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GOLD COAST

BASKETBALL



GOLD COAST BASKETBALL COMPETITION BY-LAWS

Version 1.12 as at 9th October 2023

For the purpose of these By-Laws, the Gold Coast City Regional Basketball Association will be referred to as the GCCRBA.

Revision History

Version	Date	Section(s)	Description
1.0	September 2010	All	Creation
1.1	March 2011	GCJBL	Inclusion of GCJBL rules and adjustment of wording/format.
1.2	January 2012	GCJBL	Adjustment of wording
1.3	February 2012	GCJBL	Changes to some GCJBL rulings related to ages. Addition of score table personnel rule.
1.4	April 2012	GCJBL	Addition of playing up divisions rule
1.5	February 2013	GCJBL	Update of Under 9 Rules. Update to senior rules.
1.6	May 2018	All	Changes to multiple GCJBL/Senior rulings, ISL rulings throughout the document deleted.
1.7	October 2018	GCJBL/Seniors	Update to U9 and Senior Final Rules
1.8	October 2019	GCJBL/Seniors	Amendments to Junior and Senior Rulings
1.9	March 2020	Juniors	Junior Bylaws created
1.10	September 2021	Juniors	Amendments to junior rules
1.11	February 2022	Juniors	Amigos Banora Point added Game ball size updated
1.12	October 2023	All	Merged Junior and Senior Bylaws

1 Gold Coast Basketball Overview

- 1.1 All fees are set by the GCCRBA Board of Directors prior to the start of each season.
- 1.2 General Rules Games will be played according to the FIBA Official Basketball Rules 2022 unless otherwise specified. [FIBA RULES 2022](#)
- 1.3 GCCRBA reserves the right to alter the competition rules for each season. Team Captains and Club Delegates will be notified fourteen (14) days prior to the change taking place.
- 1.4 'Team Staff' shall refer to any person associated with the coaching, managing, administrative and/or logistical responsibilities of a team.
- 1.5 Where match ratio is to be used, the formula will be $\frac{\text{Premiership Points For}}{\text{Number of Games Played}}$
- 1.6 GCCRBA reserves the right to request proof of identity of any person attending a GCCRBA event.
- 1.7 GCCRBA reserves the right to remove any team or player from the competition if they are in contravention of these bylaws.

2 Gold Coast Senior Domestic Basketball League (GCSDBL) Overview

- 2.1 The GCCRBA Website www.goldcoastbasketball.com.au is the primary point of reference for the following;
 - o Changes to game times or venues will be published on the website no later than 12 noon on the Friday before the games the following week. If there are any changes after this time, team captains will be contacted by text or email.
 - o Competition Ladders
- 2.2 Team Members Facebook Group: Each team must have a designated Team Manager who must be an active member of the FaceBook group. It is open for all GCCRBA senior players to join.
<https://www.facebook.com/groups/255167775531173>
- 2.3 Mailchimp: Mass emails to association members are sent through the Mailchimp portal. Each team manager is responsible for ensuring the information emailed is relayed to the team members, GCCBRA takes no responsibility for ensuring members receive these emails
If you wish to subscribe to the mailing list, follow the below link.
<https://goldcoastbasketball.us16.list-manage.com/subscribe?u=8b5412b41db3966592b4f133f&id=0c4e18dbd9>
- 2.4 Team pay: All GCSDBL team nomination fees, team forfeit fees, game fees and player registration are charged through Team pay.

2.4.1 To request an alternative payment method, please email the senior competition manager.

2.5 A size seven (7) basketball will be used for all mixed competition games.

3 Gold Coast Junior Basketball League (GCJBL) Overview

The Gold Coast Junior Basketball League (GCJBL) is a junior competition conducted by the GCCRBA. The Competition encompasses age groups from Under 10 through to Under 21. The GCJBL is broken into two (2) distinct seasons.

3.1 Winter Season is set down for terms one (1), two (2) and three (3) of the school year and is the premier competition.

3.2 Summer Season is scheduled for term four (4) of the school year and is intended to introduce new players to the sport of basketball in a relaxed environment.

3.3 In all Under 12 games, all free throws will be taken from the designated free throw line within the keyway. This line is to be 0.90 meters in front of the original free throw line.

3.4 All spectators must view games from a designated viewing area. No spectators are to be on or around the team bench directly preceding, during or directly following a game.

3.5 A total of three (3) coaching staff members are permitted on the team bench directly preceding, during or directly following a game. All coaching staff members must be wearing an affiliated junior club branded shirt and closed in shoes. Each member of the coaching staff must be registered through the Basketball Connect portal and possess a current valid BlueCard or have a valid and lawful reason for not possessing a BlueCard.

3.5.1 All affiliated clubs must submit a written, up to date BlueCard registry to the senior competition manager at least forty-eight (48) hours before the beginning of the first round of competition.

3.6 A limit of two (2) club delegates are permitted per court on game nights. Club delegates must be wearing an affiliated junior club branded shirt and closed in shoes. Each club delegate must be registered through the Basketball Connect portal, and be listed on the most recent version of the club delegates register. Club delegates must possess a current valid BlueCard or have a valid and lawful reason for not possessing a BlueCard.

3.7 A designated team coach must be present on each team bench.

3.8 Members registered with an affiliated junior club will direct all communication regarding the competition to their own clubs. Other affiliate clubs and GCCRBA are not required to reply to members who have not used the correct procedure.

