



Surfcoast Basketball Association Inc.

Competition By Laws

1. Explanation of Terms

- a) The Association means the Surfcoast Basketball Association.
- b) The Executive Committee means the Committee elected from time to time to oversee the running of the Surfcoast Basketball Association.
- c) Stadium, Courts or Venues relate to any venue where games have been scheduled by the Surfcoast Basketball Association.

2. Interpretation of Rules

- a) The Executive Committee, Competition Administrator and Duty Supervisors shall determine the interpretation of the Competition By Laws, or By Laws not specifically covered and shall have the power of deciding, using common sense guidelines, any questions not provided for in the Competition By Laws without precedence.

3. Teams

- a) A team shall be deemed entered in the competition only after completing registration and payment of the prescribed registration and Association fees via the nominated online registration and payment site.
- b) Each Team shall have its own delegate who is 18 or older and responsible to the Association for the administration of the team's affairs.
- c) It is the responsibility of all players to ensure they are eligible and registered.
- d) A team which enters a competition and is subsequently withdrawn by the team manager or by the Association after the publication of the fixture will forfeit all team and player registration fees.
- e) Each team must be entered into the appropriate age group as outlined on the SBA Website.
- f) All Junior teams from U8's to U18's must have an adult Team Manger or Coach who sits on the bench at every game and is responsible for the teams and spectators behaviour. This person must have a valid WWC entered into PlayHQ

- g) Teams must have a minimum of 3 players of the appropriate age for the age group they are entered into

4. Registrations and Insurance

- a) Each player must pay Basketball Victoria registration / insurance each year and Association Fees, set by the Executive Committee, at the commencement of each new season in the prescribed manner.
- b) Registrations must be paid by a player prior to the commencement of their first game.
- c) Any Team in the competition playing an ineligible player shall, after investigation by the Executive Committee, forfeit all matches in which the player took part as an ineligible or unregistered player. The Executive Committee may also impose a fine.
- d) The Executive Committee will permit a player coming from another Association provided they furnish information that they are not under suspension and have paid the appropriate registration / insurance fee.
- e) Before the start of the season the Executive Committee shall set a closing date for all Teams wishing to enter the competition.
- f) All entry forms must contain a complete list of the intending players for each Team.
- g) The Executive Committee reserves the right to grade any Team or player.
- h) A Team wishing to add to their list of intending players must first receive approval from the Executive Committee.
- i) The Executive Committee reserves the right to refuse the nomination of any Team and/or player it feels has brought the game into disrepute.
- j) There will be no refund of the Basketball Victoria Fee once a player has commenced playing.
- k) Outstanding monies owing to the Association must be paid in full for a team or the players proportion as determined by the committee before the players will be permitted to participate in games scheduled by the Association.

5. Players

- a) Players must be registered as in accordance with By Law 4.

- b) The Association will not be responsible for injuries to players.
- c) A player is not permitted to play in more than one (1) game per round in the same Age Group and Division.
- d) Age limits as outlined on the SBA Website

6. Uniforms

- a) All players must wear uniforms as per the uniforms and other equipment rules of FIBA.
- b) The uniform of all team members shall consist of:
 - i. Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves, they must end above the elbow. Long sleeved shirts are not permitted. All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
 - ii. T-shirts, regardless of the style, are not permitted to be worn under the shirts.
 - iii. Shorts of the same dominant colour front and back as the shirts. The shorts must end above the knee and not have pockets.
- c) Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:
 - i. Those on the back shall be at least 20 cm high.
 - ii. Those on the front shall be at least 10 cm high.
 - iii. The numbers shall be at least 2 cm wide.
 - iv. Teams may only use numbers 0 and 00 and from 1 to 99.
 - v. Players on the same team shall not wear the same number.
 - vi. Any advertising or logo shall be at least 5 cm away from the numbers.
- d) Teams must have a minimum of two (2) sets of shirts (reversible shirt permitted) and:
 - i. The first team named in the schedule (home team) shall wear light-coloured shirts (preferably white).
 - ii. The second team named in the schedule (visiting team) shall wear dark-coloured shirts.
 - iii. However, if the two teams agree, they may interchange the colours of the shirts.
- e) All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

