



JUNIOR COMPETITION RULES

Cairns Basketball



JULY 2023

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FIBA and Basketball Queensland Official Rules Shall Apply, Unless Otherwise Provided for in these rules.

IMPORTANT

Day to day interpretation of these rules shall be the responsibility of the Cairns Basketball Inc. (CBI) General Manager. Appeals against interpretation will only be considered by the CBI General Manager if lodged in writing within (7) days of the incident. Submissions must be endorsed by the respective Club President to be considered.

Cairns Basketball reserves the right to add, amend, or delete any rules within this document, upon notification to all Clubs.

Current Cairns Junior Basketball Competition Rules shall be displayed on the CBI Website.

1. Registration and Eligibility

- 1.1. All players must be registered and financial members of Basketball Queensland Inc. and Cairns Basketball Inc. Teams will not receive competition points if they permit an unregistered player to take the court in a game. A team that permits this to occur will forfeit all games played with an unregistered player.
- 1.2. Members must register with a Cairns Basketball affiliated club and play with their club in their correct age division. The current affiliated clubs are:
 - 1.2.1. Allstars Basketball Club,
 - 1.2.2. Phoenix Basketball Club,
 - 1.2.3. Redlynch Basketball Club, and
 - 1.2.4. Timberwolves Basketball Club.
- 1.3. Registered players may not register to play in both A and B Divisions or B and C Divisions or A and C Divisions in one age group. Players must nominate to play in either A Division, B Division or C Division.
- 1.4. All Representative Players who have been selected in a representative team as at the commencement of any representative season, shall be subject to the following conditions:
 - 1.4.1. A Division 1 representative player must play in the highest age division with their Club or their representative team, if the representative team is permitted to play within the club competition by CBI; and
 - 1.4.2. Representative players may play-up in a higher age division with their club, or with their representative team if the if the representative team is permitted to play within the club competition by CBI.
- 1.5. Players nominating to play-up must:
 - 1.5.1. Apply in writing, through their club, to the CBI Competition Manager; and
 - 1.5.2. Demonstrate that the nominated division is appropriate to the attributes and ability of the player. For example, an Under 14 Representative Player may provide a statement from their representative team coach attesting that Under 16 B is an appropriate grade in which that player could “play-up”.
- 1.6. All play-ups must be approved by the General Manager of CBI in consultation with the JC prior to the player taking the court for the play-up age division. No appeals can be made to these decisions.
- 1.7. The grading and eligibility of players to play-up in any age division is at the discretion of the General Manager of CBI and may be reviewed at any time if it is deemed necessary. All such reviews will be conducted in consultation with the JC.

- 1.8. Each team must consist of a minimum of seven (7) and a maximum of ten (10) players to be accepted into the competition.
- 1.9. New players wishing to register after the season has commenced, will pay the full CBI nomination fee up to halfway through the season. Players wishing to register after halfway through the season will pay a prorated fee as determined by CBI.
- 1.10. New players shall be permitted to select and register with a club of their choosing if positions are available at that club.
- 1.11. A registered player may not play across divisions. For example, an Under 14 boy registered to a B division team player cannot play for another team in the Under 14 boys B division.
- 1.12. **Substitution of Players**
 - 1.12.1. A registered player may substitute for a player missing from a team subject to the following conditions:
 - 1.12.1.1. The substitute player is from a lower age division; or
 - 1.12.1.2. The substitute player is from a lower age division within the age division (e.g. an Under 14 B division player could substitute in an Under 14 A division team).
 - 1.12.2. A player may substitute for a team without registering for that division and without paying any fee a maximum of three (3) times in a season. If a player substitutes more than three (3) times they must pay the registration fee applicable to this team. Consequently, the CBI Competition Manager must be notified of any player who wishes to substitute for a team who has already done so three (3) times.
 - 1.12.3. Teams may only field teams where there is a:
 - 1.12.3.1. A maximum of three (3) players from a lower age group in the team at any time; and
 - 1.12.3.2. A minimum of three (3) players registered to the team at any time.

