



Ipswich Basketball Competition 2025 PLAYING REGULATIONS

January 2025

Contents

1. Preamble	3
2. Definitions	3
3. Competition Administration	5
3.1. Team Nominations	5
3.2. Game Fees.....	5
3.3. Forfeits	5
3.4. Withdrawals	6
3.5. Grading, Age Groups, and Divisions	6
3.6. Player Eligibility	6
3.7. Transfers	9
3.8. Ladder and Standings	9
3.9. Final(s).....	10
4. Game Rules	10
4.1. General Playing Rules.....	10
4.2. Game Timing Rules	11
4.3. Unforeseeable Acts	12
4.4. Late Starts, Forfeits, Defaults and Draw	12
4.5. Uniforms and Equipment.....	13
4.6. Mercy Rule	14
5. Complaints	14
5.1. Code of Conduct (Behavioural)	15
5.2. Code of Conduct (Venue)	15
5.3. Game Procedure Complaint:.....	15
5.4. Grievance Resolution Procedure.....	16
5.5. Appeals:	16
5.6. Tribunals	16
6. Correspondence and Meetings.....	16
7. Rule Modification Clause	16

1. Preamble

The Ipswich Basketball Association (IBA) has established a comprehensive suite of documents that govern basketball activities in Ipswich. These documents include:

- **IBA Constitution:** The legal framework guiding how IBA exercises its powers to achieve its aims and objectives.
- **Ipswich Basketball Website:** This is the primary point of reference for the following: fixtures and game times including changes to game times and venues and Competition ladders - <https://ipswichbasketball.com.au/>
- **Ipswich Basketball Competition Playing Regulations:** The rules under which basketball competitions are conducted. The Ipswich Basketball Senior Competition Committee (SCC) and Junior Competition Committee (JCC) have the authority to recommend changes to these regulations.
- **Basketball Queensland Codes of Behaviour:** Codes for administrators, coaches, players, officials, parents, and spectators, which can be accessed via (<https://www.queensland.basketball/about/annual-reports#Behavioural>)
- **Basketball Queensland Zero Tolerance Policy:** A policy applicable to coaches, players, officials, parents, and spectators, ensuring appropriate behavior and respect across all levels of participation. This document can be accessed via (<https://www.queensland.basketball/about/annual-reports#Behavioural>).
- **FIBA Official Basketball Rules 2024:** Games will be played according to the FIBA Official Basketball Rules 2024 unless otherwise specified. These rules can be found on the FIBA website at: <https://assets.fiba.basketball/image/upload/documents-corporate-fiba-official-rules-2024-v10a.pdf>
- **Basketball Queensland Behaviour Management Framework:** The purpose of this document and associated frameworks is to ensure that all participants within the Queensland basketball community can enjoy a safe, positive and rewarding environment that is free from all forms of harassment, bullying, degrading or intimidating behaviour. This document can be accessed via (<https://www.queensland.basketball/about/annual-reports#Behavioural>).

The IBA Management Committee, SCC, and JCC reserve the right to modify playing regulations as necessary to ensure fairness, equity, or to address issues related to race, finances, legality, or other governance obligations under their roles as Directors of IBA.

The primary purpose of these regulations is to create a fair and equitable environment for all competitions. These rules also allow for flexibility to adapt International or Basketball Australia regulations to suit local conditions, such as facilities, weather, and court availability.

IBA conducts the following competitions (collectively referred to herein as 'Competitions'): Junior Competitions (Juniors) and Senior Competitions (Seniors).

The regulations and definitions that follow apply to all competitions. Any rules specific to a particular competition will be clearly noted.

2. Definitions

Club/Team

For the purposes of this document, a "Club" refers to any team or group of teams competing under the same name. In this context, the terms "Club" and "Team" may be used interchangeably.

Junior Competition (JCC)

Junior Competitions encompassing age groups from under 8's to under 18's/Open.

Senior Competition (SCC)

Senior Competitions encompassing any age groups not classified under the Junior Competition category.

Basketball Connect

Ipswich Basketball Association (IBA) utilizes Basketball Connect, an intuitive and intelligent platform designed for the Queensland basketball community. This comprehensive technology solution simplifies the processes of administering, managing, participating in, and spectating basketball activities.

Fixtures

The Junior and Senior Fixture Competitions are scheduled across two (2) seasons per year. Season 1 aligns with Terms 1 and 2 of the Queensland school calendars, while Season 2 takes place during Terms 3 and 4. Finals are held at the conclusion of each season.

