



National Championships

Ivor Burge Championships

National Junior Wheelchair Championships

Rules and Regulations

UPDATE – September 2023

BASKETBALL AUSTRALIA

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Rules

1. Competition Management

The National Championships will be managed by Basketball Australia who shall be responsible for the overall organisation and management of each Tournament and to coordinate the competition aspects and the operations of all games.

Basketball Australia shall:

- a) Inform the participating State and Territory Basketball Associations of all relevant information related to the National Championships.
- b) Support the State and Territory Basketball Associations with the registration of players, coaches and accompanying team members.
- c) Ensure that the rules regarding advertising on teams' uniforms are applied in accordance with the Uniform Policy.
- d) Prepare all required regulations, guidelines, handbook and other materials related to the National Championships.
- e) Oversee all TV, marketing and communication aspects of the National Championships.

All Tournament matters will be overseen by Basketball Australia National Championships Manager, assisted by other Basketball Australia staff that will undertake the following

- Competition Operations
- Marketing
- Media
- Commercial
- Digital

All National Championships (NC), Ivor Burge Championships (IBC) and Nations/ Junior Wheelchair Championships (NJWC) competitions will be conducted under the Official Basketball Rules of FIBA, with the following variations:

2. NC, IB and JNWC Rules

2.1. Timing – Under 16, 18 & 20 NC

Warm Up – 15 minutes

Playing Time – 4 x 10-minute quarters fully timed

Half Time Break – 10 minutes

Quarter & Three-Quarter Time Break – 2 minutes

Extra Time – 5 minutes (all games must have a result – no ties will be permitted)

Extra Time Break – 2 minutes

Time outs – 2 in first half, 3 in second half, 1 only in extra time

In special situations the Championship Technical Committee may authorize the reduction of the Warm-Up and Half-Time intervals to 10 and 5 minutes respectively

2.2. Timing – IBC

Warm Up – 15 minutes

Playing Time – 4 x 10-minute quarters fully timed

Half Time Break – 10 minutes

Quarter & Three-Quarter Time Break – 2 minutes

Extra Time – 5 minutes (all games must have a result – no ties will be permitted)

Extra Time Break – 2 minutes

Time outs – 2 in first half, 3 in second half, 1 only in extra time

2.3. Timing – JNWC

Warm Up – 15 minutes

Playing Time – 4 x 10-minute quarters fully timed

Half Time Break – 10 minutes

Quarter & Three-Quarter Time Break – 2 minutes

Extra Time – 5 minutes (all games must have a result – no ties will be permitted)

Extra Time Break – 2 minutes

Time outs – 2 in first half, 3 in second half, 1 only in extra time

2.4. Timing – Ivor Burge 3x3

Warm Up – 5 minutes

Playing Time – 10-minutes or first to score 21

Clock will stop during time outs

14 second shot clock

Overtime – First team to score 2 Points

Time outs – 30 seconds / 2 total per team per game

2.5. Technical Equipment & Courts

2.5.1. The **Spalding TF1000 Legacy** will be the official basketball of NC, IBC and JNWC

2.5.2. The Spalding TF33 will be used in any 3X3 games.

3. Junior National Wheelchair Championships Specific Rules & Regulations

- 3.1. Athletes will compete for the Kevin Coombs Cup
- 3.2. A competition for wheelchair athletes that involves:
 - U23 for Males (U24 for 2022 to allow for World cup rulings)
 - U25 for Females – these age groups fit in with National team selection age groups.
- 3.3. Teams are mixed gender
- 3.4. All athletes **MUST** have been classified to compete in the Junior National Wheelchair Championships.
- 3.5. Maximum number of 12 players / team is allowed
- 3.6. Due to injury or illness, a player may be replaced, the replacement player may be registered by the State/Territory Administrator provided notice in writing is given to BA prior to the commencement of the Championship
- 3.7. No changes can be made to the playing roster after the finalisation of the scoresheet for the teams' 1st game at the Championships
- 3.8. Held in conjunction with the U18 championships
- 3.9. Athletes competing in the JNWC are eligible to represent another state, if the State/Territory in which they reside does not enter a team or does not select them. An interstate player should not be taking away team positions from local players.
- 3.10. The valid player classifications in the JNWC are 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0 and 4.5
- 3.11. Any athlete who has represented the Rollers or Gliders at a major tournament (i.e Asia Oceania Zone Championships, IWBF World Championships or Paralympic Games) is not eligible for a deduction.
- 3.12. There is a 14-point cap limit on court at any time unless a team has a female (1-point deduction) or Junior U18 (1-point deduction) on court in which case they can have 15 or 16 points on court.
- 3.13. Head Coaches at JNWC must be National Coaching Accreditation Scheme (NCAS) Level 2 Accredited coach
- 3.14. The IWBF Official Wheelchair Basketball Rules will be used throughout the tournament, and all efforts must be made by BA and State/Territory associations to book travel as far in advance as possible to minimise costs.

