



Foot Locker
U14 CLUB
CHAMPIONSHIPS

TEAM GUIDELINES

UPDATED – JULY 2023

BASKETBALL AUSTRALIA

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1 Eligibility

1.1 Teams

- 1.1.1 Maximum of 24 Australian State/Territory teams are eligible:
- New South Wales – 4 teams
 - Queensland – 3 teams
 - South Australia – 3 teams
 - Tasmania – 2 teams
 - Victoria – 4 teams
 - Western Australia – 3 teams
 - Australian Capital Territory – 1 team
 - Northern Territory – 2 teams
 - Host Venue – 1 team
- 1.1.2 The remaining position is allocated to the state of the previous year's champion.
- 1.1.3 Any vacancies caused by non-acceptance will be allocated to the States/Territories in the finishing order of the States/Territories from the previous year's Championship (excluding first place).
- 1.1.4 No States/Territory will be allocated a second extra team above their standard state allocation until all States/Territories have declined an extra team
- 1.1.5 Maximum number of 12 players/team is allowed
- 1.1.6 Due to injury or illness, additional players may be registered by the State/Territory Administrator provided notice in writing is given to BA prior to the commencement of the Championship
- 1.1.7 No changes can be made to the playing roster after the technical meeting.

1.2 Players

- 1.2.1 To be eligible, a player must:
- 1.2.2 Be under the stated age as of 31st December in the year of the Championship;
- 1.2.3 Hold a permanent or temporary resident visa for Australia, an Australian citizen or have refugee status (Proof required by Basketball Australia and should accompany the Individual Player Registration);
- 1.2.4 Have been a member of the club they wish to represent at the time of qualification and
- 1.2.5 Have been a member of the club they wish to represent for at least 3 months immediately prior to the commencement of the Championships.
- 1.2.6 Not be under any sanctions or be banned from participating in basketball from any affiliated association

- 1.2.7 Please Note: State Associations may have further eligibility requirements for teams from their state; all members are required to fulfil their state association requirements.

Special Eligibility

- 1.2.8 If a player has not played for the Club Team for the required 3 months immediately prior to the Championships, the player is still eligible to play for the club team they were previously eligible for.
- 1.2.9 Residents of Broken Hill NSW are eligible for selection in South Australian Club Teams
- 1.2.10 Residents of Queanbeyan NSW are eligible for selection in ACT Club Teams

1.3 Coaches

- 1.3.1 Head Coaches at an Australian Club Championship must hold a minimum of Club level coaching accreditation.
- 1.3.2 These requirements should be monitored by the State/Territory involved

2 Equipment

2.1 Uniforms – Players

- 2.1.1 All uniform designs should be approved by Basketball Australia prior to going to print.
- 2.1.2 Designs should be sent to sarah.monck@australia.basketball for approval. Uniforms that do not meet requirements may not be permitted to be worn.
- 2.1.3 Only uniforms made by our official merchandise supplier (iAthletic) are permitted to use the Official Championship Logo.
- 2.1.4 All teams are required to have two sets of uniforms, preferably one distinctly of a dark colour and one of a light colour.
- 2.1.5 Teams will be required on registration to nominate their 'main' uniform colour and alternate. In each game, Team A will wear their primary, colour and Team B will wear their alternate. If there is a clash Team B will be required to change. A list of all team uniform colours will be supplied to each team manager.

Uniform requirements of team members are in accordance with FIBA Rules - 2020:

- 2.1.6 Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves, they must end above the elbow. Long-sleeved shirts are not permitted.
- 2.1.7 All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- 2.1.8 No T-Shirts to be worn under singlets.
Exceptions – Medical certificate or other extenuating circumstances presented to the Championship Technical Committee and approved. If permission is given, T Shirt must be of the same single colour as the playing singlet. This decision is final and not subject to appeal.
- 2.1.9 Shorts of the same dominant colour front and back as the shirts shall be worn by all players. The shorts must end above the knee.
- 2.1.10 Each team member shall wear a shirt numbered on the front and back with plain numbers of a colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:
 - 2.1.11 On the back, the number must be at least 20cm high
 - 2.1.12 On the front, it must be at least 10cm high
 - 2.1.13 All numbers should be at least 2cm wide
 - 2.1.14 Uniforms may be numbered 0-99; 00 is also permitted
 - 2.1.15 Players on the same team shall not wear the same number
 - 2.1.16 An alternate set of uniforms in a different colour is essential; the preference is that one is distinctly light and one distinctly a dark colour. The same playing numbers are allocated to players in both strips.

