



**BASKETBALL QUEENSLAND
JUNIOR
BASKETBALL
COMPETITION**

OFFICIAL RULES

2016/17

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Basketball Queensland Junior Basketball Competition Overview

The Basketball Queensland Junior Basketball Competition (BQJBC) is a representative competition conducted in the South-East region of Queensland. The Competition consists of four grades, namely Premier League (Division 1), Southern Cup (Division 2), Challenge Cup (Division 3) and Development Cup (Division 4), and exists for the Under 12 to Under 21 age groups.

The purpose of the BQJBC is to provide competition pathways for the elite junior players in South East Queensland.

The BQJBC is open for entry from all Basketball Queensland's affiliated Associations in the South East Queensland Region. The number of teams that each Association can submit is based on:

- the number of registered juniors (excluding U10's) that they have registered as at the date of the nomination forms being issued.
- having in place a referee panel that is sufficient to support the teams they wish to nominate
- providing the necessary venue availability to host required home games and to allow for a fair competition draw to be constructed.

The Governing Body of the BQJBC is Basketball Queensland (BQ) with the point of contact being the BQ Competition Manager. Decisions relating to the structure of the BQJBC are made in consultation with a delegate from each Association involved. Basketball Queensland does however; reserves the right to refuse entry of teams as a result of past indiscretions; and make changes and or modification to the competition that are in the best interest of the overall competition.

Official Rules

Games will be played according to the FIBA Official Basketball Rules 2014 (valid as of 1st October 2014) unless otherwise specified in these Rules. These rules can be found on the FIBA website: http://www.fiba.com/downloads/Rules/2014/Official_Basketball_Rules_2014_Y.pdf

An Association who does not comply to a section of these Official Rules can be fined an amount up to \$350 and face further penalty.

Decisions when these rules are silent or unclear

If these rules are silent on a matter arising in relation to the BQJBC, the Competition Manager may make a decision about how the matter is to be dealt with.

If these rules are not silent on a matter arising in relation to the BQJBC but they are uncertain, the Competition Manager may make a decision about how the uncertainty is to be resolved.

Those decisions are binding on everyone who is bound by these rules.

1. Summary of Amendments to 2016/17 Rules

1. Additional restrictions pertaining to team restrictions have been removed (*2.4 - Team Exemptions*)
2. Team Nominations, Game and Forfeit fees adjusted (*8 - Team Fees*)
3. Referee Panel Criteria modified (*28.10.1 - Referee Requirements*)
4. Process for requesting referees from other Associations modified. Fine for failing to meet referee requirements during the season reduced (*29.10.2 - Referee Allocation/Education*)
5. Pay rates for referees, referee educators and referee supervisors adjusted (*28.10.4 - Pay Rates for Referees*)
6. Penalty for player breaching Transfer Policy adjusted to 'up to 3 months' (*Appendix A - BQ Transfer Policy*)

2. Requirement for Number of Teams an Association can enter

2.1 Player Registrations

The number of teams that Associations may submit is based on the number of Registered Juniors (excluding Under 10's) that they have registered as at the date of nomination forms being issued. The limit is set as follows:

1. (a) Associations with less than 28 registered male players in the age group/s in which they wish to participate may not submit a team;
- (b) Associations with less than 20 registered female players in the age group/s in which they wish to participate may not submit a team;
2. Associations with less than 150 registered male junior players may nominate a maximum of one (1) team per male age group;
3. Associations with less than 150 registered female junior players may nominate a maximum of one (1) team per female age group;
4. Associations with more than 150 but less than 300 registered male junior players may nominate a maximum of two (2) teams in each male age group;
5. Associations with more than 150 but less than 300 registered female junior players may nominate a maximum of two (2) teams in each female age group;
6. Associations with more than 300 registered male junior players may nominate a maximum of three (3) teams in each male age group;
7. Associations with more than 300 registered female junior players may nominate a maximum of three (3) teams in each female age group;
8. Associations with more than 450 registered male junior players may nominate a maximum of four (4) teams in each male age group;
9. Associations with more than 450 registered female junior players may nominate a maximum of four (4) teams in each female age group; and
10. Where an Association fails to meet the numbers required for entering a team but believes that it has the quality of players available to meet the standard necessary to compete; an exemption request is to be submitted to BQ outlining the reasons why the teams should be permitted to enter. It is at BQ's sole discretion to determine if this is appropriate.

2.2 Venue Availability

Each association must provide a minimum 12 rounds of venue availability for the season. Associations should however be striving to attain the full 14 rounds of availability with as much capacity as possible.

The average game capacity for each available round must be for at least 60% of the association's nominated teams. This minimum average must be met on each half of the draw which will be split in Rounds 1-7 and Rounds 8-14. Capacity from week-to-week can be flexible as long as the average maintains above 60% on each half. This minimum capacity requirement will be reduced to 50% of teams if a full 14 rounds of availability are provided.

Any nominated U21 Women's team will be excluded from an association's calculation.

BQ will reduce the amount of nominated teams if it exceeds the association's venue capability as per the above calculation. The amount of teams will be reduced until it is at a level that meets the venue availability requirement.

2.3 Referee Panel

Associations are required to provide a complete panel of their BQJBC referees to Basketball Queensland at the time of submitting their team nomination. This is to be done on the provided BQJBC Referee Panel template.

Basketball Queensland will review each Association's referee panel to ensure it has the required amount and level of referees to cover their nominated teams. When compiling their panel associations must refer to the **BQJBC Referee Panel Criteria** under ***section 27.10.1 - Referee Requirements*** to ensure the standard and depth required to sufficiently support their nominated teams is being met.

Associations must only list referees on their panel who have confirmed they will be available to referee for them in the upcoming BQJBC season. Basketball Queensland may contact referees for verification purposes and resulting from this may revise an association's panel.

If a referee panel provided by an association is insufficient to support the teams they wish to nominate, Basketball Queensland will reduce the amount of teams until it is at an amount that meets the requirements as per the BQJBC Referee Panel Criteria.

2.4 Team Exemptions

Associations may apply for an exemption to nominate more than the specified number of teams their player registrations allow them. An association should only seek an exemption if they can meet the venue capacity and referee panel requirements to support the additional team/s, and they must also believe the quality of players available will meet the standard necessary to compete.

A maximum of two (2) team exemptions per season can be applied for, however, it is at BQ's sole discretion as to whether these will be granted. The following restrictions will also apply:

1. Where an association does not meet the registrations required to enter a team in an age group and gender, while permitted to request one team for that age group, they will not be permitted to request additional teams in any other age group (i.e. 2nd or 3rd teams).
2. Associations will not be exempted from requirements to nominate a 4th team in an age group.

A full written request for any team exemption must be submitted by the association alongside their Official BQJBC Team Nomination.

3. Division Information

3.1 Premier League

Premier League is the premier division in the BQJBC. Nominations to Premier League will be restricted to Associations that have a team nominated in every age group and gender from U12 to U18 in the BQJBC (regardless of Division). An Association must maintain a team in all age groups and genders for the period of the BQJBC competition for that year. Failure to do so will see that Association incur penalties including having their teams removed from Premier League and/or fines of up to \$1000.00 per team withdrawn.

The top 4 teams from BQJBC two years ago will gain automatic entry in to BQJBC Premier League in their new age groupings (i.e. Top four teams in U12 Boys will gain automatic entry in to U14 Boys Premier League Competition). The only exception to this rule is that if a team's Association that gains automatic entry in to Premier League does not have a team in every age and gender they will forego their Premier League position and the 5th placed team will be promoted.

Every eligible Association (i.e. those with a team in every age group and gender) can only nominate one team to contest Premier League Grading. Those Associations who have a team that automatically qualifies for Premier League, and as such is not required to contest grading, can nominate their second team to the contest Premier League Grading.

As the U12 Age Group does not have a competition two years prior to look at there will be no automatic qualifiers. All eligible Association teams wishing to compete in the U12 Premier League

Competitions must contest grading. The format of Premier League is that of an 8 team competition where all teams play each other twice (with the exception of U21 Competitions which will be one grade regardless of the number of teams nominated).

Note: Whilst an Association must have a team in every age and gender to nominate to Premier League a team whose Association does not have a team in every age and gender has the opportunity to challenge for a Premier League position through the Swap-over Challenge provided they are first or second in Southern Cup at the time of the Swap-over Challenge.

3.2 Southern Cup

Southern Cup is the equivalent of second division in the BQJBC. Where 14 or more teams remain in an age group after Premier League Grading, a Southern Cup Grading Competition will be conducted to have 8 teams qualify for that division, and the remaining teams that do not qualify will play in the Challenge Cup Competition. More than 8 teams will participate in Southern Cup if there is not enough for a Challenge Cup.

The top 4 teams from BQJBC two years ago who are eligible for the Southern Cup Grading Competition in their new age grouping will gain automatic entry to that division. The automatic qualifiers will not be confirmed until after Premier League Grading is completed as the results of that competition will influence who are the top 4 teams eligible for Southern Cup. As the U12 Age Group does not have a competition two years prior to look at there will be no automatic qualifiers.

The format of Southern Cup, if it is an 8 team competition, will be that all teams play each other twice. If an 8 team competition is not possible the Southern Cup competition does not have to have a balance of games (i.e. all teams playing each other twice) if it cannot fit into the 14 rounds of competition; however a balance of home and away games will be aimed for.

3.3 Challenge Cup

Challenge Cup is the equivalent of third division in the BQJBC. For age groups where a Challenge Cup competition is required all third teams must nominate to this division. Other teams who are not restricted by this requirement, may also nominate directly into the Challenge Cup Competition.

A minimum of 6 teams are required to conduct a Challenge Cup Competition. Where 14 or more teams are nominated to Challenge Cup a Grading Competition will be conducted to have 8 teams qualify for that division, and the remaining teams that do not qualify will play in the Development Cup Competition. More than 8 teams will participate in Southern Cup if there is not enough for a Development Cup.

The format of Challenge Cup, if it is an 8 team competition, will be that all teams play each other twice. If an 8 team competition is not possible the Challenge Cup competition does not have to have a balance of games (i.e. all teams playing each other twice) if it cannot fit into the 14 rounds of competition; however a balance of home and away games will be aimed for.

3.4 Development Cup

Development Cup is the equivalent of fourth division in the BQJBC. For age groups where a Development Cup competition is required all fourth teams must nominate to this division.

A minimum of 6 teams are required to conduct a Development Cup competition. The format does not have to have a balance of games (i.e. all teams playing each other twice) if it cannot fit into the 14 rounds of competition; however a balance of home and away games will be aimed for.

4. Player Eligibility

1. All Players must be registered with Basketball Queensland.
2. To be eligible for an age group, players cannot be turning that age prior to the 31st of December of the year of the next State Championship competition. For example, a player

- competing in the BQJBC Under 12 competition for the 2016/17 season, must be 11 years of age (or younger) as at 31 December 2017 (i.e. born in 2006 or later).
3. Players who have transferred from another Association must meet all of the Transfer Policy requirements in order to be clear to play ahead of the commencement of the season; refer to Appendix A for the Transfer Policy.
 4. Players may play in only one age group in the BQJBC Season.
 5. Players may play for only one association in each playing season. If a player plays 1 game (including grading competition) for an association they will not be eligible to play for another association in that BQJBC season except in extenuating circumstances (e.g. Moving house) as approved by the BQ Competition Manager.
 6. Players may only play in one team for grading carnivals.
 7. Players cannot play for more than one team in the same division.
 8. All Associations must submit their team player lists to Basketball Queensland regardless of whether or not a team is contesting grading on the forms provided by Basketball Queensland by Wednesday the 17th of August 2016. A minimum of 9 players must be included on all team lists. If an Association's first team has less than 9 players and they also have a second team in the same age group the Association must write to the Competition Manager providing reasons as to why there are fewer than 9 players in this team. The Competition Manager will review submissions made on a case by case basis and determine whether the team list will be approved. All team lists will be checked to ensure that players have received the necessary Permission to Train Forms and Player Transfer Forms. Associations that fail to provide their team player lists prior to grading will be fined \$100 per team.
 9. All Team Lists supplied prior to grading must remain the same for Round 1 of the BQJBC Competition; unless a team is registering a brand new player (i.e. did not contest grading with any other team). From Round 2 onwards movement of players between teams will be permitted provided the movement of a player does not breach any of the other player eligibility rules.
 10. All Associations must register their players into their teams online by the Monday the 26th of September 2016. Delegates will need to have a Sporting Pulse Passport linked to their Association database under Basketball Queensland which they will receive information on from BQ.
 11. Players that play six games in a higher division will be classified as restricted and will not be able to move teams to a team in a lower division in the same season (i.e. if you play 6 games in a Premier League team you will be regarded as restricted and cannot then change teams and play in a Southern Cup or Challenge Cup team).
 12. New players cannot be added to teams after the registration cut-off date of 3rd of February 2017 which is the Friday prior to the Round 10 games. The only exception to this cut-off date is if a team is reduced to less than 8 players as per the Exemption to Finals Eligibility Rule (Section 5.3).

