# CAIRNS BASKETBALL INCORPORATED WAREHOUSE COMPETITION 2023/2024 RULES 

1. Registrations and Eligibility
1.1 All players must be registered and financial members of Basketball Queensland inc. and Cairns Basketball inc.
1.2 Team manager registers their team to the competition and invites players to register directly to said team.
1.2.1 Links to register a team to the competition can be found on the Cairns Basketball website.
1.3 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 Div 1 on a Monday night, then the lowest you can play in is Div 2 on a Tuesday night. Players may also play in the mixed competition.
1.4 Team registration closes a week prior to the season commencing.
1.5 No teams will be added after registrations close.
1.6 All registered players MUST upload a clear profile photo of themselves when registering. If you do not have a photo uploaded the scorer is required to check photo I.D.
1.7 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.
1.8 Teams will receive no competition points If 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.
2. Divisions
2.1 Game time for each night is $5: 30,6: 30,7: 30,8: 30 \mathrm{pm}$.
2.2 Game times will be rotated as best as possible to minimise any inequality, but this may be unavoidable.
2.3 Divisions will be capped at 6 teams per division.
2.4 Teams are not club based.

| MONDAY | TUESDAY | WEDNESDAY |
| :--- | :--- | :--- |
| Division 1 Men | Division 2 Men | MIXED Seniors |
| Division 3 Men | Divisions 1 Women | U15 Boys \& Girls (2009,2010,2011,2012) |
| Division 4 Men | Division 2 Women | U18 Boys \& Girls (2006,2007,2008) |
|  |  | U23 Men (2001, 2002, 2003, 2004, 2005) |

3. Season Dates:

|  | MONDAY | TUESDAY | WEDNESDAY |
| :--- | :--- | :--- | :--- |
| ROUND 1 | $20^{\text {th }}$ November | $21^{\text {st }}$ November | $22^{\text {nd }}$ November |
| ROUND 2 | $27^{\text {th }}$ November | $28^{\text {th }}$ November | $29^{\text {th }}$ November |
| ROUND 3 | $4^{\text {th }}$ December | $5^{\text {th }}$ December | $6^{\text {th }}$ December |
| ROUND 4 | $11^{\text {th }}$ December | $12^{\text {th }}$ December | $13^{\text {th }}$ December |
| CHRISTMAS BREAK |  |  |  |
| ROUND 5 | $8^{\text {th }}$ January | $9^{\text {th }}$ January | $10^{\text {th }}$ January |
| ROUND 6 | $15^{\text {th }}$ January | $16^{\text {th }}$ January | $17^{\text {th }}$ January |
| GRAND <br> FINAL | $22^{\text {nd }}$ January | 23 $3^{\text {rd }}$ January | $24^{\text {th }}$ January |

4. Cost:
4.1 Registration cost is broken down into:
4.1.1 $\$ 71.01$ Basketball Queensland Fee (per annum) \$120 CBI Player Competition fee
5. Competition Formats
5.1 The game shall consist of two (2) halves of twenty (20) minutes with a three (3) minute half time.
5.2 Clock stops in the last minute of the first half and last 2 minutes of the second half.
5.3 There will be 1 time-out $1^{\text {st }}$ half \& 2 time-outs in the $2^{\text {nd }}$ half.
5.4 Clock stops for timeouts.
5.5 Substitutions can be made at any time by the team in possession of the ball, or on any whistle. A rolling sub cannot be used as an advantage to gain a fast break, this will result in a violation and a turn over of the ball.
5.6 Points: Win 3 points, Loss 1 point, Draw 2 points, Bye 3 points, Forfeits 0 point.
5.7 Free throws are awarded to a player fouled once the opposing team has committed 8 team fouls per half.
5.8 Games are played under modified FIBA Rules and will be slightly modified to accommodate a social game.
5.9 MIXED RULES
5.9.1 Male players are not to enter the keyway at either end of the court in offence or defence in mixed competitions, unless on a fast break with no females in the keyway. This will be at the discretion of the referee.
5.9.2 Minimum of 2 females on the court at all times, but a maximum of only 3 female players allowed in the key. In other words, if there were 4 or 5 females on the court then only 3 are allowed into the key on offence or defence. The others are designated as male players and not allowed into the key.
5.10 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.
5.11 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.
5.12 Any forfeits made must be 24 hours prior to the commencement of the game.
6. Team Uniforms
6.1 All teams MUST have matching coloured playing singlets or T-Shirts with visible numbers on the fronts \& back. (Colours to be approved by Cairns Basketball).
7. Final Series
7.1 To Qualify for participation in the final series, a player must have played a minimum of three (3) competition games in their correct team.
7.2 Each player must be a fully registered player in the current season to qualify to play in the final series.
7.3 No names can be added without prior approval by the Competition Manager.
7.4 Division 1 Men and Women's prize pool (team reimbursement) $=\$ 100$ per team in the competition.
E.g., 4 teams in Division 1 Men $=\$ 400$ Prize pool.
7.5 The top two (2) from every division will play off for First \& Second
7.6 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 second half foul count 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.
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
