



GCCRBA By-Laws

October 2024

.....making basketball safer



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

1. Gold Coast Basketball Overview

1.1 Fees:

1.1.1 All fees for the season are determined by the GCCRBA Board of Directors before the start of each season.

1.1.2 GCCRBA has transitioned to a pay-per-competition model for player registration, replacing the previous 365-day registration fee.

1.2 General Rules: Games will be conducted according to the FIBA Official Basketball Rules 2024 unless stated otherwise in these bylaws. FIBA Basketball Rules 2024

1.3 Rule Adjustments: The GCCRBA reserves the right to modify competition rules for each season. Team Captains and Club Delegates will be informed of any changes at least fourteen (14) days before they take effect.

1.4 Definition of Team Staff: "Team Staff" includes any individual involved in the coaching, managing, administrative, or logistical aspects of a team.

1.5 Match Ratio Formula: When a match ratio is required, it will be calculated as follows: $\text{Premiership Points for} \div \text{Number of Games Played}$

1.6 Proof of Identity: The GCCRBA reserves the right to request proof of identity from any individual attending a GCCRBA event.

1.7 Enforcement of Bylaws: The GCCRBA reserves the right to remove any team or player from the competition if they are found to be in violation of these bylaws.

2. Gold Coast Senior Domestic Basketball League (GCSDBL) Overview

2.1 GCCRBA Website [Gold Coast Basketball Website](#)

The GCCRBA website is the primary resource for:

- Game Time and Venue Changes: Updates will be posted on the website by 12 noon on the Friday before the following week's games. If any changes occur after this time, team captains will be notified via text, email or BasketballConnect notification.
- Competition Ladders: Standings and results will be regularly updated on the website.

2.2 Team Members Facebook Group: Each team must appoint two (2) designated Team Manager who is required to join and be active in the GCCRBA Senior Facebook Group. This group is open to all GCCRBA senior players. [Team Members Facebook Page](#)

2.3 Communication: GCCRBA uses Mailchimp and BasketballConnect to send mass emails to association members. Each Team Manager is responsible for ensuring that team members receive the information distributed through this portal. The GCCRBA is not responsible for members not receiving emails.

2.4 Teampay: All GCSDBL team nomination fees, forfeit fees, game fees are managed through the Teampay.

Alternative Payment Method: If an alternative payment method is required, please contact the Senior Competition Manager via email. admin@gccrba.com.au

2.5 Basketball Size

- A size seven (7) basketball will be used for all mixed and mens competition games.
- A size six (6) basketball will be used for all womens competition games.

GCCRBA is not responsible for providing basketballs. All teams must ensure they have a basketball for all games.

2.6. Team Nominations - Gold Coast Senior Domestic Basketball League

2.6.1 New Teams: New teams wishing to join the GCSDBL should contact the GCCRBA directly for registration details at admin@gccrba.com.au.

2.6.2 Existing Teams: Existing teams will receive registration renewal information from the Competition Manager before the new season.

2.6.3 Team Registration: Once nominated, all teams will receive an email with instructions to complete their registration.

2.6.4 Withdrawal: Teams that do not wish to continue in the next season must notify the Competition Manager by the specified date before the end of the current season.

2.6.5 Forfeit Bond: Teams failing to notify the Competition Manager of their withdrawal by the deadline will forfeit their previous season's forfeit bond.

2.6.6 Division Changes: Teams wishing to change divisions must notify the Competition Manager as per email instructions.

2.6.7 Team Composition: Each team must have a minimum of seven (7) players

2.6.8 Payment Deadlines: Team nomination fees must be paid by the specified date, or the team will lose their spot in the competition.

2.6.9 Forfeit Bond Payment: Each team must pay a forfeit bond equivalent to two (2) weeks of game fees by the stated deadline. If a team decides to remain in the competition, any forfeit bonds will be carried over to the following season.

2.6.10 Withdrawal Before Season Start: Teams that withdraw from the competition before it begins will forfeit their nomination fees.

2.6.11 Withdrawal After Fixtures Are Published: Teams withdrawing after the season's fixtures are published will forfeit both their nomination fees and their forfeit bond.

2.7. GCSDBL Competition Fees

2.7.1 Payment Method: All GCSDBL payments are managed through TeamPay. Each team member is required to have a functional Team Pay account.

2.7.2 Game Check-In: A member from each team must check in with the Court Controllers at least twenty (20) minutes before game time with proof of payment via the Team Pay app, even if fees have been prepaid for the season.

2.8. Competitions

2.8.1 Format and Schedule: The competition format, periods, and dates will be determined by the GCCRBA each season.

2.8.2 Season Naming: The formal naming of each season is at the discretion of the GCCRBA General Manager.

2.8.3 Competition Flexibility: The GCCRBA reserves the right to conduct competitions at any time and under any terms it considers appropriate.

2.8.4 Schedule Adjustments: The GCCRBA reserves the right to change game dates, times, and venues.

2.9. Competition Divisions and Grades

2.9.1 Team Numbers: The number of teams in each division will be determined by the GCCRBA Competitions Manager.

2.9.2 Division Numbers: The number of divisions in each competition will be decided by the GCCRBA Competitions Manager.

2.9.3 Competition Management: All decisions regarding competition management will be made with the overall betterment of the competition in mind.