4. Ivor Burge Championships Specific Rules & Regulations

- 4.1. The Ivor Burge Championship is played in conjunction with the U20 Championships and is for athletes with an Intellectual Disability.
- 4.2. All athletes competing in the Ivor Burge Championships **MUST** have a classification number to compete in the Championship from Virtus/Sports Inclusion Australia.
- 4.3. Maximum number of 12 players / team is allowed

- 4.4. Due to injury or illness, additional players may be registered by the State/Territory Administrator provided notice in writing is given to BA prior to the commencement of the Championship
- 4.5. No changes can be made to the playing roster after the finalisation of the scoresheet for the teams 1st game at the Championships
- 4.6. Athletes competing in the Ivor Burge Championships are eligible to represent another state, if the State/Territory in which they reside does not enter a team. An interstate player should not be taking away team positions from local players.
- 4.7. Teams from States and Territories are eligible to enter and a team from Japan, New Zealand or other international countries in the Asia Oceania region would also be accepted. All efforts must be made by BA and State/Territory associations to book travel as far in advance as possible to minimise costs.

5. Withdrawal of Team

Should a team for any reason withdraw from the competition prior to the completion of the tournament, the NC Technical Committee, shall determine the fairest way to adjust the competition so that teams that have played, or are yet to play the withdrawn team, are not disadvantaged.

Regulations

All National Championships (NC), Ivor Burge Championships (IBC) and Junior National Wheelchair Championships (JNWC) competitions will be conducted under the following regulations:

6. Eligibility

6.1. Teams

6.1.1. National Championships

6.1.1.1. There will be one (1) team from each of 13 regions within Australian States or Territories that are eligible to compete in the Under 16 and 18 NC competitions for each gender, namely:

- Australian Capital Territory (ACT);
- New South Wales Country (NSWC);
- New South Wales Metropolitan (NSWM);
- Northern Territory (NT);
- Queensland North (QLDN);
- Queensland South (QLDS);
- South Australia Country (SAC);
- South Australia Metropolitan (SAM);
- Tasmania (TAS);
- Victoria Country (VICC);
- Victoria Metropolitan (VICM);
- Western Australia Country (WAC);
- Western Australia Metropolitan (WAM).

6.1.1.2. There will be two (2) teams from each of 8 Australian State/Territories that are eligible to compete in the National Ivor Burge and Junior National Wheelchair Championships competitions for each gender namely

- 6.1.2. There will be one (1) team from each of the eight (8) Australian State / Territories that are eligible to compete in the Under 20 NC. Two (2) other teams can be invited to enter – to bring the total number of teams to ten (10) in both the Men's or Women's divisions. This rule is to create balance and evenness in the fixture with either 8 teams or ten teams only. The following order will be used to select the remaining teams:
- 6.1.2.1. NBA Global and any other international team
 - 6.1.2.2. The host state
 - 6.1.2.3. Final placings from the year prior will be used
 - 6.1.2.4. States can only ever have maximum of two teams in a competition
- 6.1.3. IBC and JNWC
- 6.1.3.1. The IBC is played in conjunction with the Under 20 NC and is for athletes with an Intellectual Impairment. All athletes competing in the IBC **MUST** have a classification number from AUSRAPID to be eligible to compete.
 - 6.1.3.2. The JNWC is played in conjunction with the Under 18 NC and is for wheelchair athletes aged Under 23 (males) and Under 25 (females). All athletes competing in the JNWC **MUST** be classified for wheelchair competition to compete.
- 6.1.4. Each team in all competitions may have a maximum number of 12 players.
- 6.1.5. At the pre-tournament technical meeting, each team is required to finalise their roster, after which no changes may be made to any teams and no further players added throughout the tournament.
- 6.1.6. Invited Teams
- 6.1.6.1. There may be additional teams invited to compete as determined by Basketball Australia (BA), including:
 - NBA Global Academy (NBA-GA in Under 20 Nationals);
 - New Zealand (NZ in IB);
 - Japan (JAP in IB).
 - 6.1.6.2. Invited teams in the National Championship age categories are ineligible for quarter finals and will be automatically classified as last in their pool after the minor round. They will continue to play the tournament from this position.

