

Queensland State League & Youth League 2024 Rules



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1. Introduction

1.1. Glossary

Act of God	An instance of uncontrollable natural forces in operation (such as weather).
Application Deadline	The date determined by BQ as the last day on which an Association may apply to participate in the QSL for a Season
Association Official	In relation to a Participating Association: <ul style="list-style-type: none"> • a Coach/Manager of a team fielded in the QSL by a Participating Association • a committee member of the Participating Association • an employee of the Participating Association • a volunteer administrator of the Participating Association • medical or fitness staff involved with a team fielded in the QSL by the Participating Association • a Technical Official nominated by the Association
Basketball Authority	<ul style="list-style-type: none"> • Basketball Queensland (BQ) • Basketball Australia (BA) • National Basketball League (NBL) • FIBA • Court of Arbitration for Sport • QSL Tribunal
Basketball Queensland	Basketball Queensland is the governing body of basketball in Queensland.
Business Day	A day that is not a Saturday, Sunday or public holiday.
Delegate	An individual appointed to act on behalf of a business or Association.
DNP	Did Not Play
Game Official	<ul style="list-style-type: none"> • a referee involved in a Game • a referee coach involved in a Game • a person who supervises or reviews referees (such as a referee supervisor or a person who assesses referees' performance) involved in a Game • a scoretable official involved in a Game • a statistician involved in a Game
Game Controller	An individual appointed by an Association to manage their QSL game night.
League Manager	A person appointed by BQ from time to time to manage the QSL.
National Basketball League	The NBL owns, manages and operates the National Basketball League.
Nomination Fee	An amount as is determined by BQ
Season	The period between the date of the first Game and the last Finals Game
Significant Sponsorship Contract	A contract entered into with a Sponsor under which the value of the payments or benefits to be received by a Participating Association during a Season is \$10,000 or more
The Board	A group of elected and appointed directors who oversee the strategic direction of BQ.
The CEO	An individual appointed by the Board of BQ to the position of Chief Executive Officer of BQ.
Venue Official	In relation to a venue where a Game is held: <ul style="list-style-type: none"> • a crowd controller at the venue • medical or fitness staff for the venue • the person who manages or is in charge of the venue

1.2. Changing these rules

- a) Basketball Queensland (BQ) may change these rules from time to time by:
 - a. Amending something in these rules; or
 - b. Deleting or adding something to these rules; or
 - c. Revoking these rules and adopting new rules in their place
- b) A change to these rules cannot have retrospective effect.
- c) If BQ changes these rules during a season:
 - a. BQ must first consult with the Participating Associations, using a process or methodology determined by the CEO; and
 - b. The change cannot substantially change the way in which the QSL competition for that Season is conducted, when the way in which the QSL competition for that Season is to be conducted under these rules before the change is viewed overall.

1.3. Decisions when these rules are silent or unclear

- a) If these rules are silent on a matter arising in relation to the QSL, the League Manager may make a decision about how the matter is to be dealt with.
- b) If these rules are not silent on a matter arising in relation to the QSL but they are uncertain, the League Manager may make a decision about how the uncertainty is to be resolved.
- c) Those decisions are binding on everyone who is bound by these rules.

1.4. League Manager- Delegate of BQ

- a) The League Manager is taken to be a delegate of BQ.
- b) Any function or power conferred on the League Manager by these rules is taken to be a function or power conferred on BQ and exercised on behalf of BQ by the League Manager.
- c) Any decisions or actions taken by the League Manager under these Rules are taken to be decisions or actions taken by the League Manager on behalf of Basketball Queensland.
- d) Any appeal or proceedings in a tribunal or court in relation to the League Manager's functions, powers, decisions or actions must be taken against BQ and not the League Manager personally.

2. Participating Associations

2.1. Fielding of Teams

An Association that wishes to field teams in the QSL agrees to be bound by the BQ constitution, by-laws and policies and to abide by the rules applying to the QSL. An Association may field teams in the QSL during a Season only if:

- a) it fields both a men's team and a women's team; and
- b) it makes an application to BQ to enter those teams in the QSL by the Application Deadline; and
- c) the application is in the form prescribed by BQ; and
- d) the Association pays the Nomination Fee to BQ by the due date of the payment; and
- e) BQ accepts the application; and
- f) The Association does not have any debts to BQ which are more than 90 days overdue at the time of application or at any time throughout the QSL season.
- g) The Associations meets any minimum Governance and Operational requirements

as set down by Basketball Queensland from time to time.

2.2. Invoices to Participating Associations

- a) BQ will issue invoices to Associations throughout the season including, but not limited to, costs such as referee travel, car hire, kilometres travelled for referees to reach the game to which they have been rostered to officiate.
- b) BQ will only accept payment by Electronic Funds Transmission (EFT).
- c) If an invoice issued to a Participating Association is not paid on time, BQ may charge the Participating Association interest on the outstanding amount of the invoice from the date of the invoice. The Participating Association must pay the interest to BQ. The interest is to be calculated and accrues on daily balances at the rate of interest charged by the National Australia Bank on unsecured business overdrafts from time to time plus a margin of 8% per annum.

2.3. Sponsors

- a) The League, at its discretion, may enter into sponsorship agreements for the League and its properties; all participating associations will be advised of any obligations they may be required to uphold under the sponsorship agreement with the League.
- b) A Participating Association must notify the League Manager if it enters into a Significant Sponsorship Contract (as defined in the Glossary).
- c) A Participating Association must not take on a new Sponsor if:
 - a. the new Sponsor is in competition with a Sponsor of BQ or of the QSL; or
 - b. the taking on of the new Sponsor will foreseeably damage BQ's relationship with a Sponsor of BQ or of the QSL; or
 - c. The new Sponsor is promoting cigarettes, adult entertainment or any other product or service which the League Manager deems would bring the QSL into disrepute.
- d) A Member Organisation or any Team may enter into a commercial agreement with a Betting Operator only with the written consent of the League Manager and Basketball Australia. Such consent may be withheld at the discretion of the League Manager or Basketball Australia and specifically where the proposed commercial agreement:
 - a. Conflicts with an existing commercial agreement held between Basketball Australia and a Betting Operator(s), and/or
 - b. Is with a Betting Operator with whom Basketball Australia has not entered into an integrity agreement as required under the National Policy on Match-Fixing in sport and recognised by the applicable state gambling regulator.