2.10. GCSDBL Player Eligibility

2.10.1 Rule Compliance: It is the responsibility of the Team Captain to ensure all rules are followed.

2.10.2 Registration Requirements: All players must be registered with Basketball Queensland and Gold Coast Basketball.

2.10.3 Player Photo: When registering in Basketball Connect, all players must upload a current photo.

2.10.4 Age Requirements: Senior competition players must turn fourteen (14) years of age during the playing season.

2.10.5 Exemptions: The Competition Manager is the only person who can grant exemptions to rule 2.10.4. Requests must be submitted in writing seven (7) days before the team nomination deadline.

2.10.6 Masters Competition: Players in the Masters Competition must be over thirty-five (35) years of age for men and thirty (30) years of age for women.

2.11 Multiple Team Rules:

2.11.1 A player cannot play in two (2) teams in the same division on the same night.

Exemptions for Multiple Team Play: Players wishing to play in multiple teams on the same night must apply for an exemption from the Competition Manager before the season begins or before playing their first game in the second team.

Rejection of Requests: The Competition Manager or Court Controller can reject any request to join a second team if the player is deemed too strong for the lower division.

2.11.2 Players who wish to register for multiple teams are advised to register for one (1) team initially and then complete the Jotform for the additional team/s. Upon receipt, the Competition manager will proceed to add the players to the respective teams. [Jotform - Multiple Team Registration](#)

2.12 Adding Players on Game Night: The Competition Manager or Court Controller must approve the addition of a player to the team. The additional player must not currently compete in the same division, and there may be limitations for a player from a higher division.

2.13 Technical Fouls

2.13.1 GCCRBA has decided to implement the Sin Bin technical foul rule to its GCSDBL. The rule is intended to improve player conduct and increase enjoyment for all involved. This rule can be found under our Behaviour Management Framework 17.4

3. Gold Coast Junior Basketball League (GCJBL) Overview

The Gold Coast Junior Basketball League (GCJBL) is a junior competition managed by the GCCRBA. It includes age divisions from Under 10 to Under 21 and is divided into two distinct seasons.

3.1 Winter Season: The Winter Season runs during school terms one (1), two (2), and three (3). This is the primary competition for the year.

3.2 Summer Season: The Summer Season occurs in term four (4) of the school year. This season focuses on introducing new players to basketball in a more relaxed environment.

3.3 GCCRBA Affiliated Clubs:

3.3.1 The GCCRBA affiliated clubs include:

- Amigos Banora Point
- Burleigh Blades
- Celtics
- Central Stars
- Heat Basketball
- King's Basketball Club
- Lindisfarne Anglican Grammar School
- Pacific Pines Panthers

- Palm Beach Currumbin Basketball
- Somerset Spartans
- TSS
- Varsity Vipers

3.3.2 Players can only be registered with one club per Competition. Once placed in a team, players are unable to transfer to a different club.

3.4 Basketball Sizes by Age Group

- Under 10: Size 4
- Under 12: Size 5
- Under 14: Size 6
- Under 16 Girls: Size 6
- Under 16 Boys: Size 7
- Under 18 Girls: Size 6
- Under 18 Boys: Size 7
- Under 21/Open Girls: Size 6
- Under 21 Boys: Size 7

3.5 Coaching Staff Rules: A maximum of three (3) coaching staff members are allowed on the team bench. All coaching staff must:

- Wear an affiliated junior club-branded shirt and closed-toe shoes.
- Be registered through the BasketballConnect portal.
- Possess a valid Blue Card or provide a lawful reason for not holding one.

3.3.1 Blue Card Registry Submission: All affiliated clubs must submit an updated Blue Card registry to the Competition Manager at least forty-eight (48) hours before the first round of competition begins.

3.6 Club Delegate Rules: A maximum of two (2) club delegates are allowed per court on game nights. Delegates must:

- Wear an affiliated junior club-branded shirt and closed-toe shoes.
- Be registered through the BasketballConnect portal and listed on the most recent club delegate register.
- Possess a valid Blue Card or provide a lawful reason for not holding one.

3.7 Team Coach Requirement: A designated team coach must be present on the bench for every game.

3.8 Spectator Rules: All spectators must remain in designated viewing areas. Spectators are not allowed on or around the team bench before, during, or immediately after games.

3.9 Communication Protocol: Members of affiliated junior clubs must direct all competition-related inquiries through their club. GCCRBA and other affiliate clubs are not required to respond to members who do not follow this procedure.

3.10 Grading Games Timekeeping: During grading games, the game clock does not stop in the last minute, even if the score margin is within 10 points.

3.11 Technical Foul: The technical foul penalty for GCJBL aligns with the technical foul rule outlined in our Behaviour Management Framework 17.4.

3.12 Mercy Rule: If the score difference exceeds 20 points, the leading team's players must fall back to the 3-point line of their defensive basket. They cannot move past this line until the opposing team advances the ball over the halfway line.

- This rule applies to all possessions and made baskets.

*Exemptions: The mercy rule does not apply during junior competition grading rounds, semi-finals, or finals.

3.13 Free Throw Line Adjustments for Under 12: In Under 12 games, all free throws are taken from a line positioned 0.90 meters in front of the standard free throw line within the key.

