



DOMESTIC COMPETITION RULES

2022-v2.2

Effective from 27 May 2022

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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 in regard to any matter, including varying or setting aside the application of these By-Laws
- 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:

- Premier League
- Seniors 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

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 vigorous activity, and as with any strenuous act, comes with a degree of risk. It is advised that persons 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

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 \(ownurgoal.net.au\)](http://ownurgoal.net.au)
- Basketball Australia Tribunal By-Law: [BA-National-Tribunal-Guidelines.pdf \(ownurgoal.net.au\)](http://ownurgoal.net.au)
- Basketball Australia Member Protection Policy: [BA-Member-Protection-Policy-Revised-June-2018](http://ownurgoal.net.au)
- FIBA Basketball Rules: [FEDERATION INTERNATIONALE DE BASKETBALL \(fiba.basketball\)](http://fiba.basketball)
- FIBA Basketball Interpretations: [official-basketball-rules-2020-official-interpretations.pdf \(fiba.basketball\)](http://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 and reported to the tribunal
- 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, themselves 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	Shantelle Vance	leagues@northsidewizards.com	<ul style="list-style-type: none"> • Registrations • Nominations • Fixtures • Competition rules • Fair Play vouchers • Forfeits
Head of Officials	Calia Hanks	referee@northsidewizards.com	<ul style="list-style-type: none"> • Game Officials • Referees/Scorers • Reports/complaints • Competition rules
Junior Development Officer	Brent Wood	brent@northsidewizards.com	<ul style="list-style-type: none"> • WizKidz registration • WizKidz coaches • WizKidz game day
Tribunal Admin	(various)	tribunaladmin@northsidewizards.com	<ul style="list-style-type: none"> • Report/complaint investigations • Tribunal/outcome communications
Tribunal Chairs	(various)	n/a	<ul style="list-style-type: none"> • Administer tribunals • Administer admin tribunals
Member Protection Information Officer	(role vacant)	tribunaladmin@northsidewizards.com	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Patron management • Amenities • Cleaning • Merchandise • Uniform hire
Game Official - Court Supervisor	(various)	n/a	<ul style="list-style-type: none"> • Fee/registration checks • Equipment set up/pack down • Patron management • Uniform rule checks
Game Official - Officials Supervisor	(various)	n/a	<ul style="list-style-type: none"> • 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 Senior Women – Monday	1,2 1 1	NISC	Premier League: 630 750 Seniors: 510 600 650 740 830 920
TUE	Senior Men – Tuesday Senior Women – Tuesday	1 1	SPSA	510 600 650 740 830 920
WED	Senior Men – Wednesday	1,2,3,4,5	NISC	510 600 650 740 830 920
THU	Senior Men – Thursday Veteran Men – Thursday	1,2,3 1	NISC	510 600 650 740 830 920
FRI	Junior Boys – U13 Junior Boys – U15 Junior Boys – U17 Junior Boys – U19 Junior Girls – U12 Junior Girls – U15 Junior Girls – U19	1 1 1 1 1 1 1	NISC	510 600 650 740 830 920
SAT	Junior Boys – U11 Junior Boys – U13 Junior Girls – U12	1,2,3 2,3,4,5 2	NISC	810 900 950 1040 1140 1230 120
SUN	Junior Boys – U15 Junior Boys – U17 Junior Boys – U19 Junior Girls – U15 Junior Girls – U17 Junior Girls – U19 Senior Mixed - Sunday	2,3,4 2,3,4 2,3,4 2,3 2,3 2 1	NISC	Juniors: 810 900 950 1040 1140 1230 120 220 310 400 500 550 640 Seniors: 640 730

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.

Nominations & Registrations

Overview

Junior Player Requirements

- Basketball Queensland Registration
- NWB Junior Player Registration

Junior Team/Club Staff & Game Officials Requirements

- NWB Volunteer Registration
- Blue Card (preferred)

Senior Player Requirements

- Basketball Queensland Registration
- NWB Senior Player Registration
- Team Nomination Fee
- Weekly Game Fee

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

The email address entered into the Game Day 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.

