



NORTHSIDE WIZARDS BASKETBALL

SENIOR
COMPETITION
RULES

[VERSION: 2016 V1.1]

*Official Competition Rules of Brisbane Men's and Women's Basketball Association
Incorporated trading as Northside Wizards Basketball (NWB)
Ratified by the NWB Management Board on 15/09/2016*

REVISION HISTORY

| Version | Date | Section(s) | Description |
|--------------|------------------------------------|------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| 2011 v1.0 | 28 th January 2011 | All | Creation of new document |
| 2015 v1.0 | 4 th December 2014 | All | Update of 2011 document |
| 2015 v1.1 | 15 th May 2015 | Contact details Section 10 (new) Section 7 Section 4 | Updated Disciplinary Regulations - Added 7.2 & 7.3 Player transfers 4.8 Uniforms |
| 2016 V1.0 | 5 th November 2015 | All | Updated Separated into Junior and Senior Rules Additions: Rule 3.4 |
| 2016 V1.1 | 15 th September 2016 | Section 4 | Updated A.1 Appendix Competition Contacts Rule 4.14 |

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INTRODUCTION

Northside Wizards Basketball (NWB) shall follow the official FIBA Basketball Rules (Federation of International Basketball Associations) except as varied herein.

The NWB Management Board reserves the right to waive or alter any requirements laid down in these rules on demonstration of sufficient reason to do so. The fact that a competition rule has not previously been enforced will not be accepted as a reason for non-compliance.

The NWB Official Competition Rules are available on the Northside Wizards website www.northsidewizards.basketball.net.au under "Inside NWB".

The 2014 FIBA Official Rules are available on the FIBA website www.fiba.com.

The Model Disciplinary Tribunals By-Law governs the conduct of disciplinary procedures in relation to basketball competitions and activities conducted by Northside Wizards Basketball. A copy of the by-law can be obtained from the Basketball Queensland website www.basketballqld.net.au/resources under "Policies".

Codes of Behaviour for administrators, coaches, parents/guardians, players, officials, spectators, other registered members of NWB and various classes of visitors to, and or involved with, the venues and activities administered by NWB are published on the Northside Wizards website. Where codes of behaviour do not exist, NWB shall adopt the Basketball Queensland codes of behaviour.

NWB reserves the right to expel and/or ban any person from attending any venue or activity administered by NWB if that person displays unacceptable behaviour. Northside Wizards Basketball officials reserve the right to call venue security staff or the police to an incident if they are of the judgement that such action is necessary.

Day to day interpretation of the NWB Official Competition Rules shall be the responsibility of the NWB Competitions Manager. Any player, team or individual may lodge an appeal concerning any aspect of a fixture game or the application of the Official Competition Rules. The association shall only reply to an appeal if it is provided in writing, signed by the complainant and forwarded to the NWB Secretary together with a \$50 appeal fee within seven days of the incident.

Appeals must be addressed to General Manager, Northside Wizards Basketball, PO Box 873, Albany Creek, Qld 4035, or sent by email to administrator@northsidewizards.com with the applicable fee paid by approved means.

The NWB Management Committee will review the appeal at its convenience and the decision of the Management Committee review in respect of the appeal will be final. Any appeal which is upheld will result in the \$50 being refunded; no money will be refunded for any appeal which is dismissed.

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1. COMPETITION MANAGEMENT

- 1.1 Each competition format, period and dates will be determined by the NWB Competitions Manager with approval of the NWB General Manager.
- 1.2 At the discretion of the NWB General Manager, the name of each season and/or competition may incorporate the name (including product name) of an NWB sponsor.
- 1.3 Nothing in the NWB Senior Competition Rules shall restrict NWB from conducting any competition at any time on any terms considered appropriate by the NWB General Manager.
- 1.4 The NWB Competitions Manager shall determine the competitions to be played and the grades within those competitions. Competition groupings, grades and divisions will be determined depending on team nominations and the timeframe for the season.
- 1.5 The NWB Competitions Manager may re-grade teams if considered necessary for the benefit of the competition.
- 1.6 The NWB Senior Competition Rules apply to the competitions as follows:
 - a. Senior Competition (U21's, Senior Men's, Senior Women's, Mixed and Veterans)
- 1.7 The Senior Competition will be made up of teams from clubs or individuals.
- 1.8 Games must be played with balls complying with Basketball Australian Regulations:
 - a. All Female and Mixed games - Size 6
 - b. All Male games - Size 7

