

Junior Domestic Competition



Rules & Regulations

Version 9.0 21st February 2024

Playing Conditions

General Information



Table of Contents

SECTION 1 - COMPETITION RULES AND REGULATIONS.....	3
1.6 REGISTRATIONS, CLEARANCES AND TRANSFERS.....	3
1.6.1 LODGEMENT OF FORMS RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS.....	3
1.6.2 CLEARANCES.....	3
1.6.3 TRANSFERS.....	4
1.6.4 PENALTIES RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS.....	5
SECTION 2 - PLAYING CONDITIONS.....	6
2.1 AGE LIMITS.....	6
2.2 GRADES.....	6
2.3 GRADING PERIOD.....	7
2.4 FINALS QUALIFICATION.....	8
2.5 PLAYER ELIGIBILITY.....	8
2.6 REP PLAYERS ELIGIBILITY.....	9
2.7 FINALS ELIGIBILITY.....	10
2.8 UNIFORMS.....	11
2.9 UNIFORM PRIORITIES.....	13
2.10 TIMING REGULATIONS.....	13
2.11 BALL SIZES.....	14
2.12 FREE THROW SHOOTING LINE.....	14
2.13 SCORESHEETS / COURTSIDE.....	14
2.14 FORFEITS.....	15
2.15 WALKOVERS.....	16
2.15.1 UNNOTIFIED WALKOVER.....	16
2.15.2 NOTIFIED WALKOVERS.....	17
2.16 MAN TO MAN DEFENCE.....	17
2.17 MERCY RULE.....	18
2.18 RULES APPLICABLE TO CUBS COMPETITION ONLY.....	18
2.19 RULES APPLICABLE TO U10's COMPETITION ONLY.....	18
2.20 TECHNICAL FOULS & PENALTY.....	18
2.21 COURT MANAGEMENT.....	19
2.22 PLAYER OR TEAM DISQUALIFICATION.....	19
SECTION 3 – GENERAL INFORMATION.....	20
3.1 TRIBUNAL ATTENDANCE.....	20
3.2 INCIDENT REPORTS.....	20
3.3 INCIDENT APPEALS.....	21
3.4 BLOOD POLICY.....	21
3.5 EXTREME HEAT POLICY.....	23
3.6 WORKING WITH CHILDREN.....	24



SECTION 4 - FEE SCHEDULE	27
4.1 FEES AND CHARGES, PENALTIES AND FINES.....	27

SECTION 1 - COMPETITION RULES AND REGULATIONS

1.1 The competition will be comprised of Clubs admitted from time to time to the Junior Domestic Program of RedCity Roar Basketball Association.

1.2. Any club withdrawing team / s after the grading period of the season will incur a withdrawal penalty (refer Fee Schedule) as set from time to time by RCR management.

1.3. If a club does not notify the Competitions Manager seventy-two (72) hours prior to the first game of the regular season that a team is to be withdrawn, then the walkover fine (refer Fee Schedule) will be imposed in addition, to the Withdrawal Penalty.

1.4. Late Entries – Existing Teams: Existing teams are teams where the majority of players are players already registered at RedCity Roar. For these teams we will now accept a late entry up to round four (4) but clubs will be charged a late entry fee.

1.5. Late Entries – New Teams: New Teams are teams where the new players (not registered in prior seasons at RedCity Roar) are greater or equal to the number of players registered in previous seasons. No teams will be accepted after round 9.

1.6 REGISTRATIONS, CLEARANCES AND TRANSFERS

1.6.1 LODGEMENT OF FORMS RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS

1.6.1.1 Any player wishing to participate in any competition run by RCRBA must be registered online through Basketball Connect.

1.6.1.2 A player registers to play in a club within the RCRBA Junior Domestic Competition by completing a Registration Form online.

1.6.1.3 A player remains a registered player of his / her initial club until age prevents participation in the Junior Domestic Competition, or he/she is cleared to another club.

1.6.2 CLEARANCES

1.6.2.1 Any player wishing to change clubs within RCRBA Junior Domestic Competition must apply for a clearance, no matter when they last played. Players must advise the Club



Registrar of a pending clearance and it must be lodged to the RCRBA within 7 days of receiving the clearance.

1.6.2.2 Any player wishing to transfer from one club to another at any point before or during a season must request a transfer from the club they are exiting.

1.6.2.3 The transfer request needs to be assessed by the players current junior domestic club that they wish to be cleared from. The junior domestic club has 7 days in which to submit the transfer and forward through to the receiving club for their approval.

1.6.2.4 The RCRBA will endeavour to process fully approved transfers within seven (7) days, if the player is eligible to participate in the junior domestic competition. Please note: Players cannot compete for the new junior domestic club until both their departing club & the RCRBA has approved the transfer.

1.6.2.5 Once the transfer has been processed notification will be sent to both clubs involved through Basketball Connect. It is the responsibility of the new junior club to ensure the player has been cleared prior to playing them. The player will then need to register as per normal with the new club.

1.6.2.6 No clearance will be approved where the player has been approached, coerced and/or persuaded in any way, by any official or representative of the RCRBA or any member Club. Where it is proved that this has occurred, the offending club will not be allowed any Representative player clearances for two full seasons and the offending official/s or representative/s will not be allowed to hold any official position for the same period.

1.6.2.7 The Competitions Manager may override any existing rule and approve a clearance where it feels exceptional circumstances apply.

