



**QUEENSLAND NORTH
JUNIOR BASKETBALL
COMPETITION**

**OFFICIAL RULES
2019/20**

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Queensland North Junior Basketball Competition (QNJBC) Overview

- The QNJBC is a representative competition conducted in the Northern Region of Queensland and exists for the Under 12 to Under 18 age groups.
- For each age group and gender there will be a maximum of three carnivals per representative calendar year.
- The purpose of the QNJBC is to provide competition pathways for elite junior players in North Queensland.
- The QNJBC is open for entry from all Basketball Queensland's affiliated Associations in the North Queensland Region.
- To be eligible for the QNJBC honours each Team / Association must compete in all carnivals.
- The Governing Body of the QNJBC is Basketball Queensland (BQ) with the point of contact being the BQ Competition Department.
- Decisions relating to the structure of the QNJBC are made in consultation with a delegate from each Association involved.
- Basketball Queensland does however; reserves the right to refuse entry of teams as a result of past indiscretions.
- The allocation of host venues will be chosen by Basketball Queensland in consultation with the participating Associations.

Official Rules

- Games will be played according to the FIBA Official Basketball Rules 2018 (valid as of 1st October 2018) unless otherwise specified in these Rules. These rules can be found on the FIBA website: <http://www.fiba.basketball/OBR2017/Final.pdf>
- An Association who does not comply to a section of these Official Rules can be fined an amount up to \$350 and face further penalty.
- **Decisions when these rules are silent or unclear**
 - If these rules are silent on a matter arising in relation to the QNJBC, Basketball Queensland may decide about how the matter is to be dealt with.
 - If these rules are not silent on a matter arising in relation to the QNJBC but they are uncertain, Basketball Queensland., may decide about how the uncertainty is to be resolved.
 - Those decisions are binding on everyone who is bound by these rules.

1. Divisions & Competition Formats

1.1 Team Nominations

Associations are to nominate all their teams for the season by the due date specified by Basketball Queensland.

- A condition of nominating a team is that they are required to attend all carnivals scheduled for that age group.

1.2 Divisions

For two divisions (Division 1 & Division 2) to be conducted in an age group, a minimum of three (3) teams must be nominated into each division.

- If nominations for either Division 1 or 2 in an age group fail to reach a minimum of three teams, that age group/gender will be conducted as one division only.

Teams **will not be permitted to change divisions** once competition has commenced.

1.3 Formats

The formats of all divisions will be determined by Basketball Queensland. It will be aimed that each participating team is scheduled to play at least four (4) competition games per carnival.

Teams within a division shall play an equal number of competition games against each other throughout the season.

Where possible carnivals are to be combined ages i.e. U12 and U14 carnival played together on the same weekend, at the same venue. The final carnival for each age group must be at least twenty-one (21) days prior to the respective State Championship for the U12 to U18 age groups.

2. Player Eligibility

- All Players must be registered with Basketball Queensland;
- To be eligible for an age group, players cannot be turning that age prior to the 31st of December of the year of the next State Championship competition. For example, a player competing the QNJBC Under 12 competition in the 2019/20 season, must be 11 years of age or younger as at 31 December 2020 (i.e. born in 2009 or later).
- Players who have transferred from another Association must meet all of the Transfer Policy requirements in order to be clear to play ahead of the commencement of the season; refer to Appendix A for the Transfer Policy
- Players may play in only one age group in the QNJBC Season;
- Players may play for only one association in each playing season except in extenuating circumstances (e.g. Moving more than 100km) as approved by the BQ Competition Department.
- Players cannot play for more than one team at any given carnival;
- All Associations must register their players into their teams online by the dates specified by Basketball Queensland.

2.1 Restricted Players

Players are permitted to change divisions to play with another of their association's teams for a following carnival. Players are only permitted to change divisions within the age group they are participating in.

Any request to move a player between teams must be done via the Team Player Change Form no later than close of business Tuesday prior to the carnival.

A restricted player however will not be permitted to change teams between carnivals. The following shall define when a player is restricted and therefore cannot change teams:

1. Any player who has participated in both of the first two carnivals with a Division 1 team cannot be moved to a Division 2 team for the third carnival.
2. Where an association has two or more teams in a division, players will only be permitted to play for one team during the season. In this instance, the team a player plays their first game with shall become their designated team for the entire season in that division.

2.2 Team Player Changes

All team player changes are to be done via the QNJBC Delegate completing the Team Player Changes Form / and or Carnival Player Sheet (in cases where the team has a roster of over 12 players) and sending them to the BQ Competition Department by 10am on the Wednesday prior to that weekend's games.

3. Ineligible Players

3.1 Definition of Ineligible Player

An ineligible player is one who;

- Is unregistered
- Has not been cleared from another Association or been given permission to play by Basketball Queensland (i.e. a player being unfinancial at their previous Association or with Basketball Queensland)
- Has not served the mandatory waiting period after being cleared by an Association and as instructed by Basketball Queensland as per the BQ Transfer Policy.
- Is serving a suspension.
- Is over the age for the competition (Refer to point 2 under Player Eligibility)
- Is a restricted player (refer section 2.1 – *Restricted Players*)

3.2 Penalties for Playing Ineligible Players

If a team plays an ineligible player:

- The team will be deducted two competition points for each ineligible player offence (i.e. if two players have been deemed ineligible this is two separate offences; however if an ineligible player plays in multiple games, due to the breach of the rule not being discovered, this will be deemed a single offence)
- The Association will be fined \$250 per ineligible player offence.

4. Transfers

In 2013 BQ introduced a Transfer Policy which applies to all Basketball Queensland Competitions. All those competing in the QNJBC must abide by this Policy which can be seen in Appendix A.

5. Game Rules

5.1 Game Timing Rules (all age groups)

- 4 x 8 minute quarters fully timed for Under 12 and Under 14 age groups.
- 4 x 10 minute quarters fully timed for Under 16 and Under 18 age groups.

Two time outs may be granted to each team during the first half (1st & 2nd periods) and three time outs during the second half (3rd & 4th periods). No more than two timeouts may be used during the last two minutes of the 4th period.

In the event of a tied score at the end of a game, extra time periods of 3 minutes will be played until a result is obtained. A 1-minute break between regular time and extra periods of 3 minutes will be taken. During extra time each team is allowed 1 time out during each period.

