



BRISBANE BASKETBALL JUNIOR BASKETBALL RULES

**Issue 4
(9th December 2010)**



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Brisbane Basketball Junior Basketball Competition (BBJBC) Overview

The Brisbane Basketball Junior Basketball Competition (BBJBC) is a junior competition conducted by Brisbane Basketball Inc (BBI). The Competition encompasses Age Groups from Under 8s to Girls Youth League. The U8 and U10 competitions are conducted as mixed competitions with a view to the U10s being split by gender in the near future. The BBJBC is broken up in to three (3) distinct seasons- Grading, Championship and Summer.

The *Grading Season* is set down for Term 1 of the school year and is used by the clubs to evaluate players and teams and to place them into the correct divisions for the Championship Season.

The *Championship Season* encompasses Term 2 and 3 of the school year and is the main competition season for BBI. This season ends in a final series just before the September School Holidays.

The *Summer Season* is scheduled for Term 4 of the school year and is used by the clubs to introduce new players to the sport of basketball in a relaxed environment.

The Governing Body of the BBJBC is BBI with the point of contact being the BBI General Manager. Decisions relating to the structure of the BBJBC are made in consultation with Club delegates involved in the BBJBC.

General Rules

Games will be played according to the FIBA Official Basketball Rules 2010 (valid as of 1st October 2010) unless otherwise specified. These rules can be found on the FIBA website at

<http://www.fiba.com/downloads/Rules/2010/OfficialBasketballRules2010.pdf>

Definition of a Club/Team

For the purpose of this document a 'Club' is any team, or collection of teams, that play under the same name.

1. Team Nomination, Game Fees, Team Forfeits and Withdrawals

1.1 Team Nominations

1.1.1 Each team must complete a nomination form and pay a nomination fee by the due date for the season in which they wish to play in (i.e. Grading, Championship or Summer). Due dates for team nominations are as follows:

- For the Grading and Summer Seasons - two weeks prior to the first game of that particular season.
- For the Championship Season - three weeks prior to the first game of the season.

1.1.2 A Club shall be permitted to complete one nomination form for all the teams it wishes to nominate provided such form contains all the relevant information required by BBI.

1.1.3 Before any new team or Club submits a nomination, it must advise BBI of the proposed colours of its uniform. Where the proposed colours clash with that of:

- a Club that nominated teams in any preceding season in the current or prior year;
- a team that nominated in any preceding season in the current or prior year; or
- a team that has already submitted a nomination for the current season.

BBI will refuse such nomination. In this case, the Club or team must advise BBI of alternative uniform colours. These colours will then be re-assessed by BBI on the above criteria until such time as a clash does not occur.

1.2 Game Fees

1.2.1 A game fee, which is determined by the BBI Management Committee each year, must be paid by each team prior to the game in which they intend to play.

- 1.2.2 It is the responsibility of the team that pays its game fees last to deliver the game score sheet to the designated court.

1.3 Forfeit Fines

- 1.3.1 Unless specified otherwise, teams that forfeit will be fined an amount double that of the game fee. This fine is payable to BBI. If seven (7) days notice is given for the forfeit however, the forfeit fine will be waived. In instances where the draw has not been released seven (7) days before a game is due to be played, the required notice period will be reduced to forty eight (48) hours after the draw is released.
- 1.3.2 Teams will have fourteen (14) days from the issue date of the forfeit notification to pay the fine. After the fourteen (14) day period, teams will not be able to accrue competition points or participate in any finals if they have outstanding fines provided however that if the team has lodged a genuine dispute over the imposition of the fine, the period for payment before failing to accrue competition points shall be fourteen (14) days from the date the dispute is determined.

1.4 Withdrawals

- 1.4.1 If a Club withdraws a team at any point, no part of the nomination fees for that team will be refunded.
- 1.4.2 The BBI Management Committee has the right to refuse any team nomination for any reason.

