

The logo for the Adelaide Community Basketball Association (ACBA) features the letters 'A', 'C', 'B', and 'A' in a bold, white, sans-serif font. The 'C' is stylized with a basketball hoop and ball icon integrated into its center. The logo is set against a light blue circular background that overlaps the top-left corner of the page.

ACBA

ADELAIDE COMMUNITY
BASKETBALL ASSOCIATION

The background of the entire page is a purple-tinted photograph of several young female basketball players in action on a court. They are wearing dark jerseys with white numbers and light-colored shorts. One player in the foreground is wearing jersey number 10. The image is semi-transparent, allowing the text to be clearly visible over it.

ACBA Basketball By-Laws

Adelaide Community Basketball
Association Junior Competitions

ADELAIDEBASKETBALL.COM.AU





ACBA Rules Matrix

Saturday Social Competitions

AGE	DIVISION	TIMING	TIME OUTS	CLOCK STOP	3PT LINE	POINT LIMIT	FOUL LINE	ZONE DEFENCE	DEFENCE WITHDRAWAL	RING HEIGHT	BALL SIZE	NOTES
U8	All	2 x 15 min halves	2 per half, not permitted last 2 minutes of game	None	No	12 points	1.8m in front of normal foul line	No	Half court all game, behind 3pt line if 20 points up	8ft	All - Size 5	First 10 minutes are skills and drills, coach able to be on court
U10	All	2 x 20 min halves	2 per half, not permitted last 2 minutes of game	None	No	12 points	1.8m in front of normal foul line	No	Half court, 10 points up; behind 3pt line, 20 points up	8ft	All - Size 5	
U12	1	4 x 10 min quarters	1 per quarter	Time outs & last 2 minutes of game	Yes	No limit	90cm in front of normal foul line	No	No limit	10ft	All - Size 5	
U12	2 & below	2 x 20 min halves	2 per half, not permitted last 2 minutes of game	None	Yes	16 points	90cm in front of normal foul line	No	Half court, 20 points up	10ft	All - Size 5	
U14	1	4 x 10 min quarters	1 per quarter	Time outs & last 2 minutes of game	Yes	No limit	Normal foul line	No	No limit	10ft	All - Size 6	
U14	2 & below	2 x 20 min halves	2 per half, not permitted last 2 minutes of game	None	Yes	20 points	Normal foul line	No	Half court, 20 points up	10ft	All - Size 6	
U16	1	4 x 10 min quarters	1 per quarter	Time outs & last 2 minutes of game	Yes	No limit	Normal foul line	Yes	No limit	10ft	Boys - Size 7 Girls - Size 6	
U16	2 & below	2 x 20 min halves	2 per half, not permitted last 2 minutes of game	None	Yes	No limit	Normal foul line	Yes	No limit	10ft	Boys - Size 7 Girls - Size 6	
U18	1	4 x 10 min quarters	1 per quarter	Time outs & last 2 minutes of game	Yes	No limit	Normal foul line	Yes	No limit	10ft	Boys - Size 7 Girls - Size 6	
U18	2 & below	2 x 20 min halves	2 per half, not permitted last 2 minutes of game	None	Yes	No limit	Normal foul line	Yes	No limit	10ft	Boys - Size 7 Girls - Size 6	

ACBA Rules Matrix

School Basketball

COMPETITION	DIVISION	TIMING	TIME OUTS	CLOCK STOP	3PT LINE	POINT LIMIT	FOUL LINE	ZONE DEFENCE	DEFENCE WITHDRAWAL	RING HEIGHT	BALL SIZE
Year 2/3	All	2 x 18 minute halves	1 per half, not permitted last 2 minutes of game	None	No	12 points	1.8m in front of normal foul line	No	Half court, 10 points up, behind 3pt line if 20 points up	8ft	All - Size 5
Year 4/5	All	2 x 18 minute halves	1 per half, not permitted last 2 minutes of game	None	No	12 points	90cm in front of normal foul line	No	Half court, 20 points up	10ft	All - Size 6
Year 5/6	All	2 x 18 minute halves	1 per half, not permitted last 2 minutes of game	None	Yes	20 points	Normal foul line	No	Half court, 20 points up	10ft	All - Size 6
Year 6/7	All	2 x 18 minute halves	1 per half, not permitted last 2 minutes of game	None	Yes	20 points	Normal foul line	No	Half court, 20 points up	10ft	Boys - Size 7 Girls - Size 6



