



# **NORTH GOLD COAST SEAHAWKS BASKETBALL INCORPORATED**

Senior Domestic Basketball Competition

By-Laws

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## GENERAL RULES

Games will be played according to the most current FIBA Official Basketball rules. These rules can be found on the FIBA website at:

- <http://www.fiba.basketball/documents>

The North Gold Coast Seahawks website (<http://seahawksbasketball.com.au/>) is the primary point of reference for the following:

- Fixtures and game times including changes to game times and venues
- Competition ladders
- Games played for finals eligibility
- Player registrations & fee payments

Changes to game times or venues will be published on the website no later than 12 noon on the day of the game or, in the case of games played on the weekend, 12 noon on the Friday before the game.

## COMPETITION RULES AND REGULATIONS

<b>1</b>	<b>TEAM ENTRY</b>
1.1	Applications for Teams entering the Senior Domestic Basketball Competitions are to be lodged by computer entry into the computer system by the due date, as advised by the Competitions Manager.
1.2	The payment of player registration fees, at the rate set by the Treasurer and ratified by the Board must be made by players to be included in the team entry details.
1.3	The North Gold Coast Seahawks Board is not bound to accept applications. It may reject applications in respect of Individuals, Team or Clubs or impose such limitations on numbers of Teams or other conditions as it sees fit.

<b>2</b>	<b>MATCH FEES</b>
2.1	Match Fees are to be paid prior to taking the court

## PLAYING CONDITIONS

All games are to be played to the requirements of the Seahawks Board as set down from time to time.

<b>3</b>	<b>AGE LIMITS &amp; GENDER</b>
3.1	Age limits for competitions shall be specified from time to time by the Committee.
3.2	The minimum age of a player wishing to take part in the senior domestic competition is fifteen (15) years of age (must turn 15 anytime in the year of the competition).  Exemptions can be applied by the Competitions Manager.
3.3	Other competitions may have other age requirements such as modified age floors for Master’s competitions.

<b>4</b>	<b>GRADES</b>
4.1	Where required, on each competition day, the competition will be divided into grades. Teams will be nominated to specific grades at the time of team entry. The Competitions Manager (or a team overseen by the Competitions Manager) will evaluate all team entries and allocate teams to grades prior to the grading season. Teams are graded based on their ability to play at a specific level.

4.2	Grades range from A, B, C etc with the most skilled teams placed in A grade and the least skilled at the lower end of the range for that season.
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<b>5</b>	<b>GRADING SEASON</b>
5.1	The grading of all teams in the competition will be based on ability. Grading will be conducted over the first four weeks of a new competition season.
5.2	The initial grading of teams shall be determined by the Competitions Manager (or a team overseen by the Competitions Manager) for each respective competition day and shall be based on the lists of players submitted on the team entry forms.
5.3	The Competitions Manager (or a team overseen by the Competitions Manager) will review the performances of the teams and will determine the grade to which each team should be assigned, in an endeavour to have all teams placed into a grade in which they will be competitive.
5.4	No premiership points and win/loss records will be carried through from Grading Season to the Regular season. All team records will begin again.
5.5	The Competitions Manager/Committee reserves the right to re-grade a Team at anytime.
5.6	Any team re-graded during the Regular season will receive the average number of points of the teams in the grade they are being re-graded to.
5.7	Teams re-graded to a newly formed grade will have their win/loss record and their competition points carried over to the new grade. As long as all teams going to new grade are coming from the same grade.

<b>6</b>	<b>FINALS SEASON</b>
6.1	If any teams are level on ladder points, then the Team having the higher for/against percentage shall take the higher position.
6.2	If two or more Teams are level in all aspects then the higher for/against from when the teams played each other will be used. If still locked an elimination series shall be conducted in a manner to be determined by the Competitions Manager.
6.3	<p>Finals format will be a 3 week format as per below unless altered by the North Gold Coast Seahawks Board:</p> <p>4 team - 3 week format:  <u>Wk 1 – Semi Finals</u>            SF1 – 1<sup>st</sup> vs 2<sup>nd</sup>            SF2 – 3<sup>rd</sup> vs 4<sup>th</sup></p>

	<p><u>Wk 2 – Preliminary Final</u>                  PF – Loser SF2 vs Winner SF2  <u>Wk 3 – Grand Final</u>                  GF – Winner SF1 vs Winner PF</p>
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<b>7</b>	<b>PLAYER ELIGIBILITY</b>
7.1	Within the player’s registered club their team and grade is determined after the first round in which the player participates.
7.2	Players may only play in <b>one</b> team in one grade on the same competition day.
7.3	Each competition day is considered a separate competition and thus players may play on multiple competition days but may only play for <b>one</b> team per day.
7.4	In grades B or below, if a team is short with only 4 or less players, they may seek substitutes from the same grade or lower grade to fill in. ‘A’ grade players cannot fill in for lower grade teams.

