



Sturt Sabres Domestic Basketball LeagueBy-Laws



The Sturt Domestic League has in the past always gone by assumed knowledge and experience with other competitions, so these By-Laws are an outline in place to provide further clarity to parents, players, and coaches. These by-laws are in place for the safety of not only children playing in the competition, but spectators, coaches, and referees. This document outlines rules and by-laws to those playing within the Sturt Domestic League competition must adhere to. Additionally, those playing within the competition must adhere to Sturt Sabres Basketball Club's Code of Behaviour the minimum standards for players, coaches, administrators and spectators associated with the Sturt Sabres Basketball Club. Sturt Domestic members also fall under Sturt Sabres Basketball Club's member protection policy.

Member Protection Procedures can be found here: <https://www.sturtsabres.com.au/images/pdf/mpp-v2.0-28-feb-2019.pdf>

Sturt's Code of Behaviour can be found here: <https://www.sturtsabres.com.au/images/pdf/code-of-behaviour-v1.0-june-2016.pdf>

The rules in which games in the Sturt Domestic League competition are played is under the latest edition of the F.I.B.A Rules, except for further rules outlined and/or adjusted within the Sturt Domestic League By-laws will replace the F.I.B.A. rules.

The club reserves the right to discipline any member found to be in breach of Sturt Sabres Basketball Club and/or Sturt Domestic League policy.

Day to day interpretations of the Sturt Sabres Domestic League By-Laws shall be the responsibility of the Domestic Coordinator and the Court Supervisor.

All queries must be directed to the Domestic Coordinator or Court Supervisor.

1. Definitions

- 1.1. 'Domestic Coordinator' is an employed staff member of the Sturt Sabres Basketball Club, or other person with delegated authority to act in this capacity by the Management of the Sturt Sabres Basketball Club.
- 1.2. 'Basketball Connect' is the official scoring application on a tablet device, used in stadiums to record the official result.
- 1.3. 'Court Supervisor' is the supervising umpire at the stadium on the day of the competition.
- 1.4. Where any Member is disqualified or banished from 'the proximity of the court' under any of the F.I.B.A. Rules and/or these By-Laws, they must:
 - 1.4.1. Leave the stadium; or
 - 1.4.2. 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.

2. Competition Structure

2.1. Grading

- 2.1.1. The first three rounds of each season will be a grading period to determine placings for minor rounds.

2.2. Minor Rounds

- 2.2.1. Minor rounds will commence directly after the grading period. This will consist of the remaining rounds for the season, save for any major rounds.
- 2.2.2. Where necessary, age groups may be split into pools of relatively equal quantities, based on the outcome of the grading rounds and other contributing factors.
 - 2.2.2.1. Pool A will be the group of teams which are the strongest in the age group, Pool B, Pool C and so on will consist of weaker teams in descending order.
- 2.2.3. Teams may be moved into different pools at the discretion of the Domestic Coordinator. In rare instances, teams may move up or down age groups.

2.3. Major Round

- 2.3.1. All grades/pools, other than Under 8s, Under 10s and Pink Devils, will play a one-week finals series at the end of each season.
- 2.3.2. Finals will be played as 1 v 2, 3 v 4, 5 v 6 and so on, unless otherwise determined by the Domestic Coordinator.

3. Player Registrations & Regulations

3.1. Registrations & Eligibility

- 3.1.1. All new players must pay the Basketball SA Affiliation fee annually, on or before the intended season start date, in addition to the administration fee.
- 3.1.2. At the commencement of a new season, all players must register on or before the intended season start date. Registration will cover the player for the entirety of the season (Summer – School Term 4 & 1, Winter – School Term 2 & 3).
- 3.1.3. A player is ineligible to play if they do not meet the following:
 - 3.1.3.1. Is unfinancial by not abiding by 3.1.1, 3.1.2,
 - 3.1.3.2.** Is under suspension.
- 3.1.4. Any team that plays an ineligible player shall incur a fine (see Section 10) and the game shall be recorded as a 20-0 win to the opposing team.
- 3.1.5. There will be no appeal process for a fine imposed for playing ineligible players.
- 3.1.6. A person under the age of 5 years is not eligible to play in the Domestic Competition unless otherwise approved by the Domestic Coordinator.

