



IPSWICH BASKETBALL COMPETITION PLAYING REGULATIONS

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1. PREAMBLE

Ipswich Basketball Association (IBA) has a suite of documents that set the environment for basketball activities in Ipswich. These documents include:

- IBA Constitution, the legal document that sets the framework within which IBA is obliged to exercise its powers to meet its aims and objectives. The constitution can only be varied by a General Meeting of IBA.
- The IBA By-Laws, set of rules which determine how we run the Association on a day-to-day basis. The IBA Management Committee is empowered by the constitution to implement and change By-Laws.
- The Playing Regulations, a set of rules under which basketball competition is conducted. The Ipswich Basketball Senior Competition Committee (SCC) and Junior Competition Committee (JCC) can recommend changes to the Playing Regulations.
- Basketball Queensland Codes of Conduct for Administrators, Coaches, Players, Officials, Parents and Spectators. (<http://basketballqld.com.au/wp-content/uploads/2016/12/Combined-BQ.pdf>)
- Zero Tolerance Policy for Coaches, Players, Officials, Parents and Spectators.

The IBA Management Committee, SCC and JCC reserve the right to vary a playing regulation if it is deemed to not be in the interest of basketball and/or if it has the potential to violate equity, racial, financial, legal or any other obligation that the Management Committee takes responsibility for as the Directors of IBA.

The intent of these regulations is to ensure that the competitions are conducted in an environment that is fair to all concerned. The regulations are also in place to vary International or Basketball Australia rules to suit local facilities, weather, court availability etc.

Ipswich Basketball Competitions (IBC) Overview

IBA conducts the following competitions (collectively referred to herein as 'Competitions'):

- Junior Competitions (Juniors) encompassing Age Groups from under 8's to under 20's;
- Premier League Competitions; and
- Senior Competitions (Seniors).

These Regulations are common to all Competitions. Each Competition Committee shall separately add Rules specific to their competitions.

General Rules

Games will be played according to the FIBA Official Basketball Rules 2014 unless otherwise specified. These rules can be found on the FIBA website at:

<http://www.fiba.com/downloads/Rules/2014/OfficialBasketballRules2014.pdf>

The IBA Website (http://websites.sportstg.com/assoc_page.cgi?c=1-4827-0-0-0) is the primary point of reference for the following:

- Fixtures and game times including changes to game times and venues
- Competition ladders
- Games played for finals eligibility

Definition of a Club/Team

For the purpose of this document, a 'Club' is any team or collection of teams that play under the same name. When reading these rules club/team are to be read as the same.

2. Team Nomination, Game Fees, Team Forfeits and Withdrawals

2.1 Team Nominations

- 2.1.1 To be eligible to play in a season, each team must complete a nomination form, pay a nomination fee and if a new team pay the required security bond which is set by IBA Management. Any fees must be paid by the due date. Any residual security bond will be refunded at the request of a team when they no longer intend to participate in an IBA competition.
- 2.1.2 All nominated teams will consist of no less than six (6) players.

2.2 Game Fees

- 2.2.1 A game fee, which is determined by the IBA Management Committee each year, must be paid by each Club/Team prior to the game in which they intend to play.

2.3 Forfeit Fee

- 2.3.1 A Club/Team that forfeits a game will be charged the following forfeit fee and may be deducted from the required security bond depending on the notice given:

Period of Notice	Fee
At least twenty-four (24) hours prior to scheduled game time	Nil
Less than twenty-four (24) hours prior to scheduled game time	The applicable game fee

- 2.3.2 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.

2.4 Withdrawals

- 2.4.1 If a Club/Team/Player withdraws a team/from a team at any time, no part of the nomination/registration fees for that team/player will be transferable or refundable.
- 2.4.2 The IBA Management Committee has the right to refuse any team nomination for any reason.

2.5 Grading

- 2.5.1 Where sufficient entries are received teams may be placed into separate Divisions.
- 2.5.2 If there is an imbalance in the amount of teams within each Division IBA may use the first three (3) weeks of the season as grading fixtures.
- 2.5.3 Grading fixtures will be prepared based on a culmination of data; including player lists, ranking from previous season and other relevant data.
- 2.5.4 At the completion of grading, teams will be placed in their respective divisions and fixtures for the season will be prepared.
- 2.5.5 Notwithstanding the above, IBA may re-grade any team at any time during the season.

3. Player Eligibility

- 3.1 All Players **MUST** be registered with IBA **PRIOR** to playing their first (1st) game in any Competition. If a player's name is not entered or uploaded on the scoring system and is added to the scoring system for whatever reason, the player's IBA registration number must be provided. All players will not be able to participate in a game if they arrive at the completion of the first half.
- 3.2 Players added to the scoring system in any season must be registered on or before game day.
- **First Offence** - a warning will be given to the team
 - **Second Offence** - the game in which the offence occurs will be declared a forfeit & a penalty of \$20 per unregistered player imposed and required to be paid before the team's next game.
 - **Third Offence** - consideration will be given to disqualifying the team.
- 3.3 It is the responsibility of the player and/or coach and manager of a team to ensure players are recorded in the scoring system under their correct name and registration number. If a player plays for a team under an incorrect name and/or registration number, that player or coach and manager of that team shall be charged with misconduct and the game will be declared a forfeit. If a team believes a breach of this rule has occurred, the Competitions Manager should be notified before the game concludes.
- 3.4 Selecting players on stadium scoring reflects writing the player's name on the scoresheet. The effect of this is once a game commences no other players can be ticked in. This is consistent with the rule that applies to a paper scoresheet - if you are not named on the scoresheet you cannot be added once the game has commenced.
- 3.5 At half time the score-bench, in consultation with the referee and team manager/coach, will identify any players who are not present and untick them. Stadium Scoring is then locked (It is a system constraint). As a result, no player can join the game after half time.
- 3.6 Any team playing a player who is not registered will get no points for the round. Any team playing a player(s) from a higher or same division, without the approval of the SCC or JCC, shall be regarded as forfeits.

3.7 Players Under the Wrong Name

- 3.7.1 All players who are found to be playing under the wrong name will be automatically suspended for 4 weeks.
- 3.7.2 A player may not play in any Competition while they are suspended.

3.8 Playing in a Higher Division

- 3.8.1 If a player takes the court for five games in a division higher than the division in which he/she was initially registered, he/she may not return to the lower division again during the current season.
- 3.8.2 A player shall not play in a division lower than registered without the approval of the SCC or JCC.
- 3.8.3 A team cannot use a player from a lower division if he/she has played in another team in the same division in the current season. SCC or JCC may relax this restriction, on application, if special circumstances exist.

3.9 Closing of Player Nominations

- 3.9.1 Players can join the competition at any time but clubs/teams are responsible to fully explain the situation to new players when the number of games remaining will not allow that player to qualify to play in the finals.

3.10 Players/Officials Ineligible to Take the Court

- 3.10.1 The intent of this rule is to ensure that players and officials are not affected by any substance that may have a detrimental effect on their performance on the court or place themselves, other players or spectators at risk or injury albeit physical or mental. A person is ineligible to take the court and participate or officiate in any Ipswich Basketball fixture game if he / she, at the discretion of the referee or the Court Supervisor / Steward, shows any sign of alcohol or drug intake, as defined by smell of alcohol or impairment to balance or attitude.
- 3.10.2 **Un-financial Members** - Any person who is indebted to the Association for a period of longer than six (6) weeks may be declared un-financial and denied use of the facility. If unpaid, IBA may suspend a player from competitions whether domestic or Representative, until IBA is satisfied the debt is, or will be, paid. If a debt is incurred by a person under the age of 18 years of age, the liability will be the responsibility of the parents or guardians of the child, and therefore give the IBA Management Committee the authority to exclude any member of that family from playing basketball, given the family will be deemed to be un-financial.