Where time permits there will be a 5-minute warm up, 3-minute half time break, 1 minute between quarters. Where games are running late warm up may be reduced to 3 minutes at the discretion of the Court Supervisor.

5.2 General Playing Rules

Starting and Scoring Player List

Each team is allowed 12 players on their team which will be listed in the scoring/courtside system and must have 5 players to start the game. Refer to section 13.2 for the process of what will occur if there are not 5 players to start the game.

Bench Allocation

For all games, the first team named (home team) shall have the team bench and its team's own basket on the left side of the scorer's table, facing the playing court.

Teams are entitled to warm up in the half of the court in which their opponent's basket is situated (i.e. the basket they are **shooting in** for the upcoming period).

Basketballs

- **Molten Balls** must be used and it is preferred they are BG4000 as these will be used for the 2020 State Championships. However please note other Molten Balls will be permitted provided the outer surface of the ball is made of leather or artificial/composite/synthetic leather.
- Size 6 Basketballs are to be used for all Girls age groups and for Under 12 & Under 14 Boys age groups.
- Size 7 Basketballs are to be used in Under 16 and Under 18 Boys age groups.

Court Markings – Three Point Line

Where a court has two three-point lines marked, the U12 & U14 Age Groups will use the Old Three Point Line (an arc of 6.25m radius); and the U16 & U18 will use the New Three Point Line (an arc of radius 6.75m). In instances where a court only has the New Three Point Line the U12 and U14 Age Groups will be required to play to this line also.

Playing Numbers

Acceptable playing numbers shall be 0, 00, 1 – 99.

Technical Fouls

Players

Technical fouls for use of foul language or derogatory remarks directed towards officials, where a referee believes an ejection is not warranted, shall result in the player being substituted from the game and sitting five minutes of playing time on the Team Bench, irrespective of score, number of players on the court or remaining time in the game.

When the Official calls the technical foul, he/she is also to look at the clock and quote the time remaining, so the Scoretable officials can note it on the match report sheet.

E.g. 7.41 1st quarter, and the player can then re-enter the game at 2.41 or after (via substitution through the bench).

Players are banned from dunking or hanging from the rings in warm up. Referees will immediately issue a technical foul to any player who dunks or hangs off rings and the supports during warm ups.

Team Officials

In the U12 & U14 Age Groups if a Referee Coach/Supervisor and or Court Controller watching a game deems that a Team Officials behaviour warrants a technical foul but has not been issued by the referee they can stop the game and issue the Technical Foul.

In situations where both the Coach and Assistant Coach/es have been ejected from a game after the result of technical fouls being issued the following is to occur:

- U16 and U18 Teams – As per item 7.8 in the FIBA Rules the captain shall act as coach. If the captain must leave the playing court, he may continue to act as coach. If he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach.
- U12 & U14 Teams – The Team Manager will be permitted to act as coach. In this instance the Manager's name should be noted on the bottom of the match report sheet as the replacement coach and at what stage in the game this.

6. Team Fees

1. **Nomination Fee** - Each team must pay a nomination fee of \$165.00 to BQ by the due date.
2. **Carnival Entry Fee** – A door fee of four dollars (\$4.00) per day will be charged for all players, spectators and team officials.
3. **Team Withdrawal Fees** – Team withdrawal fees will be charged as follows:
 - **Withdrawal from QNJBC Competition** – teams will be charged varying amounts dependent upon when they withdraw from the entire competition as outlined below. Note any team that withdraws from one carnival will be deemed as withdrawing from the competition on the whole.
 - Withdrawal from competition after close of nominations and prior to the release of the first draw for that age group will result in the team forfeiting their Nomination Fee of \$165.00.
 - Withdrawal from the competition after the first draw has been released and at any further stage throughout the season will result in the forfeiting of the Nomination Fee along with the Association being fined \$200.00 per team withdrawn.

7. Scoretable

Each team must supply 2 competent Scoretable officials for each of their games, both home and away. The 24 second clock is compulsory if available (but not to be used for the Under 12 age group). The Scoretable should consist of a person for the scoring console, the game clock (scoreboard), 24 second operator and chairperson.

Should a disagreement arise over allocated duties the first named team (Team A) will be responsible for the shot clock and game clock, with the second named team (Team B) to be responsible for Scoring and chairperson.

Please note that as the scoring console will not be linked to the scoreboard at most associations the game clock is the official method used to record the game time and all stoppages. The chairperson on the game must have the official match report available to record all unsportsmanlike fouls, tech foul times for abuse of an official and any other vital notes that relate to the game.

If a team cannot provide a Scoretable official they must pay \$25 for the host association to provide the Scoretable official, if they have one available. If the host association cannot provide a Scoretable official the Manager of the team will be required to fill this position. If the manager is unable to fill this position then the coach must become the score bench official. If the coach is unable to fill this position and the team is then unable to provide the required Scoretable the game will be classified a forfeit by the team unable to provide the bench official/s.

8. Final Standings

8.1 QNJBC Honours

- QNJBC Division 1/2 honours are in the Under 12, 14, 16 and 18 boys and girls age groups.
- To be eligible for the QNJBC Division 1/Division 2 honours a team must participate in all Carnivals for that respective division.
- All competition points will be accumulated to count towards QNJBC Honours with the

Classification of Teams

The final standings after all round games will be determined primarily on the win/loss records. This will be done by the number of competition points earned.

Point scores:	Win:	2 points
	Loss:	1 point
	Default:	1 point
	Forfeit:	0 points

1. If there are two teams that finish equal at the end of the regular season playing schedule, then only the result(s) of the game(s) between the two teams involved will be used to determine the final placing in the regular season standings.
2. In the event that the total points scored and conceded are the same in the games between the two teams, the classification will be determined by POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) taking into account the results of all the games played in the League by both teams.
3. If more than two teams are equal in the placing, a second classification will be established taking into account only the results of the games between the teams that are tied. In the event that there are still teams tied after the second classification, then POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) will be used to determine the placing, taking into account only the results of the games between the teams still tied.

a) Imbalance of games played in a second classification

Where games played between teams within a second classification are not equal, if one team has a superior head to head record over all other teams they will be ranked first. The remaining teams will be established into a new classification and start the process again. When any classification with an imbalance of games played presents no team with a superior head to head record over all other teams, the process will move into Part (4).

