

Senior Domestic Competition



Rules & Regulations

Playing Conditions

General Information

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THE FOLLOWING RULES APPLY TO ALL SENIOR DOMESTIC COMPETITIONS HELD UNDER THE ADMINISTRATION OF THE REDCITY ROAR BASKETBALL ASSOCIATION LTD.

RULES & REGULATIONS

1. Competition

1.1. RedCity Roar Basketball Association Inc (RCRBA) Senior Domestic Competition is conducted on a TEAM basis with each night of competition conducted as a separate competition.

2. Grades

2.1. Grades of competition will be as advertised on the online Entry Form issued for each season.

3. Seasons

3.1. There will be two (2) seasons of competition each year. One (1) summer and one (1) winter.

4. Team Entry

4.1. Teams applying for the competition will enter a team by completing an online team nomination and payment through the RCRBA website. All game fee payments must be made through the TeamPay app prior to taking the court. Failure to do so will result in a walkover and fees will be applicable.

5. Registration of Players

In order to play in the competition ALL players:

5.1. Participating in the Senior Competition must have turned fourteen (14) years of age prior to the Season's commencement date.

5.2. Playing with the Association for the first time, a player must either a) register with a short term (10 day) Registration or b) register with a full registration prior to taking the court. This must be done by 12pm the day of competition.

5.3. Players are only allowed to play for one team in each competition on a particular night (Men's, Womens or Mixed) and cannot play in multiple teams on the same night in the same comp (Wednesday Men's Div 3 & Wednesday Men's Div 4) or same grade (two teams both in Wednesday Men's Div 3).

5.4. Players are not to take to the court unregistered. Registration must be paid prior to taking the court. Any players unregistered, who appear on the stadium scoring device with a (U) next to their name are not eligible to compete until they become financial and are covered by BQ insurance.

6. Player Transfers

Transfers apply when players transfer from one team to another team within the same season and competition.

6.1. Once a player plays 3 games or more, they will require a transfer to play with any other team in that competition.

6.2. All applications for transfers must be made via an email to the Competitions Manager at admin@redcityroar.com.au.

6.3. If the transfer is not approved by the former team both team delegates will be directed to appear before the competitions manager & general manager where the former team's delegate will be allowed the opportunity to show why the transfer should not be granted.

6.4. Transfers can only be approved by the General Manager and are not valid, and the player may not play, until the transfer is approved.

6.5. A Transfer will only be approved if the General Manager & Competitions Manager is satisfied that the Competition will not be disadvantaged by the Transfer.

6.6. No Transfers will be granted after the sixth (6) round of any particular season except where special circumstances apply.

6.7. In special circumstances a player may apply in writing to Competitions Manager providing details of the special circumstances that the player believes would warrant the overturning of the rule and granting the transfer.

7. Conduct

7.1. If, in the opinion of the Competitions Manager, any player, Team or Official conducts themselves in a manner that is considered detrimental to the Competition or RCRBA, such Player(s), teams or officials may be charged and sent to the RedCity tribunal.

7.2. The RCRBA has the right, where it sees fit, to refuse entry and or remove any team from the competition if the conduct of the team or officials is deemed to be outside of the Basketball Queensland or RCRBA codes of conduct.

7.3. Players who are adversely affected by alcohol or drugs will not be permitted to play or, if the game has commenced, they can be asked to leave the court if the referee believes their performance has been affected by alcohol or drugs.

7.4. Shall a team fail to complete the duration of the game (conclusion of the final period), the game referee's and Referee Supervisor shall use their discretion as to whether the team will be reported for their conduct.

8. Incident Reports

8.1. A 10-minute cooling off period is to be observed before completion of an incident report (via website to the Competitions Manager) and must be assisted with the consent of the team delegate.

8.2. The complainant should, where practical, discuss the matter with the Referee Supervisor or other appropriate RedCity Roar Official before deciding to proceed with a formal complaint.