Member Registration Fees

	BQ		NWB	
	Price	Period	Price	Period
Players – Seniors	\$72.84	365 days	\$116.91	365 days
Players – Trial / Fill In	\$6.24	14 days	\$10.30	14 days
Players - Juniors	\$72.84	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 remunerated 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 Northside Wizards Basketball - GameDay Registration (mygameday.app) Non-Club (ie school) Northside Wizards Basketball - GameDay Registration (mygameday.app)	
Players – Senior Competition	Northside Wizards Basketball - GameDay Registration (mygameday.app) Please get team code from your team contact	
Coaches, Manager & Club Delegates	Northside Wizards Basketball - GameDay Registration (mygameday.app)	
Wizards Referees	BQ - Own Ur Goal https://bqref.ownurgoal.net.au	NWB
Wizards Scorers	BQ – Own Ur Goal 3. Log in. On the top right of screen, click on the menu button (3 lines) 4. Select "Registrations" 5. On the top right of screen, click on the + button 6. In the "Enter Entity Code:" box, enter 1117 7. Do NOT tick the "Staff access also required" box 8. Click on "Send Request" button	Northside Wizards Basketball - GameDay Registration (mygameday.app)

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:

	1 st Breach	2 nd Breach	3 rd 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 remuneration 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.

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 \(vinsurancegroup.com\)](http://Basketball Australia (vinsurancegroup.com))

Nominations

Team Nomination Fees

Premier League	\$46
Seniors	\$46
Juniors	Built into junior fees
Social Mixed	\$46

Team nomination fees are subject to change, due to fluctuating operating costs and other factors.

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 names must follow the format: Age Group – Gender – Club Mascot - Team Identifier
 - Example: U15 Boys Hawks Purple

CLUB / LOCATION	MASCOT	TEAM IDENTIFIERS
Aspley	Devils	Blue, Maroon, Green, Orange, Yellow, Black, Teal
Bracken Ridge	Panthers	Yellow, Blue, Green, Red, Gold
Brendale	Bobcats	Black, Yellow, White, Red, Orange, Purple, Green, Blue, Grey, Brown, Teal
Chermside	Redbacks	Red, Black, Silver, White, Grey, Pearl, Onyx, Teal, Amber
North Lakes	Hawks	Purple, Black, Yellow, White, Gold, Indigo, Blue, Red, Cyan, Silver
Northside Christian College	Crusaders	White, Blue, Green, Black
Northside Girls Basketball League	N/A	N/A
Northside Wizards	WizKids	N/A
Padua College	Eagles	Gold, Brown
Petrie	Pythons	Green, White
Scarborough	Tigers	King Cats, Rookies, Cubs, Swish, Nets, Cool Cats, Paces, AxeMen, Sonics, Warriors, Kings, Ballerz, Blazers, Raptors, Lepricons, Hornets

- Team lists must contain:
 - Minimum 7 players
 - Minimum Head Coach and Manager (must all be registered as volunteers in Game Day)
 - 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

Team Nomination Process - Seniors

- Team contact to complete online registration including making payment prior to the closing date:
 - Winter 2022 - Fri. 1 April 2022
 - Summer 2022-23 - Fri. 2 September 2022
- Team contact to email the Competition Manager within 7 days of nomination closing date:
 - List of minimum 7 players
 - 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.

Weekly Game Fees – Seniors

- Premier League: \$112
- Midweek Senior Competition: \$102
- Sunday Senior Mixed: \$80

Team Withdrawal Process

- Any team that wishes to withdraw from the competition must notify the Competition Manager via email
- If the withdrawal is made:
 - Within 7 days of the close of nominations
 - Team nomination fee will be 50% refunded
 - Following the close of nominations, but prior to the commencement of the competition:
 - Team nomination fee will be forfeited
- After the season has commenced:
 - Team nomination fee will be forfeited
 - Fine issued of double the applicable game fee for that competition

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.

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.

Premier League & Seniors

- All teams must submit their team name and 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.
- Inappropriate team names or pictorial designs will not be permitted.

