

JACARANDA BASKETBALL CARNIVAL RULES 2025

Team officials are advised to read thoroughly the rules and make certain that their coaches/players are thoroughly conversant with the rules. Additional copies of the rules can be obtained on request.

1. No player is to play in more than one team or grade with the exception of Veterans Men, where players over 40 may play in another grade and Veterans.
2. Players nominated in the Veterans grade must be over the age of 40 and be able to provide proof if asked. Each team may have one player aged 35 - 39.
3. Players must nominate their Gender Identity at the time of nominating for the competition if it does not align with the genders set out in the nomination.
4. A player must play in two games to be eligible for the finals.
5. A player not seated on the bench must have the name deleted from the score sheet at half time. Should such a player arrive at half time their name would be reinstated on the score sheet by the court controller.
6. If a player or coach is ejected from any game, they will be automatically suspended for a minimum of 1 game. If the player is reported to the carnival tribunal, they will be suspended until the tribunal hands down their findings and any consequences. If a player or coach receives 2 technical fouls during the course of the carnival they will be suspended for 1 game. Players or coaches may appeal, but will not be able to take the court until the appeal is heard.
7. Each team must provide a competent scorer or timekeeper and referee for each entire game in the game following their own. The penalty for not doing so shall be a forfeit of their previous game. Failure to supply a referee for 2 games will result in a forfeit of the entire competition. The exception to this is where teams have elected to pay the referee levy.
8. Games may start up to 10 minutes before the scheduled time. If the game is ready to start and a team is not present on the court they will be penalised two points for each minute, or part thereof, that the team is late. Any team more than 10 minutes late shall forfeit the match concerned.
9. Forfeits shall count as 20 – 0 loss to the team forfeiting and 20 - 0 win to the opposing team.
10. Competition points shall be 3 points for win, 2 for draw, 1 for loss and 0 for forfeit.
11. In the case of a tie for table positions, the winner of the round game, then if needed for and against will be used.
12. Bad language and unsportsman-like conduct will not be tolerated during the carnival and offending players and or officials will be dealt with severely by the tribunal. GBAI Code of Conduct will apply to all players, coaches, spectators and officials
13. Every player must wear their team uniform. Each violation will result in the opposing team being awarded 2 points per infraction. If possible, also bring an alternative uniform.
14. All teams are to provide their own warm up ball. GBAI will supply game balls.
15. Each team must play all games as programmed.
16. Any protest or dispute must be referred in writing to the carnival manager or their substitute within one hour of the competition game in question. All protests will be heard by the carnival committee
17. Special or unusual situations rising during the carnival will be considered by the Carnival Committee in an effort to reach an amicable solution.
18. The umpire in charge of the game will handle any problems or complaints regarding FIBA rules.
19. The Court Controller will be responsible for handling any complaints against the Carnival rules
20. Any breach of the FIBA rules or Carnival Rules will be dealt with by the Carnival Committee.
21. Teams may have 12 players on the scoresheet and play 12 players in each game with the exception of rules
- 22- The Legends Rule
22. The Legends team, who are legends of the carnival, may have 18 players on the scoresheet to ensure that their legends are able to participate. To ensure their legendary status and safety, these players should play limited minutes!
23. Teams will be held responsible for damage to the playing venue that occur as a result of negligence.
24. Timing (Minor rounds and Preliminary Finals) 2 X 20 minute halves with a two minute break between halves. Each team is entitled to 1 timeout per half. The clock **will not** stop for time outs and no timeouts are to be taken in the last 2 minutes of either half.
25. Timing (Grand Finals) 2 X 20 minutes halves with a two minute break between halves. Each team is entitled to 1 timeout per half. The clock will not stop for timeouts. In grand finals the clock will stop in the last 2 minutes of the second half for all stopages if the score is within 10 points.
26. The GBAI committee reserves the right to change these rules for the benefit of the carnival.