8.3. The complainant must complete an online report & describe the incident in full with specific details within 7 days of the incident. Upon completion a copy of the report will be forwarded to the General Manager.

8.4. An acknowledgment in the form of a letter or email, of the receipt of an Incident Report are to be sent to the Complainant and/or team delegate

8.5. The original report is retained by the office.

8.6. The Competitions Manager & General Manager will review the incident report and take whatever action deemed necessary to deal with the incident. The outcome will be advised in writing to the complainant and or team delegate.

8.7. The Office will follow up outstanding incidents with the relevant parties to ensure each incident is finalised.

9. Incident Appeals

9.1. If the complainant is not satisfied with the outcome of the incident the complainant can appeal to the RedCity Roar competition management within seven days of notification of the outcome by writing to the RedCity Roar Competition of Management via Email to: gm@redcityroar.com.au

9.2. The General Manager in conjunction with the Board's judiciary will decide if the grounds for appeal are justified.

9.3. The Appeal Committee will consist of three members of the Board and the President of the RCRBA Executive or his / her representative.

9.4. In all instances any members of the Committee directly involved in the incident are to be excluded from the inquiry.

9.5. The decision by the Appeals Committee, within its power, will be final.

PLAYING CONDITIONS

10. Playing Times and Rules

10.1. Playing times for the games (excluding Mens Div 1/2) will be four 10-minute quarters with a running clock. 1 minute quarter time breaks, 2 minute half time break.

10.2. Men's Div 1/2 Competition Timing Rules:

4 x 8-minute quarters (fully timed) 1 minute quarter time breaks, 3 minute half time break. 24 sec shot clock in operation.

10.3. The clock will stop for all baskets and whistles in the last 2 minutes of the 4th quarter for all other divisions.

10.4. Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on court for the commencement, the offending team will be penalised one (1) point per minute.

10.5. Time-outs are not permitted to commence or to run into the last minute of quarters 1, 2 & 3, except for Division 1/2.

10.6. Each team is allowed two (2) time-outs per half.

10.7. The playing rules shall be those of Basketball Australia except as adopted by BQ and as modified by the RCRBA.

10.8. Should an injury occur, the clock will not stop. Should the next game be affected the clock will start on scheduled time and play will commence when injured player has been moved from the playing area. If the injury occurs within the last 3 minutes, and the player is unable to be moved, the clock will be restarted after 1 minute.

10.9. Should a whole game be affected the game will be awarded as a draw.

10.10. If due to unforeseen circumstances the game has not commenced before the scheduled half-time break, the game will be declared a bye and game fee money will be refunded.

10.11. If due to unforeseen circumstances the game is called off just after half time, then the result will stand as it was once the game is called off. If the game is before the 10-minute mark of the 3rd quarter a reimbursement of half the game fee money shall be refunded. If the game is past the 10- minute mark of the 3rd quarter then a reimbursement of game fee money will not be available.

11. Finals Times and Rules

11.1. Except as provided by the Competitions Manager, the four (4) leading teams shall comprise the final four.

11.2. Ties for position will be decided on percentage of results for the overall season.

11.3. In order to be eligible to play in finals a player must have played in the number of games by the following formula. The amount of regular season games scheduled for the season divided in half. For example, if there are 18 rounds in the season a player must have played 9 games to qualify for finals. Byes do not count for finals qualification.

11.4. Players who have not played the required number of games as a result of an injury can apply to the Competitions Manager for special consideration by providing a medical certificate. Credit will then be given for any games that fall within the dates listed on the medical certificate.

11.5. The Competitions Manager may also give credit where special circumstances apply. As above, the team must apply to the Competitions Manager via email on admin@redcityroar.com.au and provide suitable documentation to support their request.

11.6. Finals times will be posted on the RedCity Roars website and the GameDay app.

11.7. In FINALS the games shall be of four 10-minute quarters. Each team will be allowed two-time outs in each half. Men's Div 1 FINALS timing will be as 10.2.

