



2022-23 Junior Representative Basketball Official Rules

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1. Junior Representative Competitions Overview

1.1. Regional Competitions:

- a) Basketball Queensland (BQ) provides opportunities for junior athletes throughout the State to compete at a Representative level for their chosen Association. The purpose of the Junior Representative Competitions is to provide competition pathways for the elite and developing junior players in Queensland. These competitions are:
 - i. **SQJBC:** Junior Representative Competition conducted within the South East Queensland region.
 - ii. **CQJBC:** Junior Representative Competition conducted within the Central Queensland region.
 - iii. **NQJBC:** Junior Representative Competition conducted within the North Queensland region.
 - iv. **QLD State Championships:** Culmination tournament where all competing teams from the regional competitions compete for the title of State Champion.

1.2. Team Nominations and Participating Association

- a) Team Nominations for the SQJBC, CQJBC and NQJBC will only be accepted from Associations that are Affiliate or Associate Members of Basketball Queensland and are located within the relevant geographical region.
- b) Team Nominations for State Championships will only be accepted from Associations that are Affiliate or Associate Members of Basketball Queensland.
 - i. Teams must also have competed in one of the regional competitions to be eligible to compete at State Championships.

1.3. Participating Associations with Debts to Basketball Queensland:

- a) Basketball Queensland may refuse entry to any of its competitions from Associations who have an outstanding overdue debt with Basketball Queensland.
- b) If a participating Association incurs an outstanding debt to BQ while already participating within one of its competitions, then the CEO may decide that for the purposes of determining ladder positions of the teams fielded by the participating Association the teams are deemed to have lost all their games.
 - i. This will not provide wins to the teams they played.
- c) If the CEO makes this decision and the Participating Association subsequently pays the debt to BQ:
 - i. then the positions of the teams fielded by the Participating Association on the ladders may be restored according to the provisions of these rules governing the ladder at the discretion of the CEO, but only if that happens before the end of the last Regular Season Game.

1.4. Disqualification

- a) The Board of BQ may decide to disqualify a Participating Association's teams from a Junior Representative Competition at any time if:
 - i. the Participating Association owes a debt to BQ which has fallen due for payment but not been paid in full and is more than 60 days overdue for payment; or
 - ii. the Participating Association breaches the rules in a manner or with a persistency which the Board of BQ considers seriously damages the status or reputation of the competition, BQ or the sport of basketball; or
 - iii. a person or persons under the control of the Participating Association breaches the rules in a manner or with a persistency which the Board of BQ considers seriously damages the status or reputation of the competition, BQ or the sport of basketball; or
 - iv. a team fielded in the competition by the Participating Association forfeits a Game; or
 - v. an Association Official of the Participating Association has, or has been, acting as an Association Official in breach of a suspension or order of a Basketball Authority or a judicial body; or
 - vi. the Board decides that the Participating Association has persistently or repeatedly breached these rules in a manner that, or with the effect that, the reputation or status of the competition is or may be significantly undermined or the ability of those running the competition to do so efficiently and effectively is or may be significantly undermined; or

- vii. the Board decides that the stadium at which the Participating Association's Home Games are to be held is unsafe or is not in compliance with minimum requirements set out in the Official Basketball Rules; or
 - viii. the Board decides that the stadium at which the Participating Association's Home Games are to be held is not in compliance with any representations made to BQ about the features and facilities of the stadium when applying to participate in the competition; or
 - ix. the Board decides that a representative program is adversely affecting the operational standards or financial sustainability of an association.
- b) If a participating Association's teams are disqualified from a competition under this rule:
- i. It can no longer field a team in the relevant competition; and
 - ii. its financial obligations under these rules and under any Agreement continue despite the disqualification.

2. Official Rules

2.1. Breach of these rules

- a) An Association who does not comply to a section of these Official Rules can be fined an amount up to \$350 per instance of non-compliance and face further penalty.

2.2. Playing Rules

- a) Games will be played according to the FIBA Official Basketball Rules unless otherwise specified in these Rules. These rules can be found on the FIBA website: <https://www.fiba.basketball/documents/official-basketball-rules.pdf>

2.3. Decisions when these rules are silent or unclear

- a) If these rules are silent on a matter arising in relation to any competition Basketball Queensland may decide how the matter is to be dealt with.
- b) If these rules are uncertain, then Basketball Queensland may decide about how the uncertainty is to be resolved.
- c) Those decisions are binding on everyone who is bound by these rules. The binding decision made is final and specific to the unique circumstances that were presented at the time of the decision being made. These decisions do not set a precedent for future decisions.

3. Player Eligibility

3.1. Eligibility Criteria

- a) All Players must be registered with Basketball Queensland; and
- b) To be eligible for an age group, players cannot be turning that age prior to the 31st of December of the year of the next State Championship competition for their specific age group or in the case of Under 21s the year that the competition ends; and
- c) Players who have transferred from another Association must meet all the Transfer Policy requirements in order to be clear to play ahead of the commencement of the season. The association carries the responsibility for ensuring that all players are adhering to the transfer policy; and
- d) Players may play in only one age group in the Representative Season: and
- e) Players may play for only one association in each playing season. If a player plays 1 game (including grading competition) for an association, they will not be eligible to play for another association within the same regional competition in that Representative season; unless the Association they were playing for removes their team from the competition; and
- f) Players may only play in one team for grading carnivals: and
- g) Players cannot play for more than one team in the same division: and
- h) A maximum of 12 players can be included on each team list for the entire season; and

- i) A minimum of 9 players must be included on all team lists. If an Association's first team has less than 9 players and they also have a second team in the same age group, the Association must write to BQ providing reasons as to why there are fewer than 9 players in this team. BQ will review submissions made on a case by case basis and determine whether the team list will be approved; and
- j) All Team Lists supplied prior to grading must remain the same for the first carnival weekend of the competition; unless a team is registering a brand-new player (i.e., did not contest grading with any other team); and
- k) Players that play 40% of games in a higher division will be classified as restricted and will not be able to move teams to a team in a lower division in the same season (i.e., if you play 6 games in a Premier League team you will be regarded as restricted and cannot then change teams and play in a League 2 or League 3 team); and
- l) Players may only move up once in a season (i.e., a player that has moved from a League 2 team to a Premier League team may only do this once. This player may go back down to the lower team, provided they are not classified as restricted).

3.2. Ineligible Players:

- a) An ineligible player is one who does not meet the eligibility requirements above.
- b) Penalties for playing an ineligible player:
 - i. The team will be forfeited for each ineligible player offence (i.e., if two players have been deemed ineligible this is two separate offences; however, if an ineligible player plays in multiple games, due to the breach of the rule not being discovered, this will be deemed a single offence)
 - ii. The Association will be fined \$350 per ineligible player offence.

4. Team Nomination Process

4.1. Team Nomination Process

- a) For an Association to be eligible to compete in a Junior Representative Competition they must follow the team nomination process as provided by Basketball Queensland and pay all relevant fees set by Basketball Queensland from time to time.

5. Transfers

5.1. Transfer Policy

- a) All players within Basketball Queensland Representative Competitions must abide by the Basketball Queensland transfer policy.

6. Game Rules

6.1. Game Timing Rules

- a) 4 x 8-minute quarters fully timed for Under 12 and Under 14 age groups.
- b) 4 x 10-minute quarters fully timed for Under 16, Under 18 and Under 21 age groups.
- c) Two timeouts may be granted to each team during the first half (1st & 2nd periods) and three timeouts during the second half (3rd & 4th periods).
- d) Overtime: In the event of a tied score at the end of a game, extra time periods of 3 minutes will be played until a result is obtained. A 1-minute break between regular time and extra periods of 3 minutes will be taken. During extra time each team is allowed 1 timeout during each period.
- e) Where time permits there will be a 5-minute warm up, 3-minute half time break, 1 minute between quarters. Where games are running late warm up may be 3 minutes.

