





Atherton Basketball  
Association Inc.

 [info@athertonbasketball.com](mailto:info@athertonbasketball.com)  
 [athertonbasketball.com](http://athertonbasketball.com)

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# JUNIOR COMPETITION RULES

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## IMPORTANT

FIBA and Basketball Queensland Official Rules shall apply, unless provided for in these rules.

Day to day interpretation of these rules shall be the responsibility of the Atherton Basketball Association Inc (ABAI) Committee. Appeals against interpretation will only be considered by the ABAI Committee if lodged in writing within seven (7) days of the incident. Submissions must be endorsed by the Club President to be considered.

ABAI reserves the right to add, amend, or delete any rules within this document, upon notification to all members.

Current Atherton Junior Basketball Competition Rules shall be displayed on the ABAI Website ([athertonbasketball.com](http://athertonbasketball.com))



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## 1. Registration and Eligibility

- 1.1 All players must be registered and financial members of Basketball Queensland Inc. and Atherton Basketball Association Inc (ABAI). Teams will not receive competition points if they permit an unregistered player to take court in a game. A team that permits this to occur will forfeit all games played with an unregistered player.
- 1.2 All players must play in their appropriate age division.
- 1.3 To be eligible for an age group, players cannot be turning that age prior to the 31st of December of the year of the competition for their specific age group.
- 1.4 Players who meet clause 1.2 criteria may nominate to play up by:
  - 1.4.1 Applying in writing to the ABAI committee and
  - 1.4.2 1.4 does not apply to ABAI Representative players who are selected to play in a higher division.
  - 1.4.3 Playing up does not incur any additional club fees.
  - 1.4.4 All play ups must be approved by the committee prior to the player taking the court for the play up age division. No appeals can be made to these decisions.
  - 1.4.5 The grading and eligibility of players to play up in any age division is at the discretion of the ABAI Committee and may be reviewed at any time if it is deemed necessary.
- 1.5 Each team should consist of a minimum of seven (7) players.
- 1.6 New players wishing to register after the season has commenced, will pay the ABAI nomination fee appropriate to their start.
  - 1.6.1 Term 1 registration will incur the full ABAI nomination fee.
  - 1.6.2 Term 2 registration will incur 66.66% of the ABAI nomination fee.
  - 1.6.3 Term 3 registration will incur 33.33% of the ABAI nomination fee.
- 1.7 Registered players may not play across teams within the same division without approval (example, an Under 14 boy registered to Red Devils may not play for the Under 14 Bullets team).
- 1.8 Substitution of Players
  - 1.8.1 A registered player may substitute for a player missing from a team subject to the following conditions:
    - 1.8.1.1 the substitute is from a lower age division,
    - 1.8.1.2 the substitute does not need to register for that age division.
  - 1.8.2 Teams may only field teams where there is:
    - 1.8.2.1 A maximum of three (3) players from a lower age group in the team at any time and
    - 1.8.2.2 A minimum of three (3) players registered to the team at any time.



## 2. Team Uniforms

- 2.1 All players on each team are required to present themselves in conforming uniforms for each match. All teams may use the ABAI uniform and in the event they choose to purchase their own they must ensure the uniforms consist of:
  - 2.1.1 Shirt/Singlet – must be of the same design and colour, front and back and must have visible numbers on the front and back of the singlet that comply with FIBA rules.
- 2.2 Players must be in complete and correct uniform by the third (3<sup>rd</sup>) week (inclusive) of the competition. From the fourth week of the competition each player that is not in complete and correct uniform will not be permitted to take the court without approval.
- 2.3 New players joining a team after the season has commenced will be allowed three (3) weeks to procure the correct uniform.
- 2.4 Except for sweat bands - head decoration, headwear and jewellery are not permitted.
- 2.5 Players must ensure that their fingernails are closely cut or taped so that they don't cause injury to opposing players.



