



**2025**

***Queensland Junior Club  
Championship Rules***

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## Version Control

**Current:** 16<sup>th</sup> July, 2024

Previous Version: 13<sup>th</sup> March, 2025

Version 2024: 16<sup>th</sup> December, 2024

### Additions:

- Late Nomination Fee Section 3.1.c
- Compression Sleeves Back or White. Dominant Colours not allowed. Section 4.2.c.ii
- 3 Time outs in the second half Section 4.5.c
- There may be cases 3 Games in a day may occur during QJCC 5.1.e
- Player Points and Team Points updated in section 3.2.1
- Players used from another team within the same club can be used for teams (not from another domestic club) in section 3.2.1
- Coach Blue Card Requirement in section 3.5
- Protest, Dispute and Appeal Fee increased to \$350.00
- BQ Logo optional on QJCC uniforms in section 4.1
- Special Technical Foul removed (all technical fouls under the same).
- Off-court Incidents added section 4.11
- Draw being removed from competition and overtime will occur in all games in section 4.12
- Disputes must be lodged by the Team Manager and a fee of \$350.00 in section 4.17
- Update to Correctable error ruling in 4.18.
- Entrance Fee – Free in section 6.2

## SECTION 1: INTRODUCTION

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### 1.1 Glossary

<b>Application Deadline</b>	The date determined by BQ as the last day on which a domestic club may apply to participate in the Queensland Junior Club Championships.
<b>BA</b>	Basketball Australia Limited
<b>BQ</b>	Basketball Queensland Ltd
<b>CEO</b>	the Chief Executive Officer of BQ from time to time, including a person acting in that position in the absence of the usual Chief Executive Officer by delegation from the usual Chief Executive Officer

<b>Championship Technical Committee</b>	A committee comprising of the Event Commissioner, a host association representative and the Referee Commissioner to make decisions in relation to Qld Junior Club Championships about changes that may be necessary or disciplinary matters.
<b>Club Coach Accreditation</b>	Formal recognition that a coach has attended a course and been acknowledged as attaining a qualification as a coach at the Club Level (formerly known as Level 1).
<b>Competition Manager</b>	the person nominated from time to time by the CEO (or if no person is nominated, the CEO) to manage Qld Junior Club Championships
<b>Domestic Competition</b>	A competition conducted by and under the auspices of a member association of Basketball Queensland Ltd.
<b>Event Commissioner</b>	The person appointed by Basketball Queensland to manage a Qld Junior Club Championships
<b>Financial Member Association</b>	An association that is a member of Basketball Queensland Ltd. that has no outstanding debts to Basketball Queensland Ltd. that are more than one calendar month overdue.
<b>Fully Timed</b>	The game clock will stop on each stoppage of a basketball game and recommence once the ball is back in play.
<b>Game Official</b>	<ul style="list-style-type: none"> <li>• a referee involved in a Game</li> <li>• a referee coach involved in a Game</li> <li>• a person who supervises or reviews referees (such as a referee supervisor or a person who assesses referees' performance) involved in a Game</li> <li>• A scoretable official</li> <li>• a statistician involved in a Game</li> </ul>
<b>Host Association</b>	The member association host the Junior Club Championship.
<b>Member Association</b>	An association that is a member of Basketball Queensland Ltd.
<b>Referee Commissioner</b>	The person appointed by Basketball Queensland to manage the Referees at a Qld Junior Club Championships.
<b>Regional Championship</b>	Regional representative competitions i.e. Central Queensland Junior Basketball Competition (CQJBC), North Queensland Junior Basketball Competition (NQJBC) and South Queensland Junior Basketball Competition (SQJBC).
<b>Registered</b>	A player, coach, Team Manager or Official who has purchased a BQ Registration Product so that any applicable fees have been paid and their name and contact details are recorded on the BQ database.

<b>Score Bench</b>	The bench at which the officials scoring and keeping time sit.
<b>Team Nomination</b>	The process by which teams are accepted by BQ into a Qld Junior Club Championships.
<b>Zone Defence</b>	Any defence in the half court, which does not incorporate normal man-to-man defensive principles. Trapping defences which rotate back to man-to-man principles are acceptable.

## 1.2 Changing these Rules

- a. BQ may change these rules from time to time by:
  - I. amending something in these rules; or
  - II. Deleting something in these rules; or
  - III. Adding something in these rules; or
  - IV. Revoking these rules and adopting new rules in their place.
- b. A change to these rules cannot have retrospective effect.

## SECTION 2: COMPETITION MANAGER

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### 2.1 Decisions when these rules are silent or unclear

- a. If these rules are silent on a matter arising in relation to the Qld Junior Club Championships, the Competition Manager may make a decision about how the matter is to be dealt with.
- b. If these rules are not silent on a matter arising in relation to the Qld Junior Club Championships but they are uncertain, the Competition Manager may make a decision about how the uncertainty is to be resolved.
- c. Those decisions are binding on everyone who is bound by these rules.

### 2.2 Delegate of BQ

- a. The Competition Manager is taken to be a delegate of BQ.
- b. Any function or power conferred on the Competition Manager by these rules is taken to be a function or power conferred on BQ and exercised on behalf of BQ by the Competition Manager.
- c. Any decisions or actions taken by the Competition Manager under these Rules are taken to be decisions or actions taken by the Competition Manager on behalf of Basketball Queensland.
- d. Any appeal or proceedings in a tribunal or court in relation to the Competition Manager's functions, powers, decisions or actions must be taken against BQ and not the Competition Manager personally.

## SECTION 3: ELIGIBILITY

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### 3.1 Team Nominations

- a. Member associations must go through the nomination process determined by BQ from time to time.
- b. Team Nominations for a Queensland Junior Club Championships will only be accepted if:
  - I. The nomination is from financial member associations of BQ
- c. **Late Nominations** may be accepted at the sole discretion of the BQ Competition Manager. A non-refundable late nomination fee of \$300.00 per tam must be paid before the nomination will be considered. Late nominations may not be accepted if, in the opinion of BQ, the draw cannot accommodate or will be adversely affected by the late entry.
  - I.