4. Finals Eligibility

- 4.1 Players must play the minimum games stipulated for each Competition in a team in that Competition to qualify to play finals for that team.
- 4.2 In order to ensure all players are recorded as being eligible for finals, it is the responsibility of all teams to ensure the following details are correctly printed on the scoresheet, in the event of a manual scoresheet:
- Correct team name
 - Division Age Group and Gender
 - Date of game
 - Full names of all players who participated in game (written clearly)
 - Name of Coach
 - Name of Assistance Coach (if applicable)
 - Venue and Court Number
- 4.3 Where a manual scoresheet or stadium scoring is used, score bench officials, referee's and team managers are responsible for indicating that a player has participated in a game by ticking in the 'Player In' column of the scoresheet adjacent to the player's name. Players cannot be added to the Scoresheet after Half Time. Players may be "ticked in as having played" anytime up until the completion of the game.

- 4.4 At the end of a game it is of utmost importance for all teams, in conjunction with the score bench officials, to ensure an 'X' is also placed in the 'Player In' column on a manual scoresheet for all players in their team who have not participated in the game but have been present on the bench with their team. For the purposes of Finals eligibility, players that have been 'marked on' in this manner will be deemed to have played. Any player whose name appears on the scoresheet but has not been 'marked on' will be deemed to have not participated in the game and the game will not be counted in the number of games played by that particular player when determining Finals eligibility. Where an electronic scoring system is used, score bench officials should remove from the system any player who did not participate 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.
- 4.5 If a player does not satisfy the terms of Rule 4.1 due to an injury/certified medical condition, an application must be made to the IBA Stadium Manager to allow the player to participate in the finals. This application should be made as soon as possible after the injury is incurred (within 1 week) and must be accompanied by a letter from their doctor 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 if requested may be declined unless 48 hours prior notice has been given.
- 4.6 Players selected for National/International Basketball Australia sanctioned events may apply for missed fixtures to be counted towards finals eligibility.
- 4.7 Forfeit Wins and Byes will be subtracted from the scheduled games played total. Eligibility will be calculated as 40% for Seniors and Juniors of this discounted scheduled games number. (for example: if the season was 20 Scheduled games with 2 BYES and 1 Forfeit WIN the basis to calculate 40% eligibility would 17 games; this equals 6.8 games. This number will be rounded down which means the player will be required to play 6 games to qualify for finals. Scheduled games will not be reduced for teams that were responsible for a forfeit loss.

5. Game Rules

5.1 Game Timing Rules

- 5.1.1 Playing Time shall be stipulated in specific Rules for each Competition.
- 5.1.2 Period Timing shall be stipulated in specific Rules for each Competition.
- 5.1.3 Division one (1) games run with a 24 second shot clock requiring two (2) scorers per team.
- 5.1.4 Charge Time Outs, in addition to specific Rules in each Competition, shall include:
- Unused time-outs may not be carried over to the next half time or extra period.
 - The score bench is to alert the referees when fifty (50) seconds has elapsed of the time out period so that the referees can signal the players back on to the court.
 - The total duration of each time out is sixty (60) seconds.

5.2 General Playing Rules

- 5.2.1 Maximum Team Numbers
- Twelve (12) players may be entered on the scoresheet and allowed to play.

- 5.2.2 Minimum team numbers
- A team may begin to play a game when the required eligible players are on the court ready to begin the match. The number of required eligible players shall be stipulated in each competition.
- 5.2.3 Player recorded on Match Sheet.
- A team member is entitled to play when their name has been entered on the scoresheet before the start of the game even if a player is not present at the start of the game and as long as they have neither disqualified or committed five (5) fouls. The name of the Coach and if applicable, the Assistant Coach must be entered on the scoresheet (paper) before the game starts. (subject to Stadium Scoring accessibility).
- 5.2.4 Team Fouls: Penalty
- The penalty situation in each period begins after the fourth (4th) player foul (i.e. on the fifth (5th)) charged to a team, except for a team control foul (offensive foul).
- 5.2.5 Bench Allocation
- For all games, the first team named on the scoresheet (Team A) shall have the team bench and its team's own basket on the left side of the scorer's table, facing the playing court. However, if the two teams agree, they may interchange the team benches and/or baskets.
- 5.2.6 Basketball Size
- Unless otherwise specified,
- Size 6 basketballs are to be used for all female Competitions.
 - Size 7 basketballs are to be used for all male Competitions.
- 5.2.7 Technical Fouls - Players
- Technical fouls for abuse shall result in the player being substituted from the game immediately, irrespective of score, number of players on the court or remaining time in the game. The player can re-enter the game at the next substitution opportunity following five (5) minutes of game time.
- 5.2.8 Warm-Up Time
- There will be a three (3) minute timed warm-up period prior to the commencement of any game unless stipulated in specific Rules for each Competition.

6. Classification of Teams

- 6.1 The final standings after all round games will be determined primarily on the number of competition points earned. Competition points shall be allocated on the following basis:
- To a winning team in any game: 3 points
 - To any team where the opposing team forfeits or is recorded as a deemed forfeit: 3 points
 - To each team in a drawn game: 2 points
 - To a losing team in any game: 1 point
 - To any team recording a bye: 3 points
 - To a team that forfeits a game (including a deemed forfeit): 0 points

- 6.2 If there are two teams that finish with equal competition points at the end of the regular season then only the results of the games between the two teams involved will be used to determine the final placing in the regular season standings. This is based on Wins/Draws/Losses/Forfeits in the games played between the two teams.
- 6.3 In the event that teams are tied after the first classification, then POINTS DIFFERENCE will be used to determine the placing, taking into account only the results of the games between the teams still tied.
- 6.4 In the event that the total points scored and conceded are the same in the games between the two teams, the classification will be determined by POINTS DIFFERENCE taking into account the results of all the games played in the League by both teams.
- 6.5 If more than two teams are equal with competition points at the end of the regular season then only the results of the games between the multiple teams involved will be used to determine the final placing in the regular season standings. This is based on Wins/Draws/Losses/Forfeits in the games played between the multiple teams.
- 6.6 In the event that there are still teams tied after the first classification, then POINTS DIFFERENCE will be used to determine the placing, taking into account only the results of the games between the teams still tied.
- 6.7 If there are still teams tied, the placing will be determined using POINTS DIFFERENCE from the results of all their games played in the League.
- 6.8 If at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedures in Rule 6.2, 6.3 and 6.4 will automatically be applied.
- 6.9 If it is reduced to a tie still involving more than two teams, the procedure beginning with Rule 6.5 is repeated.
- 6.10 Where there is a tie on the competition ladder at the end of the regular season and all teams have not played each other the same amount of times, all games played for the season shall count in a points for and against percentage to determine placing.

7. Unforeseeable Acts

- 7.1 The following formula is to be used to determine the results for a game that cannot be completed for whatever reason (e.g. court flooded and unsafe):
 - A game called off anytime in the first half will be declared a draw unless one team is leading by a margin of 20 points or more. In this instance the result will stand at the score-line when the game is called off.
 - A game called off anytime in the second half will be determined based on the score line when the game is called off.
- 7.2 If any game is unable to be played other than a forfeit and cannot be rescheduled then the games required to qualify for finals will be reduced accordingly.

8. Late Starts, Forfeits, Defaults

8.1 Late Starts

- 8.1.1 Unless otherwise specified in the specific Competition rules, a game that starts after the scheduled time shall incur a THREE (3) POINT per minute penalty against the defaulting team until a forfeit is declared. A forfeit is declared if the game does not start by the end of the first quarter. If the opposing team arrives within the ten minute period, the game will be played from that time without resetting the game clock.

