



**MORETON BAY  
BASKETBALL  
DOMESTIC  
COMPETITION RULES**



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# Venue Conditions of Entry

By entering our venues in any capacity, persons are agreeing to be aware of and abide by:

- MBBi Domestic Competition Rules (this document)
- Basketball Queensland Codes of Behaviour: [Code of Behaviour](#)
- Basketball Australia Tribunal By-Law: [BA National Tribunal Guidelines](#)
- Basketball Australia Member Protection Policy: [BA Member Protection Policy](#)
- FIBA Basketball Rules: [Official Basketball Rules](#)
- FIBA Basketball Interpretations: [Official Basketball Rules Official Interpretations](#)
- Any other rules and/or directions stipulated verbally or in writing by MBBi staff, including the below directives, including providing their full name to MBBi staff.

## Prohibition of Entering Court

The “court” is inclusive of the playing surface and the 2m run off from each boundary line

This rule pertains to the following time frame:

- 3 minute warm up prior to the game
- Periods of the game
- Intervals between periods

The only person(s) permitted to enter the “court” during the above time frame are:

- Team members permitted in the team bench area:
- Head Coach
- Assistant Coach
- Manager
- Players
- Conditional: Children under 12 and medical support person (see Team Bench rules)
- Referees
- Scorers
- Game Officials (Court Controllers, Referee Supervisors/Educators etc)
- MBBi Staff
- MBBi Branch Managers may enter the team bench area of their branch to communicate with their teams

Spectators who enter the court at any point during the game, and are deemed to be engaging or attempting to engage players, coaches or officials in a non-constructive manner, will be immediately asked to leave the venue and reported to the tribunal

No shooting by spectators during intervals of play



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## Seating of Patrons

Person(s) around the court must be seated at all times

No bouncing/passing/playing with balls while a game is in progress

## Dunking and Hanging on the Ring

Dunking is permitted only during a game. However, hanging on the ring, net, backboard and/or supports is prohibited.

This means the full weight of the person is being supported for more than a brief moment

Exception to this rule is when hanging is preventing injury to the person, or those underneath them

Penalty:

During the warm-up –

- Referees will issue a warning to the offending team.
- Repetition will result in a technical foul.
- 1 free throw will be given to any player of the opposing team prior to the jump ball.

During the game –

- Technical foul – one shot given to any player on the opposing team

Outside of a game –

- Warning from official or game day staff.
- Repetition is removal from venue and report submitted to MBBi
- Any person who causes damage to any court fittings, themselves and/or other person(s) as a consequence of hanging on the ring will be held liable for restitution of the damage

## Alcohol / Illicit Substance Consumption

Alcohol and/or illicit substances shall not be consumed by any participants – players, team staff, referees, scorers (including team provided), instructors, game officials - before or during any game in which they are participating.

If game day staff are of the opinion that a participant may be under the influence of these substances, they are empowered under these rules to request the person to remove themselves from further participation in the game.

If conduct is disorderly, by participants or spectators, the person(s) will be requested to leave the venue, and police may be called.

## Photographing/Videotaping

Capturing images by any method, including but not limited to still or digital photography, video or camcorder, mobile phones in:



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- Junior Competitions – is only permitted if the persons capturing the images have signed the photo/video register at the game day office and counter-signed by a team coach or manager
  - Seniors – is permitted

Photo/video is not permitted to be used by referees or Game Officials to change a decision made in a game.

For the safety of participants, and the photographer, persons taking photos/videos must not enter the court. The “court” is inclusive of the playing surface and the 2m run off from each boundary line

### Supervision of Children

Children must be supervised by a suitable guardian at all times. If children pose a risk to themselves or others by a lack of supervision, the child and their guardian may be asked to leave the venue.

Children under 12 of players/team staff are permitted to sit on the team bench but must remain seated and not interfere in the game.



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# Competition Management

Each competition format, schedule and dates will be determined by the MBBI Board.

The name of any competition, including any relevant sponsorship title, will be determined at the discretion of the MBBI Board.

Nothing in the Official Competition Rules will prevent MBBI from conducting any competition at any time, nor restrict MBBI from altering any rules as relevant to the individual competition.

Competition groupings, grades and divisions will be determined by the MBBI Board depending on the registrations received and the timeframe available for the competition season.

The MBBI Board may adjust the team list of any team at any stage of the competition as deemed necessary for the ongoing benefit of the association or competition.

## Player Eligibility

All players must be financial members of Moreton Bay Basketball Inc. This requires them to complete the MBBI Player Registration (which includes BQ registration) and pay the applicable fee prior to participating in the competition.

Any player who is not a financial member with MBBI will not be allowed to play without special dispensation from the MBBI Board.

Any team fielding an ineligible player, will forfeit the match and charged all relevant fines as well as being required to explain their actions to the disciplinary tribunal.

Players nominated in a team are only permitted to play for their nominated team in the grade/division MBBI have graded that team into. A player may play a maximum of two (2) games in a higher grade/division each season. Once the player plays three (3) games in a higher grade/division the player must remain in the higher team and become ineligible to play in the lower grade/division for the remainder of that season.

A junior player wanting to play in a second team will be placed into a team in an older age group.

Junior players playing in a second team will be invoiced the current Second Team Seasonal Fee.

A player may play as a "fill in" for a team in an older age group or higher division if that team has regular players who are absent on a particular game night.

There is no additional fee for a player who fills in.

A player may only fill in for a maximum of three (3) games in a season.



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Players that are current Representative players at any level or association must only be nominated in the highest senior competition available to be eligible to participate in the Senior Competition. (MBBI reserves the right to grant exemptions)

Players eligible to play in both the Junior and Senior competitions can play in a Senior competition without also playing in a Junior competition. However, players must play in their designated age group to be eligible for SQJBC Representative selection.

The Junior Competition will be conducted with an age limitation being a maximum of 19 years of age as of 31<sup>st</sup> December within the year of the playing season.

Eligibility for each junior competition age group will be determined by the age the player will be turning as below

- For the Winter season before the 31st of December in the year the competition is being held.
- For the Summer season before the 30<sup>th</sup> June in the year the competition ends.

A player must be younger than the designated age group to be eligible to play in that age group. For example, to play in an Under 11 competition, a player must be turning 10 years old or younger before the 31st of December in the year in which the competition is being played.

The MBBI Board reserves the right to allow a player to play in an age group below their designated age group where this will be in the best interest of the association and competition. An exemption requesting a player be able to play in an age group below their designated age group must be emailed to the Junior Competition Director ([juniors@moretonbaysuns.com](mailto:juniors@moretonbaysuns.com)) for consideration.

The Senior Competition will be conducted with an age limitation being a minimum of 16 years of age as of 31st December within the year of the playing season.