<b>8</b>	<b>FINALS ELIGIBILITY</b>
8.1	In order to be eligible to play in finals a Player must have played at least 40% of the available games for their registered team in any given season. Byes do not count as games played and are also removed from the total number of games the team participated in.
8.2	Either the team delegate, the scorer or the coach will ensure that all players selected on the Courtside Team List are present, in uniform and available to play, in order to signify that they are able to play, and have the game count towards finals eligibility.
8.3	Upon written application from the Club Secretary to the Competitions Manager for special consideration, consent may be given to allow a player to play in finals where he/she has not met the necessary criteria due to <b>extenuating</b> circumstances.
8.4	<p>Where player/s are injured during the season they can obtain Finals Eligibility for the games missed by producing a Medical Certificate (or notification of an impending medical certificate) for approval by the Competitions Manager <b>within 21 days of initial diagnosis</b> and before 6.00pm the day after the last premierships round for their given day of competition.</p> <p>Players will not be eligible to play any games for the period of time prescribed in the medical certificate. In order to commence playing within this period a letter from a medical practitioner, clearing them to play, must be provided.</p> <p>Where obtaining a certificate is difficult to achieve within the 21 days the Team Delegate can notify the Competitions Manager by email identifying the injured player</p>

	and advising the date by which the certificate will be provided. Credit for games missed due to the injury will not be given if the medical certificate is not provided by the advised date.
8.5	A team can replace any player who has qualified for finals but has been injured, and has a medical certificate. The Competitions Manager may nominate the next most eligible player or another player to replace an injured player in the event that the team will have <b>less than 5 players</b> then eligible for the finals.
8.6	Where a Team only qualifies five players no extra players will be allowed.

<b>9</b>	<b>UNIFORMS</b>
9.1	In submitting applications to play in the competition, Teams must submit details of the colours and combination of colours to be worn.
9.2	Players will be permitted to play in the Team only when wearing the relevant team colours according to the registered uniform.
9.3	All Players must wear distinguishable numbers as part of the uniform. Players may not participate in a game when wearing the same number.
9.4	Only numbers 1 to 99 will be accepted as approved numbers.
9.5	A Team shall forfeit five (5) match points for every player who is not in correct uniform. The penalty is to be applied when the player takes the court. All Teams must register the colours of their uniforms and trim in the Team Entry process.
9.6	<p>Correct uniforms shall consist of:</p> <p style="padding-left: 40px;">Tops: To be of the same colour /colours, legibly numbered back and front with matching trim.</p> <p style="padding-left: 40px;">Shorts: To be of the same colour /colours, style trim and length (No longer than knee length). Shorts are to have no pockets, exposed zips or buckles.</p> <p style="padding-left: 40px;">Trim: Trim on singlets and shorts must be of the same colour and about the same width throughout the team. Club emblems, Team or Player names and sponsorship logos of any kind are deemed to be trim and must be registered with the Committee and must be uniform throughout the Team.</p> <p style="padding-left: 40px;">Compression Wear (i.e. Skins): Legs: Full leg length Compression Wear is permitted, but must be either black or white. Arms: Compression Vests/Singlets are permitted but no sleeves are allowed. No t-shirts under singlets.</p>

	<p>Footwear: Must be sports footwear with non-marking soles.</p> <p>Jewellery: Non obtrusive earrings, such as sleepers and wedding bands can be worn on court subject to their being adequately taped ie, material bandaids (ordinary bandaids are not accepted), thick tape, etc No other jewellery such as nose rings, belly rings, etc can be worn.</p>
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<b>10</b>	<b>TIMING REGULATIONS</b>
10.1	All games will consist of four (4) by ten (10) minute quarters.
10.2	One (1) time out in the first half and two (2) time outs in the second half are permitted. But no time out will be permitted in the last minute of any quarter, excluding the last when the clock shall stop.
10.3	The clock shall not stop for time outs, unless in the last two minutes of the 4 <sup>th</sup> Qtr, and the clock is stopped.
10.4	Clock will stop during the regular season on all whistles in the last two minutes of the 4 <sup>th</sup> Qtr <i>when the margin remains under 20 points</i> . The clock <u>does not stop after made baskets</u> .
10.5	In finals, all of the above timing rules will apply except the clock shall stop on all whistles in the last three (3) minutes of the 4 <sup>th</sup> Qtr.
10.6	In finals, if the scores are tied at the end of regulation time, then an extra five (5) minutes shall be played. The clock will stop on all whistles and each team will receive one (1) time out.
10.7	Quarter time breaks will be one (1) minute after the first and third quarters and two (2) minutes for half time.
10.8	Pre-game warm up will be a period of two (2) minutes, should game times be running late this can be amended by the Court Controller.

