

APPENDIX 3 - Ipswich Basketball Junior Competition (IBJC) Rules

These rules shall be read in conjunction with the Ipswich Basketball Association (IBA) Competition Playing Regulations as amended from time to time.

1. PLAYING RULES

- 1.1 These rules are the competition rules of the Junior Division (Under 8 – under 20 years of age) of IBA.
- 1.2 All rules will be played as set out in the current FIBA and Australian Rule Books, except as specifically varied herein.
- 1.3 The new FIBA rules, effective as the 1st October 2014 that will be enforced in IBA Junior fixtures are:
 - Play with new court markings
 - Use the new 3 point line for 15's -20's (old for 11's - 14's)
 - Using new throw in lines for the ball being progressed after a time out (in last two minutes of game)
 - Using the no charge semi-circle
 - Back court ruling (except for U8s- 10s)
 - ❖ Copies of these rules have been given to Clubs, and are available to players on request
- 1.4 Stadium court sizes and outside areas may vary from FIBA requirements.
- 1.5 The Junior Competition Committee (JCC) will be responsible for the interpretation, implementation, and maintenance of these rules. Under no circumstances shall one member of that committee (e.g. the chairperson), have the right to make decisions relating to these rules, independent of the other members of the committee. Although any interested person is welcome to attend meetings, only the nominated club delegates have voting rights, one per club. In cases where a voting deadlock occurs, the vote will be deemed negative, i.e. maintaining the status quo.
- 1.6 In general, all communication with this committee should be through affiliated clubs and member delegates. This is to ensure that clubs are fully aware of all issues and requests raised.

2. PLAYING RULE ALTERATIONS

- 2.1 There will be no STANDING AROUND IN THE KEYWAY ZONE DEFENCE allowed in the Under 11 - Under 14 age groups; however, zone presses are encouraged. IBA and/or the JCC representative have the authority to instruct teams to play man to man defence.

PENALTY: The game referee(s) should be informed of the rule violation. The referee shall inform the offending team coach of the rule. If the team persists in using such defence, a technical foul will be awarded to the opposing team.

- 2.2 In the Under 11 and Under 12 age division, free throws are to be taken from a point half-way between the circle (i.e. the dotted area of the circle), and the foul line. This position is to be marked by a short line.
- 2.3 Under 10, Under 9 and Under 8 age division games are to be played in accordance with the ruled as modified Addendum A.

3. COMPETITION

- 3.1 The competition will be conducted in various age groups or combination of age groups as the JCC sees fit. From 2016 onwards, these age groups are nominally:

SEASON 1 EACH YEAR (FEBRUARY- JUNE): Under 8, 10, 12, 14, 16, 18 and 20 (if possible)

SEASON 2 EACH YEAR (JULY- DECEMBER): Under 9, 11, 13, 15, 17 and 19

Each in male and female gender, with mixed teams allowed in Under 8, Under 9 and Under 10 age groups. Changes in age divisions from even to odd have been introduced to align with the ages of those players who are representing Ipswich in the BQJBC, ensuring that they may play

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in their correct age group in club games while complying with the representative age requirements.

- 3.2 Players must be under the nominated age, until the 31st December of the current year, unless otherwise approved by the JCC. Requests must be placed in writing and forwarded to the JCC through the club delegate prior to the player's third game. Dispensation forms are available from the IBA office.
- 3.3 Where the age groups are divided into two or more sections, these sections are considered to be separate divisions, with Division 1 being the highest. N.B. Age groups are not classed as 'divisions'.
- 3.4 The JCC may choose to combine two age groups to form a composite competition if it seen to be in the best interests of the association at the time. This may be due to insufficient numbers in an age group (less than four teams) or due to a disparity in ability amongst two age groups. For example, Under 11 and Under 13 Girls competitions may be combined to create a Junior Girls division of under 11-under 13 players. U18 and U16 Girls competitions may be combined to form Open Girls. Where this is done, consideration will be made to retain existing competition nights for the affected age groups.
- 3.5 Clubs are expected to accept responsibility to share the talent between all of their teams in the same group or division so that there shall not be a particularly strong dominant team. This is to encourage development of all players to provide a strong, healthy competition.
- 3.6 The duration of the playing season(s) shall be determined by the JCC of the IBA
- 3.7 Ball sizes are:
 - Size 5 - Under 8, 9 and 10 (Mixed gender teams)
 - Size 6 - Under 11, 12, 13 and 14 Boys and all girls ages groups from Under 11 to Under 18 and Open girls
 - Size 7 - Under 15, 16, 17, 18, 19, and 20 Boys