2. TEAM NOMINATION, REGISTRATIONS AND FEE

- 2.1 Team nomination fees, player registration fees and game fees shall be determined by the NWB Board and shall be subject to review from time to time. Any changes to these fees shall be notified to members and teams as soon as practicable.
- 2.2 Nominations for individual teams for each competition shall be made by the current prescribed form and process, together with a completed list of players and accompanied by the relevant team nomination fee, no later than the date specified by the NWB Competitions Manager.
- 2.3 Each team nomination must list a minimum of seven (7) different players per team. Players who have outstanding fees from a previous season will not be eligible to play until the outstanding fees have been paid.
- 2.4 Online lodgement of the team nomination form by the nominated team contact(s) confirms the team's acceptance of the competition rules and terms.
- 2.5 Acceptance of team nominations will be at the discretion of the NWB Competitions Manager. Upon notification of the acceptance of a team nomination, nominated players are required to complete the online player registration.
- 2.6 New players must fully complete the NWB online registration forty-eight (48) hours prior to the date of the player's first game of the season. It is the responsibility of individuals and team contacts to advise the NWB Competitions Manager of any changes to their contact details.
- 2.7 Player registration fees shall be payable before players participate in their first game of the season.
- 2.8 Submission of an online player registration indicates acceptance of association membership, the NWB Senior Competition Rules and the Basketball Queensland Codes of Behaviour.
- 2.9 Any team that withdraws from the competitions following the close of nominations, but prior to the commencement of the competition shall forfeit the team nomination fee.
- 2.10 Any team that withdraws from the competition, or is expelled from the competition after the season has commenced will forfeit the team nomination fee, plus a fine of double the applicable game fee for that competition, along with any outstanding forfeit fees.

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- 2.11 All members of a team with outstanding fees will remain liable for their portion of the fees until fully paid.
- 2.12 The following penalties will apply to teams which play an unregistered player:
 - a. forfeiture of competition points for the game in which the unregistered player participates and;
 - b. removal of the team from the competition for persistent breaches
 - c. the NWB General Manager may waive the above mentioned penalties if extenuating circumstances exist

3. PLAYER ELIGIBILITY

- 3.1 A player shall not be eligible to play in a particular division if that player has actually played (i.e. entered the court) in three (3) games or in any final in any higher division of a competition during a season. For example, a men's division two (2) player in a Monday night competition plays in a Monday night division one (1) team for three (3) games; on the third game the player is no longer eligible to play in division two (2) on Monday night for the remainder of the season. Their eligibility in other competitions e.g. Wednesday night competition, is not affected unless the player also plays in a higher division in that competition.

Note: The Northside Wizards Basketball Competition Manager reserves the right to transfer teams between divisions at any stage during a season, if deemed necessary in the interest of a well-balanced competition. If this occurs, the above rule will be disregarded for players in the affected teams.

