. Maximum point allowance:
 - 4.5.1. Saturday Social & Weekday School:
 - 4.5.1.1. Under 12's / Year 4/5's – 16 points per player
 - 4.5.1.2. Under 14's / Year 5/6's – 20 points per player
 - 4.5.2. Representative League
 - 4.5.2.1. No points limit
- 4.6. A player on maximum points fouled not in the act of shooting is eligible to go to the foul line for two shot penalty (for Team foul infractions and un-sportsmanlike fouls).
- 4.7. Should a player's last shot exceed the limit allocated, the extra point(s) will be allowed, e.g. an under 12 players on 15 points may score a 2-point shot and be awarded both points.
- 4.8. Zone defence is **not** permitted in Under 12's.
- 4.9. No time-outs permitted in the last two minutes of the second half, other than for Representative League games.
- 4.10. The time clock does not stop (at any stage) other than in Representative League games for:
 - 4.10.1. The last 2 minutes of the last quarter for any dead ball
 - 4.10.2. Timeouts during the game
- 4.11. The three-point line shall not apply to Under 12's or Year 4/5 competitions.
- 4.12. The penalty free throw line for under 12 / Year 4/5 shall be from the stadium-designated spot between the free throw line and the front of the circle. Under 14 / Year 5/6 shall use the fixed court free throw line at the top of the keyway
- 4.13. Match times:
 - 4.13.1. Saturday Social – Two x 20 minute halves
 - 4.13.2. Weekday School – Two x 18 minute halves
 - 4.13.3. Representative League – 4 x 10 minute quarters
- 4.14. There shall be intervals of 2 minutes between each break.

5. Under 16s and Under 18s | Year 6/7 Competition

- 5.1. A size 6 ball shall be used for girls and a size 7 ball shall be used for boys.

- 5.2. The height of the ring shall be at its full height (2.9m) – 10ft
- 5.3. After two warnings from the referee, failure of Teams/players to return to the stated defending line may result in a technical foul being called on the offending Team player and two free throws awarded to the opposition.
- 5.4. The time clock does not stop (at any stage) other than in Representative League games for:
 - 5.4.1. The last 2 minutes of the last quarter for any dead ball
 - 5.4.2. Timeouts during the game
- 5.5. There is no maximum point allowance in this age grade.
- 5.6. Match times:
 - 5.6.1. Saturday Social – Two x 20 minute halves
 - 5.6.2. Weekday School – Two x 18 minute halves
 - 5.6.3. Representative League – 4 x 10 minute quarters

6. General

- 6.1. 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).
- 6.2. Scorers are responsible for notifying the referees of the following:
 - 6.2.1. When a player reaches their personal scoring maximum
 - 6.2.2. When a Team leads by 10 points/20 points, enforcing defensive restrictions
 - 6.2.3. When a player has five personal fouls
 - 6.2.4. When a Team has
 - 6.2.4.1.7 Team fouls in a half; or
 - 6.2.4.2.5 Team fouls in a quarter for Representative League games
- 6.3. Scorers shall also be responsible for the following:
 - 6.3.1. Ensuring that only the names of the players present and ready to play are included on the Courtside App. Both players first and last names must be recorded on Courtside.
 - 6.3.2. Ensuring that the time clock is stopped for all time outs in the last two minutes of the match and at the discretion of the referee.
- 6.4. The jump ball procedure will be the alternating possession procedure as per FIBA guidelines.
- 6.5. Premiership points shall be awarded as follows:
 - 6.5.1. Win – 3 points
 - 6.5.2. Draw – 2 points
 - 6.5.3. Loss – 1 point
- 6.5.4. Forfeit – 0 points
- 6.5.5. Supervising children – Members must be responsible for the supervision of all children whilst matches are in progress. Children are always to be supervised whilst at any ACBA venue.

7. Junior finals details

- 7.1. All grades, other than Under 8s and Under 10s will play a two-week finals series at the end of each season
- 7.2. Finals will be played as 1 v 4 and 2 v 3.
- 7.3. When a division has more than 10 teams, a second set of finals may be included at the ACBA Competition Managers discretion.
- 7.4. During preliminary final rounds, the clock shall operate as per normal round timing conditions
- 7.5. During grand finals the clock shall stop for all time outs and free throw situations resulting from a Team committing its eighth and consecutive fouls throughout the match. Full championship conditions shall apply in the last two minutes of the match
- 7.6. In the event of a draw at the expiration of the playing time, an overtime of three minutes with full championship conditions shall be played. If it is still a draw, the three-minute extra period shall be continued until a result is achieved.