The duration of fixtures shall be determined by the Ipswich Basketball Association (IBA) in consultation with the Junior Competitions Committee (JCC) and Senior Competitions Committee (SCC).

TeamPay

Teampay is a payment app and dashboard that helps sports teams, clubs, and associations manage game fees and payments

Glory League

Glory League videoing system is available on all four JBS Area courts. This is not available at satellite venues. Video cameras are mounted about each court. The courtside scoring application works in conjunction with Glory League and records all the data from the iPad. Every registered player who has a viable email address (not unsubscribed) is emailed a link to the game video.

Insurance

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.

Compression Garment

A compression garment is a tight-fitting garment typically made from elastic and spandex materials that conform closely to the body. A t-shirt is not considered a compression garment.

Eligible Player

An eligible player is defined as one who has a current and active registration for the specified competition (SCC or JCC) and is considered financial. The registration must be specific to the competition the player wishes to participate in. For example, a junior registration is required to play in a competition game designated as a junior fixture.

Ejection

An ejection occurs when a player or coach receives two technical fouls in a game, resulting in their removal from the game, bench and playing area. Any player who receives an ejection during a game will face an automatic seven (7) day suspension, effective immediately following the ejection. This suspension applies universally to all playing and coaching roles, including spectating on the playing floor, across all junior and senior competitions organized by IBA.

3. Competition Administration

3.1. Team Nominations

IBA reserves the right to refuse any team nomination for any reason.

3.1.1. Junior Competition

- 3.1.1.1. To be eligible to play in a season, each club must complete a nomination form, pay a nomination fee. Any fees must be paid by the due date.
- 3.1.1.2. All nominated teams will consist of no less than six (6) players and no more than twelve (12).
- 3.1.1.3. 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.
- 3.1.1.4. Nomination fees will be requested prior to round one (1) of each season.
- 3.1.1.5. To facilitate administration, team lists of players must be lodged with team nominations.
- 3.1.1.6. A club must be an affiliated member of the Ipswich Basketball Association.
- 3.1.1.7. A club must have a minimum of 5 teams to be a viable affiliated club.
- 3.1.1.8. School teams are entitled to enter the competition provided they have a minimum of 5 teams.

3.1.2. Senior Competition

- 3.1.2.1. To be eligible to play in a season, each team must complete a nomination form. A nomination fee must be paid upon submission of the nomination form.
- 3.1.2.2. All nominated teams will consist of no less than six (6) players and no more than twelve (12) players.
- 3.1.2.3. Nominated players must be over the age of sixteen (16).

3.2. Game Fees

3.2.1. Juniors

- 3.2.1.1. A game fee, which is determined by IBA each year, is charged per game.
- 3.2.1.2. All game fees will be invoiced the following week of fixtures and must be paid prior to the next scheduled fixture games.
- 3.2.1.3. Failure to pay game fees on time will result in clubs not being eligible to take the court.

3.2.2. Seniors

- 3.2.2.1. A game fee, which is determined by IBA each year.
- 3.2.2.2. All court fees will be paid prior to taking the court.
- 3.2.2.3. Failure to pay court fees on time will result in Teams not being eligible to take the court as advised by IBA.

3.3. Forfeits

3.3.1. Notice

All forfeits must be submitted via the IBA Forfeit Form (<https://form.jotform.com/IpswichForce/forfeit-notice>). If notice is not submitted via the "forfeit form" – the team may be charged double fee regardless of when notification is provided.

A team that forfeits a game will be charged the following forfeit fee:

- More than twenty-four (24) hours before the scheduled game time: The applicable game fee will be charged.
- Less than twenty-four (24) hours before the scheduled game time: Double the applicable game fee will be charged.

3.3.2. Payment

Teams have seven (7) days to pay a forfeit fee after being notified. If unpaid, the team cannot earn competition points or play in finals until the fee is cleared. If the team disputes the fee, the seven-day payment period and point restrictions will only apply after the dispute is resolved.

- Juniors: Forfeit fees will be allocated on the relevant invoice(s).
- Seniors: Forfeit fees will be collected via TeamPay.

3.4. Withdrawals

If a Club, Team, or Player withdraws from a competition at any time, the nomination or registration fees paid will not be transferable or refundable.

Note: If a player is no longer able to play due to medical reasons – a dispensation request can be made to competitions@ipswichforce.com.au with appropriate documentation (i.e. Medical Certificate) for consideration.