2.4. Media and Marketing

- a) All Participating Associations must abide by the **Basketball Queensland QSL Media and Marketing Guide**.

2.5. Participating Associations responsibility to control members

- a) A Participating Association must ensure that all persons under its control comply with these Rules and all relevant Codes of Conduct issued by BQ.
- b) For the purposes of these rules, a person is taken to be under the control of a Participating Association if the person is:
 - i. a player in a team fielded in the QSL by the Participating Association or a Registered Player of the Participating Association; or
 - ii. a Registered Coach/Manager for a team fielded in the QSL by the Participating Association; or

- iii. a person acting as a Coach/Manager for a team fielded in the QSL by the Participating Association; or
 - iv. an Association Official of the Participating Association; or
 - v. a Venue Official at the venue for a Home Game of the Participating Association.
- c) For the purposes of these rules, a person who has, at any time during a Season or the calendar year in which the Season falls, been a person under the control of a Participating Association is conclusively presumed to be a person under the control of that Participating Association for the whole of that calendar year unless the Participating Association proves that the person:
- i. was not covered by paragraph (b) at the time when it is relevant to know whether the person is covered by paragraph (b) or not; and
 - ii. is unlikely to be covered by paragraph (b) again during that calendar year.

2.6. Participating Association with Debts to BQ

- a) If a Participating Association owes a debt to BQ which has fallen due for payment but not been paid in full, then the CEO may decide at his or her discretion that for the purposes of determining the ladder positions of the teams fielded by the Participating Association in the QSL, the teams are deemed to have lost all their Regular Season Games.
- b) If the debt is paid prior to the final regular season game, the CEO may reverse this decision.

2.7. Disqualification

- a) The Board may decide to disqualify a Participating Associations teams from the QSL for a Season if:
 - a. the Participating Association owes a debt to BQ which has fallen due for payment but not been paid in full and is more than 60 days overdue for payment; or
 - b. the Participating Association persistently brings the QSL, BQ or the sport of basketball into disrepute through their actions or those actions of a person under their control; or
 - c. a team fielded in the QSL by the Participating Association forfeits a Game; or
 - d. an Association Official of the Participating Association has, or has been, acting as an Association Official in breach of a suspension or a judicial body; or
 - e. a person has been, or has, acted as a Coach/Manager for a team fielded in the QSL by the Participating Association when he or she is not a Registered Coach/Manager; or
 - f. the Board decides that the Participating Association has persistently or repeatedly breached these rules in a manner that, or with the effect that, the reputation or status of the QSL is or may be significantly undermined or the ability of those running the QSL to do so efficiently and effectively is or may be significantly undermined; or
 - g. the Board decides that the stadium at which the Participating Association's Home Games are to be held is unsafe or is not in compliance with minimum requirements set out in the Official Basketball Rules; or
 - h. the Board decides that the stadium at which the Participating Association's Home Games are to be held is not in compliance with any representations made to BQ about the features and facilities of the stadium when applying to participate in the QSL; or
 - i. the Board decides that a QSL program is adversely affecting the operational standards or financial sustainability of an association; or
- b) If a Participating Association is disqualified under this rule:
 - a. it can no longer field a team in the relevant QSL competition; and
 - b. its financial obligations under these rules continue despite the disqualification.

3. Coaches/Managers

3.1. Registration of Coaches/Managers

- a) A person is only a registered coach/manager for a participating association's QSL team if:
 - a. They are a registered coach/manager with Basketball Queensland
 - i. For a Head Coach they hold a minimum Association Level Accreditation
 - ii. For an Assistant Coach they hold a minimum Club Level Accreditation;
 - b. They have been registered to the participating Association's QSL team on the form prescribed by BQ; and
 - c. They are not subject to any suspension or owe any fines to any basketball authority; and
 - d. BQ has determined that the person is a fit and proper person to be a registered coach/manager; and
 - e. BQ has advised the participating Association that they have been registered.
- b) BQ requires a minimum of **five (5) business days** to process coach/manager registration forms.
- c) A person cannot coach for two separate teams fielded in the QSL in the same season.
- d) It is the responsibility of the participating Association to ensure no one acts as a Coach/Manager for their Association unless they are registered.
- e) BQ shall at any time have the right to determine whether a person is a fit and proper person to be a registered coach/manager. BQ shall have absolute discretion in determining whether a person is fit and proper but, without limiting that discretion, matters such as criminal convictions, matters related to domestic violence, child abuse, drug and alcohol abuse, breach of migration laws, serious driving offences, racial abuse or discrimination, sexual harassment, possession of child exploitation material, acts of violence; social unrest and people who have been suspended from basketball on multiple occasions for striking, attempting to strike, tripping or spitting may be considered by BQ in reaching its determination as to whether a person is fit and proper. A person against whom a decision will be made by BQ shall be given the opportunity to make a submission on their own behalf as to why they should be determined a fit and proper person; however, the decision of BQ in its absolute discretion shall be final and not subject to appeal.
- f) The determination that a person is not a fit and proper person leading to termination of that person as a registered coach/manager may occur at any time, including prior to the person becoming a registered coach/manager or whilst the person is recorded as being a registered coach/manager.

A breach of rule 3.1 is a Fine Offence.

