



BRISBANE BASKETBALL INC JUNIOR RULES

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1. Change Log

Title	Junior Rules			
Description	Rules governing the Brisbane Basketball Inc. (BBI) junior competitions			
Created By	Game Development Action Group			
Date Created	29 January 2024			
Maintained By	Community Basketball Managers, BBI			
Version Number	Modified By	Modifications Made	Date Modified	Status
1.0	Brisbane Basketball Inc. Management Committee	Establishment of new rules that are a combination of Core Rules and BBJBC Rules, resulting in one set of rules overseeing all junior competitions.	29/01/24	Final
1.1	Brisbane Basketball Inc. Management Committee	Addition of Transfer Rule	27/02/24	Final
1.2	General Manager	Game timing rules fixed to match original BBJBC rules, there were incorrectly updated during the constriction of version 1.0	04/03/24	Final

2. Application of these Rules

1. These rules apply to the Brisbane Basketball Junior Basketball Competition (BBJBC).

3. Communications

1. Basketball Connect is the competition management software mandated by Basketball Queensland (BQ) for the management of all BBI competitions. A link to Basketball Connect can be found on the [BBI Website](#). This is the primary point of reference for fixtures, competition ladders and results and statistics (including games played for finals eligibility).
2. Should additional communications to Teams or Clubs be necessary, such as communications which are time sensitive, BBI will send any correspondence via email to a Club or Team's nominated delegate(s). If a Club or Team needs to contact BBI, it is required that the contact comes from the Clubs or Team's nominated delegate(s).

4. Team Nominations

1. To be eligible to play in a season, each team must:
 - Complete the nomination process on Basketball Connect; and
 - Pay the nomination fee by the due date.
2. The BBI Management Committee has the right to refuse any team nomination for any reason.

5. Team Withdrawal

1. Nomination fees are not refundable should a team withdraw from a competition at any time.

6. Uniforms

1. All players in a team must wear matching uniforms. Uniform includes shorts and tops. Special consideration may be given to teams where they have changed the suppliers of their uniforms, supply of uniforms is delayed or they are unable to obtain supply. Penalties:
 - BBJBC: Five (5) penalty points for each infringement with a limit of five (5) points per player.
2. Where there are two (2) teams in one competition with the same colour uniforms, it is the responsibility of the first team listed on the scoresheet (Team A) to acquire a different set of uniforms where the colours do not clash.
3. The permitted range of playing numbers is 00, 0-99. Playing numbers must be securely fixed to uniforms (not chalked, pinned, taped or a singlet turned inside out). Duplicate numbers are not allowed. Numbers must be on the front and back of uniform with numbers on the back at least 16cm high and numbers on the front at least 8cm high. Numbers must be a minimum of 2cm wide.
4. Compression sleeves and stockings may be worn. These are to be black, white or team colours.
5. Non-compression short or long sleeve shirts (such as t-shirts) are not allowed to be worn under game uniforms except in Under 9s, Under 11s or on production of a medical certificate stating medical reasons for wearing it. The shirt must be black, white or the same colour as the playing top.
6. Shorts must not have pockets or anything sharp or hard on them (such as zippers or buckles).
7. Appropriate footwear (non-marking shoes) shall be worn on the court.
8. Jewellery that can be removed should be. Piercings that are difficult to remove may be taped.
9. Plastic or metal hair clips are not to be worn. Bobby pins, ribbons and rubber hair bands are allowed. A player's hairstyle must not cover the playing number on the back of the playing singlet. Athletic religious head coverings without any sharp edges or protrusions (e.g. Nike hijab) can be worn.
10. Head and wrist sweat bands are permitted.
11. Fingernails must be cut level with the tip of the fingers. Taping of fingernails and the wearing of gloves is not permitted. Referees will inspect fingernails before every game.
12. A player not conforming to rules 6.3 to 6.11 is not permitted to take the court.