4. TEAM NOMINATIONS

- 4.1 Nominations are to be made by member clubs for teams in the designated age groups and divisions. Nominations will not be accepted from individual teams.
- 4.2 Nomination fees must accompany nominations.
- 4.3 To facilitate Stadium Scoring, team lists of players must be lodged before the first fixture game of each season. Manual recording will be used for any trial games at the beginning a season.
- 4.4 All nominating teams will consist of no less then (5) players.
- 4.5 A club must be a member of the Ipswich Basketball Association.

5. PLAYER REGISTRATION

- 5.1 All players **MUST** register with a member Club.
- 5.2 All players must be registered and play, in the first instance, in their correct age group, unless a dispensation has been granted by the JCC.
- 5.3 All players will pay the appropriate registration fee prior to participation in the player's first game of any season. The registration fee will include Basketball Queensland and Ipswich Basketball Association components.
- 5.4 The registration fee is not transferable or refundable.
- 5.5 Failure to pay the relevant fee will result in disqualification from playing in any further games until resolved.

6. PLAYER ELIGIBILITY

- 6.1 A player shall not be eligible to play in an age group lower than his/her actual age group unless WRITTEN approval has been obtained from the JCC via a Player Dispensation Form. On being granted the privilege to play in a lower age group, the player and affiliated club must accept that the JCC can reverse its decision should the need arise.
- 6.2 Players are not permitted to play concurrently for two or more different clubs in any one season regardless of the age group. Where a player believes that there are exceptional circumstances, an application may be made to the JCC for dispensation to play for two different clubs in the one season.
- 6.3 Any player wishing to transfer from one club to another, at any time, shall not be permitted to do so without providing a written clearance to IBA from the former club. On clearance being granted players who transfer after the start of the season, including after grading games, will sit out two competition games before playing with the new club. Clearance forms are available from IBA office.
- 6.4 Clubs should expedite such clearances in order to prevent unnecessary delays to this process.
- 6.5 No player is entitled to play for more than one team in any single division.
- 6.6 Players are not permitted to play in more than one game running concurrently (i.e. change games during the one time slot).
- 6.7 In the interests of player development and the development of Ipswich Basketball, players who are members of a representative team of the BQJBC competition must play in division 1 of their age group if they are genuinely at division 1 level (as per the recommendation of the JCC) and division 1 is offered in the respective age group of the IBA junior competition. Exceptions are when the player is given approval by the junior fixture committee to remain in division 2, when the player's club cannot nominate a division 1 team at that level of the competition or when there are combined age groups such as Junior Girls (11/13 years) or Open Girls (15/17 years). Where a club cannot form a division 1 team to accommodate a representative player, at the request of a player or club and with the approval of the junior fixture committee, the player may play "on loan" in a division 1 team of another club and be allowed to play in an older age group for his own club.
- 6.8 Players must play a minimum of 40% of eligible games in a team to qualify to play finals for that team. In the case that 40% would not be a round number then the total will be rounded up (i.e. 5.6 games becomes 6 games). Grading games will be excluded from this calculation.
- 6.9 'Actually played' is interpreted as per the FIBA rules, i.e. having name on the team sheet and at least sat on the bench as a substitute capable of playing. The scorers should ensure that all players listed on the score sheet are actually present on the bench and are dressed able to play.
- 6.10 Players who are registered as division 2 players are sometimes required by their club to play in that club's division 1 team of the same age group to make up numbers in the division 1 team. A player who plays in division 1 as well as division 2 in a competition of the same age group will be ineligible to continue to play in division 2 games once that player has played sufficient games in division 1 to be eligible for finals in that division of that age group which is 40% of eligible games in the division 1 team. There is no restriction to prevent players from playing in any division in more than one age group.
- 6.11 Ineligible players from a younger age group or lower division may sit on the bench for finals, provided they have played the minimum number of games to be eligible for their own age/division. Such players may only enter the game if an eligible player is fouled out, suffers an injury or must leave the court due to a 'blood bin' situation and no other eligible players are able to take the court. In case of an injury or 'blood bin' situation, the injured player may return to the game by replacing ONLY the ineligible substitute, and not any other players.
- 6.12 Games played in any division of the senior competition shall not affect the eligibility of any junior player for any age division of the junior competition.
- 6.13 Exceptions to these rules (e.g. long-term injuries preventing a player from qualifying for finals), will only be considered by the JCC if an application in writing is received at least one week prior to finals.