- 2.1.17 Each team must carry at least two (2) spare playing shirts and shorts in case a uniform is spoilt by blood. These spare playing shirts and shorts are to be of different numbers to those already listed on the scoresheet.
- 2.1.18 Contrasting trim is permitted. An alternate-coloured stripe is allowed along the side of the shirt and shorts. It must not exceed 3 cm in width on each side of the seam (6 cm in total)
- 2.1.19 There may be a maximum 2 cm trim around the bottom of the leg.
- 2.1.20 Shoes of any colour combination. No flashing lights, reflective material or other adornments are permitted.
- 2.1.21 All players on the team must have their arm and leg compression sleeves, headgear, wristbands, and headbands of the same solid dominant colour as the uniform under which they are worn, or black, or white or skin colour, and all members must wear the same colour.
- 2.1.22 Ankle or Knee braces may be worn but must be of the same solid dominant colour as the uniform under which they are worn, or black, or white or skin colour. All players on the team must have the same colour.
- 2.1.23 Strapping tape may be the same colour as the dominant colour of the uniform, or black, or white; however, all members of the team must wear the same.
- 2.1.24 Team A (first listed in draw) has the right to wear their main colour, if there is a clash Team B must change.
- 2.1.25 All teams will receive a handout list of uniform colours at the Technical Meeting; teams should check their colours and arrange with oppositions in case of clashes.

2.2 Uniforms – Team Staff

- 2.2.1 The dress code for coaching and supporting staff including managers of teams at the Under 14 Club Championships
- 2.2.2 At a minimum, tracksuit top/polo tops with neat casual pants.
- 2.2.3 Shorts, jeans, and tracksuit pants are not acceptable

2.3 Advertising & Sponsorship

- 2.3.1 All advertising on uniforms (aside from the manufacturers logo) must be approved by the State Association and then forwarded to Basketball Australia for approval
- 2.3.2 Care must be taken to ensure that the interests of all the authorised Championship advertisers and or sponsors are not compromised
- 2.3.3 BA retains the right of approval of advertising of all types at the Club Championships, and each decision shall be final
- 2.3.4 Sponsorship proposals must be submitted for BA approval no later than 2 months prior to the Championship the team is competing in
- 2.3.5 Advertising of alcohol or tobacco products is prohibited

Playing Singlets

- 2.3.6 Advertising permitted on both the front & back of the playing singlet, 1 line only, max 8 cm in height, background the same as the colour of the shirt, lettering may be a different colour, at least 5 cm from the playing number
- 2.3.7 Club identification in name or logo must be clearly visible on the front of the singlet, written in 1 line 8cm max in height, written in 2 lines 6 cm max in height, logo or badge must not exceed 25 cm², at least 5 cm from the playing number
- 2.3.8 Advertising and Club identification must be at least 5cms from the playing number
- 2.3.9 Manufacturer's logo may appear on the front, max of 12 cm²
- 2.3.10 Players' names may appear on the back, 1 line only max of 8 cm in height

Shorts

- 2.3.11 Advertising is permitted on one leg of the short.
- 2.3.12 Manufacturer's logo permitted but must not exceed 12cm²
- 2.3.13 The logo of the team may but must not exceed 25 cm²

Socks

- 2.3.14 Advertising prohibited
- 2.3.15 Manufacturer's logo permitted as above

Tracksuits

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

2.4 Technical Equipment & Courts

- 2.4.1 The courts and technical equipment used at all National Championships shall comply with the appropriate rules of the Official Basketball Rules
- 2.4.2 Team A will sit to the left of the score bench and Team B to the right (when looking at the bench from the court). Teams will warm up at the same end and go that way in the first half.
- 2.4.3 **Size 6** Basketballs will be used for both Boys & Girls at the U14 Club Championships
- 2.4.4 The official basketball of the Australian Junior Championships is the **Spalding Legacy TF1000**
- 2.4.5 Basketball Australia will provide game balls. Teams need to provide their own warm-up balls.

