



# COMPETITION BYLAWS

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## PREFACE

### 1. RULES

- 1.1. The rules of Basketball as issued by FIBA shall be followed in all competitions managed by Mackay Basketball Inc (MBI).
- 1.2. The only exceptions to this will be as noted in these Bylaws.

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### 2. CLUBS

- 2.1. Clubs affiliated with MBI will consist of two (2) or more teams registered into MBI Competitions.
- 2.2. Clubs on an annual basis will provide the following to the MBI Executive within two (2) months of the Clubs Annual General Meeting or by February 1 of each year;
  - *Club Contact Details including Club Email*
  - *List of Office Bearers' contact details (including Senior Team Delegate if Club has one).*
  - *Copy of Incorporation Certificate*
  - *Copy of Rules and Management*

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### 3. DOMESTIC COMMITTEE

- 3.1. Domestic Committee will comprise of the Domestic Committee Chairperson (hereafter 'Chair'), MBI Competitions Coordinator (hereafter 'CC'), MBI General Manager (hereafter 'GM') and a maximum of two (2) delegates from each Domestic Club as ordinary members.
- 3.2. As per the MBI Constitution, the Domestic Committee will convene on a monthly basis, prior to the monthly meeting of Committee of Management (COM) which meets on second Tuesday of each month. The Chair will email Club Delegates prior to meeting to request Agenda items.
- 3.3. Additional Domestic Committee meetings may be convened at the request of the CC or GM or for exceptional circumstances.

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### 4. DOMESTIC COMPETITIONS

- 4.1. MBI will define the competition structure for both Juniors and Senior Competitions from time to time and reserves the right to change the competition structure at its sole discretion.
- 4.2. **SEASONS** - Mackay Basketball will run two (2) seasons every 12 months. The start dates and end dates of each season will vary from time to time. The Summer season will typically start in October and conclude in March. The Winter season will typically start in May and conclude in September.

- 4.3. Junior Domestic Competitions will be age based. To qualify for an 'Age Group' a player must be under the age as of 31<sup>st</sup> December of the year which the competition concludes (*this includes finals*).
- 4.4. Junior Players must provide proof of age to their Domestic Club or MBI, if requested, by the production of an Original Birth Certificate or a Certified Copy of Original Birth Certificate. MBI reserves the right to request a copy of the above at any given point.
- 4.5. The CC, in consultation with the GM, will set the Age Groups for the coming seasons. Basketball Queensland and Basketball Australia age groups for their respective competitions will be used as a guide.
- 4.6. Junior Competitions for players aged eight (8) and under may be mixed genders at the discretion of MBI. Under 8 Competitions do not have Finals and are purely a development-based competition.

4.7. **JUNIOR DOMESTIC AGE GROUPS TABLE**

AGE GROUP	NATURAL MINIMUM AGE OF PLAYER	AGE RESTRICTION	ELIGIBLE TO PLAY
U08	5	Player must not turn eight (8) within the current year the competition season concludes	U08 & U10
U10	8	Player must not turn ten (10) within the current year the competition season concludes	U10 & U12
U12	10	Player must not turn twelve (12) within the current year the competition season concludes	U12 & U14
U14	12	Player must not turn fourteen (14) within the current year the competition season concludes	U14 & U16
U16	14	Player must not turn sixteen (16) within the current year the competition season concludes	U16, U18 & Seniors
U18	16	Player must not turn eighteen (18) within the current year the competition season concludes	U18, U23 & Seniors
U23	18	Player must not turn twenty-three (23) within the current year the competition season concludes	U23 & Seniors

- 4.8. Players **must** play in their natural age group as their primary registration unless an exemption is granted as per 4.11.
- 4.9. Senior Domestic Competitions are open to players turning 14 years of age. However, Junior Players **are not permitted** to play in the Senior Competition as their primary registration / competition unless an exemption is granted as per 4.11.

4.10. **SPECIAL EXEMPTIONS**

- 4.10.1. A player may play in one age group below their natural age group as their primary competition, only in a situation where significant medical circumstances apply, and an application for exemption has been submitted, assessed and formally approved by MBI as per 4.11.
- 4.10.2. A player may play one age group above / below their natural age group as their primary competition, only in a situation where significant travel circumstances

apply (100kms or greater, one-way from MBI) and an application for exemption has been submitted, assessed and formally approved by MBI as per 4.11. MBI has discretion to consider granting the travel exemption on a case-by-case basis if the one way distance is less than 100kms.

**EXAMPLE 1** - An U18 player lives in Airlie Beach (approx. 150km from MBI) and cannot travel to Mackay on a Monday due to it being a school night. That player may be permitted to play in the Senior competition on Sundays as their primary competition.

**EXAMPLE 2** – An U12 player who lives in Nebo (approx. 95km from MBI) and is car-pooling another U12 player from Nebo to MBI on a Saturday. Although the one-way distance may be under 100km, MBI has the discretion to grant the travel exemption on a case-by-case basis.

#### 4.11. FORMAL EXEMPTION PROCEDURE

- 4.11.1. Players wishing to apply for an exemption to play outside of their natural age group as their primary competition, must submit a written request to their Club, specifying their intent and the reasons for the request, along with evidence to support.
  - 4.11.2. Clubs, upon receiving the player request, must submit a written application to MBI via email to CC and GM outlining the details of the request.
  - 4.11.3. The request will be assessed on a case-by-case basis by the MBI Review Panel.
  - 4.11.4. The MBI Review Panel will consist of:
    - MBI Competitions Coordinator
    - MBI General Manager
    - MBI Development Manager
  - 4.11.5. Should any member of the above-mentioned Review Panel have a conflict of interest or be unavailable, they will be replaced by a member of the MBI Executive.
  - 4.11.6. If a decision cannot be reached by the MBI Review Panel, the request will be submitted to the MBI COM for assessment.
  - 4.11.7. Decisions made by the MBI Review Panel and/or MBI COM shall be final and will be communicated in writing to the concerned parties.
- 4.12. At MBI discretion, age groups may be combined from time to time to account for any possible lack of team nominations or for the enhancement of the competition.