- 3.2 Finals eligibility:
 - a. Senior Competition: A player shall not be eligible to play in any finals series games unless that player has played a minimum of forty percent (40%) of the scheduled regular season games in their designated competition. When a player joins late in the season they must play at least forty percent (40%) of the total scheduled regular season games.
For example: In an eighteen (18) round season, and a player joins in round twelve (12), there are insufficient games remaining for them to qualify.
 - b. All players must participate in a game and be marked as 'in' as they take the court on the scoring system to satisfy these eligibility requirements, with the only exceptions being:
 - i. Byes will only be counted towards eligibility after the date of registration; and
 - ii. Games missed due to the player suffering from an illness or injury will be counted towards eligibility, however proof will be required. A medical certificate in the name of the player with dates specifying the length of the illness or injury must be provided. Medical certificates dated prior to the player's registration date will not be accepted.
 - c. In the case of forfeited games, whether played or unplayed, players from the winning team will be credited with games played and player stats (where recorded). Players from the losing team will not receive credit for a played game, or player stats. If a player wishes their finals eligibility to be considered they may apply to the Competitions Manager.
- 3.3 Players must be a minimum of fifteen (15) years of age to participate in senior competitions (i.e. must have turned fifteen (15) prior to the date of their first senior game). Proof of age may be requested.
- 3.4 Any player found to be playing under a false name or misrepresenting themselves as a registered player will be suspended for an automatic four (4) weeks suspension.
 - a. If a player's identity is under question, the Court Supervisor may request the player to produce photo identification. If the player cannot produce photo

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- identification to confirm with name, the player will not be permitted to participate in the match.
- b. Any team that is found to be persistently breaching rule 3.4 will be removed from the competition.
- 3.5 Underage players may apply for an exemption to the Competitions Manager.
 - 3.6 Female players may play in designated mixed and female divisions.
 - 3.7 Males may play in designated mixed and male divisions.
 - 3.8 A team representative must consult with the Scoretable officials prior to the start of the game to confirm accuracy of the player list. The Scoretable Supervisor will mark off each player in Stadium Scoring who is in attendance and ready to play.
 - 3.9 The following penalties will apply to teams which play an ineligible player:
 - a. forfeiture of competition points for the game in which the unregistered or ineligible player participates;
 - b. removal of the team from the competition for persistent breaches.Note: The NWB Competitions Manager may waive the abovementioned penalties if extenuating circumstances exist.
 - 3.10 If a team fields an ineligible player, the game shall proceed provided that court fees have been paid by both teams. Prior to the commencement of the game, a team may declare the intended use of an ineligible player for the purpose of avoiding a forfeit fee. This shall not prevent the game from proceeding. However, at the end of the game, it shall be recorded as a played forfeit irrespective of the final score.

4. UNIFORMS AND COLOURS

- 4.1 All clubs/teams must submit their team name, uniform design and colours to the Competitions Manager for approval. Inappropriate team names will not be permitted. If uniform colours are already in use by other teams, the design may not be approved.
- 4.2 All players shall wear the approved uniform of their team in all divisions. This includes both tops (singlets) and bottoms (shorts) in the approved team colours. Approval may be given by the NWB Competitions Manager for alternative colours if requested at the time of nomination.
- 4.3 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.
- 4.4 Team uniforms shall be same design and colour. Players shall wear singlets numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:
 - a. Those on the back shall be at least twenty (20) cm high.
 - b. Those on the front shall be at least ten (10) cm high.
 - c. The numbers shall be at least two (2) cm wide.
 - d. Players shall use numbers from 00 - 99
 - e. Players shall wear shorts of uniform colour. Shorts with stripes, brands, logos etc. are acceptable, but all shorts within a team must be consistent (i.e. a combination is not permitted).
 - f. Logos on shorts must not exceed 5cm by 5cm or similar dimensions of the same area.
 - g. Players with pockets in their shorts are not permitted to play. The taping of pockets is not permitted.
- 4.5 Other equipment
 - a. Players shall not wear equipment (objects) that may cause injury to other players.
- 4.6 The following are not permitted:

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- a. 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.
 - b. Objects that could cut or cause abrasions (fingernails must be closely cut).
 - c. Protective headgear, hair accessories and jewellery.
 - d. T-shirts and/or any other clothing may not be worn. Compression t-shirts are also not permitted.
- 4.7 The following are permitted:
- a. Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - b. Compression sleeves in black or of the same dominant colour as the singlet. (Compressions clothing must not be loose and must remain compressed to the skin).
 - c. Compression stockings in black or of the same dominant colour as the shorts. (Compressions clothing must not be loose and must remain compressed to the skin).
 - d. Knee braces if they are properly padded
 - e. Protector for an injured nose, even if made of a hard material.
 - f. Mouth guards of any colour.
 - g. Spectacles, if they do not pose a danger to other players.
 - h. Headbands (sweat), maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
 - i. Non-coloured transparent taping of arms, shoulder, legs etc.
- 4.8 Teams will be given a grace period of no more than three (3) games in the season to comply with the correct uniform code with the exclusion of articles outlined in rules 4.4, 4.5, and 4.6. During this period, players shall wear legal numbers only as listed in rule 4.4. "Fill-in" players or new players who join after the competition has commenced, must comply with the correct uniform code from their first game. No grace period will apply.
- 4.9 Appropriate footwear with non-marking soles shall be worn on the court.
- 4.10 Jewellery shall not be worn whilst playing or refereeing. Taping of earrings and other piercings are not permitted.
- 4.11 Fingernails shall be cut level with the tips of the fingers. Taping of fingernails will not be permitted. Fingernails may be inspected by game officials before every game. Gloves may be worn if approved by the Court or Referee Supervisor prior to the start of the game.
- 4.12 Hair must be loose or tied in a ponytail or bun and should not inhibit the view of the player's number. Braided hair is to be tied up if it falls below the shoulders. No ornaments, hair pins or clips shall be worn in the hair that may inflict injury on the wearer or any other player. Bobby pins/small snap clips no larger than a twenty (20) cent coin are acceptable.
- 4.13 If uniforms are hired from NWB a nominal charge will apply for cleaning expenses.
- 4.14 Uniform Penalties:
- a. The relevant team shall be penalised five (5) points per offending player per game for breaches of Rule 4.4, 4.4a, 4.4b, 4.4c, 4.4d, 4.4e and 4.4f
 - b. Any player breaching Rule 4.4g, 4.5, 4.6a, 4.6b, 4.6c and 4.6d will be prohibited from participating until compliant with afore mentioned rules.
 - c. The penalty is mandatory, NOT optional, and is to be allocated to the opposing team by the referee or court supervisor.
 - d. The penalty shall be added to the opposing team's score, and shown on the match report sheet as uniform penalty points. For all other uniform rules, players who do not comply will not be permitted to play. If compliance with the uniform rules delays the start of a game, the offending team shall be penalised in accordance with Rule 5.6.a and 5.6.b.

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5. GAME TIMING AND RULES

5.1 Playing time:

- a. A warm-up period of three (3) minutes shall be allowed before the start of each game irrespective of the finishing time of the previous game.
 - i. Dunk Premier League games will have a warm-up period of five (5) minutes before the start of each Dunk Premier league game irrespective of the finishing time of the previous game.
- b. The game clock shall start at the scheduled game time or three (3) minutes after the previous game, whichever is later.
- c. Notwithstanding Rules 5.1.a and 5.1.b, a game may commence before the scheduled starting time or less than three (3) minutes after the conclusion of the previous game, if the captain/coach of both teams and all court officials are in full and clear agreement to do so.
- d. All competition games shall consist of four (4) x ten (10) minute running clock quarters.
- e. There will be intervals of one (1) minutes after the first and third periods.
- f. Half time will consist of an interval of two (2) minutes between the second and third periods.
- g. During the last two (2) minutes of the game, the clock will stop for all whistles and after each successful basket. The clock is restarted when the ball makes contact with a player on the court.
- h. In finals games, the clock will also stop for the duration of all time-outs.
- i. In finals games only, in the event of a draw (at full time the scores are level), a three (3) minute extra time interval will be played until such a time as a winner is decided. Should multiple extra time intervals be required, these will be separated by an interval of one (1) minute. The team foul count remains unchanged and is not reset to zero (0) after the end of the fourth quarter
- j. In Division one (1) games (including finals) the 24-second clock may operate

