

DOMESTIC COMPETITION RULES

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Glossary of Terms

Administrative Tribunal	A process for handling breaches such as false identity or misconduct outside standard game play.
Basketball Connect	The online system used for registrations, nominations, scoring, team management, and administration.
Basketball Queensland (BQ)	State governing body. Responsible for insurance, registrations, codes of behaviour, and some tribunal processes.
Bench Area	The designated area for players, coaches, managers, and children under 12 (with conditions). Only those listed on the match report may sit here.
Bye	A scheduled week where a team has no game. In ladders, byes count for competition points under certain conditions.
Club Delegate	The official contact for a junior club responsible for team nominations, communication, and approvals.
Domestic Competition	All non-representative competitions run by NWB including Juniors, Seniors, Premier League, Social, Mixed, Veterans, WizKids, and Come-N-Try.
Duty Manager	Game day staff responsible for patron management, safety, cleaning issues, and venue operations.
Fill-In Player	A temporary player allowed only when a team is short of numbers, subject to strict rules (e.g., only up to 6 total players for the game).
Finals Format	Rules outlining how finals are run, including number of rounds and ladder tiebreakers.
Forfeit (At Game)	Occurs when a team cannot field 4 players by end of the first quarter. Opponent receives a refund; offending team pays both court fees.
Game Officials	Court supervisors responsible for rule enforcement, uniform checks, scoretable issues, and safety.
Officials (Referees & Scorers)	Accredited individuals trained to apply rules, manage scoring, and enforce safety and uniform standards.
Warning Card (BQ Behaviour Framework)	A card issued by Court Controllers to address unacceptable spectator behaviour.

Overview

Northside Wizards strives to provide our members with a safe, fun and inclusive environment, that gives everyone the opportunity to get active, develop new skills and knowledge and share the love of the game of basketball. To deliver that vision requires the co-operation of all persons involved in the delivery of, and participation in, our activities.

Our goal is to provide a great basketball experience for everyone

Northside Wizards management reserves the right to:

- Adjudicate in the best interest of basketball and its participants regarding any matter, including varying or setting aside the application of these Domestic Competition Rules and any other policy stipulated as governing our competition.
- Remove and/or prevent entry, temporarily or permanently, to any person from its venues and/or activities, for any reason, and without explanation.
- Engage the required personnel or services to assist with management of patrons

The NWB Domestic Competition Rules apply to all local competitions:

- Senior Premier League
- Senior Social including Mixed
- Juniors
- Veterans
- WizKidz
- Any other domestic competition that we govern from time to time, including but not limited to, Come-N-Try, Walking Basketball, 3X3, Wheelchair Basketball, Daytime Competition

Teams and clubs that participate in our competitions are not permitted to make or enforce rules that contradict those listed in this document. Request for amendments to the rules may be emailed to the Competition Manager.

Basketball is a vigorous activity, and as with any strenuous act, comes with a degree of risk. It is advised that people seek advice from a general practitioner prior to commencing strenuous activity for the first time or after a significant break.
Northside Wizards is not liable for any injury, illness or condition that is developed or aggravated in the course of participating in our basketball activities, unless due to negligence.

Venue Conditions of Entry

Policy Adherence

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

- NWB Domestic Competition Rules (this document)
- Basketball Queensland Codes of Behaviour: Code of Behaviour (ownurgoal.net.au)
- Basketball Australia Tribunal By-Law: BA-National-Tribunal-Guidelines.pdf (ownurgoal.net.au)
- Basketball Australia Member Protection Policy: BA-Member-Protection-Policy-Revised-June-2018
- FIBA Basketball Rules: FEDERATION INTERNATIONALE DE BASKETBALL (fiba.basketball)
- FIBA Basketball Interpretations: official-basketball-rules-2020-official-interpretations.pdf (fiba.basketball)
- Any other rules and/or directions stipulated verbally or in writing by NWB staff, including the below directives, including providing their full name to NWB staff

Prohibition of Entering Court

- The "court" is inclusive of the playing surface and the 2m run off from each boundary line
- This rule pertains to the following time frame:
    - 3 minute warm up prior to the game
    - Periods of the game
    - Intervals between periods
    - The 15 minutes immediately following the final siren
- The only person(s) permitted to enter the "court" during the above time frame are:
    - Team members permitted in the team bench area:
        - Head Coach
        - Assistant Coach
        - Manager
        - Players
        - Conditional: Children under 12 and medical support person (see Team Bench rules)
    - Referees
    - Scorers
    - Game Officials
    - NWB Staff
- Club delegates may enter the team bench area of their club to communicate with their team
- Spectators who enter the court at any point during the game, and are deemed to be engaging or attempting to engage players, coaches or officials in a non-constructive manner, will be:
    - Immediately asked to leave the venue
    - Reported to the tribunal
    - Receive a minimum of 1 week suspension from entering the venue
- No shooting by spectators during intervals of play

Seating of Patrons

- Person(s) around the court must be seated at all times
- No bouncing/passing/playing with balls while a game is in progress

Dunking and Hanging on the Ring

- Dunking is permitted. However, hanging on the ring, net, backboard and/or supports is prohibited.
    - This means the full weight of the person is being supported for more than a brief moment
    - Exception to this rule is when hanging is preventing injury to the person, or those underneath them
- Penalty:
    - During the warm-up – referees will issue a warning to the offending team. Repetition will result in a technical foul. 1 free throw will be given to any player of the opposing team prior to the jump ball.
    - During the game – technical foul – one shot given to any player on the opposing team
    - Outside of a game – warning from official or game day staff. Repetition is removal from venue and report submitted to Northside Wizards
- Any person who causes damage to any court fittings, equipment, themself and/or other person(s) as a consequence of hanging on the ring will be held liable for restitution of the damage

Alcohol / Illicit Substance Consumption

- Alcohol and/or illicit substances shall not be consumed by any participants – players, team staff, referees, scorers (including team provided), instructors, game officials - before or during any game in which they are participating.
- If game day staff are of the opinion that a participant may be under the influence of these substances, they are empowered under these rules to request the person to remove themselves from further participation in the game.
- If conduct is disorderly, by participants or spectators, the person(s) will be requested to leave the venue, and police may be called.

Photographing/Videotaping

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

- Junior Competitions – is only permitted 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
- Seniors – is permitted

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

For the safety of participants, and the photographer, persons taking photos/videos must not enter the court.

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

Supervision of Children

Children must be supervised by a suitable guardian at all times. If children pose a risk to themselves or others by a lack of supervision, the child and their guardian may be asked to leave the venue. Children under 12 of players/team staff are permitted to sit on the team bench, but must remain seated and not interfere in the game.

Competition Management

Competitions Administration Staff

POSITION	NAME	EMAIL	DUTIES INCLUDE
Competition Manager	Erin Patton	leagues@northsidewizards.com	• Registrations • Nominations • Fixtures • Competition rules • Fair Play vouchers • Forfeits
Head of Officials	Kevin Poulton	referee@northsidewizards.com	• Game Officials • Referees/Scorers • Reports/complaints • Competition rules
Junior Development Officer	Brent Wood	brent@northsidewizards.com	• WizKidz registration • WizKidz coaches • WizKidz game day
Tribunal Admin	(various)	tribunaladmin@northsidewizards.com	• Report/complaint investigations • Tribunal/outcome communications
Tribunal Chairs	(various)	n/a	• Administer tribunals • Administer admin tribunals
Member Protection Information Officer	(various)	tribunaladmin@northsidewizards.com	• Contact for members with grievances to source more info about processes & policies

Game Day/Night Staff

POSITION	NAME	EMAIL	DUTIES INCLUDE
Duty Manager	(various)	n/a	• Patron management • Amenities • Cleaning • Merchandise • Uniform hire
Game Officials - Court Supervisor	(various)	n/a	• Fee/registration checks • Equipment set up/pack down • Patron management • Uniform rule checks • Game supervision • Ref/scorer education • Ref/scorer rosters
First Aider	(various)	Contact leagues@northsidewizards.com for follow up regarding injuries/medical treatment received	

Office Contact Information

Hours: Mon – Fri 9am-5pm
Phone: 3065 9003
Address: Northside Indoor Sports Complex, 20 Cambewarra Street, Zillmere
Website: northsidewizards.com
Facebook: Northside Wizards Basketball

Main Venues

Northside Indoor Sports Centre, 20 Cambewarra Street, Zillmere
South Pine Sports Complex, Cribb Road, Brendale
Brisbane Entertainment Centre, 1 Melaleuca Drive, Boondall

Competition Structure

The NWB Competition Manager shall determine the:

- Number of leagues/competitions
- Season dates
- Number of rounds/finals
- Number of divisions
- Any other structural decisions within those competitions.

Relegations/Promotions

- The NWB Competition Manager reserves the right to re-grade teams if considered necessary for the benefit of the competition.
    - Any regrading will be finalised prior to the commencement of Week 5 (Round 1)
    - Prior to the commencement of Week 5 (Round 1), a team may request via email to the Competition Manager to either:
        - Relegate their position in the current division to drop to a lower division
        - Request a promotion from their current division to move up a division
- If a team requests a relegation/promotion, all teams from the targeted division will be emailed to seek expressions of interest to be relegated/promoted.
    - If a suitable team is willing to move up/down, the teams will be swapped
- If no suitable teams' express interest, the request to be relegated/promoted will be declined

Requests for Fixture Changes

- Only accepted in extenuating circumstances, for example:
    - COVID isolation reducing the team to 5 or less players
    - Death of team member or family/friend of multiple players
- Not accepted for:
    - Coach clashes – junior teams need to have an assistant coach or club delegate step into the role
    - Players in multiple game clashes
    - Rep game clashes

List of Domestic Competitions

Northside Wizards as an association runs the following competitions. By entering into a competition, teams must be prepared to play in any of the timeslots listed for that game day. The times listed in bold type represent the preferred timeslots. Those not in bold represent times available if needed due to competition growth.