6.2. Starting 5 and Player List

- a) Each team is allowed a maximum of 12 players on their team which will be listed in the scoring system. A team must have a minimum of 5 players to start the game.
- b) If the team does not have 5 players ready to play within 10 minutes of the designated starting time for the game, the game will be considered a forfeit.
- c) Basketball Queensland may in extenuating circumstances choose to extend the time allowed for a team to have 5 players.

6.3. Bench Allocation

- a) For all games, the first team named (home team) shall have the team bench and its team's own basket on the left side of the scorer's table, facing the playing court. Teams are to warm up in the half of the court in which their opponent's basket is situated (i.e., the basket they are shooting in for the upcoming period).

6.4. Basketballs

- a) Molten balls must be used in all Junior Representative Games within Queensland.
- b) BG4000 is the preferred Molten ball as it will be used for all Junior Representative Finals and State Championships.
- c) Size 5 Basketballs are to be used in the Under 12 age group.
- d) Size 6 Basketballs are to be used for all female age groups (excluding Under 12) and for the Under 14 male age group.
- e) Size 7 Basketballs are to be used in Under 16, Under 18 & Under 21 male age groups.

6.5. Playing Numbers

- a) Acceptable playing numbers shall be 0, 00 and any number from 1-99.

6.6. Technical Fouls

- a) Players
 - a. Any player, coach, assistant coach, or team manager that receives two technical fouls in a single game in the Under 18's and Under 16's Junior Representative Competition will be immediately disqualified from the match and be subject to further suspension under section 6.6c
 - b. Any player, coach, assistant coach, or team manager that receives a single behavioural technical foul in a single game in the Under 14's and Under 12's Junior Representative Competition will be immediately disqualified from the match and be subject to further suspension under section 6.6c
 - c. Players are banned from dunking or hanging from the rings in warm up. Referees will immediately issue one warning to any player who dunks or hangs off rings and the supports during warmups. A second warning will result in an immediate technical foul.
- b) Team Officials
 - a. In the U12 & U14 Age Groups if a Referee Coach/Supervisor watching a game deems that a Team Officials behaviour warrants a technical foul but has not been issued by the referee they can stop the game and issue the Technical Foul.
 - b. In situations where both the Coach and Assistant Coach/es have been ejected from a game after the result of technical fouls being issued the following is to occur:
 - i. U16 & U18 Teams – As per item 7.8 in the FIBA Rules the captain shall act as coach. If the captain must leave the playing court, he may continue to act as coach. If he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach.

- ii. U12 & U14 Teams – The Team Manager will be permitted to act as coach. In this instance the Manager's name should be noted on the bottom of the match report sheet as the replacement coach and at what stage in the game this occurs.
- c) Automatic Suspension for Disqualification:
 - a. Any player, coach, assistant coach, or team manager that receives two technical fouls in a single game or is disqualified from any game in the Under 18's and Under 16's Junior Representative Competition will receive an automatic one-game suspension for their next scheduled game.
 - b. Any player, coach, assistant coach, or team manager that receives one behavioural technical foul in a single game or is disqualified from any game in the Under 14's and Under 12's Junior Representative Competition will receive an automatic one-game suspension for their next scheduled game.
 - c. Further penalties may be issued if the matter is taken to a tribunal and the person in question is found guilty.
 - d. The one-game suspension cannot be appealed under any circumstance.
 - e. Basketball Queensland cannot issue a tribunal notice, or warning letter unless an official report has been submitted through the online JotForm. Paper forms or any other type of communication will not be accepted as an official report.
 - f. Any person who receives an automatic suspension will be deemed an ineligible person for their next match. Any person found to have participated in the match they have been suspended for will have their match forfeited and may be fined up to \$350 as per section 3.2.

7. Team Fees

7.1. Team Fees:

- a) The following fees will be charged per season at a rate set by Basketball Queensland from time to time:
 - a. Nomination Fee
 - b. Game Fees (If required)
 - c. Grading Carnival Fee
 - d. Wildcard Challenge Fee
 - e. Forfeit Fees
 - i. Forfeit fees will be an amount equal to 1.5 times the Nomination Fee for the competition.
 - f. State Championship Nomination Fee

8. Team Withdrawal

8.1. Fees for Withdrawal

- a) Once an association submits their team nomination into any competition and it is formally approved by BQ, that nomination is confirmed, and no changes will be accepted including changing divisions of a team or adding further teams. The following fees will apply on top of any nomination fees already paid if an association withdraws a team after their nomination has been accepted:
 - i. If the competition has not started but the draw has been set, then an amount equal to 100% of the nomination fee will be charged.
 - ii. If the competition has started then an amount equal to 200% of the relevant nomination fee will be charged.
- b) If a team withdraws from a Grading Competition, then that team will not be eligible to compete in any further competitions.
- c) If a team withdraws from a SQJBC/CQJBC/NQJBC competition, they will be ineligible to compete at State Championships.

9. Scoretable

9.1. Scoretable Requirements

- a) Each team must supply 2 competent scoretable officials for each game.
- b) The 24 Second Shot Clock is compulsory for all age groups (except U12).
- c) The visible game clock is the official method used to record the game and all stoppages.
- d) If a team cannot provide a scoretable official the Manager/Coach of the team will be required to fulfil this position. If they are unwilling or unable to fulfil this the game will be classified as a forfeit.

10. Classification of Teams

10.1. Final Standings

- a) The final standings after all round games will be determined primarily on the win percentage of each team.
- b) Tie Breakers: Two Way Tie
 - i. If there are two teams that finish equal at the end of the regular season playing schedule, then only the result(s) of the game(s) between the two teams involved will be used to determine the final placing in the regular season standings. This is determined first by win-loss then by points scored by each team in the respective game(s).
 - ii. 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 PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$) taking into account the results of all the games played in the League by both teams.
- c) Tie between three or more teams
 - i. If more than two teams are equal in the final standings, points percentage will be used considering only the points for and points against from the games between the teams who are tied.
 - ii. If there are still teams tied, the placing will be determined using POINTS PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$) from the results of all their games played in the Division.
 - iii. If at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedures in Part (1) and (2) will automatically be applied.

11. Games that cannot be completed at a scheduled time

11.1. Games not completed

- a) Games that may not be able to be completed for the following reasons:
 - i. An Act of God.
 - ii. An injury on the court where the person is unable to be moved until an ambulance arrives where there are no other free courts, there are games to follow, and the delay has been in excess of 30 minutes.
- b) If an Act of God occurs in the lead up to the round (i.e., day/night before) or there are major weather concerns on the morning of round games, Basketball Queensland in the first instance will endeavour to move games to an alternate venue. A decision will be made by 10am on the Saturday morning as to whether the game will be moved to another venue that day or be rescheduled.
- c) If either (i) or (ii) occurs during a game the formula to be used to determine the result for a game that cannot be completed is:
 - i. Game called off anytime in the first half: Will be replayed where possible; however, a margin of 20 points or more will mean that the result will stand at the score line when the game is called off.
 - ii. Game called off anytime in the second half: Result will stand at the score line when the game is called off; however, a margin of 10 points or less will mean that the game will be replayed if possible.

12. Uniforms

12.1. Team Playing Uniforms:

- a) The current Basketball Queensland logo must be displayed on all representative team uniforms. For all new uniforms, the Basketball Queensland logo must be displayed on the right breast.
- b) All teams must have an alternate set of playing singlets and the two colours must be distinctly light and dark.
- c) In the event of two teams having the same or a similar coloured uniform the first named team (Team A) is to wear their primary uniform and the second named team (Team B) is to wear their alternate uniform. Basketball Queensland will circulate a uniform colour document and determine what is considered a colour clash.
- d) Each team is required to carry at least 1 spare playing singlet and shorts in case a uniform is spoilt by blood. The spare uniform is to be of a different number to those already listed in the online scoring system. When a change of uniform is required, the online scoring operator must make the change to the player number and the chairperson will also need to make a notation on the match report sheet.

