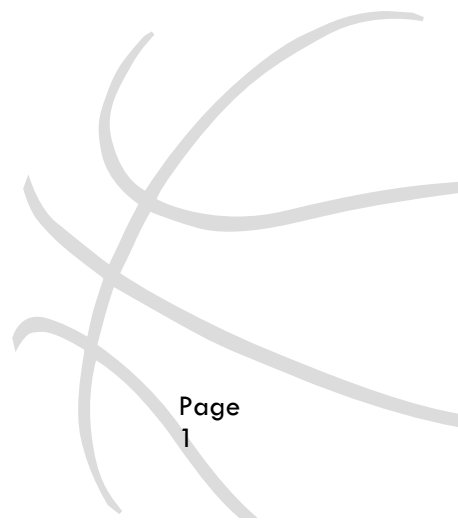




ROCKHAMPTON BASKETBALL INC

COMPETITION RULES

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1 Competition structure

1.1 Format

RBI will offer Senior and Junior competitions.

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

1.1.2 Senior competitions are open to top age U14 girls and up, and bottom age U16 boys and up, and may consist of mixed and single sex competitions.

1.1.3 Junior competitions consist of boys and girls competitions and are age or divisionally based.

1.1.4 It is expected that junior players play in their own age group as their primary competition. In extenuating circumstances a player may be able to play in a higher age group as their primary competition.

1.2 Clubs

1.2.1 A group of three (3) teams will constitute the formation of a new Club.

1.2.2 Each team must consist of a minimum of six (6) core players.

- In senior competitions 'Junior Playing Up' registrations will count towards one half (0.5) core players



1.3 Grading

- 1.3.1 Rockhampton Basketball Inc. (RBI) reserves the right to grade/re-grade team entries and players to ensure fair competition.
- 1.3.2 Promotion and/or relegation of teams and players will be at the discretion of a grading panel determined by RBI.

1.4 Rescheduling of a Fixtured Match

- 1.4.1 If due to circumstances beyond the control of the RBI, a match is unable to be played as per the fixture (except forfeits), RBI reserves the right to reschedule the match.
- 1.4.2 Where a match is unable to be rescheduled, the match will be treated as a 0-0 draw.

1.5 Premiership Points

- 1.5.1 Weekly results of all matches and a ladder showing team positions will be displayed on the RBI website (www.rockhamptonbasketball.com.au) as soon as is practicable following the game.
- 1.5.2 Premiership Points: Points for games will be allotted as follows:
 - 1. Win - 3 Points
 - 2. Loss - 1 Point
 - 3. Draw - 2 Points
 - Forfeit - 0 Points.
- 1.5.3 No points are awarded to teams having a bye, as byes do not count as a game played.
- 1.5.4 Ladder position is determined by the ratio of premiership points earned to the maximum points possible from the games played.
- 1.5.5 If teams cannot be separated by the ratio of premiership points earned to the maximum points possible from games played, the following sequence will be followed to determine ladder positions.
 - Results from the head to head games played between the teams.
 - Percentage (points for divided by points against) for games played between the tied teams.
 - Overall percentage from all games played across the season.



1.6 Major round structure

1.6.1 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 all competitions other than U10's and below for which finals are not held.

1.6.2 Unless otherwise indicated, the finals series will be conducted as follows:

1. Semi Final Round (SF)
 1. Game A – 1st v 2nd (Winner through to Grand Final)
 2. Game B – 3rd v 4th
2. Preliminary Final Round
 1. Game C - Loser of SF Game A v Winner of SF Game B
3. Grand Final Round (GF) Championship Game
 1. Winner of SF Game A v Winner of PF Game C

1.6.3 No drawn matches are allowed in finals. All finals matches must conclude with a result. Successive 5 minute extra periods will be played until a result is achieved. Team fouls will stand for all overtime periods.

1.7 Trophy games

1.7.1 During each winter season, division 1 & 2 men's and women's teams will play in mid-season trophy games on a weekend scheduled by RBI. RBI reserves the right to include other divisions in the trophy games if they see fit.

