



BRISBANE BASKETBALL JUNIOR COMPETITION BASKETBALL RULES

Updated 23/05/2019



Table of Contents

Brisbane Basketball Junior Basketball Competition (BBJBC) Overview	3
1. Age Groups and Divisions	3
2. Player Eligibility	3
3.1 Division Eligibility	4
3.2 Prerequisite for Brisbane Basketball Junior Capitals Representation	4
4. Finals Eligibility	4
5. Game Rules	5
5.1 Game Timing Rules (all Age Groups)	5
5.2 General Playing Rules	5
6. Forfeits	6
7. BBJBC Draws	6
8. Uniforms	6
9. No Zone Rule	6
10. Mercy Rule	7
11. Score Table	7

Brisbane Basketball Junior Basketball Competition (BBJBC) Overview

The Brisbane Basketball Junior Basketball Competition (BBJBC) is a junior competition conducted by Brisbane Basketball Inc (BBI). The Competition encompasses Age Groups from Under 9s to Under 19s. The BBJBC is broken up in to three (3) distinct seasons.

The *Pre-Season* is set down for Term 1 of the school year and is used by the clubs to evaluate players and teams.

The *Championship Season* encompasses Term 2 and 3 of the school year and is the main competition season for BBI. This season ends in a final series that is conducted just before the September School Holidays.

The *Summer Season* is scheduled for Term 4 of the school year and is primarily used by the clubs to introduce new players to the sport of basketball in a relaxed environment.

These Rules shall be read in conjunction with the Brisbane Basketball Core Competition Basketball Rules as amended from time to time.

1. Age Groups and Divisions

- 1.1 Each Age Group is treated separately when determining a Player's Eligibility i.e. what division a player plays in one Age Group does not relate to what division they can play in another Age Group. An Age Group is not considered a division.
- 1.2 Where Age Groups are divided into divisions such as 1, 2, 3 and 4, these divisions are considered to be separate divisions, with Division 1 being the highest. These divisions are set up with the intention that teams of similar ability play each other.

2. Player Eligibility

- 2.1 Players are eligible to play in an Age Group where their age on 31st December of the year of competition is less than or equal to the maximum Age for that Age Group.

The Designated Age is defined for each Age Group as: Maximum Age

- For Under 9s the designated age is 8 years old
- For Under 11s the designated age is 10 years old
- For Under 13s the designated age is 12 years old
- For Under 15s the designated age is 14 years old
- For Under 17s the designated age is 16 years old
- For Under 19s the designated age is 18 years old

- 2.2 A player **MUST** play in the Championship Season in the appropriate Age Group which complies with the Designated Age in Rule 2.1. Any player may apply to BBI for special exemption for whatever reason to play in an Age Group lower than that for which they are eligible. The BBI Management Committee may refuse any such request in its absolute discretion without assigning any reason thereto.
- 2.3 A player may play in higher Age Group provided they do not contravene Rule 2.1.
- 2.4 A player cannot 'play down' an Age Group in contravention of Rule 2.1 without an exemption granted by the BBI Management Committee..
- 2.5 Players cannot play for more than one team in the same division of an Age Group or for more than one Club in the same Age Group except in the Preseason and Summer Season.
- 2.6 Subject to the provisions of the Core Rules hereof, a player shall not be eligible to play in a division if he/she has actually played in three games or in any semi-final or final in any higher division during the season. In a case where the three games have been played in higher divisions of different levels, the player shall not be eligible to play below the lowest of these

divisions (e.g. a Division 3 player playing two games in Division 2 and one in Division 1 cannot play a game below Division 2). Where a player is moved between divisions during the first three weeks of the Championship Season, this rule shall apply in respect of games played after the third week of the Championship Season.

2.7 A player cannot play in more than one (1) finals series in an Age Group.

3. Junior Representative Players (BBJBC Championship Season)

3.1 Division Eligibility

3.1.1 Any player who has played in an Association's Division One (1) (Gold) Junior Representative team for a minimum of three (3) games in the immediate previous BQ Junior Representative season must play in a Division 1 team in their correct Age Group in the Championship Season but can also play in any division in any other higher Age Group.

3.1.2 If a player has played for a Junior Representative team interstate or overseas, the player will be assessed by the BBI General Manager who will advise the Club if the player must only play in a Division 1 team of any Age Group in the BBJBC Championship Season.