- 3.9 During grading games, the clock does not stop in the last minute, even if the score is within 10 points.
- 3.10 Any player given a technical foul, or a bench technical foul will be excluded from the game for five (5) minutes of playing time. The score table and/or court controller on duty will note the time of the technical foul and inform the coach at the time the player is permitted to re-enter the game.
- 3.11 Mercy Rule: If the score difference is above 20 points, the winning team's players are to fall back to the 3-point line of their own defensive basket and must not move past that line until the other team advances the ball over the halfway line.
- 3.11.1 This rule applies to all possessions on any made baskets.
- 3.11.2 The mercy rule does not apply during junior competition grading rounds, semifinals, or finals games.
- 3.12 Under 10 Game Modifications:
- 3.12.1 The wristband rule will apply: Each team has 5 different coloured wristbands; they must play man to man defence on the player with the corresponding colour in the opposing team; (this is primarily to encourage man to man defence).
- 3.12.2 Exceptions to the above rule is when an offensive player is on a fast break; ONE defensive player from the opposing team with a different coloured wristband may defend that player. The player with the wrong-coloured wristband cannot block or steal the ball. They are there to play help side defence until the correct colour wristband recovers.
- 3.12.3 There are no free throws in Under 10's.
- 3.12.4 If a player is fouled in the act of shooting and the basket is successful, there is no additional free throw awarded. The opposing team inbounds the ball from the baseline after the basket is scored.
- 3.12.5 If the player is fouled in the act of shooting and the basket is not successful, the two (2) points shall be awarded, and the opposing team will inbound as normal after a scored basket from the baseline.
- 3.12.6 After every basket is scored, the defensive team must retreat to halfway before playing defence.
- 3.12.7 Coaches may walk on the court during a game to assist players but must remain within one (1) meter of the sideline and must not impede the field of play. Coaches are not permitted inside the three-point line.
- 3.13 No Zone Defence Rule: No zone defence is to be played in any Under 10, Under 12 or Under 14 games in the GCJBL. In the interest of player development, coaches should ensure defences incorporate man on man principles.

- 3.13.1 Definition of a Zone defence shall be any defence in the half court which does not incorporate normal man to man defence principles.
- 3.13.2 Trapping defences which rotate back to man-to-man defensive principles are acceptable.
- 3.13.3 Violations of the No Zone Defence Rule will fall into one of the following categories.
- 3.13.3.1 One or more players are not in an acceptable man to man defensive position in relation to the players they are guarding and the ball; or
 - 3.13.3.2 A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (e.g.: bumped, switched, or followed); or
 - 3.13.3.3 Following a trapping or help and recover situation. The team make no attempt to re-establish man to man defensive positioning; or
 - 3.13.3.4 Teams Zone Press and did not assume man to man defensive positioning once the ball was into the quarter court.
- 3.13.4 Court Controllers are responsible for policing the No Zone Defence Rule and will take into consideration the following factors before making a ruling.
- o The intention of the defensive team.
 - o The time and state of the game.
 - o The movement or lack of movement of the offensive team.
- 3.13.4.1 Deliberate and pre-meditated use of a zone defence at a critical time of a game will be acted on immediately.
- 3.13.4.2 If there is any doubt, the benefit of the doubt will be given to the defensive team.
- 3.13.5 Breaches of the No Zone Defence Rule are as follows.
- o First offence will result in a warning to the offending teams coach.
 - o Second offence will result in a Technical Foul awarded to the Head Coach.
 - o Third Violation will result in a second Technical Foul awarded to the Head Coach.
 - o Fourth Violation will result in the offending team forfeiting the game.
- 3.14 GCCRBA list of affiliated clubs are as follows:
- o Amigos Banora Point
 - o Burleigh Blades
 - o Celtics
 - o Central Stars
 - o Heat Basketball
 - o King's Basketball Club
 - o Lindisfarne Anglican Grammar School
 - o Pacific Pines Panthers
 - o Palm Beach Currumbin Basketball
 - o Somerset Spartans
 - o TSS
 - o Varsity Vipers

3.15 Basketball rim heights for each age group are as follows:

- 3.15.1 All Under 10 games are to be played with the rim height set to 8ft 0inches, where available.
- 3.15.2 All other games in all age groups are to be played with a rim height of 10ft 0 0 inches.

3.16 Basketball sizes for each age group are as follows:

- o All Under 10 games will use a size 4 basketball.
- o All Under 12 games will use a size 5 basketball.
- o All Under 14 games will use a size 6 basketball.
- o All Under 16 Girls games will use a size 6 basketball.
- o All Under 16 Boys games will use a size 7 basketball.
- o All Under 18 Girls games will use a size 6 basketball.
- o All Under 18 Boys games will use a size 7 basketball.
- o All Under 21/Open Girls games will use a size 6 basketball.
- o All Under 21 Boys games will use a size 7 basketball.

4 Decisions when these rules are silent or unclear.

- 4.1 If these rules are silent or unclear on a matter arising in relation to the GCSDBL or GCJBL, the GCCRBA General Manager may decide how the matter will be dealt with.
- 4.2 Those decisions are binding on everyone who is bound by these rules. The binding decision made is final and specific to the unique circumstances that were presented at the time of the decision being made. These decisions do not set a precedent for future decisions and may not be called on in evidence.