4. If there are still teams tied, the placing will be determined using POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) from the results of all their games played in the League.
5. If at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedures in Part (1) and (2) will automatically be applied.
6. If it is reduced to a tie still involving more than two teams, the procedure beginning with Point (3) is repeated.
7. POINTS PERCENTAGE (i.e. Points For ÷ Points Against × 100) will always be calculated by division.

8.2 Awards

- Division 1

A perpetual Challenge Trophy will be contested in each age grade and gender. This honour will be awarded at the last round of competition for the year.

- Division 1 and Division 2

At the conclusion of each age group / gender competition, medallions will be presented to the individual members and officials of the first and second placed teams (based on 15 per team).

- Division 1

A perpetual QNJBC Trophy (Champion Association) will be contested by all participating Associations and will be awarded at the last round of competition for the year. Points accumulated by all teams from all games/rounds (with exceptions as outlined in section 8.1 – QNJBC Honours) will be used to determine the QNJBC Champion Association.

9. Games that Cannot be Completed at Scheduled Time

Games may not be able to be completed for the following reasons:

1. An Act of God (i.e. court flooded and unsafe or roads to each carnival host become flooded)
2. Player injured on court and is unable to be moved until the ambulance arrives where there are no other free courts, there are games to follow and the delay has been in excess of 30 minutes

If an Act of God occurs in the lead up to the round the deadline time for cancellation of a QNJBC Carnival will be Wednesday 12.00pm prior to the competition. This decision will be made in consultation with all participating Associations. If possible an alternative date will be looked at for rescheduling of the carnival. If this is not possible Basketball Queensland will review the games played that determine the standings in order to ensure all teams have played each other evenly.

If games that were to count for the final positions need to be reduced to ensure all teams have played evenly the second game of a carnival where the teams played each other will be the game that will be removed from the standings.

In the event of unforeseen circumstances e.g. rain, flooding etc., that prohibits the playing of the entire QNJBC Representative Season for an age group, Basketball Queensland with consultation from the Basketball Queensland State Performance Manager and other credentialed key identities from within the region will determine the final seeding for the Queensland State Championships.

If either Point 1 or Point 2 occurs during a game the formula to be used to determine the result for a game that cannot be completed is:

Game called off anytime in the first half. Will be replayed on either the following day if possible or at the following carnival if possible as determined by BQ; however, a margin of 20 points or more will mean that the result will stand at the scoreline when the game is called off.

Game called off anytime in the second half. Result will stand at the scoreline when the game is called off; however, a margin of 10 points or less will mean that the game will be replayed on either the following day if possible or at the following carnival if possible as determined by the BQ Competition Manager

10. Uniforms

10.1 Team Playing Uniforms

The current Basketball Queensland logo must be displayed on all new Representative Team Uniforms. For all new uniforms the Basketball Queensland logo must be displayed on the right breast and must be depicted in the corporate colours of black, orange and white and cannot be modified to suit Association colours.

Acceptable playing numbers shall be 0, 00, 1 – 99.

All teams must have an alternate set of playing singlets and the two colours must be distinctly light and dark.

In the event of two teams having the same colour uniform the first named team (home team) is to wear their primary uniform and the second named team (away team) is to wear their alternate uniform.

Basketball Queensland will circulate a uniform colour document and determined what is considered a colour clash.

Each team is required to carry at least 1 spare playing singlet and shorts in case a uniform is spoilt by blood. The spare uniform is to be of a different number to those already listed on the scoring system. When a change of uniform is required the Scoretable person operating the scoring system must make the change to the player number and the chairperson will also need to make a notation on the match report sheet.

10.2 Team Official Attire

All team officials must wear an Association polo shirt or collared dress shirt with the Association logo displayed and closed in shoes. Any breach of this rule will incur a fine of \$100.

11. Player Equipment

Players shall not wear equipment (objects) that may cause injury to other players.

The following are **not** permitted:

- Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- Objects that could cut or cause abrasions (fingernails must be closely cut).
- Headgear, hair accessories and jewelry.

The following **are** permitted:

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- Compression sleeves of the same dominant colour as the shirts.
- Compression stockings of the same dominant colour as the shorts. If for the upper leg it must end above the knee; if for the lower leg it must end below the knee
- Knee braces if they are properly covered.
- Protector for an injured nose, even if made of a hard material.
- Mouth guard of any colour
- Spectacles, if they do not pose a danger to other players.
- Power Band - only permitted on wrist if covered by tape and only on ankle if worn under the sock.
- Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- Non-coloured transparent taping of arms, shoulder, legs etc.

12. Player Injury / Blood Rule

During the game, any player who is bleeding or has an open wound must be substituted. He/she may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.

If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team before the scorer's signal for the substitution, that player may continue to play.

A player must also be substituted if they have blood on their uniform regardless of whether it is their own or another player's. The player must replace their uniform with the team's spare uniform before re-entering the court.

12.1 Insurance

The QNJBC is covered by Basketball Queensland's Insurance company. Information on Player Injury Insurance Cover along with the "How to Make A Claim" Process can be found on the Basketball Queensland Website.

13. Defaults and Forfeits

13.1 Late Starts

If a team is not ready to play with the correct number of players (a team must have 5 players to start the game) within 10 minutes of the scheduled game time the game shall be called a forfeit, unless in exceptional circumstances as granted by BQ. (e.g. being held up due to a traffic accident).

A late start shall incur a **TWO POINT** per minute penalty until a forfeit is declared (10 minutes). The game clock will start at the scheduled start time with the team that is there ready to play being given two points per minute.

If the opposing team arrives in the ten-minute period the game will be played from that moment (i.e. the game clock will not be reset).

Note: If the Scoretable officials erroneously award a team more than two point per minute Basketball Queensland have the authority to change the score to the correct score provided it does not impact on the overall result of the game (i.e. who wins or loses). If a change of the score does impact on the winner of the game Basketball Queensland has the power to authorize the game to be rescheduled if it believes it is warranted. The team that forfeits the game will receive no competition points and the score will be recorded as 20-0 in favour of the opposing team.

