



Competition

By-Laws

March 2013

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PREAMBLE

The intent of these regulations is to ensure that competition is conducted in an environment that is fair to all concerned.

All competitions will be run according to these Competition By-laws of Rockhampton Basketball Inc (RBI). Rockhampton Basketball Inc will adopt all relevant FIBA rule changes to our competitions as required by Basketball Queensland (BQ) and Basketball Australia (BA).

RBI adopts all BQ Codes of Conduct for Players, Coaches, Officials, Parents, Spectators and Administrators.

The RBI Management Committee will usually adopt recommendations from the respective Senior / Junior / Grading Sub-Committees. However, the RBI Management Committee does have the right and the obligation to vary or refuse to accept a playing regulation if it is deemed to not be in the interest of basketball in general, if it has the potential to violate equity, racial, financial, legal or any other obligation that the Management Committee takes responsibility for as the Directors of Rockhampton Basketball Incorporated.

The RBI Management Committee expects all participants to abide by the relevant BQ "Codes of Behavior" (see Section IX) and to obey any reasonable direction given by RBI staff.

RBI adheres to Basketball Australia's "Blood Policy" and "Anti-Doping Policy."

RBI adheres to the following Basketball Queensland policies:

- Child Protection Policy
- Privacy Policy
- Defamation Policy
- Pregnancy Participation Policy

I COMPETITIONS

1. Structure

1.1. RBI will offer competitions as follows:

SENIOR

- Open Age (Women & Men)
- Mixed

JUNIOR

- Age Based (e.g. Under 12) Girls & Boys

1.2. Competitions will be conducted only if a minimum of 4 teams enter.

1.3. For competitions restricted by age, the age eligibility date/time shall be midnight on 31 Dec of the year in which the competition concludes.

1.4. The day/night on which a competition will be offered is at the discretion of RBI.

2. Conduct

2.1. Competitions will be conducted in accordance with (in order of precedence):

- these By Laws, and
- the *FIBA Official Basketball Rules 2012* or subsequent edition.

3. Clubs

3.1. Three (3) Teams will constitute the formation of a new Club.

3.2. Each team must consist of a minimum of six (6) registered players or

- Five (5) seniors and two (2) juniors (or more). – see section III 3.2 for more information.

3.3. Non club teams will be accepted with the payment of a refundable bond (\$100) less any monies owed to RBI.

3.4. Non Club Teams DO NOT have any voting rights on RBI Senior or Junior Sub-Committees.

4. Grading

4.1. RBI reserves the right to grade/re-grade team entries and players to ensure fair competition.

4.2. Promotion and/or relegation of teams and players will be at the discretion of the RBI Grading Committee.

4.3. Graded divisions/sections may be played as separate fixtures or as a single fixture with separate finals for each division/section at the discretion of RBI.

- 4.4. After grading and before the first round of competition each club is to submit a list of juniors that could play in seniors. These players cannot play below the grade as assigned by the grading committee but may play up in higher divisions.

II TEAM REGISTRATION

1. Application for Entry

- 1.1. To participate in RBI competitions teams must apply for entry by lodging an entry via the RBI website.
- 1.2. An "Entry Window" will be opened on the website not less than 4 weeks prior to the start of a season. The "Entry Window" will close before the first round of the new season. Once the "Entry Window" has closed entries are subject to the provisions covered under "Late Entries".
- 1.3. Teams must register a minimum of 6 "core players" on their team entry. Entries for the Social Competition must comply with the gender conditions in the Mixed Competition rules.

2. Acceptance of Entry

- 2.1. Receipt of the Team Entry does not guarantee acceptance of the entry into a RBI Competition.
- 2.2. Teams may be refused entry due to:
 - 2.2.1. Non compliance with 1.3. above,
 - 2.2.2. unpaid fines,
 - 2.2.3. proving unreliable in previous seasons,
 - 2.2.4. previous withdrawal from fixtured competition,
 - 2.2.5. nonpayment of prescribed fees, and/or
 - 2.2.6. an RBI decision taken in the best interest of basketball for this Association.

3. Late Entries

- 3.1. Teams may enter after the website "Entry Window" has closed. A "Late Entry Form" can be obtained from the RBI Office. The Entry Form will be considered the same as a website entry and will be processed in accordance with sections 1 & 2 above.
- 3.2. Subject to 2.2. above late entries will be processed as follows:
 - 3.2.1. Late entries received before fixturing will be included in the initial season fixture or grading fixture.
 - 3.2.2. Late entries received after the initial fixture is published are guaranteed to be included only at rounds 5, 10, 15 and so on.
 - 3.2.3. At the discretion of RBI teams may be added to a fixture at any time to remove a bye.

4. Promotion and Relegation

- 4.1. Promotion and relegation of teams from one season to the next will be at the discretion of the RBI Grading Committee.
- 4.2. Factors including but not limited to previous season results and changes in player personnel will be taken into consideration by the Grading Committee when deciding on promotion or relegation.