1.6.3 TRANSFERS

1.6.3.1 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 and any age group, must do so prior to the grading season commences. Note: A transfer cannot be lodged after a player has been automatically regraded (e.g. having played five games up in a higher grade).

1.6.3.2 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.

1.6.3.3 Transfers will not be granted automatically. If the transfer is lodged after grading is completed, the Competitions Manager will seek the advice of the clubs' contacts 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.

1.6.4 PENALTIES RELATING TO REGISTRATIONS, CLEARANCES AND TRANSFERS

1.6.4.1 Any submitted Registration Form, clearance form and / or transfer request 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.

1.6.4.2 Should the Competitions Manager have any doubts as to the details supplied on a Registration Form, clearance form or transfer request, the Competitions Manager can request whatever proof they believe is warranted to satisfy their enquires.

1.6.4.3 Any player who plays with their new team prior to the approval of their clearance or transfer will be subject to the penalties applied under normal playing conditions.

1.6.4.4 The RCRBA has the discretion to impose a fine on a club for every game in which an unregistered player plays, after the Registrar has notified the club that the player is unregistered.

1.6.4.5 Any player, who is not registered and continues to play after playing 3 games & notification of their unfinancial status is received, will be classed as ineligible, resulting in the forfeit of all games the player continues to participate in as unfinancial.

1.6.4.6 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 all of the Club's teams for the rounds in which the ineligible player played.



SECTION 2 - PLAYING CONDITIONS

2.1 AGE LIMITS

2.1.1 Age limits for competitions shall be as specified from time to time by the Competitions Manager.

2.1.2 The criteria for eligibility within each age group are: - ▪ Summer Season (Term 1/2) - A player must be under the age stated in the relative age group by the 31st of December of the year at the end of competition. ▪ Winter Season (Term 3/4) - A player must be under the age stated in the relative age group by the 31st of December of the year of the competition. In other words a player's date of birth must be before 31st of December for the summer and winter seasons respectively.

2.1.3 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.

2.1.4 Age limits for competitions shall be as specified from time to time by the Competitions Manager. Currently the competition is sub-divided into the following age groups: - Under 10, 12, 14, 16, & 18

2.1.5 The minimum age for a player to be eligible to play in the RCRBA Domestic Competition is 5. The player is able to commence playing at 4 as long as he/she turns 5 at some point during the season in which they commence.

2.1.6 DOB exemptions can be requested by clubs to the Competitions Manager on a case-by-case basis. Any decision made by the Competitions Manager in relation to granting or denying DOB exemptions are final. These decisions will be made in the best interests of the competition & then the player.

2.2 GRADES

2.2.1 Within each age group, the competition may be divided into Divisions. Teams will be nominated to specific Divisions by their clubs at the time of team entry. Under the direction of RCRBA Management, the Competitions Manager will evaluate all team entries and allocate teams to Divisions prior to the grading season. Teams are graded based on their ability to play at a specified level.

2.2.2 Divisions range from Div 1-4 (dependent on nominated numbers) with the most skilled teams placed in Div 1 and the least skilled at the lower end of the range of Divisions for that season (i.e. Div 3 or Div 4)



2.3 GRADING PERIOD

2.3.1 The Grading of all teams in the competition will be based on ability.

2.3.2 The initial grading of teams shall be determined by the Club Registrar for each respective age group and shall be based on the lists of players submitted on the team entry forms. The Division must contain a minimum of four (4) teams. The Grading period will be the first 2 weeks of the competition in carnival style format.

2.3.3 The Competitions Manager will review the performances of the teams and will determine the division to which each team should be assigned, in an endeavour to have all teams placed into a division in which they will be competitive.

2.3.4 In the case of a division, where a team or teams (less than four) are believed to have a skill level exceeding the majority of teams within the division, 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 General Manager, the Coaching Director & the Competitions Administrators.

2.3.5 The Grading Panel will advise the Competitions Manager by round four (4), where they concur with the grading assessment of the Competitions Manager that a team/s has been judged to have a skill level above the majority of teams within the division, thus making the division uncompetitive.

2.3.6 A meeting will be held between the respective Club/s, Grading Panel, & the Competitions Manager to discuss the matter.

2.3.7 The following options will be presented to the club/s: - a) Team split and players merged with players from a lower graded team within the relative age group and be graded accordingly. b) One or more players to be placed in a team in a higher age group. c) The entire team to be placed in a higher age group and allocated to a grade in which they will be considered competitive. If a decision cannot be agreed upon then option (c) will be applied. Note the options (b) and (c) do not apply to the top age groups in each gender.

2.3.8 Any player who has had to change teams and or divisions and or age groups due to 2.3.7 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.

2.3.9 The Club / s will have until the Wednesday after grading 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 round 1 of the championship season so



the Competitions Manager can endeavour to assess the impact any player movements will have.

2.3.10 After grading, all competitions will be reset & ladders renewed back to zero (0) championship points regardless if teams have been graded in or out of the division.

2.3.12 The Competitions Manager has the right to regrade a team after the grading has been completed if they believe a team's performance is significantly different from that displayed during the grading period.

2.3.13 If a team is regraded at any time in the season, they will start with a .500 record. For example, after 8 rounds a 4-4 record will apply and if a win is 3 points and a loss is 1 point their total would be 16.

2.3.14 The Competitions Manager reserves the right to re-grade a Team at any time.

2.4 FINALS QUALIFICATION

2.4.1 If any Teams are level on percentage points, then placements will be determined on a head-to-head basis.

2.4.2 If two or more Teams are level in all aspects then an elimination series shall be conducted in a manner to be determined by the Competitions Manager.