## 3. Game Rules

- 3.1 Competition points to determine the competition ladder shall be awarded in the following manner:

Result	Competition Points
Win	3
Loss	1
Draw	2
Bye	3
Forfeit	-2

## 4. Zone Defence

- 4.1 In the Under 10, Under 12 and Under 14 age divisions, Zone defence is not permitted.
- 4.1.1 The referee is to be notified of possible Zone Defence violations
- 4.1.2 If the referee determines that there has been a Zone Defence violation, they may issue a warning (usually on the first occurrence) or a Technical Foul.
- 4.2 Zone Defence is permitted in the Under 16 and Under 18 age divisions.

## 5. Three Point Line

- 5.1 In all Under 10 games, the 3-point line is to be disregarded. If a successful 3-point basket is made in an Under 10 game, this will be counted as two (2) points. That is, the maximum score for a basket in an Under 10's game is two (2) points.

## 6. Ball Sizes

- 6.1 Size 5 basketballs are to be used in Under 10 and Under 12 male and female age groups.
- 6.2 Size 6 basketballs are to be used in Under 14 Male age group & Under 14 & above female age group.
- 6.3 Size 7 basketballs are to be used in the Under 16 and Under 18 male age group.



## 7. Technical Fouls

- 7.1 Technical Fouls will be awarded in accordance with FIBA rules.
- 7.2 If a behavioural tech is given to any player in U10, U12 or U14, the referee report will be reviewed by ABAI and will result in a one game suspension.
- 7.3 If a coach or player is ejected from the game due to the accumulation of technical and/or unsportsmanlike fouls, a report must be lodged by the referees. The report will be reviewed by ABAI and if the accumulation of the fouls is due to behavioural issues such as disputing the decisions of referees, fighting, etc, then the player or coach who has been ejected will issued with a one game suspension. This means that they cannot participate in any basketball activity at Atherton Basketball for the duration of the suspension which includes coaching, playing, officiating, or spectating.
- 7.4 If a player or coach is issued with a notice of suspension due to the enforcement of these rules, they may lodge an appeal, in writing, explaining why the suspension should not proceed. If the tribunal determines that there are grounds for appeal, this matter will be heard by a disciplinary tribunal with the charge being a breach of the code of conduct. If found guilty, the accused would face a maximum penalty of six weeks suspension.

## 8. Under 10s Competition

- 8.1 The height of the hoop will be lower for Under 10 games than all other competitions.
- 8.2 No competition points or ladders are kept as this competition is solely for development.
- 8.3 This is a round robin competition with no finals to be conducted.
- 8.4 Registered player in the Under 10 competition are permitted to play across teams where a team does not have sufficient players for a game to commence.
- 8.5 A coach of an Under 10 team is permitted to take the court to aid the coaching of individual players in their team.
- 8.6 Players are eligible to participate in any fixture game only if their name has been entered on the scoresheet prior to the commencement of the game. It is the coach's responsibility to check the names on the scoresheet.



## 9. Game Timing

- 9.1 Under 10, Under 12 and Under 14 games shall consist of four (4) quarters of eight (8) minutes each with a two (2) minute break between the first and second quarters and third and fourth quarters and a three (3) minute break between the second and third quarters.
- 9.2 Under 16 and Under 18 games shall consist of four (4) quarters of ten (10) minutes each with a two (2) minute break between the first and second quarters and third and fourth quarters and a three (3) minute break between the second and third quarters.
- 9.3 The clock will stop for time outs and disqualifying fouls.
- 9.4 In the final two minutes of the fourth quarter the clock will stop on each whistle, unless:
  - 9.4.1 Opposing coaches agree, or
  - 9.4.2 a team is leading by twenty (20) points or more in the final two (2) minutes of the fourth quarter, the Referee may choose to let the clock run and stop as is the normal case during this period.
- 9.5 Extra time if only permitted in finals games. In the event of a draw in a finals game, and extra period of three (3) minutes will be played after a two (2) minute break and:
  - 9.5.1 Extra periods will continue to be played until a winning team is determined.
  - 9.5.2 Extra periods will start with the possession arrow.
  - 9.5.3 Teams will continue to attack the same basket as they did in the fourth quarter.
  - 9.5.4 Only one time-out is permitted in extra time.
  - 9.5.5 Any team that chooses not to play in the extra period will be forfeited.
- 9.6 The clock will start at precisely the scheduled time except when the previous game has not finished at the scheduled time.
- 9.7 Teams are entitled to a three (3) minute warm up period prior to the commencement of the game.