7. Player Eligibility

1. All Players must be registered with BBI and Basketball Queensland through Basketball Connect prior to playing their first game in any competition.
2. Registered players will appear in Basketball Connect and will be able to be added to the scoring system. If a player does not appear in Basketball Connect and cannot be added to the scoring system, they are not permitted to take the court.
3. Players must play under their own name. Players who play under an incorrect name will be suspended for four (4) weeks.
4. A player may not play in any competition while they are suspended.

Representative Player Eligibility

5. Any player who has played in any Association's Top Junior Representative team for a minimum of three (3) games in the immediate previous or current SQJBC Junior Representative season must play in a Division 1 team in their age group.
6. If a player has played for a Junior Representative team interstate or overseas, the player will be assessed by the BBI General Manager who will advise the Club if the player must only play in a Division 1 team of any Age Group in the BBJBC Season.

Age Groups and Divisions

7. Each age group is treated separately when determining a player's eligibility (i.e what division a player plays in one age group does not relate to what division they can play in another age group). An age group is not considered a division.
8. Where age groups are divided into divisions (e.g. divisions 1, 2, 3 and 4), these divisions are considered to be separate divisions, with division 1 being the highest. These divisions are set up with the intention that teams of similar abilities play each other.
9. Players are eligible to play in an age group where their age on 31 December of the year of competition is less than the designated age for that age group. The designated age for each age group is:

Age Group	Designated Age	Age Group	Designated Age
Under 9's	9	Under 17's	17
Under 11's	11	Under 19's	19
Under 13's	13	Girls Youth League	19
Under 15's	15		

10. A player must play in the appropriate age group or a higher age group.
11. Players can apply to BBI in writing for an exemption to play in an age group lower than that for which they are eligible. BBI has absolute discretion to grant or refuse this request.
12. Players cannot play for more than one team in the same division.
13. Players cannot play for more than one club, unless the primary club doesn't have teams in the desired age group. Any player requesting to play for 2 or more clubs must apply in writing to BBI for special consideration.
14. A player shall not be eligible to play in a lower division if they have, in a higher division, played in three (3) or more games.
15. If a player has played three or more games in higher divisions of different levels, the player shall not be eligible to play below the lowest of these divisions (e.g. a Division 3 player playing two games in Division 2 and one in Division 1 cannot play a game below Division 2). This rule applies to games played after the second week of the season to allow for players to be moved between teams to best suit their ability.
16. A player cannot play in more than one (1) finals series in an age group.

8. Transfers

1. Once a player has played for a Club in a season, they are not permitted to change Clubs until the season is completed.
2. Should a player wish to change Clubs ahead of playing any games in a season, the new Club must notify the player's former Club via email that the player wishes to transfer. The new club must cc bom@brisbanebasketball.com.au in the email. Contact details of Club representatives can be obtained from BBI.
3. The former Club has seventy two (72) hours to approve or object to a transfer.
4. Reasons for objecting to a transfer are limited to the player owing fees (being non-financial) or property (e.g. a uniform) to the former Club.
5. If the former Club does not respond after seventy two (72) hours has elapsed, the transfer is considered automatically approved.
6. To object to a transfer, the former Club must provide details to the new Club of the amount or property owing. The former Club must cc bom@brisbanebasketball.com.au in the email.

7. Once the player is financial or has returned the identified property to the former Club, the new Club should email the former Club and cc bom@brisbanebasketball.com.au advising that the conditions of the transfer have been met. Evidence, such as banking screenshots showing details of the transfer, must be provided. If required, transfers can be input through Basketball Connect at this time.

9. Draws

1. BBI can reschedule (change the date and/or time), relocate (change the location) or cancel any game that it deems necessary for whatever reason. Any changes made will be automatically updated on Basketball Connect, meaning all impacted teams will receive an automated push notification from the system.
2. If a game cannot be rescheduled or relocated, the game will be declared a draw and a score of 0-0 will be recorded.
3. Should a game be rescheduled and/or relocated within 24 hours of the original start time, both teams must be agreeable to the reschedule and/or relocation for the game to proceed. Should a team disagree with the reschedule and/or relocation, as, for example, they are unable to field a team at the new timeslot or location, the team must advise BBI by 3pm the business day prior. The game will be declared a draw and a score of 0-0 will be recorded.