1.7.2 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.

2 Team registration

2.1 Application for Entry

- 2.1.1 To participate in RBI competitions, teams must apply for entry by completing a team nomination form in the manner required by RBI administration.
- 2.1.2 For each season, RBI will determine and announce the closing date for team nominations. Nominations after this date will be considered "Late Entries".
- 2.1.3 A Team shall consist of up to a maximum of ten (10) and a minimum of six (6) core players.

2.2 Disqualification from Competition

2.2.1 A team may be removed from competition at the discretion of RBI, when the team:

1. gives 2 consecutive forfeits, or
2. gives 3 forfeits in a season, or



3. breaches the Code of Conduct.

3 Player regulations

3.1 Registration

- 3.1.1 No players shall be allowed to play in any game under the control of the RBI unless the player has been registered (BQ Rego and RBI court fees) with the Association before they play.
- 3.1.2 If an unregistered player participates in any game under the control of the RBI, then the team for which they played will be deemed to have forfeited the game.

3.2 Registration Restrictions

- 3.2.1 Players may not be registered for more than one team in the same competition.
- 3.2.2 Current QBL players from any association may only register in Division 1 grade competition.
- 3.2.3 No more than 3 restricted players are allowed in any senior Division 1 team.
- 3.2.4 A restricted player is someone who has averaged 10 minutes or more in the previous ABA, WNBL, or NBL season.
- 3.2.5 Individuals currently under suspension by the Basketball Queensland Tribunal or RBI may not play until the suspension is served.

3.3 Player transfers

- 3.3.1 A player may not transfer between competing clubs/teams during the course of the competition except in extenuating circumstances. These circumstances would need to be approved by RBI.
- 3.3.2 Transfer will generally be granted under the following circumstances:
 1. Reason for transfer is communicated to player's existing club.
 2. Clearance is provided by the player's club, and
 3. The move does not adversely affect the balance of the competition.

In extreme circumstances or where clubs are in dispute over a transfer RBI will evaluate.

3.4 Playing in multiple divisions simultaneously

- 3.4.1 Junior players may fill up in the grade/age group/division directly above their registered junior grade/age group/division unless they are registered as core player in a senior team
- 3.4.2 Junior players registered as a core player in a senior team, will be considered a senior player and must abide by the same rules regarding playing up in higher divisional teams.



- 3.4.3 When filling up, a player can only play for one team in a given grade in the same round. Playing in multiple teams in the same grade will cause the second and subsequent games played to be entered as a forfeit.
- 3.4.4 Junior Players can play three [3] games up in the Senior competition (assuming they are top age U14 girls or older, or bottom age U16 boys or older) before needing to purchase a 'Junior Playing Up' registration.
- 3.4.5 Senior players can play in a higher divisional game within their respective club (for up to six [6] games).
- 3.4.6 Upon playing a seventh [7th] game in a higher senior division that player must stay in that division for the remainder of the season.

3.5 Juniors playing up in seniors

- 3.5.1 Juniors looking to play up in seniors will be provided with a baseline grading. Once they have their baseline grading, they can play unrestricted in higher grades of competition, but are ineligible to play in lower grades.
- 3.5.2 The below will act as default grading for junior rep players looking to play up in the senior competitions.

Age	U14 Rep (top age girls only)	U16 Rep	U18 Rep
Boys	No eligible	Div 3 Men	Div 2 Men
Girls	Div 3 Women	Div 2 Women	Div 1 Women

- Players can apply to the RBI for exemptions if they feel they have a case for a lower baseline grading.
- In circumstances where players are deemed as being exceptional for their age, they will likely receive a higher grading than that of the default. This decision will be at the discretion of RBI.



3.6 Player eligibility for major round

- 3.6.1 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:
- 3.6.2 The Qualifying Period is one third of the season length plus one game rounded up. (Eg if the season has 14 rounds, a player will need to have played 6 games to qualify for finals.)
- 3.6.3 The “season length” shall be the number of fixtured rounds.
- 3.6.4 Byes do count towards qualification.
- 3.6.5 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.
- 3.6.6 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.

