



Logan Basketball Inc Junior Club Playing Rules

The role of Logan Basketball Inc (LBI), through our Junior Club Competition, is to provide a safe and enjoyable environment that enables each and every player to reach their full potential.

It is with this in mind that these rules are set in place by the Management Committee of LBI and enforced by the LBI General Manager and other relevant staff.

These rules govern any competition under LBI control that is designated as a Junior Competition.

Part 1: Competition Membership

1.1 The Junior Club Competition Playing rules recognise three levels of Competition Membership.

- a) Affiliated Club
- b) Independent Club
- c) Player

The nature of each type of membership is described below.

A: Affiliated Club

An affiliated club is a club that has fulfilled the prescribed affiliation requirements as determined by the Constitution of Logan Basketball Inc, the Club Affiliation Agreement and the Management Committee of LBI.

A new club wishing to affiliate with Logan Basketball must meet, in addition to any requirements set out in the Constitution of Logan Basketball Inc and the Club Affiliation Agreement, the following requirements:

- Show proof of new membership;
 - The majority of a new affiliated club's membership base must represent new players to the association.
- Display proof of financial stability and that adequate financial management procedures in place;
- Show a willingness to be a part of the Logan Basketball Inc community.

B: Independent Club

An independent club is a club that is allowed to participate in the Junior Club Competition without being affiliated.

Independent Clubs will only be accepted on the following conditions:

- (i) Their acceptance into the competition does not unfairly disadvantage an existing club. For example, if the independent club was made up of primarily existing players from another club; and
- (ii) The independent team either services an area which is of importance to the expansion of LBI or they have steps in place to become an affiliated club within the near future; and
- (iii) Any other requirements that the Management Committee of LBI may impose for the benefit of the overall competition.

C: Player

All persons wishing to participate as players in our Junior Club Competitions must be registered players of LBI.

A person will not be recognised as a registered player until they have completed the LBI Registration form and paid their relevant LBI Registration Fee.

Part 2: Competition Organisation

2.1 Competitions will only be conducted if a minimum of **4** teams enter.

Competition Seasons

2.2 Logan Basketball's competition shall be divided into two competitive seasons.

- a) A winter season that runs from approximately April-October and a summer season that runs from approximately October-April.

Age Limits

2.3 For competitions restricted by age, the age eligibility date/time shall be midnight on the 31st December of the year the competition concludes.

- a) Any requests for special consideration in regards to a player playing in a younger age group must be made in writing to the General Manager of LBI by the Affiliated Club's, who the player belongs to, Secretary.
- b) The request will then be assessed by the General Manager and the Affiliated Club will be notified in writing.
- c) Independent Clubs cannot request special consideration under this clause.

Inconsistency

2.4 Competitions will be conducted in accordance with:

- a) These By Laws, and
- b) FIBA Official Basketball Rules (as per current FIBA Rules)
- c) In the event that there is inconsistency between these By Laws and FIBA rules, it will be the role of the Game Day Coordinator or LBI General Manager to resolve the inconsistency.

Grading Fixtures

- 2.5 Where sufficient entries are received teams will be placed into separate Divisions.
- 2.6 The first **2 weeks** of each season will be used to determine the division that each team will be placed into.
- 2.7 Grading fixtures will be prepared based on a culmination of data; including player lists, ranking from previous season and other relevant data.
- 2.8 At the completion of grading, teams will be placed in their respective divisions and fixtures for the season will be prepared.
- 2.9 Notwithstanding the above, LBI may re-grade any team at any time of the season.

Part 3: Team Nominations

- 3.1 To participate in LBI competition, Clubs must apply for entry prior to the commencement of a new season, as follows:
 - a) By completing and submitting the appropriate Junior Club Nomination form by the proscribed date; and
 - b) Making payment of the prescribed Nomination fees as set by the LBI Management Committee from time to time.
- 3.2 Receipt of the Team Entry and payment of the required fees does not guarantee acceptance of the entry into LBI Competition.
- 3.3 LBI and in particular the General Manager may impose such limitations on the number of teams or other conditions as it sees fit to aid in the management of its competitions.
- 3.4 Where a team entry is refused, any fees paid will be refunded to the team.