11.8. Finals are conducted over two weeks. In week one, teams placed first and fourth play each other and teams placed second and third play each other. The winners of these games play in the grand final in week two.

11.9. The clock will stop for all time-outs throughout the game and for all whistles in the last 2 minutes of the second half.

11.10. In the case of the game resulting in a tied score then an extra 5 minute Over Time period will be played until a result is reached.

11.11. Each team will be permitted one time-out in this extra period.

12. Scoring

12.1. The players must be ticked on the main section of the Basketball Connect system so as to be credited with having played in the game. New players can be added on the night, but must be a registered player in order to be added manually to basketball connect. If a player is added to the scoring system as an unregistered player. Then penalties will apply.

12.2. If a team plays an unregistered player by adding him courtside without the approval of the court controller, then they shall forfeit their game & regardless of the result, it will be placed down as a 10-0 forfeit to the opposition team.

12.3. If a player misses games due to injury/illness, a medical certificate will be required to be supplied to the Competitions Manager in order for those games to count towards finals eligibility.

12.4. Scorers should check team lists and the name of any player not present is to be removed from the playing section of the system on game day. If there is a dispute the matter should be referred to the court controller.

12.5. Players' names can be ticked at any time during the game but a new player, those not already on the list, can be created / added after half time.

12.6. The team will forfeit the game if the player details entered into the system at a game are not accurate. Any reasonable attempt to correctly enter the details will be accepted without penalty.

13. Premiership Points

13.1. A team winning a non-finals game shall be awarded three (3) premiership points and the losing team one (1) premiership point. Where the game results in a tie each team will be awarded two (2) points. A team is also awarded three (0) points for a Bye.

14. Forfeits

14.1. A team forfeits a game when they fail to turn up (locally ten minutes after start time) or the actions of the team prevent the game from being played or it refuses to play after being instructed to do so by the referee. Where this occurs, the game will be awarded to the opponents and the score will be listed as 10 – 0. The forfeiting team will not receive any premiership points and the winning team will receive 3 premiership points.

14.2. A team loses by default when, during the game, the team has fewer than two players on the court able to play. If the winning team is ahead, the score stands. If the defaulting team was ahead the opponents then win 10-0. The defaulting team receives 1 premiership point; winning team 3 premiership points.

14.3. Players in a game where the team forfeits will not be credited with that game for finals eligibility.

14.4. 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 bye. 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.

15. Walkovers

15.1. A fine will be imposed (refer last page of the rules for further details) on any team giving a walkover with payment in full to be made online through TeamPay before playing the next allocated game.

15.2. Teams giving walkovers may, at the discretion of the Competitions Manager, be suspended and replaced in the competition immediately.

15.3. A team credited with a win due to a walkover will receive a refund of the court fee paid for that game from the court controller before the end of the same night.

15.4. To be credited with a win due to a walkover, the team sheet must have been paid by the team receiving the walkover and claiming the win.

15.5. There will be no refunds for games forfeited due to teams not complying with the competition rules.

15.6. If a team is withdrawn or replaced and has accumulated outstanding fines, these fines will need to be paid within 10 business days.

15.7. Players will not receive credit for a game when the opposition gives a walkover but special consideration will be given if a player would have made final eligibility by playing in a walkover.

16. Grading

16.1. The grading period will be the first 4 weeks of the competition. However, teams that are deemed to be unfairly placed in a grade will be reviewed and consideration will be made to regrade at any time at the discretion of the RCR competition management.

17. Injury

17.1. In the event of a player being injured during the game, the referee should enter the detail into the injury section of basketball connect at the time of the injury or fill in an incident/injury report form. The game will not proceed until this is completed and the clock will not stop. It is the team's responsibility to ensure the referees update the system with the injury details.

18. Uniform

18.1. Uniforms must consist of tops of the same colour, numbered back and front as prescribed by the rules, and uniformly coloured shorts. Trim, where present, must be the same throughout the team, regulation sandshoes or gym boots must be worn (non-marking soles).

