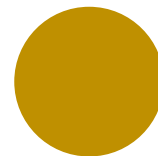




Basketball Registration Information Booklet



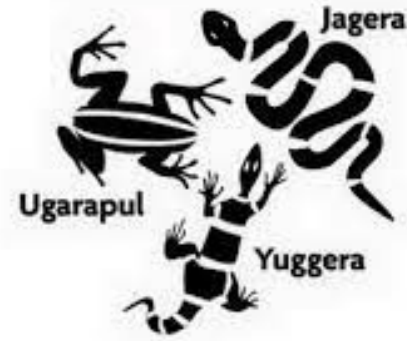
SIGN UP INFORMATION



ACKNOWLEDGEMENT OF COUNTRY

GSBA would like to acknowledge the Traditional Owners of the land on which we play and grow the game of basketball. We pay our respects to their Elders past, present, and emerging, and extend that respect to all Aboriginal and Torres Strait Islander people.

Home of the
Yagara People



Welcome Message



Dear Greater Springfield Family, ,

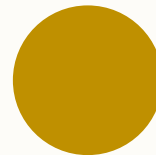
We're excited to welcome you to the Greater Springfield Basketball Association for Champ Season 2, 2025!

As we continue building the best basketball city in the heart of Springfield, we're thrilled to have you with us on this journey. Together, we will develop talent, champion teamwork, and foster a dynamic, inclusive community where every player, coach, and family can grow and thrive.

This season isn't just about competition—it's about making history both on and off the court. With your involvement, we're one step closer to turning Springfield into a true basketball powerhouse.

Inside this booklet, you'll find everything you need to get started this season—including key dates, registration steps, and other important details. If you have any questions or need support, please don't hesitate to reach out.

Let's make this season unforgettable—**welcome to the Pioneers family!**





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Competition Summary

GSBL Competition Rules
Summary

Competition Rules

Version 3.0



Registration Links Quick Access

ENTRY LEVEL MIXED COMPETITION

[Saturday Hot Shots U8 - Mixed Age Group](#)

[Saturday Hoops U10 - Mixed Age Group](#)

BOYS COMPETITION

[Friday Hoops U12 Boys](#)

[Friday Hoops U14 Boys](#)

[Monday Open Juniors U15 - U17 Boys](#)

GIRLS COMPETITION

[Friday Pionettes U12 Girls](#)

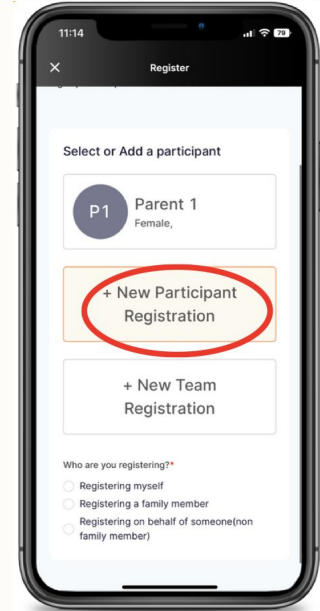
[Friday Pionettes U14 Girls](#)

[Monday Pionettes 15 - U17 Girls](#)

SENIORS COMPETITION

[Monday Mens](#)

[Monday Womens](#)



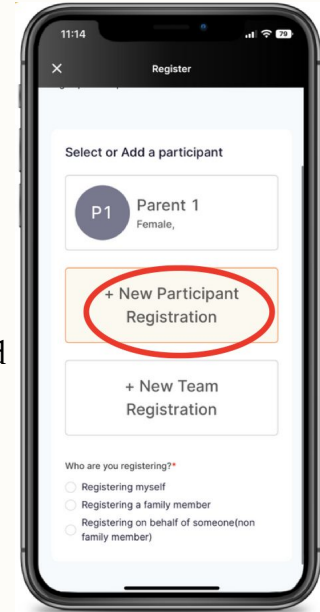
1.1 Registrations

Registration Overview & Process

To register follow these steps:

1. Download Basketball Connect App
2. To follow the GSBA Basketball Connect Guide, please refer to the end of this pack.
3. Fill out the online registration form with accurate information.
4. Complete the payment process using the preferred method.
5. Submit an email to the Club House following registration notifying them your child's name and DOB as you entered into the app
6. All existing players will be automatically assigned to their teams.
7. New players are kindly requested to contact the Club House Leader Or School Representative upon completing their registration. You will be placed in a team and introduced to your team manager to prepare for the upcoming season.

All enquiries after registration should be directed to your Club House or School Representative. You can find the contact email in booklet 4.1.

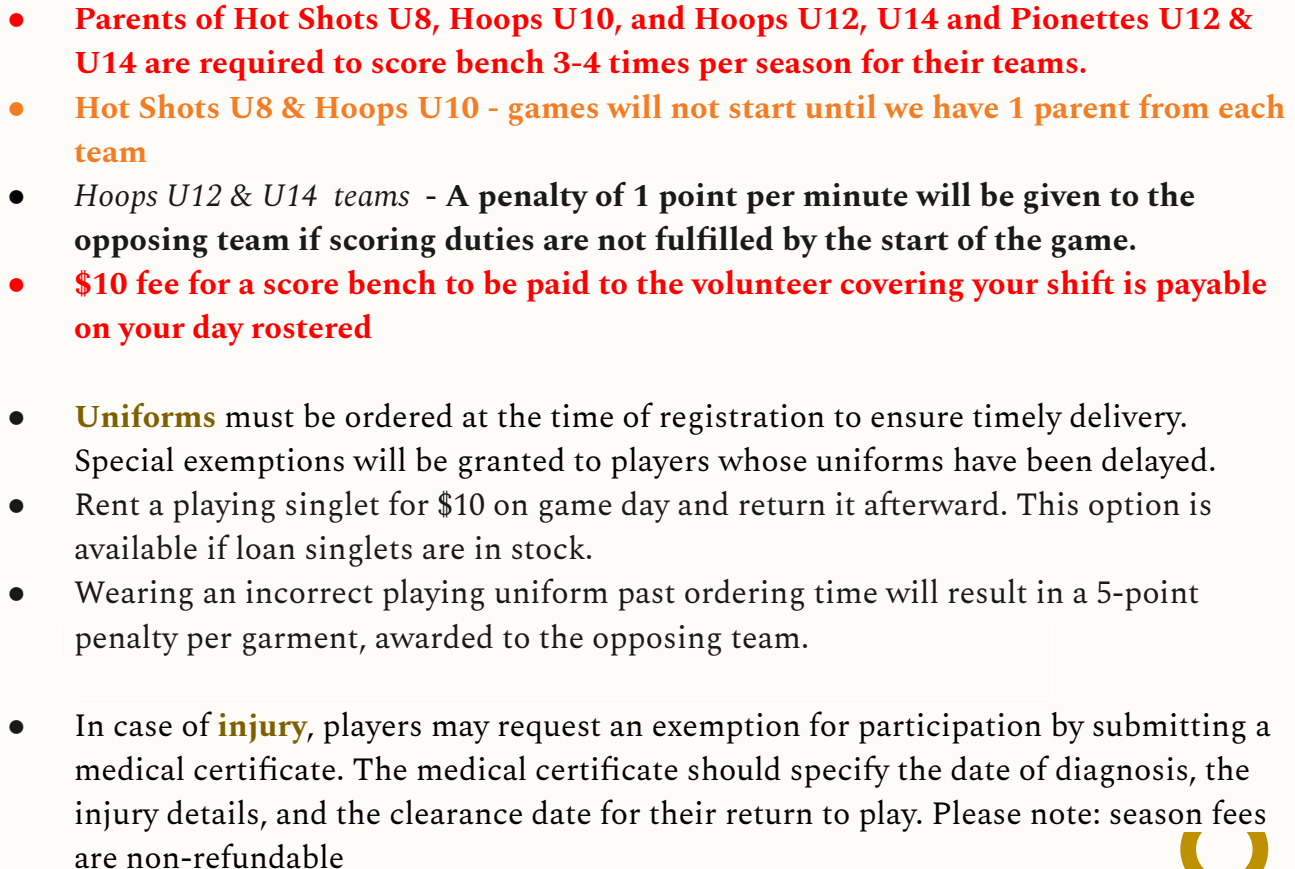




1.2 Eligibility & Rules

Eligibility Criteria

- All players must be registered members to participate and play in Greater Springfield Basketball League
- Participants must meet the age requirements for their respective divisions.
- To be eligible for an age group, players must not turn that age before December 31st of the year
- To qualify for the finals, players need to participate in a minimum of 70 percent of the season's games
- At the end of the season ineligible players names will be removed automatically on Basketball Connect
- *New players transferring from another association for representative purposes must participate in our competition for a minimum of seven games to be eligible for transfer. GSBA will assist successful candidates*
- Junior players may play in their age group and as a fill in to a higher age group should the team be short with only 4 players :
 - and a) Players cannot play for more than one team in the same division:
 - and b) A maximum of 12 players can be included on each team list for the entire season:
 - and c) A minimum of 7 players must be included on all team lists.
- Players may apply for an exemption to play in a younger or older age category by submitting a their respective club house administrator.

- 
- **Parents of Hot Shots U8, Hoops U10, and Hoops U12, U14 and Pionettes U12 & U14 are required to score bench 3-4 times per season for their teams.**
 - **Hot Shots U8 & Hoops U10 - games will not start until we have 1 parent from each team**
 - *Hoops U12 & U14 teams* - A penalty of 1 point per minute will be given to the opposing team if scoring duties are not fulfilled by the start of the game.
 - **\$10 fee for a score bench to be paid to the volunteer covering your shift is payable on your day rostered**

 - **Uniforms** must be ordered at the time of registration to ensure timely delivery. Special exemptions will be granted to players whose uniforms have been delayed.
 - Rent a playing singlet for \$10 on game day and return it afterward. This option is available if loan singlets are in stock.
 - Wearing an incorrect playing uniform past ordering time will result in a 5-point penalty per garment, awarded to the opposing team.

 - In case of **injury**, players may request an exemption for participation by submitting a medical certificate. The medical certificate should specify the date of diagnosis, the injury details, and the clearance date for their return to play. Please note: season fees are non-refundable



- **Team forfeits** must be reported to the association by the Clubhouse Administrator no later than 24 hours before the scheduled game time to ensure the opposing team is notified. The opposing team will be awarded a 20-0 victory on the draw.
- **Senior forfeit fine** of \$100 is payable to the association if a team forfeits within 24 hours of the scheduled game and payable within 12 hours. To avoid the forfeit fine, teams should ensure that fill-ins are arranged with plenty of notice.
- *When you register to play for a Club House Team for a season, you're committing fully to that team, which takes priority over any other club or association teams playing on the same night.*
- If we learn that you've abandoned your club team for another team, resulting in a forfeit due to low player numbers, you will be charged a \$170 forfeit fine, payable within 24 hours. This fine will be refunded to both teams affected by the forfeit.



1.3 Fees & Payment Options

Season Fees

- To facilitate a seamless and uninterrupted basketball season, we kindly ask that you make your payments by the specified installment dates. Automatic payments are conveniently set up through the Basketball Connect app, and deductions are processed via Stripe. Be aware that failed payments may incur additional fees, and we're committed to assisting you in avoiding any inconvenience. Stay on top of your payments by utilising the app's features and take a snapshot of your payment schedule. Your cooperation ensures a hassle-free and enjoyable basketball experience for everyone involved.



- Payment Options: Direct Debit, Credit Card
- Payment Options: Pay in full or instalments
- **NO REFUNDS** - *Non negotiable*



- Please ensure you are fully financial in our association if you are playing elsewhere. All outstanding balances will be handed over to Basketball QLD. You will be required to pay these balances; otherwise, you will not be permitted to take the court in any other association competition.



Stripe Agreement

By signing up to play, you enter into a binding agreement through Basketball Connect and Stripe. Please note that we cannot cancel direct debits or offer a cash payout plan. You have the option to pay in full or in installments upon registration. If an installment payment fails, you are required to catch up as per your agreement with Stripe. Please ensure your payment details are current and up to date every fortnight. **\$15 Late fee will be charged for requested follow ups of missed payments.**

Refunds for fees are not provided, as outlined when signing up through Basketball Connect. Fees paid cover your commitment for the entire season. Injuries can be claimed through V Insurance via Basketball QLD. If a player withdraws, season fees are still liable to be paid. ***Our charges are based on the entire season, not on a per-game nor per training basis.***



- Stripe Payment: Members Contract
- GSBA has no access to members stripe accounts





1.4 Play On! \$200 Voucher

Play On Voucher Key dates

- 4 August 2025: Round 1 applications open)

The Queensland Government is delivering cost of living relief for Queensland families and helping keep kids active, with \$200 Play On! sport vouchers.