## 10. Mercy Rule

- 10.1 Junior division teams may not use defensive full-court pressure if the team lead by twenty (20) points or more.
- 10.2 Full-court defence is defined as any defence that is assumed beyond the half-way line (frontcourt). When a team is leading by twenty (20) points or more they must allow the ball to be carried by the offensive team over the half-way line before playing defence.
- 10.3 A team will be warned if this rule is violated in the first instance. If there are subsequent violations a technical foul will be issued to the offending team.



## 11. Forfeits

- 11.1 If a team does not have at least four (4) players on court ready to play within eight (8) minutes of the commencement of the game clock, but the fourth player arrived during the eight (8) minute period, the opposing team will be awarded two (2) points for every full minute the game is delayed waiting for the fourth player to arrive. This shall be added to the scoresheet at half time.
- 11.2 If a team does not have at least four (4) players on court ready to play within eight (8) minutes of the commencement of the game clock, the game will be forfeited by the team with less than four (4) players.
- 11.3 If a team does not meet section 1.8 requirements, a forfeit will be recorded.
- 11.4 The team that forfeits, 3.1 applies.
- 11.5 If a team forfeits three (3) or more times in a season, they may be replaced or removed from the competition without notice, at the discretion of the ABAI Committee.

## 12. Finals Series

- 12.1 To qualify for participation in the finals series a player must have played a minimum of four (4) games in a team to which they have been registered.
  - 12.1.1 If a team cannot field five (5) players for a final, they may use a substitute player who is registered to a team in a lower division with approval.
- 12.2 The first four (4) teams on the competition ladder will contest the finals series for each age division.
- 12.3 In the event of two (2) or more teams finishing the competition on equal points, points differential will apply.
- 12.4 The finals format will be:

<b>Semi-Final one (1)</b>	1 v 4	Winner to the Grand Final
<b>Semi-Final two (2)</b>	2 v 3	Winner to the Grand Final
<b>Grand-Final</b>	Winner of semi-final 1 v Winner of semi-final 2	

- 12.5 If a competition has less than four (4) teams, ABAI will determine a suitable finals format.

## 13. Ineligible Players

- 13.1 An ineligible player is a player who is:
  - 13.1.1 Not registered with ABAI and/or Basketball Queensland; or
  - 13.1.2 Participating in a game whilst suspended; or
  - 13.1.3 Deemed medically unfit to play.



## 14. Participant Responsibilities

- 14.1 If a player sustains an injury, the cost of treatment for any expense that cannot be claimed through Medicare may be claimable through the insurance provided through your Basketball Queensland membership.
- 14.2 The coach of a team and the club is responsible for the conduct of its members.
- 14.3 All participants (including coaches, players, officials and spectators) will be required to abide by the Basketball Queensland Codes of Behaviour.
- 14.4 Each team must supply one (1) score table official for their own game. The clock will commence at the scheduled time. If a team fails to provide a score table official at the commencement of the game, the team will incur a two (2) point penalty for every minute they fail to provide a score table official. Unless the teams can come to a mutually agreed arrangement, the referee will add the points to the score of the opposing team at half time.
- 14.5 The Referee or ABAI Committee members may, at their discretion, replace any score table official at any time before or during a game if they believe that the appointed score table official is not competent to carry out the score table official duties.
- 14.6 Hanging from the ring or net is not permitted at any time. Breach of this clause may result in a technical foul or immediate disqualification from the game.

## 15. Monitoring Behaviour

- 15.1 All coaches and players are subject to the National Tribunal By-Law which deals with disciplinary matters that may, from time to time, arise.
- 15.2 All participants are subject to the Basketball Australia National Integrity Framework.