5 Code of Conduct

- 5.1 The GCCRBA have Codes of behaviour for administrators, coaches, parents/guardians, players, officials, spectators, score table officials, volunteers, other registered members of the GCCRBA and various classes of visitors to, and/or involved with, the properties managed by the GCCRBA. Where codes of behavior do not exist, the GCCRBA shall adopt the Basketball Queensland code of behaviour.
<https://goldcoastbasketball.com.au/wp-content/uploads/2017/07/Codes-of-Conduct-2014.pdf>
- 5.2 Each team, player, official and spectator must act in a way which would be considered fair and reasonable to a cross section of the basketball community.
- 5.3 A breach of this standard will be decided at the sole discretion of GCCRBA, who may implement penalties to the offending person/s. Some breaches may require tribunal action which will be facilitated by GCCRBA.
- 5.4 Breaches are, but not limited to.
 - o Attending any GCCRBA event while affected by illicit drugs or alcohol. Any person displaying signs of intoxication, or the effects of illicit drugs will be asked to leave;

- Any player knowingly playing unregistered.
- A player taking the court while checked into the court side scoring device under another players name.
- A non-GCCRBA official adding a player to a team list on an official GCCRBA scoring device.
- Players conducting themselves in contravention of the GCCRBA Code of Conduct; and/or
- Players conducting themselves in contravention of the rules and spirit of the game of basketball.

- 5.5 Should a player be charge by an official of GCCRBA with a breach of the Code of Conduct, either by written notice and/or by disqualifications from the court, the tribunal bylaws adapted by the GCCRBA will take effect.
- 5.6 Any person failing to vacate an area of a GCCRBA event, when instructed to do so by an official of the GCCRBA, will result in the offending person being reported and the tribunal bylaws will come into effect.

6 Behaviour Management Framework

- 6.1 Gold Coast Basketball adheres to a Behaviour Management Framework to ensure all participants within the Gold Coast Basketball community can enjoy a safe, positive and rewarding environment that is free from all forms of harassment, bullying, degrading or intimidating behaviours. The full version of the Behaviour Management Framework can be found on the Gold Coast Basketball website.

The Behaviour Management Framework will ensure there is zero-tolerance shown towards any inappropriate or abusive behaviour from any parent/guardian and/or spectator who feels the necessity to:

- Persistently or wilfully question or challenge the rulings of the referees; and/or
- Berate or abuse game officials i.e., referees and score table personnel; and/or
- Berate or abuse team officials; and/or
- Berate or abuse players; and/or
- Berate or abuse other parents or spectators; and/or
- 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.

- 6.2 If at any stage during a game, a spectator is displaying poor behaviour that is impeding the game play, then the senior court controller on duty will issue the coach of the team with the offending spectator, a Warning Card. The Coach is then to issue the card to the spectator in question. Any further breaches of the Behaviour Management Framework will see the spectator removed from the event, and possible exclusion from further GCCRBA events.

7 Player Injury and Blood Rule

- 7.1 During the game, any player who is bleeding or has an open wound, must leave the court. They may return to the court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.
- 7.2 Any player with blood on their uniform must leave the court and may not return to the game until replacing the blood effected item/s. When there is a change of uniform under the blood rule it is important this is noted on the Match Report and updated on the iPad if playing numbers change.
- 7.3 If ice is applied to an injury, the injured player cannot return to the court for that game.
- 7.4 All player injuries must be reported to the Court Controller at the time of the incident occurring and an injury report filled out and signed prior to leaving the stadium.

8 Abandoned Games

- 8.1 Once a game begins, if delayed for any justifiable reason for a period of ten (10) minutes, that game shall be deemed to be abandoned.
- 8.2 If a game is abandoned, the final score will be recorded as that at the time of the game being abandoned.
- 8.3 All decisions regarding the reason for, and result of abandoned games shall be made by a GCCRBA Competitions Manager, or the Senior Court controller on duty.
- 8.4 GCCRBA has the right to amend game times/playing courts in the event of an injury that has delayed a game.

9 Game Disputes

- 9.1 Any team wishing to dispute the final score of a game must abide by the following procedure.
 - 9.1.1 The Team Captain/Coach must inform the court controller on duty, of their intention to lodge a dispute within one (1) hour of the game's conclusion; and
 - 9.1.2 The Team Captain/Coach must complete the Game Dispute form, which will be supplied to them upon notifying the court controller of their intention to lodge a dispute, before 9:00am of the next business day; and
 - 9.1.3 The Game Dispute form must contain adequate information as to identify the incident that led to the dispute being lodged; and
 - 9.1.4 If relying on Glory League footage, time stamp references must be provided.
- 9.2 No reviews will be granted for the decision of a referee.
- 9.3 In the event of a protest or dispute arising from the competitions conducted by the GCCRBA or from the application of these By-Laws, an affiliated team may appeal to the General Manager.

- 9.4 If an affiliated team is not satisfied with the decision given, they may appeal to the GCCRBA Executive Committee. All appeals must be lodged to the GCCRBA by a Club Official or a designated Team Captain via admin@gccbra.com.au. An administrative fee of \$50.00 will be issued to the designated Club or Team Captain and must be paid before the appeal can proceed. Should the appeal be successful, the \$50.00 fee may be refunded.

10 Reporting on Incidents

- 10.1 All referees may submit a report on any incident they believe warrants being reported.
- 10.2 All incident that results in the ejection of a participant must be reported.
- 10.3 Any person who receives two (2) direct technical fouls or technical foul plus an unsportsmanlike foul are to be disqualified from the game and a report is to be completed.
- 10.4 Referees shall use the following procedure for all reporting of incidents.
- 10.4.1 Referees shall inform the court controller on duty that there has been an incident in a game that needs reporting; and
- 10.4.2 The referee will complete a Game Incident report before leaving the stadium; and
- 10.4.3 If needed, the referee will complete a detailed Game Report within forty-eight (48) hours of the game in question.