A player that is younger than the minimum age may be granted approval to play in a senior competition provided that

- They can demonstrate/have demonstrated the appropriate skill level
- They can demonstrate to the Board that they have the maturity and are physically able to compete and
- They can demonstrate to the Board they have the maturity to show respect to the spirit and the rules of Basketball, and
- They are competing in their appropriate junior competition as well, and
- They have parental consent to play in the senior competition [Permission to Play Form](#)

## Insurance

BQ Registration includes insurance with V-Insurance Group. The following information has been taken from their website:

### “WHAT IS COVERED?”

Insurance has worked closely with Basketball Australia and each Basketball State/Territory Association to design this insurance program for its members. This insurance cover applies when





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members and other insured persons/entities are involved in activities that are sanctioned by each Basketball State Association.

These activities include competition, training, social functions, committee meetings, fundraising activities and travel to and from these activities.

This program incorporates six covers;

- Personal Accident
- Public & Products Liability
- Professional Indemnity
- Group Travel
- Management Liability (Directors & Officers Liability)
- Cyber Liability”

All information regarding the policy coverage and making a claim can be found here: [Basketball Australia \(vinsurancegroup.com\)](https://www.basketballaustralia.com.au/vinsurancegroup.com)

## Gender

MBBI aims to provide an inclusive environment for participation, including on the grounds of gender identity.

In summary:

- Players who identify as female may play in designated mixed and female divisions.
- Players who identify as male may play in designated mixed and male divisions.

If a player of any gender is deemed too strong/skilled for a certain division, MBBI reserves the right to regrade them into a higher division.

MBBI adopts the standpoint of Basketball Australia’s Guidelines for the Inclusion of Transgender and Gender Diverse People in Community Basketball. The full document is available here: [Guidelines for the Inclusion of Transgender and Gender Diverse People in Community Basketball](#)

An excerpt regarding participation applicable to MBBI competitions is below:

### *5. Participation – Community Basketball*

*5.1 Affiliated Associations should permit players to participate in Community Basketball competitions in accordance with their Gender Identity, whether or not this accords with the sex they were assumed at birth, subject to the following:*

*5.1.1 the player should nominate their Gender Identity at the time of registration with the Affiliated Association for the upcoming competition.*

*5.1.2 For the purposes of mixed-gender competitions, people can participate in a manner which best reflects their gender identity. Rules for mixed-gender competitions will be applied based on Gender Identity.*



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*5.1.3 Affiliated Associations must not ask any player to undergo any 'proofing' (e.g., medical examination) for the purposes of gender verification.*

*5.1.4 In the event a player is affirming their gender (transition) through the course of the Community Basketball competition, the Affiliated Association shall give consideration to that player's gender affirmation and, in discussion with that player, consider the individual needs of any transition or affirmation.*

*5.2 For all Community Basketball competitions (i.e., non representative competitions) an individual can participate in the competition which best reflects their Gender Identity. This is in accordance with the Sex Discrimination Act 1984 (Cth), which explains that it is unlawful to discriminate against a person on the basis of sexual orientation, Gender Identity and intersex status. Clubs and associations should have in place well-established and consistently applied practices of grading and the selection of players to:*

*5.2.1 Address any relevant disparity of players*

*5.2.2 Protect the health and safety of participants; and*

*5.2.3 Provide fair and meaningful competitions.*

## Junior Team Selections

Players will be placed into teams as determined by the Junior Competition Director.

Players will not be placed into a team if they register with 5 weeks or less left in the regular season.

Players who have outstanding registration fees from a previous season will not be accepted as a registered member until they become a financial member with MBBI.

## Grading

Players will be placed into initial teams at the beginning of each season by the Junior Competition Director

A number of grading games may then be played to assess the competitiveness of each team. The Board and Branch Managers may move players from one team to another during the grading period to adjust the strengths of some teams.

Final team lists will be communicated at the end of the grading period and Junior competition draws will be established with those teams.

## Finals Eligibility

A player will be eligible for finals once they have played in a minimum of six (6) scheduled games, prior to the final's games, for that team.

A player must be recorded in the team list on 6 occasions as evidence of their attendance.

Byes will be counted towards eligibility.



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Games missed through sickness or injury will be considered towards eligibility, however proof will be required in the form of a written submission to the competitions administrator, [competitions@moretonbaysuns.com](mailto:competitions@moretonbaysuns.com) with appropriate documentation, and the player must have demonstrated that they otherwise would have been playing in the competition.

The MBBI Board reserves the right to deem any player eligible or ineligible for finals.

## Competition Points

In all games, other than competition finals, if at full time the scores are equal the game will be recorded as a draw.

For the determination of final placing in any fixture season, teams will be awarded cumulative points as follows:

- Win - 3
- Draw - 2
- Loss - 1
- Bye - 3
- Forfeit - 0

For the purpose of this Rule, games which are recorded as a forfeit in the following circumstances will be deemed a loss:

- Where a team withdraws from a game to tend to a player seriously injured during that game;
- Where a team is 'Fouled Out' if during the games, less than two (2) players are left on the court.

## Finals Rankings

Team placing for finals will be determined on the basis of accumulated competition points.

Where two or more teams have accumulated equal competition points, their relative positions will be determined according to their win percentage as shown on the Competition Ladder.

If teams are tied on both points and win percentage their position on the ladder will be determined by the wins and losses of the games played against each other in that season.

It will be the responsibility of each team or Branch to ensure competition points have been correctly awarded and final places correctly determined.

## Finals Format

Finals process will be determined by the MBBI Board based on the season time available.

Finals will be conducted where possible in one of two ways:



3-Week Final Format

Week 1	Major Semi	1 V 2
	Minor Semi	3 V 4
Week 2	Preliminary	Minor Semi winner V Major Semi loser
Week 3	Grand Final	Major Semi winner V Preliminary winner

OR

2-Week Final Format

Week 1	Semi 1	1 V 4
	Semi 2	2 V 3
Week 2	Grand Final	Winner of Semi 1 V Winner of Semi 2



# Game Regulations

## Playing Rules

Except where varied by these rules, games shall be played in accordance with the FIBA rules of basketball.

## Ball Size

Age Group	Women	Men
Under 11	5	
Under 13	6	
Under 15 and above	6	7
Mixed	6	

## Game Timings

Warm Up	3 min
Period Length	4 x 10 min – running clock
Interval	Between 1st/2nd & 3rd/4th & 4th/Overtime - 1 min
Length	Half Time – 2 min
Overtime	Rounds – No Finals – 3 min Foul count & direction of play remain
Game Starts	Game clock starts at the scheduled start time of game, or three minutes after previous game has finished. Exceptions to this rule are: <ul style="list-style-type: none"> <li>• Equipment faults</li> <li>• If head coach of both teams, referees, scorers and game officials agree to begin prior to scheduled start time, as long as a 3 minute warm up has been observed</li> </ul>
Clock Stoppages	During the game – nil Finals – duration of timeouts During the last two minutes of 4th qtr. & overtimes - all whistles and after each successful basket. The clock is restarted when the ball makes contact with a player on the court.
Shot Clock	May be used in Division 1 games at the discretion of the competition director



Timeouts	<p>REGULAR SEASON</p> <p>1 per quarter (per team)</p> <p>Qtrs. 1-3 - cannot be granted once 2:00 or less is displayed on the game clock</p> <p>FINALS</p> <p>2 in 4th quarter</p> <p>1 per overtime period</p> <p>Timeouts may be taken at any time in finals games</p>
Substitutions	<p>Qtrs. 1-3 - cannot be granted once 1:00 or less is displayed on the game clock – except for injury or 5th personal foul</p> <p>After made baskets in the last two minutes if inbounding team is requesting a sub</p>

### Free Throw Line

In all Under 11 games, free throws shall be taken approximately one (1) metre towards the hoop from the free throw line. In Under 13 and higher division games, free throws shall be taken from the free throw line.

