

Junior Club Cheat Sheet



Eligibility:

Rule: 1.5 A player shall not be eligible to participate in any fixture whilst they are suspended. They may attend as a spectator.*

Rule: 1.6 A maximum of 10 players per team

Rule: 1.7 All competition games will use the Basketball Connect scoring application. This app requires players to have a current registration with Basketball Queensland and SWMBI to appear and have their stats recorded plus games count towards finals eligibility.

- A) It is the team/coaches responsibility to ensure only present players are checked into the application with the correct numbers.
- B) It is the club's responsibility to ensure all their players are registered and have been placed into their team on Basketball Connect (and make any changes when necessary) so they correctly appear on the scoring application
- C) Games will not be retrospectively counted toward finals eligibility if the player was not registered at the time, or the club had not placed them into the team on Basketball Connect. **Players not displayed in the Basketball Connect application for a given game will also be deemed unregistered and a forfeit may apply** if they participate (with the exception of technical issues where the player/s would have otherwise been eligible)
- D) A player who has sustained an injury that restricts them from taking the court may be marked as playing, only if they are present at the game.

Rule: 1.8 Players may play a maximum of four (4) games in a higher division within their own age group. Once the player participates in a fifth game for a higher division team, they will become locked to that division and cannot return to their original lower division team.

Playing Uniform:

Rule 3.1 All players shall wear the approved uniform of their club or team in all games. This includes both singlets and shorts in the approved colours. Approval may be given for alternative colours if requested at the time of nomination. Where a club has more than one team within a division, an approved alternative uniform colour shall be worn by one of the teams whenever a clash occurs during the season.

PENALTY: The relevant team shall be penalised five (5) points per offending player per game

Rule: 3.3 T-shirts or compression tops may be worn under singlets provided they are the same colour as the predominant colour of the singlets, or alternatively, solid black or white in colour

Rule: 3.6 Jewellery shall not be worn whilst playing, with the exception of stud earrings only.

Rule: 3.7 Fingernails shall be cut level with the tips of the fingers. Taping of fingernails and wearing of gloves will not be permitted. Fingernails may be inspected before each game by the Referees

PENALTY: Players who do not comply with this rule will not be allowed to enter the court. No points penalty to be awarded.

Scoring and Timekeeping:

Rule: 4.1 A two (2) minute period shall be placed on the scoreboard before the start of each game and will start immediately upon completion of the preceding game.

Rule: 4.6 The clock will run continuously in all periods except for the last two (2) minutes of the 4th quarter where it shall be stopped on all whistles and during timeouts or free throws. (**NOTE:** the clock does not stop on made baskets during this time.)

Rule: 4.7 Each team is permitted one (1) timeout per quarter, non-accruing. Timeouts will not be permitted in the last two (2) minutes of the 1st, 2nd & 3rd quarters.

Remember: Let's not find reasons to stop kids playing basketball. If we have an issue with Eligibility the coach can still let the player take the court as long as they understand the game could be forfeited in review.

Junior Club Quick Guide

Eligibility Quick Guide:

I am looking for a player to fill in for my team:

For a player to fill in they must meet the follow criteria:

1. The player must be BQ and SWM Registered
2. The player's original team must be in a lower division or age group.
3. This cannot be the players 5th game playing in a higher **Division**. The player can play a 5th game, but they will be locked into that division from the 5th game onwards.
4. If the player's original team is in the Gold Division of the younger age group, they may only fill in to a purple or gold team of an older age group.
5. The player cannot be from the same division and age group.
6. Players cannot play up more than one age group without written consent from their parents provided and authorized by the competitions manager.

It is the team/coaches responsibility to ensure all players meet these criteria. Any team who borrows a player who does not meet these criteria may be subject to a forfeit for any games the player participates in.

It is the club's responsibility to ensure all their players are registered and have been placed into their team on Basketball Connect (and make any changes when necessary) so they correctly appear on the scoring application



For further information please go to our website or read our Junior Domestic rules.

SWM Pirates Website:



Junior Domestic Rules:



For any questions or concerns, please have your club president or delegate contact the competitions manager