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	<ul style="list-style-type: none"> **Identical design (colours, numbers, logos, sponsors) Numbered front & back 	<ul style="list-style-type: none"> Slight design difference accepted Numbered front & back Numbers must clearly contrast singlet 	<ul style="list-style-type: none"> Same dominant colour Numbered Taping permitted 	<ul style="list-style-type: none"> Tucked in) (S) Numbers 00, 0-99 Numbers on back $\geq 16\text{cm}$ & $\geq 2\text{cm}$ wide Numbers on front $\geq 8\text{cm}$ & $\geq 2\text{cm}$ wide **Prohibited: Wizards uniforms Numbers must be easily read - live & on video – contrasting colour/suitable design
Shorts	<ul style="list-style-type: none"> **Identical design (colours, numbers, logos, sponsors etc) Shorts must be worn. Tights may be worn underneath 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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		<ul style="list-style-type: none"> T-shirts prohibited (S) Compression garments permitted (must be taut to skin)(S)
Jewellery	<p>NWB advises that all jewelry should be removed, however the following conditions apply:</p> <p>PERMITTED</p> <ul style="list-style-type: none"> 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) <p>PROHIBITED</p> <ul style="list-style-type: none"> Stoned wedding rings (S) Necklaces, bracelets, anklets (S) Fitness trackers worn on arms or legs (above sock line) (S) 			
Hair	<p>PERMITTED</p> <ul style="list-style-type: none"> Plaits and braids Headbands & coverings made of soft material, provided they are securely fitted to head Bobby pins <p>PROHIBITED</p> <ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Must be worn (S) Sports shoes w/ non-marking sole (S) 			
Fingernails	<ul style="list-style-type: none"> Must be closely cut (S) Gloves may be worn to cover uncut nails (S) 			
Medical Devices	<p>PERMITTED</p> <ul style="list-style-type: none"> 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) 			

Medical Devices (cont)	<ul style="list-style-type: none">• 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)
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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

Player Uniform Examples

<p>EXAMPLE UNIFORM (PREMIER LEAGUE **Identical design)</p>	<p>“SLIGHT” DESIGN DIFFERENCE (SENIORS, VETERANS, JUNIORS)</p>	<p>SAME DOMINANT COLOUR (MIXED)</p>
	 <p>Slight logo difference</p>	 <p>Team name and/or style of name different</p>  <p>Stripes in multiple places</p>
	 <p>Slight logo design difference Band design difference</p>  <p>1-2 small-medium logo(s) (overall design is the same)</p>	 <p>Large logo</p>

Player Uniform Examples

<p>EXAMPLE UNIFORM (PREMIER LEAGUE **Identical design)</p>	<p>“SLIGHT” DESIGN DIFFERENCE (SENIORS, VETERANS, JUNIORS)</p>	<p>SAME DOMINANT COLOUR (MIXED)</p>
	 <p data-bbox="474 756 812 892"> Same team name & name style Same number/name colour Slight brand/logo difference </p>	<div data-bbox="868 315 1258 640">  <p data-bbox="860 640 1234 672">Different number/name colour</p> </div> <div data-bbox="860 682 998 934">  <p data-bbox="998 924 1372 955">Different team name on jersey</p> </div> <div data-bbox="860 955 1023 1249">  <p data-bbox="1023 1228 1380 1260">Different name/number style</p> </div>

Player Uniform Examples (cont)

<p>EXAMPLE UNIFORM (PREMIER LEAGUE **Identical design)</p>	<p>"SLIGHT" DESIGN DIFFERENCE (SENIORS, VETERANS, JUNIORS)</p>	<p>SAME DOMINANT COLOUR (MIXED)</p>
	 <p>1-2 small-medium logo(s)</p> <p>1-2 skinny stripes at bottom of short</p> <p>1 skinny stripe running length of short</p>	 <p>Stripes in multiple areas</p> <p>Wide stripe(s)</p> <p>large logo including one forming a stripe</p> <p>2+ skinny stripes running length of short</p> <p>Multiple colours</p>

Officials (Referees & Scorers)

	Premier League	Seniors (Div), Veterans & Juniors	Seniors (Social)	All Competitions
Top	<ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • Black trousers • Black socks 	REFEREES <ul style="list-style-type: none"> • Black shorts, shorts & tights or trousers 	SCORERS <ul style="list-style-type: none"> • Black shorts, tights, trousers or skirts 	
Accessories	<ul style="list-style-type: none"> • Compression garments must be black 			
Jewellery	PROHIBITED: <ul style="list-style-type: none"> • Fitness trackers worn on arms or legs (above sockline) • Bulky jewelry 			
Footwear	<ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • 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 shirt 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-worn – 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	
Game Starts	<ul style="list-style-type: none"> Game clock starts at the scheduled start time of game, or three minutes after previous game has finished. Exceptions to this rule are: <ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> 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
Timeouts	2 in first half (per team) 3 in second half (per team) Max. of 2 in the last two minutes (per team)	ROUNDS <ul style="list-style-type: none"> 1 per quarter (per team) Qtrs 1-3 - cannot be granted once 2:00 or less is displayed on the game clock FINALS <ul style="list-style-type: none"> 2 in 4th quarter 1 per overtime period
Substitutions	<ul style="list-style-type: none"> Whistles After made baskets in the last two minutes if inbound team is requesting a sub 	<ul style="list-style-type: none"> 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 inbound team is requesting a sub

Free Throw Line

In all Under 11 games, free throws shall be taken approximately one (1) metre towards the hoop from the free throw line. In Under 13 and higher division games, free throws shall be taken from the free throw line.

