



Molten
Champion Basketball Schools of Queensland

SOPHOMORE COMPETITION

2025
Rules & Regulations

Contents

Version Control..... 3

 Additions:..... 3

1.0 Player Eligibility 4

2.0 Team Nomination 4

3.0 Rules and Regulations..... 5

4.0 Organisation of the Draw 10

5.0 Team Withdrawals..... 10

6.0 General..... 11

7.0 Conditions of Entry..... 12

8.0 Further Resources 13

Version Control

Current: 11th June 2025

Previous: 15th January 2025

Original Version: 20th February 2024

Additions:

- Primary Contacts must be able to prove eligibility within 24 hours of being questioned.
- Compression garments must be black and white only.
- Basketball Queensland allocated scorers will only be doing Championship Division Major Semi Finals and Gold and Bronze Finals games.
- Updates to Correctable Error rulings and procedures.
- Updates to medical practitioner and concussion protocol.
- Fine for teams who forfeit games in tournament.

1.0 Player Eligibility

1.1 Eligibility Criteria:

- a) Players competing in the Sophomore Competition must be enrolled in either Grade 7 and 8.
- b) Players must currently be enrolled in secondary school at the school they are representing.
They also **must** have been enrolled for a minimum period of three (3) months prior to tournament commencement (i.e. – 2025 participants must be enrolled by **30th July 2025**).
- c) Should the eligibility of any player come into question, Basketball Queensland have the right to ask the school to prove by way of original Birth Certificate or extract or other suitable documentation that the player is in fact eligible to compete. **Team contacts must be able to prove eligibility within 24 hours of being questioned.**
- d) All players must be registered online, and any changes to this player list will only be permitted up until **seven (7) days** prior to tournament commencement (i.e., **23 October 2025**). The players listed on the scoresheet for the first game will be the only players permitted to play in the tournament. **No additional players, or replacements for injured players, are permitted once the first game has commenced.**

1.2 Player Ineligibility

- a) An ineligible player is one who does not meet the eligibility requirements above.
- b) Where it is proved that a school has played an ineligible player, Basketball Queensland Representatives will review the breach to determine the severity and implications.
- c) Penalties for ineligible players may range from an official warning to the forfeit of all games in which the ineligible player participated. The final sanction will be determined by the competition coordinator.

2.0 Team Nomination

2.1 Team Nominations:

- a) Nominations will only be accepted from eligible secondary schools within Queensland.
- b) Schools and those with multiple campuses **cannot** combine to enter a team in the tournament.
- c) A maximum of one (1) team per gender can be nominated by a school.
- d) The nomination fee will be invoiced after the close of nominations and once all divisions have been confirmed. The school will have fourteen (14) days to pay once it has been issued otherwise their position in the tournament will be **forfeited**. This invoice deadline policy is strictly enforced.
- e) Each team **must** have two (2) sets of uniforms, each of a different predominant colour, distinctly light and dark.
- f) Teams competing **must** provide one (1) competent scoretable person.
- g) All requirements as part of the team nomination, including meeting all deadlines set by BQ, will be strictly adhered to.
- h) A maximum of twelve (12) players may be nominated to a team.

Please refer to the **CBSQ Sophomore Team Nomination Overview** on the Basketball Queensland website under *Molten CBSQ* for full information on team nomination procedures including eligibility. Nominations from teams that fail to comply with any of the above requirements will not be accepted.

3.0 Rules and Regulations

3.1 Playing Uniforms:

- a) All teams are to be correctly attired.
- b) Uniforms are to be numbered with printed numbers on front and back.
- c) The following numbers are permitted to be used **0, 00** and any number between **1 - 99** in accordance with the Official FIBA Rules.
- d) An alternate set of playing singlets **must** be on hand if required and the two colours **must** be distinctly light and dark. The same playing numbers are to be allocated to players in both uniforms, however if they are not the Competition Coordinator is to be informed prior to the event.
- e) 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) **must** wear their alternate uniform. However, if the two teams agree, they may interchange the colours of the shirts. The Referees will have the final say as to whether there is a clash of uniforms.
- f) Each team is required to carry at least one (1) spare playing singlet and shorts in case a uniform is spoilt by blood. The spare uniform is to be of a different number to those already listed on the scoresheet.
- g) Singlets must be tucked in at all times.

Please refer to the **2025 CBSQ Sophomore Playing Uniform Information** document for full information on playing uniforms.