PENALTY: Unless specifically mentioned above, any infractions of the above rules shall result in forfeiture of such games in which the infraction(s) was /were found to occur.

7. COURT FEES

- 7.1 All court fees must be paid prior to each game.

8. PLAYING UNIFORMS / READINESS TO PLAY

- 8.1 **UNIFORM:** All players shall wear the approved uniform of their club. The uniform includes shorts and tops in the colour of their club. Every player **MUST** wear the same full team uniform i.e. (a) singlet and (b) shorts.
- 8.2 **SINGLET TUCKED IN:** For safety reasons, all players must tuck their singlets into their playing shorts.
- 8.3 **SHIRTS WORN UNDER SINGLET** If players wish to wear a shirt under the playing singlet, the shirt **MUST** be in their club's team colour (no exception). The shirt needs to be in one of the club's colours as follows:
- Swifts Comets Colours: red, white, blue and grey
 - Mt Crosby Colours: green, black and white
 - Brothers Colours: blue, white
 - Easts Colours: black, yellow
 - Springfield Brumbies Colours: black, orange and green
 - IGS: red and white

PENALTY: Five game points will be awarded to the opposing team for each infringement of 8.1, 8.2 and 8.3

Penalties as per the junior rules will apply from game 1 of fixtures each season. Game referees are to penalize teams prior to the commencement of the game or upon the offending player taking the court. As players must take the court before half time to take part in the game, no penalties will be applied after half time.

- 8.4 **SHORTS:** Pockets are not permitted. Players must not take the court in shorts with pockets. Where a club is having difficulty acquiring club shorts and with the approval of the JCC, players are allowed to wear black shorts. Any plain black shorts without pockets are acceptable, including those bearing a small logo.
- 8.5 Appropriate NON-MARKING footwear shall be worn on the court.
- 8.6 Jewellery (including ear rings, eyebrow rings, nose rings and belly button rings) shall not be worn whilst playing. Where, for physical or sentimental reasons, an object cannot be removed, it must be covered with a protective padding of cotton wool and adhesive tape.
- 8.7 Fingernails must be cut level with the tip of the fingers. Taping of fingernails will not be permitted, however as FIBA approves wearing of gloves, appropriate gloves will be permitted. Fingernails will be inspected by referees before every game.

PENALTY: Any player/team not conforming to 8.4, 8.5, 8.6, and 8.7 will not be permitted to take the court.

- 8.8 Clubs are to provide singlets with playing numbers 0-99 on front and back. Numbers are to be securely fixed- not chalked, pinned or taped- to the front and back of playing singlets. Duplicate numbers will not be allowed on the court.

8.9 PROTECTIVE/COMPRESSION EQUIPMENT (INCLUDING SKINS)

The following are permitted:

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- Compression sleeves (skins) of the same club colours as the shirts or black.
- Compression stockings (skins) of the same club colours as the shorts or black. The Compression stockings may be full length. Club shorts must also be worn.