3.2. Playing in Multiple Teams

- 3.2.1. A player who is registered to a team cannot play for another team in the same grade, or lower grade, unless receiving an exemption from the Domestic Coordinator.
 - 3.2.1.1. Participants competing in the Pink Devils Competition are exempt from 3.2.

3.3. Late Arrivals

- 3.3.1. A player who arrives late, and is eligible, may be added to the scoresheet/scoring system at any time. No penalties will apply.

3.4. Major Round Qualification

- 3.4.1. Players who have played five or more games may qualify to play any major round matches for their team.
- 3.4.2. Teams may apply for an exemption for a player through the team manager contacting the Domestic Coordinator.

4. Timing & Playing Conditions

4.1. Timing Conditions

- 4.1.1. All games are played to a total of 40 minutes. It is the responsibility of the referees to ensure teams are organised and prepared to begin play at the designated time.
- 4.1.2. For all age groups, the game will consist of two 20-minute halves with a 2 minute halftime break.
- 4.1.3. In all games the clock will continue running.
 - 4.1.3.1. Referees may direct the clock to be stopped in cases of exceptional circumstances, such as serious injury. Referee time-outs can be called if necessary.
 - 4.1.3.2. As the clock does not stop, substitutions may not be called in the last minute of a period of play.
- 4.1.4. Each team is granted one time-out per half, although the clock will not stop.
 - 4.1.4.1. Time outs cannot be called in the last 2 minutes of any period of play. The aim is to ensure players have as much playing time as possible, whilst ensuring coaches are competing in the spirit of the game.

4.2. Scorers

- 4.2.1. It is the duty of each of the teams and coaches to provide a volunteer scorer for the game. This must be done prior to the commencement of the first period of play.
 - 4.2.1.1. A team's failure to comply with 4.2.1 will result in an 8-point penalty against them.
 - 4.2.1.2. The scorer must be competent and above the age of 13 years old and not a player in the game. Younger scorers may be allowed under the supervision of a responsible person(s) that is not scoring on behalf of the opposing team.
 - 4.2.1.3. The scorer must not be the head coach of the team.
 - 4.2.1.4. If the referees or Court Supervisor believe a scorer is not performing their duties adequately, they may be asked to swap for another volunteer from the team in question or have someone watch them.

4.3. Game Balls

- 4.3.1. All games will be played with a ball sourced from the teams. The referees will decide on the best to use.
- 4.3.2. Under 8s, Under 10s and Under 12s will use a Size 5 regulation ball.
- 4.3.3. Under 14s Boys will use a Size 6 regulation ball.

4.3.4. Under 14 Girls and above will use a Size 6 regulation ball.

4.3.5. Under 16 Boys and above will use Size 7 regulation ball.

4.3.5.1. The following will apply for Under 16 matches where one or both teams are:

- Dominantly Girls; or
- Dominantly Under 14 Boys

If it is agreed by both head coaches, a Size 6 regulation ball may be used for the match. If it is not agreed upon, then a Size 7 regulation ball will be used.

4.4. Playing Conditions

4.4.1. The Alternate Possession Rule as per F.I.B.A. will apply.

4.4.2. The No-Charge Semi Circle as per F.I.B.A. will not apply.

4.4.3. Shot Clock rules as per F.I.B.A. will not apply.

4.4.4. 3-point shots will not be applied in Under 10 and below.

4.4.5. Under 8s and Under 10s will shoot free throws from the first hash-mark on the key.

4.4.6. Under 12s will shoot free throws from the second hash-mark.

4.4.7. Under 14 and above will shoot free throws from the standard free throw line.

4.5. Bonus Free Throws

4.5.1. All teams will shoot Bonus Free Throws on the 8th foul and every foul thereafter per half. This is excluding Offensive fouls.

4.6. Technical and Unsportsmanlike Fouls

4.6.1. If a player receives a technical or unsportsmanlike foul, they must sit on the player bench for 5 minutes of game time.