4 Playing conditions

4.1 Commencement of Games

- 4.1.1 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.
- 4.1.2 A team must have at least three [3] players available to commence playing.
- 4.1.3 If a team is unable to commence playing at the scheduled time, the game clock is started and the team that is ready to play 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 and must be awarded immediately at one minute intervals.
- 4.1.4 The game clock does not reset when the other team arrives.
- 4.1.5 A forfeit will be declared if one or both teams do not have the prescribed number of players (3 players) to commence the game 10 minutes after the referee has directed the game to start.
- 4.1.6 If a team does not have the required number of players after 10 minutes, the other team will be awarded the game on a forfeit and the score will be 20 – nil.

4.2 Forfeits

In this case of forfeits, the team forfeiting is awarded zero (0) points for the game and the other team is awarded three (3) points for the game, with a score of 20 – nil.



4.3 Timing

- 4.3.1 Matches shall be played in 4 x 10 minute quarters.
- 4.3.2 No overtime will be played in general competition rounds.
- 4.3.3 The 24-second (shot clock) rule does not apply.
- 4.3.4 Teams will be allowed one (1) time out in the first half and two (2) in the second half.
- 4.3.5 A one minute break will be held at quarter time, and a two minute break at half time.
- 4.3.6 The clock will be stopped for all time outs during the match (excluding U10-U12 competitions).
- 4.3.7 The clock will be stopped for all whistles and baskets in the final two minutes of the fourth quarter (excluding U10-U12 competitions).
- 4.3.8 In Junior U10 and U12 competitions, the clock will not stop at any time, no time outs will be allowed in final two minutes of each quarter and no substitutions will be allowed in the final minute of each quarter.
- 4.3.9 During finals, timing for all games will be as outlined below:
 - i. Teams will be allowed one (1) time out in the first half and two (2) in the second half.
 - ii. The clock will stop for all time outs and for all free throws throughout the game.
 - iii. In the event of a draw, overtime will be played in five (5) minute intervals until a result is achieved. Both teams will get one (1) timeout per overtime period.

4.4 Uniforms

- 4.4.1 Teams registered with RBI must submit their playing colours to RBI for approval.
- 4.4.2 Shorts are to be of the same dominant colour, or plain black (small logo permitted).
- 4.4.3 Shorts may not have cuffs, pockets, belts or buckles.
- 4.4.4 Skirts, gymwear/tights and compression wear are acceptable as long as they comply with the required colours and do not have any pockets, cuffs, belts or buckles.
- 4.4.5 Any club that has more than one team participating in the same division must ensure that they can provide alternate uniforms.
- 4.4.6 Teams will be allowed three (3) weeks from the commencement of fixture games to outfit their team correctly.
- 4.4.7 After three (3) weeks, each player with incorrect uniform will be penalised five (5) scoreboard points (to be awarded to the opposition) for each item of incorrect uniform per game.
- 4.4.8 Uniform penalisations are at the discretion of the referee and should be awarded before the commencement of the game or as soon as the offending player takes the court.
- 4.4.9 Teams wishing to question uniform compliance of their opponents must do so directly to the referee as soon as they notice non-compliance. Uniform penalties will not be added retrospectively, once a game is finished.



4.4.10 Referee decisions are final. Any disputes can be raised with RBI administration via the normal dispute resolution channels.

4.5 Jewellery

4.5.1 All items of jewellery that can be removed must be removed.

4.5.2 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.

4.5.3 The referee 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.

4.6 Fingernails and hair accessories

4.6.1 Players are required to keep their finger nails closely cut for the safety of other players.

4.6.2 Players with fingernails that are not closely cut must do one of the following before taking the court:

1. Cut and file their fingernails.
2. Cover their nails with approved soft nail tape eg. Elastoplast.
3. Wear approved gloves eg. netball gloves.

4.6.3 Aside from plain hair ties, bobby pins, and soft accessories such as scrunchies/ribbons, hair accessories are not to be worn.