3.5. Grading, Age Groups, and Divisions

3.5.1. Grading

Teams may be divided into separate divisions if there are enough entries. If divisions are imbalanced, Ipswich Basketball Association (IBA) may use the first three (3) weeks of the season as grading fixtures. Grading decisions will be based on player lists, previous season rankings, and other relevant factors. Once grading is complete, teams will be assigned to their divisions, and the season's fixtures will be finalized.

IBA reserves the right to re-grade any team at any time during the season if necessary.

3.5.2. Age Groups

3.5.2.1. Junior Competition

3.5.2.1.1. Divisions Within Age Groups

When age groups are divided into two or more sections, each section is considered a separate division, with Division 1 being the highest. Note: Age groups themselves are not classified as "divisions."

3.5.2.1.2. Composite Division

The Association may decide to combine two age groups into a composite competition if it is deemed to be in the best interests of the association. This could be due to insufficient teams in an age group (fewer than four teams) or a significant difference in ability between age groups. For example, the Under 16 and Under 18 Girls competitions may be combined to form a Junior Girls Open division for players under 16 to 18.

When combining age groups, efforts will be made to retain the existing competition nights for the affected groups.

3.5.2.1.3. Team Composition and Talent Distribution

Clubs are expected to ensure that talent is shared evenly among all teams within the same group or division, so that no team becomes overly dominant. This approach is intended to promote the development of all players and foster strong, healthy competition(s).

3.5.2.2. Senior Competition

The senior competition is an open age competition but if a player is deemed to be at a safety risk to be participating at their age they may be asked to withdraw from the competition.

3.6. Player Eligibility

3.6.1. All Competitions

3.6.1.1. Player Registration

3.6.1.1.1. All players must be registered with IBA in the correct competition and season before participating in their first game. It is the responsibility of the player, coach, and team manager to ensure that all players are correctly recorded in the scoring system with their proper name and registration type.

Unless specifically mentioned above, any infractions of Rules 3.6 shall result in forfeiture of such games in which the infraction(s) was /were found to occur.

If digital scoring system is unavailable, full names of all teams, players, coaches and managers are required to be written on the paper documentation. To ensure finals eligibility, all active players within the game are required to be "ticked" by the score bench and ratified by the officials.

Penalties:

- **First Offence** - the game will be declared a forfeit and forfeit fees may apply. Player(s) may receive suspension.
- **Second Offence** - The team may face disqualification.

If a team suspects a breach of this rule, the Competitions Manager must be notified before the conclusion of the game.

- 3.6.1.1.2. Teams playing a player from the same or higher division without prior approval from the SCC or JCC will forfeit the game.
- 3.6.1.1.3. Players arriving after the completion of the first half are ineligible to participate in the game.
- 3.6.1.1.4. **Player Verification at Half-Time:** At half-time, the score-bench, in consultation with the referee, will identify any players who are not present and remove them from the active roster in the system. Once this verification is completed, Stadium Scoring will be locked (as per system constraints), and no player will be permitted to join the game after half-time.
- 3.6.1.1.5. A player may not play in any IBA controlled Competition (JCC/SCC) while they are suspended.
- 3.6.1.1.6. **Substance-Free Participation Policy:** The purpose of this rule is to ensure the safety and well-being of all players, officials, and spectators by preventing the influence of substances that could negatively impact performance or increase the risk of injury, whether physical or mental. Any individual will be deemed ineligible to participate or officiate in any IBA fixture game if, at the discretion of the referee, Referee Supervisor, Court Controller or Competition Coordinator, they exhibit any signs of alcohol or drug consumption. These signs may include the smell of alcohol, impaired balance, or inappropriate behaviour(s) or attitude.
- 3.6.1.1.7. **Unfinancial Members:** Any person who has an outstanding debt to the Association for more than six (6) weeks may be declared unfinancial and denied access to the facility. If the debt remains unpaid, Ipswich Basketball Association (IBA) reserves the right to suspend the individual from participating in any competitions, including domestic and Representative games, until satisfactory arrangements for payment are made.

In cases where the debt is incurred by a person under the age of 18, the responsibility for payment falls to the parent(s) or guardian(s). If the debt remains unresolved, the IBA Management Committee may deem the entire family unfinancial, granting the authority to restrict all family members from participating in basketball activities.

3.6.1.2. Finals Eligibility

Players must play the minimum games outlined below to qualify to play finals.

Note: 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.

