Logan Basketball Inc. Junior Club Playing Rules

The role of Logan Basketball Inc (LBI), through the Junior Club Competition, is to provide a safe and enjoyable environment that enables each and every player to participate in basketball and reach their full potential.

It is with this in mind that these rules are set in place by the Management Committee of LBI and enforced by the LBI General Manager and other relevant staff.

These rules govern any competition under LBI control that is designated as a Junior Competition.

Last updated – May 2026

Part 1: Competition Membership

1.1) The Junior Club Competition Playing rules recognise three levels of Competition Membership.

a) Affiliated Club

An affiliated club is a club that has fulfilled the prescribed affiliation requirements as determined by the Constitution of Logan Basketball Inc, the Club Affiliation Agreement and the Management Committee of LBI.

A new club wishing to affiliate with Logan Basketball must meet, in addition to any requirements set out in the Constitution of Logan Basketball Inc and the Club Affiliation Agreement, the following requirements:

Show proof of new membership;
The majority of a new affiliated club's membership base must represent new players to the association.

- Display proof of financial stability and that adequate financial management procedures in place;
- Show a willingness to be a part of the Logan Basketball Inc community.

b) Independent Club

An independent club is a club that is allowed to participate in the Junior Club Competition without being affiliated.

Independent Clubs will only be accepted on the following conditions:

- Their acceptance into the competition does not unfairly disadvantage an existing club. For example, if the independent club was made up of primarily existing players from another club; and
- The independent team either services an area which is of importance to the expansion of LBI or they have steps in place to become an affiliated club within the near future; and
- Any other requirements that the Management Committee of LBI may impose for the benefit of the overall competition.

c) Player

All persons wishing to participate as players in our Junior Club Competitions must be registered players of LBI.

A person will not be recognised as a registered player until they have completed the LBI Registration form and paid their relevant LBI Registration Fee.

Part 2: Competition Organisation

2.1) Logan Basketball's competition shall be divided into two competitive seasons; a Winter Season (during school terms 2 & 3) and a Summer Season (during school terms 4 & 1).

2.2) Each season will have a grading period (3 rounds), in which results will not count towards final ladder standings. This is to help LBI and clubs determine the most appropriate division for each team.

a) In certain cases, LBI may temporarily place a team in a division other than their requested division during the grading period to reduce the number of teams with a bye.
b) In rare circumstances, division changes may be made after the grading period, at the discretion of the General Manager, at the request of the club or LBI with the benefit of the entire competition in mind.

2.3) After the grading period, all divisions must have a minimum of 4, and a maximum of 12 teams. When submitting teams, each age and gender group will have 3 divisions. The following exceptions apply:

a) Thunder 10's will have 2 divisions
b) U14 Boys, U16 Boys and U19 Boys will have 4 divisions

2.4) If the number of teams cannot facilitate the number of divisions, the number of divisions may be adjusted before or after the grading period.

2.5) For competitions restricted by age, the age eligibility date shall be the 31st of December of the year the competition concludes. In Summer Seasons, players of the standard age for Year 12 are eligible to play in U19 Boys or Youth Girls.

a) Any requests for special consideration for a player to play in a younger age group must be made in writing to the General Manager by the Affiliated Club.
b) The request will then be assessed by the General Manager and the Affiliated Club will be notified in writing.

2.6) Competitions will be conducted in accordance with:

a) LBI Junior Club Playing Rules

b) FIBA Official Basketball Rules
c) In the event that there is inconsistency between LBI Junior Club Playing Rules and FIBA rules, LBI Junior Club Playing Rules will determine the outcome.
d) In the event of a rule not being explicitly documented, it will be the responsibility of the Game Day coordinator to make a judgement based on fair sportsmanship.

2.7) Fixtures will be published 2 rounds in advance where possible.

a) Examples where it may not be possible to have the fixture published 2 rounds in advance: during, and directly after grading; during finals.