4.6.4 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.

4.7 Time keepers and scorers

4.7.1 Referees will be responsible for directing score bench to start the game clock.

4.7.2 Each team is responsible for supplying one (1) score bench person.

4.7.3 All scorers/time keepers must be present at the commencement time of the game, otherwise a penalty of five (5) scoreboard points (to be awarded to the opposition) will occur.

4.7.4 If scores are in dispute, the referee must make a decision as to the correct score prior to signing off on the score sheet.

4.8 Injury Reports

4.8.1 Serious injury sustained during the game shall be noted on the back of the scoresheet or entered into Stadium Scoring if applicable. Information to include Player Name, Injury and Time of Game/Incident. The game referees or Customer Service Officer is responsible for this.

4.9 Sin Bin Rule

4.9.1 Where a technical foul is called on a player:

1. The player will be withdrawn from the game for a total of five minutes of playing time.



2. The player may be substituted if a substitute is available.
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.
4. On return to the playing court, if the player commits a similar indiscretion, a disqualifying foul will be applied and the player will be disqualified from further participation in the match and must leave the court.

4.9.2 Where a technical foul is called on a coach:

1. The coach will need to leave the court (out of view) for a total of five minutes of playing time.
2. The coach may return to the court and the team bench when the five minutes has elapsed.
3. An assistant coach may replace the coach while he/she has left the court.
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.
5. On return to the court, if the coach commits a similar indiscretion, an ejection foul will be applied and the coach will be required to leave the court for the remainder of the game.

5 Junior competition only rules

5.1 Team domination

- 5.1.1 To minimize the impact of team domination, defensive restrictions will be implemented on teams once their lead reaches certain thresholds.

U10's

- 10 point + lead – Must allow opposition to have a clear position inside the frontcourt (ie. defend well behind half way).
- 15 point + lead – Must allow opposition to have clear possession inside the 3 pt line (ie. Defend well behind the 3 pt line).

U12-U18's

- 20 point + lead – Must allow opposition to have clear possession inside the frontcourt (ie. defend well behind half way).



- 5.1.2 Non-compliance will result in the referee blowing the whistle and awarding the ball back to the offensive team.

5.2 Zone defence

- 5.2.1 In the interest of player skill development a “No Zones” rule will be applied in U10, U12, U14 competitions. Zone Defence will only be permitted in U16 and U18 competitions in the second half only.

- 5.2.2 Players must:

- make an attempt to guard a player
- not come back in defence and stand in the keyway without guarding a relevant opposition player.
- follow/defend a “cutter” proceeding through the keyway.
- Close out to guard their man when they receive the ball.

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

- 5.2.4 If a team is deemed to be playing zone defence, the following is to occur until compliance is met:

1. Referee communicates to offending player, followed by
2. A warning to the offending teams coach, followed by
3. Technical foul on the offending player

- 5.2.5 Full court zone presses are allowed so long as they collapse back into ‘man-to-man’ defence.

5.3 Heat policy

- 5.3.1 When the temperature exceeds 35° C the following changes to normal match rules will be applied without exception:

- i. 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.
- ii. 10 minute quarters shall be reduced to eight (8) minute quarters.
- iii. Other match rules apply as usual.

6 Disputes/Protests

- 6.1.1 Disputes/Protests shall be made in writing and delivered to the RBI Office as soon as is practicable after the origin of the dispute. Where the period of time is longer than 24 hours, a reason for delay should be provided.

- 6.1.2 Where a team or team member(s) is being protested against, they shall be notified as soon as possible by RBI administration, so that a counter protest, if any, may be lodged.



- 6.1.3 Disputes and protests may be deemed judiciary matters for the purpose of being included in Judiciary Hearings.
- 6.1.4 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 Other relevant rules/guidelines

- 7.1.1 The *FIBA Official Basketball Rules 2014* (or subsequent edition) will apply in an area not covered by these rules or where any ambiguity exists.
- 7.1.2 All players, coaches, officials, administrators and spectators will abide by the Basketball Queensland Code of Behaviour.