### 3.2 Players

- a. To be eligible to complete in a representative team at Queensland Junior Club Championships, players must meet all the following criteria:
  - i. Must be registered with the domestic club that is nominating the team in which the player is competing (except where approval has been granted under Clause 3.2.1 a.).
  - ii. Players must have played at least five (5) games from the current (if season is Term 3/4) or previous (if season is Term 2/3) domestic season within the applicable member association (except where approval has been granted under Clause 3.2.1 a).
  - iii. Must be under the age of 12 at 31 December in the year of the Junior Club Championships is being conducted to compete in the Under 12 Queensland Junior Club Championships.
  - iv. Must be under the age of 14 at 31 December in the year of the Junior Club Championships is being conducted to compete in the Under 14 Queensland Junior Club Championships.
  - v. Must be under the age of 16 at 31 December in the year of the Junior Club Championships is being conducted to compete in the Under 16 Queensland Junior Club Championships.
  - vi. Must be under the age of 18 at 31 December in the year of the Junior Club Championships is being conducted to compete in the Under 18 Queensland Junior Club Championships
  - vii. If transferring from another club and/or association (either a member association, interstate or internationally), have fulfilled all the requirements stipulated in the BQ Transfer Policy so that they are cleared to play prior to the Queensland Junior Club Championships.

### **3.2.1 Rep Player Eligibility**

- a. Team should consist of the same players from the current or previous domestic season. Up to three (3) players from another domestic team within the same club, not entered into the Junior Club Championships, can join a minimum of 7 players from a current team to make up numbers as required.
- b. The points system is about developing players of all levels by ensuring competition between teams is as equal as possible. All teams nominated into a season must abide by the points system detailed below. U12, U14, U16 and U18 rep player points will be based on the division played in the 2025 Qld Junior Club.

- c. Representative players to receive these points regardless of being top age or bottom age, and irrespective of which association they are from. Points to be as follows:

State Representative/Div 1/Premier League	5 points
Division 2	4 points
Division 3	3 points
Division 4/5	1 point
Division 6/7/Non Rep	0 points

- d. Division 1 Boys teams, competing in Junior Club Championships must have more than 20 points
- e. Division 1 Girls teams, competing in Junior Club Championships must have more than 14 points.
- f. Division 2 Boys teams, competing in Junior Club Championships, cannot have any more than 19 points and cannot have less than 10 points.
- g. Division 2 Girls teams, competing Junior Club Championships, cannot have any more than 13 points.
- h. Division 3 Boys teams, competing in Junior Club Championships, cannot have any more than 9 points.
- i. Players who are playing up an age division does not accrue any points. For example, an U12 player, playing in the U14 age division, does not accrue any points.

### **3.2.2 Appealing Player Eligibility**

- a. Only delegate clubs may lodge an appeal in relation to player eligibility.
- b. If a player is deemed illegible by BQ the member association that is nominating the team in which the player was to participate may lodge an appeal to the Competition Manager. The appeal must be via email to the competition manager at [tournaments@basketballqld.net.au](mailto:tournaments@basketballqld.net.au) and must outline the grounds for the appeal and provide evidence to substantiate the appeal.
- c. A delegate club that questions the eligibility of a player in a team from a different member association may also lodge an appeal. The appeal must be via email to the competition manager at [tournaments@basketballqld.net.au](mailto:tournaments@basketballqld.net.au) and must outline the grounds for the appeal and provide evidence to substantiate the appeal.



- d. All appeals must be accompanied by evidence that a **\$350.00** appeal fee has been deposited into BQ's bank account.
- e. Appeals may be lodged no later than fourteen (14) days prior to Queensland Junior Club Championships.
- f. The appeal fee will be refunded if the appeal is upheld.
- g. BQ's decisions in relation to an appeal will be final and not subject to any further appeal.

### 3.3 Member Association Responsibility

- a. Member associations must ensure that all players in teams the member association nominates are eligible to compete at Queensland Junior Club Championships.
- b. BQ may investigate if it suspected a player has not met the eligibility criteria set out in clause 3.2. Member association will be required to assist in these investigations and may be required to produce evidence of a player's age by way of the players birth certificate or other suitable documentation (e.g. passport).
- c. If a member association has player an ineligible player, the penalties imposed are:
  - I. Forfeit of all games in which the ineligible player participated; and
  - II. A maximum fine of \$1,000 at BQ's discretion.

### 3.4 Information Requirements

- a. All player information details shall be submitted to BQ in accordance with relevant deadlines to be accepted for the Championships.
- b. If a player does not already exist in the online database the minimum information required to be entered when adding a player is their first name, surname, date of birth, phone number and email. A playing number must also be included for each player when registering them to a team online.
- c. A closing date for registering all players online will be identified in the nomination information.
- d. Up to ten (10) players only may participate in the Queensland Junior Club Championships. Any changes to the team list must be finalised with BQ by the due date on the nomination information. Once this deadline has passed, the only changes that will be considered are those required due to an emergency or injury that is bona fide with BQ.
- e. Only the players listed on the final team list are permitted to play in the Championships.
- f. A Domestic Club representative i.e.: President or Secretary must certify the Online Team Registrations Form which lists all the teams they have entered online. This form also certifies that the players entered online into the teams are current registered members of BQ and the original Birth Certificate or Passport Document has been sighted for everyone named.

### 3.5 Coaches

- a. Coaches must meet the following criteria:
  - I. Registered with the domestic club that has nominated the team that they are coaching; and
  - II. Have a Club Coach accreditation.

III. Registered Blue Card updated on Basketball Connect Profile.

### 3.6 Team Officials

- a. All coaches and team managers of teams competing in the Queensland Junior Club Championships must acknowledge and agree to the below statement when nominating a team online into the Queensland Junior Club Championships:

*I will be bound by and agree to comply with the constitutions, regulations and policies of Basketball Australia and Basketball Queensland. I agree to comply with the provisions of the Codes of Conduct, and I submit to the jurisdiction of the Disciplinary Tribunals of Basketball Queensland and agree to be bound by any decisions of these Tribunals.*

### 3.7 Child Protection Act

- a. Under the Commission for Children and Young People Act 2000 (Qld), it is a legislative requirement that all Team Staff (i.e. Coaches and team Manager), Referee Staff (i.e. Commissioners / Managers / Evaluators) and any other PERSONS over the age of 18 years that are accompanying teams or referees away from home must have a valid Working with Children Check or an Exemption Card.
- b. All team officials should also have signed an Association Member Protection Declaration when taking on their position with the team.
- c. Signed Declarations should be retained by the Association.
- d. All Working with Children Check details of Team Staff and Referee Staff are to be entered into the persons Basketball Connect Database at their Association as noted in the Blue Card Requirements for Qld Junior Club Championships document and outlined in the Memorandum for 2014 Volunteer Member Registrations.
- e. If the Association does not comply with these legislative requirements, they may be liable to a fine at the discretion of BQ.