4. Players

4.1. Registration of Players

- a) A person is a Registered Player for a Participating Association's team in the QSL only if:
 - a. They are a current registered player of the Participating Association and they hold a current BQ Registration Product; and
 - b. They have been registered to the Participating Association's QSL team on the form prescribed by BQ; and
 - c. They are not subject to any unpaid fine or suspension.
 - d. BQ has determined that the person is a fit and proper person to be a registered player.
 - e. BQ has advised the participating Association that the player is registered.
 - f. The player is a male person when competing in the Men's competition and a female person when competing in the Women's competition.

- b) It is the responsibility of the participating Association to ensure no one acts as a player for their Association unless they are registered.
- c) BQ requires a minimum of **five (5) business days** to process registration forms.
- d) Basketball Queensland will maintain a roster for each Association's QSL Women's and Men's teams.
- e) BQ shall at any time have the right to determine whether a person is a fit and proper person to be a registered player. BQ shall have absolute discretion in determining whether a person is fit and proper but, without limiting that discretion, matters such as criminal convictions, matters related to domestic violence, child abuse, drug and alcohol abuse, breach of migration laws, serious driving offences, racial abuse or discrimination, sexual harassment, possession of child exploitation material, acts of violence, social unrest and people who have been suspended from basketball on multiple occasions for striking, attempting to strike, tripping or spitting may be considered by BQ in reaching its determination as to whether a person is fit and proper. A person against whom a decision will be made by BQ shall be given the opportunity to make a submission on their own behalf as to why they should be determined a fit and proper person however the decision of BQ in its absolute discretion shall be final and not subject to appeal.
- f) The determination that a person is not a fit and proper person leading to termination of that person as a registered player may occur at any time, including prior to the person becoming a registered player or whilst the person is recorded as being a registered player

A breach of rule 4.1 is a Fine Offence.

4.2. Restriction on new player registrations

- a) A Participating Association cannot register a new player under rule 4.1 for one of its teams when less than seven (7) Regular Season Games remain to be played by that team. (When calculating the number of games, any fraction is disregarded. For example, 7.6 games are taken to be 7 games.)
- b) Paragraph (a) does not prevent a Participating Association from registering a new player for one of its teams if:
 - a. the player is otherwise eligible under rule 4.1; and
 - b. the League Manager grants a special dispensation for the player.
- c) The League Manager may grant a special dispensation if:
 - a. less than 7 of the Regular Season Games remain to be played by the team; and
 - b. the team has less than nine (9) Registered Players due to injury or departure from team; and
 - c. a written application for the special dispensation is submitted by the Participating Association to the League Manager by the Participating Association's Delegate; and
 - d. the League Manager is satisfied that there are reasonable and legitimate grounds for granting the special dispensation.

4.3. Minimum and Maximum Roster Size

- a) Each Participating Association at all times must have at least nine (9) Registered Players for each of its teams.
- b) A Participating Association cannot have more than twenty (20) Registered Players for any of its teams.
- c) All players within the QSL must be at least sixteen (16) years of age on 31st December of the year the league is being conducted.
- d) The player cannot be turning 21 prior to the 31st of December when competing in Youth League.

4.4. QSL Restricted Players

- a) Any team participating within the QSL Division 1 can only have one (1) player who meets the below criteria on their roster during a season.
- b) QSL Division 2 can not have any of the below players on their team list.
- c) This player will be deemed that QSL Team's restricted player.
 - a. An association can only replace this player if an injury waiver is granted by the League Manager.

Category	
1.	A player who is not an Australian or New Zealand (NZ) citizen who is required under the rules of FIBA to hold an annual Foreign Player's Licence.
2.	Any Australian or NZ citizen who has played in the NBA (excluding the NBA Summer League) or the WNBA in the prior three seasons.
3.	Any Australian or NZ citizen who has played an average of 20 minutes or more per game in games played in the immediately previous WNBL or NBL season as published by Basketball Queensland from time to time.
4.	Any player that has competed in a team at a FIBA Basketball World Cup and/or a FIBA World Cup Qualifier in the last twelve months. (The twelve-month period prior to the date of the first game.
5.	Any Australian or NZ citizen who has last played in a Euro League Team or any Div 1 competition in the countries set out in the Restricted Foreign Leagues Table One.

Restricted Foreign Leagues Table One		
1. Argentina	2. Belgium	3. Brazil
4. Canada – excluding College Programs	5. China	6. Czech Republic
7. France	8. Germany	9. Greece
10. Hungary	11. Israel	12. Italy
13. Japan	14. Lithuania	15. Poland
16. Puerto Rico	17. Serbia	18. Slovenia
19. Spain	20. Sweden	21. Turkey
22. USA – excluding College Programs	23. Nigeria	

4.5. Restricted Players

- a) For the purposes of 4.4b)a , the League Manager may grant an injury waiver for a Restricted Player if:
 - a. a certificate of a medical practitioner has been given to the League Manager, which shows that the Restricted Player is or has been or will be injured or ill for a specified period during which at least 3 Regular Season Games (involving the Restricted Player's team) have been or are to be held, within fourteen (14) days after the injury or illness was suffered or began; and
 - b. the League Manager is satisfied that the player has been and will stay in Australia during that period; and
 - c. the League Manager is satisfied that the request for the injury waiver is reasonable and genuine.
- b) If an injury waiver is granted under paragraph (a) the Participating Association may contract a replacement player.
- c) A Restricted Player to whom an injury waiver has been granted under paragraph (a) cannot again play in the QSL unless any Restricted Player who was added as a Registered Player for the same team on or after the granting of the injury waiver is first deactivated under rule 4.6.

4.6. Deactivating Players

- a) A Registered Player may be deactivated from a team's player roster by lodging a deactivation form. Deactivation means that the player is taken off the player roster and ceases to be a Registered Player for the team and cannot be re-added to that team again for the remainder of the season.
- b) A player that is deactivated from a participating association may move to a new participating association in the same QSL calendar season providing a clearance is provided by the original participating association.