The procedure for all referees in administering the penalty will be as follows:

- On completion of the pre-game three (3) minute warm-up and if both teams are not ready to play then the main clock may be started.
- When both teams are ready to play the game clock shall be stopped, **BUT NOT RESET**, while the referee calculates the penalty points to be awarded.
- The game will start from where the clock was stopped following the jump ball to begin the game.

8.2 Forfeits

- 8.2.1 Games will be recorded as a forfeit when any of the following occur and will result in the game being awarded to the opponents with a score of 20-0:
- The team does not have the required number of eligible players ready to play on the court within ten (10) minutes of the scheduled game starting time. A financial penalty will be imposed for breaching this rule.
 - The team advises IBA that they cannot attend a game at a scheduled time after the Official Draw has been released.
 - The team's actions prevent the game from being commenced.
 - The team refuses to play after being instructed to do so by the referee.
- 8.2.2 The team that forfeits the game will not receive any competition points. Refer Rule 4.7 for games played eligibility.
- 8.2.3 Any team that gives three or more forfeits during the one season may be required to show cause as to why it should not be removed from the competition. After considering this submission, IBA may withdraw the team from the Competition.

8.3 Defaults

- 8.3.1 A team shall lose a game by default if, during the game, the team has fewer than two (2) players on the playing court able to play.

PENALTY - If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as two to zero (2 to 0) in its favour. The defaulting team shall receive one (1) point in the classification.

9. Other Rescheduled Games

- 9.1 IBA has the power to reschedule any game that it deems necessary for whatever reason.
- 9.2 If the game can be rescheduled, it will be played at a later date.

- 9.3 If the game cannot be rescheduled, the game will be declared a draw and a score of 0-0 will be recorded.

10. Finals Format

- 10.1 Depending on the time available, one of the following two (2) options will be used for any Finals Series in the Competitions:

Option 1 (3 weeks required)

The four (4) finalists in each division for the Season will play off as described below:

- Major Semi Final: 1 v 2 (winner to Grand Final / loser to Prelim-Final)
- Minor Semi Final: 3 v 4 (winner to Prelim-Final / loser to Consol-Final)
- Preliminary Final: Loser of 1 v 2 vs Winner of 3 v 4 (winner to Grand Final / loser Consol-Final)
- Grand Final: Winner of Major Semi-Final vs Winner of Preliminary Final
- Consolation Final: Loser of Minor Semi Final vs Loser of Preliminary Final

Option 2 (2 weeks required)

- Semi-Final A – 1 v 4
- Semi-Final B – 2 v 3
- Grand Final – Winner of Semi-Final A v Winner of Semi-Final B

11. Uniforms

- 11.1 All players in a team shall wear the approved uniform of their Club/Team. Uniform includes shorts and tops which must be tucked into the player's shorts at all times.
- Special consideration will be given to Clubs where they have changed the suppliers of their uniforms or unable to obtain supply.
 - A grace period of three (3) fixture matches, excluding grading, will be given at the commencement of each season to allow all teams to obtain and wear the correct uniform.
- PENALTY** - Failure to do so will result in five (5) penalty points for each infringement with a limit of 5 points per player. **UNIFORM PENALTIES WILL APPLY AS SPECIFIED IN SPECIFIC COMPETITION RULES.**
- 11.2 Where there are two (2) teams in one division 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. The following should also be noted:
- Dark or light shirts of similar colour cannot clash (e.g. black and dark blue shirts cannot be worn by opposing teams, but red and black shirts can).
 - Alternate uniforms may be provided by IBA for a fee.
- 11.3 Playing numbers shall only be permitted in the ranges described below and must be securely fixed to uniforms - not chalked, pinned, taped or a singlet turned inside out. Duplicate numbers will not be allowed. Permitted playing numbers are 00, 0 – 99.
- 11.4 Compression sleeves and stockings may be worn. Please note BQ sanctioned games do not allow full length compression garments to be worn. In addition, no player will be permitted to wear compression stockings without shorts.
- 11.5 Tee shirts, if worn under the playing singlets, must be the same as the dominate colour of the playing singlets unless stipulated in the specific Rules for each Competition.
- 11.6 The following restrictions apply to shorts:
- Shorts worn by the players of each team must be of the same colour

- Shorts may **NOT** have cuffs, pockets, belt loops or buckles.
 - Stripes no thicker than 25mm are acceptable; stripes thicker than 25mm are only acceptable when everyone on the team has the same.
- 11.7 Appropriate footwear (non-marking shoes) shall be worn on the court.
- 11.8 No jewellery of any description shall be worn whilst playing. Furthermore, taping over piercings is not allowed (i.e. piercings **MUST** be removed).
- 11.9 Plastic or metal hair clips are not to be worn. Bobby pins, ribbons and rubber hair bands are allowed. Hair must be loose or tied up in a ponytail or bun, and braided hair is to be tied up. Hair cannot 'fly about' risking the chance of a hair tip/end cutting another person's eye. A player's hairstyle must not cover the playing number on the back of the playing singlet.
- 11.10 No arm bands are allowed. Head and wrist sweat bands must be of one colour only but do not have to be the same colour nor match the team colours.
- 11.11 Fingernails must be cut level with the tip of the fingers. Taping of fingernails will not be permitted however wearing gloves will be acceptable. Fingernails should be inspected before every game.
- 11.12 All Uniform rules apply as per the FIBA Official Basketball Rules 2014 (Article 4.3) unless noted above and/or as part of each Competition Rules.

PENALTY - A player not conforming to the rules above is not permitted to take the court. Any player who plays whilst not conforming to these rules will incur a five (5) point penalty awarded to the opposing team. Repeated offenses may result in the team forfeited the game

12. Venue Rules of Conduct

- 12.1 A technical foul will be given immediately to any player who hangs off rings and/or the supports during warm-ups or intervals of play; no warnings will be given. Any person who causes damage to any court fittings as a consequence of "dunking" or hanging off basket nets, rings, backboards or supports may be held liable for restitution of the damage. In the event of a backboard being damaged in such cases, the person and/or team responsible may be fined up to a maximum of one thousand dollars (\$1,000) for damages.
- Penalties for dunking as per Rule 12.1, during practice times or other times outside of games:
 - i. First offense: 1 week suspension from all IBA competitions
 - ii. Second offense: 3 week suspension from all IBA competitions
 - iii. Third offense: Season suspension from all IBA competitions
- 12.2 The use of bad or offensive behaviour including language within the grounds or in the stadium will not be tolerated. Bad or offensive language and/or behaviour by a player/coach/official during a game will be dealt with in accordance to FIBA, Basketball Australia and Basketball Queensland rules. All actions will be reported to the Judiciary Committee for additional consideration.
- 12.3 Spectators are to be requested to use the grandstand or other spectator seating facilities and not infringe on the court (or immediate surrounds). The game may be stopped to allow for relocation.
- 12.4 Food and drink, other than water, are prohibited on the playing area.

- 12.5 A person shall not enter the court or shoot balls at a team's basket at half time interval, during warm-up or any time-out to which a team is entitled unless the person is a member of the competing team.

PENALTY: The offender may be evicted from the stadium and/or reported to the Judiciary Committee for additional consideration.

- 12.6 A person shall not shoot at side rings, bounce balls off walls, or pass or bounce balls at the ends or sidelines of any court while a game is in progress.

PENALTY: The offender may be evicted from the stadium and/or reported to the Judiciary Committee for additional consideration.

13. Player Injury / Blood Rule

- 13.1 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.

- 13.2 If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team before the scorer's signal for the substitution, that player may continue to play.

- 13.3 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 with the team's spare uniform and notify the score bench of the new player number before re-entering the court.

- 13.4 Injured players may contact the Competition Manager for first aid assistance. Ice is available from the First Aid Room.

14. Insurance

- 14.1 Insurance for each Competition is covered by Basketball Queensland's Insurance. Information on Player Injury Insurance Cover along with the Claim Form can be found on Basketball Queensland's website.