6.2. Players

6.2.1. To be eligible a player must satisfy all of the following criteria appropriate to each competition.

6.2.2. All Competitions. Players must

- be under the stated age as at 31st December in the year of the competition where an age restriction is in place.
- hold a permanent or temporary resident visa for Australia, be an Australian citizen or have refugee status. Proof is required to be shown to Basketball Australia and should accompany each individual online nomination. This clause does not apply to players with invited teams.
- have resided in the State/Territory they wish to represent for at least 3 months immediately prior to the commencement of the Championships.

6.2.3. IB competition only. See below full IB Competition Rules (Page 23)

6.2.4. JNWC competition only. See below full JNWC Competition Rules (Page 23)

6.2.5. Special Eligibility Rules

6.2.5.1. If a player (or family of an under 18 player) moves from one state to another and has not satisfied the required 3 months residency (as per clause 6.2.2), then special exemption may be granted for the player to represent the State/Territory to which they have moved and in which they currently reside. The new state of residency needs to apply for this exemption a minimum of six weeks prior to the start of the Championships and each case will be handled individually.

6.2.5.2. If a player moves from the Northern Territory to another State/Territory with family or by themselves for school, the athlete may still represent Northern Territory subject to the agreement of the State/Territory where they currently reside.

6.2.5.3. Residents of Broken Hill NSW are eligible for selection for South Australia.

6.2.5.4. Residents of Queanbeyan NSW are eligible for selection for Australian Capital Territory.

6.2.5.5. Players who meet all eligibility but are currently residing overseas or in Canberra with the Basketball Australia Centre of Excellence or NBA Global Academy do not need to fulfill the 3 months residency requirement and are eligible to play for their home State/Territory.

6.2.5.6. A player currently residing in Canberra with the Basketball Australia Centre of Excellence or NBA Global Academy that is not required to represent their home State/Territory may represent the Australian Capital Territory.

6.2.5.7. Players who meet all eligibility but have moved States/Territory to compete in the NBL or WNBL do not need to fulfil the 3 months residency requirements and are eligible to represent in their previous state/territory.

6.2.5.8. A player may compete in only 1 age group of NC in any 1 year. This clause does not apply to players in invited teams.

6.3. Coaches

- 6.3.1. Head Coaches at a NC must have a current Association coach accreditation (former NCAS Level 2).
- 6.3.2. Assistant Coaches at a NC must have a current Club coach accreditation (formerly NCAS Level 1).
- 6.3.3. These requirements will be monitored by the State/Territory which they represent.

7. Entry Process

7.1. Team Nominations

- 7.1.1. All team nominations must be completed online.
- 7.1.2. Teams will receive confirmation of registration through an automated system containing their team code and password once the process is complete.
- 7.1.3. Nominations will open 10 weeks prior to the competition commencing.
- 7.1.4. Nominations will close 8 weeks prior to the start of the tournament.

7.2. Individual Registrations

- 7.2.1. All participants, including players, coaches and support staff are required to complete the online individual registration form.
- 7.2.2. Individual registrations are due four (4) weeks prior to the start of the championships.
- 7.2.3. In completing the registration form, all participants agree to comply with the tournament policies and codes of conduct.
- 7.2.4. Following the closing of the individual registration period, Basketball Australia will send each team a confirmation of their entry and all registered participants.
- 7.2.5. Teams are required to respond to confirm all details are correct. Non-response may result in exclusion of players and/or teams from the tournament.

8. Equalisation

- 8.1. Flights are equalised over all teams (excluding additional teams) in each of the National Championship Age categories, Ivor Burge Championship and Junior National Wheelchair Championships. Flight costs for 13 total players and staff.
- 8.2. Any additional players or team staff over 13 must be paid directly by the State or Territory.
- 8.3. Any changes after the equalisation have been calculated must be paid by the individual State or Territory.

See full Equalisation policy in Section 22.