### Scoring

Requirements for teams to provide scorers:

- Seniors – No
- Juniors – 1 per team

The official scorer, team captain, coach or manager shall be responsible for ensuring:

- The players participating in the game are selected into team list on the scoring iPad
- The correct singlet numbers are allocated to each player
- The FULL names of the following persons are PRINTED on the match report
- Head Coach (or Team Captain for seniors)
- Assistant Coach (if present)
- Manager
- Injured players sitting on the team bench

It shall be the responsibility of the team coach or manager to check at the end of the game that the match report sheet has been marked and recorded correctly.

The score recorded on the official match report sheet shall be regarded as the official score.

### Team Numbers, Late Starts & Forfeits

Teams must have four players ready to play (registered, team fees paid and dressed per uniform rules) at the conclusion of the 3 minute warm up.

If this does not occur, the game clock shall start, and one point will be awarded to the opponent for each minute, or part thereof, that elapses. For example, if the game is ready to commence with 8:30 showing on the game clock:



- 
- 1 full minute has elapsed from 10:00 to 9:00 and part of the minute from 9:00 to 8:00
  - 2 points will be awarded to the opponent

If four players are not ready to before the signal sounds for the end of the first quarter, that team shall forfeit the game. The opposing team will be entitled to a refund of its court fees and the offending team is liable for both teams' court fees and these fees must be paid prior to that team playing in their next game.

If the players entitled to play wish to play a scratch-match they may, and any referees and/or scorers allocated to the game will officiate and receive their normal remuneration.

If a team only has four players to start the game, or is reduced to four or less players during the game, their opponent may choose to reduce the numbers of players on court in the spirit of the game. At any substitution opportunity, the opponent may choose to return to 5 players on the court

The opponent may not lend players to the short team, as this breaches the fill-in rules and will deem the game a forfeit

If a team is unable to field a team and wants to forfeit a competition game, the team representative must notify the Competition Administrator before the scheduled game time. If notice is given:

- At least twenty-four hours before, the notice must be sent via email to [competitions@moretonbaysuns.com](mailto:competitions@moretonbaysuns.com)
- Within twenty-four hours, a phone call must be made to the Competitions Manager in addition to email to [competitions@moretonbaysuns.com](mailto:competitions@moretonbaysuns.com)

The following penalties will apply:

- More than forty-eight (48) hrs notice of a forfeit – No Penalty
- At least twenty-four (24) hrs notice of a forfeit – single game fee
- Less than twenty-four (24) hours' notice of a forfeit - penalty is equivalent of both team's game fees.
- The forfeit fees must be paid prior to the team's next game.
- Pay via eftpos at game night prior to the game

### Team Bench Areas

The following participants are the only persons permitted in the team bench area (refer to diagram below) which includes the scorers table, and must have their full name printed next to their respective role on the match report:

- Players – active (names in the iPad) and injured (names on the match report)
- Head Coach
- Assistant Coach
- Manager
- Children under 12 of the Head Coach, Assistant Coach, Manager or Players if they are adequately supervised by their parent/guardian and remain seated and do not pose a risk of injury to participants or themselves

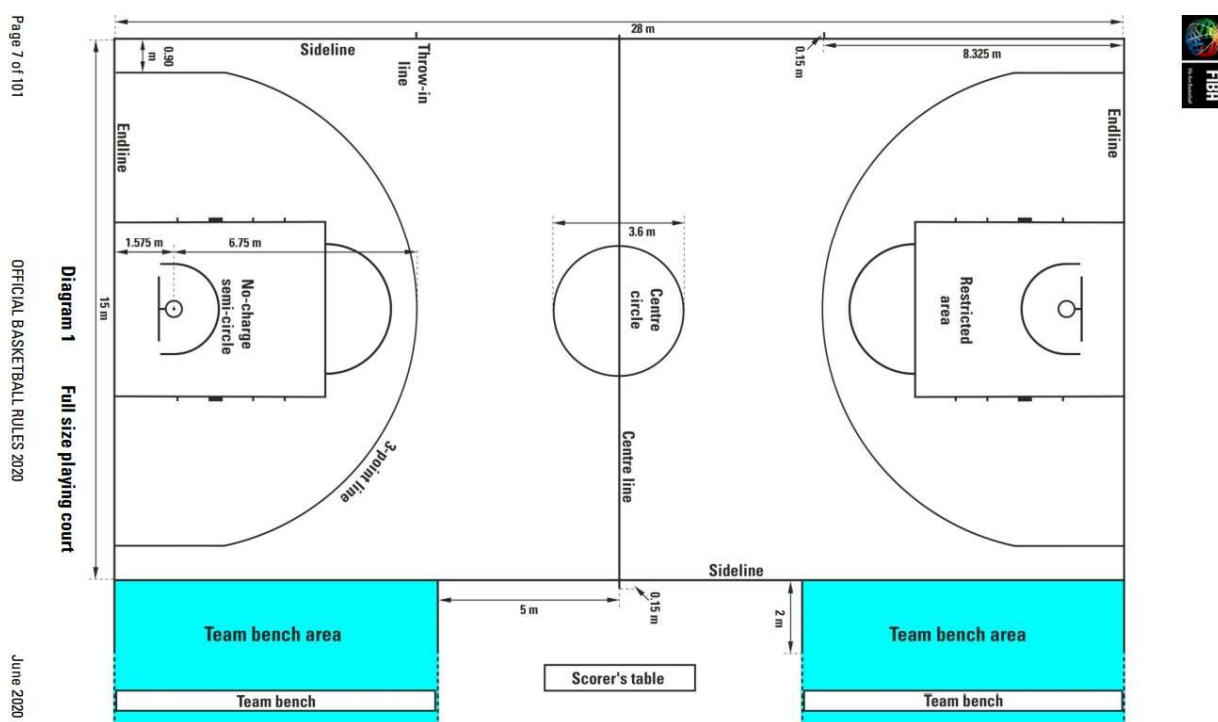
Persons suspended under tribunal bylaw are not permitted to sit in the team bench area.

Branch Managers and Game Officials may temporarily enter the team bench area for the purpose of communication with/education of coaches and general team management. If they are acting as an



additional coach for the duration of the match, they must be entered as an assistant coach on the match report

If a team member requires a support person for medical reasons, the full name of the support person and full name of the player supported must be listed on the bottom of the match report. This person will be considered an Accompanying Delegation Member.