## SECTION 4: RULES AND REGULATIONS

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### 4.1 Playing Uniforms

- a. All teams are to be correctly attired. Uniforms are to be numbered 0,00 and any number between 1 - 99 in accordance with the Official FIBA Basketball Rules. Games may be forfeited for incorrect dress Playing Uniforms will be monitored by the Event Commissioners throughout the tournament. BQ Logo optional due to domestic teams not needing BQ logo for domestic competition.
- b. In the event of two teams having the same or similar coloured primary uniforms, the first named team on the draw (Team A) must wear their primary uniform and the second named team (Team B) are required to change their singlets. Team B is to wear

bibs or clash singlets available from the Tournaments Office. The Referees will have the final say as to whether there is a clash of uniforms.

- c. Each team is required to carry at least one (1) additional playing singlet and pair of shorts in case a uniform is spoilt by blood. The additional uniform is to be of a different number to those already listed on the approved electronic scoring system.
- d. No t-shirts or full upper body compression gear are to be worn under uniforms unless approval is granted by the BQ Competition Manager. Approval must be sought in writing at least fourteen (14) days prior to the commencement of the Queensland Junior Club Championships. If permission is given, t-shirt or compression gear must be of the same single colour as the playing singlet. The decision to grant or not to grant permission will be at the sole discretion of the Competition Manager and is final and not subject to appeal.
- e. Singlets must always be tucked into the playing shorts.

## 4.2 Playing Equipment

- a. Players shall not wear equipment (objects) that may cause injury to other players.
- b. The following are **not** permitted:
  - I. Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal, or any other hard substance, even if covered with soft padding.
  - II. Objects that could cut or cause abrasions (fingernails must be closely cut).
  - III. Headgear, hair accessories and jewellery.
  - IV. T-shirts under playing jersey.
- c. The following **are** permitted:
  - I. Shoulder, upper arm, thigh, or lower leg protective equipment if the material is sufficiently padded.
  - II. Compression sleeves which are either black or white.
  - III. Compression stockings which are either black, white or of the same dominant colour as the shorts.
  - IV. Full length lower body compression garments are permitted to be worn at the Qld Junior Club Championships. These must be either black, white or the same predominant colour as the teams shorts i.e. light/dark and player garments must be identical in colour style and pattern.
  - V. Knee braces if they are properly covered.
  - VI. Protector for an injured nose, even if made of a hard material.
  - VII. Mouth guard of any colour.
  - VIII. Spectacles, if they do not pose a danger to other players.
  - IX. Power Band - only permitted on wrist if covered by tape and only on ankle if worn under the sock.
  - X. Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic, or rubber.
  - XI. Any solid-coloured, transparent taping of arms, shoulders, legs etc.
  - XII. Pairs of shoes that do not match in colour are permitted if they are of the same make/model.

### 4.3 Sponsorship

- a. Sponsorship is permitted on Championship uniforms, as per current FIBA Rules.
- b. Teams are not permitted to display sponsorship by alcohol, Tobacco, adult entertainment or gambling Companies on uniforms, warm-up gear, playing equipment, or in any other way.

### 4.4 Injured Players

- a. If during the course of the tournament a player receives an injury and the Sports Medicine officer has noted that they should not continue playing in the tournament, but the player wishes to continue, the player must first obtain a Doctors certificate stating they can play and present this to the Event Commissioner before being permitted to take the court.
- b. It is the Team Manager's duty of care to ensure that the injured player has been cleared to play by a medical professional at the request of the attending Sports Medicine officer.

### 4.5 Game Timing

- b. Timing for each quarter shall be:
  - I. Under 12, Under 14, U16 and Under 18 - 4 x 8-minute quarters , running clock.
- c. Two (2) time out may be granted to each team during the first half (1<sup>st</sup> & 2<sup>nd</sup> periods) and three (3) time outs during the second half (3<sup>rd</sup> & 4<sup>th</sup> periods). Game clock will stop on during timeouts.
- d. Game clock will stop on all whistles in the last 2 minutes of the 4<sup>th</sup> quarter.
- e. Warm up shall be 3 minutes, time between quarters shall be 1 minute, and half time is set for 3 minutes; but is subject to amendment if required.
- f. For the Division 1 Grand-Final the schedule will be 5 minutes warm up and 5 minutes half-time; however, this may be reduced to 3 minutes at the discretion of the BQ Event Commissioner if games are not running on time.
- g. All teams are permitted to warm up only on the court in which they are playing on next.
- h. In the event of a tied score at the end of a pool game, overtime periods of 3 minutes each will be played until a result is obtained. A break of 1 minute between regular time and overtime periods of 3 minutes will be taken. During overtime, each team is allowed one 1(1) time out during each period.
- i. In the event of a tied score at the end of a finals game, overtime periods of 3 minutes each will be played until a result is obtained. A break of 1 minute between regular time and overtime periods of 3 minutes will be taken. During overtime, each team is allowed one (1) time out during each period.
- j. In special circumstances the Championship Technical Committee may authorise the reduction of the warmup and half-time intervals.
- k. The 24-second shot clock will only operate in the U16 and U18 Division pool and finals games.
- l. The game clock will not be delayed due to late arrival of teams.

#### 4.6 Under 12 Free Throw Line

- a. Free throws are to be taken from the designated free throw line within the keyway (0.9m in front of the original free throw line).

#### 4.7 Player Numbers Per Team

- a. Each team will have all their registered players (maximum of ten (10) players) listed on the approved electronic scoring system game file.
- b. Only these players may participate in the Championships.
- c. In order to start a game, teams must have a minimum of five (5) players. Refer to clause 4.16 for the process to follow if there are not five (5) players to start the game.

#### 4.8 Bench Allocation

- a. First named team on the draw (Team A) shall sit on the bench immediately to the left of the Scoretable (the left side facing the court from the score bench).
- b. Second named team on the draw (Team B) is to sit on the bench immediately to the right of the Scoretable (the right side facing the court from the score bench).