2.4.3 From time to time, there will be cases of teams having uneven amounts of games played due to an odd number of teams in a division. Competition management will review the results at the end of the playing rounds, determine if those teams are placed unfairly and will adjust results if required.

2.5 PLAYER ELIGIBILITY

2.5.1 Within the registered club, the first team in which the player participates for that season, post grading & not as a fill in, determines their team & grade.

2.5.2 Playing up refers to a player playing in a higher grade, not in a higher age group. Players are allowed to play in a higher age group in any division.

2.5.3 A player may play in grades higher than his/her normal grade in the same age group for a maximum of 5 games, after which the player may not revert back to the lower grade.

2.5.4 Players may only play in one team if a Club has (2) teams in one grade in the same age group. Players in U10s or Div 3 or below can fill in for another player in the same division of



the same club to make a maximum of 6 in a team. Players can only fill in for a max of 3 games across the season in any particular team in the same age group & division.

2.5.5 Players are allowed to play for a different club in another age group with both clubs & RCRBA approval.

2.6 REP PLAYERS ELIGIBILITY

2.6.1 The points system is about developing players of all levels by way of trying to ensure competition between teams is as equal as possible.

2.6.2 A team that plays players totalling more points than allowed by below will forfeit the games they played and incur the associated fine for each forfeit.

2.6.3 Points to be as follows: Premier League – 5pts, Southern Cup – 4pts, Challenge or Development Cup – 3 points. Rep players receive these points regardless of being top age or bottom age & no matter which association they are from.

2.6.4 Division 1 teams in each age group is an open division & no points will be allocated. All other teams are not allowed to have any more than 3 Division 1 (Premier League) players from the current SQJBC season. Division 2 teams can't have more than 12 points, Div 3 & 4 teams should not have any rep players playing.

- Clarification: there will be no additional points for teams who have more than 8 players. Teams who have bottom age players receive full points (not half points). Players playing up an age division (e.g. an U14 player playing up in U16's or above) does not accrue any points.

2.6.5 Rep teams can submit a team into the junior domestic competition, but they must play up an age division unless otherwise agreed upon by clubs & the RCRBA & they are not eligible for finals no matter where they finish on the ladder. Rep teams must seek permission from the RCRBA before nominating their team into the domestic competition.

2.6.6 Representative Players must be playing domestic within the RCRBA in order to be eligible to play for the RCRBA in the SQJBC competition. Any Representative players found not playing domestic within the RCRBA will be suspended from their position within the Representative program and removed from their representative team (without notice) until they are registered and playing in a domestic competition. Representative coaches will be instructed not to play these players until they are playing for a junior club or senior domestic team.

2.6.7 Clubs can apply for an exemption on the points cap for teams with rep players who are loyal to their respective club to get a reduction in points for those players. Any players who



have played at a particular domestic club for 4 (four) championship seasons or more can apply to be exempt from full points. Any player who changes domestic clubs will be reverted to full points until they can be eligible for an exemption again after 4 (four) championship seasons with their new club. Clubs need to contact the Competitions Manager prior to the start of the Grading period to seek any player exemptions in particular teams.

2.7 FINALS ELIGIBILITY

2.7.1 In order to be eligible to play in finals a Player must have played half plus one (rounded up) of the total number of rounds for their registered team in a stipulated season. Byes & Grading Games do not count. NOTE: Where the impact of byes affects a player's qualification then the club registrar must notify the Competitions Manager by 9.00am on the Monday after the final round. If a player misses out on finals qualification by the same number of byes for the season the player must meet the either of the following criteria a) if the BYE is during the season, for the BYE to count towards eligibility they must play the game before & after the BYE or b) If the BYE is in the final round of the season, the player must play two games prior to the BYE in order for it to count towards finals eligibility.

2.7.2 Either the team manager or the coach will tick players from the add player section of Basketball Connect to signify that the player was able to play in that game. A player does not have to take the court but must be in uniform and be able to enter the court at any time during the game. The opposition will do the same for their team. NOTE: The referee will do a head count to confirm that the number of players able to play for each team is consistent with the number of players listed on the screen.

2.7.3 If a player is granted a Transfer during the season, he / she must play sufficient games to qualify for finals. Any new players registering for a team during the season must also play a sufficient number of games from the time they start to meet the requirement above. i.e. if there are 12 rounds in a season (so eligibility is set at 7 games) any new player to qualify for finals must play their first game by Rd 6 in order to play the necessary number of games to play finals.

2.7.4 Upon written application from the Club Registrar 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 extenuating circumstances. 2.7.5 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 within 21 days of the commencement date of the medical as stated on the medical and before 9.00am Monday after the last premiership round. Players will not be eligible to play any games for the period of time prescribed in the medical certificate. In order to commence playing within this period a letter from a medical practitioner, clearing them to play, must be provided. If a player plays a game while still



within the period defined on the medical certificate that he or she be declared an illegal player and the game will be forfeited. Where obtaining a certificate is difficult to achieve within the 21 days the clubs registrar can notify the Competitions Manager by email identifying the injured player and advising the date by which the certificate will be provided. Credit for games missed due to the injury will not be given if the medical certificate is not provided by the advised date.

2.7.6 Exceptions for those injured after 9.00am Monday following the last Premiership round will be allowed subject to presenting a medical certificate to the Competitions Manager.

