



South Australian Amateur Basketball League
By – Laws & Regulations

Last Updated July 2020

To come into effect: Winter Season 2020

Revision History

[illegible]

1. Competition Structure

1.1. Objects

- (a) The objects of the South Australian Amateur Basketball League are as follows:
 - (i) to promote and encourage participation in basketball in the state of South Australia;
 - (ii) to promote and encourage the principles of fair play, teamwork and sportsmanship through basketball;
 - (iii) to provide and promote an opportunity for all members of the South Australian community to participate in basketball in an inclusive, safe and friendly environment;
 - (iv) to arrange, administer and control competitions of basketball matches between Affiliate Clubs of the League;
 - (v) to adjudicate all questions and matters of dispute with respect to Members, including between Members, arising in connection with the activities of the League.

1.2. Rules and Regulations

- (a) The By-Laws, as introduced, amended and approved by the Board from time to time, govern the South Australian Amateur Basketball League in respect of their subject matter.
- (b) Where these By-Laws are ambiguous or silent in any respect, the League will be guided by the FIBA Rules of Basketball (**FIBA Rules**), however, the SAABL By-Laws and any decision of the Executive Officer or the Board on the matter will be final and binding, including to the extent any such decision may be inconsistent with the FIBA Rules.
- (c) These By-Laws will be reviewed on a periodic basis, as needed, by the Executive Officer and the Referee Representative, including, as appropriate, in consultation with the Board, and any changes to these By-Laws must be made by and with the approval of the Board.

1.3. Management of League operations

- (a) The Board is the governing body of the League.
- (b) The Board may delegate, and has delegated, certain powers and duties to the Executive Officer, as appointed by the Board from time to time.
- (c) The Executive Officer has responsibility for the day to day management and operations of the League, as delegated by the Board.

- (d) All games will be played as scheduled by the SAABL Executive Officer.
- (e) Where a matter relating to basketball operations and / or day to day management of the League is not specified or otherwise appropriately addressed or provided for in these By-Laws, the Executive Officer, as delegate of the Board, is entitled to make decisions on such matters, guided by the best interest of the League and competition as a whole.

1.4. Definitions

- (a) **“SAABL”** means South Australian Amateur Basketball League Inc.
- (b) **“Board”** means the governing body of the League, as provided in the SAABL Constitution.
- (c) **“Fixture”** means a series of games as scheduled by SAABL, through its Executive Officer, where teams of Affiliate Clubs play against other teams of Affiliate Clubs in the same Division.
- (d) **“Round”** means the set of Fixtures which result in each team within a Division having played a game against other teams within that same Division, excluding those teams who have a bye.
- (e) **“Minor Round”** means the total set of Fixtures played to determine an ordered ranking on a premiership table.
- (f) **“Finals”** are the series of games played at the end of the Minor Round to determine the winner of the Division.
- (g) **“In Writing”** means a written communication sent by post and/or electronic mediums, such as email, Facebook or Messenger.
- (h) **“Tribunal”** refers to the panel of persons appointed to consider, hear and determine a complaint or alleged breach of a Code of Conduct, where that function is delegated by the Board, or alternatively may comprise the Board or part of the Board.
- (i) **“Division”** means an individual competition within the League, determined by the overall skill level of participating teams.
- (j) **“Ineligible Player”** refers to a player who is ineligible to play basketball in the SAABL competition under any provision of the By-Laws or by virtue of a ruling of the Tribunal.

1.5. Divisions

- (a) Matches will be scheduled, where necessary, in Divisions which will, so far as reasonably feasible, be organised according to the overall skill level of participating teams.

1.6. Club and team eligibility

- (a) To be eligible to play in the League, all clubs and teams must have complied with the financial obligations set out in these By-Laws, the Constitution and any other determination of the Board, in its discretion.
 - (b) Where a club or team has not complied with any of its financial obligations, this may be deemed by the Board, in its discretion, to be conduct unbecoming of a Member and / or prejudicial to the interests of the League, providing grounds for expulsion from the League by resolution of the Board in accordance with the process specified in clause 7.3 of the Constitution.
 - (c) To be eligible to play in the Finals, a team must pay to the League any outstanding debts prior to the first round of Finals including but not limited to registration fees and forfeit fees.
- 1.7. Competition structure
 - (a) The number of minor round games for each season will be determined by the SAABL Executive Officer having regard to the number of teams which have nominated to play.
- 1.8. Finals
 - (a) The format of the Finals for each Division is to be determined by the Executive Officer, in consultation with the Board, having regard to the number of teams which have nominated to play.
- 1.9. Scheduling
 - (a) All games will be played on Saturday afternoons.
 - (b) Games will be scheduled between 1pm and 6pm.
 - (c) Games will be scheduled on the hour, so far as reasonably feasible.
- 1.10. Stadium admission
 - (a) A player is admitted to the stadium in which they are playing upon payment by their team of their team fees.
 - (b) Upon entrance to any Stadium used by the League all players, coaches, officials and spectators agree to abide and be bound by, and submit to the jurisdiction of, the SAABL Code of Conduct.
 - (c) Failure to adhere to a relevant Code of Conduct may result in ejection and refusal of re-admission, at the discretion of the Executive Officer, Referee Representative or Umpire in Charge.
- 1.11. Premiership Points