2. Age Groups and Divisions

- 2.1 Each Age Group is treated separately when determining a Player's Eligibility i.e. what division a player plays in one Age Group does not relate to what division they can play in another Age Group. An Age Group is not considered a division.

An Age Group is defined as one of the following:

- Under 8 Mixed
- Under 10 Mixed, Under 10 Boys and Under 10 Girls
- Under 12 Boys and Under 12 Girls
- Under 14 Boys and Under 14 Girls
- Under 16 Boys and Under 16 Girls
- Under 18 Boys and Under 18 Girls
- Under 20 Men
- Girls Youth League

- 2.2 Where Age Groups are divided into divisions such as 1, 2, 3 and 4, these divisions are considered to be separate divisions, with Division 1 being the highest. These divisions are set up with the intention that teams of similar ability play each other.
- 2.3 Each division will consist of a maximum of eight (8) teams and there will be no split sections within divisions. In the event that more than eight (8) teams are nominated for a particular division, BBI will provide the Clubs with the opportunity to re-allocate the teams that they have nominated to another division. If this does not produce a division of eight (8) teams, BBI will re-allocate teams to achieve a maximum of eight (8) teams per division.

3. Player Eligibility

- 3.1 All Players **MUST** be registered with BBI **PRIOR** to playing their first (1st) game in the BBJBC. If a player's name is not printed on the scoresheet and is written on the scoresheet for whatever reason, the player's BBI registration number **MUST** be written adjacent to their name.

- 3.2 Players are eligible to play in an Age Group where their age on 31st December of the year of competition is less than the Designated Age for that Age Group.

The Designated Age is defined for each Age Group as:

- For Under 8s the designated age is 8 years old
- For Under 10s the designated age is 10 years old
- For Under 12s the designated age is 12 years old
- For Under 14s the designated age is 14 years old
- For Under 16s the designated age is 16 years old
- For Under 18s the designated age is 18 years old
- For Under 20s the designated age is 20 years old
- For Girls Youth League the designated age is 24 years old

- 3.3 A player **MUST** play in the Championship Season in the lowest Age Group to comply with the Designated Age in Rule 3.2. Any player may apply to BBI for special exemption for whatever reason to play in an Age Group lower than that for which they are ineligible. The BBI Management Committee may refuse any such request in its absolute discretion without assigning any reason thereto.

- 3.4 A player may play in higher Age Group provided they do not contravene Rule 3.2.

- 3.5 A player cannot 'play down' an Age Group in contravention of Rule 3.2 without an exemption granted by the BBI Management Committee under Rule 3.3.

- 3.6 Players may play for only one club in any playing season. If a player plays any game for a club they will not be eligible to play for another club in that BBJBC season except in exceptional circumstances as approved by the BBI General Manager and subject to obtaining a transfer from the former club.

- 3.7 Players cannot play for more than one team in the same division of an Age Group.

- 3.8 A player shall not be eligible to play in a division if he/she has actually played in three games or in any semi-final or final in any higher division during the season. In a case where the three games have been played in higher divisions of different levels, the player shall not be eligible to play below the lowest of these divisions (e.g. a Division 3 player playing two games in Division 2 and one in Division 1 cannot play a game below Division 2).

- 3.9 A player cannot play in more than one (1) finals series in an Age Group.

- 3.10 Any junior player(s) participating in senior fixtures for a club that does not have junior teams is not eligible to play Juniors for a club comprising both senior and junior teams. A player in a junior team of a club that does not have senior teams may play with a senior club that does not have junior teams with the exception of school teams where players can play for the school team in Juniors and for any club in Seniors.

- 3.11 A player may not play in the BBJBC while they are suspended.

PENALTY - Breaches of Rules 3.1 - 3.11 by a team shall result in forfeiture of such game(s) in which the breaches were found to occur and a score of 20-0 will be recorded against the team that breached the rules. A financial penalty will not be imposed for breaches of Rules 3.1 – 3.11.

