



JUNIOR FIXTURE RULES 2024/25

- Venue:** Suncoast Clippers Stadium
22 Elizabeth Daniels Way, Buderim QLD 4556
(07) 5444 8877 or adm@clippersbasketball.com.au
- Uniforms:** Singlets are to be supplied by the club and available at the end of each court prior to your game with players are to wear the same individual number each season. Shorts must be plain black or the clubs' "Clippers" branded shorts with no shorts permitted to have buttons, zippers or pockets attached to them. Singlets must be tucked in. Players shall not wear equipment (objects) that may cause injury to other players. The following are permitted:
- Arm and Leg garments, including undershirts and undershorts, made of compression material.
- 2-points will be added to the opposing teams captain for all incorrect short infringements after round 3 of the competition.
- Other Equipment:** The SCC Senior Committee or game referee shall not permit any player to wear objects that may cause injury to themselves or to other players including but not limited to jewellery, hair accessories, headgear, watches and wrist bands. Referees will monitor all players' appearance prior to the start of each match particularly any rings, bracelets, watches, necklaces, earrings and obvious body piercing jewellery.
- If an official identifies that a player has jewellery and / or body pierced jewellery that is visible and could cause injury to themselves or other players, they shall be instructed to remove the object before taking the court. If a player claims that a particular item cannot be removed, the referee should instruct the player that they must cover the object with a suitable protective device such as medical strapping tape before returning to the court.
- Scorers:** Each team needs to supply 1 scorer each game. Parents and carers are to share this role throughout the season with assistance to be supplied if required.
- Referees:** SCC will provide a minimum of one (1) and a maximum of two (2) referees for all games.
- Game Timing:** Preliminary round games in all divisions and all finals matches will be 4 x 9-minute quarters – running clock
- Each team is allowed one (1) time-outs in the 1st half and two (2) in the second half, but not in the last two (2) minutes of the first 3 quarters, with the clock stopping for all timeouts in the last two (2) minutes of the 4th quarter. The clock will also stop in the last two-minutes of the fourth quarter on all dead ball situations, including free throws, time-outs and after a successful basket if scores are 10 points or less difference.
 - If a team has not used one of their second half time outs when the 2-minute mark of the 4th quarter hits they will lose this time out.
 - Each team will have a maximum of 1 time out in the final 2 minutes of the 4th quarter if not already used prior.
 - One-minute quarter time, half time and three-quarter time break.

- No overtime will be played in preliminary round games. If overtime is required in a semi-final / grand final game, it will be set at 3-minutes and the clock will stop for all dead ball situations in the final 2 minutes of the overtime period. Each team is allowed one (1) time out each in the overtime period.
- Timing for semi & grand final games across all divisions will be timed the same way as timing for all preliminary round games.

Injury Time:

For minor injuries the clock will be stopped at the referee's discretion to allow time to move the player and clean the court. In the event of a serious injury where a player cannot be moved from the court until assessed and deemed medically safe to move, the game time shall be suspended for up to 15 minutes. If appropriate to do so the game may be moved to another court to be continued or once player is moved from the court the clock will restart and the game recommences from the position of play that it was stopped.

If at the 15-minute mark the player has not been moved and it was not appropriate to move the game and remaining players to another court the game result would be either:

- a) If under the half time point of the match – the game is abandoned with both teams to share the points with a draw.
- b) If the third quarter of the game has commenced, then the result at the point in time that the clock was stopped will stand as the end result of the match. The game will not be replayed.

Points:

A win will result in 3-points

A draw will result in 2-points

A loss will result in 1-point

A forfeit or disqualification will result in 0-points & a win (3-points) for the opposing Team

All divisions shall be based on above the points system. In the event where teams have equal points at the conclusion of round games, a tie breaker will be decided only by the head-to-head points between those teams. If teams are still tied, total points differential will be used to determine the higher-ranking team.

Late to Game:

Referees will begin games on time and run the clock as scheduled in the competition draw. A team must have a minimum of four (4) players to start a competition game. A team will be penalized 2-points for each minute or part thereof if they do not have four (4) players and are unable to play. These points will be added to the opposition score at the end of the 1st quarter. If a team does not have four (4) players by the end of the first quarter, the game will be deemed a forfeit and awarded 0-points.

If a team is unable to field a minimum of 4 players by the start of the game the SCC coordinator for that night can select BQ insured players already at the stadium to play for that team to maintain quality of competition. Should the team be happy to forfeit a current division player can be asked to play. This rule will only be made available in extreme circumstances / Acts of God and is at the discretion of SCC management.

Players who are moved up to a higher division at any point during the season will not be allowed to play down a division in finals even if they played enough games to qualify for finals.

Technical Fouls:

Technical foul will be issued for use of foul or derogatory language. Behaviour related technical fouls which are deemed by not playing in the spirit of the game or bringing the game into disrepute, shall result in the player being substituted from the game and

sitting five (5) minutes of playing time on the team Bench, irrespective of score, number of players on the court or remaining time in the game.

When the Official calls the technical foul, he/she is to look at the clock and quote the time remaining. Score table officials are to note this on the match report sheet (e.g. 7:41 1st quarter), and the player can then re-enter the game at 2:41 or after (via substitution through the bench).

Suspension: Any player who is disqualified from their game will automatically receive a one (1) week suspension from all basketball activities (playing, coaching, refereeing, scoring). This includes participants who are disqualified for either receiving two (2) technical fouls, two (2) unsportsmanlike fouls, or one (1) technical foul and one (1) unsportsmanlike foul during their game. Participants who have no scheduled game within the one (1) week of suspension (e.g. due to bye, holidays or finals) will be suspended for their next game in that night of competition.

Tribunal: If, in the opinion of the Competitions Manager, any player, Team or Official conducts themselves in a manner that is considered detrimental to the Competition or Suncoast Clippers Basketball, such Player(s), teams or officials may be charged and sent to the BQ Tribunal.

Any player, coach or spectator placed on report by an official throughout the season could be subject to face a tribunal hearing in accordance with Basketball Australia Tribunal By-Laws with Basketball Queensland being the Organizing Body. Suncoast Clippers Basketball will appoint a disciplinary panel to hold the Tribunal hearing.

Season Structure: All age groups will play 16 rounds of regular season. At the end of these rounds the top four (4) teams of each division to progress to the semi-finals. Teams not in top 4 of their pool will have relegation play off matches scheduled.

Semi-final crossovers will be played as follows:

1st vs. 4th

2nd vs. 3rd

The two winning teams will then progress into the Grand Final.

Finals Eligibility Teams must have played a minimum of 60% of the season games to qualify for finals. Players must have played a minimum of 50% of the season games to qualify for finals.