



NORTHSIDE WIZARDS BASKETBALL

JUNIOR COMPETITION RULES

[VERSION: 2017 V2.0]

*Official Competition Rules of Brisbane Men's and Women's Basketball Association
Incorporated trading as Northside Wizards Basketball (NWB)
Ratified by the NWB Management Board on 01/01/2017*

REVISION HISTORY

Version	Date	Section(s)	Description
2011 v1.0	28 th January 2011	All	Creation of new document
2015 v1.0	4 th December 2014	All	Update of 2011 document
2015 v1.1	15 th May 2015	Contact details Section 10 (new) Section 7 Section 4	Updated Disciplinary Regulations - Added 7.2 & 7.3 Player transfers 4.8 Uniforms
2016 V1.0	5 th November 2015	All	Updated Separated into Junior and Senior Rules Additions: 3.13
2017 V2.0	8 th December 2016		

INTRODUCTION

Northside Wizards Basketball (NWB) shall follow the Official FIBA Basketball Rules (Federation of International Basketball Associations) except as varied herein.

The NWB Management Board 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 competition rule has not previously been enforced will not be accepted as a reason for non-compliance.

The NWB Official Competition Rules are available on the Northside Wizards website www.northsidewizards.basketball.net.au under "Inside NWB".

The 2014 FIBA Official Rules are available on the FIBA website www.fiba.com.

The Model Disciplinary Tribunals By-Law governs the conduct of disciplinary procedures in relation to basketball competitions and activities conducted by Northside Wizards Basketball. A copy of the By-law can be obtained from the Basketball Queensland website www.basketballqld.net.au/resources under "Policies".

Codes of Behaviour for administrators, coaches, parents/guardians, players, officials, spectators, other registered members of NWB and various classes of visitors to, and or involved with, the venues and activities administered by NWB are published on the Northside Wizards website. Where codes of behaviour do not exist, NWB shall adopt the Basketball Queensland codes of behaviour.

NWB reserves the right to expel and/or ban any person from attending any venue or activity administered by NWB if that person displays unacceptable behaviour. Northside Wizards Basketball officials reserve the right to call venue security staff or the police to an incident if they are of the judgement that such action is necessary.

Day to day interpretation of the NWB Official Competition Rules shall be the responsibility of the NWB Competitions Manager. Any player, team or individual may lodge an appeal concerning any aspect of a fixture game or the application of the Official Competition Rules. The association shall only reply to an appeal if it is provided in writing, signed by the complainant and forwarded to the NWB Secretary together with a \$50 appeal fee within seven days of the incident.

Appeals must be addressed to General Manager, Northside Wizards Basketball, PO Box 873, Albany Creek, Qld 4035, or sent by email to administrator@northsidewizards.com with the applicable fee paid by approved means.

The NWB Management Committee will review the appeal at its convenience and the decision of the Management Committee review in respect of the appeal will be final. Any appeal which is upheld will result in the \$50 being refunded; no money will be refunded for any appeal which is dismissed.

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1. COMPETITION MANAGEMENT

- 1.1 Each competition format, period and dates will be determined by the NWB Competitions Manager with approval of the NWB General Manager.
- 1.2 At the discretion of the NWB General Manager, the name of each season and/or competition may incorporate the name (including product name) of an NWB sponsor.
- 1.3 Nothing in the NWB Junior Competition Rules shall restrict NWB from conducting any competition at any time on any terms considered appropriate by the NWB General Manager.
- 1.4 The NWB Competitions Manager shall determine the age group competitions to be played and the divisions within those competitions. Competition groupings and divisions will be determined depending on team nominations and the timeframe for the season.
- 1.5 The NWB Competitions Manager may re-grade teams if considered necessary for the benefit of the competition.
- 1.6 The NWB Junior Competition Rules apply to junior competitions including but not limited to Aussie Hoops, U11 through to U21 male and female age groups
- 1.7 Junior Competitions will be made up of teams from affiliated clubs and teams representing a school. Factors to be considered (but not limited to) are the benefit/impact on the existing competition and the player point grading system (refer rule 6).
- 1.8 Junior Affiliated Clubs will sign an affiliation agreement with NWB, be subject to the terms and fees contained within that agreement, and nominate a minimum of three (3) teams within the Junior Competition.
- 1.9 Junior school teams will contain only currently enrolled students from that school and wear the school basketball uniform.
- 1.10 Games must be played with balls complying with Basketball Australian Regulations:
 - a. Under 9's - Size 5
 - b. Under 11's, 13's & all other female games - Size 6
 - c. All male games U15 & above - Size 7

