



# **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

	<b>1 - TEAM ENTRY</b>
1.1	Applications by Clubs for Teams entering the Junior Basketball Competition are to be lodged by computer entry into the computer system by the due date, as advised by the Competitions Manager.
1.2	Details of the teams, age groups, grades and gender should be lodged with the Office by the due date.
1.3	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.
1.4	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 the Seahawks Board.
1.8	If a club does not notify the Competitions Manager seventy two (72) hours prior to the first game of the season that the team is to be withdrawn, then a walkover fine (as set by the Seahawks Board) will be imposed in addition to the Withdrawal Penalty.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

<b>2 - LODGEMENT OF FORMS RELATING TO REGISTRATIONS, CLEARANCES &amp; TRANSFERS</b>	
2.1	<p>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 in order to play in any competition delivered by Seahawks.</p> <p>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</p>
2.2	A completed Clearance or Transfer form must be lodged with the Competitions Manager at least 72 hours in advance for it to be considered prior to the next round.

<b>3 - REGISTRATIONS</b>	
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	Seahawks Basketball will be responsible for the collection of Seahawks Membership (BQ Registration) Fees, and Seahawks Nomination Fees. Any player who has outstanding fees will not be permitted to play and will be deemed ineligible. Clubs must monitor their players Basketball Queensland Registration status and playing of 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.

<b>4 - CLEARANCES (for player movement between Clubs)</b>	
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 Manager 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 two (2) 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, and no more than one (1) Category-1 Restricted Player:  <p style="margin-left: 40px;">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 1<sup>st</sup> side.</p> <p style="margin-left: 40px;">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 2<sup>nd</sup> side.</p>
4.3	A restricted player must play in the age group they are taking one of the club's two (2) Clearance 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.  <p style="margin-left: 40px;">If they are to play in a higher age group the club must forfeit their equivalent Restricted Clearance for that age group also.</p>
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 one full season and the offending officials or representatives will be subject of a tribunal hearing.

4.7	The majority of Clubs with consent of the Seahawks Board may override any existing rule and <b>approve</b> a Clearance where it feel <b>exceptional</b> circumstances apply, and that such decision would be <b>beneficial</b> to the Junior Basketball Competition.
4.8	Individuals requesting a Clearance should complete Sections 1 and 2 of the Clearance Form and 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.

	<b>5 - TRANSFERS (for player movement within their Club)</b>
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. (i.e. during Grading games)
5.3	Transfers will not be granted automatically. If the Transfer is lodged after grading is completed, the Competitions Manager will seek the advice of the Grade Secretaries (when implemented) or Seahawks Board as to 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, the Competitions Manager can elect to reject the Transfer or regrade teams accordingly.

	<b>6 - PENALTIES RELATING TO REGISTRATIONS, CLEARANCES &amp; TRANSFERS</b>
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 Competitions Manager have any doubts as to the details supplied on a registration, clearance or transfer form, the Competitions Manager can request whatever proof they believe is warranted to satisfy their enquires.
6.3	The Seahawks Board has the discretion to impose a fine on a club for every game in which an unregistered player plays, after the Competitions Manager 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 Competitions Manager), will forfeit all premiership points for that team for all rounds.

	<b>7 - APPEALS PROCEDURE</b>
7.1	The North Gold Coast Seahawks Basketball Board has the discretion to consider any request to over-ride a rule and apply the principle of “no-disadvantage” to a request for special consideration. Where a Club believes such circumstances exist, a request for consideration by Seahawks Board must be submitted in writing to the Competitions Manager with as much detail as possible, including the grounds for such special consideration.
7.2	Where a Club does not accept the special consideration decision it shall, after lodging the monetary bond with the office, have the right to appeal the decision. The appeal request must be lodged with the Competitions Manager in writing by the Club Secretary within 5 days of being notified of the initial decision.
7.3	The Appeals Committee for all appeals relating to the running of the Junior Basketball Competition will be made up of any two (2) member of Seahawks Board (one of which presiding as Chairperson) and any two (2) Presidents of clubs participating in the competition, nominated on a rotational basis. (Presidents of Clubs directly or indirectly involved in the appeal will be excluded from same Appeals Committee).
7.4	The Appeals Committee has the power to over-ride the rules relating to eligibility, Clearance, Transfer, Registration or other clauses affecting the rights of an individual, club or team to the extent necessary to arrive at an equitable solution to suit circumstances in individual cases.
7.5	The Appeals Committee has no power to change the rules, but is required to recommend revision to the Seahawks Basketball Board if it considers this necessary on the evidence of an individual case.
7.6	In all cases, the onus is on the club to ensure that the appeal has been upheld before playing.
7.7	The decision by the Appeals Committee, within it’s power, will be final.
7.8	The Appeals Committee shall decide if the bond will be forfeited or returned to the club.

