



CPL Rules and Regulations V1-28

Date of Revision: 12/01/2026

Email: cpl@canberraplayersleague.com

TABLE OF CONTENTS

RULE 1 - PURPOSE	4
RULE 2 - ORGANISATIONAL STRUCTURE	4
RULE 3 - TEAM / PLAYER ELIGIBILITY	4
RULE 4 - FILL-INS	6
RULE 5 - UNIFORMS	7
RULE 6 - GAME REGULATIONS	8
RULE 7 - DUTY RESPONSIBILITY	10
RULE 8 - FOULS	11
RULE 9 - SUSPENSIONS	12
RULE 10 - FORFEITS AND DEFAULTS	14
RULE 11 - COMPETITION POINTS, STANDINGS AND FINALS	14
RULE 12 - FEES	17
RULE 13 - AWARDS AND STATISTICS	17
RULE 14 - SEASON'S END	18
ATTACHMENT A - COURT MANAGER RESPONSIBILITIES	19
ATTACHMENT B - CODE OF CONDUCT	22
ATTACHMENT C - GLOSSARY OF TERMS	23
<u>ATTACHMENT D - PLAYER ELIGIBILITY QUICK REFERENCE</u>	238

Version History

Version	Date	Author	Description
1.1-1.6	Various	CPL	Creation and amendments
1.7	1/04/2012	Steven Favell	Minor rule changes and amendments
1.8	21/03/2013	Steven Favell	2013-2014 Review and Updates
1.9	6/05/2013	Steven Favell	Post AGM reviews (Fill-in rule changes, Financial Penalties for forfeits introduced)
1.10	29/05/2013	Steven Favell	Introduction of 'Draws' and Overtime changes
1.11	5/09/2013	Steven Favell	Breaches of player eligibility rules now listed under penalties for 'default'
1.12	11/11/2013	Steven Favell	Clarification to the determination of Team Standings
1.13	27/11/2013	Steven Favell	Mid-season updates and corrections (Timeouts, Fill-ins)
1.14	12/03/2014	Matt Deady	Update of Elite Classification
1.15	12/03/2014	Steven Favell	Addition of Court Manager Role / Minor Adjustments
1.16	13/03/2014	Damien Burns	Updates to player restrictions
1.17	3/06/2014	Steven Favell	Minor wording changes to Foul and EoS awards

1.18	10/03/2016	Matt Deady	Rule changes and adjustments
1.19	17/02/2017	Loz Goodchild	Rule updates and adjustments
1.20	18/04/2017	Al Burnett / Matt Deady	Rule updates and adjustments
1.21	4/04/2018	Al Burnett / Loz Goodchild / Shane Turner	Rule updates and adjustments Additional entries to glossary
1.22	3/04/2019	Shane Turner	Update to Game Regulations Update to player eligibility/classifications Update to fees/payments
1.23	18/03/2020	Shane Turner	Rule updates and adjustments
1.24	16/12/2020	Matt Deady	Rule updates and adjustments Update to player eligibility/classifications
1.25	17/12/2020	Matt Deady	Update to Divisional structure
1.26	07/02/2022	Matt Deady	Update to Fill In eligibility Include 'No result' game outcome Quick table for player eligibility/classifications General corrections and clarifications
1.27	14/02/2023	Matt Deady	Update to Fill in eligibility (Div 4) Update to Duty Strike Systems General Corrections and Clarification
1.28	12/01/2026	Grace Cotton	Minor grammar updates to jump ball placement. Technical and unsportsmanlike foul description expanded. Referee change of call description added Overtime in finals added.

RULE 1 - Purpose

The Canberra Player's League (CPL) is designed to promote the sport of basketball in the community. The CPL Mission Statement is:

"To create an environment, through organised community basketball, that develops character by placing importance on fairness, discipline, teamwork and other virtues."

It is the CPL's aim that each person involved with the program; including spectators, players, coaches, officials and all others, are aware of the principles promoted in the CPL and as reflected in this document (such as sportsmanship).

RULE 2 - Organisational Structure

Section 1

The CPL will be organised and managed by the [CPL Committee](#).

Section 2

The official rulebook of the CPL is [FIBA Rules](#) with the additions, amendments and exceptions outlined in this document. For particular circumstances, the [CPL Committee](#) will decide on matters and advise team captains and individual players accordingly.

Section 3

For items that are not covered by this rulebook and are outside the immediate domain of basketball, guidance will be through [Common Law and Corporations Law](#) as applicable within Australia.