12.2. Incorrect Uniform

- a) If a team arrives to play a game in an incorrect uniform (ie. clashing colour), the host association is to lend that team a non-clashing uniform. The clashing team **MUST** wear that uniform.
- b) The host association is to report to BQ all instances of a team arriving to play in a clashing uniform. BQ will fine the offending association \$50 per team, with the entire sum to then be passed on to the host association.

12.3. Team Official Attire

- a) All team officials must wear an Association polo shirt or collared dress shirt with the Association logo displayed and closed in shoes. Any breach of this rule will incur a penalty of \$100.

13. Team Equipment

13.1. Prohibited Items

- a) Players shall not wear equipment (objects) that may cause injury to other players. The following are not permitted:
 - i. Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal, or any other hard substance, even if covered with soft padding.
 - ii. Objects that could cut or cause abrasions (fingernails must be closely cut).
 - iii. Headgear, hair accessories and jewellery.
 - iv. T-shirts under playing jersey.

13.2. Permitted Items

- a) The following are permitted:
 - i. Shoulder, upper arm, thigh, or lower leg protective equipment if the material is sufficiently padded.
 - ii. Compression sleeves which are either black, white or of the same dominant colour as the shirts.
 - iii. Compression stockings which are either black, white or of the same dominant colour as the shorts.
 - iv. Full length lower body compression garments are now permitted to be worn in Junior Representative competitions. These must be either black, white or the same predominant colour as the teams shorts i.e., light/dark and player garments must be identical in colour style and pattern.
 - v. Knee braces if they are properly covered.
 - vi. Protector for an injured nose, even if made of a hard material.
 - vii. Mouth guard of any colour.
 - viii. Spectacles, if they do not pose a danger to other players.
 - ix. Power Band - only permitted on wrist if covered by tape and only on ankle if worn under the sock.

- x. Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic, or rubber.
- xi. Any solid-coloured transparent taping of arms, shoulder, legs etc.
- xii. Pairs of shoes that do not match in colour are permitted if they are of the same make/model.

14. Player Injury/Blood Rule

14.1. Blood Rule

- a) During the game, any player who is bleeding or has an open wound must be substituted. They may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.
- b) If the injured player or any player who is bleeding or has an open wound recovers during a timeout taken by either team before the scorer's signal for the substitution, that player may continue to play.
- c) A player must also be substituted if they have 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 before re-entering the court. When there is a change of uniform under the blood rule it is important this is noted on the Match Report.

14.2. Playing Insurance

- a) All Junior Representative Players who have a current Basketball Queensland registration are covered by Basketball Queensland's Playing Insurance. Details of which can be found on <https://basketballqld.com.au/about-us/insurance/>

15. Defaults and Forfeits

15.1. Forfeits

- a) If a team is not ready to play with the correct number of players (all teams must have 5 players to start the game) within 10 minutes of the scheduled game time the game shall be called a forfeit.
- b) Basketball Queensland in exceptional circumstances can grant an exemption to this rule (e.g., being held up due to a traffic accident, weather implications or any reasonable occurrence that may delay a team from being present at the start of their scheduled game).
- c) The team that forfeits the game will receive a loss and the score will be recorded as 20-0 in favour of the opposing team.
- d) Games will be considered 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 and the forfeiting team receiving no competition points:
 - i. The team does not have five players ready to play within 10 minutes of the scheduled game time as outlined above.
 - ii. The team walks off the court and refuses to finish the game at any stage of the match.
 - iii. The team advises Basketball Queensland that they cannot attend a game at a scheduled time after the Official Draw has been released.
 - iv. Failure to attend a rescheduled game.
- e) If a team forfeits a game, they may be withdrawn from the competition at the discretion of Basketball Queensland.
- f) Forfeit fees will be an amount equal to 1.5 times the Nomination Fee for the competition per game.

15.2. Late Start

- a) A late start shall incur a TWO POINT per minute penalty until a forfeit is declared (10 minutes). The game clock will start at the scheduled start time with the team that is there ready to play being given two points per minute.

- b) If the opposing team arrives in the ten-minute period, the game will be played from that moment (i.e., the game clock will not be reset). In the online scoring system all late start points are to be allocated to the captain of the team.

15.3. Defaults

- a) A team shall lose a game by default if, during the game, the team has fewer than two (2) players on the playing court ready to play (i.e., remaining team members have all been fouled out). If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
- b) If the team to which the game is awarded is not ahead, the score shall be recorded as twenty to zero (20 to 0) in its favour. In the online scoring system if the team to which the game is awarded is not ahead all default points are to be allocated to the captain of the team.

16. Rescheduled Games

16.1. Rescheduled Games

- a) Once the draw is set there will be no rescheduled games.
- b) Basketball Queensland has the authority to reschedule any game that it deems necessary.
- c) If the game is to be moved to another day, the two teams involved must agree on an alternative date, time and venue within 7 days of the game being unable to be played. Any alternate date must be within one month of the scheduled game date unless it is required to be played prior to a finals game or Wildcard Challenge.
- d) A team that has two (2) or more players unavailable for a Junior Representative game due to a conflicting Basketball Queensland High Performance representative commitment may request a postponement.
- e) Any request must come from the Association's delegate to Basketball Queensland at least 7 days prior to the game they wish to postpone. The request should include details such as the names of players affected and the specific commitment they have relating to the High-Performance event.

17. Protests

17.1. Correctable Errors

- a) Correctable errors: Officials may correct an error if a rule is inadvertently disregarded in the following situations:
 - i. Awarding an unmerited free throw/s
 - ii. Failure to award a merited free throw/s
 - iii. Erroneous awarding or cancelling of a point/s
 - iv. Permitting the wrong player to attempt a free throw/s
- b) General Procedure:
 - i. to be correctable the above-mentioned errors must be recognised by the officials, Referee Supervisor, or the score table officials before the ball becomes live following the first dead ball after the game clock has started following the error.
 - ii. An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.
 - iii. Any fouls committed, points scored, time used, or additional activity which may have occurred after the error has and before its recognition, shall not be nullified.
 - iv. After the correction of the error, unless otherwise stated in the rules, the game shall be resumed at the point it was stopped to correct the error.

- v. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction.

17.2. Protests

- a) A team may file a protest if its interests have been adversely affected by:
 - i. An error in scorekeeping, timekeeping or shot clock operations, which was not corrected by the officials.
 - ii. A decision to forfeit, cancel, postpone, not resume, or not play the game.
 - iii. A violation of the eligibility rules.
 - iv. In order to be admissible a protest shall comply with the following procedure:
 - a. The Captain of that team shall, no later than 15 minutes following the end of the game, inform the referees (crew chief) that the team is protesting the result of the game and sign the match report in the 'Captain's signature in case of protest' column.
 - b. The team shall submit the protest reasons to the host association in writing no later than 1 hour following the end of the game.
 - c. A fee of \$100.00 shall be applied to each protest and shall be paid regardless of the outcome of the protest.
 - v. The referees on receipt of the protest reasons shall report the incident that led to the protest in writing to Basketball Queensland.
 - vi. Basketball Queensland shall issue any procedural requests which it deems appropriate and shall decide on the protest as soon as possible, and in any event no later than 72 hours following the end of the game. Basketball Queensland shall use any reliable evidence and can take any appropriate decision, including without limitation partial or full replay of the game. Basketball Queensland may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised.
 - vii. Any protest will be determined by Basketball Queensland in a way that they deem suitable. If warranted an Independent Tribunal will be convened to hear the protest.

18. Zero Tolerance Policy

18.1. Zero Tolerance Policy

- a) To ensure a safe and enjoyable playing environment for all players, officials and participants, Basketball Queensland have implemented a Zero Tolerance Policy for inappropriate behaviour for parents and spectators. The policy will ensure that:
 - a. There will be a Zero Tolerance shown towards any inappropriate or abusive behaviour from parents and spectators.
 - b. Any parent/guardian and/or spectator who feels the necessity to:
 - i. Persistently or wilfully question or challenge the rulings of the referees.
 - ii. Berate or abuse game officials i.e., referees and scoretable personnel.
 - iii. Berate or abuse team officials.
 - iv. Berate or abuse players.
 - v. Berate or abuse other parents or spectators.
 - vi. 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. No warnings need be given in the event of the above action becoming necessary.