2.8) Clubs should submit a comprehensive list of game time requests for the season prior to the draw being published. Requests should be of the following nature:

a) A coach who has multiple teams and therefore needs different game times

b) Representative basketball commitments for Logan coaches and/or players.

c) Other circumstances deemed reasonable by LBI

2.9) Clubs may request a specific game time to be altered. The request should be made before 5pm Tuesday prior to the relevant round. The request is not guaranteed and LBI will consider the impact on opponent clubs and fixture round as a whole.

2.10) Fixtures for the relevant round will be considered final at 5pm Wednesday before the round.

2.11) Exceptions to 2.9 and 2.10 may apply if clubs are willing to accommodate for a late game request made by another club.

Part 3: Team Nominations

3.1) To participate in LBI competition, Clubs must apply for entry prior to the commencement of a new season, by completing and submitting the appropriate team nominations in Basketball Connect by the prescribed date.

3.2) LBI may impose such limitations on the number of teams or other conditions as it sees fit to aid in the management of its competitions.

3.3) Once the divisions have been finalised for the season, new teams may only be added by the request of clubs with consideration from LBI competitions Staff based on the impact to the competition as a whole.

3.4) A club may remove a team from the competition if they are unable to sustain the team. Clubs should consider all other options before withdrawing a team from the competition.

3.5) A team may be disqualified from competition at the discretion of the General Manager of LBI when the team:

a) gives 2 consecutive forfeits
b) gives 3 forfeits in a season
c) breaches the LBI Codes of Behaviour, these or any other By-Laws in place at the time.

Part 4: Team Requirements

4.1) A team must consist of a minimum of five (5) players and a team coach/manager.

4.2) A team may start the game with four (4) players.

4.3) Each Club is responsible for ensuring their teams have the correct information in regard to game time and allocated court.

4.4) Each Club is responsible for their teams wearing the appropriate uniform.

4.5) Only players, coaches, managers and officials are allowed to be in the vicinity of the court and score table.

Part 5: Game Fees

5.1) Playing basketball incurs a fee which is charged per registered player.

5.2) Players must have a completed registration and show on the court side iPad. Added players must be known to the Game Day Coordinator.

Part 6: Player registrations, conduct, movement and eligibility

6.1) A player must be registered with LBI and be in a suitable state of health prior to participating in LBI's fixtures.

6.2) Acceptance of a player's registration is at the sole discretion of LBI.

6.3) A player who is also a member of an Affiliated Club must be financial with their club prior to taking the court.

6.4) A Player/official/coach/manager or spectator will conduct themself appropriately within the rules of the game and abide by the Code of Conduct as adopted by LBI.

6.5) Should a player/official/coach/manager or spectator be charged by a referee, court/referee supervisor or game official of Logan Basketball Inc with a breach of the code of conduct either by written report and/or by of disqualification from the court, then the tribunal By-laws adopted by the Association from time to time will take effect.

6.6) A player may only play for one Club per season.

a) An exemption may be given, at the discretion of the LBI General Manager for a player to change Clubs.
b) An exemption may be given, at the discretion of the LBI General Manager for a player to be part of two clubs simultaneously, if one of the Clubs is a school Club which doesn't offer both age groups.
c) If a player in the representative program wishes to transfer Clubs at the end of a season, the player must fill out the LBI Junior Club Player Transfer Form and lodge this with the LBI Office 2 weeks prior to the new season beginning.

6.7) A player may only play for one team within the same age group.

6.8) A player may only play up in an older age group; subject to the following criteria:

a) A player may only play for a maximum of two teams per season.
b) A player may play in a higher age group in any division. However, if the player is a rep player or plays in a division 1 Club team, they must not play in the lowest division, if the higher age group has 3 or more divisions..

6.9) In the interest of player safety, Junior Players must *not*:

a) Play more than two (2) games within a calendar day; and
b) Play more than one age group higher than their correct age group.
i) Girls who are in the bottom two years of birth for Junior Girls (i.e. "Under 12 aged") cannot play in Youth Girls.