4.7. Transfer of players

- a) A player who has played for a team in the QSL in a Season cannot become a Registered Player for a team fielded by another Participating Association in the QSL in the same Season unless:
 - a. the player is the subject of an uncontested clearance under the rules and regulations decided by BQ; and
 - b. the player has been deactivated from their original participating Association's Team List; and
 - c. the player has no outstanding contractual obligations with their original Participating Association
- b) A player cannot become a Registered Player for a team in the QSL in contravention of any relevant rules, by-laws or policies of BQ from time to time.

4.8. Finals Eligibility

- a) A player cannot take the court for a team in a Finals Game unless they have played a minimum of seven (7) Regular Season Games for that team during the Season.
- b) In the QSL DNP's count as games played.
- c) An Association may apply for a special dispensation to the League Manager if the player has:
 - a. Missed games due to injury
 - i. The Association must provide the League Manager with a Medical Certificate detailing the length of time the player missed due to injury; and
 - ii. This length of time must have caused the player to miss enough games that should they have been able to play these games they would have qualified for finals.
 - b. Missed games due to representing their State in National Championships, World Uni Games, Australian official national duties such as national camps or playing for Australia at a FIBA sanctioned event such as the Official FIBA Championship Qualifying event;
 - c. The special dispensation must be applied for at least fourteen (14) days prior to the date of the first finals game.

4.9. Player Movement between NBL1 North and QSL

- a) A player can only move between an Association's NBL1 North Roster and the same Association's QSL Roster only if there are 7 or more games remaining for the team they are moving to and then only under the following circumstances:
 - a. A Player may move from a QSL Division 1 Team into the NBL1 North Team.
 - b. A player can move from a NBL1 North team into a QSL Division 1 Team if they have only played one game for the NBL1 North team.
 - c. If a player has played more than one game then a Player can move from a NBL1 North team into a QSL Division 1 Team as long as they are averaging less than 15 minutes per game at the time the player wishes to move:

- i. This applies even if the player originally moved from a QSL Division 1 team into the NBL1 North Team.
- d. A player can move from a QSL Division 2 Team into a NBL1 North team.
- e. A player can move from a NBL1 North team into a QSL Division 2 Team if they have only played one game for the NBL1 North team.
- f. If a player has played more than one game a player can move from a NBL1 North team into a QSL Division 2 team as long as they are averaging less than 15 minutes per game at the time the player wishes to move:
 - i. This applies even if the player originally moved from a QSL Division 2 team into the NBL1 North Team.
- g. A player can move from a QSL Youth League Team into a NBL1 North team.
- h. A player can move from a NBL1 North team into a QSL Youth League Team if they have only played one game for the NBL1 North team.
- i. If a player has played more than one game a player can move from a NBL1 North team into a QSL Youth League team as long as they are averaging less than 15 minutes per game at the time the player wishes to move:
 - i. This applies even if the player originally moved from a QSL Division Youth League team into the NBL1 North Team.

4.10. Player Movement between QSL Division 1/2 and Youth League

- a) A player may move between an Association's QSL1/2 and QSL Youth League team only if there are 7 or more games remaining for the team they are moving to.
- b) A player moving to QSL Youth League cannot be turning 21 prior to the 31st of December.

4.11. Player Movement between QSL Youth League Division 1 and 2

- a) A player may move between an Association's QSL Youth League Division 1 and QSL Youth League Division 2 team only under the following circumstances
 - a. A player may move from a QSL Youth League Division 2 team into a QSL Youth League Division 1 team as long as the QSL Youth League Division 1 team has 7 games remaining.
 - b. A player can only move from a QSL Youth League Division 1 team into a QSL Youth League Division 2 team if the player in question has played less than 3 games in QSL Youth League Division 1 and there is still 7 Games remaining for the QSL Division Youth League 2 Team.

5. Draw

5.1. Setting the Draw

- a) BQ will determine the draw each season for QSL based on the nominations received.
- b) Any changes to the draw once publicised can only be made by the League Manager.

6. Uniform

6.1. General Requirements

- a) Each Participating Association must ensure that all players in their teams wear a uniform:
 - a. Including a singlet and shorts which are the same dominant colour front and back; and
 - b. Displays the current QSL Logo on the top right front of the singlet; and

- c. With any advertising or logo at least 5cm from the number; and
 - d. Of colours and design approved by the League Manager.
- b) Each team must have two sets of uniforms, one predominantly dark for when the Association is at home, and a second predominantly light uniform for when the Association is away.
- c) If the Home Team and the Visiting Team for a Game agree, they may interchange the strips in cases where:
- a. the Home Team wishes to wear a special, non-regular team uniform in support of special events (such as Retro Rounds, Charity Events, or special promotional events); subject to the agreement of the Visiting Team and approval from the League Manager.

A breach of rule 6.1 is a Fine Offence

6.2. Playing Numbers

- a) The singlet worn by each player in a team in a Game must:
- a. have a number different from that on the singlet worn by each other player in the team; and
 - b. the following numbers are permitted to be used 0, 00 and any number between 1 – 99.

6.3. Dangerous Objects

- a) A player in a Game must not wear any equipment or object that could cause injury to other players. Following are equipment and objects which are prohibited and permitted:

<i>Prohibited</i>	<i>Permitted</i>
<ul style="list-style-type: none"> • 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 (including fingernails that are not closely cut) • Headgear, hair accessories and jewellery • Hard plastic headbands • Scarf style headbands 	<ul style="list-style-type: none"> • Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded to make it unlikely that it could cause injury to another player • Compression sleeves if they are of the same dominant colour as the singlet • Full Length Compression stockings the same dominant colour of the uniform or black. Team branding is permitted on these skins. (all players wearing skins must be wearing the exact same style of skin) • Compression stockings for the lower leg ending below the knee • Sleeveless compression vests • Knee braces that are properly covered so as to make it unlikely that they could cause injury to another player • Protector for an injured nose or facial injury • Mouth guard • Spectacles, if they are unlikely to pose a danger to other players • Headbands no more than five (5) centimetres wide of non-abrasive, uni-colour cloth, pliable plastic or rubber • Non-coloured taping of arms, shoulders, legs etc. • Compression T-Shirts

7. Game Day Requirements

7.1. Pre-Game Day

- a) The Host and visiting association must, by no later than the Wednesday before a Game in which the each Association is to field a team, give the opposing Association and the League Manager the following information in the form prescribed by BQ from time to time:
 - a. a current player list including playing numbers for the Registered Players who will be participating in the Association's teams; and
 - b. the name and contact number of the manager of the Visiting Association's teams and those of a secondary contact.
 - c. Any changes to the submitted team list need to be notified to the opposition club by email if it is more than 24 hours before the game and by phone if it is within 24 hours of the games scheduled start time.

