



SENIOR MEN RULES 2024/25

- Venue:** Suncoast Clippers Stadium
22 Elizabeth Daniels Way, Buderim QLD 4556
(07) 5444 8877 or adm@clippersbasketball.com.au
- Men's Divisions:** DIVISION 1
DIVISION 2
- Nomination:** All teams MUST have **a minimum of 7 registered players** to be eligible to play in their nominated division.
- Nomination is via email to adm@clippersbasketball.com.au
When nominating please advise what division you are nominating for along with your team list.*
- Prizemoney:** Division 1 – Winner \$250.00
Division 2 – Winner \$250.00
- Fees:**
- | | |
|--|----------------------------------|
| Basketball QLD Registration | \$82.14 (12-months) |
| Phoenix Affiliation | \$30.00 – Full Season (6-months) |
| Basketball Australia Membership | \$5.50 (12-months) |
- Club/Game Fees – Full Summer Season 16 rounds + Finals**
- OPTION 1 - Early Bird \$280 (\$250 Game Fee + \$30 Affiliation) paid before 15th Sept
OPTION 2 - Full Fee \$340 (\$310 Game Fee + \$30 Affiliation) paid after 15th Sept
OPTION 3 - Payment Instalments*:
- At time of registration \$70 Game Fees + BQ + BA + Affiliation
Followed by 4 x Direct Debit Instalments on these dates below:
- | | |
|------------------------|-----------------------|
| Thursday 24 Oct - \$60 | Thursday 7 Nov - \$60 |
| Thursday 21 Nov - \$60 | Thursday 5 Dec - \$60 |
- *All payment plans are only available via the Basketball Connect platform only for Full Fees**
****All prices are exclusive of any processing or platform fees**
- Juniors already playing in a Clippers Basketball competition can play in the Senior competition with approval for a \$100 second competition games fee for the summer season or \$50 per term (see admin to arrange payment).
- Age Restrictions:** All players must be turning minimum 16 years old in 2024 to play in the competition regardless of the division.
- *If you wish to apply for an exemption to the age restriction you must do so in writing to the senior committee.***
- Uniforms:** All players and teams competing any grade MUST all be in matching singlets - **NO EXCEPTIONS**. Although matching shorts are preferred, they are not a requirement. No uniforms shall have buttons, zippers or pockets in the shorts or attached to them. 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.

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.

Players: **Division 1 Player Restrictions:**
There are no player restrictions in division 1; except for the age restrictions of players must be turning minimum 16 years old in 2023. Each team must have a minimum of 7 registered players and can have a maximum of twelve (12) players on their roster.

Division 2 Player Restrictions:
Division 2 teams are NOT allowed to have any NBL / WNBL / NBL1 players on their roster. An NBL / WNBL / NBL1 player is defined as anybody who was registered on any above team rosters in 2022 or 2023, this includes development players.

Casual Fill Ins: Casual fill ins are permitted for a maximum of 3 occasions per season before having to pay full fees prior to their 4th game (less amount already received in casual fees). Casual fill ins **must** make themselves known to the game's coordinator on arrival each game before paying the \$20 casual game fee at the canteen and **must** sign an injury waiver if they do not have a current Basketball Queensland registration.

Any casual fill in players who have not reported to the game's coordinator and/or paid the \$20 casual game fee before commencing their game may have their game forfeited by the competition's coordinator on the night.

If a team is short players for a game, teams may "borrow" players from a lower division for a cost of \$10 per person, per game. For teams to be eligible to "borrow" players they must have minimum 3 registered players from their team list. There is no limit to the number of times this can occur however any players from a lower division will not be eligible to play in finals in the higher division.

Scorers: All scorers are provided by Suncoast Clippers this year.
If you wish to supply your own scorer for the season, please let the admin office know prior to the start of the season. If approved this person will be paid by the club at the conclusion of each game.

Referees: SCC will provide a minimum of one (1) and a maximum of three (3) referees for all games.

Game Timing: Preliminary round games in all divisions and all finals matches will be timed as:

- 4 x 10-minute quarters – running clock.
- Each team is allowed two (2) 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.

- One-minute quarter time / three-quarter time break & a two-minute half 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

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.

Forfeits:

More than 24hrs notice is required where teams need to forfeit. Where teams give less than 24 hours' notice a penalty may apply. Clippers will do their best to fill any forfeits if available however all forfeits are the sole responsibility of each 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, they will be disqualified and awarded 0-points.

Should a referee or SCC supplied scorer be late to start a game, the games will not start until all officials and scorers have arrived.

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.

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.

Game Times: **Wednesday nights:** First game 7:20pm, last game 9:10pm

Season Structure: Both division 1 & 2 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.

If a team does not have the minimum number of players available for finals and they have additional players that would otherwise be ineligible for finals, they may submit a "Show Cause" notice to the Senior Committee for consideration and assessment. Should the team be unable to field the required minimum of 4 players and the senior committee does not grant the use of casual fill in players, then the team directly below on the ladder will automatically take their finals place.