2. Transfers

- 2.1. A player may transfer from one club to another only by:
 - 2.1.1. Obtaining a transfer request which is available at the CBI office,
 - 2.1.2. Having the current club sign this form and submit this to the club to which the player wishes to transfer. The current club must respond to the request for transfer within one (1) week of receipt, and
 - 2.1.3. The club to which the player wishes to transfer must then sign the form to agree to the transfer,
 - 2.1.4. The completed form must then be reviewed and approved by the JC.
 - 2.1.5. The player can only take the court for the new club once the JC has approved the transfer.
- 2.2. If a player has not participated in the preceding season, a transfer request is not required.

3. Age Group Eligibility

- 3.1. Nominations for the for a new season will be accepted for divisions in this season on Player Registration Forms issued by each club.
 - 3.1.1. A birth certificate must be presented at initial sign-on and on each anniversary thereafter to prove the age of each participant.
 - 3.1.2. A player or club, on behalf of the player, may make a submission in writing prior to registering to a team to the General Manager of CBI for special dispensation of the requirement set out in clause 3.1.1 (above).
 - 3.1.3. The General Manager of CBI (or their delegate) will respond to the submission within one (1) week of receipt.
 - 3.1.4. No appeals may be made to a decision may by the General Manager of CBI in relation to submissions of this nature.

4. Seasons

- 4.1. Junior competition is played in two (2) season per annum:
 - 4.1.1. Spring – Terms 4 and 1, and
 - 4.1.2. Autum – Terms 2 and 3

5. Divisions

- 5.1. Age group competitions will be divided into divisions. The purpose of placing teams in divisions is to ensure that the competitions in which clubs enter teams remain competitive throughout the season.
- 5.2. The number of divisions in each age group will depend on the number of teams and the standard of the teams that nominate.
- 5.3. Should nominations in any one division exceed eight (8) teams, the division may be divided into two (2) divisions.
- 5.4. The clubs are responsible for determining the number of teams in age group and division they wish to nominate.
- 5.5. The General Manager of CBI in consultation with the JC is responsible for determining the number of divisions and the number of teams in each division. This may mean that a grading period is used to finalise numbers before the season commences.
- 5.6. During a grading period teams a ladder will be maintained; however, this will be cancelled once the season commences.
- 5.7. Divisions may be varied, and teams may be split if deemed appropriate by the General Manager of CBI in consultation with the JC to make the competition more equitable. The decision of the divisions by the General Manager of CBI is final.

6. Team Uniforms

- 6.1. Uniform colours for new clubs must be approved by the JC.
- 6.2. Existing clubs wishing to change uniform styles or colours must have the approval of the JC and must introduce the new uniforms across the whole club.
- 6.3. All players on each team are required to present themselves in conforming uniforms for each match. All teams are to supply their teams with uniforms consisting of:
 - 6.3.1. **Shirt/Singlet** – must be of the same design and colour, front and back.
 - 6.3.1.1. Each shirt/singlet must have visible numbers on the front and back of the shirt/singlet that comply with FIBA rules.
 - 6.3.1.2. All players must tuck their shirt/singlet into their playing shorts prior to taking the court and throughout the game.
 - 6.3.1.3. Failure to adhere to a referee's direction in relation to clause 6.3.1.2 shall result in a warning being issued to the player in breach of this clause. Any subsequent breaches of this clause shall result in the awarding of a Technical Foul.
 - 6.3.1.4. Referees may exercise discretion in applying clause 6.3.1.2 where sizing may not permit the shirt/singlet from being tucked in.
 - 6.3.2. **Shorts** must be of the same design and colour, front and back, but not necessarily the same colour as the shirt/singlet. A small brand logo is permitted.
 - 6.3.2.1. Shorts with pockets are not permitted.
 - 6.3.3. **Undergarments** may be worn, but they must be the same colour as the most dominant colour of the playing uniform, or black or white.
 - 6.3.4. Wearing "skins" (or similar garments) is permitted provided:
 - 6.3.4.1. The "skins" should not extend outside the playing uniform beyond the singlet line with the exception being the round neck section.
 - 6.3.4.2. Where "skins" extend below the playing shorts they are to be the dominant colour of the playing uniform or black or white.
 - 6.3.5. A club that nominates more than one (1) team in a division must provide uniforms or numbered bib of contrasting colours when such teams meet in fixture matches.
 - 6.3.6. Player must be in complete and correct uniform by the third week (inclusive) of the competition. From the fourth week of the competition each player that is not in complete and correct uniform will not be permitted to take the court.
 - 6.3.6.1. If the club is awaiting delivery of shorts from a supplier, the club may seek approval from the JC to wear black shorts until the new stock arrives.