Scoring

- Requirements for teams to provide scorers:
 - Premier League – no
 - Seniors – no
 - 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.

Team Numbers, Late Starts & Forfeits

- 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 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 remuneration.
- 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
- 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
- The following penalties will apply:
 - At least twenty-four (24) hrs notice of a forfeit - no penalty
 - Less than twenty-four (24) hours' notice of a forfeit - penalty is equivalent of both team's game fees.
- The forfeit fees must be paid prior to the team's next game.
 - Paid during the week via Team Pay
 - Pay via eftpos at game night prior to the game

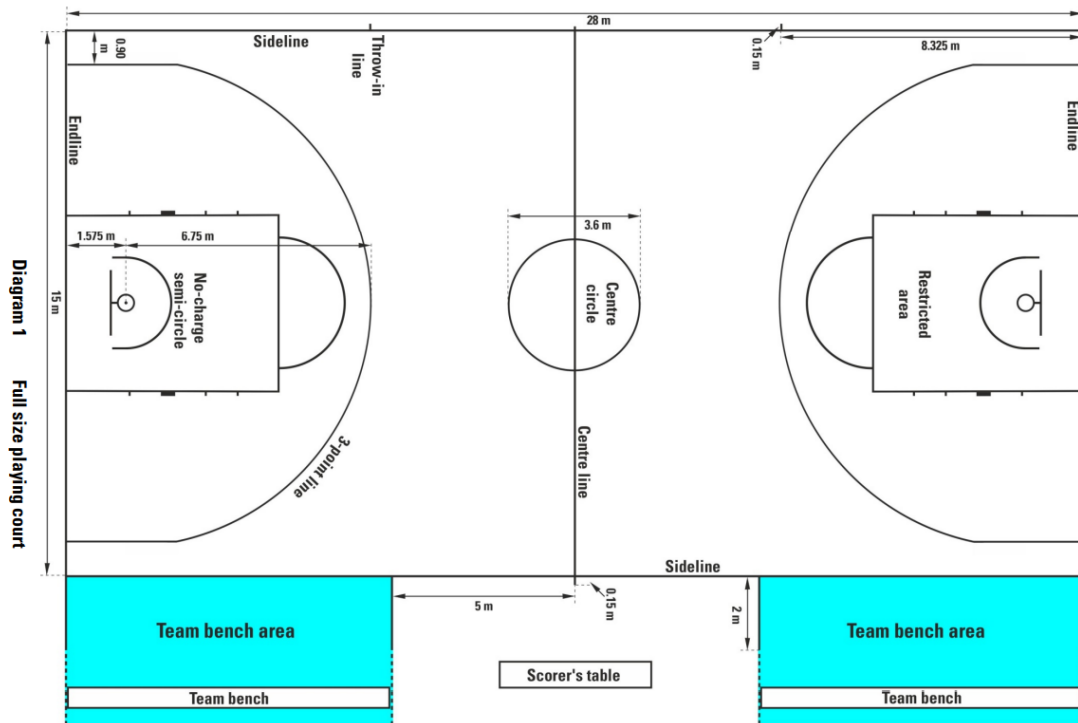
Team Bench Areas

- 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.

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OFFICIAL BASKETBALL RULES 2020

June 2020



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.

Mixed Competitions

- Maximum of three (3) male players on the court at all times
- If there are less than two (2) female players available to take the court for a team (e.g. through injury, disqualification or any other reason) then this team will continue to be restricted to a maximum of three (3) male players on the court at any one time.
 - The minimum 4 eligible players to commence a game must include at least 1 female player
- Females are not allowed in either key in first half. Males are not allowed in either key in second half. Penalty:
 - If team is on offence: inbound to other team from baseline
 - If team is on defence:
 - If ball is in the air on a shot: points count
 - If ball is in general play: foul shot to any player, followed by baseline throw in for offensive team
- Size 6 ball will be used
- Males Guarding Female Players
 - Males may actively guard female players whilst they are dribbling the ball and off-ball:
 - Within 1 metre
 - “Normal” defence, moving feet and body to maintain position in front
 - Once a female commences the act of shooting (ball comes to rest/upward motion) male players must take up “inactive” defence
 - At least 1 metre away
 - Both feet must be on the ground
 - Body and arms must be vertical/within cylinder
 - Discretion of this rule is up to the referees
 - Penalty for active defence: points awarded to the female player

Hot Weather Policy

The thermometer located at the court supervisor's desk will provide the reference point for court temperature.