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## 5. COMMUNICATION WITH MBI OFFICE

- 5.1. Only the nominated Junior Domestic Club Delegates, Senior Domestic Team Delegates, or current authorised Club Committee Member can contact the MBI office or staff for all matters pertaining to administrative functions of the Domestic competition.

- 5.2. Parents / Guardians of participants are encouraged in the first instance, to contact their Team Coach, Manager or Club Delegate before contacting the MBI Office for matters relating to:
- Game Time
  - Draw Change
  - Training Times
  - Club Team Allocations
  - Club Coach / Team Manager grievance
- 5.3. Any complaints pertaining to the Domestic Competition, please refer to section 19.
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## 6. REGISTRATION / TEAM NOMINATIONS

### 6.1. PLAYER REGISTRATION

- 6.1.1. On a season basis, MBI will set and approve the MBI Player Registration Fee / Instalment Payment Dates for the upcoming season. This registration fee is payable by all players wishing to participate in any of the MBI Competitions, through the approved registration program and must be paid before the commencement of the season. This will be set by the staff of MBI, ratified by the MBI Executive and/or the COM.
- 6.1.2. At the time of registration, players must have a valid Basketball Queensland Registration Fee (BQRF). If this fee falls due anytime within the competition / season dates, the BQRF will be required to be paid at the time of registration to the Competition.
- 6.1.3. Any Player / Team withdrawing from competitions after playing in any game of a competition (grading or regular season) will not be entitled to any refund of monies paid to MBI or to Basketball Queensland, see MBI's Refund Policy. <https://mackaybasketball.com/refund-policy/>
- 6.1.4. Players from U10 - U18 may register at any time during the season, so long as they are eligible to qualify for 'Finals' within said competition. See section 15.2. regarding Finals Eligibility.
- EXAMPLE** – If a domestic season is 15 rounds, and to qualify for finals a player has to play six (6) games, an U10-U18 player cannot register when there are less than six (6) games left of the season. In such instances, interested players will be directed to join a Club team as a training player in preparation for the upcoming season.*
- 6.1.5. Due to the Under 8 Competition not having Finals, U8 Players may register at any time during the season.

### 6.2. TEAM NOMINATIONS

- 6.2.1. Players will be allocated to a team within the competition by the Junior Domestic Club / Senior Team Delegate.
- 6.2.2. Junior Clubs will nominate the preferred Division of Competition the team wishes to play, however the team may be subject to movement depending on final team nomination numbers at the discretion of the CC and GM.

- 6.2.3. Senior Team Delegates / Clubs will nominate the preferred Division of Competition the team wishes to play, however the team may be subject to movement depending on final team nomination numbers at the discretion of the CC and GM.
- 6.2.4. Team names must be in the spirit of basketball and in good taste. Any names deemed inappropriate and therefore unacceptable, will be changed in consultation with the team delegate. Any uniforms with inappropriate wording or insignia may be banned at MBI's sole discretion.
- 6.2.5. MBI reserves the right to refuse a team nomination at their absolute discretion.
- 6.2.6. Any U8 registered team **must** have six (6) registered players to a team. MBI recognises that U8s needs to have a fluid approach to promote participation. If a Club wishes to submit an U8 team with less than six (6) players, the Club should notify the CC and GM in writing and outline a plan to recruit numbers for that team.
- 6.2.7. Any U10-U18 and Senior registered teams **must** have seven (7) registered players to a team. This can include permanent sub ups providing the subbed up player/s have paid the upfront second competition fee for the season, see Sub Up section 7.2.

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## 7. PLAYER REGULATIONS

### 7.1. JUNIOR PLAYER REGULATIONS

- 7.1.1. A Junior Player can only be registered to one Junior Domestic Club, unless an exemption applies as per section 7.2.6.
- 7.1.2. A Junior Player may play more than one game on a 'Competition Round' providing it is in a higher age group and/or division. This is referred to as a 'Sub Up', see section 7.2 below.
- 7.1.3. A Junior Player who has been graded to play in a certain division, and subsequently decides it is in their best interest to play in a lower division (within their natural age group), must apply in writing to their Club to request change of primary registration. The Club will then apply in writing to the CC and GM on behalf of the player. Upon approval they may have their primary registration changed to the lower division. Factors that will be considered in granting approval to this change include on court performance, court time, player enjoyment, long term athletic development, and the overall health of the competition.

**EXAMPLE 1** – Michael has registered and been graded in U14B2 but decides after the first five rounds that he is out of his depth in U14B2. He wishes to change to a lower division and writes to his Club to request the change. His Club will then apply in writing to the CC and GM, providing reasons for change, ie Michael wishes to get more court time, have an opportunity to score more points, and get greater enjoyment out of the game. MBI has discretion to change Michael's primary registration to U14B3, while still allowing him to sub up to U14B2 if Michael wishes to do so to promote his long-term athletic development.

**EXAMPLE 2** – Johnny is playing U10B1 and decides, with six weeks to go in the season, that he wants to change his primary registration to U10B2 and writes to his Club requesting this change. On Johnny’s behalf, the Club applies in writing to the CC and GM for approval. MBI staff, after watching games and looking at box scores, determine that Johnny is getting plenty of court time and has scored a goal in almost every game. The request to change primary registration to U10B2 is denied as it may compromise the integrity of the U10B2 competition.

## 7.2. JUNIOR ‘SUB UP’

- 7.2.1. Junior Players are only permitted to ‘Sub Up’ one age group and/or division above their natural age group as their secondary competition, unless subbing into a Senior Competition / Team.

**EXAMPLE** – An U10 player can sub up to U12 competition but cannot sub up to U14 competition.

- 7.2.2. The higher age group must be with the same Club unless an exemption applies see Cross-Club Subbing section 7.2.6.

- 7.2.3. **JUNIOR SUB UP TABLE** (for non-representative players)  
(For **Representative Players** refer to section 8.3.)

PLAYING LEVEL	SUB UP DIVISION
Non-Rep Division 1 Player	Higher Age Group into Division 1 and/or Division 2
Non-Rep Division 2 & 3 Player	Natural Age Group, Higher Age Group and/or Any Division

- 7.2.4. Players can sub up into multiple divisions / teams within their registered Club, however once a Player has played a third sub up game into any one team, that Player is now deemed to be a permanent Player for that particular team and no further additional sub ups to other teams will be allowed for that particular Player.

