North Gold Coast Seahawks Basketball Incorporated

Junior 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
- Player registrations & fee payments

COMPETITION RULES AND REGULATIONS

	1 - TEAM ENTRY
1.1	Applications by Clubs for Teams entering the Junior Basketball Competition are to be lodged in the Competition Management Platform by the due date, as advised by North Gold Coast Seahawks administration.
1.2	Details of the teams, age groups, grades and gender should be lodged within the computer system by the due date.
1.3	The payment of player registration fees, at the rate set by North Gold Coast Seahawks must be made by players to be included in the team entry details.
1.4	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.
1.5	Team entries will only be accepted for teams containing a minimum of 5 players. These 5 players must be players registered to that age group.
1.6	Teams entering under the same club must be prefixed by the same club name. A team number is then applied, e.g. Warriors 16B.1
1.7	Any club withdrawing a team after fixtures are published may incur a withdrawal penalty as set from time to time by North Gold Coast Seahawks.
1.8	If a club does not notify the North Gold Coast Seahawks Competition Administration seventy-two (72) hours prior to the first game of the season that the team is to be withdrawn, then a walkover fine (as set by the Seahawks Board) will be imposed in addition to the Withdrawal Penalty.
1.9	No new teams after Grading Round 3.

REGISTRATIONS, CLEARANCES AND TRANSFERS

	2 - LODGEMENT OF FORMS RELATING TO REGISTRATIONS, CLEARANCES & TRANSFERS
2.1	All players must register for each season by completing the online registration as outlined on the North Gold Coast Seahawks website. Players must hold current Basketball Queensland Registration to play in any competition delivered by Seahawks. Players must register to each age group that they will be participating in. Once a player has played up an age group on three (3) occasions as a fill-in player they must register to continue playing in the additional age group. Playing unregistered will result in a forfeit, as per 6.4
2.2	A completed Clearance or Transfer form must be lodged with the Competitions Administration at least 72 hours in advance for it to be considered prior to the next round.

	3 - REGISTRATIONS
3.1	A player must register by completing the online registration form using the respective link from the North Gold Coast Seahawks website.
3.2	A player remains part (despite whether they are financial or not) of his/her initial club until age prevents participation in the Junior Basketball Competition, or he/she is Cleared to another club.
3.3	A player must be financial to be considered registered for any season of competition.
3.4	Upon Registration, players will pay Basketball Queensland membership, Seahawks Season Fees and Affiliate Competition Fees to their Club. Club must monitor their players to ensure that only registered players take the court. Playing unregistered players will result in a forfeit.
3.5	The Junior Basketball Competition Clubs will be responsible for following up the collection of Affiliate Competition Fees. The accepted policy across all clubs is that those behind on Affiliate Competition Fees will not be permitted to play.
3.6	Junior Affiliate Competition Fees may be paid either upfront, or in a nominated instalment plan. Either the upfront payment, or the first instalment must be made at the time of registration.

	4 - CLEARANCES (for player movement between Clubs)
4.1	Any player wishing to change clubs within North Gold Coast Seahawks Basketball Junior Club Competition must apply for a Clearance, no matter when they last played. No Clearances will be approved after Grading Round 1. Players must advise the Competitions Administration of a pending Clearance and it must be lodged by 11:00 a.m Thursday prior to Grading Round 1. Players who have not registered for the current season can apply for special consideration.
4.2	Clubs are only allowed three (3) clearances per age group per season in each of the girls and boys competitions, for any North Gold Coast Seahawks domestic player who is defined as a restricted player. One player from each category listed below is permitted. An unused Category can be filled with a player from a lower Category. E.g. No Category 1 player is used. The category 1 allowance can be filled with an additional Category 2, or Category 3 player. E.g.2 No Category 2 player is used. The category 2 allowance can be filled with an additional Category 3 player. Category 1 – Played in a Representative Team within the Past 12-months or named to a team for an upcoming season. Category-1 Representative Players are players that played in or have been named in a Seahawks 1st side. Category-2 - Played in a Representative Team within the Past 12-months or named to a team for an upcoming season. Category-2 Representative Players are players that played in or have been named in a Seahawks 2nd side. Category-3 - Played in a Representative Team within the Past 12-months or named to a team for an upcoming season. Category-3 Representative Players are players that played in or have been named in a Seahawks 3rd side or lower. When establishing which Category a player is, only their most recent Representative team is considered.
4.3	A restricted player must play in the age group they are taking one of the club's three (3) Clearances for (that being their natural age group). E.g. If the player is the Destination Club's U16 Clearance for a season, they must play U16's and only U16's. If they request to also play in a higher age group and this is granted the club must forfeit their equivalent Restricted Clearance for that age group also. Should that Restricted Player slot in the higher age group not be available, then the request to play in the higher age group will not be allowed.

4.4	A Cleared restricted player can play as a "fill in" player in an eligible age group for a maximum of three (3) games in the season in which they were Cleared. Should they exceed three (3) games, they will be deemed to be an ineligible player and the games will be forfeited and all premiership points will be lost for those games.
4.5	Any player who is subject to a Clearance request cannot play with the receiving club until the Clearance is approved. Any player who does so will be classed as an "Ineligible player".
4.6	No Clearance will be approved where the player has been approached, coerced and/or persuaded in any way, by any official or representative of North Gold Coast Seahawks Basketball or any member Club. Where it is proved that this has occurred, the offending club will not be allowed any restricted player Clearances for the season the coercion is detected and for one full season following, and the offending officials or representatives will be subject of a tribunal hearing or other disciplinary action.
4.7	Removed
4.8	Individuals requesting a Clearance should complete Sections 1 and 2 of the Clearance Form and submit to: Restricted Players: Submit to the destination club. Once that club confirms they are accepting the player as their restricted player, the destination club will forward the Clearance to the existing club for signing. Non-Restricted Players: Submit to their existing Club. Ideally this should be done via email. The Club will then have a maximum of 5 business days to either approve or reject the Clearance request.
4.9	Clubs may only reject a Clearance request if the applicant is either un-financial, holds Club property or has registered for the current season, was included in a Team Entry and/or has played a game in the season the Clearance is being applied for.