4. Junior Representative Players (BBJBC Championship Season)

4.1 Division Eligibility

- 4.1.1 Any player who has played in an Association's Number 1 Junior Representative team (minimum three (3) games) in the immediate previous BQ Junior Representative season must play in a Division 1 team in their correct Age Group in the Championship Season but can also play in any division in any other higher Age Group.
- 4.1.2 If a player has played for a Junior Representative team interstate or overseas, the player will be assessed by the BBI General Manager who will advise the team or Club if the player must only play in a Division 1 team of any Age Group in the BBJBC Championship Season.

PENALTY - Breaches of Rule 4.1 by a team shall result in forfeiture of the game in which the breach was found to occur and a score of 20-0 will be recorded against the team that breached the rules. A financial penalty will not be imposed for breaches of Rule 4.1.

4.2 Prerequisite for Brisbane Basketball Junior Capitals Representation

- 4.2.1 Any player who wishes to represent the Brisbane Basketball Junior Capitals in the representative season that commences after the Championship Season **MUST**:
- be registered with BBI and a BBI Club and playing in the BBJBC Championship Season within their correct Age Group as per the calendar year.
 - play a minimum of five (5) games in the BBJBC Championship Season within their correct Age Group as per the calendar year.
- 4.2.2 The **ONLY** exemption to Rule 4.2.1, which will be also be assessed by the BBI General Manager, is when a player moves from a Queensland location outside a radius of 100 kilometre from the BBI office at Auchenflower, from a state outside of Queensland or from a country outside of Australia. If an exemption is granted the player must immediately join a BBI Club.

5. Finals Eligibility

- 5.1 Players must play a minimum of five (5) games in a team to qualify to play finals for that team. Where a player is permanently moved between two divisions, the number of games the player played in the first division will be added to those played in the second division to determine finals eligibility e.g. if a player is permanently moved from a Club's U12 Boys Division 2 team, in which he has played three (3) games, to the Club's U12 Boys Division 1 team and plays two (2) games for that team, he will be eligible to play finals for the U12 Boys Division 1 team.
- 5.2 In order to ensure all players are recorded as being eligible for finals, it is the responsibility of all teams to ensure the following details are correctly printed on the scoresheet:
- Correct team name
 - Division Age Group and Gender
 - Date of game
 - Full names of all players who participated in game (written clearly)
 - Name of Coach
 - Name of Assistance Coach (if applicable)
 - Venue and Court Number
- 5.3 Scorebench officials are responsible for indicating that a player has participated in a game by entering an 'X' in the 'Player In' column of the scoresheet adjacent to the player's name.
- 5.4 At the end of a game it is of utmost importance for all teams, in conjunction with the Scorebench officials, to ensure an 'X' is also placed in the 'Player In' column for all players in their team who have not participated in the game but have been present on the bench with their team. For the

purposes of Finals eligibility, players that have been 'marked on' in this manner will be deemed to have played. Any player whose name appears on the scoresheet but has not been 'marked on' will be deemed to have not participated in the game and the game will not be counted in the number of games played by that particular player when determining Finals eligibility.

- 5.5 If a player does not satisfy the terms of Rule 5.1 due to an injury, an application must be made to the BBI General Manager to allow the player to participate in the finals. This application must be accompanied by a letter from their doctor or physiotherapist stating the type of injury and the time away from sport.

6. Game Rules

6.1 Game Timing Rules (all Age Groups)

6.1.1 Playing Time

- Four periods of ten (10) minutes each.
- Intervals of one (1) minute between the second (2nd) and fourth (4th) periods.
- Half time interval of two (2) minutes between periods two (2) and three (3).

6.1.2 Period Timing (All Four Quarters and Extra Periods)

- The game clock does not stop for match infringements or time-outs until the last minute when the clock will stop for match infringements and time-outs (i.e. on any referee's whistle).
- The game clock will also stop after a made basket in the last minute of the fourth (4th) quarter.
- The game clock shall restart when the ball touches a player on the court.
- If at full time the scores are level a draw shall be recorded, except for any game in the finals series where three (3) minutes extra time intervals will be played until such time as a winner is decided. Should multiple extra time intervals be required, these will be separated by an interval of one (1) minute.