## PLAYING CONDITIONS

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

<b>8 - AGE LIMITS &amp; GENDER</b>	
8.1	Age limits for competitions shall be specified from time to time by the Committee.
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: <ul style="list-style-type: none"> <li>• Under-8</li> <li>• Under-10</li> <li>• Under-12</li> <li>• Under-14</li> <li>• Under-16</li> <li>• Under-18</li> <li>• Under-20</li> <li>• Superleague Girls (U16 and up combined)</li> </ul>
8.4	The Age Cut-Off dates will be 31 <sup>st</sup> December of the year of the competition for both Season's 1 & 2  For example, a player competing in the Under-16 competition during either season in a calendar year, must not turn 16 on or before 31 <sup>st</sup> December that year.
8.5	Should any doubt exist over a player's age, the Competitions Manager 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 seek approval from the Competitions Manager. An additional Competition Fee will be payable to North Gold Coast Seahawks. Club may also charge additional Game Fees. And the player must Register to that age group via BasketballConnect.

<b>9 - RESTRICTED PLAYERS</b>	
9.1	Refer to Restricted Player Clearance Rules, 4.2

<b>10 - GRADES</b>	
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 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.
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.

<b>11 - GRADING SEASON</b>	
11.1	The grading of all teams in the competition will be based on ability. Grading will be conducted over the first three weeks of a new competition season.
11.2	The initial grading of teams shall be determined by the Competitions Manager (or a team overseen by the Competitions Manager) for each respective age group and shall be based on the lists of players submitted on the team entry forms.
11.3	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.
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 Competitions Manager, 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/Competition Manager will determine by the end of Grading Round 3, 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	<p>The following options will be presented to the club/s:</p> <ul style="list-style-type: none"> <li>A. Team split and players merged with players from a lower graded team within the relative age group and be graded accordingly.</li> <li>B. One or more selected players to be placed in a team in a higher age group.</li> <li>C. The entire team to be placed in a higher age group and allocated to a grade in which they will be considered competitive</li> </ul> <p>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.</p>
11.8	<p>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.</p>
11.9	<p>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 Competitions Manager can endeavour to assess the impact any player movements will have.</p>
11.10	<p>No premiership points and win/loss records will be carried through from Grading Season to the Regular season. All team records will begin again.</p>
11.11	<p>The Competitions Manager/Committee reserves the right to re-grade a Team at any time.</p>
11.12	<p>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.</p>
11.13	<p>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.</p>

	<p><b>12 - FINALS SEASON</b></p>
12.1	<p>If any teams are level on ladder points, then the Team having the higher for/against percentage shall take the higher position.</p>
12.2	<p>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.</p>

12.3	<p>Finals format will be a 3 week format as per below unless altered by the North Gold Coast Seahawks Board:</p> <p>4 team - 3 week format:</p> <p><u>Wk 1 – Semi Finals</u>  SF1 – 1<sup>st</sup> vs 2<sup>nd</sup>  SF2 – 3<sup>rd</sup> vs 4<sup>th</sup></p> <p><u>Wk 2 – Preliminary Final</u>  PF – Loser SF2 vs Winner SF2</p> <p><u>Wk 3 – Grand Final</u>  GF – Winner SF1 vs Winner PF</p>
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<b>13 - PLAYER ELIGIBILITY</b>	
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	<p>"Playing up" refers to a player playing in a <b>higher grade</b> not a <b>higher age group</b>. 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.</p>
13.3	<p>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.</p> <p>Examples:</p> <ul style="list-style-type: none"> <li>• a 14B player may play 16B or 16BR right throughout the season and qualify for both finals should both Teams make finals.</li> <li>• 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. Interclub Transfers cannot be used to avoid complying with this ruling.</li> <li>• 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.</li> <li>• 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 (as outlined in 12.2)</li> <li>• A 10 A player may play in a 12AR or 12A team</li> </ul>
13.4	Players may only play in <b>one</b> 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 Competitions Manager 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 registered. Any team playing a player registered to another club will forfeit the game.

	<b>14 - FINALS ELIGIBILITY</b>
14.1	In order to be eligible to play in finals a Player must have played at least 50% 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.
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 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.
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 Competitions Manager. The Certificate must outline the start and end dates of the period the player was unable to participate. Certificates must be submitted to the Competitions Manager 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. 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.
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 Competitions Manager, providing the application for Special Consideration is submitted to the Competitions Manager 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 Competitions Manager 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.

	<b>15 - UNIFORMS</b>
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.
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.