6.10) To be eligible to compete in Semi or Grand Finals a player must have played a minimum of 40% of their registered teams scheduled games, which excludes any byes or forfeits.

a) A player who fails to qualify may apply for exemption to this rule to LBI no later than 3 days prior to the date of the scheduled Semi Final

round. The application must be in writing and provide adequate and substantial reasons as to why the player was unable to play at least 50% of their registered teams scheduled games.

6.11) All players selected in LBI's Junior Representative program must play in the Junior Club Competition.

a) Any player who is a member of the Logan Thunder representative program must play at least 50% of the scheduled games for their registered club team within the first half of the summer season (U16 & U18) or first half of the Winter season (U12 & U14).
b) All players representing Logan Thunder at the Basketball Queensland State Championships must play 75% of the scheduled games for their registered club team.

6.12) All players selected in LBI's Junior Representative program must play within their representative age group in the Junior Club competition unless written approval has been granted by the General Manager.

6.13) For Boys competitions, the following restrictions apply to representative players:

a) Players who play in Logan's highest graded rep team ("Logan Thunder"), or any players who are in a Premier League graded team, must play in Division 1 for club. This includes if a player is playing up an age group. This does not apply to players who gain their Premier League player status, then age up the directly subsequent club season, and then also choose to play in a higher age group. (For example, an U12 Thunder player in Winter becomes an U14 player in Summer. If they also play in U16 Boys, they are not required to play in Division 1. They are still required to play in Division 1 for U14.)
b) For age groups with 3 or more divisions, representative players are not permitted to play in the lowest division. This includes if a player is playing up an age group.
c) "Points Rule" – The maximum number of "Logan Thunder" or Premier League graded representative team players that can play in the same team is 3. Players who are in a younger age group for rep are not included in this total.

6.14) LBI delivers the junior girls division combining the U12 and U14 age groups. LBI delivers the Youth girls division combining the U16 and U19 age groups. For Girls competitions, the following restrictions apply to representative players:

Junior Girls	Division 1	Division 2	Division 3
U12 Representative Player	Approved	Approved; consideration	Approved; consideration
U14 Representative Player	Approved	Approved; consideration	Not approved

Youth Girls	Division 1	Division 2	Division 3
U14 Representative Player	Approved	Approved	Approved; consideration
U16 Representative Player	Approved	Approved; consideration	Not approved
U18 Representative Player	Approved	Approved; consideration	Not approved

a) Approved: There are no restrictions on representative players playing in this division.
b) Approved; consideration: Clubs must consider all factors when grading representative players in this division. LBI reserves the right to make decisions on representative players participating in this division and may request clubs to move players from time to time. Highest graded representative team players are not permitted in Division 3.
c) Not approved: Representative players are not permitted to play in this division.
d) For 'Approved; consideration' and 'Not approved' categories, LBI will occasionally check team lists to ensure the rules are followed. In 'Approved; consideration' cases, if a player is requested to move by LBI, the club may move the player with no further penalty. In 'Not

approved' cases, the team may be forfeited and lose 3 ladder points. The Club will then be required to move the player into a different team.

6.15) In addition to the above, the following restrictions apply to representative players in girls divisions:

a) Players who play in Logan's highest graded rep team ("Logan Thunder"), or any players who are in a Premier League graded team, must play in Division 1 for club. This includes if a player is playing up an age group.This does not apply to players who gain their Premier League player status, then age up the directly subsequent club season, and then also choose to play in a higher age group. (For example, an U12 Thunder player in Winter becomes an U14 player in Summer. If they also play in Youth Girls, they are not required to play in Division 1. They are still required to follow the above chart for Junior Girls.)
b) "Points Rule" – The maximum number of "Logan Thunder" or Premier League graded representative team players that can play in the same team is 3. This does not include Junior Girls players also playing in Youth Girls. This also does not include U12 players in Junior Girls.

