

# **Sutherland District Basketball Association**



## **Competition Handbook**

### **Winter Competition**

**2026**

**email: [admin@sutherlandbasketball.net.au](mailto:admin@sutherlandbasketball.net.au)**

**Website: [www.sutherlandbasketball.com.au](http://www.sutherlandbasketball.com.au)**

## **BOARD MEMBERS:**

President: Glenn Gooding  
Vice President: Loretta Passerini  
Finance Director: Lyndal Punch  
Directors: Vaness Hutchinson, Rhett McGillicuddy, Andrew McNamara,  
Shaun Stevens

## **STAFF:**

Association Manager	Adrian Dark
High Performance and Development Manager	Michael Turton
High Performance and Development Administrator	Joanne Trevethen
Junior & Senior Competitions Manager	Michael Bills
Duty Manger -Menai	Scott Hilton
Duty Managers – Sutherland	Maureen Clelland and Louise Cameron
Registrar	Kay Meadows
Accounts Manager	Dionne Sinay
Referees Development	Tom Marsh
Marketing Co-ordinator	Kathy Pont
Development Officer	Lochlan Hutchison

## **CHARTER**

- To provide opportunities for
  - Players to play
  - Coaches to coach
  - Referees to officiate
  - Administrators to encourage players, coaches, referees, officials and parents to participate
- To promote high quality competition highlighting the philosophies of fair play, skill development and enjoyment
- To praise, encourage, appreciate and reward effort and improvement (NOT simply OUTCOMES)
- To encourage fair play, tolerance and understanding of the thoughts and actions of others
- To be inventive, creative and imaginative in our approach to basketball
- To provide leadership, assistance and support to players, coaches, officials and referees
- To provide the best possible and safest environment for our members
- To foster the spirit and development of basketball in the Sutherland Shire

## **RIGHTS AND RESPONSIBILITIES**

### **Members Rights**

All S.D.B.A. Members have the right to:

- 1) Enjoy their basketball activities
- 2) A safe and healthy sporting environment
- 3) Skilled and qualified leadership
- 4) Share in decision-making processes
- 5) Equality of opportunity

### **Members Responsibilities**

All S.D.B.A members have the responsibility to practice good sporting behaviour by:

- 1) Playing fairly and safely
- 2) Playing by the rules
- 3) Co-operating with coaches, team mates, officials and opponents
- 4) Abiding by decisions
- 5) Applauding all good play

All participants should be able to play at a level appropriate to their interest and ability.

## **INTRODUCTION**

The SDBA is a non-profit organisation..

The Association runs over 3500 basketball games per year at Sutherland Basketball Stadium and Menai Indoor Sports Centre from Miniball through to Junior and Senior Competitions, and averages 1800 players in local competition each year. This handbook has been produced by the SDBA to ensure that all participants have access to the rules and conditions under which our competitions are conducted.

We hope that the publishing of this handbook will lead to a greater understanding, cooperation and enjoyment by and for all members.

As always, comments and suggestions are a welcome and necessary part of the development of our Association.

Please put your comments in writing and send them to the Association Manager through your Competition Manager.

## **CONDUCT OF GAMES**

- 1) All games are played under the jurisdiction of the Sutherland District Basketball Association and shall be conducted according to the rules as laid down in the current "Official Basketball Rulebook" released by Basketball Australia, except where variations are listed within these competition rules.

- 2) All teams having entered the competition and registered by paying the nomination fee, commit to pay game fees for the entire competition, regardless of other circumstances, except if their team is removed by SDBA management.
- 3) All games will be under the control of the SDBA, which is responsible for receiving competition Nomination Forms, Registrations, Court fees and Forfeit Fines (where applicable) from all teams in all divisions.  
The SDBA is also responsible for making the draws, advertising the draws on the Sutherland Basketball Website. Notifying teams of any changes to that draw, receiving notice for forfeits and notifying affected teams, as well as ensuring that the competition rules are adhered to.  
The SDBA staff will endeavour to allocate teams into appropriate standard competitions and ensure the smooth running of those competitions
- 4) All teams are required to have a competent and committed Team Manager who will ensure that their team is properly uniformed, organised and has sufficient players registered to complete the schedule of games without disruption. Additional players are available by contacting the SDBA Office.

