

Junior Competition Rules and By-laws

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1. Competitions Philosophy Statement

1.1. Purpose

1.1.1. The purpose of these by-laws is to provide a clear and transparent framework for decision-making. Interpretation of this document should aim to best give effect to the principles set out in clause 1.3 and to any purpose stated within the clause.

1.2. Accountability

1.2.1. The Basketball ACT Competitions Committee and Basketball ACT Competitions Management are responsible for ensuring decisions relating to competitions are consistent with this statement and that customers are consulted in relation to decisions prior to any major change to competitions.

1.3. Principles

1.3.1. Through its competitions, BACT aims to:

- (a) Provide participation opportunities in basketball for all people to the level of their interest and ability as players, coaches, officials, administrators or spectators
- (b) Increase participation in basketball over the long term and foster the development of sustainable and thriving clubs
- (c) Encourage life-long participation in basketball by all sectors of the Canberra community
- (d) Achieve sustainable competitions, which provide value for money for participants and to regularly assess participants' satisfaction with our competitions
- (e) Ensure a safe and welcoming environment for all participants that does not tolerate any form of harassment or unlawful discrimination
- (f) Respond to the demand and interest of our clubs, teams and individual participants
- (g) Provide a premier level competition that contributes to the development of players, coaches and officials and forms a viable pathway that will assist with our future elite success of our players, coaches and officials
- (h) Provide age and skill appropriate competitions for juniors which provide competitive and development opportunities appropriately
- (i) Facilitate people to be able to first participate in basketball at any age, regardless of their ability

2. Rules and Definitions

2.1. Application of By-Laws and Competition Rules

- 2.1.1. Games will be played under the Official Basketball Rules as published by FIBA and as varied under these Rules to provide age and skill appropriate opportunities.
- 2.1.2. Changes in rules, as adopted by FIBA, will be introduced at the discretion of Basketball ACT. Basketball ACT will also determine when such changes will be made.
- 2.1.3. Any change to the rules of a competition will be communicated by BACT to participants in a timely manner prior to implementation.
- 2.1.4. The Competitions Committee shall review this by-law at least every two years and may at any time make recommendations to the Board for its consideration. The Board has absolute discretion whether or not to accept recommendations made by the Competitions Committee.
- 2.1.5. [Schedule 2](#) sets out variations to FIBA's rules and timing regulation that have been adopted for BACT competitions.

2.2. Definitions

Age Group	All those divisions of the competition which play under the same age, eligibility and gender criteria.
BACT	ACT Basketball Incorporated (ABN 11 936 731 929), trading as Basketball ACT.
Basketball	Includes wheelchair, Player with Intellectual Disability (PWID), 3x3 and 5v5 basketball.
Board	The Directors elected and appointed from time to time pursuant to clause 9 of the Basketball ACT Constitution.
Club	Reference clause 6. Membership of Association of the Basketball ACT Constitution.
CEO	The Chief Executive Officer appointed from time to time by the Board pursuant to clause 12 of the Basketball ACT Constitution.
Competition	The schedule of games including minor round games and finals.
Competition Management (CM)	The employees of BACT who are responsible for the organisation of the competitions.
Competitions Committee	An advisory body established to assist the Competition Management in the execution of competitions.
Draw	The schedule of games prepared by BACT which determines which teams play against each other in each round of the competition and at what time and venue.

Duty	Carrying out the duties of scoring or refereeing as required by BACT.
Fill-in Player	A player playing for a team on a temporary basis.
Finals	The series of games played following the conclusion of the regular season to determine the winner of the competition.
Game	An individual match of a round where one team plays another team.
Games Played	The number of games that a player's name and number was recorded, and that player was on the bench, in uniform, and available to play.
General Team	A team that is not affiliated with any club.
Grading Rounds	The rounds at the beginning of the season dedicated to ensuring teams are in the correct division.
Ineligible Player	A player who is ineligible to participate in BACT under any provision of these by-laws.
Invitational Team	A team invited into a competition by Basketball ACT who may not otherwise be eligible to participate in that competition.
Junior Premier League	The highest division of the junior competition.
Junior Restricted Player	A player who in the 12 months before a competition starts was a Representative Player or National Performance Program(NPP)/ National Intensive Training Program (NITP) participant;
Local Interchange	Where a player's club gives permission for that player to play for another club or team as well as their own club, for the current season.
MSO	The position of Member Service Officer, an employee of BACT responsible for service of the playing facility.
Minor Round	The regular season; the number of total rounds of the draw prior to the playoffs.
Non-competitive Division	An age group or division of a BACT competition where the focus is on fun, participation and skill development rather than the competitive aspect of winning the game.
Participation	Includes playing, officiating, coaching, and being involved in the administration of a club or team.

Representative Player	A player that was named in the team or as a reserve for the most recent BACT U12 (Melbourne Classic), U14 (Club Championships), U16, U18 or U20 Australian Junior Championships or equivalent for another association or state/territory. If no teams have been selected, then the NSW Junior Premier League or top NSW Southern Junior League teams will be used as the Representative Player list.
Round	The set of games that are usually played during one week or weekend of the competition, where each team plays one game (or has a bye).
Referee Coach	Appointed by BACT to assist with a coaching and upskilling of referees.
Season	The period in which competitions are played, currently being Winter season and Summer season.
Temporary Transfer	A player is given permission to play for a different club/team in the current season and to not play for their normal club.
Unit	The set amount for allocating fines, penalties or administrative fees that require a financial impost. Refer to Schedule 1 – Fees and Fines .
Zone Defence	Any defence in the half court which does not incorporate normal man to man defensive principles.

3. Competition Structure

3.1. Competitions

- 3.1.1. BACT will determine the number and format of competitions prior to each season and may add alter or remove competitions from time to time.
- 3.1.2. BACT shall determine from time to time whether each competition is played at one venue or whether it is played across multiple venues.

3.2. Division Structure

3.2.1. Teams Per Division

- (a) Each club may only have one team compete in Junior Premier League.
- (b) Clubs may, at the discretion of Competition Management, have more than one team compete in all other divisions.
- (c) Invitational teams may be invited at the discretion of Competition Management.

3.2.2. Junior Divisions

- (a) For each gender and age group, there will be Junior Premier League, Division 1, Division 2, Division 3 and so on, depending on the number of teams that nominate. Junior Premier League will be the highest level of competition.
 - i. Junior Premier League will only be offered in the Winter Season and is only open to full member clubs (as per the Basketball ACT Constitution).
 - ii. Junior Winter Competitions are only open to full member and associate member clubs (as per the Basketball ACT Constitution).
- (b) Competitions will be provided for both male and female participants. for Under 10, Under 12, Under 14, Under 16 and Under 19. Other age groups may be provided, as deemed appropriate by BACT.
- (c) Additional competitions may be provided for by age of players, by school year, or other such criteria, as deemed appropriate by BACT.

3.2.3. Finals

- (a) It shall be at BACT's discretion whether or not finals are played in a competition and, if so, what format is used for those finals.
- (b) BACT shall advise before the start of a competition whether finals will be played and, if so, what format will be used.

4. Commencement of the Competition

4.1. Nominations

- 4.1.1. Teams must be nominated using the process specified by BACT.
- 4.1.2. BACT shall designate a date by which nominations must be submitted. Late nominations may be accepted at the discretion of BACT, taking into account the number of teams already nominated.
 - (a) Teams that nominate after the closing date will be required to pay a late fee as per [Schedule 1 – Fees and Fines](#).
- 4.1.3. BACT may designate a priority period for teams competing in the current season and wishing to participate in the same division the following season. Subject to other provisions of these by-laws, these teams will be guaranteed a spot in the competition, provided they nominate within the priority period.
- 4.1.4. If BACT designate a priority period, pursuant to clause 4.1.3, it may also be applied to:
 - (a) A team that placed in the top 2 of a division and wishes, or is required by BACT, to move to a higher division
 - (b) A team that placed in the bottom 2 of the division and wishes, or is required by BACT, to move to a lower division
- 4.1.5. BACT shall determine the maximum number of teams that may participate in each division, taking into account court availability. In determining the maximum number of teams no more than 2 teams shall have a bye in each round.
 - (a) Non-competitive competitions may be extended to having no more than 4 teams from the same competition having a bye in each round.
- 4.1.6. JPL will have a maximum of 10 teams per competition.
 - (a) If more than 10 teams nominate for a JPL competition, a preseason grading tournament will be played prior to the season. The tournament will determine the teams who are successful in competing in JPL for the season.
 - i. The preseason tournament would consist of the 1-4 of the bottom placed teams from the previous JPL season and any additional teams who wish to nominate.
- 4.1.7. Where BACT receive nominations from more teams in a division than the maximum number of teams allowed, BACT shall, subject to 4.1.8, allocate teams pursuant to the following priority:
 - (a) If a priority period was specified for nominations pursuant to clause 4.1.3, teams that nominated in accordance with the priority period shall be the first included;
 - (b) Teams affiliated with a club shall be included next;
 - (c) Remaining teams shall be accepted in order that nominations were received (including the payment of any nomination fee).

