



BRISBANE BASKETBALL CORE COMPETITION BASKETBALL RULES

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Brisbane Basketball Competitions (BBC) Overview

Brisbane Basketball Inc (BBI) conducts the following competitions (collectively referred to herein as 'Competitions'):

- Junior Competitions (Juniors) encompassing Age Groups from under 8 to under 18s;
- Greater Brisbane League (GBL) Competitions; and
- Senior Competitions (Seniors).

These Rules are Core Rules common to all Competitions. Each competition shall separately add Rules specific to their competitions.

Decisions relating to each of the Competitions shall be made in consultation with the participants of each Competition but shall take into account the impact (if any) on each of the other Competitions administered by BBI.

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>

The BBI Website (<http://www.brisbane.basketball.net.au>) is the primary point of reference point for the following:

- Fixtures and game times including changes to game times and venues
- Competition ladders
- Games played for finals eligibility

Changes to game times or venues will be published on the website no later than 12 noon on the day of the game or, in the case of games played on a weekend, 12 noon on the Friday before the game.

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 To be eligible to play in a season, each team must complete a nomination form, pay a nomination fee and if a new team pay the required security bond which is set by BBI Management. Any fees must be paid by the due date. Any residual security bond will be refunded at the request of a team when they no longer intend to participate in a BBI competition.

1.1.2 When a 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; or
- a Club that has already submitted a nomination for the current season

BBI will refer the nomination back to the team seeking an alternative colour. In this case, the Club 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. New teams should not order uniforms until such time as the nominated colour has been accepted and approved by BBI.

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 Club prior to the game in which they intend to play.

1.3 Forfeit Fines

1.3.1 A Club that forfeits a game will be charged the following forfeit fine depending on the notice given:

Period of Notice	Fine
At least forty-eight (48) hours after the release of the draw for	Nil

games due to be played within a week of the release	
At least five(5) working days inclusive of the day of notice and game day	Nil
Less than five(5) working days but more than forty-eight (48) hours	The applicable game fee
Less than forty-eight (48) hours	Double the applicable game fee

1.3.2 Teams will have seven (7) days from the issue date of the forfeit notification to pay the fine. After the seven (7) day period, teams will not be able to accrue competition points or participate in any finals if they have outstanding fines provided however, if the team has lodged a genuine dispute over the imposition of the fine, the period for payment failing to accrue competition points shall be seven (7) days from the date the dispute is determined.

1.4 Withdrawals

1.4.1 If a Club withdraws a team at any time, 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. Player Eligibility

2.1 All Players **MUST** be registered with BBI **PRIOR** to playing their first (1st) game in any Competition.

2.2 Players added to the scoring system in any season must be registered on or before game day.

- First Offence - a warning will be given to the team
- Second Offence - the game in which the offence occurs will be declared a forfeit & a penalty of \$20 per unregistered player imposed and required to be paid before the team's next game.
- Third offence - the game in which the offence occurs will be declared a forfeit & a penalty of \$40 per unregistered player imposed and required to be paid before the team's next game.
- Fourth offence – team to be disqualified

2.3 It is the responsibility of the player and/or coach and manager of a team to ensure players are recorded in the scoring system under their correct name and registration number. If a player plays for a team under an incorrect name and/or registration number, that player or coach and manager of that team shall be charged with misconduct and the game will be declared a forfeit. If a team believes a breach of this rule has occurred, the Court Supervisor should be notified before the game concludes.

2.4 A player may not play in any Competition while they are suspended.

3. Finals Eligibility

3.1 Players must play the minimum games stipulated for each Competition in a team in that Competition to qualify to play finals for that team.

3.2 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, in the event of a manual 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

3.3 Where a manual scoresheet is used, score bench 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.

- 3.4 At the end of a game it is of utmost importance for all teams, in conjunction with the score bench officials, to ensure an 'X' is also placed in the 'Player In' column on a manual scoresheet 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. Where an electronic scoring system is used, score bench officials should remove any player who did not participate in the game from the system. To participate in a game, a player must be dressed in the team uniform and sitting with the team on their bench whether they take to the court or not.
- 3.5 If a player does not satisfy the terms of Rule 3.1 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 should be made as soon as possible after the injury is incurred (within 1 week) and must be accompanied by a letter from their doctor or physiotherapist stating the type of injury and the expected time away from sport. A player is deemed to have resumed playing when they first play in any competition anywhere.
- 3.6 Players selected for National/International Basketball Australia sanctioned events may have games credited for finals eligibility on application and the provision of suitable evidence.
- 3.7 Forfeit Wins will be used to determine the number of eligible games played to calculate the finals eligibility games played number. For example, if during a 20 week season (excluding BYES) a team had 3 forfeit wins then the finals eligibility game played number would be calculated on 17 games, so 40% would equate to 6.8 rounding up to 7. Forfeit Loss players will not receive any games played recognition. DRAFT Rule

4. Game Rules

4.1 Game Timing Rules

- 4.1.1 Playing Time shall be stipulated in specific Rules for each Competition.
- 4.1.2 Period Timing shall be stipulated in specific Rules for each Competition.
- 4.1.3 Charge Time Outs, in addition to specific Rules in each Competition, shall include:
- 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.