3 Rules & Regulations

All National Championships will be conducted under the Official Basketball Rules adopted from time to time by BA.

3.1 Zone Defence

3.1.1 The use of Zone Defence is banned at the Australian U14 Club Championships. This is to encourage the development of defensive and offensive skills in the younger athletes

Definition of Zone Defence

3.1.2 Any defence in the half-court which does not incorporate normal man-to-man defensive principles

3.1.3 Trapping defences which rotate back to man-to-man principles are acceptable

Violations of Man-to-Man Defence

3.1.4 1 or more players are not in an acceptable man-to-man position in relation to their man and the ball

3.1.5 A cutter moved all the way through the key and was not defended using acceptable man-to-man techniques e.g. bumped, switched, followed

3.1.6 Following a trapping or help and recover situation, the team make no attempt to re-establish man-to-man defensive positioning

3.1.7 Teams Zone press and did not assume man-to-man defensive positioning once the ball was in the quarter court

3.2 Observers

3.2.1 At least 1 observer will be appointed for each court being used at a National U14 Club Championship to observe and, if necessary, make rulings on violations.

3.2.2 Observers will:

3.2.3 Consider the intention of the defensive team

3.2.4 Consider the time and state of the game

3.2.5 Deliberate and premeditated use of zone defence at a critical time of a game will be acted on immediately

3.2.6 If there is any doubt, the benefit of the doubt will be given to the defensive team

3.3 Penalties for the use of Zone Defence

Procedure

- Official Observer introduces themselves to the score table Chairperson, Referees and Head Coaches prior to the commencement of each game
- When, in the opinion of the Official Observer, a violation occurs, they will request the referees, through the Score table Chairperson, to charge the Technical Foul – Personal Unsportsmanlike on the coach of the offending team at the next dead ball
- Penalty: 2 free throws plus possession
- If the same team incurs a second violation, the resulting Technical Foul – Personal Unsportsmanlike will mean the disqualification from the game of the offending Head Coach
- Penalty: 2 free throws plus possession
- If the same team incurs a third violation during the game the same penalties will apply to the Assistant Coach. A third Technical Foul shall be assessed, and the Assistant Coach disqualified
- Penalty: 2 free throws and possession
- Continued violations throughout the Championship may result in further action being taken by the Championship Technical Committee e.g. disqualification and loss of points

3.4 Shot Clock

- The shot clock will not begin until the offensive team crosses half court.
- On an offensive rebound if the shot clock is:
Above 14 seconds: will continue from the time the shot was taken
Below 14 seconds: will be reset to 14 seconds

3.5 Timing

- Warm Up: 10 minutes
- Playing time: 4 x 8-minute quarters
- Half Time interval: 5 minutes
- Intervals between 1st & 2nd and 3rd & 4th Quarters: 2 minutes
- There are to be no drawn games – overtime will be played
- Extra Time: 3 minutes
- Interval between Extra Time: 2 minutes
- Time Outs: 2 timeouts per half
- In special situations, the Championship Technical Committee may authorise the reduction of the Warmup and Half-Time intervals.

4 Draw, Scoresheets, Statistics and Team Standings

4.1 Fixture

- 4.1.1 24 teams will be seeded based on the previous years' results and placed in 6 pools of 4 teams. They will play a round-robin in these pools over the first two days
- 4.1.2 Each pool will then be split in half, with the top two moving into the Championship Division, and the bottom two in the Shield Division
- 4.1.3 The new pools will be formed as follows:

CHAMPIONSHIP TEAMS			
Pool AA	Pool BB	Pool CC	Pool DD
1st Pool A	1st Pool B	1st Pool C	1st Pool D
2nd Pool D	2nd Pool C	1st Pool F	1st Pool E
2nd Pool E	2nd Pool F	2nd Pool B	2nd Pool A
SHIELD DIVISION TEAMS			
Pool EE	Pool FF	Pool GG	Pool HH
3rd Pool A	3rd Pool B	3rd Pool C	3rd Pool D
4th Pool D	4th Pool C	3rd Pool F	3rd Pool E
4th Pool E	4th Pool F	4th Pool B	4th Pool A