DAY	COMPETITION	DIV	VENUE	TIMESLOTS
MON	Premier League Men Premier League Women	1,2 1	NISC	Premier League: **615 730 845**
TUE	Senior Men – Tuesday Senior Women – Tuesday	1&2 1	NISC	510 **600 650 740 830 920 1010**
WED	Senior Social Senior Social – U21 Junior Girls – U21	3 & 4 1 & 2 1	NISC	510 **600 650 740 830** 920
THU	Veteran Men – Thursday Social Men	1 & 2 5	NISC	510 **600 650 740 830** 920
FRI	Junior Boys – U12 Junior Boys – U14 Junior Boys – U16 Junior Boys – U18 Junior Girls – U12 Junior Girls – U14 Junior Girls – U16	1	NISC SPSC Alternative venues if required	**510 600 650 740 830** 920
SAT	Junior Boys – U10 Junior Boys – U12 Junior Boys – U14 Junior Boys – U16	1 & 2 2- 7	NISC SPSC Alternative venues if required	**800 850 940 1040 1130 1220 120 210 3 4 450 540 630**
SUN	Senior Mixed – Sunday Junior Boys – U18		NISC	Seniors: **600 650** Juniors: **300 400 500**

N.B. Which days the Junior competitions play on may change prior to Week 5 (Round 1) commencement, depending on the number of junior teams participating across the competitions and available court space across Fridays, Saturdays and Sundays.

Communication from Northside Wizards

In order to receive important communication from Northside Wizards – including fixture changes/cancellations, nomination offers and suspension notices – you need to add the following email addresses to your safe sender list:

- tribunaladmin@northsidewizards.com
- forfeits@northsidewizards.com
- leagues@northsidewizards.com
- referee@northsidewizards.com

Player Eligibility

General Eligibility Rules - Juniors

- Paid all relevant registration and nomination fees for the current period
- Only be registered for one team within a competition. For example, a player could play in Wednesday Division five (5) and Thursday Division one (1) as they are two different competitions
- 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).
    - Must have parental/guardian permission emailed to the Competition Manager
    - Proof of age may be requested.
    - Parents/guardians of players under 15 may apply for an exemption to the Competition Manager via email

Junior Eligibility and Fill-In Players

Junior Eligibility

- A player's eligibility for junior competitions is determined by their age on 31 December in the year the competition concludes.
- A player is eligible for an age group if they do not turn that age before 31 December of that year.
- If a player's identity or age is questioned, their parent or guardian may be required to provide valid proof of age (e.g. student ID or birth certificate).

Fill-In Players -

- Teams may use fill-in players only when short on numbers, and only to bring the total number of players up to seven (7) for that game.
    - If 2 registered players are available → up to 5 fill-ins may be used.
    - If 5 registered players are available → only 2 fill-in may be used.
    - If 7 or more registered players are available → no fill-ins are permitted.

Scorebench & Game Official Fill-In Player Procedure

Purpose

To ensure all fill-in players are declared, recorded and monitored throughout the season.

Team Responsibilities

Prior to the commencement of the game, the coach, manager or team representative must notify scorebench of any fill-in players being used.

The following information must be provided:

- Fill-in player's full name
- Registered team – if known
- Age group and division of their registered team – if known

Failure to declare a fill-in player prior to the start of the game may result in the player being deemed ineligible.

Scorebench Responsibilities

Prior to the commencement of the game, scorebench staff must:

1. Search for the player within Basketball Connect.
2. Confirm the player is registered within the Northside Wizards competition.
3. Confirm the fill-in player has been added to the iPad and is eligible to participate in the game.

If the player cannot be located in Basketball Connect:

1. The game official must be called to scorebench immediately.
2. The player must not take the court until the matter has been reviewed.
3. The game official may contact the Competitions Manager or designated competition representative for clarification if required.

Game Official Responsibilities

Game officials must:

- Assist in resolving any registration or eligibility concerns identified before the game commences.
- Report any suspected breaches of fill-in player rules to the Competitions Manager.

Game officials are not responsible for determining player eligibility but are responsible for ensuring concerns are escalated appropriately.

Late Arriving Players

Where a registered player arrives after the game has commenced:

1. The coach or manager must notify scorebench at the next break in play.
2. If the player was not added to Basketball Connect prior to the commencement of the game, scorebench must update the playing roster accordingly.
3. The game official must be advised of the late-arriving player.
4. The game official is responsible for ensuring the team remains compliant with the fill-in player limits and late-arrival provisions contained within the Competition Rules.
5. Any fill-in player required to leave the game due to the arrival of a registered player must do so immediately upon direction from the game official.

Compliance Monitoring

The Competitions Manager will generate and review a Fill-In Player Report at least once per month.
The report will be used to:

- Monitor fill-in player usage across all competitions.
- Identify teams regularly relying on fill-in players.
- Track players approaching fill-in participation limits.
- Identify potential breaches of eligibility requirements.
- Monitor competition-wide trends and areas requiring further investigation.

Where concerns are identified, Northside Wizards may request additional information from the relevant club, coach or team manager.

Failure to Declare Fill-In Players

Failure to declare a fill-in player or providing false information may result in:

- Player ineligibility
- Match forfeiture
- Loss of competition points
- Further disciplinary action as determined by Northside Wizards Basketball

Late Arrivals

When a registered player arrives late and fill-ins are already being used:

1. Standard Rule (Game within 20 points)

- The registered player may join the game.
- If the team is already using the maximum number of fill-ins permitted, the extra fill-in must immediately stop participating.
- At no point may a team have more than six (6) eligible players (registered + allowed fill-ins).
- Continuing to use an additional fill-in is considered a breach of fill-in rules and may result in a forfeit.

2. Expanded Allowance When the Margin Is 20+ Points

- If the score margin is greater than 20 points at the time the registered player arrives, the fill-in player may remain on court, and the team may continue with seven (7) players.
- This allowance applies only while the margin remains more than 20 points.

3. When More Than Two Registered Players Arrive Late

- Only one (1) fill-in may remain (or none, depending on the original numbers and game margin).
- If more than two registered players arrive after the game begins, fill-in players must be removed to go back to a total of six players in the team, regardless of the score margin.

Junior Competitions

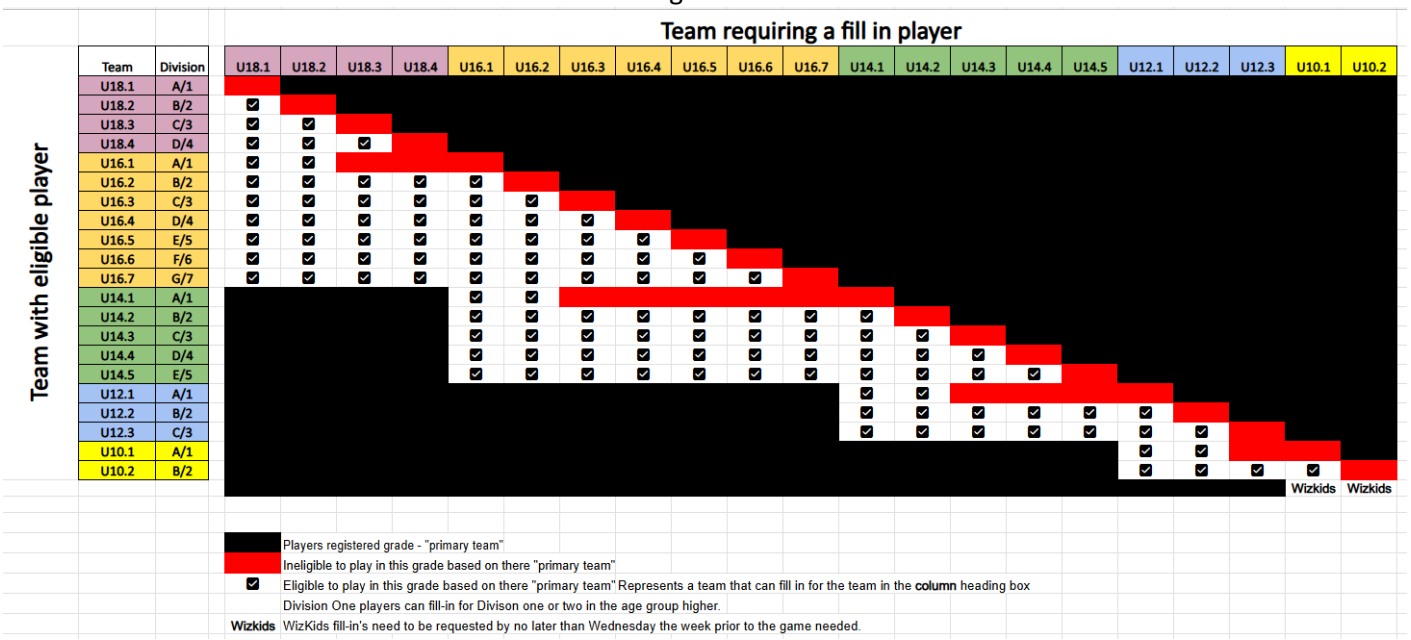
- A player registered in a junior competition may fill in for another team under the following conditions:
- The team is in a higher grade within the same age group, or
- The team is in the next age group, provided it is no more than two (2) grades lower than the player's registered team.
    - Example: An Under 14 Division 1 player may fill in for Under 16 Division 5 or higher.
- A player cannot fill in for another team in the same or lower division of the same competition.

Junior Players in Senior Competitions

- Junior players cannot fill in for any senior competition or program unless they meet both of the following criteria:
    - They are of the correct age to participate in that senior competition; and
    - They are registered in a senior competition (either through a short-term or full-season registration).
- This rule applies to all senior programs, including Social competitions.
- Junior players are not permitted to be a fill-in in a premier league competition unless they are registered in a senior social league.

Fill-In Limits

- A player may fill in for a higher-grade team in the same competition up to two (2) times without affecting their eligibility for their original team.
    - On the third (3rd) occasion, the player will be regarded as a member of that higher-grade team and can no longer play for their original team.
- A player may fill in for a maximum of three (3) different teams across all competitions within a single season.
    - Example: An Under 14 Div 3 player may fill in as follows while remaining eligible for their original team:
        - Under 14 Division 1 – 2 games
        - Under 16 Division 7 - Grade – 2 games
        - Under 16 Division 4 - Grade – 2 games



Grading Rounds and Finals

- Fill-in players are not permitted during grading rounds or finals.

2nd Game Players

- A player who is registered in more than one (1) team must prioritise their true age team if a scheduling conflict occurs (for example, if both teams are scheduled at the same time or at different venues).
- If a player represents an affiliated club and wishes to play in a second team in a different age group, both teams must belong to the same club.
- A player may only participate in a second team if:
    - The club has capacity within that age group and is not considered "full."

- The team the player wishes to join has a maximum of eight (8) players, including the player in question.
- If there are players on a waiting list for that age group or division, they must be contacted and offered placement before approval for a second game is considered.

- All players seeking to participate in a second age group must have:
  - Approval from their club committee, and
- Formal endorsement from Northside Wizards prior to taking the court. o Completed the online form: Northside Wizards Junior Domestic Application to play a second age group – Fill out form
- The player cannot participate in any second game until Northside Wizards' approval has been granted.

