



GAME RULES 2026

Match Ball	<p>Size 5 Under 10 and Under 12 Size 6 for Females and Under 14 Size 7 for Males Under 16, Under 18, Under 21's & Open's Match balls provided by Caloundra Basketball – Molten</p>
Min no. of Players	5
Max no. of Players	8
Age Divisions	<ul style="list-style-type: none"> • Players may not play down. Any team found to have a player playing in a lower division may be subject to exclusion from the competition. • The single exception to this rule is that females may play down one calendar year when playing in a mixed competition only. Eg. Bottom age U16 female may play in U14 mixed competition. • Players may request to play up a division – where player is U18 permission is required by parent/guardian via an individual player request form. • Players playing up into the Opens Competition must be minimum 16 years old at time of registration.
Uniform	<p>Junior Uniform (U10 - U18)</p> <ul style="list-style-type: none"> • All players are to wear Caloundra Basketball Reversible Singlet. • All players are required to wear Caloundra Basketball Shorts or Plain Black shorts with no pockets. • Undershirts may be worn but must be black in colour and made of tight compression material. • First team listed on the draw is the home team. Home team wears black side singlet. <p>Senior Uniform (U21 & Open)</p> <ul style="list-style-type: none"> • Teams can opt to select their own uniform. Any opens teams wishing to supply their own uniform will be required to submit their design to the committee for approval. <p>All players are to ensure singlets are tucked in when they enter the playing court.</p>
Score table	<p>Each team must supply 1 x bench official. Duties may be decided amongst officials, however if there is no agreement:</p> <ul style="list-style-type: none"> • Team A will be responsible for game clock • Team B will be responsible for courtside scoring <p>In the event a team does not provide a scorer they may have 10 points deducted from their score.</p>
Seating	<ul style="list-style-type: none"> • The bank of seats adjacent to the score bench on each side are for team officials and players only. • Home team (listed first on the draw) sits on left of the score bench (facing the court). • Seating directly behind the score bench is not to be occupied.
Warm up	2 minutes – if time permits
Game Time	4 x 10-minute quarters with running clock. Last 2 minutes of 4 th quarter fully timed clock if score is 10 points or less at any time in the last 2 minutes. This includes after a made basket. Clock starts when ball is touched by a player on the court. Once the clock is stopped during the last 2 minutes it will continue to be stopped for the remainder of the game disregarding the point difference.
Half time interval	2 minutes
¼ & ¾ intervals	1 minute

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Extra Time	<ul style="list-style-type: none"> No additional time for a draw (except in Grand Final or in a Semi Final match that promotes the winning team to a Grand Final Match) In event of extra time - 3 mins overtime until result clock stops in last 2 minutes.
Late Starts & Forfeits	<ul style="list-style-type: none"> The game clock will start at the scheduled start time with the team ready to play being awarded two points per minute if opposing team not ready. If the opposing team arrives within the first 10-minute period the game will be played from that moment (the clock will not be reset). If the team does not arrive within the first 10-minute period the game will be declared a 20-0 forfeit in favour of the present team. 3 championship points are awarded to the winning team. 0 championship points are awarded to the forfeiting team.
Time outs per team	<ul style="list-style-type: none"> Five (5) charged time outs to each team per game. Two time outs can be requested by either team during the first half (1st and 2nd periods), Three timeouts are available during the second half (3rd and 4th periods). A maximum of two (2) timeouts can be used during the last two minutes of the second half. Unused timeouts may not be carried over to any extra period, but each team may be granted one time out for each extra period (finals only) Time outs cannot be used in the last 2 minutes of the 1st, 2nd and 3rd quarters on a running clock. All time outs in the last 2 minutes of the 4th period will be a stopped clock regardless of score.
Time out duration	50 seconds with a 10 second warning. Both teams ready to play after 1 minute
Substitutions	<ul style="list-style-type: none"> Request must come from the players to the score table personnel. For both teams when the ball becomes dead. For both teams when the ball becomes dead after a successful last free throw. For the non-scoring team when a field goal is scored in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period.
Defence	<ul style="list-style-type: none"> Man-to-man defence is required in U10-U14 competitions; zone defence may be restricted. No full-court press if leading by 20+ points. Offensive players cannot stay in the key for more than three seconds.
Points	<ul style="list-style-type: none"> 3 points are awarded for a win 1 point is awarded for a loss 0 points are awarded for a Forfeit Loss
Mercy Rule	<ul style="list-style-type: none"> The Mercy Rule is to be enforced upon request of a Coach / Referee in U10-U14 competitions. Mercy Rule is enforced when there is a 20+ point difference in a game. Mercy Rule requires all 'winning team' players to be remain within 3-point line until the ball progresses to that point. Mercy Rule may be enabled several times within a game when the scores are 20+ point difference Mercy Rule is not used in Semi-Finals or Grand Finals. Mercy Rule may be used in Grading with a note made to Caloundra Basketball Committee for consideration to be made in final team grading.
Fill In Players	<p>Fill-in Players (U10-U21)</p> <ul style="list-style-type: none"> If a team is short on players, the team may occasionally use 'fill-in' players. For a player to be eligible to fill-in they must be registered with Caloundra Basketball and meet one of the following criteria: <ul style="list-style-type: none"> Be filling in for the same age group within a higher division.

