



JUNIOR COMPETITION RULES

Cairns Basketball



MARCH 2026

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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) Junior Committee in consultation with CBI Competitions Manager & Management Committee. Appeals against interpretation will only be considered by the Junior Committee if lodged in writing within (7) days of the incident. Submissions must be endorsed by the respective Club President to be considered.

Cairns Basketball Junior Committee in consultation with the Competitions Manager 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. & Cairns Basketball Inc. Teams will not receive competition points if they permit an unregistered player to take the court in any 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. Timberwolves Basketball Club,
 - 1.2.4. Redlynch Basketball Club
 - 1.2.5. Northern Beaches Heat,
- 1.3.** Players must nominate & register to play in only one division in their age group.
- 1.4.** Every Representative Player chosen for a team at the start of any representative season will need to comply with the following conditions:
 - 1.4.1 A Division 1 representative player is required to participate in the highest age division available at their club
 - 1.4.2 A Representative player/s may play-up in a higher age division with their club, or with their representative team, if the representative team is permitted to play within the club competition by CBI
 - 1.4.3 A Representative player/s playing in a B or C team can play up in a higher age group but, does not necessarily have to play in a division 1 team/competition. Gradings for B & C Representative players to be at the discretion of the Junior Committee.
 - 1.4.4 Club teams can only have a maximum of three (3) Division 1 representatives per team.
 - 1.4.5 If Representative team selections take place during the club season, this will not impact a player's current club team assignment. A player who has not previously been selected for a Representative team, or who was previously chosen for a Division 2 or 3 team but is selected for Division 1 in the current season, shall complete the season with the club team they began with at the start of the season.
 - 1.4.6 A Representative Team must nominate to the Junior Committee for consideration for inclusion into a competition
 - 1.4.7 A Representative Teams inclusion in a competition must not cause a Bye round.
- 1.5.** Players nominating to play-up must:
 - 1.5.1. Apply in writing, through their club President to the Junior Committee for consideration; 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.** Before a player participates in a higher age division, their play-up must be approved by the Junior Committee of CBI, in coordination with the CBI Competitions Manager. No appeals can be made to these decisions.
- 1.6.1 The grading and eligibility of players to play-up in any age division is at the discretion of the Junior Committee of CBI and may be reviewed at any time if it is deemed necessary. All such reviews will be conducted in consultation with the Competitions Manager.
- 1.6.2. New enquiries and signings receive priority and are to be placed into any team with play-ups. Play-up players must vacate their spot for a new signing. The play-up player is required to pay all CBI-nominated play-up fees from the commencement of the season. If the play-up player must vacate their position in the team for new signing/s, a pro rata refund will be given.
- 1.7.** Each team must consist of a minimum of seven (7) and a maximum of ten (10) players to be accepted into the competition.
- 1.8.** 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 determine by CBI.
- 1.9.** 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:
- 1.12.2. The substitute player is from a lower age division; or
- 1.12.2 The substitute player is from a lower division within the age group (e.g. an Under 14 B division player could substitute in an Under 14 A division team).
- 1.12.4. A player may substitute for a team without registering for that division and without paying any fee for a maximum of three (3) times in a season. If a player substitutes more than three (3) times in the current season (one of which must include a general fixture game) they must pay the registration fee applicable to this team. Consequently, the Junior Committee must be notified in writing with 7 days' notice prior to the game commencing, unless in the case of injuries, of any player who wishes to substitute for a team who has already done so three (3) times.
- 1.12.5. The substitute player must play for their own Club and the same team they have played for as a substitute.
- 1.12.6. Teams may only field teams where there is a:

1.12.6.1. A maximum of three (3) players registered from a lower age group in the team at any time;
and

1.12.6.2. A minimum of three (3) players registered from their own team at any time.

1.12.6.3. Once the Junior Committee approves adding lower aged players to Basketball Connect, the Competitions Manager should be notified and is tasked with recording this change in Basketball Connect. Players without the necessary authorisation are not allowed to take part in the match.