- 6.3.7. A player will become ineligible to play if they have been advised by a referee, referee supervisor or the CBI Competition staff to leave the court due to a breach of clause 6 of the rules. The player may take the court once in complete and correct uniform.
- 6.3.8. New players joining a team after the season has commenced will be allowed three (3) weeks to procure the correct team uniform.
- 6.3.9. Except for sweat bands, head decoration, headwear and jewellery are not permitted.
- 6.3.10. Players must ensure that their fingernails are closely cut or taped so that they don't cause injury to opposing players.

7. Game Rules

7.1. Competition points to determine the competition ladder shall be awarded in the following manner:

| Result | Competition Points |
|---------|--------------------|
| Win | 3 |
| Loss | 1 |
| Draw | 2 |
| Bye | 3 |
| Forfeit | -1 |

8. Zone Defence

8.1. In the Under 10, Under 12 and Under 14 age divisions Zone Defence is not permitted.

- 8.1.1. The Referee Coordinator or Referee Supervision are to be notified of possible Zone Defence violations.
- 8.1.2. If the Referee Coordinator or Referee Supervision determine that Zone Defence is being played, they may issue a warning (usually on the first occurrence) or a Technical Foul.

8.2. Zone Defence is permitted in the Under 16 and Under 18 age divisions.

9. Technical Fouls

- 9.1. Technical Fouls will be awarded in accordance with FIBA rules.
- 9.2. If a behavioural tech is given to any player in U10, U12 or U14, the referee report will be reviewed by Cairns Basketball and will result in a 1 game suspension.
- 9.3. If a coach or player is ejected from a game due to the accumulation of technical and/or unsportsmanlike fouls, a report must be lodged by the referees. The report will be reviewed by

Cairns Basketball and if the accumulation of the fouls is due to behavioural issues such as disputing the decisions of referees, fighting, etc, then the player or coach who has been ejected will be issued with a one-week suspension. This means that they cannot participate in any basketball activity at Cairns Basketball for the duration of the suspension which includes coaching, playing, officiating, or spectating.

9.4. Referee Supervisors will be permitted to issue technical fouls to players or coaches for behavioural issues such as disputing the decisions of referees, fighting, etc. If a technical foul is issued by a referee supervisor, then the player or coach will be immediately ejected from the game and a report lodged for review the Cairns Basketball. If the foul is deemed to be appropriate, then the player or coach who has been ejected will be issued with a one-week suspension which means that they cannot participate in any basketball activity at Cairns Basketball for the duration of the suspension which includes coaching, playing, officiating, or spectating.

9.5. If a player or coach is issued with a notice of suspension due to the enforcement of these rules, they may lodge an appeal, in writing, explaining why the suspension should not proceed. If the tribunal chair determines that there are grounds for appeal, this matter will be heard by a disciplinary tribunal with the charge being a breach of the code of conduct. If found guilty, the accused would face a maximum penalty of six weeks suspension.

10. Three Point Line

10.1. In all Under 10 games the 3-point line is to be disregarded. If a successful 3-point basket is made in an Under 10 game, this will be counted as two (2) points. That is, the maximum score for a basket in an Under 10 game is two (2) points.