- 4.1.8. BACT shall liaise with any team that cannot be included in the division for which the team nominates, to determine whether they can be included into another division. If they cannot be included, BACT shall attempt to facilitate the movement of players from that team to another team.
- 4.1.9. BACT may refuse to include a team in a competition if it believes that it is in the best interests of the competition to do so. BACT must provide written reasons for any refusal within seven days of the competition nominations closing or at a time determined by BACT from time to time.
- 4.1.10. Where a division does not have its maximum number of teams, BACT may accept additional teams into that division at any time during the competition, pursuant to [clause 3.2.1](#). BACT shall charge that team a reasonable fee, based on when they joined the competition.

4.2. Fees

- 4.2.1. Fees for each competition will be advised as part of the nomination process and will be published on the BACT website. Teams may be required to pay a nomination fee as part of, or in addition to, the fees for the competition.
 - (a) For any teams who nominate after the closing date for nominations will be charged a late fee as determined by BACT in addition to their competition fees.
- 4.2.2. All competition fees must be paid by the date designated by BACT.
- 4.2.3. It is the responsibility of each club to pay the fees for each affiliated team nominated by the club.
- 4.2.4. Each player must pay an individual registration fee to BACT (as determined by BACT) prior to playing.
 - (a) The fee only needs to be paid once per period (as set by BACT) and enables the player to play with multiple teams.
 - (b) The BACT individual registration fee is non-refundable once the player has played in a competition game.
- 4.2.5. Fees for any playoff or finals round are included in the season fees. No additional costs will be incurred by teams playing in a finals game.
- 4.2.6. Failure to pay fees by the due date may lead to the affected clubs/teams playing for no competition points. Further failure to pay fees may lead to the removal of clubs/teams from the competition. In the event of the removal of a team or club, refunds will not be given and any fines are as per [Schedule 1 – Fees and Fines](#).

4.3. Nomination of Players in a Team

- 4.3.1. A minimum of seven players must be nominated for each team in any junior competition. This can include Development and Higher Age players, as long as the Development and Higher Age player requirements are met.

4.4. Grading

- 4.4.1. Clubs must make every effort to nominate their teams in the division that reflects the level of skill, experience and competitiveness of the players in that team.

- 4.4.2. BACT shall review the competitiveness of the teams in each competition. Where BACT believes that a team is above or below the competitive level of the division, BACT may take action during the grading rounds and if required, during the season, including:
- (a) Move the team to a higher or lower division (as appropriate)
 - i. Competition points will not be carried across to the team's new division.
 - (b) Divide the division into two separate divisions, as per 4.4.5
- 4.4.3. A club or team that disagrees with a decision made, pursuant to clause 4.4.2, may appeal the decision in accordance with clause 13.1.
- 4.4.4. At any point during grading rounds of a junior competition BACT may divide the division into two separate divisions for the remainder of the competition if it believes that is in the best interests of participation. Any competition points earned will be carried across to the new division.
- 4.5. Invitational Teams**
- 4.5.1. Invitational teams may be invited at the discretion of Competition Management.
- (a) When an invitational team is playing in a Basketball ACT competition, they are not eligible to participate in finals or accumulate competition points.
 - (b) Teams playing invitational teams do not receive competition points for the game played.
- 4.6. Competition Draw**
- 4.6.1. BACT will prepare the draw for each division of competition. Draws shall be published on the BACT Website.
- 4.6.2. BACT shall provide as much notice as possible to club contacts whenever a draw is amended.
- 4.7. Withdrawal of Teams from Competition**
- 4.7.1. Where a Club based team withdraws from a competition, the following fees will apply:
- (a) Prior to Round 1 of the competition: no fees will be charged
 - (b) After Round 1 of the competition: \$200
 - (c) After Round 2 of the competition: 100% of the total fee will be charged
- 4.7.2. Where a non-Club based team withdraws from a competition, the following fees will apply:
- (a) Prior to Round 1 of the competition: the deposit will be charged
 - (b) After Round 1 of the competition: the deposit will be charged
 - (c) After Round 2 of the competition: 100% of the total fee will be charged
- 4.7.3. Any team that withdraws due to BACT regrading that team are only required to pay a pro rata rate for the number of rounds they participated in.

4.7.4. Where BACT withdraws a team from a competition, the team shall not receive a refund.

5. Player Registration and Eligibility

5.1. Player Registration

- 5.1.1. Players must be registered with BACT and until registered, they are not eligible to play in a BACT competition.
- 5.1.2. Unregistered players are not permitted to take part in any scheduled game. Any team that plays an unregistered player will be disqualified for that game.
- 5.1.3. A team may be removed from a competition at the discretion of BACT if they repeatedly play unregistered players.

5.2. Player Eligibility

5.2.1. Gender Eligibility

- (a) Basketball ACT supports the participation of transgender participants who identify themselves with a gender differing from their gender at birth. Basketball ACT will respect and recognise the transgender participants, gender identification and will address each circumstance individually and on a needs basis.

5.2.2. Junior Eligibility

- (a) To be eligible to play in an age group, a player must be under the age required as of 31 December of the year in which the competition is to be completed.
- (b) To be eligible to play in a school competition based on school year, the player must be attending a school in the applicable school year, irrespective of the date of birth of the player.
 - i. A player may play in a higher year group with approval from BACT.

5.2.3. Eligibility for Wheelchair Competitions

- (a) Social Competitions
 - i. There will be no classification system for social wheelchair competitions
- (b) Elite Competitions
 - i. Elite wheelchair competitions will align with the rules and classifications set by the International Wheelchair Basketball Federation.

5.2.4. Finals Eligibility

- (a) To be eligible to play in the finals in a particular division, a player must be a registered player for the team, and must have played in a minimum of:
 - i. 50% of all the games played by their team during the current competition in Junior Premier League, or
 - ii. 33% of the games played by their team during the current competition in all other Junior Divisions.

- (b) For the purposes of calculating eligibility pursuant to clause 5.2.5(a):
 - i. A bye or a week when a game is not scheduled does not count as a game played;
 - ii. A forfeit and/or disqualification does not count as a game played for a player from the team that forfeits or is disqualified for the match; but does count as a game played for a player from the team that is forfeited against or not disqualified.
- (c) Teams that have less than eight qualified players available for finals may utilise a player who played for the team during the season, but did not qualify for finals provided that:
 - i. The player qualified to play finals in a lower division in the age group (even if their team did not make the finals); or
 - ii. The player qualified to play finals in a lower or equal division in a lower age group (even if their team did not make finals)
- (d) A team may have more than one player qualified under clause 5.2.4(c) play in finals. However, they cannot have more than eight players in a final where, one or more players are qualified pursuant to clause 5.2.4(c).
- (e) BACT may allow a team that has 6 or less players available for finals, but does not have any players eligible, pursuant to clause 5.2.4(c), to utilise a player in the final that played for them during the competition but did not qualify for finals. Fill-in players must be from an equal or lower division.
- (f) BACT shall publish a preliminary list of eligible players for finals, at least two weeks prior to the end of the minor rounds, and shall publish a final list at the conclusion of the minor rounds.
- (g) Any player, team or club that believes that either the preliminary or final list of eligibility is incorrect, must provide as much information to BACT to substantiate what they believe is correct. BACT will review any requests as expeditiously as possible.

5.2.5. Medical Exemptions

- (a) Where, during a competition, a player is unable to play due to sickness or injury, the games missed may be regarded as games played, for the purposes of this clause, upon receipt of a medical certificate or other evidence to substantiate the injury/illness.
- (b) Allowing an exemption under this clause is at the complete discretion of BACT. No request for exemption will be allowed after the completion of the minor rounds.