4.6.1.1. If there is less than 5 minutes left in the game, the player may not return to the court.

4.6.1.2. The penalty carries over between periods of play.

4.6.1.3. Players who are substituted during this time may support their team within the spirit of the game. Failure to do so may result in further Technical Fouls or removal from the venue. Please see Sturt Sabres' Code of Behaviour Policy (<https://www.sturtsabres.com.au/about-sturt/policies>) for further information.

4.6.1.4. Players are advised that if they receive another Unsportsmanlike or Technical Foul once being substituted back on, they will be disqualified from the game in accordance with F.I.B.A. rules.

4.7. Defensive Zones

4.7.1. Intentional zone defence is not permitted to be played in Under 14 competitions and below. Teams must make every effort to play man-to-man defence.

4.7.2. For Under 8s, there is no intentional full court defence to be played.

4.7.3. If a Court Supervisor has identified a zone defence, they will warn the infringing coach to discontinue and encourage all players to play man-to-man defence. Coaches are welcome to discuss defensive structures with the Court Supervisor at any time if there is a lack of understanding.

4.7.3.1. If the team in question continues to play a zone defence, then the Court Supervisor will instruct the referees to penalise the infringing coach with a Technical Foul.

- 4.7.3.2. Continued failure to comply with 3.7.1 will result in a second Technical Foul on the infringing coach, resulting in them being removed from the venue.
- 4.7.4. Referees are directed to go to their Court Supervisor if they have identified an intentional zone, or a coach has raised a concern of an intentional zone. Referees must not attempt to resolve the situation without a Court Supervisor present.
- 4.8. Timing for Major Round Games
 - 4.8.1. All timing conditions for minor round games will apply.
 - 4.8.2. In the case of a drawn game at the end of regular time in a major round game, an extra period or periods of 3 minutes each shall be played until a match winner is decided. The extra period or periods shall be played as an extension of the final period of the match. Specifically, this means team fouls will carry over, and each team is permitted one time out per period, although the clock will not stop.

5. Mercy Rule

- 5.1. The Mercy rule is applied in all age-groups.
 - 5.1.1. In Under 8s, the rule is applied for the duration of the match for both teams.
 - 5.1.2. In Under 10s, the rule is applied when a team is 10 points ahead.
 - 5.1.3. In all other age groups, the rule is applied when a team is 15 points ahead.
- 5.2. If 5.1 is satisfied, the following will occur.
 - 5.2.1. When the losing team obtains team control, the leading team must immediately retreat to the 3-point arc. The leading team must remain until the losing team crosses the half court line, at which point the leading team may defend players as normal.
 - 5.2.2. Team control is determined at the discretion of the referees.
 - 5.2.2.1. F.I.B.A. defines team control as *'when a player of a team is in control of a live ball by holding it, dribbling it or has it at their disposal'*. Team control is maintained when *'a player of that team is in control of a live ball'* or *'the ball is brought passed between team-mates'*.
 - 5.2.2.2. If the ball is in contest, for example in a rebound or loose ball situation, there is no clear team control, and the leading team need not retreat as per 5.2
- 5.3. In the event players are not compliant, the referees may stop the game and replay from the nearest point on the boundary once the players have reached the 3-point arc.

6. Under 8s – Modified Rules

- 6.1. Double Dribble, Carrying and Travelling Violations
 - 6.1.1. For the Under 8s competition, in the event a player commits any of the above infractions, the referees will stop the match as normal. The player is advised by the referee of the violation and the specific error made, then the player will receive possession on the court where the violation was made. If a follow up violation is made after this, it will result in possession to the other team.
 - 6.1.1.1. At this point, the player may dribble or pass, and can be defended normally by the opposing team.

6.1.2. If the error is committed in the key, the ball shall be handed to the player outside of the key to avoid a free shot.

6.2. Coaches permitted on court.

6.2.1. One coach per team is permitted to be on the court to aid direction and spacing.

6.2.2. As the coach is permitted on the court, they must not interfere during active play over the course of the game. This included but is not limited to: standing in the way of opposing players, or standing directly in front of the ring obstructing play.

6.3. Players committing five personal fouls.

6.3.1. Players who receive five personal fouls must be substituted for five minutes of game time as a penalty. They may return to the court after this time. This is irrespective of how many players the team may have.