10.2. In all Under 12 and Under 14 games the yellow or orange 3-point line will be used with all successful baskets to be counted as three (3) points.

10.3. In all Under 16 and Under 18 games the white 3-point line will be used with all successful baskets to be counted as three (3) points.

11. Under 10 Competition

11.1. The height of the hoops for Under 10 games will be lower than for all other competitions.

11.2. No competition points or ladders are kept as this competition is solely for development.

11.3. This is a round robin competition with no finals to be conducted.

11.4. Registered players in the Under 10 competition are permitted to play across teams from the same club where a team does not have sufficient players for a game to commence.

11.5. A coach of an Under 10 team is permitted to take the court to aid the coaching of individual players in their team.

- 11.6. Players are eligible to participate in any fixture game only if their name has been entered on the scoresheet prior to the commencement of the game. It is the coach's responsibility to check the names on the scoresheet.

12. Game Timing

- 12.1. Games shall consist of four (4) quarters of ten (10) minutes each with a one (1) minute break between the first and second quarters and third and fourth quarters and a three (3) minute break between the second and third quarters.
- 12.2. The clock will stop for time-outs and disqualifying fouls.
- 12.3. In the final two (2) minutes of the fourth quarter the clock will stop after each basket is scored and on each whistle.
- 12.4. Extra time will only be permitted in finals games. In the event of a draw in finals games, an extra period of three (3) minutes will be played after a two (2) minute break and:
- 12.4.1. Extra periods will continue to be played until a winning team is determined.
 - 12.4.2. Extra periods start with the possession arrow.
 - 12.4.3. Teams will continue to attack the same basketball as they did in the fourth quarter.
 - 12.4.4. Only one time-out is permitted in extra time.
 - 12.4.5. Any team that chooses not to play in the extra period will be forfeited.
- 12.5. The clock will start at precisely the scheduled time except when the previous game has not finished at the scheduled time.
- 12.6. Teams are entitled to a three (3) minute warm-up period prior to the commencement of a game.
- 12.7. If a team is leading by twenty (20) points or more in the final two (2) minutes of the fourth quarter, the Referee or Referee Supervisor may, in consultation with the coaches of both teams, choose to let the clock run and stop as is the normal case during this period.

13. Mercy Rule

- 13.1. Under 10 and Under 12 division teams may not use defensive full-court pressure if the team lead by twenty (20) points or more.
- 13.2. Full-court defence is defined as any defence that is assumed beyond the half-way line (frontcourt). When a team is leading by twenty (20) points or more they must allow the ball to be carried by the offensive team over the half-way line before playing defence.
- 13.3. A team will be warned if this rule is violated in the first instance. If there are subsequent violations a technical foul will be issued to the offending team.

14. Forfeits

- 14.1. If a team does not have at least four (4) players on court ready to play within eight (8) minutes of the commencement of the game clock, but the fourth player arrived during the eight (8) minute period, the opposing team will be awarded two (2) points for every full minute the game is delayed waiting for the fourth player to arrive. This shall be added to the scoresheet at half-time.
- 14.2. If a team does not have at least four (4) players on court ready to play within eight (8) minutes of the commencement of the game clock, the game will be forfeited by the team with less than four (4) players.
- 14.3. The score for awarded to a team when the opposing team forfeits will be twenty (20) to nil (0).
- 14.4. The team that forfeits will receive no competition points for the forfeited game and will also incur a one (1) competition point penalty.
- 14.5. If a team forfeits three (3) or more times in a season may be replaced or removed from the competition without notice, at the discretion of the General Manager of CBI.
- 14.6. If a team notified the CBI Competition Manager at least 72 hours prior to the scheduled game, the forfeit penalty of one (1) competition may be waived at the discretion of the General Manager of CBI.
- 14.7. Teams that are short of players due to NQJBC, Peninsula basketball or State Team commitment may have their game rescheduled, provided the CBI Competition Manager is notified in writing at least seven (7) days in advance. Rescheduling of games is at the discretion of the CBI Competition Manager. Notification does not in and of itself guarantee that a game will be rescheduled.