15. Transfers

- 15.1 A clearance must be gained by any player wishing to play for a club/association different from the club/association for which he/she has played for in the past, even if it is from one year to the next. If a clearance is not gained, any games in which the uncleared player has participated will be declared a forfeit. The transfer form is available on the IBA website and the IBA office.

- Transfers between Clubs are not allowed after a season commences unless the player has not played any games in that season for the former Club.
- If a player was financial with their previous club/team and 2 years has expired since they last played, a clearance is not required to play for another club/team. The onus is on the club/team to prove their claim if it is disputed.

15.2 Procedure for Player Clearance

- Player to complete the Applicant's Details Section of the Transfer Form and gives it to their current club/association.
- The original form is then to be given to the player's current club/association from which they wish to be cleared. The club/association has seven (7) days to complete the Present

Registration Details Section and Clearance Details Section of the Transfer Form and return it to the player.

- If the player does not receive a response within seven (7) days of submitting the Transfer Form, the player has a right to notify the IBA Stadium Manager who can then initiate an investigation. This investigation may result in a clearance being approved or refused.
- Once the Transfer Form has been approved by the departing club/association and returned to the player, the player is to complete the Future Registration Details. It is the player's responsibility to ensure all required areas are completed and signed before sending the form to IBA for processing.
- Once received by IBA, an IBA representative will sign the Transfer Form and send it to the future club/association and keep a file copy for IBA.
- There is a minimum five (5) working day processing period for all clearances. If seven (7) days have lapsed without the new club/association receiving the transfer, the player can contact IBA to ensure it has been received and processed.
- A player may not take the court until the Transfer Form has been received by the new club/association
- Transfers will only be processed during normal business hours – these are 9am - 5pm Monday to Friday.

16. Protests and Complaints

16.1 Game Procedure:

If a team believes that during a game they have been adversely affected by a decision of an official/referee/umpire in line with the rules, the following action should take place:

- When the incident occurs, either immediately when the ball is dead and the clock has stopped, or at the first time-out that follows, the coach or captain of the team shall make his/her observations to the referees in a calm and courteous manner.
- The referee may explain his/her decision or, if necessary, examine the scoresheet and check the score and the playing time. If this interruption of play exceeds thirty (30) seconds, a time-out is to be charged to the team in question, unless the Referee recognising the validity of the observation decides otherwise.
- If by the completion of the game the team still believes its interests were adversely affected by the decision of the official/referee/umpire, the coach with the captain of the team shall, immediately at the end of the game, inform the referee that his/her team is protesting against the result of the game and the captain shall sign the scoresheet in the space marked 'Captain's signature in case of protest' or note Stadium Scoring Match Report, if available. The Competition Manager should also subsequently be advised that a protest to the outcome of the game has been notified to the referee.

16.2 Lodging the Protest:

All disputes or protests must be lodged with IBA, on Club letterhead or via email to competitions@ipswichforce.com.au, within two (2) business days following the incident occurring with a lodgement fee of \$100. This fee is refundable should the appeal be upheld.

16.3 Protest Outcome:

Any protest shall be determined initially by the IBA Stadium Manager. If warranted, after an initial investigation, the IBA Stadium Manager may set up an independent Committee to conduct a hearing. The two teams involved in the game shall be entitled to send one representative to the hearing. Witnesses required by the Committee may also be asked to attend. Notification of the hearing to the affected parties shall be given by the IBA Stadium Manager no less than twenty-four (24) hours prior to the hearing.

16.4 Disagreement with the Decision:

Should either team not agree with the decision of the Stadium Manager or Committee, they may lodge an appeal to the IBA Stadium Manager who will form an Appeals Committee (made up of people different to the first Independent Committee) to hear the protest. The Appeals Committee shall judge the appeal in the last instance and its decision shall be final.

16.5 Complaints

A player/official/coach/manager or spectator will conduct them self appropriately within the rules of the game and abide by the Codes of Conduct as adopted by the association.

Should a player/official/coach/manager or spectator be charged by a referee, court/referee supervisor or game official of IBA with a breach of the Codes of Conduct either by written report and/or by of disqualification from the court, then the Tribunal By-laws adopted by the Association will take effect.

Should a referee/player/coach/spectator wish to submit a complaint regarding a referee/player/coach/team/spectator, they should request a form from the Competition Manager, complete as much detail as possible and return the written form to the Competition Manager or via email to competitions@ipswichforce.com.au, within two (2) business days following the incident occurring. The document will be reviewed by the Stadium Manager then forwarded to the chairperson of the SCC, JCC and/or IBA Management Committee within 48 hours.

17. Tribunals

- 17.1 At the conclusion of any game in which a disqualifying foul is called, the Referee or Umpire must write a report, and notify the player that he/she is reported. This report is then forwarded to the JCC or SCC chairperson who in consultation with Tribunal Committee will determine what further action is necessary.
- 17.2 The JCC or SCC chairperson will then afford any player concerned the opportunity of writing a statement, to be attached to the disqualification report. The reported player, or their representative, shall check with the IBA office within 24 hours to find out if any further action is to be taken.
- 17.3 Any person who has been reported shall not take part in any basketball activities as a player, coach or official between the time he/she is reported and the time of the judiciary hearing.

- 17.4 In determining if a Tribunal is required, the following steps apply:
- The person completes an official report form on the player/coach/official/spectator in question.
 - The report is submitted by close of business on the following day of the incident.
 - The IBA Stadium Manager will forward the report to the SCC or JCC chairperson and/or tribunal committee.
 - If a Tribunal Committee meeting is required, the reported person(s) will be notified.
 - The tribunal will be held at the IBA Office within fourteen (14) days of the report being submitted, if possible, to arrange with all parties involved.
 - An accused minor has the right to have an adult attend as an observer and adviser.
 - The Basketball Australia Tribunal By-Laws will apply unless otherwise stated above. A copy of these By-Laws can be found on Basketball Queensland's website. It is recommended that all participants familiarise themselves with the contents of this document before attending a Tribunal.
 - http://basketballqld.com.au/wp-content/uploads/2016/06/BA_National_Tribunal_Guidelines.pdf

18. Correspondence and Meetings

All correspondence relating to each Competition is to be sent to IBA from the Club's/Teams nominated delegate(s). The Club's/Teams delegate(s) should be known to all teams as they are to be the first point of contact for queries on the Competition for all interested parties. If the delegate is unable to attend a meeting the secondary contact may attend in their place.

19. Variation of Rules

The IBA 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.

APPENDIX 1 - INTERPRETATIONS

These interpretations are taken from the Ipswich Basketball Association By-Laws. From time to time it may be necessary to make interpretations of various documents including:

- The FIBA Official Basketball Rules 2014 as approved by Basketball Australia
- The FIBA Official Interpretations 2014
- The Basketball Queensland Points of Emphasis for Senior and Junior Competitions
- The current Basketball Queensland Judiciary procedures and recommended penalties

These interpretations are intended to be applied to the competitions at IBA. The interpretations are intended to tailor Playing Rules and Judiciary procedure to the local competitions, the physical environment or any other factor.

Article 38.2.2 of the Official Rule Book

This rule states that on disqualification from a game a player is to remain in the team dressing room or leave the premises. Upon dismissal from an IBA fixture match, the disqualified player is required to leave the building or area in which the game is being played. The player may go to another area or building. The disqualified player may ask for assistance from an IBA official or Competition Manager to seek witnesses to the event. A disqualified player must not approach any of the officials (referees) on the game from which he/she was disqualified.

The intent of this interpretation is to ensure:

- remove tension from the situation by separating the player from the game from which he/she was disqualified,
- avoid further issues by avoiding discussion between the referees and the disqualified player,
- maintain the players right to seek witnesses to ensure a fair hearing should the matter go before a judiciary.