13.2 Forfeits

Games will be considered a forfeit when any of the following occur and will result in the game being awarded to the opponents with a score of 20-0 and the forfeiting team receiving no competition points:

- The team does not have five players ready to play within 10 minutes of the scheduled game time as outlined above.
- The team walks off the court and refuses to finish the game at any stage of the match
- The team advises BQ that they cannot attend a game at a scheduled time after the Official Draw has been released.

13.3 Defaults

A team shall lose a game by default if, during the game, the team has fewer than two (2) players on the playing court ready to play (i.e. remaining team members have all been fouled out). If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as two to zero (2 to 0) in its favour. The defaulting team shall receive one (1) point in the classification.

13.4 Team Withdrawal

Any team that withdraws of its own choice or at the direction of Basketball Queensland once the first Draw has been released will forfeit all nomination fees and incur a \$200.00 fine. For further information on fees associated with withdrawal from the competition refer to section 6 Team Fees point 4 Team Withdrawal Fees.

15. Compilation of QNJBC Draws

The Host Associations of each Carnival will be responsible for compiling the QNJBC Draws in consultation with BQ and the other Associations.

Once produced, the draws will be sent to all Associations for comment by a set time. After that time has passed the draw will be finalized and published to the Basketball Queensland website. Once the draw is finalized there are to be no changes.

All Associations must make themselves available to play at any time for the duration of the carnival. A compulsory condition of nominating any team to QNJBC is they must play Friday night at all carnivals where required.

Commencement of games on Saturday and Sunday will be no earlier than 8:00am. The last game of a Saturday evening will be scheduled to commence no later than 8:00pm. Whilst requests to finish earlier on a Sunday for teams travelling the furthest distance will aim to be accommodated however cannot be guaranteed, all teams must be available to play any time on Sunday if required.

It is aimed that no teams will be scheduled to play more than three (3) games a day. A rest period of at least two hours will be given between games.

Whenever possible, teams will not be scheduled to play the last game (e.g. 8.00 pm start) on one evening and then the first (early) game the following day. The only instance where this may not be possible is for teams travelling the furthest distance.

16. Protests

Game protests may only be submitted for regular season games.

16.1 Game Procedure

Correctable Errors

Officials may correct an error if a rule is inadvertently disregarded in the following situations

- Awarding an unmerited free throw/s
- Failure to award a merited free throw/s
- Erroneous awarding or cancelling of a point/s
- Permitting the wrong player to attempt a free throw/s

General Procedure

To be correctable the above-mentioned errors must be recognized by the officials, Referee Supervisor, or the score table officials before the ball becomes live following the first dead ball after the game clock has started following the error.

An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.

Any fouls committed, points scored time used additional activity which may have occurred after the error has and before its recognition, shall not be nullified.

After the correction of the error, unless otherwise stated in the rules, the game shall be resumed at the point it was stopped to correct the error. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction.

If a Coach believes that during this period in the game, they have been adversely affected by a decision made by an official, referee or umpire, the following action may be taken:

When the incident occurs, the coach shall approach the Scoretable and inform the chairman to advise the official that there is a correctable error situation. The chairman of the score bench shall make his or her observations to the referees. The referee may discuss the matter with the Coach to explain his/her decision or, if necessary, examine the scoring system and check the score and playing time. At the discretion of the referee and based on the validity of the stoppage, the error may be corrected.

If by the completion of the game the team still believes its interests were adversely affected by the decision of the official/referee/umpire, the coach with the captain of the team shall, immediately at the end of the game, inform the referee that his/her team is protesting against the result of the game and the captain shall sign the match report in the space marked 'Captain's signature in case of protest'. For the U12 and U14 it will be acceptable for coaches to sign the match report as opposed to the captain.

16.2 Lodging the Protest

All disputes or protests must be lodged with Basketball Queensland, on Association letterhead, on the Monday following the incident occurring. An application fee of \$100.00 shall be submitted with any protest/appeal, which may be refunded if proven justified.

The Referee shall report the incident which led to the protest, to their Referee Supervisor who is to inform the BQ of the incident details on the Monday following the incident occurring.

16.3 Protest Outcome

Any protest shall be determined initially by BQ. If warranted, after an initial investigation the BQ may set up an independent Committee to conduct a hearing. The two teams involved in the game shall be entitled to have a representative attend the hearing via telephone. Witnesses required by the Committee may also be asked to be called upon. Notification of the hearing to the affected parties shall be given by BQ no less than 24 hours prior to the hearing.

16.4 Disagreement with the Decision

Should the team in question or the opposing team, not agree with the decision of the Committee, they may lodge an appeal to BQ. In lodging an appeal one of the following grounds must be met:

- The hearing did not follow due process
- There is new evidence which was not presented at the hearing.

BQ will form an Appeals Committee to hear the protest. This appeal must be accompanied by a fee of \$110.00 and be submitted within 24 hours of the decision being made. The Appeals Committee shall judge the appeal in the last instance and its decision shall be final.

17. Zero Tolerance

To ensure a safe and enjoyable playing environment for all players, officials and participants, Basketball QLD have implemented a Zero Tolerance Policy for inappropriate behaviour for Parents and Spectators.

The Policy will ensure that:

1. There will be a zero tolerance shown towards any inappropriate or abusive behaviour from parents and spectators
2. Any parent/guardian and/or spectator who feels the necessity to:
 - Persistently or willfully question or challenge the rulings of the referees
 - Berate or abuse game officials i.e. referees and Scoretable personnel
 - Berate or abuse team officials
 - Berate or abuse players
 - Berate or abuse other parents or spectators
 - Berate or abuse any game day official such as a Court Controller, Referee Supervisor, Association Representative or Basketball Queensland Representative

Will be asked to leave the venue immediately by the Court Controller. No warnings need be given in the event of the above action becoming necessary.

In addition to spectator behaviour being monitored by the Court Controller and Referee Supervisor if the referees have an issue with a spectator they may stop the game and get the Court Controller and inform them of what has occurred in order to have the Court Controller remove the parent or spectator. If at any stage during a game a referee believes a spectator needs to be watched they may stop the game and ask the Court Controller to watch.

Any breaches of the Zero Tolerance Policy are to be reported on the Zero Tolerance Report Form and sent to Basketball Queensland by 10am on the Monday following home games.