6.3.2. It is advised once a player receives multiple fouls in quick succession, the coach must address this with the player by substituting them, or communicating directly.

6.3.3. A player who is playing after receiving 5 fouls (and being substituted as per 6.3.1), shall have all further fouls recorded as team fouls but not personal fouls on the scoring devices.

6.3.3.1. Bonus free throws will still apply.

7. Team Area

7.1. Only the coach, players and any team managers may be in their team area before, during and after their match.

7.1.1. In the SSDBL, the team area is specified as the team bench, with width extending as far as the respective end-line and the score bench.

7.1.2. Designated seating behind the team bench is not classified as the team area. However, spectators are encouraged to not sit near the team area, where practical.

7.2. Parents and any associated spectators must be seated, and remain so, in the designated seating area before, during and after the match.

7.2.1. Parents may reasonably assist their child with getting ready for the match and may re-join the team area after they are dismissed by the coach or supervising person after the match.

7.2.2. Failure to comply will result in the Court Supervisor intervening.

8. Reporting Procedure

8.1. Any report made against a patron of SSDBL may automatically be suspended for *two* weeks of matches at the discretion of the Domestic Coordinator. They will not be permitted in any venue during competition.

8.1.1. If a parent of a child is reported, the child is still permitted to play.

8.2. The person(s) will be advised of the report either by the staff member completing the report, or the Domestic Coordinator.

- 8.3. Failure to comply will result in further penalties, and authorities involved in more extreme situations.
- 8.4. Please refer to Section 20 for more information about tribunals and reporting

9. Coaches Permitted on the Court

- 9.1. During the grading period, the following will apply for all Under 10 teams.
 - 9.1.1.1 After the season's grading process, for the lowest graded pool of teams in Under 10, the following will apply.
- 9.2. One coach per team is permitted to be on the court to aid in direction and spacing.
- 9.3. As the coach is permitted on the court, they must not interfere during active play over the course of the game. This included but is not limited to standing in the way of opposing players, or standing directly in front of the ring obstructing play.
- 9.4. Other pools
 - 9.4.1. All other pools in the aforementioned age groups (after the grading period) shall have their games conducted normally with no modifications.

10. Forfeits

- 10.1. It is always advisable to notify the Domestic Coordinator if your team/child cannot attend for any reason.
- 10.2. Forfeit Fines
 - 10.2.1. Fines are applicable when a team forfeits a game. Where the team has provided up to 7 days' notice of the forfeit, no fine will be applied.
There are two levels of fines for a forfeit:
 - (a) Standard Notice
This occurs when a team has contacted the Domestic Coordinator between 6 days and 1 day before the day of their game to notify their intention to forfeit.
Cost: \$65
 - (b) No Notice
This occurs when a team contacts the Domestic Coordinator between 1 day and the time of the fixtured game to notify their intention to forfeit.
Cost: \$100
 - 10.2.2. All fines must be paid before the next scheduled game. If the fine is not paid by the due date, the team shall not be permitted to play any further games until the fine is paid.
 - 10.2.3. All forfeits are recorded as 20-0 in favour of the team who did not forfeit the game.
 - 10.2.4. If a game is called off due to misconduct, the forfeit fee applies to the infracting team. If both teams equally cause the match to be called off due to misconduct, both teams must ensure their match fees are paid. No fines will apply.

10.2.5. There is no appeal process for forfeit fines.

10.3. Minimum Players

10.3.1. Games may commence with a minimum of four eligible players per team (and a provided scorer).

10.3.2. If a team fails to have at least four eligible players available by half-time, then the game will be considered a forfeit and a no-notice fine will be issued as per 10.2.

10.3.3. If both teams fail to have at least four eligible players available by half-time, then the game will be considered a washout and a no-notice fine will be issued to both teams.

10.3.4. Exceptions may be granted on a case-by-case basis with the Domestic Coordinator.

10.4. Scratch Matches

10.4.1. In the case of a no-notice forfeit or washout, the teams may mutually agree to play a scratch match for the remainder of the allocated time.