- 4.1.4 Further round robin is played over the next day and a half
- 4.1.5 Quarterfinals are played on the 4th Day afternoon of the Championship for teams in both Shield and Championships Divisions.
- 4.1.6 Finals are played on the 5th & 6th Day for positions 1 - 24
- 4.1.7 In group draw systems, the groups are to be as equal in standard as possible
- 4.1.8 BA will seed teams into pools, considering various information available regarding State/Territory standards, players' movements amongst age groups, standings of teams from the previous year etc.
- 4.1.9 Draw will be available no later than six weeks prior to the commencement of the Championship

4.2 Statistics

- 4.2.1 No Statistics will be recorded for the Australian U14 Club Championships

4.3 Scoresheets

- 4.3.1 The official score will be kept via Stadium Scoring.
- 4.3.2 On arrival at the Technical Meeting, team managers must check that the correct team names, players' names and playing numbers have been provided.

4.4 Point Allocation

4.4.1 Points will be allocated to teams according to their win – loss record:

- 3 points for a win
- 1 point for a loss
- 1 point for a loss by default (Less than 2 players on the court)
- 0 points for loss on a forfeit (non-appearance)

4.5 Equal Points – Count Back Procedure

4.5.1 Any ties will be determined according to FIBA Regulations as per the below steps:

1. Head-to-Head – the result of the game between the 2 teams will be used to determine their placing
2. Goal Difference – the higher goal difference based on the results of the games between the teams that are tied only
3. Goals Scored – the higher number of goals scored in the games between the teams that are tied
4. Goal Difference All Games – the higher goal difference is based on the results of all games in the pool
5. Goals Scored All Games – the higher number of goals scored in all games in the pool

4.5.2 If these criteria still cannot decide, a draw shall decide the classification

4.5.3 If at any stage a team is classified, the procedure shall start again from the beginning

5 General Information

5.1 Technical Meeting

- 5.1.1 The technical meeting will be conducted prior to the commencement of the Championships at a time and date indicated in a Championship Bulletins
- 5.1.2 All Head Coaches and Managers are required to attend
- 5.1.3 The Technical Meeting will:
 - Introduce the members of the Technical Committee and their roles during the Championship
 - Briefly cover Championship Regulations
 - Stress Codes of Behaviour
 - Clarify playing schedules, including uniform colours to be worn by teams in individual games
 - Other relevant issues

5.2 Awards

- 5.2.1 The winning team for each Division (Championship & Shield) is awarded with the Perpetual Trophy
- 5.2.2 Individual members of the winning team for each division, Players, and Coaching Staff, will receive BA Gold medallions
- 5.2.3 Individual members of the second placed Team for each division, Players, and Coaching Staff, will receive BA Silver medallions
- 5.2.4 Individual members of the third placed Team for each division, Players, and Coaching Staff, will receive BA Bronze medallions
- 5.2.5 A Fair Play Award will be presented to the club (players, coaches, staff, team supporters) that shows the best sportsmanship throughout the tournament.

5.3 Championships Bulletins

Championship Bulletins will be circulated prior to the championships and contain vital information for teams attending.

- 1st Bulletin – 2 months prior to the Championship
- 2nd Bulletin – 1 month prior to the Championship
- 3rd Bulletin – 3 weeks prior to the Championship

5.4 Championship Program

- 5.4.1 The Championship Program will be supplied free of charge to all players and officials competing in the Championship
- 5.4.2 The Championship Program will be available online for all spectators

5.5 Results

All results will be published the Basketball Australia website and on the championship results boards at the venue

5.6 Team Managers Information Kit

Team Managers will receive an information Kit at the beginning of the Championship containing information on Technical Meeting, Church Services, Tourist Information, Opening and Closing Ceremonies, Doctors, Dental, Physiotherapists, Chemist, hospitals etc. This will be handed out at the Technical Meeting.