5.2 Charged Time Outs:

- a. One (1) charged time out shall be allowed per team per quarter. In all finals games each team shall also be allowed two (2) time outs in the fourth quarter only.
 - i. Dunk Premier League games will have two (2) charged time out allowed per team per half. In all Dunk Premier League finals games each team shall also be allowed three (3) time outs in the second half only.
- b. Teams cannot call a time-out once the clock has reached below 2:00 in any quarter except the fourth for all running clock games.
- c. One (1) charged time out shall be allowed per team in any period of extra play.

5.3 Game Results and Scoring:

- a. In all games other than competition finals, if at full time the scores are equal an extra period shall not be played and the game shall be recorded as a draw.
- b. Each team shall supply a scorer or timekeeper for the duration of the game, except where paid Scoretable officials are provided.
- c. The team captain, coach, manager or representative shall be responsible for ensuring the names of players are entered correctly on stadium scoring and that the team captain's and team coach's names and signatures are written on the match report sheet prior to the scheduled starting time of the game.
- d. Referees and Scoretable officials shall be stationed in readiness to perform their duties prior to the scheduled commencement of the game.
- e. Alcohol shall not be consumed by players or officials, including scoretable officials, before or during any game in which they are participating as a player or official.

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Penalty: Removal from further participation in the game and in the case of officials, no payment for performance

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

5.4 General playing rules and forfeit:

- a. A team which does not have four (4) players ready to commence play, at the start of the game shall be penalised one (1) point for each minute, or part thereof, that commencement of play is delayed. The elapsed time and penalty applicable shall be calculated from the game clock, which shall be started in accordance with Rule 5.1.b.
- b. If four (4) players are not ready to commence play 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. 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.
- c. If a team has to forfeit a competition game, the team representative must notify the Competitions Manager by email forty-eight (48) hours before the scheduled game time. Within forty-eight (48) hours, the team representative must phone the NWB office or the appropriate venue Court Controller on the numbers provided on the appendix A1 of this document. The following penalties will apply:
 - i. When more than forty-eight (48) hours notice of a forfeit is given, the penalty is equal to that team's game fees.
 - ii. When less than forty-eight (48) hours notice of a forfeit is given, the penalty is the equivalent of both team's game fees.
 - iii. The forfeit fees must be paid prior to the team's next game.
- d. The coach or team manager is to activate attending players who are ready to participate with the Scoretable Supervisor in Stadium Scoring prior to the game.
- e. Suspended players and/or coaches will not be allowed to sit on the team bench during their suspension period
- f. In the event of an injury the referee shall stop the game if deemed necessary for the safety of all players. The game clock may be stopped at the discretion of the Court Supervisor or other designated official
- g. NWB Referee and Court Supervisor will endeavour to supply referees and scoretable staff for each game. Where sufficient referees are not available, each team shall supply a referee for their game if requested to do so by the Court Supervisor or designated official. Payment will be made to the team's supplied referee and/or Scoretable staff. If the team cannot supply a referee and/or scoretable staff then abandonment rules apply (refer Rule 5.6).
- h. Where only one (1) referee is required for the following game, the second named team on the fixture draw shall be responsible for supply of a referee. Where two (2) referees are required, both teams shall each be responsible for supply of a referee. Each team shall ensure that its responsibility is discharged such that at all times two (2) referees are available for the following game.
Penalty: teams that fail to supply a referee in accordance with Rule 5.4.a or 5.4.b when requested to do so by the Court Supervisor or other designated official shall have their game result from that day recorded as a played forfeit.

5.5 Fouls:

- a. Disqualifying Foul: The disqualified player/coach/team official must leave the stadium within one (1) minute. If the disqualified player/coach/official does not leave the playing area, the offending player's/coach's/official's team may forfeit

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the game at the discretion of the Court Supervisor or designated official.