Draw Change Requests

4. Official club representatives can lodge a 'draw change request' to BBI via [the BBI website](#). This may be done in circumstances such as where a coach is coaching two teams with clashing game times and/or locations.
5. As much notice as possible should be given to BBI. Depending on the notice given, BBI may not consider the request:

When Notice Given	Outcome
Within 72 hours of the release of the draw	BBI will consider the request
Before 9:00AM Monday the week of the game	BBI may consider the request
After 9:00AM Monday the week of the game	BBI will not consider the request

6. BBI reserves the right to reject any draw change request, at any time, for any reason, regardless of when notice was given.

10. Game Fees

1. Game fees, which is determined by the BBI Management Committee each year, will be invoiced at the conclusion of the round.
2. If the game fees are not paid by the due date, BBI reserves the right to forfeit the unpaid games.

11. Provision of Scorebench Officials

1. Each team must supply one (1) competent score bench official for each of their games. The two score bench officials roles are to keep the scoring system (iPad) and control the game clock/scoreboard.
2. If a team cannot provide a score bench official, the manager of the team will be required to fill this position. If the manager is unable to fill this position, then the coach must become the score bench official. If the coach is unable to fill this position and the team is then unable to provide the required score bench official, the game will be classified as a forfeit against the team unable to provide a score bench official.
3. Where possible, BBI will provide scorebench officials for finals matches.

12. General Basketball Rules

1. Games will be played according to the FIBA Official Basketball Rules unless otherwise specified. These rules can be found on the FIBA website at www.fiba.basketball/documents.
2. The first team named on the scoresheet (Team A) shall have the Team A bench and the second team (Team B) shall have the Team B bench.
3. All games will be played with a basketball sourced from the teams. The referees will decide on the best ball to use. The following basketball sizes must be used:
 - Under 9: Size 5
 - Under 11: Size 5
 - Under 13: Size 6
 - Girls Under 15, Under 17, Under 19 and Youth League: Size 6
 - Boys Under 15, Under 17 and Under 19: Size 7
4. A team may begin to play a game when the minimum number of players are on the court ready to begin the match. The minimum number of players is five (5).
5. A maximum of twelve (12) players may be entered on the scoresheet and allowed to play.
6. Players who arrive after halftime will not be permitted to take the court. Should a player arrive after halftime and take the court, the game will be declared a forfeit against the team in which the player plays.
7. At half time, score bench officials should remove from the system any player who has not participated in the game. To participate in a game, a player must be dressed in the team uniform and sitting with the team on their bench (whether they take to the court or not).
8. No one is to enter the court area other than competing teams (i.e. no people shooting during time outs or at quarter or half time).

No Zone Rules (Under 9, Under 11 and Under 13 Only)

9. No zone defence is allowed in the Under 9, Under 11 and Under 13 age groups.
10. Zone defence is defence in the half court that does not incorporate normal man to man defensive principles. For example:
 - One (1) or more players are not in an acceptable man to man position in relation to their man and ball;
 - A cutter moves all the way through the key and is not defended using acceptable man to man techniques (e.g. switched or followed); and/or
 - Following a trapping, press or help and recover situation, the team make no attempt to re-establish man to man defensive positioning.
11. Trapping defences that rotate back to man to man principles are acceptable.
12. Rule 12.12 is only enforceable by the court (or referee) supervisor. Penalties for breaching rule 12.12 will be enforced at the next dead ball opportunity and are:

First Offence	Second Offence	Third Offence
Warning	A technical foul will be charged against the Coach of the team.	Game forfeited by offending team

13. Court (or referee) supervisors will consider the following in deciding whether a breach of rule 11.9 has occurred and penalties should be enforced:
 - The intention of the defensive team (including, if there is any doubt, giving the benefit of the doubt to the defensive team);
 - The time and state of the game (including acting immediately on deliberate and premeditated use of zone defence at critical times of a game); and
 - The movement, or lack of movement, of the offensive team.