2.7.7 A team can replace any player who has qualified for finals but has been injured/ill and has a medical certificate. The club can request a player be brought up from a lower division if the team qualified for finals has 5 or less players due to injury or illness. The player brought up must not be in a team competing in finals & has played enough games to qualify for finals in their original team. The Competitions Manager may also nominate the next most eligible player or another player to replace an injured player.

2.7.8 Where a Team only qualifies five players no extra players will be allowed.

2.8 UNIFORMS

2.8.1 In submitting applications to play in the competition, any new 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 RCRBA Management, the uniform will be regarded as the registered uniform of the Club.

2.8.2 All Players must wear distinguishable numbers as part of the uniform. Players may not participate in a game when wearing the same number.

2.8.3 Only numbers 0 to 99 will be accepted. 00 will also be accepted.

2.8.4 A Team shall forfeit five points for every player who is not in correct uniform. The penalty is to be applied if the player has already taken the court. The penalty cannot be applied after the last three minutes have commenced. New teams and or new players may be exempt from this rule at RCRBA discretion.

2.8.5 T-shirts are not permitted to be worn under singlets.

2.8.6 Player Equipment

Players shall not wear equipment (objects) that may cause injury to other players.



The following are not permitted:

- Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- Objects that could cut or cause abrasions (fingernails must be closely cut).
Headgear, hair accessories and jewellery.

The following are permitted:

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded. Compression sleeves of the same dominant colour as the shirts or black.
- Compression stockings of the same dominant colour as the shorts or black. If for the upper leg it must end above the knee, if for the lower leg it must end below the knee
- Full length compression garments are permitted to be worn. These must be the same predominant colour as the teams shorts or black.
- All compression garments must be the same colour (i.e. must be all black or all same colour as the predominant colour of the uniform) No alternate or different colours.
- Knee braces if they are properly covered.
- Protector for an injured nose, even if made of a hard material.
- Mouth guard of any colour
- Spectacles, if they do not pose a danger to other players.
- Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- Any solid coloured transparent taping of arms, shoulder, legs etc.

2.8.7 Correct uniforms shall consist of:

- Tops: To be of the same colour /colours, legibly numbered back and front with matching trim.
- Shorts / Briefs: To be of the same colour /colours, and length (No longer than knee length). Shorts are to have no pockets, exposed zips or buckles. Players are not permitted to wear their RCRBA representative shorts for any domestic games
- Footwear: Must be sports footwear with non-marking soles.
- Jewellery: Earrings: Only studs are allowed if they have recently been pierced. These studs must be adequately taped & the player plays at their own risk. All other earrings (including established studs) must be removed. All other jewellery such as nose rings/studs, belly rings/studs, bracelets & necklaces, fitbits etc cannot be worn on court.



2.9 UNIFORM PRIORITIES

2.9.1 New Clubs will be required to enter their teams under uniquely coloured uniforms.

2.9.2 To avoid colour clashes priority will be given to the club with the oldest uniform colour.

2.9.3 Failure of the newer Club to switch to alternate tops will result in forfeiture of the game.

2.9.4 Where two teams of the same Club meet in a game, it is the responsibility of the away team (team listed second – Team B) to ensure it has alternate club tops.

2.10 TIMING REGULATIONS

2.10.1 A game shall consist of four ten-minute quarters (except for U14s, U16s, U18s Div 1). Each team will receive 2 timeouts in the first half & 2 timeouts in the second half. No time outs are permitted in the last minute of the first half of quarters 1, 2 and 3 (except for Div 1) or in the last 2 minutes of the 4th quarter if the clock does not stop (margin 20+ points).

2.10.2 U14s, U16s, U18s Div 1 Competition Timing Rules:

4 x 8-minute quarters (fully timed) 1 minute quarter time breaks, 2-minute half time break. 24 sec shot clock in operation.

2.10.3 The clock shall stop in the last two minutes of the 4th quarter for all whistles and baskets if the margin is under 20 points. Therefore, if the margin is 20 points or more the clock will run as per quarters 1,2 and 3.

2.10.4 Finals games are played under the same conditions with the exception that the clock will stop for all time outs and a time out is permitted in the last minute of the first half. If the result at the end of regulation is a draw in a finals game then 3 minutes of extra time will be played. If the score is still tied after extra time, a further 3 minutes will be played until a result can be reached. All fouls and timeouts will carry over into any extra time period. Teams will receive one (1) additional time out during each extra time period.

2.10.5 Carnival grading games will consist of two 12-minute halves. Each team will receive 1 time out per half. No time outs are permitted in either half in the last two minutes.



2.11 BALL SIZES

2.11.1 The Basketballs to be used in the Junior Domestic Competition will be as follows:

Cubs & Under 10's- 12s – Size 5

Under 14 (Boys & Girls) – Size 6

Under 16, 18 (Girls) – Size 6

Under 16, 18 (Boys) – Size 7

2.12 FREE THROW SHOOTING LINE

2.12.1 Teams will go to the free throw line for two (2) bonus free throws once the opposition team has reached 5 team fouls for the quarter. The bonus free throws are not enforced if the 5th team foul or beyond is a team offensive foul or a technical foul.

2.12.2 U10s FT line will be from the small line marked closer to the rim than the main FT line.

2.13 SCORESHEETS / BASKETBALL CONNECT

2.13.1 Basketball Connect will list all of the team's active players within the "Add Players" section. Only Players who are registered in that specific team will appear. Teams must be updated in Basketball Connect prior to a game in order to be listed in the team list.