#### 4.9 Match Balls

- a. All game basketballs are supplied by BQ and will be Molten BG4000 balls.
- b. The size of the game basketball is determined by the age group and gender of the Qld Junior Club Championships as set out below:
  - I. Under 12 Boys' and Girls' Queensland Junior Club Championships – Size 5
  - II. Under 14 Boys' and Girls' Queensland Junior Club Championships – Size 6
  - III. Under 16 and Under 18 Girls' Queensland Junior Club Championships – Size 6
  - IV. Under 16 and Under 18 Boys' Queensland Junior Club Championships – Size 7

#### 4.10 Automatic Suspension for Disqualification

- a. Any player, coach, assistant coach or team manager that receives **two** technical fouls in a single game or is ejected from any game at the **U16 and U18** Qld Junior Club Championships will receive an **automatic suspension** for their next scheduled game.
- b. Any player, coach, assistant coach or team manager that receives **one** behavioural technical foul in a single game or is ejected from any game at the **U12 and U14** Qld Junior Club Championships will receive an **automatic suspension** for their next scheduled game.
- c. If the suspended player, coach, assistant coach or team manager is found to be a part of the next scheduled game, the team will be awarded a forfeit.
- d. Further penalties may be issued if the matter is taken to a disciplinary tribunal and the person in question is found guilty of any disciplinary offence.
- e. There is no right of appeal on this suspension.

#### 4.11 Off-court Incidents

- a. Any player, coach, assistant coach or team manager that is reported to have been involved in any off-court incident (including pre and/or post-game), regarding any match officials, including behavioural actions, abuse or anything alike, will receive a penalty determined by the BQ Competition Manager.
- b. The individual involved must comply with the penalty, and no appeals can be made by the individual and/or represented Association.

#### 4.12 Classification of Teams

- a. Standings for the major rounds will be determined primarily on the number of competition points earned as detailed below:

Win	3 points
Loss	1 point
Forfeit	0 points

- b. The primary ranking of teams shall be based on points according to their win/loss records with the exception that teams have played an unequal number of games. The placings will be determined using percentage from the results of all games played.
- c. If there are two (2) teams that finish equal on points after the pool stage, then only the result(s) of the game(s) between the two (2) teams involved will be used to determine standings.
- d. If more than two (2) teams are equal in the placing, a second classification will be established taking into account only the games played between the tied teams with GOAL PERCENTAGE to be used to determine the placings. This is determined as using the formula Points For ÷ Points Against
- e. If after the second classification there are two (2) or more teams still tied (i.e. identical goal percentage), the result(s) of game(s) from all the pool games involving the tied teams will be used to determine the final placings by calculating GOAL PERCENTAGE using the results of all pool games.
- f. Teams ladder points will go towards their Clubs total points throughout the tournament. Bonus points are then awarded to each team based on finals placings.

	Division 1	Division 2	Division 3	Division 4
Gold (1 <sup>st</sup> )	20 points	10 points	5 points	5 points
Silver (2 <sup>nd</sup> )	14 point	7 points	3 points	3 points
Bronze (3 <sup>rd</sup> )	10 points	5 points	2 points	2 points
4th	6 points	3 points	1 point	1 point

- g. These points are then added to the ladder points accumulated. The Club with the highest total of points at the end of the tournament will be awarded the overall Club Champions.

***Note: In some formats games results from initial pools may be carried over to new pools and will be included in the classification of teams in the new pool.***

#### 4.12 No “Zone” Rule

- a. The use of Zone Defence is banned at U12 and U14, and is strongly discouraged for U16 and U18 at Junior Club Championships. This is to encourage the development of defensive and offensive skills in the younger athletes. In the interest of better player development, coaches should ensure defences are only those which incorporate man to man principles.
- b. If zone defence is being played at any stage, a team official must seek out the referee supervisor, or one of the tournament staff to observe the game. If zone defence is deemed to be played, the offending team will be issued with the following penalties (penalties only apply for U12 & U14 age division);  
First Offence – official warning  
Second Offence – Violation (ball given to the opposition team)  
Third Offence – Bench technical

##### **4.13.1 Violation of the No Zone Rule**

- a. Violation of the “no zone” rule will generally fall within one of the following categories:
  - I. One (1) or more players are not in an acceptable man-to-man defensive position in relation to the player they are guarding and the player with the ball.
  - II. A cutter moved all the way through the key and was not defended using acceptable man-to-man defensive techniques (e.g. bumped, switched, followed).
  - III. Following a trapping or help and recover situation the team make no attempt to re-establish man-to-man defensive positioning.
  - IV. Teams Zone press and did not assume man-to-man defensive positioning once the ball was into the quarter court.

##### **4.13.2 Zone Busters**

- a. The Host Association must appoint at least one (1) observer each to observe and if necessary, make rulings on violations.
  - I. Zone Busters will:
  - II. Take into account the intention of the defensive team
  - III. Take into account the time and state of the game
  - IV. Act immediately on deliberate and premeditated use of zone defence at a critical time of a game
  - V. If there is any doubt, the benefit of the doubt will be given to the defensive team
- b. If a Zone Buster determines a team is playing a zone the following course of action will occur:
  - I. First offence – warning – speak to coach
  - II. Second offence – Technical Foul

- III. Third offence – Second Technical Foul – disqualification of head coach
- IV. Fourth offence – Third Technical Foul – disqualification of assistant coach
- V. Violations throughout the Championship – If a team has been penalized for playing “zone defence” in two (2) or more games during the Championship, the Championship Technical Committee may take further disciplinary action including, but not limited to, disqualification and loss of points.

#### 4.14 Scoretable

- a. Each team competing in a Junior Club Championship must supply two (2) competent Scoretable officials for each of their games. BQ will not accept nominations if domestic clubs fail to provide the relevant number of Scoretable officials.
- b. If a team does not have a Scoretable official present, the Manager of the team will be required to fill this position. If the manager is unable to fill this position, then the coach must become the Scoretable official. If the coach is unable to fill this position and the team is then unable to provide the required Scoretable the game will be classified a forfeit by the team unable to provide the Scoretable official/s.
- c. The Scoretable should consist of a person for the approved electronic scoring system, the game clock, 24-second shot clock operator and chairperson. It is preferred that all persons on Scoretable reach an agreement of who will fulfil which roles, however, should a disagreement arise over duties, Team A will be responsible for game clock and shot clock, while Team B will be responsible for Scoring and chairperson.