5. Disqualification from Competition

- 5.1. A team **may** be disqualified from competition at the discretion of RBI, when the team:
 - 5.1.1. gives 2 consecutive forfeits.
 - 5.1.2. gives 3 forfeits in a season.
 - 5.1.3. refuses to pay fines incurred.
 - 5.1.4. breaches acceptable standards of behavior (see Section IX)

III PLAYER REGISTRATION

1. Procedure

- 1.1. No players shall be allowed to play in any game under the control of the RBI unless the player has been registered with the Association before they play.
- 1.2. No players shall be allowed to play in any game under the control of the RBI unless the player's registration has been paid by the due date as stated by the RBI.
- 1.3. If after the specified date an unregistered player participates in any game under the control of the RBI, then that team will forfeit the game.
- 1.4. If any unregistered player participates in any semi or preliminary final series under the control of the RBI, then that particular team will automatically be disqualified from any further competition within the finals.
- 1.5. Under no circumstances is registration transferable
- 1.6. All registered players become members of RBI subject to the provisions of the RBI Constitution.

2. Registration Restrictions

- 2.1. Players may not be registered for more than one team in the same competition.
- 2.2. Current QBL players from any association may only register in teams fixtured in Men's or Women's Division 1 grade competition as appropriate to their gender.
- 2.3. No more than 3 players currently playing a senior representative level with any association (e.g. NBL, WNBL and QBL) may be registered in the same team.
- 2.4. Players may only be registered in one team in a single fixtured competition. Players wishing to change teams during the season must apply for a clearance from the team in which they were

first registered (see Player Transfers) An exemption may be granted by RBI Staff for players to switch teams to make up 4 players for the opposition to enable a match to proceed.

- 2.5. Individuals currently under suspension by the Basketball Queensland Tribunal or RBI may not register until the suspension is served.
- 2.6. Players in restricted competitions must meet the eligibility criteria as set down in "Competitions". For example to play Under 14 competition the player must not turn 14 in the year the competition concludes.
- 2.7. In the interest of player safety, players must have reached 14 years of age to participate in senior competitions unless approved by RBI staff and/or the Senior Grading Committee.
- 2.8. No player, junior or senior, may play for more than one team in the same competition/division on the same night. E.g a junior Frenchville player could not play up for a division 1 team and then fill in for a second Frenchville team in division 1 on that night.

3. Multiple Registrations

- 3.1. Junior players may play in more than one competition (assuming all eligibility criteria are met for the respective competitions) if they pay a \$90 "junior playing in senior fee."
- 3.2. Senior teams may use juniors as core players but a junior player/s core players must pay the difference in fees, eg:
 - 3.2.1. Six (6) core senior players = \$1380 (6 x \$230)
 - 3.2.2. Five (5) core senior players = \$1150 (5x \$230) + two junior core players @ \$115 each = \$1380.
- 3.3. Senior players can play for a higher divisional team within their respective club (for up to four [4] games as per 3.3 below) and only in the division directly above their registered/graded division. For example, a Toledo Div 3 player can play for any Toledo team in Div 2 but cannot play for any other club team in those divisions or in Div 1.
- 3.4. Upon playing a fifth [5th] game in a higher senior division that player must stay in that division for the remainder of the season.

4. Juniors Playing in Seniors

- 4.1. Juniors can play an unrestricted number of games in a higher division or age group than what they have been graded.
- 4.2. If a junior plays more than four (4) games in a senior competition they must pay a \$90 "junior playing in senior fee. Refer section VII 1."

5. Player Transfers:

All transfers must be applied for by completing a Basketball Transfer Application form, signed by the player, relevant club officials and directed to the relevant competition sub-committee for approval after consideration of the following criteria:

- 5.1. A player may not transfer between competing clubs/teams during the course of the competition except in extenuating circumstances.
- 5.2. If a team with which a player registers, subsequently withdraws from the competition a player may make a request to RJB for a transfer to another club/team.
- 5.3. A player must seek to transfer between club/teams only between competitions except as provided in 5.2.
- 5.4. Transfer will be granted under the following circumstances:
 - 5.4.1. Documentary proof for the reason of transfer is provided by the player.
 - 5.4.2. The move does not adversely affect the balance of the competition.
 - 5.4.3. The move is in the best interest of the player, the club and the competition.
 - 5.4.4. In extreme circumstances or where clubs are in dispute over a transfer the relevant competition sub-committee will evaluate
 - 5.4.5. Upon receipt of a player's application for a clearance from the club, that club must indicate within 48 hours as to that player's eligibility for a clearance.

6. Over 40's:

- 6.1. Players over 40 years of age and not in division 1 are unrestricted and can play down divisions within their club.
- 6.2. No more than two (2) unrestricted players can play down on a team in any given match.
- 6.3. Teams may only have one (1) over 40 unrestricted player play down in a finals match and only if they have played three (3) or more matches in that team over the current season.

IV **PLAYER EQUIPMENT**

1. Uniforms

- 1.1. All clubs/teams registered with RBI must submit their playing colours to RBI for approval.
- 1.2. Teams will be allowed three (3) weeks from the commencement of fixture games to outfit their team correctly.
- 1.3. After three (3) weeks each player without correct uniform will be penalised five (5) points (to be awarded to the opposition) for each item of incorrect uniform at the discretion of the RBI.
- 1.4. Singlets must be numbered front and back.

