

BASKETBALL QUEENSLAND

2026 Champion Basketball Schools of Queensland

MAJORS

Amended January 2026



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1.0 Player Eligibility

1.1 Eligibility Criteria

- Players must be under the age listed below in the year of competition.
Opens Competition – under the age of 20 by December 31st 2026, as well as enrolled in years 7 to 12.
Junior Secondary Competition – Enrolled in years 7 to 10.
Sophomore Competition – Enrolled in years 7 and 8, **NO Primary School enrolled students.**
- Players must currently be enrolled in secondary school (years 7-12) 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. – 2026 participants must be enrolled by 17th June 2026 for Opens).
- 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.**
- 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., 10 September 2026). The players listed on the Basketball Connect Team List 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.**

1.0 Player Eligibility

1.2 Player Ineligibility

- An ineligible player is one who does not meet the eligibility requirements above.
- 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, and advise of a suitable sanction

2.0 Team Nomination

2.1 Team Nominations

- Nominations will only be accepted from qualified secondary schools within Queensland.
- Schools and those with multiple campuses cannot combine to enter a team in the tournament. A maximum of one (1) team per gender can be nominated by a school in each age group.
- 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.**
- Each team must have two (2) sets of uniforms, each of a different predominant colour, distinctly light and dark. **This is a fineable offence if not followed. See 2026 CBSQ Fineable Offences Handbook for further information.**
- The following divisions must supply two (2) competent scoretable persons.
 - Opens and Junior Secondary Championship and Second Divisions.
 - Sophomore Championship Division.
- The following divisions must provide at least one (1) competent scoretable person.
 - Opens and Junior Secondary Divisions Three to Five.
 - Sophomore Divisions Two to Five.
- A maximum of twelve (12) players may be nominated to a team.
- All requirements as part of the team nomination, including meeting all deadlines set by BQ, will be strictly adhered to.

3.0 Rules and Regulations

3.1 Playing Uniforms

- All teams are to be correctly attired.
- Uniforms are to be numbered with printed numbers on front and back. The following numbers are permitted to be used 0, 00 and any number between 1 - 99 in accordance with the Official FIBA Rules.
- 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 on both sets is preferred, however, not mandatory.
- 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.
- 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.
- Singlets must be tucked in at all times.

Please refer to the 2026 CBSQ Major Tournament Playing Uniform Information document for full information on playing uniforms.

3.0 Rules and Regulations

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 sleeves which are either black, white or of the same dominant colour as the shirts.
- Compression stockings which are either black, white or of the same dominant colour as the shorts.
- Full length lower body compression garments are permitted to be worn at CBSQ. 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.)
- Knee braces if they are properly covered.
- Protector for an injured nose.
- Headbands.
- Any solid-coloured transparent taping of arms, shoulders, legs etc.

Please refer to the 2026 CBSQ Wildcard Tournament Playing Uniform Information document for full information on playing equipment.

3.0 Rules and Regulations

3.3 Injured Players

- If during 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 doctor's certificate stating they can play and present this to the Basketball Queensland Event Commissioner before being permitted to take the court.
- If the injured player is unable to obtain a doctor's certificate due to there being insufficient time between games to attend a Doctors Surgery or there is no Doctors Surgery open due to the timing or day of the game, however, wishes to continue playing, written approval from a parent or legal guardian must be provided to the onsite medical and Basketball Queensland Event Commissioner. **This excludes concussion referrals.**
- 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.

3.4 Bench Allocation

- 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).

3.0 Rules and Regulations

3.5 Timing

- All games will be played as per the current 2025 FIBA Rules except for the following changes to game timing.
 - Opens and Junior Secondary Championship Divisions - 4 x 10 minute fully timed quarters.
 - Opens and Junior Secondary Second Divisions - 4 x 8 minute fully timed quarters.
 - Opens and Junior Secondary Divisions Three to Five - 4 x 8 minute running clock quarters, with the final 2 minutes of the fourth quarter to be fully timed.
 - Sophomore Championship Division - 4 x 8 minute fully timed quarters, with shot clock.
 - Sophomore Second Division - 4 x 8 minute fully timed quarters, NO shot clock.
 - Sophomore Third to Fifth Divisions - 4 x 8 minutes running clock quarters, with the final 2 minutes of the fourth quarter to be fully timed.
- Quarter times – 1 min; Half time – 3 mins
- Warm up – 3 minutes
- 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.
- 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).

3.0 Rules and Regulations

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

Point scores:

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

3.7 Match Balls

Size 6 - All Female competitions

Size 7 - All Male competitions

The game ball to be supplied by Basketball Queensland for use will be Molten BG4050.

3.0 Rules and Regulations

3.8 Suspension for any Ejection

- Any player, coach, assistant coach, or team manager that is ejected from any game at the CBSQ Major Tournament will receive an automatic suspension for their next scheduled game. Two or More Coach, Assistant Coach, Manager and Same Player Ejection in One Tournament will result in a \$350 fine being passed onto the school.
- 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.
- Further penalties may be issued if the matter is taken to a tribunal and the person in question is found guilty.
- The one-game suspension cannot be appealed under any circumstance.
- Basketball Queensland reserves the right to overturn the automatic suspension based on their investigation into the incident.