5.2.6. Other Exemptions

- (a) Allowing an exemption under this clause is at the discretion of BACT. No request for exemption will be allowed after the completion of the minor rounds. This may include, but is not limited to, deployment and emergency services.

5.3. Disqualification

- 5.3.1. A team may be disqualified from a game at the discretion of BACT if the team:
- (a) Plays a player from another team in the same competition
 - (b) Plays an ineligible player
 - (c) Plays an unfinancial player
 - (d) Plays an unregistered player as per [section 5.1](#)
 - (e) Plays a player who is no longer eligible for that team due to regrading, pursuant to [clause 5.8.1\(c\)](#)
 - (f) Plays more than the allowable number of higher division players in a game, pursuant to [clause 5.8.2](#)
 - (g) Plays a player requesting a transfer, before the player's transfer has been approved
 - (h) Any player or official within that team, or any spectator associated with that team, fails to adhere to the BACT Code of Conduct
 - i. Including refusal to leave the venue.
- 5.3.2. Where a team is disqualified, competition points and for and against points will be awarded as per [Schedule 3 – Determination of Competition Points](#).
- 5.3.3. BACT may disqualify a team, pursuant to clause 5.3.1, at any time during the minor rounds or finals, regardless of when during the competition the team breached clause 5.3.1.
- 5.3.4. Where a team receives subsequent disqualifications for the same reason, after an initial warning, each subsequent disqualification may be classed as a forfeit and the team fined according to [Schedule 1 – Fees and Fines](#)

5.4. Players Using a False Name

- 5.4.1. A player who is alleged to have been playing under the name of another person will be reported for playing under a false name, and/or bringing the game into disrepute. The charge will be referred the Administrative or Disciplinary Tribunal.
- 5.4.2. Where it is proven that a player has played under the name of another person, the team that they played for shall be disqualified for all games that the player played for the team, whether under their own name or a false name.
- 5.4.3. BACT may ask a player to prove their identity prior to being able to play a game. Any player that cannot establish their identity to the satisfaction of BACT shall not be permitted to play.

5.5. Determination of Ineligible Players

- 5.5.1. The referees do not have the jurisdiction to determine the eligibility of players for the commencement of a game, but are encouraged to raise any concern with the MSO that they have in regards to player eligibility.

5.5.2. Eligibility of players will be confirmed by BACT when compiling the results, following completion of the game, or at any other time BACT has reason to believe that a player may have played while ineligible.

5.6. Restricted Players

5.6.1. The purpose of restrictions on players, set out in this clause, is to:

- (a) Foster an evenness of competition within each division
- (b) Provide an opportunity for talented players to experience higher competition for the purposes of their development

5.6.2. Junior Restricted Players

- (a) A junior restricted player can only play in Junior Premier League of their relevant age group or the age group above unless BACT approves them playing in Division 1. A junior restricted player cannot play in any division lower than Division 1.

5.7. Maximum Games in a Weekend

5.7.1. Junior players can play no more than 3 games in any one weekend. Any subsequent games played during that weekend will result in a team disqualification.

5.8. Fill In Players

5.8.1. Fill in players may be required from time to time to allow a team to field enough players for a game.

- (a) Juniors cannot fill in for another team in their own division, this is also when a division has multiple pools.
 - i. If a club has a team in both Pool A and Pool B, a player from the Pool A team cannot play as a fill in for the Pool B team.
 - ii. If a player has filled in for one team in a division they cannot fill in for another team in the same division.
 - iii. Grading round games don't count towards the maximum number of games a player can play as a fill in.

5.8.2. Juniors Playing in a Higher Division In their Age-Group as a Fill In

- (a) A player may play up to four games on a temporary basis in any division above their nominated division, within their age group.
- (b) A player may only fill in for their club.
- (c) Once a player has played five games in a division or multiple divisions higher than that players nominated division, that player will be regraded:
 - i. If they only played in one higher division – that higher division
 - ii. If they played in multiple higher divisions, the player must nominate one of the higher divisions to become their division permanently for the remainder of the season.
- (d) A player that is regraded, pursuant to clause 5.8.1(c)

- i. May not play again in their original division. To do so will result in disqualification of that team for each additional game they play.
- ii. May play in a higher division than their new division. However, if they play a further two games in any higher division, they will be regraded into that higher division.

5.8.3. Juniors Playing In a Lower Division In their Age-Group as a Fill In.

- (a) As per [clause 5.6.2](#), a junior restricted player cannot play below their nominated division.
- (b) No player can play in a lower division (within their age group) in the last four weeks of the minor rounds, unless given prior approval from BACT to do so.
- (c) A junior player may play down a division as a fill in within their age group, provided that:
 - i. They only play with their club
 - ii. They play with the club's next team, below the player's nominated division. A player cannot go down more than 2 divisions
 - i. For example, a division 2 player cannot play in division 4 if the club had a team in division 3, but could if the club did not have division 3 team.
 - iii. A Junior Premier League player cannot play lower than Division 1 in any event.
- (d) A junior player playing down a division may play up to four games in the division below his or her nominated division as a fill-in basis. Once a player has played four games in the lower division, any further games played by that player will result in disqualification of the lower division team, irrespective of the result of the game.
- (e) No more than two players from a higher division can play in a lower division in any one game.
 - i. Higher Age and Development players are not counted as players from the higher division. Their main team is classed as the team where they do not hold a Higher Age or Development player status.
 - i. For example an u14s division 2 team is short players. They have their u12s division 1 higher age player and their u14 division 1 development player, playing. The team is still allowed to use up to two u14 division 1 players as fill ins.

5.8.4. Juniors Playing In a Higher Age Group as a Fill In

- (a) No more than four (4) players from a lower age group may play in any one game in a higher age group.
- (b) Junior restricted players must play in Junior Premier League of the higher age group unless BACT approves them playing in Division 1 of the higher age group.

- (c) In the higher age group, the junior player can play with the club's next team below the player's nominated division, but cannot go down more than 2 divisions
 - i. For example, an u16 division 1 player cannot play in u19 division 3 if the club has a team in u19 division 2, but could play if the club did not have an u19 division 2 team.
- (d) No player can play in a lower division in the higher age group in the last four weeks of the minor rounds, unless given prior approval from BACT to do so.
- (e) A junior player may not play more than one age group above their normal age group.
- (f) Information regarding any junior who plays in a higher age group may be requested by BACT at any time. Failure to provide such information may result in disqualification and/or financial penalties.
- (g) Once a player plays more than four (4) games in a higher age group, the team may be disqualified for any additional games that player plays.

5.8.5. Juniors Playing In a Lower Age Group as a Fill In

- (a) Junior players may not fill in for a lower age group.

5.9. Higher Age Players

5.9.1. The purpose of this clause is to allow a junior player to develop their game by allowing them to play a second game per week for the same club, but in a higher age group on a permanent basis, or to provide a more enjoyable experience.

- (a) Examples where players may be approved as higher age player are: to further develop their skills, as a higher age player or to allow a player to play with their school friends.

5.9.2. The Higher Age Player status also refers to players who are only playing in the higher age group. These players are not counted in totals for Higher Age Players as per section 5.9.8(b).

5.9.3. The junior player should benefit from playing in the higher age group.

5.9.4. The junior player must be approved by BACT to play in the higher age group.

5.9.5. The player must play in the higher age group in the same division, higher division, or next division down for the club.

- (a) If the club does not have a team in the next division down the player can play in 2 divisions down but may not play any lower.
 - i. For example, an u12 division 2 player can play in u14 division 4 if the club does not have an u14 division 3 team, however, if the club has a u14 division 3 team, they can only play in division 3.

5.9.6. Junior Premier League players may not play lower than Division 1 under any circumstances.

- 5.9.7. The player's club must apply for the player to play in the higher age group for the entire season, by the date set by BACT. The application must be agreed with by a parent/guardian and club president or junior coordinator before being submitted to BACT.
- 5.9.8. The following restrictions apply for Higher Age Players:
- (a) A team must have at least six nominated players from this age group before any application for higher aged players will be considered.
 - (b) No more than two players from a lower age group will be approved to play in any higher age group in any division on a permanent basis.
 - (c) BACT may deny any application for a player to play permanently in a higher age group or may rescind the permission to do so at any time during the course of the season.
 - (d) Information regarding any junior who plays in a higher age group may be requested by BACT at any time. Failure to provide such information may result in disqualification and/or financial penalties.