4.1 Team Player Changes

All team player changes are to be done via the BQJBC Delegate completing the Team Player Changes Form and/or Weekly Player Roster Sheet (in cases where the team has a roster of over 12 players) and sending them to the BQ Competition Manager via email chris.hort@basketballqld.net.au or fax 3823 5655 by 10am on the Friday prior to that weekend's games. The BQ Competition Manager will then update the team online in order for the player to be added or removed as requested which will be reflected in the stadium scoring system.

Manual adjustments will be accepted for the **first two weeks of the competition only** which must be approved by the Host Association Delegate phoning the BQ Competition Manager. These additions must also be noted on the match report sheet.

From Round 3 onwards **no manual adjustments** to a team list will be permitted. If a player is not listed on the Stadium Scoring game file, the team manager is to seek out the Court Controller who must contact the BQ Competitions Manager for an adjudication. The BQ Competition Manager may approve a player to be manually added if there are technical issues resulting in them not being listed, or there are other exceptional circumstances that may be taken into consideration. A player will not be approved if the association has not submitted the required Team Player Changes Form and/or Weekly Player Sheet for them, nor will requests on game day for a player to be added be accepted. It is an association's responsibility to ensure that any changes to team lists are submitted to BQ on the relevant form by 10am Friday prior to each game.

Any manual adjustment made to a team without approval from the BQ Competition Manager will be considered as playing an ineligible player. This will result in that team being fined up to \$250 **and** be subject to the forfeiture of competition points as per section *5.2 Penalties for Playing Ineligible Players*.

The cut-off date for registering of new players to teams will be Friday the 3rd of February 2017. Reasons for player changes may include; players moving from one team to another across divisions, a family moving to or leaving the area or an injury which results in the player being out for an extended period of time. In the case of an injured player, if the player is able to return in the same season the BQJBC delegate must inform the BQ Competition Coordinator of their return by completion of the Team Player Changes Form noting which team they will be returning to in order for the player to be added to the team list.

5. Ineligible Players

5.1 Definition of Ineligible Player:

An ineligible player is one who;

1. Is unregistered
2. Has not been cleared from another Association or been given permission to play by Basketball Queensland (i.e. a player being unfinancial at their previous Association or with Basketball Queensland)
3. Has not served the mandatory wait periods after being cleared by an Association and as instructed by Basketball Queensland
4. Is suspended
5. Is over the age for the competition (Refer to point 2 under Player Eligibility)
6. A player who is of restricted status and plays a game in a lower ranked team (refer to point 11 under Player Eligibility)
7. Any player manually added to the Stadium Scoring game file without BQ approval

5.2 Penalties for Playing Ineligible Players

If a team plays an ineligible player:

- The team will be deducted two competition points for each ineligible player offence (i.e. if two players have been deemed ineligible this is two separate offences; however if an ineligible player plays in multiple games, due to the breach of the rule not being discovered, this will be deemed a single offence)
- The Association will be fined \$250 per ineligible player offence

5.3 Finals Eligibility:

Players must play a minimum of 40% of games in a team to qualify to play finals for that team. In the case that 40% would not be a round number then the total will be rounded up (i.e. 5.6 games becomes 6 games).

In order to ensure all players are recorded accurately for finals eligibility, it is vital that all teams ensure that only the players participating in a given game are checked in the Stadium Scoring file.

Applications for Exemption to Eligibility Rule

Teams may apply for an exemption to the finals eligibility rules only under the below circumstances:

- If a player does not qualify due to an injury. This application must be accompanied by a letter from their doctor stating the type of injury and the time away from sport. Please note letter/medical certificate time away from the sport must include the date of the injury up until the date they are able to return.
- If a player misses BQJBC games whilst representing their State in National Junior Championships, or representing Australia on official duties such as national camps or games. The competition and/or training camp name and dates must be provided in the application. The games missed due to this participation, will be included in the calculations for finals eligibility.
- If a player has moved more than 100km and joined an Association Rep team in the new year (2017) they will be required to play more than half of the remaining games to be eligible for finals (i.e. with 7 games remaining they will be required to play 4).
- If a team is reduced to less than eight players for finals an application can be made to bring an additional player in to the team. Please note the only players that will be permitted to be brought in to the team will be a player from a team in a lower division or a player from the Association's club competition. The application must outline the reasons as to why the playing roster has been reduced to less than 8 players and if due to injuries of other players in the team a doctor's certificate must be provided for all of the injured players. If the new player is coming from the Association's Club competition proof of this (i.e. club scoresheet) must be included in the application.

All applications are to be in writing by the Association Delegate to the BQ Competition Manager by close of business on the Monday prior to the start of the finals.

6. Transfers

In 2013 Basketball Queensland introduced a Transfer Policy which applies to all Basketball Queensland competitions. All those competing in the BQJBC must abide by this Policy which can be seen in Appendix A. The Policy consists of two parts as follows:

1. Permission to Train - Junior players must seek the permission of their existing representative association (i.e. the association where they played their last representative season) before they can train with or try out for another association. If an association had not granted a permission to train and the player subsequently seeks a transfer, the Association accepting this player will be fined up to \$200 and the player that breached the rule will not be permitted to play representative basketball for a period up to three months.
2. Transfers - A transfer is required for any member wishing to change from one affiliated Club or Association to another. It is the responsibility of the accepting affiliated associations to ensure clearances and transfers are obtained prior to the commencement of the individual playing or training in instances where the player is seeking a permanent transfer and has not submitted a Permission to Train Form. Once a junior representative player transfer has been granted there is a mandatory waiting period whereby a player must wait one (1) calendar month from the date that the transfer is approved by Basketball Queensland before they can play representative basketball for a new association.

Players can either chose to complete both Part 1 and Part 2, or may skip Part 1 if it is not applicable to the player (i.e. they have confirmed that they are leaving one Association to go to another). For the full details of this policy please refer to Appendix A.

7. Game Rules

7.1 Game Timing Rules

- 4 x 8 minute quarters fully timed for Under 12 and Under 14 age groups.
- 4 x 10 minute quarters fully timed for Under 16, Under 18, Under 21 age groups.

Two time outs may be granted to each team during the first half (1st & 2nd periods) and three time outs during the second half (3rd & 4th periods).

In the event of a tied score at the end of a game, extra time periods of 3 minutes will be played until a result is obtained. A 1 minute break between regular time and extra periods of 3 minutes will be taken. During extra time each team is allowed 1 time out during each period.

Where time permits there will be a 5 minutes warm up, 5 minutes half time break, 2 minutes between quarters. Where games are running late warm up may be 3 minutes, half time may be 3 minutes and the period between quarters may be 1 minute at the discretion of the Court Supervisor.

7.2 General Playing Rules

Starting and Stadium Scoring Player List

Each team is allowed 12 players on their team which will be listed in the stadium scoring system. A team must have a minimum of 5 players to start the game. Refer to section 15.2 for the process of what will occur if there are not 5 players to start the game.

Bench Allocation

For all games, the first team named (home team) shall have the team bench and its team's own basket on the left side of the scorer's table, facing the playing court.

Teams are to warm up in the half of the court in which their opponent's basket is situated (i.e. the basket they are **shooting in** for the upcoming period).

Basketballs

- Spalding balls must be used in all BQJBC games.
- TF500 is the preferred Spalding ball as it will be used for BQJBC Finals and the State Championships. However other Spalding balls are permitted provided the outer surface of the ball is made of leather or artificial/composite/synthetic leather (eg. TF1000, Grip Control).
- Size 6 Basketballs are to be used for all female age groups and for Under 12 & Under 14 male age groups.
- Size 7 Basketballs are to be used in Under 16, Under 18 & Under 21 male age groups.

Court Markings - Three Point Line

Where a court has two three point lines marked the U12 & U14 Age Groups will use the Old Three Point Line (an arc of 6.25m radius) and the U16 & U18 will use the New Three Point Line (an arc of radius 6.75m). In instances where a court only has the New Three Point Line the U12 and U14 Age Groups will be required to play to this line also.

Game Starting Times

Games for the BQJBC Competition will be played predominantly on a Saturday afternoon. Exceptions to this are:

- Rounds 5 and 12 which will be played on a Sunday
- If Catch Up Rounds are required as a result of an Act of God (Section 11).

Listed below are the general start times of games for each age group. Whilst Basketball Queensland will endeavour to match these start times, on occasion, there may be circumstances where age groups may be required to play earlier or later than their normal starting time. Please

note the earliest start time for any Saturday BQJBC competition will be 2pm and all teams must be prepared to play from this time onwards.

- U12 - 2.00pm to 4.30pm
- U14 - 2.00pm to 4.30pm
- U16 - 3.30pm to 6.30pm
- U18 & U21 - 5.00pm to 8.00pm
- All age groups on Sunday (Rounds 5 & 12) - from 9:00am

Semi Final Game Starting Times

BQJBC Semi Finals will be played on Saturday the 4th of March and all teams **must be available to play at any time on that day.**

Semi Finals will be hosted at three central venues which will be allocated by division - Premier League, Southern Cup and Challenge/Development Cup. venues and game times are aimed to be confirmed approximately one month in advance.

Grand Final Game Starting Times

BQJBC Grand Finals will be played on Saturday the 11th of March and If possible all games will be played at the same venue. All teams **must be available to play at any time on that day.** All Challenge Cup and Development Cup finals will be played first followed by Southern Cup and Premier League finals. Please note Basketball Queensland reserves the right to alter the makeup of the Grand Finals schedule.

Playing Numbers

Acceptable playing numbers shall be 1 - 99.

Technical Fouls

Players

- Technical fouls for use of foul language or derogatory remarks directed towards officials, where a referee believes an ejection is not warranted, shall result in the player being substituted from the game and sitting five minutes of playing time on the Team Bench, irrespective of score, number of players on the court or remaining time in the game.
- When the Official calls the technical foul, he/she is also to look at the clock and quote the time remaining, so the scoretable officials can note it on the match report sheet. E.g. 7.41 1st quarter, and the player can then re-enter the game at 2.41 or after (via substitution through the bench).
- Players are banned from dunking or hanging from the rings in warm up. Referees will immediately issue a technical foul to any player who dunks or hangs off rings and the supports during warm ups. No warnings will be given.

Team Officials

- In the U12 & U14 Age Groups if a Referee Coach/Supervisor and or Court Controller watching a game deems that a Team Officials behaviour warrants a technical foul but has not been issued by the referee they have the ability to stop the game and issue the Technical Foul.
- In situations where both the Coach and Assistant Coach/es have been ejected from a game after the result of technical fouls being issued the following is to occur:
 - U16 and U18 Teams - As per item 7.8 in the FIBA Rules the captain shall act as coach. If the captain must leave the playing court, he may continue to act as coach. If he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach.
 - U12 & U14 Teams - The Team Manager will be permitted to act as coach. In this instance the Manager's name should be noted on the bottom of the match report sheet as the replacement coach and at what stage in the game this.