<b>11</b>	<b>COURTSIDE (SCORING APP)</b>
11.1	No game will be allowed to commence unless both team’s have paid their Match Fee for that day’s game
11.2	New players to a team must not be added to Courtside after half time. Players from the Active Player’s section can be added at any time during the game, ideally during a stoppage of play, i.e. a timeout.



11.3	Player's names are not to be included in the match playing list if they are not at the game, in uniform and able to take the court.
11.4	Failure to adhere to these rules will result in loss of premiership points as determined by the Competition Manager and Board of Management.
11.5	Referees will remove any player not present at the game during half time.
11.6	Players <u>MUST NOT</u> play under someone else's name. Players/Coaches/Officials found to be doing this may be called before a Tribunal Hearing and also forfeit any games where this has occurred.

<b>12</b>	<b>LADDERS &amp; PREMIERSHIP POINTS</b>
12.1	Ladder points will be allocated as follows: Win – 3 points Draw – 2 points Loss – 1 point Forfeit Loss – 0 points Forfeit Win – 3 points Bye – 3 points
12.2	Game will be deemed a forfeit where a player is considered unregistered due to: <ul style="list-style-type: none"> <li>• being un-financial <ul style="list-style-type: none"> <li>○ BQ Registration and Competition Fee for given season (Competition Fee exempt for Short-Term Registrations)</li> </ul> </li> <li>• Incorrect SURNAME and/or GIVEN NAME</li> <li>• Ineligible player/s participate</li> </ul>
12.3	Teams entering the competition late will be awarded one (1) ladder point for every round missed.
12.4	If non-finals games cannot be played due to a power-strike, water on court, player unable to be moved due to injury or other such cause beyond the control of Seahawks Basketball, these games will be declared a 0-0 draw and ladder points issued accordingly.
12.5	Finals games will be rescheduled at the discretion of Seahawks Basketball
12.6	Should games be cancelled at short notice (i.e. at the venue) the Club shall submit a list of participating players to the Competitions Manager prior to the commencement of the next round.
12.7	Where the decision to cancel the game occurs after the completion of the first half the scores at the time of cancellation will stand as the final score. Where it occurs

	prior to the completion of the first half the game is not deemed to have been played and the game will be a 0-0 draw. This applies to court conditions such as water on the court but does not apply to any players or team officials disqualified or through player injury (where the player cannot be moved) or fouling out.
12.8	Each team shall provide one competent Bench Official (Scorer or Timekeeper) for each game in which the Team is engaged. The Referees will start the clock if, at the scheduled commencement time, even if the Scorers are not in position to commence. A point will be given to the opposition for every minute or part thereof that the Scorer is not in position.  Bench players may perform scoring duties and substitute from the score bench
12.9	If a team does not have a scorer, and only has five (5) players present at the game, then only four (4) may take the court leaving one to perform scoring duties. This player may substitute in to the game as outlined in 12.8
12.10	If, after 10 minutes of the scheduled start of the game, no scorer is in attendance the game will be declared a forfeit against the offending team.
12.11	During the course of the game only the Team Captains and/or Coach may approach a Referee during the course of a game. If queries become too frequent then the referee may refuse to answer any more.
12.12	Assistant Coaches can be in attendance, but only one person may stand and Assistant Coaches cannot approach the Referee/s.
12.13	If clock is started prior to tip off, late start points must be applied by referees.

<b>13</b>	<b>FORFEITS</b>
13.1	If a team wins by forfeit, the score reverts to twenty (20) to nil (0) to the winning team. (No premiership points awarded to the forfeiting Team and three premiership points to the other Team)
13.2	If both Teams forfeit, no premiership points are awarded to either team and the score is nil all.
13.3	If a game was drawn and one Team forfeits, the score reverts to twenty (20) to nil in favour of the other Team. (Three premiership points to the other Team.)
13.4	If a team is unable to continue due to the loss of players during the normal course of the game the losing team is still entitled to the 1 premiership point earned through a legitimate loss.