From Monday 4 August, Queensland families can claim a \$200 Play On! voucher per child aged between five and 17.

Here's what you need to know:

- each voucher is worth \$200
- the vouchers will be provided over two rounds, for summer or winter sports

Parents, carers and guardians need to click **HERE** - <https://www.sport.qld.gov.au/sport/funding-programs/play-on>



Ensure you have your child's details ready.

Apply here → [Play On voucher](#)

Please note that our installment plan is not available when redeeming your \$200 voucher through the Basketball Connect app during registration. This feature is not supported by the app.



If you wish to use the installment option, please send your Play on voucher code to finance@pioneersbasketball.net for redemption. A discount code will be generated and provided to you, with a \$20 fee applicable. This code can be entered at check out and discount will be applied and your installment plan will be accepted

If you receive a Play On voucher after completing registration, we will handle the redemption process on your behalf and reimburse you once your season fees are paid in full, with a \$20 fee applicable.



+

Important Dates

2.1 Registration Period

- Opens: June 18 2025
- Closes: 30 August 2025

2.2 Open Court/Tryouts/Grading

- *Open Court - To be advised*
- *Tryouts - To be advised*
-
- **Grading Dates**
- *Monday Seniors 14 & 21st July 2025*
- *Friday Hoops 18 & 25 July 2025*
- *Saturday Hot Shots U8 19 July*





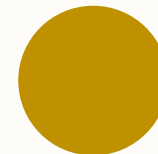
2.3 Season Start and End Dates

ENTRY LEVEL MIXED COMPETITION

- *Hot Shots U8 Program 9am - 10am*
- Start Date: Saturday 19 July
- Finals Date: Saturday 6 Dec
- Hot Shots U8 Program will be played at The YMCA Springfield Central & TSAC if YMCA is Unavailable
- *Hot Shots U10 Program 10am - 12:30pm*
- Start Date: Saturday 19 July
- Finals Date: Saturday 6 Dec
- Hot Shots U10 Program will be played at The YMCA Springfield Central & TSAC if YMCA is Unavailable

BOYS COMPETITION

- *Hoops U12 Boys Program 6pm - 9pm*
- Start Date: Friday 18 July
- Finals Date: Friday 5 Dec
- Games will be played across 2 Venues YMCA and TSAC



- 
- *Hoops U14 Boys Program 6pm - 9pm*
 - Start Date: Friday 18 July
 - Finals Date: Friday 5 Dec
 - Games will be played across 2 Venues YMCA and TSAC

 - *Monday Open Juniors U15 - U17 Boys Program*
 - Start Date: Monday 14 July
 - Finals Date: Monday 1 Dec
 - Games will be played across 2 Venues YMCA and TSAC

GIRLS COMPETITION

- *Pionettes Girls Program U12, U14 6pm - 9pm*
 - Start Date: Friday 18 July
 - Finals Date: Friday 5 Dec
 - Games will be played across 2 Venues YMCA and TSAC

 - *Pionettes 15 - U17 Girls*
 - Start Date: Monday 14 July
 - Finals Date: Monday 1 Dec
 - Games will be played across 2 Venues YMCA and TSAC
- 



SENIORS COMPETITION

- *Monday Mens - 17 + Seniors Program*
- Start Date: Monday 14 July
- Finals Date: Monday 1 Dec
- Games will be played across 2 Venues YMCA and TSAC

- *Monday Womens - 15 + Women's program*
- Start Date: Monday 14 July
- Finals Date: Monday 1 Dec
- Games will be played across 2 Venues YMCA and TSAC

2.4 BQ Hosting Our pathway program hosts the SQJBC for U12, U14, U16, and U18, and the Queensland South League for seniors. SQJBC dates are included in the season schedule with no extra fees.



2.5 Playoff Schedule

Semi Finals

- Monday - Open Juniors, Seniors Women & Men SF Date: 24 November
- Friday Hoops U12 SF Date: 28 November
- Friday Hoops U14 SF Date: 28 November
- Friday Pionettes SF Date: 28 November
- Saturday Hoops U10 SF Date: 29 November
- Saturday Hot Shots U8 Date: 29 November

Grand Final Championship Day and Awards Ceremony

- Monday - Open Juniors & Seniors Women & Men GF Date: 1 Dec
- Friday Hoops U12 GF Date: 5 Dec
- Friday Hoops U14 GF Date: 5 Dec
- Friday Pionettes GF Date: 5 Dec
- Saturday Hoops U10 GF Date: 6 Dec
- Saturday Hot Shots U8 Date: 6 Dec



2.6 Awards Ceremony



Participation Awards will be presented and received by all Juniors including Hot Shots, Hoops & Open Juniors

- ❖ **Semi-Finals:** All Junior teams that do not qualify for the finals will receive a participation award.
- ❖ **Championship Day Top 3:** Gold, Silver, and Bronze winners will receive a reward.
- ❖ **Champions:** Gold Winners on Championship Day will be presented with the Perpetual Trophy.



3.1 Divisions



Teams will be organised into age group divisions. Players are placed in these divisions based on their age and skill level to ensure fair competition.

3.1 Juniors

- Hot Shots U8 - Boys & Girls
- Hoops U10 - Boys & Girls
- Hoops U12 Boys
- Hoops U14 Boys Division 1 and 2
- Monday Open Junior Boys U15 - U17 Division 1 and 2

3.2 Pionettes *All Girls Competition*

- Pionettes U12 & U14 Girls
- Pionettes 15 - U17 Girls

3.3 Seniors

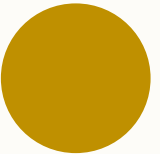
- Senior Men Division 1
- Senior Men Division 2

3.4 Women Competition

- Womens 15

3.5 Mixed Family Social Divisions - 2026 Vision

- Mixed Social Division (if we have 4 teams)





Game Days

3.6 Mondays

- U15 - U17 Open Jnrs & 17 + Senior Men & 15 + Women
- Games Start 6pm

3.7 Fridays

- U12, U14 Hoops
- Games Start 6pm
- *No games are played at YMCA on the 1st Friday of the month due to Rekons event held all year round. Games will be played at TSAC till late*
- **Pionettes U12 & U14 Girls**
- Games Start 6pm

3.8 Saturday

- 9:00am - 10:00am Hot Shots U8
- 10am - 12:30pm Hoops U10 (subject to change)

3.9 Game Days Directive Update

- *Recruiting players from our competition to join other associations is strictly prohibited. If found guilty, you will be immediately removed, and your fees will be forfeited without a refund.*
- *Please be aware that Game Days may be subject to changes based on the directives of YMCA, Ipswich Council, Springfield Central School and TSAC*
- Please be advised our Alternate Venues are Woodcrest

School or Public Holidays

- Please be aware that we do not hold competitions during school and public holidays. However, catch-up rounds may be rescheduled during these periods.





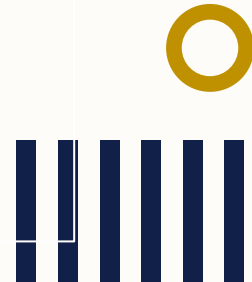
3.9 Saturday Hot Shots Juniors REMINDER

- *All Hot Shots Programs will be played at YMCA*

3.9.1 Games online Basketball Connect

- Please be aware the draw will go live once teams are finalised prior to the season commencing
- Team lists and game times will be emailed by your Team Managers 1 week prior to start date

3.9.2 Parent Score Bench Duty - Friday Juniors & Saturdays Hot Shots

- Please be aware that we do not employ score bench duty on Saturdays to keep costs affordable. Instead, we rely on each family to participate in a team roster.
 - *Please be aware parents will be required to participate in voluntary score bench duty for their child's team on a rotational roster*
 - *A \$10 fee is requested for score bench coverage on the day if you choose not to participate.*
 - This fee is a gesture of appreciation for parents or siblings who generously contribute their time, allowing you to watch your child on your rostered day. If you wish to opt out of score bench and choose to pay \$10 per game see the front desk to organise 30 mins before scheduled game time. Additionally, each Club House will offer a scorebench course to help you prepare for the season.
- 

4.1 Club Houses+

HOT SHOTS U8

- hotshots.gsba@gmail.com House Leader Heidi Williams



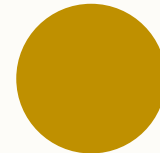
HOUSE OF GUARDIANS

- guardians.gsba@gmail.com House Leader Adam Farrer



HOUSE OF LETHAL WEAPONS

- lethal.weapons.gsba@gmail.com House Leader Kurt Scott



HOUSE OF TOA

- toa.gsba@gmail.com House Leader Jason Clark



TSAC BASKETBALL CLUB

- **Principal:** Steve Morris



4.1 Club Houses+

PARKLANDS CHRISTIAN COLLEGE BASKETBALL CLUB

- **Contact Direct:** Daniel Whitfield



ST PETERS LUTHERAN COLLEGE BASKETBALL CLUB

- **Marty Stolberg:** comps@pioneersbasketball.net



We warmly welcome new clubs to enter teams into our competition alongside school teams

+ 5.1 Training Schedule

Days & Times

Training commences

- Tuesday 15 July

Training ends

- Tuesday 2 Dec



2025
CLUB
HOUSE
TRAINING

CHAMP SEASON

ACADEMY TRAINING DAY

BRING YOUR BASKETBALL . WATER . EFFORT

LEVEL UP SESSIONS

LED BY GSBA
PERFORMANCE COACHES

TUESDAY

HOOPS U12 5:30PM - 6:30PM

HOOPS U14 6:30PM - 7:30PM

VENUE IRONBARK TSAC

VENUE THE DOME TSAC



+ Training Schedule

Days & Times

Training commences

- Wednesday 16 July

Training ends

- Open Juniors Wednesday 26 Nov
- Pionettes U12 - U15 Wednesday 3 Dec
- Monday Pionettes 15 + Wednesday 26 Nov



2025
CLUB
HOUSE
TRAINING

CHAMP SEASON

ACADEMY TRAINING DAY

BRING YOUR BASKETBALL . WATER . EFFORT

LEVEL UP SESSIONS

LED BY GSBA
PERFORMANCE COACHES

WEDNESDAY

PIONETTES 5:30PM - 6:30PM

OPEN JUNIORS 6:30PM - 7:30PM

VENUE IRONBARK TSAC

VENUE THE DOME TSAC





5.2 Training Information

Training Information

- GSBA Performance Coaches will lead age group Level Up sessions
- Attendance at all training and games is not optional; it is a fundamental part of being placed into a team. Acceptance of this agreement upon registering to the season implies a commitment to attending all training and games
- Arrive 15 mins early and have shoes on ready to go oncourt on time
- Training is focused on enhancing players fitness, skills and confidence
- As we build basketball every club house is seeking more coaches to help
- Attendance Impact:

If your child does not attend training, starting 5 or playing time should not be expected.



Greater Springfield
BASKETBALL LEAGUE

CLUB HOUSE Uniforms



Scan QR Code to go to Pioneers Locker Room

pioneers-basketball.square.site

ORDER NOW FOR CHAMP SEASON \$80

PLEASE ALLOW 3 - 4 WEEKS FOR DELIVERY

ORDER NOW FOR CHAMP SEASON

6.1 Uniforms

Uniform Info

Compulsory

- Players are required to purchase a compulsory players uniform, which includes the following items upon sign up

Cost - Separate to Season Fees

- \$80 reversible singlet and short
- \$55 playing singlet
- \$40 playing short

Order and Pay Link

- [Order HERE - Pioneers Locker Room](http://pioneers-basketball.square.site)

Delivery Time

- Allow 3 - 4 weeks for delivery
- Collect from locker room at front desk
- Orders placed 14th & 27th of each month



7.1 Season Fees



GSBL Competition - All fees are paid direct to comp

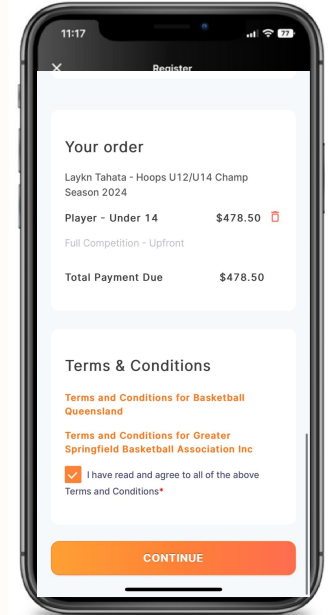
- Saturday Hot Shots U8 Girls & Boys - \$278
- Saturday Hoops U10 Girls & Boys - \$345
- Friday Hoops U12 & U14 Boys - \$385
- Friday Pionettes U12 & U14 Girls - \$ 385
- Monday Pionettes 15 + Girls - \$385
- Monday Open Juniors U15 -U17 Boys - \$398 (*includes shot clock + SB*)
- Monday Mens 17 + \$360 (*includes shot clock + SB / Not Training*)
- Monday Womens 15 + \$296 (*includes score bench / Not Training*)

Term 1 & 2 Champ Season Fees Include:

- **GSBA & Club Membership Fee**
- All Games. Junior Trainings. No Senior Trainings
- Referees and Court Officials
- End of Season Grand Finals Championship Day & Awards

Non-refundable Fees must be paid in full by due date.