11 Tribunal

- 11.1 GCCRBA adapts the Basketball Queensland tribunal guidelines.
https://admin.ownurgoal.net.au/_lib/file/doc/BA-National-Tribunal-Guidelines.pdf
- 11.2 Glory League Game Reviews: GCCRBA have the right to review games focusing on situations that have led to players questioning referee calls. Should there be any behavioural or unsportsmanlike situations, which may be deemed as not being conducted in the spirit of the game, a Code of Conduct Breach will result. Players and teams in question will receive a letter explaining Code of Conduct and incident in question. If the reported action requires further attention, it will be referred to a tribunal.
- 11.3 GCCRBA Match Review committee randomly select games on a weekly basis to review. This is for player and referee education purposes. If the match review committee decide that action for an on-court incident as a result of the review requires further action including suspensions, tribunal report or a warning letter to a team for behaviour, team captains and players will be notified within a period of fourteen (14) days after the game has been concluded.

12 Glory League

- 12.1 Glory League Videoing system is installed in Hall 2 of the Gold Coast Sports & Leisure Centre.

- 12.2 Any person found using glory league footage not in the intended purpose, may see their Glory League access revoked and players may be excluded from the competition.
- 12.3 How It works:
- o A video camera is mounted above the court.
 - o Court side scoring application works in conjunction with Glory League and records all the data from the electronic scoring device.
 - o Each point scored is cut into a highlight video for the player.
 - o Every registered player is emailed a link to the game video.
 - o For more information on how Glory League works please click the link https://www.youtube.com/watch?time_continue=13&v=BETQkal0AJg&feature=emb_logo

13 Player Registration Fees

- 13.1 Registration fees shall be payable before players participate in their first game of the season if players are currently unregistered.
- 13.2 Player registration information shall be set for each season. New information will be forwarded to members prior to the beginning of each season.
- 13.3 Proof of identity may be required during the online registration process. A copy may be recorded on the player's profile.
- 13.4 By registering to a GCCRBA Competition, you are accepting the Codes of Conduct of the Association and the Competition By-Laws.
- 13.5 Short Term fourteen (14) day registrations can be purchased and implemented once per playing season.
- 13.6 Once a player has participated in one (1) Gold Coast Competition game, Basketball Queensland and Gold Coast Basketball registration fees are non-refundable.

14 Team Nominations Gold Coast Senior Domestic Basketball League

- 14.1 New teams wishing to enter the Gold Coast Senior Domestic Basketball League can contact GCCRBA directly regarding the registration process at admin@gccrba.com.au
- 14.2 Existing teams will receive information regarding continuing their registration into the next season of competition from the competition manager.
- 14.3 All nominated teams for a specific season, will receive an email from the competition manager with instructions to complete the team registration.
- 14.4 Existing teams that do not wish to participate in the new season must notify the competition director by a specified date prior to the end of the current season final round or by specified date advising of their decision to withdraw.

- 14.5 Failure to notify the competition manager that a team will not be reregistering by the due date will see the previous season forfeit bond forfeited.
- 14.6 Any team wishing to move to a different division must notify the competition manager by email thirty (30) days prior to final round of current season.
- 14.7 Each team list must contain a minimum of seven (7) different players and a player referee.
- 14.8 Team nomination fees must be paid by the date specified or the team will forfeit their place in the competition.
- 14.9 Each team will be charged a team forfeit bond totaling two (2) weeks game fees which must be paid by the due date stated for each competition.
- 14.10 Any team that nominates for a competition and withdraws from the competition prior to the commencement of a competition, will forfeit their team nomination fees.
- 14.11 Any team that nominated for a competition and withdraws from the competition after the games fixtures for the season have been published, will forfeit their team nomination fee and their forfeit bond.

15 Team Nominations Gold Coast Junior Domestic Basketball League

- 15.1 All affiliated junior clubs wishing to enter teams into a Gold Coast Junior Basketball League must do so through the Basketball Connect portal as indicated by the competition manager.
- 15.2 Each team registered must contain at least seven (7) eligible players.
- 15.3 Team nomination fees for each team entered shall be due and payable at the time of the nomination for each specific season.
- 15.4 Any team that withdraws from the competition after the publication of that specific season's game fixtures, shall incur a \$400.00 forfeit fee that will be invoiced to the club.

16 Gold Coast Senior Domestic Basketball League Competition Fees

- 16.1 GCSDBL uses Teampay for all Gold Coast Senior Domestic League payments. Each team member is required to have their own functional Teampay account.
- 16.2 A member of each team must check in with the Court Controllers no less than ten (10) minutes prior to game time with their proof of payment via the Teampay app. If you have prepaid your game fees for the season, you must still check in.

17 Gold Coast Junior Basketball League Competition Fees

- 17.1 GCJBL competition fees will be forwarded to each club at the completion of each round.
- 17.2 Fees must be paid in accordance with the instructions found on each individual invoice.

18 Game Forfeit Fees

- 18.1 Forfeit fees are as follows;
 - 18.1.1 More than twenty-four (24) hours notice of the forfeit is given to the competition manager – two (2) x the ordinary game fees.
 - 18.1.2 Less than twenty four (24) hours notice of the forfeit is given to the competition manager – three (3) x game fees
 - 18.1.3 Less than one (1) hours notice of the forfeit is given to the competition manager – four (4) x game fees

19 Competitions

- 19.1 The competition format, periods and dates will be set each season by the GCCRBA.
- 19.2 Formal naming of the season is at the discretion of the GCCRBA General Manager.
- 19.3 Nothing in these by laws shall restrict the GCCRBA in conducting any competition at any time on any terms considered appropriate.
- 19.4 GCCRBA reserve the right to change game dates, times and venues.