	5 - TRANSFERS (for player movement within their Club)
5.1	Once a season has commenced, any player wishing to move within their club to a team in the same grade and age group, or a team in a lower or higher grade (if seeking finals eligibility) and any age group, must apply for a Transfer. Finals eligibility applies from the time the Transfer has been approved and does not include games played, in that team, prior to the Transfer. Clubs should send an email request for Transfers for players moving to a higher grade.
5.2	Except where a player is a Cleared player and therefore subject to the Clearance Rules, a player may move between teams within a club prior to playing his/her first game for the season, without a Transfer. When this occurs, the club must update their team lists accordingly withing the Competition Management platform

5.3	Transfers will not be granted automatically. If the Transfer is lodged after grading is completed, the North Gold Coast Seahawks Competition Administration will assess the affect the Transfer would have on the competitiveness, of both the team the player is leaving and the team to which they are going. If the transfer renders either team uncompetitive, Transfer may be rejected, or teams may be regraded accordingly.

	6 - PENALTIES RELATING TO REGISTRATIONS, CLEARANCES & TRANSFERS
6.1	Any submitted registration, Clearance and/or Transfer form that is subsequently found to be false and/or misleading, will result in the player being classed as ineligible i.e. the forfeit of all games the player participated in.
6.2	Should the North Gold Coast Seahawks Competition Administration have any doubts as to the details supplied on a registration, Clearance or Transfer form, they can request whatever proof they believe is warranted to satisfy their enquires.
6.3	North Gold Coast Seahawks has the discretion to impose a fine on a club for every game in which an unregistered player plays, after the North Gold Coast Seahawks Competition Administration has notified the club that the player is unregistered.
6.4	Any player, who is not registered and continues to play after notification, will be classed as ineligible, resulting in the forfeit of all games the player participated in.
6.5	A club cannot play a player who is the subject of a Clearance or Transfer request, until the request is approved. Any club that intentionally ignores this rule, after being formally advised of the players ineligibility (in writing by the North Gold Coast Seahawks Competition Administration), will forfeit all premiership points for that team for all rounds.

	7 – CHALLENGING DECISIONS UNDER THESE BY-LAWS
7.1	A decision under these By-Laws cannot be challenged except strictly as allowed by these By-Laws and strictly in accordance with the provisions of these By-Laws allowing for it

PLAYING CONDITIONS

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

	8 - AGE LIMITS & GENDER
8.1	Age limits for competitions shall be specified from time to time by Competition Administration.

8.2	Players may only participate in competitions for their own gender. i.e. Boys may only participate in boy's competitions. Girls may only participate in girl's competitions.
8.3	The Age Groups for Juniors are: • Under-8 • Under-10 • Under-12 • Under-14 • Under-16 • Under-18 • Under-20 • Superleague Girls (U16 and up combined)
8.4	The Age Cut-Off dates will be 31st December of the year a competition season concludes. For example, a player competing in the Under-16 competition during either season, must not turn 16 on or before 31st December the year the season concludes.
8.5	Should any doubt exist over a player's age, the North Gold Coast Seahawks Competition Administration may require the player to supply proof of his/her date of birth.
8.6	Age groups may be combined from time to time to account for any possible lack of team entries or for the enhancement of the competition.
8.7	Players must play in their correct age group. Should they wish to play in a higher age group in addition to their correct age group they must also register to that age group via BasketballConnect and pay all relevant fees.

	9 - RESTRICTED PLAYERS
9.1	Refer to Restricted Player Clearance Rules, 4.2

	10 - GRADES
10.1	Where required, within each age group, the competition will be divided into grades. Teams will be nominated to specific grades by their clubs at the time of team entry. The North Gold Coast Seahawks Competition Administration 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.

10.2	Grades range from A, A Reserve (AR), B, B Reserve (BR), 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.

	11 - GRADING SEASON
11.1	The grading of all teams in the competition will be based on ability. Grading will be conducted over the first five weeks of a new competition season. Grading will be split into two phases. Phase 1 will be 3-weeks, and Phase-2 will be 2-weeks. An assessment of the team's performances will be made at the conclusion of Grading Phase 1. Where a need is determined, teams may be moved to a new grade for Grading Phase 2. An assessment will occur again at the conclusion of Grading Phase 2.
11.2	The initial grading of teams shall be determined by the North Gold Coast Seahawks Competition Administration for each respective age group and shall be based on the lists of players submitted on the team entry form, the grade that a Club proposes for the team when entering the team and total numbers of teams nominated to each grade.
11.3	The North Gold Coast Seahawks Competition Administration 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.
11.4	In the case of "A" Grade (or a single grade age group), where a team or teams (less than four) are believed to have a skill level exceeding the majority of teams within the grade, a Grading Panel will be formed for the respective age group for the grading season only. The Grading Panel will be made up of the North Gold Coast Seahawks Competition Administration, and persons that they see fit who have good knowledge of the age group in question, and the age group immediately above the age group in question.
11.5	The Grading Panel/North Gold Coast Seahawks Competition Administration will determine by the end of either Grading Phase 1 or 2, that a team/s has been judged to have a skill level above or below the majority of teams within the grade, thus making the grade uncompetitive.
11.6	A meeting will be held between the respective Club/s and Grading Panel to discuss the matter.