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

- The game time will be reduced by 1 minute per quarter.
- 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.

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

- The game time will be reduced by 2 minutes per quarter.
- 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.

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

- 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.

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

The Mercy Rule is designed to encourage respect and good sportsmanship in our junior domestic competition and help prevent teams from running up scores. This is linked to our goal of providing a great basketball experience for all members.

Requirement for Implementation

- Mercy rule is mandatory in divisions 2 and below of junior competition games.
- Mercy rule is **strongly encouraged for division 1 junior competition games**
- Mercy rule is enacted when the score line equals 20 points or more
- Offers from the losing team coach to decline the mercy defense are appreciated but not permissible.

Process if Mercy Rule is Required

- If the coach believes the mercy rule should be enforced, they are to send their team manager or club delegate to seek out a Game Official to assist with the enforcement of the rule.
 - The referees are not to be involved with enforcement of the rule
- The scoretable will press the siren following the basket that takes the score to 20 or more and notify participants
 - Unless there is 1 minute or less remaining in the 1st 3 quarters, in which case the scorers will wait until quarter time to communicate
- The coach of the leading team may take 10 seconds to call their team over to the bench and instruct the players to pull back their defense to the half-way line whenever the opponent:
 - Inbounds from the backcourt
 - Gains live possession by a defensive rebound after a missed shot by the leading team
- The leading team may not commence defense until the ball has crossed the halfway line
- Should the lead be reduced to less than twenty points, full court defense may recommence if required.

Penalty for Non-Compliance

- 1st offense - the Game Official will stop the game, instruct the leading team to fall back and the game will be restarted with a throw in with the player straddling the centre line.
- 2nd offense - warning to head coach of leading team by Game Official
- 3rd offense - technical foul will be issued on the head coach by the Game Official

Suggestions for the Winning Team

Instead of focusing on scoring, the following basketball skills can be practiced:

- Non-dominant hand dribbling, shooting and passing
- Screening – on ball, off ball and dribble hand off
- Half-court offense – player spacing and ball movement
- Half-court defensive rules and communication – eg help and rotation

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 – U11, U13

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 [Northside Wizards Basketball - GameDay Registration \(mygameday.app\)](#)

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.
- 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 available in the Official's Handbook

Referees

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

- Premier League – Div 1 3
- Premier League – Div 2 2
- Seniors & Juniors 2

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

[Northside Wizards Basketball - GameDay Registration \(mygameday.app\)](#)

Scorers

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

- Premier League – Div 1 3 No scorers required from teams
- Premier League – Div 2 3 No scorers required from teams
- Seniors 2 No scorers required from teams
- Juniors 1 Each team must supply one competent scorer

Registration for scorable courses can be done via the link below:

[Northside Wizards Basketball - GameDay Registration \(mygameday.app\)](#)

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:

- Premier League & Seniors 2x Game Officials
 - 1x Court Supervisor
 - 1x Official's Supervisor
- Juniors 3x Game Officials
 - 1x Court Supervisor
 - 2x Official's Supervisors

Player Eligibility

General Eligibility Rules

- 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

Fill-Ins

- If a team is only able to field 5 or less players, they may use fill ins to create a team up to 6 people. For example:
 - If a team has 2 players available, they may recruit 4 fill ins
 - If a team has 5 players available, they may recruit 1 fill in
 - If a team has 6 players available, they may not use fill ins
- A player nominated to a team in a NWB competition:
 - may fill in for another team of:
 - A higher division in the same competition
 - Any division in a different competition
 - may not fill in for a team in the same or lower division in the same competition
- A person who does not currently play for any NWB competition team, may fill in for any team, in any competition, so long as they hold a current full or short-term registration fee for BQ and NWB
- A player filling in for a team in a higher division of the same competition, may fill in a maximum of 2 times whilst maintaining their ability to play in their original team
 - Once a player fills in for the 3rd time in the higher division, they are regarded to be a player of that team/division, and may not return to their original team
- A player may fill in for a maximum of 3 teams across all competitions within a season. For example, a player in the competition Wednesday Senior Men Division 4, could fill in for the following whilst maintaining their ability to play in their original team:
 - Senior Men – Wednesday – Div 1 x 2 games
 - Senior Men – Wednesday – Div 3 x 2 games
 - Senior Men – Tuesday – Div 2 x 2 games