- Players must be fully financial to receive a transfer between clubs
1. *GSBL Fees are to be implemented prior to the commencement of the Season.*
 2. *Merchant fees apply when paying via Basketball Connect*
 3. *The Association reserves the right to adjust fees as required throughout the year.*



8.1 Basketball QLD & National Fee



Mandatory BQ & National annual membership fee

- The annual fees encompass insurance costs.
- Payment is processed online at registration and directed to BQ & BA.
- This is a separate fee from Season Fees
- This fee is non refundable

BQ U10 Player Membership

\$43.84 + GST \$4.38

National Fee \$5 + GST \$.50

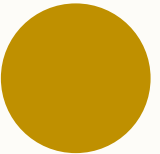
Total Fee \$53.72

BQ Player Membership

\$81.29 + GST \$8.13

National Fee \$5 + GST \$.50

Total Fee \$94.92





9.1. Coaching



Coaching Responsibilities

- **Head Coach:**
- Leads coaching activities.
- Guides Assistant Coach.
- Attends one weekly training session and game emphasising commitment.
- Arranges replacements if unavailable.
- Develops player skills and fosters sportsmanship.

Ford Aussie Hoops Coach

Cost: Free

Duration: 1 hour

Register Here - [Aussie Hoops Course](#)

Community Coach

Cost: Free

Duration: 3 hours

Register Here - [Community Club Coach](#)

- **Assistant Coach:**
- Supports and follows Head Coach.
- Assists in the weekly training and game sessions.
- Takes charge when Head Coach is absent.
- Promotes player skills and sportsmanship.

- **Both Coaches:**

- Prioritise team commitment.
- Arrange replacements when needed.
- Emphasise player skill development and sportsmanship.
- *Must hold a current Blue Card*
- [Register or Renew Blue Card](#)

- Click [HERE](#) to volunteer to coach club and apply for representative coaching role

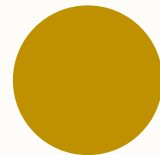


10.1 Volunteer Opportunities



Volunteering is vital because it strengthens our community by bringing people together to work towards common goals. It allows us to contribute our skills, time, and passion to causes we care about, creating a positive impact that extends beyond ourselves. Through volunteering, we build connections, develop new skills, and foster a sense of belonging. It's an opportunity to give back, grow personally, and help shape a better future for everyone involved.

Volunteering reminds us that we each have something valuable to offer, and together, we can make a difference. Volunteer with us, and let us help you build your confidence while shaping our basketball community together.

A smartphone screen displaying a registration form titled "Register". The form includes a checkbox for "Do not give Child their own login", a "Photo" section with an "Upload" button, a "Find Address" section with an "Address Search*" field containing "1 First Street, Brompton SA, Australia" and an "Enter Address Manually" link, and a "Parent/Guardian Details" section with a "select Parent/Guardian*" dropdown menu showing "Parent 1" and an "+ Add New Parent/Guardian" link. A "NEXT" button is visible at the bottom right of the form. The phone's status bar shows the time as 11:15 and battery at 25%. There are decorative elements on the left: a black asterisk and three yellow wavy lines.

Volunteers Required


- SQJBC Photographer

Coaches' Incentive Program

- To support our growth and development, we are introducing a coaches' incentive program designed to encourage more parental involvement in each club.

Discounts for Volunteer Parent Head Coaches & Parent Team Managers

- We're offering a 50% discount towards their child's or own fees. This incentive is given once per season and per family. The Head Coach & Team manager must commit to every game and training session weekly. *If a coach or manager is unable to attend, they must arrange a suitable substitute with a current blue card.*

- Register to volunteer as a Coach or team manager for your child's team and start the Journey or volunteer to help your clubhouse by clicking link and receive your discount - [HERE](#)
- 

11. 1 Code of Conducts

Codes of conduct are implemented to safeguard all individuals participating in basketball.

Basketball QLD General Codes of Behaviour

Administrators Code of Behaviour

Coaches Code of Behaviour

Players Code of Behaviour

Officials Code of Behaviour

Parents Code of Behaviour

Spectators Code of Behaviour



12.1 Warning

WARNING CARD



**BASKETBALL
QUEENSLAND**

You are being issued a warning that the comments, gestures, and/or behaviours that you have directed at the players, coaches, game officials, or other spectators constitute excessive verbal abuse or behaviour that is disruptive or interferes with a game participant or another spectator in violation of the Basketball Queensland Code of Conduct. This is the first and only warning that you will receive. If, after receiving this warning, you continue to verbally abuse any player, coach, game official, or spectator, or engage in behaviour that is disruptive or interferes with a game participant or another spectator, your team will be issued with a tech foul and you will be immediately ejected from the stadium.



12.2 Purpose & Process

Purpose:

Spectator warning cards are implemented in Basketball Queensland to address inappropriate behavior promptly. The visual cue serves as a calm but effective indication, emphasising consequences.

Process:

1. Court controller/Referee Supervisor gives warning card to team manager/personnel for the identified spectator.
2. Team representative issues warning card, signaling potential team penalties and spectator ejection if behavior persists.
3. Persistent misconduct prompts a game halt. A bench technical is issued, and the spectator is immediately ejected, delaying the game until their removal.
4. Repeated warning card instances may result in a competition ban for the spectator and Basketball Qld notified.





13. 1 Injury Guidelines⁺

Basketball Australia Summary Flyer Clubs

ENQUIRIES? www.vinsurancegroup.com

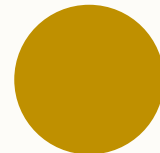
Should you have any enquiries about this insurance program please contact V-Insurance Group Pty Ltd;

Level 25, Angel Place, 123 Pitt Street, SYDNEY NSW 2000

Phone Fax Email

(02) 8599 8660 or local call cost only 1300 945 547 (02) 8599 8661
sports@vinsurancegroup.com

V-Insurance Group Pty Ltd,
Corporate Authorised Representative of Willis
ABN: 67 160 126 509 ARN: 432898 AFSL: 240600





14.1 Association Contacts



Owner | CEO June Tahata - ceo@pioneersbasketball.net

Finance - finance@pioneersbasketball.net

Competitions - comps@pioneersbasketball.net

Secretary - contact@pioneersbasketball.net

Performance Team - performance@pioneersbasketball.net

Locker Room - locker.pioneers.blazeatrail@gmail.com

Media & Marketing - Media.pioneers.blazeatrail@gmail.com





15.1. Social Media Platforms

Facebook <https://www.facebook.com/pioneers.blazeatrail/>

Instagram <https://www.instagram.com/pioneers.basketball/>

Website www.pioneersbasketball.net (under construction, updating information, apologies for the inconvenience)





Staff Car Parking





Club Photos



**GREATER SPRINGFIELD
BASKETBALL ASSOCIATION**
2025 Team Photos



SAVE THE DATE:

Club House TEAM Photos

Date: Friday 7 November

**Location: TSAC Ironbark Sports Centre
Classroom**

Start Time: 4:15 pm Onwards

**Team Time Slots will be allocated mid
season**



CEOs Word

Champ Season 2, 2025 – It Begins!

Welcome to a New Chapter in Greater Springfield Basketball

We're excited to officially kick off **Champ Season 2, 2025**—and what a journey it's shaping up to be!

This season marks another milestone in the incredible growth of the Greater Springfield Basketball Association. What started as a dream is fast becoming a legacy, powered by passionate players, dedicated families, and a united community. From our youngest hoopers to our senior teams, we're building something truly special—right here in the heart of Springfield.

As we launch into Term 3 & 4, let's carry forward the values that define us: inclusion, teamwork, resilience, and heart. Every game, every training, every cheer from the sidelines plays a part in shaping the future—not just of our players, but of our community.

We invite you to share this journey with your family and friends. Help us grow this vision. Help us build the legacy our kids deserve—today and for generations to come.

Welcome back to the court. Let's make history—**again**.

With pride and purpose,

June Tahata

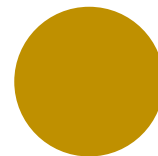
CEO, Greater Springfield Basketball Association





Terms and Conditions of Registration

SIGN UP INFORMATION



Greater Springfield
BASKETBALL LEAGUE






TERMS AND CONDITIONS OF REGISTRATION UPON SIGNING UP ONLINE

By registering myself or my child to participate in a Greater Springfield Basketball Association (GSBA) competition, activity, or program:

I hereby apply to, or give permission for my child to, participate in training and/or playing with and/or at Greater Springfield Basketball Association, and I will not under any circumstances hold the Association liable for any accident or injury which may occur. In the event of any illness or incident where it is impracticable to communicate with me, I authorise a representative of the Association to obtain such medical or other assistance as I, or my child if applicable, may require. This may include the request for specialised services, such as Ambulance, for which I agree to pay all associated costs.

I agree that I, my child (if applicable) and myself as a parent member (if applicable) will abide by the Rules and Policies of the Greater Springfield Basketball Association (including the Child Safety Code of Conduct), and the Basketball Queensland Codes of Conduct in relation to Players, Coaches, Parents and Spectators.





As a parent member (if applicable) I agree to contribute to the organisation of my child's team including scoring and supervising training when rostered or undertaking alternative tasks as agreed with the team manager/coach.

I understand that Greater Springfield Basketball Association retains the right to use for publicity purposes, photographs taken during training, games, tournaments, and social occasions, on the understanding that no child will be identified by name in any published photograph without the permission of the parent / guardian.

I agree that my, or if applicable my child's, first name and surname (but not address) may be published in team lists on the association website.

I understand that all participants are responsible for their own personal possessions.





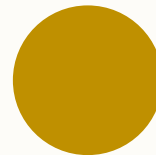
I understand that registration fees are NON-REFUNDABLE. Once an individual or a team has been registered for a season or program, withdrawal of that registration is not permitted, and Greater Springfield Basketball Association conforms with most other Associations in retaining the registration fee if an individual or team withdraws after registration.

I agree to receive email and/or SMS communication from the association/club representatives and my child's team manager, regarding games, training, and other general club business

I will notify the GSBA committee via email, if I am withdrawing my child from the competition.

FEES POLICY

As a volunteer-run non-profit organisation, season fees are required to be paid promptly to ensure the association can meet its ongoing obligations. Late and non-payment of fees puts a significant burden on the association and its committee of management. Late fees will be applied for late payments






GSBA will endeavour to work with families to arrange for mutually agreeable payment terms when requested, however the club will enforce the following rules:

1. Players who are non-financial (ie. owe money for registration or uniform) shall not be permitted to play games or play finals
2. GSBA reserves the right to not accept registration for players who are non-financial from a prior season
3. GSBA will deny clearance for players that still owe money from a prior season (as per BQ rules)

GSBA ultimately wants all kids to play, and the above actions will not be entered lightly. Any family that wishes to enter payment terms or make any other arrangement regarding payment are encouraged to speak to the association Finance Officer or CEO at the earliest possible opportunity. The association will endeavour to provide utmost flexibility where needed, but requires families be proactive in their efforts to meet their obligations.

Credit card details are not kept by us and are only used by the internet payment gateway stripe provider to process payments securely.





Refund Policy

Once a player has been registered for a season, refunding of that registration is not permitted, and the club conforms with most other associations in retaining the registration fee if a player withdraws after registration.

Registering to play denotes an ongoing commitment for the season and is relied upon by the club to carry out a significant administration. Player withdrawals after registration are disruptive to team selection/coaches and create considerable work for coordinators. Fill-ins from other younger age teams are often required causing additional work and stress for the team managers and administrators and place the club at risk of incurring walkover fines.

GSBA will only refund fees if the withdrawal is due to extenuating circumstances ((An administration fee will be deducted from the refund).





For the avoidance of doubt, refunds are not given for:


1. Dislike of the team into which the player has been selected
2. Dislike of the allocated coach
3. Unavailability to train at the allocated time/day
4. Preferences not being met eg: not playing with friends
5. Dislike of the grade in which the team is playing in
6. Dislike of the low team number designated
7. Other sport/social commitments
8. Change of mind by players/parents
9. Parent/coach given lower ranked team than expected



GAME DAY & GAME TIMES

Game days & game times are published on the Basketball Connect App.