- Knee braces if they are properly covered. Protector for an injured nose, even if made of a hard material.
- Mouth guards of any colour.
- Spectacles, if they do not pose a danger to other players.
- Headbands, maximum 5 cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- Taping of arms, shoulders, legs with tape of any colour

8.10 **OTHER EQUIPMENT:** Any items not specifically mentioned in section 8 be approved by a meeting of the junior fixture committee.

9. SCORING AND TIMEKEEPING

- 9.1 Until Stadium Scoring is introduced from the first fixture game of 2017, team managers shall be responsible for ensuring that players, coaches and managers names are entered on the scoresheet at least ten (10) minutes prior to the scheduled starting time of each game, and that the line-up for the team is correctly marked on the scoresheet.
- 9.2 From the first fixture game of 2017, all player names will appear on electronic team sheets using Stadium Scoring. Once Stadium Scoring is in use, it will be the responsibility of team coaches and/or managers to check that the electronic team lists account for all players of their team who will take the court during the game.
- 9.3 Each team **MUST** provide a scorer or timekeeper for the duration of their scheduled game.

PENALTY: If a team refuses to provide a scorer or timekeeper upon request at the scheduled game starting time. The team shall be penalized one (1) point for each minute, or part thereof, delay to a maximum of fifteen minutes in which case a forfeit applies.

- 9.4 Recording playing and non-playing players:
- Any player who takes the court for a fixture game shall have the scoresheet crossed as “in-play” when they first enter the court/game.
 - Any player who is named on the scoresheet as part of a team and who is not present or not capable of taking the court and playing shall have their name crossed out. Stadium Scoring will simplify these recordings.
- 9.5 It is the responsibility of the team captain or coach to check at the end of the game that the scoresheets have been marked correctly.
- 9.6 A three minute warm up period shall be allowed before the start of each game irrespective of the finishing time of the previous game.
- 9.7 In all divisions, Under 11 –Under 20, there will be 4 x 10 minute quarters. The game clock shall be stopped for all time outs, baskets scored and all whistles in the last three minutes (i.e. in the final quarter) of all games. Substitutions may be made during all stoppages.
- 9.8 Two timeouts will be available to each team in the first half of the game, and three each in the second half. Two timeouts, if still remaining from the allotted number, will be allowed per team in the last (stop the clock) three minutes of each game.
- 9.9 The half time interval shall be three minutes in all fixture games. One minute will be allowed between the first and second quarter and the third and fourth quarters of each game. The half time interval may be reduced to a minimum of two minutes if the game referees deem games to be running behind schedule.
- 9.10 No extra time is to be played in any fixture game. If at full time the scores are level, a draw shall be recorded.
- 9.11 In semi-finals and finals for Under 13 and above, if the scores are level at full time, an extra period of five (5) minutes will be played with the clock stopping in the last two (2) minutes of play. For Under 11s and Under 12s there will be an extra period of three (3) minutes with the clock stopping in the last one (1) minute of play. Under 8s, 9s and 10s do not have finals. Player and team fouls at the end of the game proper will carry into extra time. One time out will be allowed per extra period.
- 9.12 Referees are to ensure that the mercy rule (backcourt defence by the leading team) is applied after a difference of scores reaches 30 points or more in age groups U15 and above or 20

points or more in age groups below U15. The mercy rule must be applied except where the coach of the team that is behind on scores requests that the mercy rule not be applied.

- 9.13 A 24 second shot clock will be used in all division 1 games from Under 15 through to U20 boys and girls. Team A shall provide an additional score bench official. If a capable operator is not available during round games the game may continue without the use of the shot clock, but it must be used in all final games for these divisions. The shot clock is not to be used in division 2 or 3 games or in younger age groups.