3.2 Playing Equipment:

Players shall not wear equipment (objects) that may cause injury to other players.

The following are **not** permitted:

- 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.
- Objects that could cut or cause abrasions (fingernails must be closely cut).
- Headgear, hair accessories and jewellery.
- T-shirts under playing jersey.

The following **are** permitted:

- Shoulder, upper arm, thigh, or lower leg protective equipment if the material is sufficiently padded.
- Compression garments which are black, or white.
- Knee braces if they are properly covered.
- Protector for an injured nose, even if made of a hard material.
- Mouth guard of any colour.
- Spectacles, if they do not pose a danger to other players.
- Power Band - only permitted on wrist if covered by tape and only on ankle if worn under the sock.
- Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic, or rubber.
- Any solid-coloured transparent taping of arms, shoulders, legs etc.
- Pairs of shoes that do not match in colour are permitted if they are of the same make/model.

Please refer to the **2025 CBSQ Sophomore Playing Uniform Information** document for full information on playing equipment.

3.3 Injured Players

- a) During the tournament, if a player is injured and the First Responder recommends that they should not continue playing, but the player wishes to do so, the player must obtain a Doctor's Certificate stating they are fit to play.
- b) This certificate must be shown to the BQ Event Commissioner before the player can return to the court. If the injured player cannot obtain a Doctor's Certificate due to insufficient time between games or if there are no open surgeries, written approval from a parent or legal guardian must be provided to the Event Commissioner **(this does not apply to Concussion management)**.
- c) It is the Team Manager's responsibility to ensure that the injured player has been cleared to play by a medical professional at the request of the attending First Responder.

3.4 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).

3.5 Timing

- a) All games will be played as per the current FIBA Rules except for the following changes to game timing.
- b) In special circumstances the Tournament Technical Committee may authorise the reduction of the warmup and half-time intervals at any time for any division.

Championship & Second Divisions

Championship & Second Division 4 x 8 mins **fully timed**

Quarter times – 1 min; Half time – 3 mins

Warm up – 3 minutes

Two (2) time-outs will be granted to each team during the first half (1st & 2nd quarters), and three (3) time-outs during the second half (3rd & 4th quarters).

The 24-second **shot clock will only operate in the Boys & Girls Championship and Second Division** (all games).

Third, Fourth & Fifth Divisions

Third, Fourth & Fifth Division 4 x 8 mins **running clock***

*** Please note:**

- (a) The final two (2) minutes of the fourth quarter in all games shall be fully timed.
- (b) If a player becomes injured during a game, and the injury is of a nature that they cannot be moved from the court, or quickly substituted, the game clock shall stop until play can resume.

Quarter times – 1 min; Half time – 2 mins

Warm up – 3 minutes

Two (2) time-outs will be granted to each team during the first half (1st & 2nd quarters), and Three (3) time-outs during the second half (3rd & 4th quarters). Time-outs **will stop** the game clock.

3.5.1 Overtime

ALL Divisions will have fully timed overtime periods of three (3) minutes with one (1) minute breaks in between until a result is obtained. One (1) time-out per team is allowed in each additional period. Team fouls do not reset.

3.6 Classification of Teams

Standings for the major rounds will be determined primarily on the number of competition points earned.

Point scores:	Win:	3 points
	Loss:	1 point (includes default)
	Forfeit:	0 points

1. 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.
2. 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 decided by:

$$\frac{\text{Points for}}{\text{Points against}} = \text{Goal Percentage}$$

3. 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.

This is decided by:

$$\frac{\text{Points for}}{\text{Points against}} = \text{Goal Percentage}$$

3.7 Match Balls

- **Size 6** - All Female competitions
- **Size 7** - All Male competitions

The game ball to be supplied by BQ for use will be Molten BG4000.

3.8 Technical Foul for foul language or derogatory remarks by players directed towards officials.

- a) Any player, coach, assistant coach, or team manager that receives **TWO** behavioural technical fouls in a single game or is ejected from any game at CBSQ Opens, will receive an automatic suspension for their next scheduled game.
- b) 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.

3.9 Automatic Suspension for Disqualification

- a) Any player, coach, assistant coach, or team official that receives **TWO** technical fouls in a single game or is ejected from any game at CBSQ will receive an **automatic one-game suspension** for their next scheduled game.
- b) 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.
- c) Further penalties may be issued if the matter is taken to a tribunal and the person in question is found guilty.
- d) The one-game suspension **cannot** be appealed under any circumstance.
- e) Basketball Queensland reserves the right to overturn the automatic suspension based on their investigation into the incident.

