



## **CAIRNS BASKETBALL SENIOR COMPETITION RULES**

**FIBA and Basketball Queensland official rules shall apply, unless otherwise provided for in these rules.**

Day to day interpretation of these rules shall be the responsibility of the CBI General Manager. Appeals against interpretation will only be considered by the CBI General Manager if lodged in writing within (7) days of the incident. Submissions must be endorsed by the Team Manager to be considered.

Cairns Basketball reserves the right to add, amend, or delete any rules within this document, upon notification to all teams.

Current Cairns Basketball Senior Competition Rules shall be displayed on the Cairns Basketball Incorporated (CBI) Website.

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## 1. Registrations and Eligibility

- 1.1 All players must be registered and financial members of Basketball Queensland inc. and Cairns Basketball inc. Teams will receive no competition points if they permit an unregistered player take the court in a game. The offending team will forfeit all games played with unregistered player/s.
- 1.2 Each night stands as its own competition, you can play and register in 1 grade each night. In addition, you may only play and register one grade below your top grade on any other night. E.g. If you play in A grade on a Monday night, then the lowest you can play in is B Grade Tuesday night.
- 1.3 Players under the age of 16 (sixteen) must be approved by CBI office before registering. This may be addressed to the competitions manager via an email.
- 1.4 Team registration closes a week prior to the season commencing.
- 1.5 No teams will be added after registrations close.
- 1.6 Players can register mid-season at a prorated cost as determined by CBI.
- 1.7 Teams **MUST** have a minimum of 7 registered players in their team to be accepted into the competition.
- 1.8 All registered players **MUST** upload a clear profile photo of themselves when registering. You have 3 weeks to do so from the commencement of the first game of the season. If you do not have a photo uploaded the scorer is required to check photo I.D.
- 1.9 If the scorer has suspects that a player is not the player shown in the profile picture, the scorer is required to ask to check photo I.D.
- 1.10 If a team has a player who is found to be playing under another player's name in any game, that game will be forfeited, and the team may be liable for a fine as determined by CBI.
- 1.11 Single game fees are to only be used if you **CANNOT** fill your team up to 7 players with players registered in your team.
- 1.12 Single game fees can **ONLY** be used up to 3 times in a season. After this the player **MUST** then register to a team to continue playing.

## 2. Divisions

<b>MONDAY</b>	<b>TUESDAY</b>	<b>THURSDAY</b>
A Grade Men	B Grade Men	C Grade Men
C Grade Men	B Grade Women	35+ Men
	C Grade Women	

- 2.1 Game time for each night is 6:30, 7:30, 8:30pm.
- 2.2 Game times will be rotated as best as possible to minimise any inequality, but this may be unavoidable.
- 2.3 Should nominations in any one division exceed or equal eight (8) teams, the division may be divided in two competition pools (ie. A Grade Men 1 & A Grade men 2) at the competitions managers discretion.

### 3. Team Uniforms

3.1 All teams MUST adhere to the FIBA uniform rules.

#### 3.1.1 FIBA RULE 4.3. Uniforms (Abridged Version)

4.3.1. The uniform of the team members shall consist of:

- Shirts of the same dominant colour front and back.
- Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.

4.3.2. Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt. The numbers shall be clearly visible.

3.1.2 This ruling will be enforced, and a 2-point penalty will be applied for every player not in the registered uniform. This will be applied to the scoreboard and to the match sheet in Basketball connect from the Game Coordinator at half time.

3.1.3 The application of the uniform penalty is at the discretion of the Game Coordinator in consultation with the referees/referee supervisor.

### 4. Competition Formats

4.1 The game shall consist of four (4) quarters of ten (10) minutes each with a one (1) minute break between the first and second quarters and third and fourth quarters and a three (3) minute half time break. Clock will stop for time-outs and disqualifying fouls. During the final two (2) minutes of the final quarter the clock will stop after every basket if scored and on each whistle.

4.2 In the event of a draw in finals games, an extra period of three (3) minutes will be played after a two (2) minute break.

a) Play extra periods until there is a result.

b) Overtime periods continue until there is a result.

c) Teams continue to go to the same basket as they were in the final quarter.

d) The fourth quarter foul court continues into the overtime period.

e) Only one (1) time-out for each team is permitted in extra time.

f) Any team choosing not to play overtime, as specified above, will incur a forfeit.

4.3 Points: Win 3 points, Loss 1 point, Draw 2 points, Bye 3 points, Forfeits 0 point.

## 5. Forfeits

- 5.1 If a team does not have four (4) players on the court ready to play within eight (8) minutes after the start of the game clock, it will be deemed a forfeit. Should the fourth player arrive ready to play before the expiration of the above mentioned eight (8) minutes, the match will proceed as a normal game, however the opposing team shall be awarded two (2) points for every full minute the game is delayed. This is to be added to the match sheet via an admin login in the CBI office at half time.
- 5.2 Any team forfeiting three (3) times in any one season will be issued with a warning that if a fourth forfeit occurs, a fine will be issued to the team, and they will not be eligible to play the next rounds until the fine is paid in full.
- 5.3 Any forfeits made must be 24 hours prior to the commencement of the game.

## 6. Final Series

- 6.1 To Qualify for participation in the final series, a player must have played a minimum of three (3) competition games in their correct team.
- 6.2 The Competitions Manager will be responsible for listing qualified players on scoresheets for all finals. No names can be added without prior approval by the Competition Manager.
- 6.3 The first four (4) teams on the competition ladder will contest the final series.
- 6.4 In the event that two or more teams finish the competition on equal points, the points for and against will be used to determine final placings on the ladder.
- 6.5 Finals format will be as follows:

<b>Semi Finals: One (1)</b>	1 v 4	Winner to the Grand Final
<b>Semi Finals: Two (2)</b>	2 v 3	Winner to the Grand Final
<b>Grand Final</b>	Winner of Semi final 1 VS Winner of Semi Final 2	

## 7. Illegal Players

- 7.1 The penalty for playing illegal players is an automatic forfeit if the game or games in which the offence occurred.
- 7.2 An illegal player is defined as follows: -
  - a) A player that is not registered with Basketball Queensland and CBI.
  - b) Player participating in a game under suspension.
  - c) Player playing under someone else's profile.

## 8. Team & Player Responsibilities

- 8.1 If a player sustains an injury which he/she feels is covered by membership insurance, it is the player's responsibility to report the injury to the officiating referee, who is then responsible to lodge a report online.
- 8.2 All players will be required to abide by the Basketball Queensland "[Players Code of Conduct](#)".

## 9. Player and Team Official Report

- 9.1 Players and team officials shall be subject to report by the referee. Any player or team official that has been reported will be advised in accordance with the processes set out in the [Basketball Australia National Tribunal Guidelines](#)