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	<ul style="list-style-type: none"> • Be filling in for an age group higher than their usual team, in any division. • Players filling in for their usual age group and a division above their usual team may only fill in three (3) times for a team before they must remain in the higher division for the remainder of the season. • Should players meet the criteria to fill-in, the club must alert the referee before the game begins and make the court controller aware of players being borrowed on the iPad. • The maximum number of fill-ins that can be used per game is listed below: <ul style="list-style-type: none"> ○ 3 players will result in forfeit (players may be borrowed for a 'scratch match') ○ 4 players – team can borrow 1 player from lower division or age group ○ 5 players – no fill in allowed • Failure to adhere to above rules will result in a forfeit by the offending team and a loss of 3 ladder points. • If players arrive late to a game which started with fill in players, the fill in players may continue playing the game. • Players who arrive at a game after halftime cannot take court or be marked on the iPad as present to the game. • As U10 competition do not have a lower division to borrow players from. Teams are encouraged to 'player match' in the event an opposing team has less than 5 players. In the interest of fair play, teams are also encouraged to loan players to the opposing team if they are short. <p>Fill-in Players (Opens)</p> <ul style="list-style-type: none"> • An U21 player may fill in in the Opens Competition as per the above rules for U10-U21. • Casual fill ins are permitted for a maximum of 2 occasions per season before having to pay full fees prior to their 3rd game. • Casual fill-ins must make themselves known to the Court Controller and make payment of \$20 per game before playing. • All fill in Casual players must have current Basketball Queensland registration & insurance. Any casual fill-in players found to be playing who has not reported to the Court Controller, paid the casual fee or does not have Basketball Queensland Insurance before commencing their game may result in the game forfeited by the Court Controller on the night.
<p>Finals Eligibility</p>	<p>To be eligible for finals, players generally need to participate in at least 50% of the scheduled games for their team in that season. Forfeited wins and byes are subtracted when calculating the required number of games.</p> <ul style="list-style-type: none"> • Forfeits and Byes: Forfeit wins (not losses) and byes are excluded from the total number of scheduled games when calculating eligibility. • Example 1 - If a season has 14 scheduled games (including grading) the 50% eligibility would be 7 games. • Example 2 - If a season has 14 scheduled games (including grading), with 1 bye and 2 forfeit wins, the 50% eligibility would be based on 11 games ($14 - 1 - 2 = 11$). This means a player would need to play 5 games (rounding down 5.5) to be eligible. • The Executive Committee may review and overrule the above in extenuating circumstances.
<p>Referee Discretion</p>	<p>All decisions made during the game are at the discretion of the referees. Their judgment on rule interpretation including FIBA and Club Rules, game management, and enforcement is final. Players, coaches, and spectators are expected to respect and uphold the responsibility/role of the referees at all times.</p>

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<p>Technical Foul for Tech / Unsportsmanlike / Disqualifying Fouls by Players / Coaches or Spectators</p>	<p>Technical fouls for use of foul language, derogatory remarks directed towards Officials or behaviour related technical fouls which are deemed to be not playing in the spirit of the game or bringing the game into disrepute, shall be dealt with as follows:</p> <p>1st offence in game</p> <ul style="list-style-type: none">• Player is substituted from the game and is required to sit five minutes of playing time on the Team Bench, irrespective of score, number of players on the court or remaining time in the game.• When the Official calls the technical foul, they look at the clock and quote the time remaining. Score table officials are to note this on the match report sheet (eg. 7:41 1st quarter), and the player can then re-enter the game at 2:41 or after (via substitution through the bench)• All tech/disqualifying fouls will be officially reported to the Executive Committee by the officiating referee of the game.• If player receives multiple single tech/disqualifying fouls within a season the Executive Committee reserves the right to review the situation where warnings and/or suspension may occur. <p>2nd offence in game</p> <ul style="list-style-type: none">• In event that a player receives a second tech/disqualification foul in a game the player will be ejected from the game and the stadium for the remainder of the game.• The player is automatically suspended for the following game (this includes finals and will carry over to the following season).• A second Behavioural Technical Foul ejection within a single season - the player will receive an automatic 2 game suspension.• If a player is ejected more than twice in a season the player will be reviewed by the Executive Committee and may be subject to tribunal / suspension / removal from competition. <p>Coaches and Spectators are subject to the rules above. Zero Tolerance may result in the immediate removal of an offending Coach or Supporter on first offence.</p>
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All Caloundra Basketball participants & spectators **MUST** abide by Basketball Queensland **ZERO TOLERANCE & CODES OF BEHAVIOUR**