18. Reports & Tribunals

18.1 Reporting of Incidents

Referees may submit a report on any incident that they believe warrants being reported; however as a minimum **must report any incident which results in an ejection of a participant**. Any coach who receives two direct technical fouls are to be ejected and as such a report will be completed for this. The Report must be completed at the venue on the day of the incident occurring, preferably directly after the game. The referees should inform the Referee Supervisor and/or Court Controller of what has occurred immediately following the game. It is preferred that referees complete the form with the guidance of the Referee Supervisor, whilst it is still fresh in their minds.

The Court Controller is to then inform the Team Manager that a report will be completed and they will give them a copy of the report once completed. In order for all reports to be addressed in the same manner, they will be submitted to Basketball Queensland by 10am on the Monday following that carnival. Basketball Queensland will then make a determination on whether a tribunal is required and notify the Association delegate accordingly.

Please note players and team officials who have had a report completed on them may participate in the remainder of the carnival; however they are to be issued with both a copy of the report and a copy of the Code of Behaviour that applies to them, through their Team Manager, by the Court Controller in order to be reminded of appropriate behaviour expected by players and informed that the report has been passed on to Basketball Queensland to make a determination on.

18.2 Tribunal Panel Members

Each Association must have at least one person available to sit on Tribunals for the QNJBC. This person must be identified in the space provided on the Association's Team Nomination Form.

Tribunals will be conducted in accordance with Queensland Basketball Tribunals By-law with Basketball

Queensland being the Organizing Body. A copy of these By-Laws can be found on the Basketball Queensland website by clicking on Policies on the home page; It is recommended that all participants familiarize themselves with the contents of this document before attending a tribunal. Please note a “junior” person (up to the age of 18) has the right to have an adult attend as an observer and adviser however this person must not be a legal practitioner.

18.3 Tribunals for QNJBC Competition

In determining if a Tribunal is required the following steps apply:

- Official reports are to be submitted to BQ with the match report sheet by 10.00am on the Monday following the game.
- BQ will review the report and liaise with a Tribunal Chairperson selected by Basketball Queensland to determine if a Tribunal is required.
- The referees or referee supervisor may be contact by the BQ Competition Manager for further information if required
- If a Tribunal is required it will be held at the Basketball Queensland Office during the week following the carnival.
- The charged person will be advised of the details of their Tribunal through their Association Delegate
- Reports must be received by Basketball Queensland within 48 hours. If reports are received within this timeframe but later than 10:00am on the Monday following the game the Tribunal may be deferred to the following week.
- Any penalty imposed by a duly constituted CQBJC Tribunal shall be applicable to other BQ-sanctioned Leagued, Competitions, Tournaments and Events, in line with the Queensland Basketball Tribunal By-law.

19. Correspondence & Meetings

All correspondence relating to QNJBC is to be sent to Basketball Queensland from the Association’s nominated delegate. The Association’s delegate should be known to all teams as they are to be the first point of contact for queries on QNJBC for all interested parties. The delegate is to attend all QNJBC related meetings/teleconferences. If the delegate is unable to attend a meeting the secondary contact may attend in their place. Each participating Association will have one voting right at all meetings.

20. No Zone Rule

The "no zone" rules apply for the Under 12 & Under 14 QNJBC Competitions. In the interest of better player development, coaches should ensure defences are only those which incorporate man to man principles.

Definition of Zone Defence

- Any defence in the half court which does not incorporate normal man to man defensive principles
- Trapping defences which rotate back to man to man defensive principles are acceptable.

Violations of Man to Man Defence

Violation of the “no zone” rule will generally fall within one of the following categories:

- One or more players are 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 (e.g. bumped, switched, followed)
- Following a trapping or help and recover situation the team make no attempt to re- establish man to man defensive positioning
- Teams Zone press and did not assume man to man defensive positioning once the ball was into the quarter court.

It is the responsibility of the Court Controller to police the “No Zone” rule

Court Controllers will:

- Take into account the intention of the defensive team
- Take into account the time and state of the game
- Take into account the movement or lack of movement of the offensive team.
- Deliberate and pre-meditated use of zone defence at a critical time of a game will be acted on immediately
- If there is any doubt, the benefit of the doubt will be given to the defensive team

Penalties for use of Zone Defence

The penalties for the use of a zone defence in the QNJBC for any one game are as follows:

1. First offence – warning – speak to coach
2. Second offence – Technical Foul
3. Third offence – Second Technical Foul – disqualification of head coach
4. Fourth offence – Third Technical Foul – disqualification of assistant coach
5. Fifth offence – Forfeit of game

When, in the opinion of the Court Controller, a violation occurs, they will request the referees, through the Scoretable Chairperson to charge the coach of the offending team at the next dead ball with the above listed penalties.

If it is reported to BQ Competition staff by QNJBC delegates that a particular team is using zone defence in the U12 and U14 age groups regularly (i.e. they have received a number of warnings or been issued with technical fouls by Court Controllers at more than one Association) a representative of BQ will attend the next game of this team.

For further information on the “No Zone” Rule please refer to the Zone Buster Manual produced by Basketball Australia on the BQ website (QLD Competitions). Please note the penalties slightly differ.

QNJBC Host Association Responsibilities

1. Court Controller

Each association must have a Court Controller in attendance at all times from 30 minutes prior to the first game until the finish of the last game. They must be clearly identifiable in the vest provided by Basketball Queensland and must be a person who understands the game sufficiently to adjudicate in matters such as zone defence in Under 12 and Under 14 games (see “Official Rules – Section 20 No Zone Rule). The Court Controller can appoint a ‘Zone Buster’ to police the No Zone rule if required. If appointed the Zone Buster must wear a lanyard or vest which notes their position.

Responsibilities: Make yourself known and be first point of contact for all teams Policing Codes of Conduct and Zero Tolerance Policy
Ruling on the day as required
Address any issues
Contact BQ for any teams wanting to add players Zone busting
Match reports, Official Reports, First Aid Reports and Complaint/Comment and Forms faxed or scanned and emailed to BQ

*These rules along with relevant forms and policies must be kept in one folder which is easily accessible on game days along with the blood spill kit and first aid kit. It is suggested that the rules are kept at the stadium in an area that is unlocked at game times.

Associations that fail to meet any of the Host Association Responsibilities by the required time may be fined up to \$100.00.

2. Stadium Opening

All venues must open at least 30 minutes prior to the advertised starting time of the first game. Canteen facilities must be in operation from at least 15 minutes prior to the first game to 10 minutes after conclusion of the last game.