6.16) From time to time, Logan Thunder representative players may play in the Wednesday senior women's competition to maintain eligibility for the Logan Thunder junior representative program. This will remain at the discretion of the General Manager.

6.17) If a player plays representative basketball ("rep" hereafter) in U12 or U14, they retain their "representative player" or "Premier League player" status, for the sake of the Junior Club Competition, for the respective Winter Season in which they begin playing rep, and the following Summer Season. If a top age U14 rep player does not play U16 rep the following season, they still retain the "representative player" status for the following Summer Season. If a top age U14 player returns but does not play Premier League, or does not return at all the following year, they do not retain their "Premier League Player" status.

a) Top age players who play in an Under 14 Premier League team during Winter Season must play in Division 1 the following Summer Season, despite not maintaining Premier League player status for the sake of the points rule.

6.18) If a player plays representative basketball ("rep" hereafter) in U16 or U18, they retain their "representative player" or "Premier League player" status, for the sake of the Junior Club Competition, for the respective

Summer Season in which they begin playing rep, and the following Winter Season.

6.19) Players retain the same representative or Premier League player status for the entire two seasons in which they gain the status. This is based on the first half of their representative season, and is not affected by any mid-season division change due to any potential SQJBC Wild Card Challenge games.

6.20) Players from interstate teams or any other unclear situation will be handled case-by-case by the General Manager.

Part 7: Playing Equipment

7.1) The full uniform shall be deemed to include shorts and singlet.

7.2) The uniform of the players must comply with Rule 3, Article 4, Paragraph 4.3 of the Official Basketball Rules with the following additions and/or exemptions.

7.3) The following restrictions apply to Singlets:

a) The singlets worn by the players of each team must be uniform in design and colour.
b) Player numbers can be from 1-99, 0, and 00.
c) Playing in a shirt without a number is not permitted.
d) Taped or hand written numbers are not permitted.
e) Only undershirts of a team colour are permitted. They must be flush against the skin, or “skin tight”.
f) Singlets are required to be tucked into the shorts.

7.4) The following restrictions apply to shorts:

a) Shorts worn by the players of each team must be of the same colour
b) Shorts must not have cuffs, pockets, belt loops or buckles.

7.5) The following restrictions apply to shoes:

a) Only suitable sports shoes with non-marking soles are to be worn on the court.

7.6) Arm or leg garments, including undershirts and undershorts, are permitted, as long as they are made of compression material and are tightly fitted.

7.7) Players who have faded or damaged shirts or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms will be warned by the Game Day Coordinator. The warning will be recorded by the Game Day Coordinator.

7.8) Jewellery must not be worn during the game. In Saturday competitions, players are permitted to tape earring/s provided they tape them prior to the game.

a) Tape is not supplied by LBI for jewellery.
b) Players with any visible jewellery will be asked to remove it before continuing to play.

7.9) Teams are not expected to have a second contrasting set of shirts or singlets. However, in the case of a colour clash in any fixtured game, the following shall apply.

a) Priority on Colours: The second named team on the fixture for each game shall be deemed the away team, and will be required to wear an alternative, non-clashing set of singlets or bibs (no team or club has automatic priority in the case of colour clashes, other than by being listed as the away team for that game).
b) Mutual Agreement: By mutual consent between the teams involved, the home team may instead change their uniform or wear bibs.

7.10) Any breach of the above uniform requirements will incur a 5 point penalty per player per game (up to 20 points total). The head coach of the opposing team must request the penalty points prior to the commencement of the third quarter.

Part 8: Match Administration

8.1) Each team is responsible for providing a capable scorekeeper for each of their games.

a) Division 1 games will run with a 24 second shot clock and require 2 scorers per team. This excludes Thunder 10's and Under 12's.
b) In the case that the team does not have adequate scorers, the game clock will start regardless and 2 points per minute will be given to the opposing team until the team provides adequate scorers. If the first quarter timer expires before the team provides scorers, the game will be forfeited.
c) Each team is responsible for supplying a competent scorer in the following position/s:
    (i) Home team: Game clock and shot clock (only Division 1)
    (ii) Away team: Chairperson (only Division 1) and scoring iPad.