6.1.3 Charge Time Outs

- Two (2) time outs are available in first half.
- Three (3) time outs are available in second half.
- One (1) time-out may be granted at any time during each period of extra time.
- Unused time-outs may not be carried over to the next half time or extra period.
- The score bench is to alert the referees when fifty (50) seconds has elapsed of the time out period so that the referees can signal the players back on to the court.
- The total duration of each time out is sixty (60) seconds.

6.2 General Playing Rules

6.2.1 Maximum Team Numbers

- Twelve (12) players may be entered on the scoresheet and allowed to play.

6.2.2 Minimum team numbers

- A team may take the court and begin to play a game when there are five (5) eligible players on the court ready to begin the match.

6.2.3 Player recorded on Match Sheet.

- A team member is entitled to play when his/her name has been entered on the scoresheet before the start of the game even if he/she is not present at the start of the game and as long as he/she has been neither disqualified or committed five (5) fouls. The name of the Coach and if applicable, the Assistant Coach must be entered on the scoresheet before the game starts.

6.2.4 Under 8s and Under 10s

- As Under 8s and Under 10s, excluding Under 10s Division 1, games are considered non-competitive, the game score is not shown on the scoreboard but a scoresheet is kept. The game score will be shown on the scoreboard for Under 10 Division 1 games.

6.2.5 Team Fouls: Penalty

- The penalty situation in each period begins after the fourth (4th) player foul (i.e. on the fifth (5th)) charged to a team, except for a team control foul.

6.2.6 Bench Allocation

- For all games, the first team named on the scoresheet (Team A) shall have the team bench and its team's own basket on the left side of the scorer's table, facing the playing court. However, if the two teams agree, they may interchange the team benches and/or baskets.

6.2.7 Basketball Size

- Size 5 basketballs are to be used in U8 and U10 Age Groups.
- Size 6 basketballs are to be used for all female Age Group competitions and for all male Under 12 and Under 14 Age Group competitions.
- Size 7 basketballs are to be used in Under 16, Under 18 and Under 20 Men's Age Group competitions.

6.2.8 Technical Fouls- Players

- Technical fouls for abuse shall result in the player being substituted from the game immediately, irrespective of score, number of players on the court or remaining time in the game. The player can re-enter the game at the next substitution opportunity.

7. Classification of Teams

7.1 The final standings after all round games will be determined primarily on the number of competition points earned. Competition points shall be allocated on the following basis:

- To a winning team in any game: 3 points
- To any team where the opposing team forfeits or is recorded as a deemed forfeit: 3 points
- To each team in a drawn game: 2 points
- To a losing team in any game: 1 point
- To a team that forfeits a game (including a deemed forfeit): 0 points

7.2 If there are two teams that finish with equal competition points at the end of the regular season then only the results of the games between the two teams involved will be used to determine the final placing in the regular season standings. This is based on Wins/Draws/Losses/Forfeits in the games played between the two teams.

7.3 In the event that teams are tied after the first classification, then GOAL AVERAGE will be used to determine the placing, taking into account only the results of the games between the teams still tied.

7.4 In the event that the total points scored and conceded are the same in the games between the two teams, the classification will be determined by GOAL AVERAGE taking into account the results of all the games played in the League by both teams.

7.5 If more than two teams are equal with competition points at the end of the regular season then only the results of the games between the multiple teams involved will be used to determine the final placing in the regular season standings. This is based on Wins/Draws/Losses/Forfeits in the games played between the multiple teams.