- f) Players shall not wear equipment (objects) that may cause injury to other players.
- i. The following are **not** permitted:
 - Finger, hand, wrist, elbow or forearm guards, helmets, casts, or braces made of leather, plastic, pliable (soft) plastic, metal, or any other hard substance, even if covered with soft padding.
 - Objects that could cut or cause abrasions (fingernails must be closely cut).
 - Hair accessories and jewellery.
 - ii. The following are permitted:
 - Shoulder, upper arm, thigh, or lower leg protective equipment if sufficiently padded.
 - Arm and leg compression sleeves.
 - Headgear. It shall not cover any part of the face entirely or partially (e.g., eyes, nose, lips) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
 - Knee braces.
 - Protector for an injured nose, even if made of a hard material.
 - Non-coloured transparent mouth guard.
 - Spectacles, if they do not pose a danger to other players.
 - Wristbands and headbands, maximum of 10 cm wide textile material.
 - Taping of arms, shoulders, legs.
 - Ankle braces. All players on the team must have all their arm and leg compression sleeves, headgear, wristbands, headbands, and tapings of the same solid colour.
- g) During the game, a player may wear shoes of any colour combination. No flashing lights, reflective material or other adornments are permitted.
- h) During the game, a player may not display any commercial, promotional, or charitable name, mark, logo, or other identification including, but not limited to, on his body, in his hair or otherwise.
- i) Any other equipment not specifically mentioned in this article must be approved by the Executive Committee.
- j) Each time a player out of uniform takes the court, four (4) points is awarded to the opposite team.

- k) The referee shall be judge of uniform discrepancies with the help of the Executive Committee.
- l) No team may alter its colour without making a written application to the Executive Committee and obtaining approval.

7. Competition Matches

- a) All matches will be played as per the official basketball rules of FIBA with the following modifications to apply to all matches.
- b) A team must have at least four (4) players to commence a match.
- c) Playing time:
 - i. 20 minutes x 2 halves for Under 8 – 21,
 - ii. 10 minutes x 4 quarters for U18 Div 1, Men and Women grades.
 - iii. One (1) minute interval of play at end of first and third quarter.
 - iv. Two (2) minute interval of play between each half.
 - v. Clock stops last (2) minutes in the fourth quarter (second half) if the difference in scores between the two playing teams is ten (10) points or less.
 - vi. Clock stops for a time-out only in the fourth quarter or second half.
- d) Time-outs:
 - i. Two during 1st or 2nd halves, if playing 20 minutes x 2 halves.
 - ii. One during 1st, 2nd, 3rd, or 4th quarters, if playing 10 minutes x 4 quarters.
 - iii. Unused time-outs do not carry over to the next period.
 - iv. Each time-out shall last one (1) minute.
- e) No extra time shall be given for a draw in domestic matches.
- f) Where specified the shot clock will be in operation as per the official basketball rules of FIBA. At SBA this applies to Open Men Division 1 only.
- g) The average points model is used for the competition ladder, whereby:
 - i. A team's points average is attained by dividing the total number of competition points by the number of games played.
 - ii. Teams are not given points for byes.
 - iii. The ladder is sorted by points average (per game) rather than by competition points.
 - iv. Points are allotted as follows:

Result	Points
Win	3
Loss	1
Draw	2
Forfeit – Win	3
Forfeit – Loss	0

h) Basketball Size

- i. Size 5: Under 8, 10 and 12 Boys and Girls games.
 - ii. Size 6: Under 14 Boys and Girls, Under 16 and 18 Girls, Under 21 Female and Open Female games.
 - iii. Size 7: Under 16 and 18 Boys, Under 21 Men and Open Men games.
- i) All teams will be required to supply an adult competent scorer for their game. The game will not commence until two scorers are on the score bench. A scoreboard penalty will apply for a Team having no scorer when the game is scheduled to commence. The scoreboard penalty is the awarding of ten (10) points to the opposition at the commencement of the game.
- j) Only players and coaches are permitted onto the players' bench.
- k) All matches will use the following Sin Bin Guidelines for all competitions:
- i. Players who commit a Behavioural Technical or Unsportsmanlike Foul are required to be substituted compulsorily out of the game for five (5) minutes of playing time.
 - ii. The time that the player can resume playing shall be determined by the Referee and relayed to the scorer. The player can only re-enter the game through the correct substitution process.
 - iii. The player may be replaced, but only if there are players available on the bench.
 - iv. Two such fouls, or a combination of the two, shall see the player automatically disqualified for the remainder of the game and asked to leave the playing area.
- l) All 3x3 matches will be played as per the official 3x3 basketball rules of FIBA.
- m) Zone defence or swarming is not allowed during any games in age groups up to and including U14s.