8. Team Fees

1. **Nomination Fee** - Each team must pay a nomination fee of \$197.00 to BQ by the due date.
2. **Game Fee** - Game fees for all normal round games and finals games of \$90 per team for all age groups will be payable to the host association. This fee must be paid at least 15 minutes prior to the start of the game. If paying by direct debit, this must be cleared through to host association by COB Friday prior to the game.
3. **Grading Carnival Fee** - Fees for Grading Carnivals are set after all nominations are received and draw formats are known. The fee for Grading Carnivals is done on a per team basis and will be advised to all Associations after the release of the Grading Carnival Draw.
4. **Swap-over Challenge Fee** - The fee for the Swap-over Challenge is that of a normal game fee
5. **Wildcard Challenge Fee** - Fees for the Wildcard Challenge are set after all nominations are received and draw formats are known. Associations will be advised of the cost to their teams after the release of the Draw.
6. **Forfeit Fees** - Forfeit fees for regular season games will be charged as follows:
 - BQ Competition Manager notified by greater than 7 days prior to the scheduled game date - \$40.00 administration fee
 - BQ Competition Manager notified within 7 days of the scheduled game date - \$220.00 Fee (i.e. double that of the game fees plus \$40.00 administration fee - the \$180.00 will be passed onto the Hosting Association to cover the costs of the game)
 - Forfeit fees will be charged to the Association and must be paid to BQ. Teams will not be able to accrue competition points if they have outstanding fines.

Note: If a team forfeits in the finals no fee will be charged if the BQ Competition Manager advised of this by 12 noon on the Tuesday in the week of the semi-finals, allowing for teams to be promoted and all finals games to be contested. However if not notified in advance the above fees will apply.

9. Team Withdrawal

Once an association submits their team nomination and it is formally approved by BQ, that nomination is confirmed and no changes will be accepted including changing divisions of a team, or adding further teams. The following penalties will apply if an association withdraw a team after their nomination has been accepted.

- Withdrawal from BQJBC Competition (Season Proper) - teams will be charged varying amounts dependent upon when they withdraw from the entire competition as outlined below:
 - Withdrawal prior to the release of the first Grading Carnival Draws will receive a full refund of the Nomination Fee.
 - Withdrawal from competition after the first release of the Grading Carnival Draws will result in the team forfeiting their Nomination Fee, plus they will be charged the full Grading Carnival fee if they were required to compete.
 - Withdrawal from the competition after the Grading Competitions have completed, but prior to the first draw being released, will result in the forfeiting of the Nomination Fee along with the Association being fined \$150 per team withdrawn.
 - Withdrawal from the competition after the first draw has been released and at any further stage throughout the season will result in the forfeiting of the Nomination Fee along with the Association being fined \$350 per team withdrawn.

- Withdrawal from Grading Competitions
It is a condition of nominating any team to BQJBC that they must participate in a Grading Competition if required by BQ. Any team that withdraws or refuses to compete at grading will have their nomination revoked and they will not participate in the BQJBC season proper. All fees as per *Withdrawal from BQJBC Competition (Season Proper)* will also be applicable in this instance.
- Withdrawal from Swap-over Challenge
Any team who withdraws their intent to contest the Swap-over Challenge after the draft draw is released will be seen as forfeiting their game and be fined the full forfeit amount of \$200.00. Refer to Section 19 for full details of the Swap-over Challenge.
- Withdrawal from Wildcard Challenge
Any team who withdraws from the Wildcard Challenge after a draft draw has been released will be required to pay double the game fees for all games in which they were scheduled to compete in. Refer to Section 20 for full details of the Wildcard Challenge.

9.1 Loss of Premier League Eligibility due to Team Withdrawal

If a team is withdrawn from the BQJBC, whether by the association or by BQ, and this results in that association no longer fulfilling Premier League eligibility requirements (*Section 3 – Division Information*), the following shall apply:

- **before grading** will result in any of the association's teams in Premier League grading, including auto-qualifiers, being withdrawn and demoted to Southern Cup.
- **after grading** (and before competition commencement) will result in any Premier League qualified teams from the association being demoted to Southern Cup.
- **any time after competition has commenced** will result in the association being fined up to \$1000.00 per team withdrawn.

10. Scoretable

Each team must supply 2 competent scoretable officials for each of their games, both home and away. The 24 second clock is compulsory if available (but not to be used for the Under 12 age group). The scoretable should consist of a person for the stadium scoring console, the game clock (scoreboard), 24 second operator and chairperson. The 24 second operator MUST be from the host association. Should a disagreement arise over allocated duties the home team will be responsible for the game clock and the visiting team stadium scoring.

Please note that as the Stadium Scoring console will not be linked to the scoreboard in most associations the game clock is the official method used to record the game time and all stoppages. The chairperson on the game must have the official match report available to record all unsportsmanlike fouls, tech foul times for abuse of an official and any other vital notes that relate to the game.

If a team cannot provide a scoretable official the Manager and/or Coach of the team will be required to fill the position. If they are unwilling or unable to fill these positions, and the team is therefore unable to provide the required scoretable, the game will be classified a forfeit by the team unable to provide the bench official/s.

11. Classification of Teams

The final standings after all round games will be determined primarily on the win/loss records. This will be done by a combination of the number of competition points earned and in cases where teams have changed divisions after the Swap-over Challenge by Win Percentage.

Point scores:	Win:	2 points
	Loss:	1 point
	Default:	1 point
	Forfeit:	0 points

1. If there are two teams that finish equal at the end of the regular season playing schedule then only the result(s) of the game(s) between the two teams involved will be used to determine the final placing in the regular season standings.
2. In the event that the total points scored and conceded are the same in the games between the two teams, the classification will be determined by POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) taking into account the results of all the games played in the League by both teams.
3. If more than two teams are equal in the placing, a second classification will be established taking into account only the results of the games between the teams that are tied.
 - (a) **Imbalance of games played in a second classification**
Where games played between teams within a second classification are not equal, if one team has a superior head to head record over all other teams they will be ranked first. The remaining teams will be established into a new classification and start the process again. When a classification with an imbalance of games played presents no team with a superior head to head record over all other teams, the process will move into Part (4).
4. In the event that there are still teams tied after the second classification, then POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) will be used to determine the placing, taking into account only the results of the games between the teams still tied.
5. If there are still teams tied, the placing will be determined using POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) from the results of all their games played in the Division.
6. If at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedures in Part (1) and (2) will automatically be applied.
7. If it is reduced to a tie still involving more than two teams, the procedure beginning with Point (3) is repeated.
8. POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) will always be calculated by division.

12. Games that Cannot be Completed at Scheduled Time

Games may not be able to be completed for the following reasons:

1. An Act of God (i.e. court flooded and unsafe)
2. Player injured on court and is unable to be moved until an ambulance arrives where there is no other free courts, there are games to follow and the delay has been in excess of 30 minutes

If an Act of God occurs in the lead up to the round (i.e. day/night before) or there are major weather concerns on the morning of round games, Basketball Queensland in the first instance will endeavour to move games to an alternate venue. A decision will be made by 10am on the Saturday morning as to whether the game will be moved to another venue that day or to the rescheduled date as set in the calendar.

If either Point 1 or Point 2 occurs during a game the formula to be used to determine the result for a game that cannot be completed is:

Game called off anytime in the first half: Will be replayed as per Section 16 – Rescheduled Games; however, a margin of 20 points or more will mean that the result will stand at the scoreline when the game is called off.

Game called off anytime in the second half: Result will stand at the scoreline when the game is called off; however, a margin of 10 points or less will mean that the game will be replayed as per Section 16 – Rescheduled Games.

13. Uniforms

13.1 Team Playing Uniforms

The current Basketball Queensland logo must be displayed on all representative team uniforms. For all new uniforms the Basketball Queensland logo must be displayed on the right breast and must be depicted in the corporate colours of black, orange and white and cannot be modified to suit Association colours.

Acceptable playing numbers shall be 1 – 99.

All teams must have an alternate set of playing singlets and the two colours must be distinctly light and dark.

In the event of two teams having the same or a similar coloured uniform the first named team (home team) is to wear their primary uniform and the second named team (away team) is to wear their alternate uniform. Basketball Queensland will circulate a uniform colour document and determine what is considered a colour clash.

Each team is required to carry at least 1 spare playing singlet and shorts in case a uniform is spoilt by blood. The spare uniform is to be of a different number to those already listed on in the stadium scoring system. When a change of uniform is required, the stadium scoring operator must make the change to the player number and the chairperson will also need to make a notation on the match report sheet.

13.2 Incorrect Uniform

If an away team arrives to play a game in an incorrect uniform (ie. clashing colour), the host association is to lend that team a non-clashing uniform. The away team **MUST** wear that uniform.

The host association is to report to BQ all instances of an away team arriving to play in a clashing uniform. BQ will fine the offending association \$50 per team, with the entire sum to then be passed on to the host association.

13.3 Team Official Attire

All team officials must wear an Association polo shirt or collared dress shirt with the Association logo displayed and closed in shoes. Any breach of this rule will incur a penalty of \$100.

14. 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.

- Compression stockings of the same dominant colour as the shorts. If for the upper leg it must end above the knee; if for the lower leg it must end below the knee
- 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.
- Power Band - only permitted on wrist if covered by tape and only on ankle if worn under the sock.
- Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- Non-coloured transparent taping of arms, shoulder, legs etc.

15. Player Injury / Blood Rule

During the game, any player who is bleeding or has an open wound must be substituted. He/She may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.

If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team before the scorer's signal for the substitution, that player may continue to play.

A player must also be substituted if they have blood on their uniform regardless of whether it is their own or another player's. The player must replace their uniform with the team's spare uniform before re-entering the court.

15.1 Insurance

The BQJBC is covered by Basketball Queensland's insurance company, V-Insurance Group. Information on Player Injury Insurance Cover along with the How To Claim Process can be found on the Basketball Queensland website.

16. Defaults and Forfeits

16.1 Late Starts

If a team is not ready to play with the correct number of players (all teams must have 5 players to start the game) within 10 minutes of the scheduled game time the game shall be called a forfeit, unless in exceptional circumstances as granted by BQ Competition Manager (e.g. being held up due to a traffic accident). A late start shall incur a **TWO POINT** per minute penalty until a forfeit is declared (10 minutes). The game clock will start at the scheduled start time with the team that is there ready to play being given two points per minute. If the opposing team arrives in the ten minute period the game will be played from that moment (i.e. the game clock will not be reset). In the Stadium Scoring system all late start points are to be allocated to the captain of the team.

Note: If the Scoretable officials erroneously award a team more than two point per minute Basketball Queensland have the authority to change the score to the correct score provided it does not impact on the overall result of the game (i.e. who wins or loses). If a change of the score does impact on the winner of the game Basketball Queensland has the power to authorise the game to be rescheduled if it believes it is warranted.

The team that forfeits the game will receive no competition points and the score will be recorded as 20-0 in favour of the opposing team.

16.2 Forfeits

Games will be considered a forfeit when any of the following occur and will result in the game being awarded to the opponents with a score of 20-0 and the forfeiting team receiving no competition points:

- The team does not have five players ready to play within 10 minutes of the scheduled game time as outlined above.
- The team walks off the court and refuses to finish the game at any stage of the match
- The team advises the BQ Competition Coordinator or Manager that they cannot attend a game at a scheduled time after the Official Draw has been released.
- Failure to attend a rescheduled game as outlined in other rescheduled games below.

16.2.1 Forfeit Fees

Forfeit fees for all games will apply however the amount charged will depend on the timeframe of when the team forfeits in proximity to the game. For all forfeit fees refer to Section 8 Team Fees point 6 Forfeit Fees.

16.2.2 Two or More Forfeits

Any team that gives two or more forfeits during the one season may be withdrawn from the competition at the discretion of Basketball Queensland.

16.2.3 Forfeits in Finals

If a team who has finished in the top four of their competition thus earning a semi-final position wishes to forfeit their finals game they are to inform the Basketball Queensland Competition Manager of this forfeit by 12 noon on the Tuesday of the week of the semi-finals. In this instance all teams will be promoted up one position thus enabling 4 teams to contest the semi-finals.