8.2) All players must have their correct full name on the iPad before they take the court. Any player who does not have their full name on the iPad will not be marked as playing in that game. If a player is found playing under a name that is not their own on the scoresheet or iPad, the team will

forfeit the game. If an unregistered player or non-approved fill-in player participates in a game, the game will be forfeited.

a) Players must only be listed on court for a game if they are present and could reasonably take court in the game. Players who are not present by half time cannot be added to the iPad. If players are found to be listed on court for a game without being present, the game will be forfeited.

8.3) Teams are required to be able to take the court at the published time for their match. All pre-match administration, e.g. selecting the present players on the iPad, provision of alternate uniforms, etc should be completed before the published start time for the match or directly after the game prior.

8.4) The match officials will start the match clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the match clock is started.

8.5) A team that is not ready to commence playing when the match clock is started shall be penalised for a “late start” at 2 points to the opposing team per minute late. If the first quarter timer expires the game will be called a forfeit.

8.6) Weekly results of all matches and a ladder showing team positions will be displayed on the website by LBI staff prior to the next round of competition for all junior competitions except for those where finals are not played.

8.7) Ladder points will be allocated for all matches as follows:

a) Win (including by forfeit): 3 Points
b) Loss: 1 Point
c) Draw: 2 Points
d) Loss by Forfeit: -3
e) Bye: 2 points

8.8) The position of teams on the ladder will be determined in order of ladder points, highest to lowest. In the case of a tie of ladder points, the following criteria will be considered:

a) Higher win-loss record between the tied teams
b) Higher game points difference of the games between the tied teams
c) Higher number of game points scored in the games between the tied teams
d) Higher game points difference of all games in the division
e) Higher number of game points scored in all games in the division

8.9) Grading games do not count towards ladder points or any further ladder criteria.

8.10) Clubs must give at least 24 hours' notice of a forfeit. The 24 hours is based on the scheduled start time of the game to be forfeit. Failure to give 24-hour's notice will result in the offending club being charged $50.

a) The first team that contacts LBI Offices will be deemed to have forfeited.

8.11) Clubs may choose to request LBI to investigate a matter relating to a particular game or multiple games (e.g. behaviour of other teams). In this case, the club must pay $50, which may be refunded if reasonable issues are discovered, at the discretion of the General Manager.

Part 9: Game Rules

9.1) Games will be played according to the FIBA rule book unless otherwise specified.

9.2) Game timing rules:

a) U12 Boys, Junior Girls D2 and D3, and U14-U19 Division 2 and below:

   i) 4 x 10 minute quarters, no shot clock and running game clock.
   ii) Fully timed (clock stops): Last 2 minutes of the 4th quarter, only in games with a point difference of less than 20.

b) U14 Boys D1, U16 Boys D1, U19 Boys D1, Junior Girls D1 and Youth Girls D1:

   i) 4 x 10 minute quarters, 24 second shot clock and running game clock.
   ii) Fully timed (clock stops): Last 2 minutes of the 4th quarter, only in games with a point difference of less than 20.

c) Thunder 10's:

   i) 4 x 8 minute quarters, no shot clock and running game clock.
   ii) Fully timed (clock stops): Last 2 minutes of the 4th quarter, only in games with a point difference of less than 20.

9.3) 3 minute warm up.

9.4) Quarter breaks are 1 minute.

9.5) Half time is 2 minutes.

9.6) Tied games during the regular season will result in a draw with no overtime played.

9.7) Tied games during finals will use 3 minutes extra time with 1 time out per period. A 1 minute break between regular time and extra period/s will be taken. The clock will stop for the last two 2 minutes in extra time.

9.8) Where games are running late the Game Day Coordinator or Referee Supervisor may vary these times to ensure that games run to schedule.