- 7.6 In the event that there are still teams tied after the first classification, then GOAL AVERAGE will be used to determine the placing, taking into account only the results of the games between the teams still tied.
- 7.7 If there are still teams tied, the placing will be determined using GOAL AVERAGE from the results of all their games played in the League.
- 7.8 If at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedures in Part 7.2, 7.3 and 7.4 will automatically be applied.
- 7.9 If it is reduced to a tie still involving more than two teams, the procedure beginning with Point 7.5 is repeated.
- 7.10 Where there is a tie on the competition ladder at the end of the regular season and all teams have not played each other the same amount of times, all games played for the season shall count in a points for and against percentage to determine placing.

8. Unforeseeable Acts

- 8.1 The following formula is to be used to determine the result for a game that cannot be completed for whatever reason e.g. court flooded and unsafe:
- A game called off anytime in the first half will be declared a draw unless one team is leading by a margin of 20 points or more. In this instance the result will stand at the scoreline when the game is called off.
 - A game called off anytime in the second half will be determined based on the scoreline when the game is called off.

9. Late Starts, Forfeits, Defaults

9.1 Late Starts

- 9.1.1 A game that starts after the scheduled time shall incur a ONE POINT per minute penalty against the defaulting team until a forfeit is declared. A forfeit is declared if the game does not start by the end of the first quarter. The game clock will start at the scheduled time with the team that is ready to play being awarded one point per complete minute the game is delayed. If the opposing team arrives in the ten minute period, the game will be played from that time without resetting the game clock.

9.2 Forfeits

- 9.2.1 Games will be considered a forfeit when any of the following occur and will result in the game being awarded to the opponents with a score of 20-0:
- The team plays an ineligible player (see Section 3 - Player Eligibility).
 - The team does not have the correct number of eligible players ready to play on the court within ten (10) minutes of the scheduled game starting time. A financial penalty will not be imposed for breaching this rule.
 - The team advises the BBI General Manager that they cannot attend a game at a scheduled time after the Official Draw has been released as outlined in Section 10 - BBJBC Draws.
 - The team's actions prevent the game being commenced.
 - The team refuses to play after being instructed to do so by the referee.
 - The team is unable to provide the required Scorebench official. A financial penalty will not be imposed for breaching this rule.
- 9.2.2 The team that forfeits the game will receive no competition points.
- 9.2.3 Any team that gives two or more forfeits during the one season may be withdrawn from the competition at the discretion of Brisbane Basketball Incorporated.

9.3 Defaults

9.3.1 A team shall lose a game by default if, during the game, the team has fewer than two (2) players on the playing court able to play.

PENALTY- If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as two to zero (2 to 0) in its favour. The defaulting team shall receive one (1) point in the classification.

10. BBJBC Draws

10.1 All Clubs will have the ability to comment on the Draft BBJBC Draws when they are released. It is at this point that Clubs on behalf of a team may request a change to a scheduled game time if required. After the specified Club review timeframe has elapsed (one (1) week after the Draw has been released), based on the responses received from the Clubs, BBI will attempt to alter the Draw to accommodate all changes requested. At the completion of this activity and after the second (2nd) round of the competition has been played, the Draw will be considered final and no further changes will be made.

10.2 If a team cannot play on a date and at the time specified on the Draw, the team must forfeit. If the team complies with Rule 1.3.1, the forfeit fine will be waived.

11. Other Rescheduled Games

11.1 BBI has the power to reschedule any game that it deems necessary for whatever reason.

11.2 If the game can be rescheduled, it will be played at a later date.

11.3 If the game cannot be rescheduled, the game will be declared a draw and a score of 0-0 will be recorded.

12. Finals Format

12.1 Depending on the time available, one of the following two (2) options will be used for the Finals Series in the BBJBC Championship Season:

12.1.1 Option 1 (3 weeks required)

- Semi-Final A – 1 v 2
- Semi-Final B – 3 v 4
- Preliminary Final – Loser of Semi-Final A v Winner of Semi-Final B
- Grand Final – Winner of Semi-Final A v Winner of Preliminary Final

12.1.2 Option 2 (2 weeks required)

- Semi-Final A – 1 v 4
- Semi-Final B – 2 v 3
- Grand Final – Winner of Semi-Final A v Winner of Semi-Final B

13. Uniforms

13.1 BBJBC Grading and Summer Seasons

13.1.1 There will be NO playing uniform penalties during the Grading or Summer Seasons. This will allow clubs to get all members in to the correct uniform for the Championship Season and provide flexibility to those players being introduced to the game in the Summer Season. However, Rules 13.2.3 through 13.2.12 WILL apply.