Reports by Officials

As described in Part III (A) Rule 3 of the Judiciary Committee Powers and Procedures and in Rule J6. The word "Official" is interpreted to mean:

- any referee appointed to the game in which or out of which the incident arose
- any score bench official appointed to the game in which or out of which the incident arose
- the on-duty Competition Manager
- any member of the Ipswich SCC, FCC or IBA Management Committee and the Stadium Manager

APPENDIX 2 - Ipswich Basketball Senior Competition (IBSC) Rules

These rules shall be read in conjunction with the Ipswich Basketball Association Competition Playing Regulations as amended from time to time.

1. Team Nomination Bond

The amount of the bond is \$140.

2. Forfeit Fines

Where a team incurs a forfeit fine and has paid a team nomination bond and the fine is not paid in the stipulated time period (before the next game), then the amount of the unpaid forfeit fine shall be deducted from the team Nomination bond, the bond will then have to be reinstated to full value before the next game.

3. Finals Eligibility

Players must play a minimum of 40% of eligible games in a team to play finals for that season. Refer to IBA Competition Playing Regulations Rule 4.

4. Game Timing Rules

5.1 Playing time

- Warm-up period is a minimum of 3 minutes preferably 5 minutes
- **Premier League Men and Women**
 - 4 x 10 minute quarters, 24 Second Shot Clock and fully timed.
- **Division 1 Men**
 - 4 x 8 minute quarters, 24 Second Shot Clock and fully timed.
- **Division 1 Women**
 - 4 x 10 minute quarters, 24 Second Shot Clock and running game clock
 - Fully timed game in the last 3 minutes of the 4th quarter
- **All Other Division**
 - 4 x 10 minute quarters and running game clock
 - Fully timed game in the last 3 minutes of the 4th quarter
- Intervals of one (1) minute at the completion of the 1st and 3rd quarters
- Half time interval of three (3) minutes between 2nd and 3rd quarters

5.2 Period Timing (All four quarters and Extra Periods)

- The game clock will stop for all match infringements during the last three (3) minutes of the **fourth** quarter (i.e. on any referee's whistle)
- The game clock will restart when the ball touches a player on the court
- If at full time the scores are level, a draw shall be recorded
 - Except for any game in the finals series where three (3) minutes of extra time will be played until such time a winner is decided.
 - Interval of two (2) minutes between the 4th quarter and the extra time.
 - Should multiple extra time periods be required, these will be separated by an interval of one (1) minute.

5.3 Charge Timeouts

- Two (2) timeouts are available in the first half
- Three (3) timeouts are available in the second half with a maximum of two (2) timeouts available in the last two minutes of the 4th quarter
- One (1) timeout may be granted at any time during each period of extra time

5. General Playing Rules

5.1 Minimum team numbers

The minimum number of eligible players required to commence a game is four (4). Where a team does not have four (4) players available to take the court to start a game they can use a fill in (pick-up) player(s) from another team **PROVIDED that** the fill in player is a registered player with IBA. The result of the game will be recorded as a loss. Regular game fees apply. Rule 3.8 from the IBA Competition Playing Regulations may apply.

5.2 Playing more than one game per night

Players are not permitted to play in multiple competitions on the same night with approval from the SCC and/or Competitions Manager. Players are permitted to play in multiple competitions on different nights. The penalty for playing two (2) games on the same night in different competitions may result in a loss to the 2nd game team.

5.3 Players under the Wrong Name

All players who are found to be playing under the wrong name will be automatically suspended for four (4) games.

6. Finals Format

Refer to IBA Competition Playing Regulations Rule 10 – preferred finals format will be a 3 week finals series.

7. Uniforms

Refer to IBA Competition Playing Regulations Rule 11

- A grace period of three (3) fixture matches, excluding grading, will be given at the commencement of each season to allow all teams to obtain and wear the correct uniform.
- Female players may be allowed to wear their playing shirts outside their playing shorts if they are the fitted style (if the shirt is loose, then it must be tucked in at all times).

8. Player Restriction

- Any player named in any QBL or SBL team, is not permitted to play any Division 2 or lower Competitions.
- Juniors competing in the IBSC must be playing for an IBA Junior U16 Club/Team or higher; the SCC may alter this rule upon review of a written request from the junior player's parent/guardian.

9. Technical Foul/Referee Abuse

Players who receive a TECH FOUL for referee abuse will be subject to a five (5) minute "Subbed Out Period" (Sit on Team Bench for five (5) minutes of Game Time).

10. Score Bench Officials

Each team will supply two (2) competent persons as bench officials who will operate the game clock, shot clock, the official score sheet/stadium scoring and/or official chairperson. IBA may provide a Score Bench Official(s) which will incur a fee to the requesting team. Arrangements by the team should be made prior to the scheduled start time to avoid delays that may penalise the offending team.

11. Referees

Ipswich Basketball Referee Manager will provide qualified referees based on division and referee availability.

- Premier League Men/Men's Division 1 will be supplied with three (3) person officiating when available
 - NOTE: In the event that two (2) person officiating is supplied then each team will be discounted \$10 on their game fees
- Premier League Women, Men's Divisions 2, 3, 4 and Women's Divisions 1, 2, 3, 4 will be supplied with two (2) person officiating

12. Variation of Rules

The SCC and/or IBA Management Committee reserves the right to overrule or modify any of these rules as may be required from time to time.

APPENDIX 3 - Ipswich Basketball Junior Competition (IBJC) Rules

These rules shall be read in conjunction with the Ipswich Basketball Association (IBA) Competition Playing Regulations as amended from time to time.

1. PLAYING RULES

- 1.1 These rules are the competition rules of the Junior Division (Under 8 – under 20 years of age) of IBA.
- 1.2 All rules will be played as set out in the current FIBA and Australian Rule Books, except as specifically varied herein.
- 1.3 The new FIBA rules, effective as the 1st October 2014 that will be enforced in IBA Junior fixtures are:
 - Play with new court markings
 - Use the new 3 point line for 15's -20's (old for 11's - 14's)
 - Using new throw in lines for the ball being progressed after a time out (in last two minutes of game)
 - Using the no charge semi-circle
 - Back court ruling (except for U8s- 10s)
 - ❖ Copies of these rules have been given to Clubs, and are available to players on request
- 1.4 Stadium court sizes and outside areas may vary from FIBA requirements.
- 1.5 The Junior Competition Committee (JCC) will be responsible for the interpretation, implementation, and maintenance of these rules. Under no circumstances shall one member of that committee (e.g. the chairperson), have the right to make decisions relating to these rules, independent of the other members of the committee. Although any interested person is welcome to attend meetings, only the nominated club delegates have voting rights, one per club. In cases where a voting deadlock occurs, the vote will be deemed negative, i.e. maintaining the status quo.
- 1.6 In general, all communication with this committee should be through affiliated clubs and member delegates. This is to ensure that clubs are fully aware of all issues and requests raised.

2. PLAYING RULE ALTERATIONS

- 2.1 There will be no STANDING AROUND IN THE KEYWAY ZONE DEFENCE allowed in the Under 11 - Under 14 age groups; however, zone presses are encouraged. IBA and/or the JCC representative have the authority to instruct teams to play man to man defence.

PENALTY: The game referee(s) should be informed of the rule violation. The referee shall inform the offending team coach of the rule. If the team persists in using such defence, a technical foul will be awarded to the opposing team.

- 2.2 In the Under 11 and Under 12 age division, free throws are to be taken from a point half-way between the circle (i.e. the dotted area of the circle), and the foul line. This position is to be marked by a short line.
- 2.3 Under 10, Under 9 and Under 8 age division games are to be played in accordance with the ruled as modified Addendum A.