10.4.2. If the match time needs to be reduced to ensure future matches run on time, then the referees and/or Court Supervisor will alter the timing at their discretion.

10.4.3. Whether a scratch match is played or not, the non-forfeiting team will be awarded a score of 20 points to nil. If the official match is a washout, the recorded score shall be nil to nil.

10.4.4. If a scratch match is played either from a no-notice forfeit or washout, normal match fees will apply to both teams, not a no-notice forfeit fine.

10.4.5. If a scratch match is not played for any reason, the forfeiting Team will be required to pay a no-notice forfeit fine.

11. Basketball Connect App

11.1. The coach is required to ensure only the names of players present and ready to play in the match are entered into the Basketball Connect App.

11.2. Late arrival players who are ready to play will have their names included on Basketball Connect by the scorer.

11.3. Once the game is finalised on Basketball Connect by the referee, the results cannot be altered.

11.4. In the event a score discrepancy occurs in a match, the Basketball Connect version shall be deemed as the official record.

12. Draws

12.1. If at the conclusion of regulation playing time, the score for the teams is equal on the scoresheet, no overtime will be played, and the game is recorded as a draw.

13. Court & Equipment Modifications

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

14. Uniform Policy

14.1. Number Clashes

14.1.1. In the unlikely event of a player number clash, players will be asked to wear bibs.

14.1.2. Every effort should be made to wear a jersey that has numbers on the front and back, adhering to F.I.B.A. guidelines.

14.1.3. Tape or other methods may not be used to signify a number on a jersey. Any player who attempts to play with tape on their uniform will not be eligible.

14.2. Colour Clashes

14.2.1. In any game where both teams utilise a Sturt Domestic reversible singlet, the listed home team shall wear the light side. The listed away team shall wear the dark side.

14.2.2. If reversible jerseys are not accessible, the team with inconsistent/incorrect colours will be asked to wear loan uniforms / bibs.

14.3. Shorts

14.3.1. Players can wear any colour / type of shorts so long as they do not have any pockets on them. This is a safety precaution as players' hands can get caught in pockets leading to injury.

14.4. Shoes

14.4.1. Players must use non-marking sports footwear, if a player is found to be wearing shoes that mark the court, they may be asked to leave the court by the referee until the footwear is replaced.

14.5. Jewellery

14.5.1. Players are not permitted to wear jewellery whilst competing. Jewellery includes earrings, necklaces, rings, watches (smart watches/fitbits). Players who wear

medic alert bracelets must wear them with a sweatband over the top, to prevent injury to other players.

14.5.2. Earrings may not be covered in tape. If the earrings cannot come out, then the player is not permitted to play.

14.5.3. In cases of religious and/or special reasons for wearing jewellery, the player is advised to notify the Domestic Coordinator for a season exemption.

14.6. Hair

14.6.1. If a player has hair braided into a plait, the plait is not permitted to be able to swing free and must be held tightly to the head.

14.6.2. A player's hair must not be tied high on the head allowing it to flick as the head of the player moves. Hair must be tied in a manner that does not allow it to move freely.

14.6.3. No metal clips, combs, hard headbands, or baubles are permitted to be worn in the hair whilst playing.

14.6.4. The referee shall judge as to whether a player's hair conforms to the above and is permitted to play.

14.7. Penalties

14.7.1. No point penalties will apply for invalid uniform as outlined above.

15. Referees

15.1. In most cases referees are Primary School or young High School students. The Sturt Sabres Domestic League is not only a development league for players, but also for referees.

15.2. Many are learning to officiate and may wear a green/white shirt. A zero-tolerance policy is in place when it comes to criticising referees. Coaches, players, parents and spectators cannot speak directly to a referee wearing a green/white shirt. If there are any officiating issues, coaches must seek out the Court Supervisor, or any other club staff member.

15.3. Teams should be advised all referees, and Court Supervisors can issue penalties to coaches, players and spectators who are found to be conducting themselves in a manner that is not in the spirit of the game, or as outlined in Sturt's Code of Behaviour document.

16. Blood Policy

16.1. A player is not permitted to start playing with an open wound.

16.2. If the referee observes a player starts to bleed during a game, they shall immediately call a referee's time out to enable the player to stop the bleeding and cover the wound.