9.9) Ball size:

a) Thunder 10's, U12 Boys and Junior Girls D2 and D3: Size 5
b) U14 Boys, Junior Girls D1, and Youth Girls: Size 6
c) U16 and U19 Boys: Size 7

9.10) If a team is short on players, the team may occasionally use 'fill-in' players. For a player to be eligible to fill-in they must be registered for the club in which they are filling in for and meet one of the following criteria:

- Be filling in for the same age group within a higher division.
- Be filling in for an age group higher than their usual team, in any division. However, representative players and players who are in division 1 cannot fill in for the lowest division, if the higher age group has 3 or more divisions...

9.11) Players filling in for their usual age group and a division above their usual team may only fill in 3 times for a team before they must remain in the higher division for the remainder of the season.

9.12) Should players meet the criteria to fill-in, the club must alert LBI before the game begins and make the court controller aware of players being borrowed on the iPad.

9.13) All fill-in players must complete a paper fill-in form or email the LBI Competitions Manager.

9.14) The maximum number of fill-ins that can be used per game is listed below.

a) If a team has six (6) or more players able to play, the team cannot use fill-in players.
b) If a team has 3-5 players able to play, the team may use enough eligible fill-in players to play with six (6) total players.

c) If a team has 1-2 players able to play, the team may use any number of eligible fill-in players, however the game will be a forfeit. A forfeit fee will not be charged in this instance.

9.15) Failure to adhere to rule 9.10, 9.12, 9.13 or 9.14 will result in a forfeit by the offending team and a loss of 3 ladder points.

9.16) If players arrive late to a game which started with fill in players, the fill in players may continue playing the game.

9.17) Players who arrive to a game after half time cannot take court or be marked on the iPad as present to the game.

9.18) In the U12, U14 and Junior Girls divisions, “zone” defence must not be used. A coach or manager within the game may request the Game Day coordinator or Referee Supervisor to enforce this rule. If the team is found to be playing zone defence a warning will be given, followed by a technical foul on the offending team bench (given by the Game Day coordinator or Referee Supervisor).

9.19) The below rules apply to U14 competitions and below:

- Any Administrative technical fouls will NOT result in automatic disqualification. (e.g. flopping, delay of game)
- A behavioural technical foul is a technical foul given for any behavioural reason. (e.g. slamming the ball on the round)
- An abusive technical foul is a technical foul given for any behavioural reason where there is a victim of the behaviour. (e.g. abusing a player or referee)
- If a player is given a behavioural technical foul, they are disqualified from the game.
- If a player is given an abusive technical foul, they are disqualified from the game, and will receive an automatic suspension of one fixtured round.
- If a coach is given either a behavioural or abusive technical foul, they will be disqualified from the game, and receive an automatic suspension of one fixtured round.
- If a player is given a technical foul for an administrative reason and then receives a further unsportsmanlike foul or technical foul, they will be disqualified as per FIBA rules.

9.20) Players will receive an automatic one game suspension if they receive a behavioural technical foul. It is at the discretion of LBI to give a suspension due to being disqualified under any combination of administrative technical fouls or unsportsmanlike fouls.

9.21) If a player receives an abusive technical foul, or if a coach receives either a behavioural or abusive technical foul, which they believe to be unwarranted, the automatic suspension may be appealed through the

club delegate in writing to the LBI Competitions Manager by 5pm Monday following the round.

9.22) Junior coaches under the age of 18 must be accompanied by an adult either on the Score table or as a manager.

Part 10: Game Day Coordinator Powers and Responsibilities

10.1) Each Logan Basketball Game Day Coordinator will be appointed by the General Manager of LBI to oversee the running of fixtures.