3.14 Basketball Rim Heights

3.14.1 Under 10 games: Rim height is set to 8 feet, where available.

3.14.2 All other age groups: Rim height is set to 10 feet.

3.15 Modifications for Under 10 Games

- Wristband Rule: Each team is provided with five (5) different-coloured wristbands. Players must play man-to-man defence against the opposing player wearing the corresponding coloured wristband. This rule encourages man-to-man defence.
- Fast Break Exception: If an offensive player is on a fast break, one defensive player with a different-coloured wristband may defend that

player. The incorrect-coloured defender cannot block or steal the ball but can provide help defence until the correct defender recovers.

- No Free Throws: Free throws are not awarded in Under 10 games.
- Fouls on Successful Shots: If a player is fouled while successfully scoring, no additional free throw is awarded. The opposing team inbounds the ball from the baseline after the basket is scored.
- Fouls on Unsuccessful Shots: If a player is fouled while shooting and the basket is unsuccessful, two (2) points are awarded, and the opposing team will inbound the ball from the baseline.
- Defensive Retreat Rule: After every scored basket, the defensive team must retreat to the halfway line before playing defence.
- Coach Assistance on Court: Coaches may walk onto the court during a game to assist players but must stay within one (1) meter of the sideline and must not obstruct play. Coaches are not allowed inside the three-point line.

3.16 No Zone Defence Rule: Zone defences are prohibited in all Under 10, Under 12, and Under 14 games in the GCJBL. Coaches should emphasise man-to-man defensive principles to promote player development.

3.16.1 Definition of Zone Defence: A zone defence is any defence in the half-court that does not follow man-to-man principles.

3.16.2 Trapping Defences: Trapping defences that rotate back to man-to-man principles are acceptable.

3.16.3 Violations of the No Zone Defence Rule: Violations may occur under the following circumstances:

3.16.4 Players are not in acceptable man-to-man defensive positions relative to the players they are guarding and the ball.

3.16.5 A cutter moves through the key and is not defended using proper man-to-man techniques (e.g., bumped, switched, or followed).

3.16.6 Following a trapping or help-and-recover situation, the team does not re-establish man-to-man positioning.

3.16.7 A team uses a zone press but does not revert to man-to-man positioning once the ball enters the quarter-court.

3.16.8 Court Controller Responsibilities: Court Controllers are responsible for enforcing the No Zone Defence Rule and will consider the following factors:

- The defensive team's intention
- The time and score of the game
- The offensive team's movement or lack thereof

3.16.9 Deliberate Zone Defence Use: Deliberate use of a zone defence at a critical time will result in immediate action.

3.16.10 Benefit of the Doubt: If there is doubt, the benefit of the doubt will go to the defensive team.

3.16.11 Penalties for Breaching the No Zone Defence Rule

- First offense: Warning to the coach
- Second offense: Technical foul awarded to the Head Coach
- Third offense: Second technical foul awarded to the Head Coach
- Fourth offense: Team forfeits the game

3.17 Team Nominations for the Gold Coast Junior Basketball League (GCJBL)

3.17.1 Team Registration: All affiliated junior clubs that wish to enter teams into the Gold Coast Junior Basketball League (GCJBL) must do so through the BasketballConnect portal, as directed by the competition manager.

3.17.2 Minimum Team Size: Each registered team must have a minimum of seven (7) eligible players.

3.17.3 Team Nomination Fees: Team nomination fees for each registered team are due and payable at the time of nomination for the specific season.

3.17.4 Withdrawal Penalty: Any team that withdraws from the competition after the publication of the season's game fixtures will incur a \$400.00 forfeit fee, which will be invoiced to the club.

3.18 Gold Coast Junior Basketball League Competition Fees

Competition Fee Invoicing:

- GCJBL competition fees will be invoiced to each club at the end of each round.

- Payment Instructions
- Fees must be paid according to the instructions provided on each individual invoice.

3.19 Additional Players.

In accordance with the guidelines, additional players may be incorporated into the existing team on a per-game basis under the following conditions:

3.19.1. If there are fewer than 5 original team members.

3.19.2. The additional player does not compete in the same division.

3.19.3. The added player is a current registered member of the club.

3.19.4. The additional player must compete in a lower division than the proposed fill-in team.

3.19.5. The additional players may originate from a younger age group, provided that they belong to a comparable division. For instance, an under-14 Division 2 player is eligible to participate in Under-16 Division 1 or 2, but no lower than division 3.

3.19.6. A player may only serve as an additional player on three (3) occasions during the season, including grading.

3.20 Under 18 Boys Division 1: In the Under 18 Boys Division 1, a shot clock will be implemented for all games in which it is available. The home team (Team A) must appoint a designated individual to operate the shot clock and game clock. Additionally, Team B is required to designate a person to manage the tablet.

3.21 Game times: GCCRBA will be responsible for scheduling all games and will not entertain specific game time requests. Additionally, GCCRBA will not make changes to scheduled games due to scheduling conflicts for coaches and managers.

4. GCSDBL Mixed Competition Specific Rules

4.1 Mixed Rules

4.1.1. Teams on the court must consist of two (2) women and three (3) men. If only one (1) female player is available, the team must play with four (4) players (1 female, 3 males). The game will be deemed a forfeit if no female player is on the court.