2. TEAM NOMINATION, REGISTRATIONS AND FEE

- 2.1 Team nomination fees, player registration fees and game fees shall be determined by the NWB Board and shall be subject to review from time to time. Any changes to these fees shall be notified to members and teams as soon as practicable.
- 2.2 The NWB Competitions Manager may re-grade teams and may convene the Junior Competition Committee to gather input regarding re-grading teams if considered necessary for the benefit of the competition
- 2.3 Team Nominations for affiliated Club teams and school teams for each competition shall be made via the prescribed form and process as determined by the NWB Competitions Manager each year. Affiliated Clubs and School teams must advise of potential teams no later than the date specified by the NWB Competitions Manager.
- 2.4 Each Team Nomination must list a minimum of seven (7) different players per team. Players who have outstanding fees from a previous season will not be eligible to play until the outstanding fees have been paid.
- 2.5 Lodgement of the prescribed Team Nomination Form by the Junior Affiliated Club representative confirms the team's acceptance of the competition rules and terms.
- 2.6 Upon notification of the acceptance of a Junior Club Team Nomination form, nominated players are required to complete the online player registration.
- 2.7 New players must fully complete the NWB online registration forty-eight (48) hours prior to the date of the player's first game of the season. It is the responsibility of individuals and team contacts to advise the NWB Competitions Manager of any changes to their contact details.

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- 2.8 Player registration fees shall be payable before players participate in their first game of the season.
- 2.9 Submission of an online player registration indicates acceptance of association membership and the NWB Official Competition Rules.
- 2.10 Players participating in the Junior Competition (i.e. up to and including Under 21 age groups) will be required to submit a copy of their birth certificate or passport within thirty (30) days of joining the competition. The confidential copy of the birth certificate will be filed with the player's registration form, requiring no further proof of age for each new season thereafter.
- 2.11 The following penalties will apply to teams which play an unregistered player:
 - a. forfeiture of competition points for the game in which the unregistered player participates and;
 - b. removal of the team from the competition for persistent breaches
 - c. the NWB General Manager may waive the above mentioned penalties if extenuating circumstances exist

3. PLAYER ELIGIBILITY

- 3.1 A player shall not be eligible to play in a particular division if that player has actually played (i.e. entered the court) in three (3) games, in any higher division of a competition during a season. For example, an Under 15 Division 3 player plays in an Under 15 Division 2 team for three (3) games; on the third game that player is no longer eligible to play in Division 3 in Under 15's for the remainder of the season. Their eligibility in other higher age group competitions e.g. Under 17's (any division), is not affected unless the player also plays three games in a higher division in that same age group.
- 3.2 A player shall not play in more than one team in the same division of an age group competition. During Grading season only, Junior Clubs are permitted to move players between teams on a week to week basis. Players cannot participate in both teams on the same day within an age group.
- 3.3 Where a player is playing in more than one (1) team in different age groups, that player must first be registered in and play in their correct age group before playing in a higher age group. Players are only permitted to participate in a maximum of two (2) teams and can only play up one (1) higher age group.
- 3.4 If a player is a member of more than one (1) team and the competition draw has both teams playing at the same time or at a different venue, the player must choose the lower age team. If an affiliated club player is a member of more than one (1) team in different age groups, both teams must be within the same affiliated club. A player may play with an affiliated club in one (1) age group, and play for a school team in a different age group, but they must be a registered member of that school team, and not just a "fill-in" player. One of the teams must be in the player's correct age group.
- 3.5 Eligibility for Junior Club competitions shall be determined by the age of the player at 31st December, in the year of their birth. To be eligible for an age group, a player cannot be turning that age prior to 31st December in the year that the competition finishes. e.g. a player competing in the U13 competition in 2017 must be 12 years or younger at 31/12/2017.
- 3.6 Subject to rule 3.1, a junior player may play any number of games in a higher age group without affecting the player's eligibility to play in his/her normal age group.
- 3.7 **All players participating in a higher age group must be approved by a Club Committee member or an authorised Club Representative prior to game day. Players must be eligible players and pay the prescribe fee to play in a higher age group.**
 - a. **Players will only be added to teams on game day if a team has only three players and the additional player will avoid the team from forfeiting.**

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- b. Players playing up one division within an age group will not be charged a prescribed fee but must adhere to rule 3.1