#### 4.15 Referees

- a. Referees will be selected and invited by BQ to attend the Qld Junior Club Championships.
- b. All referees attending the Junior Club Championships must be registered with BQ through OwnUrGoal. Selected Referees and member associations will be notified directly by BQ with all information regarding the State Championships they are attending.

#### 4.16 Defaults and Forfeits

##### **4.16.1 Games Starting Late**

- a. If a team is not ready to play with the correct number of players (all teams must have five (5) players to start the game) after the end of the first quarter of the scheduled game time (as set out in clause 4.16.2), the game shall be called a forfeit.



- b. The game clock will start at the scheduled start time with the team that is there ready to play being given one (1) points per minute the game is delayed. Therefore, at quarter time, the game will be forfeited with a result of 8-0 by the team which did not appear with a minimum of four (4) players.
- c. If the opposing team arrives before the end of the first quarter, the game will be played from that moment (i.e. the game clock will not be reset).
- d. The team that forfeits the game will receive no competition points and the score will be recorded as 20 to 0 in favour of the opposing team.

#### **4.16.2 Delayed or Rescheduled Games**

- a. The tournament management reserves the right to reschedule games in the case of extraordinary circumstance. A minimum of three (3) hours notice will be given before the start of rescheduled game time. Tournament organisers will seek to issue fixtures in time for participants to plan, but few late changes may sometimes be required.
- b. Teams are required to check game times five (5) hours before the first game or at 9pm, the evening before morning games. Tournament organisers will contact teams if changes occur after this time frame.
- c. BQ's decision is final and not subject to appeal under any circumstance.

#### **4.16.3 Forfeits**

- a. Games will be considered a forfeit when any of the following occur and will result in the game being awarded to the opponents with a score of 20-0 and the forfeiting team receiving no competition points:
  - I. The team plays an ineligible player.
  - II. The team does not have five (5) players ready to play within ten (10) minutes of the scheduled game time as outlined above, unless cleared by BQ under Exceptional Circumstances.
  - III. The team walks off the court and refuses to finish the game at any stage of the match.

#### **4.16.4 Abandoned Game Rule**

a. The decision to abandon any game due to unforeseen circumstances will be made by the Tournament Manager in consultation with the affected Venue Supervisor. All teams should note that only tournament officials may declare a game abandoned due to venue conditions, as opposed to a delay in the conduct of the game. If a referee seeks to abandon a game due to venue conditions the decision should be disregarded unless confirmed by a tournament official. A team leaving before an official decision is made by the tournament director may give a walkover. Where games are abandoned or not played due to no fault of one of the participating teams, the following will occur:

- i. If the game has not commenced: an attempt will be made to re-schedule the game if organisers can find a suitable time and venue. Teams will be expected to make themselves available during normal Tournament times, apart from any notified times of unavailability given as original fixture requests. If no suitable time can be found the teams concerned will have their positions assessed on match ratio principles on other games.
- ii. If the second half of the game has commenced and one team is twenty (20) or more points ahead of the other team, the scores at the time of cessation of the game will count as the final score.
- iii. If there is less than five (5) minutes remaining on the game clock in the 4th quarter at the time of cessation of the game & one team is a minimum of six (6) points ahead, the scores at the time of cessation of the game will count as the final score. If the above conditions are not met the game will be rescheduled & the remainder of the game will be played from the point of the time of cessation to conclude the game.

#### **4.16.5 Defaults**

- a. A team shall lose a game by default if, during the game, the team has fewer than two (2) players on the playing court ready to play (i.e. remaining team members have all been fouled out).
- b. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
- c. If the team to which the game is awarded is not ahead, the score shall be recorded as two to zero (2 to 0) in its favour.
- d. The defaulting team shall receive one (1) point in the classification.

#### **4.17 Disputes and Decisions**

- a. A team may lodge a dispute in relation to a decision made during the Junior Club Championship, within 30 minutes post match.
- b. The dispute must be lodged in writing by the Team Manager to the BQ Event Commissioner along with \$350.00 payment to BQ.
- c. All disputes will be reviewed by the Championship Technical Committee
- d. Any decision made by the Championship Technical Committee will be final.

#### **4.18 Correctable Errors**

- a. Officials may correct an error if a rule is inadvertently disregarded in the following situations:
  - I. Awarding an unmerited free throw/s
  - II. Failure to award a merited free throw/s
  - III. Erroneous awarding or cancelling of a point/s
  - IV. Permitting the wrong player to attempt a free throw/
  - V. Directing the wrong player to attempt a free throw/

VI. Reporting a foul on the wrong player, coach or team/

VII. Game clock errors/

- b. To be correctable the above-mentioned errors must be recognised by the officials, Referee Supervisor, or the score table officials prior to the game clock shows 2:00 minutes or less in the 4<sup>th</sup> quarter. Until this point all category 1 errors (as above) may be corrected.
- c. If the error occurs after the game clock shows 2:00 minutes or less in the 4<sup>th</sup> quarter or in overtime, the error must be recognised before the ball becomes live following the first dead ball after the game clock has started following the error.
- d. An official may stop the game immediately upon recognition of a correctable error if neither team is placed at a disadvantage.
- e. Any fouls committed, points scored, time used and/or additional activity which may have occurred after the error has and before its recognition, shall not be nullified.
- f. After the correction of the error, unless otherwise stated in the rules, the game shall be resumed at the point it was stopped to correct the error. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction.
- g. Any situation which is not clearly outlined above, will be referred to the most current version of the FIBA Official Basketball Rules.