- 3.6.1.2.1. Players must play a minimum of 60% of eligible games in a team to qualify to play finals for that team. In the case that 60% would not be a round number then the total will be rounded DOWN (ie 5.6 games becomes 5 games). Grading games, forfeits and byes will be excluded from this calculation.

It is the responsibility of the club/team to ensure that their players meet the requirements of rule 3.6.1.2.1, not IBA. Penalties may apply if a club/team is found to have violated these guidelines.

- 3.6.1.2.2. If a player does not satisfy the terms of Rule 3.6.1.2.1 due to an injury/certified medical condition, an application must be made to the Competition Coordinator to allow the player to participate in the finals.

This application MUST be made as soon as possible after the injury has incurred (within two (2) weeks) 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(s) and if requested may be declined unless 48 hours prior notice has been given.

- 3.6.1.2.3. "Actual played" is interpreted as per the FIBA rules.

3.6.1.3. Allocations

- 3.6.1.3.1. No player is entitled to play for more than one team in any single division.
- 3.6.1.3.2. Players are not permitted to play in more than one game running concurrently (i.e. change games during the one time slot).
- 3.6.1.3.3. A player shall not play in a division lower than registered without the approval of the SCC or JCC.
- 3.6.1.3.4. 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.

3.6.1.3.5. Senior Competition

- **QSL, NBL1 or equivalent:** Any player names in a QSL or NBL1 North team, must play in the highest division available. Teams are only allowed to have two (2) players who play in the QSL, NBL1 or equivalent competitions.
- **Juniors Competing:** Any junior must be playing for an IBA Junior U18 club/team or higher, the SCC may alter this rule upon review of a written request from the junior player's parent / guardian.
- **Playing more than one game per night:** Players are not permitted to play in multiple competitions / divisions on the same night. 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.

3.6.1.4. Filling In

Players are only eligible to fill in for teams on competition nights if the team has fewer than five (5) players, and must adhere to the following guidelines:

- The fill-in player must not be currently playing within the same competition.
- The fill-in player must belong to the same club as the team they are filling in for.
- The fill-in player must be from a lower division playing up in a higher division or be a player from a younger age group.
- The fill-in player must be a registered member of the specific IBA competition and have a BQ membership.

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.

If a fill in player already plays within the current division – the result of the game will be recorded as a loss and regular game fees apply – e.g. Women's Team A only has three (3) players, Women's Team B has nine (9). Team B can offer a player to team A so that the teams may play a game.

3.6.2. Junior Competition

3.6.2.1. Age

3.6.2.1.1. Players must be under the nominated age, until the 31st December of the current year.

3.6.2.1.2. 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 General Manager of IBA via form [FM-07 Player Dispensation Request](#). On being granted the privilege to play in a lower age group, the player and affiliated club must accept that IBA can reverse its decision should the need arise.

3.6.2.2. Club

Players are not permitted to play concurrently for two or more different clubs in any one season regardless of the age group.

3.6.2.3. Allocations

All players should be allocated into teams by Round 3 of the competition unless the player is a brand-new registration to IBA.

3.6.2.3.1. **Representative Players and Division Placement:** In the interest of player development and the growth of Ipswich Basketball, players who are members of a representative team in the SQJBC competition must play in Division 1 of their age group if they are genuinely at Division 1 level, and if Division 1 is offered in the respective age group of the IBA junior competition.

Note: Exceptions include cases where the player has received approval from the General Manager to remain in Division 2, or when combined age groups, such as Open Girls (16/18/20 years), are involved.

3.6.2.4. Finals Eligibility

3.6.2.4.1. Ineligible Players on the Bench for Finals

Ineligible players from a younger age group or lower division may sit on the bench during finals, provided they have played the minimum number of games required for their own age group or division. These players can only enter the game under the following conditions:

- The team only has four (4) eligible players available.
- An eligible player is fouled out, injured, or must leave the court due to a 'blood bin' situation, and no other eligible players are available to take the court.
- If an ineligible player enters due to injury or 'blood bin' situation, the injured player may return to the game only by replacing the ineligible substitute, not any other player.

3.6.2.4.2. Exemption for State or National Tournament Participation

Players who participate in a Basketball Australia (BA), Basketball Queensland (BQ), or School State or National Basketball Tournament, and would otherwise have been fit and available to play in their Junior Competition Fixture game, may seek an exemption for the games missed during these tournaments.

3.7. Transfers

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 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.

3.7.1. 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.

3.8. Ladder and Standings

A team's position on the ladder at the end of the fixture rounds will be considered final.