5.10. Lower Age Players

- 5.10.1. BACT may approve a junior player to play in a lower age group where it believes it will provide a safer and more enjoyable experience for the player, by better matching the physical size, skill and ability of the player to those they are playing against.
- (a) For example, a special needs player who may prefer to play in the lower age group.
- 5.10.2. The player's club must submit an exemption form, with accompanying medical documents, for the player to be considered to be allowed to play in the lower age group for the entire season, before the season commences.
- 5.10.3. A lower age player must only play in the agreed team in the lower age group. They may not play as a fill-in player or higher age player in their actual age group.

5.11. Development Players

- 5.11.1. The purpose of Junior Development Player status is to allow a player to develop their game by allowing them to play in a second game per week for the same club, in the same age group.
- 5.11.2. The player should be a player who is close to, but not yet at, the level required to be a full time member of the club's next highest team above their nominated division. A player who is nominated for a team in the highest division within an age group may not be a junior development player.
- 5.11.3. The player's club must nominate the player as a junior development player by the date set by BACT. The application must be agreed by a parent/guardian and club president or junior coordinator before being submitted to BACT.
- 5.11.4. The player must be nominated in a team in the division immediately below the division they wish to hold development player status for, within the same age group and with the same club. If the club does not have a team in the division

immediately below the division the player wishes to hold a development player status in, the player may play in the next division down, provided it is no more than 2 divisions down.

- (a) For example, a player in under 12 division 4 may play in under 12 Division 2, only if the club does not have an under 12 division 3 team.
- (b) If a division has multiple pools a player may not be a development player across the pools as they are classed as the same division.

5.11.5. The following restrictions apply:

- (a) A team must have at least six nominated players before any applications for a development player will be considered.
- (b) The development player status is granted for one season at a time. The player may play in both their nominated team and the higher division for the full season without penalty.
- (c) A junior restricted player cannot also be a junior development player.
- (d) Up to two development players are allowed per team, per season.

5.11.6. BACT may, in its absolute discretion, deny any application for junior development player status, or may rescind that status at any time during the course of the season. For example if the player becomes a junior restricted player during the season.

5.11.7. Development Players are not counted as players from the higher division as their main team is one where they do not hold a Development Player status.

5.12. Junior Players in Senior Premier Competitions

5.12.1. A junior player must meet the following eligibility criteria to play a senior competition on either a fill-in or permanent basis.

- (a) A junior player must be 16 to play senior premier.
 - i. For example if a player turns 16 years old on 21 June. They cannot play in senior premier comp until 21 June.
- (b) A junior player who is under the age of 16 is unable to play senior premier unless an exemption is granted by BACT. The following circumstances will be taken into consideration, along with any other requirements deemed necessary by BACT.
 - i. Must be an elite player on a Basketball Australia Pathway
 - ii. Must be at least 14 years old
 - iii. Duty of care to the junior player
 - iv. Integrity of the competition
 - v. Junior player's workload

5.12.2. All players who are still eligible for juniors and are playing Senior Premier must complete the Higher Age application.

5.13. Junior Players in Senior Social Competitions

- 5.13.1. To play in senior social competitions, the junior player must be 16 years of age.
- 5.13.2. Any player under 16 years of age will not be permitted to play in a senior social competition.

6. Transfer of Players Between Clubs/Individual Teams

6.1. Policy Statement

- 6.1.1. It is not in the best interests of our junior competitions and development of our junior players for dominant teams to form through movement of several junior representative players to one team. Accordingly, restrictions apply to the transfer of junior players.

6.2. Transfer Process

- 6.2.1. A player wishing to change club or team must request a clearance from the club the player last played for, regardless of when that was. The request for a clearance is initiated by the player seeking to move to, utilizing the online clearance system.
- 6.2.2. The player's original club has seven calendar days to approve or deny the application. Otherwise, the clearance will be automatically approved, subject to BACT's right of veto.
- 6.2.3. A club/individual team may only refuse a player's clearance where the player is in debt to the club/individual team for a uniform or fees, or has other club equipment. The reason for refusal must be advised at the time of refusal.
- 6.2.4. Where a club/individual team does not have grounds to refuse a clearance pursuant to clause 6.2.3, they may make a submission to BACT as to why BACT should veto the clearance as per rules 6.3 and 6.4. This submission should be provided within the seven calendar days the club has to respond to the transfer.
- 6.2.5. After the originating club/individual team has approved or refused the clearance, BACT will review the transfer and as expeditiously as possible, either approve it, veto it or request further information.
- 6.2.6. If a clearance has not been finalised and the player plays for their new team, the team may be subject to disqualification as per clause 5.3.
- 6.2.7. BACT may designate a period in which any application for a transfer must be lodged. Transfers lodged outside of this period shall be vetoed by BACT unless BACT believe there are extraordinary circumstances supporting the transfer.

6.3. Restrictions on Transfer of Junior Players

- 6.3.1. The purpose of the restrictions on transfers is to ensure an even competition and that clubs are not significantly disadvantaged by the transfer of players.
- 6.3.2. A Junior Restricted Player may not transfer to a team that already has two or more junior restricted players.
- 6.3.3. If multiple Junior Restricted Players are wanting to transfer to the same team in will be on a first in basis as to who will be eligible to transfer if the maximum number of Junior Restricted Players is reached.
- 6.3.4. A Junior Player requires the permission of BACT to transfer more than two times between the ages of 12 and 17 (inclusive).

6.4. Mid-Season Transfers

- 6.4.1. Mid-season transfers are not permitted unless an exemption has been granted.

(a) Allowing an exemption under this clause is at the discretion of BACT. This may include, but is not limited to, change of school.

6.4.2. Players wishing to transfer during or after grading rounds must submit an exemption as per section 6.4.1.

6.5. Prohibition on Poaching

6.5.1. BACT does not condone approaches being made to junior players and/or their parents to entice, encourage or attempt to persuade a player to leave one club to join another. BACT may veto a transfer if they have evidence that:

- (a) A coach or manager involved in a BACT representative or development program has actively enticed, encouraged or attempted to persuade a player to leave their club;
- (b) A club proactively approached players that they knew, or ought to have known, played with another club. To avoid doubt, a club holding and advertising open trials is not in itself regarded as proactively approaching players.

6.5.2. As soon as a club becomes aware that a player that has expressed interest in playing with that club is currently registered and playing with another club, that first club must inform the other club that the player has expressed an interest.

6.6. BACT Veto on Junior Transfers

6.6.1. BACT may veto a transfer if it believes:

- (a) The transfer would contravene [clause 6.3](#)
- (b) The request to transfer arose from conduct described in [clause 6.5.1](#)
- (c) The club that the player wished to transfer to acted contrary to [clause 6.5.2](#);
- (d) The transfer is contrary to [clause 6.3.3](#) and there are no circumstances warranting an exemption to that clause;
- (e) The transfer is otherwise not in the best interest of even competition.

6.6.2. BACT may veto a transfer pursuant to [clause 6.5.1](#) even if the club that the player is leaving does not object to the transfer. However, BACT must take the opinion of that club into account in reaching its decision.

6.7. Other Factors to take into Account Regarding Transfers

6.7.1. The following factors shall be considered by BACT in making its decision of whether or not to veto a transfer:

- (a) Where a player is requesting a transfer due to a change of schools, and school rules require that they play for the school club.
- (b) Where a player is requesting a transfer due to a change of residence (that is, moving to an area in their new club's region).
- (c) Any other factor BACT deems appropriate.

6.8. Temporary Transfers and Local Interchanges (Playing for More than One Club)

6.8.1. There may be a need for a player to be loaned to another club/team but still remain a member of their original club/team.

- (a) A junior player is not allowed to play for more than one club in one season unless:

- i. The player's registered club does not have a team in the player's age group at that player's playing level.
 - ii. The inability to play at his or her playing level may jeopardise the player's basketball development.
 - iii. If the player is a junior restricted player, the team that they wish to play with has no more than two restricted players.
 - iv. The player's club approves the application prior to the player playing for the second club
 - (b) An approval given by a club pursuant to clause 5.7.1(a)iv. applies only for one season
 - (c) If a junior player plays for a second club without permission, that team will be disqualified and a financial penalty may be imposed on the club.
- 6.8.2. It is at the discretion of the player's club to grant either a temporary transfer or a local interchange. There is no avenue of appeal by the player/requesting club of the decision by the home club not to approve an application.
- 6.8.3. Once given, a local interchange or temporary transfer cannot be revoked by the players original club. It remains current until the end of the competition season for which the player was approved to play.