8. Forfeits

- a) There will be two points awarded for every minute, or part thereof, for the non-forfeiting team, when a team is late arriving on court or does not provide a scorer. A score of 20 – 0 will be the determining final score, when the match is called after ten minutes.
- b) A fee of 'twice the team sheet fee' will be charged if a team forfeits, unless there are 48 or more hours' notice given, then the fee will be 'twice the team sheet fee minus the referees payment'. In the event of three (3) forfeits during the home round that team shall have to show cause why they should be eligible to compete for the rest of the season.
- c) If more than 7 days' notice of a forfeit is given no fee shall apply.
- d) For a forfeit during finals, a penalty will be managed by the Executive Committee at their discretion.
- e) Referees will be paid for a forfeit if that forfeit occurs on the night.
- f) Any team that forfeits three (3) games in a season will be contacted by the Surfcoast Basketball Association to discuss the possible withdrawal of that team from the competition.
- g) Where a team forfeits due to extenuating circumstances the Executive Committee can review and alter the game's outcome.

9. Finals

- a) The four leading teams in each grade shall comprise the final four and will play finals. If less than four teams the Executive Committee shall determine the system used.
- b) To play in the final series a player must have played in at least one half of the scheduled rounds in the fixture of that division.
- c) A player who takes the court for any match shall be deemed to have played in such game and shall count as one (1) of the qualifying games required for the final series.
- d) For a player to have a BYE game or Forfeit count as a qualifying game, they must play in the games either side of the BYE or Forfeit game.

- e) In the event of a draw in any final, extra periods shall be of 5 minutes duration, with timing rules of 2-minute clock stoppages in the last half applying. Each team may be granted one (1) time-out during an extra period.
- f) In the event of a forfeit of any final, the team that lost to the forfeiting team in the previous final will then be eligible to play the final being forfeited.
- g) Any Medical Exemptions for games missed through injuries, must be submitted to the Executive Committee in writing at least seven (7) days prior to the first final for consideration.

10. Divisions

- a) Within each age group, the domestic competition may be divided into divisions at the discretion of the Executive Committee.
- b) Teams will be nominated into a division by their Team representative at the time of team entry. There may need to be discussion between the team and the Executive Committee on the appropriate initial division.
- c) Teams and players are to enter into the allocated age group that they qualify for by Date of Birth calculations and any exemptions to this require a discussion with the Executive Committee.
- d) Teams are required to declare all players that are currently playing in another representative program including the Surfcoast Basketball Association's representative program. Details are required to be submitted to the Executive Committee including the Association/Club they play and the competition division in which they play.
- e) Divisions will usually range from 1, 2, 3 or beyond which will depend on the number of team entries in an age group.

11. Grading

- a) Once grading has commenced no players may change teams without prior approval from the Executive Committee.
- b) Any team that withdraws once the grading schedule has been completed will lose all registration payment.
- c) Grading of teams within each age group will be completed by the end of the fourth round in each season. Any later re-grading must be approved by the Executive Committee.

- d) Re-grading of teams, both up and down, may occur at any stage of the season prior to the season's midpoint. Whilst it is hoped that most re-grading occurs by round four (4), it is recognised that re-grading may be necessary later.
- f) Requests for teams to be moved to a different grade can be made once grading has been completed and will require approval by the Executive Committee.
- g) Players must play at least three (3) grading games. Teams must notify the Surfcoast Basketball Association if a player is injured or away and will not be able to play the required three (3) grading games. If a player is joining the team after grading approval must be sought from the Surfcoast Basketball Association.
- h) Surfcoast Basketball Association reserves the right to grade/re-grade team entries to ensure fair competition.
- i) Upon completion of the 4th round of grading all ladder points will be reset to zero and points for the season will be calculated from round 5 onwards.