A breach of rule 7.1 is a Fine Offence.

7.2. Game Day- General

- a) For each Home Game, the Home Association must follow all the requirements set out in the **QSL Game Day Requirements Guide**.

A breach of rule 7.2 is a Fine Offence.

7.3. Game Rules

- a) Playing rules for each Game are the FIBA Official Basketball Rules, except as modified by these rules.
- b) Before the start of each game, the captains of each team participating in the Game must shake the hands of the referees to officiate the Game and identify themselves as the team captains.
- c) Each Game is to consist of four 10-minute quarters. With the following breaks:
 - a. 2 minutes between the 1st and 2nd Quarter
 - b. 10 minutes between the 2nd and 3rd Quarter
 - c. 2 minutes between the 3rd and 4th Quarter
 - d. 2 minutes between any subsequent period.

7.4. Number of players allowed

- a) A Participating Association may suit up and play a maximum of 12 Registered Players in each Game in which it fields a team.

7.5. Recording of Games and Live Streaming

- a) For all QSL1 games, the Home Association must:
 - a. Make a visual recording of each Game; and
 - b. LiveStream all games in the manner and to the standard designated by the League Manager.
 - i. Please note that BQ owns the rights to all Live Streams of all QSL1 games.

A breach of rule 7.5 is a Fine Offence

8. Ladder System

8.1. Compilation of ladder

- a) Each ladder is to show for each team in the competition:
 - a. Games Played
 - b. Games Won
 - c. Games Lost
 - d. % of Games Won
 - e. Points for and points against
- b) Teams on each ladder will be ranked in order of % of Games Won.
- c) **Tie Breakers: Two Way Tie**
 - a. 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.
 - b. 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.
- d) **Tie Between three or more teams**
 - a. If more than two teams are equal in the placing points percentage will be used taking into account only the points for and points against from the games between the teams who are tied.
 - b. 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 Division.
 - c. 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.

8.2. Games lost by forfeit

- a) A team loses a game by forfeit if:
 - a. 15 minutes after the scheduled starting time for the Game, the team is not present or is unable to field five (5) Registered Players ready to play, and the referees decide to award the Game to the other team as a forfeit; or
 - b. its actions prevent the Game from being played, and the referees decide to award the Game to the other team as a forfeit; or
 - c. the team refuses to play after being instructed to do so by the referees, and the referees decide to award the Game to the other team as a forfeit; or
 - d. the team commits a technical breach of these rules (such as playing an Unregistered Player), and the League Manager decides to award the Game to the other team as a forfeit (even if that decision is made after the Game has been played); or
 - e. the Participating Association notifies the League Manager that they will not be participating in a scheduled game.
- b) If a team loses a Game by forfeit:
 - a. there is to be no further play in the Game or if the game has not started no play; and
 - b. the Game will be deemed to have been won by the other team by twenty (20) points to zero (0); and
 - c. all individual players' statistics stand, except for those of any Unregistered Players; and
 - d. the team will receive 0 points.
- c) If a team loses a Game by forfeit, the Participating Association that fielded the team must

pay to BQ, as a debt, an amount equalling the amount of all expenses incurred by BQ or by the Participating Association that fielded the other team in the Game (up to a maximum of \$5,000) for transport, accommodation and the hosting of the Game.

The loss of game by forfeit is a Fine Offence.

8.3. Games lost by default

- a) A team loses a Game by default if during the Game the team has fewer than two (2) players on the court ready to play, and the referees decide to award the Game to the other team by default.
- b) If a team loses a Game by default, then:
 - a. if the other team was ahead at the time the Game was awarded to it, the score at the time stands as the final score for the Game; or
 - b. otherwise, the Game will be deemed to have been won by the other team by twenty (20) points to zero (0).

8.4. Abandoned Games

- a) This rule applies if a Game cannot be completed due to some supervening event or circumstance (otherwise than because a team has lost the Game as a forfeit or by default).
- b) If the margin in favour of one team was twenty (20) points or more at the time when the Game was abandoned, the score at the time stands as the final score for the Game.
- c) If the margin in favour of one team was fifteen (15) points or more at the time when the Game was abandoned, and the time when the Game was abandoned was during the third quarter, the score at the time stands as the final score for the Game.
- d) If the Game was abandoned during the fourth quarter, the score at the time when the Game was abandoned stands as the final score for the Game.
- e) In any other circumstance, the League Manager decides the outcome of the Game after consulting with the referees and the Game Controller

8.5. Act of God

- a) In an instance of uncontrollable natural forces that prevent the operation or delivery of a scheduled round game or final game the League Manager shall make all decision with regards to the game/s. The League Manager shall determine if they are postponed, moved to an alternate venue, cancelled, deemed a draw or any other course of action appropriate for the situation.

9. Referees

9.1. Referee Appointments

- a) There is to be a referee commissioner appointed by the CEO from time to time who will be solely responsible for the appointment and management of referees within the QSL Season.

9.2. Attire of Referees

- a) A referee in a Game must wear the QSL shirt (as approved by the League Manager from time to time).
- b) The referee must wear black pants and black shoes with the shirt.

