



# **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
- Player registrations & fee payments

## COMPETITION RULES AND REGULATIONS

<b>1 - 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 - 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 - 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 sixteen (16) years of age (must turn 16 in the year the competition concludes).  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 - 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 - 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 any time.
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 - 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	Finals format will be a 3 week format as per below unless altered by the North Gold Coast Seahawks Board:  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>

	<u>Wk 2 – Preliminary Final</u> PF – Loser SF2 vs Winner SF2 <u>Wk 3 – Grand Final</u> GF – Winner SF1 vs Winner PF
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	<b>7 - PLAYER ELIGIBILITY</b>
7.1	Within the player's registered team 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 - 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 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.
8.3	Upon written application from the Team Delegate 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>

	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 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 - 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 0 to 99 plus 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>Tops: To be of the same colour /colours, legibly numbered back and front with matching trim.</p> <p>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>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>Compression Wear (i.e. Skins): Legs: Full leg length Compression Wear is permitted, but must be</p>

	<p>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 - TIMING REGULATIONS</b>
10.1	All games will consist of four (4) 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 2 <sup>nd</sup> half, 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> quarter <i>when the margin remains under 20 points</i> .
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 2 <sup>nd</sup> half.
10.6	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.
10.7	Two (2) minute break 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 – BASKETBALL CONNECT (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 BasketballConnect 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 - 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 Team shall submit a list of participating players to the Competitions Manager prior to the commencement of the next round for finals eligibility.
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 into 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 - 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 - 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> </ul>

	<ul style="list-style-type: none"> <li>• Hanging on the ring</li> <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 - 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 thereof). 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 - 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 - 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 - 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 - 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 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 - 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 - 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 - 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	<p>There is a difference between a <b>Report</b> and a <b>Complaint</b> defined as:</p> <p>Reports can be completed by <b>Referees, Court Controllers.</b></p> <p>Complaints are for <b>Parents, Coaches.</b> The complaints form is found on the North Gold Coast Seahawks website at: <a href="https://forms.gle/6w9dx1hybkEWbcmJA">https://forms.gle/6w9dx1hybkEWbcmJA</a></p> <p>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.</p>

<b>23 - DISCIPLINARY – AUTO SUSPENSIONS</b>	
23.1	Players disqualified from a game, whether by Disqualifying Foul or accumulation of two (2) behavioural Technical/Unsportsmanlike Fouls, face automatic suspensions from competition. Administrative technical fouls (delay of game, reaching over line on inbounds, C4/C5 fouls) are excluded.
23.2	Any player who accumulates in a 12-month period the following number of disqualifications: <ul style="list-style-type: none"> <li>• First disqualification equates to a one (1) week suspension</li> <li>• Second and all subsequent disqualifications equate to a two (2) week suspension</li> </ul>
23.3	Should the player also be reported and found guilty the suspensions outlined in 23.2 will be in addition to any suspensions handed down by the Tribunal
23.4	Players are not permitted to play under a false name. Should it be proven that a player has played under a false name, the Team Delegate of the team and the player will face an automatic suspension as per 23.5. The offending team will also forfeit the game.
23.5	Where it's found a Team Delegate has played a player under a false name, both the Delegate and player will face the following auto suspensions: <ul style="list-style-type: none"> <li>• First offence – one (1) week suspension</li> <li>• Second and subsequent offences – two (2) week suspension</li> </ul>

<b>24 - SUBSTANCE INFLUENCE AND PLAYER ELIGIBILITY</b>	
24.1	<b>PLAYERS FITNESS FOR PARTICIPATION</b>  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.
24.2	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.
24.3	Such decisions are final and not subject to appeal on the day of the event.
24.4	<b>SAFETY AND CONDUCT</b>  This by-law exists to ensure the safety of all participants and uphold the integrity and spirit of the game.
24.5	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.