Note - game times/days may change throughout the season due to delays caused by special events, maintenance, and weather. Competitions may be extended and/or reduced due to unforeseen circumstances. GSBA will endeavour to reschedule any postponed games if possible. GSBA will communicate any changes to participating teams. We strongly advise that you check your game times on the basketball connect app the day you are playing.





BASKETBALL



BasketballConnect

CONNECT APP



**A USER-FRIENDLY AND SMART
PLATFORM CRAFTED FOR THE GREATER SPRINGFIELD
BASKETBALL ENTHUSIASTS.**

REGISTRATION GUIDE - MOBILE APP



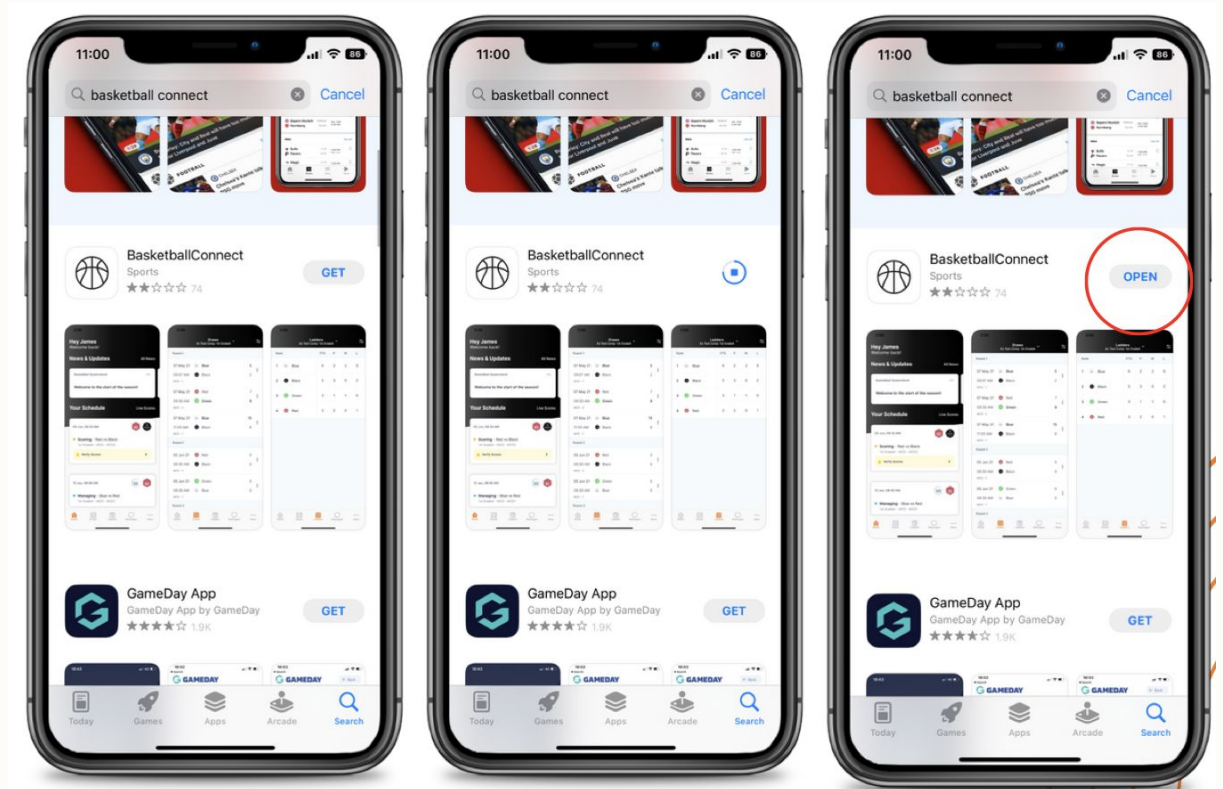


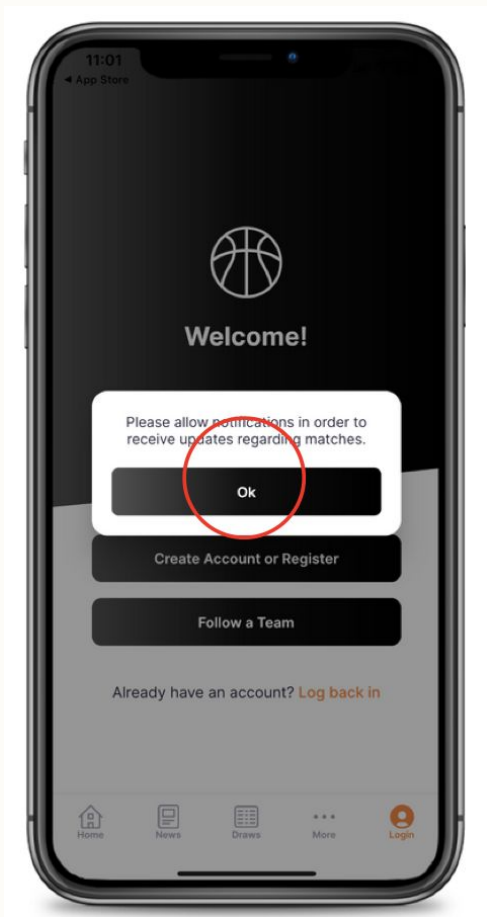
STEP 1

Download the Basketball Connect app through your Apple or Play Store



CLICK OPEN





STEP 2

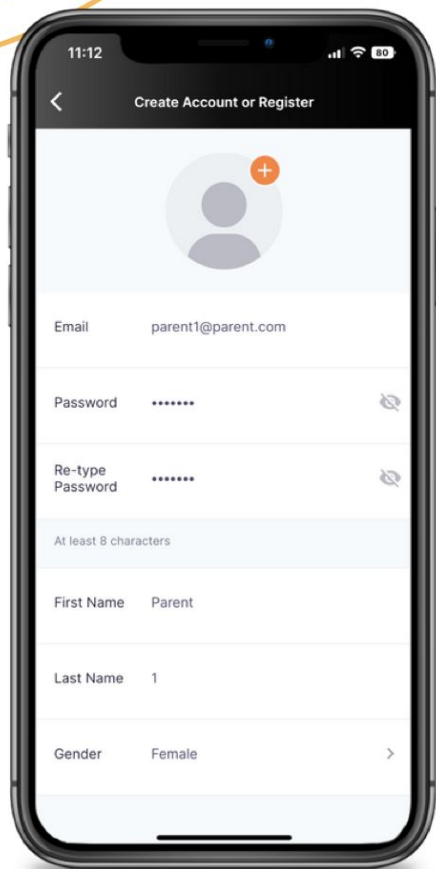
Allow notifications by clicking 'Ok' in order to receive updates regarding matches



STEP 3

Click 'Create Account or Register'





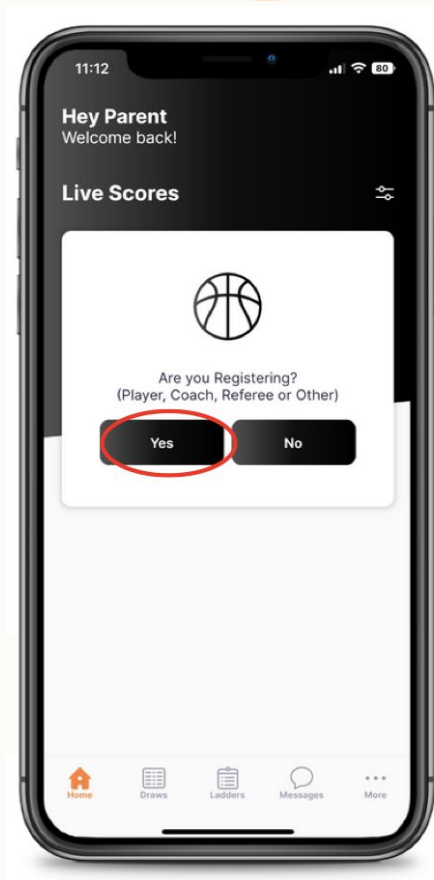
STEP 4

Fill out Parent/Guardian information to create Basketball Connect account.



STEP 5

Click 'Yes' to register Player, Coach, Referee or Other.

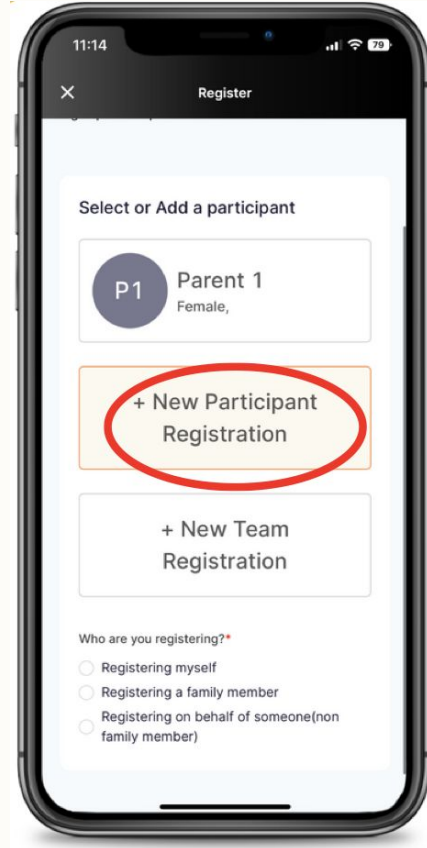


STEP 6

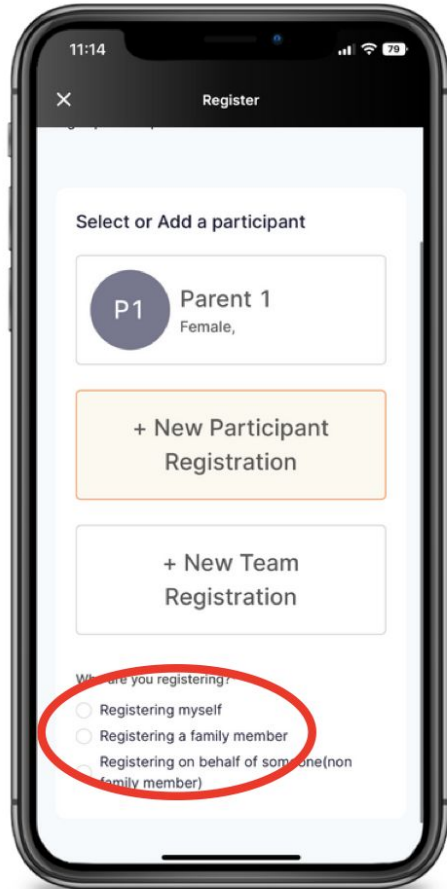
Click +New Participant Registration

Select from the three options

Click 'Registering a Family Member' to register a child



ST

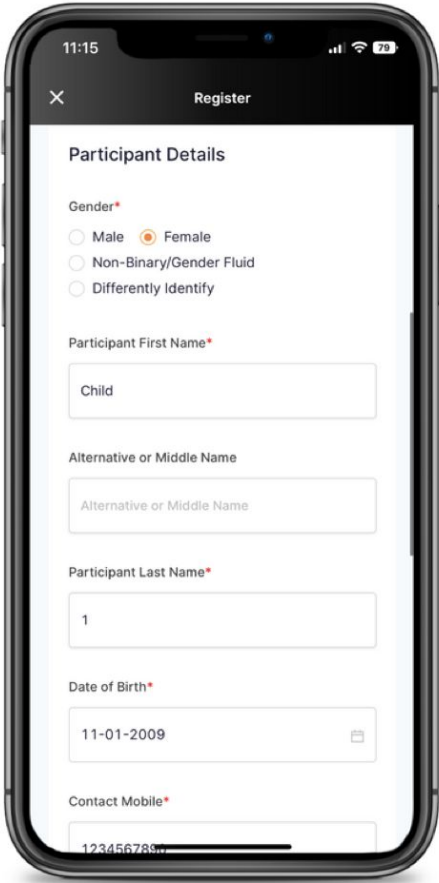


Select from the three options

Click 'Registering a Family Member' to register a child

STEP 8

Enter all required Participant Details.