- Players must meet all eligibility requirements and pay any prescribed fees applicable to participate in a higher age group.
- Exemption requests will be replied to by NWB within 48 hours unless after hours or on a weekend.
- 2nd game requests can only be made after the 23rd of March 2026 for any player who is not in the priority eligibility
- 2nd game players who are approved are required to play in the grading rounds.

Priority Eligibility

Players who are currently selected in a Basketball Australia or Basketball Queensland Athlete Development Program or team —such as the National Performance Program (NPP), Future Development Program (FDP) or State Performance Program (SPP)—are eligible to participate in a second game in a higher age group.

This priority eligibility applies to Northside Wizards (NWB) sign-off only. All other second-game players' rules and requirements still apply.

These players must still be correctly registered in Basketball Connect and recorded by their club as participating under this exemption.

Fill-In Players - Seniors

All players must be registered at the time of first game. Unregistered players are not eligible to play.
Any person that plays unregistered or under another player's name will be suspended and the game immediately forfeited.

Only registered people, competition staff or NWB staff are permitted on/near team benches. Any non-playing team member (coaches or manager) must have a registration to the team. If a name cannot be found in the ipad, they are not permitted on the team bench.

Registered players from lower divisions or competitions may be borrowed on game nights to fill in no more than 4 times during the season. After this, they will reach their borrowed limit. Players of a higher division may not fill in for a team in a lower division or competition.

Fill-in's may be used for players aged 16 and above, these borrowed players must be registered in a senior program. Borrowing players from junior programs is not allowed unless they use the 14- day membership. Premier League rosters are not eligible for fill-in's.

Premier League teams unable to field a team for a scheduled game, can seek approval no less than 1 week before the scheduled game for an approved fill in.

Junior Competitions

A player registered in a junior competition may fill in for another team under the following conditions:

- The team is in a higher grade within the same age group, or
- The team is in the next age group, provided it is no more than two (2) grades lower than the player's registered team.
  - Example: An Under 14 Division 1 player may fill in for Under 16 Division 3 Grade or higher.
- A player cannot fill in for another team in the same or lower division of the same competition.

Finals Eligibility Requirements

- To be eligible to play finals rounds, a player must have played a minimum of fifty percent (50%) of the scheduled regular season games in their designated competition (rounded down).
- Consideration for exemption to this rule may be considered by the Competition Manager.
    - For example: In an eighteen (18) round season, and a player joins in round ten (10), there are insufficient games remaining for them to qualify.
    - For example: In a seventeen (17) round season, 8 games played is needed to qualify for finals.
- "Played" is classified as:
    - Being marked in on the team list on the scoring iPad
    - Being a player on the court, entitled to play, during a live phase of the game
- Scorers must remove anyone who did not take the court
    - Injured players must not be entered into the iPad, but listed on the match report
- Player eligibility does not go across multiple competitions

Finals Eligibility Factors with Conditional Requirements

	CONDITIONS
Byes	Counted as games played if the player has played at least 2 other round games
Illness/Injury	Counted as games played, provided proof is emailed to the Competition Manager, in the form of a medical certificate that contains: • Full name of the player which matches the name in Game Day • Dates of illness/injury covering the game period • Date of certificate is within 7 days of the game(s) missed due to the condition
Forfeits	Winning Team: • Players will be credited with games played and player stats (where recorded). Forfeiting Team: • Players will not receive credit for a played game, nor player stats.

Penalties for Playing Ineligible Player(s)

- Game Officials and officials endeavour to advise players of their ineligibility prior to their participation in the game. However, the onus of responsibility is on the individual player, or their parent/guardian if U18, to ensure they have met all conditions to be eligible to play
- If a team fields an ineligible player, the game shall proceed provided that:
    - Court fees have been paid by both teams
    - Player is financial – this means they have paid their BQ and NWB registration for the current period
    - Prior to the commencement of the game, the team may declare the intended use of an ineligible player for the purpose of avoiding a forfeit fee.
- The following penalties will apply to teams which play an ineligible player, regardless of whether they were aware at the time of the game commencing that the player was ineligible:
    - Game recorded as a forfeit
    - Forfeiture of competition points for the game
    - Removal of the team from the competition if 3 games are forfeited for this reason

Finals Format

- Rounds of finals
- Ladder tiebreaker rules
- Regraded teams

Transfers

Mid-Season

- Only permitted prior to commencement of Week 4
- If the Competition Manager re-seeds a team in a different division, player eligibility for those players will reset

Between Seasons

- All players can be transferred to another team without any transfer forms or process.

Process for Transfer

- Player who wishes to transfer must email their Club Delegate and the Competition Manager stating the reasons for their request to transfer
- The Club Delegate and Competition Manager will review the circumstances and reply email to the player stating whether the transfer has been accepted/rejected and the reasons for that decision
- Releasing team/club may decline release due to player:
    - Owing monies
    - Not returning uniforms

Gender

Northside Wizards aims to provide an inclusive environment for participation, including on the grounds of gender identity. In summary:

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

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

Northside Wizards adopts the standpoint of Basketball Australia's Guidelines for the Inclusion of Transgender and Gender Diverse People in Community Basketball

The full document is available here: Board paper - approval or noting (australia.basketball)

An excerpt regarding participation applicable to Northside Wizards competitions is below:

5. Participation - Community Basketball

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

- *5.1.1 the player should nominate their Gender Identity at the time of registration with the Affiliated Association for the upcoming competition.*
- *5.1.2 For the purposes of mixed-gender competitions, people can participate in a manner which best reflects their gender identity. Rules for mixed-gender competitions will be applied based on Gender Identity.*
- *5.1.3 Affiliated Associations must not ask any player to undergo any 'proofing' (e.g. medical examination) for the purposes of gender verification.*
- *5.1.4 In the event a player is affirming their gender (transition) through the course of the Community Basketball competition, the Affiliated Association shall give consideration to that player's gender affirmation and, in discussion with that player, consider the individual needs of any transition or affirmation.*

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

- *5.2.1 Address any relevant disparity of players*
- *5.2.2 Protect the health and safety of participants; and*
- *5.2.3 Provide fair and meaningful competitions.*

Disabilities

Our commitment

Our association welcomes all members of the community, regardless of their abilities. We will include people with disability in our association in both playing and non-playing roles to the greatest extent that we can.

We will endeavour to make our association as accessible as possible, based on our state's sports policy on inclusion, the ability of individuals involved in our club, the type and level of competition (e.g., junior versus senior competition and social versus pennant) they want to join and our capacity to make modifications that promote inclusion.

What we will do

- Put people first, focus on what they can do and find out how they want to participate.
- If a person or their parent advises us, they have a disability, we will ask for their advice about what modifications would help them to participate
- Where possible, make adjustments to our coaching, equipment, rules or playing environment and modifications to club premises (e.g. putting in a ramp).
- Be honest and explain if certain modifications or adjustments are not currently possible.
- Communicate with people and share information in appropriate ways and formats.
- Expect all members to accept and welcome people with disabilities.
- Make sure people of all abilities are included in our social activities and are recognised for their contribution and achievement.
- Have strong policies to ensure that people can play sport and participate without discrimination, harassment or bullying.
- Provide information about other options for participation outside our association; for example, letting people know about sports that are primarily or only for people with disabilities, or associations where major modifications have been made to increase opportunities for participation.

What we ask you to do

If you have a disability:

- Tell us what we can do to help, include you
- understand that we will do our best to make any necessary adjustments or modifications, but that we might not have the capability to implement those things immediately
- Talk to us if you have any concerns or ideas to help us make our association more inclusive.

Registrations & Team Nominations

Overview

Junior Player Requirements

- Basketball Queensland Registration
- NWB Junior Player Registration

Junior Team/Club Staff & Game Officials Requirements

- NWB Volunteer Registration
- Blue Card (required and must be linked to Northside Wizards online portal for Blue Card Services. Teachers and QPS must provide exemption card number to be linked)

Officials Requirements

- Basketball Queensland Registration
- NWB Officials Registration
- Blue Card if 18 and over

Official's Instructors Requirements

- Basketball Queensland Registration
- Blue Card if 18 and over

Nomination & Registration Fees cover the cost of:

- Court hire
- Building maintenance – court lights, padding, ventilation
- Equipment maintenance – balls, scoring equipment, spare uniforms, facilities
- Staff
    - Game Day – duty manager, game officials
    - Officials – referees, scorers and instructors
    - First Aider
    - Administration
    - Canteen
- Cleaning contractors

Member Registrations

All players, coaches, managers, club delegates, referees, scorers and instructors must have a profile in Basketball Connect, the online database for association members, and have completed their respective requirements listed on the previous page.

By completing a registration, a person is agreeing to be aware of and abide by:

- Northside Wizards Basketball Competition Rules (this document)
- Basketball Queensland Codes of Behaviour: Code of Behaviour (ownurgoal.net.au)
- Basketball Australia Tribunal By-Law: BA-National-Tribunal-Guidelines.pdf (ownurgoal.net.au)
- Basketball Australia Member Protection Policy: BA-Member-Protection-Policy-Revised-June-2018
- FIBA Basketball Rules: FEDERATION INTERNATIONALE DE BASKETBALL (fiba.basketball)
- FIBA Basketball Interpretations: official-basketball-rules-2020-official-interpretations.pdf (fiba.basketball)
- Any other rules and/or directions stipulated verbally or in writing by NWB staff, including the below directives

The email address entered the Basketball Connect profile is deemed by the association and Basketball Queensland as your official contact method. Any communication sent to that email address is deemed as received. It is the responsibility of the individual, or their legal guardian, to ensure their details on their Game Day profile are kept up to date.

A current headshot photo must be uploaded to the profile.

Member Registration Fees

	BQ		NWB	
	Price	Period	Price	Period
Players – Trial / Fill In	$28.66	14 days	$10.30	14 days
Players - Juniors	$91.47	365 days	$375.00	Season
Coaches & Managers	n/a		Free	Season
Club Delegates	n/a		Free	Season
Officials (Referees & Scorers)	Free	Calendar Year	$21*	Financial Year

*Officials pay as they are renumerated for their time – coaches, managers and club delegates are not

Registration products are generally non-refundable for all participants. Exemptions may be given at the discretion of the Competition Manager on medical or exceptional circumstances.