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: <ul style="list-style-type: none"> ● 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: <ul style="list-style-type: none"> ● Players will be credited with games played and player stats (where recorded). Forfeiting Team: <ul style="list-style-type: none"> ● 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

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 reserve the right to regrade them into a higher 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 club welcomes all members of the community, regardless of their abilities. We will include people with disability in our club in both playing and non-playing roles to the greatest extent that we can.

We will endeavour to make our club as accessible as possible, based on our state 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 club information in appropriate ways and formats.
- Expect all members of our club to accept and welcome people with disability.
- Make sure people of all abilities are included in our club's social activities and are recognised for their contribution and achievement.
- Have strong policies to ensure that people can play sport and participate in our club without discrimination, harassment or bullying.
- Provide information about other options for participation outside our club; for example, letting people know about sports that are primarily or only for people with disability, or clubs 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 in our club
- understand that we will do our best to make any necessary adjustments or modifications
- talk to us if you have any concerns or ideas to help us make our club more inclusive.

Competition Points and Ladders

- Three (3) premiership points shall be awarded for a win or bye, two (2) for a draw and one (1) for a loss
- A forfeit shall be scored as 20-0 in favour of the winning team. The winning team shall receive three (3) premiership points.
- Games which are recorded as a forfeit in the following circumstances shall be deemed a loss:
 - Where a team is “fouled out” if during the game, less than two (2) players are left on the court.
- Team placings for finals shall be determined on the basis of accumulated competition points.
- Where two (2) or more teams have accumulated equal competition points, their relative positions shall be determined according to the following:
 - Wins and losses of the relevant teams against each other;
 - Total game points for and against each other;
 - Total wins and losses for all games;
 - Total points for and against for all games.
 - Note: Where application of the above principles results in a draw between two (2) or more teams and further resolution is necessary, eg. For a second or third or fourth and fifth placing, relative positions shall be determined by a playoff with the eventual winner(s) proceeding to the appropriate final(s).
- It shall be the responsibility of each team or club to check that competition points have been correctly awarded and final places correctly determined.

Finals may be conducted as follows:

 - Three (3) week schedule:
 - Two (2) week schedule:
- The format of finals games may be adjusted by the NWB Competitions Manager if warranted.

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:

- TUS Register
- Tribunal System for Reports & Complaints
- One and Done Spectator Policy
- Behaviour Stoppage Policy
- Ejection from Stadium Policy

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/d5sJnIC5tG/>
- 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.

TUS Register

In order to track repetition of more minor offenses by participants (eg players & team staff), and to track offenses by spectators who are not required to be registered, Wizards uses the TUS (Technical Foul, Unsportsmanlike Foul, Spectator) Register.

In the past, this register was called the TUD, however has had a number of amendments that will be enacted for the Winter 2022 season and beyond:

- All technical, unsportsmanlike and disqualifying fouls are recorded by scoretable staff on the match report and Courtside (ipad) during the match and confirmed by the referee at the end of the match. The initials of the calling referee are listed beside the fouls on the match report.
- Spectators who are provided with a warning or removed are to provide their name, which will be entered into the register. If they do not provide their name, the team staff and/or club delegate will be approached to provide the information. The initials of the game official are listed beside the entry in the register.
- Disqualifying fouls require a report to be submitted by the referee (or Game Official if for reasonable reason the referee is unable to do so) and are not required to be entered into this register, as the register is for more minor offences.
 - A participant who is game disqualified as a result of a combination of two technical or unsportsmanlike fouls will have each foul registered into the TUS, and a report written.
- Spectators removed from stadium require a report to be submitted by the Game Official, as well as their removal entry entered into the TUS

Each participant/spectator requiring an entry into the register will have a record which lists:

- Full Name
- FIBA # if they are a registered member (only spectators who do not participate in any capacity would not be registered, in which case the code "NR" should be entered for Not Registered)
- Senior league team(s) associated with and role in team(s)
- Junior league team(s) associated with and role in team(s)

An entry is made in a person's record for:

- Technical fouls – N.B. bench technical fouls that are clearly caused by an individual that is not the coach, will be listed in the register against the offender, not the head coach
- Unsportsmanlike fouls
- Warnings issued to spectators
- Removal requests issued to spectators

The following are the outcomes are automatically applied for entries into the register:

- 1st – Nil outcome
- 2nd – Warning email
- 3rd – Administrative Tribunal – suspended sentence of 1 week
- 4th – Enactment of 1 week suspension
- 5th onwards – Full Tribunal

Please note:

- Every effort will be made by the Tribunal Administrative team to advise people of their outcome in a timely fashion. However, in the instance that an outcome is not advised, and a person accumulates additional entries, the outcome the person has reached is the outcome that will be enforced at the time of communication. For example, if a person is not notified of their warning prior to accumulating a third entry, the 1 week suspended sentence will still be enacted.

- Tribunal by-law supersedes the TUS register penalties, and the tribunal panel reserves the right to issue a penalty based on investigation into incident(s) reported to the association. For example, if a person receives two entries into the register and is sent their second entry warning, but upon investigation the association believes the incident is more serious in nature, tribunal bylaw will be enacted.

Tribunal System for Reports and Complaints

The Basketball Australia Tribunal By-Law governs the conduct of disciplinary procedures in relation to basketball competitions and activities conducted by Northside Wizards Basketball. The full explanation of the tribunal process can be found here: [BA-National-Tribunal-Guidelines.pdf \(ownurgoal.net.au\)](http://ownurgoal.net.au/BA-National-Tribunal-Guidelines.pdf) .

The Tribunal has the power to suspend, disqualify, reprimand, fine, bond, ban or otherwise deal with any person involved with basketball and / or Northside Wizards (including, but not limited to players, coaches, teams, clubs, officials or spectators) in accordance with this By-law, regarding any incident arising from an activity conducted by Northside Wizards. The incident may have occurred before, during or after the conduct of the activity, within the confines of the stadium, activity venue or its immediate surrounds, or elsewhere if directly related to a basketball activity of any sort.

Reports Process

Northside Wizards referees and Game Officials (court supervisor & official's supervisors) have been empowered to report any person, team or club which, in the opinion of the official has committed an offence under this By-law. When a report is received, an investigation will commence to gather any written and video evidence available.

Any instance of ejection, be that a participant being disqualified from a game or patron requested to leave the venue, will automatically require a report to be submitted by the appropriate official.

Where Northside Wizards officials or staff believe an offence may have been committed, or the receives a letter of complaint but no report has been made, Wizards may investigate, or appoint a person to investigate, the alleged offence. If after the investigation it is recommended that a report should be made, Wizards may make a report.

Once the investigation is complete, the reported person will be notified that a report has been received, what charges they face and what action the Tribunal is taking. Possible actions include:

- Code of Conduct Warning – no further action is taken on this incident but a warning that there were signs of behaviour that may have been inappropriate
- Administrative tribunal – sufficient evidence is put forward to automatically issue a penalty
- Tribunal – reported person must attend a tribunal and be questioned by the panel members

Please note: The investigation process can take several days and is only done during business hours. Therefore, a significant amount of time may pass between when the incident is reported and when the reported person is charged. Northside Wizards acts as quickly as possible to investigate and administrate reports and their charges.

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/KrxuJqneA1>
- 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

Witness Statements

Any persons may have their report/complaint/evidence/version of events supported by a witness. For the information from a witness to be submitted into the investigation, their statement must be submitted via the Witness Statement form. The Witness Statement form is available via:

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

Chargeable Offences

Offences that a person may be charged with under this bylaw are:

- a. Disputing the decision(s) of a referee
- b. Unsportsmanlike behaviour
- c. Breach of Code of Conduct (Behaviour)
- d. Attempting to trip
- e. Tripping
- f. Obscene gestures
- g. Offensive language
- h. Attempting to strike
- i. Striking
- j. Attempting to elbow
- k. Elbowing
- l. Fighting
- m. Attempting to kick
- n. Kicking
- o. Spitting
- p. Moving under an airborne player (tunnelling)
- q. Putting a person in fear of impending violence
- r. Coaching, refereeing, playing, scorebench duties while under suspension
- s. Deliberately endangering the safety, health of the players, spectators, officials (incidents involving blood/bodily fluids)
- t. Conduct which brings the game of Basketball into disrepute
- u. Failure to attend Tribunal without proper cause when notified

- v. Failure to cooperate in, or hindering an investigation or hearing under these by-laws
- w. Intimidating or bullying a person or attempting to do so
- x. Public criticism of officials, coaches or players related to basketball activities

A charged person who has been convicted of an offence and received a penalty under this By-law shall not play, coach, referee or otherwise take part in basketball activities as directed by the Tribunal until the penalty has been served to the satisfaction of the Organising Body.