Premiership points will be awarded during the regular season as follows:

 - (a) Game Winner 3 Points
 - (b) Game Drawn 2 Points

- (c) Game Lost 1 Point
- (d) Game Forfeited 0 Points
- (e) Bye Games 2 Points

1.12. Nomination changes and grading

- (a) At registration, a team will be permitted to nominate to play in a particular Division, where applicable.
- (b) After five games in any season have been played, nominations and requests by a team to change Division will not be considered.
- (c) Grading of teams to Divisions will be determined at the discretion of the Executive Officer and such determinations will be made in the best interests of the competition and the League and will be final and binding.

2. Player Regulations

2.1. Players per team

- (a) On game day, no team shall play more than 10 players.

2.2. Nomination of players

- (a) if and where a player plays a game using a name which is not their own, the following penalties will apply:
 - (i) loss of all premiership points gained by that team whilst playing that player;
 - (ii) a forfeit being recorded for each game played by that team whilst playing that player and a score of 20/0 being recorded against that team for each such game.
 - (iii) that player and the team coach, or if there is no coach, then the team captain, will be reported for misconduct and subject to a hearing before the Tribunal.

2.3. Player eligibility – minimum age

- (a) A player must be over 18.
- (b) A player who is under 18 may only play if they obtain written permission from the Executive Officer to do so (with such permission to be granted or refused at the Executive Officer's discretion).

2.4. Transfers between teams in the same Division

- (a) Where a club has multiple teams in the same Division, subject to By-Law 2.4(b) below, players are not permitted to play for both teams except for in the first five games of the season.
- (b) Where a club has multiple teams in the same Division, a player may only play for both teams in that Division where this is required to avoid a forfeit by one of those teams and with the Executive Officer's

permission in writing (with such permission to be granted or refused at the Executive Officer's discretion).

2.5. Transfers between teams in different Divisions

- (a) Where a club has teams in multiple Divisions, a player who plays for a team in a lower Division may play in a team for a higher Division on the same day, but only if reasonably required to fill a vacancy.
- (b) No player shall play more than one Finals game on the same day.
- (c) No player shall play in more than one Grand Final on the same day.

2.6. Player eligibility for Finals

- (a) To be eligible for Finals, a player must have played at least five Minor Round games on separate days, for the same Club.
- (b) If a player plays five games for one Club in multiple Divisions but has not played five games in any one Division, the Club must receive written permission from the Executive Officer for the player to be eligible for Finals (with such permission to be granted or refused at the Executive Officer's discretion).
- (c) Two of the five games required for a player to be eligible for Finals must be played in the first half of the season.
- (d) A player cannot play for more than one club in one season without first receiving the permission of the Executive Officer in writing (with such permission to be granted or refused at the Executive Officer's discretion).
- (e) Where a player has played five games in a higher Division, they are no longer eligible to play in a lower Division in that Season. ‘
- (f) If a team believes that a player should be eligible to play Finals, but is not due to exceptional circumstances, the team may apply to the Executive Officer seeking a determination that the relevant player should be deemed eligible, setting out the grounds and exceptional circumstances justifying an exemption to the usual eligibility criteria. A team must make any such application by the Saturday one week prior to Finals commencing. The Executive Officer will make a determination as to eligibility in his or her discretion, having regard to the matters set out in the application. The Executive Officer's decision will be final and binding, and not subject to any appeal.
- (g) A player may play in more than one game on a Saturday subject to the applicability of By-Law 2.6(e).

2.7. Covid Safe Plan Compliance

- (a) Players, coaches, managers, officials and spectators will be subject to and bound by the SAABL Covid Safe Plan and must, so far as feasible, comply with all relevant guidelines or requirements this contains.
- (b) Failure to reasonably comply with SAABL Covid Safe Plan guidelines or requirements may result in exclusion and/or sanction of any player, coach, manager, team and club, official or spectator and removal from the venue.
- (c) Players, coaches, managers, officials and spectators will be expected to take appropriate steps and precautions to minimise health and safety risks, including but not limited to those arising in respect of COVID-19.
- (d) No person required to quarantine or self-isolate in relation to COVID-19 will be permitted entry into any SAABL venue or to participate in any SAABL activities.
- (e) If any person is experiencing or displaying any cold or flu or other respiratory symptoms, or any fever, that person should not enter into any SAABL venue or participate in any SAABL activities and may be excluded.