Registration Links

Players – Junior Competition	Club Basketball Connect Non-Club (ie school) Basketball Connect
Players – Senior Competition	Basketball Connect Please get team code from your team contact
Coaches, Manager & Club Delegates	Basketball Connect
Wizards Referees	Basketball Connect - Officials
Wizards Scorers	Basketball Connect - Officials

Penalties for Non-Registration

Members who fail to register will be ineligible to participate in our competitions until such time as their registrations have been completed. The following penalties will apply to members who participate while unregistered:

	1st Breach	2nd Breach	3rd Breach
Players, Coaches, Managers	Warning email	Game participated in marked as a forfeit	Suspension of player for 1 match
Officials (referees, scorers)	Warning email	Money with-held from renumeration equal to registration fee	n/a
Club Delegates, Instructors	Warning email	Meeting with NWB management	Removal from position

Participating Under False Identity

- Any person found to be participating under a false name or misrepresenting themselves as a registered person will be automatically suspended for 4 weeks under administrative tribunal for breach of code of conduct
- If a person's identity is under question, game day/night staff may request the person to produce photo identification. If the person cannot produce photo identification to confirm with name, the person will not be permitted to participate.
- If there are reports received that a team has been playing participant(s) under a false name, the Competition Manager may request that all listed players send through a copy of government or school certified photo identification

Nominations

Team Nomination Process - Juniors

- Junior competitions will be made up of teams from affiliated clubs and teams representing a school
    - Affiliated clubs and schools:
        - Must sign an affiliation agreement with NWB
        - Are subject to the terms and fees contained within that agreement
        - Must nominate a minimum of three (3) teams within the junior competition
    - School teams must contain only currently enrolled students from that school and wear the school basketball uniform
- Club delegates must email their team lists to the Competition Manager within the following timeframe:
    - Friday trials – by 4pm following Monday
    - Saturday trials – by 4pm following Tuesday
    - Sunday trials – by 4pm following Wednesday
- Team lists must contain:
    - Minimum 8 players
    - Minimum Head Coach and Manager (must all be registered as volunteers in Basketball Connect)
    - Picture or design proof of uniform (if the uniform is changing from the previous season)
- Competition Manager will review all nominations and email club delegate to confirm if nomination is accepted or rejected.
    - Acceptance of team nominations will be at the discretion of the NWB Competition Manager, who reserves the right to reject any team nomination for any reason

Juniors Team Name Protocol

Team names must follow the format:

Mascot - Age Group – Age - Team Identifier

Example: Hawks U16 Purple

CLUB / LOCATION	MASCOT	TEAM IDENTIFIERS - IN TEAM RANK ORDER		
Aspley	Devils	1. Blue 2. Maroon 3. Green 4. Teal 5. Red	6. Yellow 7.Orange 8.White 9. Black	11. 12. 13. 14. 15.
Bracken Ridge	Panthers	1. Blue 2. Green 3. Red 4. Yellow 5. Orange	6. Black 7. White 8. Teal 9. Silver 10. Gold	11. Purple 12. Brown 13. Grey 14. Maroon 15. Onyx
Brendale	Bobcats	1. Yellow 2. Black 3. White 4. Green 5. Red	6. Blue 7. Grey 8. Pink 9. 10.	11. 12. 13. 14. 15.
Chermside	Redbacks	1. Red 2. Black 3. Silver 4. White 5. Grey	6. Pearl 7. Onyx 8. Teal 9. Amber 10. Ruby	11. Indigo 12.Jade 13. 14. 15.
North Lakes	Hawks	1. Purple 2.Black 3. Gold 3. Navy 4. Yellow 5. White	6. Orange 7. Cyan 8. Silver 9. Green 10. Pearl	11. 12. 13. 14. 15.
Northside Girls Basketball League	NGBL	1. Chargers Blue 2. Chargers White 3. Chargers Sapphire 4. Chargers Diamonds 5. Chargers Steel 6. Chargers Cobalt	1. Nitro Red 2. Nitro Fire 3. Nitro Flames 4. Nitro White 5. Nitro Ruby 6. Nitro Scarlet 7. Nitro Heat	1. Sparks Purple 2. Sparks Amethyst 3. Sparks Platinum 4. Sparks White 5. Sparks Mauve 6. Sparks Indigo
Northside Wizards	WizKids	1. Navy 2. White 3. Sky 4. Orange 5.	6. 7. 8. 9. 10.	11. 12. 13. 14. 15.
Petrie	Pythons	1. Green 2. Black 3. White 4. Red 5. Yellow	6. 7. 8. 9. 10.	11. 12. 13. 14. 15.
Scarborough	Tigers	1. Orange 2. Blue 3. Gold 4. Teal 5. Silver	6. Aqua 7. Black 8. 9. 10.	11. 12. 13. 14. 15.
	Timberwolves	1. Blue 2. Green 3. White 4. Grey 5. Orange	6.Black 7.Silver 8.Yellow 9.Sky 10.	11. 12. 13. 14. 15.

Team Nomination Process - Seniors

- Team contact to complete online registration including making payment prior to the closing date:
  - Summer 2025-26 - Basketball Connect
  - Winter 2026 - Basketball Connect
- Team contact to email the Competition Manager within 7 days of nomination closing date:
  - List of minimum 8 players (Seniors) or 10 players (Premier League)
  - Picture or design proof of uniform
  - Name, phone number and email address of team contact
- Competition Manager will review all nominations and email team contact to confirm if nomination is accepted or rejected.
  - Acceptance of team nominations will be at the discretion of the NWB Competition Manager, who reserves the right to reject any team nomination for any reason
- Upon receiving successful nomination email, team contact is to notify players to complete their registrations
- Upon advising the team contact of an unsuccessful nomination, the Competition Manager will submit a request to the bookkeeper to have a refund processed of the team nomination fee.
- All teams must register within 48 hours of being advised that they are successful.
- 8 team members must be registered in each team to be able to complete the fixtures

Sponsorship of Teams, Clubs & Competitions

- If a team or club wishes to gain a sponsor, they must seek approval from Northside Wizards Basketball by emailing the Wizards CEO ceo@northsidewizards.com . Sponsors must not clash or create a conflict of interest with Northside Wizards Basketball existing or potential sponsors.
- At the discretion of Northside Wizards, the name of each season and/or competition may incorporate the name of an NWB sponsor.

Insurance

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

"WHAT IS COVERED?

V-Insurance has worked closely with Basketball Australia and each Basketball State/Territory Association to design this insurance program for its members. This insurance cover applies when members and other insured persons/entities are involved in activities that are sanctioned by each Basketball State Association.

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

This program incorporates six covers;

1. *Personal Accident*
2. *Public & Products Liability*
3. *Professional Indemnity*
4. *Group Travel*
5. *Management Liability (Directors & Officers Liability)*
6. *Cyber Liability"*

All information regarding the policy coverage and making a claim can be found here:
Basketball Australia (vinsurancegroup.com)

Uniforms

Uniform Approval Process

Juniors

- All clubs must submit a photo or design proof of their uniform to the Competition Manager for approval
- If the design does not meet the below rules, amendments required will be advised to team
- If uniform colours are already in use by other clubs, the design may not be approved.

Seniors

- All teams must submit a photo or design proof of their uniform to the Competition Manager for approval
- If the design does not meet the below rules, amendments required will be advised to team
- If uniform colours are already in use by other teams, the design may not be approved.

Uniform Rules for Competitions

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

Players

	Premier League	Seniors (Div), Veterans & Juniors	Seniors (Mixed)	All Competitions
Singlets	• **Identical design (colours, numbers, logos, sponsors) • Numbered front & back	• Slight design difference accepted • Numbered front & back • Numbers must clearly contrast singlet	• Same dominant colour • Numbered • Taping permitted	• Tucked in) (S) • Numbers 00, 0-99 • Numbers on back ≥ 16cm & ≥ 2cm wide • Numbers on front ≥ 8cm & ≥ 2cm wide • **Prohibited: Wizards uniforms • Numbers must be easily read - live & on video – contrasting colour/suitable design
Shorts	• **Identical design (colours, numbers, logos, sponsors etc) • Shorts must be worn. • Tights may be worn underneath	• Slight design difference accepted (differing/multiple logos, subtle stripes/patterns) • Tights may be worn instead of shorts, but whole team must only wear tights, and singlet must still tuck in	• Same dominant colour • Tights may be worn instead of shorts, but then whole team must only wear tights, and singlet must still be tucked in	• No pockets, nor taping of pockets (S) • No zips (S) • No buckles/clips (S) • No turning inside out (S) • **Prohibited: Wizards uniforms
Accessories	Compression garments must be dominant colour of team, black or white	Compression garment(s) may be any colour, permitting, at the discretion of the game official, they do not cause confusion as to what team the player is on		• T-shirts prohibited (S) • Compression garments permitted (must be taut to skin)(S)
Jewellery	NWB advises that all jewelry should be removed, however the following conditions apply: PERMITTED (IF COVERED WITH TAPE) • Piercings (including ear spacers) padded with foam and tape (S) • Wedding bands padded with foam and tape, or covered with a finger sweat band (S) • Bracelets and anklets PROHIBITED • Stoned wedding rings (S) • Necklaces • Fitness trackers worn on arms or legs (above sock line) (S)			
Hair	PERMITTED • Plaits and braids • Headbands & coverings made of soft material, provided they are securely fitted to head • Bobby pins • Tie headbands – if ties are longer than 10cm, they must be tucked in PROHIBITTED • Hard headbands, beads and metal clips (S) • Hair of any style that covers the number of player to a degree that it is unable to be seen (S)			
Footwear	• Must be worn (S) • Sports shoes w/ non-marking sole (S)			
Fingernails	• Must be closely cut (S) • Gloves may be worn to cover uncut nails (S)			
Medical Devices Medical Devices (cont)	PERMITTED • Heart rate monitor – flat chest strap worn around chest, under uniform • Medical alert bracelets covered with foam and tape; “MEDICAL ALERT” written on taping (S) • Spectacles if a protector is worn over the top (preferred) or at minimum a strap to hold them onto the head (S) • Mouth guards • Protector for an injured nose, even if made of a hard material • Diabetes sensors/pump attachments, sufficiently covered with tape, foam and/or clothing (S)			

N.B.