9.3. Game Fees for referees

- a) Referees for each Game are entitled to the fee listed below.

<i>Referee classification</i>	<i>Men's QSL Game</i>	<i>Women's QSL Game</i>
Panel 1	\$65	\$65
Panel 2	\$60	\$60
Panel 3	\$40	\$40
Panel 4	\$35	\$35

- b) Basketball Queensland will centralise all referees payments for QSL. Each Association will pay a set amount prior to the season to cover all referee costs for the season to BQ & BQ will make payments to all QSL officials on Monday post each Round.
- c) There will be a 10% increase (rounded to the nearest dollar) for all Semi Final and Grand Final referee game payments.

A breach of rule 9.3(b) is a Fine Offence.

9.4. Home Associations to accommodate referees

- a) This rule applies in relation to a Game to be held North of the Sunshine Coast. It does not apply to Referee Evaluators unless arrangements for such have been agreed between the Referee Commissioner and the Home Association. Unless the Referee Commissioner advised the Home Association that the referee appointed to a game does not require accommodation; the Home Association must:
- book and pay for hotel or motel accommodation in the relevant city for the referee appointed to the Game for the night after the Game; and
 - give the Referee Commissioner details of the accommodation bookings by 5:00pm on the Monday before the day of the Game; and
 - pay the referee a per diem payment of \$20.

A breach of rule 9.4 is a Fine Offence

9.5. Home Associations to cover referee's travel costs

- a) The Home Association must pay the reasonable travel costs for a referee in a Game to travel to and from the place where the Game is held. The travel costs are to include airfares, ground transport and accommodation. To the extent that a referee's travel costs are for travel to and from two or more places for two or more Games involving two or more Home Associations, then the costs are to be shared equally by those Home Associations. Please note that travel costs apply to all participating QSL teams and referee travel claims for a round trips of 200km or more travelled to reach their rostered QSL Game. All costs that meet the above criteria per season will be passed onto the host QSL Associations.
- b) The Referee Commissioner will administer petrol claims for travel by referees. A referee who wants to make a petrol claim must submit it within two (2) weeks after the petrol cost was incurred and must include the original petrol receipt. A petrol claim can only be made for travel of 200 kilometres, or more, round trip to reach an association/destination outlined in the referee roster, these costs will be passed onto the host association.
- c) The Referee Commissioner will arrange any car hire for referees. The only time the Referee Commissioner will not arrange a hire car is when the host association has a sponsored vehicle that will be made available for the referee to use for the full duration of the stay in the host city.
- d) The Referee Commissioner will agree and arrange with the Home Association for any travel costs associated with a Referee Evaluator attending a QSL Match, where this attendance has been duly agreed between the Referee Commissioner, the Home Association and BQ.

- e) BQ may from time to time invoice a Home Association for a travel cost that the Home Association must pay under this rule, which BQ has paid.

A breach of rule 9.5 is a Fine Offence

10. Finals

10.1. Finals Format

- a) This diagram shows the finals format for all QSL and Youth League Divisions:

Semi Final	Grand Finals
1 st (Host) vs 4 th	Highest Ranked SF Winner (Host) Vs Other SF Winner
2 nd (Host) vs 3 rd	

- b) The ladder rankings for the Finals Games are as described in these rules at the end of the last Regular Season Game in each competition.
- c) The Home / Host Association will be required to sign a finals host agreement and agree to all the terms and conditions to be eligible to hold the finals at their home venue. Should any association fail to sign the host agreement and fail to agree to be bound by the terms they will lose their right to host.
- a. Should a Host final to sign the Host Agreement it will at the League Manager's sole discretion as to where the final in question will held.
- d) For all Finals, the Visiting Associations are to book and pay for their own travel and accommodation.
- e) The Home Association for a Finals Game is to book and pay for referee accommodation and game payments. BQ will book and pay for flights and ground transport and will invoice the Home Association for those costs. BQ will appoint up to four (4) referees for all Finals Games; Home Associations must ensure seating close to the court is available for the substitute referee/s. The Home Association shall be required to arrange and pay for accommodation for the 4th referee and shall be invoiced for their flights and ground transport.
- f) BQ may appoint a Referee Evaluator for Finals Games; where this occurs, the Referee Commissioner shall advise the Home Association, who shall arrange a reserved seat for the Evaluator and a partner. BQ shall pay up front for the Evaluator's travel and accommodation, which shall be charged back to the Home Association following the completion of the Finals Game.

10.2. Grand Finals admission price and ticket allocations

- a) The Home Association sets the admission prices for Finals Games in consultation with the League Manager.
- b) The Home Association must ensure that allowance is made for:
- a. free admission in a serviced corporate box or serviced corporate seating of at least eight (8) seats for guests invited by BQ in a court side position as agreed with the League Manager; and
- b. Finals series hosts are required to hold thirty (30) seats for the visiting team to use, these tickets will be charged at the standard finals admission rate set by the home team and are to be paid for by the visiting QSL team by 5:00pm on the Monday prior to the game. Should an association not require these tickets, they must advise the association by this same deadline; should they not pay for the tickets they will be returned to general sale.

10.3. Programs

- a) The Home Participating Association is responsible for the preparation and production of programs for all QSL finals, which must be sent to the League Manager for approval no later than the

Wednesday prior to the first game. The League Manager is responsible for providing league content to the host for inclusion in the programs.

10.4. Training/Shoot Around Finals Game

- a) The Home QSL team for a Finals Game must give each Visiting Team the opportunity to train/shoot-around at the venue for the Finals Game. If necessary, the Home Association shall move or reschedule local club fixtures or casual shoot-around sessions to accommodate the Visiting Team's training/shoot-around sessions. Should the Home QSL Team be hosting multiple Finals Games on the same weekend, each Visiting Team must be given the opportunity to have their own training/shoot-around sessions.
- b) A minimum of thirty (30) minutes and a maximum of sixty (60) minutes is to be provided on each day required by the Visiting Association. The Home QSL Team is not entitled to require payment of any charge for the provision of this training/shoot-around time.