20 Competition Divisions and Grades

- 20.1 The GCCRBA shall determine the competitions to be played and the grades within those competitions.
- 20.2 The number of teams entered into each division of the competitions will be determined by the GCCRBA Competitions Manager, club delegates and senior team captains.
- 20.3 The number of divisions in a competition will be determined by the GCCRBA competition manager.
- 20.4 All decisions regarding competition management will be made for the betterment of the whole competition.

21 GCSDBL Mixed Competition Specific Rules:

- 21.1.1 Players on court must comprise of two (2) women & three (3) men. If only one (1) female player is available, the team must play with four (4) players (1 x female, 3 x male) game will be deemed a forfeit if you do not have a female on court.

21.1.2 Male players cannot block a shot of a female player in the act of shooting, automatic two (2) or three (3) points will be awarded. Male players must stand vertical and cannot impede the shot of a female player.

21.1.3 Special consideration will be given to the GC Allstarz Unified Basketball League inclusive mixed social team in regards the ratio of men and women on court.

21.2 When playing mixed basketball, please be mindful of the players and the differing skill levels. Aggressive/ rough play will not be tolerated at any time. Players will be removed from the competition if they are deemed to have played the game in an unsportsmanlike manner.

22 Unified Basketball League

22.1 Gold Coast Basketball host a weekly Unified Basketball League encompassing players of all abilities.

22.2 Players must be registered with Gold Coast Basketball. See the Senior Competition Manager for season specific registration details.

22.3 Game fees are payable before each game and are payable to the court controller on duty.

22.4 All players must be signed into the courtside scoring device before they may take the court.

22.5 Rules of the Competition are as follows;

22.5.1.1 Each game will consists of four (4) x ten (10); and

22.5.1.2 Quarter time breaks will consist of one (1) minute each, with half time break consisting of two (2) minutes; and

22.5.1.3 Each team will be allowed one time out per quarter; and

22.5.1.4 The clock will not stop during play unless it is the last minute of the game and the score is within 10 points; and

22.5.1.5 Running substitutions are allow when a team has the ball in their own backcourt, substituting player must not take the court until the player they are substituting is off the court ; and

22.5.1.6 Each team must supply a competent person to undertake the score bench duties; and

22.5.1.7 Players on court must consist of at least three (3) Unified players; and

22.5.1.8 There may be no more than two (2) Partner players on the court at one time; and

22.5.1.9 Partner players must wear a wristband to identify themselves; and

22.5.1.10 Partner players are not to steal the ball from Unified players; and

22.5.1.11 Male Unified players are not to block female Unified player while in the act of shooting, two (2) penalty points will be awarded for each infraction.

23 Gold Coast Senior Domestic Basketball League Player Eligibility

- 23.1 It is the responsibility of the Team Captain to ensure all rules are followed.
- 23.2 All players must be registered with Basketball Queensland.
- 23.3 All players must be registered with Gold Coast Basketball.
- 23.4 When registering in Basketball Connect, all players must upload a current photo.
- 23.5 Senior Competition players must turn fourteen (14) years of age during the playing season.
 - 23.5.1 Exemptions to r23.5 can be granted by the competition manager. Requests must be submitted in writing at least seven (7) days before the team nomination deadline for each season.
- 23.6 Players in the Masters Competition must be over thirty-five (35) years of age for men and thirty (30) years of age for woman.
- 23.7 A player cannot play in two (2) teams in the same division on the same night.
- 23.8 All players wishing to play in multiple teams on the same night must apply, in writing, for an exemption from the competition manager before the commencement of the season or before they play their first game in the second team.
- 23.9 The competition manager or court controller has the right to reject the request to join a second team if the player is deemed too strong for the lower division.
- 23.10 The competition manager or court controller can approve the addition of a player to a team list on the night of competition under the following conditions;
 - 23.10.1.1 The team they will be filling in for has less than five (5) players; and
 - 23.10.1.2 The additional player does not currently play in the same division of the competition; and
 - 23.10.1.3 The additional players regular team is placed in a lower division than the team they will be temporarily playing with.
- 23.11 The competition manager and court controller have the right to deny any player from taking the court or remove a player from the court, who they feel are too skilled for that level of competition.

24 Gold Coast Junior Basketball League Player Eligibility

- 24.1 It is the responsibility of each affiliated club to ensure all rules are followed.
- 24.2 All players must be registered with Basketball Queensland.
- 24.3 All players must be registered with Gold Coast Basketball.

- 24.4 To be eligible to play in an age group, all players must be under that age as at 31st December in the same year. E.g: A player must be no older than 13 at 31st December of the same year to play in the Under 14 Competition.
- 24.5 Exemptions to r24.4 can be granted by the competition manager. Requests must be submitted in writing at least seven (7) days before the team nomination deadline for each season.
- 24.6 Additional players may be added to an existing team on a per game basis under the following circumstances ;
- 24.6.1.1 There are less than 5 original team members; and
 - 24.6.1.2 The additional player does not play in the same division; and
 - 24.6.1.3 The additional player is a registered member of the club; and
 - 24.6.1.4 If the additional player normally plays in the competition, they play in a lower division than the proposed fill in team; and
 - 24.6.1.5 Additional players may be from a lower age group, but must still be of a comparable division. E.g: An Under 14 Division 2 player could play in Under 16 in division 1, 2 or no lower than 3; and
 - 24.6.1.6 Each team may only use additional players on three (3) occasions during the season.
- 24.7 Additional players may be added to make six (6) players total.
- 24.8 Team Managers must gain an exemption from the Senior Court Controller on duty to modify an existing team list.