Section 4

The CPL may at times assign authority to individuals within the CPL to assist with the running of the league. This will include but not be limited to:

- CPL training clinics
- CPL representative teams at tournaments
- [Court Managers](#)

RULE 3 - Team / Player Eligibility

Section 1

The CPL is a men's basketball league and is by invitation only. Any player/s and team/s that participate thereby through their participation agree to abide by the rules and regulations outlined in this document and instructions issued by the [CPL Committee](#).

The CPL reserves the right to refuse inclusion of any player or team. Full disclosure is required in player and team registration. A player or team may also lose eligibility based on our acceptance criteria for each new season.

Exclusion can also be for a given game, or number of games, or period of time, e.g. suspension or [Unfinancial](#) status.

Section 2

There is no age requirement to be registered as a player for the CPL. In accordance with state laws any participants under the age of 18 must have written permission from their parent(s) or guardian(s) before they are allowed to play or participate in CPL sanctioned activities. This should be submitted with the team nominations prior to the season. Participants must be physically and medically fit to participate in sporting activities with no pre-existing medical conditions/issues. Full disclosure is required in player and team registration.

Under age fill-ins must not be under 16 years of age and require a parent(s) or guardian(s) to provide consent onsite to the referee to play.

Section 3

Teams must complete a designated CPL Team Nomination Form. Each player that participates in the game must have read the CPL Rules and Regulations as specified. This includes all agreements within the CPL Team Nomination Form. It is the Team Captain's responsibility to ensure this happens.

Section 4

When submitting a CPL Team Nomination Form, the nominated team must have a minimum of seven (7) players. Fielding more than 10 players or fewer than four (4) players in a single game will result in immediate forfeit of that game, as per [RULE 10 - Forfeits and Defaults](#).

Section 5

A player in the CPL may only be [Registered](#) for one CPL team at a time during a season. A player is considered Registered for a team upon playing their first game for that team. A player is able to be released by a team to join another team, however upon doing so, that player is no longer eligible to return to that team during the season. If a player is released and joins another team, their game count for the season is reset to zero. To release a player, the team that the player is registered with must email the CPL at least 24 hours prior to the next round of games.

Section 6

To keep teams competitive and balanced, limits are applied to the number of high-level players a team may field.

- **CPL Division 1** teams are permitted to have a maximum of one (1) [Tier 1 Player](#) on their roster.
- **CPL Division 2** teams are permitted to have a maximum of one (1) [Tier 2 Player](#) on their roster. CPL Division 2 teams are not permitted to have any [Tier 1 or Tier 3 Players](#) on their rosters.
- **CPL Division 3** teams are not permitted to have any [Tier 1, Tier 2, Tier 3, or Tier 4 Players](#) on their rosters. [Tier 1, Tier 2, and Tier 3 Players](#) are not eligible to play in CPL Division 3 for a period of 24 months from their last high-level game.
- **CPL Division 4** teams are not permitted to have any [Tier 1, Tier 2, Tier 3, or Tier 4 Players](#) on their rosters. [Tier 1, Tier 2, and Tier 3 Players](#) are not eligible to play in CPL Division 4 for a period of 24 months from their last high-level game. CPL Division 4 teams are permitted to have a maximum of two (2) [Tier 5 Players](#) on their roster. The CPL reserves the right to reject any application for a player or team deemed by the [CPL Committee](#) as being too skilled for the Division 4 level of competition (see [Stacking](#)).

Refer to Attachment D for a simple reference guide to player eligibility.

Section 7

The CPL does not condone participation of any player with an existing injury.

The CPL accepts no responsibility for any injury, illness, loss or damage sustained as a result of any player who chooses to play whilst ill or injured. The CPL is in no position to offer medical advice or approval to an injured player to continue playing whilst injured.

Section 8

Special consideration will be given under particular circumstances at the discretion of the [CPL Committee](#). Situations including (but not limited to) any player changing teams and changes to a [Registered](#) Player's status regarding [Tier 1 and Tier 2](#) where it may conflict with the Rules and Regulations – must be addressed with the [CPL Committee](#) and approved minimum 24 hours prior to your game tipping off.

Section 9

[Registered](#) players must complete a minimum amount of their team's regular season games in their respective division to qualify to play in the playoffs and finals. Players that attend games and are marked as "In attendance" on the score sheet will have those games included in the games played tally. The minimum number required is 40 per cent of team's games, rounded up when not a whole number. When an uneven number of games has been played across the division, the number of games by that player's specific team is used for determining qualification.