3.9 Scoretable and Referees

- 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.

3.0 Rules and Regulations

3.10 Defaults and Forfeits

Late Starts

- 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.
- 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 (i.e., the game clock will not be reset).
- 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 or reschedule 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.

3.0 Rules and Regulations

3.10 Defaults and Forfeits

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

Defaults

- 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).
- If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
- 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.
- The defaulting team shall receive one (1) point in the classification.

3.0 Rules and Regulations

3.11 Disputes and Decisions

- If an official report is lodged on a team official or player of the team, the Coach/Team Manager will be provided with a copy of this report and advised if this person will be required to go to a Tribunal.
- The Basketball Queensland Tournament Tribunal Policy will cover all procedures of a tribunal if conducted based on the lodgment of an official report.
- The CBSQ Major Tournaments do not allow game protests. As noted under 3.12 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.
- CBSQ Tournament participants whose behaviour comes into question may be suspended from the competition by the Tournament Technical Committee.

3.0 Rules and Regulations

3.12 Correctable Errors

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

- Awarding an unmerited free throw/s
- Failure to award a merited free throw/s
- Permitting the wrong player to attempt free throw/s
- Directly the wrong player to attempt a free throw/s
- Erroneous awarding or cancelling of a point/s
- Reporting a foul on the wrong player, coach or team
- Game clock errors

Please see Page 17 for the Correctable Error Procedure.

3.0 Rules and Regulations

3.12 Correctable Errors General Procedure

- 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.
- 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.
- An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.
- 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.
- 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.
- 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

- Basketball Queensland reserves the right to determine the final allocation of teams to divisions and pools.
- 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.
- All teams must be available to play at any start time between 8:00am and 8:30pm on all days of competition.
- 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.
- 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.
- The Official Draw will be available on the BQ website approximately within fourteen (14) days prior to the commencement of the tournament.

4.0 Organisation of the Draw

4.2 Results

- 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 Major Tournament:

- Teams who withdraw up until seven (7) weeks before the tournament's commencement date will receive a full refund.
- Teams who withdraw within seven (7) weeks of the tournament's commencement date will forfeit the full nomination fee.
- Teams who withdraw within two (2) weeks of the tournament commencement will forfeit the full nomination fee and receive a withdrawal administration fine of \$500 AND that school will not be eligible to nominate the following year.

5.0 Team Withdrawals

5.2 Withdrawal/ Forfeiture of Games during Tournament

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 for a mid-tournament withdrawal, and/or \$200 per forfeit of scheduled games. The school will then be ineligible to nominate to the any CBSQ 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.

5.0 Team Withdrawals

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:

- A major breach of the CBSQ Major Tournament 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.
- A continual breach of the CBSQ Major Tournament 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.
- 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 Open, Junior Secondary, Sophomore, Primary 3x3, Wildcard and Shield Qualifying 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 Major Tournament Rules & Regulations or BQ Codes of Conduct, not just those that result in an expulsion from a tournament.

6.0 General

6.1 Medical

- Basketball Queensland will supply a suitably accredited first responder/Medic during the Championship at all venues. A strapping service will be available; however, this will be at a cost to the participant.
- A separate room/area will be dedicated as a medical room for the period of the Championships.
- An injury report form must be completed if a player is injured in the game. If requested, a copy of the report can be given to the Team Manager, and a copy will be provided to the Basketball Queensland Event Commissioner at that venue. If, in the opinion of the First Responder/Medic, the athlete requires clearance to continue, the Basketball Queensland Event Commissioner will be notified as soon as possible.
- The Medical team 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.

Please see page 23 for the Concussion Protocol.

6.0 General

6.1 Medical - Concussion Protocol

If the First Responder/Medic team are called to make an Initial assessment of an athlete in the game they are playing after a reported head knock it will be a minimum 15-20 minutes ideally in a quiet setting.

It is irrelevant if mild signs or symptoms resolve during that assessment: "there will be no return to play in that game". If there are obvious signs and symptoms, medical intervention and clearance is required before a Return to play. If there are no apparent symptoms after the Initial assessment a monitored R2P will be advised to team management. The athlete must also be reassessed before the next game by the medical team onsite before returning to play.

Team management will be given clear guidelines on what to be aware of if the athlete deteriorates before the next game. If you have any concerns, do not allow the athlete to return to play.

6.0 General

6.2 Blood Policy

Blood Policy

- A blood kit will be available at each court's scoretable 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.

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.

7.0 General

7.1 Conditions of Entry

All participants and attendees at any CBSQ 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 Major Tournament 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 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.

7.0 General

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.

If team officials wish to return to the stadium to spectate further games, they must be identifiable as a team official. If they are not, they will be required to pay to enter.

7.3 Dunking (Ring Safety)

For the personal safety of all players, NO DUNKING will be permitted in warm-ups or at half time in any game. Hanging from the basket will not be tolerated at any time.

PENALTY:

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

8.0 Further Resources

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

- CBSQ Major Tournament Playing Uniform Regulations
- BQ Codes of Behaviour
- BQ Zero Tolerance Policy
- Conditions of Entry
- Basketball Queensland Tournament Tribunal Policy