



Sturt Basketball Domestic League

By-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://cdn-asset-mel-1.airsquare.com/sturtsabres/library/memberprotection.pdf?201811040122>

Sturt's Code of Behaviour can be found here: <https://cdn-asset-mel-1.airsquare.com/sturtsabres/library/codeofbehaviour.pdf?201811040122>

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, Stadium Officer 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 'Courtside App' 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 There will be 12 minor rounds, commencing directly after the grading period.

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.

2.2.2.2 Teams may be moved into different pools at the discretion of the Domestic Coordinator.

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 and 3 v 4, 5 v 6 etc, 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 (School Term 4 & 1 – Summer Season, School Term 2 & 3 for Winter season).

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 7.2.2) 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 (see By-law 6).

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.

3.1.7 A player shall not play for more than one team in the same competition during the season without permission from the Domestic Coordinator.

3.1.7.1 The Pink Devils competition is exempt from the above.

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.

3.3 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 games for their team.
- 3.4.2 Teams may apply for an exemption for a player by 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 Under 8s, the game will consist of two 20-minute halves, with a 1-minute break.
- 4.1.3 For all other age groups, the game will consist of four ten-minute quarters, with 1-minute breaks.
- 4.1.4 In all games the clock will continue running.
 - 4.1.4.1 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.
 - 4.1.4.2 As the clock does not stop, substitutions may not be called in the last minute of a period of play.
- 4.1.5 Each team is granted two time-outs per half, although the clock will not stop.
 - 4.1.5.1 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.

4.3 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 and Under 10s will use a Size 5 regulation ball.
 - 4.3.2.1 To transition in line with Basketball Australia, Under 12s will use Size 6 basketballs in Term 4 (2021) but will then move to using Size 5 basketballs in Term 1 (2022).

4.3.2.2 If Under 12 teams to agree to use a Size 5 basketball in Term 4 (2021), this will be allowed.

4.3.3 Under 14s Boys will use a Size 6 regulation ball.

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

4.3.5 All Under 12 Girls and above will use a Size 6 regulation ball.

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 12 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 Teams will shoot Bonus Free Throws on the 5th foul and every foul afterwards (excluding offensive fouls) per quarter.

4.5.1.1 In Under 8s age-group, teams will shoot Bonus Free Throws on the 8th foul and every foul afterwards per half.

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, then 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.

4.8 Mercy Rule

4.8.1 The Mercy rule is applied in all age-groups.

4.8.1.1 When a team is 15 points ahead, the players must go inside the 3-point arc when the opposition has the ball in their backcourt. Players must wait inside the 3-point arc until the ball is over the half court line. Once the ball is over the half court line, they may come out to defend each player as normal.

4.8.1.2 In Under 10s, the rule is applied when a team is 10 points ahead.

4.8.1.3 In Under 8s, the rule is applied for the duration of the game.

4.8.1.4 In the event players are not compliant; the referees may stop the game and replay from the nearest point on the endline/sideline once the players have reached the 3-point arc.

4.9 Timing for Major Round Games

4.9.1 All timing conditions for minor round games will apply.

4.9.2 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.

5. Under 8s – Modified Rules

5.1 Double Dribble, Carrying and Travelling Violations

5.1.1 For the Under 8s competition, in the event a player commits the above infraction, the violation will be called for stoppage. The player is advised by the referee of the violation and where they went wrong, but then the player will receive possession on the spot the violation was made. If a follow up violation is made after the violation, then it will result in possession to the other team.

5.1.2 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.

5.2 Coaches permitted on court.

5.2.1 In the Under 8s competition, one coach per team is permitted to be on the court to guide their players to aid direction and spacing.

5.2.2 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.

5.3 Players committing five personal fouls.

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

- 5.3.2 It is advised that once the player receives multiple fouls in quick succession, the coach should address this with the player by substituting them, or communicating directly, to avoid actions outlined in 4.4.1.
- 5.3.3 A player who is playing after receiving 5 fouls (and being substituted as per 4.4.1), shall have all further fouls recorded as team fouls but not personal fouls on the scoring devices.
 - 5.3.3.1 Bonus free throws will still apply.

6. Coaches Permitted on the Court

6.1 Definition

- 6.1.1 During the grading period, the following will apply for all Under 10 and Under 12 teams.
 - 6.1.2 After the season's grading process, for the lowest graded pool of teams in Under 10s, Under 12s and Under 14s, the following will apply.
- 6.2 One coach per team is permitted to be on the court to guide their players and aid in direction and spacing.
- 6.3 As the coach is permitted on the court, they must not interfere during active play over the course of the game. Such as standing in the way of opposing players or standing directly in front of the ring obstructing play.

6.4 Other pools

- 6.4.1 All other pools in the aforementioned age groups (after the grading period) shall have their games conducted normally with no modifications.

7. Forfeits

- 7.1 It is always advisable to notify the Domestic Coordinator if your team/child cannot attend for any reason.

7.2 Forfeit Fines

- 7.2.1 Fines are applicable when a team forfeits a game. Where the team has provided up to 7 full 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

- 7.2.2 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.
- 7.2.3 All forfeits are recorded as 20-0 in favour of the team who did not forfeit the game.
- 7.2.4 If a game is called off due to misconduct, the forfeit fee applies.
- 7.2.5 Non-forfeiting teams are not required to pay the match fee.