#### **DUTIES AND POWERS OF SDBA STAFF, DUTY MANAGERS, REFEREES, BOARD MEMBERS**

All the above personnel have authority over the conduct of SDBA games and may assist in the enforcement of the Official Rules and SDBA Competition rules. They also have the power to cite any participant to appear before a disciplinary tribunal in the event of inappropriate conduct.

The SDBA staff member who is directly responsible for the conduct of any competition is the SDBA Competition Manager. They are primarily responsible for the application of all rules and the settling of any disputes. The Competition Manager is the avenue for the communication of matters related to their competition. A Grievance Report Form may be completed when you are not satisfied with the Competition Manager's handling of a particular situation.

The SDBA Board reserves the right to refuse admission of any team or player into competitions

The SDBA Board and management reserve the right to adjudicate on any situation. The Competition Manager or any Board Member in attendance can deny any person from participating in any SDBA event and may have them removed from the venue. The police may be called to remove offenders.

The match referee must check the tablet at half time and remove any players that have not played and at the conclusion of the game must check the Game Device to verify the result.

Team Names will be accepted at the discretion of General Manager and/or Competition Manager.

## **COMPETITION STRUCTURE**

### **Senior Competitions:**

Monday: Monday A,B and C Grade Men,  
Social Women  
Menai Division 1,2,3,4 Grade Men

Tuesday: Super League Men  
Super League Women  
Menai Mixed Division 1,2

Wednesday: Under 20 Men Division 1,2,3 Over 35 Men

Thursday: Thursday A,B and C Grade Men

### **Junior Competitions:**

Monday Under 16 Boys Divisions 1 - 6  
Tuesday Under 18 Boys Divisions 1--5  
Wednesday Under 12, 14 16 18 Girls all divisions  
Thursday Under 12 Boys all divisions and Under 14 Boys Divisions 1-5,  
Saturday Under 7, Pink Ball (Girls only) Under 9, Under 11, Under 13 Boys and Girls Grades

ALLOCATION OF GRADES TO VARIOUS NIGHTS IS THE RESPONSIBILITY OF SDBA AND SOME ADJUSTMENTS MAY BE NECESSARY BASED ON NOMINATIONS RECEIVED.

## **CLOSING DATES AND COMPETITION DURATION**

- a) Nominations for Senior Competitions (including Menai) will close 8<sup>th</sup> April, 2026
- b) Nominations for Junior Competitions will close 8<sup>th</sup> April, 2026
- c) Senior Competitions will commence the week of 20<sup>th</sup> April, 2026
- d) Menai Monday Men will commence on 20<sup>th</sup> April, 2026 and Menai Mixed Competitions will commence on Tuesday 21<sup>st</sup> April, 2026.
- e) Junior Competitions commence week of 20<sup>th</sup> April, 2026
- f) All Competitions finish with the Grand Final Week of 21<sup>st</sup> September, 2026

## **NOMINATIONS**

- a) Nominations will only be accepted via the online Nomination Form.

## **TEAM ORGANISATION:**

- a) A minimum of seven players is recommended for both Junior and Senior teams.  
All teams are required to have a competent and committed team manager/team contact who will ensure that their team is properly uniformed,

organised and have sufficient players registered to complete the schedule of games without disruption.

- b) All junior teams must have a competent and committed adult willing to coach the team. A competent adult from each team must also do Duty for their game.
- c) The Association will provide training and support for all new coaches and managers.

## **PLAYER RESTRICTIONS**

### **Senior Competitions:**

Players may only play in one team in a competition on a night but may play in more than one competition providing the following restrictions are followed.

- i. Super League Men & Women players may only play A“ Grade on any other night with a minimum of 3 (three) players per team for any game.
- ii. Super League Mens players may play in Over 35 Men’s competitions with a maximum of 2 (two) players per team for any game.
- iii. Unisex teams may only have two Division 1/2 or Representative players (male and/or female) play in any game.
- iv. Junior Players must be a minimum of 16 years of age to compete in a senior competition and their parent or guardian must complete and sign, “Parent or Legal Guardian Consent, Release and Indemnity for a Sutherland Junior participating in Senior Competition” form.