- 3.8 Note: The Northside Wizards Basketball Competition Manager reserves the right to transfer teams between divisions at any stage during a season, if deemed necessary in the interest of a well-balanced competition. If this occurs, the above rule will be disregarded for players in the affected teams.
- 3.9 Finals eligibility:
 - a. A player shall not be eligible to play in any Championship season finals series games unless that player has played a minimum of fifty percent (50%) of regular season games; this does not include Grading season. When a player joins late in the season they must play at least fifty (50%) of games between their first game and the last round of competition or a minimum of six (6) games, whichever is greater, to qualify for finals. Any players that registered after the date when only five (5) games remain of the Championship season, will not be eligible for finals.
 - b. If a player is competing in a higher age group, they must play in fifty (50%) of scheduled games in their correct age group as well as fifty (50%) of scheduled games in the higher age group to remain eligible for the higher age group.
 - c. All players must participate in a game and be marked as 'in' on the scoring system to satisfy these eligibility requirements, with the only exceptions being:
 - d. Byes will be counted towards eligibility after the date of registration; and
 - e. Games missed due to the player suffering from an illness or injury, will be counted towards eligibility, however proof will be required. A medical certificate in the name of the player with dates specifying the length of the illness or injury must be provided. Medical certificates dated prior to the player's registration date will not be accepted.
 - f. In the case of forfeited games, whether played or unplayed, players from the winning team will be credited with games played and player stats (where recorded). Players from the losing team will not receive credit for a played game, or player stats.
 - g. If a player wishes their finals eligibility to be considered they may apply to the Competitions Manager.
- 3.10 Female players may play in designated female divisions.
- 3.11 Males may play in designated male divisions.
- 3.12 The team coach or manager must consult with the scoretable officials prior to the start of the game to confirm accuracy of the player list. The Scoretable Supervisor will mark off each player in Stadium Scoring who is in attendance and ready to play.
- 3.13 The following penalties will apply to teams which play an ineligible player:
 - a. forfeiture of competition points for the game in which the unregistered or ineligible player participates;
 - b. removal of the team from the competition for persistent breaches.
 - c. the NWB Competitions Manager may waive the abovementioned penalties if extenuating circumstances exist.
- 3.14 Any player found to be playing under a false name will be suspended for an automatic four (4) weeks suspension.
 - a. If a player's identity is under question, the Court Supervisor may request the player produce a form of photo identification. If the player cannot produce a form of photo identification to confirm their name, the player will not be permitted to participate in the match.
 - b. Any team that is found to be persistently breaching rule 3.14 will be removed from the competition.

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4. UNIFORMS AND COLOURS

- 4.1 All clubs/teams must submit their team name, uniform design and colours to the Competitions Manager for approval. Inappropriate team names will not be permitted. If uniform colours are already in use by other teams, the design may not be approved.
- 4.2 All players shall wear the current approved uniform of their Club or Team in all divisions. This includes both tops (singlets) and bottoms (shorts) in the approved team colours. Approval may be given by the NWB Competitions Manager for alternative colours if requested at the time of nomination.
- 4.3 It is the sole responsibility of a Club to provide alternative uniforms if it is entering more than one (1) team into a division that may result in a uniform clash.
- 4.4 Where there are two (2) teams in one division with similar uniform colours, it shall be the responsibility of the first named team on the scoresheet to acquire an alternative uniform.
- 4.5 Team uniforms shall be of the same design and colour. Players shall wear singlets numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:
 - a. Those on the back shall be at least twenty (20) cm high.
 - b. Those on the front shall be at least ten (10) cm high.
 - c. The numbers shall be at least two (2) cm wide.
 - d. Players shall use numbers from 00 - 99
 - e. Players shall wear shorts of uniform colour. Shorts with stripes, brands, logos etc. are acceptable, but all shorts within a team must be consistent (i.e. a combination is not permitted).
 - f. Logos on shorts must not exceed an area of 5cm by 5cm or similar dimensions of the same area.
 - g. Players with pockets in their shorts are not permitted to play. The taping of pockets or wearing the shorts incorrectly is not permitted.
- 4.6 Other equipment
 - a. Players shall not wear equipment (objects) that may cause injury to other players.
- 4.7 The following are not permitted:
 - a. Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
 - b. Objects that could cut or cause abrasions (fingernails must be closely cut).
 - c. Protective headgear, hair accessories and jewellery.
 - d. T-shirts and/or any other clothing may not be worn. Compression t-shirts are also not permitted.
- 4.8 The following are permitted:
 - a. Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded. Compression t-shirts are not permitted.
 - b. Compression sleeves in black or of the same dominant colour as the singlet. (Compressions clothing must not be loose and must remain compressed to the skin).
 - c. Compression stockings in black or of the same dominant colour as the shorts (Compressions clothing must not be loose and must remain compressed to the skin).
 - d. Knee braces if they are properly padded
 - e. Protector for an injured nose, even if made of a hard material.
 - f. Mouth guards of any colour.
 - g. Spectacles, if they do not pose a danger to other players.
 - h. Headbands (sweat), maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
 - i. Non-coloured transparent taping of arms, shoulder, legs etc.