11:15

Register

Participant Details

Gender*

Male Female

Non-Binary/Gender Fluid

Differently Identify

Participant First Name*

Child

Alternative or Middle Name

Alternative or Middle Name

Participant Last Name*

1

Date of Birth*

11-01-2009

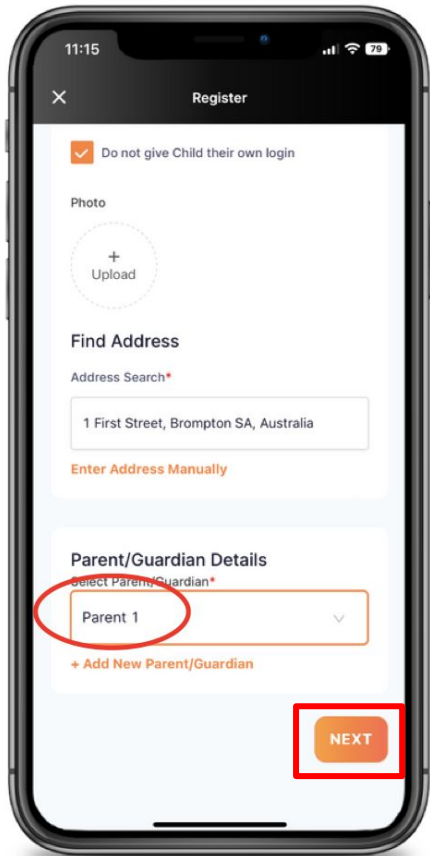
Contact Mobile*

123456789

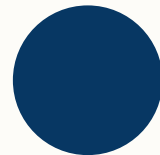
STEP 9

Enter all required Parent/Guardian
Details

Click NEXT

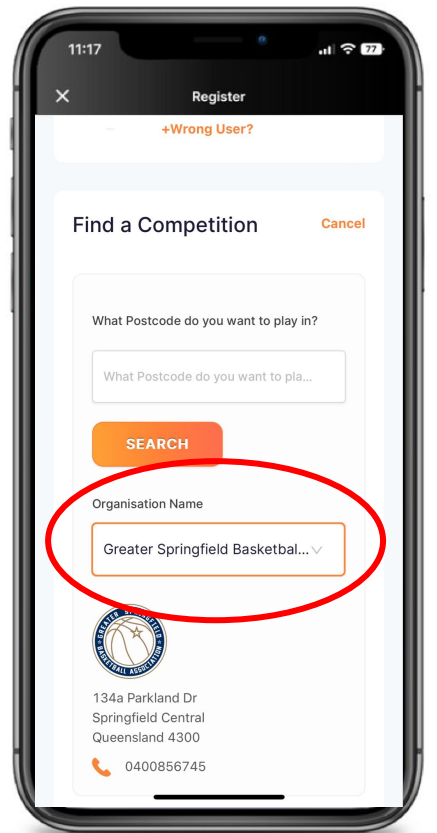


The image shows a smartphone screen with the 'Register' app. At the top, the time is 11:15 and the battery is at 29%. A checked checkbox indicates 'Do not give Child their own login'. Below this is a 'Photo' section with an 'Upload' button. The 'Find Address' section shows an 'Address Search*' field with the text '1 First Street, Brompton SA, Australia' and a link to 'Enter Address Manually'. The 'Parent/Guardian Details' section has a dropdown menu labeled 'Select Parent/Guardian*' with 'Parent 1' selected. A '+ Add New Parent/Guardian' link is below the dropdown. At the bottom right, a red box highlights the 'NEXT' button.



STEP 10

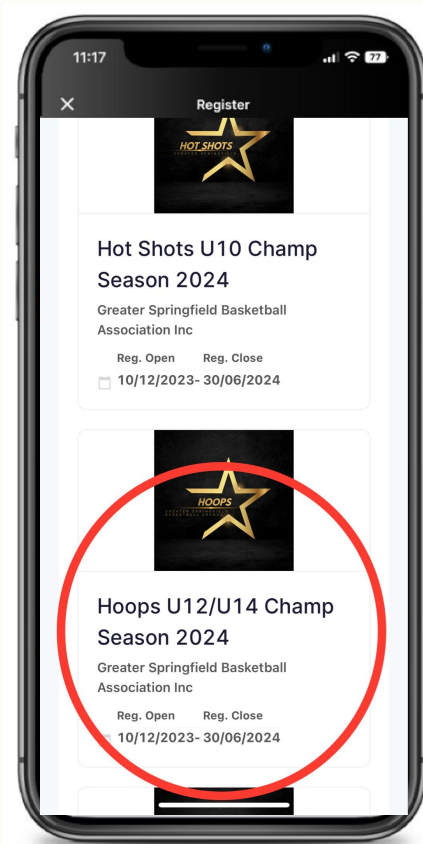
Enter Greater Springfield Association Name
in 'Organisation Name'





STEP 11

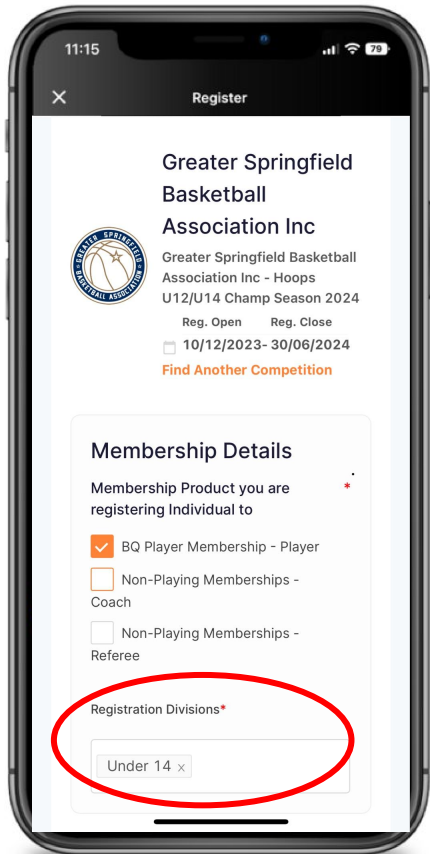
Select the Competition you are registering to



STEP 12

Select the Membership type you are registering to (you can select multiple e.g. if you are a player and a coach).

Select the Division - this will pre-populate based on the players gender and date of birth entered.



11:15

Register

Greater Springfield Basketball Association Inc

Greater Springfield Basketball Association Inc - Hoops U12/U14 Champ Season 2024

Reg. Open Reg. Close

10/12/2023- 30/06/2024

[Find Another Competition](#)

Membership Details

Membership Product you are registering Individual to *

BQ Player Membership - Player

Non-Playing Memberships - Coach

Non-Playing Memberships - Referee

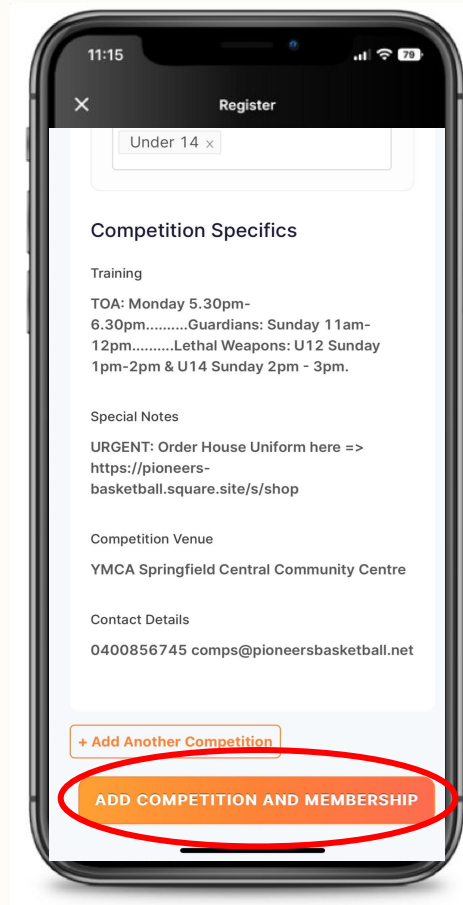
Registration Divisions*

Under 14 x

STEP 13

Read Competition Specifics

Click 'ADD COMPETITION AND MEMBERSHIP'

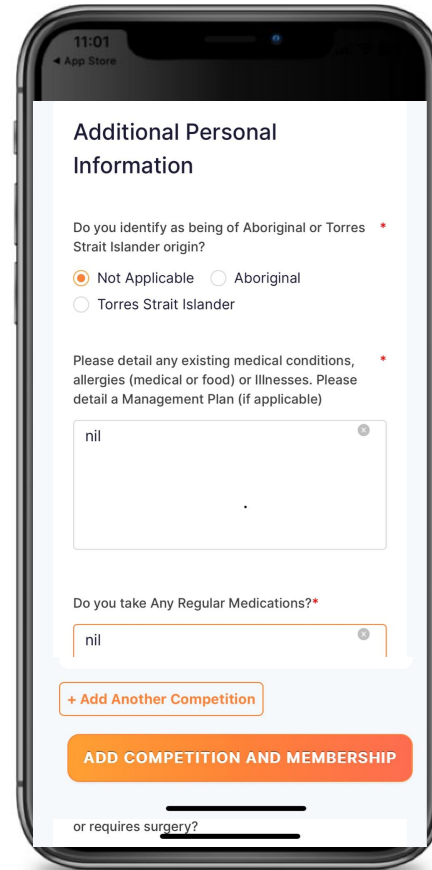


STEP 14

Enter all required player information

and answer the additional questions.

Click 'ADD COMPETITION AND MEMBERSHIP



11:01
App Store

Additional Personal Information

Do you identify as being of Aboriginal or Torres Strait Islander origin? *

Not Applicable Aboriginal
 Torres Strait Islander

Please detail any existing medical conditions, allergies (medical or food) or illnesses. Please detail a Management Plan (if applicable) *

nil

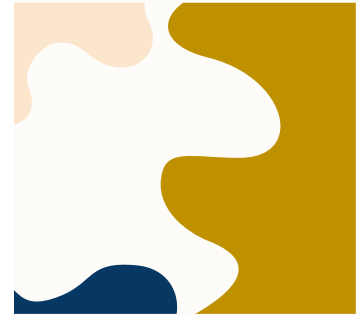
Do you take Any Regular Medications?*

nil

+ Add Another Competition

ADD COMPETITION AND MEMBERSHIP

or requires surgery?



STEP 15

Click Add 'Another Participant' if registering

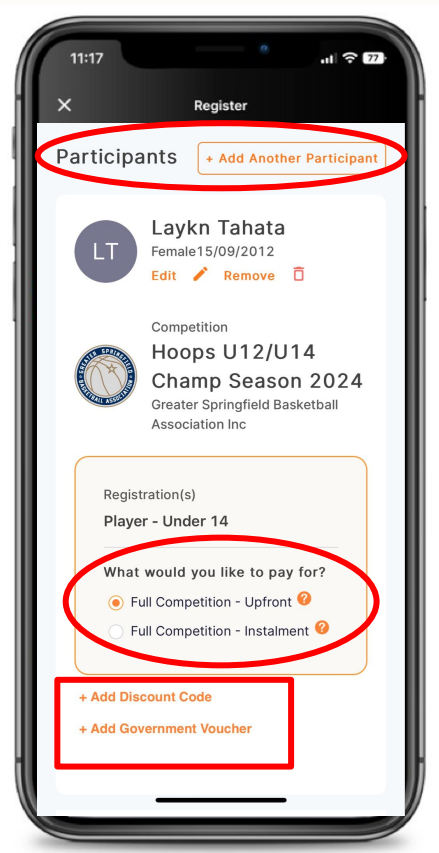
More than 1 participant

Choose 'Payment Options'