- b) In addition to spectator behaviour being monitored by the Court Controller and Referee Supervisor if the referees have an issue with a spectator, they may stop the game and get the Court Controller and inform them of what has occurred in order to have the Court Controller remove the parent or spectator. If at any

stage during a game a referee believes a spectator needs to be observed for poor behaviour, they may stop the game and ask the Court Controller to observe and monitor the spectator. The Court Controller will take any actions they deem necessary after observing the spectator.

- c) Any breaches of the Zero Tolerance Policy are to be reported on the Zero Tolerance Report Form and sent to Basketball Queensland by 10am on the Monday following home games.

19. Reports and Tribunals

19.1. Reporting of Incidents

- a) Referees may submit a report on any incident that they believe warrants being reported; however, as a minimum must report any incident which results in an ejection of a participant. Any person who receives two direct technical fouls are to be ejected and as such a report will be completed for this.
- b) The Report must be completed at the venue on the day of the incident occurring, preferably directly after the game. The referees should inform the Referee Supervisor and/or Court Controller of what has occurred immediately following the game.
- c) It is preferred that referees complete the form with the guidance of the Referee Supervisor, whilst it is still fresh in their minds.
- d) All reports MUST be submitted to Basketball Queensland via the online form by 10am on the Monday following that round.
- e) Basketball Queensland cannot issue a tribunal notice or warning letter unless an official report has been submitted through the online JotForm. Paper forms or any other type of communication will not be accepted as an official report.

19.2. Tribunal Panel Members

- a) Each Association must have at least one person available to sit on tribunals for their respective competition.
- b) Tribunals will be conducted in accordance with the Basketball Queensland Tribunals By-law with Basketball Queensland being the Organising Body. A copy of these By-Laws can be found on the Basketball Queensland website by clicking on Policies on the home page; It is recommended that all participants familiarise themselves with the contents of this document before attending a tribunal.

19.3. Tribunals for week-to-week competition

- a) Basketball Queensland on receipt of a report will liaise with any party it deems necessary to determine whether a tribunal is required to deal with the matter within the report.

19.4. Tribunals for tournament or carnival competition

- a) If the Host Association receives a report, it is to contact Basketball Queensland upon receipt of the report. Basketball Queensland will then in consultation with any party it deems necessary will determine whether a tribunal is required.

20. Correspondence & Meetings

20.1. Correspondence

- a) All correspondence relating to Junior Representative Basketball is to be sent to Basketball Queensland from the nominated Association Delegate.

20.2. Meetings

- a) All meetings relating to their Association will need to be attended by the Association Delegate. If the Association Delegate cannot attend, then a secondary delegate can attend in their place.

21. No-Zone Rule

21.1. No Zone Rule

- a) The no-zone rule applies for the Under 12 & Under 14 Junior Representative Competitions. In the interest of better player development, coaches should ensure defences are only those which incorporate man to man principles.

21.2. Definition of Zone Defence:

- a) Any defence in the half court which does not incorporate normal man to man defensive principles.
- b) Trapping defences which rotate back to man to man defensive principles are acceptable.

21.3. Violation of Man to Man Defence

- a) Violation of the “no zone” rule will generally fall within one of the following categories:
 - i. One or more players are not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball.
 - ii. A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (eg. bumped, switched, followed).
 - iii. Following a trapping or help and recover situation the team make no attempt to re-establish man to man defensive positioning.
 - iv. Teams Zone press and did not assume man to man defensive positioning once the ball was into the quarter court.

21.4. Court Controller Responsibilities regarding No Zone Rule

It is the responsibility of the Court Controller to police the “No Zone” rule. Court Controllers will:

- a) Take into account the intention of the defensive team.
- b) Take into account the time and state of the game.
- c) Take into account the movement or lack of movement of the offensive team.
- d) Deliberate and pre-meditated use of zone defence at a critical time of a game will be acted on immediately.
- e) If there is any doubt, the benefit of the doubt will be given to the defensive team.

21.5. Penalties for use of zone defence

- a) First offence – warning – speak to coach
- b) Second offence – Technical Foul
- c) Third offence – Second Technical Foul – disqualification of head coach
- d) Fourth offence – Forfeit of game
- e) When, in the opinion of the Court Controller, a violation occurs, they will request the referees, through the Scoretable Chairperson to charge the coach of the offending team at the next dead ball with the above listed penalties.

21.6. Persistent Breaches

- a) If it is reported to Basketball Queensland by Association delegates that a particular team is using zone defence in the U12 and U14 age groups regularly (i.e., they have received a number of warnings or been issued with technical fouls by Court Controllers at more than one Association) a representative of BQ will attend the next game of this team.

21.7. More Information

- a) For further information on the “No Zone” Rule please refer to the Zone Buster Manual produced by Basketball Australia on the BQ website. (Please note due to the manual being designed for a tournament, the penalties slightly differ).

22. Host Association Responsibilities

22.1. Court Controller

- a) Each association must always have a Court Controller in attendance from 30 minutes prior to the first game until the finish of the last game.
- b) They must be clearly identifiable in a high vis vest and must be a person who understands the game sufficiently to adjudicate in matters such as zone defence in Under 12 and Under 14 games (see “Official Rules – Section 21 No Zone Rule). The Court Controller can appoint a ‘Zone Buster’ to police the No Zone rule if required. If appointed the Zone Buster must wear a lanyard or vest which notes their position.

22.2. Court Controller Responsibilities:

- a) Make yourself known and be first point of contact for all teams
- b) Policing Codes of Conduct and Zero Tolerance Policy
- c) Ruling on the day as required
- d) Address any issues
- e) Make certain that all results are uploaded into the online scoring system
- f) Zone busting
- g) Match reports, Official Reports, First Aid Reports and Complaint/Comment and Forms scanned and emailed to BQ.

22.3. Keeping of Rules

- a) These rules along with relevant forms and policies must be kept in one folder which is easily accessible on game days along with the blood spill kit and first aid kit. It is suggested that the rules are kept at the stadium in an area that is unlocked at game times.

22.4. Fines

- a) Associations that fail to meet any of the Host Association Responsibilities by the required time may be fined up to \$100.

22.5. Stadium Opening

- a) All venues must open at least 30 minutes prior to the advertised starting time of the first game. Canteen facilities must be in operation from at least 15 minutes prior to the first game to 10 minutes after conclusion of the last game.

22.6. Conditions of Entry to Stadium

- a) It is a condition of entry into all stadiums hosting Junior Representative Games that all Basketball Queensland Codes of Conduct will be abided by.
- b) Associations are required to display a Condition of Entry sign provided by Basketball Queensland at the entry of their stadium as well as display all Codes of Conduct (i.e., player, coach, spectator etc) around their venue in clear view of all participants and spectators.

22.7. Results

- a) Each Association will be required to upload their scoring files at the conclusion of the Junior Representative games at their venue. It is vital that delegates ensure that all games are uploaded on the evening after the day’s games, some associations may not have multiple internet connections at their venue so may take the consoles off site to upload these files however it is imperative this is done the same day as the games are played.
- b) It is highly preferable however that all scoring consoles are running with a live internet connection during games. Please note it is imperative that only players who play in the game (inclusive of those who were suited up on the bench but did not get on the court) be entered into the scoring system as this will be the basis of determining who is eligible for finals.
- c) Match Reports and all other paperwork must also be forwarded to Basketball Queensland via email- competitions@basketballqld.net.au no later than 10am on the Monday following a home game.