Mercy Rule

14. The Mercy Rule can be invoked by the losing coach when the margin between the two teams is thirty (30) points in Division 1 games and twenty-five (25) points in all other divisions. The losing coach must notify the winning coach, and the referees, both of whom must then abide by the Mercy Rule.
15. The Mercy Rule means that the team that is leading must allow the other team to advance the ball across the halfway line without hindrance by using whatever method the winning coach deems appropriate (e.g. passive defence or quarter-court defence).
16. If the lead reduces below the necessary margin, the Mercy Rule no longer applies.

Non-Competitive Leagues (Under 9's only)

17. As Under 9s games are considered non-competitive, the game score is not shown on the scoreboard, but a scoresheet is kept.
18. One scorer from each team is responsible for calling substitutions / timeouts.

13. Game Timing

1. Game timing for BBJBC is as follows:

Quarter Length	Quarter Time/Half Time/Time Outs/Overtime	Running/Stopping Clock	Timeouts
10 minutes	Q - 1 minute HT - 2 minutes TO - 1 minute (2 in each half per team) OT - 3 minutes (finals only)	Running, except in the fourth quarter: - The game clock does not stop for the first 8 minutes of the 4 th quarter. - in the last 2 minutes of the 4 th quarter the clock will stop for match infringements (referees whistle). - in the last minute of the 4 th quarter, the game clock will stop after a made basket and the clock will resume when the ball is touched by a player on the court.	There are no timeouts allowed in the last minute of the 1 st , 2 nd and 3 rd quarters. Two (2) time outs are available in first half. Two (2) time outs are available in second half. One (1) time-out may be granted at any time during each period of extra time. The game clock will stop for time outs in the final quarter of a game and extra time. The score bench is to alert the referee's when 50 seconds has elapsed of the time out so we can recommence the game in a timely manner.

2. There will be a minimum warm up period prior to the commencement of any game of 3 minutes.
3. There are no timeouts allowed in the last minute of the first, second and third quarters.
4. If, at full time, the scores are level, a draw shall be recorded.

Overtime (Finals Games Only)

5. Should scores be tied at the end of the fourth quarter, periods of overtime will be played until, at the completion of a period of overtime, the teams are no longer tied.
6. There will be a one (1) minute break between the end of the fourth quarter and a period of overtime and between each period of overtime.

7. One (1) time out per team is available in each period of overtime. The clock will stop for all timeouts in overtime.

14. Late Starts

1. Should a team (or teams) not have the minimum number of players on the court ready to begin the match by the scheduled game time and the referees are ready to start the game, referees will be permitted to start the clock. Each minute the minimum number of players has not assembled on the court, the offending team will incur a one (1) point per minute penalty.
2. If a game cannot start by the end of the first quarter, a forfeit is declared against the team who does not have the minimum number of players in attendance. If both teams fail to have the minimum number of players in attendance, the game is considered a double forfeit.
3. If the minimum number of players take the court before the end of the first quarter, the game will be played from that time without resetting the game clock.

15. Forfeits

1. Games will be recorded as a forfeit when any of the following occur:

Forfeit Event
A team does not have the required number of players ready to play on the court within the first quarter of the scheduled game starting time.
The team's actions prevent the game from being commenced or continued (except in the case of a default, see 15).
The team refuses to play after being instructed to do so by the referee.
A club or team advises BBI that they cannot attend a game at a scheduled time (a 'Notified Forfeit').
An ineligible or suspended person plays
An unregistered person plays
A person plays under an incorrect name
A team is unable to provide the required score bench official
A team is deemed by the court or referee supervisor to have committed three (3) breaches of the No Zone rule (Under 9 - Under 13 only)

2. If a game is deemed a forfeit, the forfeiting team will have the game recorded as a 20-point loss (0-20) and receive zero (0) classification points.
3. If a game is deemed a double forfeit, the game will be recorded as a 0-0 draw with both teams receiving zero (0) classification points.