3. Conditions of Entry & Zero Tolerance Policy

It is a condition of entry into all stadiums hosting QNJBC Carnivals that all Basketball Queensland Codes of Conduct will be abided by. Associations are required to display a Condition of Entry sign provided by Basketball Queensland at the entry of their stadium as well as display all Codes of Conduct (i.e. player, coach, spectator etc.) around their venue in clear view of all participants and spectators.

In the 2013/14 season a Zero Tolerance Policy was introduced for all Junior Representative Competitions which. Information on Zero Tolerance can be found in Section 27. This Policy must also be on display at the venue.

The Zero Tolerance Policy is to be enforced by the Court Controller. Any breaches of the Zero Tolerance Policy are to be reported on the Zero Tolerance Report Form and sent to Basketball Queensland by 10am on the Monday following the carnival.

4. Results

Each Association will be required to upload their scoring files immediately at the conclusion of games at their venue. While a live internet connection is strongly preferred for all courts, if any are operating 'offline' the host delegate must ensure that all games are uploaded immediately after the day's play for those court/s.

Please note it is imperative that only players who play in the game (inclusive of those who were suited up on the bench but did not get on the court) are checked into the scoring system. Match Reports and all other paperwork must also be forwarded to the Basketball Queensland via email no later than 10:00am on the Monday following a home carnival.

5. Match Reports & Scoring

Host Associations must use the BQ issued match reports and scoring software provided by the host association. Basketball Queensland will automatically generate the game files for the scoring system with player's names and these will be uploaded on the Friday afternoon prior to that weekend's games. It is the responsibility of all team officials to check their team lists in the scoring system prior to tip-off. Prior to tip-off, during the warm up period the Coach or team manager will be required to go to the scoring console to confirm 'check in' the players into the game and ensure all of their players are listed. If a player is a regular member of the team and therefore listed within the scoring system, but is missing for a single game, their name should not be ticked as active in the system. You are not permitted to add a player into the system without the authorization of BQ. At the time of checking scoring the host association will inform the Team Manager who the Court Controller is for any issues and where the first aider is located.

No players are to be manually added to the scoring system without approval of BQ. If a player is not listed on the Scoring game file the team manager must seek out the Host Association Representative/Court Controller who then must contact BQ to check to ensure the player is registered and is eligible. Any manual adjustment that has been approved must be noted on the match report sheet.

6. Door Entry Fees

The Host Association is responsible for the collection of door entry fees. These are to be tallied up at the end of the carnival and BQ informed of the total amount received.

7. Medical Officer

A person qualified to provide medical assistance must be **clearly identifiable** and in attendance at all times. Where possible the Medical Officer is to be a qualified Level 1 Sport Med; however as a minimum they must have current First Aid & Resuscitation Qualifications.

While the host venue must supply a first aid officer, it is not their responsibility to supply unlimited medical assistance. Strapping tape and the like is the responsibility of a player. The medical officer is not responsible for preparing a player for a game. If a player is directed to seek additional medical attention they are not allowed to play again on that game day until such time as they can provide a clearance from a certified medical practitioner. Once advised by the Medical Officer, if the player chooses to continue in the competition, they will do so at their own risk. A nurse, Level One Sports Trainer or a St John's officer are not certified medical practitioners.

8. Ice

Ice must be available at all games and will only be given to players for injuries. The host centre is not required to provide ice for water coolers.

9. Blood Spill Kit

A "Blood Kit" should be situated at the Scoretable **of each court** during competition games. The Kit should be used only for the purpose of dealing with spilt blood on the floor or benches.

Suggested Contents of Blood Kit:

- ◆ 1 Packet of paper hand towels.
- ◆ 1 Packet of disposable latex surgical gloves.
- ◆ 1 Packet of medium size re-sealable plastic bags.
- ◆ 1 1500 ml Spray Bottle with **0.5% bleach and 2% detergent mixed with water.**
(Bleach is the key ingredient. Standard household bleach is acceptable, but it must not be used past its use by date.)
Solutions should only be used if they have been mixed (prepared) that day.

10. Referees

Associations wishing to compete in Representative Basketball in the 2019/20 season must demonstrate that they have a Referee Development Program in place and must submit their referee panels to Basketball Queensland with their nominations. The QNJBC referee panel and Association Referee Development Programs will be assessed and monitored by the Basketball Queensland Referee Development Manager. This will be done through visits to Associations and QNJBC Carnivals throughout the season and assessing the following items;

- Qualified supervisor
- Suitable Referee Panel (note all Referee Panels must be submitted to Basketball Queensland with the Team Nominations).
- Referees up to standard of games
- Referees suitably dressed

Each Association / team will supply one referee per participating team to each QNJBC Carnival. The maximum number of games that each Association will be rostered to referee will be equal to the number of games that the Association participates in.

To officiate at any QNJBC meet a referee must have prior and recent experience working with that particular playing group and be the accreditation level as per the Basketball Queensland Referee Matrix as outlined in Appendix B.

The total referee panel sent by an association to a given carnival must meet the points average as

outlined in Appendix B.

Each Association is responsible for the travel and accommodation of their referees to, from and during all carnivals. It is the responsibility of each Association to care for their referees throughout the carnival.

The Host Association is responsible for the rostering of all referees for each carnival from the referee nominations provided for each team. In order for the Host Associations to develop the referee draw for each QNJBC Carnival each team is required to nominate a referee for each team on the form provided by Basketball Queensland and submit it to the host Association **7 days prior** to the QNJBC Carnival that the referee is officiating at.

The host Association will develop the referee draw; however Basketball Queensland will review the referees nominated to ensure they are of a suitable level to officiate the carnival nominated for and liaise with the host Association referee supervisor where required. Failure to comply with deadline dates will result in a \$50.00 fine.

The Host Association Referees Supervisor will circulate the referees draw, as soon as is practical upon receipt of referee nominations.

The Host Association Referees Supervisor will be responsible to co-ordinate and supervise the referees' roster for all games played at their venue.

The Host Association Referees Supervisor will organize a Basketball Queensland Accredited Evaluator to be in attendance at their carnival to grade / coach / assess referees. This will be done at the expense of the Host Association.