7. Starting a Game

7.1. Recording of Names

- 7.1.1. All players must have their name and number recorded on the scoresheet or tablet before half time to be eligible to play the game.
- 7.1.2. In junior division games, a player's name may be entered even if they are not yet at the game and shall only be removed at the end of the game if they did not attend.
- 7.1.3. In Junior Premier League, players who are not present and ready to play by the start of the third quarter shall be removed from the scoresheet and/or statistics and are not eligible to play in the second half, even if they do attend.

7.2. Number of Player Requirements

- 7.2.1. A team must have a minimum of five players in Junior Premier League, or four players in all other junior divisions, in order to start a game.
- 7.2.2. No more than 12 players may play for a team in any one game.

7.3. The Game Ball

- 7.3.1. The match ball should be provided by BACT. If no ball is provided then teams may supply their own.
- 7.3.2. Any division that is under 12 or younger will play with a size 5 ball.
- 7.3.3. All junior girls' Under 14, 16 and 19 divisions, and junior boys under 14 divisions, shall play with a size 6 ball.
- 7.3.4. All under 16 boys' divisions and under 19 boys' divisions, shall play with a size 7 ball.
- 7.3.5. 3x3 competitions shall play with the ball determined by BACT (size 6, 7 or a 3x3 ball [size 6 weighted as a size 7])

7.4. Team Uniform

- 7.4.1. The colours of the team uniform, including dominant colour of top and colour of shorts, must be approved by BACT. Clubs may have more than one uniform design/colour approved to facilitate where they may have multiple teams in one division or to provide a "clash" uniform.
- 7.4.2. Uniforms must comply with FIBA uniform requirements. However, a player may play out of uniform, provided that the attire meets the below criteria:
 - (a) Their uniform is predominantly the same as the uniform worn by the majority of the team.
 - i. ie. A change of supplier and the design has altered slightly
 - (b) Their uniform does not pose any difficulty in distinguishing between the two teams.
- 7.4.3. The following uniform variations shall apply in Junior competitions:

- (a) T-shirts may be worn under a singlet. The whole team must have a consistent colour of t-shirt (black, white or the uniforms predominate colour), however, not all players are required to wear a t-shirt underneath.
 - (b) Players are not required to wear club shorts, except for Junior Premier League. However, the entire team must have shorts that are predominately the same colour.
- 7.4.4. No item of clothing worn on court may have pockets, exposed zips, buckles or any other feature that may increase the risk of injury.
- 7.4.5. In Junior Premier League, a player who is out of uniform is not able to play. If they do take the court incorrectly they will incur a technical foul (when it is realized they are out of uniform) and the player may not continue to play out of uniform.
- (a) Players in Junior Premier League shall be regarded as out of uniform if:
 - i. They are not numbered according to the Official Basketball Rules as published by FIBA from time to time
 - ii. They attempt to wear a playing singlet inside-out
 - iii. They use taped numbers
 - iv. They wear a number that duplicates a number already being used by another member of the same team
 - v. They play in a uniform that is not the club uniform and does not meet the requirements of clause 7.4.2
- 7.4.6. Clash of Uniform Colours
- (a) When a clash of colours occurs between two teams playing each other, the team listed first on the draw (Team A) is required to change unless otherwise agreed between the teams.
- 7.5. Warm-up Garments**
- 7.5.1. For all junior competitions, players may wear any apparel during the warm-up.
- 7.6. Playing Footwear**
- 7.6.1. A player is only permitted to wear non-marking sports footwear whilst playing in BACT competitions. Any player wearing footwear which marks or may damage the playing surface will not be allowed to take the court.
- 7.7. Late Starts**
- 7.7.1. Where a team is unable to take to court at the scheduled start time due to insufficient players, as determined by the MSO, the clock will be started and continue to run until the game can be started.
- 7.7.2. For each minute (or part thereof), after the scheduled start time of the game for which a team cannot take the court, one (1) point will be awarded to the opposition.

7.7.3. Where a team is able to commence playing not more than 10 minutes after the scheduled start time, the game will commence immediately. The clock is not to be reset to the full time allowance in any junior competition.

7.7.4. Where a team is unable to start a game 10 minutes after the scheduled start time, the game will be recorded as a forfeit. Competition points and for and against points will be awarded as per [Schedule 3 – Determination of Competition Points](#).

7.8. Forfeits

7.8.1. A forfeit shall be declared if a team does not have the minimum number of players present to commence the game by 10 minutes after the scheduled start time.

7.8.2. If a team forfeits, a fine will be imposed as per [Schedule 1 – Fees and Fines](#). The other team may use the court at no cost, for the duration of the allocated time. Competition points will be awarded as per [Schedule 3 – Determination of Competition Points](#).

7.8.3. If a team forfeits three or more games in the competition they may be withdrawn by BACT.

7.9. Delays to Scheduled Start Times

7.9.1. All games should commence at the scheduled start time. Where, for whatever reason, games are running later than scheduled, the MSO will make appropriate arrangements to attempt to get games back to the scheduled start times.

7.10. Pre-Game Warm-Up Time

7.10.1. All Junior Premier League games are permitted to have five minute warm up per game.

7.10.2. All Junior games must have no less than a three minute warm up per game.

7.11. Playing in Multiple Games

7.11.1. Players cannot play in more than one game at any one time. If a player had taken the court in any game and then takes the court in a second game prior to the conclusion of the first game, that player will not be permitted to return to the court in the initial game. If a player is found to have returned the team will be disqualified for their game.

8. Playing the Game

8.1. Rules of the Game

8.1.1. BACT shall designate the rules to apply to each competition and shall make such variations to the rules as appropriate to the skill level, experience and interest of the players in that particular division. In considering any rule variations, BACT shall take into consideration:

- (a) Maximise the opportunities to participate
- (b) Creating a learning environment conducive to development of junior players
- (c) Availability of courts and equipment

8.2. Modifications to Official Basketball Rules for Under 10

8.2.1. The following variations shall apply in all games for all Under 10 Divisions:

- (a) Coaches are allowed on the court at any time during the game (for example to provide feedback, or explain rules and positions) provided they do not interfere with play;
- (b) There is no limit on the amount of time a player can take to inbound the ball, and the referee can direct that the defending player step back from the sideline;
- (c) The three seconds restricted area (key way) violation rule does not apply;
- (d) The eight seconds back-court violation rule does not apply;
- (e) The ball returned to the back court (backcourt) violation rule does not apply;
- (f) The basket height shall be reduced to 2.61m (8'6") or if this is not possible a size 4 or size 3 basketball may be used;
- (g) Personal fouls are not recorded and a player shall not be prevented from playing based upon the number of fouls they accumulate;
- (h) Zone defence is not permitted.

8.2.2. BACT shall determine whether score will be kept in games. Any, or any combination, of the following variations may be introduced, at BACT's discretion, if the score is kept:

- (a) There are no three point baskets (shots made from outside the three point line are only worth two points);
- (b) Free throws are taken 90 centimetres in front of the free throw line.

8.2.3. BACT may, in its absolute discretion, introduce any, or any combination, of the following variations in games, whether or not the score is kept:

- (a) All players take one free throw during half-time, successful free throws shall contribute to the team's score if the score is being kept;

- (b) “No-grab” rule – a defensive player cannot steal the ball from a player that has possession of the ball;
- (c) Players may only shoot from inside the keyway;
- (d) No throw in – when the ball goes out of bounds the team awarded possession shall start in a position in the middle of the court and may pass or dribble;
- (e) Minimum passes – a team cannot shoot until they have executed a designated number of passes (e.g. 4 passes).

8.3. Modifications to Official Basketball Rules for Under 12 Divisions

8.3.1. The following variations shall apply for all games for all Under 12 Divisions:

- (a) Zone defence is not permitted in the half-court;
- (b) There are no three point baskets (shots made from outside the three point line are only worth two points); and
- (c) Free throws are taken 90 centimetres in front of the free throw line;
- (d) No shot clock will be used.