### **Super League Terms and Conditions**

- i 2 x 18 Minutes Halves fully timed
- ii A maximum of 4 NBL 1 players
- iii A \$250 team nomination deposit is required upon entry – non refundable
- iv All teams must have matching uniforms. Teams that present with uniforms that do not match will automatically forfeit their match.
- v The winning prize money of \$3000 (AUD) will be deposited into the bank of the nominated team manager at the completion of the super league season.
- vi Forfeit fine is \$120.
- vii All fees due by Week 4
- viii Two unexplained or unjustified forfeits per team will mean disqualification of that team.
- ix The Super League falls under the SDBA competition By-Laws and Competition Rules.

### **Junior Competitions**

Junior players must play in their own age group.

- i. A junior player may not play in more than one team in the same division.
- ii. A junior player may play up to help out but only for a maximum of 3 games. If a player plays a fourth game up in any team then that team will receive a forfeit fine for playing an ineligible player.

- Division 1. players can only help out in Div.1 or Div. 2 in the next age group
- Division 2 players can only help out in Div. 1 in the same age group and Div.1, Div.2 or Div. 3 in the next age group
- Division 3 players can only help out in Div.1 and Div.2 in the same age group and Div.1, Div.2 or Div. 3 in next age group.

### **Representative Player Structure Junior Winter Competition 2026:**

- a) A player is deemed to be a Representative player if he/she was a member of a team in the 2026 Waratah Metro League
- b) All Representative players are must play in the Junior Winter domestic Competition in their correct age group to maintain eligibility to represent Sutherland Sharks at the elite level.
- c) All representative players are required to play in the Division 1 Winter domestic competition with SDBA.

### **TEAM NOMINATION BREAKDOWN:**

- Commencing from the winter competition 2026, all team formation will now be the responsibility of the individual team and no longer administered by SDBA.
- A team will be allowed a **maximum of six (6) representative players per team** with a makeup consisting of **No more** then
  - A Maximum of two (2) team 1 players **or**
  - A maximum of two (2) team 2 players **or**
  - A maximum of four (4) players from team 3
 Teams are allowed and encouraged to use a combination of all players in every grade to the maximum value of six (6) representative players per team.
- The definition of Team is the defined as the 2026 representative teams as at 1/3/2026.  
Team 1= Sharks 1, Team 2 = Sharks 2, Team 3 = Sharks 3.
- *A development player which is assigned to the lowest representative team is not considered an active representative player and falls outside the six (6) representative player rules.*
- A representative player coming from outside the Sutherland Sharks Association will carry the same criteria as listed above according to their team allocation within their respective club and will count towards the nominated representative player ratio.
- One representative player from the age group below may also play per team and not be counted towards the nominated representative player ratio.

### **TEAM BUILD EXAMPLES:**

#### ***Team Build Example 1:***

*2 x Team 1 Players or*

*2 x Team 2 or Team 3 Players*

*3 x non representative or development players/lower age players*

***Team Build Example 2:***

*1 x Team 1 Player*

*2 x Team 2 Players*

*1 x Team 3 Players*

*3 x non representative or development players/lower age players*

***Team Build Example 3:***

*4 x Team 3 Players*

*3 x non representative or development players*

***Team Build Example 4:***

*2 x Team 2 players*

*2 x Team 3 Players*

*3 x non representative or development players*

***\*\*The above team builds are examples only***

- All teams must have a minimum of seven (7) players registered within their team for the team to be successfully nominated through the online team portal.
- Teams will be required to insert additional players who are non-representative players to ensure their teams meet the quota of the (7) (seven required players). Our competitions department is available to assist teams with a list of individual players looking to play in the 2026 winter competition.
- Teams must supply a match day coach and parent to fulfil the score bench duty per week. In the event your team wishes to organise an SDBA coach for the season to coach the team the cost will be \$400.00 (provided a SDBA coach is available) which will include all finals matches.