## Stoppages

### Injuries

If the ball is live when an injury occurs, the referee shall not blow their whistle until the team in control of the ball has;

- Shot for a field goal
- Lost control of the ball
- Withheld the ball from play
- The ball has become dead (e.g., basket scored, signal sounds for end of quarter)

However, the referees may stop the game at any point if they deem it necessary for safety

An injured player must be substituted if they (unless the team would be reduced to less than 5 players):

- Cannot continue to play immediately (within 15 seconds)
- Receives treatment/assistance from first aid, doctor or team member

The game clock may be stopped at any time at the discretion of the Game Official





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## Blood

Blood spilt on the floor requires a game official to clean with the blood kit

Game clock may stop from the time the blood is noticed, and until the surface is dry

## Hazards

Hazards include slippery floor, uneven playing surface, loose fittings

If hazards taken longer than 1 minute to rectify/remove, game clock will stop

## Abandoned Games

MBBI reserves the right to abandon games in the event that a game is stopped and cannot be resumed within fifteen (15) minutes. An incident report completed by the Game Officials and emailed to the Competition Administrator will state:

- Reason(s) for abandonment
- Details of game(s) abandoned (timeslot, court, league, teams)
- Period, game time and score line of game(s) when the game was stopped

When a game is abandoned because in the opinion of those authorising the abandonment, violence towards an official had occurred and / or the referee(s) were not prepared to continue officiating the game due to poor behaviour of the teams. The game result will be determined by the MBBI Board following a report by the person authorising the abandonment. In addition, the offending person(s) / team will be issued with a show cause letter as to why they should not be excluded from this or future competitions.

## Potential Reasons for Abandonment

- Venue Faults - Building and fitting fixtures that have come loose/unstable/pose risk to patrons
- Power outage
- Extreme Weather
- Heavy rain that creates persistent slippery conditions
- Heavy rain that creates flooding that prevents participants from travelling to/from venue
- Storms that cause damage
- Excessive heat – see Hot Weather Policy
- Disorderly Conduct and/or Impending Violence
  - Team members becoming aggressive towards opponents to a point referees can no longer control
  - Team members consistently argumentative towards officials in a way that disrupts the flow of the game
  - Participants collectively show dissent towards a match official or collectively seek to intimidate, threaten, or exert pressure on a match official to make or alter a decision
  - Team members who are physically or verbally abusive towards venue staff or other patrons
  - Numerous technical, unsportsmanlike and/or disqualifying fouls have been issued
  - Participants engage in a melee or brawl.



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- Lack of Officials - MBBI nor the two participating teams have anyone of suitable standard to referee the game
  - Serious injury
  - Evacuation of building

#### *Rescheduling of Abandoned Games*

The following formula may be used to determine a result for abandoned games:

- Game called off anytime in the first half (includes interval between 2nd and 3rd quarter)
  - If the margin between the two (2) teams is twenty (20) points or more, the result will stand
  - If the margin between the two (2) teams is nineteen (19) points or less, every effort will be made to replay the game.
  - Subject to venue availability a catch up round may be scheduled, the game will be moved
  - If the game cannot be replayed the result will be a 0-0 drawn game.
- Game called off anytime in the second half (once the clock has started for the 3rd period)
  - If the margin between the two (2) teams is ten (10) points or more, the result will stand
  - If the margin between the two (2) teams is (nine) 9 points or less, every effort will be made to replay the game.
  - Subject to venue availability a catch up round may be scheduled, the game will be moved
  - If there is not room in the catch up round, the result will be a 0-0 drawn game
- Court fees will not be refunded, except in extenuating circumstances and at the discretion of the MBBI Board. Requests for exception must be emailed to the Competition Manager within 5 business days of the confirmed cancellation of the game.

#### Hot Weather Policy

In hot weather a thermometer shall be available to the Game Officials at the venue to measure temperature on the playing courts

When the court temperature exceeds 35°C, the following timing rules will be implemented:

- The game time will be reduced by 1 minute per quarter.
- Referee must call a 1 minute heat stoppage, on the next dead ball after 5:00 is displayed on the clock.
- Game Clock stops during heat stoppage.

When the court temperature exceeds 38°C, the following timing rules will be implemented:

- The game time will be reduced by 2 minutes per quarter.
- Referee must call a 1 minute heat stoppage, on the next dead ball after 5:00 is displayed on the clock.
- Game Clock stops during heat stoppage.



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When the court temperature exceeds 40°C games must be abandoned.

Final scores will be recorded as specified under Abandoned Game rules

The final decision remains with the Game Officials and MBBi staff. Game Officials may pause, abandon or alter the length of games in a means they deem necessary to maintain the safety of participants.

The following information has been taken from Sports Medicine Australia:

*“Vigorous exercise places some people at risk of heat illness, especially in hot weather. If untreated, heat illness can lead to the more serious and potentially life-threatening condition of heat stroke.”*

*“Listen to your body and stop or slow down if you feel unwell. This is particularly important for children. Make sure that you have access to cool drinking water and take particular care in the hottest parts of the day or year.”*

*“Symptoms of heat illness may include:*

- Light headedness, dizziness.
- Nausea.
- Obvious fatigue.
- Cessation of sweating.
- Obvious loss of skill and coordination/clumsiness or unsteadiness.
- Confusion.
- Aggressive or irrational behaviour
- Altered consciousness
- Collapse.
- Ashen grey pale skin.

*Encourage a high rotation of players from the bench*

*Identify participants with medical conditions and suggest they not play or reduce their playing time considerably*

*Provision of extra water and ice for wetting face, clothes and hair*

*Increasing court ventilation where possible*

More information can be found here: [Beat the heat](#)



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# Mercy Rule

The Mercy Rule is designed to encourage respect and good sportsmanship in our junior competition and help prevent teams from running up scores. This is linked to our goal of providing a great basketball experience for all members.

The Mercy Rule does not apply to Senior Competitions.

## Requirement for Implementation

- Mercy rule is mandatory in divisions 2 (where more than 1 division exists in an age group) and below of junior competition games.
- Mercy rule is strongly encouraged for division 1 junior competition games
- Mercy rule is enacted when the score line equals 20 points or more
- Offers from the losing team coach to decline the mercy defence are appreciated but not permissible.

## Process if Mercy Rule is Required

- If the coach believes the mercy rule should be enforced, they are to send their team manager or club delegate to seek out a Game Official to assist with the enforcement of the rule.
- The referees are not to be involved with enforcement of the rule
- The score table will press the siren following the basket that takes the score to 20 or more and notify participants
- Unless there is 1 minute or less remaining in the 1<sup>st</sup> and 3<sup>rd</sup> quarters, in which case the scorers will wait until quarter time to communicate

The coach of the leading team may take 10 seconds to call their team over to the bench and instruct the players to pull back their defence to the half-way line or 3-point line if the lead is greater than 30 points, whenever the opponent:

- Inbounds from the backcourt
- Gains live possession by a defensive rebound after a missed shot by the leading team
- The leading team may not commence defence until the ball has crossed the halfway line
- Should the lead be reduced to less than twenty points, full court defence may recommence if required.