New Teams

- 3.5 Once the draw has been finalised for the season, new teams will only be allowed into the competition after the completion of Round 5 and Round 10 at the discretion of the General Manager. This is so there is minimal disruption to the season fixtures.
 - a) Exceptions to this rule may be made by the General Manager of LBI if the inclusion of a team outside these dates will be of benefit to the competition. For example; removes a bye from the competition.

Removal of Teams

- 3.6 A club may only remove a team at Round 5 or 10. If a team is removed outside of these rounds the offending club will be liable for all game fees until the competition reaches either Round 5, Round 10 or the final round.
- 3.7 A team may be disqualified from competition at the discretion of the General Manager of LBI when the team:
- a) gives 2 consecutive forfeits
 - b) gives 3 forfeits in a season
 - c) breaches the LBI Codes of Behaviour, these or any other By Laws in place at the time.

Part 4: Team Requirements

Minimum Players

- 4.1 A team must consist of a minimum of five (5) players (Thunderball four (4) players) and a team coach/manager.
- 4.2 A team may start the game with four (4) players. However, all teams must commence with five (5) players during the Grand Final ONLY.

Club Responsibilities

- 4.3 Each Club is responsible for ensuring their teams have the correct information in regard to game times.
- 4.5 Each Club is responsible for their teams being attired in conforming uniforms.
- 4.6 Only players, coaches, managers and officials are allowed to be in the vicinity of the court and Scoretable.
- 4.7 All teams to supply a game ball. The ball chosen for a game will be at the referee's discretion.

Part 5: Game Fees

- 5.1 Playing basketball incurs a fee, which will be borne by the whole team.

- 5.2 In the case of Affiliated Clubs, Game Fees for all teams must be paid in full before 9am on the Monday morning following the weekend fixtures. In the case of independent teams Game Fees must be paid prior to the team taking the court.
- a) Failure to adhere to the above; will result in a forfeit against those teams whose game fees have not been paid. Persistent breach of this rule may result in the team or club being disqualified from participating in LBI Competitions.

Part 6: Player registrations, conduct, movement and eligibility

Player Registrations

- 6.1 A player **must be registered** with LBI and be in a suitable state of health prior to participating in LBI's fixtures.
- 6.2 Acceptance of a player's registration is at the sole discretion of Logan Basketball Inc.
- 6.3 A player who is also a member of an **Affiliated Club must be financial with their club** prior to taking the court.
- 6.4 A Player/official/coach/manager or spectator will conduct themselves appropriately within the rules of the game and abide by the Code of Conduct as adopted by the association.

Conduct

- 6.5 Should a player/official/coach/manager or spectator be charged by a referee, court/referee supervisor or game official of Logan Basketball Inc with a breach of the code of conduct either by written report and /or by of disqualification from the court, then the tribunal By-laws adopted by the Association from time to time will take effect.

Player Movement

- 6.6 A player may only play for one Club per season.
- a) Special consideration may be given, at the discretion of the LBI General Manager, for a player to change Clubs if they have played less than two (2) games with their Club in the current season.

- b) If a player wishes to transfer Clubs at the end of a season, they must fill out the LBI Junior Club Player Transfer Form and lodge this with the LBI Office 2 weeks prior to the new season starting.
- 6.7 A player may only play for one team within the same division.
- 6.8 A player may only play up a division or age group; subject to the following criteria:
- a) A player may only play for a maximum of two teams per season.
 - b) A player may only play up an age group if the higher age group will have to forfeit the game if they do not have a fill in player(s); unless special consideration is sought by the club from Logan Basketball to have the player play up an age group.
- 6.9 A player cannot play down a division.
- 6.10 In the interest of player safety, Junior Players must:
- a) Play no more than two (2) games within 24 hours; and
 - b) Play no more than one age group higher than their correct age group.
- 6.11 No player can compete in more than one Division/Age Group Semi or Grand final.