2.13.2 Teams who wish to add additional players to their team must have them added by Club Delegates electronically via Basketball Connect login. Any additional players must be added into the team list and then added to Basketball Connect prior to half time. The playing list is to be refreshed on Basketball Connect (where possible) and the "Add Player" function within Basketball Connect is not to be used.

2.13.3 Player's names are not to be included as an active player in the team if they are not at the game and able to take the court. This applies to players that arrive after half time.

2.13.4 Failure to adhere to these rules will result in loss of premiership points as determined by the Competitions Manager.

2.13.5 A Team winning any game shall be awarded three premiership points and the losing Team one point. If the game results in a draw each team will be awarded two premiership points. Teams that receive a BYE will be awarded no premiership points. Walkovers and forfeits do not earn any points however a walkover and forfeit will result in the opposition being awarded three premiership points.



2.13.6 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 the Competitions Manager, these games will be declared a 0-0 draw and teams will receive two premiership points each.

2.13.7 Finals games will be rescheduled at the discretion of the Competitions Manager.

2.13.8 Should games be cancelled at short notice (i.e. at the venue) the Club must ensure that the players who are at the court and ready to play are recorded in Courtside in order to receive game accreditation. This applies to both the team giving and receiving the forfeit.

Where this is not possible or it is for a notified walkover the club who has been given the forfeit should submit a list of participating players to the Competitions Manager prior to the commencement of the next round to ensure those players who were to play on that day are given credit for the game for finals eligibility. The team giving the forfeit will not get any game credits for any of their players.

2.13.9 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 both teams are awarded a 0-0 draw. This does not apply to players or team officials being disqualified or fouling out.

2.13.10 Each team shall provide one competent Bench Official over 15 years of age or if younger has completed the score table club course (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.

2.13.11 If, after 10 minutes of the scheduled start of the game, no scorer or coach is in attendance the game will be declared a walkover against the offending team.

2.13.12 The Junior Domestic Competition does not recognise the concept of Team Captains therefore only the Coach may approach a Referee during the course of a game.

2.13.13 Assistant Coaches can be in attendance, but only one person may stand and Assistant Coaches cannot approach the Referee / s.

2.14 FORFEITS

2.14.1 If the Forfeiting team wins, the score reverts to twenty to nil to the other Team. (No premiership points awarded to the forfeiting Team and three premiership points to the other Team.)



2.14.2 If the forfeiting Team loses, the score will stand. (No premiership points awarded to the forfeiting Team and three premiership points to the other Team.)

2.14.3 If both Teams forfeit, no premiership points are awarded to either Team and the score is nil all.

2.14.4 If the game was drawn and one Team forfeits, the score reverts to twenty to nil in favour of the other Team. (Three premiership points to the other Team.)

2.14.5 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.

2.14.6 Scorers must be at least 15 years of age. Anyone under the age of 15 who wants to score, must have completed the score table club course.

2.15 WALKOVERS

2.15.1 UNNOTIFIED WALKOVER

2.15.1.1 If a Team does not appear with at least four players by the 10 minute mark 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.

2.15.1.2 If both Teams fail to appear with at least four players within 10 minutes of the scheduled starting time, then both teams will have given a walkover game shall be declared a nil all draw and no premiership points awarded to either Team.

2.15.1.3 A Team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the rate prescribed by RCRBA Management. Any team, which gives a walkover in two or more games during the season, may be disqualified from competition.

2.15.1.4 Teams late to the court or who have not added their players to Basketball Connect or the scoresheet shall be penalised two points per minute or part thereof. After ten minutes a walkover will take effect.

2.15.1.5 In the case of a walkover, clubs must ensure that the players who attended the game are added to Basketball Connect in order to have the game counted for finals eligibility.



2.15.2 NOTIFIED WALKOVERS

2.15.2.1 In a case where a Team has prior warning that a walkover will occur and notifies the Competitions Manager personally prior to: ▪ Wednesday 4-00 p.m. for a Friday Game ▪ Thursday 4- 00 p.m. for a Saturday Game then the fine to the offending Club may be reduced at the competition's managers discretion. Where notification does not occur prior to the above schedule then the full penalty shall be applied.

2.15.2.2 It is the Club Registrar or Primary Contacts responsibility to notify the Competitions Manager stating the following details: Club, Age Group, Grade, Gender, Team No, Venue, Date and Time of the match and opposition.

2.15.2.3 The opposition team once notified of the Walkover must via the club registrar or primary contact submit an accurate Team list of players due to play in that game. The email must be submitted to the Competitions Manager prior to the next round, in order that players may be credited with the missed game as qualification for finals.

2.16 MAN TO MAN DEFENCE

2.16.1 In the interest of junior basketball development, man to man defence must be played in U10s, U12's, U14's for the full game. Zone defence can be played at any time in the U16s, U18's.

2.16.2 Under the principles of correct Man to Man Defence, players may sag off their player to a "help" position and be in a position to guard their player should they receive the ball. Players may set up in a full court or half court zone press but must fall back into man to man principles once the ball gets into the quarter court.

2.16.3 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.

2.16.4 It is not stipulated that teams match up full court - half court is satisfactory. Where a Team plays half court man to man all players must remain behind the centre line and pick up their player as they cross the line, any defence forward of the centre line will be deemed to be in a press in this instance.