11. Conduct Standards

11.1. Code of Conduct

- a) All participants within the QSL agree to be bound by the Basketball Queensland Codes of Conduct.
- b) A person who is bound by these rules must not publicly criticise an Official or do another act that brings the QSL into disrepute.

A breach of rule 11.1(b) is a Fine Offence

12. Awards

12.1. Coach of the Year

- a) BQ will confer the award of Coach of the Year after the last Regular Season Game has been played.
- b) The League Manager will request 3-2-1 votes from the following groups in a form prescribed by BQ:
 - a. Captain of each team competing within the QSL (Men's Captain for the Men's Competition and Women's Captain for the Women's Competition)
 - b. Head Coach of each team competing within the QSL (Men's Captain for the Men's Competition and Women's Captain for the Women's Competition)
 - c. The League Manager will determine the winner of the award on the basis of the votes submitted.

12.2. Most Valuable Player- Regular Season

- a) At the end of the regular season, BQ shall generate a list of candidates for the seasons League Most Valuable Player for both Men's and Women's competitions in a manner and form prescribed by BQ.
- b) The League Manager will request 3-2-1 votes from the following groups in a form prescribed by BQ:
 - a. Captain of each team competing within the QSL (Men's Captain for the Men's Competition and Women's Captain for the Women's Competition)
 - b. Head Coach of each team competing within the QSL (Men's Captain for the Men's Competition and Women's Captain for the Women's Competition)
 - c. The League Manager will determine the winner of the award on the basis of the votes submitted.
- c) The League Manager will determine the winner of the award on the basis of the votes

submitted.

12.3. No Disputes Permitted

- a) No one can dispute the outcome, or process towards the outcome, of any of the above awards.

13. Promotion/Relegation

13.1. Promotion from QSL Division 2 to Division 1.

- a) The following will be taken into consideration when assessing whether an Association will be able to move from Division 2 into Division 1:
 - a. The Association's ability to enter both a Men's and Women's team.
 - b. The combined success of the Association's Program in the prior season. The Association must be one of the top two ranked Association's within Division 2.

13.2. Relegation from QSL Division 1 to Division 2

- a) The bottom two Associations (based on the combined results of their Men's and Women's program) in Division 1 will be relegated to Division 2.
- b) The teams will only be relegated if there are suitable teams to take their place from Division 2. Should only one team be suitable than the lowest ranked team will be relegated.

13.3. Promotion from QSL Youth League Division 2 to Division 1.

- b) The following will be taken into consideration when assessing whether an Association will be able to move from Division 2 into Division 1:
 - a. The Association's ability to enter both a Men's and Women's team.
 - b. The combined success of the Association's Program in the prior season. The Association must be one of the top two ranked Association's within Division 2.

13.4. Relegation from QSL Youth League Division 1 to Division 2

- c) The bottom two Associations (based on the combined results of their Men's and Women's program) in Division 1 will be relegated to Division 2.
- d) The teams will only be relegated if there are suitable teams to take their place from Division 2. Should only one team be suitable than the lowest ranked team will be relegated.

14. QSL Tribunal

14.1. QSL Tribunal

- a) BQ's "Queensland Basketball Model Disciplinary Tribunals By-law" does not apply in relation to the QSL except:
 - a. as regards any action taken or commenced under it before the start of the Season; and
 - b. that it applies to a person who is not bound by these rules but who is bound by the "Basketball Australia Tribunals Guidelines".
- b) All tribunal guidelines can be found in the **Basketball Queensland QSL Tribunal Guidelines**.

15. Game Disputes

15.1. Game Disputes

- a) A Participating Association has a Game Dispute if the Participating Association:
 - a. claims that a Game was not conducted in accordance with these rules in a way that prejudiced a team fielded in the Game by that Participating Association; or
 - b. claims that a team fielded in the Game by that Participating Association was prejudiced by a non-compliance with these rules; or
 - c. claims that a team fielded in the QSL competition in which the Game was conducted is prejudiced by the Game not having been conducted in accordance with these rules; or
 - d. claims that a team fielded in the QSL competition in which the Game was conducted is prejudiced by a non-compliance with these rules.

- b) If a Participating Association that has a Game Dispute wants the League Manager to consider the Game Dispute, the Participating Association must:
 - a. if the Participating Association fielded a team in the Game, ensure that the captain of the team informs the referee that the team has a Game Dispute (whether or not in those words, and without any need to say why the team has a Game Dispute) and signs the scoresheet for the Game in the space provided for the captain's signature in the case of a Game Dispute (whether or not those words are used, for example the word "protest" or another similar word may be used); and
 - b. notify the League Manager within 24 hours after the game finished; and
 - c. within the same time, notify the other Participating Association that fielded a team in the Game to which the Game Dispute relates that the first-mentioned Participating Association has notified the League Manager that it wants the League Manager to consider a Game Dispute; and
 - d. lodge a full written report with the League Manager within 24 hours after the Game finished, outlining the subject matter of the Game Dispute and what outcome is sought by the Participating Association; and
 - e. within the same time, give any other Participating Association that fielded a team in the Game to which the Game Dispute relates a copy of the full written report lodged with the League Manager.

15.2. Procedures for Game Disputes

- a) If a Participating Association does any of the things provided in paragraph 14.1b), then BQ may invoice the Participating Association for:
 - a. \$250 if the Participating Association fielded a team in the Game to which the Game Dispute relates; or
 - b. \$550 if the Participating Association did not field a team in the Game to which the Game Dispute relates.
- b) The League Manager is required to make a binding decision on the Game Dispute if:
 - a. All requirements placed on an Association by rule 14.
- c) If the League Manager is required or has the authority to make a binding decision on the Game Dispute, the League Manager must consult with the CEO and may:
 - a. make any enquiries about the Game Dispute that the League Manager thinks fit; and
 - b. decide to uphold or dismiss the Game Dispute; and
 - c. if deciding to uphold the Game Dispute, decide on a remedy for the subject matter of the Game Dispute.