The disqualified player/coach/team official will be automatically reported.

- b. Technical Foul: Players who are given a technical foul for abuse of an official will be 'sin binned' automatically for five (5) minutes of playing time. Use of the sin-bin for other penalties shall be at the referee's discretion. The scoretable and/or court supervisor will note the time of the technical foul and inform the player of the point in which they are entitled to re-enter the game. Audible abuse of a referee or official, or the audible questioning of a referee's decision can result in a technical foul. The defence of "I was thinking out loud" or "I was only talking to my team/mate" will not be accepted.

5.6 Abandoned Games:

- a. Games shall only be abandoned at the direction of the Court Supervisor or other designated official. In the event that a game is stopped and cannot be resumed within fifteen (15) minutes (e.g. power failure, courts flooded, player injury, building evacuation), the following formula will be used to determine the game results:
 - b. Game called off anytime in the first half. If the margin between the two (2) teams at the time the game is called off is twenty (20) points or more, the result will stand at the score line when the game is called off. If the margin between the two (2) teams is nineteen (19) points or less, every effort will be made to replay the game. If the game cannot be replayed the result will be a 0-0 drawn game.
 - c. Game called off anytime in the second half. If the margin between the two (2) teams at the time the game is called off is ten (10) points or more, the result will stand at the score line when the game is called off. If the margin between the two (2) teams is (nine) 9 points or less, every effort will be made to replay the game. If the game cannot be replayed the result will be a 0-0 drawn game.
 - d. Where a game is abandoned due to violence, impending violence towards an official or any other person, or poor behaviour by the teams towards an official or any other person, a written report shall be prepared by the person authorising the abandonment and forwarded to the NWB Competitions Manager. It is anticipated that such reports will be accompanied by player disqualification reports. In addition, the offending person/team may be issued with a show cause letter regarding their exclusion from current or future competitions.
 - e. Decisions regarding the result of abandoned games shall be made by the NWB Competitions Manager, taking into account the state of the game and the elapsed time. Court fees will not normally be refunded except in extenuating circumstances at the discretion of the NWB Competitions Manager.

6. RULES PERTAINING TO MIXED COMPETITIONS

- 6.1 Players allowed on the court at any one time are a minimum of two (2) females and a maximum of two (2) males.
- 6.2 Where insufficient eligible players are available to meet the requirements of rule 6.1, the team must play with a reduced number of players to satisfy rule 6.1
- 6.3 Male players must shoot from outside the keyway and must not shoot or land with any part of their body in the keyway.
Penalty: points cancelled, ball awarded to opposing team from the baseline.
- 6.4 If a female player is fouled by a male player in her offensive keyway in the act of shooting, two (2) points are awarded to the offensive team. Ball is awarded to the opposing team from the baseline.
- 6.5 If a male player rebounds over a female player the ball shall be awarded to the female player's team on the baseline.

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- 6.6 Players are allowed to score a maximum of fifteen (15) points each - if a player scores a basket which takes his or her total to more than fifteen (15) points, the points are only accumulated to the maximum of fifteen (15); the additional points are not counted. Once all players present on the one (1) team have scored fifteen (15) points individually, the points tally will restart for that team's players.
- 6.7 If a player who has accumulated fifteen (15) points is entitled to free throws, the team captain shall nominate an alternative player to attempt the free throws.
- 6.8 If a player who has accumulated fifteen (15) points scores a field basket the points shall not count and the ball will be awarded to the defensive team on the baseline.