11.7	The following options will be presented to the club/s: A. Team split and players merged with players from a lower graded team within the relative age group and be graded accordingly. B. One or more selected players to be placed in a team in a higher age group. C. The entire team to be placed in a higher age group and allocated to a grade in which they will be considered competitive If a decision cannot be agreed then option (c) will be applied. Note that options (b) and (c) do not apply to the top age groups in each gender.
11.8	Any player who has had to change teams and/or grades and/or age groups due to above, is not allowed to return to their original team, for any reason, for the remainder of the season. Any player who does so will be classed as ineligible, resulting in the forfeit of all games the player participated in.
11.9	The Club/s will have a short period after the meeting to determine their options. Where either option (a) or (b) has been selected, the Grading Panel will endeavour to assess the change/s in the team structure and their resultant competitiveness. Transfers will be allowed to enable the movement of players prior to the next round, so the North Gold Coast Seahawks Competition Administration can endeavour to assess the impact any player movements will have.
11.10	No premiership points and win/loss records will be carried through from Grading Season to the Regular season. All team records will begin again.
11.11	The North Gold Coast Seahawks Competition Administration reserves the right to re-grade a Team at any time.
11.12	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.
11.13	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.

	12 - FINALS SEASON
12.1	If any teams are level on ladder points, then the Team having the higher for/against percentage shall take the higher position.
12.2	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 North Gold Coast Seahawks Competition Administration.

12.3	Finals format will be a 3-week format as per below. 4 team – 3-week format: Wk 1 – Semi Finals SF1 – 1st vs 2nd SF2 – 3rd vs 4th Wk 2 – Preliminary Final PF – Loser SF1 vs Winner SF2 Wk 3 – Grand Final GF – Winner SF1 vs Winner PF

	13 - PLAYER ELIGIBILITY
13.1	Within the player's registered club their team and grade is determined after the first round in which the player participates.
13.2	"Playing up" refers to a player playing in a **higher grade**. Once a player "plays up" on four occasions then he/she must stay in the higher team that they played in on the fourth occasion. Examples: • A player playing their fourth game up a Grade in the same age group must stay in the higher Grade for the completion of the season. Intraclub Transfers cannot be used to avoid complying with this ruling. • A player may play in grades higher than his/her normal grade for a maximum of three (3) games, after which the player may not revert to a lower grade, e.g. → A 14 C player plays three games in 14 B, then one game in 14 A. A-Grade becomes his/her normal grade, as this is the fourth game up

13.3	A player can play in more than one age group within the same Club during the season and qualify for finals in both age groups as long as the grade is the same or one lower in the age group above. They must be registered via BasketballConnect to both age groups. Players filling in for a higher age group may only do so for a maximum of 3 games. After 3 games they must register to that age group should they wish to continue playing. Playing a fourth time in a higher age group without registering will result in a forfeit. Examples: • A 14B player may play 16BR, or 16B, or 16AR or 16A right throughout the season and qualify for both finals should both Teams make finals. • A 10 A player may play in a 12AR or 12A team • Once a player is registered within the second age group, they are subject to the "playing up" in a higher grade rules as per 13.2
13.4	Players may only play in **<u>one</u>** team if a Club has more than one team in one grade in the same age group.
13.5	Special consideration may be sought from the North Gold Coast Seahawks Competition Administration where a Club's lowest grade in a lower age group is higher than the team requiring a fill in player e.g. Hurricanes lowest Under-12 team is in A-Grade, but has a team entered in U14 BR-Grade and needs fill-in players.
13.6	Players are not permitted to play for any club other than the one to which they are they are registered. Any team playing a player registered to another club will forfeit the game.

	14 - FINALS ELIGIBILITY
14.1	To be eligible to play in finals a Player must have played at least 50% of the available regular season 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.
14.2	Either the team manager, the scorer or the coach will ensure that all players selected on the BasketballConnect 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.
14.3	If a player is granted a Transfer during the season he/she must play sufficient games to qualify for finals with the new team. (Games played in the old team do not count towards qualification with the new team)

14.4	Upon written application from the Club Secretary to the North Gold Coast Seahawks Competition Administration 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 **extenuating** circumstances. The North Gold Coast Seahawks Competition Administration decision is final and cannot be appealed.
14.5	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 North Gold Coast Seahawks Competition Administration. The Certificate must outline the start and end dates of the period the player was unable to participate. Certificates must be submitted to the North Gold Coast Seahawks Competition Administration for assessment by the date provided each season. Certificates produced on a competition night will not be approved.
14.6	A team can replace any player who has qualified for finals but has been injured and has a medical certificate or is unavailable due to extenuating circumstances. The North Gold Coast Seahawks Competition Administration may nominate the next most eligible player or another player to replace an injured or missing player in the event that the team will have **less than 5 players** then eligible for the finals. The injured or missing player will become ineligible if a player is called in to replace them for finals. Should the injured or missing player become available again during finals their eligibility is restored and the replacement player becomes ineligible again.
14.7	Where a Team only qualifies five players no extra players will be allowed.
14.8	For players who are involved in State or Seahawks Representative Team duties during which time their Club is participating in Seahawks Junior Basketball Competition Finals, it will be mandatory for all Clubs affected to comply with deferred game times as organised by the North Gold Coast Seahawks Competition Administration, providing the application for Special Consideration is submitted by the nominated cut-off date.
14.9	Players who do not qualify for the Seahawks Junior Basketball Competition Finals because of State or Seahawks Representative Team duties must supply, in writing, dates and times of training etc to the North Gold Coast Seahawks Competition Administration for consideration of finals eligibility. NOTE: Players are required to play half (rounded up) of the games not affected by State or Seahawks representation in order to receive credit for the games missed.

	15 - UNIFORMS
15.1	In submitting applications to play in the competition, Clubs must submit details of the colours and combination of colours to be worn by Players in teams representing the Club. Upon being first accepted by the Committee, the uniform will be regarded as the registered uniform of the Club.
15.2	Players will be permitted to play in any Team only when wearing the relevant team colours according to the registered uniform.
15.3	All Players must wear distinguishable numbers as part of the uniform. Players may not participate in a game when wearing the same number**.** Altering a number with tape is considered a Uniform Violation and will result in a 5-point penalty per player affected as per 15.5.
15.4	Only numbers 1 to 99, plus 0 and 00 will be accepted as approved numbers.
15.5	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 Clubs must register the colours of their uniforms and trim in the Team Entry process. The only exception to this is that a player who is required to remove an item of their uniform due to blood acquired during the game can replace that item with another item of clothing (as long as it doesn't clash with the oppositions uniform colour), ie a singlet can be replaced by a t-shirt, or shorts can be replaced with another item (as long as it doesn't have pockets).