We understand that players and families will take some time to adjust to this competition structure and our competitions team is on hand to assist you, If you have any questions re the above please email Michael Bills [competitions@sutherlandbasketball.net.au](mailto:competitions@sutherlandbasketball.net.au) or call 02 9542 1999.

**ZERO TOLERANCE POLICY**

- a. Any player who is issued a technical foul or unsportsmanlike foul will be substituted and then benched a minimum of 5 minutes (Super League three (3) minutes.. Once the 5 minutes (Super League three minutes (3) has elapsed the player will be entitled to re-enter the game.
- b. Technical fouls will be issued to players for swearing (this covers swearing through frustration), unnecessary rough play and unsportsmanlike behaviour. Normal Tech. Foul penalties apply to non-behavioural tech. fouls. A second technical or unsportsmanlike foul issued to the same player will result in disqualification from the game.

**REGISTRATIONS**

- a) New players must register online with [www.sutherlandbasketball.com.au](http://www.sutherlandbasketball.com.au) prior to playing their first game.
- b) Registration renewal fees must be paid on or before the date of expiry.

- c) Players who are registered with another Basketball Association must show proof of registration and pay the appropriate affiliation fee. If they cannot show such proof, full registration fee will be charged.
- d) It is the team's responsibility to ensure that all their players are registered prior to playing.
- e) All active coaches, managers, referees, club administrators, need to be registered with SDBA for insurance purposes.

#### **BY-LAWS:**

- a) The Sutherland District Basketball Association By-Laws are available on request.
- b) All players, officials and spectators must abide by the Code of Conduct which will be strictly enforced.
  - a) Any player ejected from a game may be summoned to appear before a Disciplinary Tribunal
  - b) Duty officials are to notify the Referees/ Competition Manager immediately and the Tribunal Report Forms filled in.
  - c) Players may play until the Tribunal is heard but, should the player appeal he/she is not permitted to play until the appeal is heard.

#### **INJURIES AND INSURANCE:**

- a) Players must be registered at the time of injury to be eligible to claim insurance.
- b) When a player is injured, an injury report form (available on the Basketball NSW website) must be completed and lodged with **V-Insurance Group Pty Ltd**  
 Level 25, Angel Place 123 Pitt Street Sydney NSW 2000  
 Phone: (02) 8599 8660 or local call cost only 1300 945 547  
 Fax: (02) 8599 8661  
 Email: [sports@vinsurancegroup.com](mailto:sports@vinsurancegroup.com)

#### **WITHDRAWAL OF A TEAM:**

- a) Any team withdrawing from a competition before its conclusion will be liable to have all members of their team pay their Competition Fees for the whole competition. A Withdrawal fee of \$250 is also applicable.
- b) Note: Any player who has played with a team that has withdrawn from the competition shall pay their Game Fees for that whole competition before they may play with any other team

#### **TRANSFERS**

- a) Any player wishing to transfer to another team can only do so at the completion of a competition and be financial with the team they are leaving.

- b) No player transfer will be allowed after the commencement of a competition unless exceptional circumstances exist and ratified by the Competition Manager.

**FORFEITS**

- a) If a team does not have 4 players ready to play within 10 minutes of the scheduled starting time, the match will be declared an un-notified forfeit. Should the minimum number of players take the court ready to play, before the expiration of 10 minutes, the game will proceed with the clock at the current time remaining and the offending team shall be penalised on the scoreboard at half time 2 (two) points per completed minute per that the team was under the minimum requirement up to a maximum of 10 points.
- b) Substitute players from club teams playing in a lower year group or division, may be used to help make up a team to avoid a forfeit if regular players are unavailable.
- c) Teams may play any player from any team provided the player is approved by the captain of the opposing team in order to avoid a forfeit however the opposing team will be awarded the win. (20 – 0)
- d) Team Contacts/Managers need to notify the Competition Manager if they need to Forfeit their game. This assists the staff to advise the opposition, duty team etc. that the game will not be proceeding.
- e) An unnotified Forfeit Fine must be paid for all Junior and Senior games. (see chart)
- f) Notified Forfeits. If a team notifies the Competition Manger within 72 hours of their game commencement then no monetary forfeit will be awarded but a win to the opposition and -4 points for the forfeiting team.
- g)

**GAME ABANDONMENT**

1. Where a game is abandoned (e.g. loss of power the stadium, extreme weather, unsafe playing surface or incident within the venue or surrounds), the following are the rules.
2. 1 st Half: The difference is 20 points or more the result of the game will be recorded at the point when the game was abandoned.
3. 1 st Half or First 10 Minutes of the Second Half: 19 points or less, Double Points when next time they play each other. If this is not possible the game will be classed as a draw.
4. The Last 10 minutes or Overtime (Finals only): The game will be ruled as finished and the score at the time of the game being abandoned shall stand.