9. Uniforms

9.1. Uniform – Advertising & Sponsorship

- 9.1.1. All advertising on uniforms must be approved by Basketball Australia
- 9.1.2. Care must be taken to ensure that the interests of all the authorized Championship advertisers and or sponsors are not compromised
- 9.1.3. BA retains the right of approval of advertising of all types and each decision shall be final
- 9.1.4. Sponsorship proposals must be submitted for BA approval no later than 3 months prior to the Championship the team is competing in
- 9.1.5. Advertising of betting, alcohol or tobacco products is prohibited
- 9.1.6. Advertising permitted on both the front & back of the playing singlet, 1 line only, max 8 cm in height, background the same as the colour of the shirt, lettering may be a different colour, at least 5 cm from the playing number

9.2. Playing Singlets

Uniform requirements of team members are in accordance with the Official Basketball Rules of FIBA,

- 9.2.1. Advertising and Club identification must be at least 5cms from the playing number
- 9.2.2. Manufacturer's logo may appear on the front, max of 12 cm²
- 9.2.3. Players names may appear on the back, 1 line only max of 8 cm in height
- 9.2.4. State identification in name or logo must be clearly visible on the front of the singlet, written in 1-line 8cm max in height, written in 2 lines 6 cm max in height, logo or badge must not exceed 25 cm², at least 5 cm from the playing number
- 9.2.5. Each team member shall wear a singlet numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:
 - On the back the number must be at least 20cm high.
 - On the front it must be at least 10cm high.
 - All numbers should be at least 2cm wide.
 - Uniforms may be numbered 0-99, 00 is also permitted.
 - Players on the same team shall not wear the same number.
- 9.2.6. An alternate set of uniforms in a different colour is essential, the preference is that one is distinctly light and one distinctly a dark colour. The same playing numbers are allocated to players in both strips
- 9.2.7. Each team is required to carry at least 2 spare playing shirts and shorts/bodysuits in case a uniform is spoilt by blood. These spare playing shirts and short/bodysuits are to be of different numbers to those already listed on the scoresheet.
- 9.2.8. Contrasting trim is permitted. An alternate-coloured stripe is allowed along the side of the shirt and shorts. It must not exceed 3 cm in width on each side of the seam (6 cm in total). There may be a maximum 2 cm trim around the bottom of the leg.

- 9.2.9. All teams will receive a handout list of uniform colours at the Technical Meeting, teams should check their colours and arrange with oppositions in case of clashes. Team A (first listed in draw) has the right to wear their main colour, if there is a clash Team B must change.

9.3. Uniforms – Compression/Injury Management

- 9.3.1. All players on the team must have their arm and leg compression sleeves, headgear, wristbands, headbands of the same solid dominant colour as the uniform under which they are worn, or black, or white or skin colour. All team members must wear the same colour.
- 9.3.2. Ankle or Knee braces may be worn but must be of the same solid dominant colour as the uniform under which they are worn, or black, or white or skin colour. All players on the team must have the same colour.
- 9.3.3. Strapping tape may be the same colour as the dominant colour of the uniform, or black, brown or white.

9.4. Shorts

- 9.4.1. Advertising permitted on one leg of the short.
- 9.4.2. Manufacturer's logo permitted but must not exceed 12cm²
- 9.4.3. The logo of the team may but must not exceed 25 cm²

9.5. Uniforms – Exemptions

- 9.5.1. No T-Shirts to be worn under singlets.

Exceptions – Medical certificate or other extenuating circumstances presented to the Championship Technical Committee and approved. If permission is given, T Shirt must be of the same single colour as the playing singlet. **This decision is final and not subject to appeal.**

9.6. Uniforms – Coaching Staff

- 9.6.1. Dress pants or skirt with polo shirt or sports shirt is the minimum uniform requirement.
- 9.6.2. Because of the tasks required to be performed during games Team Managers and other non-coaching staff will be allowed to wear the team tracksuit

9.7. Socks

- 9.7.1. Advertising prohibited
- 9.7.2. Manufacturer's logo permitted as above

9.8. Tracksuits

- 9.8.1. One advertising sign permitted on either the front or back of the tracksuit. 1 line only, max 8cm in height and 40 cm in length.
- 9.8.2. Name, badge or logo of the team must appear on the front, 1 line only, max 8 cm in height, background the same as the colour of the shirt, lettering may be a different colour, at least 5 cm from the playing number
- 9.8.3. Manufacturer's logo must not exceed 12 cm²