- Rules marked with ** take effect from Summer Season 2022-23
- Players who deliberately untuck their shirt may be substituted at the next stoppage
- Safety based rules are marked with a “(S)” in the above table

Officials (Referees & Scorers)

	Premier League	Seniors (Div), Veterans & Juniors	Seniors (Social)	All Competitions
Top	• Current NWB uniform shirt – tucked in for referees • Black long sleeve top may be worn under shirt • Black sweater or jacket – no hoods			
Bottom	REFEREES • Black trousers • Black socks	REFEREES • Black shorts, shorts & trousers		SCORERS • Black shorts, trousers or skirts
Accessories	• Compression garments must be black			
Jewellery	PROHIBITED: • Fitness trackers worn on arms or legs (above sockline) • Bulky jewelry			
Footwear	• Sports shoes w/ non-marking sole • Black socks w/ black shoes or white socks w/ white shoes (premier league must be black)			
Medical Devices	PERMITTED: • Heart rate monitor – flat chest strap worn around chest, under uniform • Medical alert bracelets covered with foam and tape; "MEDICAL ALERT" written on the taping (S) • Spectacles • Diabetes sensors/pump attachments, sufficiently covered with tape, foam and/or clothing (S)			

Game Officials

- Current NWB uniform shirt
- Black long sleeve top may be worn under shirt
- Game Officials jacket
- Black shorts, skirt, tights or trousers
- Closed in shoes w/ non-marking sole
- Game Official uniform is only to be worn whilst on scheduled shift as a Game Official

Team Staff (Coaches, Managers, Club Delegates, Injured players not competing in game)

- Club polo shirt
- If no club polo shirts available, a t-shirt/polo of the same dominant colour as the club polo
- Injured players may wear their playing uniform
- Closed in shoes w/ non-marking sole

Uniform Breach Penalties

Players

- Safety based rules:
    - Are marked with a "(S)" in the above tables
    - Are in full effect from season start (grading games included) and prevent or require removal from play for infringement. Participation is not permitted until infringement is rectified.
    - Officials endeavor to check all participants prior to the start of each game, but may only notice infringements during the game. When an infringement is noticed, person(s) will be subbed out of the game at the next stoppage in play, and must rectify infringements prior to returning to play
- Design based rules:
    - Teams will be given a grace period (no penalties applied) during grading games
    - Penalties enforced from Round 1, regardless of when person(s) or team entered the competition
- Teams may hire a set of singlets from NWB to avoid design breach penalty.
    - Alternative sets can be borrowed from the front desk for a $50 deposit.
    - Deposit fully refundable once full set is returned.
- When infringement is noticed, person(s) will be given an opportunity to rectify prior to penalty being enforced
- For each team that has one or more breaches in design rule, 5 points awarded to opposition team
    - Awarded at the time the first infringing player enters the game
- Penalty enforcement for design rules is mandatory.
    - Requests by opponents to have breach points waved, will be appreciated, but declined.
    - If both teams have breaches, both teams will be awarded 5 points
- Officials endeavor to check all participants prior to the start of each game

Team Staff (Coaches, Managers, Club Delegates, Injured players not competing in game)

- 1st offense – reminder letter to team & club
- 2nd offense – warning letter to individual
- 3rd offense – ineligible to participate in the game until breach rectified

Officials (Referees & Scorers)

- Loan uniform hired to individual for $2.50 laundering fee

Game Officials

- Managed under NWB staff uniform policy rules

Uniform Clashes Between Teams

- Where there are two teams in one division with clashing singlet colours, it shall be the responsibility of the first named team on the scoresheet to acquire alternative set of singlets
- Alternative sets can be borrowed from the front desk for a $50 deposit.
    - Deposit fully refundable once full set is returned.
- Clashes include:
    - Same colour – eg black v black
    - Any similarity in design and/or colour that the game day staff deem to be a clash either on the day, or would be a clash when reviewed on video

Bodily Fluids on Uniforms

- Any player that is bleeding shall not be permitted to play or continue playing in a game until the bleeding stops
- If is a player vomits, they are not permitted to return to the playing court
- If there are bodily fluids (blood, spit, vomit, urine, faeces) on a player's clothing (singlet, shorts, socks) this item must be replaced for a clean garment. It cannot be rinsed and re-warn – it must be fully laundered.
- No points penalties will apply for the replacement garment not matching team uniform, but the replacement garment must meet the safety rules

Game Regulations

Ball Size

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

Game Timings

	Premier League	Seniors & Juniors
Warm Up	3 min	
Period Length	4 x 10 min – fully timed	4 x 10 min – running clock
Interval Length	Between 1st/2nd & 3rd/4th & 4th/Overtime - 1 min Half Time – 2 min	
Overtime	Rounds – No Finals – 3 min Foul count & direction of play remain	
TeamPay	• All teams must provide a "paid" voucher prior to the commencement of the game	

Game Starts	• Game clock starts at the scheduled start time of game, or three minutes after previous game has finished. Exceptions to this rule are:
	  ○ Equipment faults
	  ○ If head coach of both teams, referees, scorers and game officials agree to begin prior to scheduled start time, as long as a 3 minute warm up has been observed	

Clock Stoppages	• During the game – all whistles • During the last two minutes of 4th qtr & overtimes - all whistles and after each successful basket. • The clock is restarted when the ball makes contact with a player on the court.	• During the game – nil • Finals – duration of timeouts • During the last two minutes of 4th qtr & overtimes - all whistles and after each successful basket. • The clock is restarted when the ball makes contact with a player on the court.
Shot Clock	Yes	No Yes – Premier League
Timeouts	2 in first half (per team) 3 in second half (per team) Max. of 2 in the last two minutes (per team)	ROUNDS • 1 per quarter (per team) • Qtrs 1-3 - cannot be granted once 2:00 or less is displayed on the game clock FINALS • 2 in 4th quarter • 1 per overtime period
Substitutions	• Whistles • After made baskets in the last two minutes if inbounding team is requesting a sub	• Qtrs 1-3 - cannot be granted once 1:00 or less is displayed on the game clock – except for injury or 5th personal foul • After made baskets in the last two minutes if inbounding team is requesting a sub

Game Timings - GRADING

	Premier League	Seniors & Juniors
Warm Up	2 min	
Period Length	2 x 10 min – fully timed halves	2 x 10 min – running clock
Interval Length	Half Time – 2 min	
Overtime	None	
Game Starts	• Game clock starts at the scheduled start time of game, or three minutes after previous game has finished. Exceptions to this rule are: ○ Equipment faults ○ If head coach of both teams, referees, scorers and game officials agree to begin prior to scheduled start time, as long as a 3 minute warm up has been observed	
Players	• All players must be on the iPad, if players are not on the iPad please add to the sheet provided. If a player is not visible on the iPad and playing, please give points to any team member and record fouls manually.	
TeamPay	• All teams must provide a "paid" voucher prior to the commencement of the game	
Clock Stoppages	• During the game – all whistles • During the last two minutes of the second half - all whistles and after each successful basket. • The clock is restarted when the ball makes contact with a player on the court.	• During the game – nil • Finals – duration of timeouts • During the last two minutes of the second half - all whistles and after each successful basket. If within 20 points • The clock is restarted when the ball makes contact with a player on the court.
Shot Clock	Yes	No Yes – Premier League
Timeouts	1 per half (per team) No time outs in the last two minutes of the first half	1 per half (per team) No time outs in the last two minutes of the first half
Substitutions	• Whistles • After made baskets in the last two minutes if inbounding team is requesting a sub	• First Half - cannot be granted once 1:00 or less is displayed on the game clock – except for injury or 5th personal foul • After made baskets in the last two minutes if inbounding team is requesting a sub

Free Throw Line

In all Under 10 games, free throws shall be taken approximately one (1) metre towards the hoop from the free throw line. In Under 12 and higher division games, free throws shall be taken from the free throw line.

Under 10's

- If team is more that 20 points in front the score will not be added to the scoreboard

Scoring

- Requirements for teams to provide scorers:
    - Juniors – 1 per team
- The team captain, coach or manager shall be responsible for ensuring:
    - The players participating in the game are selected into team list on the scoring ipad
    - The correct singlet numbers are allocated to each player
    - The FULL names of the following persons are PRINTED on the match report
        - Head Coach (or Team Captain for seniors)
        - Assistant Coach (if present)
        - Manager
        - Injured players
- It shall be the responsibility of the team coach or manager to check at the end of the game that the match report sheet has been marked and recorded correctly.
- The score recorded on the official match report sheet shall be regarded as the official score.

Shot Clock

Effective from Summer Season 2025/2026, a **24-second shot clock** will be used in **all Division 1 games** across junior and senior competitions.

- This rule applies to all Division 1 competitions conducted by Northside Wizards Basketball, including:
    - Junior Division 1 (U14 and above)
    - Senior Division 1
- A visible 24-second shot clock must be in use throughout the game.
- The shot clock will reset to:
    - **24 seconds** following a change of possession
    - **14 seconds** after an offensive rebound, defensive foul in the frontcourt, or as otherwise directed by FIBA shot clock rules
- Each team must ensure that a trained shot clock operator is available for their game.
- The shot clock operator must be familiar with the operation of the provided shot clock system (e.g., Bodet console).
- If a trained shot clock operator is not available, the game may be delayed or forfeited at the discretion of competition staff.
- In the event of equipment failure, the game will proceed under the discretion of referees and competition staff using verbal or visual countdowns if necessary.

Minimum Players & Late Starts

- Teams must have four players ready to play (registered, team fees paid and dressed per uniform rules) at the conclusion of the 3 minute warm up.
    - If this does not occur, the game clock shall start, and one point will be awarded to the opponent for each minute, or part thereof, that elapses. For example, if the game is ready to commence with 8:30 showing on the game clock:
        - 1 full minute has elapsed from 10:00 to 9:00 and part of the minute from 9:00 to 8:00
        - 2 points will be awarded to the opponent
- If a team only has four players to start the game, or is reduced to four or less players during the game, their opponent may choose to reduce the numbers of players on court in the spirit of the game
    - At any substitution opportunity, the opponent may choose to return to 5 players on the court
    - The opponent may not lend players to the short team, as this breaches the fill-in rules and will deem the game a forfeit

Forfeits – At Game

- If four players are not ready to before the signal sounds for the end of the first quarter, that team shall forfeit the game.
    - The opposing team will be entitled to a refund of its court fees.
    - The offending team is liable for both teams' court fees and these fees must be paid prior to that team playing in their next game.
    - If the players entitled to play wish to play a scratch-match they may, and any referees and/or scorers allocated to the game will officiate and receive their normal renumeration.