Upfront or instalment



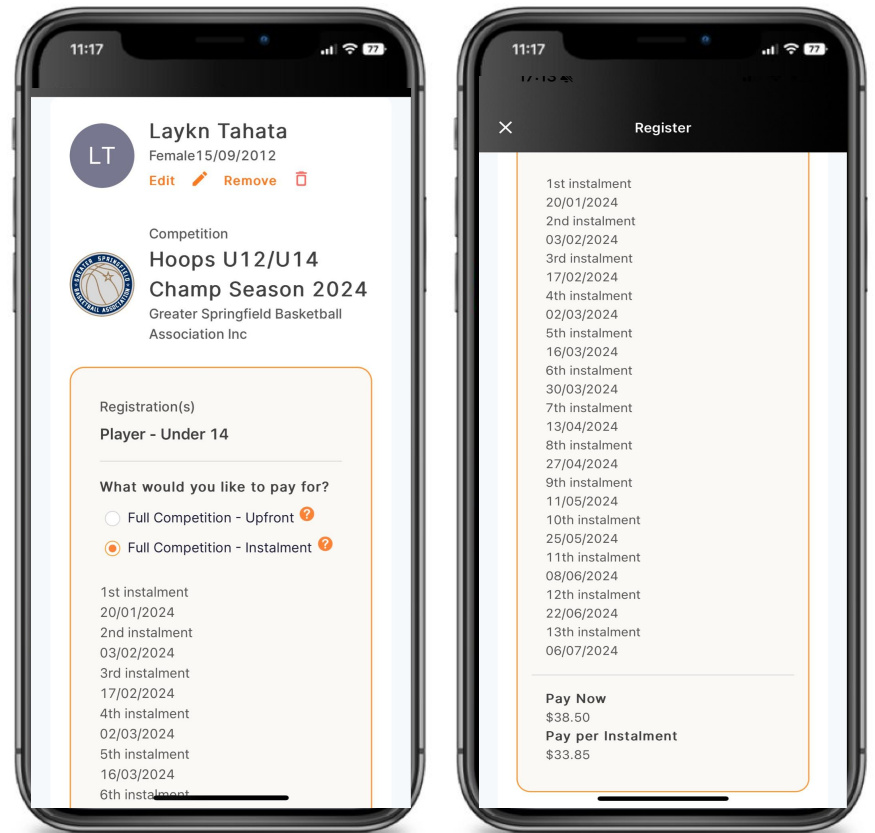
+ Add Discount Code or Gov Voucher



INSTALLMENT PLAN

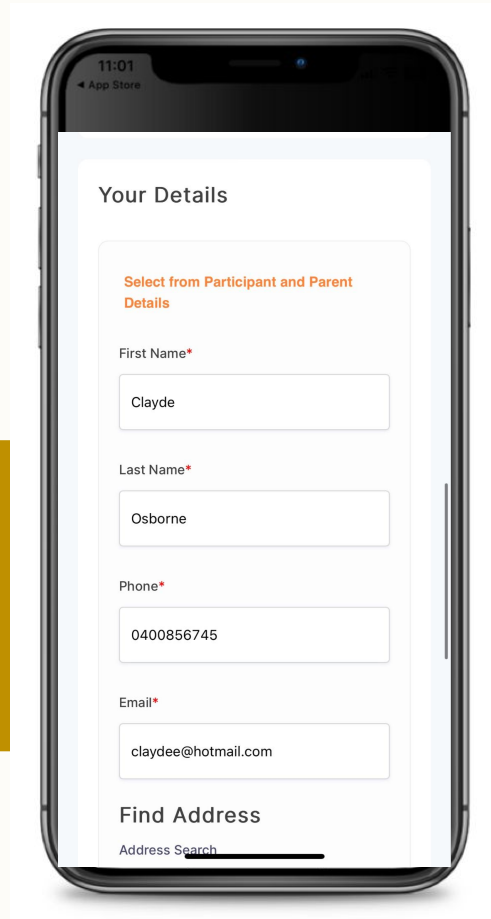
Read the instalment dates provided

See PAY NOW deposit amount and future
fortnightly instalment payments



STEP 16

Enter “Your Details” or Caregivers Details



STEP 17

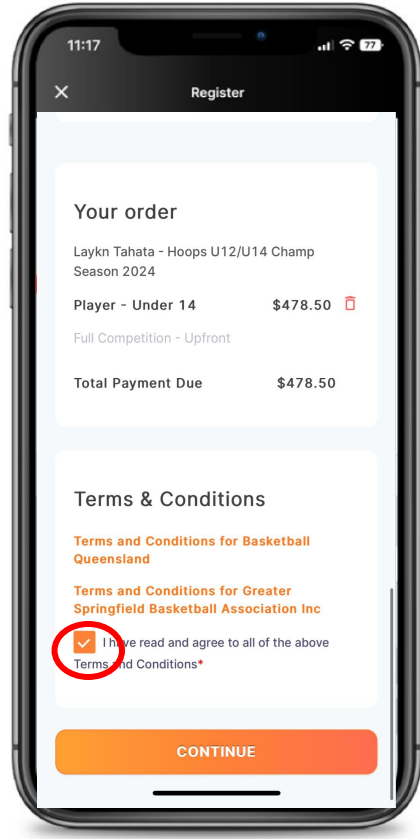
Confirm order details are correct, read and agree to terms and conditions. Click 'CONTINUE'.

The BQ annual membership fee will be included here if the membership expires before the end of season

The \$5 BA annual membership fee will be included here

See FAQs for more information

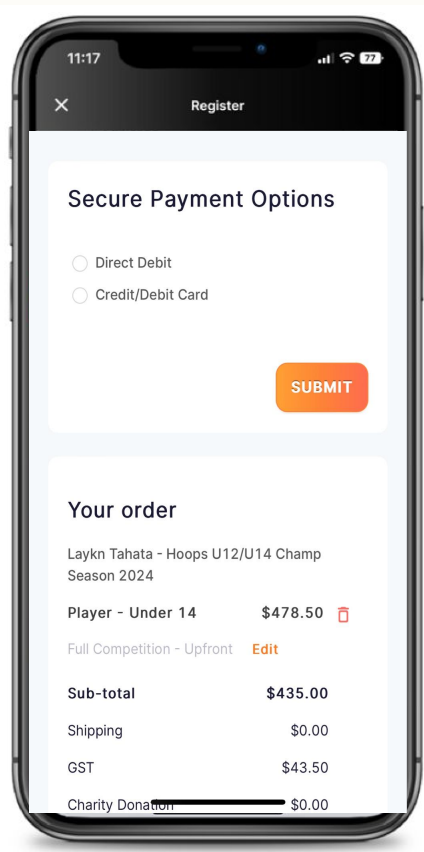
This amount will include Competition Fees only if BQ membership is current and does not expire during the 2024 season.



STEP 18


Select Direct Debit and enter bank details.

Select Credit/Debit Card and enter card details.



The image shows a smartphone screen with the 'Register' app interface. The screen is divided into two main sections. The top section is titled 'Secure Payment Options' and contains two radio button options: 'Direct Debit' and 'Credit/Debit Card'. Below these options is an orange 'SUBMIT' button. The bottom section is titled 'Your order' and displays the following information:

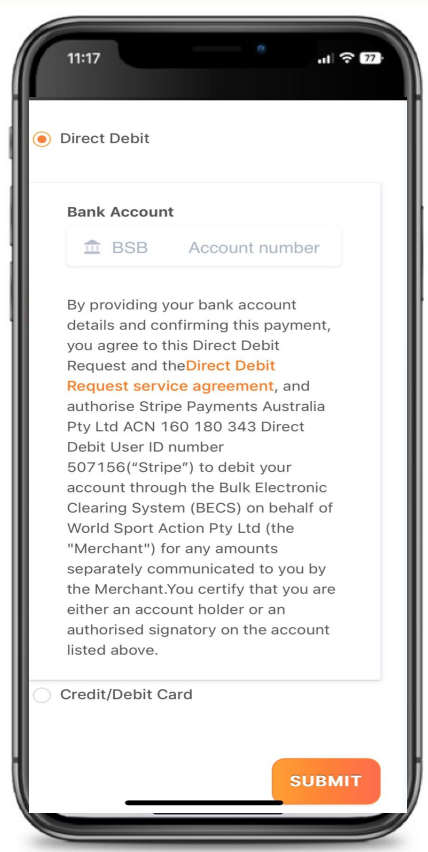
Laykn Tahata - Hoops U12/U14 Champ
Season 2024

Player - Under 14	\$478.50	
Full Competition - Upfront	Edit	
Sub-total	\$435.00	
Shipping	\$0.00	
GST	\$43.50	
Charity Donation	\$0.00	

STEP 19

Select Direct Debit and enter bank details.

Click SUBMIT



11:17

Direct Debit

Bank Account

By providing your bank account details and confirming this payment, you agree to this Direct Debit Request and the **Direct Debit Request service agreement**, and authorise Stripe Payments Australia Pty Ltd ACN 160 180 343 Direct Debit User ID number 507156 ("Stripe") to debit your account through the Bulk Electronic Clearing System (BECS) on behalf of World Sport Action Pty Ltd (the "Merchant") for any amounts separately communicated to you by the Merchant. You certify that you are either an account holder or an authorised signatory on the account listed above.

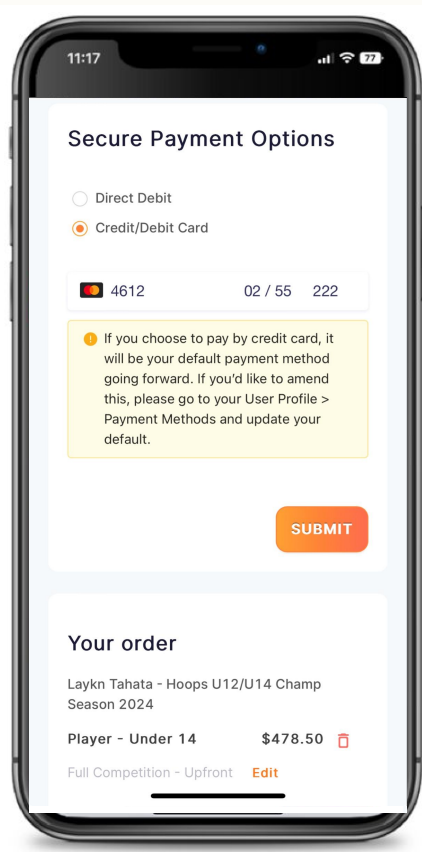
Credit/Debit Card

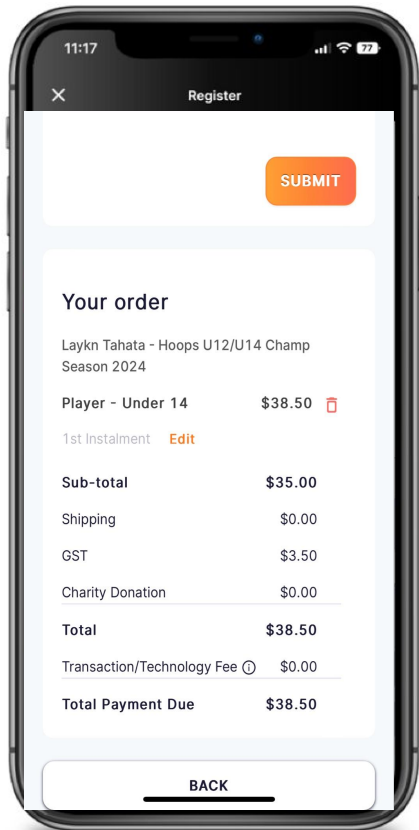
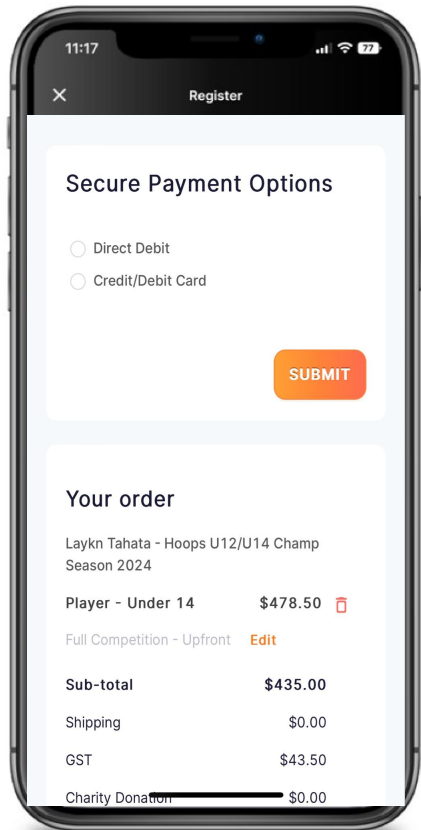
SUBMIT

STEP 20

Select Credit/Debit Card and enter card details.

Click SUBMIT





STEP 21



Confirm Order details are correct and
Click 'SUBMIT'.

Please read the GSBL Registration & Competitions
Information Booklet

**Thank you for reading the
Registration Guide - Mobile App**

Welcome to GSBA!

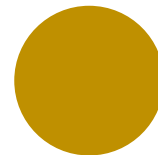




PIONEERS

GSBL Competition Rules Summary

SIGN UP INFORMATION



Greater Springfield
BASKETBALL LEAGUE



Competition Rules Summary

Number of players required to start the game	4 players
Late Start	1pt per team per full minute (given to opposing team Captain)
Warm up	3 minutes
Game Timing	4 x 10 minute quarters, 1 minute between quarters and 3 minutes at half time. <i>Pionettes will run with modified rules</i>
Overtime Jump ball to start over time	'Golden Point' - First team to score 2 pts or more wins the game. If a Team is fouled and at the foul line must make 2 consecutive free throws to win the game.
Time-outs per team	Two (2) time-outs in the first half and three (3) time-outs in the second half. The game clock will stop on every whistle during the last 2 minutes of the 4th quarter.
Time-out duration	50 seconds with a 10 second warning. Both teams ready to play after one (1) minute
Substitutions	Must be called via the score bench. Substitutes must be seated on the chairs by the score bench and can only enter the court when called in by the referee.