Contents

1.	Interpretations.....	5
2.	Definitions	5
3.	Registration and Team Nominations.....	6
4.	Team and Player Responsibility	6
5.	Uniforms	6
6.	Player Eligibility	7
7.	Timing Conditions.....	7
8.	Injury Time, Bleeding (Blood Policy)	8
9.	Abandoned Games	8
10.	Late Arrivals.....	9
11.	Scorers	9
12.	Score Sheets/Courtside App/Game Payment.....	9
13.	Forfeits	10
14.	Drawn Games	11
15.	Illegal Players	11
16.	Fines and Fees	11
17.	Team Withdrawal.....	12
18.	Referees.....	12
19.	Referee Training and Grading.....	12
20.	Team Penalties.....	12
21.	Clearances.....	12
22.	Misconduct and Penalties	13
23.	Protests and Complaints.....	13
24.	Player Reports	14
25.	Appeals.....	14
26.	Equipment	14
27.	Use of Cameras and Filming Equipment.....	14

Appendices

Appendix 1	Conditions of Play Governing Junior Basketball.....	15
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ACBA Basketball By-Laws

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/Court Supervisor.
- 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 Court Supervisor or ACBA Competitions Manager.

2. Definitions

- 2.1. 'Club' means one or more Teams identified by name or uniform. A Club may be a School, private entity or other group of teams that are affiliated by name or uniform.
- 2.2. 'Team' means a maximum of 10 participating players, in any one game, which may constitute an entire club or part of club.
- 2.3. 'Members' refer to Players, Volunteers, Coaches, Spectators, Media, Officials, Administrators, Staff, Teachers and Parents.
- 2.4. A 'Competition' is defined as:
 - 2.4.1. ACBA Saturday Basketball
 - 2.4.2. ACBA After School Basketball
 - 2.4.3. ACBA Ingle Farm Junior Basketball
 - 2.4.4. Any other competition that is managed and/or run by ACBA
- 2.5. The game is designed for single sex competition (except where no individual girl or boy competitions are offered).
- 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. 'Court Supervisor' 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 a 365 day period.
- 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. Club and Team 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.

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, two bonus points and a personal foul per infraction, awarded to the opposition. A uniform infringement can be applied by the referee on, before or at half-time. This penalty will be given at the discretion of the court supervisor.
- 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 under their own name for that respective Team and has completed the player registration for that Team. Team contacts should check with the Competitions Manager, 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 Court Supervisor) under influence or intoxicating liquor or drugs may be deemed ineligible to play.
- 6.8. 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).
- 6.9. Fill in players from another Team will not be credited as playing a game in a scratch match.

7. Timing Conditions

- 7.1. All match timing conditions are as per the Matrix in Appendix.



- 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 Division 2 & below 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 10 or less).
- 7.5. Timing conditions for Grand Finals shall be as per Appendix 5.5.
- 7.6. During all minor round and finals matches each Team is required to provide a scorer. A scorer cannot be a Team coach.
- 7.7. 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.
- 7.8. Referees shall have control of the clock unless otherwise directed.

8. Injury Time, Bleeding (Blood Policy)

- 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.
- 8.2. 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).
- 8.3. 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. Where the game is abandoned, it will be determined as a wash out. This will not count as a game played and no points will be given.
- 9.4. If a game is abandoned and determined as a wash out, to have players registered to meet finals qualification requirements, a Club must provide the players details to the Competitions Manager within 48 hours of the games starting time.
- 9.5. 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 is unable to field four players after a period of 10 minutes from the scheduled starting time, an un-notified forfeit shall be declared.
- 10.3. A player must arrive before half time of the match to be entitled to play.

11. Scorers

- 11.1. Each Team shall provide a competent scorer over the age of 13 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. A Scorer must not be a competing teams coach.
- 11.5. Scorers and timekeepers shall sit together at all times.
- 11.6. 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 who are intending 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 taking the court.
- 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. 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.
- 12.6. The penalty for incorrect or incomplete player details is an illegal player penalty.
- 12.7. Once the game is finalised on Courtside by the referee, the results cannot be altered.



- 12.8.** 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 7 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 must notify the ACBA Competitions Manager of a forfeit via email.
 - 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 7 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 7 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 7 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 or incorrect player details recorded on the Courtside App (i.e. incorrect date of birth)
- 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 Court Supervisor 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. A player who transfers from one Club to another must not have any fees or fines outstanding to ACBA.
- 21.9. 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 Court Supervisor and/or
 - Lodged in writing to ACBA Competitions Manager within four working days by the Club.
 - Complaints received directly from individuals associated with a Club will be directed back to the Club in the first instance.