Example:

- Team A plays 30 games. 40% of 30 is 12 games to qualify for playoffs and finals.
- Team B plays 29 games. 40% of 29 is 11.6, which rounds up to 12 games to qualify.
- Team C plays 31 games. 40% of 31 is 12.4, which round up to 13 games to qualify

RULE 4 - Fill-ins

Section 1(a) – CPL Division 1

A CPL Division 1 team can have a maximum of two (2) [Registered](#) CPL Division 2, 3, or 4 player's fill-in in for a game up to a total of six (6) active players. A CPL Division 1 team with six (6) active players may not use a [Registered](#) CPL Division 2, 3, or 4 player to [Fill-In](#) for that game. Where a CPL Division 1 team utilises [Registered](#) CPL Division 2, 3, or 4 players to increase their active roster to six (6) players and a CPL Division 1 player arrives, the CPL Division 2, 3, or 4 player must immediately cease playing in the game.

Section 1(b) – CPL Division 2

A CPL Division 2 team can have a maximum of two (2) [Registered](#) CPL Division 3 or 4 player's [Fill-In](#) in for a game up to a total of six (6) active players. A CPL Division 2 team with six (6) active players may not use a [Registered](#) CPL Division 3 or 4 player to [Fill-In](#) for that game. Where a CPL Division 2 team utilises [Registered](#) CPL Division 3 or 4 players to increase their active roster to six (6) players and a CPL Division 2 player arrives, the CPL Division 3 or 4 player must immediately cease playing in the game.

Section 1(c) – CPL Division 3

A CPL Division 3 team can have a maximum of two (2) [Registered](#) CPL Division 4 player's [Fill-In](#) in for a game up to a total of six (6) active players. A CPL Division 3 team with six (6) active players may not use a [Registered](#) CPL Division 4 player to [Fill-In](#) for that game. Where a CPL Division 3 team utilises [Registered](#) CPL Division 4 players to increase their active roster to six (6) players and a CPL Division 3 player arrives, the CPL Division 4 player must immediately cease playing in the game.

Section 1(d) – CPL Division 4

A CPL Division 4 team can have a maximum of one (1) [Registered](#) CPL Division 3 player's [Fill-In](#) in for a game up to a total of six (6) active players provided that the [Registered](#) CPL Division 3 player has not played for another team. A CPL Division 4 team with six (6) active players may not use a [Registered](#) CPL Division 3 player to [Fill-In](#) for that game. Where a CPL Division 4 team utilises [Registered](#) CPL Division 3 player to increase their active roster to six (6) players and a CPL Division 4 player arrives, the CPL Division 3 player must immediately cease playing in the game.

Section 1(e) – Maximum number of games for Fill Ins

A [Registered](#) CPL player can only play a maximum of 10 regular season games for any team in a higher CPL Division. After 10 games, the player must advise whether they will remain with the team they were originally registered with for that season, or transfer to the team in the higher CPL Division.

Section 1(f) – Transfer of Fill Ins

Once a [Registered](#) CPL player has [Filled-In](#) for a team in a higher CPL Division, that player may not [Fill-In](#) for any other higher CPL Division team for the remainder of the season without written approval from both higher CPL Division team captains, and the [CPL Committee](#). Any breaches of this section are considered a default by the offending team as per [RULE 10 - Forfeits and Defaults](#).

Section 2

No Registered CPL Division 1 player is permitted to [Fill-In](#) for a CPL Division 2, 3 or 4 team. Any breaches of this section are considered a default by the offending team.

No Registered CPL Division 1 or 2 player is permitted to [Fill-In](#) for a CPL Division 3 or 4 team. Any breaches of this section are considered a default by the offending team.

No Registered CPL Division 1 or 2 player is permitted to [Fill-In](#) for a CPL Division 4 team. Any breaches of this section are considered a default by the offending team.

Section 3

[Stacking](#) is not allowed in the CPL. This is to keep the teams balanced and competitive for all divisions. Please refer to the CPL's definitions as to who is deemed to be a [Tier 1 to 5 Player](#).

Section 4

Only Registered Players are permitted to play during Lottery Week games (if applicable). This is to ensure that teams aren't [Stacking](#) in an attempt to win the game and gain bonus points.

If a team is unable to field five (5) Registered players for a Lottery Week game (if applicable), they may request an exemption to this rule by contacting the [CPL Committee](#) via email at least 48 hours prior to the game.

Section 5

Under no circumstances can any CPL team use a [Tier 1 Player](#) as a [Fill-In](#). Any breaches of this section are considered a forfeit by the offending team, as per [RULE 10 - Forfeits and Defaults](#).