12. Protests / Complaints

- a) It is considered desirable that any team wishing to make a protest in respect of any game should notify the referee and court supervisor as well as lodge a written protest to the Executive Committee via the appropriate form (*refer to the Association website*).
- b) The official protest must be lodged in writing to the Association Secretary within three (3) days of the match.
- c) Any protest, complaint, or response concerning referees must be made in writing to the Association Secretary within three (3) days.
- d) If a spectator, coach or player would like to lodge a complaint against anyone not an official they must submit via the complaints form on the SBA's Website.
- e) If a game is abandoned because of the referee deeming a team's conduct warrants a cancellation, the following shall occur.
 - i. If the team responsible for such actions is currently leading on points, the opposing team will be awarded three (3) premiership points and a score of 20-0 shall be recorded for percentage purposes. The team responsible for the forfeit shall receive negative one (-1) premiership points.
 - ii. If the team responsible for such actions is currently trailing on points, the winning team's score at that time shall stand and the team will be awarded three (3) premiership points. The team responsible for the forfeit shall receive negative one (-1) premiership points.

- iii. If both teams are the cause of the issue, then neither team will receive premiership points and the score recorded as 0-0.
- iv. The referee must report the team/s at fault.

13. Reports and Misconduct

- a) As per Basketball Victoria rules and regulations regarding reports and misconduct.
- b) Coaches, assistant coaches, bench staff and players who receive two (2) behavioural technical fouls in a game will have the following penalty applied:
 - i. Two (2) Tech Fouls or 2 Unsportsman fouls or combination and ejection from the game: Automatic 3 Game Suspension for first offence. Any repeat offence by a player will have them referred to the tribunal.
 - ii. A Coach who receives 3 bench techs will be ejected and will receive a automatic 3 game suspension
- c) Coaches, assistant coaches, bench staff and players who receive technical or unsportsmanlike fouls in three (3) or more games in a playing season will have the following penalty applied:
 - i. Tech Fouls in Three Games: Automatic 1 Game Suspension
 - ii. Tech Fouls in Four Games: Automatic 2 Game Suspension
 - iii. Tech Fouls in Five Games: Automatic 4 Game Suspension
 - iv. Tech Fouls in Six Games: Automatic 6 Game Suspension
- d) All Technical Fouls or unsportsmanlike fouls will be recorded by the referee at the end of the game or roster for that day on the Report Form.
- e) Any spectator who behaves in a manner that is breach of any policies or code of conduct and is identified to belong to a team will cause the team to receive a tech foul against the bench.

14. Tribunals

- a) Tribunals will be conducted per Basketball Victoria Tribunal By-laws

15. Committee

- a) All decisions made by the Executive Committee regarding players and playing conditions are to be notified in writing to each team as soon as possible after each meeting.

16. Fees and Penalties

- a) Playing fees and penalties will be set by the Executive Committee at the commencement of each season.
- b) All outstanding fees must be paid before the commencement of the following round in which the team is involved. Failure to do so will result in the loss of premiership points and a fine will be imposed.

17. Referees

- a) All referees are to be registered with Basketball Victoria.
- b) All referees will referee in accordance with the official basketball rules of FIBA. Playing fees and penalties will be set by the Executive Committee at the commencement of each season.
- c) Referees must get to their first game at least 10 minutes before the start time of a domestic game and 20 minutes before a representative game.
- d) Referees must always wear the correct uniform, shirts tucked in always. Exposed jewellery is not to be worn.
- e) The number of games given to a referee will be limited in the following roster(s), where:
 - i. Referee fails to give 24 hours' notice of inability to officiate.
 - ii. Referee fails to complete the score sheet for any game.
 - iii. Referee is not performing to appropriate standards as adjudged by the referee supervisor or two (2) committee persons.

18. Basketball Victoria Policies

- a) The Committee of the Surfcoast Basketball Association follows all By Laws, Policies and Rules as tabled by Basketball Victoria from time to time. These may include (but not limited to): Basketball Victoria Constitution, Heat Policy, Jewellery Policy, Member Protection By Laws, Member Obligation By Laws and Participant Protection By Laws.