- 3.8.1.1. 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.
- 3.8.1.2. 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.
- 3.8.1.3. 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.
- 3.8.1.4. 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.
- 3.8.1.5. 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.
- 3.8.1.6. 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.
- 3.8.1.7. 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.
- 3.8.1.8. If it is reduced to a tie still involving more than two teams, the procedure beginning with Rule 6.5 is repeated.
- 3.8.1.9. 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.

3.9. Final(s)

3.9.1. Finals Layout

- 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

3.9.2. Competition Standings:

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 |

4. Game Rules

4.1. General Playing Rules

4.1.1. Maximum Team Numbers

Twelve (12) players may be entered on the scoresheet and allowed to play.

4.1.2. Minimum team numbers:

A team may begin a game when there are at least four (4) eligible players on the court, ready to play

4.1.3. Team Fouls: Penalty

The penalty situation in each period begins after the fourth (4th) player foul (i.e. on the fifth) charged to a team, except for a team control foul (offensive foul).

4.1.4. 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.

4.1.5. Score Bench

- 4.1.5.1. Each team MUST supply a competent score bench official for each of their games.
- 4.1.5.2. Score bench officials will need to be a minimum age of 15 years old or must be a competent official.
- 4.1.5.3. The score table will consist of a person to keep the scoring system and a person to control the game clock. Where required for shot clock purposes Team A on the scoring system MUST supply an extra official.
- 4.1.5.4. If a team cannot provide a score bench official, the manager of the team will be required to fill this position. If the manager is unable to fill this position, then the coach must become the score bench official. If the coach is unable to fill this position and the team is then unable to provide the required score bench official, the game will be classified as a forfeit by the team unable to provide the bench official.

4.1.6. Basketball Size:

Unless otherwise specified.

- U8/10 = All (5)
- U12 = All (5)
- U14 = Female (6), Male (6)
- U16 = Female (6), Male (7)
- U18 = Female (6), Male (7)
- Senior Female (6)
- Senior Male (7)

4.1.7. Technical Fouls (Behavioural) – Players, Coaches, Manager

Technical fouls may be issued by the official(s) to a player, coach, or team bench during official playing time. Game penalties will be applied based on the nature of the violation. Any player or coach receiving two (2) technical fouls in a single game will be formally ejected from the playing area.

Note: All players, coaches, managers, spectators, and officials must adhere to the IBA Code of Conduct while within IBA competition spaces.

- 4.1.7.1. **Ejection:** Any player who receives an ejection during a game will face an automatic seven (7) day suspension, effective immediately following the ejection. This suspension applies universally to all playing and coaching roles, including spectating on the playing floor, across all junior and senior competitions organized by IBA.

4.1.8. **Warm-Up Time:**

- Junior Competition: Three (3) Minutes
- Senior Competition: Three (3) Minutes

4.1.9. **Rule Alterations:**

4.1.9.1. **Junior Competition:**

4.1.9.1.1. **Defence (U8-12):**

Under 12: There will be no STANDING AROUND THE KEYWAY ZONE DEFENCE allowed; however, zone presses are encouraged. An IBA representative / referee coordinator have the authority to instruct teams to play man to man defence. For clarification, a press defence is not a zone.

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 defense, a technical foul will be awarded to the opposing team.

4.1.9.1.2. **Free Throws (U8-12):**

Under 8-12 age divisions, 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.

- Modified Rules: Under 10 age division games are to be played in accordance with the rules as modified Addendum A. These games are considered non-competitive, the game score is not shown on the scoreboard but scored on the electronic scoring system.

4.2. Game Timing Rules

4.2.1. **Playing Time**

- A three (3) minute warm up period shall be allowed before the start of each game irrespective of the finishing time of the previous game but no earlier than the scheduled game time.
- In all divisions, Under 10 –Under 18, four periods of ten (10) minutes each.
- Intervals of one (1) minute between the second (2nd) and fourth (4th) periods.
- Half time interval of three (3) between periods two (2) and three (3). The half time interval may be reduced to a minimum of two minutes if the game referees deem games to be running behind schedule.

4.2.2. **Period(s) Time**

- 4.2.2.1. **Game Clock:** The game clock shall be stopped for all time outs during a game as well as all baskets and whistles in the final two minutes of the last quarter (4th) and overtime.

- The game clock shall restart when the ball touches a player on the court.

4.2.2.2. **Extra Time/Overtime**

- 4.2.2.2.1. General Fixtures: No extra time is to be played in any fixture game. If at full time the scores are level, a draw shall be recorded.