Section 6

Where a player is injured or unable to take part in the game, attendance on their teams' bench will count toward a player's qualifying games. This rule is designed to reward players who are committed to the CPL and their team. "In attendance" players must report to the duty bench to ensure this is marked on the score sheet. This needs to be completed before the game has commenced. Players will not be given "in attendance" if it has not been marked on the scoresheet after the game has finished. Scheduled byes, including [Court Manager](#) duties, do not count towards a player's qualifying game total.

Note: This rule is only available to your teams Registered Players and not [Fill-Ins](#).

RULE 5 - Uniforms

Section 1

Members of the same team shall not wear identical numbers.

Section 2

Pockets are not allowed in the shorts. This can cause injury to the player and others.

Section 3

If two teams have very similar colours and this makes it hard to officiate the game, the team with less tenure in the league will wear a different [Uniform](#) or reversible side of their [Uniform](#) if available. It is each individual team's responsibility to arrange alternate [Uniforms](#) before turning up to the game. For example, two teams wearing any combination of dark blue, navy blue or black is not acceptable.

Section 4

The referee shall not permit any player to wear equipment which in his or her judgement presents a danger to other players or oneself, e.g. elbow, hand, finger, wrist, or forearm guard.

Earrings are considered a risk and too dangerous therefore must be removed or taped over. No necklace/s will be worn by any participating player during the game.

Section 5

Teams fielding a player not in matching [Uniform](#) (jersey only, not shorts) from round 10 onwards will be fined 10 game points per player. Therefore, if you have two players not in [Uniform](#), the opposing team will start the game with 20 points. This includes but not limited to:

- No numbers on the front and/or back of the jersey.
- Jersey being worn inside out as '00'.
- Not an matching jersey to the rest of the team.

A jersey style that has been used as an inspiration for the design, such as a similar style professional basketball league jersey, can be considered to be matching for the purposes of this section in one off circumstances, but should not be used as an ongoing substitute for the team having matching jerseys.

Section 6

Pending availability, the CPL keeps on hand several sets of spare matching jerseys. These are available for games where there are clashes between the two teams' uniforms. The team with the least tenure in the league will be required to wear the spare jerseys in instances of uniform clashes. For new teams to the CPL, you must be able to provide an alternative uniform (e.g. home and away), to avoid clashes with existing teams.

Teams using the spare CPL jerseys will be required to sign the jerseys out, agreeing to return all borrowed jerseys clean and ready to use by the first game of the next round of games. Failure to return all borrowed jerseys will incur a \$50 fee and one (1) competition point for each missing jersey.

Teams using the spare CPL jerseys in instances outside of uniform clashes (as advised to do so by the [CPL Committee](#)) for three (3) consecutive games will incur a \$50 fee for every use thereafter. I.e. if a team requests to use the spare CPL jerseys for four consecutive games or more, a \$50 fee is required to be paid prior to the commencement of the fourth game and every consecutive game thereafter.

RULE 6 - Game Regulations

Section 1

Playing time for all Divisions shall be four (4) 10-minute quarters with a full running clock, except for the last 24 seconds of quarters one (1), two (2), and three (3) and the last two (2) minutes of regulation (within 20 points); where the time is stopped for every stoppage in play and made basket. The clock is stopped for all timeouts. In between each quarter, a one (1) minute intermission is allowed. At the end of the second quarter and before the start of the third [half time] a two (2) minute intermission is allowed.

Section 2

Possession Arrow and Jump Balls. There are no possession arrows in the CPL. The start of the game will be determined via jump ball at the middle of the court. Any held ball situations or interruptions on play (ball stuck on ring) will be decided via jump ball in the middle of the court.

Ball possession at the start of the second quarter is given to the team listed as 'Team A' on the score sheet. The start of the third quarter is decided once again via jump ball in the middle of the court. At the beginning of the fourth quarter, the ball starts with the team listed as 'Team B'.

Section 3

Each team is entitled to two (2) timeouts per half. Timeouts can only be carried forward for each half. For example, if a team has not used their timeout in the first quarter they can use both in the second quarter, but they cannot carry forward any unused timeouts in the second half (third or fourth quarter).

Each timeout will be 60 seconds duration each during Regulation. The clock is stopped for timeouts.

Section 4

A timeout can be called on live ball situations at any given time during the game by the offensive team only, and only by the person with possession of the ball. This must be signaled to the referee.

All other timeouts must be called through the table officials and can be granted on dead ball situations or where there is a stoppage in play. A timeout in a dead ball situation can be called by either team if they are entitled to a timeout.