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- 4.9 Teams will be given a grace period of no more than three (3) games in the Grading season to comply with the correct uniform code with the exclusion of articles outlined in rules 4.5, 4.6 and 4.7. During this period, players shall wear legal numbers only as listed in rule 4.5. "Fill-in" players or new players who join after the competition has commenced, must comply with the correct uniform code from their first game. No grace period will apply.
- 4.10 Appropriate footwear with non-marking soles shall be worn on the court.
- 4.11 Jewellery shall not be worn whilst playing or refereeing. Taping of earrings and other piercings are not permitted.
- 4.12 Fingernails shall be cut level with the tips of the fingers. Taping of fingernails will not be permitted. Fingernails may be inspected by game officials before every game. Gloves may be worn if approved by the Court or Referee Supervisor prior to the start of the game.
- 4.13 Hair must be loose or tied in a ponytail or bun and should not inhibit the view of the player's number. Braided hair is to be tied up if it falls below the shoulders. No ornaments, hair pins or clips shall be worn in the hair that may inflict injury on the wearer or any other player. Bobby pins/small snap clips no larger than a twenty (20) cent coin are acceptable.
- 4.14 Uniform Penalties:
 - a. The relevant team shall be penalised five (5) points per offending player per game for breaches of Rule 4.5
 - b. Any player breaching Rule 4.6, 4.7 and 4.8 will be prohibited from participating until compliant with afore mentioned rules.
 - c. The penalty is mandatory, NOT optional, and is to be allocated to the opposing team by an authorised NWB official.
 - d. The penalty shall be added to the opposing team's score, and shown on the match report sheet as uniform penalty points. For all other uniform rules, players who do not comply will not be permitted to play. If compliance with the Uniform Rules delays the start of a game, the offending team shall be penalised in accordance with Rule 5.6.a and 5.6.b.

5. GAME TIMING AND RULES

- 5.1 Playing time:
 - a. A warm-up period of three (3) minutes shall be allowed before the start of each game irrespective of the finishing time of the previous game.
 - b. The game clock shall start at the scheduled game time or three (3) minutes after the previous game, whichever is later.
 - c. Notwithstanding Rules 5.1.a and 5.1.b, a game may commence before the scheduled starting time or less than three (3) minutes after the conclusion of the previous game, if the captain/coach of both teams and all court officials are in full and clear agreement to do so.
 - d. All competition games shall consist of four (4) by ten (10) minute running clock quarters.
 - e. There will be intervals of one (1) minutes after the first and third periods.
 - f. Half time will consist of an interval of two (2) minutes between the second and third periods.
 - g. During the last two (2) minutes of the game, the clock will stop for all whistles and after each successful basket. The clock is restarted when the ball makes contact with a player on the court.
 - h. In finals games, the clock will also stop for the duration of all time-outs.

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- i. In finals games only, in the event of a draw (at full time the scores are level), a three (3) minute extra time interval will be played until such a time as a winner is decided. Should multiple extra time intervals be required, these will be separated by an interval of one (1) minute. The team foul count remains unchanged and is not reset to zero (0) after the end of the fourth quarter.

5.2 Charged Time Outs:

- a. One (1) charged time out shall be allowed per team per quarter. In all finals games each team shall also be allowed two (2) time outs in the fourth (4th) quarter only.
- b. Teams cannot call a time-out once the clock has reached below 2:00 in any quarter except the fourth (4th) for all running clock games.
- c. One (1) charged time out shall be allowed per team in any period of extra play.

5.3 Game Results and Scoring:

- a. In all games other than competition finals, if at full time the scores are equal an extra period shall not be played and the game shall be recorded as a draw.
- b. Each team shall supply a scorer or timekeeper for the duration of the game.
- c. The team captain, coach, manager or representative shall be responsible for ensuring the names of players, coaches and assistant coaches are entered correctly on stadium scoring and the match report prior to the scheduled starting time of the game and that the team captain (C) is noted.
- d. It shall be the responsibility of the team or club to ensure that persons performing scoretable duty are competent for discharge of their duties as scoretable officials.
- e. Referees and scoretable officials shall be stationed in readiness to perform their duties prior to the scheduled commencement of the game.
- f. Alcohol shall not be consumed by players or officials, including scoretable officials, before or during any game in which they are participating as a player or official. Penalty: Removal from further participation in the game and in the case of officials, no payment for performance.
- g. It shall be the responsibility of the team coach or manager to check at the end of the game that the match report has been marked and recorded correctly.
- h. The score recorded on the official match report shall be regarded as the official score

5.4 No Zone Rule:

- a. From Under 11 games up to and including Under 13 games, zone defence is not allowed. key-way/stand around or sagging zone defence will not be permitted. A defensive team may drop back to their defensive half of the court, but then must engage the opposition as soon as they advance past the half way line. Only man-to-man defence is allowed. If a coach believes his opponents are playing an illegal defence, then a team representative may approach the Court Supervisor or designated NWB official and request that the defence be reviewed. The observers for this interpretation shall be the Court Supervisor or a nominated official and may be judged in consultation with the Referee Supervisor.
- b. Should the observers believe the defence is illegal, the coach will be directed to discuss the issue with his players as a first warning. Should the observers at any time during the remainder of the game judge that further illegal defence is penalising the opposing team a second warning will be issued and the following penalty will be applied:
Penalty: A technical foul will be issued on the coach resulting in one (1) free throw being awarded to the opposition team, followed by possession of the ball at half way.
- c. Should the observers at any time during the remainder of the game judge that further illegal defence is penalising the opposing team a third warning will be

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issued and the following penalty will be applied.