3. COMPETITION

- 3.1 The competition will be conducted in various age groups or combination of age groups as the JCC sees fit. From 2016 onwards, these age groups are nominally:

SEASON 1 EACH YEAR (FEBRUARY- JUNE): Under 8, 10, 12, 14, 16, 18 and 20 (if possible)

SEASON 2 EACH YEAR (JULY- DECEMBER): Under 9, 11, 13, 15, 17 and 19

Each in male and female gender, with mixed teams allowed in Under 8, Under 9 and Under 10 age groups. Changes in age divisions from even to odd have been introduced to align with the ages of those players who are representing Ipswich in the BQJBC, ensuring that they may play

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in their correct age group in club games while complying with the representative age requirements.

- 3.2 Players must be under the nominated age, until the 31st December of the current year, unless otherwise approved by the JCC. Requests must be placed in writing and forwarded to the JCC through the club delegate prior to the player's third game. Dispensation forms are available from the IBA office.
- 3.3 Where the age groups are divided into two or more sections, these sections are considered to be separate divisions, with Division 1 being the highest. N.B. Age groups are not classed as 'divisions'.
- 3.4 The JCC may choose to combine two age groups to form a composite competition if it seen to be in the best interests of the association at the time. This may be due to insufficient numbers in an age group (less than four teams) or due to a disparity in ability amongst two age groups. For example, Under 11 and Under 13 Girls competitions may be combined to create a Junior Girls division of under 11-under 13 players. U18 and U16 Girls competitions may be combined to form Open Girls. Where this is done, consideration will be made to retain existing competition nights for the affected age groups.
- 3.5 Clubs are expected to accept responsibility to share the talent between all of their teams in the same group or division so that there shall not be a particularly strong dominant team. This is to encourage development of all players to provide a strong, healthy competition.
- 3.6 The duration of the playing season(s) shall be determined by the JCC of the IBA
- 3.7 Ball sizes are:
 - Size 5 - Under 8, 9 and 10 (Mixed gender teams)
 - Size 6 - Under 11, 12, 13 and 14 Boys and all girls ages groups from Under 11 to Under 18 and Open girls
 - Size 7 - Under 15, 16, 17, 18, 19, and 20 Boys

4. TEAM NOMINATIONS

- 4.1 Nominations are to be made by member clubs for teams in the designated age groups and divisions. Nominations will not be accepted from individual teams.
- 4.2 Nomination fees must accompany nominations.
- 4.3 To facilitate Stadium Scoring, team lists of players must be lodged before the first fixture game of each season. Manual recording will be used for any trial games at the beginning a season.
- 4.4 All nominating teams will consist of no less then (5) players.
- 4.5 A club must be a member of the Ipswich Basketball Association.

5. PLAYER REGISTRATION

- 5.1 All players **MUST** register with a member Club.
- 5.2 All players must be registered and play, in the first instance, in their correct age group, unless a dispensation has been granted by the JCC.
- 5.3 All players will pay the appropriate registration fee prior to participation in the player's first game of any season. The registration fee will include Basketball Queensland and Ipswich Basketball Association components.
- 5.4 The registration fee is not transferable or refundable.
- 5.5 Failure to pay the relevant fee will result in disqualification from playing in any further games until resolved.

6. PLAYER ELIGIBILITY

- 6.1 A player shall not be eligible to play in an age group lower than his/her actual age group unless WRITTEN approval has been obtained from the JCC via a Player Dispensation Form. On being granted the privilege to play in a lower age group, the player and affiliated club must accept that the JCC can reverse its decision should the need arise.
- 6.2 Players are not permitted to play concurrently for two or more different clubs in any one season regardless of the age group. Where a player believes that there are exceptional circumstances, an application may be made to the JCC for dispensation to play for two different clubs in the one season.
- 6.3 Any player wishing to transfer from one club to another, at any time, shall not be permitted to do so without providing a written clearance to IBA from the former club. On clearance being granted players who transfer after the start of the season, including after grading games, will sit out two competition games before playing with the new club. Clearance forms are available from IBA office.
- 6.4 Clubs should expedite such clearances in order to prevent unnecessary delays to this process.
- 6.5 No player is entitled to play for more than one team in any single division.
- 6.6 Players are not permitted to play in more than one game running concurrently (i.e. change games during the one time slot).
- 6.7 In the interests of player development and the development of Ipswich Basketball, players who are members of a representative team of the BQJBC competition must play in division 1 of their age group if they are genuinely at division 1 level (as per the recommendation of the JCC) and division 1 is offered in the respective age group of the IBA junior competition. Exceptions are when the player is given approval by the junior fixture committee to remain in division 2, when the player's club cannot nominate a division 1 team at that level of the competition or when there are combined age groups such as Junior Girls (11/13 years) or Open Girls (15/17 years). Where a club cannot form a division 1 team to accommodate a representative player, at the request of a player or club and with the approval of the junior fixture committee, the player may play "on loan" in a division 1 team of another club and be allowed to play in an older age group for his own club.
- 6.8 Players must play a minimum of 40% of eligible games in a team to qualify to play finals for that team. In the case that 40% would not be a round number then the total will be rounded up (i.e. 5.6 games becomes 6 games). Grading games will be excluded from this calculation.
- 6.9 'Actually played' is interpreted as per the FIBA rules, i.e. having name on the team sheet and at least sat on the bench as a substitute capable of playing. The scorers should ensure that all players listed on the score sheet are actually present on the bench and are dressed able to play.
- 6.10 Players who are registered as division 2 players are sometimes required by their club to play in that club's division 1 team of the same age group to make up numbers in the division 1 team. A player who plays in division 1 as well as division 2 in a competition of the same age group will be ineligible to continue to play in division 2 games once that player has played sufficient games in division 1 to be eligible for finals in that division of that age group which is 40% of eligible games in the division 1 team. There is no restriction to prevent players from playing in any division in more than one age group.
- 6.11 Ineligible players from a younger age group or lower division may sit on the bench for finals, provided they have played the minimum number of games to be eligible for their own age/division. Such players may only enter the game if an eligible player is fouled out, suffers an injury or must leave the court due to a 'blood bin' situation and no other eligible players are able to take the court. In case of an injury or 'blood bin' situation, the injured player may return to the game by replacing ONLY the ineligible substitute, and not any other players.
- 6.12 Games played in any division of the senior competition shall not affect the eligibility of any junior player for any age division of the junior competition.
- 6.13 Exceptions to these rules (e.g. long-term injuries preventing a player from qualifying for finals), will only be considered by the JCC if an application in writing is received at least one week prior to finals.

PENALTY: Unless specifically mentioned above, any infractions of the above rules shall result in forfeiture of such games in which the infraction(s) was /were found to occur.

7. COURT FEES

- 7.1 All court fees must be paid prior to each game.

8. PLAYING UNIFORMS / READINESS TO PLAY

- 8.1 **UNIFORM:** All players shall wear the approved uniform of their club. The uniform includes shorts and tops in the colour of their club. Every player **MUST** wear the same full team uniform i.e. (a) singlet and (b) shorts.
- 8.2 **SINGLET TUCKED IN:** For safety reasons, all players must tuck their singlets into their playing shorts.
- 8.3 **SHIRTS WORN UNDER SINGLET** If players wish to wear a shirt under the playing singlet, the shirt **MUST** be in their club's team colour (no exception). The shirt needs to be in one of the club's colours as follows:
- Swifts Comets Colours: red, white, blue and grey
 - Mt Crosby Colours: green, black and white
 - Brothers Colours: blue, white
 - Easts Colours: black, yellow
 - Springfield Brumbies Colours: black, orange and green
 - IGS: red and white

PENALTY: Five game points will be awarded to the opposing team for each infringement of 8.1, 8.2 and 8.3

Penalties as per the junior rules will apply from game 1 of fixtures each season. Game referees are to penalize teams prior to the commencement of the game or upon the offending player taking the court. As players must take the court before half time to take part in the game, no penalties will be applied after half time.