<b>14</b>	<b>SIN BIN RULE</b>
14.1	When a player is issued with a technical foul or unsportsmanlike foul that breaches the code of conduct, a five (5) minute sin-bin will be applied. This should be used as a reflection period for the player who receives the technical foul.
14.2	Players can be replaced by a substitution
14.3	A player whilst in sinbin should not converse with the team or comment on the game. It is a sinbin to reflect on behaviour <ul style="list-style-type: none"> <li>• Failure to comply will result in the 5 minutes being restarted</li> </ul>
14.4	Technical fouls that breach code of conduct refers to; <ul style="list-style-type: none"> <li>• Disregarding warnings given by officials.</li> <li>• Disrespectfully dealing with the officials, the commissioner, the table officials or the team bench personnel.</li> <li>• Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.</li> <li>• Using language or gestures likely to offend or incite the spectators</li> <li>• Baiting and taunting an opponent</li> <li>• Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.</li> <li>• Inappropriate language</li> <li>• Arguing with the officials</li> <li>• Abusive gestures</li> <li>• inappropriate gestures such as imitation of officials or other players</li> <li>• any potentially dangerous play that doesn't result in contact (excessive elbows, flopping)</li> <li>• Violent or threatening behaviour</li> </ul>
14.5	Unsportsmanlike fouls that breach code of conduct include; <ul style="list-style-type: none"> <li>• fighting</li> <li>• deliberately hitting</li> <li>• pushing or kicking other players</li> <li>• excessive contact on another player</li> </ul>
14.6	Five (5) minutes refers to playing time. Time within a timeout or period break does not count toward the 5 minutes in sin – bin.  E.g. if a player is sin-binned with 1-minute left in the 2nd quarter. The player won't be able to re-enter the court until 6:00 in the 3rd quarter
14.7	After the 5 minutes the player may return to their bench and enter the court at a normal substitution opportunity
14.8	Technical fouls that are NOT included in sin bin are; <ul style="list-style-type: none"> <li>• Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly</li> <li>• Hanging on the ring</li> </ul>

	<ul style="list-style-type: none"> <li>• Goaltending during the last or only free throw by a defensive player</li> <li>• A defensive player going over the boundary line whilst offense is trying to inbound the ball</li> </ul>
14.9	<p>Unsportsmanlike fouls that are NOT included in sin-bin are;</p> <ul style="list-style-type: none"> <li>• A foul caused by the defensive player during the last 2 minutes of the game in a dead ball period, unless the foul also breaches code of conduct</li> <li>• ‘Breakaway’ unsportsmanlike foul, unless it also breaches code of conduct</li> <li>• An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition</li> </ul>

## WALKOVERS

<b>15</b>	<b>UNNOTIFIED WALKOVERS</b>
15.1	If a Team does not appear with at least four players within ten minutes of the scheduled time of commencement as shown on the fixtures, then the game shall be declared a walkover and no premiership points shall be awarded to that Team. The game shall be awarded to the opposing Team and the score recorded as a win by twenty points to nil.
15.2	If both Teams fail to appear with at least four players within ten minutes of the scheduled starting time, then both teams will have given a walkover and the game shall be declared a nil all draw and no premiership points awarded to either Team.
15.3	<p>A Team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the following rates:</p> <ul style="list-style-type: none"> <li>• Unnotified – Match Fee x 2</li> <li>• Late Notice (less than 48 hours) – Match Fee x 1.5</li> <li>• Notified (more than 48 hours) – Match Fee x 1</li> </ul> <p>Any team, which gives a walkover in two or more games during the season, may be disqualified from competition.</p>
15.4	Teams late to the court shall be penalised two points per minute (or part there of). After ten (10) minutes a walkover will take effect.
15.5	In the case of a walkover, the winning Team shall have all players registered to the team credited with the game towards Finals Eligibility.

<b>16</b>	<b>NOTIFIED WALKOVERS</b>
16.1	In a case where a Team has prior warning that a walkover will occur and notifies the Competitions Manager personally prior to the game then the fine to the offending Team. Where notification does not occur prior to the above schedule then the full penalty shall be applied. See timeframes and fine details in 15.3
16.2	It is the Club Secretaries/Coordinators responsibility to notify the Competitions Manager stating the following details: Club, Age Group, Grade, Gender, Team No, Venue, Date and Time of the match and opposition.
16.3	The opposition Team receiving the Walkover (non-offending Team) will have all players registered to the team credited with the game towards Finals Eligibility.

## GENERAL INFORMATION

<b>17</b>	<b>PLAYER OR TEAM DISQUALIFICATIONS</b>
17.1	Once disqualified a player/coach or players/coaches must leave the stadium and are not permitted to return or enter any other Seahawks Basketball venue for the remainder of that day.  NOTE: Players under the age of 18 that are disqualified may wait in the foyer of the venue, but must not be in a position where the game they were disqualified from can be viewed.