## **DUTY TEAM RESPONSIBILITIES**

- a) Duty teams are responsible for reporting any undue rough play or unsportsmanlike conduct to the Duty Manager.
- b) The Duty Manager should be advised if both teams are not able to commence the game at the scheduled time and he/she will make a decision regarding a forfeit.

### **Duty Requirements for Senior Competitions:**

- a) Duty teams are listed on the draw where applicable.
- b) Teams rostered to do duty must supply 3 competent bench officials (scorer, timekeeper and 24 second operator ) and 2 competent referees if required.
- c) Super League will have Referees and Bench Officials supplied.
- A, B grade teams, Menai Division 1 and 2 teams must also provide a 24 second clock operator. (5 competent bench officials)
- d) Teams that have two accredited referees should state their names and grades on the nomination form. These referees must referee for your team when rostered.
- e) Teams who do not have two accredited referees will be required to have two team members attend a Level O Referees Course.

### **Duty Requirements for Junior Competitions:**

- a) All junior teams must have a competent adult in attendance at all games and all duties.
- b) All junior Boys and Girls teams will do duty on their own games - one from each team.

### **Uniform Dress Regulation:**

- a) All players must be correctly attired. All singlets must be numbered 0 - 99 inclusive, clearly visible front and back.
- b) Teams have 4 weeks from the commencement of the competition to comply with uniform requirements. Teams are required to contact the SDBA office to request an extension. Proof that uniforms have been ordered will be required.
- c) Duty Managers have the authority to prevent incorrectly attired players from taking the court. Teams that are unable to field 4 correctly attired players will incur a – 4 point forfeit penalty
- d) In the case of a clash with team uniform colours the team B must provide an alternate coloured uniform or use alternate uniforms provided by the Association. This should be coordinated prior to the start of the game with SDBA staff.

## **HOT WEATHER POLICY**

On extremely hot days the decision to apply this policy will be made by both the Duty Managers and Referee Manager at the beginning of each game. The Hot Weather Policy is available from the Duty Manager.

## **WEB SITE**

The Association Web Site [www.sutherland.basketball.com.au](http://www.sutherland.basketball.com.au) has results, draws, general information, news and links to other basketball sites.

## **INQUIRIES**

If you have any inquiries on any matters please call the Stadium, Telephone:. 9542  
1999. Email: [info@sutherlandbasketball.net.au](mailto:info@sutherlandbasketball.net.au)

<b>FEES</b>	<b>SENIORS – 18 yrs of age &amp; older in 2025</b>	<b>JUNIORS – 12-17 yrs of age in 2025</b>	<b>JUNIORS – 8-11 yrs of age in 2025</b>
Registration – Player	\$160.00	\$135.00	\$90.00
Registration – Referee (non-playing)	\$20.00	\$20.00	
Registration – Others (mgrs, coaches, admin, table officials)	\$20.00	\$20.00	
Registration - Affiliate	\$65.00	\$40.00	
Team Nomination Fee	\$75.00 Super League \$250	\$75.00	
Competition Playing Fees	All Senior Grades (except Super League & Menai Grades) \$1850.00 per team per Competition  Menai Monday Men \$1850.00.  Menai Mixed Competitions \$1550.00 per team Per Competition.  Super League \$1700 per team per Competition  <b>LATE COMPETITION PLAYING FEE PAYMENT</b>	U/12, U/13, U/14, U/16, U18 Boys and Girls Grades  \$1550.00 per team.	U9- U11 – U13  \$700.00 per Team per Competition
Duty Forfeit (Per Game)	-2 Competition points per Game & \$80.00 per Game Herbs of Gold Super League \$120 per game.		
Unregistered/Ineligible Player	A forfeit win to the Opposition		
Forfeit Fine not Notified	-4 Competition Points and \$80 per game forfeited		
Fortfeit Fine Notified (72 hours)	No Forfeit fine, -4 competition points and win to the opposition.		
All fees include GST			