4.1.2. Male players are not allowed to block a female player's shot during the act of shooting. If this occurs, two (2) or three (3) points will automatically be awarded, depending on the shot. Male players must remain upright and cannot obstruct a female player's shot. (Male player must stand straight up and down with both feet on the ground.)

4.1.3. Special consideration will be given to the GC Allstarz Unified Basketball League's inclusive mixed social team regarding the gender ratio on the court.

4.2. When playing mixed basketball, please be considerate of other players and their varying skill levels. Aggressive or rough play will not be tolerated. Players who engage in unsportsmanlike behaviour will be removed from the competition.

5. Unified Basketball League

5.1. Gold Coast Basketball hosts a weekly Unified Basketball League, welcoming players of all abilities.

5.2. Players must be registered with Gold Coast Basketball. For season-specific registration details, please consult the Senior Competition Manager.

5.3. Game fees must be paid before each game to the court controller on duty.

5.4. All players must be signed into the scoring device before they can take the court.

5.5. The rules of the competition are as follows:

5.5.1. Running substitutions are allowed when a team has possession in their backcourt. The substituting player must not enter the court until the player being substituted is off the court.

5.5.2. Each team must provide a competent person to handle score bench duties.

5.5.3. At least three (3) Unified players must be on the court at all times.

5.5.4. No more than two (2) Partner players may be on the court at the same time.

5.5.5. Partner players must wear wristbands for identification.

5.5.6. Partner players are not allowed to steal the ball from Unified players.

5.5.7. Male Unified players may not block female Unified players during a shot attempt. Any infraction will result in the awarding of two (2) penalty points.

6. Player Registration Fees

All players are required to maintain valid registrations with Gold Coast Basketball, Basketball Queensland, and Basketball Australia for the entire duration of the season. Any registrations set to expire mid-season will be required to renew their registration at the beginning of the season.

6.1. Registration fees must be paid before any unregistered player can participate in their first game of the season.

6.2. Player registration information will be updated each season. New details will be provided to members before the start of each season.

6.3. Proof of identity may be required during the online registration process, and a copy may be stored in the player's profile.

6.4. By registering for a GCCRBA competition, you agree to abide by the Association's Codes of Conduct and Competition By-Laws.

6.5. Short-term 14-day registrations are available for one-time use only.

Please note that once a player has participated in a Gold Coast Competition game, the registration fees of Basketball Queensland and Gold Coast Basketball are non-refundable.

7. GCCRBA Game Fees:

GCCRBA will determine the game fees prior to the start of the season.

8. Forfeit Games

8.1. The Competition Manager has the authority to forfeit any game.

8.2. The court controller on duty can also forfeit a game for various reasons, including but not limited to:

8.2.1. A team refuses or is unable to play by the start of the second quarter.

8.2.2. A team fields an ineligible player.

8.2.3. A team has fewer than four players.

8.3. A team will forfeit a game if its actions prevent the game from being completed.

8.4. Teams that forfeit after paying their game fees will not be entitled to a refund.

8.5. If a team has paid its game fee and the opposing team forfeits, the payment will be refunded or rolled over to the next game, provided the team was unable to play.

8.6. If a game is forfeited by the court controller, the recorded score will be twenty (20) to zero (0) against the forfeiting team. The team will also lose two (2) competition points and may incur a forfeit fee equal to four times the standard game fee.

8.7. Any team that forfeits two (2) games in a season without prior notice may be disqualified from the competition at the discretion of the GCCRBA Competitions Manager.

8.8. Teams with multiple 8.30 pm or 9.20 pm forfeits will have their position reviewed for the following season.

8.9. Game Forfeit Fees:

8.9.1. The forfeit fees are as follows for GCJBL:

- If more than twenty-four (24) hours' notice is given to the Competition Manager — two (2) times the standard game fee.
- If less than twenty-four (24) hours' notice is given — three (3) times the standard game fee.
- If less than one (1) hour's notice is given — four (4) times the standard game fee.

8.9.2. The forfeit fees are as follows for GCSDBL:

- If more than twenty-four (24) hours' notice is given to the Competition Manager — two (2) times the standard game fee.
- If less than twenty-four (24) hours' notice is given — two (2) times the standard game fee plus a \$20 admin fee.

- If less than one (1) hour's notice is given — three (3) times the standard game fee.

9. Finals Series

9.1. Finals Format

9.1.1. At the conclusion of the competition rounds, the finals series will follow the format below. The Competitions Manager may alter this format at their discretion, with advance notice provided to Team Captains:

Semi-Final 1: 1st Team vs. 4th Team

Semi-Final 2: 2nd Team vs. 3rd Team

Grand Final: Winner of Semi-Final 1 vs. Winner of Semi-Final 2

9.1.2. An exception will be made for the Junior Summer Season, where the final round will follow this format:

1st Team vs. 2nd Team

3rd Team vs. 4th Team

5th Team vs. 6th Team

7th Team vs. 8th Team

9.2. Overtime Rules: If the scores are tied at the end of regular time, an overtime period of three (3) minutes will be played until a winner is determined. Overtime rules are as follows:

- Each team is allowed one time-out.
- Fouls do not reset.
- If the score remains tied after overtime, additional three-minute periods will be played until a winner is decided.