25 Ineligible Players

- 25.1 An ineligible player is one that does not meet the eligibility requirements as outline in r22 for the GCSDBL, or r23 for the GCJBL of these by-laws, respectively.
- 25.2 Penalties for Playing Ineligible Players are as follows;
- 25.2.1.1 The game will be recorded as a forfeit; and
 - 25.2.1.2 The team will be deducted two (2) competition points for each ineligible player to take the court during the game; and
 - 25.2.1.3 Additional penalties may be awarded by the Competition Manager on a per case basis.

26 Finals Eligibility

- 26.1 A player must play a minimum of fifty (50) percent (%) of standard competition games for their affiliated team to be eligible for that competition's final series.
- 26.2 Teams that join the competition after the first round must play fifty (50) percent (%) of the competition rounds from the round that the team entered.
- 26.3 Grading games do not count as a game played.
- 26.4 Designated bye rounds will count as a game played.

26.5 Games won due to forfeit will count as a games played.

27 Exemption to the Finals Eligibility Rule

- 27.1 Teams may apply for an exemption to the finals eligibility rule under the following circumstances;
- 27.1.1 If a player misses games whilst representing their State in National Junior Championship or representing Australia on official duties for competition or camps. The exemption application must be accompanied by official correspondence stating the details of the competition or training camp; or
 - 27.1.2 If a player misses games due to injury or medical condition. The exemption application must be accompanied by a letter from the treating doctor stating the nature of the injury and the time away from the sport; or
 - 27.1.3 If a player has moved more than one hundred (100) kilometer (km) and joined a club team after the beginning of the season. Players will need to compete in fifty (50) percent (%) of the remaining games form when they joined the team. The exemption application must be accompanied by proof of relocation; or
 - 27.1.4 The Competition Manager has the right to grant an exemption for any reason, including reasons not stated here.
- 27.2 All applications must be submitted in writing by the Club Delegate to the Competition Manager by the close of business on the Monday prior to the start of the finals.
- 27.3 Exemptions will not be granted for teams that are unable to supply a team for the finals games for another other reasons than the ones stated here.
- 27.4 All eligibility exemptions must be submitted ten (10) days prior to the scheduled date of the finals.

28 Score Bench

- 28.1 Each team must supply (1) competent person to perform the score bench duties for each competition games.
- 28.2 Persons performing score bench duties must be at least fourteen (14) years of age.
- 28.3 Failure to supply a person to fulfill score bench duties will see the opposing team receive five (5) points. Points will be added at the beginning of the first half.
- 28.4 GCSDBL teams may mutually agree to having only one person on score bench. The Senior Court Controller must be informed before the beginning of the game.

29 Players Clearances and Transfers

- 29.1 All player transfers must be submitted through the Basketball Connect portal.
- 29.2 Any player who transfers clubs (either within the GCCRBA or outside) must ensure that they have paid all outstanding financial responsibilities to their former club. Players found to be in breach of this rule may be considered un-financial and will

be suspended from all GCCRBA competitions and events.

- 29.3 Any player that is representing a club in any GCCRBA competitions that has outstanding representative fees with the association is ineligible to play until the debt is cleared.
- 29.4 Once a player has participated in one (1) game with a club, they are not eligible to transfer to another club for that specific season unless an exemption has been approved by GCCRBA General Manager. Exemptions will only be granted under exceptional circumstances, and no decision made will be used as precedent for further decisions.

30 General Rules of Competition

- 30.1 Premiership points shall be awarded as follows;
- 30.1.1.1 Three (3) premiership points shall be awarded for a win; and
 - 30.1.1.2 Two (2) for the draw; and
 - 30.1.1.3 One (1) for a loss; and
 - 30.1.1.4 A deduction of two (2) points for a forfeit.
- 30.2 If a round needs to be cancelled, all games will be recorded with zero (0) points.
- 30.3 A forfeit shall have a recorded score of twenty (20) to zero (0) in favour of the non-forfeiting team.
- 30.3.1 Match ratio shall be used when necessary to make all premiership tables fair.
- 30.4 If two (2) teams finish on equal points at the end of the regular season playing schedule, then the result(s) of the game(s) between the two (2) teams involved will be used to determine the final placing in the regular season standings.
- 30.5 In the event that the points scored and points conceded between the two (2) teams are the same, the classification will be determined by premiership points.
- 30.6 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.
- 30.6.1 The following formula will be used to calculate the second classification; Where games played between teams within a second classification are not equal, if one (1) 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 to the next step.
 - 30.6.2 In the event that there are still teams tied after the second classification, then points percentage will be used to determine the placing, taking into account only the results of the games between the teams still tied.
 - 30.6.3 If there are still teams tied, the placing will be determined using points percentage from the results of all their games played in the Division.