22.8. Match Reports & Online Scoring System

- a) Host Associations must use the BQ issued match reports and scoring software provided. Basketball Queensland will automatically generate the game files for the scoring system with player's names and these will be uploaded on the Friday afternoon prior to that weekend's games. It is the responsibility of all team officials to check their team lists in the online scoring system prior to tip-off.
- b) Prior to tip-off, during the warmup period the Coach or team manager will be required to go to the scoring console to confirm and 'check in' the players into the game and ensure all their players are listed. If a player is a regular member of the team and therefore listed within the scoring system, but is missing for a single game, their name should not be ticked as active in the system.
- c) No players are to be added into the system on game day without the approval of Basketball Queensland.
- d) Any manual adjustment made to a team without approval from the SQJBC Coordinator will be considered as playing an ineligible player. This will result in that team being fined up to \$350 and be subject to the forfeiture of games as per section 15.1.

22.9. First Aid

- a) A person qualified to provide medical assistance must be **always clearly identifiable and in attendance**. They must have a minimum of current First Aid & Resuscitation Qualifications.
- b) While the host venue must supply a first aid officer, it is not their responsibility to supply unlimited medical assistance. Strapping tape and the like are the responsibility of a player.
- c) The medical officer is not responsible for preparing a player for a game. If a player is directed to seek additional medical attention, they are not allowed to play again on that game day until such time as they can provide a clearance from a certified medical practitioner. Once advised by the Medical Officer, if the player chooses to continue in the competition, they will do so at their own risk.
- d) For the avoidance of doubt a nurse, Level One Sports Trainer or a St John's officer are not certified medical practitioners.
- e) Ice must be available at all games. It will be given to players who are injured only. The host centre is not required to provide ice for water coolers.

22.10. Blood Kit

- a) A "Blood Kit" should be situated at the Scoretable of each court during competition games. The Kit should be used only for the purpose of dealing with spilt blood on the floor or benches.
- b) Suggested Contents of Blood Kit:
 - i. Packet of paper hand towels.
 - ii. Packet of disposable latex surgical gloves.
 - iii. Packet of medium size re-sealable plastic bags.
 - iv. 1500 ml Spray Bottle with 0.5% bleach and 2% detergent mixed with water. (Bleach is the key ingredient. Standard household bleach is acceptable, but it must not be used past its use by date.)
 - v. Solutions should only be used if they have been mixed (prepared) that day.

23. Referees

23.1. Referees

- a) Associations wishing to compete in Junior Representative Basketball must demonstrate that they have a Referee Development Program in place, and they must also have sufficient referees registered on the BQ database with the Association listed as the home association.
- b) Each Association must supply at least two (2) suitably qualified referees per each team to add to the SQJBC competition panel and meet any other requirements under the team nomination process. From this panel, each Association must confirm that they have **at minimum one (1) referee per team per game** available before each carnival round.
- c) A list of available referees for each carnival round need to be submitted to the BQ Referee Development Manager - referee@basketballqld.net.au by **Tuesday 9am** before each carnival round. If associations are unable to supply the required number of referees, BQ will get in contact and assist in trying to find referees. If the numbers are still not met after 24 hours, the association will be notified of choosing which team/s to

forfeit for the upcoming carnival round. BQ will then forward the list of available referees to each hosting association for them to organise the roster.

- d) Associations can ask other associations to help and cover their spot. Referees that are covering the missing spots will get reimbursed for their travel at a rate of \$0.20/km calculated by Google Maps (home address in OwnUrGoal to venue), paid by the association that failed to supply the referee.
- e) The referee panel and Association Referee Development Programs will be assessed and monitored by the Referee Commissioners in conjunction with the Basketball Queensland Referee Development Manager.
- f) This will be done through visits to Associations on game day throughout the season and assessing the following items:
 - i. Qualified supervisor
 - ii. Suitable Referee Panel (note all Referee Panels must be submitted to Basketball Queensland with the Team Nominations).
 - iii. Referees up to standard of games
 - iv. Referees suitably dressed
 - v. Referee Coaching Reports (evaluations) completed
- g) If after assessing and monitoring each Associations Referee Development Program the Basketball Queensland Referee Development Manager concludes that Associations are not appropriately educating their referees and there are no reasonable steps in place to address the issue, Basketball Queensland has the authority to remove home games from the offending Association.
- h) The Host Association is responsible for the following:
 - i. Rostering of all referees for their host carnival.
 - ii. Payment of all referees, referee supervisors and educators for their host carnival. This includes Semi Finals, Grand Finals and Wildcard Challenge.
- i) Referee Education at Host Associations
 - i. A clearly identifiable Referee Supervisor who is BQ Qualified to a minimum Grade 1 Referee Coach must be in attendance at all venues.
 - ii. Each Association must provide at least (1) Referee Supervisor to attend an information session with BQ prior to the start of the season.
 - iii. 50% of all Home Games will need to be evaluated on the Referee Coaching Report form provided by BQ.
 - a. If Associations fail to do this, they may lose any future home games until they can prove they have the capacity to meet this requirement.
 - b. The BQ Referee Development Manager may appoint additional referee coaches to Associations who may be struggling to meet the required numbers.
 - c. Additional referee coaches provided by BQ are to be paid for by the Host Association, including any ancillary costs such as fuel or accommodation.
- j) Expectations of Referees:
 - i. Must be in full uniform (BQ referee shirt, long black slacks and black shoes).
 - ii. If the Hot Weather Policy applies, the following additional rules will come into action:
 - i. Referees can wear black shorts (provided they are not bike shorts/compression shorts or dolphin shorts).
 - ii. Referees are allowed to take a quick drink during dead ball situations when close to a water bottle.
 - iii. The court supervisor must ensure water bottles of referees are refilled.
 - iii. Fulfil their duties in a professional and timely manner at the direction of their Association Referee Manager.
 - iv. Must submit a report via the online form on any incident which results in the ejection of a participant.
 - v. Be in attendance at tribunals involving incidents during their games.
 - vi. If a team submits a protest the referee shall report the incident which led to the protest to their Referee Supervisor who is to inform Basketball Queensland of the incident details on the Monday following the incident occurring.

- k) Associations are required to provide Basketball Queensland with their referee panel on the form provided.
 - i. Referees may only be nominated for one Association.
 - ii. All nominated referees must be registered in OwnUrGoal.
 - iii. Associations must nominate referees which at a minimum matches the number of teams as follows:
 - a. Minimum of two (2) referees per team.
 - b. Each Association's panel will be reviewed by Basketball Queensland prior to their team nominations being formally accepted.
 - c. If an association does not match the required numbers, the association must reduce their nominated team numbers to match the required referee numbers.
 - d. Referee Allocation/Education: Basketball Queensland will publish a referee matrix prior to each season.
 - e. Pay rates for referees, supervisors and evaluators will be published by Basketball Queensland prior to the season.
- l) Associations must submit the final referee roster and paysheet after completion of each round to Basketball Queensland via email – referee@basketballqld.net.au no later than 5pm on the Tuesday following hosted games.
 - i. Referees not registered in OwnUrGoal cannot claim travel money.

24. Communications

24.1. Delegate Communication

- a) Communicating with Basketball Queensland should be done through the details provided to the Association Delegates.
- b) Communication from Basketball Queensland will be done with the nominated Association Delegates either via email, phone, or post.
- c) Any communication from Basketball Queensland is taken to have been delivered 3 hours after email has been sent, or 12pm on the day it would ordinarily have been delivered by post.

24.2. On-Call Phone Communication

- a) A Basketball Queensland staff member will be on-call during each weekend involving Junior Representative games.
- b) The on-call phone number may change from week to week depending on the staff member and will be communicated before the weekend with other important information.
- c) Queries are to be made via **text-message only**.
- d) The on-call phone is for emergencies only and for those that cannot be handled at an association level or left until the following Monday.
- e) No players may be added on game days and **any request to add a player will be automatically denied**. The only instance where this is allowed is when there is an error on the team lists that was not rectified by BQ prior to the commencement of games.

25. Fines

25.1. Fines

- a) The following is a list of the fines associated with Junior Representative Basketball in Queensland:
 - a. If a person commits a Fine Offence and is under the control of a Participating Association or was under the control of a Participating Association when the person did so, then the Participating Association also commits a Fine Offence.
 - b. The fine that can be imposed and levied on the Participating Association is the same fine as if the Participating Association had itself committed the Fine Offence that was committed by the person who is or was under the control of the Participating Association.
 - c. All fines must be paid within 14 days.
 - d. There is no right of review or appeal.