5.7 Ceremonies

Opening Ceremony

- Takes place on the day prior to the commencement of games.
- All players and officials are required to take part
- Dress Code – players tracksuit, Team Officials – walking out uniform. No Jeans or hats. Enclosed footwear required, no thongs/flip flops.

Closing Ceremony

- Takes place immediately after the final game of the Championship. Dress code is as above.

Civic Reception

- Often run by the Host Association in conjunction with the local council
- It is expected that the required team representative attends this reception in the manner expected
- The dress shall be per the Opening Ceremony or as the invitation requires

5.8 Parking

Where possible adequate parking facilities will be reserved for team vehicles close to the Championship Venue

5.9 Changerooms

Change rooms will be provided and allocated for games by the Host Association.

5.10 Medical

Host Venues must supply a Sports Medicine Australia (SMA) accredited Level 1 Sports Trainer or Physiotherapist on duty during the Championships

- A separate room will be dedicated as a medical room for the period of the Championships
- If a player is seriously injured and cannot continue playing in the game, an injury report form is to be completed
- The original is to be given to the Team Manager of the injured player
- Details of emergency Doctors, physiotherapists, and pharmacies should be given to the Teams Managers
- Information regarding the operating arrangement and charges for using ambulances should be included in the Team Managers' folders.
- First Aid kits should be available for use at the training venues

5.11 Video

5.11.1 Basketball Australia has a partnership with Kommunity TV to stream all games from the Championships – details will be provided to all teams prior to the Championships

5.11.2 Teams are allowed to tape for scouting purposes only, however, ONLY coaching staff can record games and must be in a team polo shirt whilst recording and sitting on the same side as BA camera crew

5.11.3 Video Cameras must be battery operated – no cords permitted

5.11.4 There will be clearly identified site suitable for filming

5.12 Training

The Host Association is required to provide the following opportunities:

- 1 hour per team on the day prior to the commencement of the Championship Games, preferably on the Championship Courts
- 1 hour per team each day of the Championships, at a suitable venue
- The Host Association will allocate training on the days prior to the Championship on a "first-in, first-served" basis.
- Training times on the other days of the Championship are allocated strictly according to game times

5.12.1 All Training Sessions should be "closed," i.e., no spectators or members from other teams present

5.12.2 Teams playing for medals on the Final Day will be given priority to training times and where practical use the Championship Court

5.13 Admission

- 5.13.1 All players and team officials will be given free admission passes to the maximum of 15 per team.
- 5.13.2 All team members requiring a pass must be officially registered with Basketball Australia as part of the team.
- 5.13.3 Players and Officials must always carry their Championship pass to be allowed into the venue

5.14 Blood Kit

- 5.14.1 Each court at the venue used is to have a blood kit available for immediate use in a game
- 5.14.2 Kits to be stored at the Scoretable.
- 5.14.3 See BA Blood Policy

6 Code of Conduct

6.1 Players

- Play according to the letter and intent of the rules and regulations of basketball and of the Championship in which you are participating
- Play in a spirit of competitive sportsmanship accepting the officials' decisions without dissent - and enjoy yourself
- Control your behaviour on and off the court and refrain from any violent or abusive actions and language
- Co-operate fully with your coach and team-mates remembering that you are participating in a team sport
- Respect your opponents and do not participate in any baiting, sledging or intimidatory activities. This will be penalized initially by a warning, then a technical Foul
- Be humble in victory and gracious in defeat
- All players will abide by the BA alcohol policy forbidding the consumption of alcohol by players, whether of legal age or not, for the duration of the Championships
- All players will abide by the BA policy that smoking will not be allowed at a site associated with a National Junior Championship for the duration of the Championship

6.2 Coaches

- Perform your coaching duties based on careful preparation, ensuring that your instruction is current, accurate and appropriate and that it is based on practices for which you are qualified with newly acquired knowledge and skills
- Remember you have a primary concern for the health, safety and personal welfare of your players and take an active role in the prevention of drug, alcohol, and tobacco abuse
- Treat all persons with dignity and respect, providing a model of fair play and sportsmanship
- Observe the letter and intent of the rules and regulations of basketball and National Junior Championships and insist that players and teams under your direction do likewise
- Remember that you have undertaken the responsibility of assisting your players to acquire the necessary knowledge and skills of basketball to achieve their potential as well as promoting desirable personal traits in them