3.10 Scoretable Officials & Referees:

- a) Each team competing in the CBSQ Open Tournament must supply for each of their games the following:
 - i) All Divisions – **ONE (1)** competent scoretable official.
- b) Basketball Queensland will not accept nominations if a School fails to provide the relevant number of scoretable officials. If for any reason a team cannot provide a scoretable official during the tournament, the Manager and/or Coach of the team will be required to fill the position. Failure to supply competent scoretable officials will result in the game being forfeited.
- c) BQ will provide scoretable for the following games:
 - o Championship Division **Major Semi Finals (SF1- SF2) – Chairperson.**
 - o Second Division **Gold & Bronze Medal Games – Chairperson.**
 - o Championship Division **Gold & Bronze Medal Games – Two (2) scoretable officials will be provided.**
- d) For the CBSQ Sophomore Tournament, referees will be invited by BQ. If schools have referees that are interested in officiating at CBSQ their contact details can be forwarded to the BQ Referee Development Manager – alex.mcewan@basketballqld.net.au

3.11 Defaults & Forfeits

Late Starts

- 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) within ten (10) minutes of the scheduled game time, the game shall be called a forfeit, unless in exceptional circumstances as listed below.
- b) A late start shall incur a **TWO (2) POINT** per minute penalty until a forfeit is declared (10 minutes). The game clock will start at the scheduled start time with the team that is there ready to play being given two (2) points per minute. If the opposing team arrives in the ten (10) minute period, the game will be played from that moment, **the game clock will not be reset.**
- c) The team that forfeits the game will receive no competition points and the score will be recorded as 20-0 in favour of the opposing team.

Exceptional Circumstances

Basketball Queensland at its discretion may delay the start of a game due to exceptional circumstances such as a traffic incident, weather implications or any reasonable occurrence that may delay a team from being present at the start of their scheduled game. Basketball Queensland's decision is final and not subject to appeal under any circumstance.

Forfeits

Games may be considered a forfeit when any of the following occur and may result in the game being awarded to the opponents with a score of 20-0 and the forfeiting team receiving no competition points:

- a) The team does not have five (5) players ready to play within ten (10) minutes of scheduled game time as outlined above.
- b) The team walks off the court and refuses to finish the game at any stage of the match.
- c) The team plays an ineligible player at the discretion of the Tournament Technical Committee.

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.

3.12 Disputes & Decisions

- a) All disputes and competition decisions will be heard and decided upon by the Tournament Technical Committee of two (2) comprising the BQ Representative, and the Referees' Representative.
- b) If an official report is lodged on a team official or player of the team, the Team Manager will be provided with a copy of this report and advised if this person will be required to go to a Tribunal.
- c) The Basketball Queensland Tribunal Policy will cover all procedures of a tribunal if conducted based on the lodgment of an official report.
- d) The CBSQ Open Tournament **does not allow** game protests. As noted under 3.13 below, if a Team Official has an issue with a correctable error, these are to be addressed during the game with the referee whose decision is final.
- e) **CBSQ Tournament participants (including spectators) whose behaviour comes into question may be suspended from the competition by the Tournament Technical Committee.**

3.13 Correctable Errors

Referees may correct Category 1 errors, only if a rule is incorrectly applied in the following situation/s:

- i. Awarding an unmerited free throw/s
 - ii. Failure to award a merited free throw/s
 - iii. Permitting the wrong player to attempt free throw/s
 - iv. Directly the wrong player to attempt a free throw/s
 - v. Erroneous awarding or cancelling of a point/s
 - vi. Reporting a foul on the wrong player, coach or team
 - vii. Game clock errors
- a) General Procedure:
- i. 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 showing 2:00 minutes or less in the fourth (4th) quarter. Until this point, all Category 1 errors may be corrected.
 - ii. If the error occurs after the game clock shows 2:00 minutes or less in the fourth (4th) quarter, or in overtime, the error must be recognised and corrected before the ball becomes live after the first time the referees have stopped the game for any reason, following the error.
 - iii. An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.
 - iv. Any fouls committed, points scored, time used, or additional activity which may have occurred after the error has and before its recognition, shall not be nullified.
 - v. 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.
 - vi. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction.
 - vii. Any situation which is not clearly outlined above, will be referred to the most current version of the FIBA Official Basketball Rules.

