



# **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>  |
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| 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 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 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 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Seahawks Competition Administration seventy two (72) hours prior to the first game of the season that the team is to be withdrawn, then a walkover fine (as set by the Seahawks Board) will be imposed in addition to the Withdrawal Penalty.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

| <b>2 - LODGEMENT OF FORMS RELATING TO REGISTRATIONS, CLEARANCES &amp; TRANSFERS</b> |   |
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| 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 Administration at least 72 hours in advance for it to be considered prior to the next round.  |

| <b>3 - REGISTRATIONS</b> |   |
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| 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>   |
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| 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 | <p>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> <p style="padding-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="padding-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 | <p>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> <p>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.</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 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.   |
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| 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.                    |

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|     | <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.  |
| 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.   |

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|     | <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 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 | The Seahawks Board 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.   |



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| 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. |
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|     | <b>7 – CHALLENGING DECISIONS UNDER THESE BY-LAWS</b>  |
| 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.

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|     | <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 | <p>The Age Groups for Juniors are:</p> <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 | <p>The Age Cut-Off dates will be 31<sup>st</sup> December of the year a competition season concludes.</p> <p>For example, a player competing in the Under-16 competition during either season, must not turn 16 on or before 31<sup>st</sup> December the year the season concludes.</p> |
| 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.  |

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| 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. |

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

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|      | <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 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.  |

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|      | <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 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.<br><br>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.  |

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| 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  | <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  | 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.   |

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| 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. |

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|      | <b>12 - FINALS SEASON</b>  |
| 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 | <p>Finals format will be a 3-week format as per below.</p> <p>4 team - 3 week format:</p> <p><u>Wk 1 – Semi Finals</u><br/> SF1 – 1<sup>st</sup> vs 2<sup>nd</sup><br/> SF2 – 3<sup>rd</sup> vs 4<sup>th</sup></p> <p><u>Wk 2 – Preliminary Final</u><br/> PF – Loser SF2 vs Winner SF2</p> <p><u>Wk 3 – Grand Final</u><br/> 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 | "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. |

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| 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. Intraclub 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 | <p>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.</p>  |
| 13.5 | <p>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.</p>  |
| 13.6 | <p>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.</p>  |
|      | <p><b>14 - FINALS ELIGIBILITY</b></p>   |
| 14.1 | <p>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.</p>   |

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| 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 <b>extenuating</b> 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. The North Gold Coast Seahawks Competition Administration 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 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.  |

|      | <b>15 - UNIFORMS</b>  |
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| 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 | <p>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.</p> <p>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).</p> |

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| 15.6 | <p>Correct uniforms shall consist of:</p> <p>Tops:<br/>To be of the same colour /colours, legibly numbered back and front with matching trim.</p> <p>Shorts:<br/>To be of the same colour /colours, style trim and length (No longer than knee length).<br/>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 per player will be applied as per 15.5</p> <p>Trim:<br/>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.</p> <p>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.</p> <p>Compression Wear (i.e. Skins):<br/>All compression items are permitted but must be either black, white or the dominant uniform colour. No t-shirts under singlets.</p> <p>Footwear:<br/>Must be sports footwear with non-marking soles.</p> <p>Jewellery:<br/>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 club's responsibility to ensure a reverse or alternate uniform is supplied and worn by one of the teams.  |

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|      | <b>17 - TIMING REGULATIONS</b>                                  |
| 17.1 | All games will consist of four (4) by ten (10) minute quarters. |



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| 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 4 <sup>th</sup> 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 4 <sup>th</sup> quarter <i>when the margin is less than 20 points</i> . The clock will stop for any time-outs in the 4 <sup>th</sup> 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 4 <sup>th</sup> 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) <ul style="list-style-type: none"> <li>• The shot clock will not begin until the ball touches the front court.</li> <li>• On an offensive rebound if the shot clock is: <ul style="list-style-type: none"> <li>Above 14 seconds: will continue from the time the shot was taken</li> <li>Below 14 seconds: will be reset to 14 seconds</li> </ul> </li> </ul> |

|                   |   |             |              |                   |                         |                   |  |                   |  |
|-------------------|---|-------------|--------------|-------------------|-------------------------|-------------------|--|-------------------|--|
|                   | <b>18 - BALL SIZES</b>  |             |              |                   |                         |                   |  |                   |  |
| 18.1              | The basketball to be used in the Junior Domestic Competition are: <p>Under-8 – Size 5<br/> Under-10 – Size 5<br/> Under-12 – Size 5<br/> Under-14 – Size 6</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"><u>Boys</u></td> <td style="width: 50%; border: none;"><u>Girls</u></td> </tr> <tr> <td style="border: none;">Under-16 – Size 7</td> <td style="border: none;">All age groups – Size 6</td> </tr> <tr> <td style="border: none;">Under-18 – Size 7</td> <td></td> </tr> <tr> <td style="border: none;">Under-20 – Size 7</td> <td></td> </tr> </table> | <u>Boys</u> | <u>Girls</u> | Under-16 – Size 7 | All age groups – Size 6 | Under-18 – Size 7 |  | Under-20 – Size 7 |  |
| <u>Boys</u>       | <u>Girls</u>  |             |              |                   |                         |                   |  |                   |  |
| Under-16 – Size 7 | All age groups – Size 6   |             |              |                   |                         |                   |  |                   |  |
| Under-18 – Size 7 |   |             |              |                   |                         |                   |  |                   |  |
| Under-20 – Size 7 |   |             |              |                   |                         |                   |  |                   |  |

| <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<br/> Under 12 &amp; 14                    15 points<br/> 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 (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.   |