	<b>25 – BEHAVIOUR, DISCIPLINE &amp; OPERATIONAL AUTHORITY</b>														
	<p><b>This section takes precedence over all other sections in matters relating to conduct and discipline. In the event of any inconsistency, Section 25 prevails.</b></p> <p><b>In the Senior Domestic competition, there is often no coach or manager. In the absence of a coach or manager, “The Team Delegate” assumes those roles.</b></p>														
25.1	<p><b>PURPOSE</b></p> <p>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.</p> <p>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.</p> <p><b>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.</b></p>														
25.2	<p><b>ALIGNMENT</b></p> <p>These By-Laws operate in alignment with:</p> <ul style="list-style-type: none"> <li>• Basketball Queensland Behaviour Management Framework</li> <li>• Basketball Queensland Code of Conduct</li> <li>• Basketball Australia National Integrity Framework (effective 16 December 2024)</li> <li>• Basketball Australia Member Protection Policy</li> <li>• Basketball Australia Child Safeguarding Policy</li> <li>• FIBA Official Rules of Basketball</li> </ul> <p>Where these By-Laws are silent, BQ regulations apply. Where BQ regulations are silent, BA policies apply.</p>														
25.3	<p><b>ROLES AUTHORITY AND RESPONSIBILITIES</b></p> <table border="1" data-bbox="261 1608 1461 1998"> <thead> <tr> <th data-bbox="261 1608 663 1641"><b>ROLE</b></th> <th data-bbox="663 1608 1062 1641"><b>PRIMARY REPONSIBILITY</b></th> <th data-bbox="1062 1608 1461 1641"><b>ESCALATES TO</b></th> </tr> </thead> <tbody> <tr> <td data-bbox="261 1641 663 1765">Court Controller</td> <td data-bbox="663 1641 1062 1765">Venue behaviour management — warnings, removals, incident reports</td> <td data-bbox="1062 1641 1461 1765">Competitions Coordinator</td> </tr> <tr> <td data-bbox="261 1765 663 1888">Competitions Coordinator</td> <td data-bbox="663 1765 1062 1888">Incident review, automatic penalties, match bans, outcome communication</td> <td data-bbox="1062 1765 1461 1888">General Manager</td> </tr> <tr> <td data-bbox="261 1888 663 1998">General Manager</td> <td data-bbox="663 1888 1062 1998">Serious/repeat misconduct, extended sanctions, BQ Tribunal referrals</td> <td data-bbox="1062 1888 1461 1998">BQ Tribunal</td> </tr> </tbody> </table>			<b>ROLE</b>	<b>PRIMARY REPONSIBILITY</b>	<b>ESCALATES TO</b>	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
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	Board	Strategic governance and oversight only — NOT operational on game day	Member termination										
25.3.1	<p><b>COURT CONTROLLER RESPONSIBILITIES</b></p> <ul style="list-style-type: none"> <li>• Manage day-to-day behaviour at all competition venues</li> <li>• Issue warnings in the first instance; direct the Team Manager or Coach to address their spectators as a first step</li> <li>• Remove spectators on the second incident — one warning only</li> <li>• Stop play and award a Bench Technical Foul if a spectator refuses to leave</li> <li>• Amend pre-game warm-up time if games are running late</li> <li>• Complete an Incident Report on the same day; submit to the Competitions Coordinator by the end of the competition day</li> <li>• Court Controllers are empowered to act immediately without requiring prior approval</li> </ul>												
25.3.2	<p><b>COMPETITIONS COORDINATOR RESPONSIBILITIES</b></p> <ul style="list-style-type: none"> <li>• Review all Incident Reports within 48 hours of submission</li> <li>• Apply automatic suspensions; issue formal warnings and match bans</li> <li>• Communicate all outcomes to the relevant Club or Team</li> <li>• Escalate serious or repeat matters to the General Manager immediately</li> <li>• Maintain a register of all disciplinary actions and outcomes</li> </ul>												
25.3.3	<p><b>GENERAL MANAGER RESPONSIBILITIES</b></p> <ul style="list-style-type: none"> <li>• Hold full operational authority for behavioural enforcement under Board delegation</li> <li>• Apply extended sanctions, multi-game suspensions, and venue bans</li> <li>• Impose interim measures immediately where participant safety is at risk</li> <li>• Recommend deregistration to the Board where warranted, see 37.10.1</li> <li>• Refer matters to Basketball Queensland Tribunal as required</li> <li>• Report to the Board on serious matters, patterns of behaviour and Tribunal referrals</li> </ul>												