8.3.2. BACT may introduce, at its discretion, any or any combination of the following variations to the rules:

- (a) “No-grab” rule – a defensive player cannot steal the ball from a player that has possession of the ball
- (b) A team shall have ten seconds to progress the ball to the front court;
- (c) Shots cannot be taken from outside the 3-point line;
- (d) Minimum passes – a team cannot shoot until they have executed a designated number of passes (e.g. 4 passes);
- (e) The basket height shall be reduced to 2.61m (8’6”)
- (f) Automatic substitution – a player that has scored 10 points must be substituted and remain off for at least 5 minutes of playing time.
- (g) Running substitution – a player may be substituted from the game without waiting for a stoppage in play, provided that the player being substituted leaves the court before their replacement enters the court
- (h) No foul out – a player that accumulates 5 personal fouls in a game must be substituted, but may return to the game and continue to play, regardless of the number of fouls they have
- (i) All players take one free throw during half-time and successful free throws shall contribute to the team’s score

8.4. Modifications to Official Basketball Rules Under 14 Divisions

8.4.1. The following variations shall apply for all games for all Under 14 Divisions:

- (a) Zone defence is not permitted in the half court.

- (b) Three point baskets shall count if a shot is made when attempted from outside the line marked at a distance of 6.25m from the basket.
- (c) In Junior Premier League games, the 24-second shot clock does not start until the ball has progressed to the team's frontcourt. Only a 24 second shot clock will be used.

8.5. Variations to Timing Regulations

- 8.5.1. Game timing regulations, including the use of the shot clock, for both minor rounds and finals for all divisions are set out in [Schedule 2](#).

8.6. Duty Teams, Referees and Score Bench

- 8.6.1. In junior games:
 - (a) Duty responsibilities for each game are shared by the teams playing.
 - (b) Each team involved in the game shall provide at least one competent score bench official.
 - (c) Should disagreement arise over allocated duties then the following rule shall apply:
 - i. The score bench official from Team A shall manage the game clock and scoreboard;
 - ii. The score bench official from Team B shall keep track of the scores.
 - (d) In Junior Premier League games, where applicable, Team A shall provide an additional score bench official to operate the shot clock.
- 8.6.2. A team that does not adequately perform its duty responsibilities may be fined by BACT and/or have competition points deducted at BACT's discretion as per [Schedule 1](#).
- 8.6.3. A team that is penalized by BACT pursuant to 8.6.2 more than 2 times in a competition may, at BACT's discretion, be excluded from the competition.
- 8.6.4. Only coaches of the teams playing the game shall approach the score bench during the game, and must do so respectfully.
 - (a) A coach shall initially raise the concern with the score bench, during an appropriate break in the game. The coach may need to request a time-out or substitution to do so;
 - (b) If the issue is not resolved to the coach's satisfaction, they shall request the referees, during an appropriate break in the game, to address the issue;
 - (c) The referee shall, if necessary, refer the matter to the MSO or Referee Coach. The referee's decision shall be final.
- 8.6.5. Where a coach has any issue relating to the refereeing of the game, they should refer the matter to the Referee Coach or MSO as soon as possible during the game, so that any necessary action can be taken.

8.7. Referees – Junior Games

- 8.7.1. BACT will attempt to appoint appropriately experienced referees to all junior games.
- 8.7.2. Where BACT appointed referees are not available for a game each team is required to provide one competent referee for either a full game (if no BACT appointed referee is available) or half a game (if one BACT referee is available) or until such time as BACT appointed referee(s) are available.
- 8.7.3. Where one team is able to supply both referees for the game, and this is agreeable to both teams involved, the team not supplying referees is required to supply all score bench personnel.
- 8.7.4. A game may proceed with one referee at the discretion of the MSO or Referee Coach.
- 8.7.5. If BACT is unable to supply registered referees and both teams are unable to supply a competent referee for the game, the result of the game will be declared a 20-20 draw.

8.8. Fair Play Rule

- 8.8.1. BACT's focus in junior basketball is participation and providing enjoyment for players. For situations where one team is dominating another team during a game, a Fair Play rule has been developed.
- 8.8.2. For Junior games, excluding Junior Premier League:
 - (a) When a team is 30 points or more in front, the Fair Play Rule shall apply:
 - i. The team leading will be required to take up defensive position inside the bottom 1/3 of the court, as defined by a straight line drawn through the top of the 3 point line;
 - ii. The game clock will continue to run at all times;
 - iii. If the margin between the two teams returns to within 15 points, then the Fair Play rule will no longer apply.
 - (b) The coach of the team that is behind has the right to elect to not have the Fair Play Rule apply, at their discretion. This decision needs to be communicated to the opposition coach, referees, score bench, Referee Coach and MSO.
- 8.8.3. For Junior Premier League games:
 - (a) When a team is 30 points or more in front, the Fair Play Rule shall apply:
 - i. The game clock will continue to run at all times
 - ii. If the margin between the two teams returns to within 15 points, then the Fair Play Rule will no longer apply.
 - (b) The coach of the team that is behind has the right to elect to not have the Fair Play Rule apply, at their discretion. This decision needs to be communicated to the opposition coach, referees, score bench, Referee Coach and MSO.

9. Rescheduling Games

9.1. Scheduling Requests Prior to Draws Being Made

9.1.1. Where a team knows they will be unavailable on a particular date(s), they should make this known prior to the draws being made. BACT shall attempt to accommodate the request as follows:

- (a) If the division has byes then the team will have a bye scheduled on the date of their unavailability.
- (b) If the insertion of a bye is not possible, the game can be rescheduled as per section 9.2.

9.2. Rescheduling After Draws Have Been Released

9.2.1. After the draw has been released, BACT may approve the rescheduling of any games if:

- (a) BACT believe the reasons are substantial. The team requesting the change must provide evidence to demonstrate that the game could not otherwise be played by using fill in players.
- (b) The application is received by BACT at least seven (7) days before the scheduled date of the game, and is agreed by both teams.
- (c) The application has been lodged through the club or team's official contact only.
- (d) Any administrative fee required by BACT has been paid as per [Schedule 1](#).

9.2.2. Rescheduled games may be played prior to the originally scheduled date and must be played prior to the completion of the minor round games for the competition. If the game is not played by the completion of minor rounds, it will be counted as a 20 – 20 draw.

9.2.3. The team requesting the rescheduling is responsible for:

- (a) Arranging the new date (subject to agreement by the opponent);
- (b) Arranging the new venue (including paying all costs associated with venue hire);
- (c) Arranging the score bench officials;
- (d) Liaising with BACT to arrange appropriately experienced referees (BACT will pay the referees);
- (e) Providing the completed scoresheet to BACT within two (2) days of the completion of the game.

9.2.4. A team may reschedule no more than two games per season. Any further requests for rescheduling need to be communicated as an exemption.

9.2.5. No games in any finals series may be rescheduled, unless exceptional circumstances apply, as determined by BACT.

9.2.6. Once a change has been agreed by both teams and approved by BACT, it cannot be changed. The draw will be amended to reflect the new date and time.

9.2.7. If an agreement cannot be reached on a new game date and time and the teams play each other later in the season, that game will be played for double points. If the teams do not play each other again, the game must go ahead as scheduled or the requesting team will forfeit the game.

9.3. BACT Instigated Rescheduling of Games or Changes to Draw

9.3.1. BACT may reschedule any game or makes changes to draws (for example, changes to venue availability, issues with the venue, draw errors, etc.) as necessary.

9.3.2. All rescheduling of games and draw changes will be made so as to give teams as much notice of the change as possible. If less than 2 days notice is given, there shall be no penalty if a team forfeits a game, unless BACT can establish that the team did receive prior notice of the change.