Penalty: A second technical foul will be issued on the coach resulting in dismissal from the game, in addition to one (1) free throw being awarded to the opposition team, followed by possession of the ball at half way.

5.5 Mercy rule:

- a. In all Junior competition games, when a team has a lead of twenty (20) points or more, the Scoretable supervisors will notify both referees and the coach of the leading team. The coach of the leading team must instruct his players to pull back their defence to quarter court (i.e. the mid-point between the half-way line and the opposing team's three-point line). This rule applies after any dead ball in the trailing team's defensive half of the court, or a scoring shot by the leading team. The defensive (leading) team may not advance until the opposition have crossed the halfway line. If the leading team does not comply with the requirements of the rule, the referee will stop the game, instruct the leading team to fall back to the quarter court position, and the game will be restarted from the halfway line. Penalty: Should the leading team consistently fail to comply, a technical foul will be issued on the coach resulting in one (1) free throw being awarded to the opposition, followed by possession of the ball at half way.
- b. Should the opposing team reduce that lead to less than twenty (20) points, normal rules would apply until the twenty (20) point lead was reached again. Note: Notwithstanding Rule 5.5.a, in all Under 9 to Under 13 games, players are still required to incorporate man-to-man defensive principles, zone defences will not be permitted.
- c. If a coach believes his opponents are playing an illegal defence, then the team representative is to approach the Court Supervisor or designated official to request that the defence be reviewed. The observers for this interpretation shall be the court controller or a suitably qualified person and may be judged in consultation with the Referee Supervisor. Penalties as outlined in Rule 5.4.b shall apply

5.6 General Playing Rules and Forfeits:

- a. A team which does not have four (4) players ready to commence play, together with a scorer or timekeeper (if required) at the start of the game shall be penalised one (1) point for each minute, or part thereof, that commencement of play is delayed. The elapsed time and penalty applicable shall be calculated from the game clock, which shall be started in accordance with Rule 5.1.b.
- b. If four (4) players are not ready to commence play before the signal sounds for the end of the first quarter that team shall forfeit the game and the offending team will be deducted one (1) ladder point.
- c. If a team has to forfeit a competition game, the team representative must notify the Competitions Manager by email forty-eight (48) hours before the scheduled game time. Within forty-eight (48) hours, the team representative must phone the NWB office or the appropriate venue Court Controller on the numbers provided in appendix A1 of this document.
- d. The coach or team manager is to activate attending players who are ready to participate with the Scoretable Supervisor in Stadium Scoring prior to the game.
- e. Suspended players and/or coaches will not be allowed to sit on the team bench during any games in which they are suspended.
- f. In the event of an injury the referee shall stop the game if deemed necessary for the safety of all players. The game clock may be stopped at the discretion of the Court Supervisor or other designated official.
- g. In all Aussie Hoops and Under 9's games, free throws shall be taken approximately two (2) metres towards the hoop from the free throw line (adult steps can be used to measure this distance). In all Under 11 games, free throws shall be taken

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approximately one (1) metre towards the hoop from the free throw line (adult steps can be used to measure this distance). In Under 13 and higher division games, free throws shall be taken from the free throw line.

5.7 Fouls:

- a. Disqualifying Foul: The disqualified player/coach/team official must leave the stadium within one (1) minute. If the disqualified player/coach/official does not leave the playing area, the offending player's/coach's/official's team may forfeit the game at the discretion of the Court Supervisor or designated official. The disqualified player/coach/team official will be automatically reported.
- b. Technical Foul: Players who are given a technical foul for abuse of an official may be 'sin binned' for five (5) minutes of playing time. Use of the sin-bin for other penalties shall be at the referee's discretion. The Scoretable supervisor will note the time of the technical foul and inform the player of the point in which they are entitled to re-enter the game. Audible abuse of a referee or official, or the audible questioning of a referee's decision can result in a Technical Foul. The defence of "I was thinking out loud" or "I was only talking to my team/mate" will not be accepted.