This means that a Player can sub up for two games with multiple Club teams across multiple divisions before being locked into play (sub up) with a specific team for the rest of the season. This will provide Players with an opportunity to decide the best fit for their long-term development and enjoyment.

**EXAMPLE 1** - Max’s Primary Registration / Team is in U16 Division 2. Max can ‘Sub Up’ into **U16 Division 1 Magic Blue** and ‘Sub Up’ into **U16 Division 1 Magic White** for two games with each team. **HOWEVER**, once Max plays three games with ANY team, he **must** stay locked into that team and cannot play with another team within the same Division or Age Group.

**EXAMPLE 2** - Andrew’s Primary Registration / Team is U14 Division 1. Andrew can ‘Sub Up’ into **U16 Division 2 Souths Blue** and ‘Sub Up’ into **U16 Division 1 Souths White** for two games with each team. **HOWEVER**, once Andrew plays three games with ANY team, Andrew **must** stay locked into that team and cannot play with another team within the same Division or Age Group.

NOTE: Grading games will not count towards Finals and will not count towards the three (3) sub up games played with a specific team. This will allow for more freedom of movement to allow Clubs to better evaluate their Players and teams during grading phase.

7.2.5. A '**Permanent Sub Up**' is a registered player who has paid the Upfront Second Competition Fee required by MBI.

7.2.6. **CROSS-CLUB SUB UP**

- A '**Cross-Club Sub Up**' may occur in cases where a Junior Player wishes to sub up to a higher age group / division, and their Club does not have a higher age group / division team.
- A '**Cross-Club Sub Up**' may also occur where a Junior Player wishes to sub up to a higher age group / division and relevant team with their primary Club is already full, ie - the higher age group and/or division team/s already have eight (8) or more registered players.
- A Player seeking to play for another Club as their second competition must first approach their primary Club to determine if a sub up can be facilitated within their Club. If not possible, the Club will then apply in writing to CC and GM requesting approval for cross-club sub up for the player.

7.2.7. Any breach of this rule will incur penalties as per infringement as per section 17.

7.3. **SENIOR PLAYER REGULATIONS**

7.3.1. Contracted NBL1 North Players are **only** permitted to play in Men's or Women's Division 1 Competition.

7.3.2. NBL1 Players **may** be permitted to play in Division 2 competition **only** if the following exceptions apply:

- If an NBL1 Player plays less than an average of ten (10) minutes in the previous NBL1 season.
- If an NBL1 Player is not remunerated.

NOTE: Only one eligible NBL1 Player per team is permitted in Division 2. This is to lift the quality of the Division 2 competition.

7.3.3. Contracted NBL1 North Players are permitted to play in Men's or Women's Superleague Competitions if they are eligible according to age requirements.

7.3.4. U23 Representative Players (eg – Mendi League) who are not contracted NBL1 North Players are permitted to play in Men's or Women's Division 1 or 2 Competitions, and Superleague Competitions **but cannot play in a Division 3 or 4.**

7.3.5. In the season directly after the NBL1 North Season, a player is considered an NBL1 North Player if they were contracted during the previous NBL1 Season.

7.3.6. Senior players are **not permitted** to play in multiple teams within the same division.

7.3.7. Section 7.3 will be subject to review by MBI before Summer Season 2026/27.

#### 7.4. SENIOR 'SUB UP/DOWN'

7.4.1. A Senior Player may play more than one game in a 'Competition Round' providing it is in a Division that is one (1) level removed from their primary registration.

**EXAMPLE 1** - Liam's Primary Division / Team is MD1. Liam initially thought he would only play one game a week but has decided he would like to play a second game each week. If Liam is eligible as per 7.3, Liam can participate in a MD2 competition **but CANNOT participate in a MD3 or MD4 competition.**

**EXAMPLE 2** - Isaac's Primary Division / Team is MD4. Isaac **CAN** 'Sub Up' into MD3 **but CANNOT participate in a MD2 or MD1 competition.**

7.4.2. As the Senior Competition is made up of Domestic Clubs and Independent Teams, Senior Players are permitted to sub up into another Club / independent team without requiring formal approval from MBI.

**EXAMPLE** - Richard's Primary Division / Team is an independent team in MD3. Richard **CAN** 'Sub Up' into an Affiliated Club Team in MD2 without needing approval from MBI.

#### 7.5. INELIGIBLE PLAYERS

7.5.1. An ineligible player is a player who is:

- Not registered with MBI and/or Basketball Queensland; or
- Participating in a game whilst suspended; or
- Playing in the incorrect natural age group without an exemption
- Playing in the incorrect higher division / age group; or
- Playing whilst exceeding the maximum number of games permitted as a 'Sub Up' in a higher division / team; or
- Not financial (ie- has failed to pay their game fee prior to the commencement of the game); or
- Playing under a false identity; or
- Playing under a fraudulent Date of Birth; or
- In breach of section 7.

7.5.2. Any game in which a team plays an ineligible player will be noticed with Infringement as per section 17.

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## 8. JUNIOR REPRESENTATIVE PLAYERS

### 8.1. REPRESENTATIVE PLAYERS & HIGH PERFORMANCE ATHLETES

8.1.1. Representative Players **must** abide by the MBI Junior Representative Program Player Selection & Eligibility Policy.

- 8.1.2. A Representative Player may play outside their natural age group only if **special exemption** is permitted as per section 4.10.
- 8.1.3. A ‘**High Performance Athlete**’ will be defined as a player who has been selected to participate in the State Performance Program (hereafter known as “SPP”) or the National Performance Program (hereafter known as “NPP”). High Performance Athletes can only participate in Division 1 in the Junior Domestic Competition.

NOTE: Participants of the Future Development Program (hereafter known as “FDP”) and Next Gen Program will not be considered High Performance Athletes as these are Development programs which feed into the High Performance Pathway.

- 8.1.4. The restrictions on High Performance Athletes do not apply to the Senior Domestic Competition, however MBI reserves the right to refuse a team nomination in Senior Domestic Competition if it will adversely affect the integrity of the Competition.