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.

4.0 Organisation of the Draw

4.1 Format

- a) Basketball Queensland in conjunction with Queensland School Sport Basketball reserves the right to determine the final allocation of teams to divisions and pools.
- b) The competition format for each division shall be chosen by Basketball Queensland. A condition of nominating to the tournament is that teams must accept the competition format with no option to dispute it.
- c) Each division will have a predominant venue for their games; however, some cross-over may occur in order to fit all games into the suitable times of operation.
- d) All teams **must** be available to play at any start time between 8:00am and 8:30pm on all days of competition.
- e) Teams will be scheduled to play up to two (2) or in some cases three (3) games each day with a minimum two-game break in between, with the exception of the final day where the majority of teams will play one (1) game to determine their final position.
- f) Draw requests **will not** be considered under any circumstance. A condition of nominating to CBSQ is that all teams must be able to play multiple games per day at any start time between 8:00am – 8:30pm. It is strongly recommended that schools avoid having the same staff across teams – draws will not be manipulated to avoid clashes. A school should not nominate to CBSQ if they are unable to comply with these terms.
- g) The Official Draw will be available on the BQ website **approximately** within fourteen (14) days prior to the commencement of the tournament.

4.2 Scoresheets/Results/Statistics:

- Games will be recorded on the BQ approved and generated version of the FIBA scoresheet or approved electronic scoring system.
- Copies of scoresheets **will not** be provided to teams.

Game results and ladders will be entered online by BQ to be displayed on the BQ website www.basketballqld.com.au.

5.0 Team Withdrawals

5.1 Withdrawal Prior to Tournament

It is particularly important that teams are 100% committed to competing in CBSQ when nominating. Due to the large number of teams participating, any withdrawal in the lead up requires substantial reworking of draws and competition formats which adversely affects all involved. As a result, the below points note the forfeit fees in place for the CBSQ Open Tournament:

- Teams who withdraw up until seven (7) weeks before the tournament's commencement date (i.e. on or before COB **26th of July 2024**) will receive a full refund.
- Teams who withdraw within seven (7) weeks of the tournament's commencement date (i.e. on or after **26th of July 2024**) will **forfeit** the full nomination fee, **AND** that school will not be eligible to nominate the following year.

5.2 Withdrawal during Tournament/Forfeiture of Games

Schools invest a lot of time and money to participate in the tournament, and as such they should expect that all their scheduled games will go ahead and not be cancelled due to another school's lack of commitment. Therefore, any school that:

- withdraws mid-tournament, or
- forfeits any of their scheduled games at the tournament,

will be fined 1.5x the nomination fee and become ineligible to nominate to all CBSQ Opens Tournaments for a minimum period of one (1) year. Schools that forfeit a game can also be subject to immediate removal from the current tournament at the determination of the Tournament Technical Committee.

5.3 Expulsion from Tournament

CBSQ holds an exceptionally high level of integrity which all participants are responsible for maintaining. The Tournament Technical Committee reserves the right to expel teams immediately from an event if:

- i) A major breach of the *CBSQ Open Rules & Regulations*, *BQ Codes of Conduct*, *BQ Zero Tolerance Policy*, or a venue's *Conditions of Entry* has occurred involving any individual/s associated with the team including players, officials, or spectators.
- ii) A continual breach of the *CBSQ Open Rules & Regulations*, *BQ Codes of Conduct*, *BQ Zero Tolerance Policy*, or a venue's *Conditions of Entry* has occurred involving any individual/s associated with the team including players, officials, or spectators.
- iii) A game is forfeited by the team without notice, or without a valid reason.

In the instance of a team being expelled from the tournament, the school concerned will have all their teams subject to an automatic ban from future CBSQ tournaments (including the Regional, Wildcard, Shield, Open, Junior Secondary, Sophomore and Primary competitions) for a minimum period of one (1) year. **Please note** that bans from future CBSQ tournaments can be enforceable by Basketball Queensland for any breach of the *CBSQ Open Rules & Regulations* or *BQ Codes of Conduct*, not just those that result in an expulsion from a tournament.