4.2.2.2.2. Finals Fixtures:

- Under 10 and below do not have finals.
- Under 12 and above, if the scores are level at full time, an extra period of three (3) minutes will be played with the clock stopping in the last one (1) minute of play. 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.

Note: If the result is still a draw the win will be awarded to the highest place team on the ladder at the end of the fixture rounds.

4.2.2.3. **Shot Clock**

- 4.2.2.3.1. Juniors Competitions: Division one (1) games run with a twenty-four (24) second shot clock.

- Team A on Courtside will need to provide two (2) scorers and team B one (1).
- Team A will be responsible for the game and shot clock and team B the iPad or stadium scoring system.

- 4.2.2.3.2. Seniors Competitions: No shot clock run.

4.2.2.4. **Charge Time Outs**

Two (2) timeouts will be available to each team in the first half of the game, and three each in the second half. Two timeouts, if remaining from the allotted number, will be allowed per team in the last two (2) minutes of each game.

- 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 have 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.

4.3. Unforeseeable Acts

4.3.1. If a game cannot be completed due to unforeseen circumstances (e.g., a flooded and unsafe court), the following rules will apply to determine the result:

- If the game is called off during the first half, it will be declared a draw unless one team is leading by a margin of 20 points or more, in which case the score at the time of suspension will stand as the final result.
- If the game is called off during the second half, the score at the time of suspension will stand as the final result.
- If a game is unable to be played (excluding forfeits) and cannot be rescheduled, the number of games required to qualify for finals will be adjusted accordingly.

4.4. Late Starts, Forfeits, Defaults and Draw

4.4.1. Game Start and Penalty Rules (including late starts)

4.4.1.1. A game starting after the scheduled time will incur a TWO (2) POINTS per minute penalty against the defaulting team until a forfeit is declared. If the defaulting team arrives within the ten-minute period, the game will proceed from that point without resetting the game clock.

Note: a forfeit is declared if the game does not start by the end of the first quarter (see 4.5.2 Forfeits).

Referee Procedure for Administering Penalties:

- After the three (3) minute pre-game warm-up, if one or both teams are not ready, the main game clock will be started.
- Once both teams are ready to play, the referee will stop the game clock, but will not reset it, to calculate and award penalty points.
- The game will begin from where the clock has stopped, starting with the jump ball.

4.4.2. Forfeit(s)

Any team that does not have at least four (4) eligible players ready to play, along with a scorer or timekeeper, at the scheduled start time will incur a penalty of two (2) points per minute or part thereof. If the delay exceeds ten (10) minutes, the game will be declared a forfeit.

4.4.2.1.1. A club/team that forfeits a game will be charged as per section 3.2 of these playing regulations.

Note: Failure to submit forfeiture payment without prior communication, arrangements, or approval with the Competitions Manager may result in the team being ineligible to participate in the next scheduled game.

4.4.2.1.2. Forfeits are not considered eligible games for player eligibility.

4.4.2.1.3. The team that forfeits the game will not receive any competition points.

4.4.2.1.4. 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.

4.4.2.1.5. 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.

Note: Such teams have the right to appeal to the Association via the Operations Manager for reinstatement.

4.4.2.1.6. If IBA receives a forfeit request that contradicts a ruling made following a suspension or disciplinary action against a coach, player, or spectator, the forfeiting team will be charged.

4.4.3. Draw(s)

4.4.3.1. Junior Competitions

The following procedures will apply in preparing and finalising competition draws.

- IBA shall convene a junior delegates meeting to review nominations received and reallocate teams as appropriate to form competitions comprised of, as far as possible, a minimum of 4 teams and a maximum of 8.
- At this time, clubs may lodge special requests to be taken into consideration in designing competition draws **PROVIDED THAT** the number of requests lodged may not exceed one (1) per ten (10) teams nominated and **PROVIDED FURTHER** that such requests may only be made

to facilitate coaching requirements.

- Once the draw is set and made public NO CHANGES will be made without prior written approval from the IBA Competitions Coordinator.

4.4.4. Defaults

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.

ACTION: 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.

4.4.5. Other Rescheduled Games

- IBA has the power to reschedule any game that it deems necessary for whatever reason.
- If the game can be rescheduled, it will be played later.
- If the game cannot be rescheduled, the game will be declared a draw and a score of 0-0 will be recorded.