25.4	<p><b>TECHINCAL/UNSPORTSMANLIKE FOUL CONSEQUENCES</b></p> <table border="1"> <thead> <tr> <th>SITUATION</th> <th>CONSEQUENCE – U14 and above</th> </tr> </thead> <tbody> <tr> <td>1<sup>st</sup> Technical/Unsportsmanlike Foul (outlined in 14.4 &amp; 14.5)</td> <td>Recorded. 5-minute Sin-Bin (playing time). Player may be substituted.</td> </tr> <tr> <td>2<sup>nd</sup> Technical/Unsportsmanlike Foul (SAME GAME)</td> <td>Player DISQUALIFIED – must leave the court and bench area immediately.</td> </tr> <tr> <td>Abusive Technical Foul (outlined in 25.4)</td> <td>Automatic 1-week suspension</td> </tr> <tr> <td>Disqualifying Foul</td> <td>1<sup>st</sup> in 12-month period: 1-week suspension. 2<sup>nd</sup> and subsequent: 2-week auto suspension.</td> </tr> </tbody> </table>			SITUATION	CONSEQUENCE – U14 and above	1 <sup>st</sup> Technical/Unsportsmanlike Foul (outlined in 14.4 & 14.5)	Recorded. 5-minute Sin-Bin (playing time). Player may be substituted.	2 <sup>nd</sup> Technical/Unsportsmanlike Foul (SAME GAME)	Player DISQUALIFIED – must leave the court and bench area immediately.	Abusive Technical Foul (outlined in 25.4)	Automatic 1-week suspension	Disqualifying Foul	1 <sup>st</sup> in 12-month period: 1-week suspension. 2 <sup>nd</sup> and subsequent: 2-week auto suspension.
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	Note.	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.						
25.4.1	<p><b>SIN-BIN DETAIL</b></p> <ul style="list-style-type: none"> <li>• 5-minutes is measured in playing time; timeouts and period breaks are not included</li> <li>• The player may be replaced by a substitute during sin-bin</li> <li>• Player must not talk with the team or comment on the game; noncompliance restarts the 5-minutes</li> <li>• After 5-minutes, the player may re-enter the game at a normal substitution opportunity</li> </ul>							
25.4.2	<p><b>ACCUMULATED BEHAVIOUR SEASON REVIEW</b></p> <p>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.</p>							
25.5	<p><b>AUTO SUSPENSIONS – U14 &amp; ABOVE</b></p> <table border="1"> <thead> <tr> <th>Disqualification n 12-month period</th> <th>Automatic Suspension</th> </tr> </thead> <tbody> <tr> <td>1<sup>st</sup> DQ</td> <td>One (1) Week Suspension</td> </tr> <tr> <td>2<sup>nd</sup> and all subsequent DQ’s</td> <td>Two (2) Week Suspension</td> </tr> </tbody> </table>		Disqualification n 12-month period	Automatic Suspension	1 <sup>st</sup> DQ	One (1) Week Suspension	2 <sup>nd</sup> and all subsequent DQ’s	Two (2) Week Suspension
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25.5.1	Should the player also be found guilty by a Tribunal, any Tribunal sanctions are in addition to the above automatic suspensions.							
25.5.2	Playing under a false name: Automatic Suspension applied and the game is forfeited as outlined in 23.5							
25.6	<p><b>COACH BEHAVIOUR &amp; BENCH CONTROL – ALL AGE GROUPS</b></p> <p>In the Senior Domestic Competition when a Technical Foul is charged to a player on the bench, if the player can be identified, the Technical Foul will be charged to the player instead of the bench. Where the offending player cannot be identified, the Technical Foul will be charged to the bench, and the coach, or if no coach, the Team Delegate will be penalised as follows:</p> <p>Coaches are responsible for their own conduct, the conduct of players on the bench, and spectators reasonably identifiable as connected to their team.</p> <table border="1"> <thead> <tr> <th>SITUATION</th> <th>CONSEQUENCES – ALL AGE GROUPS</th> </tr> </thead> <tbody> <tr> <td>1<sup>st</sup> Bench Technical Foul</td> <td>Recorded. Coach Warned</td> </tr> <tr> <td>2<sup>nd</sup> Bench Technical Foul – same game</td> <td>Coach DISQUALIFIED for remainder of game and must leave the venue for the remainder of that competition day</td> </tr> </tbody> </table>		SITUATION	CONSEQUENCES – ALL AGE GROUPS	1 <sup>st</sup> Bench Technical Foul	Recorded. Coach Warned	2 <sup>nd</sup> Bench Technical Foul – same game	Coach DISQUALIFIED for remainder of game and must leave the venue for the remainder of that competition day