13.2 BBJBC Championship Season

13.2.1 All players in a team shall wear the approved uniform of their Club. Uniform includes shorts and tops.

13.2.2 Special consideration will be given to Clubs where they have changed the suppliers of their uniforms or unable to obtain supply.

PENALTY- Failure to do so will result in five (5) penalty points for each infringement with no limit on the amount of penalty points applied. **UNIFORM PENALTIES WILL APPLY FROM ROUND 1.**

13.2.3 Where there are two (2) teams in one division with the same colour uniforms, it is the responsibility of the first team listed on the scoresheet (Team A) to acquire a different set of uniforms where the colours do not clash. The following should also be noted:

- Dark or light shirts of similar colour cannot clash e.g. black and dark blue shirts cannot be worn by opposing teams, but red and black shirts can.

13.2.4 Playing numbers shall only be permitted in the ranges described below and must be securely fixed to uniforms - not chalked, pinned, taped or a singlet turned inside out. Duplicate numbers will not be allowed. Permitted playing numbers are 4-15, 20-25, 30-35, 40-45 and 50-55.

13.2.5 Bike shorts/'Skins' cannot be worn with the exception of under shorts provided they are not longer than the playing shorts.

13.2.6 T-shirts are not allowed to be worn under game uniforms except in Under 8s and Under 10s or on production of a Medical Certificate, stating medical reasons for wearing it.

13.2.7 Shorts will not have pockets or anything sharp or hard on them such as zippers or buckles.

13.2.8 Appropriate footwear (non-marking shoes) shall be worn on the court.

13.2.9 No jewellery of any description shall be worn whilst playing. Furthermore, taping over earrings is not allowed i.e. earrings **MUST** be removed.

13.2.10 Plastic or metal hair clips are not to be worn. Bobby pins, ribbons and rubber hair bands are allowed. Hair must be loose or tied up in a ponytail or bun, and braided hair is to be tied up if it falls below the shoulders. Hair cannot 'fly about' risking the chance of a hair tip/end cutting another person's eye. A player's hairstyle must not cover the playing number on the back of the playing singlet.

13.2.11 No arm bands are allowed. Head and wrist sweat bands must be of one colour only but do not have to be the same colour nor match the team colours.

13.2.12 Fingernails must be cut level with the tip of the fingers. Taping of fingernails and the wearing of gloves will not be permitted. Fingernails should be inspected before every game.

PENALTY - A player not conforming to the rules above is not permitted to take the court. Any player who plays whilst not conforming to these rules will incur a forfeit on his or her team. The team will not however incur a financial penalty.

14. No Zone Rule

14.1 No zone defence is allowed in U12 and U14 Age Groups.

- First offence – A warning will be issued.
- Second offence – A technical foul will be issued.
- Third Offence in any one game – The game will be forfeited.

14.2 Definition of Zone Defence

- Any defence in the half court that does not incorporate normal man to man defensive principles is a Zone.
- Trapping defences that rotate back to man to man principles are acceptable.

14.3 Violations of Man to Man Defence

- One (1) or more players are not in an acceptable man to man position in relation to their man and ball.
- A cutter moved all the way through the key and was not defended using acceptable man to man techniques e.g. bumped, switched, followed.
- Following a trapping or help and recover situation the team make no attempt to re-establish man to man defensive positioning.
- Teams Zone press and did not assume man to man defensive positioning once the ball was in the quarter court.