10. FORFEITED GAMES

- 10.1 Any team which does not have four (4) eligible players ready to commence play, together with a scorer or timekeeper (as required), at the scheduled game starting time, shall be penalized one (1) point for each minute, or part thereof, delay to a maximum of fifteen minutes, in which case a forfeit applies.
- 10.2 Any team unable to field a team for their forthcoming game, MUST inform the Ipswich Basketball Office at least 48 hours before the scheduled game time. If less than 48 hours' notice is given, the team will be fined an amount equal to twice the game fee which must be paid before the team takes the court for their next game. The team winning as a result of the forfeit is to be refunded their game fee.
- 10.3 Any team which forfeits more than two games i.e. three (3) in any competition shall be automatically withdrawn from the competition.
The infringing team's club shall be notified, in writing, when a team has forfeited two (2) games. Such teams have the right to appeal to the Junior Committee for reinstatement.

11. JUDICIARY

- 11.1 At the conclusion of any game in which a disqualifying foul is called, the Referee or Umpire must write a report, and notify the player that he/she is reported. This report is then forwarded to the junior fixture chairperson who in consultation with club delegates will determine what further action is necessary.
The Junior Competition's Chairperson will then afford any player concerned the opportunity of writing a statement, to be attached to the disqualification report. The reported player, or their representative, shall check with the IBA office within 24 hours to find out if any further action is to be taken.
- 11.2 If a club, team or individual wishes to report a player, official or other person, they must do so, in writing within 48 hours of the event using the IBA Formal Complaint form which can be obtained from the stadium office or online from the Ipswich Force website.
- 11.3 All reports shall be made on the IBA Formal Complaint Form and shall be either handed in at the IBA office or emailed to competitions@ipswichforce.com.au. After official review by the stadium manager, preferably within 48 hours, the form will subsequently be forwarded to the fixture coordinator/committee chairperson of the junior or senior competitions, depending on which competition is pertinent, while also emailing a copy to members of management committee.
The committee chairperson will review the complaint, preferably within the next 48 hours, and arrange to notify the respondent that the complaint has been filed. Unless it is a clear violation, then a notification of outcome or recommendation for resolving the complaint should be forwarded to the person directly or through the club delegate.
Should a tribunal/committee meeting be required, the chairperson will arrange that meeting through management committee.
- 11.4 IBA will advise, in writing, all persons involved, should a Judiciary hearing be deemed necessary to adjudicate any reports.
- 11.5 The Judiciary Committee shall meet at the first available time they deem suitable to consider the matter and determine any penalty imposed.
- 11.6 Any person who has been reported shall not take part in any basketball activities as a player, bench official, or referee between the time he/she is reported and the time of the judiciary hearing.
- 11.7 11.7 If the Judiciary Committee will operate in accordance with the Judiciary Guidelines set out by Basketball Queensland.

12. PREMIERSHIP POINTS

12.1 Points shall be allotted for each game on the following basis:

Win = 3 points

Draw = 2 points

Loss = 1 point

Forfeit / BYE = 0 points

12.2 Games which are forfeited under following circumstances will be deemed a loss:

- Where a team withdraws from a game to tend a player seriously injured during that game.
- Where a team is "fouled off", i.e. during the game, less than two (2) players are left on the court.

12.3 When determining positions on the ladder at the end of the fixture rounds, if any grade has an uneven number of games played or byes, there will be a countback from the last game of the season to ensure an even number of rounds played, except in the case of teams that enter the competition late.

12.4 Final positions on the ladder will be determined by the countback and may not reflect the ladder on the website.

12.5 Where two (2) or more teams have accumulated the same number of premiership points, their relative points shall be determined by the number of wins against teams involved in the tie, with the higher positions being awarded for the greater number of wins.

If the tied teams have the same number of wins, relative positions shall then be determined on the basis of aggregate game points scored, for and against, for games between the teams involved in the tie, with the higher position awarded to the team with the best record.

Should this fail to provide a ranking (i.e. teams are still level) then the higher position will be determined on the aggregate total of points, for and against, for the whole competition for the teams involved in the tie.

12.6 It shall be the responsibility of each team or club to check that premiership points have been correctly determined and recorded on Sporting Pulse.