Fine Offence	Person	Fine
Breaching Official FIBA Rules	Participating Association	\$350 maximum
Breaching Official BQ Junior Rep Rules (per breach)	Participating Association	\$350 maximum
Team Withdrawal – during season	Participating Association	200% of Nomination Fee
Team Withdrawal – prior to the season	Participating Association	200% of Nomination Fee
Breach of Player Transfer Policy	Participating Association	\$100 per player maximum
Failure to provide full team list by set cut-off date prior to grading	Participating Association	\$100 per team
Playing an Ineligible player	Participating Association	\$350 per player
Forfeit Fees	Participating Association	150% of Nomination fee for competition.
Withdrawal Fee from SQJBC and no longer fulfilling Premier League Requirements	Participating Association	Up to \$1000 per team
Withdrawal Fee from SQJBC Wildcard Challenge <i>After draft one of the draw has been released</i>	Participating Association	Double the scheduled game fee
Failure to bring a non-clashing uniform to a game	Participating Association	\$50 (passed on to Host Association)
Failure to wear official attire	Participating Association	\$100 per breach
Failure to meet host association responsibilities	Host Association	\$100 per breach
If an Association cannot provide the proper level of referees to a game	Host Association	\$50 per game

26. Challenging decisions under these rules

26.1. Challenge

- a) A decision under these rules cannot be challenged except strictly as allowed by these rules and strictly in accordance with the provisions of these rules allowing for it.

27. SQJBC Specific Rules

28. Participation

28.1. SQJBC is open to all Basketball Queensland’s affiliated Associations in the Southeast Queensland Region. The number of teams that each Association can submit is based on:

- a) the number of actively playing registered juniors within the SQJBC Age groups that they have registered as at the date of the nomination forms being issued.
- b) having in place a referee panel that is sufficient to support the teams they wish to nominate as required in the team nomination form.
- c) providing the necessary venue availability to host required home games and to allow for a fair competition draw to be constructed.
- d) ensuring all coaches have an up-to-date Club Coach Accreditation level, are registered in OwnUrGoal and hold a current Blue Card.
- e) Basketball Queensland however can accept or refuse entry of teams as it sees fit and make changes to the competition that are in the best interest of the overall competition.

29. Requirement for Number of teams an Association can enter

29.1. Player Registrations

- a) The number of teams that Associations may submit is based on the number of actively playing registered juniors for the relevant SQJBC Age Groups that they have registered as at the date of nomination forms being issued. The limit is set as follows:
 - i. Associations with less than 28 actively playing registered male players in the age group/s in which they wish to participate may not submit a team.
 - ii. Associations with less than 20 actively playing registered female players in the age group/s in which they wish to participate may not submit a team.
 - iii. The following restrictions on the number of teams also apply based on number of total actively playing registered junior players within each gender:

No. Players per Gender	<150	150-299	300-449	450+
Male Teams per age group	1	2	3	4
Female Teams per age group	1	2	3	4

- iv. Where an Association fails to meet the numbers required for entering a team but believes that it has the quality of active players available to meet the standard necessary to compete for a full season; an exemption request is to be submitted to BQ outlining the reasons why the teams should be permitted to enter. It is at BQ’s sole discretion to determine if this is appropriate.
- v. Any determination made regarding an exemption request is done so by the Basketball Queensland Management group and is final.

29.2. Venue Availability

- a) Each association must provide the minimum venue availability as outlined on the nomination form for each season.

- b) BQ will reduce the number of nominated teams if it exceeds the association's venue capability as per the requirements. The number of teams will be reduced until it is at a level that meets the venue availability requirements.

29.3. Referee Panel

- a) Associations are required to provide a complete panel of their SQJBC referees to Basketball Queensland at the time of submitting their team nomination. Basketball Queensland will review each Association's referee panel to ensure it has the required number and level of referees to cover their nominated teams.

29.4 Coach Accreditation

- a) All coaches must have a current Level 1 Club Coach Accreditation, be registered in the OwnUrGoal database, and hold a current Blue Card.

30. Division Information

30.1. Premier League

- a) Premier League is the Premier division in the SQJBC.
- b) Nominations to Premier League will be restricted to Associations that have the required number of actively playing registered players to enter a team in every age group and gender from U12 to U18 in the SQJBC (regardless of Division).
- c) An Association must maintain a team in all age groups and genders for the period of the SQJBC competition for that year. Failure to do so will see that Association incur penalties including having their teams removed from Premier League and/or fines of up to \$1000.00 per team withdrawn.
- d) The top 4 teams from SQJBC two years ago will gain automatic entry in to SQJBC Premier League in their new age groupings (i.e., Top four teams in U12 Boys will gain automatic entry in to U14 Boys Premier League Competition). The only exception to this rule is that if a team's Association that gains automatic entry into Premier League cannot submit a team in every age and gender based on the required number of actively playing registered members, they will forego their Premier League position and the 5th placed team will be promoted.
- e) Every eligible Association (i.e., those with a team in every age group and gender) can only nominate one team to contest Premier League Grading. Those Associations who have a team that automatically qualifies for Premier League, and as such is not required to contest grading, can nominate their second team to contest Premier League Grading.
- f) As the U12 Age Group does not have a competition two years prior to look at there will be no automatic qualifiers. All eligible Association teams wishing to compete in the U12 Premier League Competitions must contest grading.
- g) The format will be determined by Basketball Queensland.

30.2. Loss of Premier League Eligibility due to team Withdrawal

- a) If a team is withdrawn from the SQJBC, whether by the association or by BQ, and this results in that association no longer fulfilling Premier League eligibility requirements (Section 30 – Division Information), the following shall apply:
 - i. before grading will result in any of the association's teams in Premier League grading, including auto-qualifiers, being withdrawn and demoted to League 2.
 - ii. after grading (and before competition commencement) will result in any Premier League qualified teams from the association being demoted to League 2.
 - iii. any time after competition has commenced will result in the association being fined up to \$1000.00 per team withdrawn.

30.3. League 2:

- a) League 2 is the equivalent of second division in the SQJBC. Where 14 or more teams remain in an age group after Premier League Grading, a League 2 Grading Competition will be conducted to have 8 teams qualify for

that division, and the remaining teams that do not qualify will play in the League 3 Competition. More than 8 teams will participate in League 2 if there is not enough for a League 3.

- b) The top 4 teams from SQJBC two years ago who are eligible for the League 2 Grading Competition in their new age grouping will gain automatic entry to that division. The automatic qualifiers will not be confirmed until after Premier League Grading is completed as the results of that competition will influence who are the top 4 teams eligible for League 2. As the U12 Age Group does not have a competition two years prior to look at there will be no automatic qualifiers.

30.4. League 3

- a) League 3 is the equivalent of third division in the SQJBC.
- b) A minimum of 6 teams are required to conduct a League 3 Competition. Where 14 or more teams are nominated to League 3 a Grading Competition will be conducted to have 8 teams qualify for that division, and the remaining teams that do not qualify will play in the League 4 Competition. More than 8 teams may participate in League 2 if there is not enough for a League 4.

30.5. League 4

- a) League 4 is the equivalent of fourth division in the SQJBC.
- b) A minimum of 6 teams are required to conduct a League 4 competition.

31. Team Player Changes

31.1. Process for Player Changes

- a) Associations may edit their team lists after each carnival provided that all changes are made by **12:00pm on the Friday before the next carnival**. All changes must be communicated via email to the SQJBC Coordinator at Basketball Queensland. No changes may be made after the deadline and no players can be added on game days.
- b) A maximum of 12 players are allowed in each team and teams must have the same 12 players for the respective carnival round. No new players can be added between games on each weekend.