18.2. A team shall forfeit five points for every player who is not in correct uniform.

18.3. The Competitions Manager has the power to order any player or team to renew uniforms should they not be to the standard required. Uniforms which have faded or discoloured to such an extent that they cause confusion to the referees, will be referred to the referee's supervisor who will inform the Competitions Manager. The Competitions Manager will then set a time limit for the uniforms to be replaced, during which time there will be no penalty for the uniform in question.

18.4. Where competing teams have the same or similar colours teams will toss a coin, or come to their own arrangement, to determine which team will be required to organise alternative tops. Teams are asked to try to organise their own alternate uniforms, however, sets of alternate uniforms may be hired from RCRBA. A hiring fee and a deposit must be paid for the use of these uniforms.

The deposit will be refunded when ALL the uniforms are returned in good condition.

18.5. Approved playing tops numbered back and front as defined in the Rule Book. Such garments as warm-up tops, track suit tops, wind cheaters or street clothes are not acceptable.

18.6. Numbers must be within the following ranges 0-99 and must be of the correct size and the same colour throughout the team. Different styles of number will not be penalised. Double zero (00) is not a legal number.

18.7. Shorts or sports briefs must be of acceptable standard and must be the same colour throughout the team. Different styles and manufacturers will not be penalised except where it is considered that the logo is too large to be acceptable eg VFL and Adidas, unless uniform throughout the team. Shorts or briefs shall be free of such encumbrances as zips, buttons, buckles, pockets, belts, cords etc. Such items may cause injury to other players and are therefore unacceptable. Such garments as cycle shorts, cut off tracksuit pants, board shorts, bathers, leotards and tracksuit pants and the like are not acceptable and shall be penalised. Boxer shorts and the like hanging below the shorts are not acceptable and will be penalised also.

18.8. T - shirts may be worn if they are the same colour as the predominant colour of the uniform.

18.9. Skins that protrude outside of the singlet or shorts can only be worn if approved by the Competitions Manager by presenting a medical certificate indicating that this is needed for medical reasons.

18.10. Suitable sports footwear with soles which will not mark or damage the playing surface must be worn.

18.11. Scarves, gloves, wrist tapes and jewellery cannot be worn on court. Wedding rings, studs and rings that cannot be removed must be taped.

18.12. Fingernails should not protrude beyond the visible line of the finger. If so they must be taped. Soft Velcro sealed netball gloves may be worn over long fingernails.

19. Care of Venues

19.1. Any team, player, official or other person responsible for causing DAMAGE to a venue may be required to pay the reasonable cost of reinstatement or a contribution towards such cost, as determined by the General Manager or Facilities Manager.

20. Alteration to the Rules

20.1. A rule may be altered, added to, rescinded or inserted by RCRBA Management at any time in between seasons.

GENERAL

21. General Information

21.1. In any matter not specifically covered by these rules, the Competitions Manager will make the necessary ruling. All players competing in the Senior Competition organised by the RCRBA do so at their own risk. RedCity Roar Basketball Association Ltd accepts no claims for loss or damage to personal property.

22. Team Delegate

22.1. It is the delegate's responsibility to make sure that their contact number and email address is current. The delegate will be the person responsible for all matters related to team entry and team conduct and will be the person to whom all matters are directed. The delegate will be responsible for responding to any matter raised by the Competitions Manager.

FEE SCHEDULE

23. Fees and charges, penalties and fines

23.1. 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.

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

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

23.4. If a team does not notify the Competition Manager twenty-four (24) hours prior to the first game of the season that a team is to be withdrawn, then the walkover fine will be imposed.

23.5. 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) - \$105 (Div 3 and 4) \$110 (Div 1/2)

Notified Walkover (more than 24 hours before scheduled game) - no charge.

No notification / No show - \$210 (Div 3 and 4) \$220 (Div 1/2)

23.6 Fees may change at any time through RCRBA Management/Board discretion.