<b>18</b>	<b>CODES OF BEHAVIOUR</b>
18.1	The published Basketball Queensland Codes of Behaviour and Zero Tolerance aims to promote and strengthen the reputation of basketball in Queensland by establishing a standard of performance, behaviour and professionalism for its participants and stakeholders. Any breach of the Basketball Queensland Codes of Behaviour and Zero Tolerance may result in disciplinary action via a tribunal hearing.  A copy of the Code of Behaviour and Zero Tolerance will be available on the North Gold Coast Seahawks website or available at: <a href="http://basketballqld.com.au/wp-content/uploads/2016/07/BQ-Zero-Tolerance-Policy.pdf">http://basketballqld.com.au/wp-content/uploads/2016/07/BQ-Zero-Tolerance-Policy.pdf</a> and <a href="http://basketballqld.com.au/wp-content/uploads/2016/05/BQ-Codes-of-Behaviour.pdf">http://basketballqld.com.au/wp-content/uploads/2016/05/BQ-Codes-of-Behaviour.pdf</a>

<b>19</b>	<b>ALTERATIONS TO THE RULES</b>
19.1	A rule may be added to, rescinded or inserted by resolutions of the Seahawks Board.
19.2	Decisions of the Board notified to the Members of each Team shall be deemed to be official notification.

19.3	The Board/Competitions Manager does not accept posting by ordinary mail as proof of lodgement. It is the responsibility of each Team Delegate to check matters such as lodgement Registrations, eligibility for finals etc. with the Competitions Manager.
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<b>20</b>	<b>INDEMNITY/DISCLAIMER</b>
20.1	All players participating in the Senior Basketball Competition organised by Seahawks Basketball do so at their own risk.
20.2	Seahawks Basketball accepts no claims for loss of damage to personal property.

<b>21</b>	<b>VENUE RULES</b>
21.1	No one is to enter the court other than the competing teams during the official warm up or match period. I.e. no shooting during time outs, intervals for qtr/half time etc.
21.2	A technical foul will be given immediately to any player who hangs off the rings and/or supports during warm ups and periods of play. No warnings will be given.
21.3	Any Club, Team, Player, Official or other person responsible for causing damage to a Venue may be required to pay the reasonable cost of re-instatement or be required to pay a charge towards such cost, as determined by the Seahawks Board. Any person(s) affected under this clause shall be entitled to present their case in writing and to attend and be heard at a meeting of the Seahawks Board, which determines the case.

<b>22</b>	<b>TRIBUNALS</b>
22.1	The By-Laws for Tribunals can be found on the North Gold Coast Seahawks website: <a href="http://www.seahawksbasketball.com.au">www.seahawksbasketball.com.au</a> under About Us>Resources.
22.2	There is a difference between a <b>Report</b> and a <b>Complaint</b> defined as:  Reports can be completed by <b>Referees, Court Controllers</b> .  Complaints are for <b>Parents, Coaches</b> . The complaints form is found on the North Gold Coast Seahawks website at: <a href="http://seahawksbasketball.com.au/pdf/seahawkscomplaintform.pdf">http://seahawksbasketball.com.au/pdf/seahawkscomplaintform.pdf</a>  A Formal Complaint cannot be lodged until at least 20 minutes has elapsed following the conclusion of the game or event/incident and no earlier.

<b>23</b>	<b>DISCIPLINARY – TECHNICAL FOULS</b>
23.1	All technical fouls are recorded on the Courtside system and to be recorded by the referee on the match report. The Competition Manager will maintain a record of technical fouls accumulated in a competition season.
23.2	A player who receives a technical foul in a game will have to sit out a 5 minute period immediately from the time the foul is called. If the foul is for an ejectable offence or second technical foul in a game the player has one (1) minute to leave the stadium.
23.3	Any player who accumulates in a season the following number of technical fouls , providing they are not ejected, will receive the following sanctions: <ul style="list-style-type: none"> <li>• Two (2) technical fouls equates to a written warning</li> <li>• Three (3) technical fouls equates to a one (1) match suspension</li> <li>• Five (5) technical fouls ( additional two ) equates to a two (2) match suspension</li> <li>• Any accumulation above this point will result in a Tribunal hearing</li> </ul>
23.4	Any player given a technical foul and is also ejected from the game will automatically receive a one (1) match suspension and may be further subject of a Tribunal hearing, subject to a report being lodged.