- 8.4 **SHORTS:** Pockets are not permitted. Players must not take the court in shorts with pockets. Where a club is having difficulty acquiring club shorts and with the approval of the JCC, players are allowed to wear black shorts. Any plain black shorts without pockets are acceptable, including those bearing a small logo.
- 8.5 Appropriate NON-MARKING footwear shall be worn on the court.
- 8.6 Jewellery (including ear rings, eyebrow rings, nose rings and belly button rings) shall not be worn whilst playing. Where, for physical or sentimental reasons, an object cannot be removed, it must be covered with a protective padding of cotton wool and adhesive tape.
- 8.7 Fingernails must be cut level with the tip of the fingers. Taping of fingernails will not be permitted, however as FIBA approves wearing of gloves, appropriate gloves will be permitted. Fingernails will be inspected by referees before every game.

PENALTY: Any player/team not conforming to 8.4, 8.5, 8.6, and 8.7 will not be permitted to take the court.

- 8.8 Clubs are to provide singlets with playing numbers 0-99 on front and back. Numbers are to be securely fixed- not chalked, pinned or taped- to the front and back of playing singlets. Duplicate numbers will not be allowed on the court.

8.9 PROTECTIVE/COMPRESSION EQUIPMENT (INCLUDING SKINS)

The following are permitted:

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- Compression sleeves (skins) of the same club colours as the shirts or black.
- Compression stockings (skins) of the same club colours as the shorts or black. The Compression stockings may be full length. Club shorts must also be worn.

- Knee braces if they are properly covered. Protector for an injured nose, even if made of a hard material.
- Mouth guards of any colour.
- Spectacles, if they do not pose a danger to other players.
- Headbands, maximum 5 cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- Taping of arms, shoulders, legs with tape of any colour

8.10 **OTHER EQUIPMENT:** Any items not specifically mentioned in section 8 be approved by a meeting of the junior fixture committee.

9. SCORING AND TIMEKEEPING

- 9.1 Until Stadium Scoring is introduced from the first fixture game of 2017, team managers shall be responsible for ensuring that players, coaches and managers names are entered on the scoresheet at least ten (10) minutes prior to the scheduled starting time of each game, and that the line-up for the team is correctly marked on the scoresheet.
- 9.2 From the first fixture game of 2017, all player names will appear on electronic team sheets using Stadium Scoring. Once Stadium Scoring is in use, it will be the responsibility of team coaches and/or managers to check that the electronic team lists account for all players of their team who will take the court during the game.
- 9.3 Each team **MUST** provide a scorer or timekeeper for the duration of their scheduled game.

PENALTY: If a team refuses to provide a scorer or timekeeper upon request at the scheduled game starting time. The team shall be penalized one (1) point for each minute, or part thereof, delay to a maximum of fifteen minutes in which case a forfeit applies.

- 9.4 Recording playing and non-playing players:
- Any player who takes the court for a fixture game shall have the scoresheet crossed as “in-play” when they first enter the court/game.
 - Any player who is named on the scoresheet as part of a team and who is not present or not capable of taking the court and playing shall have their name crossed out. Stadium Scoring will simplify these recordings.
- 9.5 It is the responsibility of the team captain or coach to check at the end of the game that the scoresheets have been marked correctly.
- 9.6 A three minute warm up period shall be allowed before the start of each game irrespective of the finishing time of the previous game.
- 9.7 In all divisions, Under 11 – Under 20, there will be 4 x 10 minute quarters. The game clock shall be stopped for all time outs, baskets scored and all whistles in the last three minutes (i.e. in the final quarter) of all games. Substitutions may be made during all stoppages.
- 9.8 Two timeouts will be available to each team in the first half of the game, and three each in the second half. Two timeouts, if still remaining from the allotted number, will be allowed per team in the last (stop the clock) three minutes of each game.
- 9.9 The half time interval shall be three minutes in all fixture games. One minute will be allowed between the first and second quarter and the third and fourth quarters of each game. The half time interval may be reduced to a minimum of two minutes if the game referees deem games to be running behind schedule.
- 9.10 No extra time is to be played in any fixture game. If at full time the scores are level, a draw shall be recorded.
- 9.11 In semi-finals and finals for Under 13 and above, if the scores are level at full time, an extra period of five (5) minutes will be played with the clock stopping in the last two (2) minutes of play. For Under 11s and Under 12s there will be an extra period of three (3) minutes with the clock stopping in the last one (1) minute of play. Under 8s, 9s and 10s do not have finals. Player and team fouls at the end of the game proper will carry into extra time. One time out will be allowed per extra period.
- 9.12 Referees are to ensure that the mercy rule (backcourt defence by the leading team) is applied after a difference of scores reaches 30 points or more in age groups U15 and above or 20

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points or more in age groups below U15. The mercy rule must be applied except where the coach of the team that is behind on scores requests that the mercy rule not be applied.

- 9.13 A 24 second shot clock will be used in all division 1 games from Under 15 through to U20 boys and girls. Team A shall provide an additional score bench official. If a capable operator is not available during round games the game may continue without the use of the shot clock, but it must be used in all final games for these divisions. The shot clock is not to be used in division 2 or 3 games or in younger age groups.

10. FORFEITED GAMES

- 10.1 Any team which does not have four (4) eligible players ready to commence play, together with a scorer or timekeeper (as required), at the scheduled game starting time, shall be penalized one (1) point for each minute, or part thereof, delay to a maximum of fifteen minutes, in which case a forfeit applies.
- 10.2 Any team unable to field a team for their forthcoming game, MUST inform the Ipswich Basketball Office at least 48 hours before the scheduled game time. If less than 48 hours' notice is given, the team will be fined an amount equal to twice the game fee which must be paid before the team takes the court for their next game. The team winning as a result of the forfeit is to be refunded their game fee.
- 10.3 Any team which forfeits more than two games i.e. three (3) in any competition shall be automatically withdrawn from the competition.
The infringing team's club shall be notified, in writing, when a team has forfeited two (2) games. Such teams have the right to appeal to the Junior Committee for reinstatement.

11. JUDICIARY

- 11.1 At the conclusion of any game in which a disqualifying foul is called, the Referee or Umpire must write a report, and notify the player that he/she is reported. This report is then forwarded to the junior fixture chairperson who in consultation with club delegates will determine what further action is necessary.
The Junior Competition's Chairperson will then afford any player concerned the opportunity of writing a statement, to be attached to the disqualification report. The reported player, or their representative, shall check with the IBA office within 24 hours to find out if any further action is to be taken.
- 11.2 If a club, team or individual wishes to report a player, official or other person, they must do so, in writing within 48 hours of the event using the IBA Formal Complaint form which can be obtained from the stadium office or online from the Ipswich Force website.
- 11.3 All reports shall be made on the IBA Formal Complaint Form and shall be either handed in at the IBA office or emailed to competitions@ipswichforce.com.au. After official review by the stadium manager, preferably within 48 hours, the form will subsequently be forwarded to the fixture coordinator/committee chairperson of the junior or senior competitions, depending on which competition is pertinent, while also emailing a copy to members of management committee.
The committee chairperson will review the complaint, preferably within the next 48 hours, and arrange to notify the respondent that the complaint has been filed. Unless it is a clear violation, then a notification of outcome or recommendation for resolving the complaint should be forwarded to the person directly or through the club delegate.
Should a tribunal/committee meeting be required, the chairperson will arrange that meeting through management committee.
- 11.4 IBA will advise, in writing, all persons involved, should a Judiciary hearing be deemed necessary to adjudicate any reports.
- 11.5 The Judiciary Committee shall meet at the first available time they deem suitable to consider the matter and determine any penalty imposed.
- 11.6 Any person who has been reported shall not take part in any basketball activities as a player, bench official, or referee between the time he/she is reported and the time of the judiciary hearing.
- 11.7 11.7 If the Judiciary Committee will operate in accordance with the Judiciary Guidelines set out by Basketball Queensland.