#### 4.19 Protests

- a. A team may file a protest if its interests have been adversely affected by:
  - I. an error in scorekeeping, timekeeping or shot clock operations, which was not corrected by the officials.
  - II. a decision to forfeit, cancel, postpone, not resume, or not play the game.
  - III. a violation of the applicable eligibility rules.
- b. In order to be admissible, a protest shall comply with the following procedure:
  - I. The captain (CAP) of that team shall, no later than five (5) minutes following the end of the game, inform the referees (crew chief) that the team is protesting against the result of the game.
  - II. The team shall submit the protest reasons in writing via email to [tournaments@basketballqld.net.au](mailto:tournaments@basketballqld.net.au) no later than twenty (20) minutes following the end of the game.
  - III. A fee of \$350.00 shall be applied to each protest and shall be paid in case the protest is rejected.
- c. The referees shall, following receipt of the protest reasons, report in writing the incident which leads to the protest, to the BQ Competition Manager or Event Commissioner.
- d. The competent body shall issue any procedural requests which it deems appropriate and shall decide on the protest as soon as possible. The competent body shall use any reliable evidence and can take any appropriate decision, including without limitation partial or full replay of the game. The competent body may not decide to change the result of the game unless there

is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised.

- e. The decision of the competent body is also considered as a field of play rule decision and is not subject to further review or appeal.

#### **4.19.1 Lodging the Protest**

- a. All protests must be lodged with the BQ Competition Manager or Event Commissioner.
- b. The Team Manager must lodge the protest in writing. This must be made within twenty (20) minutes following the end of the game. Detailed explanations are not necessary. It is sufficient to write: 'The X team protests against the result of the game between the teams' X and Y'.
- c. An application fee of \$350.00 must be submitted with any protest, which may be refunded if the protest is upheld.
- d. After the protest has been submitted, the BQ Competition Manager or Event Commissioner can seek further details from the Team Manager regarding the protest.
- e. The referee shall, within one (1) hour following the end of the game, report the incident which led to the protest. This must be provided to the BQ Competition Manager or Event Commissioner
- f. Any protest will be heard by the Championship Technical Committee.
- g. The decision of the Championship Technical Committee. Their decision will be final.
- h. Please note teams that protest must be prepared to replay the game at times outside of the normal times of play (i.e. 6:00am or 9:30pm). This may be due to venues being at capacity or to ensure teams have a break either before or after their next scheduled game.

#### **4.20 Disciplinary Tribunals**

- a. The Basketball Queensland Tournament Tribunal Policy will cover all procedures of a tribunal if conducted based on the lodgement of an official report.

#### **4.20 Team Withdrawal**

- a. If a domestic club withdraws a team before the Draw is released, they will receive a full refund. If a domestic club withdraws a team any time after the Draw is released, the full fee for that team will be forfeited and an additional fee may be charged not exceeding \$1,000.

## SECTION 5: CONSTRUCTION OF THE DRAW

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### 5.1 Format

- a. The format of the draw will be based on the number of teams nominating for the Championship in each Division. Further information can be found in the [Draw Format Overview](#) on the BQ website.
- b. As part of nominating for the Championships, teams accept the chosen format of the draw as determined by BQ and acknowledge that they must play using this format. There is no right of appeal in relation to the draw format.
- c. Teams can nominate to a preferred division for the Junior Club Championships. This nomination is only a request and may not be awarded.
- d. All teams must be available to play between the hours of 08.00 and 21.30 on each day of the Junior Club Championship.
- e. Wherever possible each team will be scheduled to play two (2) games each day with a minimum two (2) game break between games. **There may be cases 3 Games may occur during QJCC due to the 3 Day Tournament.**
- f. BQ will seed teams into pools based on information available from team nominations. Draw formats will be available on the BQ website **approximately** 14 days prior to the commencement of the Championship.

### 5.2 Finals

- a. Finals shall be played according to the system specified in each grade. The Tournament Manager reserves the right to carry eligibility rules to maintain the participation of the team entered in a competition, provided they are satisfied that no team will be thereby stronger than at the start of the tournaments.

### 5.2 Scoring and Statistics

- a. An approved electronic scoring system will be in operation for all Junior Club Championships.
- b. Scoring files must be approved by referees form each game, which will then be verified by Event Staff.
- c. Staff will endeavour to have results and stats online within one (1) hour of completion of each timeslot. This may be dependent on internet connection, the electronic scoring system and results website.

## SECTION 6: GENERAL

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### 6.1 Technical Information

- a. Technical information will be provided to Teams at the same time as the Draw is released.

- b. The team accepts that it is their responsibility to read and familiarise themselves with all tournament information, policies, and procedures. BQ will take no responsibility for the team's lack of knowledge or understanding of the event policies and procedures.

## 6.2 Entrance Fee

- a. Spectator entry is free for the Junior Club Championships.

## 6.3 Medical

- a. BQ will supply a Sports Medicine Accredited Level 1 sports trainer to be on duty at all times during the Championship at all venues used at the Junior Club Championship to conduct games.
- b. A separate room/area will be dedicated as a medical room for the period of the Championships.
- c. If a player is seriously injured and cannot continue in the game, an injury report form is to be completed. The original is to be given to the team manager and a copy must be provided to the BQ Event Commissioner.
- d. Details of emergency doctors, physiotherapists and pharmacies are included in the Event Program online.
- e. The Sports Medicine personnel will have limited access to ice during competition. Ice will only be provided to athletes injured in games after being assessed by the attending Medic and not for the management of existing injuries or post-game recovery. Ice is a treatment, and every request must be assessed and be accompanied by an injury report form.

## 6.4 Blood Kit and Blood Rule

- a. Each court of every Junior Club Championship venue is to have a blood kit available for immediate use in a game.
- b. Kits are to be stored at the Scoretable.

### **6.4.1 Blood Rule**

- a. During a game, any player who is bleeding or has an open wound must be substituted.
- b. The player may return to the playing court only after bleeding has stopped and the affected area or open wound has been completely and securely covered.
- c. If the injured player or any player who is bleeding or has an open wound, recovers during a time-out taken by either team before the scorer's signal for the substitution, that player may continue to play.
- a. A player must also be substituted if they have blood on their uniform regardless of whether it is their own or another player's. The player must replace their uniform with the team's spare uniform before re-entering the court.

#### 6.4.2 Blood Kit

- a. A “Blood Kit” should be situated at the Scoretable **of each court** during competition games. The Kit should be used only for the purpose of dealing with spilt blood on the floor or benches. It will be the responsibility of the Team Manager of the bleeding player to clean up the blood on the court / bench.
- b. Suggested Contents of Blood Kit:
  - 1 x Roll or packet of paper hand towels.
  - 1 x Packet/set of disposable latex surgical gloves.
  - 1 x Packet of medium size re-sealable plastic bags
  - 1 x 1500 ml Spray Bottle with **0.5% bleach and 2% detergent mixed with water.**  
(Bleach is the key ingredient. Standard household bleach is acceptable, but it must not be used past its use by date). Solutions should only be used if they have been mixed (prepared) that day.