Forfeits – Prior to Game

- If a team is unable to field a team and wants to forfeit a competition game, the team representative must notify the Competition Manager before the scheduled game time. If notice is given:
    - At least twenty-four hours before, the notice must be sent via email
    - Within twenty-four hours, a phone call must be made to the Competitions Manager in addition to email
- 3 Strikes Policy
    - Teams who forfeit for a 3rd time in a season will have their position in the competition offered to a waitlist team.
    - If the waitlist team accepts, the forfeiting team will be removed from the competition.
        - Individuals players from the removed team may join other teams
    - If the waitlist team is not available, the team may continue in the competition, but may be removed later if a waitlist team becomes available

Team Bench Areas

- The following participants are the only persons permitted in the team bench area (refer to diagram below), and must have their full name printed next to their respective role on the match report:
    - Players – active (names in the ipad) and injured (names on the match report)
    - Head Coach
    - Assistant Coach
    - Manager
    - Children under 12 of the Head Coach, Assistant Coach, Manager or Players if:
        - They are adequately supervised by their parent/guardian
        - Remain seated and do not pose a risk of injury to participants or themselves
- Persons suspended under tribunal bylaw are not permitted to sit in the team bench area.
- Club Delegates may temporarily enter the team bench area for the purpose of communication with/education of coaches and general team management. If they are acting as an additional coach for the duration of the match, they must be entered as an assistant coach on the match report
- If a team member requires a support person for medical reasons, the full name of the support person and full name of the player supported must be listed on the bottom of the match report. This person will be considered an Accompanying Delegation Member.

Forfeits – Seniors

- If four players are not ready to before the signal sounds for the end of the first quarter, that team shall forfeit the game.
    - The opposing team will be entitled to a refund of its court fees.
    - 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.

FORFEIT FINES - *payable by forfeiting team (shared)*	**COST**
Less than 48hrs notice *(equal to 2 x Game Fees)*	$240
More than 48hrs notice *(equal to 1 x Game Fee)*	$120

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

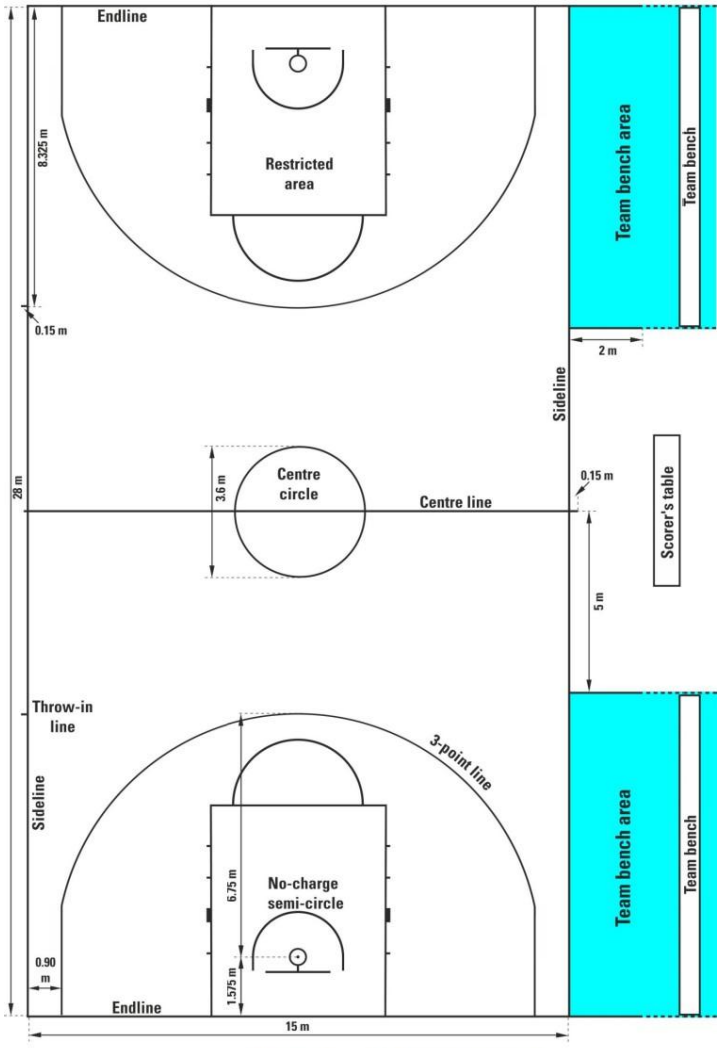


Diagram 1 Full size playing court

Stoppages

Injuries

- If the ball is live when an injury occurs, the referee shall not blow their whistle until:
    - The team in control of the ball has
        - Shot for a field goal
        - Lost control of the ball
        - Withheld the ball from play
    - The ball has become dead (eg basket scored, signal sounds for end of quarter)
- However, the referees may stop the game at any point if they deem it necessary for safety
- An injured player must be substituted if they (unless the team would be reduced to less than 5 players):
    - Cannot continue to play immediately (within 15 seconds)
    - Receives treatment/assistance from first aid, doctor or team member
- If the player does not recover within 1 minute, the game clock will stop.
- The game clock may be stopped at any time at the discretion of the Game Official

Blood

- Blood spilt on the floor requires the duty manager or a game official to clean with the blood kit
- Game clock will stop from the time the blood is noticed, and until the surface is dry

Hazards

- Hazards include slippery floor, uneven playing surface, loose fittings
- If hazards taken longer than 1 minute to rectify/remove, the game clock will stop

Abandoned Games

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

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

If the game is abandoned due to disorderly conduct and/or impending violence, in addition to the incident report, the referees on the game shall submit a report to be investigated by tribunal.

Potential Reasons for Abandonment

- Venue Faults
    - Building and fitting fixtures that have come loose/unstable/pose risk to patrons
    - Power outage
    - Extreme Weather
    - Heavy rain that creates persistent slippery conditions
    - Heavy rain that creates flooding that prevents participants from travelling to/from venue
    - Storms that cause damage
- Excessive heat – see Hot Weather Policy
- Disorderly Conduct and/or Impending Violence
    - Team members becoming aggressive towards opponents to a point referees can no longer control
    - Team members consistently argumentative towards officials in a way that disrupts the flow of the game
    - Participants collectively show dissent towards a match official or collectively seek to intimidate, threaten, or exert pressure on a match official to make or alter a decision
    - Team members who are physically or verbally abusive towards venue staff or other patrons
    - Numerous technical, unsportsmanlike and/or disqualifying fouls have been issued
    - Participants engage in a melee or brawl.
- Lack of Officials - NWB nor the two participating teams have anyone of suitable standard to referee the game

- Serious injury
- Evacuation of building

Rescheduling of Abandoned Games

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

Game Officials Intervention Policy

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

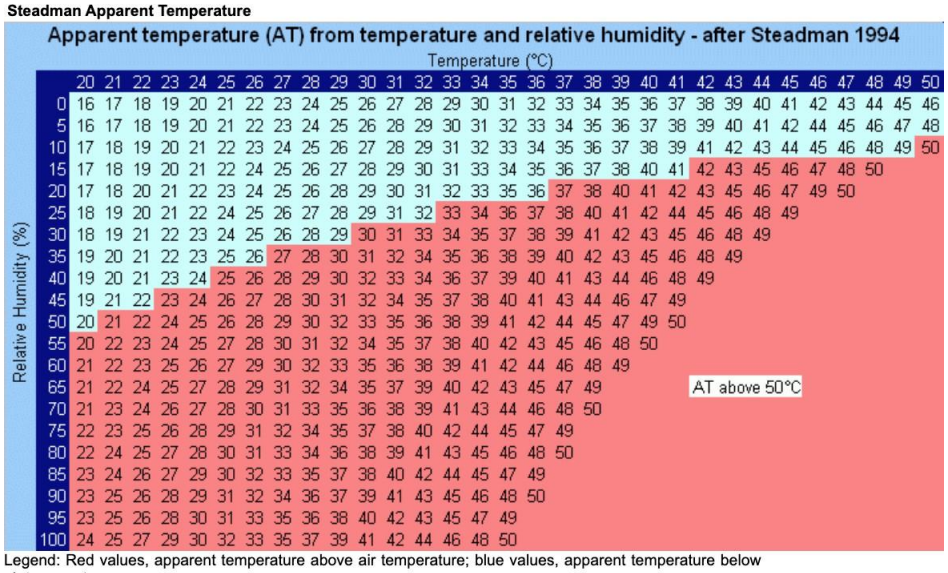
- Calling a foul or violation not called by the referee
- Upgrading, downgrading or changing the foul type called
- Adding or removing time from the game clock
- Correcting errors in scoring or foul counts

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

Hot Weather Policy

The thermometer located at the Game Official's desk will provide the reference point for court temperature and humidity. When determining whether to apply the heat policy, the temperature and humidity will be plotted on the Bureau of Meteorology graph below to determine the apparent temperature.

Steadman Apparent Temperature



RH (%)	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
0	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
5	16	17	18	19	20	21	22	23	24	25	26	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	44	45	46	47	48
10	17	18	19	20	21	22	23	24	25	26	27	28	29	31	32	33	34	35	36	37	38	39	41	42	43	44	45	46	48	49	50
15	17	18	19	20	21	22	24	25	26	27	28	29	30	31	33	34	35	36	37	38	40	41	42	43	45	46	47	48	50		
20	17	18	20	21	22	23	24	25	26	28	29	30	31	32	33	35	36	37	38	40	41	42	43	45	46	47	49	50			
25	18	19	20	21	22	24	25	26	27	28	29	31	32	33	34	36	37	38	40	41	42	44	45	46	48	49					
30	18	19	21	22	23	24	25	26	28	29	30	31	33	34	35	37	38	39	41	42	43	45	46	48	49						
35	19	20	21	22	23	25	26	27	28	30	31	32	34	35	36	38	39	40	42	43	45	46	48	49							
40	19	20	21	23	24	25	26	28	29	30	32	33	34	36	37	39	40	41	43	44	46	48	49								
45	19	21	22	23	24	26	27	28	30	31	32	34	35	37	38	40	41	43	44	46	47	49									
50	20	21	22	24	25	26	28	29	30	32	33	35	36	38	39	41	42	44	45	47	49	50									
55	20	22	23	24	25	27	28	30	31	32	34	35	37	38	40	42	43	45	46	48	50										
60	21	22	23	25	26	27	29	30	32	33	35	36	38	39	41	42	44	46	48	49											
65	21	22	24	25	27	28	29	31	32	34	35	37	39	40	42	43	45	47	49												
70	21	23	24	26	27	28	30	31	33	35	36	38	39	41	43	44	46	48	50												
75	22	23	25	26	28	29	31	32	34	35	37	38	40	42	44	45	47	49													
80	22	24	25	27	28	30	31	33	34	36	38	39	41	43	45	46	48	50													
85	23	24	26	27	29	30	32	33	35	37	38	40	42	44	45	47	49														
90	23	25	26	28	29	31	32	34	36	37	39	41	43	45	46	48	50														
95	23	25	26	28	30	31	33	35	36	38	40	42	43	45	47	49															
100	24	25	27	29	30	32	33	35	37	39	41	42	44	46	48	50															