9.3. Finals Eligibility

9.3.1. A player must participate in at least fifty percent (50%) of standard competition games for their affiliated team to be eligible for the finals series.

9.3.2. Teams joining the competition after the first round must have players who have participated in fifty percent (50%) of the competition rounds from the point of entry.

9.3.3. Grading games do not count toward games played.

9.3.4. Designated bye rounds will count as games played.

9.3.5. Games won due to forfeits will count as games played.

9.4. Exemption to the Finals Eligibility Rule

9.4.1. Teams may apply for an exemption to the finals eligibility rule under the following circumstances:

9.4.2. If a player misses games due to representing their State in a National Junior Championship or representing Australia in official duties, such as competitions or camps. The exemption application must include official correspondence detailing the competition or training camp.

9.4.3. If a player misses games due to injury or a medical condition. The exemption application must be accompanied by a letter from the treating doctor specifying the nature of the injury and the time needed to leave the sport.

9.4.4. If a player relocates more than one hundred (100) kilometres and joins a team after the season has started. These players must participate in fifty percent (50%) of the remaining games from the time they joined. The exemption application must include proof of relocation.

9.4.5. The Competition Manager has the authority to grant an exemption for any reason, including reasons not stated here.

9.5. Application Process: All exemption applications must be submitted in writing by a Club Delegate or the team manager in GCSDBL to the Competition Manager at least 24 hours before the final game.

10. Ineligible Players

10.1. Definition of Ineligible Player

An ineligible player is one who does not meet the eligibility requirements as outlined in 9.3 of the by-laws.

10.2. Penalties for Playing Ineligible Players

10.2.1. The game will be recorded as a forfeit.

10.2.2. The team will be deducted two (2) competition points for each ineligible player who participated in the game.

10.2.3 Additional penalties may be imposed by the Competition Manager on a case-by-case basis.

11. Late Starts

11.1. In all GCCRBA competitions, at the end of the previous game or at the official start time (whichever is later), the referee will blow their whistle to signal a one (1) minute warning to both teams.

11.2. If one or both teams fail to provide a bench official or if the-scoring device player list has not been confirmed with the required number of players to start the game, the clock will start as scheduled, and the team at fault will be deemed to be delaying the game.

11.3. A team found in breach of 14.8 will be penalised by having two (2) points awarded against them for each minute, or part thereof, that the game is delayed. Points will be credited to the captain of the opposing team.

11.4 If a team fails to participate by the end of the first (1st) quarter the game will be forfeited.

11.5 A Court Controller has the right to amend the late start rules and penalties if there are cases beyond our control.

12. Score Bench

12.1 Each team is required to provide one (1) competent individual to perform the score bench duties for each competition game.

12.2 Individuals performing score bench duties must be at least fourteen (14) years old.

12.3 GCSDBL If a team fails to provide a person for score bench duties, the opposing team will be awarded five (5) points, which will be added during the first half.

12.4 GCSDBL teams may mutually agree to have only one person handle the score bench duties. The Court Controller must be informed of this arrangement before the start of the game, the is the responsibility of the team manager or team captain.

12.5 Score Discrepancies will not be reviewed, the final score stands.

13. Player Clearances and Transfers

13.1 All player transfers must be processed through the BasketballConnect portal and the Gold Coast Junior Player Club Transfer Request Jotform.

13.2 Players transferring clubs within the GCCRBA or to an external club must settle all outstanding financial obligations to their previous club. Players who fail to do so may be deemed un-financial and will be suspended from all GCCRBA competitions and events.

13.3 Players with outstanding representative fees with the association are ineligible to participate in any GCCRBA competitions until the debt is resolved.

13.4 GCJBL Once a player has participated in one (1) game with a club, they are ineligible to transfer to another club within the same season unless an exemption is granted by the GCCRBA General Manager. Exemptions will only be considered under exceptional circumstances and will not set a precedent for future decisions.

13.5 GCSDBL Once a player participates in two (2) games for one (1) team, they are ineligible to play for another team in the same division.

14. General Rules of Competition

14.1 Premiership points are awarded as follows:

- Three (3) points for a win.
- Two (2) points for a draw.
- One (1) point for a loss.
- A deduction of two (2) points for a forfeit.

14.2 If a round is cancelled, all games will be recorded with zero (0) points.

14.3 A forfeit will be recorded as a score of twenty (20) to zero (0) in favour of the non-forfeiting team.

14.4 Match ratio may be used to ensure fairness in the premiership tables.

14.5 If two (2) teams finish with equal points at the end of the regular season, their final placing will be determined by the results of the games played between them.

14.6 If the points scored and points conceded between the two (2) teams are equal, the classification will be determined by premiership points.

14.7 If more than two (2) teams are tied for a position, the following steps will be taken:

- A secondary classification will consider only the results of games played between the tied teams. If one team has a superior head-to-head record, they will be ranked first. The remaining teams will be placed into a new classification to repeat the process.
- If teams remain tied after the secondary classification, points percentage from games between the tied teams will be used.
- If a tie persists, the points percentage from all games played in the division will determine the placing.
- If the tie is reduced to two teams, the procedures in sections 14.4 and 14.5 will be applied. If more than two teams are still tied, the process will repeat from section 14.6.1.