**EXAMPLE** - An U16 SPP Athlete plays in U16G1 in her natural age group. She wishes to sub up to U18 with a Division 2 team, but due to her being a High Performance Athlete, she can only sub up to U18G1.

**EXAMPLE** - A team of four U18 State Players and a few friends decide to put a social team in Men’s Division 4. After the first 2 games, they have won by 40+ points. MBI has discretion to move that team up to Division 2 or Division 3 to ensure the Men’s Division 4 teams have a fair competition.

- 8.1.5. A Player who has never been registered with MBI, who has played in a Representative Team of another association, will be classed as a ‘Representative Player’. To establish the level of the player, the CC, DM and GM will seek information from the Player (and Parent/Guardian) to define whether the player would be classified as a Meteor/ Meteorette, Comet/Comette or Star/Starette for the purposes of 8.2.

## 8.2. LEVEL OF COMPETITION FOR REPRESENTATIVE PLAYERS IN NATURAL AGE GROUP

REPRESENTATIVE PLAYER	COMPULSORY DOMESTIC COMPETITION LEVEL
High Performance Athlete (SPP/NPP)	Division 1
Meteor / Meteorette	Division 1
Comet / Comette	Division 1
Star / Starette	Division 1 or 2

### 8.3. LEVEL OF COMPETITION FOR REPRESENTATIVE PLAYERS ‘SUBBING UP’

8.3.1. Any Meteors / Meteorettes Representative Players **will not** be eligible to participate in any Division 3 competition in an age group above their natural age group.

<b>REPRESENTATIVE PLAYER</b>	<b>SUB UP DIVISION</b>
High Performance Athlete (SPP/NPP)	Higher Age Group - Div 1
Meteor / Meteorette	Higher Age Group – Div 1
Comet / Comette	Higher Age Group – Div 1 and/or Div 2
Star / Starette	Higher Age Group – Div 1 and/or Div 2

### 8.4. TIMING OF REP TRIALS/ENFORCING COMPULSORY COMPETITION LEVEL MID-SEASON

8.4.1. To ensure the above player restrictions can be complied with, the U12 Junior Rep Trials must be held in the last week of Term 1 each calendar year, and the U16 Rep Junior Rep Trials must be held in the last week of Term 3 each calendar year. This will give Clubs time to move players/teams around when forming their teams.

8.4.2. The U14 and U18 Rep Trials typically take place in the middle of the Junior Domestic Club Competition. If a Player has already registered and is actively participating in a Division 2 Club Competition before being named as a Meteor/Meteorette/Comet/Comette mid-season, the said Player will be allowed to finish their Junior Domestic Club Competition with the Division 2 team before being required to play Division 1 in the ensuing season.

Furthermore, if a Player has already registered and is actively participating in a Division 3 Club Competition before being named as a Junior Representative Player mid-season, said Player will be allowed to finish their Junior Domestic Club Competition with the Division 3 team before having to play at their Compulsory Domestic Competition level in the ensuing season.

8.4.3. In instances where a Junior Representative Player moves up an age group, but Rep Trials have not been held to determine whether a Player is a Meteor/Meteorette/Comet/Comette/Star/Starette, then that Junior Representative Player may participate in Division 1 and/or Division 2 of the Junior Domestic Competition but may not participate in Division 3. Once Rep teams for a relevant age group are determined, then the Junior Representative Player must play in the appropriate divisions as per 8.2 and 8.3. This will typically affect U12s moving up to U14s, and U16s moving up to U18s.

**EXAMPLE** - An U12 Comettes Player has concluded her U12 Junior Representative season at the end of Term 3 and has now aged out of U12s. She must participate in the U14 Junior Domestic Club Competition at the start of the new Summer Season (Term 4 and 1 of next year). For the purposes of 8.2 and 8.3, this Player is considered a Junior Representative Player, therefore cannot participate in Division 3 of Junior Domestic Club Competition. However, as U14 Rep Trials will not be held until mid-way through the Junior Domestic Club Competition, such Players may play in Division 2 and/or Division 1 of the U14 Junior Domestic Competition. Once U14 Rep Trials are held and teams are decided, Players need to play the ensuing season in the appropriate divisions as per 8.2 and 8.3.

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## 9. GRADING

- 9.1. MBI may conduct Grading Games / Rounds as required at the beginning of each season.
- 9.2. Clubs will be notified of the grading period.
- 9.3. Clubs and MBI will assess teams and make any necessary Division changes to teams where required during the grading period.
- 9.4. MBI reserves the right to re-grade a team at any given time throughout the season.
- 9.5. No Competition Points and Win / Loss records will be carried through from grading rounds to the regular season. All team records will begin at the start of competition rounds.
- 9.6. Grading games will not count towards Finals and will not count towards a player's sub up games. This will allow for more freedom of movement to allow Clubs to better evaluate their Players and teams during grading phase.
- 9.7. Any player / team who has been requested by their club or MBI to change teams and/or division for the betterment of the competition, is **not permitted** to return to their original team / division, for any reason, for the remainder of the season. Any player / team who does so will be classed as ineligible, resulting in the forfeit of all games the player / team participated in.

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## 10. TRANSFER

- 10.1. A transfer is required for any player who wishes to transfer between Clubs registered in the MBI Competition within the season (even if this occurs during Grading). A transfer is not deemed to be accepted until endorsed by both Clubs, the CC and the GM. The MBI decision on the transfer is final.
- 10.2. A transfer is not required for any player moving between teams belonging to the same Club, provided it is completed prior to the commencement of Round 3 of Competition after Grading Rounds have concluded. This 2-week transfer grace period still applies even if there are no formal Grading Rounds for a particular competition.
- 10.3. A player can only be cleared to transfer to another Club / team if there are enough games in the season for the player to be eligible to qualify for finals. Games played for the previous team do not count towards Finals Eligibility.

**EXAMPLE** - A Player has played 12 games with Club A and there are only 3 regular season games left of the season. If the minimum number of games required to be eligible for Finals is 4 games, then the Player is not eligible to transfer.