## Penalty for Non-Compliance

- 1st offense - the Game Official will stop the game, instruct the leading team to fall back and the game will be restarted with a throw in with the player straddling the centre line.
- 2nd offense - warning to head coach of leading team by Game Official
- 3rd offense - technical foul will be issued on the head coach by the Game Official

## Suggestions for the Winning Team

- Instead of focusing on scoring, the following basketball skills can be practiced:
- Non-dominant hand dribbling, shooting and passing



- 
- Screening – on ball, off ball and dribble hand off
  - Half-court offense – player spacing and ball movement
  - Half-court defensive rules and communication – e.g., help and rotation



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# No Zone Rule

The defensive principles of rotation, “help and recover”, containment, vision of the entire court and positioning relative to both your player and the ball are important fundamentals that underpin most, if not all, defensive philosophies. The rationale for the introduction of the no zone rule is that zone defences in junior age groups can limit the development of individual and team skills. For example, driving opportunities are limited and players often do not have the muscular strength and coordination to shoot, with good technique, from the perimeter or throw “skip” passes. This reduces the need for defensive skills such as “closing out” and positioning.

Based on this philosophy of individual skill set development, zone defences are prohibited in the following junior competition age groups:

- Junior Boys – U13 and below
- Junior Girls – U15 and below

Agreements between coaches to permit zone defences in the above age groups are prohibited.

MBBI will endeavour to run education sessions for coaches and Game Officials regarding defensive principles and identifying the difference between zone and man-to-man. These sessions are highly encouraged, as they are vital to ensure:

- Coaches & Club Delegates are given education on how to implement correct man-to-man defensive principles
- Game Officials & Club Delegates are given education on how to correct identify a zone

## Process if a Zone Défense is Suspected

If a coach believes his / her opponents are playing an illegal defence, they are to call a time out, approach the Referee Supervisor or Court Controller and request that the defence be reviewed. The team will not be charged with the time out.

“Active” offensive means:

- Ball movement with offensive players making leads to receive the ball and/or dribble entry/handoffs
- Off-ball movement including cuts and/or screens

If the offensive team is “active” in offense, the defensive team is considered to be playing a zone if any of the following are observed:

- One or more players were not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball
- A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (for example, “bumping” the cutter, following the cutter or switching).



- 
- Following a trapping or help and recover situation the team made no attempt to re-establish man to man defensive positioning
  - The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court

#### Penalty for Non-Compliance

- 1st offense – The coach will be directed to alter game play and issued a First Warning. The coach may take 10 seconds to communicate with their players for them to engage in man-to-man principles:
- 2nd offense - technical foul will be issued on the head coach
- 3rd offense - technical foul will be issued on the head coach – disqualification of the head coach
- 4th offense - technical foul will be issued on the assistant coach

#### Permissible Defences

- Full and half-court man-to-man
- Full and half court trapping defences which rotate back to man-to-man

#### Benefit of the Doubt

If there is any doubt as to whether or not a team is playing acceptable man to man defensive principles, the benefit of the doubt will be given to the defensive team.



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# Behaviour Management

By entering our venues in any capacity, persons are agreeing to be aware of and abide by:

- Basketball Queensland Codes of Behaviour: [Codes of Behaviour](#)
- [SQJBC Zero Tolerance Policy: Zero Tolerance Policy](#)
- Basketball Australia Tribunal By-Law: [BA National Tribunal Guidelines](#)
- Basketball Australia Member Protection Policy: [BA Member Protection Policy](#)
- FIBA Basketball Rules: [FIBA Rules](#)
- FIBA Basketball Interpretations: [Official Basketball Rules 2020 Official Interpretations](#)
- Any other rules and/or directions stipulated verbally or in writing by MBBi, including the below directives

MBBi uses the following systems to manage behavioural incidents:

- TUS Register
- Tribunal System for Reports & Complaints
- One and Done Spectator Policy
- Behaviour Stoppage Policy
- Ejection from Stadium Policy

## Respect for the game

FIBA rules state:

*“The proper conduct of the game demands the full and loyal cooperation of players, head coaches, assistant coaches, substitutes, excluded players and accompanying delegation members with the referees, table officials and commissioner. Each team shall do its best to secure victory, but this must be done within the spirit of sportsmanship and fair play. Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered a technical foul.”*

Respect for the Game (RFTG) guidelines were implemented by the NBA, and to reduce negative reactions to calls, which take the focus off the game itself, and help reduce instances of RFTG violations.

MBBi has adopted the guidelines from the NBA and shares for the purpose of education of players, coaches, referees and fans of the game.

## Impermissible Acts

- Air punches, wave offs, aggressive or excessive motioning of the arms
- Aggressive hand claps directed at an official or showing resentment for a call or non-call
- Running towards or aggressively approaching a referee
- Shouting a reaction to a call or using profanity
- Extended or prolonged complaining about a call, particularly after being told to stop





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- Frantically running away from play after a call or no-call that is not agreed with
  - Any other act that the referee deems disrespectful or overt

The RFTG guidelines also aim to curb more subtle actions, which are generally acceptable provided they are not done repeatedly or after a referee warning. In some cases, the referees may use their discretion and attempt to issue a warning to the player, although they are not required to. Persisting in any similar actions after being issued a warning will result in a technical foul.

Referees, using their own discretion, may warn a player to avoid issuing a technical foul in the following situations:

- Continuing to discuss a call after the referee has responded,
- Holding his arms in the air following a call for a prolonged period of time
- Attempting to demonstrate actions such as traveling, goaltending, etc.
- Repeatedly asking questions, making comments, or gesturing throughout a period of time

#### Permitted Acts

- Express disagreement with a call, so long as their reaction is not aggressive, overly demonstrative and dissolves quickly, and
- Approach a referee to ask a question, so long as it's done in a civil manner, and ended when the official has provided an answer.
- Players are encouraged to communicate and ask questions with game officials, as long as it is not disrespectful

#### TUS Register

In order to track repetition of more minor offenses by participants (e.g., players & team staff), and to track offenses by spectators who are not required to be registered, MBBI uses a TUS (Technical Foul, Unsportsmanlike Foul, Spectator) Register.

All technical, unsportsmanlike and disqualifying fouls are recorded by score table staff on the match report and Courtside (iPad) during the match and confirmed by the referee at the end of the match. The initials of the calling referee are listed beside the fouls on the match report.

Spectators who are provided with a warning or removed are to provide their name, which will be entered into the register. If they do not provide their name, the team staff and/or club delegate will be approached to provide the information. The initials of the game official are listed beside the entry in the register.

Disqualifying fouls require a report to be submitted by the referee (or Game Official if for reasonable reason the referee is unable to do so) and are not required to be entered into this register, as the register is for more minor offences.

A participant who is game disqualified as a result of a combination of two technical or unsportsmanlike fouls will have each foul registered into the TUS, and a report written.