- 1.5. Shorts are to be of the same dominant colour but not necessarily the same as the playing top. Reasonable closeness of colour and/or design may be acceptable at the discretion of RBI, that is, black shorts, dark navy shorts)
- 1.6. Frequent breaches of the uniform code will result in the following:
 - 1.6.1. Warning from RBI
 - 1.6.2. Loss of competition points
- 1.7. Any person playing up for their club will not be penalised for wearing a duplicate numbered uniform
- 1.8. Any club that has more than one team participating in the same division must ensure that they can provide alternate uniforms.

2. Specification of Uniforms

- 2.1. The uniform of the players must comply with 4.3 of the *FIBA Official Basketball Rules 2012* with the following additions and/or exemptions:
 - 2.1.1. Shirts may have sleeves as long as the sleeves do not extend beyond the elbow.
 - 2.1.2. Medical permission is not required for players to wear T-Shirts under the playing shirt.
 - 2.1.3. Shorts may **NOT** have cuffs, pockets, belts or buckles.
- 2.2. **Shoes:** Only suitable sports shoes with non-marking soles are to be worn on the court.
- 2.3. **Numbers:** Player shirts are to be numbered in accordance with Paragraph 4.3.2 of the *FIBA Official Basketball Rules 2012* with the following additions and/or exceptions
 - 2.3.1. Numbers 4 to 15, 20 to 25, 30 to 35, 40 to 45 and 50 to 55 are permitted.
 - 2.3.2. 0 & 00 are not permitted.
 - 2.3.3. Playing in a shirt without a number is not permitted.
 - 2.3.4. Taped or hand written numbers are not permitted.

3. Other Equipment (Jewellery, Hair Accessories, Etc)

All players must comply with Paragraph 4.4.2 of the *FIBA Official Basketball Rules 2012* "Players shall not wear equipment (objects) that may cause injury to other players" with the following additions and/or exemptions.

3.1. **Jewellery**

- 3.1.1. All items of jewellery that can be removed must be removed.
- 3.1.2. Items of jewellery that cannot be removed may be worn so long as they are adequately padded so as not to create a danger for other players.
- 3.1.3. The referee in conjunction with the RBI staff shall be responsible for deciding if an item of jewellery has been adequately padded. If the padding is not considered adequate, the player may not take the court. The decision of the officials will be final.

3.2. *Fingernails*

- 3.2.1. The referee shall inspect the fingernails of all players, male and female, prior to the commencement of each match.
- 3.2.2. Players with fingernails that are not closely cut must do any of the following before taking the court:
 - 3.2.3. Cut and file their fingernails.
 - 3.2.4. Cover the nails with approved soft nail tape eg Elastoplast.
 - 3.2.5. Wear approved gloves eg netball gloves.

3.3. *Hair and Hair Accessories*

- 3.3.1. In general, hair accessories are not to be worn. Hair accessories include but are not limited to any metal or hard plastic device for securing hair, beads and/or any other item designed for hair decoration.
- 3.3.2. Long hair must be secured in a ponytail or other suitable arrangement that will stop the hair from “whipping” into the eyes of other players.
- 3.3.3. If the arranged hair obscures the number on the back of the playing shirt then the hair must be placed inside the collar of the shirt so that the number is not obscured.

V MATCH ADMINISTRATION

1. Match Fixtures

- 1.1. RBI will publish match fixtures for each competition prior to the first round of each season.
- 1.2. The fixtures shall show:
 - 1.2.1. The name of the competition.
 - 1.2.2. The names of all teams entered in the competition.
 - 1.2.3. The date, start time and location of each match.
- 1.3. Where 2 or more sections/grade are fixtured in a single fixture, either the teams will be coded so as to identify to which section/grade they belong or the fixture shall specify the ladder positions that will qualify for the finals in each section/grade.

2. Time Keepers and Scorers

- 2.1. Designated scoring facilities must be used.
- 2.2. Referees will be responsible for directing score bench to start the game clock.
- 2.3. All scorers/time keepers must be present at the commencement time of the game or a loss of points minus 3 (-3) for the offending official's team will occur.
- 2.4. The designated scorers/time keepers are one from each team.

- 2.5. If scores are in dispute the referee must make a decision as to the correct score prior to signing off on the scoresheet.
- 2.6. RBI staff can, at their discretion, request a replacement of any score bench official at any time before or during a game, if it is deemed that the score bench official is not competent in carrying out score bench duties.

3. Commencement of Games

- 3.1. The match officials will start the match clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the match clock is started.
- 3.2. The game clock is started and the team that is ready to play at the commencement of the game will receive two (2) points for every completed minute that the other team is late. The late points are awarded to the captain on the score sheet of the team that was ready to play.
- 3.3. The game clock does not reset when the other team arrives.
- 3.4. A forfeit will be declared if one or both teams do not have the prescribed number of players (4 players) to commence the game 15 minutes after the referee has directed the game to start.
- 3.5. If a team does not have the required number of players after 15 minutes the other team will be awarded the game on a forfeit and the score will be 30 – nil. The game will be classified as an UN-NOTIFIED FORFEIT.
- 3.6. A club team may draw on a player from a lower division from the same club to prevent a forfeit occurring.
- 3.7. Notified forfeit: Notification of an intention to forfeit a match must be reported to the RBI at least 24 hours prior to the scheduled match. In this case the team forfeiting is award zero (0) points for the game and the other team is awarded maximum three points for the game.