9.4. Games Rescheduled on Game Day

9.4.1. Games incomplete or abandoned during minor rounds

(a) Where a game cannot be started because of heat, venue, state of the court or other concerns for the safety of participants, it shall be rescheduled at the discretion of BACT. The decision whether or not to reschedule the game shall be made within three business days of the game having been abandoned. In rescheduling the game, BACT may, as it believes necessary and appropriate:

- i. Schedule game on the date that has been allocated as 'washout round'.
- ii. Schedule the game for a day or venue that the competition has not previously been played in that competition.
- iii. Schedule the game over the objection of one of the participating teams, provided that BACT first attempts to identify a time and venue mutually convenient to the participating teams.
 - i. If BACT decides to replay the game, BACT shall advise teams within seven days of the proposed date for the replayed game. A team failing to appear on the appointed occasion will forfeit to the other team, unless they demonstrate to BACT reasonable grounds why they could not play on this date.
- iv. If the game cannot be rescheduled, the following process will be followed:
 - i. If the teams play each other again later in the season, that game will be for double points.
 - ii. If the teams do not play each other again in the season, the game will be counted as a 20-20 draw.
 - iii. For non-competitive division games the game will not be played and no points awarded.
- v. Where BACT has rescheduled a game pursuant to clause 9.4.1(a):

- i. If one team fails to attend the game, that team shall forfeit the game.
 - ii. If both teams fail to attend, the game shall be recorded as a double forfeit.
- (b) Where a game cannot be completed because of heat, venue availability, state of the court or other concerns for the safety of participants:
 - i. If the game was stopped during the first half (up until the final buzzer of the half) the game shall be rescheduled pursuant to clauses 9.4.1(a);
 - ii. If the game was stopped during halftime or in the third quarter and the margin was more than 25 point: the team that was leading shall be declared the winner;
 - iii. If the game was stopped in the fourth quarter and the margin was more than 15 points: the team that was leading shall be declared the winner;
 - iv. If clauses 9.4.1(b)(i)-(iii) do not apply, the game shall be rescheduled and BACT shall determine whether a full game is played or whether an abridged game shall be played, starting with the score as it was when the original game was stopped;
 - v. If a non-competitive division game is stopped during the first half (up until the final buzzer of the half) the game shall be rescheduled pursuant to clauses 9.4.1(a);
 - vi. If a non-competitive division game is stopped after the final buzzer of the first half the game shall be declared as completed;
 - vii. If BACT determines to play an abridged game, pursuant to clause 9.4.1(b)(iv), the game shall be played for two quarters (if there was 2 minutes or more left to play in the 3rd quarter when the game was stopped) or otherwise for one quarter;
 - viii. If a game is rescheduled pursuant to clause 9.4.1(b)(iv):
 - i. If one team fails to appear for the rescheduled game: the team that appeared shall be declared the winner
 - ii. If both teams fail to appear for the rescheduled game: the game will be counted as a double forfeit.
- (c) Fees will not be refunded.

9.4.2. Games Incomplete or Abandoned During Finals

- (a) Where a finals game cannot be started because of heat, venue, state of the court or other concerns for the safety of participants, it shall be replayed. In rescheduling the game, BACT may, as it believes necessary and appropriate:
 - i. Adjust the date of other finals games (including rescheduling the grand final);

- ii. Schedule the game for a day or venue that the competition has not previously been played in that competition;
 - iii. Schedule the game over the objection of one of the participating teams, provided that BACT first attempts to identify a time and venue mutually convenient to the participating teams;
 - iv. Where BACT has rescheduled a game pursuant to clause 9.4.2(a):
 - i. If one team fails to attend the game they shall forfeit the game;
 - ii. If both teams fail to attend the game, the team that finished higher on the ladder at the end of the minor rounds shall be declared the winner of the game.
- (b) Where a finals game cannot be completed because of heat, venue availability, state of the court or other concerns for the safety of participants:
- i. If the game was stopped during the first half (up until the final buzzer of the half) the game shall be rescheduled pursuant to clauses 9.4.2(a) and (b);
 - ii. If the game was stopped during halftime or in the third quarter and the margin was more than 25 points: the team that was leading shall be declared the winner;
 - iii. If the game was stopped in the fourth quarter and the margin was more than 15 points: the team that was leading shall be declared the winner;
 - iv. If clauses 9.4.2(c)(i)-(iii) do not apply, the game shall be rescheduled and BACT shall determine whether a full game is played or whether an abridged game shall be played, starting with the score as it was when the original game was stopped;
 - v. If BACT determine to play an abridged game pursuant to clause 9.4.2(b)(iv), the game shall be played for two quarters (if there was 2 minutes or more left to play in the 3rd quarter when the game was stopped) or otherwise for one quarter;
 - vi. If a game is rescheduled pursuant to clause 9.4.2(b)(iv):
 - i. If one team fails to appear for the rescheduled game: the team that appeared shall be declared the winner
 - ii. If both teams fail to appear for the rescheduled game: the team that finished higher on the ladder at the end of the minor rounds shall be declared the winner.
- (c) Fees will not be refunded.

10. Injuries, Health and Safety

10.1. Injury

- 10.1.1. If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may stop the game immediately.
- 10.1.2. All injuries should be reported to the MSO and an Injury Report Form completed.

10.2. Blood Rule

- 10.2.1. A player may not enter the court or remain on the court while bleeding or wearing a uniform or any other clothing item with blood on it.
- 10.2.2. Any blood must be cleaned off the surface of the court and the ball before play can continue.
- 10.2.3. In all junior competitions, a player with blood on their uniform may replace the uniform with a makeshift top or shorts without penalty, as long as it is predominately the same colour as the team uniform.

10.3. Dangerous Objects

- 10.3.1. Players are not permitted to wear an object (such as jewellery) that is likely to cause injury to themselves or to another participant.
- 10.3.2. If an object that BACT reasonably believe is dangerous cannot be removed or the player does not wish to remove, it must be covered, to the satisfaction of the referee, with a protective padding of cotton wool and/or soft adhesive tape before the player can take the court.
- 10.3.3. An object that is covered, pursuant to clause 10.3.2, must remain fully covered at all times while the player is on the court. The referee shall stop the game and substitute the player from the court if the object becomes uncovered.
 - (a) A player shall be substituted regardless of whether the team has a player that can come onto the court. Once the object has been re-covered or removed, the player may return to the court at the next substitution opportunity.

10.4. Fingernails

- 10.4.1. Fingernails should not be above the level of the finger or thumb.
 - (a) Players may wear gloves to cover long fingernails.

10.5. Eye Glasses and Contact Lenses

- 10.5.1. Eye Glasses that do not have any sharp edges may be worn.

10.6. Chewing gum

- 10.6.1. Players are not allowed to use chewing gum during games.

10.7. Hair

10.7.1. If a player has hair braided into a plait, the plait is not permitted to be able to swing free, and must be held tightly to the head to avoid injury to other players.

10.8. Protective Gear

10.8.1. BACT may approve the wearing of protective gear, provided it can be worn in such a way so that it is considered safe for all participants.

10.8.2. A written application, including a medical certificate, should be submitted to BACT. If approved, BACT will provide the player with a letter of exemption, which must be shown upon request.

10.9. Prosthetic and Other Medically Required Equipment

10.9.1. BACT may approve the wearing of prostheses or other medically required equipment, provided it can be worn in such a way that it is considered safe for all participants.

10.9.2. A written application, including a medical certificate, should be submitted to BACT. If approved, BACT will provide the player with a letter of exemption, which must be shown upon request.

10.10. Religious or Cultural Attire

10.10.1. The wearing of religious or cultural attire, such as burqa or hijab, will be allowed, provided it can be worn under the team uniform and in such a way that it is considered safe for all participants.

10.11. Pregnancy

10.11.1. A player may play whilst pregnant, but should seek specific approval from their doctor regarding the risk to themselves and their unborn child.

10.12. Drugs and Alcohol

10.12.1. Players, coaches and officials cannot participate in any game if they are under the influence of drugs or alcohol.

10.12.2. The MSO or Referee Coach may, in their discretion, prevent someone from participating, pursuant to clause 10.12.1. A person excluded from participating may remain in the stadium providing that they comply with the spectator code of conduct.

11. Conduct

11.1. BACT Codes of Conduct (Players, Coaches, Officials and Spectators)

- 11.1.1. All persons who attend a venue where BACT is conducting a competition must comply with the BACT Codes of Conduct and principles of good sportsmanship, the Official Basketball Rules (as adopted by BACT) and these Competition Rules and By-Laws.
- 11.1.2. A person who does not comply with a code of conduct may be ejected from the venue at the discretion of BACT. BACT may, but is not obliged to, first warn the person regarding their behaviour. Any person who is ejected will be reported to BACT.
- 11.1.3. Whether or not a person was ejected from a venue pursuant to clause 11.1.2, they may be reported under BACT's Tribunal Guidelines, or action may be taken pursuant to BACT's Member Protection By-law.

11.2. Conduct of Players and Team Officials

- 11.2.1. Each team is responsible for the conduct of its players and team officials.
- 11.2.2. A player or team official may be reported for breach of BACT Tribunal Guidelines and the matter shall be dealt with, pursuant to those guidelines.
- 11.2.3. Where a player or team official has been disqualified or ejected from the game and he or she refuses to leave the "proximity of the court", then the game shall not continue and the team the player or team official is associated with forfeit the game. The player or team official has 2 minutes to leave the court. Failure to leave within 2 minutes will result in a forfeit for the team they are associated with.
- 11.2.4. At the discretion of the referee, MSO or Referee Coach, unaccompanied minors may be permitted to remain in the proximity of the court to ensure appropriate supervision even though they have been ejected or disqualified from the game.

