



**INNER CITY SUPER LEAGUE**

**JUNIOR CLASSIC**

**2026 RULES AND REGULATIONS**

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## **1 BACKGROUND**

- 1.1 The Inner City Super League (“**ICSL**”) is a club league run for all basketball clubs in South Africa.
- 1.2 The aim of ICSL is to provide a basketball environment that is competitive, fair and fun whilst maintaining a level of sustainability backed by solid management.
- 1.3 For this reason, we introduced Junior Classic “**JC**” to allow high school students under the age of 19 to participate in such an environment.

### **1.4 Guiding Principles**

- 1.4.1 ICSL intends to put together a basketball product that all stakeholders from management, players and spectators are happy to be associated with.
- 1.4.2 There must be full awareness from all stakeholders about the significant role that they play towards developing that product and to this effect are all expected to conduct themselves in a manner befitting that significance.

## **2 FEE STRUCTURE**

- 2.1 The JC registration fee for 2026 is R3,000.00 (three thousand Rands).

### **2.2 Refund Policy**

- 2.2.1 Refund requests may be made only at the beginning of the season, if a team has not yet played any games in JC.
- 2.2.2 All refund requests made once the season has commenced, will be denied.
- 2.2.3 Teams expelled from JC due to forfeits will not be refunded.

## **3 DEADLINES AND TEAM REGISTRATION**

### **3.1 Registration Deadlines**

- 3.1.1 The registration deadline for all teams is 13 February 2026.
- 3.1.2 Registration will be confirmed only once payment has been made.

### **3.2 Team Registration**

- 3.2.1 All teams must complete a *Club Registration Form* at the time of registering for JC. No team shall be allowed to participate without this Form.
- 3.2.2 Teams are requested to provide ALL information listed on the Form, as and when prescribed by ICSL Management.

- 3.2.3 Each team must have a designated manager that will be the contact person for all communication sent out by ICSL Management. It is up to teams to ensure that the contact details of this designated manager are kept up to date.

## **4 PLAYER ELGIBILITY AND REGISTRATION**

### **4.1 Eligibility**

- 4.1.1 Players must be u19 or younger (ie turning 19 in 2026).
- 4.1.2 All players must still be in high school.
- 4.1.3 Only first time matriculants are eligible to play. In other words, no repeat matriculants will be allowed to participate in JC.

### **4.2 Registration**

- 4.2.1 A team may have a maximum of 20 (twenty) players registered in JC.
- 4.2.2 No player transfers from team to team will be permitted during the course of the season.
- 4.2.3 In the event of any player duplication on multiple Forms, ICSL Management will enquire directly with both team managers/coaches to determine which team the player wishes to participate on for the season, which decision will be final and binding.
- 4.2.4 No deregistration of players shall be permitted.
- 4.2.5 All teams are expected to plan their roster management carefully before the start of their season.

## **5 SCHEDULE**

- 5.1 The fixture for the entire season will be made available to all teams (and spectators) on ICSL's website under the following link (ie <https://icsl.co.za/calendar/2024-jc/>) and various social media sites throughout the season.
- 5.2 Matches are scheduled to be played at the University of Witwatersrand, unless indicated otherwise by ICSL Management.
- 5.3 Match days shall be predominantly Friday evenings, as well as Saturday afternoons/evenings but other days may be included as well.
- 5.4 Should there be any changes to the venues and or match days, this will be communicated by ICSL Management prior to any schedule games for planning purposes.

## **5.5 Change in Fixtures**

- 5.5.1 No changes in fixture will occur for the accommodation of teams once the season has started. Teams are requested to take note of the playing days and times and plan accordingly.
- 5.5.2 The only changes permitted will be those as required by the venue owners.
- 5.5.3 Teams are requested to make plans accordingly at the beginning of the season to ensure that they have enough players to honour their fixtures.
- 5.5.4 Particular attention should be put on games that occur during a public holiday or “long” weekends where players are likely to be travelling.

## **5.6 Forfeits**

Teams will be charged a forfeit for the following reasons:

- 5.6.1 it refuses to play after being instructed by the referee;
- 5.6.2 its actions prevent the game from being played;
- 5.6.3 15 (fifteen) minutes after the scheduled start time, the team is not present or it is not able to field 5 (five) players to start the game; and
- 5.6.4 the team plays with a non-registered, expelled or suspended player.

## **5.7 Forfeit Procedure**

- 5.7.1 Teams committing forfeits will be expelled from JC.
- 5.7.2 No refunds shall be paid to expelled teams.
- 5.7.3 The entire record of an expelled team shall be expunged from JC.

## **6 LEAGUE FORMAT**

### **6.1 Regular Season**

- 6.1.1 Games will be played with four quarters with 10 (ten) minute running time per quarter. The last 2 (two) minutes of the last quarter shall be player according to “stop – start”.
- 6.1.2 All teams within a division will play each once during the regular season.