12.7 Where a game has been abandoned and consequently unable to be rescheduled, the result will be deemed a draw.

12.8 In general, only points gained from the complete rounds (calculated from the last week of fixtures) will be counted when determining relative team positions for finals.

13. SEMI FINALS AND FINALS

13.1 The recommended format for finals shall be held as follows:

Semi-Final 1: 1 v 4

Semi-Final 2: 2 v 3

Grand Final: Winner of Semi-Final 1 v Winner of Semi-Final 2.

13.2 Finals dates are set at the beginning of a season and will not be moved for any individual team requests.

14. REFEREES

14.1 The Referees Association, through the Referee Coordinator, will supply referees for all games.

14.2 Referees will be allocated games in advance, wherever possible.

14.3 Division 1 games should have more qualified referees than Division 2 games.

14.4 It is recommended that referees disclose their club membership or allegiance to the Referees Association. The Referees Association should allocate games in such a manner that a referee's club/team/family allegiance or membership shall not be in conflict where possible.

15. PLAYING AREA

15.1 ONLY the coach, assistant coach, manager and players whose names are recorded on the scoresheet are entitled to be on the court or player's bench.

15.2 Spectators are to be requested to use the grandstand or other spectator seating facilities and not infringe on the court (or immediate surrounds). The game may be stopped to allow for relocation.

15.3 Players are not permitted on the court at any time during a game other than that in which they are involved is in progress.

15.4 Food and drink, other than water, are prohibited on the playing area.

16. FINES

16.1 Any fines placed upon any team or club must be paid prior to the infringing team from taking the court in their next fixture game.

17. PROTESTS

17.1 Any player or team or club wishing to register a protest concerning any aspect of a fixture game may do so within 48 hours of the incident using the Formal Complaint form available from the stadium office or online from the Ipswich Force website. The process in 11.3 will then apply.

A protest will not be acknowledged if written on anything but the IBA Formal Complaint form, or if the complaint is anonymous or is unsigned by the complainant.

18. BEHAVIOUR

18.1 Basketball Australia's Player's, Coach's, Official's and Spectator's Codes of Behaviour will be endorsed.

18.2 The use of bad or offensive behaviour including language within the grounds or in the stadium will not be tolerated.

18.3 For safety reasons and to reduce repair costs, hanging from the rings or nets is STRICTLY PROHIBITED. There is to be no dunking during practice times or at other times outside of games.

Penalties apply as follows:

First instance: 1 week suspension

Second instance: 3 week suspension

Third instance: Season suspension

18.4 Bad language or behaviour during a game will be dealt with by the referees. Other infringements may be reported to IBA and appropriate action will be taken.

19. VARIATION OF RULES

- 19.1 Ipswich Basketball Association reserves the right to waive or alter any requirements laid down in these rules on demonstration of sufficient reason to do so. The fact that a rule has not previously been enforced will not be accepted as a reason for non-compliance.

ADDENDUM A

Under 10 Competition

1. There shall be five players from each team on the court.
2. The coach is permitted to move and stand anywhere around the perimeter of the court.
3. Game times are eight minutes per quarter, with two time outs per team in the first half, and three in the second. Between quarters will be one minute and three at half time.
4. The height of the ring shall be 2.6 metres (8'6") from the floor.
5. The back court rule does not apply. Personal fouls will be recorded; however no player will be required to leave the game.
6. There will be no defences before half way, i.e. players shall be required to retreat to halfway to defend in the opponents' front court only following a scored basket or when play has stopped for an infringement.
7. Mixed teams are permitted.
8. No finals or semi-finals will be played.
9. A size 5 ball is to be used.
10. No scores for either team should be displayed or recoded on the results of Sporting Pulse.
11. Game clock will stop on all free throw attempts

Under 9 Competition

1. As for under 10s, except coaches are allowed on the court if necessary to support players and referees. An example is when setting up players for free throws.

Under 8 Competition

As for under 10's with the addition of:

1. Only four players are required on the court at any one time.
2. Coaches, one from each team, are encouraged to enter the court to coach and, where official referees are unavailable, to referee the game.