3. Playing conditions

3.1. Timing conditions

- (a) Games will be 40 minutes in duration.
- (b) Except as directed below, the timing of games and the length of periods and playing conditions will be as determined by the Executive Officer.
- (c) At the start of each period, the clock will commence with the jump ball.
- (d) The clock will stop for all timeouts.
- (e) Each timeouts will be 30 seconds in duration.
- (f) There will be a two-minute break between periods.
- (g) The clock will stop on all whistles in the last 2 minutes of the final period.
- (h) The clock will run after made baskets in the last 2 minutes of the game.
- (i) For the 2020 SAABL regular season, in the event of a draw, no overtime be played and a draw will be recorded. Overtime will only apply for Finals, as set out in 3.2 below.
- (j) The application and operation of clauses 3.1 (k) to (p) below will be suspended for the 2020 SAABL season due to COVID-19 and will be reviewed at the commencement of the 2021 Season. They will not apply and are overridden by the provisions above for the purposes of the 2020 SAABL season.

- (k) If the game is tied at the end of regulation of a regular season game, the game will proceed to a 3-minute overtime.
 - (l) The clock will stop for all whistles in overtime.
 - (m) There will be one timeout for each team in overtime.
 - (n) Timeouts do not carry over from the regular game.
 - (o) If the game is still tied at the end of overtime, the game will proceed to a subsequent overtime of three minutes until a winner is determined.
 - (p) There will be no timeouts in subsequent overtimes.
- 3.2. Finals timing conditions
- (a) Each timeout will be 60 seconds in duration.
 - (b) The clock will stop on all whistles in the last 3 minutes of the final period.
 - (c) The clock will stop on made baskets in the last 2 minutes of the game.
 - (d) In the event of a draw, a game will proceed to a 5-minute overtime.
 - (e) If tied at the end of overtime, the game will proceed to successive additional overtime periods of 5 minutes until a winner is determined.
- 3.3. Scorers/timekeepers
- (a) Each team must provide a non-playing scorer.
 - (b) If a team does not provide a non-playing scorer, then it is entitled to provide a playing scorer, but the other team will be awarded 4 points.
 - (c) If a team fails to provide a playing scorer or non-playing scorer, then the other team will be awarded 8 points.
 - (d) If neither team provides a scorer, then each team will be required to provide a playing scorer, and, as a result, the game will be played as four on four.
 - (e) The scoring system must be checked and completed by the teams prior to tip off. Players can be added to the scoring system prior to the start of the second half.
- 3.4. Balls and ball sizes
- (a) SAABL will provide size 7 Wilson Game Balls for each Division.
- 3.5. Three-point line
- (a) In the case of multiple three-point lines being marked on a court, the three-point line that is the greatest distance from the ring will apply.
- 3.6. No-charge semi-circle
- (a) In cases where the no-charge semi-circle is not marked, the no-charge rule will not be implemented.
- 3.7. Uniforms
- (a) All numbers between 0 and 99 are acceptable – including 00.

- (b) Players on the same team must have the same uniform, including top and shorts (no pockets).
- (c) Players on the same team must have different numbers.
- (d) If two players have the same legal number, one player shall turn their singlet inside out, and in this case only, no number is regarded as a legal number.
- (e) If a player is be registered as “no number”, the team will be penalised 2 points.
- (f) If there are two or more “no number” uniforms, fouls will be called using the relevant player’s surname.
- (g) Players are entitled to wear compression wear under their top or shorts. Any compression wear should be of a single colour which is consistent within the relevant team and, so far as reasonably feasible, the same colour as the predominant colour of the team uniform. If any compression wear is not the same colour as the team uniform, it should be either black, white or beige.
- (h) Any number on a uniform must be securely attached to the singlet/uniform (for example, tape will not be accepted).
- (i) Shorts must have no pockets.
- (j) Wearing of jewellery of any kind is not permissible. If jewellery must be worn, then it must be accompanied with written permission from the SAABL Executive Officer and evidence of such produced to the Referee Representative and umpire in charge prior to the game commencing. The jewellery must be covered in a way to avoid / not cause injury to players or officials.
- (k) Where a Team is not compliant with any of these By-Laws relating to uniforms, two points will be awarded at half time per infraction (or after half time if the player does not enter in the first half) and a foul will be levied against the player who has committed the infraction.
- (l) The opposition can reject the penalty two points. Once rejected, the penalty points cannot be reinstated.

3.8. Colour clashes

- (a) All teams should have an alternate uniform of a substantially different colour to their primary uniform. The League’s preference is for uniforms which are reversible, with the reverse constituting the alternate uniform.
- (b) Where two teams in the same Division have similar colours, the “away” team or the second named team must wear an alternate uniform.

3.9. Medic Alert Bracelets

- (a) Players can wear medic alert bracelets provided that they are “sports specific” and designed to fit securely and sit close to the body to avoid presenting a safety or injury risk. A sweat band may be used to securely cover the bracelet.

3.10. Forfeits

- (a) A team forfeiting will pay an amount equal to double the Game Day Fee.
- (b) To avoid a forfeit fee, teams are required to play a game with no less than three players.
- (c) Forfeit fees for Finals shall be \$200.00 per game.
- (d) In the event of a forfeit occurring without prior notice, the opponent of the team forfeiting will be given the option at 10 minutes in the first half, to play out the game. If the opponent refuses to play, then the game will be a forfeit and all players will be refunded their game fee.
- (e) In the event of a forfeit, the non-forfeiting team shall be awarded 3 championship points and a 20/0 game score will be recorded.