14.4 It is the responsibility of the Court Controller to police the 'No Zone' rule. Court Controllers will:

- Take into account the intention of the defensive team.
- Take into account the time and state of the game.
- Take into account the movement, or lack of movement, of the offensive team.
- Act immediately on deliberate and pre-meditated use of zone defence at a critical time of a game.
- Give the benefit of the doubt to the defensive team if there is any doubt.

14.5 When, in the opinion of the Court Controller, a violation occurs, they will instruct the referees, through the Scoretable Chairperson, to charge the coach of the offending team at the next dead ball with the above listed penalties.

15. Mercy Rule

15.1 In the interest of Junior Basketball Development, an understanding has been reached between the Brisbane Basketball Incorporated Clubs allowing a Mercy Rule to be invoked when the margin between two teams in a game is a certain amount of points (see below).

15.2 The Mercy Rule shall be an option open to the Coach of either team. Typically, the Coach whose team is losing shall approach the Coach whose team is leading and ask that the Mercy Rule be invoked. The Coach of the winning team **MUST** accept the request of the Coach of the losing team and abide by the rules of the Mercy Rule. If the game being played is a Semi Final or Grand Final however, application of the Mercy Rule may be refused by the Coach of the winning team with no follow-on consequences.

15.3 Mercy Rule Explanation

15.3.1 The team that is leading will allow the other team to advance the ball across the half way line without hindrance by using whatever method the coach who is leading deems appropriate (passive defence, ¼ court defence etc).

15.3.2 The Mercy Rule can be invoked by the losing coach when the margin between the two teams is thirty (30) points in Division 1 games and twenty five (25) points in all other divisions.

15.3.3 In the interest of junior basketball development, ALL CLUBS are to instruct their Coaches about this understanding and to ensure they abide by this ruling.

16. Venue Rules of Conduct

16.1 No one is to enter the court area other than competing teams, i.e. no people shooting during time outs or intervals of play e.g. half time.

16.2 A technical foul will be given immediately to any player who dunks or hangs off rings and/or the supports during warm ups or intervals of play. No warnings will be given.

17. Scoretable

17.1 Each team must supply a competent bench official for each of their games.

- 17.2 The scoretable will consist of a person to keep the scoresheet and a person to control the game clock.
- 17.3 If a team cannot provide a scorebench official, the manager of the team will be required to fill this position. If the manager is unable to fill this position, then the coach must become the score bench official. If the coach is unable to fill this position and the team is then unable to provide the required scorebench official, the game will be classified as a forfeit by the team unable to provide the bench official. A financial penalty will not be imposed for breaches of this rule.

18. Player Injury / Blood Rule

- 18.1 During a game, any player who is bleeding or has an open wound must be substituted from the game. The player may return to the playing court only after bleeding has stopped and the affected area or open wound has been completely and securely covered.
- 18.2 If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team before the scorer's signal for the substitution, that player may continue to play.
- 18.3 A player must be substituted from the game if they have blood on their uniform regardless of whether it is theirs or another player's. The player must replace their uniform with the team's spare uniform before re-entering the court.

19. Insurance

- 19.1 The BBJBC is covered by Basketball Queensland's Insurance. Information on Player Injury Insurance Cover along with the Claim Form can be found on Basketball Queensland's website.

20. Transfers

- 20.1 A clearance must be gained by any player wishing to play for a club/association different from the club/association for which he/she has played for in the past, even if it is from one year to the next. If a clearance is not gained, the team that player is now playing for will forfeit premiership points for games in which the uncleared player has participated (i.e. listed on the scoresheet). The transfer form is available on the BBI website.
- 20.2 Mid season transfers are not allowed unless the player has not played any games in that season for the former Club.