## **PENALTIES**

**In the following situations a loss of competition points gained for the game will be issued.**

- a) Players playing in an age group or division for which they are not eligible;
- b) Players playing in more than one team in any one grade;
- c) Teams playing a player who is unregistered. (See By-law 2.8);
- d) Players playing under a name that is not their own; ie, playing for any team and not recording their correct name on the tablet;

### **Duty Teams Failing to do their Rostered Duty Loss of 2 Points per Game and an \$80 Fine per Game**

Duty teams failing to have four people present for duty (two referees, one scorer and one timekeeper) or, where the 24-second clock is utilised, five people (one additional person to operate the clock). Successive penalties will be applied to each game not covered by the duty team. (See By-law 10.1);

- a) Junior teams failing to have a responsible adult present at all times - playing or duty. (See By-law 7.4). A junior team for the purposes of this By-law will be any team playing in any competition up to and including the Under 18 age group.

### **Team Competition Fees must be paid by week three (3) of the Competition.**

## **COMPETITION RULES**

### **Competition Points:**

Win:	3 Points
Loss:	1 Point
Draw:	2 Points
Bye:	0 Points
Duty:	0 Points

### **Double Header Rounds:**

Win:	6 Points
Loss:	2 Points
Draw:	4 Points
Bye:	0 Points
Duty:	0 Points

Unnotified Forfeit, Financial or Ineligible player -4 Points & \$80 fine for Senior teams.  
-4 Points & \$70 fine for Junior teams.

Notified Forfeit: Notified to Competition Manager no later than 72 hours prior to Game Time  
- No Fine but win to Opposition and – 4 points to the Forfeiting team.

## **SIGNING ON**

A registered player must check his or her name and singlet number is correctly recorded on the tablet on the Bench or the Court Supervisors office.

## **GAME TIMING**

- a) Games will start on time. The clock is to be started by the referee at the scheduled time.
- b) A match will be forfeited if a team does not have a minimum of 4 players on court ready to play within 10 minutes of the scheduled game start time.
- c) The clock will not be stopped or reset for the commencement of the game.

## **Super League Men and Women Terms and Conditions (please see Page 6)**

### **Senior Games :**

Basketball Australia rules as amended by SDBA

- 2 x 20 minute halves
- All Menai Grades as well as A and B Grade C Grade Men, Womens Grades, Over 35 Men and Under 20 Men will use a 24 second shot clock with the 14 second rule enforced.
- 1 time out per team, per half (2 can be used in second half if not used in first half)
- 3 minute half time break
- Clock stops for all time-outs and on all whistles and every made basket in the last minute of the game.
- Bonus free throw shots will be taken from the 8<sup>th</sup> team foul per half
- Substitutions can be made through the score table on any whistle
- Alternative possession in lieu of jump ball
- Game Ball: Size 6 women, size 7 men

### **Mixed Competition Rules**

The mixed social competition follows all FIBA & BNSW rules with the following exceptions:

#### **1. Player balance**

- a. Teams must have at least 1 male & 2 females on the court at any time, with a minimum of 4 players. The maximum number of male players on court is 2 per team, and maximum number of females players on court is 3 per team.

#### **2. Shooting points differences**

- a. Female shots count as 2 or 3 points as normal.

- b. Male shots from outside the keyway count as 2 or 3 points as normal. Male shots within the keyway count as 1 point. Players jumping from outside the keyway count as shooting from outside the keyway.
- c. Free throws will align with the potential number of points had the shot been successful (1, 2 or 3).
- d. Bonus free throws for excessive team fouls are 2 shots as normal.

3.