14.8 All games must start with a minimum of four (4) players.

14.9 For all GCJBL games, a designated coach must be present on the team bench.

14.10 A disqualifying foul may be issued under the following circumstances:

- Two (2) unsportsmanlike fouls in a single game.
- Two (2) technical fouls in a single game.
- One (1) technical foul and one (1) unsportsmanlike foul in a single game. 14.9.4 Two (2) coach technical fouls.
- One (1) disqualifying foul.

14.11 When a disqualification foul is issued:

- The disqualified person must leave the stadium within one (1) minute.
- The game will be paused until the referee approves resumption.
- The game clock will continue to run.

14.12 Technical fouls are non-contact fouls related to behavioral issues, including but not limited to:

- Ignoring referee warnings.
- Disrespecting officials or opponents.
- Using offensive language or gestures.
- Taunting or baiting opponents.
- Obstructing an opponent's vision.
- Excessive swinging of elbows.
- Delaying the game.
- Faking fouls.
- Hanging on the ring, except briefly following a dunk or to prevent injury.
- Goaltending during the last free throw by a defensive player.

14.13 Technical fouls are recorded on a player's profile across all venues.

Accumulated technical fouls may result in the following penalties:

- Two (2) technical fouls in one game may lead to disqualification and a two (2) round suspension from all GCCRBA events.
- Three (3) technical fouls in a season may lead to a two (2) week suspension from all GCCRBA events.
- Four (4) technical fouls in a season may lead to a five (5) week suspension from all GCCRBA events.
- Five (5) technical fouls in a season may result in removal from all GCCRBA competitions and ineligibility to return without exemption from the Gold Coast Basketball Competitions Committee.

14.14 GCCRBA reserves the right to amend penalties on a case-by-case basis.

*GCCRBA reserves the right to modify these rules as needed.

15. Uniforms

15.1. A uniform consists of a singlet and shorts.

15.2. All players on a team must wear identical singlets.

15.3 Shorts

- GCSDBL: Shorts must match the predominant colour of the singlet or be all black.
- GCJBL: All shorts must be the same colour.

15.4. Shorts must not have pockets.

15.5. Only non-marking shoes are permitted.

15.6. Uniform code breaches will incur the following penalties:

15.6.1. For the first infringement, five (5) penalty points are awarded to the opposition.

15.6.2. For the second infringement, five (5) penalty points are awarded to the opposition.

15.6.3. For the third and subsequent infringements: two (2) penalty points per offence.

15.7. Penalty points will be applied when the offending player takes the court and is recorded by the Court Controller on the scoring device.

15.8. Penalty points must be recorded before halftime. If a player with a uniform infringement takes the court for the first time after halftime, penalty points may be recorded after halftime.

15.9. Special consideration will be given to teams that have changed uniform suppliers or are unable to obtain uniforms.

15.10. The on-court referee or the Court Controller will determine if team colours clash.

15.11. If two teams have clashing colours, the first team listed on the scoring device is responsible for acquiring a different set of uniforms. The first team may request the second team to change.

15.12. Each playing singlet must have a number:

- Ranging from 00 to 99 inclusively.
- Securely affixed to the singlet.
- Displayed on both the front and back of the singlet.
- 15.12.4. Unique to each player on the team.
- T-Shirts, whether short-sleeved or long-sleeved, are not permitted under the playing singlet.

15.14. Exemptions to uniform rules may be granted by the competition manager. Written applications for exemptions must be submitted before:

GCSBL – Round 4

GCJBL – Round 1

15.15. No jewellery is allowed:

- Piercings must be removed.
- Watches must be removed.

15.16. Hair must be styled appropriately for basketball:

- No plastic or metal hair clips.
- Braided or plaited hair must be tied into a ponytail or bun if it falls below the shoulders.
- Hair falling below the shoulders must be securely fastened.
- Hair must not obstruct the visibility of the playing number.

15.18. Fingernails must be trimmed to the tip of the fingers and may be inspected before each game.

15.18.1. In the GCDSBL, taping of fingernails and wearing gloves are permitted.

15.19. Players not adhering to uniform rules will be excluded from the game until compliance is achieved.

15.20. Uniform penalties will not be enforced until:

GCSDBL: Round 4 of the competition.

GCJBL: Round 1

15.21. Compression sportswear guidelines:

15.21.1. For GCDSBL: Any garment may be worn.

15.21.2. For GCJBL:

- Garments with sleeves are not permitted.
- Shooting sleeves are allowed.
- Shorts, pants, socks, and leg garments are permitted.

15.22. For GCJBL only:

- New clubs/teams must submit a written statement, diagram, or photographs of their proposed uniform for GCCRBA approval.
- Affiliated clubs/teams must obtain GCCRBA approval to alter approved uniform designs.

- New singlets purchased from 12.11.2021 must display the Gold Coast Basketball logo on the left side of the chest.
- All players must wear the same uniform. Shorts and singlets must be consistent throughout the team.
- Teams must have both primary and alternative colour singlets, preferably reversible.
- During the summer season, GCCRBA is more lenient with uniform requirements. Singlets must be of the same dominant colour.