Report Outcomes Document

Any report or complaint received is given an incident number and entered into the Report Outcomes document, along with the name and associated team of the person(s) reported as at fault in the report/complaint and the outcome of the investigation. This document is accessible by Game Officials (court supervisors and officials supervisors) for the purpose of upholding the findings of the investigation. This document is confidential and its contents not disclosed to any other person(s).

Tribunal History in Game Day

Under the tribunal by-law, each association acknowledges and agrees that it is required to recognise and enforce penalties handed down by the disciplinary tribunals of all other organising bodies, basketball associations, leagues and competitions which are affiliated with Basketball Australia and/or its Constituent Associations.

Any person(s) who has had an offense charge reviewed under administrative or full tribunal will have an entry made into their Game Day profile under the Tribunals tab. This keeps a record available to all Basketball Queensland associations of the charges and the outcomes given.

One and Done Spectator Policy

To ensure a safe and enjoyable playing environment for all players, officials and participants, Northside Wizards have implemented a “One and Done” policy for inappropriate behaviour by spectators in all competitions. This action has become necessary due to the reported instances of inappropriate and abusive behaviour, especially at junior events, and our desire to nurture a safe, competitive environment for all participants.

The Policy will ensure that there will be one warning given to those who show inappropriate or abusive behaviour, and repetition will result in ejection from the venue. However, should the behaviour be serious enough, the Game Officials have the right to move to immediate ejection.

Inappropriate or abusive behaviour, includes but is not limited to:

- Persistently or willfully questioning or challenging the rulings of the referees
- Berating or abusing officials i.e. referees and scoretable personnel
- Berating or abusing team officials – coaches, managers, club delegates
- Interfering in the coaching of the team
- Berating or abusing players
- Berating or abusing other patrons
- Berating or abusing any game day official such as a Court Supervisor, Official’s Supervisor, Duty Manager, Association Representative or Basketball Queensland Representative

Northside Wizards implores any spectators who feel that they cannot refrain from the above behaviour not to attend.

Parents/spectators/organisations who would like to offer feedback or request clarification on officiating issues should direct their feedback to their team coach, manager or club delegate.

This policy is not aimed at stifling or diminishing healthy supportive cheering or the ability of all spectators and parents to enjoy the spectacle of junior sport, but rather to ensure that the support is done in a manner deemed appropriate under the Basketball Queensland Codes of Behaviour.

N.B. Any spectator who is warned or removed will have their name and associated team recorded in the TUS Register. See the TUS Register section for more information.

Behavioural Stoppage Policy

If at any stage during a game, a referee believes a spectator, coach or player needs to be observed or warned for poor behaviour, they may stop the game and seek out a Game Official. The Game Official will take any action(s) they deem necessary after speaking to the referee(s) and addressing the spectator/coach/player.

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 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 in to 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.

Ejection from Stadium Policy

Any person ejected from our venue will have a report completed by the appropriate official and submitted to the Tribunal Chair for review.

- Players and team staff will have a report completed by the referee on the game
- Patrons will have a report completed by the attending Game Official

Once the request has been made for a person to leave the venue, they must do so without delay. If they have any children in their care that cannot be supervised by another adult, they must take their child(ren) with them, even if that means removing a child from play.

A person ejected from the venue is not permitted to re-enter any Northside Wizards venue for 24 hours.

No exceptions.

For example, if the person is a:

- Coach/manager/delegate of multiple teams, a replacement must be sought
- Player of multiple teams, they cannot participate in further matches
- Parent they cannot return to:
 - Collect their child under another adult's care. The child must be brought to them
 - Watch matches for their other children
 - For any post-match events such as medal presentations
- Returning for a different competition in the same venue, the ban still applies

Ejected from the venue means completely exiting the building and at least 10m away from the entry/exit doors.

Persons who refuse the request to leave the venue will be considered trespassing, and game day staff will call police to the venue if required. Disregard to follow the request will also be taken into consideration by the tribunal when determining the penalty issued.

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/KrxuJqneA1>)
- 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