- 30.6.4 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.
- 30.6.5 If it is reduced to a tie still involving more than two teams, the procedure beginning with Point (3) is repeated.
- 30.7 All games must start with a minimum of four (4) players.
- 30.8 For all GCJBL games, a designated coach must be present on the team bench.
- 30.9 A person may receive a disqualifying foul under the following circumstances;
- 30.9.1 A person receives two (2) unsportsmanlike fouls in a single game; or
- 30.9.2 A person receives two (2) technical fouls in a single game; or
- 30.9.3 A person receives one (1) technical foul and one (1) unsportsmanlike foul in a single game; or
- 30.9.4 A member of a team staff who receives two (2) coach technical fouls; or
- 30.9.5 A member of a team staff who receives three (3) bench technical fouls; or
- 30.9.6 A person receives one (1) disqualifying foul.
- 30.10 In the event of a person receiving a disqualification foul, the following will occur;
- 30.10.1.1 The disqualified person must leave the stadium within one (1) minute of receiving the disqualifying foul; and
- 30.10.1.2 The game will be halted until such time that the referee on court is happy to proceed; and
- 30.10.1.3 The game clock will not be stopped.
- 30.11 Technical Fouls are identified as a non-contact foul of a behavioral nature including but not limited to:
- Disregarding warnings given by the referees;
 - Disrespectfully dealing/or communicating with any official;
 - Disrespectfully dealing with the opposition and associated staff;
 - Using language or gestures likely to offend or incite other players on the floor as well as spectators;
 - Baiting or taunting an opponent;
 - Obstructing the vision of an opponent by waiving or placing hands over an opponents eyes;
 - Excessive swinging of elbows;
 - Obviously delaying the game;
 - Faking being fouled;
 - Hanging on the ring, in such a way that the weight of the player is supported by the ring, unless the player grass to the ring momentarily following a dunk, or in the judgement of a referee, he's trying to prevent injury to himself or to another person;
 - Goaltending during the last free-throw, buy a defensive player;
- 30.12 All technical fouls awarded during the season are recorded against a players profile. Technical fouls will be cumulated across all venues. An accumulation of multiple technical fouls will result in the following;

- 30.12.1.1 Two (2) technical fouls in one game will result in the person being disqualified from the game and they will receive a two (2) round suspension from all GCCRBA events.
- 30.12.1.2 Three (3) technical fouls in a single season will result in the person receiving a two (2) week suspension from all GCCRBA events.
- 30.12.1.3 Four (4) technical fouls in a single season will result in the person receiving a five (5) weeks suspension from all GCCRBA events.
- 30.12.1.4 Five (5) technical fouls in a single season will result in the person being removed from all GCCRBA competitions and they will be ineligible to return to any GCCRBA competition unless granted exemption by the Gold Coast Basketball Competitions Committee.

30.13 GCCRBA reserves the right to amend these penalties on a case by case basis.

30.14 The Gold Coast Basketball Administrative Panel have the right to implement a Code of Conduct Breach for any player/s demonstrating inappropriate behaviour on and off court towards officials, staff, players or spectators associated with GCCRBA. A Code of Conduct Breach may incur immediate suspension or be referred to a Competitions Tribunal for further assessment and possible upgrade of Code of Conduct Breach.

30.15 GCCRBA reserve the right to apply changes to these rules as deemed necessary.

31 Timing Conditions for GCCRBA Competitions

31.1 Time slots allocated for all games shall be fifty (50) minutes

31.1.1 An exception will be made for Premier League games which will be sixty (60) minutes.

31.2 All games shall consist of four (4) x ten (10) minute running clock quarters.

31.2.1 An exception will be made for Premier League games which will consist of four (4) x eight (8) minute fully timed quarters.

31.3 The clock will stop for all whistles and made field goals in the last one minute if the margin is ten (10) points or less, in graded competitions games.

31.3.1 An exception will be made for Premier league where the clock will stock for all whistles.

31.4 Time outs are not permitted in the last two (2) minutes of quarters one (1), two (2) or three (3).

31.5 Timeouts in the fourth quarter can only be taken below the last two (2) minutes if the clock shows one (1) minute or less and the score is ten (10) points or less.

31.6 Teams may have one (1) time-out per quarter.

31.6.1 An exemption will be made for Premiere League where each team will have one (1) time out for quarters one (1), two (2) and three (3), with two (2) time outs permitted in quarter four (4).

- 31.7 Quarter time breaks for all competitions are one (1) minute.
- 31.8 Half time breaks will be two (2) minutes, unless otherwise stated in specific competition/tournament rules.
- 31.9 No extra time shall be played for tied games in Competition Rounds.

32 Competition Rules for Late Starts

- 32.1 In all GCCRBA competitions, at the cessation of the previous game or the official start time (whichever is later), the referee shall blow their whistle to signal a one (1) minute warning to both teams.
- 32.2 If one or both teams fail to provide a bench official or if the courtside scoring device player list has not been confirmed with the required number of players being listed to start the game, the clock shall start as scheduled and the team at fault shall be deemed to be delaying the game.
- 32.3 A team found to be in breach of r32.2 will have two (2) points awarded against them for each minute, or part thereof, that the game is delayed.
 - 32.3.1 Points shall be awarded to the captain of the team receiving the points.

33 Forfeit Games

- 33.1 Any game can be forfeit by the Competition Manager.
- 33.2 Any game can be forfeit by the court controller on duty. Reasons shall included, but are not limited to;
 - 33.2.1 A team refuses or are unable to play by the start of the second quarter; or
 - 33.2.2 A team takes the court with an ineligible player; or
 - 33.2.3 There are less than four players.
- 33.3 A team shall lose a game by forfeit if its actions prevent the game from being completed.
- 33.4 Teams who have paid their game fees and are considered to have forfeited a game after making such payments, will not be entitled to a refund of game fees.
- 33.5 Teams who have paid their game fee and the opposing team forfeits, will have their game fee refunded or rolled over to their next game.
- 33.6 Court controller declared forfeits shall have a recorded score of twenty (20) to zero (0) against them, the loss of two (2) competition points and the forfeit fees of four times the standard game fee.
- 33.7 Any teams having forfeited two (2) matches in a season without prior notification may, at the discretion of the GCCRBA Competitions Manager be disqualified from the competition.