1.12.6.4 A team may not have more players than is registered to the team.

2. Transfers

2.1. A player may transfer from one club to another only by:

2.1.1. Obtaining a transfer request form which is available on the [CBI Website](#),

2.1.2. The completed transfer form is to be provided to the current club, who can approve or decline the request. The current club is required to respond to the transfer request within one week of receiving it.

2.1.3. If the current club approves the transfer, the club to which the player wishes to transfer must then approve or decline the transfer

2.1.4. If both clubs approve the transfer the completed form & transfer is then to be reviewed and approved or declined by the JC.

2.1.5. Transfers can only be completed after a season has ended & before a new season has commenced.

2.1.6. No appeals may be made to a decision made by the Junior Committee of CBI in relation to submissions of this nature.

2.1.7. The player can only take the court for the new club once the JC has approved the transfer.

2.1.8. 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 the season on Player Registration Forms issued by each club online.

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 Junior Committee of CBI for special dispensation of the requirement set out in clause 3.1.1 (above).

3.1.3. The Junior Committee will respond to the submission back to the relevant clubs within one (1) week of receipt.

3.1.4. No appeals may be made to a decision made by the Junior Committee of CBI in relation to submissions of this nature.

4. Seasons

4.1. Junior competition is played in two (2) seasons per annum:

4.1.1. Summer – Terms 4 and 1, and

4.1.2. Winter – Terms 2 and 3

5. Divisions

5.1. Age group competitions will be organised 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. If more than eight (8) teams are nominated in a single division, that division may be divided into two separate divisions or pools.

5.4. The clubs are responsible for determining the number of teams in age group and division they wish to nominate.

5.5. Junior Committee of CBI in consultation with the CBI Competitions Manager is responsible for determining the number of divisions and the number of teams in each division. A grading period may be implemented to confirm participant numbers ahead of the season's start.

5.6. The ladder will remain in use throughout team grading periods but will be discontinued once the season starts.

5.7. The Junior Committee of CBI, in consultation with the CBI Competitions Manager, may adjust divisions or split teams as needed to ensure greater fairness in the competition. The decision of the divisions by the Junior Committee of CBI is final and should be resolved by the 4th week of the competition.

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 Clubs 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. Starting from the fourth week of the competition, any player who is not wearing the full and correct uniform will not be allowed to play.
 - 6.3.6.1. If the club is awaiting delivery of shorts from a supplier, the club may seek approval in writing from the JC to wear black shorts until the new stock arrives.
 - 6.3.7. A player becomes ineligible to play if a referee, referee supervisor, or CBI Competition staff member instructs them to leave the court because they have violated 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 & fabric head bands, all other head decoration, headwear and jewellery are not permitted.

6.3.10. Players must keep their fingernails trimmed or covered with tape to prevent injuring other players.

7. Game Rules

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

At the end of the regular competition rounds, the CBI Competitions Manager will calculate & adjust any competition points that are affected by uneven bye rounds. This will occur as soon as practicable at the end of the regular rounds.

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. Possible Zone Defence violations should be reported to the Referee Coordinator or Referee Supervisor.

8.1.2. If the Referee Coordinator or Referee Supervisor finds that Zone Defence is being used, they can give a warning—usually the first time it happens—or penalise with a Technical Foul.

8.2. Zone Defence is allowed in both the Under 16 and Under 18 age groups.

9. Technical Fouls

9.1. Technical fouls will be given according to FIBA regulations.

- 9.2. Any player in U10, U12, U14, U16, U18 & U19's who receives a behavioural technical foul will have the referee's report reviewed by Cairns Basketball, and this will lead to a one-game suspension.
- 9.3. Referees are required to file a report whenever a coach or player is ejected from a game because of repeated technical or unsportsmanlike fouls. 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 can give technical fouls to players or coaches for certain behaviours, like arguing with referees or fighting. If a referee supervisor gives a technical foul, the player or coach will be ejected from the game right away, and a report will be submitted to Cairns Basketball for review. 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 chair of the tribunal finds that there is a valid reason for an appeal, the case will be brought before a disciplinary tribunal to address the charge of violating the code of conduct. If found guilty, the accused would face a maximum penalty of six weeks suspension.