7.3 Minimum Players

- 7.3.1 Games may commence with a minimum of four eligible players per team (and a provided scorer). No penalties will apply.
- 7.3.2 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.
- 7.3.3 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.
- 7.3.4 Exceptions may be granted on a case-by-case basis with the Domestic Coordinator.

7.4 Scratch Matches

- 7.4.1 In the case of a no-notice forfeit, the teams may mutually agree to play a scratch match.
- 7.4.2 Whether a scratch match is played or not, the non-forfeiting Team will be awarded a score of 20 points to nil.
- 7.4.3 If a scratch match is played, normal match fees will apply to both Teams, not a no-notice forfeit fine.
- 7.4.4 If a scratch match is not played, the forfeiting Team will be required to pay a fee.

8. Courtside App & Game Payment

8.1 Courtside Scoring

- 8.1.1 The coach is required to ensure only the names of players present and ready to play in the match are entered into the Courtside App.
- 8.1.2 Late arrival players who are ready to play will have their names included on Courtside by the scorer.
- 8.1.3 Once the game is finalised on Courtside by the referee, the results cannot be altered.
- 8.1.4 In the event that a score discrepancy occurs in a match, the Courtside version shall be deemed as the official score sheet.

8.2 Match Fees

- 8.2.1 If a team has not paid their match fee before the commencement of the final period of play, then they shall receive a 5-point penalty.
- 8.2.2 Furthermore, if a team still has not paid their match fee after the completion of the game, teams are given until the following Tuesday 5:00pm to pay said fee.
 - 8.2.2.1 The penalty for breaching 7.2.3 shall be a \$100 fine, due within seven days of the invoice, and to be notified by the Domestic Coordinator.

8.2.3 Teams who repeatedly breach 7.2.2 and 7.2.3 may be reprimanded by the Domestic Coordinator as appropriate.

8.2.3.1 Such penalties include but are not limited to, removal from scheduled games, or further removal from competition.

9. Draws

9.1 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.

10. Court & Equipment Modifications

10.1 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.

11. Uniform Policy

11.1 Number Clashes

11.1.1 In the unlikely event of a player number clash, players will be asked to wear loan uniforms / bibs.

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

11.1.3 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.

11.2 Colour Clashes

11.2.1 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.

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

11.3 Shorts

11.3.1 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.

11.4 Shoes

11.4.1 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.

11.5 Jewellery

11.5.1 Players are not permitted to wear jewellery whilst playing Domestic Basketball. 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.

- 11.5.2 Earrings may not be covered in tape. If the earrings cannot come out, then the player is not permitted to play.
- 11.5.3 In cases of religious and/or special reasons for wearing jewellery, the player is advised to notify the Domestic Coordinator for a season exemption.

11.6 Hair

- 11.6.1 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.
- 11.6.2 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.
- 11.6.3 No metal clips, combs, hard headbands, or baubles are permitted to be worn in the hair whilst playing.
- 11.6.4 The referee shall judge as to whether a player's hair conforms to the above and is permitted to play.

11.7 Penalties

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

12. Referees

- 12.1 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/officials too.
- 12.2 Many are learning to officiate and may wear a green/white shirt. A zero-tolerance policy is in place when it comes to criticising green/white shirt referees. Coaches, players, parents and spectators cannot speak directly to a green/white shirt referee. If there are any officiating issues, coaches must seek out the Court Supervisor (bright orange shirt).
- 12.3 Teams should be advised that grey-shirt 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.

13. Blood Policy

- 13.1 A player is not permitted to start playing with an open wound.
- 13.2 If the referee observes that 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.
- 13.3 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.

- 13.4 The substituted player may not return to the game unless the bleeding has been stopped and the wound has been satisfactorily covered.
- 13.5 If the referees observe during the game that a player has blood on their playing uniform, they shall immediately call a Referee's timeout and the player shall be substituted.
- 13.6 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.
- 13.7 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)

14. Hot Weather Policy

- 14.1 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)
- 14.1.1 In accordance with the Hot Weather Policy, games may be modified/cancelled to due extreme changes in weather.
- 14.1.2 If games are cancelled due to the Hot Weather Policy, up to 2 rounds may be rescheduled at a later date.

15. Abandon Game

- 15.1 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 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.

d) The referee, after due consultation with the stadium management 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.

An abandoned game is a game called off by the referees because of a situation outside the general control of the referees and/or Sturt Sabres Basketball Club and/or stadium management. The game may not have commenced or may not have concluded.

Examples of situations which could cause an abandoned game (but not limited to these):

- (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.

16. Tribunal By-Laws

16.1 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.

16.2 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:

- 16.2.1 Witnesses and charged persons when presenting / defending evidence shall be done so separately or in separate rooms in front of the Tribunal.
- 16.2.2 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.
- 16.2.3 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.
- 16.2.4 In a denial of charges, witnesses are to present evidence separately to the Tribunal.
- 16.2.5 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.
- 16.2.6 Depending on charges, the goal of this adjustment to conduct of the tribunal in the Sturt Domestic League is to avoid further conflict between witnesses/charged persons and prevent unnecessary exchanges.
- 16.2.7 Further to 14.2.6, 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.

17. COVID Safe Requirements

- 17.1 Sturt Sabres Basketball Club has implemented various COVID-Safe requirements for the safety and wellbeing of members and public – these requirements can be found online at: <https://www.sturtsabres.com.au/domestic/covid-safe-requirements>