Finals Eligibility

- 6.12 To be eligible to compete in Semi or Grand Finals a player must have played at least 75% of their registered teams scheduled games.
- a) A player who fails to qualify may apply for exemption to this rule to the General Manager of LBI no later than 14 days prior to the date scheduled for the Semi Final. The application must be in writing and provide adequate and substantial reasons as to why the player was unable to play 75% of their registered teams scheduled games.

Representative Eligibility

- 6.13 All players wishing to play within LBI's Junior Representative Teams must play within our Junior Club Competition.
- a) A player wishing to play Representative Basketball for LBI must play at least 75% of scheduled games for their registered team within the first half of the Summer Competition to remain eligible to play Representative Basketball after the Christmas Break.

- b) A player wishing to participate at State Championships with a LBI Representative team must in addition to the above play 75% of scheduled games for their registered team within the second half of the Summer Competition.

Part 7: Playing Equipment

- 7.1 The full uniform shall be deemed to include shorts and singlet.
- 7.2 The uniform of the players must comply with Rule 3, Article 4, Paragraph 4.3 of the Official Basketball Rules with the following additions and/or exemptions.

Singlets

- 7.3 The following restrictions apply to Singlets:
 - (a) The singlets worn by the players of each team must be uniform in design and colour.
 - (b) Only numbers from the following ranges will be deemed acceptable as playing numbers: 4 to 15; 20 to 25, 30 to 35, 40 to 45 and 50 to 55. 0 & 00 are not permitted.
 - (c) Playing in a shirt without a number is not permitted.
 - (d) Taped or hand written numbers are not permitted.
 - (e) White tee shirts only are permitted to be worn under a player's singlet. Medical permission is not required for players to wear T-Shirts under the playing singlet.
 - (f) Singlets are required to be tucked into the shorts.

Shorts

- 7.4 The following restrictions apply to shorts:
 - (a) Shorts worn by the players of each team must be of the same colour
 - (b) Shorts may NOT have cuffs, pockets, belt loops or buckles.
 - (c) Stripes no thicker than a centimeter are acceptable; stripes thicker than a centimeter are only acceptable when everyone on the team has the same.

Shoes

- 7.5 The following restrictions apply to shoes:
- (a) Only suitable sports shoes with non-marking soles are to be worn on the court.

Other

- 7.6 Garments worn under the uniform, such as skins, are permitted to be worn provided they do not protrude below the bottom of the shorts. Garments such as full length skins are not permitted to be worn- unless approved by the Game Day Coordinator

Condition of Uniforms

- 7.7 Players who have faded or damaged shirts or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms will be warned by the Game Day Coordinator.
- 7.8 The warning will be recorded by the Game Day Coordinator.
- 7.9 The team, player or players will have two weeks to repair or replace the defects or they will not be allowed to play.

Clash of Uniform Colours

- 7.10 Teams are not expected to have a second contrasting set of shirts or singlets. However, in the case of a colour clash in any fixtured Home & Away or Finals game, the following shall apply.
- (a) Priority on Colours. The first named team on the fixture for each game shall be deemed the home team, and will be required to wear an alternative, non-clashing set of shirts (no team or club has automatic priority in the case of colour clashes, other than by being listed as the home team for that game).
 - (b) Change by Agreement. By mutual consent between the teams involved, rule 7.10 (a) may be reversed.
 - (c) Sourcing Alternate Shirts. If a team cannot source an alternate playing strip; bibs will be available from the Game Day Coordinator.

Penalties

- 7.11 Any breach of the above uniform requirements will incur a 5 point penalty per infringement per game.

Part 8: Match Administration

Scoretable

- 8.1 Each team is responsible for providing a capable scorekeeper for each of their games.
- (a) Division one (1) games run with a 24 second shot clock require two (2) scorers per team.
 - (b) No game will commence without the appropriate score table officials. Failure to do will result in a team forfeiting points (-3)
- 8.2 All players must have their correct full name on the scoresheet before they take the court. Any player who does not have his/her full name on the scoresheet will not be marked as playing in that game. A player found not playing under his/her own name on the scoresheet will receive an automatic two weeks suspension and infringement of player eligibility will result in a team receiving forfeit points deductions (-3).

