



# **BRISBANE BASKETBALL INC**

## **SENIOR RULES**

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## 1. Change Log

<b>Title</b>				
<b>Description</b>				
<b>Created By</b>				
<b>Date Created</b>				
<b>Maintained By</b>				
<b>Version Number</b>	<b>Modified By</b>	<b>Modifications Made</b>	<b>Date Modified</b>	<b>Status</b>

## 2. Application of these Rules

1. These rules apply to the following Brisbane Basketball Incorporated (BBI) competitions:

- Greater Brisbane League (GBL); and
- Senior Social.

## 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:
  - GBL: Players with non-matching uniforms will not be allowed to take the court.
  - Senior Social: 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 8s, Under 10s 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.

Coaching Staff and Team Management (GBL Only)

13. All coaching staff and team management must wear a club branded polo shirt (or similar top), appropriate enclosed footwear and appropriate skirt, shorts or pants.
14. A member of coaching staff or team management not conforming to rule 6.13 is not permitted to be in the bench area.

**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 cannot play for more than one team in the same competition.
4. Players must play under their own name. Players who play under an incorrect name will be suspended for four (4) weeks.
5. A player may not play in any competition while they are suspended.
6. Player competition eligibility:

<b>Competition</b>	<b>Status</b>	<b>Eligible to play in</b>
NBL or WNBL NBL1 (any conference) other equivalent or higher leagues		GBL Gold
QSL		GBL Gold/GBL Silver/Men's 1/Womens 1

GBL Gold	First Five	GBL Gold
GBL Gold	Other	GBL Silver/Mens 1/Womens 1
GBL Silver		Mens D1-D3/Womens 1

7. All exemption requests from the above competition eligibility criteria are to be submitted in writing to the General Manager. Requests must include as much information as possible concerning the player's past playing resume with a reasonable amount of time to undertake research as required. All exemption request decisions will be copied to all relevant club delegates.
8. A player is considered to be a player in the level of the competition in which they played in the preceding 12 months unless the player notifies BBI of their retirement from that competition in writing. Should a player decide to retract their retirement status during the season, then the player will be deemed ineligible and any games played will be declared a forfeit.
9. A player must be named in a squad in order to be considered a player in a competition. Trialling or training with a team (e.g. an NBL1 team) does not confer status (e.g. NBL1 status) on a player. Any games played before a player is named in a squad will not be declared a forfeit.

#### Age Restrictions (GBL Gold and Silver Only)

10. The minimum age to participate in GBL Gold and Silver is sixteen (16).
11. BBI General Manager approval may be granted for a player under sixteen (16) to play in the GBL Gold or Silver competitions upon written application (including completion of the relevant waiver and receiving club endorsement) and assessment of the player by BBI. Approval may be for the season, or for a specified game, or number of games.

#### Clubs (GBL Only)

12. Players may only play for one club in each playing season across all GBL competitions. An appeal for a clearance after the season has started may be considered by BBI under extenuating circumstances.
13. Any BBJBC player participating in the GBL competition for a club that does not have BBJBC teams, is not eligible to play BBJBC for a club comprising both GBL and BBJBC teams. A player in a BBJBC team of a club that does not have GBL teams, may play with a GBL club that does not have BBJBC teams.

#### Named Players (GBL Gold Only)

14. Clubs are required to provide BBI with a list of their top five (5) players ('restricted players') two (2) weeks prior to the first round. These players are restricted to play in GBL Gold only and are not permitted to play in any lower divisions. The integrity of the list will be reviewed and final confirmation of top five lists will be provided to all clubs one week prior to the first-round commencing.
15. If a Club considers that they do not have five (5) players who are of a standard that they should be restricted, the Club can apply to BBI to restrict less than five (5) players.
16. BBI has the power to amend clubs' top five (5) lists at any time to maintain competitive balance across competitions.
17. A restricted player retains their status from the preceding season unless they declare to BBI (in writing) that they have retired from the GBL Gold competition.

## 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](mailto: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](mailto: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](mailto: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.

## 10. Game Fee

1. A game fee, which is determined by the BBI Management Committee each year, must be paid by each team prior to the game in which they intend to play.
2. If the game fee is not paid by the end of the day on which the game is played, an additional administrative fee determined by the BBI Management Committee will be charged.

## 11. 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](http://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:
  - Women: Size 6
  - Men: 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 are:
  - Senior Social: Four (4)
  - GBL: 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. Players who are adversely affected by alcohol or drugs will not be permitted to play, or, if the game has commenced, they can be asked to leave the court if the referee believes their performance has been affected by alcohol or drugs.
9. 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)

#### Technical Fouls

10. A technical foul will be given to any player who hangs off rings and/or the supports during warm ups or intervals of play. No warnings will be given.
11. In Senior Social, technical fouls for abuse may result in the player being substituted from the game immediately for a period of five (5) minutes of game time. The player is able to be substituted.