31.2. Cut-off date for new registrations

- a) No new players may be added after the fourth competition weekend.
- b) The only exception to this rule is if a team is reduced to 8 players or less.
- c) If a team is reduced to 8 players or less; the association may apply to add a new player after the fourth weekend.
- d) The application must outline the reasons as to why the playing roster had been reduced to less than 8 players and if due to injuries of other players in the team a doctor's certificate must be provided for all the injured players.
- e) The only players that will be permitted to be brought into the team will be a player from a team in a lower division or a player who is playing in the association's domestic competition for a minimum of two (2) months.

32. Finals Eligibility

32.1. Finals Eligibility

- a) Players must play a minimum of 40% of 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).

32.2. Applications for Exemption for Eligibility Rule

- a) Teams may apply for an exemption to the final's eligibility rules only under the below circumstances:
 - i. If a player does not qualify due to an injury. This application must be accompanied by a letter from their doctor stating the type of injury and the time away from sport. Please note letter/medical certificate time away from the sport must include the date of the injury up until the date they are able to return.
 - ii. If a player misses SQJBC games whilst representing their State in National Junior Championships or representing Australia on official duties such as national camps or games. The competition and/or training camp name and dates must be provided in the application. The games missed due to this participation, will be included in the calculations for finals eligibility.
 - iii. If a player has moved more than 100km and joined an Association Rep team in the new year they will be required to play more than half of the remaining games to be eligible for finals (i.e., with 7 games remaining they will be required to play 4).
 - iv. If a team is reduced to 8 players or less, an application can be made to bring an additional player in to the team. The only players that will be permitted to be brought into the team will be a player from a team in a lower division or a player who is playing in the association's domestic competition for a minimum of two (2) months. The application must outline the reasons as to why the playing roster had been reduced to less than 8 players and if due to injuries of other players in the team a doctor's certificate must be provided for all the injured players.
- b) All applications are to be in writing by the Association Delegate to the SQJBC Coordinator by close of business on the Monday prior to the start of the finals.

33. Grading Competition

33.1. Grading

- a) SQJBC Grading Competitions will be held at a time and place determined by BQ.
- b) Grading will take place on one day only for those divisions that require it.
- c) Where possible a double-elimination format will be used for the grading.
- d) In grading competitions where lower amounts of teams nominate the double-elimination format may be combined with a triple-elimination format or the teams may play in a pool-based system.
- e) Associations acknowledge that a condition of nominating any team to SQJBC is that they may be required to participate in Grading if required by BQ.
- f) An association also may not request to change the division of any team once their nomination has been submitted.
- g) Failure of any team to participate in grading will result in that team's nomination being revoked and they will not compete in the SQJBC season proper, while the relevant fines will also be imposed.
- h) All teams required to participate in grading must be able to play at any time on their designated competition date and/or day. Each team will also be required to nominate a referee for their team to Basketball Queensland.
- i) Premier League Grading will be conducted for the U12 to U18 and U21 Men Age Groups and only when at least one of the following has occurred:
 - i. More than 8 teams have nominated for Premier League in the U12 Age Group
 - ii. More than 4 teams have nominated for Premier League in the U12 to U18 and U21 Men Age Groups (noting that 4 teams automatically qualify as noted in Section 3.1 thus only leaving a further 4 Premier League positions available).
 - iii. At least 14 teams have nominated to a particular age group and of these 14 teams either point one or point two above applies.

- iv. If not enough teams have nominated to Premier League (i.e. 8 in U12 and 4 in all other age groups) then all first teams from Premier League eligible associations must grade for that competition regardless of what division they initially nominated for.
- j) League 2 Grading will be conducted for the U12 to U18 and U21 Men Age Groups only when:
 - i. 22 or more teams have nominated for an age group, accounting for 8 teams contesting Premier League and of the 14 remaining teams, at least 8 of these teams have nominated to play League 2.
 - ii. Where League 2 grading is required in age groups U14 – U18 and U21 Men, there will be four automatic qualifiers that will be determined after Premier League Grading (see section 3 – Division Information).
- k) League 3 Grading will be conducted for the U12 to U18 Age Groups only when 30 or more teams have nominated for an age group, accounting for 8 teams in each of the Premier League, League 2 and League 3 Competitions with the remaining 6 or more teams to play in League 4.
- l) In line with the 4 automatic qualifiers all teams shall be seeded for Grading on the basis of previous performances, namely two seasons prior for U14 – U18 and one season prior for U12 and U21 Men. Teams for League 2 Grading will not be seeded until after the completion of Premier League Grading in order to use the above-mentioned basis of previous performance for seeding teams. Teams for League 3 Grading will be seeded off a mix of results from two years prior and the results of League 2 Grading due to League 3 Grading being held the day after League 2 Grading.
- m) Teams will be required to provide scoretable personnel as per a normal round of the SQJBC (no shot clock in U12's). In competitions where the double-elimination format is not possible, and pools are used any rankings will occur based on the Classification of Teams method (refer to Section 10).
- n) Nominations to host the grading competitions will be called for with the cost of participation, number of venues required and formatting of games to be established when nominations close and the number of teams is known.
- o) Players may play in only one team for the grading competition.
- p) Game Protests are not permitted at Grading due to the knockout systems being used which do not allow for time to replay games. The referee's decision is final.
- q) It is a requirement that all associations wishing to nominate to Premier League must make their venue available for a grading tournament.

34. Compilation of Season Draw

34.1. SQJBC Draw

- a) The SQJBC draw will be compiled by Basketball Queensland and published on the Basketball Queensland website.
- b) No draw requests or requests for changes will be considered once the season has begun and no teams will be permitted to negotiate the changing of game dates and times. Associations are not permitted to negotiate with hosts or opponents regarding changes to the draw or any games during the season.

35. Wildcard Challenge

35.1. Wildcard Challenge

- a) All teams who competed in Premier League are automatically seeded to Division 1 of the State Championships.
- b) All teams who competed in League 2 are automatically seeded to Division 2 of the State Championships.
- c) All teams who competed in League 3 are automatically seeded to Division 3 of the State Championships (if applicable).

- d) All teams who competed in League 4 are automatically seed to Division 4 of the State Championships (if applicable).
- e) The bottom two placed teams in a higher division can be challenged for their position in State Championships by the 1st and 2nd placed teams in a lower division in the Wildcard Challenge at the conclusion of the final carnival round.

The Wildcard Challenge format is as follows:

- Second lowest placed higher division v 2nd lower division
- Lowest placed higher division v 1st lower division
- If the 2nd placed team wants to challenge however the 1st placed team does not, the 2nd placed team will instead play the lowest placed team from the higher division. The second lowest placed team from the higher division will not be challenged.

Teams from a higher division may relinquish their position to a team from a lower division if the team from the lower division wishes to challenge.

36. Finals Format

36.1. Finals Format

- a) Finals for SQJBC will be contested with the following format:
 - i. Semi Final 1: 1st vs 4th
 - ii. Semi Final 2: 2nd vs 3rd
 - iii. Grand Final: Winner of SF1 vs Winner of SF2
- b) Semi Finals will be played at central venues with all Grand Finals to be played at one venue.
- c) For all Semi Finals, a game fee of \$95 per team is payable to the host Association.

37. Harold Peacock Shield

37.1. Harold Peacock Shield

- a) The Harold Peacock Shield determines the Association with the highest overall ranking points in the SQJBC season.
- b) Points are allocated to teams ranked in each age group and gender (Premier League, League 2, League 3 & League 4 combined).
- c) Only the top team from each Association can receive points.
- d) Only the top sixteen (16) teams can receive points.
- e) All age groups and genders including Under 21 are included in the ranking points.
- f) The below table lists the number of points per placing, with each age group and gender to receive the same number of ranking points (e.g., 1st in U18 Boys is awarded the same number of points as 1st in U12 Girls).