5.8 Abandoned Games:

- a. Games shall only be abandoned at the direction of the Court Supervisor or other designated official. In the event that a game is stopped and cannot be resumed within fifteen (15) minutes (e.g. power failure, courts flooded, player injury, building evacuation), the following formula will be used to determine the game results:
- b. Game called off anytime in the first half. If the margin between the two (2) teams at the time the game is called off is twenty (20) points or more, the result will stand at the score line when the game is called off. If the margin between the two (2) teams is nineteen (19) points or less, every effort will be made to replay the game. If the game cannot be replayed the result will be a 0-0 drawn game.
- c. Game called off anytime in the second half. If the margin between the two teams at the time the game is called off is ten (10) points or more, the result will stand at the score line when the game is called off. If the margin between the two (2) teams is nine (9) points or less, every effort will be made to replay the game. If the game cannot be replayed the result will be a 0-0 drawn game.
- d. Where a game is abandoned due to violence, impending violence towards an official or any other person, or poor behaviour by the teams towards an official or any other person, a written report shall be prepared by the person authorising the abandonment and forwarded to the NWB Competitions Manager. It is anticipated that such reports will be accompanied by player disqualification reports. In addition, the offending person/team may be issued with a show cause letter regarding their exclusion from current or future competitions.
- e. Decisions regarding the result of abandoned games shall be made by the NWB Competitions Manager, taking into account the state of the game and the elapsed time.

6. PLAYER POINTS SYSTEM

- 6.1 Teams must allocate a notional point value to all junior players as outlined below. Points will be calculated based on participation in the previous BOJBC Representative season. A chart detailing the point system is available on the NWB website.

- a. Div 1 rep player playing in their correct age group: 5 points
- b. Div 2/3 rep player playing in their correct age group: 3 points
- c. Div 1 rep player playing in a higher age group: 3 points
- d. Div 2/3 rep player playing in a higher age group: 1 point

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- e. Social/non-rep player playing in any age group: 1 point
 - f. Teams with 8 players must not have more than 24 points
 - g. Teams with 7 players must not have more than 21 points
 - h. Teams with 6 players must not have more than 20 points
 - i. Teams with 5 players must not have more than 18 points
 - j. Teams with more than 8 players can add 1 point per player.
- 6.2 Team totals may also be used to determine grading of teams if required. Teams that exceed their allowable points in any game will forfeit that game without notice. Clubs and teams have an opportunity to put their case to the Junior Competition Committee if consideration warranted (refer appendix A2).

7. INTER-WIZARD PLAYER TRANSFER

- 7.1 A player registered with any club/school team in the Grading Season shall not be eligible to transfer to another club/school team until after the end of the Championship Season or the Summer Season of the same year. Mid-season transfers will not be permitted without extenuating circumstances. The player must first request clearance from an authorised representative of their current club/school team and proposed new club/school team in the prescribed format.
- 7.2 The player must then submit the completed clearance request to the NWB Competitions Manager for consideration of the transfer. In considering the transfer request the NWB Competitions Manager will assess the potential impact on the current club or school team and the relevant competition. If the transfer is not considered to be in the best interests of the competition it will not be approved. The clearance and transfer approval must be provided in writing prior to playing with the proposed new club or school team (allow ten (10) working days from date of submission). Transfer request forms can be obtained from the NWB website.
- 7.3 The following process schedule shall apply to all requests for transfer:
- a. Obtain Transfer Request form from NWB website.
 - b. Complete and submit to current club committee member/school team contact for endorsement. The club/school representative may elect to object to a transfer request.
 - c. Submit to proposed new club committee/school team contact for endorsement. The new club/school representative may elect to object to a transfer request.
 - d. Submit completed request to NWB Competitions Manager for consideration.
 - e. A transfer will be declined automatically for any of the following reasons;
 - i. Outstanding fees (not restricted to club fees)
 - ii. Outstanding property (eg: playing uniform, training equipment)
 - iii. Pending tribunal or judiciary matters
 - f. Within two (2) working days, if required the document will be distributed to the Junior Competition Committee for discussion.
 - g. Within five (5) working days of distribution, feedback will be required by committee representatives.
 - h. Within a further three (3) working days a decision will be communicated to the applicant and the relevant clubs/school teams.
 - i. If an extension is required by any party concerned, notification must be sent to the applicant, relevant clubs/school teams and NWB Competitions Manager with the ten (10) day period. If no notification is provided within the ten (10) day period, the transfer will be considered approved.

8. COMPETITION POINTS AND LADDERS

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- 8.1 Three (3) premiership points shall be awarded for a win or bye, two (2) for a draw and one (1) for a loss. One (1) point shall be deducted for a forfeit loss.
- 8.2 A forfeit shall be scored as 20-0 in favour of the winning team. The winning team shall receive three (3) premiership points.
- 8.3 Games which are recorded as a forfeit in the following circumstances shall be deemed a loss:
 - a. Where a team is "fouled out" if during the game, less than two (2) players are left on the court.
- 8.4 Team placings for finals shall be determined on the basis of accumulated competition points.
- 8.5 Where two (2) or more teams have accumulated equal competition points, their relative positions shall be determined according to the following:
 - a. Wins and losses of the relevant teams against each other;
 - b. Total game points for and against each other;
 - c. Total wins and losses for all games;
 - d. Total points for and against for all games.
 - e. Note: Where application of the above principles results in a draw between two (2) or more teams and further resolution is necessary, eg. For a second or third or fourth and fifth placing, relative positions shall be determined by a playoff with the eventual winner(s) proceeding to the appropriate final(s).
- 8.6 It shall be the responsibility of each team or club to check that competition points have been correctly awarded and final places correctly determined.