6.3 Parents & Spectators

- Remember that although this basketball is at an elite level, it is still a junior sport to be enjoyed by all participants
- Respect all participating players and officials as you would respect your own children and friends and applaud good performances by all participants
- Demonstrate appropriate social behaviour by not using foul or abusive language or actions or harassing players, coaches, officials, or other spectators
- Remember that destructive criticism has no place in junior basketball, is very hurtful to the recipient and reflects very poorly on you.

7 Appeals

7.1 Procedure

- 7.1.1 If a Team believes that its interests have been adversely affected by a decision or event that took place during a game, it must proceed in the following manner:
- 7.1.2 When the incident takes place, either immediately, if the ball is dead and the clock is stopped, or at the first time out that follows, the captain/coach of the team makes their observations to the referee in a calm and courteous manner
- 7.1.3 The referee will respond with an explanation or appropriate action.
- 7.1.4 If, at the conclusion of the game, the team still believes it has been disadvantaged, the Captain shall report to the score table and inform the scorer and referee, through the scorer, that the team is protesting the result of the game.
- 7.1.5 For this declaration to be valid, the team Coach or Representative must confirm the protest in writing within 20 minutes of the end of the game.
- 7.1.6 No details are required, e.g. Team X protest the result of the game between Team X and Team Y. It must be accompanied by the sum of \$100 in cash and given to a member of the Championship Technical Committee
- 7.1.7 The text of the protest must be submitted to the Chairman of the Championship Technical Committee within 1 hour of the games end.
- 7.1.8 If the Championship Technical Committee rules in favour of the protesting team, the \$100 will be refunded
- 7.1.9 If the team in question or the opposing team does not agree with the decision of the Championship Technical Committee, they may:
- 7.1.10 Lodge an appeal to the Judiciary Committee provided it is done before the next series of games
- 7.1.11 This appeal is lodged with a fee of \$250 in cash
- 7.1.12 The decision of the Judiciary is final
- 7.1.13 If the Judiciary Committee rule in favour of the Appeal, the \$250 will be refunded

7.2 Judiciary

- 7.2.1 Appointed at the commencement of an Australian Junior Championship and comprises 1 member from each competing team
- 7.2.2 Each team should nominate their representative at the technical meeting
- 7.2.3 The Judiciary Committee will elect 1 member as the chairperson
- 7.2.4 The Judiciary Committee shall decide appeals made against the Championship Technical Committee's decisions
- 7.2.5 The Judiciary Committee will conduct its hearings by the Disciplinary and Hearings Attachment (See Appendices – BA Disciplinary and Hearings)
- 7.2.6 The Judiciary Committee can revoke, confirm or increase penalties imposed by the Championship Technical Committee
- 7.2.7 The Judiciary Committee members who have a connection with the teams or players involved may not sit on the Judiciary Committee for these deliberations

8 Player/Coach/Referee Relationships

8.1 Players

- 8.1.1 The player who follows an official to question decisions is to be warned once and then penalised with a Technical Foul for repeated actions
- 8.1.2 The initial warning is to be taken as given to all players on the team and not just the player in question
- 8.1.3 If the immediate reaction of the player is too strong, a Technical Foul will be called immediately
- 8.1.4 There is no place in basketball, especially junior basketball, for swearing, foul language, unpleasant backchat, or derogatory remarks, and as such, it will not be tolerated
- 8.1.5 It is realised that expletives will occur in the 'heat' of the moment, but further carry-on is not necessary
- 8.1.6 The offending player should be warned once if appropriate, or a Technical Foul should be called immediately if necessary
- 8.1.7 Court captains (or coaches) are to ask questions courteously and reasonably, and action contrary to this instruction is to be penalised, initially with a warning
- 8.1.8 Officials are not to accept being shouted at, pointed at, pushed, touched, spoken 'down ' to, threatened or intimidated
- 8.1.9 Frivolous questioning by a court captain is to be penalised immediately
- 8.1.10 Players gesturing with waves of arms, facial expressions, rude gestures, mimicking or degrading bad actions are to be penalised with a Technical Foul immediately
- 8.1.11 Players 'baiting', sledging, or intimidating other players on the court are to be penalised initially with one warning and then a Technical Foul
- 8.1.12 A formal warning to one player on the court is to be interpreted as applying to all players
- 8.1.13 If the incident warrants it, a Technical Foul should be awarded immediately
- 8.1.14 Under no circumstances are players to swear at or use derogatory language towards officials
- 8.1.15 Such incidents are to be penalised immediately with a Technical Foul