Game Timing Rules	<p>The game clock does not stop for match infringements in the 1st, 2nd and 3rd quarter. and there are no timeouts allowed in the last minute of the 1st, 2nd, and 3rd quarters. The game clock does not stop for the first (8) minutes of the 4th quarter. In the last (2) minutes of the 4th quarter the clock will stop for match infringements (i.e., on any referee's whistle).</p> <ul style="list-style-type: none">- The game clock will also stop after a made basket in the last minute of the fourth (4th) quarter.- The game clock shall restart when the ball touches a player on the court.- The game clock will stop for time outs in the final quarter of a game.
Disputes during game	<p>Any disputes during the game regarding correct score, team/player fouls, the Head Coach or Captain must discuss with the referee immediately. At NO TIME are coaches, managers, players or spectators to discuss with the score bench personnel.</p>
Fill-In players for a team in the same division and/or age group	<p>No player is allowed to fill in for a team in the same division – PENALTY – the game is deemed a FORFEIT</p>





Fill-In players for a team in a higher division and/or age group	A fill-in player can participate in a higher division for a maximum of 3 games. They take the court in the fourth game they can no longer play in the lower division team anymore. Forfeits will be issued for any breach of this rule.
Fill-In players for a team in a lower division and/or age group	A player cannot 'play down' a division and/or Age Group without an exemption granted by the GSBA Management Committee
Finals Eligibility	Players must play a minimum of 70% of eligible games in a team to qualify to play finals for that team (rounded down) Forfeit Wins and byes will be subtracted from the scheduled games played total.
Team Playing Uniforms Primary Club House colours: Weapons - Red Guardians - White TOA - Green	The first named team in the draw (Team A) is to wear their primary uniform and the second named team (Team B) is to wear their alternate uniform when there is a clash. Compression undergarments and knee pads are permitted, but T-shirts are not. No jewellery is allowed; piercings must be covered with tape. All players must wear the correct uniform to be eligible to take the court. You can rent a playing singlet for \$15 on game day and return it afterward (if available). Please note that 5 points will be awarded to the opposing team for each incorrect garment worn.





<p>No Zone Rule</p>	<p>No zone defence is allowed in the 'Hoops Saturday' and Pionettes competition.</p> <ul style="list-style-type: none">- First offence – A warning will be issued.- Second offence – A technical foul will be charged against the Coach of the team that violates the No Zone Rule. This shall be recorded on the Scoresheet by entering a technical foul to the bench..- Third Offence in any one game – The game will be forfeited.
<p>Mercy Rule (‘Hoops Saturday’ competition ONLY)</p>	<p>In the interest of Junior Basketball Development a Mercy Rule is to be invoked when the margin between the two teams in a game is 20 points.</p> <p>The Mercy Rule shall be an option open to the Coach of either team. Typically, the Coach whose team is losing shall approach the Coach whose team is leading and ask that the Mercy Rule be invoked. The Coach of the winning team MUST accept the request of the Coach of the losing team and abide by the rules of the Mercy Rule</p> <p>The team that is leading will allow the other team to advance the ball across the halfway line without hindrance by using whatever method the coach who is leading deems appropriate (passive defence, ¼ court defence etc.)</p>





<p>Score bench (Friday Hoops, Pionettes & Saturday Hot Shots' competition ONLY)</p>	<p>Each team must supply a competent score bench official for each of their games. The score table will consist of a person to keep the scoring system and a person to control the game clock. \$10 fee to pay for a score bench on the day can be arranged at least 24 hours prior to game. Comps team must be advised via email by the ClubHouse Leaders</p> <p>If a team cannot provide a score bench official due to the rostered player parent being absent, 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.</p> <p>If the coach is unable to fill this position and the team is then unable to provide the required score bench official, the game will be classified as a forfeit by the team unable to provide the bench official</p>
<p>Forfeits</p>	<p>Games will be recorded as 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</p> <ul style="list-style-type: none">- The team plays an ineligible player- The team is unable to provide the required Score bench official- The team does not have the required number of players to start the game before the first quarter expires. (4 original team players)

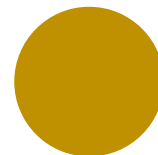




PIONEERS

GSBL Competition Rules Version 3.0

SIGN UP INFORMATION



Competition Rules Version 3.0

1. Official Rules

1.1. Playing Rules

a) Games will be played according to the FIBA Official Basketball Rules unless otherwise specified in these Rules.

These rules can be found on the FIBA website:

<https://www.fiba.basketball/documents/official-basketball-rules/current.pdf>

1.2. Decisions when these rules are silent or unclear

a) If these rules are silent on a matter arising in relation to any competition GSBA Inc may decide how the matter is to be dealt with.

b) If these rules are uncertain, then GSBA Inc may decide about how the uncertainty is to be resolved.

c) Those decisions are binding on everyone who is bound by these rules. The binding decision made is final and specific to the unique circumstances that were presented at the time of the decision being made. These decisions do not set a precedent for future decisions.



2. Player Eligibility

2.1. Eligibility Criteria

- a) All players must be registered with GSBA Inc.
- b) To be eligible for an age group, players must not turn the specified age before December 31 of the relevant year, unless exempted.
- c) Junior players may participate in their age group and, if necessary, also fill a spot in a higher age group if the team is short of 4 players.
- d) Players are not permitted to play for more than one team within the same division.
- e) Each team can have a maximum of 12 players on their roster for the entire season.
- f) Each team list must include a minimum of 7 players.



2.2. Ineligible Players

- a) A player is considered ineligible if they do not meet the above eligibility requirements.
- b) Penalty for playing an ineligible player: The team will forfeit the game for each instance of an ineligible player. If multiple ineligible players are identified, each case will be treated as a separate offence. If an ineligible player participates in multiple games without the breach being detected, it will be considered a single offence.



3. Game Rules



3.1. Game Timing Rules

- a) Games for Hot Shots U10 will consist of 4 x 8-minute quarters. For Under 12 and Under 14 age groups, Pionettes games will have 4 x 10-minute quarters.
- b) Games for Open Juniors and all Senior age groups will consist of 4 x 10-minute quarters.
- c) Each team is allowed two timeouts in the first half (1st and 2nd quarters) and three timeouts in the second half (3rd and 4th quarters).
- d) The game clock will stop on every whistle during the last 2 minutes of the 4th quarter.
- e) In the event of a tie at the end of regulation, overtime will consist of a golden point period, starting with a jump ball.
- f) If time allows, there will be a 5-minute warm-up, a 3-minute halftime break, and 1-minute breaks between quarters. If games are running late, the warm-up may be reduced to 3 minutes.



3.2. Starting 5 and Player List


- a) Each team is allowed a maximum of 12 players, who must be listed in the scoring system. A team must have at least 4 players present to start the game.
- b) If a team does not have 4 players ready to play within 10 minutes of the scheduled start time, the game will be forfeited.
- c) GSBA Inc. may extend the time allowed for a team to have 4 players in exceptional circumstances

3.3. Bench Allocation

- a) For all games, the first team listed (Team A) will be assigned the team bench and the basket on the left side of the scorer's table, as viewed from the playing court.



3.4. Basketballs

- a) GSBA will provide all game balls, which are not to be used for warm-ups by the teams.
 - b) Size 5 basketballs are to be used for all Under 12 age groups.
 - c) Size 6 basketballs are to be used for all female age groups from Under 14 to Senior, and for Under 14 male age groups.
 - d) Size 7 basketballs are to be used for Open Juniors and Senior male age groups.
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3.5. Playing Numbers

- a) Acceptable playing numbers include 0, 00, and any number from 1 to 99.

3.6. Technical Fouls

- a) Dunking and Hanging on Rings

- i. Players are prohibited from dunking or hanging from the rings during warm-ups. Referees will issue a warning for the first offence.

- ii. A second offence will result in an immediate technical foul.



3.7. Disqualifying Fouls



a) Players

- i. Players must immediately leave the court and bench following a disqualifying foul.

b) Coaches

- i. Coaches must also leave the bench immediately after a disqualifying foul.
- ii. The Team Captain may assume the role of coach in the interim.
- iii. For U12 and U14 teams, the Team Manager may act as the coach.

c) Automatic Suspension for Disqualification

- i. Any player, coach, assistant coach, or team manager who receives two behavioural technical fouls in a single game or is ejected from any game in a GSBA Competition due to behavior issues will automatically receive a one-game suspension for their next scheduled game.
- ii. Additional penalties may be imposed if the matter is reviewed by a tribunal and the individual is found guilty.
- iii. The one-game suspension is final and cannot be appealed.
- iv. GSBA Inc. reserves the right to overturn the automatic suspension based on their investigation into the incident.



v. GSBA Inc. can only issue suspensions, tribunal notices, or warning letters if an official report has been submitted via the online report feature on the Basketball Connect scoring app. Paper forms or other types of communication will not be accepted as official reports. Penalties may be imposed if the matter is reviewed by a tribunal and the individual is found guilty.

iii. The one-game suspension is final and cannot be appealed.

iv. GSBA Inc. reserves the right to overturn the automatic suspension based on their investigation into the incident.

v. GSBA Inc. can only issue suspensions, tribunal notices, or warning letters if an official report has been submitted via the online report feature on the Basketball Connect scoring app. Paper forms or other types of communication will not be accepted as official reports.



4. Team Fees

4.1. Team Fees

a) The following fees will be applied per season at rates determined by GSBA Inc. from time to time:

i. Nomination Fee

ii. Game Fees

iii. Forfeit Fees

- **Team forfeits** must be reported to the association no later than 24 hours before the scheduled game time by the Clubhouse Administrator

- a. **A forfeit fine** of \$100 is payable to the association if a team forfeits within 24 hours of the scheduled game and payable within 12 hours. This fee will be refunded directly to the opposing team affected by the forfeit. To avoid the forfeit fine, teams should ensure that fill-ins are arranged with plenty of notice.
- b. \$170 for Forfeits where any players of the Team forfeiting have been found to have played in an outside competition. If we learn that you've abandoned your club team for another team, resulting in a forfeit due to low player numbers, you will be charged a \$170 forfeit fine, payable within 12 hours.





5. Score Table

5.1. Score Table Requirements



- a) GSBA Inc. will provide score table officials for all competitions except GSBL Saturday Hot Shots and Friday Hoops & Pionettes.
- b) For GSBL Friday Hoops, Pionettes and Saturday Hot Shots, the home teams are responsible for supplying score table officials for their games.
- c) The visible game clock is the official method for recording game time and stoppages.

6. Classification of Teams

6.1. Final Standings

- a) Final standings after all regular-season games will be based primarily on the win percentage of the competing teams.
- b) Tie Breakers: Two-Way Tie
 - i. If two teams finish with equal records at the end of the regular season, the results of the games between the two teams will determine their final standings. This will be assessed first by win-loss record and then by points scored in those games.





ii. If the points scored and conceded are identical in the games between the two teams, the standings will be determined by POINTS PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$), considering all games played by both teams in the league.

c) Tie Between Three or More Teams

i. If more than two teams are tied in the final standings, the POINTS PERCENTAGE (i.e., $\text{Points For} \div \text{Points Against} \times 100$) will be calculated based only on games played among the tied teams.

ii. If the tie persists, the POINTS PERCENTAGE from all games played by the teams in their division will be used to determine the standings.

iii. If this process reduces the tie to just two teams, the procedures outlined in sections (b)(i) and (b)(ii) will be applied.

7. Games That Cannot Be Completed at the Scheduled Time

7.1. Games Not Completed

a) Games may not be completed due to:

i. Acts of God.



ii. Injuries on the court where the injured person cannot be moved until an ambulance arrives, particularly if there are no available courts, other games are scheduled to follow, and the delay exceeds 30 minutes.

b) If an Act of God occurs before the round (e.g., the day or night prior) or there are significant weather concerns on the morning of the games, GSBA Inc. will first attempt to relocate the games to an alternate venue. A decision on whether to move the games will be made by 10 a.m. on the morning of the games.

c) In the event that a game cannot be completed due to reasons outlined in (i) or (ii), the following formula will determine the result:


i. If a game is called off during the first half, it will be replayed if possible. However, if the margin is 20 points or more at the time of cancellation, the result will stand as per the score when the game was stopped.

ii. If a game is called off during the second half, the result will stand as per the score when the game was stopped. If the margin is 10 points or less, the game will be replayed if possible.