Spectators removed from stadium require a report to be submitted by the Game Official, as well as their removal entry entered into the TUS



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Each participant/spectator requiring an entry into the register will have a record which lists:

- Full Name
- FIBA # if they are a registered member (only spectators who do not participate in any capacity would not be registered, in which case the code "NR" should be entered for Not Registered)
- Senior league team(s) associated with and role in team(s)
- Junior league team(s) associated with and role in team(s)

An entry is made in a person's record for:

- Technical fouls – N.B. bench technical fouls that are clearly caused by an individual that is not the coach, will be listed in the register against the offender, not the head coach
- Unsportsmanlike fouls
- Warnings issued to spectators
- Removal requests issued to spectators

The following are the outcomes are automatically applied for entries into the register:

- 1st – Nil outcome
- 2nd – Warning email
- 3rd – Administrative Tribunal – suspended sentence of 1 week
- 4th – Enactment of 1 week suspension
- 5th onwards – Full Tribunal

Please note:

Every effort will be made by the Tribunal Administrative team to advise people of their outcome in a timely fashion. However, in the instance that an outcome is not advised, and a person accumulates additional entries, the outcome the person has reached is the outcome that will be enforced at the time of communication. For example, if a person is not notified of their warning prior to accumulating a third entry, the 1 week suspended sentence will still be enacted.

Tribunal by-law supersedes the TUS register penalties, and the tribunal panel reserves the right to issue a penalty based on investigation into incident(s) reported to the association. For example, if a person receives two entries into the register and is sent their second entry warning, but upon investigation the association believes the incident is more serious in nature, tribunal bylaw will be enacted.

Entries on the TUS register remains current for a period of 1 year from the date of entry.

### [Tribunal System for Reports and Complaints](#)

The Basketball Australia Tribunal By-Law governs the conduct of disciplinary procedures in relation to basketball competitions and activities conducted by MBBI. The full explanation of the tribunal process can be found here: [BA National Tribunal Guidelines](#).



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The Tribunal has the power to suspend, disqualify, reprimand, fine, bond, ban or otherwise deal with any person involved with basketball and/or MBBi (including, but not limited to players, coaches, teams, clubs, officials or spectators) in accordance with this By-law, regarding any incident arising from an activity conducted by MBBi. The incident may have occurred before, during or after the conduct of the activity, within the confines of the stadium, activity venue or its immediate surrounds, or elsewhere if directly related to a basketball activity of any sort.

## Reports Process

Reports about individual behaviour in Games;

- Under this rule, a person covered by this paragraph may lodge a report that:
  - concerns alleged behaviour by a person who is bound by these rules (the Respondent), that occurred during a Game or in the 15 minutes after the final siren; and
  - alleges that the behaviour constituted or involved the commission of a Tribunal Offence by the Respondent.
  
- The persons who may lodge a report under this rule are:
  - a referee who officiated in the Game; or
  - a Game Official who was involved in the Game; or
  - Venue Official who was involved in the Game or who was fulfilling duties at the venue for the Game when the Game was held; or
  - the Board of MBBi or a member of the Board of MBBi; or
  - an employee of MBBi.
  
- A report under this rule must:
  - be in writing [Report Form](#); and
  - if it is made by a referee, be noted on the official Match Report for the Game; and
  - be lodged with the competition administrator within 24 hours after the Game concluded; and
  - name the Respondent; and
  - specify the alleged behaviour the report concerns.
  
- The report may:
  - include statements of persons who witnessed the alleged behaviour the report concerns [Witness Statement](#); and
  - allege that the Respondent committed a specified Tribunal Offence.
  
- When a report is lodged under this rule the competition administrator must, within 24 hours of doing so, give a copy of the report to the Respondent.

Reports about individual behaviour not in Games

- Under this rule, a person may lodge a report that:



- 
- concerns alleged behaviour by a person who is bound by these rules (the Respondent), that did not occur during a Game or in the 15 minutes after the final siren; and
  - alleges that the behaviour constituted or involved the commission of a Tribunal Offence by the Respondent.

Reports about an entire team in a game:

- An entire team may be brought before a tribunal or disciplinary hearing where the team engages in misconduct, where;
  - 5 or more members of the team receive technical fouls during a match
  - 3 or more players are disqualified or ejected from the same match
  - the team shows dissent, intimidate, threaten or attempt to pressure a match official
  - members of the team engage in a melee or brawl.

The persons who may lodge a report under this rule are:

- a Game Official who has been involved in Games during the competition in which the alleged behaviour occurred; or
- a Venue Official who has been involved in Games during the competition in which the alleged behaviour occurred or who has fulfilled duties at the venue for Games during the Tournament in which the alleged behaviour occurred; or
- the Board of MBBi or a member of the Board of MBBi; or
- an employee of MBBi.

A report under this rule must:

- be in writing [Report Form](#); and
- be lodged with the competition administrator; and
- name the Respondent; and
- specify the alleged behaviour the report concerns.
- The report may:
  - include statements of persons who witnessed the alleged behaviour the report concerns [Witness Statement](#); and
  - allege that the Respondent committed a specified Tribunal Offence.

Any instance of ejection, be that a participant being disqualified from a game or patron requested to leave the venue, will automatically require a report to be submitted by the appropriate official.

When a report is lodged under this rule the competition administrator must, within 24 hours of doing so, give a copy of the report to the Respondent.

Where MBBi officials or staff believe an offence may have been committed, or the receives a letter of complaint but no report has been made, MBBi may investigate, or appoint a person to investigate, the alleged offence. If after the investigation it is recommended that a report should be made, MBBi may make a report.



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Once the investigation is complete, the reported person will be notified that a report has been received, what charges they face and what action the Tribunal is taking. Possible actions include:

- Code of Conduct Warning – no further action is taken on this incident but a warning that there were signs of behaviour that may have been inappropriate
- Administrative tribunal – sufficient evidence is put forward to automatically issue a penalty
- Tribunal – reported person must attend a tribunal and be questioned by the panel members

Please note: The investigation process can take several days and is only done during business hours. Therefore, a significant amount of time may pass between when the incident is reported and when the reported person is charged.

MBBI acts as quickly as possible to investigate and administrate reports and their charges.

### Complaints Process

Any participant or patron who has a grievance they wish to be actioned or wishes to bring an incident to the attention of the association, may do so only by completing the Complaint Form.

The Complaint Form is available via:

- Link: [MBBI Official Complaint Form](#)
- QR code available at our venues

Complaints received via email to our staff will be redirected to the complaint form. This is to ensure matters are recorded correctly and dealt with in order they are received.

Parents of junior players are encouraged to first speak with their team coach, manager and branch manager prior to making a complaint. This is because:

- The grievance may be required to be managed at a team/branch level
- The team/branch may have information to resolve the grievance
- The team/branch may have additional information that they can add to the incident, and themselves make one collective submission that the association can investigate much faster

### Witness Statements

Any persons may have their report/complaint/evidence/version of events supported by a witness. For the information from a witness to be submitted into the investigation, their statement must be submitted via the Witness Statement form.