Commencement of a Fixtured Match

- 8.3 Teams are required to be able to take the court at the published time for their match. All pre-match administration, e.g. payment of match fee, provision of alternate uniforms, etc should be completed before the published start time for the match.
- 8.4 The match officials will start the match clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the match clock is started.
- 8.5 A team that is not ready to commence playing when the match clock is started shall be penalised for a “late start” at -5 points per minute late.

Cancellation of a Fixtured Round of Matches

- 8.6 If due to circumstances beyond LBI’s control an entire round of a fixture is cancelled, the matches will not be rescheduled. No premiership points will be awarded for that round and the round shall be deleted from the fixture.

Competition Ladders

- 8.7 Weekly results of all matches and a ladder showing team positions will be displayed on the website by LBI staff prior to the next round of competition for all senior and junior competitions except for those where finals are not played.
- 8.8 Premiership Points: Premiership points will be allocated for all matches as follows:
- (a) Win: 3 Points,
 - (b) Loss: 1 Point,
 - (c) Draw: 2 Points,
 - (d) Win by Forfeit: 3 Points, and
 - (e) Loss by Forfeit: -3 Points
- 8.9 No points are awarded to teams having a bye, as byes do not count as a game played.

Forfeits

- 8.10 Forfeited games will be charged at \$120 to the offending team with a loss of -3 competition points
- 8.11 The first team that contacts LBI Offices will have deemed to have forfeited.
- 8.12 Where a game can be played using an ineligible fill in player (i.e. player from another club both teams will pay a game fee. The team with the ineligible player will forfeit points.

Part 9: Game Rules

- 9.1 Games will be played according to the FIBA rule book unless otherwise specified.

Game Timing Rules

- 9.2 Game Timing Rules
- (a) **Juniors Under 12 – Under 20**
 - (i) 4 x 10 minute quarters

- (ii) Clock stops: Last 2 minutes of the game only.
 - (b) **Juniors Under 14 – Under 20 Division 1**
 - (i) 4 x 10 minute quarters, 24 second clock and running game clock.
 - (ii) Clock stops: Last 2 minutes of the game only
 - (c) Thunderball
 - (i) 4 x 10 minute quarters running clock.
 - (ii) Half time Two (2) minutes.
- 9.3 Three (3) minute warm up.
- 9.4 Quarter breaks one (1) minute
- 9.5 Half time Two (2) minutes.
- 9.6 Tied games final format only three (3) minutes extra time with one (1) time out per quarter. A Two minute break between regular time and extra periods of three minutes will be taken. Clock stops for last minute.
- 9.7 Where games are running late the Game Day Coordinator or Referee Supervisor may vary these times to ensure that games run to schedule.

Ball Rules

- 9.8 Ball size:
- (a) Junior Girls Under 16, 18 & 20 size 6.
 - (b) Junior Boys Under 16, 18, & 20 size 7.
 - (c) Juniors Under 12 & 14 size 6.
 - (d) Juniors Under 10 size 5.

Other Rules

- 9.8 Teams Under 14 and under may not play zone.
- 9.9 Junior coaches under the age of eighteen (18) must be accompanied by an adult either on the Scoretable or as a manager.

Part 10: Game Day Coordinator Powers and Responsibilities

- 10.1 Each Logan Basketball Game Day Coordinator will be appointed by the General Manager of LBI to oversee the running of fixtures.
- 10.2 The Game Day Coordinators powers include:
- (a) Stopping a fixtured game to remove an unregistered player;
 - (b) Requesting that a player leave the stadium
 - (c) Anything else that is necessary to the smooth operation of fixtures
- 10.3 The Game Day Coordinator Responsibilities include:
- (a) Collecting all scoresheets and paperwork from the LBI Office prior to fixtures.
 - (b) Ensuring that only registered players take the court.
 - (c) Attending to and recording all injuries.
 - (d) All other duties that ensure the smooth operation of fixtures.

Part 11: Injury

- 11.1 All injuries must be reported to the Game Day Coordinator and recorded.

Part 12: Alterations to these Rules

- 12.1 These rules may be amended by the Management committee from time to time as required.