7. COMPETITION POINTS AND LADDERS

- 7.1 Three (3) premiership points shall be awarded for a win or bye, two (2) for a draw and one (1) for a loss.
- 7.2 A forfeit shall be scored as 20-0 in favour of the winning team. The winning team shall receive three (3) premiership points.
- 7.3 Games which are recorded as a forfeit in the following circumstances shall be deemed a loss:
 - a Where a team is "fouled out" if during the game, less than two (2) players are left on the court.
- 7.4 Team placings for finals shall be determined on the basis of accumulated competition points.
- 7.5 Where two (2) or more teams have accumulated equal competition points, their relative positions shall be determined according to the following:
 - a. Wins and losses of the relevant teams against each other;
 - b. Total game points for and against each other;
 - c. Total wins and losses for all games;
 - d. Total points for and against for all games.
 - e. Note: Where application of the above principles results in a draw between two (2) or more teams and further resolution is necessary, eg. For a second or third or fourth and fifth placing, relative positions shall be determined by a playoff with the eventual winner(s) proceeding to the appropriate final(s).
- 7.6 It shall be the responsibility of each team or club to check that competition points have been correctly awarded and final places correctly determined. Finals may be conducted as follows:
 - a. Three (3) week schedule:
 - i. Major Semi-final – 1 v 2
 - ii. Minor Semi-final – 3 v 4
 - iii. Preliminary Final – Minor Semi-final Winner v Major Semi-final Loser
 - iv. Grand Final - Winner of Major Semi-final v Winner of Preliminary Final
 - b. Two (2) week schedule:
 - i. Semi-finals – 1 v 4 ; 2 v 3
 - ii. Grand Final – Winner of each Semi-final
- 7.7 The format of finals games may be adjusted by the NWB Competitions Manager if warranted.

8. STADIUM RULES OF CONDUCT

- 8.1 Players, officials and/or spectators shall not participate in dunking or hanging off the basket nets/ rings/backboards or supports during a warm up period/between quarters/half time/in extra time period or at conclusion of a game.
Penalty: Any player who participates in this behaviour will be awarded a technical foul.

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In all other instances a technical foul will be awarded to the bench and the offender may be evicted from the stadium and suspended from the venue for seven (7) days.

- 8.2 Further infringements: That person shall be evicted from the game and the stadium and reported to the Judiciary Committee in accordance with the Model Disciplinary Tribunals By-Law.
- 8.3 A person whilst “dunking” during a game shall not hang off basket nets/rings/backboards or supports at any time, unless in the judgment of the official, the action is necessary to avoid serious injury to themselves or another player.
Penalty: The player will be awarded a technical foul.
- 8.4 Any person who causes damage to any court fittings as a consequence of “dunking” or “hanging off” basket nets, rings, backboards or supports will be held liable for restitution of the damage. In the event of a backboard being smashed in such cases, the person and/or the team responsible will be fined the total amount of the damages and/or replacement costs.
- 8.5 A person shall not shoot at side rings, bounce balls off walls, or pass or bounce balls at the ends of sidelines of any court while a game is in progress.
Penalty: The offender will be evicted from the stadium and/or reported to the Judiciary Committee in accordance with the Model Disciplinary Tribunals By-Law.
- 8.6 A person shall not enter the court during a team’s three (3) minute warm up/quarter time/half time/three quarter time or during a time out to which a team is entitled unless the person is a member of that team.
Penalty: The offender will be evicted from the stadium and/or reported to the Judiciary Committee in accordance with the Model Disciplinary Tribunals By-Law.
- 8.7 Teams shall vacate the bench area immediately after their game.
- 8.8 Any player that is bleeding or has a wound that is likely to bleed, shall not be permitted to play or continue playing in a game until the wound is securely covered to prevent the occurrence or re-occurrence of bleeding. Any player who has blood on their uniform must change their uniform prior to recommencing play in the game.
- 8.9 Photographing/Videotaping – Capturing images by any method, including but not limited to still or digital photography, video or camcorder, mobile phones and the like is only permitted during junior competition games if the persons capturing the images have signed the photo/video register at the front counter and counter-signed by a team coach or manager.
- 8.10 Coaches, administrators and spectators shall conduct themselves in a proper manner (i.e. in accordance with the Basketball Queensland Codes of Behaviour. The Northside Wizards Basketball Board reserves the right to request any coach or spectator to show cause why he/she should not be suspended from a game if that person displays unacceptable behaviour. Such behaviour includes, but is not limited to, swearing, abusing players on either team, displaying disrespectful behaviour towards officials or game officials, and refusing to comply with requests of the Northside Wizards Basketball Board or authorised officials.