10. Fixture

- 10.1. Draw will be available no later than 4 weeks prior to the commencement of the Championship
- 10.2. The draw shall be based on the number of teams nominating for the Championship:
 - 10.2.1. 7 teams or less will play a Round Robin Series.
 - 10.2.2. 8 or more teams will be in a group system where teams will play a round robin within their pools and progress to a knockout phase which includes quarter finals, semi-finals and classification games.
 - 10.2.2.1. In draws that contain pools, each group will be as equal in standard as possible.
 - 10.2.2.2. BA will seed teams into pools, considering various information available with regard to State/Territory standards, players movements amongst age groups, standings of teams from the previous year etc. It is preferable that teams from the one state will not be allocated into the same pool.
- 10.3. National Championships (Under 16 and Under 18)
 - 10.3.1. The duration of the National Championships for Under 16 and Under 18 players will have a minimum of 6 and a maximum of 8 days of competition.
- 10.4. National Championships (Under 20)
 - 10.4.1. The duration of the National Championships for Under 20 players will have a minimum of 5 and a maximum of 6 days of competition.
- 10.5. National Championships (Ivor Burge)
 - 10.5.1. The duration of the National Championships for Ivor Burge will have a minimum of 6 and a maximum of 8 days of competition.
- 10.6. National Championships (Junior National Wheelchair Championships)
 - 10.6.1. The duration of the National Championships for Junior National Wheelchair Championships will have a minimum of 4 and a maximum of 6 days of competition.
- 10.7. The format of the competition will vary according to the number of teams:
 - 10.7.1. 13 teams
 - The competition will run over 8 days.
 - There will be 2 pools, one of 6 teams, one of 7 teams.
 - The first 5 days will be round robin pool play. Each team in the pool of 7 will play 2 games on one of these 5 days.
 - The final 3 days will be classification games
 - 10.7.2. 12 teams
 - The competition will run over 8 days.
 - There will be 2 pools of 6 teams.
 - The first 5 days will be round robin pool play.
 - The final 3 days will be classification games:
 - 10.7.3. 11 teams

- The competition will run over 8 days.
- There will be 2 pools, one of 6 teams, one of 5 teams.
- The first 5 days will be round robin pool play. Each team in the pool of 5 will have a bye on one day.
- The final 3 days will be classification games

10.7.4. 10 teams

- The competition will run over 8 days.
- There will be 2 pools, one of 5 teams.
- The first 5 days will be round robin pool play. Each team will have a bye on one day.
- The final 3 days will be classification games

10.7.5. 8 teams

- The competition will run over 6 days.
- There will be 2 pools of 4 teams.
- The first 3 days will be round robin pool play.
- The final 3 days will be classification games:

10.7.6. 7 teams

- The competition will run over 7 days.
- There will be 1 pool of 7 teams.
- The first 5 days will be round robin pool play. Each team will play 2 games on one of the days.
- The final 2 days will be classification games

10.7.7. 6 teams

- The competition will run over 7 days.
- There will be 1 pool of 6 teams.
- The first 5 days will be round robin pool play.
- The final 2 days will be classification games:

10.7.8. 5 teams or less

- The Nationals will not be held if 5 teams or less nominate
- The IBC or JNWC will not be held if 3 teams or less nominate

10.8. For competitions of 8 teams or more which require seeding into 2 pools, the procedure will be as follows:

10.8.1. Seeding Procedure

10.8.1.1. Each team's position at the age group below 2 years previously is weighted at 50% towards the current seeding.

10.8.1.2. Each team's position at the current age group 1 year previously is weighted at 25% towards the current seeding.

10.8.1.3. Each team's position at the age group below 1 years previously is weighted at 25% towards the current seeding.

10.8.1.4. If 2 teams are still tied, then the highest ranked team from the age group below 2 years previously will assume the higher seeding

- 13 teams – Pool A 1,3,6,8,9,11 Pool B 2,4,5,7, 10,12,13
- 12 teams – Pool A 1,3,6,8,9,11 Pool B 2,4,5,7,10,12
- 11 teams – Pool A 1,3,6,8,9 Pool B 2,4,5,7,10,11
- 10 teams – Pool A 1,3,6,8,9 Pool B 2,4,5,7,10
- 9 teams – Pool A 1,3,6,8 Pool B 2,4,5,7,9
- 8 teams – Pool A 1,3,6,8 Pool B 2,4,5,7

10.8.1.5. In the initial seeding phase, no two teams from the same state will be in the same pool, the National Championships competition manager will move teams to reflect this.

11. Game Forfeit

11.1. If a team plays an unregistered player that team shall lose the game and subsequently awarded to the opponents and the score shall be 20-0

11.2. A team which, without valid reason, fails to appear to play a scheduled game, or withdraws from the court before the end of the game, shall lose the game by forfeit. The game is awarded to the opponents and the score shall be 20-0.