Finals may be conducted as follows:

 - a. Three (3) week schedule:
 - i. Major Semi-final – 1 v 2
 - ii. Minor Semi-final – 3 v 4
 - iii. Preliminary Final – Minor Semi-final Winner v Major Semi-final Loser
 - iv. Grand Final - Winner of Major Semi-final v Winner of Preliminary Final
 - b. Two (2) week schedule:
 - i. Semi-finals – 1 v 4 ; 2 v 3
 - ii. Grand Final – Winner of each Semi-final
- 8.7 The format of finals games may be adjusted by the NWB Competitions Manager if warranted.

9. STADIUM RULES OF CONDUCT

- 9.1 Players, officials and/or spectators shall not participate in dunking or hanging off the basket nets/ rings/backboards or supports during a warm up period/between quarters/half time/in extra time period or at conclusion of a game.

Penalty: Any player who participates in this behaviour will be awarded a technical foul. In all other instances a technical foul will be awarded to the bench and the offender may be evicted from the stadium and suspended from the venue for seven (7) days.
- 9.2 Further infringements: That person shall be evicted from the game and the stadium and reported to the Judiciary Committee in accordance with the Model Disciplinary Tribunals By-Law.
- 9.3 A person whilst "dunking" during a game shall not hang off basket nets/rings/backboards or supports at any time, unless in the judgment of the official, the action is necessary to avoid serious injury to themselves or another player.

Penalty: The player will be awarded a technical foul.
- 9.4 Any person who causes damage to any court fittings as a consequence of "dunking" or "hanging off" basket nets, rings, backboards or supports will be held liable for restitution of the damage. In the event of a backboard being smashed in such cases, the person

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and/or the team responsible will be fined the total amount of the damages and/or replacement costs.

- 9.5 A person shall not shoot at side rings, bounce balls off walls, or pass or bounce balls at the ends of sidelines of any court while a game is in progress.
Penalty: The offender will be evicted from the stadium and/or reported to the Judiciary Committee in accordance with the Model Disciplinary Tribunals By-Law.
- 9.6 A person shall not enter the court during a team's three (3) minute warm up/quarter time/half time/three quarter time or during a time out to which a team is entitled unless the person is a member of that team.
Penalty: The offender will be evicted from the stadium and/or reported to the Judiciary Committee in accordance with the Model Disciplinary Tribunals By-Law.
- 9.7 Teams shall vacate the bench area immediately after their game.
- 9.8 Any player that is bleeding or has a wound that is likely to bleed, shall not be permitted to play or continue playing in a game until the wound is securely covered to prevent the occurrence or re-occurrence of bleeding. Any player who has blood on their uniform must change their uniform prior to recommencing play in the game.
- 9.9 Photographing/Videotaping – Capturing images by any method, including but not limited to still or digital photography, video or camcorder, mobile phones and the like is only permitted during junior competition games if the persons capturing the images have signed the photo/video register at the front counter and counter-signed by a team coach or manager.
- 9.10 Coaches, administrators and spectators shall conduct themselves in a proper manner (i.e. in accordance with the Basketball Queensland Codes of Behaviour. The Northside Wizards Basketball Board reserves the right to request any coach or spectator to show cause why he/she should not be suspended from a game if that person displays unacceptable behaviour. Such behaviour includes, but is not limited to, swearing, abusing players on either team, displaying disrespectful behaviour towards officials or game officials, and refusing to comply with requests of the Northside Wizards Basketball Board or authorised officials.

10. DISCIPLINARY

10.1 Competition:

- a. The Queensland Basketball Disciplinary Tribunal By-law has been adopted by Northside Wizards as the formal procedure for dealing with competition related offences and disputes which may arise in the conduct of basketball programs, competitions and events.

10.2 Technical Foul System:

- a. All technical fouls are recorded by scoretable staff on the match report and Stadium Scoring during the match and confirmed by the referee at the end of the match. Technical fouls are then lodged into the NWB Technical Foul system.
- b. Any player who accumulates the following number of technical fouls during the course of the competition will receive the following sanctions:
 - i. Three (3) technical fouls equates to a written warning
 - ii. Five (5) technical fouls equates to a one match suspension
 - iii. Seven (7) technical fouls equates to a two match suspension

10.3 Ejections from Matches:

- a. At the discretion of the Tribunal Hearings Officer, any report form submitted involving a player who has been ejected from a match by a match official may be sent to a tribunal hearing.