- 10.4. A transfer request by a player can be denied by the Club they are registered with if the player (or immediate family) has outstanding financial obligations, has not returned Club playing uniforms and/or equipment, or the transfer will make the original team's registration unviable (for example – if a player transfers and leaves the original club with not enough players to field a team which may lead to the original team being withdrawn from the competition altogether).

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## 11. GAME RULES

### 11.1. BALL SIZE

COMPETITION	BALL SIZE
U8, U10 & U12 Competitions	5
U14 Boys and All Females	6
U16 Boys, U18 Boys and All Men	7

### 11.2. FORFEITS

- 11.2.1. A team may commence a game with three registered players (this includes 'Permanent Sub Up' as per 7.2.4). If a team is not ready to play at the scheduled tip off time, the team will be penalised two points for every minute or part thereof. The MBI CC and/or GM have discretion to not impose the two points per minute late penalty if there are circumstances that are beyond a team's control which prevent them from being ready to play at the scheduled tip off time.

**EXAMPLE:** The U12B2 Grand Final is scheduled to be played at 10am on Court 1. The U12B1 Grand Final is scheduled to be played at 11am on Court 2. The U12B3 Grand Final was played at 10am on Court 1 was a quadruple Overtime game that meant Court 1 fell 20 minutes behind schedule. A number of players are permanent sub ups from U12B2 to U12B1, so the 20 minute delay means their U12B1 team does not have enough players to start the game. As these circumstances are out of the team's control, MBI has discretion to delay the start of the next game and not impose the points per minute penalty.

- 11.2.2. If by the conclusion of the first quarter, a team is unable to field three players, the game will be deemed a forfeit, and the score will be recorded as 20-0 in favour of the opposition. The MBI CC and/or GM have discretion to change a game time to avoid a forfeit if there are circumstances that are beyond a team's control which prevent them from being ready to play at the scheduled tip off time.
- 11.2.3. Each season, the number of games required to qualify for Finals is equal to the number of forfeits a team is allowed to have, see section 15.2.1. If a team gives more forfeits than the number of games required to qualify for Finals, that team will be ineligible from playing finals. In the event of any additional forfeits than

the maximum allowed, the MBI CC and GM in consultation with the Domestic Chairperson, have discretion to immediately remove the team from the competition.

- 11.2.4. MBI will monitor forfeit numbers and Clubs / teams will be notified when the maximum number of forfeits has been reached, and a warning of the penalty for further forfeits will be issued.

### 11.3. SCORING

- 11.3.1. The combined individual player totals on the scorebench iPad will be deemed to be the final score regardless of what is recorded elsewhere. It is recommended that the officials / scorebench check with each other at intervals during the game to avoid any discrepancies.
- 11.3.2. No manual changes will be made to the match after the game has been confirmed via the scorebench iPad.
- 11.3.3. Each team **must** supply a representative to act as a 'Scorer' or 'Timer' for their matches prior to the commencement of the game. Games will not start until two officials (one from each team) are on the scorebench. Failure to supply a scorer will lead to a 5-point penalty. The No Scorer Penalty **must** be applied before the commencement of the third quarter. Penalty points are to be added to the opposition Team on the iPad.
- 11.3.4. A substitute player is permitted to perform scorebench duties if there is no other person, but this will still incur a 5-point No Scorer Penalty.
- 11.3.5. It is the responsibility of the coach and/or team delegate to ensure players are recorded in the scoring system as their correct name. **If a player plays for a team under an incorrect name, that player, team delegate and/or coach will be charged with misconduct and the game will be an automatic forfeit declared by MBI Staff only.** If a team believes a breach of this rule has occurred, MBI Staff should be notified before the game concludes.
- 11.3.6. MBI acknowledges that there are some instances where technological issues arise that stop players from showing up on the iPad. In such instances a member of MBI staff may allow a player to take the court until the technological issue is resolved.
- 11.3.7. During games Substitutions can **only** be made by Players through the Scorebench. Time Outs requests can **only** be made by the Coach. The referee will permit the substitutions/time outs when there is a dead ball period (*following a whistle*).
- 11.3.8. **Electronic Scoring:** Any players registered to the team can be marked as active by the scorer at the commencement of the game. Players who have been marked as active must be present in the playing area by the conclusion of half time. At half time **the referees on the game will ensure that all players present are active on Basketball Connect Scoring App and no other players are to be added.** If players are not present, the referees will remove the player from the team list.

Any alterations to this will be made by the MBI Staff and MBI Executive.

- 11.3.9. **Scoresheet:** If there are technological issues that prevent the use of electronic scoring, MBI will provide paper scoresheets. Full player names must be legibly written beside the player number. Failure to do so will result in that game not counting toward finals qualifications. Scorers are to tick the 'Player In' column when a player steps onto the court.

Junior Team Coaches **must** be named on the scoresheet / electronic scoring. Senior teams must nominate a Court Captain / Coach to the officials prior to the commencement of the game.

- 11.3.10. **PLAYING UNDER FALSE IDENTITY: Any person found to be participating under an incorrect name or misrepresenting themselves as a registered player will be automatically suspended for 4 weeks under administrative tribunal**, see section 20.

#### 11.4. **TIMING REGULATIONS**

- 11.4.1. One (1) Hour Timeslot Timing:

- Four (4) x 10-minute quarters with running clock
- Quarter time and Three-Quarter time shall be one (1) minute. Half Time Interval shall be two (2) minutes.
- The clock stops on every whistle and successful baskets in the last two (2) minutes of the 4<sup>th</sup> quarter if points are within a 20-point margin.
- Overtime will be only played for Finals games.

- 11.4.2. Timing rules for 'Finals' games will be the same as the regular season unless otherwise stipulated by the CC. If scores are level at the end of the game, an extra three (3) minutes will be played after a one (1) minute break, to achieve a result. All fouls (including team fouls) are carried over to overtime periods. Only one (1) time out for each team is allowed in each overtime period (timeouts from regulation do not carry over into extra time). Any subsequent overtime period will follow the same rule to achieve a result.

#### 11.5. **24" SHOT CLOCK**

- 11.5.1. 24" Shot Clock will operate on all Men's Division 1, Women's Division 1 and Superleague games providing there is an appropriately trained person to operate.
- 11.5.2. 24" Shot Clock will operate on U14, U16 and U18 Division 1 games, providing there is an appropriately trained person to operate.