The Witness Statement form is available via:

- Link: [Witness Statement](#)
- QR code available at our venues



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## Chargeable Offenses

- Offenses that a person may be charged with under this BA Tribunal bylaw are:
- Disputing the decision(s) of a referee
- Unsportsmanlike behaviour
- Breach of Code of Conduct (Behaviour)
- Attempting to trip
- Tripping
- Obscene gestures
- Offensive language
- Attempting to strike
- Striking
- Attempting to elbow
- Elbowing
- Fighting
- Attempting to kick
- Kicking
- Spitting
- Moving under an airborne player (tunnelling)
- Putting a person in fear of impending violence
- Coaching, refereeing, playing, score bench duties while under suspension
- Deliberately endangering the safety, health of the players, spectators, officials (incidents involving blood/bodily fluids)
- Conduct which brings the game of Basketball into disrepute
- Failure to attend Tribunal without proper cause when notified
- Failure to cooperate in, or hindering an investigation or hearing under these by-laws
- Intimidating or bullying a person or attempting to do so
- Public criticism of officials, coaches or players related to basketball activities

A charged person who has been convicted of an offence and received a penalty under this By-law shall not play, coach, referee or otherwise take part in basketball activities as directed by the Tribunal until the penalty has been served to the satisfaction of the Organising Body.

## Report Outcomes Document

Any report or complaint received is given an incident number and entered into the Report Outcomes document, along with the name and associated team of the person(s) reported as at fault in the report/complaint and the outcome of the investigation. This document is accessible by Game Officials (court controllers and officials' supervisors) for the purpose of upholding the findings of the investigation. This document is confidential, and its contents not disclosed to any other person(s).

## Tribunal History

Under the tribunal by-law, each association acknowledges and agrees that it is required to recognise and enforce penalties handed down by the disciplinary tribunals of all other organising bodies, basketball associations, leagues and competitions which are affiliated with Basketball Australia and/or its Constituent Associations.



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Any person(s) who has had an offense charge reviewed under administrative or full tribunal will have an entry made into their Game Day (or other replacement system) profile under the Tribunals tab. This keeps a record available to all Basketball Queensland associations of the charges and the outcomes given.

### Zero Tolerance Policy

To ensure a safe and enjoyable playing environment for all players, officials and participants, MBBI have implemented the BQJBC Zero Tolerance policy for inappropriate behaviour by spectators in in all competitions.

This action has become necessary due to the reported instances of inappropriate and abusive behaviour, especially at junior events, and our desire to nurture a safe, competitive environment for all participants.

The Policy will ensure that those who show inappropriate or abusive behaviour will result in ejection from the venue. The Game Officials have the right to issue one warning, however they move to immediate ejection.

Inappropriate or abusive behaviour, includes but is not limited to:

- Persistently or wilfully questioning or challenging the rulings of the referees
- Berating or abusing officials i.e., referees and score table personnel
- Berating or abusing team officials – coaches and, managers
- Interfering in the coaching of the team
- Berating or abusing players
- Berating or abusing other patrons
- Berating or abusing any game day official such as a Court Controllers, Official's Supervisor, Association Representatives or Basketball Queensland Representatives

MBBI implores any spectators who feel that they cannot refrain from the above behaviour not to attend.

Parents/spectators/organisations who would like to offer feedback or request clarification on officiating issues should direct their feedback to their team coach, manager or branch manager.

This policy is not aimed at stifling or diminishing healthy supportive cheering or the ability of all spectators and parents to enjoy the spectacle of junior sport, but rather to ensure that the support is done in a manner deemed appropriate under the Basketball Queensland Codes of Behaviour.

N.B. Any spectator who is warned or removed will have their name and associated team recorded in the TUS Register. See the TUS Register section for more information.

### Behavioural Stoppage Policy



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If at any stage during a game, a referee believes a spectator, coach or player needs to be observed or warned for poor behaviour, they may stop the game and seek out a Game Official. The Game Official will take any action(s) they deem necessary after speaking to the referee(s) and addressing the spectator/coach/player.

### Game Officials Intervention Policy

Game Officials (court controllers and officials' supervisors) may intervene in a game at any point in time and take on the power of a referee to make a call / issue a decision in the best interest of the game. For example, this includes, but is not limited to:

- Calling a foul not called by the referee
- Upgrading, downgrading or changing the foul type called
- Adding or removing time from the game clock
- Correcting errors in scoring or foul counts.

The Game Official will take into consideration the point of the game and necessity of the intervention, however, will at all times act in the best interest of the game and the safety of participants.

### Ejection from Stadium Policy

Any person ejected from our venue will have a report completed by the appropriate official and submitted to the Tribunal Chair for review.

- Players and team staff will have a report completed by the referee on the game
- Patrons will have a report completed by the attending Game Official

Once the request has been made for a person to leave the venue, they must do so without delay. If they have any children in their care that cannot be supervised by another adult, they must take their child(ren) with them, even if that means removing a child from play.

A person ejected from the venue is not permitted to re-enter any MBBi venue for 24 hours. No exceptions.

For example, if the person is a:

- Coach/manager/delegate of multiple teams, a replacement must be sought
- Player of multiple teams, they cannot participate in further matches
- Parent they cannot return to:
- Collect their child under another adult's care. The child must be brought to them
- Watch matches for their other children
- For any post-match events such as medal presentations
- Returning for a different competition in the same venue, the ban still applies

Ejected from the venue means completely exiting the building and at least 10m away from the entry/exit doors.





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Persons who refuse the request to leave the venue will be considered trespassing, and game day staff will call police to the venue if required. Disregard to follow the request will also be taken into consideration by the tribunal when determining the penalty issued.

### Technical Foul for use of Foul Language or Derogatory Remarks directed at Officials by Players

Technical fouls for use of foul language or derogatory remarks directed towards officials, where a referee believes an ejection is not warranted, shall result in the player being substituted from the game and sitting five minutes of playing time on the Team Bench, irrespective of score, number of players on the court or remaining time in the game.

When the Official calls the technical foul, he/she is also to look at the clock and quote the time remaining, so the score table officials can note it on the match report sheet E.g., 7:41 1st quarter, and the player can then re-enter the game at 2.41 or after (via substitution through the bench).



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# Uniforms and Team Names

## Uniform Approval Process

### Juniors

- All teams will be supplied playing singlets by Moreton Bay Suns
- Plain Black Shorts No Pockets
- All other requirements per table below

### Seniors

Senior Teams are to supply their own playing uniforms per table below

All teams must submit their team's name, uniform design and colours to the Competitions Administrator for approval before ordering.

Inappropriate team names will not be permitted.

If uniform colours are already in use by other teams, the design may not be approved. MBBi reserves the right to enforce new senior teams to change their uniforms or alternatively supply a uniform that does not clash with the existing team when playing that team.

If the design does not meet the below rules, amendments required will be advised to team

If uniform colours are already in use by other teams, the design may not be approved.

Where there are two (2) teams in one (1) division with similar uniform colours, it shall be the responsibility of the first named team on the scoresheet to acquire an alternative uniform.

Senior Team names need to be appropriate to the image and standards being sought by MBBi and the MBBi board reserves the right to ask a team to change their name or alternatively may not accept the team's nomination if the nominated team name offends.

## Uniform Rules for Competitions

Game Officials and Referees have the final say on whether any uniform or accessory is appropriate.