#### 4. Male-specific rules

##### a. **Court positioning**

- i. Males cannot approach within 1 metre of a female player during defense or transition up/down the court. This is body to body distance, not arms or hands. This constitutes a violation, not a foul.
  - ii. In the event there is a free ball with no possession established, there is no 1 metre restriction on male players. Players are competing equally for possession.
- ##### b. **Shooting**
- i. If a male blocks a female's shot on basket, it is called goaltending, and the basket will be counted. (Goaltending) subject to (v) below.
  - ii. When a female has started her shooting motion, male players within 1 meter of their path must remain still and can have their arms straight up. Arms must be up before a female is in her shooting motion. Arms must not be leaning forward, or waving to the side. (Shooting Foul).
  - iii. A male can steal the ball while it is below a female's chest. It is unknown whether a female is shooting or passing while the ball is below their chest.
  - iv. When a female is going for a layup, male players who are in position can turn, but not follow. (Shooting Foul).
  - v. If a male has good position with arms straight up, and a female throws the ball into his arms, the game will play on.

##### c. **Rebounding**

- i. A male player who is behind a female player cannot reach over her to obtain the rebound. Their arms must remain within a vertical column above their shoulders. No such restriction applies to female players. Players who are shoulder to shoulder are competing equally and no restriction applies. (Violation)

### **Junior Games**

Basketball Australia rules as amended by SDBA

- 2 x 20 minute halves
- 24 second shot clock used for 14 Boys 1 as well as 16 and 18 Division 1 boys and girls
- 1 time out per team, per half (clock stops).
- 2 minute half time break
- Bonus free throw shots will be taken after the 7th team foul per half
- Substitutions can be made through the score table on any whistle
- Alternative possession in lieu of jump ball
- The last minute of the second half is fully timed if the margin of the game is less than 10 points
- In under 12 games free throws are to be taken from the bottom of the dotted circle.
- Three point shots will be allowed, except in Under 12's
- Zone defence of any types is not permitted in under 12/14 games, therefore **only Man to Man defence must be played.**

- **The Mercy Rule will be applied when a team is leading by 20 points.**

**Mercy Rule:** The team leading will not be allowed to play full court man to man defence or press and may only guard members of the opposing team once they cross into the leading team's back court.

The mercy rule operates;

After a basket is scored against the team with the lower score and a side or end line violation in that team's half which results in them having to inbound the ball. It does not apply in broken play, change of possession or steal situations.

Game Ball: Girls - Size 6, Under 12 – Size 5,

Boys, Under 12 – Size 5, Under 14 - Size 6, Under 16/18 - size 7

### **Miniball Games: Under 9 and Under 11**

Basketball Australia rules as amended by SDBA

- 2 x 15 minute halves – Size 5 Ball
- 1 time out per team, per half (clock stops)
- 1 minute half time break
- Free throws are to be taken from the bottom of the Under 12 Free Throw Line.
- Bonus free throw shots will be taken after the 7<sup>th</sup> Team Foul
- Substitutions can be made through the score table on any whistle
- Alternative possession in lieu of jump ball
- Zone defence is not permitted in mini games

### **SEMI FINALS AND GRAND FINALS**

- The clock will be stopped for all time outs
- In Junior games and Senior games, the last minute of the second half will be fully timed
- In the event of a draw, extra periods of 5 minutes will be played until a result is achieved
- Teams must have 4 eligible players to participate in the Final Series

### **ELIGIBILITY for FINALS**

- In order to be eligible to play in the Semi Finals and Grand Finals, a junior player must have played in 66% of all games in the competition
- In order to be eligible to play in the Semi Finals and Grand Finals, a Senior player must have played in 50% of all games in the competition
- Eligibility appeals may be made to the SDBA at least five working days prior to the game.
- Supporting evidence must be produced by players who have been unable to play due to illness, injury or representative duties. No replacement players will be allowed for the Final Series.

## **COMPETITION LADDER**

- The finals placing for teams in all Competitions will be ascertained by the Competition Ladder from the LMP program which is published weekly on the SDBA Website.
- In the event of a tie the games played between the tied teams will be used to ascertain placings.

This is not the limit of rules & regulations governing our competitions and should be read in conjunction with the current SDBA By-Laws.

**Appeals to these Competition Rules need to be made in writing to the relevant Competition Manager**