15.6	Correct uniforms shall consist of: Tops: To be of the same colour /colours, legibly numbered back and front with matching trim. 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. Should a player have pockets, the pockets or shorts are to be turned inside out. Should that result in the shorts being out of uniform with the rest of the team then a Uniform Penalty of 5-points pet player will be applied as per 15.5 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 are deemed to be trim and must be registered with the Committee and must be uniform throughout the Team. Sponsor logos may vary within the same team as long as they do not significantly change the design of the uniform to the point it may be deemed by Competition staff that it would be confusing for players. Compression Wear (i.e. Skins): All compression items are permitted but must be either black, white or the dominant uniform colour. No t-shirts under singlets. Footwear: Must be sports footwear with non-marking soles. Jewellery: Nonobtrusive 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.
15.7	Should a club wish to change their uniform, entire teams must change their uniform at the same time. Teams cannot play with a mix of an old and new uniform. Out of uniform penalty points will be applied for the players in the minority uniform. E.g. 4 players in new uniform and 3 players in old uniform, 3 players are the minority and the team will be penalised 5-points for each of the 3 players. Note. Not all teams in a club must change at the same time. If everyone on a single team is in the same uniform, that is satisfactory.

	16 - UNIFORM PRIORITIES
16.1	New Clubs will be required to enter their teams under uniquely coloured uniforms.
16.2	The Club with the longer record of continued participation in the competition has uniform priority over newer Clubs.

16.3	Failure of the newer Club to switch to alternate tops will result in forfeiture of the game. Clubs/Teams must source their own alternate singlets. Turning singlets inside out is not permitted. It is highly recommended that club uniforms have reversible alternates.
16.4	Where two teams of the same Club meet in a game, it is the club's responsibility to ensure a reverse or alternate uniform is supplied and worn by one of the teams.

	17 - TIMING REGULATIONS
17.1	All games will consist of four (4) by ten (10) minute quarters.
17.2	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 quarter when the clock shall stop.
17.3	The clock shall not stop for time outs, unless in the last two (2) minutes of the 4th quarter, when the clock is stopped for time outs.
17.4	Clock will stop during the regular season on all whistles in the last two minutes of the 4th quarter *when the margin is less than 20 points*. The clock will stop for any time-outs in the 4th quarter irrespective of the margin.
17.5	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 4th quarter.
17.6	In finals, if the scores are tied at the end of regulation time, then an extra three (3) minutes shall be played. The clock will stop on all whistles and each team will receive one (1) time out.
17.7	Half time break will be one (1) minute.
17.8	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.
17.9	Shot Clock will be utilised in U14 A, U16 A, U18 A, U20 A and SLG Div 1 grades. The first listed team (Team A) will be responsible for providing the Shot Clock operator (in addition to their provided scorer).
17.10	Modified U14 Shot Clock Rules: (awaiting implementation – dependant on BA and BQ decisions) • The shot clock will not begin until the ball touches the front court. • On an offensive rebound if the shot clock is: Above 14 seconds: will continue from the time the shot was taken Below 14 seconds: will be reset to 14 seconds

	18 - BALL SIZES
18.1	The basketball to be used in the Junior Domestic Competition are: Under-8 – Size 5 Under-10 – Size 5 Under-12 – Size 5 Under-14 – Size 6 <u>Boys</u> <u>Girls</u> Under-16 – Size 7 All age groups – Size 6 Under-18 – Size 7 Under-20 – Size 7

	19 - FREE THROW SHOOTING LINE
19.1	Under-8 approximately 1.8m in front of the free throw line (or an appropriately similar line on court – for reference, the same distance as free throw line to top of key semi-circle)
19.2	Under-10 & Under-12 0.9m in front of the free throw line (or an appropriately similar line on court – for reference, half the distance between free throw line and top of key semi-circle)
19.3	All other ages from the regulation free throw line

	20 - FAIR PLAY POLICY – MERCY RULE
20.1	In the interest of fair play and competitiveness, the Junior Basketball Competition will adopt rules to assist weaker teams in enjoying the game, and to avoid having stronger team's demoralise opposition. This policy is in the best interest of all clubs, to assist in the retention of players, and to align with the Seahawks value set.
20.2	Fair play policy rules will apply to all grades of competition.
20.3	Teams with a 'large margin' (as detailed below), will be required to play defence from their defensive 3-point/ 1/4 court area any time that their leading margin remains above the prescribed amount. This will be administered by the referees. Under 8 & 10 10 points Under 12 & 14 15 points All other ages 25 points
20.4	The trailing side will still be permitted to play full court defence while the leading side has restrictions in place.
20.5	These rules do not apply during finals

	21 – BASKETBALL CONNECT (SCORING APP)
21.1	No game will be allowed to commence unless both team's club are up to date with paying game fees to Seahawks Basketball. If a Club is behind with paying game fees, then all teams from the Club will forfeit their games until the Club has become up-to-date with their payments. Penalty will be applied at the discretion of Seahawks Basketball.
21.2	New players (Borrowed Players) to a team must not be added to BasketballConnect Scoring after half time. Players from the Active Player's section (Players Registered to the team) can be added at any time during the game, ideally during a stoppage of play, i.e. a timeout.
21.3	In Grading and the Regular season, 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. Referees will endeavour to remove any player not present at the game during half time, however the onus is on the club/team to ensure that no player not present is on the team list when the game is confirmed.
21.4	Should a player not present at a game remain checked in when the game is confirmed, the offending team will forfeit the game. As this rule is to prevent players being wrongly credited for games that contribute to finals qualification, this only applies to the Regular season.
21.5	Players MUST NOT play under someone else's name. Players/Coaches/Officials found to be doing this may be called before a Tribunal Hearing.