In cases of Associations with difficulties fulfilling refereeing personnel - Officials may be hired from the Host Association (if able to assist). Early notification of difficulties must be lodged with the respective Host Association Referees Co-ordinator. If able to assist, these arrangements and financial contributions to cover hire will be between the respective Associations. The hire fee for the base game rate can be up to \$30.00 per game.

Throughout Carnival if any Association fails to fulfil any of their refereeing responsibilities, without prior approval or arrangement, a referee's fee of up to \$50.00 per game will be charged. Financial contribution to cover omission will be between the respective Associations.

If an Association fails to notify the Host Association of its unavailability for refereeing responsibilities, prior to any meet, and does not referee any of its rostered games, the offending Association must pay the Host Association any costs incurred. These arrangements and financial contributions to cover omission will be between the respective Associations.

Listed below is a detail of expected fees that will be charged:

Rate (fee for failure to notify)	\$100.00
Referee Fee	\$50.00 per game

Referees / Officials (Association supplied or hired referees) will not be paid any income from the Host Association.

It is the responsibility of each Association to determine any payments to be made to the referees representing their teams at each carnival. This may include game fee payments and/or covering the costs of the referee to attend the carnival on their behalf.

Further referee info-

- Must be in full uniform (BQ referee shirt, long black slacks and black shoes)

- Must be court-side 10 minutes prior to game start for full warm-up period.
- Ensure that Scoretable personnel are in attendance.
- Introduce self to both coaches prior to start of game.
- Collect game balls if provided from Game Day Office
- Return completed match report sheet to Game Day Office.
- May submit a report on any incident that the official believe warrants being reported; however as a minimum must report any incident which results in an ejection of a participant as outlined.
- Where a report is to be made the official must follow the steps under 18.1 Reporting of Incidents
- Both officials to be in attendance via teleconference at tribunals involving incidents during their games.
- If a team submits a protest the referee shall report the incident which led to the protest to their Referee Supervisor who is to inform the Basketball Queensland Competition Manager of the incident details on the Monday following the incident occurring.
- Ensure no one enters the court other than competing teams, i.e., no people shooting during time outs or half time.
- Immediately issue a technical foul to any player who dunks or hangs off rings and the supports during warm ups. No warnings given.
- Monitor the use of inappropriate language used by players and team support staff.
- Monitor crowd behaviour - If the referees have an issue with a spectator they may stop the game and get the Court Controller and inform them of what has occurred in order to have the Court Controller remove the parent or spectator as per the Zero Tolerance Policy. If at any stage during a game a referee believes a spectator needs to be watched they may stop the game and ask the Court Controller to watch.
- Make every effort to keep games on time.
- Referee Supervisors must be clearly identifiable in the vest provided by Basketball Queensland

10.1 Completion of Scoring Records

- Referees are to ensure that they confirm the start of the game by entering their code into the scoring system and also writing their name on the match report sheet.
- Referees are to check with both team coaches that they have confirmed their players in the scoring system and removed any players not present. This is imperative for finals qualifications
- Referees are to record and injuries into the scoring system where applicable
- Referees are to confirm the game by clicking on or touching confirm game and entering their referee code into the scoring system.

If a team wants to protest inform them that the captain must sign the match report in the space marked 'Captain's signature in case of protest'. This must be done at the end of the game before the referees have confirmed the game. For U12 and U14 teams it will be acceptable for coaches to sign the match report as opposed to the captain. If a team submits a protest the referee shall report the incident which led to the protest to their Referee Supervisor.

11. Venue Inspection Officers

Throughout the season Basketball Queensland may appoint Venue Inspection Officers as required.

The Venue Inspection Officer's duties include:

- To check that the host association presents the game in accordance with the host association responsibilities as listed above.
- To write a written report of their inspection and provide to the BQ Competition Manager.

The Host Association will receive feedback on their Venue Inspection by the BQ Competition Manager.

Appendix A: Basketball Queensland's Transfer Policy



1. Area of responsibility

Technical Development

2. Date last updated

1 August 2019

3. Policy Number

POLTD18

4. Purpose

The purpose of this policy is to provide information and general comment to Associations & Clubs to assist in dealing with player transfers in relation to Basketball Queensland and its competitions.

The Policy consists of two parts as follows:

1. Permission to Train
2. Transfers

Players can either chose to complete both Part 1 and Part 2 or may skip Part 1 if it is not applicable to the player i.e. they have confirmed that they are leaving one Association to go to another.

Note: The Permission to Train is only applicable to junior players

5. Policy

Permission To Train

Junior players must seek the permission of their existing representative association (i.e. the association where they played their last representative season) before they can train with or try out for another association. It is important to note this has been added to the Policy to assist associations with their representative landscape by making it a requirement that they are informed if a player is trialling for more than one Association, which they may not have previously been aware of. Associations are required to approve a Permission to Train form if requested by a player.

The only reasons for refusal of completing a Permission to Train form are as follows:

- The player has outstanding property or money owed to the association; or
- Suspension following a tribunal hearing.

This process will be undertaken by completing of a form where the existing association grants permission for the player to train with another association. If the player is training with two other associations then two forms would be required (one for each of the associations the player is training with). This is not a transfer; it is simply a request to train with another association. Alternatively, a player may seek a transfer and leave their existing association altogether (i.e. both forms would not be required).

If an association had not granted a player permission to train and the player subsequently seeks a transfer, the Association accepting this player will be fined up to \$200 and the player that breached the rule will not be permitted to play representative basketball for a period of up to three (3) months. This suspension will commence from the date that the transfer is approved by Basketball Queensland and will be noted on the form. If a waiting period is applicable the suspension will be applied from the date it has expired. Any games where the player in breach played would be forfeited.

Please note a Permission to Train form is only valid for one pre-season of any junior representative competition (i.e. BQJBC, QNJBC, CDC).

If an Association has a Policy in place regarding training or trialling for other representative basketball programs which differs to this policy the Association policy will overwrite this one. The Association policy must have been disclosed to members and an agreement signed in order for this policy to be overwritten. A copy of the signed agreement must be presented to Basketball Queensland if required in instances where it has been requested by a player but declined by the Association.