15.6	<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): All compression items are permitted but must be either black, white or the dominant uniform colour. 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>16 - UNIFORM PRIORITIES</b>
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 clubs responsibility to ensure a reverse or alternate uniform is supplied and worn by one of the teams.

	<b>17 - TIMING REGULATIONS</b>
17.1	All games will consist of two (2) by eighteen (18) minute halves.
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 half, excluding the last when the clock shall stop.



17.3	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.
17.4	Clock will stop during the regular season on all whistles in the last two minutes of the 2 <sup>nd</sup> half <i>when the margin is less than 20 points.</i>
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 2 <sup>nd</sup> half.
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 (2) minutes.
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.

	<b>18 - BALL SIZES</b>
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> Under-16 – Size 7 Under-18 – Size 7 Under-20 – Size 7  <u>Girls</u> All age groups – Size 6

	<b>19 - FREE THROW SHOOTING LINE</b>
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

<b>20 - FAIR PLAY POLICY – MERCY RULE</b>	
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. <p style="text-align: center;"> Under 8 &amp; 10                      10 points  Under 12 &amp; 14                    15 points  All other ages                      25 points </p>
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

<b>21 – BASKETBALL CONNECT (SCORING APP)</b>	
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 to a team must not be added to BasketballConnect Scoring 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.
21.3	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.
21.4	Failure to adhere to these rules will result in loss of premiership points as determined by the Competition Manager and Board of Management.
21.5	Referees will remove any player not present at the game during half time.
21.6	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.

<b>22 - LADDERS &amp; PREMIERSHIP POINTS</b>	
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: <ul style="list-style-type: none"> <li>• being un-financial <ul style="list-style-type: none"> <li>○ BQ Registration and Seahawks Nomination Fee for given season (Nomination Fee exempt for Short-Term Registrations)</li> </ul> </li> <li>• Incorrect SURNAME and/or GIVEN NAME</li> <li>• Ineligible player/s participate</li> </ul>
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 Competitions Manager 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, even if 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.

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. No coach is required for Senior Teams, a nominated Captain fulfils this requirement.
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. For senior games where no coach the Team Captain is recognised.
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.

	<b>23 - FORFEITS</b>
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.

	<b>24 - MAN-TO-MAN DEFENCE</b>
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.
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, a technical foul will be called on the offending coach.
	<b>25 - SIN BIN RULE</b>
25.1	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.
25.2	Players can be replaced by a substitution
25.3	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>
25.4	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>
25.5	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>
25.6	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 1st half. The player won't be able to re-enter the court until 14:00 in the 2 <sup>nd</sup> half
25.7	After the 5 minutes the player may return to their bench and enter the court at a normal substitution opportunity

25.8	<p>Technical fouls that are NOT included in sin bin are;</p> <ul style="list-style-type: none"> <li>• Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly</li> <li>• Hanging on the ring</li> <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>
25.9	<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>26 - UNNOTIFIED WALKOVERS</b>	
26.1	<p>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.</p>
26.2	<p>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.</p>
26.3	<p>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.</p>
26.4	<p>Teams late to the court shall be penalised two points per minute (or part there of). After ten (10) minutes a walkover will take effect.</p>

26.5	In the case of a walkover, the winning Club shall submit a list of participating players to the Competitions Manager prior to the commencement of the next round in order 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.

	<b>27 - NOTIFIED WALKOVERS</b>								
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: <table border="1" data-bbox="260 707 1465 871"> <tr> <td>Greater than 48 hours</td> <td>1x Match Fee</td> </tr> <tr> <td>4-48 hours</td> <td>1.5x Match Fee</td> </tr> <tr> <td>0-4 hours</td> <td>1.75x Match Fee</td> </tr> <tr> <td>No Notice</td> <td>2x Match Fee</td> </tr> </table>	Greater than 48 hours	1x Match Fee	4-48 hours	1.5x Match Fee	0-4 hours	1.75x Match Fee	No Notice	2x Match Fee
Greater than 48 hours	1x Match Fee								
4-48 hours	1.5x Match Fee								
0-4 hours	1.75x Match Fee								
No Notice	2x Match Fee								
27.2	It is the Club's responsibility to notify the Competitions Manager 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

	<b>28 - PLAYER OR TEAM DISQUALIFICATIONS</b>
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.

	<b>29 - CODES OF BEHAVIOUR</b>
29.1	<p>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.</p> <p>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></p>

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

	<b>31 - ALTERATIONS TO THE RULES</b>
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/Competitions Manager 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 Competitions Manager.

	<b>32 - INDEMNITY/DISCLAIMER</b>
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 of damage to personal property.



<b>33 - VENUE RULES</b>	
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 warm ups 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.

<b>34 - TRIBUNALS</b>	
34.1	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.
34.2	<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>