	22 - LADDERS & PREMIERSHIP POINTS
22.1	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
22.2	Game will be deemed a forfeit where a player is considered unregistered due to: • being un-financial ○ BQ Registration and Seahawks Nomination Fee for given season (Nomination Fee exempt for Short-Term Registrations • Incorrect SURNAME and/or GIVEN NAME • Ineligible player/s participate

22.3	Teams entering the competition late will be awarded one (1) ladder point for every round missed.
22.4	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.
22.5	Finals games will be rescheduled at the discretion of Seahawks Basketball
22.6	Should games be cancelled at short notice (i.e. at the venue) the Club shall submit a list of participating players to the North Gold Coast Seahawks Competition Administration prior to the commencement of the next round.
22.7	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.
22.8	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, the Scorers are not in position to commence. 2-points will be given to the opposition for every minute or part thereof that the Scorer is not in position. In Grades that utilise Shot-Clock, Team A (first listed team) will have to provide a scorer plus a Shot-Clock operator as per 17.9.
22.9	If, after 10 minutes of the scheduled start of the game, no scorer or coach is in attendance the game will be declared a forfeit against the offending team.
22.10	The Junior Basketball Competition does not recognise the concept of Team Captains therefore only the Coach may approach a Referee during the course of a game.
22.11	Assistant Coaches can be in attendance, but only one person may stand and Assistant Coaches cannot approach the Referee/s.
22.12	If clock is started prior to tip off, late start points must be applied by referees.

	23 - FORFEITS
23.1	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)

23.2	If both Teams forfeit, no premiership points are awarded to either team and the score is nil all.
23.3	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.)
23.4	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.

	24 - MAN-TO-MAN DEFENCE
24.1	For age groups including and younger than Under-14 competition, Man-to-Man Defence shall be played for the full game.
24.2	For age groups including and older than Under-16 (including Superleague Girls) Man-to-Man Defence shall be played in the first half.
24.3	Under the principles of Man-to-Man defence, players may sag off their player to a 'help' position and be in position to guard their player should they receive the ball. Should their player receive the ball, a 'drop coverage' is not accepted as a reason for not actively engaging with their player at an appropriate distance based on where the player is positioned.
24.4	Each defensive player must guard a player of the offensive team – you must know who you are guarding e.g. know your opponent's number.
24.5	It is not stipulated that teams match up full court – half court is satisfactory.
24.6	Failure to comply with this rule: After one warning from the Referee or Court Controller, a technical foul will be called on the offending coach.

	25 - SIN BIN RULE
25.1	Removed
25.2	Sin-bin DOES apply to ALL AGE GROUPS. See Section 37.4.1 for details and the remainder of section 25 for specific examples.
25.3	Removed

25.4	Technical fouls (Category 1) that breach code of conduct and result in Sin-Bin refers to; • Disrespectfully dealing and/or communicating with the referees, the commissioner, if present, table officials, the opponents, or persons permitted to sit on the team benches • Using language or gestures likely to offend or incite the spectators • Baiting, taunting, or provoking an opponent, including a contact with the hands, arms, body, or the ball, which does not rise to the level of a flagrant or a disqualifying foul. • Obstructing the vision of an opponent by waving/placing the hand(s) near the opponents eyes. • Excessive swinging of elbows, without contact. • Fake being fouled.
25.5	Flagrant fouls that breach code of conduct and result in Sin-Bin include; • Not a legitimate basketball play against an opponent, with or without the ball • Reckless, violent or dangerous act, which causes or may cause injury to an opponent • Excessive, hard contact in an effort to play the ball or an opponent
25.6	Five (5) minutes refers to playing time. Time within a timeout or period break does not count toward the five (5) minutes in sin–bin. E.g. if a player is sin-binned with 1-minute left in the 1st quarter. The player won't be able to re-enter the court until 6:00 in the 2nd quarter (assuming that no time-outs are called in that period)
25.7	After the 5 minutes the player may enter the court at a normal substitution opportunity
25.8	Technical fouls (category 2) that are NOT included in the sin bin are; • Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in or a free throw from being taken promptly or coming on the court late to start the game or the second half • Hanging on the ring in such a way that the weight of the player is supported by the ring, unless trying to prevent injury • Goaltending during the last free throw by a defensive player
25.9	Disruptive fouls are NOT included in sin-bin

WALKOVERS

	26 - UNNOTIFIED WALKOVERS
26.1	If a Team does not appear with at least four players (three players in Under-8) 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.
26.2	If both Teams fail to appear with at least four players (three players in Under-8) 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.
26.3	A Team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the rate prescribed by the Seahawks Board. Any team, which gives a walkover in two or more games during the season, may be disqualified from competition.
26.4	Teams late to the court shall be penalised two points per minute (or part thereof). After ten (10) minutes a walkover will take effect.
26.5	In the case of a walkover, the winning Club shall submit a list of participating players to the North Gold Coast Seahawks Competition Administration prior to the commencement of the next round to have the game counted for finals eligibility.
26.6	The Board has the option to direct Seahawks Basketball Administration to charge and invoice any unpaid fines from the offending Club/s.

	27 - NOTIFIED WALKOVERS
27.1	In a case where a Team/Club has prior warning that a walkover will occur and provides notification via the Notified Walkover Online Form, a Walkover Fine will be charged to the offending club in line with the following time frames:

Greater than forty-eight (48) hours	1x Match Fee
4-48 hours	1.5x Match Fee
Less than four (4) hours	1.75x Match Fee
No Notice	2x Match Fee

27.2	It is the Club's responsibility to notify Competitions Administration via the Online Notified Walkover Form stating the following details: Club, Age Group, Grade, Gender, Team No, Venue, Date and Time of the match and opposition.

27.3	The Full Playing list for the opposition Team will be credited with the game as played towards Finals Eligibility

GENERAL INFORMATION

	28 - PLAYER OR TEAM DISQUALIFICATIONS
28.1	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.