#### 11.6. **GAME REQUESTS**

- 11.6.1. Teams that do not have a minimum three (3) players available to play a game due to NQJBC, FDP, SPP and/or NPP commitments, may apply in writing to the CC to have their game rescheduled. The request must be provided at least seven (7) days in advance. MBI, in consultation with the President of the opposing Club, has sole discretion as to decide whether the game will be rescheduled.

## 11.7. TEAM BENCH AREAS

- 11.7.1. The following participants are the only persons permitted in the team bench area (from baseline to hash line on bench side) and must have their full name allocated to the respective team in Basketball Connect:
- Players - active (names in the iPad)
  - Head Coach
  - Assistant Coach (if applicable)
  - Team Manager (if applicable)
  - Children aged under 12 years (belonging to the Head Coach, Assistant Coach, Team Manager or Players) may sit in the team bench area if they are adequately supervised by their parent or guardian, and they remain seated and do not pose a risk of injury to participants or themselves.
  - **Persons suspended by Tribunal are not permitted to sit in the team bench area.**
  - Club delegates may temporarily enter the team bench area for the purpose of communication.
  - 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 reported to MBI.

## 11.8. UNDER 8 (U8) COMPETITION

The U8 Competition is aimed at Participation, Fun and Development. Alterations to the U8 games will be as follows:

- 11.8.1. 2 x 15-minute halves will be played, with a 5-minute half time interval, where all players have free throws with both teams having the same number of shots. Successful free throws will count towards the overall team score.
- EXAMPLE** - If Team A has 8 players and Team B only has 4 players, then Team A will shoot 1 Free Throw each, and Team B will shoot 2 Free Throws each, so that both teams have the same number of shots.*
- 11.8.2. Only four (4) players on the court at any given time for each team.
- 11.8.3. The Free Throw Line will be halfway between the standard free throw line and the bottom edge of circumference of free throw circle.
- 11.8.4. Size 5 Ball used for all games.
- 11.8.5. MBI has discretion whether or not to provide Competition Ladders for the U8 Competition.
- 11.8.6. The Rings are lowered to 8ft for all games.

- 11.8.7. One (1) referee will officiate the game due to coaches being able to instruct the players on the court. See 11.8.8 and 11.8.9 below. Referees are encouraged to give basic instructions to players and apply the rules to the game with the intent of participation and ‘having fun’ for all participants.
- 11.8.8. Coaches of both teams are allowed to move around the court to encourage and instruct the players on the court, providing they:
- Do not obstruct the opposition players or coach or go in front of the opposing bench.
  - Do not interfere with the flow of play or cause unnecessary delay in the game.
  - Do not cause interference in either the line of sight or direction in which referees or players are operating within.
  - Do not initiate conversation or contact a referee or opposition player.
  - Conduct themselves in a professional and friendly manner.
- 11.8.9. In circumstances where it is deemed by the match referees that a coach has breached these guidelines, the referee(s) will be required to:
- Explain to the coach where it is deemed the coach has breached the guideline.
  - Provide the coach with a warning without applying a penalty.
  - Instruct the coach to leave the court for the remainder of the game for any subsequent *breach*.

#### 11.9. **20 POINT MERCY RULE**

- 11.9.1. In all Junior Competitions, a team leading by 20 points is required to play defence only in the oppositions front court (*their back court*).
- 11.9.2. Defensive players are not permitted to ‘line up’ along the halfway line.
- 11.9.3. If defence is played in the oppositions back court (*winning team’s front court*) a violation will be called, and the ball awarded to the opposition in their front court (*winning team’s back court*)
- 11.9.4. The 20 Point Mercy Rule will be enforced by the referees as soon as team leads by 20 points; however, if the **losing team’s coach** requests that the Mercy Rule not be enforced, then the referees will not enforce it. This request must be communicated to the game referees as soon as possible.
- 11.9.5. The 20 Point Mercy Rule will not be applied during grading games or finals.

#### 11.10. **“MAN TO MAN” (M2M) ZONE DEFENCES**

- 11.10.1. Junior Teams are required to play Man to Man Defence in U8-U14.

- 11.10.2. Junior Teams can play Man to Man Defence or Zone Defence in U16 and above, but teams are encouraged to play Man to Man.

COMPETITION	DEFENCE
U8, U10, U12 & U14	Man to Man Only
U16, U18 & Seniors	Man to Man or Zone

- 11.10.3. MBI adopts the Basketball Australia Zone Buster Manual for enforcing the No Zone Rule in Under 8 to Under 14. This document will be posted on the MBI website.
- 11.10.4. Zone Busting may be enforced by MBI CC, GM, DM, MBI Junior Staff, or Court Controller.

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## 12. TECHNICAL FOULS

- 12.1. Technical Fouls for Players and Coaches as per Official FIBA Rules.

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## 13. UNIFORMS

### 13.1. PLAYING UNIFORMS

- 13.1.1. Clubs must submit details / designs of the colours and colour combinations to be worn by players in teams representing the Club. **Upon being approved by MBI, this uniform will be regarded as the 'Registered Uniform' of the Club.**
- 13.1.2. All players of a team shall be dressed in the Registered Club Uniform, which consist of;
- Shirt / Singlet: must be of the same design and colour, front and back. Each shirt / singlet must have visible numbers on the front and back to comply with FIBA rules.
  - Shorts: must be of the same recognisable Club design and colour, front and back, but not necessarily the same colour as the shirt / singlet.
  - Shorts are **not to have pockets, zips or buttons.**
  - Compression garments and t-shirts may be worn underneath the playing uniform provided they are black, white or the dominant colour of the team uniform.
- 13.1.3. If a Club is awaiting delivery of shorts from a supplier, the Club may seek an exemption from MBI to wear plain coloured shorts of either the dominant colour of the Club or plain black shorts up until the exemption approval date. MBI has discretion to determine

- 13.1.4. Existing Clubs wishing to change uniform styles do not need the approval of MBI.
- 13.1.5. Existing clubs wishing to deviate from their Registered Uniform colours must have the approval of MBI. When Clubs deviate from their Registered Uniform Colours and create a clash with another Club, the team that has deviated from their Registered Uniform Colours is responsible for sourcing an alternative uniform to eliminate the clash.
- EXAMPLE** - If a Club's Registered Uniform Colours are Blue, and they decide to introduce a Pink Uniform, then the Club would need to seek the approval of MBI to deviate from their Registered Uniform Colours.
- 13.1.6. A Club that nominates more than one (1) team in a division must provide uniforms or numbers bibs of contrasting colours when such teams meet in fixture matches.
- 13.1.7. At the commencement of each season, teams will have a grace period of three (3) weeks to have all players in uniform without penalty providing correct footwear is worn. From week four (4) onwards, penalties will be given as per below table.