16.3 Defaults

A team shall lose a game by default if, during the game, the team has fewer than two (2) players on the playing court ready to play (i.e. remaining team members have all been fouled out). If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as two to zero (2 to 0) in its favour. The defaulting team shall receive one (1) point in the classification. In the Stadium Scoring system If the team to which the game is awarded is not ahead all default points are to be allocated to the captain of the team.

16.4 Team Withdrawal

Any team that withdraws of its own choice or at the direction of Basketball Queensland once the first Draw has been released will forfeit all nomination fees and incur a minimum \$350.00 fine. For further information on fees associated with withdrawal from the competition refer to section 8 Team Fees point 7 Team Withdrawal Fees.

17. Rescheduled Games

As part of the nomination process Associations are asked to list any draw requests they may have. This information will be used when developing the draw however no request can be guaranteed. Once the draw is set there will be **no rescheduled games**.

Basketball Queensland has the authority to reschedule any game that it deems necessary. Reasons for a re-fixture may include last minute unavailability of a venue due to power restrictions and/or floods, or a person requiring an ambulance due to an injury resulting in extensive delays.

Basketball Queensland in the first instance will endeavour to move games to an alternate venue on the same round date if notified of any venue issues up until the morning of the round date. A decision will be made by 10am on the Saturday morning as to whether the game will be moved to another venue that day or to the rescheduled date as set in the calendar.

If the games are to be moved to another day there are two catch up round dates set in the calendar with one in the first half of the season prior to the Swap-over Challenge and one in the second half of the season. Rescheduled games are to be played on these days unless the two teams involved agree on an alternative date, time and venue within 7 days of the game being unable to be played. Any alternate date must be within 4 rounds (28 days not including holiday break) of the scheduled game date unless it is required to be played prior to a Swap-over Challenge or Wildcard Challenge. If a team fails to appear at the newly scheduled time the game will be declared a forfeit. If the game has not been played within 4 rounds or on the scheduled catch-up days then the score will be recorded as 0-0 with both teams receiving no competition points.

17.1 Rescheduled Games due to BQ High Performance Commitments

A team that has two (2) or more players unavailable for a BQJBC game due to a conflicting **Basketball Queensland High Performance representative commitment only** may request a postponement.

Any request must come from the Association's BQJBC Delegate to the BQ Competition Manager at least 7 days prior to the game they wish to postpone.

18. Grading Competition

BQJBC Grading Competitions for 2016-17 will be held on the weekends of the 3rd and 4th of September and 10th and 11th of September. Grading will take place on one day only for those divisions that require it. Where possible a double-elimination format will be used for the grading. In grading competitions where lower amounts of teams nominate the double-elimination format may be combined with a triple-elimination format or the teams may play in a pool based system.

Associations acknowledge that a condition of nominating any team to BQJBC is that they may be required to participate in Grading if required by BQ. An association also may not request to change the division of any team once their nomination has been submitted. Failure of any team to participate in grading will result in that team's nomination being revoked and they will not compete in the BQJBC season proper, while the relevant fines will also be imposed. See *section 9 – Team Withdrawal* for full details.

All teams required to participate in grading must be able to play at any time on their designated competition date. Each team will also be required to nominate a referee for their team to Basketball Queensland who will officiate all of their games.

Premier League Grading will be conducted for the U12 to U18 Age Groups and only when at least one of the following has occurred:

1. More than 8 teams have nominated for Premier League in the U12 Age Group
2. More than 4 teams have nominated for Premier League in the U14 to U18 Age Groups (noting that 4 teams automatically qualify as noted in Section 3.1 thus only leaving a further 4 Premier League positions available).
3. At least 14 teams have nominated to a particular age group and of these 14 teams either point one or point two above applies.
4. If not enough teams have nominated to Premier League (i.e. 8 in U12 and 4 in all other age groups) then all first teams from Premier League eligible associations must grade for that competition regardless of what division they initially nominated for.

Southern Cup Grading will be conducted for the U12 to U18 Age Groups only when 22 or more teams have nominated for an age group, accounting for 8 teams contesting Premier League and of the 14 remaining teams, at least 8 of these teams have nominated to play Southern Cup. Where Southern Cup grading is required in age groups U14 – U18, there will be four automatic qualifiers that will be determined after Premier League Grading (see section 3 – Division Information).

Challenge Cup Grading will be conducted for the U12 to U18 Age Groups only when 30 or more teams have nominated for an age group, accounting for 8 teams in each of the Premier League, Southern Cup and Challenge Cup Competitions with the remaining 6 or more teams to play in Development Cup.

In line with the 4 automatic qualifiers all teams shall be seeded for Grading on the basis of previous performances, namely two seasons prior for U14 – U18 and one season prior for U12. Teams for Southern Cup Grading will not be seeded until after the completion of Premier League Grading in order to use the above mentioned basis of previous performance for seeding teams. Teams for Challenge Cup Grading will be seeded off a mix of results from two years prior and the results of Southern Cup Grading due to Challenge Cup Grading being held the day after Southern Cup Grading.

Teams will be required to provide scorable personnel as per a normal round of the BQJBC (no shot clock in U12's). In competitions where the double-elimination format is not possible and pools are used any rankings will occur based on the Classification of Teams method (refer to Section 10).

Nominations to host the grading competitions will be called for with the cost of participation, number of venues required and formatting of games to be established when nominations close and the number of teams is known.

Players may play in only one team for the grading competition.

Game Protests are not permitted at Grading due to the knockout systems being used which do not allow for time to replay games. The referee's decision is final.

It is a requirement that all associations wishing to nominate to Premier League must make their venue available for a grading tournament.

Refer to section 8. *Team Fees* for information on fees applicable to the Grading Competitions.

Note: Stadium Scoring will not be used during the grading competition with scoresheets to instead be used.

19. Compilation of BQJBC Season Draw

The BQJBC Draw is compiled by using the following information:

- Venue Availability of each participating Association
- The number of teams an Association has entered and whether the Association has the availability to have all teams play at home on the same day
- Where possible try and match home Association teams with similar opposition.
- Ensuring each team has a balance of home and away games. For 8 team competitions such as Premier League this is a complete home and away balance against each team however for competitions that do not have 8 teams it will be an overall balance of home and away games.

With well over 200 participating teams and a large range of parameters the draw is a very time consuming process. What happens at the start of the season has a flow on effect to the second half of the season (i.e. ensuring that on the reverse side of the draw the team who played away in the first round has home availability for the reversed round) the complete season draw needs to be looked at on the whole when developing the draw for each week. This is why early on in the season the draw may only be released a few weeks at a time.

No draw requests or requests for changes will be considered once the season has begun and no teams will be permitted to negotiate the changing of game dates and times.

20. Swap-over Challenge

The Swap-over Challenge gives the top two teams in Southern Cup the opportunity to play the bottom two teams in Premier League, for their positions in Premier League. In age groups where three divisions exist the top two teams in Challenge Cup will have the opportunity to challenge the bottom two teams in Southern Cup, and in age groups where four divisions exist the top two teams in Development Cup the opportunity to challenge the bottom two teams in Challenge Cup.

Teams who can challenge/be challenged will be determined as at the completion of the Round 7 games (15th of November), with Swap-over games to be played on Saturday the 19th of November. In competitions where there are more or less than the standard number of 8 teams, if teams are tied for competition points the Classification of Team method (Section 10) will be used to determine placings; however if the teams have not played each other the points percentage for the whole competition will be used to determine placings.

All teams who are possibly in a position to contest a Swap-over Challenge (i.e. potential to finish top two in Southern Cup, Challenge Cup or Development Cup) will be required to confirm their intent to challenge through their delegate by way of completing the Swap-over Nomination Form and submitting it to the BQ Office by close of business on the Monday after the completion of Round 6 games.

Teams from the higher division will not be required to nominate as it will be assumed that they wish to remain in their division. At the same time that the Swap-over Challenge Nomination Form is sent, however, a Relinquish Higher Division Position Form will also be sent and those who wish to relinquish their positions must complete this form and return it to the BQ Office by close of business on the Monday after the completion of Round 6 games. If the team from the higher division wishes to relinquish their position without the need for a game, the team that nominated will automatically be placed in the higher division. The collection of these two forms will then be used to formulate the Swap-over Challenge Draft Draw.

Any team who withdraws their nomination to contest the Swap-over Challenge must do so by 12pm on Monday the 16th of November (the Monday after Round 7) as the final draw will be released that day. After the final draw is released, teams that withdraw their nomination will be viewed as forfeiting their game and be fined the full forfeit amount of \$220.00.

The Swap-over format is as follows:

- 1st lower division v. 8th higher division
- 2nd lower division v. 7th higher division
- If the 2nd placed team wants to challenge however the 1st placed team does not, the 2nd placed team will instead play the 8th placed team from the higher division. The 7th placed team from the higher will not be challenged.

Teams that change division as a result of the Swap-over Challenge will start their points from scratch and their competition standing will be based on Win Percentage.

Note: Refer to Section 8 Team Fees for information on fees applicable to the Swap-over Challenge

21. Wildcard Challenge

All teams who are in Premier League must nominate to Division 1 of the State Championships. At the completion of Round 14 however, the 7th and 8th placed teams can be challenged for their Division 1 position through the Wildcard Challenge by teams who competed in the Southern Cup Competition only.

Any Southern Cup team who would like to compete in Division 1 at the State Championships must express interest in the Wildcard Challenge by close of business on the Monday after the

completion of Round 12 games on the form provided by Basketball Queensland. As outlined above due to all Premier League Teams being required to nominate for Division 1, those teams who place 7th or 8th in Premier League at the completion of Round 14 will automatically be entered into the Wildcard Challenge.

The only exception to this rule is if a Premier League team, through way of their delegate, advises the BQ Competition Manager in writing by close of business by Monday following Round 13 games, that if a Southern Cup team expresses an interest to challenge in their division they are happy to forego their Division 1 position and thus be relegated to Division 2 at the State Championships.

In the event of a Premier League team electing not to attend the State Championships therefore creating a vacancy in Division 1:

- a. If one team expresses interest in the Wildcard Challenge they will automatically fill the position
- b. If two teams express interest in the Wildcard Challenge they will play each other for the position (i.e. no Premier League team will be challenged for their position).

The information provided through way of nominations and/or foregoing of Division 1 positions will then be used to formulate the Wildcard Challenge Draw. The formats used will be decided by Basketball Queensland based on the number of teams competing. Any team who withdraws from the Wildcard after the draft draw (note cannot be finalised until completion of Round 14 games) is released will be required to pay double the game fees for all games in which they were scheduled to compete in (refer to Section 8 Team Fees for further information on fees applicable to the Wildcard Challenge).

The Wildcard Challenge will be played on Sunday 26th of February 2017.

22. Finals Format

Semi-Final 1 – 1st v 4th

Semi-Final 2 – 2nd v 3rd

Grand Final – Winner of Semi-Final 1 v Winner of Semi-Final 2

Note: All Finals must be played on a Saturday however semi-final times **may differ** to normal round times as a result of venue availability.

Semi Finals will be played at central venues, while if possible all Grand Finals will be played at the one venue. Starting times for Grand Finals is dependent upon the number of courts and the number of competitions in each age group. All teams must be available to play at any time on a given finals day.

For Semi-Finals and Grand Finals game fees will be as per normal rounds of competition.

Please note that the BQJBC Grand Finals have a door entry fee for spectators which will be \$2.00 per Adult and \$1.00 per Child.

23. Protests

Game protests may only be submitted for regular season games. For Grading Carnivals the Referees decisions are final; due to a knockout system being used and it not being possible to replay any games.

23.1 Game Procedure:

Correctable Errors

Officials may correct an error if a rule is inadvertently disregarded in the following situations

- Awarding an unmerited free throw/s
- Failure to award a merited free throw/s
- Erroneous awarding or cancelling of a point/s
- Permitting the wrong player to attempt a free throw/s

General Procedure

To be correctable the above mentioned errors must be recognised by the officials, Referee Supervisor, or the score table officials before the ball becomes live following the first dead ball after the game clock has started following the error.