16.3. If bleeding does not stop during time out and or the wound cannot be covered to the satisfaction of officials, the player shall be substituted and game recommenced.

16.4. The substituted player may not return to the game unless the bleeding has been stopped and the wound has been satisfactorily covered.

16.5. If the referees observe during the game that a player has blood on their playing uniform, they shall immediately call a referee timeout and the player shall be substituted.

16.6. The substituted player may not return to the game until the blood has been washed from item of clothing to the satisfaction of the referees or alternative item/uniform is worn.

16.7. 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)

17. Hot Weather Policy

17.1. The Sturt Domestic League competitions follow the Sturt Sabres Basketball club's Hot Weather Policy located on the website (https://cdn-asset-mel-1.airsquare.com/sturtsabres/library/draft_hot_weather_guidelines.pdf?201811040122)

17.1.1. In accordance with the Hot Weather Policy, games may be modified/cancelled to due extreme changes in weather.

17.1.2. If games are cancelled due to the Hot Weather Policy, up to 2 rounds may be rescheduled at a later date.

18. Abandon Game

18.1. If a game is stopped and subsequently called off (abandoned) for a situation beyond the immediate control of the referees or Sturt Sabres Basketball Club or stadium management, then the following shall apply:

a) If the period of game time played is less than 50% of the allocated game time the match shall be declared abandoned, and no score recorded and shall be rescheduled to be played in full at another time.

b) If the period of game time played is greater than or equal to 50% of the allocated game time, then the score at the time of abandoning the game shall stand and be recorded as the final game score. No additional play shall occur.

c) If the game has not commenced, then the Domestic Coordinator may reschedule the game where practical.

d) The Court Supervisor, after consultation with staff and/or the team coaches and/or medical team, whomever is applicable, shall be the sole judge of what constitutes an abandoned game and when this shall occur.

Examples of situations which could cause an abandoned game include but are not limited to:

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

19. Tribunal By-Laws

- 19.1. A breach in Sturt Domestic by-laws/Sturt Sabres Basketball policy may require disciplinary action addressed by a Tribunal – the Tribunal must always act independently and impartially in carrying out its duties in accordance with the Tribunal By-Laws. The Sturt Domestic League will abide by the same tribunal laws as per Basketball SA tribunal by-laws found here: https://websites.sportstg.com/get_file.cgi?id=3567339.
- 19.2. The conduct of a Sturt Domestic League tribunal may differ partially regarding addressing witnesses/charged persons in front of tribunal – from Basketball SA tribunal by-law with regard to clauses 15.12 to 15.15 of the BSA By-Laws. The Sturt Domestic Competition Tribunal shall use the following procedures below is substitution:
 - 19.2.1. Witnesses and charged persons when presenting evidence shall be done separately in front of the Tribunal.
 - 19.2.2. If a charged person denies any charges, they will be given the opportunity to provide evidence to disregard charges, this is to be done separately.
 - 19.2.3. If the charged person admits part of the charges, the chairperson may read a short summary of the facts and ask the charged person to identify what is admitted. Those facts will then be accepted by the Tribunal and no witnesses need be called to give evidence on those matters unless the Tribunal requires it.
 - 19.2.4. In a denial of charges, witnesses are to present evidence separately to the Tribunal.
 - 19.2.5. Witness evidence will then be presented to by the Tribunal to the charged person and charged person shall then be entitled to present their defence.
 - 19.2.6. Depending on charges, the goal of this adjustment to conduct of the tribunal in the SSDBL is to avoid further conflict between witnesses/charged persons and prevent unnecessary exchanges.
 - 19.2.7. Given the program is targeted at minors, the club will make every effort to ensure that Member Protection elements are addressed and adhered to. Severe penalties will apply if persons are found to be in breach of Member Protection policies, as determined by the Domestic Coordinator.

20. Injury Policy

- 20.1. For any injury concerns, please follow the Basketball South Australia Policy.

<https://basketballsa.com.au/wp-content/uploads/2021/09/Accident-and-Injury-Procedure.pdf>