4. Rescheduling of a Fixtured Match

- 4.1. If due to circumstances beyond the control of the RBI, a match is unable to be played as fixtured (except forfeits), the RBI reserves the right to reschedule the match.
- 4.2. The rescheduled match must be at a date and time agreeable to both of the teams involved and must take place within 14 days of the original date and time.
- 4.3. Where a match is unable to be rescheduled the match will be treated as a 2-2 draw.

5. Cancellation of a Fixtured Round of Matches

- 5.1. If due to circumstances beyond the RBI's control an entire round of a fixture is cancelled, the matches will not be rescheduled.

6. Judiciary

- 6.1. The judiciary shall have the power to suspend, disqualify, fine, ban or deal with any person regarding any incident arising from a match conducted by the RBI. This is in accordance with the Queensland Basketball Model Disciplinary Tribunals By-law.

7. Disputes/Protests

- 7.1. Disputes/Protests shall be made in writing and delivered to the Association Secretary or RBI Office within 24 Hours of the origin of the dispute.
- 7.2. The team member(s) protested against shall be notified as soon as possible by the Association/Office, so that a counter protest, if any, may be lodged.
- 7.3. An extra 24 hours shall be allowed for any such counter protests.
- 7.4. Disputes and protests may be deemed judiciary matters for the purpose of being included in Judiciary Hearings.

8. Premiership Ladders

- 8.1. Weekly results of all matches and a ladder showing team positions will be displayed on the RBI web-site by RBI staff prior to the next round of competition for all senior competitions and junior competitions from U12 inclusive.
- 8.2. Premiership Points: Points for games, will be allotted as follows:
 - 8.2.1. Win - 3 Points
 - 8.2.2. Loss - 1 Point
 - 8.2.3. Draw - 2 Points
 - 8.2.4. Win by Forfeit - 3 Points, and
 - 8.2.5. Loss by Forfeit - 0 Points.
- 8.3. No points are awarded to teams having a bye, as byes do not count as a game played.
- 8.4. Ladder position is determined by the ratio of premiership points earned to the maximum points possible from the games played. For example:

If a team has played 5 times, they could have earned 15 points.

If they have won 3, lost 1 and drawn 1 they would have 12 points.

This would give them a percentage of 80%.

A team with a record of 3 wins, 1 loss and 1 bye, has only played 4 times and has earned 10 points of a possible 12, a percentage of 83.3%

This system reduces the advantage some teams have when not all teams have the same number of byes. It also means that if regrading of teams does occur, no compensation for games played in the

higher or lower grade needs to be made as position in the new ladder is determined only by games played in the new grade.

9. Injury Reports

Any injury sustained during the game (which required a player to be substituted from the court) shall be noted on the back of the scoresheet by the Scorer's. Information to include Player Name, Injury and Time of Game.

10. Sin Bin Rule

10.1. Any technical foul that is called will result in the opposition team being awarded two free throws and possession of the ball from the half way line opposite the scoretable. In addition to this:

10.2. A technical foul on a PLAYER:

- 10.2.1. Will result in that player being withdrawn for the game for a total of five minutes of playing time.
- 10.2.2. The player may be substituted if a sub is available.
- 10.2.3. The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may return to the court through a normal substitution.
- 10.2.4. On return to the playing court, if the player commits a similar indiscretion, a disqualifying foul should be applied with the normal penalty.

10.3. A technical foul on a COACH:

- 10.3.1. Will result in that coach leaving the court (out of view) for a total of five minutes of playing time.
- 10.3.2. The coach may return to the court and the team bench when the five minutes has elapsed.
- 10.3.3. An assistant coach may replace the coach while he/she has left the court.
- 10.3.4. The referee will note the time on the playing clock that the coach leaves the court and instruct the scorer to write down the earliest time that the coach may return to the court.

10.4. Examples:

- 10.4.1. Player who leaves court with time on clock 12:35 may return at the nearest available substitution opportunity after the clock ticks through 7:35, regardless if a timeout is called.
- 10.4.2. Player who is sent to the Sin Bin at 3:20 in the first half may return after the clock ticks past 16:20 in the second half (or 18:20 when using 20 minute half regulations).

10.4.3. Player or coach who is 'sin-binned' with less than 5 minutes to go in the second half may not return to the game.

No warnings are required (though advisable) and any players who step over the line must be Sin Binned so that the game benefits from their absence.

Reportable offences are to be reported to the Tribunal in the usual manner.

The 'Sin Bin' rule does not apply to unsportsmanlike fouls, as these will be administered in the usual manner.