34 Competition Rules for Finals Series

34.1 At the conclusion of the competition rounds, the finals series will be played in accordance with the following format (this may be changed at the discretion of the Competitions manager (Team Captains will be advised in advance of such change):

Semi Final 1:	1 st Team	V	4 th Team
Semi Final 2:	2 nd Team	V	3 rd Team
Grand Finals:	Winner Semi (1)	V	Winner Semi (2)

34.1.1 An exemption will be made for Junior Summer Season, where the final round will be played in accordance with the following format:

1 st Team	V	2 nd Team
3 rd Team	V	4 th Team
5 th Team	V	6 th Team
7 th Team	V	8 th Team

34.2 If the scores are tied at full time an overtime period of three (3) minutes shall be played until a winner is determined. Overtimes rules are as follows; 1 time out per team, fouls do not reset, repeat if score is still tied at the end of overtime.

35 Uniforms

35.1 A uniform consists of a singlet and shorts.

35.2 All players in a team must wear the same uniform.

35.3 Shorts must be the same predominate colour as the singlet, or all black.

35.4 Shorts must not contain pockets.

35.5 Non-marking shoes must be worn.

35.6 Breaches of the uniform code will see the following penalty awarded against the offending team;

35.6.1 First infringement will see five (5) penalty points awarded to the opposition;

35.6.2 Second infringement will see five (5) penalty points awarded;

35.6.3 Third and all subsequent infringements will see two (2) penalty points awarded per offense.

35.7 Penalty points will be awarded when the offending player takes the court. Penalty points will be awarded to the captain of the opposition on the courtside scoring device.

35.8 Penalty points must be added before half time.

35.8.1 If a player takes the court for the first time after half time, and they have a uniform infringement, the penalty points may be added after half time.

35.9 Special consideration will be given to teams where they have changed the suppliers of their uniforms or unable to obtain supply.

- 35.10 The on-court referee or referee supervisor will determine if the team colours clash.
- 35.11 Where there are two (2) teams with clashing colours, it is the responsibility of the first team listed on the courtside scoring device to acquire a different set of uniforms.
- 35.11.1 The first team may approach the second team to request they change.
- 35.12 Each playing singlet must display a playing number;
- 35.12.1 Ranging from 00 to 99 inclusively; and
- 35.12.2 Securely affixed to the singlet; and
- 35.12.3 Playing numbers must be found on the front and back of each singlet; and
- 35.12.4 Unique to each player on a team.
- 35.13 Shirts, whether they be short sleeved or long-sleeved, are not to be worn under a playing singlet.
- 35.14 Exemptions to the uniform rules may be made by the competition manager. Written application for exemptions must be submitted seven (7) before the start of a season.
- 35.15 No jewellery is to be worn.
- 35.15.1 Piercings are to be removed.
- 35.15.2 Watches are to be removed.
- 35.16 Hair is to be worn in an acceptable style for basketball;
- 35.16.1 No plastic or metal hair clips;
- 35.16.2 Braided and plaited hair is to be tied into a ponytail or bun, if it falls below a player's shoulders;
- 35.16.3 Hair that falls below the shoulders should be securely fastened.
- 35.17 A player's hair must not impede the visibility of the playing number.
- 35.18 Fingernails must be cut level with the tip of the fingers. Fingernails may be inspected before every game.
- 35.18.1 Players in the GCDSBL may apply the technique of taping of fingernails and the wearing of gloves is permitted.
- 35.19 Players not conforming with the uniform's rules will be excluded from the game until such time as they are abiding by the uniform rules.
- 35.20 No uniform penalties will be handed out until round 4 of the competition.
- 35.21 Compression sportswear may be worn under the following guidelines;
- 35.21.1 For GCDSBL, players may wear any garment.
- 35.21.2 For GCJBL, players must follow the following guidelines;
- 35.21.2.1 No garment with sleeves may be worn; and
- 35.21.2.2 Shooting sleeves are permitted; and

35.21.2.3 All shorts, pants, socks and leg garments are permitted.

35.22 For the GCJBL only;

35.22.1 A new club/team applying for affiliation shall state in writing, together with a diagram or photographs, the particulars of its proposed uniform, which shall be subject to the approval of the GCCRBA.

35.22.2 All affiliated clubs/teams must get approval from GCCRBA to alter previously approved uniform designs.

35.22.3 All new club uniforms (singlets only) purchased from the 12.11.2021 must display the Gold Coast Basketball logo on the left side chest.

35.22.4 All teams must have a primary and alternative colour singlets, preferably reversible.

36 Unfinancial Teams/Players

36.1 Affiliated teams/players who do not become financial within one (1) calendar month of receiving an official invoice or statement from the GCCRBA may be deemed unfinancial and be ineligible to compete in any competition until such time as the debt has been paid.

36.2 The GCCRBA may refuse to register or suspend from the competition, a team/player who is proven to the satisfaction of the GCCRBA General Manager to be unfinancial or in debt to the association.

37 Additional Notes

Unless otherwise stated, all rules in these by-laws will be adopted from FIBA where practical. All other rules not covered in these by-laws and/or interpretations of these by-laws will be at the discretion of the General Manager.