16. Code of Conduct

16.1. The GCCRBA has established Codes of Conduct for administrators, coaches, parents/guardians, players, officials, spectators, score table officials, volunteers, other registered members, and various visitors involved with GCCRBA properties. Where specific codes of conduct are not available, the GCCRBA will adopt the Basketball Queensland Code of Conduct.

16.2. All teams, players, officials, and spectators must conduct themselves in a manner that is fair and reasonable according to the basketball community standards.

16.3. The GCCRBA will determine breaches of this standard at its sole discretion and may impose penalties on the offending individuals. Some breaches may require tribunal action, which will be managed by the GCCRBA.

16.4. Breaches may include, but are not limited to:

- Attending any GCCRBA event while under the influence of illicit drugs or alcohol. Individuals showing signs of intoxication or drug effects will be asked to leave.
- A player participating while knowingly unregistered.
- A player taking the court under another player's name in the scoring device.
- A non-GCCRBA official adding a player to a team list on an official GCCRBA scoring device.
- Players acting contrary to the GCCRBA Code of Conduct.
- Players acting against the rules and spirit of basketball.

16.5. If a player is charged with a breach of the Code of Conduct by a GCCRBA official, whether by written notice or disqualification from the court, the tribunal bylaws adapted by the GCCRBA will be enforced.

16.6. Individuals failing to vacate a GCCRBA event area when instructed by an official will be reported, and the tribunal bylaws will be enforced.

17. Behaviour Management Framework

17.1. Gold Coast Basketball adheres to a Behaviour Management Framework to ensure a safe, positive, and rewarding environment for all participants, free from harassment, bullying, or intimidating behaviours. The full Behaviour Management Framework is available on the Gold Coast Basketball website.

The Framework enforces a zero-tolerance policy towards inappropriate or abusive behaviour from any: participant, score bench, coaching staff or spectator who:

- Persistently or wilfully questions or challenges the decisions of referees.
- Berates or abuses game officials, such as referees and score table personnel.
- Berates or abuses team officials.
- Berates or abuses players.
- Berates or abuses other parents or spectators.
- Berates or abuses any game day official, including Court Controllers, Referee Supervisors, Association Representatives, or Basketball Queensland Representatives.

Individuals exhibiting such behaviour will be asked to leave the venue immediately by the Court Controller.

17.2. If a spectator displays poor behaviour that disrupts gameplay, the Court Controller on duty will issue a Warning Card to the manager of the team with the offending spectator. The manager must then present the card to the spectator. Continued breaches of the Behaviour Management Framework will result in the spectator being removed from the event and potentially excluded from future GCCRBA events.

17.3 GCCRBA Administrative Panel may enforce a Code of Conduct Breach for inappropriate behaviour towards officials, staff, players, or spectators. This may result in immediate suspension or referral to a Competitions Tribunal for further action and potential upgrade of the breach.

17.4 Sin Bin Technical Fouls

- In the event of any technical foul, the offending player must be benched for a duration of three (3) minutes of game time*.
- The player is required to vacate the court within 15 seconds.

- The score bench and referees are responsible for monitoring the duration of the player's time in the sin bin and their eligibility to return to the game.
- The player may only re-enter the game through a standard substitution.
- Upon returning to the court, if the player engages in a similar infraction, a disqualifying foul will be enforced.

* Game time refers to actual playing time, excluding timeouts and end of quarters.

*Any Technical Foul: Any technical foul a player receives, whether they are on the court or on the team bench

*In GCCRBA competitions, all technical fouls will be assigned to a player, coach, or manager. Bench technical fouls will not be administered.

18. Player Injury and Blood Rule

18.1. Any player with bleeding or an open wound must leave the court. They may return only after the bleeding has stopped and the affected area or wound has been securely covered.

18.2. Players with blood on their uniform must leave the court and may not return until they have replaced the blood-stained items. Any change of uniform must be noted on the Match Report and updated on the iPad if playing numbers change.

18.3. If ice is applied to an injury, the injured player cannot return to the game for the remainder of that match.

18.4. All player injuries must be reported to the Court Controller at the time of the incident, and an injury report must be completed and signed before leaving the stadium.

19. Abandoned Games

19.1. If a game is delayed for any justifiable reason for a period of ten (10) minutes or more, it shall be deemed abandoned.

19.2. When a game is abandoned, the final score will be recorded as the score at the time of abandonment, if fifty (50) percent of the game has been played. If less than fifty (50) percent has been played the game will be deemed a washout.

19.3. Decisions regarding the reason for and result of abandoned games will be made by the GCCRBA Competitions Manager or the Court Controller on duty.

19.4. The GCCRBA reserves the right to adjust game times or playing courts in the event of an injury or other delay affecting the game.

20. Game Disputes

20.1 All game disputes must be submitted to the competition manager no later than the end of business on the next working day.

- The Game Dispute form must include sufficient details to identify the incident leading to the dispute.
- If using Glory League footage, time stamp references must be included.

20.2. Referee decisions are final and will not be reviewed.

20.3. For protests or disputes related to GCCRBA competitions or By-Laws, an affiliated team may appeal to the General Manager. The outcome of this decision is final.