An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.

Any fouls committed, points scored time used additional activity which may have occurred after the error has and before its recognition, shall not be nullified.

After the correction of the error, unless otherwise stated in the rules, the game shall be resumed at the point it was stopped to correct the error. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction.

If a Coach believes that during this period in the game, they have been adversely affected by a decision made by an official, referee or umpire, the following action may be taken:

- When the incident occurs, the coach shall approach the scoretable and inform the chairman to advise the official that there is a correctable error situation. The chairman of the score bench shall make his or her observations to the referees. The referee may discuss the matter with the Coach to explain his/her decision or, if necessary, examine the stadium scoring console and check the score and the playing time. At the discretion of the referee and based on the validity of the stoppage, the error may be corrected.
- If by the completion of the game the team still believes its interests were adversely affected by the decision of the official/referee/umpire; and it is an correctable error, the coach with the captain of the team shall, immediately at the end of the game, inform the referee that his/her team is protesting against the result of the game and the captain shall sign the match report in the space marked 'Captain's signature in case of protest'. For the U12 and U14 it will be acceptable for coaches to sign the match report as opposed to the captain.

23.2 Lodging the Protest

All disputes or protests must be lodged with Basketball Queensland, on Association letterhead, on the Monday following the incident occurring. An application fee of \$100.00 shall be submitted with any protest/appeal, which may be refunded if proven justified.

The Referee shall report the incident which led to the protest, to their Referee Supervisor who is to inform the Basketball Queensland Competition Manager of the incident details on the Monday following the incident occurring.

23.3 Protest Outcome

Any protest shall be determined initially by the BQ Competition Manager. If warranted, after an initial investigation the BQ Competition Manager may set up an independent Committee to conduct a hearing. The two teams involved in the game shall be entitled to send one representative to the hearing. Witnesses required by the Committee may also be asked to attend. Notification of the hearing to the affected parties shall be given by the BQ Competition Manager no less than 24 hours prior to the hearing.

23.4 Disagreement with the Decision

Should the team in question or the opposing team, not be in agreement with the decision of the Committee, they may lodge an appeal to the BQ Competition Manager. In lodging an appeal one of the following grounds must be met:

- The hearing did not follow due process
- There is new evidence which was not presented at the hearing.

The BQ Competition Manager will form an Appeals Committee to hear the protest. This appeal must be accompanied by a fee of \$100.00 and be submitted within 24 hours of the decision being made. The Appeals Committee shall judge the appeal in the last instance and its decision shall be final.

24. Zero Tolerance

To ensure a safe and enjoyable playing environment for all players, officials and participants, Basketball QLD have implemented a Zero Tolerance Policy for inappropriate behaviour for Parents and Spectators. The Policy will ensure that:

1. There will be a zero tolerance shown towards any inappropriate or abusive behaviour from parents and spectators
2. Any parent/guardian and/or spectator who feels the necessity to:
 - Persistently or wilfully question or challenge the rulings of the referees
 - Berate or abuse game officials i.e. referees and scoretable personnel
 - Berate or abuse team officials
 - Berate or abuse players
 - Berate or abuse other parents or spectators
 - Berate or abuse any game day official such as a Court Controller, Referee Supervisor, Association Representative or Basketball Queensland Representative

will be asked to leave the venue immediately by the Court Controller. No warnings need be given in the event of the above action becoming necessary.

In addition to spectator behaviour being monitored by the Court Controller and Referee Supervisor if the referees have an issue with a spectator they may stop the game and get the Court Controller and inform them of what has occurred in order to have the Court Controller remove the parent or spectator. If at any stage during a game a referee believes a spectator needs to be observed for poor behaviour they may stop the game and ask the Court Controller to observe and monitor the spectator. The Court Controller will take any actions they deem necessary after observing the spectator.

Any breaches of the Zero Tolerance Policy are to be reported on the Zero Tolerance Report Form and sent to Basketball Queensland by 10am on the Monday following home games.

25. Reports & Tribunals

25.1 Reporting of Incidents

Referees may submit a report on any incident that they believe warrants being reported; however as a minimum must report any incident which results in an ejection of a participant. Any coach who receives two direct technical fouls are to be ejected and as such a report will be completed for this.

The Report must be completed at the venue on the day of the incident occurring, preferably directly after the game. The referees should inform the Referee Supervisor and/or Court Controller of what has occurred immediately following the game. It is preferred that referees complete the form with the guidance of the Referee Supervisor, whilst it is still fresh in their minds. The Referee Supervisor or Court Controller are to then inform the Team Manager that a report will be completed and that they can either wait for the report at the stadium or have it sent

to their Association Delegate by the BQ Competition Manager on the Monday following the incident. All reports are to be submitted to Basketball Queensland by 10am on the Monday following that round.

25.2 Tribunal Panel Members

Each Association must have at least one person available to sit on Tribunals for the BQJBC. This person must be identified in the space provided on the Association's Team Nomination Form.

Tribunals will be conducted in accordance with Queensland Basketball Tribunals By-law with Basketball Queensland being the Organising Body. A copy of these By-Laws can be found on the Basketball Queensland website by clicking on Policies on the home page; It is recommended that all participants familiarise themselves with the contents of this document before attending a tribunal.

Please note a "junior" person (up to the age of 18) has the right to have an adult attend as an observer and adviser however this person must not be a legal practitioner

25.3 Tribunals for week to week Competition

In determining if a Tribunal is required for week to week competition the following steps apply:

- Official reports are to be submitted to the Basketball Queensland Competition Manager with the match report sheet by 10.00am on the Monday following the game.
- The BQ Competition Manager will review the report and liaise with a Tribunal Chairperson selected by Basketball Queensland to determine if a Tribunal is required.
- The referees or referee supervisor may be contact by the BQ Competition Manager for further information if required
- If a Tribunal is required it will be held at the Basketball Queensland Office during the week following the game.
- The charged person will be advised of the details of their Tribunal through their Association Delegate
- Reports must be received by Basketball Queensland within 48 hours. If reports are received within this timeframe but later than 10:00am on the Monday following the game the Tribunal may be deferred to the following week.

25.4 Tribunals for Grading Carnivals

If an official report is lodged on a team official or player of the team the Court Controller of the Host Association is to take the following action:

- Provide the Team Manager with a copy of this report immediately after completion and advise them that the report will be reviewed by the Grading Technical Committee comprising of a BQ Representative, the Court Controller and a Referee Supervisor (if a BQJBC Referee Commissioner is in attendance they will fulfil this role; however if not the Host Association Referee Supervisor will fulfil the role) and they will be advised accordingly of the actions to follow. Ensure a mobile number is provided for the Team Manager in order to contact them.
- If a BQ representative (i.e. Competition Manager, Operations Manager or Competition Coordinator) is in attendance provide them along with the Referee Supervisor with a copy of the report. If a BQ Representative is not in attendance contact the Competition Manager via mobile phone and outline the report.
- The Technical Committee will then decide on whether a Tribunal will occur. If so it will be aimed to occur prior to the team's next game and the Team Manager will be advised of the details.
- The charged will have a Right of Appeal under Section 5 Appeals in the Queensland Basketball Tribunals By-law providing that one of the grounds of appeal has been met by the Appeals Officer. As per item 21.1 in the Queensland Basketball Tribunals By-law where the Tribunal imposes a penalty that prevents the Appellant from participating in

a match, the appellant shall serve that penalty pending the determination of the appeal.

- Each Host Association has a copy of the Queensland Basketball Tribunals By-law and should provide a copy of this upon request of a charged person.

26. Correspondence & Meetings

All correspondence relating to BQJBC is to be sent to Basketball Queensland from the Association's nominated delegate. The Association's delegate should be known to all teams as they are to be the first point of contact for queries on BQJBC for all interested parties. A list of the nominated delegates is available in BQJBC Parent and Player Handbook. The delegate is to attend all BQJBC related meetings. If the delegate is unable to attend a meeting the secondary contact may attend in their place. Please also refer to section 28 of these rules relating to communication.

27. No Zone Rule

The "no zone" rules apply for the Under 12 & Under 14 BQJBC Competitions. In the interest of better player development, coaches should ensure defences are only those which incorporate man to man principles.

Definition of Zone Defence

- Any defence in the half court which does not incorporate normal man to man defensive principles
- Trapping defences which rotate back to man to man defensive principles are acceptable

Violations of Man to Man Defence

Violation of the "no zone" rule will generally fall within one of the following categories:

- One or more players are not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball;
- A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (eg. bumped, switched, followed)
- Following a trapping or help and recover situation the team make no attempt to re-establish man to man defensive positioning
- Teams Zone press and did not assume man to man defensive positioning once the ball was into the quarter court.

It is the responsibility of the Court Controller to police the "No Zone" rule

Court Controllers will:

- Take into account the intention of the defensive team
- Take into account the time and state of the game
- Take into account the movement or lack of movement of the offensive team.
- Deliberate and pre-meditated use of zone defence at a critical time of a game will be acted on immediately
- If there is any doubt, the benefit of the doubt will be given to the defensive team

Penalties for use of Zone Defence

The penalties for the use of a zone defence in the BQJBC for any one game are as follows:

1. First offence - warning - speak to coach
2. Second offence - Technical Foul
3. Third offence - Second Technical Foul - disqualification of head coach
4. Fourth offence - Forfeit of game

When, in the opinion of the Court Controller, a violation occurs, they will request the referees, through the Scoretable Chairperson to charge the coach of the offending team at the next dead ball with the above listed penalties.

If it is reported to BQ Competition staff by BQJBC delegates that a particular team is using zone defence in the U12 and U14 age groups regularly (i.e. they have received a number of warnings or been issued with technical fouls by Court Controllers at more than one Association) a representative of BQ will attend the next game of this team.

For further information on the “No Zone” Rule please refer to the Zone Buster Manual produced by Basketball Australia on the BQ website (QLD Competitions – BQJBC). Please note due to the manual being designed for a tournament, the penalties slightly differ.

28. Host Association Responsibilities

28.1 Court Controller

Each association must have a Court Controller in attendance at all times from 30 minutes prior to the first game until the finish of the last game. They must be clearly identifiable in a high vis vest and must be a person who understands the game sufficiently to adjudicate in matters such as zone defence in Under 12 and Under 14 games (see "Official Rules – Section 26 No Zone Rule). The Court Controller can appoint a 'Zone Buster' to police the No Zone rule if required. If appointed the Zone Buster must wear a lanyard or vest which notes their position.

Responsibilities:

- Make yourself known and be first point of contact for all teams
- Policing Codes of Conduct and Zero Tolerance Policy
- Ruling on the day as required
- Address any issues
- Contact BQ Competition Manager for any teams wanting to add players
- Results uploaded from the Stadium Scoring Console
- Zone busting
- Match reports, Official Reports, First Aid Reports and Complaint/Comment and Forms faxed or scanned and emailed to BQ

*These rules along with relevant forms and policies must be kept in one folder which is easily accessible on game days along with the blood spill kit and first aid kit. It is suggested that the rules are kept at the stadium in an area that is unlocked at game times.

Associations that fail to meet any of the Host Association Responsibilities by the required time may be fined up to \$100.

28.2 Stadium Opening

All venues must open at least 30 minutes prior to the advertised starting time of the first game. Canteen facilities must be in operation from at least 15 minutes prior to the first game to 10 minutes after conclusion of the last game.

28.3 Conditions of Entry & Zero Tolerance Policy

It is a condition of entry into all stadiums hosting BQJBC Round Games that all Basketball Queensland Codes of Conduct will be abided by. Associations are required to display a Condition of Entry sign provided by Basketball Queensland at the entry of their stadium as well as display all Codes of Conduct (i.e. player, coach, spectator etc) around their venue in clear view of all participants and spectators.

In the 2013/14 Season a Zero Tolerance Policy was introduced for all Junior Representative Competitions. Information on Zero Tolerance can be found in Section 23. This Policy must also be on display at the venue.