2.16.5 Failure to comply with this rule: After one warning by the Referee Supervisor or Court Controller, a technical foul will be called on the offending bench. If a third offense occurs during the same game, the game will be forfeited to the opposition team. It is the responsibility of the Court Supervisor and/or Referee Supervisor to police the No Zone Rule.



2.16.6 This rule does not apply, when a team has less than five Players on the court.

2.17 MERCY RULE

2.17.1 In the interest of junior basketball development, the mercy rule must be invoked where the margin between the two (2) teams is twenty (20) points. The leading team must play defence inside the 3-point line only.

2.18 RULES APPLICABLE TO CUBS COMPETITION ONLY

2.18.1 No Premiership ladders will be produced, and no finals will be played.

2.18.2 Games will be played on a half court with lowered rings.

2.18.3 A game shall consist of two twenty-minute halves. The clock shall not stop in either half.

2.18.4 Zone defence is not allowed in cubs competition.

2.18.5 A coach is allowed to walk on to the court during the course of play providing:

- They do not interfere with the flow of play or cause unnecessary delay in the game.
- They do not cause interference in either the line of sight or direction in which referees or players are operating within.
- They do not initiate conversation or make contact with a referee

2.19 RULES APPLICABLE TO U10's COMPETITION ONLY

2.19.1 Games will be played on a full court.

2.19.2 A game shall consist of four ten-minute quarters. The clock shall stop in the last two minutes of the game second half for all whistles and baskets if the margin is 20 points or less. No time outs are allowed in the last minute of quarters 1, 2 and 3 or in the last 2 minutes of the 4th quarter if the clock doesn't stop (Margin is more than 20 points). A shorter time out can be taken in the last 2 minutes of quarter 1, 2 and 3, and the last 3 minutes of quarter 4 if the clock is not going to stop (Margin is more than 20 points), but teams must be back ready to play with 1 minute on the clock.

2.19.3 Zone defence is not allowed in Under 10's competition.

2.20 TECHNICAL FOULS & PENALTY

A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul.



A head coach shall be disqualified for the remainder of the game when:

- He is charged with 2 technical fouls ('Coach') as a result of his personal unsportsmanlike behaviour.
- He is charged with 3 technical fouls, either all of them ('Bench') or one of them ('Coach'), as a result of the unsportsmanlike behaviour of other persons permitted to sit on the team bench.

Anyone who receives 2 technical fouls during 1 game will be suspended from all basketball related activities for 2 weeks.

2.21 COURT MANAGEMENT

2.21.1 It is not mandatory to sweep each court for every game however if either of the playing teams or the referee believes the court needs to be swept then the floor is to be swept by both teams.

2.21.2 If the floor has not been swept, at the commencement of either the first half or second half then the clock will be turned on and the team or teams advised that the game will not commence until the floor has been swept. While one team can elect to sweep both ends they are only required to sweep one half. If the court is still not swept at the 10-minute mark of the either half the referee will declare the game a forfeit. If one team has swept the floor and one has not then the game will be awarded to the team that has completed the sweeping and the half time score will stand if they were in the lead at the half time break or will revert to a 10 to 0 win if they were behind.

2.22 PLAYER OR TEAM DISQUALIFICATION

2.22.1 Once disqualified, a player or players must leave the stadium and are not permitted to return or enter any other RCRBA venue for the remainder of that day. NOTE: Players under the age of 18 that are disqualified during junior competition are allowed to remain in the foyer of the stadium or in the vicinity of the canteen until collected by a parent.



SECTION 3 – GENERAL INFORMATION

3.1 TRIBUNAL ATTENDANCE

3.1.1 Reported persons must attend Tribunals after proper notification is received. The Tribunal has the right to penalise for non-attendance. A Junior Player (Under 18) must have a Parent, Guardian or Club Official to guide him / her.

3.2 INCIDENT REPORTS

3.2.1 Each RCRBA venue manager or court controller, holds an Incident Report Form that is to be used to report significant matters felt to be of importance to the integrity of the Game of Basketball. This form is also accessible online.

3.2.2 The General Manager or Referees Manager will investigate reported incidents, providing the report is endorsed by the Club Secretary/ President. The General Manager will convey to the Competitions Manager the findings and recommendations from the investigation for endorsement. Any Reports against Referees shall be investigated by the relevant RCRBA staff.

3.2.3 Any team wanting to protest or appeal in respect to any game should advise the referee supervisor &/or the court controller and raise an incident report.

3.2.4 If the findings of the Investigations show any Player, Official, Spectator or Team has conducted themselves in a manner contrary to the Codes of Conduct, as set down and amended from time to time by the RCRBA, that Player, Official, Spectator or Team may be required to attend a Tribunal hearing for determination of any penalty deemed necessary for their actions.

3.2.5 If the investigation recommends a Tribunal hearing, upon endorsement from the Competitions Manager, the Tribunal Officer will formally charge those concerned and the office will advise all parties of the time and place of such hearing. Those entitled to attend will be in accordance with Tribunal guidelines.

3.2.6 Only club officials can lodge an online report where the complaint relates to a referee's performance or actions. Players/coaches must contact a member of their club committee who will determine if their club wishes to lodge an incident report.



3.3 INCIDENT APPEALS

3.3.1 If the complainant does not agree with the Investigations findings, they may seek to appeal and request to have a hearing before the RCRBA Board. The request for a further hearing must be received by the Competitions Manager within 7 days of receiving findings.