COMPETITION	PENALTY POINTS PER ITEM
Junior & Senior	Five (5)

- 13.1.8. If a new player registers during the season, the new player will also be afforded the grace period of three (3) weeks to be in uniform without penalty. The three (3) week will begin from the date of registration.
- 13.1.9. Uniform Penalties **must** be applied before the commencement of the third (3<sup>rd</sup>) quarter. Penalty points will be added to the opposition Team on the ipad.
- 13.2. **COACHES DRESS CODE**
- 13.2.1. Coaches **must** wear enclosed footwear (*thongs are not permitted*).
- 13.2.2. Coaches **must** wear official Club Apparel where possible (*singlets are not permitted*).

### 13.3. **JEWELLERY AND EQUIPMENT**

- 13.3.1. Referees shall not permit any player to wear objects that may cause injury to themselves or to other players.
- 13.3.2. Non-obtrusive earrings, such as sleepers and wedding bands can be worn on court subject to them being adequately taped.
- 13.3.3. Fingernails must be kept short and smooth to prevent injury to other players. Upon request, referees can do a nail check of both teams to ensure all participants are compliant.

- 13.3.4. All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

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## 14. PREMIERSHIP POINTS AND LADDERS

### 14.1. COMPETITION PREMIERSHIP POINTS TABLE

RESULT	NUMBER OF PREMIERSHIP POINTS
Bye	3
Walkover Received	3
Win	3
Draw	2
Loss	1
Forfeit (Walkover Given)	0
Double Forfeit	0 per team (or 1 pt per team at MBI discretion)

- 14.2. **The final standings after all round games will be determined primarily on total ladder points (PTS) of each team.**

### 14.3. TIE BREAKERS: TWO WAY TIE:

14.3.1. If there are two (2) teams that finish equal at the end of the regular season playing schedule, then only the result(s) of the game(s) between the two teams involved will be used to determine the final placing in the regular season standings. This is determined first by win-loss then by points scored by each team in the respective game(s).

14.3.2. If the total points scored and conceded are the same in the games between the two teams, the classification will be determined by POINTS PERCENTAGE (*i.e.*,  $Points\ For \div Against \times 100$ ) considering the result of all the games played in the League by both teams.

### 14.4. TIE BREAKERS: TIE BETWEEN THREE OR MORE TEAMS:

14.4.1. If more than two teams are equal in the finals standings, points percentage will be used considering only the points for and points against from the games between the teams who are tied.

14.4.2. If there are still teams tied, the placing will be determined using POINTS PERCENTAGE (*i.e.*  $Points\ For \div Points\ Against \times 100$ ) from the results of all their games played in the Division.

- 14.4.3. If at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedures in Part (1) and (2) will automatically be applied.
- 14.4.4. A double forfeit, where neither team present for a scheduled game, will generally result in zero (0) points for both teams, however at MBI discretion one (1) points may be allocated for each team if both teams have notified of forfeit.

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## 15. FINALS

### 15.1. FINALS SERIES

- 15.1.1. The CC will define the Finals Series for each competition at the beginning of the season.
- 15.1.2. The four (4) leading teams based on the ladder, at the completion of the regular season shall comprise the final four (4), which play finals rounds as follows:

#### **DOMESTIC SEASON**

Semi Final 1 (SF1)	1 <sup>st</sup> vs 4 <sup>th</sup>
Semi Final 2 (SF2)	2 <sup>nd</sup> vs 3 <sup>rd</sup>
Grand Final (GF)	Winner SF1 vs Winner SF2

### 15.2. FINALS ELIGIBILITY

- 15.2.1. To be eligible to play in Finals, a Junior and/or Senior Player **must** have played in more than 33% of games in a given competition. Grading games will not count towards Finals eligibility.

**EXAMPLE 1** - In a Summer Domestic Competition, there are 2 Grading Rounds and 13 Regular Season Rounds. 33% of 13 regular season games is 4.29, therefore a player will need to play 5 games to be eligible to play Finals.

**EXAMPLE 2** - In a Winter Domestic Competition, there are no Grading Rounds and 15 Regular Season Rounds. 33% of 15 regular season games is 4.95, therefore a player will need to play 5 games to be eligible to play Finals.

- 15.2.2. In the event Rounds are cancelled for any reason (weather, pandemic, etc), the total number of games required to be eligible for Finals will be amended by the total rounds that were eligible to be played.

**EXAMPLE** - A 15 round competition was reduced to only 11 rounds due to a cyclone. If games were unable to be rescheduled, then Finals eligibility would be determined by 33% of 11 regular season games (3.63) which would mean a player will need to play 4 games to be eligible to play Finals.

- 15.2.3. Byes and Forfeits Against will count towards games played for a Registered Player or Permanent Sub Up, so long as they played in the game either directly before or directly after the Bye or Forfeit Against. A week to week Sub Up will not be able to count the Bye or Forfeit Against towards their Finals Eligibility.

- 15.2.4. A Junior / Senior Player is deemed to have played if they have been ticked off on the scoresheet / electronic scoring by the opposition scorer as being present and taking the court.
- 15.2.5. In the event a player has not played the minimum number of games required to play Finals for reasons outside their control, a Player can apply for an exemption as follows:
- If a player is sick or injured throughout the season, the player, via the club or team delegate, must submit a medical certificate stipulating the period the player will be unable to play games. This medical certificate should be sent to the CC as soon as possible after the injury occurs.
  - If a player is to miss games due to; trying out for, training for, or playing for a State or National Representative Basketball Team / Program, proof (*letter / email of invitation*) is required to be submitted by the club to the CC.
- 15.2.6. Adding players' name to the finals scoresheet / electronic scoresheet that have not qualified will result in the team forfeiting the game.