VI COMPETITION RULES

1. Match Rules – General

- 1.1. All matches will be conducted in accordance with the *FIBA Official Basketball Rules 2012* except as modified by these By Laws.
- 1.2. Matches shall be played in 4 x 10 minute quarters.
- 1.3. 24 Second Rule does not apply.
- 1.4. The match clock will be started at the published time in the competition fixture. If the previous match has run over time, the match clock will be started as soon as possible after the completion of the previous match.
- 1.5. The match officials are required to give a verbal warning to teams to be ready to play eg. 1 minute. At the moment the match clock is started the match officials are required to call for the jump ball.
- 1.6. **Number of players.** A team may commence a match with only 4 players. For Mixed Competition this must consist of two males and two females.
- 1.7. **Late Start.** Teams are expected to be ready to commence playing at the published fixtured start time. Teams that are not ready to play shall be penalized: a score of 2 points for each minute shall be awarded to the team that was ready to play.
- 1.8. **Forfeit.** A match that has not commenced by the 5-minute mark of second quarter, as shown on the match clock shall be declared a forfeit. The team that was ready to play shall be declared the winner and the final score shall be recorded as 30 – 0 in favour of the team that was ready to play. If neither team is ready to play the match shall be declared a 'double forfeit' and the final score shall be recorded as 0 – 0.
- 1.9. **Drawn Matches.** Drawn games are recognized during the regular season but not in finals.

2. Mercy Rule (Juniors)

- 2.1. Once a team reaches a score that is twenty (20) points in front of their opposing team they must come back and play half court defence (i.e. allow the ball to cross half court before commencing defence).
- 2.2. Non-compliance will result in:
 - 2.2.1. A warning
 - 2.2.2. Technical foul on the bench (or captain if there is no coach)

3. Team Domination (Juniors)

- 3.1. Any team deemed by the RBI Junior sub-committee/Junior Development Officer to be dominating a division can be dealt with by the following:
 - 3.1.1. Split the team within that division or age group
 - 3.1.2. Relegate the team to a higher division or age group

4. NO ZONE Defence Rule:

- 4.1. In the interest of player skill development a “No Zones” rule will be applied in U10, U12, U14 competitions.
- 4.2. Players:
 - 4.2.1. Must make an attempt to guard a player
 - 4.2.2. Are not to come back in defence and stand in the keyway without guarding a relevant opposition player.
 - 4.2.3. Must follow/defend a “cutter” proceeding through the keyway.

If a coach or team manager feel a team is playing zone defence they can bring it to the attention of the RBI staff, Junior Development Officer or a Junior Sub-committee member to watch the game.

- 4.3. If a team is deemed to be playing zone defence, the following is to occur:
 - 4.3.1. Bring it to the attention of the Referee officiating
 - 4.3.2. A Warning to the offending team
 - 4.3.3. Technical foul on the offending bench
 - 4.3.4. Forfeit of the game
- 4.4. Zone Defence is allowed to be played in U18's and U16s in the second half only but “man to man” is preferred.
- 4.5. There are no zone defence restrictions in senior competitions
- 4.6. Extended Defences. Defences played outside the quarter court area may use “zone” principles so long as they collapse back into ‘man-to-man’ defence.

5. Heat Policy

Junior Matches

- 5.1. When the temperature exceeds 35°C the following changes to normal match rules will be applied without exception:
 - 5.1.1. 1 x 30 sec compulsory official's time out per quarter to be called at or near the half way mark of each quarter. The clock shall stop for this timeout.
 - 5.1.2. 10 minute quarters shall be reduced to 8 minutes per quarter.
- 5.2. All other match rules apply as usual.

Senior Matches

- 5.3. If both teams agree to the above conditions then these rules may be applied to all senior fixtures.

6. Finals

- 6.1. After the completion of the last round of the normal season a finals series shall be held for the top 4 teams in each grade or section (unless otherwise specified for multi-grade fixtures), with the exception of the U10 and Mixed competitions for which finals are not held.
- 6.2. Ties for a place in the 'top' four will be decided on:
 - 6.2.1. Count back of win and losses between the teams involved.
 - 6.2.2. If the teams are still tied then a count back of points will result between teams.
- 6.3. Unless otherwise indicated, the finals series will be conducted as follows:
 - 6.3.1. Semi Final Round (SF)
 - 6.3.1.1. Game A – 1st v 2nd (Winner through to Grand Final)
 - 6.3.1.2. Game B – 3rd v 4th
 - 6.3.2. Preliminary Final Round
 - 6.3.2.1. Game C - Loser of SF Game A v Winner of SF Game B
 - 6.3.3. Grand Final Round (GF) Championship Game
 - 6.3.3.1. Winner of SF Game A v Winner of PF Game C
- 6.4. No drawn matches. All finals matches must conclude with a result. Extra periods will be played in accordance with the *FIBA Official Basketball Rules* except as modified by these By Laws.
- 6.5. Divisions with only three teams competing will be conducted as follows
 - 6.5.1. Semi Final Round (SF)
 - 6.5.1.1. Game A – 1st v 2nd (Winner through to Grand Final)
 - 6.5.2. Preliminary Final Round
 - 6.5.2.1. Game B - Loser of SF Game A v 3rd
 - 6.5.3. Grand Final Round (GF) Championship Game
 - 6.5.3.1. Winner of SF Game A v Winner of PF Game B

7. Qualification for Participation in Finals Series (Senior and Junior)

7.1. Teams are allowed to build to 8 players (lower division players inclusive) for the finals series.

7.2. To qualify for finals a player must have played with their team in the current competition for the qualifying period for that competition, defined as follows:

7.2.1. Qualifying Period = (Season Length) / 3 plus 1 round.

7.2.2. The "season length" shall be the number of fixtured rounds less the maximum number of byes played by any team.

E.g. 9 team competition 22 fixtured rounds 4 teams would have 3 byes. Season Length = 22 rounds less 3 byes = 19 rounds (Decimals of rounds will be truncated to the lowest integer before adding the 'extra' round) Qualifying period = $(20 / 3) + 1 = (6.66) + 1 = 7$ games

7.2.3. Byes do not count towards qualification.

7.2.4. Grading games do not count towards qualification.

7.2.5. In the case of the cancellation of a fixtured round/s of matches the qualifying period will be recalculated based on a reduced season length.

7.2.6. In the case of forfeits, all regular players from the teams that win by forfeit are deemed to have played and none of the players from the forfeiting team/s are deemed to have played.

7.2.7. **Exemptions.** There are no exemptions to the qualifying requirement.

8. Winter Mid-season Trophy Games

8.1. During each winter season division 1 and 2 men's and women's teams will play in mid-season trophy games on a weekend scheduled by RBI.

8.2. Participating teams will be selected after one complete round (i.e after all teams have played each other once) and the top two teams in each competition will play for their respective trophies.

VII SCHEDULE OF FEES

All amounts are inclusive of GST where applicable.

All fees, except those on "Social Sunday's," are paid at the beginning of the season.

1. Membership Fees

As of summer season 2014 all registrations are to be submitted and paid online. Any paper registrations (except family discounts and payment plans) will incur a \$10 handling fee.

1.1. Under 10's	\$140.00
1.2. Juniors (U12-U18)	\$170.00

- 1.3. Registered junior also playing in seniors \$90.00
- 1.4. Seniors \$230.00
- 1.5. Social (mixed or wheelchair) \$60.00 (for non members) + \$10 per week
- 1.6. Family Discount:
 - 1.6.1. Four (4) or more registering family (immediate) members are eligible to receive the following discounts on each registration:

 - Seniors: \$30 discount per registration
 - Juniors: \$20 discount per registration

2. Part Payments

Members can apply in writing to the General Manager to set up periodic part payments of membership fees via credit/debit card. Successful applicants will authorise RBI to debit their nominated credit card weekly. Part payments are to be paid within three (3) rounds.

VIII SCHEDULE OF FINES AND PENALTIES

1. Forfeits

- 1.1. "Social Sunday" Competitions (Mixed & Wheelchair)
 - 1.1.1. Notified Forfeit \$50.00 (More than 24 hours notice)
 - 1.1.2. Un-notified Forfeit \$70.00 (Less than 24 hours notice)

2. Damage to RBI Property

- 2.1. In the case of willful damage to RBI property or equipment eg rings and backboards, a fine not less than the cost of repair or replacement of the damage item will be levied at the discretion of the RBI Management Committee.

3. Premiership Point Penalties

- 3.1. Teams will lose premiership points for any match in which they:
 - 3.1.1. Play an unregistered player.
 - 3.1.2. Play an ineligible player ie:
 - 3.1.2.1. player under suspension.
 - 3.1.2.2. player requiring clearance from another team.
 - 3.1.2.3. players subject to restrictions stipulated in sections III.2 and III.3 of these By Laws.

- 3.2. Teams that have infringed paragraph 3.1 above will be declared the loser of all matches in which they have infringed. If they were the losing team the score shall stand, if they were the winning team the result shall be reversed with the opposing team winning on default (ie 2 – 0).
- 3.3. One (1) competition point shall be taken from the infringing team.

IX “NO ZONES” GUIDELINES

1. Definition – Zone Defense

- 1.1. Any defence played in the quarter court that does not incorporate normal man-to-man defensive principles shall be considered to be a Zone.
- 1.2. For this purpose, trapping defences that relate back to man-to-man defensive principles shall be acceptable. Under 10 and 12 competitions are the exception and MUST play man-to-man at all times.

2. General Guidelines

- 2.1. Only concerned with defence in the quarter court.
- 2.2. No stand-around zones.
- 2.3. No ‘match-up’ zones.
- 2.4. No zoning inbounds plays.
- 2.5. Where a stand-around zone alignment matches the offensive alignment the onus is on the offence to send a cutter through the keyway to expose the zone. No cutter, no zone ruling.
- 2.6. On cuts and screens, the defence may follow, bump, hedge or switch but there must be some defensive reaction which takes account of the action of the offence.
- 2.7. Teams may trap in the quarter court and may stay in a zone alignment only for one ball reversal after which all players must re-assume man-to-man principles. (i.e. On the trap, 2 players may be on the ball with the other 3 players assume a zone position protecting the basket or attacking the next pass, etc. As the ball is reversed, players may rotate and go to the ball or shoot gaps or protect the basket. If another reversal is attempted man-to-man principles must immediately be resumed.)
- 2.8. Any player who has such poor defensive principles that they lose their player must not be penalised.