8.2 Coaches

- 8.2.1 The coach must relay these instructions to the players and officials in his team and reinforce their meaning and the applicable penalties, especially to the players
- 8.2.2 The coach must not only control his team but accept responsibility for the actions of the team on and off the court, before, during and after the game
- 8.2.3 If a coach wishes to talk to the official, he is to request a Time Out through the Scoretable
- 8.2.4 If the official considers the request reasonable, he will grant the Time Out as an Official's Time Out and cancel the Time Out against the team
- 8.2.5 If the request is regarded as being inappropriate or frivolous, the official will deny the request or charge a Time Out to the team
- 8.2.6 If all team Time Outs have been used by the Coach, a Technical Foul is to be called
- 8.2.7 In extreme circumstances, a Technical Foul should be called on a coach for repeated frivolous Time Out requests to question decisions
- 8.2.8 Coaches are to stay in their designated team bench areas
- 8.2.9 Coaches are not to enter the court to talk to officials but to wait at courtside
- 8.2.10 If a coach leaves his team bench area or enters the court, he is to be warned initially and then penalised with a Technical Foul on the next occasion
- 8.2.11 Assistant Coaches can participate in Team Time Outs or approach the score table to seek a Time Out or clarification of the score, foul counts, etc. - at all other times, they must remain seated on the Team Bench

9 Alcohol & Smoking

9.1 Alcohol

- 9.1.1 BA has a longstanding policy forbidding the consumption of alcohol by players, whether of the legal age or not, for the duration of all Australian Junior Basketball Championships, which starts with the arrival of the first competing team or official and ends at the departure of the last competing team or official.
- 9.1.2 It is the responsibility of the Host Venue, Team Coaches and Managers to enforce the BA Alcohol Policy
- 9.1.3 Infringements of this policy will be viewed seriously
- 9.1.4 Coaches and Managers are expected to exercise discretion and restraint in the consumption of alcohol
 - Alcohol should not be consumed in the presence of team members or of other participating players
 - Alcohol should not be consumed prior to the conclusion of basketball commitments of the day
 - Team officials found to have condoned the consumption of or supplied alcohol to team members or participating players will be subject to severe disciplinary action.

9.2 Smoking

- 9.2.1 Will not be allowed at any site associated with National Junior Championships
- 9.2.2 All sites and venues shall be “Smoke-Free Zones” and shall be posted as such
- 9.2.3 This policy will apply for the duration of the Championship, which starts with the arrival of the first competing team or official and ends at the departure of the last competing team or official.

10 Doping Policy

- 10.1.1 BA Doping Policy shall apply to National Junior Championships (See BA Doping Policy)
- 10.1.2 Team Managers should know the provisions of this Doping Policy
- 10.1.3 Team Managers should have access to information regarding the legal status of various medications – ASDA Hotline 1800 020 506
- 10.1.4 Team members who require medication should carry a typed copy of the script with a generic name and adequate supply for the Championship
- 10.1.5 They should also carry a doctor’s statement identifying the medicine, and its purpose
- 10.1.6 Team members should supply the manager with prescriptions for required medicines as early as possible so that a check can be made on their legal status
- 10.1.7 Under no circumstance should a player compete at a National Junior Championship without checking the legal requirements of medications
- 10.1.8 The Australian Drug sports Agency (ASDA) is the official drug-testing agency of Australia