In the interest of participant safety, they may remove person(s) from participation until the breach has been rectified. They may ask for any item to be removed from a person if they believe it poses a risk of physical damage or offense. Any damage caused to the individual, or others, is the liability of the individual who wore the item, regardless of whether or not they were asked to remove it.



Players

	Senior	Juniors	All Competitions
Singlets	Identical design (colours, numbers, logos, sponsors)  Numbered front & back	To be supplied by the association	Tucked in (S)  Numbers 00, 0-99  Numbers on back ≥ 16cm & ≥ 2cm wide  Numbers on front ≥ 8cm & ≥ 2cm wide  Numbers must be easily read – contrasting colour/suitable design
Shorts	Identical design (colours, numbers, logos, sponsors etc)  Shorts must be worn.  NO Pockets  Tights may be worn underneath	Plain Black Shorts  NO Pockets  Tights may be worn Underneath shorts,	No pockets, nor taping of pockets (S)  No zips (S)  No buckles/clips (S)  No turning inside out (S)
Accessories	Compression garments must be dominant colour of team, black or white	T-shirts prohibited (S)  Compression garments permitted (must be taught to skin)(S)	
Jewellery	MBBi advises that all jewellery should be removed, however the following conditions apply:  PERMITTED  Piercings (including ear spacers) padded with foam and tape (S)  Wedding bands padded with foam and tape, or covered with a finger sweat band (S)  PROHIBITED  Stoned wedding rings (S)  Necklaces, bracelets, anklets (S)  Fitness trackers worn on arms or legs (above sock line) (S)		
Hair	PERMITTED  Plaits not in a ponytail only from the base down and braids  Headbands & coverings made of soft material, provided they are securely fitted to head  Bobby pins		



	<p>PROHIBITED</p> <p>Hard headbands, beads and metal clips (S)</p> <p>Hair of any style that covers the number of player to a degree that it is unable to be seen (S)</p>
Footwear	<p>Must be worn (S)</p> <p>Sports shoes w/ non-marking sole (S)</p>
Fingernails	<p>Must be closely cut (S)</p> <p>Gloves may be worn to cover uncut nails (S)</p>
Medical Devices	<p>PERMITTED</p> <p>Heart rate monitor – flat chest strap worn around chest, under uniform</p> <p>Medical alert bracelets covered with foam and tape; “MEDICAL ALERT” written on taping (S)</p> <p>Spectacles if a protector is worn over the top (preferred) or at minimum a strap to hold them onto the head (S)</p> <p>Mouth guards</p> <p>Protector for an injured nose, even if made of a hard material</p> <p>Diabetes sensors/pump attachments, sufficiently covered with tape, foam and/or clothing (S)</p>

Note:

Players who deliberately untuck their shirt may be substituted at the next stoppage

Safety based rules are marked with a “(S)” in the above table



EXAMPLE UNIFORM Identical design	"SLIGHT" DESIGN DIFFERENCE (SENIORS)	NOT PERMITTED
	  <p>1-2 small-medium logo(s)</p>  <p>1-2 skinny stripes at bottom of short</p>  <p>1 skinny stripe running length of short</p>	 <p>Stripes in multiple areas</p>  <p>Wide stripe(s)</p>  <p>large logo including one forming a stripe</p>  <p>2+ skinny stripes running length of short</p>  <p>Multiple colours</p>



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## Uniform Breach Penalties

Safety based rules are marked with a "(S)" in the above tables

Officials endeavour to check all participants prior to the start of each game but may only notice infringements during the game. When an infringement is noticed, person(s) will be subbed out of the game at the next stoppage in play, and must rectify infringements prior to returning to play

### Design based rules:

Teams will be given a grace period (no penalties applied) for the first 3 weeks of a new season

Penalties enforced after round 3, exemptions may apply if the person(s) or team are new entering the competition or have provided proof that uniforms are still on their way.

Subject to availability teams may hire a set of singlets from MBBI to avoid design breach penalty.

Alternative sets can be hired from the office.

When infringement is noticed, person(s) will be given an opportunity to rectify prior to penalty being enforced.

For each team that has one or more breaches in design rule, 5 points awarded to opposition team, awarded at the time the first infringing player enters the game.

Penalty enforcement for design rules is mandatory.

Requests by opponents to have breach points waved, will be appreciated, but declined.

If both teams have breaches, both teams will be awarded 5 points

Officials endeavour to check all participants prior to the start of each game

## Uniform Clashes Between Teams

Where there are two teams in one division with clashing singlet colours, it shall be the responsibility of the first named team on the scoresheet to acquire alternative set of singlets

Alternative sets can be hired from the Office subject to availability.

Clashes include:

- Same colour – e.g., black v black
- Any similarity in design and/or colour that the game day staff deem to be a clash either on the day, or would be a clash when reviewed on video

## Bodily Fluids on Uniforms

Any player that is bleeding shall not be permitted to play or continue playing in a game until the bleeding stops

If is a player vomits, they are not permitted to return to the playing court



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If there are bodily fluids (blood, spit, vomit, urine, faeces) on a player's clothing (singlet, shorts, socks) this item must be replaced for a clean garment. It cannot be rinsed and re-worn – it must be fully laundered.

No points penalties will apply for the replacement garment not matching team uniform, but the replacement garment must meet the safety rules



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# Appeals

The head coach (or team contact in the instance a team does not have a head coach) may lodge an appeal concerning:

- The application of this document
- The final score of the game

For an appeal to be investigated by the association:

- An email must be sent to the Competition Administrator, [competitions@moretonbaysuns.com](mailto:competitions@moretonbaysuns.com), within 15 minutes of the conclusion of the game
- Have the subject line "APPEAL-(YYYYMMDD) -(team)" - e.g., APPEAL-20220412-Ballers
- Contain the following details of the game:
  - Date
  - Venue & court
  - Timeslot
  - Team A
  - Team B
  - Final Score Listed on iPad
  - Final Score Listed on Visuals
- Acknowledge that a complaint will/has been filled out via the Complaint Form (available via the QR code attached to front desk or this link: [Official Complaint](#))

When requested via return email, the appellant must pay the applicable \$50 appeal fee via bank transfer within 3 business days for the investigation into the appeal to commence

MBBI will review the appeal at its convenience and the decision of the appeal will be final.

If the appeal is:

- Upheld – the \$50 will be refunded
- Dismissed - no money will be refunded

If the above process is not followed by the appellant, MBBI reserves the right to dismiss the appeal

The following are not grounds for appeal, and requests to do so will be denied:

- Individual player statistics (points and fouls) being re-assigned to another player, when the total number of points/fouls for the team is correct
- Recission of decisions made by the referees in the game regarding calling/not calling of fouls and violations
- Removal of technical fouls, unsportsmanlike fouls, warnings, venue removal from the register





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# Appendices

## Revision History

Version	Approval Date	Change	Approved by	Date Published
1.0	Oct 2022	Create New Document	The MBBI Board	

## MSEC Conditions of Use

This document outlines the conditions we must observe when using the MSEC.

Conditions of Hire -

<https://www.moretonbay.qld.gov.au/files/assets/msec/msec-conditions-of-hire.pdf>