The Zero Tolerance Policy is to be enforced by the Court Controller. Any breaches of the Zero Tolerance Policy are to be reported on the Zero Tolerance Report Form and sent to Basketball Queensland by 10am on the Monday following home games.

28.4 Results

Each Association will be required to upload their stadium scoring files at the conclusion of the BQJBC games at their venue. It is vital that all files are uploaded as there will be no ability to enter the files via the previous online results system.

It is vital that delegates ensure that all games are uploaded on the evening after the days games, some associations may not have multiple internet connections at their venue so may take the consoles off site to upload these files however it is imperative this is done the same day as the games are played. It is highly preferable however that all stadium scoring consoles are running with a live internet connection during games.

Please note it is imperative that only players who play in the game (inclusive of those who were suited up on the bench but did not get on the court) be entered into the stadium scoring system as this will be the basis of determining who is eligible for finals.

Match Reports and all other paperwork must also be forwarded to Basketball Queensland via email- admin@basketballqld.net.au or fax 3823 5655 no later than 10am on the Monday following a home game.

28.5 Match Reports & Stadium Scoring

Host Associations must use the BQ issued match reports and stadium scoring software provided by the host association. Basketball Queensland will automatically generated the game files for the stadium scoring system with player's names and these will be uploaded on the Friday afternoon prior to that weekend's games.

It is the responsibility of all team officials to check their team lists in the stadium scoring system prior to tip-off.

Prior to tip-off, during the warm up period the Coach or team manager will be required to go to the stadium scoring console to confirm 'check in' the players into the game and ensure all of their players are listed. If a player is a regular member of the team and therefore listed within the stadium scoring system, but is missing for a single game, their name should not be ticked as active in the system. Teams are not permitted to manually add a player into the system without seeking out the court controller who will then request authorisation from the Basketball Queensland Competition Manager.

Team Managers prior to the game are also required to report to the office/admin area as outlined in the Venue Rules of Operation where they can pay for their game, unless already paid for online. At the time of checking in the host association will inform the Team Manager who the Court Controller is for any issues and where the first aider is located.

As noted in Player Eligibility – Team Player Changes - if a team requires player changes to their playing roster and consequently the stadium scoring team list the BQJBC delegate must complete the Team Player Changes Form and/or Weekly Player Sheet (in cases where the team has a roster of over 12 players) and send to the BQ Competition Manager via email chris.hort@basketballqld.net.au or fax 3823 5655 by 10am on the Friday prior to that weekend's games.

Manual adjustments to the stadium scoring system will be accepted for the **first 2 rounds of competition only** and must be approved by the Association Delegate phoning the BQ Competition Manager. **From Round 3 onwards no manual adjustments** to a team list will be permitted. If a player is not listed on the Stadium Scoring game file, the team manager is to seek out the Court Controller who must contact the BQ Competitions Manager for adjudication. The BQ Competitions Manager may approve a player to be manually added if there are technical issues resulting in them not being listed, or there are other exceptional circumstances that may be taken into consideration. A player will not be approved if the association has not submitted the required Team Player Changes Form and/or Weekly Player Sheet for them, nor will requests on game day for a player to be added be accepted. It is an association's responsibility to ensure that any changes to team lists are submitted to BQ on the relevant form by 10am Friday prior to each game.

Any manual adjustment made to a team without approval from the BQ Competition Manager will be considered as playing an ineligible player. This will result in that team being fined up to \$250 **and** be subject to the forfeiture of competition points as per section 5.2 *Penalties for Playing Ineligible Players*.

The manual changes will then be monitored to ensure teams do not abuse the system by making numerous changes each week.

28.6 Game Fees

The Host Association is responsible for the collection of game fees prior to the start of all games.

28.7 Medical Officer

A person qualified to provide medical assistance must be **clearly identifiable** and in attendance at all times. They must have a minimum of current First Aid & Resuscitation Qualifications.

While the host venue must supply a first aid officer, it is not their responsibility to supply unlimited medical assistance. Strapping tape and the like is the responsibility of a player. The medical officer is not responsible for preparing a player for a game. If a player is directed to seek additional medical attention they are not allowed to play again on that game day until such time as they can provide a clearance from a certified medical practitioner. Once advised by the Medical Officer, if the player chooses to continue in the competition, they will do so at their own risk. A nurse, Level One Sports Trainer or a St John's officer are not certified medical practitioners.

28.8 Ice

Ice must be available at all games. It will be given to players who are injured only. The host centre is not required to provide ice for water coolers.

28.9 Blood Spill Kit

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

Suggested Contents of Blood Kit:

- ◆ 1 Packet of paper hand towels.
- ◆ 1 Packet of disposable latex surgical gloves.
- ◆ 1 Packet of medium size re-sealable 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.

28.10 Referees

Associations wishing to compete in Representative Basketball in the 2016/2017 season must demonstrate that they have a Referee Development Program in place and they must also have sufficient referees registered on the BQ database with the Association listed as the home association. The BQJBC referee panel and Association Referee Development Programs will be assessed and monitored by the BQJBC Referee Commissioners in conjunction with Basketball Queensland Referee Development Manager. This will be done through visits to Associations on game day throughout the season and assessing the following items;

- Qualified supervisor
- Suitable Referee Panel (note all Referee Panels must be submitted to Basketball Queensland with the Team Nominations as outlined in Section 10.1).
- Referees and educators attending BQJBC Referee Action Day
- Referees up to standard of games
- Referees suitably dressed
- Referee Coaching Reports (evaluations) completed

If after assessing and monitoring each Associations Referee Development Program the BQJBC Referee Commissioners conclude that Associations are not appropriately educating their referees and there are no reasonable steps in place to address the issue, the BQ Competition Manager has the authority to remove home games from the offending Association.

The roles of the BQJBC Referee Commissioner and Referee Development Manager are as follows:

- To ensure education programs are in place at all Associations and liaise with Association Referee Supervisors to ensure the programs are maintained
- Collate Referee Panels provided by Associations into the BQ Referee Database
- Collate performance reports on referees
- Liaise with BQ Competition Manager
- Organise education sessions for referee coaches
- Develop a network of referee educators within the BQJBC
- Represent referees at BQJBC meetings
- Assist associations with referees for Grading Tournaments (note all teams are required to nominate a referee for each team competing in grading who will officiate their own games).
- Approve semi-final appointments made by Association Referee Supervisors.
- Securing and rostering all officials for finals
- Visit participating associations in the BQJBC to provide assistance and support by mentoring association referee staff in best practice procedures

Host Association Responsibilities:

The Host Association is responsible for the following:

- Rostering of all referees and the payment of all referees, referee supervisors and educators.
- Submit a referee allocation sheet for referees with the scoresheets each Monday (as outlined under Section 27.10.4 Pay rates for Referees, Supervisors and Evaluators).
- Rostering referees with reference to Basketball Queensland's Referee Education Matrix & Mapping System (Appendix A). If assistance is required the Home Association must consult with the BQJBC Referee Commissioner and/or BQ Referee Development Manager.
- Associations may request assistance from other associations to assist in providing officials, which may assist in providing wider referee development.
- Visiting associations are encouraged to advise the host venue of any referees who wish to officiate games.

Referee Education at Host Associations:

- A Referee Supervisor must be in attendance at all venues, wearing the clearly identifiable vest that is provided by Basketball Queensland.
- All supervisors and educators must be BQ qualified, holding a minimum Grade 1 Referee Coach Qualification.
- Referee supervisors and educators are required to attend an administration session with the Referee Commissioners prior to the start of the BQJBC season.
- 50% of all home games shall be evaluated and referees critiqued on the Referee Coaching Report form provided to each Association's Referee Supervisor by the BQJBC Referee Commissioners.
- Copies of the completed sheets must be forwarded to Basketball Queensland via any of the following methods:
 - email to matthew.skinner@basketballqld.net.au,
 - fax (07 3823 5655) addressed to "BQJBC Referee Commissioner", or
 - post (Sleeman Sports Complex, Cnr Old Cleveland & Tilley Road Chandler 4155)
- If an Association has not provided any Referee Evaluations after 4 weeks of competition they may be fined an amount of up to \$350 as noted under Official Rules.
- If an Association does not have Referee Evaluations for at least 25% of their home games completed and submitted to Basketball Queensland they may be fined an amount of up to \$350 as noted under Official Rules.
- The BQJBC Referee Commissioners (in conjunction with the BQ Referee Development Manager) have the authority to allocate educators to games for Associations who have either failed to submit reports by Round 4 or have failed to submit reports for at least 25%

of home games. They will liaise with the Associations Referee Supervisor in doing so as well as informing the BQ Competition Manager of their planned course of action.

- Any Referee Educators allocated by BQJBC Referee Commissioners and/or BQ are paid by the host association at the host association's cost. If an educator is required to travel more than 100km (i.e. 50km each way) they are to be paid travel expenses at 25 cents per kilometre by the host association.

Expectations of Referees:

- Must be in full uniform (BQ referee shirt, long black slacks and black shoes).
- Must be court-side 10 minutes prior to game start for full warm-up period.
- Ensure that scoretable personnel are in attendance.
- Introduce self to both coaches prior to start of game.
- Collect game balls from Game Day Office.
- Return completed match report sheet to Game Day Office
- Must submit a report on any incident which results in the ejection of a participant.
- May submit a report on any incident that the official believes warrants being reported.
- Where a report is to be made the official must follow the steps under 24.1 Reporting of Incidents.
- Both officials to be in attendance at tribunals involving incidents during their games.
- If a team submits a protest the referee shall report the incident which led to the protest to their Referee Supervisor who is to inform the Basketball Queensland Competition Manager of the incident details on the Monday following the incident occurring.
- Ensure no one enters the court other than competing teams, i.e. no people shooting during time outs or half time.
- Immediately issue a technical foul to any player who dunks or hangs off rings and the supports during warm ups. No warnings are to be given.
- Monitor the use of inappropriate language used by players and team support staff.
- Monitor crowd behaviour - If the referees have an issue with a spectator they may stop the game and get the Court Controller and inform them of what has occurred in order to have the Court Controller remove the parent or spectator as per the Zero Tolerance Policy. If at any stage during a game a referee believes a spectator needs to be watched they may stop the game and ask the Court Controller to watch.
- Make every effort to keep games on time.

28.10.1 Referee Requirements & Referee Panel Criteria

Associations are required to provide Basketball Queensland with a Referee Panel listing:

- Each referee's name, current grading, personal phone number and email address.
- Each referee educator's name, current grading, personal phone number and email address.
- The name and contact details of the association referee co-ordinator.
- Panels must include all State/National Grade officials who have confirmed they will officiate for the association during the season.

NOTE: contact information must be the individual's, not the associations.

Referees may only be nominated for **one Association**. Referees listed by more than one Association will be asked to clarify who they are aligned to (i.e. their 'home' association).

Basketball Queensland and the BQJBC Referee Commissioners reserve the right to alter gradings that are deemed to be inaccurate.

Each Association must supply a referee panel that consists both the quantity and standard of officials to effectively support the amount of teams they wish to nominate. The **BQJBC Referee Panel Criteria** for an association's team nomination is as follows:

1. Associations must nominate referees which at a minimum matches the amount of BQJBC teams as follows:
 - 2 referees per team up to 10 teams; then
 - 1 referee per team thereafter
2. No more than the following ratios will count towards minimum total referee panel:
 - Development Grade - 20% of total panel
 - Intermediate Grade - 25% of total panel
 - Advanced Grade - 25% of total panel
 - Representative Grade and above - at least 30% of total panel

Example 1

Association A wishes to nominate 10 BQJBC teams

- Minimum panel size – 20 referees
- No more than 4 referees can be Development Grade (3.6, rounded up to 4)
- No more than 9 referees total can be Intermediate Grade and below
- No more than 14 referees can be Advanced Grade and below
- At least 6 referees must be Representative Grade or above

If Association A has more referees at the above levels they are still to be nominated to their panel, however they do not count towards the calculation of their minimum requirement of 20 referees.