PENALTY - Breaches of Rule 3.1 by a team shall result in forfeiture of the game in which the breach was found to occur and a score of 20-0 will be recorded against the team that breached the rules. A financial penalty will not be imposed for breaches of Rule 3.1, on a first offence.

3.2 Prerequisite for Brisbane Basketball Junior Capitals Representation

3.2.1 Any player who wishes to represent the Brisbane Basketball Junior Capitals in the representative season that commences after the Championship Season **MUST**:

- be registered with BBI and a BBI Club and playing in the BBJBC Championship Season within their correct Age Group as per the calendar year.
- play a minimum of 50% of eligible games in the BBJBC Championship Season within their correct Age Group as per the calendar year rounded down.
- GBL games do not count towards finals eligibility in the BBJBC championship season

3.2.2 The **ONLY** exemption to Rule 3.2.1, which will also be assessed by the BBI General Manager, is when a player moves from a Queensland location outside a radius of 100 kilometre from the BBI office at Auchenflower, from a state outside of Queensland or from a country outside of Australia. If an exemption is granted the player must immediately join a BBI Club.

3.3 Brisbane Basketball Junior Capitals Representation Selection

3.3.1 Any player selected for a Gold or Silver team for the Brisbane Basketball Junior Capitals Representative program who then declines this offer and accepts an offer to play at another Association, must wait until the expiration of two Representative seasons including the current season (two years) before being allowed to trial again for a Brisbane Capitals Junior Representative Team PROVIDED THAT the Management Committee of BBI may consider a submission on behalf of the affected player.

4. Finals Eligibility

4.1 Players must play a minimum of 50% of eligible games in a team to qualify to play finals for that team rounded down (refer core rule 3.7)

4.2 Forfeit Wins and byes will be subtracted from the scheduled games played total. Eligibility will be calculated as 40% for Senior/GBL competitions or 50% in the case of Juniors of this discounted scheduled games number, for example if the season was 20 Scheduled games with 2 BYES and 1

Forfeit WIN the basis to calculate 40% eligibility would 17 games. This equals 6.8 (for seniors). This number will be rounded down which means the player will be required to play 6 games to qualify for finals. Scheduled games will not be reduced for teams that responsible for a forfeit loss.

- 4.3 Players competing in a BA/BQ/State School (State defined as Qld) national tournament who would otherwise have been fit and available to take the court in their BBJBC club game earn a qualifying game for finals eligibility (refer core rule 6)

5. Game Rules

5.1 Game Timing Rules (all Age Groups)

5.1.1 Playing Time

- A warm up period of 5 minutes to commence no earlier than the scheduled game time.
- Four periods of ten (10) minutes each.
- Intervals of one (1) minute between the second (2nd) and fourth (4th) periods.
- Half time interval of two (2) minutes between periods two (2) and three (3).

5.1.2 Period Timing (All Four Quarters and Extra Periods)

- The game clock does not stop for match infringements in the 1st, 2nd and 3rd quarter. and there are no timeouts allowed in the last minute of the 1st, 2nd and 3rd quarters. The game clock does not stop for the first (8) minutes of the 4th quarter. In the last (2) minutes of the 4th quarter the clock will stop for match infringements (i.e. on any referee's whistle).
- The game clock will also stop after a made basket in the last minute of the fourth (4th) quarter.
- The game clock shall restart when the ball touches a player on the court.
- If at full time the scores are level, a draw shall be recorded, except for any game in the finals series where three (3) minutes extra time intervals will be played until a winner is decided. Should multiple extra time intervals be required, these will be separated by an interval of one (1) minute.

5.1.3 Charge Time Outs

- Two (2) time outs are available in first half.
- Two (2) time outs are available in second half.
- One (1) time-out may be granted at any time during each period of extra time.
- The game clock will stop for time outs in the final quarter of a game and extra time.
- The score bench are to alert the referee's when 50 seconds has elapsed of the time out so we can recommence the game in a timely manner.
- The total duration of a time out is 60 seconds

5.2 General Playing Rules

5.2.1 Minimum team numbers

- A team may take the court and begin to play a game when there are five (5) eligible players on the court ready to begin the match.

5.2.2 Under 9ss

- As Under 9s games are considered non-competitive, the game score is not shown on the scoreboard but a scoresheet is kept.

5.2.3 Basketball Size

- Size 5 basketballs are to be used in Under 9 Age Groups.
- Size 6 basketballs are to be used for all female Age Group competitions and for all male Under 9 to Under 13 Age Group competitions.
- Size 7 basketballs are to be used in Under 15 and older male Age Group competitions.