12. PREMIERSHIP POINTS

12.1 Points shall be allotted for each game on the following basis:

Win = 3 points

Draw = 2 points

Loss = 1 point

Forfeit / BYE = 0 points

12.2 Games which are forfeited under following circumstances will be deemed a loss:

- Where a team withdraws from a game to tend a player seriously injured during that game.
- Where a team is "fouled off", i.e. during the game, less than two (2) players are left on the court.

12.3 When determining positions on the ladder at the end of the fixture rounds, if any grade has an uneven number of games played or byes, there will be a countback from the last game of the season to ensure an even number of rounds played, except in the case of teams that enter the competition late.

12.4 Final positions on the ladder will be determined by the countback and may not reflect the ladder on the website.

12.5 Where two (2) or more teams have accumulated the same number of premiership points, their relative points shall be determined by the number of wins against teams involved in the tie, with the higher positions being awarded for the greater number of wins.

If the tied teams have the same number of wins, relative positions shall then be determined on the basis of aggregate game points scored, for and against, for games between the teams involved in the tie, with the higher position awarded to the team with the best record.

Should this fail to provide a ranking (i.e. teams are still level) then the higher position will be determined on the aggregate total of points, for and against, for the whole competition for the teams involved in the tie.

12.6 It shall be the responsibility of each team or club to check that premiership points have been correctly determined and recorded on Sporting Pulse.

12.7 Where a game has been abandoned and consequently unable to be rescheduled, the result will be deemed a draw.

12.8 In general, only points gained from the complete rounds (calculated from the last week of fixtures) will be counted when determining relative team positions for finals.

13. SEMI FINALS AND FINALS

13.1 The recommended format for finals shall be held as follows:

Semi-Final 1: 1 v 4

Semi-Final 2: 2 v 3

Grand Final: Winner of Semi-Final 1 v Winner of Semi-Final 2.

13.2 Finals dates are set at the beginning of a season and will not be moved for any individual team requests.

14. REFEREES

14.1 The Referees Association, through the Referee Coordinator, will supply referees for all games.

14.2 Referees will be allocated games in advance, wherever possible.

14.3 Division 1 games should have more qualified referees than Division 2 games.

14.4 It is recommended that referees disclose their club membership or allegiance to the Referees Association. The Referees Association should allocate games in such a manner that a referee's club/team/family allegiance or membership shall not be in conflict where possible.

15. PLAYING AREA

15.1 ONLY the coach, assistant coach, manager and players whose names are recorded on the scoresheet are entitled to be on the court or player's bench.

15.2 Spectators are to be requested to use the grandstand or other spectator seating facilities and not infringe on the court (or immediate surrounds). The game may be stopped to allow for relocation.

15.3 Players are not permitted on the court at any time during a game other than that in which they are involved is in progress.

15.4 Food and drink, other than water, are prohibited on the playing area.

16. FINES

16.1 Any fines placed upon any team or club must be paid prior to the infringing team from taking the court in their next fixture game.

17. PROTESTS

17.1 Any player or team or club wishing to register a protest concerning any aspect of a fixture game may do so within 48 hours of the incident using the Formal Complaint form available from the stadium office or online from the Ipswich Force website. The process in 11.3 will then apply.

A protest will not be acknowledged if written on anything but the IBA Formal Complaint form, or if the complaint is anonymous or is unsigned by the complainant.

18. BEHAVIOUR

18.1 Basketball Australia's Player's, Coach's, Official's and Spectator's Codes of Behaviour will be endorsed.

18.2 The use of bad or offensive behaviour including language within the grounds or in the stadium will not be tolerated.

18.3 For safety reasons and to reduce repair costs, hanging from the rings or nets is STRICTLY PROHIBITED. There is to be no dunking during practice times or at other times outside of games.

Penalties apply as follows:

First instance: 1 week suspension

Second instance: 3 week suspension

Third instance: Season suspension

18.4 Bad language or behaviour during a game will be dealt with by the referees. Other infringements may be reported to IBA and appropriate action will be taken.

19. VARIATION OF RULES

- 19.1 Ipswich Basketball Association 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 rule has not previously been enforced will not be accepted as a reason for non-compliance.

ADDENDUM A

Under 10 Competition

1. There shall be five players from each team on the court.
2. The coach is permitted to move and stand anywhere around the perimeter of the court.
3. Game times are eight minutes per quarter, with two time outs per team in the first half, and three in the second. Between quarters will be one minute and three at half time.
4. The height of the ring shall be 2.6 metres (8'6") from the floor.
5. The back court rule does not apply. Personal fouls will be recorded; however no player will be required to leave the game.
6. There will be no defences before half way, i.e. players shall be required to retreat to halfway to defend in the opponents' front court only following a scored basket or when play has stopped for an infringement.
7. Mixed teams are permitted.
8. No finals or semi-finals will be played.
9. A size 5 ball is to be used.
10. No scores for either team should be displayed or recoded on the results of Sporting Pulse.

Under 9 Competition

1. As for under 10s, except coaches are allowed on the court if necessary to support players and referees. An example is when setting up players for free throws.

Under 8 Competition

As for under 10's with the addition of:

1. Only four players are required on the court at any one time.
2. Coaches, one from each team, are encouraged to enter the court to coach and, where official referees are unavailable, to referee the game.

APPENDIX 4 – Zero Tolerance Policy

To ensure a safe and enjoyable playing environment for all players, officials and participants, Basketball QLD have in place a Zero Tolerance Policy for inappropriate behaviour from Players, Coaches, Parents/Guardians or Spectators in all IBA competitions.

The Zero Tolerance Policy will ensure that:

1. There will be a zero tolerance shown towards any inappropriate or abusive behaviour from players, coaches, parents/guardians and spectators
2. Any player, coach, parent/guardian and/or spectator who feels the necessity to:
 - Persistently or wilfully question or challenge the rulings of the referees
 - Berate or abuse game officials i.e. referees and score table personnel
 - Berate or abuse team officials
 - Berate or abuse players
 - Berate or abuse other parents or spectators
 - Berate or abuse any game day official such as a Court Controller, Referee Supervisor, Association Representative or Basketball Queensland Representative

will be asked to leave the venue immediately by the Court Controller and/or referee. No warnings need be given in the event of the above action becoming necessary.

In addition to spectator behaviour being monitored by the Court Controller and Referee Supervisor, if the referees have an issue with a player/coach/spectator, they may stop the game; if necessary, get the Court Controller and inform them of what has occurred in order to have the Court Controller remove the player, coach, parent/guardian or spectator. If at any stage during a game a referee believes a coach or spectator needs to be observed for poor behaviour they may stop the game and ask the Court Controller to observe and monitor the coach or spectator. The Court Controller will take any actions they deem necessary after observing the spectator.

Any breaches of the Zero Tolerance Policy are to be reported by the Association Representative on the Zero Tolerance Report Form and provided to Basketball Queensland following the game. Basketball Queensland will review the Report and make a decision on whether further action is required under the Queensland Basketball Model Disciplinary Tribunals By-law.

This action has become necessary due to the reported instances of inappropriate and abusive behaviour at junior events conducted by or on behalf of Basketball QLD, and our desire to nurture a safe competitive environment for all junior participants. Basketball Queensland implores any parents or spectators who feel that they cannot refrain from the above behaviour not to attend. Parents/spectators/organisations who would like to offer feedback or request clarification on officiating issues should direct their feedback through their team officials.

The health of our game depends on the nurture and development of game officials and younger players. This policy is not aimed at stifling or diminishing healthy supportive cheering or the ability of all spectators and parents to enjoy the spectacle of sport but rather to ensure that the support is done in a manner deemed appropriate under the Basketball Queensland Codes of Behaviour.