6.0 General

6.1 Medical:

- a) BQ will provide a qualified First Responder at all championship venues. During the championships, a separate room or area will be set aside for medical care.
- b) If a player is injured during a game, the on-site First Responder must fill out an injury report form. The original copy will be uploaded and requests for medical clearance will go directly to the BQ Event Commissioner at the venue, and a copy may be given to the team manager upon request.
- c) The First Responder team will have limited access to ice during the competition. Ice will only be provided to athletes injured in games after being assessed by the attending First Responder/Medic, and only if the First Responder deems ice to be the appropriate treatment for managing the athlete's pain, not for managing existing injuries or post-game recovery. Ice is considered a treatment, and every request must be assessed and accompanied by an injury report form.
- d) Sports taping may be provided but is entirely at the discretion of the attending First Responder once a comprehensive assessment of the athlete is undertaken. Please note preventative Sports taping is not provided free of charge by the attending First Responder.

6.2 Blood Policy/Blood Rule:

Blood Policy

- A blood kit will be available for immediate use.
- The blood kit should contain medical gloves, cleaning solution, paper hand towels and resealable bags.
- It will be the responsibility of the Team Manager of the bleeding player to clean up the blood on the court/bench.
- When dealing with blood the first step is to always ensure you have gloves on.

If you are to clean blood off the playing surface, please take the following steps:

1. Put on gloves
2. Spray the cleaning solution directly onto the spilt surface
3. Wipe the Surface with Paper Towels
4. Place soiled paper towels and gloves into sealed bag and dispose of in bin.

Blood Rule:

- During the game, any player who is bleeding or has an open wound must be substituted. He/she may return to the playing court only after bleeding has stopped and the affected area or open wound has been completely and securely covered.
- 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 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. Under no circumstances should a player with wet or dry blood stains on their uniform be allowed to enter the court.

6.3 Closing Ceremony & Awards

- The Most Valuable Player in the Boys & Girls Championship Division Grand Final will receive an MVP Award.
- Players and coaching staff of the winning team for each Division will receive gold medallions, and a winner's plaque for the school.
- Players and coaching staff of the second placed teams for each Division will receive silver medallions.
- Players and coaching staff of the third placed teams for each Division will receive bronze medallions.
- Referees of the Gold & Bronze Medal games for each division will receive a medallion.

The winning school in both Boys' and Girls' Championship Division will be invited to represent Queensland at the Australian School Championships competition which is conducted by Basketball Australia as part of the Australian Schools Competition.

7.0 Conditions of Entry

7.1 Conditions of Entry

All participants and attendees at the 2025 CBSQ Sophomore Tournament are bound by the Basketball Queensland Conditions of Entry at the entry point of all stadiums and forwarded to all participating teams prior to the event. All participants and attendees must also abide by any other Conditions of Entry as displayed by the venue.

Upon entry the participant/attendee is agreeing to be bound by the *CBSQ Sophomore Rules & Regulations*, *BQ Codes of Conduct*, *BQ Zero Tolerance Policy*, *Qld School Sport Codes of Conduct*, and all venue conditions of entry in place. Copies of the *BQ Codes of Conduct* and *Zero Tolerance Policy* can be downloaded from the BQ website under the *Resources* section.

If at any time a person is found breaching any rule, policy, or code of conduct they may be removed from the stadium by event staff and face further penalty under the BQ Tribunal By-Law which will be enforced by the Tournament Technical Committee comprising of the BQ Representative, the Referees' Representative, and the Qld School Sport Basketball Representative.

Basketball Queensland, Qld School Sport Basketball and their delegates reserve the right to immediately remove teams from the tournament and/or impose bans from future events for any breach committed by that team's players, officials, or spectators.

7.2 Dress Standards

All team officials must wear a collared shirt, or polo, and closed in shoes.

Any team official failing to meet the dress standard **will not** be permitted in the team bench area during games.

7.3 Dunking (Basketball Ring Safety)

NO DUNKING will be permitted in warm-ups or at half time in any game.

PENALTY: First offence – Technical Foul on the player concerned
Second offence – Disqualification from game

8.0 Further Resources

- i) CBSQ Sophomore Team Nomination Overview
- ii) CBSQ Sophomore Game Rules (Championship & Second Divisions)
- iii) CBSQ Sophomore Game Rules (Third & Fourth Divisions)
- iv) CBSQ Sophomore Playing Uniform Regulations
- v) BQ Codes of Behaviour
- vi) BQ Zero Tolerance Policy
- vii) Conditions of Entry
- viii) Basketball Queensland Tribunal Policy

These documents can be downloaded from the CBSQ section on the BQ website.