15. Finals Series

- 15.1. To qualify for participation in the finals series a player must have played a minimum of four (4) games in a team to which they have been registered.
 - 15.1.1. If a team cannot field five (5) players for a final, they may use a substitute player who is registered to a team in the same age group but a lower division or is registered to a lower age division.
- 15.2. The first four (4) teams on the competition ladder will contest the finals series for each age division.
- 15.3. In the event of two (2) or more teams finishing the competition on equal points, a count back, as per FIBA rules, will determine the final placings for the competition ladder.

15.4. The finals format will be:

| | | |
|---------------------------|---|---------------------------|
| Semi-Final one (1) | 1 v 4 | Winner to the Grand Final |
| Semi-Final two (2) | 2 v 3 | Winner to the Grand Final |
| Grand-Final | Winner of semi-final 1 v Winner of semi-final 2 | |

15.5. Teams must supply their own scoretable officials for the final's series. CBI will appoint a neutral chairperson for the grand-final.

15.6. If a competition has less than four (4) teams, CBI Competition Manager in consultation with the JC will determine a suitable finals format.

16. Ineligible Players

16.1. An ineligible player is a player who is:

16.1.1. Not registered with CBI and/or Basketball Queensland; or

16.1.2. Participating in a game whilst suspended; or

16.1.3. A player from a team a division below the correct age division or in a higher division without paying the requisite fee; or

16.1.4. Exceeding the maximum number of games permitted in a higher division; or

16.1.5. Refuses to leave the court pursuant to clause 6.3.7 (a player not in complete and correct uniform).

17. Participant Responsibilities

17.1. If a player sustains an injury the cost of treatment for any expense that cannot be claimed through Medicare is claimable through the insurance provided through your Basketball Queensland membership. If you wish to lodge a claim, you can download a claim form using this [LINK](#).

17.2. The coach of a team and the club is responsible for the conduct of its members.

17.3. All participants (including coaches, players, officials and spectators) will be required to abide by the Basketball Queensland [Codes of Behaviour](#).

17.4. Each team must supply one (1) scoretable official for their own game. The clock will commence at the scheduled time. If a team fails to provide a scoretable official at the commencement of the game, the team will incur a two (2) point penalty for every minute they fail to provide a scoretable official. Unless the teams can come to a mutually agreed arrangement, the referee will add the points to the score of the opposing team at half time.

17.5. The Referee Supervisor or CBI Competition staff may, at their discretion, replace any scoretable official at any time before or during a game if they believe that the appointed scoretable official is not competent to carry out the scoretable official duties.

- 17.6. Hanging from the ring is not permitted at any time. Breach of this clause may result in an immediate disqualification from the game.

18. Monitoring Behaviour

- 18.1. All coaches and players are subject to the [National Tribunal By-Law](#) which deals with disciplinary matters that may, from time to time, arise.
- 18.2. All participants are subject to the [Basketball Australia Member Protection Policy](#).

19. Referee Supervisors

- 19.1. Referee Supervisors are in control of the facilities whilst Junior Competitions are being conducted.
- 19.2. Referee Supervisors may not overrule a decision made by a referee during a game, nor can they infringe on a referee's jurisdiction during a game.
- 19.3. Referee Supervisors may issue a Technical Foul without reference to the referees if they feel the behaviour warrants that action. A Technical Foul issued to a coach or player will result in the immediate ejection of the coach or player and may result in a further one (1) week suspension as detailed in clause 9.3.
- 19.4. Referee Supervisors will act to stop unsportsmanlike conduct by players, coaches, scoretable officials, and spectators. The Referee Supervisor may ask the coach of a team to assist in dealing with spectators supporting the coach's team and acting inappropriately.