Example 2

Association B wishes to nominate 22 BQJBC teams

- Minimum panel size – 32 referees (i.e. two refs each for first 10 teams, then one ref for teams 11-22)
- No more than 6 referees can be Development Grade (3.6, rounded up to 4)
- No more than 14 referees total can be Intermediate Grade and below
- No more than 22 referees can be Advanced Grade and below
- At least 10 referees must be Representative Grade or above

If Association B has more referees at the above levels they are still to be nominated to their panel, however they do not count towards the calculation of their minimum requirement of 32 referees.

Each association's panel will be reviewed by Basketball Queensland prior to their team nominations being formally accepted. If a panel is found to be insufficient as per the above criteria, teams will be removed from an association's nomination until the panel requirements can be met.

Each Association must also nominate at least six (6) referees to be available for finals. The BQJBC Referee Commissioners in consultation with the BQ Referee Development Manager will be responsible for securing and rostering of officials for Finals.

28.10.2 Referee Allocation/Education

In line with the Basketball Queensland Referee Education Matrix Mapping System each competition will be assigned a number for games. Contained in the Matrix is a number for each level of referee. The aggregate score of the referee levels for the games must be equal or greater than the assigned number. The numbers assigned are as follows:

Age	Premier	Southern	Challenge / Development	Restrictions
U/12	2	1.5	1.5	NONE
U/14	3	2	2	Ass. Development not to be used on U14 Premier
U/16	3.5	3	2.5	Ass. Development not to be used - all grades
U/18	Girls - 4.5 Boys - 5.0	3.5	3.5	Ass. Dev./Ass. Int. not to be used - all grades
U/21	4.5			Ass. Dev./Ass. Int. not to be used - all grades

Associations are responsible in ensuring each of their home games is rostered to the sufficient referee requirement.

If an Association cannot provide the proper level of referees for any game they shall be fined an amount of \$50 per infraction and/or home games may be removed. In the first instance however, Associations are encouraged to seek assistance from the BQ Referee Commissioners/BQ Referee Development Manager, visiting teams, and/or neighbouring Association Referee Supervisors.

Using Referees From Other Associations

Associations are required to ask permission from a referee's "home" association to borrow a referee. An Association seeking assistance shall not directly contact a referee not on their panel without his/her home association's knowledge.

Association are permitted to request that additional expenses (eg. travel) be covered by the requesting association before they allow the borrowing of one of their officials.

If the home association requires that referees' services on a BQJBC game day then they take priority. The BQ Referee Development Manager and BQJBC Referee Commissioners will make rulings on any disputes in this matter.

28.10.3 Completion of Stadium Scoring Records

- Referees are to ensure that they confirm the start of the game by entering their code into the stadium scoring system and also writing their name on the match report sheet.
- Referees are to check with both team coaches that they have confirmed their players in the stadium scoring system and removed any players not present. This is imperative for finals qualifications
- Referees are to record and injuries into the stadium scoring system where applicable
- Referees are to confirm the game by clicking on or touching confirm game and entering their referee code into the stadium scoring system.
- If a team wants to protest inform them that the captain must sign the match report in the space marked 'Captain's signature in case of protest'. This must be done at the end of the game before the referees have confirmed the game. For U12 and U14 teams it will be acceptable for coaches to sign the match report as opposed to the captain. If a team submits a protest the referee shall report the incident which led to the protest to their Referee Supervisor.

28.10.4 Pay Rates for Referees, Supervisors and Evaluators

Referees, supervisors and educators must be paid on the day of competition. Basketball Queensland will provide a generic pay sheet and a referee allocation spreadsheet to all Associations. The referee pay sheet is for Association use only and the referee allocation spreadsheet is to be completed following the instructions outlined by BQ and submitted to Basketball Queensland with other game day paperwork on Monday morning by 10am. The referee allocation sheet will allow BQ to view a record of who officiated each game compared with the panel submitted at the start of the season. It is imperative that the instructions supplied by BQ are followed as the spreadsheet includes formulas that calculate each referee's game record for the season.

Any referee who has previously held State or National grades (Level 2-3) and is not officiating SBL or QBL are to be paid at Association Representative level.

The following rates of pay are not negotiable. Associations may however choose to pay referees at a higher level at their own discretion. Should referees elect to donate the monies to the host association they may do so. Please refer to the below table for BQJBC Referee Pay Rates.

Referee Level	Under 12	Under 14	Under 16	Under 18 & 21
Development	\$16	\$16		
Association Intermediate	\$18	\$18	\$21	
Association Advanced	\$20	\$20	\$23	\$23
Association Representative	\$22	\$22	\$25	\$25
QBL/SBL Panels 5-6	\$24	\$24	\$29	\$29
QBL Panels 1-4	\$24	\$24	\$32	\$34
Supervisors	\$18 per hour (inclusive of any game evaluations)			
Evaluators	\$18 per game (50% of home games to be evaluated)			

Table Shade Legend

Referee game allocation: Dark shading = **are not** to be used at this level.

Note 1: Referees who have previously held State & National grades (Level 2 & 3) who are not officiating SBL or QBL are to be paid at the Association Representative rate.

Note 2: QBL/SBL Panel listings will be provided to BQJBC clubs in August 2016 and will be the reference for the 2016-17 season.

Note 3: Development Grade referees are to officiate no higher than Under 14 Southern Cup.

Note 4: Intermediate Grade referees are to officiate no higher than Under 16 Premier League.

28.11 Venue Inspection Officers

Throughout the season Basketball Queensland may appoint Venue Inspection Officers as required. The Venue Inspection Officer's duties include:

- To check that the host association presents the game in accordance with the host association responsibilities as listed above.
- To write a written report of their inspection and provide to the BQ Competition Manager.

The Host Association will receive feedback on their Venue Inspection by the BQ Competition Manager.

29. Communications

29.1 Communicating with the Competition Manager and BQ

- (a) If these rules authorise or require a person to give a document or notification to the Competitions Manager or BQ, or to advise the Competition Manager or BQ of something, the person may only do it by using a communications channel listed in the following table for the relevant party and by using any corresponding protocol for that communications channel.

<i>Intended recipient</i>	<i>Communications channel</i>	<i>Protocol</i>
Competition Manager	Email to chris.hort@basketballqld.net.au	
Administrator	Email to admin@basketballqld.net.au	
Competition Manager	Fax to 07 3823 5655	Addressed to the Competition Manager by title or name
BQ	Fax to 07 3823 5655	
Competition Manager	Hand-delivery to a BQ employee at BQ's head office during normal business hours <i>or</i> Post to BQ at its head office or the post office box published on its website	An open document addressed to the Competition Manager by title or name <i>or</i> A document in an envelope addressed to the Competition Manager by title or name
BQ	Hand-delivery to a BQ employee at BQ's head office during normal business hours <i>or</i> Post to BQ at its head office or the post office box published on its website	

- (b) The Competition Manager or BQ may add something to, delete something from or change something in the above table by sending a communication to Participating Associations generally.

29.2 Communicating with Participating Associations

- (a) This rule applies if the Competition Manager, BQ, or a Tribunal is authorised or required by these rules to give a document or notification to a Participating Association or to advise a Participating Association of something.
- (b) The document, notification or advice may be given by email to an email address:
- (i) in any Nomination Form or Affiliation Agreement for the Participating Association; or
 - (ii) from which emails from or on behalf of the Participating Association are frequently sent to BQ or an employee of BQ; or
 - (iii) published on the Participating Association's website for general communications.
- (c) The document, notification or advice may be given by fax to a fax number:
- (i) in any Nomination Form or Affiliation Agreement for the Participating Association; or
 - (ii) published on the Participating Association's website for general communications; or
 - (iii) published for the Participating Association in a public directory (such as the paper or online versions of the White Pages or Yellow Pages).
- (d) The document, notification or advice may be given by hand-delivery to a person at the Participating Association's head office or place of business or at an address given for the Participating Association in a Nomination Form or Affiliation Agreement.

- (e) The document, notification or advice may be given by post to:
 - (i) the Participating Association's head office or place of business; or
 - (ii) an address given for the Participating Association in a Nomination Form or Affiliation Agreement; or
 - (iii) a postal address for the Participating Association published on its website.

29.3 Communicating with other people

- (a) This rule applies if the Competition Manager, BQ, or a QBL Tribunal is authorised or required by these rules to give a document or notification to a person other than a Participating Association or to advise that person of something.
- (b) If the person is someone under the control of a Participating Association then the document, notification or advice may be given to the Participating Association by a method provided in these rules. The Participating Association must then pass the document, notification or advice on to the person without delay.
- (c) The document, notification or advice may be given to the person by email, fax, hand-delivery or post using any contact details for the person:
 - (i) on the registration database kept by BQ (unless BQ knows the contact details are not current); or
 - (ii) on another database kept by BQ (unless BQ knows the contact details are not current); or
 - (iii) that the person sending the document, notification or advice reasonably believes are current contact details for the person.

29.4 Authentication of certain communications

If the Competition Manager, BQ, or a Tribunal receives a communication authorised or required by these rules which appears to have been sent by a particular person, they may treat it as authentic unless:

- (a) they know it is not authentic; or
- (b) a reasonable person in their position would believe, on the basis of other information about the purported sender that the recipient knows about, that the communication is not authentic.

This applies not only to written communications, but also to communications by telephone and in person. It means, for example, that a Tribunal is usually entitled to assume that a person appearing at a telephone or formal hearing is who they say they are.

29.5 When certain communications are taken to have been received

- (a) A communication from BQ under these rules by email is taken to have been delivered 3 hours after it is sent unless it bounces or the sender has some other reason to believe that the email was not delivered. This is the case regardless of whether the email is received or read by the intended recipient within that time or at all. In reckoning the 3 hours, time between 7pm and 7am is not counted.
- (b) A communication from BQ under these rules by fax is taken to have been delivered 3 hours after it is sent if the machine or software from which it is sent produces or generates a report saying the correct number of pages was successfully transmitted. This is the case regardless of whether the fax is received, printed or read by the intended recipient within that time or at all. In reckoning the 3 hours, time between 7pm and 7am is not counted.
- (c) A communication from BQ under these rules by post is taken to have been delivered at 12pm on the day when it would ordinarily be delivered in the post based on the place

of sending and place of delivery, if it sent by any form of prepaid post, unless the sender is aware that it has not been delivered. This is the case regardless of whether or when the communication is actually delivered or received by the intended recipient.

30. Fines

- (a) This rule creates the **Fine Offences** listed in the "Fine Offences" column of the table below. If a person listed in the "Person" column corresponding to a Fine Offence commits a Fine Offence, then the fine in the "Fine" column can be imposed and levied on that person.

<i>Fine Offence</i>	<i>Person</i>	<i>Fine</i>
Breaching Official FIBA Rules	Participating Association	\$350 maximum
Breaching Official BQJBC Rules	Participating Association	\$350 maximum
Team Withdrawal - during season	Participating Association	\$350 per team
Breach of Player Transfer Policy	Participating Association	\$100 per player maximum
Failure to accept and check permission to train forms	Participating Association	\$200 per player maximum
Failure to provide full team list by set cut-off date prior to grading	Participating Association	\$100 per team
Playing and Ineligible player	Participating Association	\$250 per player
Forfeit Fees <i>Greater than 7 days prior to scheduled game</i>	Participating Association	\$40
Forfeit Fees <i>Within 7 days prior to scheduled game</i>	Participating Association	\$220
Withdrawal Fee from BQJBC <i>After the first release of grading draws</i>	Participating Association	full grading fee
Withdrawal Fee from BQJBC <i>After grading but prior to release of draft one of the draw</i>	Participating Association	\$150
Withdrawal Fee from BQJBC <i>After draft one of the draw has been released</i>	Participating Association	\$350 per team
Withdrawal Fee from BQJBC and no longer fulfilling Premier League Requirements <i>After draft one of the draw has been released</i>	Participating Association	Up to \$1000 per team
Withdrawal Fee from Swap-Over Challenge <i>After draft one of the draw has been released</i>	Participating Association	\$220 per team
Withdrawal Fee from Wildcard Challenge <i>After draft one of the draw has been released</i>	Participating Association	Double the scheduled game fee
Failure to bring a non-clashing uniform to an away game	Participating Association	\$50 (passed on to Host Association)
Failure to wear official attire	Participating Association	\$100 per breach
Failure to meet host association responsibilities	Host Association	\$100 per breach

<i>Fine Offence</i>	<i>Person</i>	<i>Fine</i>
If an Association cannot provide the proper level of referees to a game	Host Association	\$50 per game

- (b) If a person commits a Fine Offence and is under the control of a Participating Association or was under the control of a Participating Association when the person did so, then the Participating Association also commits a **Fine Offence**. The fine that can be imposed and levied on the Participating Association is the same fine as if the Participating Association had itself committed the Fine Offence that was committed by the person who is or was under the control of the Participating Association.
- (c) If the Competition Manager imposes a fine on a person, the fine is levied on the person when BQ issues an invoice to the person for the amount of the fine.
- (d) If a fine is levied on a person, the person must pay the fine within 14 days.
- (e) The imposition, levying or payment of a fine does not prevent any other action being taken against a person for breaching these rules.
- (f) A person has no right to question or review the Competitions Manager's decision not to impose a fine, to impose a fine or about the amount of any fine imposed.