10.4 Misconduct:

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- a. Clubs must ensure that their participants do not engage in team misconduct. The Tribunal Hearings Officer may sanction a club and/or team whose participants engage in team misconduct.
 - b. Team misconduct in relation to a club/team is where:
 - i. Five (5) of its participants receive technical fouls during a match;
 - ii. Three (3) of its participants are ejected and/or disqualified during a match;
 - iii. Its participants collectively show dissent towards a match official or collectively seek to intimidate, threaten or exert pressure on a match official to make or alter a decision; or
 - iv. Its participants engage in a melee or brawl.
- 10.5 Codes of Behaviour:
- a. The published Basketball Queensland Codes of Behaviour aims to promote and strengthen the reputation of Basketball in Queensland by establishing a standard of performance, behaviour and professionalism for its participants and stakeholders.
 - b. Any breach of the Basketball Queensland Codes of Behaviour may result in disciplinary action via a Tribunal Hearing.
- 10.6 Disciplinary Tribunal Hearing Procedures:
- a. Tribunal Hearing procedures are outlined in the Queensland Basketball Model Disciplinary Tribunal By-laws.

II. SUMMER SEASON PLAYER ELIGIBILITY

- 11.1 All players must be registered by the current prescribed process and be financial in the Summer Season to participate.
- 11.2 A player shall not be eligible to play in a particular division if that player has participated in any higher division of a competition during the season.
- 11.3 Players may participate in one higher age group without first playing in their correct age group.
- Note: The Northside Wizards Basketball Competition Manager reserves the right to transfer teams between divisions at any stage during a season, if deemed necessary in the interest of a well-balanced competition. If this occurs, the above rule will be disregarded for players in the affected teams.
- 11.4 There are no finals series during Summer Season and therefore no finals eligibility rules apply
- 11.5 The team coach or manager must consult with the scoretable officials prior to the start of the game to confirm accuracy of the player list. The Scoretable Supervisor will mark off each player on the match summary sheet who is in attendance and ready to play.
- 11.6 The following penalties will apply to teams which play an ineligible player:
- a. forfeiture of competition points for the game in which the unregistered or ineligible player participates;
 - b. removal of the team from the competition for persistent breaches.
 - c. the NWB Operations Manager may waive the abovementioned penalties if extenuating circumstances exist.

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A.1 APPENDIX: COMPETITION CONTACT DETAILS

NWB MANAGEMENT			
Position	Name	Phone	Details
General Manager	Cathie Roberts	3325 5474	administrator@northsidewizards.com
Competitions Manager	Jaye-Marie Messina	3325 5474	comps@northsidewizards.com
Association Services Manager	Michael Pitman	3325 5474	asm@northsidewizards.com
Administration Officer	Mahlee McCarty	3325 5474	office@northsidewizards.com
Referee Technical Director	Darrell Millard	3325 5474	darrell.referee@gmail.com

COURT CONTROLLERS			
Position	Name	Phone	Details
JUNIORS Boondall	TO BE ADVISED		Friday, Saturday and Sunday game days/evenings
Office	South Pine Sport Complex Brendale	3325 5474	Monday to Friday 9.00am – 5.00pm

ONLINE PLATFORMS	
Website	www.northsidewizards.basketball.net.au
Facebook	www.facebook.com/northsidewizards
Twitter	www.twitter.com/northsidebball
Instagram	www.instagram.com/northsidewizards

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A.2 APPENDIX: PLAYER POINTS SYSTEM

BIRTH YEAR	REP AGE GROUP	CLUB AGE GROUP	correct / up	DIV ONE	DIV TWO / THREE	NON-REP
2007	U12	U11	correct	5	3	1
	U12	U13	up	3	1	1
2006	U12	U11	correct	5	3	1
	U12	U13	up	3	1	1
2005	U12	U13	correct	5	3	1
	U12	U15	up	3	1	1
2004	U14	U13	correct	5	3	1
	U14	U15	up	3	1	1
2003	U14	U15	correct	5	3	1
	U14	U17	up	3	1	1
2002	U16	U15	correct	5	3	1
	U16	U17	up	3	1	1
2001	U16	U17	correct	5	3	1
	U16	U19	up	3	1	1
2000	U18	U17	correct	5	3	1
	U18	U19	up	3	1	1
1999	U18	U19	correct	5	3	1
	U18	U21	up	N/A	N/A	N/A
1998	U21	U19	correct	5	3	1
	U21	U21	up	N/A	N/A	N/A
1997	U21	U21	correct	N/A	N/A	N/A

Teams with 8 Players must not have more than 24 points
Teams with 7 Players must not have more than 21 points
Teams with 6 Players must not have more than 20 points
Teams with 5 Players must not have more than 18 points
Teams with more than 8 Players can add 1 point per player