## 16. REFEREES

16.1. Referees will be allocated to competitions as per the below table:

COMPETITION	MINIMUM	MAXIMUM
All U8 Competitions	1	1
U10, U12 & U14 All Genders	1	2
U16, U18 & U23 All Genders	1	3
Men and Women (Division 2 and Lower)	1	3
Men's Division 1 & Women's Division 1	1	3
Ladies Daytime	1	2

- 16.2. If during a game, a coach or team, has concerns with a referee's performance, the coach or team delegate, is to seek the Referee Supervisor and/or Court Controller to observe the game.
- 16.3. If at the conclusion of the game, a coach or team wish to provide feedback on performance, the following process is to be followed:
- Junior Coach is to approach their Club to send an email to MBI
  - Senior Team Delegate is to email MBI.

## 16.4. SUPPORTING OUR YOUNG REFEREES POLICY

Young referees, like young players, develop best when they have the opportunities to make the right and the wrong decision on the court.

To assist us in helping keep our referees in our game and in a supportive environment, the following code of conduct will be applied to our officials in the Under 8 to Under 12 games effective immediately.

- 16.4.1. Coaches are to refrain from questioning the officials on Under 8 to Under 12 games inclusive.
- 16.4.2. Spectators are not permitted to communicate in any manner to referees in Under 8 to Under 12 games inclusive. Any breach is an automatic removal from the game.
- 16.4.3. Players are not permitted to communicate in any manner to referees in Under 8 to Under 12 games inclusive. Any breaches require immediate action by the team's coach to remove a player from the court.
- 16.4.4. Two breaches of any of the above rules at any time will be an automatically enforced 2 week playing / coaching / spectating suspension from Mackay Basketball.

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## 17. PENALTIES FOR BYLAWS INFRINGEMENTS

**PREMIERSHIP POINTS PENALTIES FOR INFRINGEMENTS AGAINST PLAYING RULES AND REGULATIONS ARE AS FOLLOWS:**

SCENARIO	PENALTY
Team playing a player without duly approved transfer.	Forfeiture by the team of all games the infringing player competes in
Team playing a disqualified player or player from a disqualified team	Forfeiture by the team of all games the infringing player competes in
Team playing an unregistered or ineligible player	Forfeiture by the team of all games the infringing player competes in
Non-Payment of fine by due date pursuant to Rules & Regulations	Zero (0) Premiership Points from Date of forfeit until fine is paid
Teams playing an unqualified player in Finals	Forfeit the game and Team removed from Final Series

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## 18. INJURIES

- 18.1. Players **must** report the injury to MBI Staff to fill out an Incident Report Form for insurance purposes.
- 18.2. If a player sustains an injury while participating in basketball activities, players are encouraged to immediately consult a Medical Professional if required.
- 18.3. Information on how to make an insurance claim through Basketball Queensland can be found at: <https://vinsurancegroup.com/basketball/>
- 18.4. It is the injured parties' responsibility to claim any injury expense. It is the responsibility of the claimant to follow all policies and procedures as per the insurer's guidelines.

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## 19. PROTESTS

- 19.1. Any team who desires to lodge a protest in respect of any game **must** inform the MBI CC, GM or Staff Member on duty to signify their intention to protest.
- 19.2. The official protest **must** be lodged in writing to the CC within 24 hours of the completion of the game.
- 19.3. In the case of a Junior and/or Senior Domestic team, the Club Delegate will submit the protest via email to the CC.
- 19.4. All protests will be ruled upon by the CC in consultation with the GM and Domestic Chairperson.
- 19.5. If a satisfactory outcome cannot be achieved, the Junior Domestic Club / Senior Team has the right to appeal the decision to the MBI Executives. The MBI Executive will determine a finding at their absolute discretion.
- 19.6. The appeal of this decision will be made at the cost of a fee of \$250 paid to Mackay Basketball prior to the executive determining a finding.

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## 20. TRIBUNAL

- 20.1. All individuals attending MBI Competitions, Training, Functions or Programs, including Players, Coaches, Spectators and Officials will be subject to the Basketball Australia Tribunal Bylaws and relevant Basketball Queensland Policies and Bylaws. MBI have made some alterations outlined in these bylaws to these documents.
- 20.2. Any person reported in relation to any MBI Competition, Program, Event or Activity, may be required to attend an independent Tribunal convened by either the Mackay Basketball Tribunal Secretary/Chairperson, or the Basketball Queensland Centralised Tribunal.
- 20.3. All matters before the tribunal cannot be discussed at Domestic Committee meetings before proceedings have taken place.

- 20.4. All individuals are also required to abide by the stadium entry rules and follow any directions given to them by the relevant staff. Separate actions and penalties may be applied by the stadium or venue management for non-compliance.
- 20.5. Mackay Basketball reserves the right to investigate any incidents in totality referencing the following but not limited to; Statements, CCTV, Glory League Footage and refer charges under the Basketball Australia Tribunal Guidelines as soon as possible after an incident occurs but no later than 12 months after the date of the incident, unless exceptional circumstances apply.
- 20.6. The MBI Staff in conjunction with the Tribunal Secretary / Chairperson and Tribunal Members may, depending on the severity and circumstances relating to a charged persons situation, decide to immediately suspend the person until such time as a Tribunal takes place.
- 20.7. MBI Fee for the Appeal of any decision made by the Tribunal is to the value of \$500.00. This fee **must** be paid to the Mackay Basketball Office immediately prior to lodging an appeal with the MBI Tribunal Secretary and/or MBI Executive.

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## 21. ALTERNATE COMPETITIONS

- 21.1. From time-to-time MBI may introduce an alternate competition and subsequently develop new rules and bylaws governing these competitions.

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## 22. BYLAW UPDATES

- 22.1. MBI reserves the right to add and/or remove appendices to these Bylaws when required. MBI Staff, Club Delegates, Team Delegates and MBI Committee of Management will be informed of any amendments to these Bylaws via email or posting on the MBI Website.