11.3. A team winning by forfeiture may not be penalised in the determination of final placings in their points for and against.

11.4. Forfeiture will result in a fine of up to **\$10,000.00** and Further disciplinary action by Basketball Australia Integrity

12. Game Abandonment

12.1. If at any stage the referees believe that a game should be abandoned the Technical Commissioner and National Championships Competition Manager will have the final decision as to whether a game is abandoned.

- 12.2. The following formula will be used to determine the result for a game that cannot be completed:
- A 20 + point margin will mean that the result will stand at the scoreline when the game was abandoned, at any point of the game.
 - A margin less than 20 points before half time will mean the game is abandoned and League Management will determine if game is to be replayed.
 - A margin of less than 10 points between half and three-quarter time will mean that the game is abandoned, and League Management will determine if game is to be replayed.
 - After three-quarter time, the result stands at the scoreline when the game was abandoned.
- 12.3. If the game is abandoned **prior to tip off**, the NC Competition Manager will endeavour to replay the game at a later stage of the Tournament. However, the NC Competition Manager will assess if the game is required to be replayed depending on ladder position and if the game is needed to determine playoffs position. If abandoned prior tip off and not replayed, the teams effected by the abandoned game win/loss percentage will be determined by one (1) less game.
- 12.4. In the unlikely event a game is abandoned and not replayed, the league will communicate this decision with all teams.

13. Scoresheet & Statistics

13.1. Scoresheets

- 13.1.1. Will be generated from FIBA Live Stats
- 13.1.2. Copies of the scoresheet and the summary sheet will be available to competing teams as soon as possible after the approval by officiating referees
- 13.1.3. On arrival at the Technical Meeting, team managers are required to ensure that the correct team names, players' names and playing numbers have been provided.

13.2. Statistics

- 13.2.1. Full player statistics will be taken for NC, IBC and JNWC
- 13.2.2. Statistics will be finalised and made available online within a reasonable time at the completion of each game
- 13.2.3. No statistics will be provided for any 3x3 competition

14. Appeals

- 14.1. If a Team believes that its interests have been adversely affected by a decision or event that took place during a game it must proceed in the following manner:
- 14.1.1. When the incident takes place, either immediately, if the ball is dead and the clock is stopped, or at the first time out that follows, the captain/coach of the team makes their observations to the referee in a calm and courteous manner

- 14.1.2. The referee will respond with an explanation or appropriate action.
- 14.1.3. If at the conclusion of the game, the team still believes it has been disadvantaged, the captain shall report to the score table and inform the scorer and referee, through the scorer, that the team is protesting the result of the game.
- 14.1.4. The Captain/Coach must make the NC Manager aware they are “Protesting the result”
- 14.1.5. For this declaration to be valid, the team Coach or Representative must give confirmation of the protest in writing within 20 minutes of the games end.
- 14.1.6. No details are required eg. Team X protest the result of the game between Team X and Team Y. It must be accompanied by a \$500 guarantee and given to a member of the Championship Technical Committee
- 14.1.7. The text of the protest must be submitted to the Chairman of the Championship Technical Committee within 1 hour of the games end.
- 14.2. If the team in question or the opposing team does not agree with the decision of the Championship Technical Committee they may:
 - 14.2.1. Lodge an appeal to BA Integrity Department provided it is done before the next series of games
 - 14.2.2. This appeal is lodged with a fee of \$500 guarantee
 - 14.2.3. The decision of the BA Integrity Department is final

15. Match Conduct

15.1. Team Arrivals

- 15.1.1. Teams are required to be present at the venue a minimum of 20 minutes prior to the fixtured start time of their game.
- 15.1.2. Teams not present at the scheduled game time are considered to have forfeited the game
- 15.1.3. Teams must not occupy team bench area until the previous games benches have been vacated and cleaned.
- 15.1.4. Basketball Australia may approve the delay to a start time due to exceptional circumstances and this decision shall be final.

15.2. Team Benches

- 15.2.1. Team A (first listed in program) will sit on the left-hand side of the bench when facing the court, team B on the right.

15.3. Change Rooms

- 15.3.1. Competing teams will be allocated change rooms for use from after half time of the previous game until the end of half time of their game.

