

SDBAL COMPETITION RULES

Issue 2 - (18 September 2017)

General

- All games will be played according to the FIBA Official Basketball Rules 2014 (valid as of 1st March 2017) except with the variations listed below.

Game Rules

- The game clock shall be started at the scheduled game time or three (3) minutes after the conclusion of the previous game, whichever is the later. Two halves of twenty (20) minutes each, Half time interval of three (3) minutes between halves.
- The game clock shall not be stopped during the game except;
In the last two (2) minutes of play in the second half however, only if the score differential is 20 points or less. Match infringements and time-outs (i.e. on any referee's whistle), and after a made basket.
- In all games if at full time the scorers are equal, a draw shall be recorded
- A charged time out shall not be allowed during the last two (2) minutes of the first half.
- The penalty situation in each half begins after the seventh (7th) player foul (i.e. on the eighth (8th)foul) charged to a team, except for a team control foul.

Player Registrations

- All players must be fully registered 7 days prior to participation in any association game or fixture. Registration is valid for one calendar year, 1st jan to 31st dec.
- Individuals who are found to be playing unregistered or playing under another person's name, shall be immediately ejected from the game and subject to disqualification from all SDBAL competitions. A score of 20-0 will be recorded against the team that breached the rules.
- A player shall not play for more than one (1) team, club or school in a league.
- Metro players shall not be permitted to play down in a lower grade within an age group. However players playing in a lower grade within an age group may play up in Metro grade.
- A player cannot play in more than one (1) finals series in an Age Group.
- A player may only play for one (1) associated Club or school team in a season.
- Transfers are only allowed at the end of a season between clubs/teams.

Teams

- When nominating a Team for entry into the SDBAL competition, the following items will apply.
- The team contact/club president accepts all responsibility for the advice of such information to team members.
- Game fees must be paid prior to game start.
- Each team must have at least 7 financial registered players for the team to be accepted.
- If a team plays a player not on the tablet or an un-financial registered player the game will be deemed a forfeit.
- A team may take the court and begin to play a game when there are four (4) eligible players on the court ready to begin the match. A team which does not have four (4) eligible players ready to commence play, together with a scorer/bench official, at the start of the game shall be penalised one (1) point for each minute, or part thereof, that commencement of play is delayed.
- If four (4) eligible players are not ready to commence play within ten (10) minutes of the

game starting time, that team shall forfeit the game.

- The referee supervisor will make the decision on if the game can continue as a scratch match and both teams will be responsible for their own game fee and the game win is awarded to the team that did NOT forfeit. The referee's must stay on the court to referee the scratch match.
- If no scratch match is held then the opposing team will be entitled to a refund of its court fees and may be entitled to full use of the court for the allotted game time.
- If a team fields an ineligible player, the game shall proceed provided that court fees have been paid. Prior to the commencement of the game, a team must declare the intended use of an player that does not appear on the tablet (ineligible player) for the purpose of avoiding a fine. This shall not prevent the game from proceeding, however, at the end of the game it shall be recorded as a forfeit irrespective of the final score.

Uniforms

- All players shall wear the approved uniform of their club or team in all divisions.
- Non-compliance with above will result in the relevant team being penalised five (5) points per offending player per game. The penalty shall be recorded as additional points awarded to the opposing teams captain. The tablet shall be marked accordingly and checked by the referee supervisor, at half time, or where the breach occurs after half time, at the end of the game.

Competition Draws/Forfeits/Points

- These will be available 7 days prior to the first game from www.sdspartans.basketball.net.au. Teams will not be contacted directly. Teams accept that there are no arranged forfeits and forfeit fees will apply.
- Withdrawal from competition after the draw is done will result in a fine. This must be paid prior to players allowed to play or transfer to another Association. All players names will be supplied to Basketball Queensland to advise other association of unfinancial members.
- The final standings after all round games will be determined primarily on the number of competition points earned.
 - Points win : 3 points
 - Points loss : 1 points
 - Points draw : 2 points
 - Points bye : 3 points
 - Points forfeit (giving) : 0 points
 - Points forfeit (receiving) : 3 points
- Where two or more teams have accumulated equal competition points, the percentage will determine the standings.
- A game called off anytime by a referee supervisor will be determined based on the score line when the game is called off.
- All teams are required to play in semi finals, only the winner of semi-final A v winner of semi-final B will play in grand finals.

Technical Fouls- Players

- Technical fouls for abuse shall result in the player being substituted from the game immediately, irrespective of score, number of players on the court or remaining time in the game. The player can re-enter the game after a minimum period of five (5) minutes and at the next substitution opportunity.

No Zone and Mercy Rule

- In the interest of junior basketball development no zone defence is allowed in Saturday age groups. Zone defence is allowed in the Friday age groups.
- When, in the opinion of the Referee Supervisor, a zone violation occurs the penalty will be as follows:

First offence – A warning will be issued.

Second offence in any one game – A technical foul will be charged against the Coach of the team that violates the No Zone Rule (**Note:** a team foul will not be recorded for this offence).

Third Offence in any one game – The game will be forfeited.

Zone Buster Manual produced by Basketball Australia on the BQ website

- In the interest of junior basketball development, The Mercy rule must be invoked where the margin between the two teams is 20 points.
- The team that is leading will allow the other team to advance the ball across the half way line without hindrance by using whatever method the coach who is leading deems appropriate (passive defence, $\frac{1}{4}$ court defence etc.).

Player Injury

- An injury form must be completed for each injury and signed by the referee supervisor or canteen staff on the day of the injury and left at the canteen.

Team Rep Points System

- The points system is about developing players of all levels by way of trying to ensure competition between teams is as equal as possible.
- All teams nominated in the champ competition must abide by the points system detailed below. The player is based on the points in the final round of BQJBC/or state champs before the champ season starts. A team that plays players totalling more points than is allowed by below will forfeit the games and incur the associated fine.

Points are awarded to players in accordance with the following points system:

Bottom age, Spartans - 6, Titans - 4, Trojans -3, U12 rep play U11 club etc

Top age, Spartans - 4, Titans - 3, Trojans - 2, U12 rep play U13 club etc.

- Div 1 team can't have more than 22 points
- Div 2 Team can' have more than 11 points
- Representative players found not playing in local age group of the age grouping they are playing representative basketball will also be removed from the teams without notice. Coaching staff not willing to follow this rule will be removed from representative program.