3. Violations of Man-To-Man Defence

- 3.1. Violations of man-to-man defence will specifically fall into one of the four categories listed below:

- 3.2. One or more player(s) was/were not in an acceptable man-to-man defensive position in relation to their man and the ball.
- 3.3. A cutter moved all the way through the key and was not defended using acceptable man-to-man defensive techniques, e.g. bumped, switched or followed.
- 3.4. Following a trapping or help and recover situation, the team made no attempt to re-establish man-to-man defensive positioning.
- 3.5. The team zone pressed and did not assume man-to-man defensive positioning once the ball had been advanced into the quarter court.

4. Notes to be used by Match Officials – In Any Judgment

- 4.1. Take into account the intention of the defensive team. (Are they trying to play man-to-man defence?)
- 4.2. Take into account the time and state of the game.
- 4.3. Deliberate and pre-meditated use of a zone defence at a critical time in a game should be acted upon immediately.
- 4.4. Where there is any doubt, the benefit of the doubt must be given to the defence i.e. be sure of the violation.
- 4.5. Under no circumstances will any Match Official react to a call from any player, coach, other team official or spectator to declare a zone.
- 4.6. Rule cannot be applied if a team has less than 5 players on court. However if both teams have the same number of players e.g. 4 on 4, then the rule would still be applied

5. Penalties

- 5.1. The penalties for violations of the “No Zones” rule are listed at paragraph 5.3 of section VI of these By Laws.

X COMPETITION SPECIFIC MATCH RULES

Senior Men & Women

Competition:	
Timing:	Four (4) x 10-minute quarters. No overtime.
Time Outs:	One (1) time out in the first half and two (2) in the second half per team.
Quarter Time:	One (1) minute break.
Half Time:	Two (2) minute half time break.
Match Clock:	Clock stops for all time outs during the match. During the last 2 minutes of the 4 th quarter the clock will also stop for all whistles and made basket. No 24 second clock.
Defence:	No restrictions. “No Zones” rule does not apply.
Keyway violation:	3 seconds
Foul Line:	Normal foul line
Match Ball:	Men - Size 7 Women - Size 6
Ladders & Finals	Points ladder Top 4 teams

Juniors - U14, U16, U18

Competition:

Timing:

Four (4) x 10-minute quarters.
No overtime.

Time Outs:

One (1) time out in the first half and two (2) in the second half per team.

Quarter Time:

One (1) minute break.

Half Time:

Two (2) minute half time break.

Match Clock:

Clock stops for all time outs during the match.
During the last 2 minutes of the 4th quarter the clock will also stop for all whistles and made baskets.
No 24 second clock.

Defence:

Teams leading by 20 points must play half court defence.
Zone defense is NOT allowed for U14 and below and only in the second half of U16 & U18 teams.

Foul Line:

Normal foul line

Match Ball:

U16 & U18 Boys - Size 7
U14 Boys & All Girls - Size 6

Ladders & Finals

Points ladder
Top 4 teams

Juniors - U10 & U12

Competition:

Timing:

Four (4) x 10-minute quarters.
No overtime.

Time Outs:

One (1) time out in the first half and two (2) in the second half per team.

No timeouts in the final two (2) minutes of each quarter.

Quarter Time:

One (1) minute break.

Half Time:

Two (2) minute half time break.

Match Clock:

Running clock. Clock does not stop at any time.
No 24 second clock.
No substitutions in the final minute of any quarter.

Defence:

Teams leading by 20 points must play half court defence.
Zone defense is NOT allowed

Foul Line:

U10 – Super short foul line 1.8m inside the “normal” foul line.
U12 – Short foul line 94cm inside the “normal” foul line.

Match Ball:

U10 - Size 5
U12 - Size 6

Ladders & Finals

U10 – No finals.
U12: Points ladder & Top 4 teams

Wrist Bands

U10 players will wear RBI provided coloured wrist bands to signify to each player who they need to defend.

Competition:

Mixed

Gender

Rules as for Seniors with the following additions:

You must have a minimum of two (2) males and (2) females to start a game.

Males defend males, females defend females.

There can be no more than three (3) players of either sex on the court at any one time.

Both teams must have the same ratio of male to female on court at any one time.

Wheelchair

Competition:

Rules as for mixed with the following additions:

Violations

There is no double dribble rule.

A travelling violation occurs if a player takes more than two pushes while in possession of the ball without dribbling.

Fouls

The wheelchair is considered part of the player's body in relation to contact fouls.

Unfair Advantage fouls/violations will be called if players use their legs to gain an unfair advantage such as standing, balancing etc.

Hygiene

Each player must provide a towel to place on wheelchair for hygiene purposes

Senior Finals Timing

Competition:

Timing:

Four (4) x 10-minute quarters.

5 minute overtime until a result is reached.

Time Outs:

One (1) time out in the first half and two (2) in the second half per team.

Quarter Time:

One (1) minute break.

Half Time:

Two (2) minute half time break.

Match Clock:

Running clock except:

- Clock stops for timeouts.
- Clock stops for FT's in Grand Finals only.
- Final two (2) minutes the clock stops on every whistle.

Junior Finals Timing

Competition:

Timing:

Four (4) x 10-minute quarters.