3.3.2 The hearing will only be granted on one or more of the following grounds:

- Significant new or additional information which was not available for the original Investigation or
- The Investigation was conducted in a manner that would result in an adverse finding.

3.3.3 The Board's Chairperson will decide if the grounds for a hearing are justified. If granted, the hearing must be held within 7 days of the receipt of the notification of intention to seek a hearing.

3.3.4 The hearing will be held before 2 members of the RCRBA board & the General Manager and any other person as may be deemed necessary.

3.3.5 Any Board or staff Member directly involved in the Incident must exclude themselves from the hearing. Any Board or staff Member who is connected with any Club involved with the Incident, will be excluded from the Hearing.

3.3.6 No appeal will be deemed to have been received until acknowledged by the Competitions Manager.

3.3.7 The decision by the Board of Management, within its powers, will be final.

3.4 BLOOD POLICY

3.4.1 As Issued by Basketball Australia 23 August 2009

3.4.2 As a practical guide the following interpretation of court safety is to be followed:

1. During the game the official shall order any player who is bleeding or has an open wound, to leave the playing court and cause this player to be substituted.
2. Before the player is allowed back into the game the wound should be treated (no further bleeding) and the affected area completely and securely covered.
3. A bleeding player who has received treatment, and the affected area covered, may remain in the game at the expense of a team time-out. (As for an injured player.)
4. If there is blood on the uniform the player should change the uniform immediately. (It will be necessary to carry a spare number uniform for this purpose.) Under no



circumstances should a player with wet or dry bloodstains on their uniform be allowed on the court.

5. Prohibit a player returning to the court with a blood-stained uniform, unless the uniform has been soaked in the recommended solution for at least five minutes and thoroughly rinsed off with water. Destroy the HIV with a solution of 0.5% bleach and 2% detergent mixed with water and applied for five minutes. (Normal machine washing would kill the virus on pieces of clothing.)
6. Blood on the ball - replace the ball.
7. Blood spilt on the floor or benches should be wiped thoroughly with the bleach and detergent solution.
8. A "Blood Kit" should be situated at the Score table during competition games. The Kit should be used only for the purpose of dealing with spilt blood on the floor or benches.

3.4.3 A "Blood Kit" should be situated at the canteen or with the court controller during competition games. The Kit should be used only for the purpose of dealing with spilt blood on the floor or benches.

3.4.4 Bleach is the key ingredient. Standard household bleach is acceptable but must not be used past its use by date. Solutions should only be used if they have been mixed (prepared) that day.

3.4.5 All Score table Officials should be aware of these guidelines;

- Should an alternative singlet be used please update the temporary number on Basketball Connect.
- When a uniform is changed draw one line through the old number, place the new number beside it, with an asterisk beside the numbers with an explanation at the bottom of the score sheet.
- Where Score table officials observe substantial bleeding or blood on a playing uniform, and the referees have not become aware of the problem, the chairperson is to wait until the next dead ball period before advising the referees.

3.4.6 Persons Tending to Bleeding Players and Blood on Surfaces should: Take precautions so as not to come into contact with body fluids, particularly blood, or with soiled objects, even if the risk is low.

Take care to avoid blood from the wounded person coming into contact with skin punctures or cuts, particularly on the fingers, or reaching the eyes or the mucous membranes of the nose or mouth.

Spray the bleach and detergent solution directly onto the spilt surface, then wipe the surface with paper towels.



Always wear latex, disposable surgical gloves in anticipation of contact with body fluids, particularly blood from the nose, mouth or a wound when touching nasal mucous membranes or broken skin (abrasions, dermatitis) or when handling soiled objects. The gloves must be discarded after use.

Place soiled linen, and uniforms into sealed plastic bags, to then be washed in a normal machine-wash process.

After placing soiled paper towels, surgical gloves, compresses, dressings and bandages into a sealed bag. Destroy or dispose of the bags in garbage disposal bins. Thoroughly wash hands with a bleach and detergent solution before and particularly immediately after contact with the person being treated, even if gloves have been worn. Wash all areas that have come into contact with body fluids.

Do not use sponges, especially not to clean several wounded persons in succession.

3.4.7 Suggested Contents of Blood Kit:

- 1 packet of paper hand towels.
- 1 Packet of disposable latex surgical gloves.
- 1 Packet of medium size resealable plastic bags.
- 1 1500 ml Spray Bottle with 0.5% bleach and 2% detergent mixed with water. (Bleach is the key ingredient. Standard household bleach is acceptable, but it must not be used past its use by date.)
Solutions should only be used if they have been mixed (prepared) that day.

3.4.8 A T-Shirt may be used if the team does not have a replacement singlet as long as the colour does not clash with that of the opposition's uniform. Clothing with pockets such as jeans is not permitted. Blood stained shoes and socks must be removed

3.5 EXTREME HEAT POLICY

3.5.1 Exercise in the heat creates competitive demands on the cardiovascular system, which is required to increase blood supply to the exercising muscles. At the same time, it must regulate the body temperature by increasing skin blood flow in order to produce the sweat that keeps the body cool. High intensity exercise in a hot environment, with the associated fluid loss and elevation of the body temperature, can lead to dehydration, heat exhaustion and eventually heat stroke.

In Queensland the level of humidity we experience is generally much higher than it is in most other states. High humidity combined with high summer temperatures and intense physical activity can lead to heat exhaustion very quickly unless managed correctly. In addition, high humidity can also result in condensation and excess perspiration on the courts which can present a hazard for players. Officials, Coaches and Managers must ensure that the courts are kept dry for play to continue.