### **6.2 Log Calculation**

- 6.2.1 No points are awarded for wins and losses.
- 6.2.2 The JC log will be determined by win percentage.
- 6.2.3 In the event of a tie:
  - 6.2.3.1 Head to head record will determine the log standing between 2 (two) teams with the same win percentage.

- 6.2.3.2 Should the head to head records of multiple teams that are tied not determine the seeding between the teams then seeding will be determined by producing a log taking into account only the teams involved in the tie and their results against each other with win percentage determining seeding.
- 6.2.3.3 Should the above not determine seeding then goal average will further be added to the log standings involved in the tie.
- 6.2.3.4 If at any stage using the above criteria, a multiple tie is reduced to a tie involving only 2 (two) teams, the procedure in clause 6.2.2 will be applied.

### **6.3 Playoffs**

- 6.3.1 The playoffs will be a single game elimination consisting of all teams with the following playoff structure:
- 6.3.2 Teams seeded 1 to 5 will receive a bye and go straight through to the quarter finals
- 6.3.3 Teams seeded to 6 to 11 will play in round of 11 with 8 v 9, 7 vs 10, 6 vs 11
- 6.3.4 Quarter final seeding will be 1 vs 8(9), 4 vs 5, 2 vs 7(10), 3 vs 6(11)

## **7 JC FAIR PLAY POLICY**

- 7.1 Enjoy the basketball game(s) and the competition.
- 7.2 Cheer as much and as loud as you want!!
- 7.3 Please be aware that verbal or physical abuse of fellow players, spectators, coaches or officials will not be tolerated!!
- 7.4 Everyone here wants to have fun and enjoy themselves. Do not take the fun out of JC for others.
- 7.5 Anyone who disregards the JC FAIR PLAY POLICY will be asked to leave the facilities.
- 7.6 Team representatives will be responsible for maintaining the proper *decorum* for their teams. In the event of any disciplinary proceeding, the team representative for the concerned team will be responsible to represent the team to the Chair of JC Fair Play.

### **7.7 Coaches' Behavioural Guidelines**

#### **7.7.1 Application**

- 7.7.1.1 It is a requirement for all coaches participating in JC to assume responsibility for their own conduct, as well as that of all athletes, technical staff and spectators under their jurisdiction.
- 7.7.1.2 Failure to adhere to these guidelines may result in action, in accordance with established JC Disciplinary Procedures.

## **7.7.2 Actions**

7.7.2.1 Coaches should always model mature behaviour consistent with the goals of ICSL and JC, ie to:

7.7.2.1.1 be a leader, a positive influence and a role model;

7.7.2.1.2 reward effort, fair play and commitment;

7.7.2.1.3 recognise and respect the differences in your athletes;

7.7.2.1.4 demonstrate respect for all individuals involved in the game;

7.7.2.1.5 always consider the physical and emotional wellbeing of the athletes;

7.7.2.1.6 communicate in a positive and rational manner;

7.7.2.1.7 respect and coach within the spirit of the game; and

7.7.2.1.8 always attempt to contribute to the betterment of the game.

## **7.8 Player's Behavioural Guidelines**

### **7.8.1 Application**

7.8.1.1 Anyone who participates in JC is considered a player. It is expected that each player will compete to the best of his abilities at all times, keeping in mind the spirit of competition and of the game.

7.8.1.2 Failure to adhere to these guidelines may result in disciplinary action in accordance with established JC Discipline Procedures.

### **7.8.2 Actions**

7.8.2.1 Players should always model mature behaviour consistent with the goals of JC, ie to:

7.8.2.1.1 always model mature behaviour;

7.8.2.1.2 FAIR PLAY is a player's first priority;

7.8.2.1.3 participate for the love and enjoyment of the game;

7.8.2.1.4 respect the efforts and accomplishments of your teammates and your opponents;

7.8.2.1.5 respect officials, coaches, spectators and event organisers;

7.8.2.1.6 respect the facility you visit or in which you play; and

7.8.2.1.7 respect the rules of the game.

## **7.9 Parents' And Spectators' Behavioural Guidelines**

### **7.9.1 Application**

- 7.9.1.1 All parents, legal guardians and other spectators are responsible for proper conduct (their own and that of their guests) while attending or participating in all tournaments no matter the role they have in the event.
- 7.9.1.2 Failure to adhere to these guidelines may result in removal from the facility and/or disciplinary action in accordance with established JC Disciplinary Procedures.