	29 - CODES OF BEHAVIOUR
29.1	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: https://www.queensland.basketball/about/annual-reports#Behavioural

	30 - OFFICIALS
30.1	Each Club must nominate their Secretary to contact or be contacted by members of the Seahawks Board and the North Gold Coast Seahawks Competition Administration with queries and information. It is the responsibility of the nominated person to acquaint their Club of decisions of the Board/Admin, as advised.
30.2	All Clubs are required to clear their mail/email as often as possible as would be reasonably expected. The North Gold Coast Seahawks Competition Administration will advise each Club Secretary on matters that occur in periods of less than one week.

	31 - ALTERATIONS TO THE RULES
31.1	A rule may be added to, rescinded or inserted by resolutions of the Seahawks Board.
31.2	Decisions of the Board notified to the Members of each Club shall be deemed to be official notification.

31.3	The Board/North Gold Coast Seahawks Competition Administration does not accept posting by ordinary mail as proof of lodgement. It is the responsibility of each Club's nominated representative to check matters such as lodgement of Transfers/Clearances, Registrations, eligibility for finals etc. with the Competition Administration.

	32 - INDEMNITY/DISCLAIMER
32.1	All players participating in the Junior Basketball Competition organised by Seahawks Basketball do so at their own risk.
32.2	Seahawks Basketball accepts no claims for loss or damage to personal property.

	33 - VENUE RULES
33.1	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.
33.2	A technical foul will be given immediately to any player who hangs off the rings and/or supports during warmups and periods of play. No warnings will be given.
33.3	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.

	34 - TRIBUNALS
34.1	The By-Laws for Tribunals can be found on the North Gold Coast Seahawks website: www.seahawksbasketball.com.au under About Us>Resources.

34.2	There is a difference between a **Report** and a **Complaint** defined as: Reports can be completed by **Referees, Court** **Controllers.** Complaints are for **Parents, Coaches.** The complaints form is found on the North Gold Coast Seahawks website at**: https://form.jotform.com/251518334579060** 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.

	35 – WARNING CARDS - SPECTATORS
35.1	Removed – Replaced by 37.7 – Spectator Behaviour and Warning Card Process.
35.2	Removed
35.3	Removed

	36 - SUBSTANCE INFLUENCE AND PLAYER ELIGIBILITY
36.1	PLAYERS FITNESS FOR PARTICIPATION Any player who is reasonably believed to be under the influence of drugs or alcohol shall not be permitted to participate in any game, match, or official team activity.
36.2	The determination of a player's fitness to participate under this by-law shall be made solely at the discretion of the appointed referees and/or designated game day staff.
36.3	Such decisions are final and not subject to appeal on the day of the event.
36.4	SAFETY AND CONDUCT This by-law exists to ensure the safety of all participants and uphold the integrity and spirit of the game.
36.5	Players removed from play under this by-law are expected to comply respectfully with officials and staff. Failure to do so may result in additional disciplinary measures in accordance with the leagues Code of Conduct.

37 – BEHAVIOUR, DISCIPLINE & OPERATIONAL AUTHORITY

37.1 PURPOSE

The North Gold Coast Seahawks Basketball Association is committed to providing a safe, respectful and positive basketball environment for all participants, players, coaches, officials, volunteers and spectators.

Unsporting, abusive or inappropriate behaviour will not be tolerated in any Association competition, venue or activity. This is not a guideline; it is a requirement.

Zero tolerance for abuse, intimidation, excessive dissent and inappropriate conduct applies without exception across ALL competitions and ALL age groups. There is no separate standard for Juniors or Seniors.

37.2 ALIGNMENT

These By-Laws operate in alignment with:

- Basketball Queensland Behaviour Management Framework
- Basketball Queensland Code of Conduct
- Basketball Australia National Integrity Framework (effective 16 December 2024)
- Basketball Australia Member Protection Policy
- Basketball Australia Child Safeguarding Policy
- FIBA Official Rules of Basketball

Where these By-Laws are silent, BQ regulations apply. Where BQ regulations are silent, BA policies apply.

37.3 ROLES AUTHORITY AND RESPONSIBILITIES

ROLE	PRIMARY REPONSIBILITY	ESCALATES TO
Court Controller	Venue behaviour management — warnings, removals, incident reports	Competitions Coordinator
Competitions Coordinator	Incident review, automatic penalties, match bans, outcome communication	General Manager
General Manager	Serious/repeat misconduct, extended sanctions, BQ Tribunal referrals	BQ Tribunal
Board	Strategic governance and oversight only — NOT operational on game day	Member termination

37.3.1 COURT CONTROLLER RESPONSIBILITIES

	• Manage day-to-day behaviour at all competition venues • Issue warnings in the first instance; direct the Team Manager or Coach to address their spectators as a first step • Remove spectators on the second incident — one warning only • Stop play and award a Bench Technical Foul if a spectator refuses to leave • Amend pre-game warm-up time if games are running late • Complete an Incident Report on the same day; submit to the Competitions Coordinator by the end of the competition day • Court Controllers are empowered to act immediately without requiring prior approval
37.3.2	COMPETITIONS COORDINATOR RESPONSIBILITIES • Review all Incident Reports within 48 hours of submission • Apply automatic suspensions; issue formal warnings and match bans • Communicate all outcomes to the relevant Club or Team • Escalate serious or repeat matters to the General Manager immediately • Maintain a register of all disciplinary actions and outcomes
37.3.3	GENERAL MANAGER RESPONSIBILITIES • Hold full operational authority for behavioural enforcement under Board delegation • Apply extended sanctions, multi-game suspensions, and venue bans • Impose interim measures immediately where participant safety is at risk • Recommend deregistration to the Board where warranted, see 37.10.1 • Refer matters to Basketball Queensland Tribunal as required • Report to the Board on serious matters, patterns of behaviour and Tribunal referrals
37.4	SIN-BIN & TECHINCAL CATEGORY 1/FLAGRANT FOULS BY AGE GROUP Sin-Bin applies only to U14 and above. U12 and below no Sin-Bin. Foul consequences (free throws/possession) apply only.