6. Forfeits

Games will be recorded as 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:

- The team plays an ineligible player (see Section 2.3 to 3.11 - Player Eligibility), plus on the first occasion will incur a \$20 fine per player unregistered. On the second occasion this happens will incur a \$40 per player fine.
- The team is unable to provide the required Score bench official. A financial penalty will not be imposed for breaching this rule.

7. BBJBC Draws

7.1 The following procedures will apply in preparing and finalising competitions draws:

- Within seven (7) days of the close of nominations, BBI shall convene a junior delegates meeting to review nominations received and reallocate teams as appropriate to form competitions comprised of, as far as possible, a minimum of 4 teams and a maximum of 8.
- At this time, Clubs may lodge special requests to be taken into consideration in designing competition draws **PROVIDED THAT** the number of requests lodged may not exceed two (2) per ten (10) teams nominated (or part thereof) and **PROVIDED FURTHER** that such requests may only be made to facilitate coaching requirements.

8. Uniforms

8.1 BBJBC Pre and Summer Seasons

8.1.1 There will be NO playing uniform penalties during the Pre or Summer Seasons. This will allow clubs to get all members in to the correct uniform for the Championship Season and provide flexibility to those players being introduced to the game in the Summer Season. However, Core Rules 11.1.3 through 11.1.12 WILL apply.

8.2 BBJBC Championship Season

8.2.1 Playing uniform penalties apply in Championship Season from the first round.

9. No Zone Rule

9.1 No zone defence is allowed in Age Groups below Under 16.

- First offence – A warning will be issued.
- Second offence – A technical foul will be charged against the Coach of the team that violates the No Zone Rule. This shall be recorded on the Scoresheet by entering a 'C2' in the foul area adjacent to the name of the Coach (noting a team foul will not be recorded for this offence).
- Third Offence in any one game – The game will be forfeited.

9.2 Definition of Zone Defence

- Any defence in the half court that does not incorporate normal man to man defensive principles is a Zone.
- Trapping defences that rotate back to man to man principles are acceptable.

9.3 Violations of Man to Man Defence

- One (1) or more players are not in an acceptable man to man position in relation to their man and ball.
- A cutter moved all the way through the key and was not defended using acceptable man to man techniques e.g. 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 in the quarter court.

- 9.4 It is the responsibility of the Court/Referee Supervisor to police the 'No Zone' rule. Court Supervisors 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.
 - Act immediately on deliberate and pre-meditated use of zone defence at a critical time of a game.
 - Give the benefit of the doubt to the defensive team if there is any doubt.
- 9.5 When, in the opinion of the Court/Referee Supervisor, a violation occurs, they will instruct the referees, through the Scoretable Chairperson, to charge the coach of the offending team at the next dead ball with the penalties listed in rule 14.1.

10. Mercy Rule

- 10.1 In the interest of Junior Basketball Development, an understanding has been reached between the Brisbane Basketball Incorporated Clubs allowing a Mercy Rule to be invoked when the margin between two teams in a game is a certain amount of points (see below).
- 10.2 The Mercy Rule shall be an option open to the Coach of either team. Typically, the Coach whose team is losing shall approach the Coach whose team is leading and ask that the Mercy Rule be invoked. The Coach of the winning team **MUST** accept the request of the Coach of the losing team and abide by the rules of the Mercy Rule.

10.3 Mercy Rule Explanation

- 10.3.1 The team that is leading will allow the other team to advance the ball across the half way line without hindrance by using whatever method the coach who is leading deems appropriate (passive defence, ¼ court defence etc.).
- 10.3.2 The Mercy Rule can be invoked by the losing coach when the margin between the two teams is thirty (30) points in Division 1 games and twenty five (25) points in all other divisions.
- 10.3.3 In the interest of junior basketball development, ALL CLUBS are to instruct their Coaches about this understanding and to ensure they abide by this ruling.

11. Score Table

- 11.1 Each team must supply a competent score bench official for each of their games.
- 11.2 The score table will consist of a person to keep the scoring system and a person to control the game clock.
- 11.3 If a team cannot provide a score bench official, the manager of the team will be required to fill this position. If the manager is unable to fill this position, then the coach must become the score bench official. If the coach is unable to fill this position and the team is then unable to provide the required score bench official, the game will be classified as a forfeit by the team unable to provide the bench official. A financial penalty will not be imposed for breaches of this rule.