16. Basketballs

- 16.1. All game balls will be provided.
- 16.2. The Referee on each match will bring the game ball to the game.
- 16.3. Teams must supply their own training basketballs.
- 16.4. Spalding is the official supplier for all game day balls

17. Heat Policy

- 17.1. This is designed to protect the health, safety and wellbeing of players, team personnel, officials and spectators from injury and illness that may result from participating in basketball related activities in extreme heat conditions.
- 17.2. In extreme situations, the NC Technical Committee may seek to reschedule matches to avoid peak heat conditions. In this circumstance, NC Technical Committee will liaise with teams to communicate potential game time changes well in advance of the scheduled match and ensure that travel logistics are amended accordingly
- 17.3. Once NC Technical Committee gives approval for the match to proceed (either as originally scheduled or rescheduled), prior to the commencement of the match, the following policy requirements must be met.
 - 17.3.1. All persons involved in the organisation of games must be aware of the impact extreme heat conditions can have on a person playing and attending basketball related activities and put in place adequate contingencies to minimise risks to all persons.
 - 17.3.2. Where high temperatures are expected, game organisers must make reasonable attempts to ensure
 - Full knowledge of availability of first aid equipment and first aid and medical personnel is accessible by all persons attending.
 - Officials of the host venue are aware of the symptoms of heat stress and are instructed to be on high alert to notice any such symptoms
 - Facilities are available for players and other persons to externally cool themselves with water and fans.
 - Players are made aware of the need to hydrate regularly before and after the game and that facilities are available for them to do so.
 - Adequate supplies of ice and ice packs available for use where appropriate; and

17.4. Heat Policy Procedure

- 17.4.1. Ambient temperature will be used as a guide to determine heat conditions within a basketball venue. All stadiums must be fitted with a thermometer and on days where the ambient temperature inside the venue reaches **30°C**, court temperature must be taken hourly whilst the stadium is in use and recorded in a permanent record kept at the stadium.

- 17.4.2. The Bureau of Meteorology (BOM) produces ambient readings for many locations in Australia. You can check these readings and a guide for the relative risk for your location at: www.bom.gov.au/info/thermal_stress/index.shtml
- 17.4.3. If the temperature inside the stadium is **31°C** or above, the referees must call an additional compulsory timeout in each quarter if no timeout has been called by halfway through the quarter. The first and third quarter breaks in will be extended by an extra minute, from two minutes to three minutes.
- 17.4.4. In the unlikely event the stadium temperature reaches **36°C** or above, the game **must** be abandoned.

17.5. Heat Policy Implemented – Game Abandonment

- 17.5.1. If at any stage the referees believe that a game should be abandoned, due to heat policy, The following formula be used to determine the result for a game that cannot be completed.
- A 20 + point margin will mean that the result will stand at the scoreline when the game was abandoned, at any point of the game.
 - A margin less than 20 points before half time will mean the game is abandoned and league management will determine if game is to be replayed.
 - A margin of less than 10 points between half and three-quarter time will mean that the game is abandoned and league management will determine if game is to be replayed.
 - After three-quarter time, the result stands at the scoreline when the game was abandoned.
 - If the game is abandoned **prior to tip off**, the league will endeavour to replay the game at a later stage of the season. However, the league will assess if the game is required to be replayed depending on ladder position and if the game is needed to determine playoffs position. If abandoned prior tip off and not replayed, teams W/L percentage will be determined by one (1) less game.

18. General Policies

18.1. Technical Committee

- 18.1.1. The Technical Committee will consist of at least three (3) members from the following: National Championships Competition Managers, National Championships Technical Commissioner, and Representative from the Host Association and/or Representative from Host State Association if required.
- 18.1.2. If any of these are unavailable for the duration of the championship the respective organisation will appoint a suitable replacement.
- 18.1.3. The Technical Committee may invite other knowledgeable parties to advise where required.
- 18.1.4. The National Championship Competition Manager (or Basketball Australia Representative) will chair the Technical Committee.

18.1.5. The Technical Committee shall be authorised to deal with any matter, including disciplinary action relating to the participants and their decision shall be final.

18.1.6. All appeals and protests will be heard by the Technical Committee.

18.2. Technical Meeting

18.2.1. All teams must attend the Technical Meeting and confirm their team registrations. Failure to do so may result in exclusion from the tournament and/or a fine to be determined by Basketball Australia.

18.2.2. Any additional registrations on the day of the technical meeting are subject to acceptance by the National Championships Technical Committee.

18.3. Opening and Closing Ceremonies

18.3.1. The Opening Ceremony will be held on the evening prior to the first game. All teams are required to attend and participate in the Opening Ceremony. All are required to wear full state tracksuit or uniform but all players need to be the same.