16. Communications

16.1. Communicating with Basketball Queensland

- a) If these rules authorise or require a person to give a document or notification to the League Manager or BQ or the CEO, or to advise the League Manager or BQ or the CEO of something, the person may only do it by using a communications channel listed in the following table for the relevant party and by using any corresponding protocol for that communications channel.

<i>Intended recipient</i>	<i>Communications channel</i>	<i>Protocol</i>
League Manager	Email to competitions@basketballqld.net.au	
BQ	Email to admin@basketballqld.net.au	
CEO	Email to ceo@basketballqld.net.au	Addressed to the CEO by title or name

- b) The League Manager or BQ may add something to, delete something from or change something in the above table by sending a communication to Participating Associations generally.

16.2. Communicating with Participating Associations

- a) This rule applies if the League Manager, BQ, the CEO or a QSL Tribunal is authorised or required by these rules to give a document or notification to a Participating Association or to advise a Participating Association of something.
- b) The document, notification or advice may be given by email to an email address:
- in any Nomination Form or Affiliation Agreement for the Participating Association; or
 - from which emails from or on behalf of the Participating Association are frequently sent to BQ or an employee of BQ; or
 - published on the Participating Association's website for general communications.
- c) The document, notification or advice may be given by hand-delivery to a person at the Participating Association's head office or place of business or at an address given for the Participating Association in a Nomination Form or Affiliation Agreement.
- d) The document, notification or advice may be given by post to:
- the Participating Association's head office or place of business; or
 - an address given for the Participating Association in a Nomination Form or Affiliation Agreement; or
 - a postal address for the Participating Association published on its website.

16.3. Communicating with other people

- a) This rule applies if the League Manager, BQ, the CEO or a QSL Tribunal is authorised or required by these rules to give a document or notification to a person other than a Participating Association or to advise that person of something.
- b) If the person is someone under the control of a Participating Association then the document, notification or advice may be given to the Participating Association by a method provided in rule 15.2. The Participating Association must then pass the document, notification or advice on to the person without delay.

- c) The document, notification or advice may be given to the person by email, fax, hand-delivery or post using any contact details for the person:
 - a. on the registration database kept by BQ (unless BQ knows the contact details are not current); or
 - b. on another database kept by BQ (unless BQ knows the contact details are not current); or
 - c. that the person sending the document, notification or advice reasonably believes are current contact details for the person.

16.4. Authentication of certain communications

- a) If the League Manager, BQ, the CEO or a QSL Tribunal receives a communication authorised or required by these rules which appears to have been sent by a particular person, they may treat it as authentic unless:
 - a. they know it is not authentic; or
 - b. a reasonable person in their position would believe, on the basis of other information about the purported sender that the recipient knows about, that the communication is not authentic.
- b) This applies not only to written communications, but also to communications by telephone and in person. It means, for example, that a QSL Tribunal is usually entitled to assume that a person appearing at a telephone or formal hearing is who they say they are.

16.5. When certain communications are taken to have been received

- a) An email communication under these rules is taken to have been delivered three (3) hours after it is sent unless it bounces, or the sender has other reason to believe the email was not delivered. This is the case regardless of whether the email is received or read by the intended recipient within that time or at all. In reckoning the three (3) hours, time between 5:00pm and 9:00am is not counted.
- b) A communication under these rules by post is taken to have been delivered at 12:00pm on the day when it would ordinarily be delivered in the post based on the place of sending and place of delivery, if it sent by any form of prepaid post, unless the sender is aware that it has not been delivered. This is the case regardless of whether or when the communication is actually delivered to, or is received by, the intended recipient.

17. Challenging decisions under these rules

- a) A decision under these rules cannot be challenged except strictly as allowed by these rules and strictly in accordance with the provisions of these rules allowing for it.
- b) Otherwise, a person who is bound by these rules must not challenge or seek to challenge a decision under these rules unless and to the extent that:
 - a. a by-law, rule or regulation of BA which is binding on BQ provides for a process of appeal or review by which the person may challenge the decision; and
 - b. under that or another by-law, rule or regulation of BA which is binding on BQ, it is impermissible for the person's right to challenge the decision to be negated.
- c) For the purposes of this rule, a reference to a decision under these rules means a decision under these rules of BQ, the CEO, the Board of BQ or a QSL Tribunal and includes:
 - a. the exercise or non-exercise of a discretion; and

- b. the exercise or non-exercise of a power, right or obligation.
- d) For the purposes of this rule, a reference to challenging a decision includes:
 - a. questioning the decision or seeking to have it overturned, quashed or changed in any judicial body, administrative tribunal, sporting tribunal or other forum; and
 - b. appealing against the decision.

18. Fines

18.1. Fine Offences

- a) This rule creates the Fine Offences listed in the "Fine Offences" column of the table below. If a person listed in the "Person" column corresponding to a Fine Offence commits a Fine Offence, then the fine in the "Fine" column can be imposed and levied on that person.

Fine Offence	Person	Maximum Fine
Breach of Rule 3.1	Participating Association	\$1,000
Breach of Rule 4.1	Participating Association	\$1,000
Breach of Rule 6.1	Participating Association	\$250
Breach of Rule 7.1	Participating Association	\$250
Breach of Rule 7.2	Participating Association	\$1,000
Breach of Rule 7.5	Participating Association	\$500
Breach of Rule 9.3(b)	Participating Association	\$150
Breach of Rule 9.4	Participating Association	\$500
Breach of Rule 9.5	Participating Association	\$500
Breach of Rule 11.1(b)	Person	\$1,000