31. Challenging decisions under these rules

- (a) A decision under these rules cannot be challenged except strictly as allowed by these rules and strictly in accordance with the provisions of these rules allowing for it.
- (b) Otherwise, a person who is bound by these rules must not challenge or seek to challenge a decision under these rules unless and to the extent that:
 - (i) a by-law, rule or regulation of BA which is binding on BQ provides for a process of appeal or review by which the person may challenge the decision; and
 - (ii) under that or another by-law, rule or regulation of BA which is binding on BQ, it is impermissible for the person's right to challenge the decision to be negated.
- (c) For the purpose of this rule, a reference to a decision under these rules means a decision under these rules of the Competition Manager, BQ, the CEO, the Board of BQ or a Tribunal and includes:
 - (i) the exercise or non-exercise of a discretion; and
 - (ii) the exercise or non-exercise of a power, right or obligation.
- (d) For the purposes of this rule, a reference to challenging a decision includes:
 - (i) questioning the decision or seeking to have it overturned, quashed or changed in any judicial body, administrative tribunal, sporting tribunal or other forum; and
 - appealing against the decision.

Appendix A: Basketball Queensland's Transfer Policy



1. Area of responsibility

Technical Development

2. Date last updated

7 June 2016

3. Policy Number

POLTD18

4. Purpose

The purpose of this policy is to provide information and general comment to Associations & Clubs to assist in dealing with player transfers in relation to Basketball Queensland and its competitions.

The Policy consists of two parts as follows:

1. Permission to Train
2. Transfers

Players can either chose to complete both Part 1 and Part 2 or may skip Part 1 if it is not applicable to the player i.e. they have confirmed that they are leaving one Association to go to another.

Note: The Permission to Train is only applicable to junior players

5. Policy

Permission To Train

Junior players must seek the permission of their existing representative association (i.e. the association where they played their last representative season) before they can train with or try out for another association. It is important to note this has been added to the Policy to assist associations with their representative landscape by making it a requirement that they are informed if a player is trialling for more than one Association, which they may not have previously been aware of. Associations are required to approve a Permission to Train form if requested by a player.

The only reasons for refusal of completing a Permission to Train form are as follows:

- The player has outstanding property or money owed to the association; or
- Suspension following a tribunal hearing.

This process will be undertaken by completing of a form where the existing association grants permission for the player to train with another association. If the player is training with two other associations then two forms would be required (one for each of the associations the player is training with). This is not a transfer; it is simply a request to train with another association. Alternatively, a player may seek a transfer and leave their existing association altogether (i.e. both forms would not be required).

If an association had not granted a player permission to train and the player subsequently seeks a transfer, the Association accepting this player will be fined up to \$200 and the player that breached the rule will not be permitted to play representative basketball for a period of up to three (3) months. This suspension will commence from the date that the transfer is approved by Basketball Queensland and will be noted on the form. If a waiting period is applicable the suspension will be applied from the date it has expired. Any games where the player in breach played would be forfeited.

Please note a Permission to Train form is only valid for one pre-season of any junior representative competition (i.e. BQJBC, TON, CDC).

If an Association has a Policy in place regarding training or trialling for other representative basketball programs which differs to this policy the Association policy will overwrite this one. The Association policy must have been disclosed to members and an agreement signed in order for this policy to be overwritten. A copy of the signed agreement must be presented to Basketball Queensland if required in instances where it has been requested by a player but declined by the Association.

Procedure for Permission to Train Form:

1. Section 1 to be completed by PLAYER, and then passed to CURRENT ASSOCIATION for approval.
2. CURRENT ASSOCIATION completes Section 2, and then passes the form back to the PLAYER with 7 (seven) days ensuring they have kept a copy on file and forwards a copy of the complete form to BASKETBALL QUEENSLAND
3. It is the responsibility of the PLAYER to provide a copy of the completed form to the Association they have sought permission to train with.
4. It is recommended that all parties (including the Association the player has sought permission to train with) retain a copy of the completed form.
5. This is not a transfer and players may not play in junior representative competitions (BQJBC, TON or CDC) without a processed transfer.
6. This form is only valid for one pre-season of any representative competition

Player Transfers

A transfer is required for any member wishing to change from one affiliated Club or Association to another. It is the responsibility of the accepting affiliated associations to ensure clearances and transfers are obtained prior to the commencement of the individual playing or training in instances where the player is seeking a permanent transfer and has not submitted a Permission to Train Form. An official form should be completed & can be found on the Basketball Queensland website or by requesting one via email at admin@basketballqld.net.au

This policy and the forms that accompany it are what is required by Basketball Queensland for transfers from Association to Association. Associations may also choose to have an internal policy in place for transfers from Club to Club within their own Association.

Types of Player Transfers

There are three different types of transfers included on the BQ Transfer Form. Details on each of these transfers and who they apply to are listed below:

- **Permanent Transfer** – players are to tick this box on the Transfer Form if they are ceasing to compete in any form at an Association and will be competing at a new Association whether it be for Club or Representative Basketball. This transfer also applies to interstate players who are relocating to Queensland. If the player is moving from overseas Basketball Queensland must be contacted via admin@basketballqld.net.au attention of the Competition Manager as further information is required for an international transfer with different forms to be used.
- **Transfer of Competition Rights for Representative Basketball** – If a player is wishing to change from one Association where the player has played representative basketball to another association where the player intends to play representative basketball but is choosing to remain at their primary association for Club Basketball they must tick this box on the transfer form. This transfer is seen as a permanent transfer of Competition Rights for Representative Basketball. If a player wishes to return their competition rights for Representative Basketball to their primary association in following seasons or to another Association they must complete the transfer form with the Current Association being the Association in which they currently have their Competition Rights at.
- **Temporary Transfer for State Championships** – Should an Affiliated Association not nominate a team in the State Championship, an application for players to play with another Affiliated Association must be made to BQ from the Association in which these players will be playing. Applications for players to play outside their Affiliated Association must be lodged with BQ at least seven (7) days prior to the nominated closing date for nominations and be accompanied by the completion of the transfer form with the box for temporary transfer for State Championships selected. This is seen as a temporary transfer with all membership rights returning to the primary association at the completion of the State Championships.

If a player falls into any of the above mentioned transfer categories and does not complete a transfer form, the team that player is now playing for may forfeit premiership points for games in which the un-cleared player has participated or be subject to a fine as per the rules of each representative competition.

When a Player Transfer is not required

A player transfer is not required when:

- The player joins a new Association as a secondary member to play Club basketball but is also continuing their membership at their primary Association (i.e. they are playing Club basketball at more than one Association)
- A player is a member of two Associations and has not yet played representative basketball. The Association that they first play representative basketball for will be deemed as their primary Association by Basketball Queensland.

Procedure for Player Transfer:

1. Player to complete Section 1 – Personal Details & Player Request of the Transfer Form and pass on to Current Association for Approval
2. The Current Association has 7 days to complete Section 2 – Transfer Approval from Current Association of the Transfer Form and pass the form on to Basketball Queensland for approval, unless a reason can be given not to clear the player. Grounds for a refusal to clear the player are:
 - The player has outstanding property or money owed to the association; or
 - Suspension following a tribunal hearing.*Please note an Association Official must sign off the form not a Club Official.*
3. Once received by Basketball Queensland a BQ representative will complete Section 3 – Transfer Approval from State/Territory Association and send it to the future association and keep a copy of the transfer on file at Basketball Queensland.
Please note there is a 7 day processing period for all clearances received by Basketball Queensland
4. If 14 days have lapsed (since first lodging the transfer with the Current Association) without the new association receiving the transfer the player can contact the Basketball Queensland Competition Manager on 07 3377 9100 to ensure it has been received and processed. If the Transfer has not been received by Basketball Queensland the Basketball Queensland Competition Manager will then contact the Association from which the player is transferring to determine if there is a valid reason for the delay. If there is not a valid reason, the transfer **may** be approved by the BQ Competition Manager without any further reference to the Association from which the player is transferring.
5. A player may not take the court and play for the new association until the transfer has been received by the new association.

Waiting Period after Player Transfer

Once a junior representative player transfer has been granted there is a mandatory waiting period whereby a player must wait one (1) calendar month from the date that the transfer is approved by Basketball Queensland before they can play representative basketball for a new association. This is in addition to seeking permission to train with another association from their existing association. Therefore, a player who may have been training with a new association; however, he/she had not have the transfer approved until a week before the beginning of the season would not be permitted to play for the new association for one month after the date of approval.

Applications for Exemption to Waiting Period

Association Delegates may apply for an exemption to waiting period rules on behalf of the player under the below circumstances:

- If a player has moved more than 100km and joined an new Association Rep team; or
- If an association does not offer a rep team in the players age group/gender; or
- If a player is transferring after completing commitments with a QBL or SBL team

All applications are to be in writing from the Association Delegate to the BQ Competition Manager. A determination will be made within 3 working days.

If one of the above criteria is not met, but the Association believes there are suitable grounds for an exemption an application may be submitted and it may be granted at the absolute discretion of the BQ Competition Manager.

Appendix B: BQ Referee Education Matrix & Mapping System – 2016-17

BQJBC Number Allocated	New Qualification Title & Standard of Game to Officiate	Previous Qualification Aligned To	Competency Standard
N/A	Apprentice Referee Shadowed by an experienced referee Referee under 12 or under 14 games		Local Association
N/A	Community Referee Mentored by an experienced referee Umpire on junior domestic games Under 12 and Under 14 games		
0.5	Development Referee Referee Under 16 domestic games BQJBC - Under 12, Under 14 Challenge Cup & Southern Cup Under 12 State Championships		
1	Association Intermediate Referee Lower grade domestic senior games BQJBC - Under 12, 14 & 16 Under 14 Girls State Championships	Level 1 Referee's Course	Local Association
1.5	Association Advanced Referee Senior domestic games BQJBC - all age groups Under 14 Boys State Championships		
2	Association Representative Referee Domestic A Grade games. BQJBC - all age groups Under 16 & 18 Div 2 State Championships	Pregame & Postgame Procedures Prerequisite Level 2 Referee's Course	Basketball Queensland
3	State Referee Under 18 Div 1 State Championships Under 14 & Under 16 Nationals SBL and QBL Referee	Level 2 Referee's Course	Basketball Queensland
4	National Referee QBL Referee Under 18 & Under 20 Nationals	Level 3 Referee's Course	Basketball Queensland

Grid of points required (per game) for 2016-17 season

Age	Premier	Southern	Challenge	Restrictions
U/12	2	1.5	1.5	NONE
U/14	3	2	2	Ass. Development not to be used on U14 Premier
U/16	3.5	3	2.5	Ass. Development not to be used - all grades
U/18	Girls - 4.5 Boys - 5.0	3.5	3.5	Ass. Dev./Ass. Int. not to be used - all grades
U/21	4.5			Ass. Dev./Ass. Int. not to be used - all grades