18.3.2. The Closing Ceremony will be held immediately after the last game of the tournament. All teams are required to attend the Closing Ceremony

18.3.3. . There will be no Opening Ceremony held at the U20 National Championships.

18.4. Training

18.4.1. Training sessions will be limited and based on court availability.

18.4.2. Teams must request training sessions through their assigned competition manager at will come at a cost per hour per court if they occur on more days before the start of the respective competition. All teams must complete the online BA form, fine if don't show

18.5. Team Photos

18.5.1. All teams will have their official team photo taken on Media Day. These will be taken by a Basketball Australia appointed photographer and available for purchase.

18.6. Code of Conduct

18.6.1. In completing the registration forms all participants agree to be bound by the Basketball Australia Code of Conduct found on the Basketball Australia Website

18.7. Photo Policy

18.7.1. In completing the registration forms all participants agree to have their photograph taken by Basketball Australia and affiliated media sources and understand these photos may be used for promotional purposes.

19. BA Integrity

19.1. All participants are bound by BA's National Integrity Framework, which is available at [Basketball/integrity](#)

19.2. All athletes, coaches and team support personnel must participate in BA Integrity Unit education programs as directed by BA

20. Alcohol & Smoking

20.1. Alcohol

20.1.1. BA has a longstanding policy forbidding the consumption of alcohol by players, whether of the legal age or not, for the duration of all Nationals which starts with the arrival of the first competing team or official and ends at the departure of the last competing team or official.

20.1.2. It is the responsibility of the Host Venue, Team Coaches and Managers to enforce the BA Alcohol Policy

20.1.3. Infringements of this policy will be viewed seriously

20.1.4. Coaches and Managers are expected to exercise discretion and restraint in the consumption of alcohol

20.1.4.1. Alcohol should not be consumed in the presence of team members or of other participating players

20.1.4.2. Alcohol should not be consumed prior to the conclusion of basketball commitments of the day

20.1.4.3. Team officials found to have condoned the consumption of or supplied alcohol to team members or participating players will be subject to severe disciplinary action.

20.2. Smoking

20.2.1. Smoking will not be allowed at any site associated with the NC, IBC or JNWC.

20.2.2. All sites and venues shall be “Smoke Free Zones” and shall be posted as such

20.2.3. This policy will apply for the duration of the Championship which starts with the arrival of the first competing team or official and ends at the departure of the last competing team or official.

21. Doping Policy

21.1. BA Doping Policy shall apply to National Championships (See Appendix – BA Doping Policy)

21.2. Managers will receive a reminder of the Doping Policy from BA 30 days prior to the commencement of the Championships

21.3. Team Managers should know the provisions of this Doping Policy

21.4. Team Managers should have access to information regarding the legal status of various medications – ASDA Hotline 1800 020 506

21.5. Athletes may at times need to use a prohibited medication to treat a legitimate medical condition.

21.6. A Therapeutic Use Exemption (TUE) is an exemption that allows an athlete to use, for therapeutic purposes only, an otherwise prohibited substance or method (of administering a substance) which may be present during competition.

21.7. Athletes must apply for a TUE through ASDMAC. Forms are available on the ASADA website – asada.gov.au

- 21.8. If an athlete is tested, any substances that an athlete may be taking must be declared in testing paperwork, in addition to any TUE that the athlete has.
- 21.9. TUE approval may protect athletes from receiving a sanction if a prohibited substance is found in their sample.
- 21.10. If an athlete's doctor has a question regarding the status of a substance, they should check the substance on the ASADA website, or call 13 000 ASADA (13 000 27232), while the athlete is in their office.
- 21.11. An exemption is only granted provided that there is no unfair advantage given to the athlete by taking the substance or using the method.
- 21.12. Before applying for a TUE, athletes must check with their sporting organisation to see if TUEs are allowed under their sport's anti-doping policy.
- 21.13. Team members who require medication should carry a typed copy of the script with generic name and adequate supply for the Championship
- 21.14. They should also carry a doctor's statement identifying the medicine and its purpose
- 21.15. Team member should supply the manager with prescription for required medicines as early as possible so that a check can be made on their legal status
- 21.16. Under no circumstance should a player compete at an National Championships without checking the legal requirements of medications
- 21.17. The Australian Sports Anti-Doping Agency (ASADA) is the official drug testing agency of Australia

22. Equalisation Procedure

- 22.1. There are two equalisations that go to states one for Teams which will go out pre-event and then the Technical Officials will go to out post event.
- 22.2. See separate document on these procedures.