4.4.6. Player Injury / Blood Rule

- Any player who is bleeding or has an open wound must be substituted immediately. The player may return to the court only after the bleeding has stopped, and the affected area or wound has been completely and securely covered.
- If a player recovers from their injury or bleeding during a time-out taken by either team before the scorer signals for the substitution, they may continue to play without substitution.
- A player must leave the game if there is blood on their uniform, regardless of whether it is their own or another player's. The player must replace their uniform with the team's spare uniform and notify the score bench of their new player number before re-entering the court.
- Injured players may seek first aid assistance from the Court Supervisor or Competition Coordinator.

4.5. Uniforms and Equipment

All players in a team shall wear the nominated uniform of their club/team. Uniform includes shorts and tops which must be always tucked into the player's shorts. 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.

- Special consideration will be given to clubs/teams where they have changed the suppliers of their uniforms or are 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. Uniform penalties will apply after the grace period.

Note: Failure to do so will result in the player being asked to leave the playing field until the singlet is tucked in and will be allowed to re-enter the game at the next available substitution.

Penalty: Any player who plays whilst not conforming to rules in 4.6 will incur a five (5) point penalty awarded to the opposing team. Repeated offenses may result in the team forfeiting the game.

4.5.1.1. Colour(s):

4.5.1.1.1. Where there are two (2) teams in one division with the same primary 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).

4.5.2. Playing Numbers:

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.

4.5.3. Compression Garment(s):

Compression sleeve(s) and stocking(s) may be worn but must be black or white. In addition, no player will be permitted to wear compression stockings without shorts.

NOTE: DEFINITION: A compression garment is a tight-fitting garment typically made from elastic and spandex materials that conform closely to the body.

4.5.4. Undershirt(s):

T-shirts are **not** permitted to be worn under the playing singlet.

Note: Request for exemption for medical or religious reasons must be submitted in writing to the Competition Coordinator prior to playing – approval must be received prior to taking the court and a

copy kept with the player when playing.

4.5.5. Uniform Shorts:

The following restrictions apply to shorts. A player will not be allowed to take the court with incorrect or unsafe shorts.

4.5.5.1. Colour:

Shorts worn by the players of each team must be the same colour.

4.5.5.2. Style:

Shorts may NOT have cuffs, pockets, belt loops or buckles.

4.5.5.3. Adornment:

Stripes no thicker than 25mm are acceptable; stripes thicker than 25mm are only acceptable when everyone on the team has the same.

4.5.5.4. Safety:

Shorts must be worn properly, with no inside-out configurations or taping used to conceal restricted items such as pockets.

4.5.6. Shoes:

Appropriate footwear (non-marking shoes) shall be worn on the court.

4.5.7. Jewelry:

No jewelry of any description shall be worn whilst playing.

*Note: taping over piercings is not allowed (i.e. piercings **MUST** be removed).*

Note2: A formal religious and medical exemption(s) can be applied for via the Competition Coordinator. Any exemptions would need to be acquired prior to game day and the items taped for any fixtures.

4.5.8. Fingernails:

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.

4.5.9. Sweat Band(s):

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.

4.5.10. Hair:

- Plastic or metal hair clips are not to be worn.
- Bobby pins, ribbons and rubber hair bands are allowed.
- Hair below the collar must be 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.

4.5.11. Club Colour(s):

- Brothers Basketball: Blue, White
- Easts Basketball: Black, Yellow
- Ipswich Grammar School – IGS: Red, White
- Mt Crosby Basketball: Green, Black, White
- Ripley Valley Thunder Basketball: Grey, Black, Yellow
- Springfield Brumbies: Black, Orange, Green, White
- Swifts Comets: Red, White, Blue, Grey

4.5.12. Coaching Staff(s)

All Coaching staff including Team Managers must be wearing a club polo shirt to be eligible to be on the bench

4.5.13. Other:

Other equipment: any items not specifically mentioned in section 8 be approved by a meeting of the JCC.

4.6. Mercy Rule

4.6.1. Under 16 and below: Mercy rule applies after a difference of scores reaches 30 points or more in age groups U15 and above or 21 points or more in age groups below U16.

4.6.2. Under 18 and above: Mercy rule applies after a difference of scores reaches 30 points or more in age groups U16 and above.

5. Complaints

All complaints and disputes must be lodged with IBA via assigned club delegates on Club letterhead or by email to competitions@ipswichforce.com.au, within two (2) business days following the incident occurring. For situational specific

complaints, please see below for guidelines.

5.1. Code of Conduct (Behavioural)

All players, officials, coaches, managers, and spectators are expected to conduct themselves in accordance with the rules of the game and abide by the Codes of Conduct adopted by the Association.