Sports Medicine Australia recommends participants drink 500mls before activity, 200mls every 20 minutes during activity and more than that if they are thirsty during or after activity. (At least 500mls).

On the day of the event, the Court Controller can cancel/postpone or take all reasonable steps necessary to address heat issues to ensure player safety. This decision should be made in consultation with the General Manager or Competitions Manager.

Guidelines:

- Refer to a thermometer/hydrometer to determine court conditions.
- Ice can be obtained from the canteen and there are water taps located throughout the stadium.
- Ensure that the overhead fans are on and in extreme conditions (over 35 degrees) the exhaust fans must also be on.
- It is a workplace health and safety requirement that the fire doors remain closed, under certain conditions permission to open the fire doors may be given by the Venue Manager.
- Over 35 degrees (internal temperature), the Court Controller and Referees Supervisor should introduce additional time outs to ensure players are fully hydrated and game times should be reduced to eight minute quarters. For any additional “referees” timeouts, the clock shall stop for the duration of the break.
- Games should be abandoned when the temperature reaches over 38 degrees (internal temperature)

3.6 WORKING WITH CHILDREN

3.6.1. All club officials and coaches over the age of 18 of a junior domestic team will require a Working With Children (WWC) check (Blue Card). This includes coaches of teams in the Under 21 age group where they have regular players or likely to have fill in players under 18 years of age.

3.6.2 No Card, No Start policy

No Card, No Start will mean that paid workers must have a blue card (not just a pending application) before they can work with children. People with paid applications in progress when the policy starts will be able to continue working while their applications are assessed. Volunteers, trainee students and people running regulated child-related businesses already need a blue card before they can start working with children.



People may not require a blue card if the regulated child-related work they are doing is infrequent.

The frequency test checks whether a person needs a blue card based on how much regulated work (paid or volunteer) they will do in a year.

People won't need a blue card if their regulated child-related work is not more than 7 days in a calendar year. If the regulated child-related work is more than 7 days, then a blue card will be needed. For this test, a 'day' includes a full day or part of a day (e.g. 2 hours of work on 1 day is considered to be a day). There is no minimum frequency for people who run a regulated child-related business.

30-day rule for expiring cards

You are able to continue to work in paid employment, volunteer, run your business or undertake your student placement as long as you submit your renewal application before your current card expires. If you don't apply to renew your card before it expires, you will be subject to the No Card, No Start policy and will not be able to continue work until a new blue card has been issued.

Exemption cards for Queensland police and teachers

Police officers with the Queensland Police Service and teachers registered with the Queensland College of Teachers apply for exemption cards, not blue cards.

Exemption cards will have expiry dates and will be valid for 3 years and then they will be cancelled if not renewed. Existing exemption card holders whose cards do not have expiry dates printed on them will have 3 years to renew their existing exemption cards. The No Card, No Start policy does not apply to exemption card applicants. Exemption card applicants can start in regulated child-related work as soon as their exemption card application form has been submitted to us. Existing exemption card holders can start in new employment as soon as the employer links them to their organisation as an existing exemption card holder.

Restricted people and restricted employment

To further strengthen protections for children, the new laws will restrict certain people from relying on current exemptions to work with children, in some circumstances.

- A restricted person means a person who either:
- Has been issued a negative notice
- Has a suspended blue card
- Is a disqualified person



- Has been charged with a disqualifying offence which has not been finalised.

Restricted employment refers to the situations that allow a person to work with children without a blue card, such as if they are:

- A volunteer parent
- A volunteer who is under 18
- Paid or unpaid staff who work in regulated child-related employment for not more than 7 days in a calendar year
- A consumer at a child-related service outlet where they also carry out work at the outlet.
- A child-related service outlet is a place where disability services are provided to children.

3.6.3 Each club will monitor their coaches/club officials' status and identify those whose Blue Cards expiry dates are due so that renewals can be undertaken prior to the expiry date being reached.

3.6.4 Prior to round 1 of every season, clubs must ensure that all coaches/club officials have a valid and current Blue card and they are registered in Basketball Connect.

3.6.5 Each club committee must submit to the Competition Manager the blue card details of each coach to be linked to RedCity's blue card register.



SECTION 4 - FEE SCHEDULE

4.1 FEES AND CHARGES, PENALTIES AND FINES

4.1.1 The RCRBA Management will publish a schedule of all fees and charges, penalties and fines etc prescribed by it as and when new levels are set. Publication of such a schedule will be sufficient notification of those fees and charges, penalties and fines etc and prima facie evidence of the prescription of the new fees.

4.1.2 All Clubs will be required to meet and pay all such fees etc. as required under the Rules.

4.1.3 All Fees are quoted including GST except where specifically noted.

4.1.4 If a Club does not notify the Competition Manager seventy – two (72) hours prior to the first game of the season that a team is to be withdrawn, then the walkover fine will be imposed.

4.1.5 A team shall be liable for a fine for each walkover given (commonly called a walkover fine) at the rate prescribed by the RCRBA Management.

Notified Walkover (within 24 hours before scheduled game) - \$180 standard game \$160 girls \$100 U10's

Notified Walkover (less than 72 hours before scheduled game) - \$90 standard game \$80 girls \$50 U10's

Notified Walkover (more than 72 hours before scheduled game) - no charge.

4.1.6 Fees may change at anytime through RCRBA Management/Board discretion.