AGE GROUP	SIN-BIN?	BEHAVIOUR RESPONSE
U8, U10, U12	No	Foul consequences only. Coach and Court Controller manage behaviour. No player isolation.
U14, U16, U18, U20, SLG	Yes	Full Sin-Bin, disqualification and auto-suspension rules apply — Section 37.4.1.

37.4.1 TECHINCAL CATEGORY 1/FLAGRANT FOUL CONSEQUENCES - PLAYERS

SITUATION	CONSEQUENCE – U14 and above	CONSEQUENCE – U12 and below
1st Technical Cat-1/Flagrant Foul (outlined in 25.4 & 25.5)	Recorded. 5-minute Sin-Bin (playing time). Player may be substituted.	Recorded. 5-minute Sin-Bin (playing time). Player may be substituted.

<table>
<tr><td></td><td>
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<tr><td></td><td><u>In addition, Technical Category 1 will also incur an automatic 1-week suspension.</u></td><td></td></tr>
<tr><td>Accumulation of:
2 x Technical Cat-1 Fouls, or

2 x Flagrant Fouls, or

1 x Technical Cat-1 Foul and 1 x Flagrant Foul</td><td>GAME DISQUALIFICATION (GD) – must leave the court and bench area immediately, as per FIBA rules.</td><td>GAME DISQUALIFICATION (GD) – must leave the court and bench area immediately, as per FIBA rules.</td></tr>
<tr><td>Disqualifying Foul</td><td>1st in 12-month period: 1-week suspension. 2nd and subsequent: 2-week auto suspension.</td><td>1st in 12-month period: 1-week suspension. 2nd and subsequent: 2-week auto suspension.</td></tr>
<tr><td>Note.</td><td colspan="2">In the event of an Automatic Suspension, where byes, holidays, end of season, finals or any other factor affecting a player's participation are relevant, penalties may be carried forward to ensure the penalty is served at a time when the player would be participating.</td></tr>
<tr><td>Note.</td><td colspan="2">All suspensions are 1-week in duration from the time of notification from Seahawks Competitions Admin.</td></tr>
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<tr><td>37.4.2</td><td>SIN-BIN DETAIL

• 5-minutes is measured in playing time; timeouts and period breaks are not included
• The player may be replaced by a substitute during sin-bin
• After 5-minutes, the player may re-enter the game at a normal substitution opportunity</td></tr>
<tr><td>37.4.3</td><td>ACCUMULATED BEHAVIOUR SEASON REVIEW

Any player accumulating repeated behavioural incidents across the season may be subject to escalating sanctions regardless of whether any single incident triggered an automatic suspension. The Competitions Coordinator will refer these cases to the General Manager.</td></tr>
<tr><td>37.5</td><td>AUTO SUSPENSIONS – U14 and ABOVE

<table>
<tr><th>Disqualification in 12-month period</th><th>Automatic Suspension</th></tr>
<tr><td>1st DQ</td><td>One (1) Week Suspension</td></tr>
<tr><td>2nd and all subsequent DQ's</td><td>Two (2) Week Suspension</td></tr>
<tr><td>Note.</td><td>This is for Disqualifying Fouls (DQ), not to be confused with Game Disqualification (GD) – for the accumulation of Technical/Flagrant Fouls</td></tr>
</table>
</td></tr>
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	Note.	All suspensions are 1-week in duration from the time of notification from Seahawks Competitions Admin.
37.5.1	Should the player also be found guilty by a Tribunal, any Tribunal sanctions are in addition to the above automatic suspensions.	
37.5.2	Playing under a false name: The game is forfeited.	

37.6 COACH BEHAVIOUR & BENCH CONTROL – ALL AGE GROUPS

Coaches are responsible for their own conduct, the conduct of players on the bench, and spectators reasonably identifiable as connected to their team. This applies to all age groups.

SITUATION	**FIBA RULES CONSEQUENCE**	**SEAHAWKS CONSEQUENCES – ALL AGE GROUPS**
1st Coach Technical Foul "C"	Coach Technical Foul Recorded	Automatic 1-week suspension
1st Bench Technical Foul "B"	Bench Technical Foul Recorded	Coach/Club Warned
2nd Bench Technical Foul "B"	Bench Technical Foul	Coach DISQUALIFIED for remainder of game and must leave the venue for the remainder of that competition day
2nd Coach Technical Foul "C"	Head Coach Game Disqualification	Coach DISQUALIFIED for remainder of game and must leave the venue for the remainder of that competition day
3rd Bench Technical Foul "B"	Head Coach Game Disqualification	Coach DISQUALIFIED for remainder of game and must leave the venue for the remainder of that competition day
1 x Coach + 2 x Bench Technical Foul	Head Coach Game Disqualification	Coach DISQUALIFIED for remainder of game and must leave the venue for the remainder of that competition day
Repeated poor behaviour pattern		Formal warning → match suspension(s) → mandatory education → removal from coaching duties.
Note.		In the event of an Automatic Suspension, where byes, holidays, end of season, finals or any other factor affecting a player's or coach'sparticipation are relevant, penalties may be carried forward to ensure the penalty is served at a

			time when the coach would be participating.
	Note.		All Coach and Bench Technical Fouls Are Category 1 Technical Fouls, as per FIBA rules.
	Note.		All suspensions are 1-week in duration from the time of notification from Seahawks Competitions Admin.