If a player, official, coach, manager, or spectator is charged with a breach of the Codes of Conduct by a referee, court or referee supervisor, or game official of IBA—whether through a written report or disqualification from the court—the Tribunal By-laws adopted by the Association will apply.

5.1.1. Complaints Policy

Any individual wishing to submit a complaint regarding a referee, player, coach, team, or spectator must complete the designated complaint form available on the IBA website. Complaints must be lodged within two (2) business days of the incident. Once submitted, the relevant supervisor will review the complaint and, if necessary, forward it to the IBA Management Committee within 48 hours for further action.

5.2. Code of Conduct (Venue)

Code of Conduct venue violation(s) may result in eviction from the stadium, financial penalties and/or reported to the Judiciary Committee for additional consideration. Penalties specific to behaviours will be noted below.

5.2.1. Dunking or Hanging

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.

5.2.1.1. Penalties for dunking:

- i. First offense: One (1) week suspension from all IBA competitions.
- ii. Second offense: Three (3) suspension from all IBA competitions.
- iii. Third offense: Season suspension from all IBA competitions.

5.2.2. Offensive Behaviour

The use of bad or offensive behaviour, including language, within the grounds or stadium will not be tolerated. Any bad or offensive language and/or behaviour by a player, coach, manager, club delegate, spectator or official during a game will be dealt with in accordance with FIBA, Basketball Australia, and Basketball Queensland rules. All incidents will be reported to the Judiciary Committee for further consideration.

5.2.3. Spectators

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.

5.2.4. Court Use – During Designated Game Time

A person shall not enter the court or shoot balls at a team's basket during the half-time interval, warm-up, or any time-out unless they are a member of the competing team. In addition, 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.

5.3. Game Procedure Complaint:

If a team believes they have been adversely affected by a decision made by an official, referee, or umpire during a game, the following process must be followed:

- **During the Game:**

- At the next dead ball or during the first time-out following the incident, the coach or team captain may calmly and respectfully communicate their observations to the referees.
- The referee may explain their decision or, if necessary, review the scoresheet and confirm the score or playing time. If this interruption exceeds 30 seconds, a time-out will be charged to the team raising the concern, unless the referee acknowledges the validity of the observation and waives the time-out charge.

- **Post-Game Protest:**

- If the team still believes their interests were adversely affected by the official's decision by the end of the game, the coach and captain must immediately inform the referee that the team is protesting the game result.
- The team captain must sign the scoresheet in the designated space labelled “Captain’s signature in case of protest” or indicate the protest in the Stadium Scoring Match Report, if available.
- The Competition Manager must also be notified of the protest following the game.

This procedure ensures that protests are addressed in a structured and professional manner, maintaining the

integrity of the competition.

5.4. Grievance Resolution Procedure

5.4.1. Initial Determination

All protests will initially be reviewed and determined by the IBA General Manager or Community Coordinator.

5.4.2. Independent Committee Hearing

If the General Manager deems it necessary after an initial investigation, the IBA Stadium Manager will convene an independent Committee to conduct a formal hearing.

5.4.3. Representation and Witnesses:

- Each team involved in the protest is entitled to send one representative to the hearing.
- Witnesses identified as relevant by the Committee may also be required to attend.

5.4.4. Notification:

The IBA Stadium Manager will notify all affected parties of the hearing details at least twenty-four (24) hours prior to the scheduled hearing.

This process ensures transparency, fairness, and an opportunity for all relevant parties to present their case.

5.5. Appeals:

Should either team not agree with the decision of the Operations Manager, Community Coordinator or Management Committee, they may lodge an appeal to the Operations Manager who will forward your request onto Basketball Queensland for a formal Tribunal.

5.6. Tribunals

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 IBA General Manager who in consultation with Tribunal Committee will determine what further action is necessary.

The IBA General Manager will then afford any player concerned the opportunity of writing a statement, to be attached to the disqualification report. 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.

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 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.

6. Correspondence and Meetings

All correspondence related to each competition should 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 will be the first point of contact for any queries regarding the competition. If the delegate is unable to attend a meeting, a secondary contact may attend in their place.

7. Rule Modification Clause

The Ipswich Basketball Association General Manager and Management Committee reserve the right to waive or modify any requirements outlined in these rules. The failure to enforce a rule previously does not provide grounds for non-compliance.

APPENDIX 1 - INTERPRETATIONS

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.

7.1.1. **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.

7.1.2. **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 General Manager