#### 6.5 Results

- a. Daily results and player statistics will be available on the BQ website.
- b. BQ will not under any circumstance change player statistics once a game on the Scoring file has been confirmed.

#### 6.6 Medals

- a. Presentation ceremonies may take place at various times throughout the final day of the Junior Club Championship dependent on the draw, venue and the closing ceremony to take place immediately following the last game/s.
- b. Players and coaching staff of the winning team for each Division will receive gold medals and a winner’s plaque.
- c. Players and coaching staff of the second placed teams for each Division will receive silver medals.
- d. Players and coaching staff of the third placed teams for each Division will receive bronze medals.
- e. Medals will only be presented at the official presentations. If a team does not attend, their medals can be picked up at the BQ office in Brisbane. Medals will not be posted to Associations.

#### 6.7 Photography

- a. BQ will organise a professional photography service Junior Club Championships to photograph teams and individuals.
- b. Teams are not permitted to have their own professional photographer or a designated team photographer.
- c. If it is believed that a person is photographing a whole team, they will be asked to refrain from doing so immediately, otherwise their photography pass will be revoked.

- d. No individual (with the exception of the official photographer or event staff) are permitted to photograph from the sidelines (unless in spectator seating at the sideline) or the baselines.
- e. Flash photography is prohibited.

## SECTION 7: CONDITIONS OF ENTRY

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- a. All participants and attendees at the 2025 Queensland Junior Club Championships are bound by the BQ Conditions of Entry noted in the online Event Program and the Zero Tolerance policy that has been implemented by BQ for all junior representative competitions; and by any other Conditions of Entry as displayed by the venue.
- b. Upon payment of the entry fee the spectator agrees to be bound by the BQ Codes of Conduct and the Zero Tolerance Policy.
- c. All coaches, Team Managers, Players, Game Officials and any other attendee agrees to be bound by the BQ Codes of Conduct and the Zero Tolerance Policy.
- d. If at any time a person is found to be breaching a code of conduct, the Zero Tolerance Policy or any condition of entry, they may be removed from the stadium by event staff and face further penalty under the Basketball Queensland Tournament Tribunal Policy, which will be enforced by the Championship Technical Committee.
- e. No spectator is to enter the playing surface at ANY time unless approved by a referee in circumstances such as a player being injured on the court. Any spectator who enters the court may be removed from the venue by event staff or a member of the Championship Technical Committee without warning.

## SECTION 8: ZERO TOLERANCE POLICY

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- a. To ensure a safe and enjoyable playing environment for all players, officials, and participants, BQ have implemented a Zero Tolerance Policy for inappropriate behaviour by parents and spectators.
- b. The Policy will ensure that:
  - I. There will be a zero-tolerance shown towards any inappropriate or abusive behaviour from parents and spectators
  - II. Anyone who engages in the following behaviour may be asked to leave the host venue immediately and without warning by a member of the Championship Technical Committee.:
    - 1. Persistently or wilfully question or challenge the rulings of the referees
    - 2. Berate or abuse Game Officials i.e. referees and Scoretable personnel
    - 3. Berate or abuse team officials
    - 4. Berate or abuse players
    - 5. Berate or abuse other parents or spectators
    - 6. Berate or abuse any game day official such as a Court Controller, Referee Supervisor, Association Representative or BQ Representative



- c. In addition to behaviour being monitored by the BQ Event Commissioner, Referee Commissioner and educators and Host Association staff if the referees have an issue with a person, they may stop the game and inform a referee educator of what has occurred, and that educator is to report it to the Championship Technical Committee who may remove this person.
- d. If at any stage during a game a Game Official believes a person needs to be observed for poor behaviour, they may stop the game and ask the Referee Educator to get a member of the Championship Technical Committee to observe and monitor the person. The Championship Technical Committee will take any actions deemed necessary after observing the spectator.
- e. Any breaches of the Zero Tolerance Policy are to be reported on the Zero Tolerance Report Form and given to the BQ Event Commissioner.
- f. A person is not to be removed from the stadium without the knowledge of the BQ Event Commissioner in attendance.

## SECTION 9: CODES OF BEHAVIOUR

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### 9.1 Players

- a. Play by the rules.
- b. Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.
- c. Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting, or provoking an opponent are not acceptable or permitted behaviours in any sport.
- d. Work equally hard for yourself and/or your team. Your team's performance will benefit, so will you.
- e. Be a good sport. Applaud all good plays whether your team or the opposition makes them.
- f. Treat all participants in your sport as you like to be treated. Do not bully or take unfair advantage of another competitor.
- g. Cooperate with your coach, team-mates, and opponents. Without them there would be no competition.
- h. Participate for your own enjoyment and benefit, not just to please parents and coaches.
- i. Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background, or religion.
- j. Refrain from engaging in negative or destructive discussions or postings on social media about players, coaches, spectators, officials, administrators, or other basketball participants, that may be viewed as abusive, harassing or offensive in nature.

### 9.2 Coaches

- a. Remember that young people participate for pleasure and winning is only part of the fun.
- b. Never ridicule or yell at a young player for making a mistake or not coming first.

- c. Be reasonable in your demands on players' time, energy, and enthusiasm.
- d. Operate within the rules and spirit of your sport and teach your players to do the same.
- e. Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- f. Avoid overplaying the talented players; the just-average need and deserve equal time.
- g. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- h. Display control, respect, and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents, and spectators. Encourage your players to do the same.
- i. Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- j. Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- k. Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- l. Respect the rights, dignity and worth of every young person
- m. Refrain from engaging in negative or destructive discussions or postings on social media about players, coaches, spectators, officials, administrators, or other basketball participants, that may be viewed as abusive, harassing or offensive in nature.