19. Right of Entry

- a) Surfcoast Basketball Association reserves the right to refuse admission to and eject from the Stadium any person at any time.

- b) It is the duty of each player, referee, official and spectator to obey the directions given by a Surfcoast Basketball Association official appointed to take charge of the stadium.
- c) All administrators, coaches, parents, players, referees, officials, and spectators are required to adhere to Basketball Victoria's Codes of Conduct whilst in the stadium (*refer to the Association and/or Basketball Victoria website for current Codes of Conduct*).
- d) At no point before, during or after a game are spectators permitted to approach a referee. All spectators must abide by the Basketball Victoria Spectator Code of Conduct. If asked to leave the venue by a venue official, spectator/s must do so immediately, or reports and loss of games may be applied.

20. Eligibility

- a) Age groups are defined by the age of a player on the 31st of December of the year the season ends.
 - i. Any player may be called upon by the Surfcoast Basketball Association to supply proof of age and identity, at any time.
 - ii. Lower division players are eligible to fill in for a higher division e.g., Division Three to Two and Division Two to One.
 - iii. A player may only fill in for a team for no more than 2 games before needing to be registered as a player in that team.
 - iv. During Finals a fill in player must be pre approved by the Committee, they must come from a lower age group.
 - v. During Finals a fill in player must be a registered SBA player and have played in a team during the season.
 - vi. Fill in players can only be used to take your team to a maximum of 6 players for a game.
- b) All players are to notify their coach/team manager if they are unable to play.
- c) A player may be granted a permit to play with another team. Their new preferred team must lodge an Added Player Application Form and follow the permit procedures (*refer to the Association website*).
- d) Players may only play up one age group above their natural age group (e.g., the lowest age group in which the player is eligible to play).

- e) Any junior who is aged under 15 years must have a Playing Above Age Consent indemnity form signed by their parent/guardian allowing them to play in senior competition (*refer to the Association website*). This form must be submitted to and approved by the Surfcoast Basketball Association Executive Committee prior to playing their first game in senior competition.
- f) All Junior and Senior Representative players are expected to play in the Surfcoast Basketball Association domestic competition.
- g) Any team can have representative players totalling a maximum of 9 points in a team. This can be a combination of players worth different points.
 - A player in VC to VJL2 will be allocated 3 points.
 - A player in VJL3 to VJL6 will be allocated 2 points.
 - A player in VJL7 + will be allocated 1 point.The team total for the season must not exceed 9 points.

If a Representative player has not played representative basketball for a 12-month period, their points will be reduced by 1 point until 0 is reached over subsequent years.

Where a Representative player is playing up an age group eg: an U12 plays in U14's their point will be reduced by 1 point.

Where a Representative player is used as a Fill In player their points will be counted in the team total points limit for the season, (eg if a team already has rep players that fully utilise the 9 points limit they cannot use a repl player as a Fill in player as they have already hit their limit). Officials must be notified prior to the game that they are filling in for a team.

- h) A player registered in any division, upon playing the number of games or more required to qualify in a particular higher division final series, shall be deemed to be a player of such higher division. As such, the player is no longer eligible to play in the lower division.
- i) Surfcoast Basketball Association may consider granting special consideration for finals eligibility in exceptional circumstances to players impacted by long term injury.

21. By-laws Alterations

- a) The By Laws may be altered during the currency of the competition by a resolution passed at an Executive Committee meeting with a quorum of present Committee members to vote.
- b) In all Junior and Senior divisions, the Executive Committee may from time to time allow 'modified By Laws' to be played.

- c) Ideally, those 'modified By Laws' would be put in place at the start of each season, however, this may not be able to be foreseen and therefore have to be included mid-season.
- d) The 'modified By Laws' may include: a Mercy Rule, capped points per players, No Zone rules, shortened Free Throw line, equal game time for all players, no keeping scores, Representative Player limitations on Teams.

22. General Meetings

- a) When compulsory meetings are called either as the Annual General Meeting or to discuss matters of extreme importance, each team must supply at least one (1) representative or face the loss of one (1) premiership point at the discretion of the Association's Executive Committee.