## 12. Game Timing

1. Game timing for each competition is as follows:

<b>Competition</b>	<b>Quarter Length</b>	<b>Quarter Time/Half Time/Time Outs/Overtime</b>	<b>Running/Stopping Clock</b>
GBL Gold	10 minutes	Q - 1 minute HT - 3 minutes TO - 1 minute (2 in first half and 3 in second half per team) OT - 3 minutes	Stopping (and after a made basket in the last 2 minutes of Q4)
GBL Silver	8 minutes	Q - 1 minute HT - 3 minutes TO - 1 minute (2 in first half and 3 in second half per team) OT - 3 minutes	Stopping (and after a made basket in the last 2 minutes of Q4)
GBL U23's	8 minutes	Q - 1 minute HT - 3 minutes TO - 1 minute (2 in first half and 3 in second half per team) OT - 3 minutes	Stopping (and after a made basket in the last 2 minutes of Q4)

Senior Social	10 minutes	Q - 1 minute HT - 2 minutes TO - 1 minute (2 in each half per team) OT - 3 minutes (finals only)	Running (stopping in last 1 minute of second quarter and last 2 minutes of fourth quarter and last 2 minutes of any OT)
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2. There will be a minimum warm up period prior to the commencement of any game of 2 minutes.  
Overtime (GBL and Senior Socials Finals Games Only)

- 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.
- 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.
- One (1) time out per team is available in each period of overtime.

### 13. Late Starts

- 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.
- 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.
- 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.

### 14. Forfeits

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

Forfeit Event	Forfeit Fee
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.	Double game fees
The team's actions prevent the game from being commenced or continued (except in the case of a default, see 15).	Double game fees
The team refuses to play after being instructed to do so by the referee.	Double game fees
A club or team advises BBI that they cannot attend a game at a scheduled time (a 'Notified Forfeit').	Varies. See 'Notified Forfeits'
An ineligible, suspended or unregistered person plays A person plays under an incorrect name A restricted player plays in a lower division A player notifies BBI of their retirement from a division (e.g. NBL1), plays in a lower division (e.g. Men's 1) and then retracts their retirement	N/A

- 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.



- 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

- 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 through TeamPay and/or via email to [comps@brisbanebasketball.com.au](mailto:comps@brisbanebasketball.com.au). A forfeit fee may apply depending on the competition and/or when notice is given:

Period of Notice	Forfeit Fee
<b>Senior Social</b>	
At least five (5) working days before the scheduled game time	Nil
At least forty-eight (48) hours before the scheduled game time	Game fees
Less than forty-eight (48) hours before the scheduled game time	Double game fees
<b>GBL</b>	
Any	Double game fees

- Teams will have seven (7) days from the issue date of the forfeit notification to pay the fee. After the seven (7) day period, teams will not be able to accrue competition points or participate in any finals if they have outstanding fees. However, if the team has lodged a genuine dispute over the imposition of the fine, the period for payment failing to accrue competition points shall be seven (7) days from the date the dispute is determined.
- If a team forfeits three (3) times in a season, BBI reserves the right to remove the team from the competition.

#### 15. Defaults

- 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.

#### 16. Blood Rule

- 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.

### 17. 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

### 18. 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 forfeit or default) Bye	Each team in a drawn game	Losing team Defaulting team	Forfeiting team (including double forfeits)

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.	<b>If any teams remain tied</b> , points difference (for and against) of the games between the teams that <u>remain</u> tied will be used to determine final placings.
3.	<b>If any teams remain tied</b> , 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.

### 19. 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

<b>Option 2 – 2 weeks</b>	
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
<b>Option 3 - 3 weeks</b>	
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

- Option 1 is the preferred finals format for all Senior Social and GBL competitions (with the exception of Veterans who will use Option 3 if team numbers permit). Option 2 is only implemented in senior competitions if time constraints apply.

## 20. Player Finals Eligibility

- Players must play the required percentage of games in a competition to be eligible to play finals:
  - GBL: 40%
  - Senior Social: 40%
- To calculate a player's finals eligibility, the following formula is used:

$$\text{(Scheduled Games – (Byes + Forfeit Wins))} \times 0.40 = \text{Required number of games (rounded down to nearest whole number)}$$

- 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.
- 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 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.

### Qualifying in a Lower Division (GBL Gold Only)

- If a player is eligible to play finals in GBL U23's or GBL Silver, they are eligible to play finals in GBL Gold.

## 21. 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](mailto: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.

## 22. 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 22.1, 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.

## 23. 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.