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| 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 <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.   |

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|      | <b>22 - LADDERS &amp; PREMIERSHIP POINTS</b>  |
| 22.1 | Ladder points will be allocated as follows:<br>Win – 3 points<br>Draw – 2 points<br>Loss – 1 point<br>Forfeit Loss – 0 points<br>Forfeit Win – 3 points<br>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 North Gold Coast Seahawks Competition Administration prior to the commencement of the next round.  |

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| 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.<br><br>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.   |

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|      | <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> |  |
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| 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 or Court Controller, 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>  |

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| 25.4 | <p>Technical fouls that breach code of conduct refers to;</p> <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 their 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 | <p>Unsportsmanlike fouls that breach code of conduct include;</p> <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 | <p>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.</p> <p>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 2<sup>nd</sup> quarter (assuming that no time-outs are called in that period)</p>   |
| 25.7 | <p>After the 5 minutes the player may return to their bench and enter the court at a normal substitution opportunity</p>   |
| 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>   |

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| 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> |
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## WALKOVERS

| <b>26 - UNNOTIFIED WALKOVERS</b> |  |
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| 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.  |

| <b>27 - NOTIFIED WALKOVERS</b>      |   |                                     |              |            |                |                          |                 |           |              |
|-------------------------------------|---|-------------------------------------|--------------|------------|----------------|--------------------------|-----------------|-----------|--------------|
| 27.1                                | <p>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:</p> <table border="1"> <tr> <td>Greater than forty-eight (48) hours</td> <td>1x Match Fee</td> </tr> <tr> <td>4-48 hours</td> <td>1.5x Match Fee</td> </tr> <tr> <td>Less than four (4) hours</td> <td>1.75x Match Fee</td> </tr> <tr> <td>No Notice</td> <td>2x Match Fee</td> </tr> </table> | 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 |
| 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

| <b>28 - PLAYER OR TEAM DISQUALIFICATIONS</b> |   |
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| 28.1   | <p>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.</p> <p>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.</p> |

| <b>29 - CODES OF BEHAVIOUR</b> |   |
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| 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:<br/> <a href="https://www.queensland.basketball/about/annual-reports#Behavioural">https://www.queensland.basketball/about/annual-reports#Behavioural</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 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.   |

| <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/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. |

| <b>32 - INDEMNITY/DISCLAIMER</b> |  |
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| 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 warmups and periods of play. No warnings will be given.              |

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| 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. |
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|      | <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></p> <p>defined as: Reports can be completed by <b>Referees, Court</b></p> <p><b>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>35 – WARNING CARDS - SPECTATORS</b> |  |
|--|--|
| 35.1                                   | <p><b><u>CLUB RESPONSIBILITIES</u></b></p> <p>All Clubs must ensure that all persons under its control comply with North Gold Coast Seahawks Policies, Rules, and By-Laws.</p> <p>Club Team personnel (Coaches and Team Managers) each have a responsibility to address any inappropriate behaviour from within their team (players, spectators, volunteers).</p> <p>Team Managers will be the first point of contact for the referee coach/court controller when addressing unacceptable behaviour due to the existing relationships with team players, parents, spectators and volunteers. If there is no Team Manager, the referee coach/court controller will engage with the coach.</p> <p>Team Managers (or coach if no team manager) will be asked to speak directly with people involved in the first instance and issue them a Warning Card (supplied by the Referee Coach/Court Controller). If unacceptable behaviour continues, the referee coach/court controller will stop the game and issue a Technical Foul against the spectator's team and eject the spectator from the building.</p> |
| 35.2                                   | <p><b><u>RESPONSIBILITY OF CLUB TEAM COACHES &amp; TEAM MANAGERS</u></b></p> <ul style="list-style-type: none"> <li>• Be identifiable and present on the bench</li> <li>• Follow the direction of the court controller/referee coach if asked to speak to club or team spectators in relation to their behaviour and adherence to the Codes of Behaviour</li> <li>• Liaise with and work together with the court controller/referee coach to remove spectators who refuse to adhere to the Codes of Behaviour</li> <li>• Confirm the identity of any spectator that is issued a Warning Card and is subsequently required to leave the venue.</li> <li>• Confirm the identity of suspended persons if they are present in a venue when asked by the court controller, Referee or Referee Coach</li> </ul>  |

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| 35.3 | <p data-bbox="260 215 646 241"><u>PROCESS OF WARNING CARD</u></p> <ul data-bbox="309 271 1294 922" style="list-style-type: none"><li data-bbox="309 271 1294 342">• If a spectator receives a warning card, this is to say that their behaviour towards the players, coaches or officials is unacceptable.</li><li data-bbox="309 371 1294 479">• If their behaviour continues, the game will be stopped, the spectator in question will be required to leave the stadium and a Bench Technical Foul will be charged to the offending team</li><li data-bbox="309 508 1294 580">• A penalty free throw will then be awarded to the opposition of the spectator.</li><li data-bbox="309 609 1294 636">• The game will then resume from where it was stopped.</li><li data-bbox="309 665 1294 736">• The spectator in question is then banned from spectating for the remainder of the day.</li><li data-bbox="309 766 1294 837">• The Club delegate will be contacted with the details of the offending spectator.</li><li data-bbox="309 866 1294 922">• The offending spectator has forfeited their right to any further Warning Cards and any unacceptable behaviour is automatic exclusion.</li></ul> |
|------|--|