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	Abusive Technical Foul (outlined in 25.4)	Automatic 1-week suspension							
	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 players participation are relevant, penalties may be carried forward to ensure the penalty is served at a time when the coach would be participating.							
25.7	<p>SPECTATOR BEHAVIOUR – ALL VENUES</p> <p><b>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.</b></p> <p>Unacceptable behaviours include:</p> <ul style="list-style-type: none"> <li>• Swearing, abuse or verbal intimidation directed at players, coaches or officials</li> <li>• Derogatory, racist, discriminatory or vilifying language of any kind</li> <li>• Threatening conduct or gestures</li> <li>• Interfering with play or officials</li> <li>• Refusing to comply with the direction of Court Controllers or other Association staff</li> </ul>								
25.7.1	<p>WARNING CARD PROCESS</p> <p><b>Step 1:</b> 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.</p> <p><b>Step 2:</b> 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.</p> <p><b>Step 3:</b> The spectator is banned from spectating for the remainder of the competition day.</p> <p><b>Step 4:</b> Court Controller records the incident and submits a report to the Competitions Coordinator.</p> <p><b>Step 5:</b> The offending spectator has forfeited their right to any further Warning Cards. Any future unacceptable behaviour results in automatic exclusion without warning.</p> <p><b>Step 6:</b> Repeat offenders may be issued a venue ban by the General Manager.</p>								
25.8	<p>TEAM ACCOUNTABILITY</p> <p>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 sanctions including points deductions, restrictions on future entries, formal written warnings, or conditions on continued participation.</p>								
25.9	<p>ESCALATION MATRIX</p> <table border="1"> <thead> <tr> <th>BEHAVIOUR LEVEL</th> <th>MANAGED BY</th> <th>OUTCOME</th> </tr> </thead> <tbody> <tr> <td>Minor Dissent/1<sup>st</sup> Issue</td> <td>Court Controller</td> <td>Verbal Warning</td> </tr> </tbody> </table>			BEHAVIOUR LEVEL	MANAGED BY	OUTCOME	Minor Dissent/1 <sup>st</sup> Issue	Court Controller	Verbal Warning
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	Repeat/Disruptive Spectator	Court Controller	Warning Card → Bench Technical Foul → Removal
	Behavioural Technical Foul (U14+)	Referee (Automatic)	5-minute sin-bin (playing time only)
	2nd Technical/Unsportsmanlike Foul — same game (U14+)	Referee (Automatic)	Disqualification from game
	Abusive Technical Foul/Disqualification	Competitions Coordinator	Automatic 1-week 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
25.10	<p><b>GENERAL MANAGER DISCIPLINARY POWERS</b></p> <p>The General Manager may impose one or more of the following:</p> <ul style="list-style-type: none"> <li>• Formal written warnings</li> <li>• Match suspensions — single game, multiple games, or a defined time</li> <li>• Venue bans on players, coaches or spectators</li> <li>• Coaching suspensions — partial or full season</li> <li>• Behavioural probation</li> <li>• Mandatory behaviour, coaching or education programs</li> <li>• Team-based or club-based sanctions</li> <li>• Referral to Basketball Queensland Tribunal</li> </ul> <p>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.</p>		
25.10.1	<p><b>BOARD-ONLY POWER: TERMINATION</b></p> <p>Termination of any player, coach, official or spectator from the Association is a Board-level decision only. The General Manager cannot terminate a member.</p> <p>Process:</p> <ul style="list-style-type: none"> <li>• The General Manager may recommend termination to the Board in writing, with supporting evidence and a summary of all prior sanctions</li> <li>• The Board considers the recommendation at its next available meeting or via special resolution</li> <li>• The individual must be notified and afforded the opportunity to respond in writing before any Board determination is made</li> <li>• Pending a Board termination decision, the General Manager may impose an interim suspension under Section 25.13</li> </ul>		
25.11	<b>FINALITY OF DECISIONS</b>		