21. Tribunal

21.1. The GCCRBA adopts the Basketball Queensland tribunal guidelines.

21.2. Glory League Game Reviews: GCCRBA reserves the right to review games, particularly situations where players question referee calls. Any behavioural or unsportsmanlike conduct that does not align with the spirit of the game will result in a Code of Conduct breach. A letter will be issued to the players or teams involved, detailing the Code of Conduct and the incident. If necessary, the matter will be referred to a tribunal.

21.3. The GCCRBA Match Review Committee randomly selects games each week for review to aid in player and referee education. If the committee determines that further action is required, such as suspensions, tribunal reports, or warning letters to a team, captains and players will be notified within fourteen (14) days of the game's conclusion.

22. Incidents

22.1 At the conclusion of your game or during its course, it is imperative to inform the court controller of any incidents that may have transpired. In case of a developing situation leading to an incident, prompt notification to the court controller is necessary to facilitate proper monitoring of the situation.

22.2 Lodging feedback/complaint: To lodge feedback/complaint regarding a game, notify the Court Controller of the situation, and they will provide you with a QR code. The feedback/complaint should be submitted no later than 9 a.m. on the subsequent working day. [Feedback/Complaint Form](#)

22.3 Match Reviews

22.3.1 GCCRBA exclusively conducts reviews of matches facilitated by implementing the Glory League technology. Our review services are dependent on the availability of Glory League. Regrettably, if Glory League is not accessible, we will be unable to conduct game reviews.

22.3.2 To request a match review, you must submit the following to the competition manager:

- Time stamps of the incidents in the Glory League
- A description of the incidents and any related events
- The required fee

22.3.3 Match review fees

Prior to initiating any match review, there is a requirement for a fee of \$80.

* As per 20.2. Referee decisions are final and will not be reviewed.

22.3.4 The match review fees are refundable only if GCCRBA identifies a valid cause and deems the review to be appropriate.

22.4 Referee Reporting on Incidents

22.4.1 Referees must submit a report for any incident they believe warrants attention.

- Any incident that results in the ejection of a participant must be reported.
- A participant who receives two (2) direct technical fouls or a technical foul combined with an unsportsmanlike foul must be disqualified from the game, and a report must be completed.
- Referees should follow these steps for reporting incidents:
- Inform the court controller on duty about the incident that needs reporting.
- Complete a Game Incident Report before leaving the stadium.
- If necessary, submit a detailed Game Report within forty-eight (48) hours of the game.

23. Glory League

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

23.2. Unauthorized use of Glory League footage may result in revoked access to Glory League and potential exclusion of players from the competition.

23.3. How It Works:

- A video camera is mounted above the court.
- The court-side scoring application integrates with Glory League to record data from the electronic scoring device.
- Each point scored is compiled into a highlight video for the player.
- Registered players receive an email link to the game video.
- For more information on how Glory League works, please visit:

24. Representative Basketball

24.1 Junior Representative Basketball

To qualify for junior representative basketball, adherence to the following criteria is required:

- Confirmation of the child's participation in a minimum of 50% of games in the GCJBL Winter Season, excluding grading games and finals.
- Confirmation of no outstanding fees owed to GCCRBA.
- Confirmation of no outstanding fees owed to the child's Club.
- Acknowledgment and acceptance of the terms outlined in the Parent Player Agreement document.

24.2 Senior Representative Basketball

To qualify for senior representative basketball (QSL1 & QSLYL), compliance with the following criteria is necessary:

- Confirm participation in a minimum of 50% of any GCCRBA competition, with the exception of the GCJBL Summer season.
- Confirmation of no outstanding fees owed to GCCRBA.
- Acknowledgment and acceptance of the terms outlined in the Parent Player Agreement document.

24.3 Exemptions

- In cases where a player misses games due to representing their State in a National Junior Championship or representing Australia in official duties, such as competitions or camps, the exemption application must include official correspondence detailing the competition or training camp.
- In the event of a player missing games due to injury or a medical condition, the exemption application must be accompanied by a letter from the treating doctor specifying the nature of the injury and the required duration of absence from the sport.
- Players relocating more than one hundred (100) kilometres and joining a team after the season has commenced must participate in fifty per cent (50%) of the remaining games from their date of joining. The exemption application should include proof of relocation.
- The GCCRBA Operations Manager or General Manager is vested with the authority to grant exemptions for any reason, including those not explicitly stated here.

24.4 Player Withdrawal

- Any player who withdraws from a team after selections have been finalised will be considered ineligible for Gold Coast Representative Basketball for the current and subsequent full representative seasons, including the State Championships. For instance, if a player withdraws after the 2024/25 selections at any stage, they will not be eligible to participate in representative basketball for Gold Coast Basketball in the 2024/2025 season and the 2025/26 season. Under exceptional circumstances, a player or their guardian may apply for an exemption to this rule.
- Any player who withdraws from a team after selections have been completed remains liable for all fees, including state championships.

25. Decisions on Unclear or Silent Rules

25.1. If these rules do not address or are unclear about a matter related to the GCSDBL or GCJBL, the GCCRBA General Manager will determine how the issue should be resolved.

25.2. Such decisions are binding on all parties subject to these rules. These decisions are final and specific to the circumstances presented at the time they were made. They do not establish a precedent for future cases and cannot be cited as evidence in other matters.