Placing	Points
1st	20
2nd	17
3rd	15
4th	14
5th	12
6th	11
7th	10

Placing	Points
9th	8
10th	7
11th	6
12th	5
13th	4
14th	3
15th	2

8th	9
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16th	1
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38. CQJBC Specific Rules

39. CQJBC Divisions and Format

39.1. Divisions

- a) For two divisions (Division 1 & Division 2) to be conducted in an age group, a minimum of three (3) teams must be nominated into each division.
- b) If nominations for either Division 1 or 2 in an age group fail to reach a minimum of three teams, that age group/gender will be conducted as one division only.
- c) Teams will not be permitted to change divisions once the competition has commenced.

39.2. Formats

- a) The formats of all divisions will be determined by Basketball Queensland. It will be aimed that each participating team is scheduled to play at least four (4) competition games per carnival.
- b) Hosts for Carnivals will be determined by Basketball Queensland.
- c) Teams within a division shall play an equal number of competition games against each other throughout the season.
- d) Where possible carnivals are to be combined ages i.e., U12 and U14 carnival played together on the same weekend, at the same venue. The final carnival for each age group must be at least twenty-one (21) days prior to the respective State Championship for the U12 to U18 age groups.

39.3. Draws

- a) The Host Associations of each Carnival will be responsible for compiling the CQJBC Draws in consultation with BQ and the other Associations.
- b) Once produced, the draws will be sent to all Associations for comment by a set time. After that time has passed the draw will be finalized and published to the Basketball Queensland website. Once the draw is finalised there are to be no changes.
- c) All Associations must make themselves available to play at any time for the duration of the carnival. A compulsory condition of nominating any team to CQJBC is they must play Friday night at all carnivals where required.
- d) Commencement of games on Saturday and Sunday will be no earlier than 8:00am. The last game of a Saturday evening will be scheduled to commence no later than 8:00pm. Whilst requests to finish earlier on a Sunday for teams travelling the furthest distance will aim to be accommodated however cannot be guaranteed, all teams must be available to play at any time on Sunday if required.
- e) It is aimed that no teams will be scheduled to play more than three (3) games per day. A rest period of at least one timeslot will be given between games.
- f) Whenever possible, teams will not be scheduled to play the last game (e.g., 8.00 pm start) on one evening and then the first (early) game the following day. The only instance where this may not be possible is for teams travelling the furthest distance.

40. CQJBC Player Changes

40.1. Restricted Players

- a) Players are permitted to change divisions to play with another of their association's teams for a following carnival. Players are only permitted to change divisions within the age group they are participating in.
- b) Any request to move a player between teams must be done via email to the BQ Competitions Manager no later than 5:00pm on the Wednesday prior to the carnival.

- c) A restricted player however will not be permitted to change teams between carnivals. The following shall define when a player is restricted and therefore cannot change teams:
 - i. Any player who has participated in both of the first two carnivals with a Division 1 team cannot be moved to a Division 2 team for the third carnival.
 - ii. Where an association has two or more teams in a division, players will only be permitted to play for one team during the season. In this instance, the team a player plays their first game with shall become their designated team for the entire season in that division.
- d) All team player changes are to be done via email and sent to the BQ Competitions Manager by 5:00pm on the Wednesday prior to that weekend's carnival.
- e) The only exception to this rule is if a player needs to be replaced due to injury or illness following the deadline.
- f) A maximum of 12 players can be listed for each team prior to each carnival. No players may be added between games on each carnival weekend.
- f) No new players may be added for the third carnival. Any player who wishes to play in the final carnival must have played in either the first or second carnival.
- g) The only exception to this rule is if a team is reduced to 8 players or less prior to the third carnival.
- h) If a team is reduced to 8 players or less; the association may apply to add a new player. The application must outline the reasons as to why the playing roster had been reduced to less than 8 players and if due to injuries of other players in the team a doctor's certificate must be provided for all the injured players.
- i) The only players that will be permitted to be brought into the team will be a player from a team in a lower division or a player who is playing in the association's domestic competition for a minimum of two (2) months.

41. CQJBC Carnival Entry Fees

41.1. Door Fees

- a) Carnival Entry Fee – A door fee of two dollars (\$2.00) per day will be charged for all players, spectators, and team officials.

42. CQJBC Final Standings

42.1. CQJBC Honours

- a) CQJBC Division 1/2 honours are in the Under 12, 14, 16 and 18 boys and girls age groups.
- b) To be eligible for the CQJBC Division 1/Division 2 honours a team must participate in all Carnivals for that respective division.

43. NQJBC Specific Rules

44. NQJBC Divisions and Format

44.1. Divisions

- a) For two divisions (Division 1 & Division 2) to be conducted in an age group, a minimum of three (3) teams must be nominated into each division.
- b) If nominations for either Division 1 or 2 in an age group fail to reach a minimum of three teams, that age group/gender will be conducted as one division only.
- c) Teams will not be permitted to change divisions once the competition has commenced.

44.2. Formats

- a) The formats of all divisions will be determined by Basketball Queensland. It will be aimed that each participating team is scheduled to play at least four (4) competition games per carnival.
- b) Hosts for Carnivals will be determined by Basketball Queensland.
- c) Teams within a division shall play an equal number of competition games against each other throughout the season.
- d) Where possible carnivals are to be combined ages i.e., U12 and U14 carnival played together on the same weekend, at the same venue. The final carnival for each age group must be at least twenty-one (21) days prior to the respective State Championship for the U12 to U18 age groups.

44.3. Draws

- a) The Host Associations of each Carnival will be responsible for compiling the NQJBC Draws in consultation with BQ and the other Associations.
- b) Once produced, the draws will be sent to all Associations for comment by a set time. After that time has passed the draw will be finalised and published to the Basketball Queensland website. Once the draw is finalised there are to be no changes.
- c) All Associations must make themselves available to play at any time for the duration of the carnival. A compulsory condition of nominating any team to NQJBC is they must play Friday night at all carnivals where required.
- d) Commencement of games on Saturday and Sunday will be no earlier than 8:00am. The last game of a Saturday evening will be scheduled to commence no later than 8:00pm. Whilst requests to finish earlier on a Sunday for teams travelling the furthest distance will aim to be accommodated however cannot be guaranteed, all teams must be available to play at any time on Sunday if required.
- e) It is aimed that no teams will be scheduled to play more than three (3) games a day. A rest period of at least one timeslot will be given between games.
- f) Whenever possible, teams will not be scheduled to play the last game (e.g., 8.00pm start) on one evening and then the first (early) game the following day. The only instance where this may not be possible is for teams travelling the furthest distance.

45. NQJBC Player Changes

45.1. Restricted Players

- a) Players are permitted to change divisions to play with another of their association's teams for a following carnival. Players are only permitted to change divisions within the age group they are participating in.
- b) Any request to move a player between teams must be done via email to the BQ Competitions Manager no later than 5:00pm on the Wednesday prior to the carnival.
- c) A restricted player however will not be permitted to change teams between carnivals. The following shall define when a player is restricted and therefore cannot change teams:

- i. Any player who has participated in both of the first two carnivals with a Division 1 team cannot be moved to a Division 2 team for the third carnival.
 - ii. Where an association has two or more teams in a division, players will only be permitted to play for one team during the season. In this instance, the team a player plays their first game with shall become their designated team for the entire season in that division.
- d) All team player changes are to be done via email and sent to the BQ Competitions Manager by 5:00pm on the Wednesday prior to that weekend's carnival.
 - e) The only exception to this rule is if a player needs to be replaced due to injury or illness following the deadline.
 - f) A maximum of 12 players can be listed for each team prior to each carnival. No players may be added between games on each carnival weekend.
 - g) No new players may be added after the second carnival. Any player who wishes to play in the final carnival must have played in either the first or second carnival.
 - h) The only exception to this rule is if a team is reduced to 8 players or less prior to the third carnival.
 - i) If a team is reduced to 8 players or less; the association may apply to add a new player. The application must outline the reasons as to why the playing roster had been reduced to less than 8 players and if due to injuries of other players in the team a doctor's certificate must be provided for all the injured players.
 - j) The only players that will be permitted to be brought into the team will be a player from a team in a lower division or a player who is playing in the association's domestic competition for a minimum of two (2) months.