Legend: Red values, apparent temperature above air temperature; blue values, apparent temperature below air temperature

Source: Thermal Comfort observations (bom.gov.au)

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

- Referee must call a 1 minute heat stoppage, on the next dead ball after 5:00 is displayed on the clock.
    - Clock stops during heat stoppage.
- Round Games, Semi Finals, Prelim Finals - The game time will be reduced by 1 minute per quarter
- Grand Finals – Intervals between quarters will be increased by 1 minute. Periods will remain at 10 minutes

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

- Referee must call a 1 minute heat stoppage, on the next dead ball after 5:00 is displayed on the clock.
    - Clock stops during heat stoppage.
- Round Games, Semi Finals, Prelim Finals - The game time will be reduced by 1 minute per quarter
- Grand Finals – Intervals between quarters will be increased by 1 minute. Periods will remain at 10 minutes

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

- If this is reached during a game, the final scores will be recorded as specified under Abandoned Game rules

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

During our summer season, there will be numerous occasions in which the heat policy must be applied. Please be advised that no reduction in game fees will be given for game times reduced under the heat policy.
The wellbeing of those physically participating in the match - our players and referees – is paramount and we appreciate everyone's support and understanding of the need to therefore reduce game durations in the above situations.

The following information has been taken from Sports Medicine Australia:

- "Vigorous exercise places some people at risk of heat illness, especially in hot weather. If untreated, heat illness can lead to the more serious and potentially life-threatening condition of heat stroke."
- "Listen to your body and stop or slow down if you feel unwell. This is particularly important for children. Make sure that you have access to cool drinking water and take particular care in the hottest parts of the day or year."
- "Symptoms of heat illness may include:
    - Light headedness, dizziness.

    - Nausea.
    - Obvious fatigue.
    - Cessation of sweating.
    - Obvious loss of skill and coordination/clumsiness or unsteadiness.
    - Confusion.
    - Aggressive or irrational behaviour
    - Altered consciousness
    - Collapse.
    - Ashen grey pale skin.
- Encourage a high rotation of players from the bench
- Identify participants with medical conditions and suggest they not play or reduce their playing time considerably
- Provision of extra water and ice for wetting face, clothes and hair
- Increasing court ventilation where possible

More information can be found here: beat-the-heat-2011.pdf (sma.org.au)

Mercy Rule

Application

The Mercy Rule applies to all junior competitions and is automatically activated when a team obtains a lead of twenty (20) points or greater.

Mercy Rule Procedure

Under 10 Competitions

Where a team obtains a lead of twenty (20) points or greater**:**

- Coaches are expected to actively manage the game in a development-focused manner.

This includes, but is not limited to:

- Rotating stronger players
- Encouraging additional passing and team involvement
- Reducing defensive pressure
- Avoiding full-court pressing in non-competitive situations

Under 12 to Under 18 Competitions

- The Mercy Rule is mandatory in all Division 2 and below competitions.
- The Mercy Rule does not apply in Division 1 competitions. However, coaches are strongly encouraged to apply the above principles where games become one-sided in the interests of sportsmanship, player development and game management.
- The Mercy Rule is automatically activated when a team obtains a lead of twenty (20) points or greater.

Communication

- Referees are encouraged to communicate with coaches during dead-ball situations as the score approaches a twenty (20) point margin.
- If there is one (1) minute or less remaining in any of the first three quarters, referees may wait until the quarter-time break to communicate that the Mercy Rule is in effect.

Coach Instructions

Once the Mercy Rule is implemented, the coach of the leading team may take up to ten (10) seconds to instruct their players on the required defensive adjustments.

Defensive Restrictions

The leading team must retreat their defence to the three-quarter court line (aligned with the opposing team's free-throw line) whenever the opposing team inbounds the ball from their backcourt i.e. the leading team must not commence active defence until the ball has crossed the three-quarter court line.

The leading coach will need to manage adjustments to their team's defence should the score gap reduce to less than 15 points. Three-quarter court defence may not be required for the remainder of the game as the score fluctuates however the intent is for the leading team to reduce the pressure on the losing team where a clear advantage exists.

Non-Compliance

Failure to comply with the Mercy Rule will result in the following escalation process:

- **First Offence -** The Game Official will instruct the leading coach to retreat to the required defensive position.
- **Second Offence -** A formal warning will be issued to the head coach of the leading team.
- **Third Offence -** A technical foul will be issued to the head coach.

The Game Official may escalate directly to a technical foul where deliberate or repeated breaches occur.

Coaching Expectations

Where the Mercy Rule is in effect, coaches are encouraged to use the opportunity to focus on player development rather than increasing the score margin.

Examples include:

- Non-dominant hand dribbling, passing and finishing
- On-ball and off-ball screening
- Dribble hand-offs
- Half-court offensive spacing and ball movement
- Defensive communication, help defence and rotations
- Team concepts and decision making

Failure to demonstrate appropriate game management or sportsmanship may be reviewed by the Competition Administrator.

No Zone Rule

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

Based on this philosophy of individual skill set development, **zone defenses are prohibited in the following junior competition age groups:**
Junior Boys – U10, U12, U14
Junior Girls – U12

Agreements between coaches/clubs to permit zone defenses in in the above age groups are prohibited.

Education Sessions
Northside Wizards will be running education sessions for coaches and Game Officials regarding defensive principles and identifying the difference between zone and man-to-man. These sessions are highly encouraged, as they are vital to ensure:

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

Details of the sessions will be made available via the registration link below and advertised via email once dates set
Basketball Connect

Process if a Zone Defense is Suspected

- If a head coach believes the opponents are playing an illegal defense, the head coach may send an assistant coach, manager or club delegate to seek out a Game Official to observe the game
- The Game Official shall approach the head coach of the team raising the complaint, and advise the head coach they are observing the game, and advise them to ensure the team is active in offense.
- “Active” offensive means:
    - Ball movement with offensive players making leads to receive the ball and/or dribble entry/handoffs
    - Off-ball movement including cuts and/or screens
- If the offensive team is “active” in offense, the defensive team is considered to be playing a zone if any of the following are observed:
    - One or more players were not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball
    - A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (for example, “bumping” the cutter, following the cutter or switching);
    - Following a trapping or help and recover situation the team made no attempt to re-establish man to man defensive positioning
    - The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court

Penalty for Non-Compliance

- 1st offense – Warning - the Game Official will approach the head coach of the offending team and advise the coach to communicate with his players for them to engage in man-to-man principles:
    - Active (within 1 metre) on ball defense
    - Active denial defense by the defenders 1 pass away
    - Active help defense (in driving lanes) by the defenders 2 passes away
- 2nd offense - technical foul will be issued on the head coach

- 3rd offense - technical foul will be issued on the head coach – disqualification of the head coach
- 4th offense - technical foul will be issued on the assistant coach – disqualification of the assistant coach

Permissible Defenses

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

Benefit of the Doubt

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

Officials

- All referees, scorers, statisticians, instructors and game officials are managed by the Head of Officials
- Accreditation is gained for a level once:
    - The course or championship equivalency is attended, AND
    - All criteria on associated practical assessment are marked off by an accredited instructor as being consistently demonstrated on games of sufficient standard
- Wizards endeavours to allocate referees and scorers to games as per the numbers outlined in this document. The officials provided are the highest standard available, based on the individuals' availability and workload management, and whilst providing opportunities to test officials out on the next level of game. Wizards may in some instances provide more or less officials than the numbers stipulated. Game fees will not be reduced in the instance that less referees are allocated than the number stipulated in this document.
- Where sufficient referees or scorers are not available to meet the supplied numbers outlined in this document, each team shall supply a person to referee/score for their game if requested to do so by a Game Official.
    - If only one spot is required to be filled, this is the responsibility of Team B in the first instance to fill
        - If Team B cannot provide a person of suitable standard, the responsibility will fall to Team A
        - If neither team can supply a suitable person, abandonment rules apply
    - Payment will be made to the team's supplied referee/scorer at a rate of $15
        - Please note in junior fixtures where per these rules, Wizards does not provide an allocated scorer, the team supplied scorers are not paid by the association.
- FIBA Rule 47.3: "When deciding on a personal contact or violation, the referees shall, in each instance, have regard to and weigh up the following fundamental principles:
    - The spirit and intent of the rules and the need to uphold the integrity of the game
    - Consistency in application of the concept of 'advantage/disadvantage'. The referees should not seek to interrupt the flow of the game unnecessarily in order to penalize incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage
    - Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game
    - Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game"
- Official's levels and associated pay rates are made available to officials

Referees

The following number of referees, availability dependent, will be assigned by Northside Wizards:

- Seniors & Juniors 2

Registration for referee courses can be done via the link below:
Basketball Connect

Scorers

The following number of scorers, availability dependent, will be assigned by Northside Wizards:

- Juniors – Round, Semi, Prelim 1 Each team must supply one competent scorer
- Juniors – Grand Finals 2 No scorers required from teams

Registration for scoretable courses can be done via the link below:
Basketball Connect

Instructors

There is no set number of instructors that will be assigned by Northside Wizards.

Game Officials

The following number of game officials, availability dependent, will be assigned by Northside Wizards:

- Juniors
    - 1 x Game official for 2 playing courts
    - 2 x game officials for up to 5 playing courts

Competition Points and Ladders

Premiership Points

- **3 points** – Win or Bye
- **2 points** – Draw
- **1 point** – Loss
- **0 points** – Forfeit (recorded as 20–0 in favour of the opposing team)

Forfeits and Fouled-Out Games

- A forfeit will be scored as 20–0 in favour of the opposing team, who will receive three (3) premiership points.
- If a team becomes "fouled out" during a game (leaving fewer than two players on court), the game will be deemed a loss and recorded as a forfeit.

Team Placings and Finals Qualification

- Team placings and finals qualification will be determined by the total number of premiership points accumulated during the season.
- Where two or more teams finish on the same number of premiership points, placings will be determined in the following order:
    1. **Head-to-head results** – the number of wins and losses between the tied teams.
    2. **Head-to-head points differential** – total points scored for and against in games between the tied teams.
        - *If the tied teams have played each other twice, both results will be used in calculating this differential.*
    3. **Overall win/loss record** – across all games played.
    4. **Overall points differential** – total points scored for and against across all games.
- If teams remain tied after applying all the above criteria (for example, for second vs third, or fourth vs fifth place), a playoff game may be conducted.
  The winner will advance to the appropriate final.