8. Uniforms

8.1. Team Playing Uniforms

a) Teams should have an alternate set of playing singlets in a distinctly different color.




b) In cases where two teams have similar or identical colored uniforms, the first-named team (Team A) will wear their primary uniform, while the second-named team (Team B) will wear their alternate uniform. GSBA Inc. will provide guidance on what constitutes a color clash.

c) When a uniform change is required, the online scoring operator must update the player number, and the chairperson must record the change on the match report sheet.

9. Team Equipment

9.1. Prohibited Items


a) Players are not allowed to wear equipment that could cause injury to others. The following items are prohibited:


- i. Finger, hand, wrist, elbow, or forearm guards, casts, or braces made of leather, plastic, pliable plastic, metal, or other hard substances.
 - ii. Objects that could cut or cause abrasions (fingernails must be trimmed).
 - iii. Headgear, hair accessories, and jewellery.
 - iv. T-shirts worn under playing singlets.
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9.2. Permitted Items

a) The following items are allowed:

- i. Shoulder, upper arm, thigh, or lower leg protective equipment made of sufficiently padded material.
 - ii. Compression sleeves in black, white, or the same dominant color as the shirts.
 - iii. Compression stockings in black, white, or the same dominant color as the shorts.
 - iv. Full-length lower body compression garments.
 - v. Upper body compression shirts (no sleeve, 3/4 sleeve, or long sleeve) in black, white, or the same dominant color as the singlet, provided the sleeves are not loose.
 - vi. A protector for an injured nose, even if made of a hard material.
 - vii. Mouthguards of any color.
 - viii. Spectacles, if they do not pose a danger to other players.
 - ix. Power Bands, allowed only on the wrist if covered by tape or on the ankle if worn under the sock.
 - x. Headbands made of non-abrasive, solid-colored cloth, pliable plastic, or rubber.
 - xi. Solid-colored taping on arms, shoulders, legs, etc.
 - xii. Shoes of different colors are permitted.
- 




10. Player Injury/Blood Rule


10.1. Blood Rule

- a) A player who is bleeding or has an open wound must be substituted immediately. They may return to the court only after the bleeding has ceased and the wound has been completely and securely covered.
- b) If the bleeding player recovers during a timeout before the scorer's signal for substitution, they may continue to play.
- c) A player with blood on their uniform, whether from themselves or another player, must also be substituted. They must change into a spare uniform before re-entering the game. It is important to note any uniform changes under the blood rule on the Match Report.

11. Defaults and Forfeits

11.1. Forfeits

- a) If a team does not have at least 4 players ready to start the game within 10 minutes of the scheduled time, the game will be declared a forfeit.
 - b) In exceptional circumstances, such as traffic delays, weather issues, or other reasonable causes, GSBA Inc. may grant an exemption from this rule.
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c) The forfeiting team will be recorded as having lost the game, with a final score of 20-0 in favor of the opposing team.

d) Forfeits will occur under the following conditions, resulting in a 20-0 score in favor of the opponents, and no competition points for the forfeiting team:

i. The team fails to have four players ready to play within 10 minutes of the scheduled game time.

ii. The team walks off the court and refuses to complete the game at any point.

iii. The team notifies GSBA Inc. that they cannot attend a scheduled game after the official draw has been released.

iv. The team fails to attend a rescheduled game.


v. GSBL Monday teams do not provide the required score table official for their game.

e) A team that forfeits a game may be withdrawn from the competition at the discretion of GSBA Inc.

f) Forfeit fees for games forfeited on the day of the competition will be \$100 - \$170.

g) Forfeit fees for games forfeited with 24 hours' notice will be \$100.

h) If a game is forfeited on the day of competition, both teams will pay their game fee as usual.






11.2. Late Start

- a) A team that starts late will incur a penalty of ONE POINT per minute until a forfeit is declared (after 10 minutes). The game clock will start at the scheduled time, with the team that is present and ready to play receiving two points for each minute until the opposing team arrives.
- b) If the opposing team arrives within the ten-minute window, the game will commence immediately from that point; the game clock will not be reset. Points accrued during the late start period will be assigned to the captain of the team that was present.

11.3. Defaults

- a) A team will lose by default if it has fewer than two (2) players on the court (i.e., all remaining players have been fouled out). If the opposing team is leading at the time of the default, the score at the stoppage will stand.
 - b) If the opposing team is not ahead, the score will be recorded as 20-0 in favor of the team that did not default. Points will be assigned to the captain of the winning team.
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12. Rescheduled Games

12.1. Rescheduled Games


- a) Once the draw is finalised, games will not be rescheduled except in specific circumstances.
- b) GSBA Inc. reserves the right to reschedule any game deemed necessary.
- c) If a game needs to be rescheduled, the two teams involved must agree on a new date, time, and venue within 7 days of the original game being unable to be played. The rescheduled game must occur within one month of the original date unless it needs to be played before a finals match.
- d) GSBA Inc. is not obligated to reschedule or refund games lost due to bad weather, hall closures, COVID-19, road closures, or other incidents.

13. Protests

13.1. Correctable Errors

- a) Types of Correctable Errors: Officials may correct errors if a rule has been inadvertently disregarded in the following cases:
 - i. Awarding free throws that should not have been awarded.
 - ii. Failing to award free throws that should have been given.





iii. Incorrectly awarding or canceling points.

iv. Allowing the wrong player to attempt free throws.

b) General Procedure:


i. For an error to be correctable, it must be recognized by the officials, Referee Supervisor, or score table officials before the ball becomes live after the first dead ball following the game clock start after the error occurred.

ii. An official may stop the game immediately upon identifying a correctable error, provided that neither team is disadvantaged by the stoppage.

iii. Any fouls committed, points scored, time elapsed, or other activities that occurred after the error and before its recognition will not be nullified.

iv. Once the error is corrected, unless otherwise specified in the rules, the game will resume from the point it was stopped for the correction.

v. The ball will be awarded to the team that was entitled to it at the time the game was stopped for the correction.






14. Zero Tolerance Policy

14.1. Policy Overview

a) Objective: To foster a safe and positive environment for all players, officials, and participants, Greater Springfield Basketball Inc. has established a Zero Tolerance Policy concerning inappropriate behavior by parents and spectators. The policy stipulates that:

1. Any inappropriate or abusive behavior from parents or spectators will not be tolerated.
 2. Parents/guardians and spectators who:
 - i. Persistently or deliberately question or challenge referees' decisions.
 - ii. Abuse or belittle game officials, including referees and score table personnel.
 - iii. Abuse or belittle team officials.
 - iv. Abuse or belittle players.
 - v. Abuse or belittle other parents or spectators.
 - vi. Abuse or belittle any game day officials, such as Court Controllers, Referee Supervisors, Association
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Representatives, or Greater Springfield Basketball Inc. Representatives,

will be required to leave the venue immediately. The Court Controller will enforce this without issuing prior warnings if necessary.

b) Enforcement:

i. Spectator behavior will be monitored by the Court Controller and Referee Supervisor. If referees encounter issues with a spectator, they may halt the game and notify the Court Controller to address the situation.

ii. Referees may stop the game if they believe a spectator is displaying poor behavior and request the Court Controller to observe and monitor the spectator. The Court Controller will take appropriate actions based on their observations.

c) Reporting: Any violations of the Zero Tolerance Policy must be documented using the Zero Tolerance Report Form and submitted to Greater Springfield Basketball Inc.



15. Reports and Tribunals

15.1. Reporting Incidents

- a) Incident Reporting: Referees must submit a report for any incident resulting in the ejection of a participant, and are encouraged to report any other significant incidents they deem necessary. Reports are mandatory for incidents involving ejections or when a participant receives two direct technical fouls.
- b) Report Submission: Reports must be completed at the venue on the day of the incident, ideally immediately after the game. Referees should notify the Referee Supervisor and/or Court Controller of the incident as soon as possible after the game.
- c) Report Completion: It is recommended that referees fill out the report with guidance from the Referee Supervisor while the details are still fresh. The Referee Supervisor or Court Controller will then inform the Team Manager about the report and provide options for receiving it: waiting at the venue or having it sent to their Association Delegate by Greater Springfield Basketball Inc within two business days.
- d) Submission Requirements: All reports must be submitted to GSBA Inc via the online form or the Basketball Connect app. GSBA Inc will only process suspensions, tribunal notices, or warning letters if an official report is submitted through the proper channels. Paper forms or other forms of communication will not be accepted.



15.2. Tribunals for Week-to-Week Competition

a) Tribunal Review: Upon receipt of a report, GSBA Inc will consult with relevant parties to determine if a tribunal is necessary to address the matter outlined in the report.

16.2. Definition of Zone Defense

a) Zone defense is defined as any half-court defensive strategy that does not follow standard man-to-man defensive principles.

b) Trapping defenses that revert to man-to-man principles are permitted.

16. No-Zone Rule

16.1. Application of the No-Zone Rule

a) The no-zone rule applies to the Under 12 and Under 14 Junior Competitions. To support better player development, coaches should ensure that defenses utilise only man-to-man principles.

16.3. Violations of Man-to-Man Defense

a) Violations of the no-zone rule typically include:

i. One or more players not being in an acceptable man-to-man position relative to the player they are guarding and the ball handler.

ii. A cutter moving through the key without being defended using appropriate man-to-man techniques (e.g., bumping, switching, following).


iii. Failure to re-establish man-to-man positioning following a trapping or help-and-recover situation.

iv. Employing a zone press and not switching to man-to-man defense once the ball is in the quarter court.






16.4. Court Controller Responsibilities

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- a) The Court Controller is responsible for enforcing the no-zone rule and will:
 - i. Consider the intent of the defensive team.
 - ii. Evaluate the time and context of the game.
 - iii. Observe the movement or lack thereof of the offensive team.
 - iv. Act immediately on deliberate and premeditated use of zone defense during critical game moments.
 - v. Grant the benefit of the doubt to the defensive team if any uncertainty arises.

16.5. Penalties for Zone Defense Violations

- a) First Offense: Warning and discussion with the coach.
- b) Second Offense: Technical Foul.
- c) Third Offense: Second Technical Foul leading to the disqualification of the head coach.
- d) Fourth Offense: Forfeit of the game.
- e) If a violation occurs, the Court Controller will request the referees, via the Score Table Chairperson, to impose the above penalties on the offending team at the next dead ball.



16.6. Persistent Breaches

a) If referee delegates report to GSBA Inc that a team frequently uses zone defense in the U12 and U14 age groups (e.g., receiving multiple warnings or technical fouls from the Court Controller), a GSBA Executive Committee representative will attend the team's next game.

17. Code of Conduct

17.1. Players' Code of Conduct


- Players must display sportsmanship, respect opponents, and follow the rules and decisions of the referees. Any behavior deemed unsportsmanlike may result in disciplinary action.

17.2. Coaches' Code of Conduct

- Coaches are expected to lead by example, support their players, and respect officials and opponents. Any form of verbal abuse or unsportsmanlike conduct by coaches will be addressed accordingly.

17.3. Spectators' Code of Conduct

- Spectators should support their team in a positive manner, refrain from abusive behavior, and respect the decisions of game officials. Violations may lead to removal from the venue.





18. Emergency Procedures

18.1. Injury Protocol

- In case of injury, the game may be stopped to provide medical assistance. The game clock will stop, and play resumes once the injured player is safely off the court.

18.2. Emergency Contact Information

- Teams should have access to emergency contact information for players and be prepared to provide first aid if necessary. Each team is responsible for ensuring their players' safety.


19. Technical Equipment



19.1. Scoreboard and Timing Equipment

- Teams should check that the scoreboard and timing equipment are operational before the game begins. Any issues must be reported immediately to the game officials.

19.2. Game Filming

- Filming of games for coaching purposes is allowed but must not interfere with game operations or the view of other spectators.





20. Season Scheduling and Finals

20.1. Season Schedule

- The season schedule will be communicated to teams at the start of the season. Changes to the schedule may occur due to unforeseen circumstances, and teams will be notified promptly.

20.2. Finals Format

- The format for finals will be communicated at the start of the season. Details will include the number of teams qualifying, the structure of the finals series, and any specific rules applicable to finals games.

21. Disciplinary Procedures

21.1. Disciplinary Actions

- Disciplinary actions may include warnings, suspensions, or fines for breaches of rules or codes of conduct. Disciplinary measures will be determined by GSBA Inc. and communicated to the involved parties.



21.2. Appeals Process

- Teams or individuals may appeal disciplinary decisions. Appeals must be submitted in writing within 7 days of the decision and will be reviewed by a disciplinary panel.