### 9.3 Officials

- a. Modify rules and regulations to match the skill levels and needs of young people.
- b. Compliment and encourage all participants.
- c. Be consistent, objective, and courteous when making decisions.
- d. Condemn unsporting behaviour and promote respect for all opponents.
- e. Emphasise the spirit of the game rather than the errors.
- f. Encourage and promote rule changes, which will make participation more enjoyable.
- g. Be a good sport yourself. Actions speak louder than words.
- h. Keep up to date with the latest trends in officiating and the principles of growth and development of young people.
- i. Remember, you set an example. Your behaviour and comments should be positive and supportive.
- j. Place the safety and welfare of the participants above all else.
- k. Give all young people a 'fair go' regardless of their gender, ability, cultural background, or religion.
- l. Refrain from engaging in negative or destructive discussions or postings on social media about players, coaches, spectators, officials, administrators, or other basketball participants, that may be viewed as abusive, harassing, or offensive in nature.

### 9.4 Administrators

- a. Involve young people in planning, leadership, evaluation, and decision making related to the activity.
- b. Give all young people equal opportunities to participate.
- c. Create pathways for young people to participate in sport not just as a player but also

as a coach, referee, administrator etc.

- d. Ensure that rules, equipment, length of games and training schedules are modified to suit the age, ability, and maturity level of young players.
- e. Provide quality supervision and instruction for junior players.
- f. Remember that young people participate for their enjoyment and benefit. Do not overemphasise awards.
- g. Help coaches and officials highlight appropriate behaviour and skill development and help improve the standards of coaching and officiating.
- h. Ensure that everyone involved in junior sport emphasises fair play, and not winning at all costs.
- i. Give a code of behaviour sheet to spectators, officials, parents, coaches, players, and the media, and encourage them to follow it.
- j. Remember, you set an example. Your behaviour and comments should be positive and supportive.
- k. Support implementation of the National Junior Sport Policy.
- l. Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.
- m. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background, or religion.
- n. Refrain from engaging in negative or destructive discussions or postings on social media about players, coaches, spectators, officials, administrators, or other basketball participants, that may be viewed as abusive, harassing, or offensive in nature.

## 9.5 Parents

- a. Remember that children participate in sport for their enjoyment, not yours.
- b. Encourage children to participate, do not force them.
- c. Focus on the child's efforts and performance rather than winning or losing.
- d. Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
- e. Never ridicule or yell at a child for making a mistake or losing a competition.
- f. Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
- g. Support all efforts to remove verbal and physical abuse from sporting activities.
- h. Respect officials' decisions and teach children to do likewise.
- i. Show appreciation for volunteer coaches, officials, and administrators. Without them, your child could not participate.
- j. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background, or religion.
- k. Refrain from engaging in negative or destructive discussions or postings on social media about players, coaches, spectators, officials, administrators, or other basketball participants, that may be viewed as abusive, harassing, or offensive in nature.

## 9.6 Spectators

- a. Remember that children play sport for their enjoyment, not yours.
- b. Applaud good performance and efforts from each team.
- c. Congratulate all participants upon their performance regardless of the game's outcome.
- d. Respect officials' decisions and teach children to do the same.

- e. Never ridicule or scold a child for making a mistake. Positive comments are motivational.
- f. Condemn the use of violence in any form be it by spectators, coaches, officials, or players.
- g. Encourage players to follow the rules and the official's decisions.
- h. Do not use foul language or harass players, coaches, or officials
- i. Refrain from engaging in negative or destructive discussion or postings on social media about players, coaches, spectators, officials, administrators, or other basketball participants, that may be viewed as abusive, harassing, or offensive in nature

## 9.7 General

- a. Respect the rights, dignity and worth of others.
- b. Be fair, considerate, and honest in all dealing with others.
- c. Be professional in, and accept responsibility for, your actions.
- d. Make a commitment to providing quality service.
- e. Be aware of, and maintain an uncompromising adhesion to, Basketball Queensland's standards, rules, regulations, and policies.
- f. Operate within the rules of the sport including national and international guidelines which govern Basketball Queensland, the member associations and the affiliated clubs.
- g. Do not use your involvement with Basketball Queensland, a member association or an affiliated club to promote your own beliefs, behaviours or practices where these are inconsistent with those of Basketball Queensland, a member association or an affiliated club.
- h. Demonstrate a high degree of individual responsibility especially when dealing with persons under 18 years of age, as your words and actions are an example.
- i. Avoid unaccompanied and unobserved activities with persons under 18 years of age, wherever possible.
- j. Refrain from any form of harassment of others.
- k. Refrain from any behaviour that may bring the sport of basketball, Basketball Queensland, a member association or an affiliated club into disrepute.
- l. Provide a safe environment for the conduct of the basketball activities.
- m. Show concern and caution towards others who may be sick or injured.
- n. Be a positive role model.
- o. Understand the repercussions if you breach, or are aware of any breaches of, this code of behaviour.
- p. Refrain from engaging in negative or destructive discussions or postings on social media about players, coaches, spectators, officials, administrators, or other basketball participants, that may be viewed as abusive, harassing, or offensive in nature.

## SECTION 10: DRESS STANDARDS

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- a. All team officials must wear a collared shirt or polo and closed in shoes.
- b. All Scoretable personnel must wear closed in shoes and it is the responsibility of the team to ensure this occurs.
- c. Any breach of these rules will incur a penalty of \$200.

## SECTION 11: Dunking (Basketball Ring Safety)

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- a. No dunking is permitted in warm-ups or at half time in any game
- b. Hanging from the basket is not permitted at any time
- c. PENALTY:
  - I. First offence – Technical Foul on the player concerned.
  - II. Second offence – Disqualification from game.

## SECTION 12: ALCOHOL AND SMOKING

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- a. Smoking will not be permitted inside any venue for the duration of the Qld Junior Club Championships.
- b. All sites and venues shall be “Smoke Free Zones” and shall be posted as such.
- c. Consumption of alcohol by players, whether of the legal age or not, is not permitted for the duration of all BQ Qld Junior Club Championships.
- d. Coaches and managers are expected to exercise discretion and restraint in the consumption of alcohol.

## SECTION 14: REFERENCE DOCUMENTS

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- a. [BA Zone Buster Manual](#) – available on the BQ website under About BQ – Forms and Policies
- b. [Draw Format Overview](#) – available from BQ website under Competitions – Qld Junior Club Championships
- c. [BQ Transfer Policy](#) - available on the BQ website under About BQ – Forms and Policies
- d. [Basketball Queensland Tournament Tribunal Policy](#) – available on the BQ website under About BQ – Forms and Policies