- 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 –
 - 1.1.1.1. Winter Season - No player may turn the age of the Competition prior to October 1st of the year of the Competition (e.g. to play under 14s the player must not turn 14 before October 1st).
 - 1.1.1.2. Summer Season - No player may turn the age of the Competition prior to May 1st of the year of the Competition ends (e.g. to play under 14s in Summer of 2021, the player must not turn 14 before May 1st 2022).
 - 1.1.2. Weekday School – Players must attend the school and play in their correct year level
- 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 Court Supervisor 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. Under 8's and Under 10's | Year 2/3 Competition

- 2.1. Rules and guidelines as per the matrix below.
- 2.2. These Competitions can be Mixed teams, if no separate Competition is available.
- 2.3. All players should receive equal court time where possible.
- 2.4. Under 8s– 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.
- 2.5. Under 10s / Year 2/3's – 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.
- 2.6. The three second violation shall be extended to five seconds (only applies while the players' Team has possession).



- 2.7. No premiership points awarded for Saturday Social or Weekday School games.
- 2.8. No final series shall apply for Saturday Social or Weekday School games. An End of season carnival may be scheduled.
- 2.9. There shall be intervals of 2 minutes between each break.
- 2.10. Under 8s – first 10 minutes consists of skills and drills. The remainder of the match will be a mini game.
- 2.11. 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.

3. Under 12s – Under 18s | Year 4/5, 5/6 & 6/7 Competition

- 3.1. Rules and guidelines as per the matrix below.
- 3.2. These competitions can be Mixed teams, if no separate competition is available.

4. General

- 4.1. 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).
- 4.2. Scorers are responsible for notifying the referees of the following:
 - 4.2.1. When a player reaches their personal scoring maximum
 - 4.2.2. When a Team leads by 10 points/20 points, enforcing defensive restrictions
 - 4.2.3. When a player has five personal fouls
 - 4.2.4. When a Team has
 - 4.2.4.1. 7 Team fouls in a half; or
 - 4.2.4.2. 5 Team fouls in a quarter for Representative League games
- 4.3. Scorers shall also be responsible for the following:
 - 4.3.1. 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.
 - 4.3.2. 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.
- 4.4. The jump ball procedure will be the alternating possession procedure as per FIBA guidelines.
- 4.5. Premiership points shall be awarded as follows:
 - 4.5.1. Win – 3 points
 - 4.5.2. Draw – 2 points
 - 4.5.3. Loss – 1 point
 - 4.5.4. Bye – 0 points
 - 4.5.5. Forfeit – 0 points
- 4.6. 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.



5. Positions on the Premiership Table

- 5.1.** In Competitions in which teams have an equal number of byes, including no byes, teams are classified according to the FIBA Official Rules of Basketball:
- 5.1.1.** Premiership points
 - 5.1.2.** If 2 or more teams have the same win-loss record (premiership points) of all games in the division, the win-loss record of the games only between these 2 or more teams shall be used to determine their ladder positions.
 - 5.1.3.** If the 2 or more teams have the same win-loss record of the games between them, further criteria shall be applied in the following order:
 - 5.1.3.1.** Higher game points difference of the games between them.
 - 5.1.3.2.** Higher number of game points scored in the games between them.
 - 5.1.3.3.** Higher game points difference of all games in the group.
 - 5.1.3.4.** Higher number of game points scored in all games in the group.
 - 5.1.3.5.** However, for the full detail of the classification criteria, please consult the FIBA rules.
 - 5.1.4.** 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:

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

In addition, this formula will also be used when applying criteria a) ii) in cases where tied teams have played an unequal number of games against each other.

Note that the above definition of “game ratio” does not correspond exactly to the “PCWon” field on SportsTG, as “PCWon” does not take forfeits into account.

6. Junior Finals Details

- 6.1.** All grades, other than Under 8s and Under 10s will play a two-week finals series at the end of each season.
- 6.2.** Finals will be played as 1 v 4 and 2 v 3, unless otherwise determined by the ACBA Competitions Manager.
- 6.3.** When a division has more than 10 teams, a second set of finals may be included at the ACBA Competition Managers discretion.
- 6.4.** During preliminary final rounds, the clock shall operate as per normal round timing conditions.
- 6.5.** During grand finals the clock shall stop for all time outs. Full championship conditions shall apply in the last two minutes of the match.
- 6.6.** 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.

7. No Zone Defence

- 7.1.** Zone defence is not permitted in Under 8, Under 10, Under 12 and Under 14 Competitions.
- 7.2.** The definition of zone defence shall be prescribed from the ‘Zone Buster Manual’ found [here](#).
- 7.3.** The Court Supervisor shall play the role of “Zone Buster”.



- 7.4. If a coach/manager believes the opposition team is playing a zone, they need to request the Court Supervisor to observe the game.
- 7.5. This is not the role of the game referees.