Responsibility for Accuracy

- It is the responsibility of each team or club to check that competition points and ladder positions have been correctly recorded.

Finals Format

- Finals may be conducted as a three-week (premier league men and women) or two-week schedule (junior domestic and senior social competitions).
- The NWB Competitions Manager reserves the right to adjust the finals format if warranted.

Byes

- When a competition includes an uneven number of teams, one or more teams may receive multiple byes during the season.
- Each bye will be allocated three (3) premiership points, consistent with a win.
- To ensure fairness where teams have had a different number of byes, final ladder positions will be determined by average premiership points per game played (points percentage), rather than total premiership points.
    - Formula:

$$\text{Average Premiership Points} = \frac{\text{Total Premiership Points}}{\text{Number of Games Played (excluding byes)}}$$

    - This calculation ensures that teams are not advantaged or disadvantaged by the number of byes received during the regular season.

Behaviour Management

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

- Basketball Queensland Codes of Behaviour: Code of Behaviour (ownurgoal.net.au)
- Basketball Australia Tribunal By-Law: BA-National-Tribunal-Guidelines.pdf (ownurgoal.net.au)
- Basketball Australia Member Protection Policy: BA-Member-Protection-Policy-Revised-June-2018
- FIBA Basketball Rules: FEDERATION INTERNATIONALE DE BASKETBALL (fiba.basketball)
- FIBA Basketball Interpretations: official-basketball-rules-2020-official-interpretations.pdf (fiba.basketball)
- Any other rules and/or directions stipulated verbally or in writing by NWB staff, including the below directives

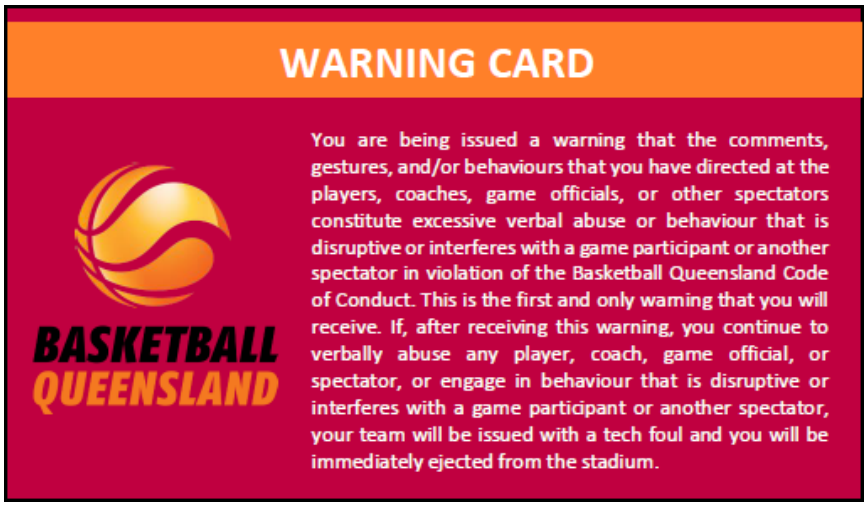
Northside Wizards uses the following systems to manage behavioural incidents:

- Respect for the Game educational material
- Tribunal System for Reports & Complaints
- One and Done Spectator Policy
- Behaviour Stoppage Policy
- Ejection from Stadium Policy

Spectator Warning Cards

Northside Wizards is committed to providing a safe, positive and enjoyable basketball experience for every player, coach, official and spectator. In support of this commitment, we will be adopting the Basketball Queensland Warning Card system across our Domestic Competitions.

This initiative is part of Basketball Queensland's Behaviour Framework and is designed to help address poor spectator behaviour quickly, calmly and consistently.



Why Warning Cards?

From time to time, spectator behaviour can cross the line—whether directed at referees, players, coaches, or other spectators. Warning Cards provided:

- A clear, visual indication that behaviour has been addressed
- A calm, de-escalating approach, delivered by a team manager or familiar team representative
- A consistent, statewide system for supporting officials and protecting the game environment

How the Process Works

If a spectator's behaviour breaches the Basketball Queensland Code of Conduct:

1. A Game Official will pass a Warning Card to the spectator.
2. If behaviour continues, the game will stop, the bench technical will be issued, and the spectator must leave the venue before play can resume.
3. Multiple warnings across a season may lead to a competition ban.

Our priority is everyone's wellbeing and the experience of the athletes on court. These cards support respectful sidelines and reinforce our shared responsibility to protect the game we all love.

Junior Domestic Coaches – Technical Fouls and Conduct

Coaches in Under 10, Under 12, and Under 14 competitions who receive one (1) technical foul in a game will be:

- Removed from the game immediately, and
- Issued an automatic one (1) game suspension.

Coaches in Under 16 and Under 18 competitions who receive two (2) technical fouls in a single game will be:

- Removed from the game immediately, and
- Issued an automatic one (1) game suspension.

Senior Behaviour Guidelines

Any player who receives two technical fouls, two unsportsmanlike fouls, or one of each in a single game will receive an automatic one-week suspension.

- If this is accompanied by swearing at or abusing a referee, the suspension will be a minimum of two weeks.
- Players who continually breach the Code of Conduct will receive further time off, with escalating suspensions.
- For serious offences, a warning is not required before a suspension is issued.

All participants are expected to uphold respectful behaviour towards referees, opponents, and officials at all times.

Ejection from Venue Policy

Any player, coach, team official, or spectator who is ejected from a game or directed to leave a Northside Wizards venue by a Game Official, Venue Supervisor, or Northside Wizards representative must leave the venue immediately.

A report will be completed and submitted for review:

- Players, coaches, and team officials – report completed by the referee.
- Spectators and patrons – report completed by the attending Game Official or Venue Supervisor.

Once a person has been directed to leave, they must do so without delay.

An ejected person:

- Must not remain on the team bench, courtside, or within the playing area.
- Must not move to another court or spectator area.
- Must not participate in, coach, manage, officiate, or spectate any other game.
- Must completely exit the building and remain at least 10 metres from all venue entry and exit doors.
- Must not return to any Northside Wizards venue for 24 hours unless specifically authorised by Northside Wizards management.

The game will not recommence until the ejected person has left the immediate playing area.

Where the ejected person is:

- A coach, manager, or delegate of multiple teams, a replacement must be found.
- A player registered in multiple teams, they may not participate in any further matches that day.
- A parent or guardian, they may not return to watch other children play or attend post-match presentations. If they need to collect a child, the child must be brought to them outside the venue.

If an ejected person refuses to leave, they may be considered trespassing. Northside Wizards staff may contact police if required. Failure to comply with a direction to leave will be taken into consideration when determining any disciplinary penalty.

Junior Participant Exception

Where an ejected player is under 18 years of age and no parent or guardian is present at the venue, Northside Wizards may allow the player to remain seated on the team bench for the remainder of the game.

In these circumstances, the player:

- Must not take any further part in the game.
- Must remain under the supervision of the team's coach or manager.
- Must not communicate with players, coaches, referees, spectators, or game officials regarding the game.
- Must leave the venue immediately following the conclusion of the game.

This exception applies only to junior players under 18 years of age and does not apply to coaches, team officials, or spectators.

Respect for the game

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

Respect for the Game guidelines were implemented by the NBA, and to reduce negative reactions to calls, which take the focus off the game itself, and help reduce instances of RFTG violations. Northside Wizards has adopted the guidelines from the NBA and shares for the purpose of education of players, coaches, referees and fans of the game.

Impermissible Acts

- Air punches, wave offs, aggressive or excessive motioning of the arms
- Aggressive hand claps directed at an official or showing resentment for a call or non-call
- Running towards or aggressively approaching a referee
- Shouting a reaction to a call or using profanity
- Extended or prolonged complaining about a call, particularly after being told to stop
- Frantically running away from play after a call or no-call that is not agreed with
- Any other act that the referee deems disrespectful or overt

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

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

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

Permitted Acts

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

Video Series

Northside Wizards has released the “Respect for the Game” video series on our Facebook page, which is a condensed version of the videos developed by the NBA, that demonstrates the correct and incorrect behaviour. Our aim is to educate all stakeholders, including the referees, about what does and does not warrant a technical foul. Videos can also be accessed via the links below:

- Episode 1 – Ball Abuse & Slapping https://fb.watch/d5teqqPO7u/
- Episode 2 – Wave Offs & Clapping https://fb.watch/d5sZ7sv6iG/
- Episode 3 – Legal Heat of the Moment Reactions https://fb.watch/d5sKT1EvLV/
- Episode 4 – Air Punches & Jumping https://fb.watch/d5sJnlC5tG/
- Episode 5 – Referee Pursuit & Aggressive Approach https://fb.watch/d5sGUz99F9/
- Episode 6 – Opponent Based Taunting & Clapping https://fb.watch/d5sER7U1A1/

The success of the game relies on a mutual respect and cooperation between players and officials.

Complaints Process

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

- Link: https://forms.office.com/r/G0KiSNP79M
- QR code available at our venues

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

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

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

Appeals

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

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

For an appeal to be investigated by the association:

- An email must:
    - Be sent to the Competition Manager within 15 minutes of the conclusion of the game
    - Have the subject line "APPEAL-(YYYYMMDD)-(team)" - eg APPEAL-20220412-Ballers
    - Contain the following details of the game:
        - Date
        - Venue & court
        - Timeslot
        - Team A
        - Team B
        - Final Score Listed on iPad
        - Final Score Listed on Visuals
    - Acknowledge that a complaint will/has been filled out via the Complaint Form (available via the QR code attached to front desk or this link: https://forms.office.com/r/pSGru6vNaw
- When requested via return email, the appellant must pay the applicable $50 appeal fee via bank transfer within 3 business days for the investigation into the appeal to commence
- NWB will review the appeal at its convenience, and the decision of the appeal will be final.
- If the appeal is:
    - Upheld – the $50 will be refunded
    - Dismissed - no money will be refunded

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

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

- Individual player statistics (points and fouls) being re-assigned to another player, when the total number of points/fouls for the team is correct
- Errors discovered by review of game footage via Glory League or other video, even if this review is completed within 15 minutes of the conclusion of the game
- Recission of decisions made by the referees in the game regarding calling/not calling of fouls and violations
- Removal of technical fouls, unsportsmanlike fouls, warnings, venue removal from the register