5 minute overtime until a result is reached.

Time Outs:

One (1) time out in the first half and two (2) in the second half per team.

Quarter Time:

One (1) minute break.

Half Time:

Two (2) minute half time break.

Match Clock:

Running clock except:

- Clock stops for timeouts.
- Final two (2) minutes the clock stops on every whistle.

XI CODES OF BEHAVIOUR

GENERAL CODE OF BEHAVIOUR

- Respect the rights, dignity and worth of others.
- Be fair, considerate and honest in all dealing with others.
- Be professional in, and accept responsibility for, your actions.
- Make a commitment to providing quality service.
- Be aware of, and maintain an uncompromising adherence to, Basketball Queensland's standards, rules, regulations and policies.
- Operate within the rules of the sport including national and international guidelines which govern Basketball Queensland, the member associations and the affiliated clubs.
- Do not use your involvement with Basketball Queensland, a member association or an affiliated club to promote your own beliefs, behaviours or practices where these are inconsistent with those of Basketball Queensland, a member association or an affiliated club.
- Demonstrate a high degree of individual responsibility especially when dealing with persons under 18 years of age, as your words and actions are an example.
- Avoid unaccompanied and unobserved activities with persons under 18 years of age, wherever possible.
- Refrain from any form of harassment of others.
- Refrain from any behaviour that may bring the sport of basketball, Basketball Queensland, a member association or an affiliated club into disrepute.
- Provide a safe environment for the conduct of the basketball activities.
- Show concern and caution towards others who may be sick or injured.
- Be a positive role model.
- Understand the repercussions if you breach, or are aware of any breaches of, this code of behaviour.
- Refrain from engaging in negative or destructive discussions or postings on social media about players, coaches, spectators, officials, administrators or other basketball participants, that may be viewed as abusive, harassing or offensive in nature.

ADMINISTRATORS CODE OF BEHAVIOUR

- Involve young people in planning, leadership, evaluation and decision making related to the activity.
- Give all young people equal opportunities to participate.
- Create pathways for young people to participate in sport not just as a player but as a coach, referee, administrator etc.
- Ensure that rules, equipment, length of games and training schedules are modified to suit the age, ability and maturity level of young players.
- Provide quality supervision and instruction for junior players.
- Remember that young people participate for their enjoyment and benefit. Do not overemphasise awards.
- Help coaches and officials highlight appropriate behaviour and skill development, and help improve the standards of coaching and officiating.
- Ensure that everyone involved in junior sport emphasises fair play, and not winning at all costs.
- Give a code of behaviour sheet to spectators, officials, parents, coaches, players and the media, and encourage them to follow it.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Support implementation of the National Junior Sport Policy.
- Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion
- Refrain from engaging in negative or destructive discussion or postings on social media about players, coaches, spectators, officials, administrators or other basketball participants, that may be viewed as abusive, harassing or offensive in nature

COACHES CODE OF BEHAVIOUR

- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of your sport and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- Avoid overplaying the talented players; the just-average need and deserve equal time.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your players to do the same.
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every young person
- Refrain from engaging in negative or destructive discussion or postings on social media about players, coaches, spectators, officials, administrators or other basketball participants, that may be viewed as abusive, harassing or offensive in nature

PLAYERS CODE OF BEHAVIOUR

- Play by the rules
- Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport.
- Work equally hard for yourself and/or your team. Your team's performance will benefit, so will you.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in your sport as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, team-mates and opponents. Without them there would be no competition.
- Participate for your own enjoyment and benefit, not just to please parents and coaches.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- Refrain from engaging in negative or destructive discussion or postings on social media about players, coaches, spectators, officials, administrators or other basketball participants, that may be viewed as abusive, harassing or offensive in nature

OFFICIALS CODE OF BEHAVIOUR

- Modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Encourage and promote rule changes which will make participation more enjoyable.
- Be a good sport yourself. Actions speak louder than words.
- Keep up to date with the latest trends in officiating and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Place the safety and welfare of the participants above all else.
- Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion.
- Refrain from engaging in negative or destructive discussion or postings on social media about players, coaches, spectators, officials, administrators or other basketball participants, that may be viewed as abusive, harassing or offensive in nature.

PARENTS CODE OF BEHAVIOUR

- Remember that children participate in sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a child for making a mistake or losing a competition.
- Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- Refrain from engaging in negative or destructive discussion or postings on social media about players, coaches, spectators, officials, administrators or other basketball participants, that may be viewed as abusive, harassing or offensive in nature

SPECTATOR'S CODE OF BEHAVIOUR

- Remember that children play sport for their enjoyment, not yours.
- Applaud good performance and efforts from each team.
- Congratulate all participants upon their performance regardless of the games outcome.
- Respect officials' decisions and teach children to do the same.
- Never ridicule or scold a child for making a mistake. Positive comments are motivational.
- Condemn the use of violence in any form be it by spectators, coaches, officials or players.
- Encourage players to follow the rules and the officials decisions.
- Do not use foul language or harass players, coaches or officials
- Refrain from engaging in negative or destructive discussion or postings on social media about players, coaches, spectators, officials, administrators or other basketball participants, that may be viewed as abusive, harassing or offensive in nature