## **7.9.2 Actions**

- 7.9.2.1 Parents/Legal guardians should always model mature behaviour consistent with the goals of the JC Basketball Guidelines for Behaviour supporting JC Fair Play Policy, ie to:
  - 7.9.2.1.1 remember that your child participates in basketball for their enjoyment, not your own;
  - 7.9.2.1.2 encourage your child to participate, do not force them;
  - 7.9.2.1.3 focus on your child's effort and performance rather winning or losing;
  - 7.9.2.1.4 never ridicule or yell at your child or any other youth player for making a mistake or losing a game;
  - 7.9.2.1.5 encourage your child to play according to the rules of JC;
  - 7.9.2.1.6 appreciate good performances and skilful plays by your child and all the other participants;
  - 7.9.2.1.7 support all efforts to remove verbal and physical abuse from youth sporting activities;
  - 7.9.2.1.8 respect the officials' decisions and teach your child to do likewise; and
  - 7.9.2.1.9 respect the rights, dignity and worth of every young participant in JC.

## **8 DISCIPLINARY PROCEDURES**

### **8.1 Disciplinary Executive (Manyani Maseko)**

- 8.1.1 The Executive shall see to it that the rules and regulations of JC are followed by all personnel involved in it.
- 8.1.2 The Executive shall endeavour to the best of its ability and resources resolve disputes without fear or favour and in a manner that is impartial and fair to the parties involved.
- 8.1.3 The Executive shall also strive to investigate any complaint, misbehaviour or misconduct by any player, official or member brought to our notice which we consider will bring dishonour or disrepute to JC or the game of basketball.

### **8.2 General Hearing Procedures**

- 8.2.1 All disputes will be settled and communicated to the parties concerned within a maximum period of 72 (seventy two) hours.
- 8.2.2 The procedure will be handled through written and verbal representations made by the team or persons affected.
- 8.2.3 The Executive shall have the right to call on any persons for any type of evidence.
- 8.2.4 After investigating an incident the executive may take the following action against the team/person involved:
  - 8.2.4.1.1 expel the team/person;

- 8.2.4.1.2 suspend for a period seen fit by the committee;
- 8.2.4.1.3 issue a caution or warning;
- 8.2.4.1.4 dismiss the complaint; and
- 8.2.4.1.5 make any other decision as it may see fit.

### **8.3 Protests**

- 8.3.1 Any game protest must be done according to the OFFICIAL GAME PROCEDURES [Section “C” FIBA Rule Book].
- 8.3.2 The TEAM CAPTAIN must submit a signed protest within 20 (twenty) minutes and hand it to the Commissioner or Referee of the game.
- 8.3.3 A fee of R250 (two hundred and fifty Rands) must accompany this written protest and must be paid within 24 (twenty four) hours. Should the protest be upheld, the fee will be refunded in full.

### **8.4 Behaviour**

#### **8.4.1 Violence**

No acts of violence will be condoned by ICSL Management. ICSL Management sees violence in an extremely negative light and will take severe action against any individual who commits such acts.

### **8.5 During a Game**

#### **8.5.1 Team Personnel**

Team personnel ejected for violent behaviour against opponents during the course of a match shall be face an automatic 3 (three) match suspension.

#### **8.5.2 Players**

Players who are cited by officials for leaving the bench and entering the court in an illegal fashion shall face immediate 2 (two) match suspension.

#### **8.5.3 Supporters**

Team personnel cited by officials for acting violently towards supporters or other non-players during match events shall face immediate expulsion from JC.

#### **8.5.4 Officials**

- 8.5.4.1 Team personnel that commit acts of violence against any official in JC will face immediate expulsion.
- 8.5.4.2 Team personnel that are ejected from matches for threatening officials with violence will face an immediate 5 (five) game suspension.

## **8.6 Disqualification**

8.6.1 Disqualification is the ordering of the removal of any team personnel from the bench or the playing field during the course of the game. In the event that such incident takes place, the following shall occur:

8.6.1.1.1 a written report shall be submitted by officials in charge of the game; and

8.6.1.1.2 the player shall face an immediate 1 (one) game suspension pending the decision of the disciplinary committee.

## **9 AMENDMENTS**

9.1 Any amendments to the rules and regulations can only be made by ICSL Management.

9.2 Any amendments will be communicated to all teams before they are implemented.

## **10 RULES, POLICIES AND REGULATIONS**

For the avoidance of doubt, any rules, polices and/or regulations, imposed upon ICSL by the government and/or venue hosts shall be applicable to all stakeholders involved with ICSL.

## **11 CLOSING**

The Rules and Regulations of JC are designed to enhance the product. We implore all teams to fully understand ICSL's objectives and therefore the motivation behind all its policies. It is expected that all teams playing in JC accept and internalise all policies contained herein. These are not meant to make life difficult but instead ensure that with sound management by ICSL Management and teams, a fair playing environment is established.

## **12 INNER CITY SUPER LEAGUE MANAGEMENT**

### **12.1 Communication**

#### **Inner City Super League**

Contact: Manyani Maseko

Email: [manyani@icsl.co.za](mailto:manyani@icsl.co.za)