11.3. Conduct of Team Supporters

- 11.3.1. Each team is responsible for the conduct of its supporters.
- 11.3.2. If the conduct of a team's supporters is of an unruly and/or offensive nature or in breach of BACT's code of conduct for spectators:
 - (a) The referee shall stop the game and advise the MSO or Referee Coach who shall request that the individual/s take action to correct their behaviour.
 - (b) If the individual does not correct their behaviour to the satisfaction of BACT, BACT may stop the game and the team whose supporters were misbehaving shall forfeit the game, regardless of the score at the time the game was stopped.
 - (c) If MSO or Referee Coach requests a team's supporter to leave the "proximity of the court" and that person refuses to do so, the game shall not continue and the team that the person supports shall forfeit the game, regardless of the score at the time the game was stopped.
 - (d) The supporter has 2 minutes to leave the court. Failure to leave within 2 minutes will result in a forfeit for the team they are associated with.

11.4. BACT Game Intervention

- 11.4.1. Any BACT employee or appointed official not engaged in the game may intervene in a game when circumstances arise which threaten the proper, fair and sportsmanlike conduct of the game.

11.5. Proximity of the Court

- 11.5.1. When a player is disqualified or ejected, they must leave the venue unless the stadium has a map or areas designated as "not being within the proximity of the court" displayed on the notice board.
- 11.5.2. If the venue has a map or other instruction detailing areas designated as "not being within the proximity of the court", such as a designated team dressing room, the disqualified official or player must either move to the designated area and remain there until no less than five minutes after the game has ended or leave the venue.

12. CEO Discretion

12.1. CEO Discretion

- 12.1.1. The BACT CEO may make a decision (including varying a time frame) that varies from the literal wording of these by-laws if the BACT CEO believes that such decision gives better effect to the intent of these by-laws than a literal interpretation.
- 12.1.2. In exercising a discretion under clause 12.1, the BACT CEO must:
- (a) provide written reasons for varying from a literal interpretation to:
 - i. All clubs or teams participating in the relevant division;
 - ii. The Competitions Committee.
- 12.1.3. In providing written reasons under clause 12.1.2(a), the BACT CEO must identify any person, team or club that is affected in some way by the decision, and explain why they believe the benefit of exercising a discretion in the situation outweighs the actual or potential affect upon the other person, team or club.

13. Appeals

13.1. Appeals

- 13.1.1. If a person or club believes that BACT has incorrectly applied these by-laws, the decision may be appealed to the Competitions Committee:
- (a) The appeal must be made in writing and lodged with BACT within seven calendar days of the original decision.
 - (b) The Competitions Committee will decide the appeal within seven days of being received. Until such time as the appeal is heard the original decision will stand.
- 13.1.2. If a person or club believes that a decision made the BACT CEO pursuant to clause 12.1 ought not to have been made, they may appeal to the Competitions Committee on one or more of the following grounds:
- (a) The CEO did not identify a person, team or club that was affected by the decision;
 - (b) It was not reasonable for the CEO to believe that the benefit of exercising discretion in the situation outweighed the actual or potential affect upon a person, team or club;
 - (c) The majority of clubs or teams in the competition disagree with the decision that was made.

Schedule 1 – Fees and Fines

BACT may impose fines or penalties up to the maximum set out in the table below. 1 unit is equal to \$110 for all junior division inclusive of GST (\$100 plus \$10 GST).

Infringement / Request	Definition	Fee / Fine (per instance)
Appeal decision in relation to competitions	Administration fee to accompany a lodgement of an appeal against a decision made in accordance with these by-laws.	1 unit Refunded if upheld
Appeal exercise of discretion by CEO	Administration fee to accompany a lodgement of an appeal against withdrawal from a competition	1 unit Refunded if upheld
Forfeit	<ol style="list-style-type: none"> 1. No advice of forfeit 2. Advised of forfeit on day of game 3. Forfeit otherwise advised 	<ol style="list-style-type: none"> 1. 2 units 2. 2 units 3. 1 unit
Junior Duty fine – incompetent duty	Upon recommendation by the MSO or Referee Coach BACT may impose a fine.	1 competition point
Duty fine – no duty	Did not provide any personnel for entire game	1 unit and 1 competition points
Duty fine – no duty	Did not provide any personnel for entire game which resulted in the game not being able to be played	3 units and 3 competition points (to cover credits for the teams unable to play)
Poaching	Penalty for a club/team if BACT deems that it is guilty of poaching	10 units
Rescheduling game	Administration fee to accompany request to reschedule a game after draw has been published	½ unit
Late Nomination Fee	Administration fee to accompany a late team nomination	1 unit

Schedule 2 – Timing Regulations

Division	Quarter Length	Shot Clock Used?	Time Outs	Game Timing	Last 2 minutes of Game	Quarter Breaks	Minor Round Overtime?	Overtime Time / Break / #of Time Outs Per Team
Under 10	10 min	No	1 per team per half, clock does not stop. No time outs in last minute each quarter	Running clock	Running Clock	1/2/1 min	No	
Under 12 Junior Premier League	8 min	No	2 per team in first half 3 per team in second half	Fully timed		1/3/1 min	Yes	3 min/1 min/1
Under 14 Junior Premier League	8 min	Yes – 24 only – starts at half way	2 per team in first half 3 per team in second half	Fully timed		1/3/1 min	Yes	3 min/1 min/1
Under 16 and 19 Junior Premier League	10 min	Yes – 24 and 14 seconds	2 per team in first half 3 per team in second half	Fully timed		1/3/1 min	Yes	5 min/1 min/1
All other Junior Divisions	10 min	No	1 per team per half, clock stops	Running clock	Fully timed only if the score difference is 10 points or less	1/2/1 min	No	3 min/1min/1

Playoff and Finals Timing Regulations

The timing for playoff and finals games shall be as per the [Schedule 2 Timing Regulations](#), except for Under 8 and Under 10 (non- competitive divisions) where no playoff or finals games are played.

Where a game is tied at the end of play, overtime periods shall be played as per the timings specified in the “Overtime” column [Schedule 2 Timing Regulations](#), until there is a winning team. Overtime periods shall be either fully timed or running clock, as per the “Game Timing” and “Last 2 Minutes of Game” regulations for each division.

Schedule 3 – Determination of Competition Points

Competitive Divisions

Competition Points

The table of points awarded for each game in competitive divisions is below. Points shall be cumulative throughout the minor rounds of a competition prior to finals:

Result	Points
Win	3
Draw	2
Loss	1
Bye	0
Disqualification	0
Forfeit	0

For and Against Points – Declared Draws, Disqualifications, Forfeits

In the case of a game declared a draw, disqualification or forfeit, for and against points allocated to the teams concerned will depend on the circumstances, as follows:

- The score for a forfeit will be 20 – 0;
- For a disqualification:
 - Where the winning team is disqualified, the score will be 2 – 0; or
 - Where the losing team is disqualified, the score will stand.
- For a game declared a draw due to no duty team, the score will be 20 – 20 and each team shall receive two competition points;
- For a game declared a draw due to it being abandoned and unable to be rescheduled, the score will be 20 – 20 and each team shall receive two competition points.

Balancing Competition Points for Uneven Number of Games Played

BACT will endeavour to ensure a balanced draw and even number of games for all teams across all divisions.

Where this is not possible and teams have an unequal number of games played due to byes, the competition points accumulated for games will be based on the average points earned per game played (that is, total competition points accumulated divided by the number of games played, multiplied by 100, divided by 3).

Teams with the higher number of points based on this calculation will be placed accordingly.

Equal Competition Points at the Conclusion of the Minor Rounds

In any division, if two or more teams are level on competition points at the conclusion of the minor rounds, the higher finishing positions shall be determined in the following order:

1. The head to head ratio of wins and losses between the teams concerned;
2. If still equal or cannot be determined by previous point, the head to head percentage of points for and against between the teams concerned;
3. If still equal or cannot be determined by previous point, the overall percentage of points for and against between all teams in the division;
4. If still equal or cannot be determined by previous point, the team with the lesser number of forfeits, duty penalties or disqualifications.

Non-Competitive Divisions

There are no competition points offered in non-competitive divisions. As such there will be no scoresheet, scoreboard, points tables or finals for these divisions.