Procedure for Permission to Train Form:

1. Section 1 to be completed by PLAYER, and then passed to CURRENT ASSOCIATION for approval.
2. CURRENT ASSOCIATION completes Section 2, and then passes the form back to the PLAYER with 7 (seven) days ensuring they have kept a copy on file and forwards a copy of the complete form to BASKETBALL QUEENSLAND
3. It is the responsibility of the PLAYER to provide a copy of the completed form to the Association they have sought permission to train with.
4. It is recommended that all parties (including the Association the player has sought permission to train with) retain a copy of the completed form.
5. This is not a transfer and players may not play in junior representative competitions (BQJBC, QNJBC or CDC) without a processed transfer.
6. This form is only valid for one pre-season of any representative competition

Player Transfers

A transfer is required for any member wishing to change from one affiliated Club or Association to another. It is the responsibility of the accepting affiliated associations to ensure clearances and transfers are obtained prior to the commencement of the individual playing or training in instances where the player is seeking a permanent transfer and has not submitted Permission to Train Form. An official form should be completed & can be found on the Basketball Queensland website or by requesting one via email at competitions@basketballqld.net.au

This policy and the forms that accompany it are what are required by Basketball Queensland for transfers from Association to Association. Associations may also choose to have an internal policy in place for transfers from Club to Club within their own Association.

Types of Player Transfers

There are three different types of transfers included on the BQ Transfer Form. Details on each of these transfers and who they apply to are listed below:

- **Permanent Transfer** – players are to tick this box on the Transfer Form if they are ceasing to compete in any form at an Association and will be competing at a new Association whether it be for Club or Representative Basketball. This transfer also applies to interstate players who are relocating to Queensland. If the player is moving from overseas Basketball Queensland must be contacted via competitions@basketballqld.net.au attention of the Competition Manager as further information is required for an international transfer with different forms to be used.
- **Transfer of Competition Rights for Representative Basketball** – If a player is wishing to change from one Association where the player has played representative basketball to another association where the player intends to play representative basketball but is choosing to remain at their primary association for Club Basketball they must tick this box on the transfer form. This transfer is seen as a permanent transfer of Competition Rights for Representative Basketball. If a player wishes to return their competition rights for Representative Basketball to their primary association in following seasons or to another Association they must complete the transfer form with the Current Association being the Association in which they currently have their Competition Rights at.
- **Temporary Transfer for State Championships** – Should an Affiliated Association not nominate a team in the State Championship, an application for players to play with another Affiliated Association must be made to BQ from the Association in which these players will be playing. Applications for players to play outside their Affiliated Association must be lodged with BQ at least seven (7) days prior to the nominated closing date for nominations and be accompanied by the completion of the transfer form with the box for temporary transfer for State Championships selected. This is seen as a temporary transfer with all membership rights returning to the primary association at the completion of the State Championships.

If a player falls into any of the above-mentioned transfer categories and does not complete a transfer form, the team that player is now playing for may forfeit premiership points for games in which the un-cleared player has participated or be subject to a fine as per the rules of each representative competition.

When a Player Transfer is not required

A player transfer is not required when:

- The player joins a new Association as a secondary member to play Club basketball but is also continuing their membership at their primary Association (i.e. they are playing Club basketball at more than one Association)
- A player is a member of two Associations and has not yet played representative basketball. The Association that they first play representative basketball for will be deemed as their primary Association by Basketball Queensland.

Procedure for Player Transfer:

1. Player to complete Section 1 – Personal Details & Player Request of the Transfer Form and pass on to Current Association for Approval
2. The Current Association has 7 days to complete Section 2 – Transfer Approval from Current Association of the Transfer Form and pass the form on to Basketball Queensland for approval, unless a reason can be given not to clear the player. Grounds for a refusal to clear the player are:
 - The player has outstanding property or money owed to the association; or
 - Suspension following a tribunal hearing.*Please note an Association Official must sign off the form not a Club Official.*
3. Once received by Basketball Queensland a BQ representative will complete Section 3 – Transfer Approval from State/Territory Association and send it to the future association and keep a copy of the transfer on file at Basketball Queensland.
Please note there is a 7-day processing period for all clearances received by Basketball Queensland
4. If 14 days have lapsed (since first lodging the transfer with the Current Association) without the new association receiving the transfer the player can contact the Basketball Queensland Competition

Manager on 07 3377 9100 to ensure it has been received and processed. If the Transfer has not been received by Basketball Queensland the Basketball Queensland Competition Manager will then contact the Association from which the player is transferring to determine if there is a valid reason for the delay. If there is not a valid reason, the transfer **may** be approved by the BQ Competition Manager without any further reference to the Association from which the player is transferring.

5. A player may not take the court and play for the new association until the transfer has been received by the new association.

Waiting Period after Player Transfer

Once a junior representative player transfer has been granted there is a mandatory waiting period whereby a player must wait one (1) calendar month from the date that the transfer is approved by Basketball Queensland before they can play representative basketball for a new association. This is in addition to seeking permission to train with another association from their existing association. Therefore, a player who may have been training with a new association; however, he/she had not have the transfer approved until a week before the beginning of the season would not be permitted to play for the new association for one month after the date of approval.

Applications for Exemption to Waiting Period

Association Delegates may apply for an exemption to waiting period rules on behalf of the player under the below circumstances:

- If a player has moved more than 100km and joined a new Association Rep team; or
- If an association does not offer a rep team in the players age group/gender; or
- If a player is transferring after completing commitments with a QBL or SBL team
- If a player has not participated in representative basketball for one (1) season or more

All applications are to be in writing from the Association Delegate to the BQ Competition Manager. A determination will be made within 3 working days.

If one of the above criteria is not met, but the Association believes there are suitable grounds for an exemption an application may be submitted and it may be granted at the absolute discretion of the BQ Competition Manager

Appendix B: QNJBC Referee Requirements 2019-20

Each team is to supply a referee of the minimum grade required for their respective division at each carnival, with some exceptions as noted below the table:

Age Group	Minimum Grade of Referee
12 Div 2	Development
12 Div 1	Intermediate
14 Div 2	Intermediate
14 Div 1	Advanced
16 Div 2	Advanced*
16 Div 1	Advanced
18 Div 2	Representative*
18 Div 1	Representative

1. Travelling Association may bring a referee of grade below only if a referee of a grade above the minimum is supplied for another team at this carnival
2. Host Association referees supplied to the tournament must be of the minimum grade or higher (i.e. the exception for lower graded officials does not