Notified Forfeits

4. Should a club or team wish to notify BBI that they cannot attend a game at a scheduled time, clubs or teams must notify BBI as early as possible via email to comps1@brisbanebasketball.com.au and BOM@brisbanebasketball.com.au
5. If a team forfeits three (3) times in a season, BBI reserves the right to remove the team from the competition.

Forfeiting During Grading

6. If a team forfeits during the grading period, BBI will determine the viability of the team and may remove the team from the competition. Any nomination fees will not be refunded. Should the

team remain in the competition, BBI will take into consideration feedback from other clubs about the placement of the team. The nominating club will not have a vote in determining placement of the team.

7. If a team forfeits two (2) or more times during the grading period, the team will be removed from the competition. Any nomination fees will not be refunded.

16. Defaults

1. A team shall lose a game by default if, during the game, the team has two (2) or less players able to play. The following will occur in the case of a default:

The defaulting team is winning at the time of default	The defaulting team is losing at the time of default	Teams are tied at the time of default
The score shall be recorded as twenty to zero (20 to 0) against the defaulting team. The defaulting team shall receive one (1) point in the classification. The non-defaulting team shall receive three (3) points in the classification.	Score at time of default is final.	The score shall be recorded as a twenty to twenty (20 to 20) draw. The defaulting team shall receive one (1) point in the classification. The non-defaulting team shall receive three (3) points in the classification.

17. Blood Rule

1. During a game, any player who is bleeding or has an open wound must be substituted from the game. The player may return to the playing court only after bleeding has stopped and the affected area or open wound has been completely and securely covered.
2. A player must be substituted from the game if they have blood on their uniform regardless of whether it is theirs or another player's. The player must replace their uniform before re-entering the court.

18. Unforeseeable Events

1. Unforeseeable events can cause games to be called off mid-game or cancelled without notice. These events may include, for example, unsafe wet courts, serious injuries (such as suspected spinal injuries where a player cannot be moved), power outages or broken backboards or rings. The following is how the results of games affected by unforeseeable events is to be determined:

Game cancelled without notice	Game called off in first half	Game called off in second half
Draw	Draw (unless one team is leading by 20 points or more, in which case the score will stand at the time the game is called off)	Score will stand at the time the game is called off

19. Competition Ladder and Finals Placings

1. The final standings after all round games will be determined firstly on the number of competition points earned. Competition points shall be allocated on the following basis:

3 points	2 points	1 point	0 points
Winning team (including winning by	Each team in a drawn game	Losing team Defaulting team	Forfeiting team (including double

forfeit or default) Bye			forfeits)
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2. If there are two (or more) teams that finish with equal competition points at the end of a season:

1.	The head-to-head results (wins, draws, losses, forfeits) of the games between the tied teams will be used to determine final placings. The team that has defeated the other team(s) involved in the tie the most will finish highest.
2.	If any teams remain tied , points difference (for and against) of the games between the teams that <u>remain</u> tied will be used to determine final placings.
3.	If any teams remain tied , points difference (for and against) of all the games played in the competition by the teams that remain tied will be used to determine final placings.