37.7	SPECTATOR BEHAVIOUR – ALL VENUES **One warning only. Any continuation of unacceptable behaviour results in immediate removal from the venue. Refusal to leave will result in the game being suspended.** Unacceptable behaviours include: • Swearing, abuse or verbal intimidation directed at players, coaches or officials • Derogatory, racist, discriminatory or vilifying language of any kind • Threatening conduct or gestures • Interfering with play or officials • Refusing to comply with the direction of Court Controllers or other Association staff
37.7.1	WARNING CARD PROCESS **Step 1**: Court Controller identifies unacceptable behaviour and engages the Team Manager (or Coach if no Manager) to issue a Warning Card and speak directly with the spectator. **Step 2**: If behaviour continues, the Court Controller stops the game, issues a Bench Technical Foul to the offending team, awards a penalty free throw to the opposition, and requires the spectator to leave the venue immediately. **Step 3**: The spectator is banned from spectating for the remainder of the competition day. **Step 4**: Court Controller records the incident and submits a report to the Competitions Coordinator. **Step 5**: The offending spectator has forfeited their right to any further Warning Cards. Any future unacceptable behaviour results in automatic exclusion without warning. **Step 6**: Repeat offenders may be issued a venue ban by the General Manager.
37.8	CLUB ACCOUNTABILITY Affiliated clubs and teams are responsible for the conduct of their players, coaches, officials and spectators at all NGC Seahawks venues and activities. Where a pattern of poor behaviour is identified, the General Manager may impose team-level or club-level sanctions, including points deductions, restrictions on future team entries, formal written warnings, or conditions on continued participation.

37.9 ESCALATION MATRIX

BEHAVIOUR LEVEL	MANAGED BY	OUTCOME
Minor Dissent/1st Issue	Court Controller	Verbal Warning
Repeat/Disruptive Spectator	Court Controller	Warning Card → Bench Technical Foul → Removal
Technical Foul Category 1/Flagrant Foul	Referee (Automatic)	5-minute sin-bin (playing time only)
Accumulation of: 2 x Technical Cat-1 Fouls, or 2 x Flagrant Fouls, or 1 x Technical Cat-1 Foul and 1 x Flagrant Foul	Referee (Automatic)	Game Disqualification (GD)
Technical Foul Category 1	Competitions Coordinator	Automatic 1-week suspension
Disqualifying Foul	Competitions Coordinator	1st in 12-month period: 1-week suspension. 2nd and subsequent: 2-week auto suspension.
Repeated serious behaviour	General Manager	Extended suspension, venue ban
Termination of membership	Board (GM recommends)	Board decision only GM cannot terminate
Violence, threats, discrimination	GM → BQ Tribunal	Mandatory Tribunal referral + GM interim measures

37.10 GENERAL MANAGER DISCIPLINARY POWERS

The General Manager may impose one or more of the following:
- Formal written warnings
- Match suspensions — single game, multiple games, or a defined time
- Venue bans on players, coaches or spectators
- Coaching suspensions — partial or full season
- Behavioural probation
- Mandatory behaviour, coaching or education programs
- Team-based or club-based sanctions
- Referral to Basketball Queensland Tribunal

The General Manager may impose penalties immediately where required to protect participant safety or competition integrity. GM decisions made under Board delegation are final and not subject to on-day appeal.

37.10.1 BOARD-ONLY POWER: TERMINATION

	Termination of any player, coach, official or spectator from the Association is a Board-level decision only. The General Manager cannot terminate a member. Process: • The General Manager may recommend termination to the Board in writing, with supporting evidence and a summary of all prior sanctions • The Board considers the recommendation at its next available meeting or via special resolution • The individual must be notified and afforded the opportunity to respond in writing before any Board determination is made • Pending a Board termination decision, the General Manager may impose an interim suspension under Section 37.13
37.11	FINALITY OF DECISIONS
37.11.1	On-the-day decisions — including removal from a venue — are final and not subject to appeal on the day.
37.11.2	Disciplinary decisions made by the General Manager under delegated authority are final.
37.11.3	Membership termination or expulsion remains subject to the Association Constitution.
37.12	REFERRAL TO BASKETBALL QUEENSLAND CENTRALISED TRIBUNAL
37.12.1	MANDATORY REFERRAL The following behaviours MUST be referred to Basketball Queensland regardless of any Association-level action already taken. • Physical assault or attempted assault of referees, officials, players, coaches or spectators • Threats of violence • Serious intimidation or harassment • Discriminatory behaviour — racial abuse, sexual harassment or vilification • Serious or repeated abusive language directed at referees • Behaviour requiring police involvement • Any conduct bringing the game into serious disrepute
37.12.2	DISCRETIONARY REFERRAL The Association may refer matters to Basketball Queensland where: • Repeated serious offences occur despite Association sanctions • A season-long or multi-season suspension is being considered • Behaviour occurs outside Association venues but relates to basketball activities • The matter exceeds the Association's disciplinary scope or independent adjudication is required

37.13	INTERIM MEASURES PENDING TRIBUNAL Where a matter has been referred to Basketball Queensland Tribunal, the General Manager may impose interim suspensions, restrictions or conditions on any player, coach, official or spectator. These measures: • Apply immediately upon the General Manager's determination • Remain in effect until the Tribunal matter is finalised • Are imposed to protect participant safety, officials and competition integrity • May include suspension from matches or competitions, venue access restrictions, or restrictions on coaching or team involvement • Are not considered final penalties and may be adjusted following the outcome of the Tribunal process
37.14	INCIDENT REPORTING PROCESS **Step 1 — Incident (Court Controller acts)** Court Controller intervenes. Warning or removal applied. Referees continue officiating. Play is paused only if required for spectator removal or participant safety. **Step 2 — Incident Report (same day)** Required: date, venue, court number, competition and grade, all individuals involved (name, role, club or team), factual description of the incident, action taken, and witness names. **Step 3 — Submitted to Competitions Coordinator** Incident Report submitted by the end of the competition day. **Step 4 — Review and Action (within 48 hours)** Competitions Coordinator reviews the report, applies automatic penalties, issues suspensions where required, communicates outcomes to the relevant club, and escalates to the General Manager as required. **Step 5 — GM Review (where escalated)** The General Manager reviews the matter, confirms or adjusts sanctions, determines extended measures, considers Tribunal referral and communicates the final outcome to all parties.
37.15	EFFECTIVE DATE The provisions of section 37 came into effect immediately upon Board approval in February 2026. All participants — players, coaches, officials and spectators — are bound by these standards from that date.