10.2) The Game Day Coordinator's powers include:

a) Stopping a fixtured game to remove an unregistered player;
b) Requesting that a person leave the stadium
c) Anything else that is necessary to the smooth operation of fixtures

10.3) The Game Day Coordinator's responsibilities include:

a) Collecting all scoresheets and paperwork from the LBI Office prior to fixtures.
b) Ensuring that only registered players take the court.
c) Attending to and recording all injuries.
d) All other duties that ensure the smooth operation of fixtures.

Part 11: Injury

11.1) All injuries must be reported to the Game Day Coordinator and recorded.

Part 12: Heat Policy

12.1) Exercise in the heat creates competitive demands on the cardiovascular system, which is required to increase blood supply to the exercising muscles. At the same time, it must regulate the body temperature by increasing skin blood flow in order to produce the sweat that keeps the body cool. High intensity exercise in a hot environment, with the associated fluid loss and elevation of the body temperature, can lead to dehydration, heat exhaustion and eventually heat stroke.

12.2) In Queensland the level of humidity we experience is generally much higher than it is in most other states. High humidity combined with high summer temperatures and intense physical activity can lead to heat exhaustion very quickly unless managed correctly. In addition, high humidity can also result in condensation and excess perspiration on the courts which can present a hazard for Players. Officials, Coaches and Managers must ensure that the courts are kept dry for play to continue.

12.3) Sports Medicine Australia recommends participants drink 500mls before activity, 200mls every 20 minutes during activity and more than that if they are thirsty during or after activity. (At least 500mls).

12.4) On the day of the event, the Court Controller can cancel/postpone or take all reasonable steps necessary to address heat issues to ensure player safety. This decision should be made in consultation with the General Manager or Competitions Manager.

Guidelines: See Basketball Queensland Heat Policy.

12.5) Refer to the portable thermometer to determine court conditions.

12.6) Ice can be obtained from the café or sports medic room.

12.7) Ensure that the overhead fans are on and in extreme conditions (over 35 degrees) the courtside fire exit doors must also be open along with the main venue front doors and Rockwall roller door.

12.8) It is a workplace health and safety requirement that the fire doors remain closed, however under certain conditions, permission to open the fire doors may be given by the General Manager.

12.9) Where temperatures reach over 35 degrees (internal temperature), the Court Controller and Referees Supervisor should introduce additional time outs to ensure players are fully hydrated and game times should be reduced.

12.10) For any additional “referees” timeouts, the clock shall stop for the duration of the break.

12.11) Games should be abandoned when the temperature reaches over 38 degrees (internal temperature).

Part 13: Game Postponement and Cancellation

13.1) If fewer than 4 games are abandoned due to reasons outside of Logan Basketball’s control (e.g. player injury which cannot be moved immediately; weather events), the games will be considered postponed. Logan Basketball will take reasonable efforts to reschedule games, liaising with involved teams. If teams cannot come to a reasonable agreement, the final rescheduled time of the game will be at the discretion of Logan Basketball. If the game cannot be rescheduled (e.g. lack of court availability or proximity to final rounds), the games will be considered cancelled (see 13.3).

13.2) If 4 or more games are abandoned due to reasons outside of Logan Basketball’s control (e.g. player injury which cannot be moved

immediately; weather events), the games will be considered cancelled (see 13.3).

13.3) The final result of a cancelled game is determined using the following criteria:

a) If the game is abandoned with one quarter or less having been played, the game will be considered a draw, with a score of 20-20.
b) If the game is abandoned with more than one quarter, and up to two quarters having been played, the score will stand if one team is leading by a minimum of 20 points, else the game will be considered a draw, with a score of 20-20.
c) If the game is abandoned with more than two quarters, and up to three quarters having been played, the score will stand if one team is leading by a minimum of 12 points, else the game will be considered a draw, with a score of 20-20.
d) If the game is abandoned during the fourth quarter, the score will stand if one team is leading by a minimum of 8 points, else the game will be considered a draw, with a score of 20-20.

Part 14: Alterations to These Rules

14.1) These rules may be amended by LBI in consultation with the LBI Management committee and affiliated clubs from time to time.