20. Finals Format

1. Depending on the time available, BBI will advise which of the following finals formats will be used in a competition:

Option 1 – 3 weeks	
Week 1	Semi-Final A – 1 v 2 Semi-Final B – 3 v 4
Week 2	Preliminary Final - Loser of Semi-Final A v Winner of Semi-Final B
Week 3	Grand Final - Winner of Semi-Final A v Winner of Preliminary Final
Option 2 – 2 weeks	
Week 1	Semi-Final A – 1 v 4 Semi-Final B – 2 v 3
Week 2	Grand Final - Winner of Semi-Final A v Winner of Semi-Final B
Option 3 - 3 weeks	
Week 1	Game 1 - 1 v 8 Game 2 - 2 v 7 Game 3 - 3 v 6 Game 4 - 4 v 5
Week 2	Semi-Final A - Winner Game 1 v Winner Game 4 Semi-Final B - Winner Game 2 v Winner Game 3
Week 3	Grand Final - Winner of Semi-Final A v Winner of Semi-Final B

2. Option 2 is the preferred finals format for BBJBC.

21. Player Finals Eligibility

1. Players must play the required percentage of games in a competition to be eligible to play finals. The required percentage in BBJBC is 50%.
2. To calculate a player's finals eligibility, the following formula is used:

$$\text{(Scheduled Games — (Byes + Forfeit Wins))} \times 0.50 = \text{Required number of games (rounded down to nearest whole number)}$$

3. If a player has not played the required percentage of games in a competition to be eligible to play finals because of an injury or medical condition, an application must be made to the BBI General Manager to allow the player to participate in the finals. This application should be made within 1 week after the injury or medical condition occurred and be accompanied by a letter from a medical practitioner or physiotherapist stating the type of injury and the expected time away from sport. A player is deemed to have resumed playing when they first play in any competition anywhere. These requests will not be assessed on the day/night of the competition and have a minimum 48 hours processing time.
4. If a player has not played the required percentage of games in a competition to be eligible to play finals because of playing in recognised state, national or international basketball competitions (school or otherwise) or events, players can apply for missed fixtures to be counted towards finals eligibility, subject to the provision of suitable evidence. These requests will not be assessed on the day/night of the competition and have a minimum 48 hours processing time.
5. Players who play in the Greater Brisbane League (GBL) can apply in writing to BBI to have GBL games count towards finals eligibility in the BBJBC championship season.

22. Protests

1. Protests will only be considered by BBI in relation to player eligibility. This includes, for example, the participation of ineligible or suspended players or players playing under the wrong name.
2. Within 24 hours of the completion of the relevant game, a Clubs or Team's nominated delegate(s) should lodge the protest via email to bom@brisbanebasketball.com.au. The email must include sufficient information (including player name, game details and reason for ineligibility) for BBI to consider the protest. Protests which do not include sufficient information and/or are received more than 24 hours after the completion of the relevant game will not be considered.
3. BBI will contact the Clubs or Team's nominated delegate(s) against which the protest has been lodged and provide them with 48 hours in which to provide any information which may be relevant to the determination of the protest.
4. Any protest shall be determined by the BBI General Manager. The decision of the BBI General Manager is final.

23. Tribunal

1. If an official or BBI consider that a player, coach or other person has breached the Basketball Queensland Behavioural Framework and committed a tribunal offence, the following process will occur:
 - The official or BBI completes an official report form on the player or coach in question;
 - The report is submitted by close of business on the day following the incident to the BBI General Manager or the appointed delegate;
 - The BBI General Manager or the appointed delegate will forward the report to the tribunal committee who will decide whether tribunal is required.

- If a tribunal is required, the reported person(s) and their parent or guardian (if they are under 18) will be notified. **A reported person who has been notified that a tribunal is required is not allowed to participate in any BBI competitions until the tribunal is held.**
 - The tribunal will be held at the BBI Office within fourteen (14) days of the report being submitted (if possible to arrange with all parties involved).
 - If the tribunal is in relation to the behaviour of a person under 18 years of age, a parent or guardian is permitted to attend as an observer and advisor.
2. In addition to the procedure and rules described in 23.1, as an affiliated association of Basketball Queensland, the Basketball Australia Tribunal By-Laws (as varied by BBI) apply. A copy of these By-Laws can be found on BBI's website. It is recommended that all participants familiarise themselves with the contents of this document before attending a tribunal.

24. Overrule

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