10. Three Point Line

- 10.1. The three-point line does not apply in any games for players under 10 years old. 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. For all Under 12 and Under 14 matches, any basket scored from behind the yellow or orange 3-point line will count as three points.
- 10.3. For all Under 16 and Under 18 matches, the white three-point line will apply. Any successful shot from beyond this line will count as three points.

11. Under 10 Competition

- 11.1. The height of the hoops for Under 10 games will lower than for all other competitions.
- 11.2. Since this competition is only for development, no points or rankings are recorded.

- 11.3. This competition will use a round robin format and will not include any finals.
- 11.4. Players registered for the Under 10 competition can play for different teams within their own club if a team does not have enough players to start a game.
- 11.5. Coaches of Under 10 teams permitted on the court to assist with coaching players in their team.
- 11.6. A player may take part in a fixture game only if their name appears on the scoresheet before the game starts. It is the coach's responsibility to check the names on the scoresheet.
- 11.7. If an Under 10 team does not have enough players to start a game, players from the opposing team may play across with the agreement of both Coaches.

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. During the last two minutes of the fourth quarter, the game clock pauses after every scored basket and each time the referee blows the whistle.
- 12.4. Additional time is permitted exclusively during final matches. If a finals game ends in a tie, teams will have a two-minute break before playing an additional three-minute period.
 - 12.4.1. Additional periods will be played until one team wins the game.
 - 12.4.2. Extra periods start with the possession arrow.
 - 12.4.3. Teams will continue to attack the same basket as they did in the fourth quarter.
 - 12.4.4. Extra time allows just a single time-out per team.
 - 12.4.5. If a team decides not to participate in the overtime period, they will automatically forfeit the game.
- 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. Every team gets three minutes to warm up prior to the start of the 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 B division teams may not use defensive full-court pressure if the team lead by twenty (20) points or more.
- 13.2. A full-court defence refers to any defensive strategy that begins before the halfway 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. If a team breaks this rule for the first time, they will receive a warning. 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 halftime.
- 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 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. The Competitions Manager of CBI has the authority to remove or replace a team from the competition without warning if that team forfeits three or more times in one season.
- 14.6. If a team informs the CBI Competition Manager at least 72 hours before their scheduled game, the Junior Committee of CBI may choose to waive the forfeit penalty for that competition.
- 14.7. Teams that are short of players due to NQJBC, Peninsula basketball or State Team commitment may have their game rescheduled, provided the Junior Committee of CBI receives a request in writing at least fourteen (14) days in advance. Rescheduling of games is at the discretion of the CBI Competition Manager. Submitting a request does not automatically mean that a game will be rescheduled.

15. Finals Series

- 15.1. A player is eligible to participate in the finals series only if they have played in at least half of their registered team's regular season games. An exception will be made for any new player to Cairns Basketball who registers to a team after the halfway point of the Season.
- 15.2. If a team cannot field five (5) players for a final, the Club may submit a request for approval no later than 72 hours before scheduled game, to the Junior Committee so 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.
- 15.3. If a team cannot field five players for a final due to competition clashes (see 14.7), the Club may request rescheduling from the Junior Committee no later than 14 days before the game. Approval is not guaranteed.
- 15.4. The first four (4) teams on the competition ladder will contest the finals series for each age division.
- 15.5. In the event of two (2) or more teams finishing the competition on equal points, a count back, as per [FIBA rules \(D.1.3\)](#), will determine the final placings for the competition ladder.
- 15.6. 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	

- 15.7. 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 gets injured, any medical expenses not paid by Medicare may be claimed using the insurance provided with 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) score table official for their own game. The clock will commence at the scheduled time. If a team fails to provide a score table official at the commencement of the game, the team will incur a two (2) point penalty for every minute they fail to provide a score table 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 score table official at any time before or during a game if they believe that the appointed score table official is not competent to perform the score table official duties.
- 17.6. At no time is it allowed to hang from the ring. 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 [BQ Centralised Tribunal By-Laws](#) which deals with disciplinary matters that may, from time to time, arise.
- 18.2. All participants are subject to the [BQ Member Protection Policy](#)

19. Referee Supervisors

- 19.1. During Junior Competitions, Referee Supervisors in conjunction with the CBI game day manager oversee the facilities.
- 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, score table 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 inappropriate