9. DISCIPLINARY

- 9.1 Competition:
 - a. The Queensland Basketball Disciplinary Tribunal By-law has been adopted by Northside Wizards as the formal procedure for dealing with competition related offences and disputes which may arise in the conduct of basketball programs, competitions and events.
- 9.2 Technical Foul System:
 - a. All technical fouls are recorded by scoretable staff on the match report and Stadium Scoring during the match and confirmed by the referee at the end of the match. Technical fouls are then lodged into the NWB Technical Foul system.

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- b. Any player who accumulates the following number of technical fouls during the course of the competition will receive the following sanctions:
 - i. Three (3) Technical Fouls equates to a written warning
 - ii. Five (5) Technical Fouls equates to a one (1) match suspension
 - iii. Seven (7) Technical Fouls equates to a two match suspension
- 9.3 Ejections from Matches:
 - a. At the discretion of the Tribunal Hearings Officer, any report form submitted involving a player who has been ejected from a match by a match official may be sent to a tribunal hearing.
- 9.4 Misconduct:
 - a. Clubs must ensure that their participants do not engage in team misconduct. The Tribunal Hearings Officer may sanction a club and/or team who's participants engage in team misconduct.
 - b. Team misconduct in relation to a club/team is where:
 - i. Five (5) of its participants receive technical fouls during a match;
 - ii. Three (3) of its participants are ejected and/or disqualified during a match;
 - iii. Its 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; or
 - iv. Its participants engage in a melee or brawl.
- 9.5 Code of Behaviour:
 - a. The published Basketball Queensland Code of Behaviour aims to promote and strengthen the reputation of Basketball in Queensland by establishing a standard of performance, behaviour and professionalism for its participants and stakeholders.
 - b. Any breach of the Basketball Queensland Code of Behaviour may result in disciplinary action via a tribunal hearing.
- 9.6 Disciplinary Tribunal Hearing Procedures:
 - a. Tribunal hearing procedures are outlined in the Queensland Basketball Model Disciplinary Tribunal By-laws.

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A.1 APPENDIX: COMPETITION CONTACT DETAILS

| NWB MANAGEMENT | | | |
|------------------------------|--------------------|-----------|-----------------------------------------|
| Position | Name | Phone | Email |
| General Manager | Cathie Roberts | 3325 5474 | administrator@northsidewizards.com |
| Competitions Manager | Jaye-Marie Messina | 3325 5474 | comps@northsidewizards.com |
| Association Services Manager | Michael Pitman | 3325 5474 | asm@northsidewizards.com |
| Administration Officer | Mahlee McCarty | 3325 5474 | office@northsidewizards.com |
| Referee Technical Director | Carl Roberts | 3325 5474 | refereedirector@northsidewizards.net.au |

| COURT CONTROLLERS | | | |
|-------------------|--------------------------------------|--------------|-----------------------------------------|
| Position | Name | Phone | Details |
| SENIORS Boondall | Mahlee McCarty | 0400 260 433 | Monday game nights only |
| SENIORS Boondall | Kelly Hincks | 0433 959 763 | Wednesday and Thursday game nights only |
| SENIORS Brendale | Sheree Waddell | 0420 681 324 | All game days/nights only |
| Office | South Pine Sport Complex Brendale | 3325 5474 | Monday to Friday 9.00am – 5.00pm |

| ONLINE PLATFORMS | |
|------------------|----------------------------------------------------------------------------------------------------|
| Website | www.northsidewizards.basketball.net.au |
| Facebook | www.facebook.com/northsidewizards |
| Twitter | www.twitter.com/northsidebball |
| Instagram | www.instagram.com/northsidewizards |