4.2 General Playing Rules

- 4.2.1 Maximum Team Numbers
- Twelve (12) players may be entered on the scoresheet and allowed to play.
- 4.2.2 Minimum team numbers
- A team may begin to play a game when the required eligible players are on the court ready to begin the match. The number of required eligible players shall be stipulated in each competition.
- 4.2.3 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 (paper) before the game starts.
- 4.2.4 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.
- 4.2.5 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.
- 4.2.6 Basketball Size
- Unless otherwise specified,
- Size 6 basketballs are to be used for all female Competitions.
 - Size 7 basketballs are to be used for all male Competitions.
- 4.2.7 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.
- 4.2.8 Warm Up Time
- There will be a five minute timed warm up period prior to the commencement of any game.

5. Classification of Teams

- 5.1 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 |
- 5.2 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.
- 5.3 In the event that teams are tied after the first classification, then POINTS DIFFERENCE will be used to determine the placing, taking into account only the results of the games between the teams still tied.
- 5.4 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 POINTS DIFFERENCE taking into account the results of all the games played in the League by both teams.
- 5.5 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.
- 5.6 In the event that there are still teams tied after the first classification, then POINTS DIFFERENCE will be used to determine the placing, taking into account only the results of the games between the teams still tied.
- 5.7 If there are still teams tied, the placing will be determined using POINTS DIFFERENCE from the results of all their games played in the League.

- 5.8 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 5.2, 5.3 and 5.4 will automatically be applied.
- 5.9 If it is reduced to a tie still involving more than two teams, the procedure beginning with Point 5.5 is repeated.
- 5.10 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.

6. Unforeseeable Acts

- 6.1 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 score-line when the game is called off.
 - A game called off anytime in the second half will be determined based on the score line when the game is called off.

7. Late Starts, Forfeits, Defaults

7.1 Late Starts

- 7.1.1 Unless otherwise specified in the specific Competition rules, 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.

7.2 Forfeits

- 7.2.1 Games will be recorded as 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 does not have the required 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 BBI that they cannot attend a game at a scheduled time after the Official Draw has been released.
 - The team's actions prevent the game being commenced.
 - The team refuses to play after being instructed to do so by the referee.
- 7.2.2 The team that forfeits the game will not receive any competition points. Refer Rule 3.7 for games played eligibility.
- 7.2.3 Any team that gives three or more forfeits during the one season may be required to show cause as to why it should not be removed from the competition. After considering this submission, Brisbane Basketball Incorporated may withdraw the team from the Competition..

7.3 Defaults

- 7.3.1 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.

8. BJBC Draws

8.1 If a team cannot play on a date and at the time specified on the Draw, the team must forfeit and the provisions of Rule 1.3 will apply.

9. Other Rescheduled Games

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

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

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

10. Finals Format

10.1 Depending on the time available, one of the following two (2) options will be used for any Finals Series in the Competitions:

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

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

11 Uniforms

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

11.1.2 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 a limit of 5 points per player. **UNIFORM PENALTIES WILL APPLY AS SPECIFIED IN SPECIFIC COMPETITION RULES.**

11.1.3 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.

11.1.4 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 00 – 99.

11.1.5 Compression sleeves and stockings may be worn. If stocking is worn on the upper leg the stocking must end above the knee, if for the lower leg it must end below the knee. No full length compression stocking are allowed.

11.1.6 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 and must be the same colour as the playing top.

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

- 11.1.8 Appropriate footwear (non-marking shoes) shall be worn on the court.
- 11.1.9 No jewellery of any description shall be worn whilst playing. Furthermore, taping over piercings is not allowed i.e. piercings MUST be removed.
- 11.1.10 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 (eg. Plaits) must not cover the playing number on the back of the playing singlet.
- 11.1.11 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.
- 11.1.12 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.

12 Venue Rules of Conduct

- 12.1 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.
- 12.2 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.
- 12.3 Smoking is prohibited throughout the stadium including the foyer.

13 Player Injury / Blood Rule

- 13.1 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.
- 13.2 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.
- 13.3 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.
- 13.4 Injured players may contact the Court Supervisor for first aid assistance. Ice is available from the First Aid Room

14 Insurance

- 14.1 Insurance for each Competition 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.

15 Transfers

- 15.1 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, any games in which the uncleared player has participated will be declared a forfeit. The transfer form is available on the BBI website.

- Transfers between Clubs are not allowed after a season commences unless the player has not played any games in that season for the former Club.
- If a player was financial with their previous club/team and 2 years has expired since they last played a clearance is not required to play for another club/team. The onus is on the club/team to prove their claim if it is disputed.

15.2 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 Brisbane Basketball Inc.
- 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

16 Protests

16.1 Game Procedure:

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 or team representative 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'.

16.2 Lodging the Protest:

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

16.3 Protest Outcome:

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.

16.4 Disagreement with the Decision:

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.

17. Tribunals

17.1 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 close of business on the following day of the incident..
- The BBI General Manager will forward the report to the tribunal committee.
- If a Tribunal is required, the reported person(s) will be notified
- 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.

18. Correspondence and Meetings

All correspondence relating to each Competition is to be sent to BBI from the Club's/Teams nominated delegate(s). The Club's/Teams delegate(s) should be known to all teams as they are to be the first point of contact for queries on the Competition for all interested parties. If the delegate is unable to attend a meeting the secondary contact may attend in their place.

19. Overrule

The BBI Management Committee sitting as a committee reserves the right to overrule or modify any of these rules or to grant an exemption from their application.