20.3 Procedure for Player Clearance

- Player to complete the Applicant's Details Section of the Transfer Form and gives it to their current club/association.
- The original form is then to be given to the player's current club/association from which they wish to be cleared. The association/club has seven (7) days to complete the Present Registration Details Section and Clearance Details Section of the Transfer Form and return it to the player.
- If the player does not receive a response within seven (7) days of submitting the Transfer Form the player has a right to notify the BBI General Manager who can then initiate an investigation. This investigation may result in a clearance being approved or refused.
- Once the Transfer Form has been approved by the departing club and returned to the player, the player is to complete the Future Registration Details. It is the player's responsibility to ensure all required areas are completed and signed before sending the form to BBI for processing.
- Once received by BBI, a BBI representative will sign the Transfer Form and send it to the future club/association and keep a file copy for Basketball Queensland.
- There is a minimum five (5) working day processing period for all clearances.
- If seven (7) days have lapsed without the new club/association receiving the transfer the player can contact BBI to ensure it has been received and processed.

- A player may not take the court until the Transfer Form has been received by the new club/association.

21. Protests

21.1 Game Procedure:

- 21.1.1 If a team believes that during a game they have been adversely affected by a decision of an official, referee or umpire in line with the rules, the following action should take place:
- When the incident occurs, either immediately when the ball is dead and the clock has stopped, or at the first time-out that follows, the coach of the team shall make his/her observations to the referees in a calm and courteous manner.
 - The referee may explain his/her decision or, if necessary, examine the scoresheet and check the score and the playing time. If this interruption of play exceeds thirty (30) seconds a time-out is to be charged to the team in question, unless the Referee recognising the validity of the observation decides otherwise.
 - If by the completion of the game the team still believes its interests were adversely affected by the decision of the official/referee/umpire, the coach with the captain of the team shall, immediately at the end of the game, inform the referee that his/her team is protesting against the result of the game and the captain shall sign the scoresheet in the space marked 'Captain's signature in case of protest'.

21.2 Lodging the Protest:

- 21.2.1 All disputes or protests must be lodged with BBI, on Club letterhead, on the Monday following the incident occurring.

21.3 Protest Outcome:

- 21.3.1 Any protest shall be determined initially by the BBI General Manager. If warranted, after an initial investigation the BBI General Manager may set up an independent Committee to conduct a hearing. The two teams involved in the game shall be entitled to send one representative to the hearing. Witnesses required by the Committee may also be asked to attend. Notification of the hearing to the affected parties shall be given by the BBI General Manager no less than twenty four (24) hours prior to the hearing.

21.4 Disagreement with the Decision:

- 21.4.1 Should either team not agree with the decision of the Committee, they may lodge an appeal to the BBI General Manager who will form an Appeals Committee (made up of people different to the first Independent Committee) to hear the protest. The Appeals Committee shall judge the appeal in the last instance and its decision shall be final.

22. Tribunals

- 22.1 Each Club must have at least one person available to sit on BBJBC Tribunals.
- 22.2 In determining if a Tribunal is required, the following steps apply:
- The official completes an official report form on the player or coach in question.
 - The report is submitted by 10am on the Tuesday following the game.
 - The BBI General Manager and BBI President will review the report and liaise with the nominated Club Tribunal Representatives to determine if a Tribunal is required.
 - If a Tribunal is required, the reported person/s will be notified by 10am on the Thursday following the game.
 - The tribunal will be held at the BBI Office within fourteen (14) days of the report being submitted, if possible, to arrange with all parties involved.
 - An accused minor has the right to have an adult attend as an observer and adviser.
 - The Basketball Australia Tribunal By-Laws will apply unless otherwise stated above. A copy of these By-Laws can be found on Basketball Queensland's website. It is recommended that all participants familiarise themselves with the contents of this document before attending a Tribunal.

23. Correspondence and Meetings

- 23.1 All correspondence relating to BBJBC is to be sent to BBI from the Club's nominated delegate(s). The Club's delegate(s) should be known to all teams as they are to be the first point of contact for queries on BBJBC for all interested parties. A list of the nominated delegates will be available on the BBJBC area of the BBI website. If the delegate is unable to attend a meeting the secondary contact may attend in their place.