25.11.1	On-the-day decisions — including removal from a venue — are final and not subject to appeal on the day.
25.11.2	Disciplinary decisions made by the General Manager under delegated authority are final.
25.11.3	Membership termination or expulsion remains subject to the Association Constitution.
25.12	REFERRAL TO BASKETBALL QUEENSLAND CENTRALISED TRIBUNAL
25.12.1	<p>MANDATORY REFERRAL</p> <p>The following behaviours MUST be referred to Basketball Queensland regardless of any Association-level action already taken.</p> <ul style="list-style-type: none"> <li>• Physical assault or attempted assault of referees, officials, players, coaches or spectators</li> <li>• Threats of violence</li> <li>• Serious intimidation or harassment</li> <li>• Discriminatory behaviour — racial abuse, sexual harassment or vilification</li> <li>• Serious or repeated abusive language directed at referees</li> <li>• Behaviour requiring police involvement</li> <li>• Any conduct bringing the game into serious disrepute</li> </ul>
25.12.2	<p>DISCRETIONARY REFERRAL</p> <p>The Association may refer matters to Basketball Queensland where:</p> <ul style="list-style-type: none"> <li>• Repeated serious offences occur despite Association sanctions</li> <li>• A season-long or multi-season suspension is being considered</li> <li>• Behaviour occurs outside Association venues but relates to basketball activities</li> <li>• The matter exceeds the Association's disciplinary scope or independent adjudication is required</li> </ul>
25.13	<p>INTERIM MEASURES PENDING TRIBUNAL</p> <p>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.</p> <p>These measures:</p> <ul style="list-style-type: none"> <li>• Apply immediately upon the General Manager's determination</li> <li>• Remain in effect until the Tribunal matter is finalised</li> <li>• Are imposed to protect participant safety, officials and competition integrity</li> <li>• May include suspension from matches or competitions, venue access restrictions, or restrictions on coaching or team involvement</li> <li>• Are not considered final penalties and may be adjusted following the outcome of the Tribunal process</li> </ul>
37.14	INCIDENT REPORTING PROCESS

	<p><b>Step 1 — Incident (Court Controller acts)</b>                  Court Controller intervenes. Warning or removal applied. Referees continue officiating. Play is paused only if required for spectator removal or participant safety.</p> <p><b>Step 2 — Incident Report (same day)</b>                  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.</p> <p><b>Step 3 — Submitted to Competitions Coordinator</b>                  Incident Report submitted by the end of the competition day.</p> <p><b>Step 4 — Review and Action (within 48 hours)</b>                  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.</p> <p><b>Step 5 — GM Review (where escalated)</b>                  The General Manager reviews the matter, confirms or adjusts sanctions, determines extended measures, considers Tribunal referral and communicates the final outcome to all parties.</p>
<p>37.15</p>	<p>EFFECTIVE DATE</p> <p>The provisions of section 25 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.</p>