Section 5

If the difference in team scores is 20 points or more there will be a full running clock (no stop-clock) for the final two (2) minutes of the fourth quarter.

Section 6

An official's timeout can be called by the referee/s or [Court Manager](#) at any time during the course of the game. This can be used to sort out any technical matter or to assist in player safety, e.g. assisting an injured player off the court.

The clock will be stopped for an official's timeout. There is no limit on the number of official's timeouts or their duration. This will depend on the circumstances being dealt with. This may include an amount of time to sort out a disqualification.

Section 7

Any tactics to delay the game or waste time to get advantage will be dealt with by the referee/s or [Court Manager](#) on a case by case basis. This may include a technical foul, or disqualifying foul. This action is not considered good sportsmanship.

Section 8

All Personal and Team fouls are carried over from the fourth quarter to the [Overtime/s](#).

Section 9

[Overtime](#) will be of three (3) minutes duration, with full running clock until the final minute. The last minute is fully-timed.

There are no timeouts permitted in [Overtime](#) during the regular season. For playoffs and Finals, the CPL will allow each team one (1) timeout per Overtime. The clock is stopped for timeouts.

An official (including but not limited to a referee, [Court Manager](#), or a [CPL Committee Member](#)) should inform each team of the timing regulation and number of timeouts permitted for the upcoming [Overtime](#) period prior to the players taking the court.

In the event of a team requesting a timeout during a stoppage in play (including after a made basket) during an [Overtime](#) period of a regular season game, the timeout shall not be granted by the officials. In the event of a timeout mistakenly being granted, the officials should call all players back to court immediately. This occurrence should be considered an official's error, and no technical foul shall be issued to the requesting team. Play shall be resumed from the location of the stoppage of play.

If a player requests a timeout whilst the ball is in play as permitted under [RULE 6 Section 4](#), the official should ignore the request. In the event of a timeout mistakenly being granted, the officials should consider this to be a delay of game penalty, and a technical foul should be awarded to the player that requested the timeout.

RULE 7 - Duty Responsibility

Section 1

At least five (5) minutes before the scheduled starting time each team shall supply or confirm with the table officials:

- Full name and number of each team member who may participate, and
- Any changes to the registered Team Captain for the game. The Team Captain is the person called to represent the team if a dispute or area of concern needs to be discussed.
- Players that need to be recorded as "In Attendance".

Teams that have not filled in their respective scoresheets correctly will be issued a duty strike.

Section 2

[Duty](#) teams must be prepared to provide a minimum of four (4) representatives for every game they are rostered to manage. If the CPL requires a referee from the [Duty](#) team, the [Duty](#) team must ensure a minimum of three (3) on the duty bench at the commencement of the game. Failure to provide adequate numbers, or to perform the [Duty](#) to a satisfactory level, will incur a penalty either monetary and/or competition points. This will be determined at the discretion of the [CPL Committee](#).

Section 3

[Duty](#) teams are required to accurately complete scoresheets and stat sheets for both teams, as well as competently operate both the scoreboard and shot clock. Failure to accurately complete the scoresheet may result in additional penalties being applied to the responsible duty team at the discretion of the [CPL Committee](#).

Section 4

To ensure [Duty](#) requirements meet the high standard the CPL requires, [Duty](#) teams must meet the following requirements:

- Accurately completed scoresheets and stats, and competent operation of the scoreboard and shot clock, as per [RULE 7 Section 3](#) (Poor [Duty](#)).
- The required minimum [Duty](#) representation for the entirety of the game, as per [RULE 7 Section 2](#) (Short [Duty](#)).

To maintain these standards, penalties will be as follows to teams that fail to abide by these [Duty](#) responsibilities:

Offence	Duty strike
1st	Strike
2nd	Strike
3rd	1 competition point
4th	2 competition points
5th	3 competition points
6th +	3 points + monetary fine

Noting the tantamount importance of the scoresheet being accurate and the impact even one win or loss can have on final standings, at the discretion of the [CPL Committee](#), an immediate loss of competition point/s may be penalised for particularly erroneous score sheets. In instances where there are points against the wrong team, missed baskets, etc., the Committee will make this judgement call alongside consultations with the teams, referees, and the duty bench.

RULE 8 - Fouls

Section 1

Outlined below are the different types of fouls recognised in the CPL:

- Technical Fouls (TF) - these count as personal fouls.
 - A player can receive a maximum of two (2) technical fouls in a game before being disqualified from the game. That player is not permitted to participate in the rest of the game and must leave the stadium upon receipt of the second technical foul. However, further technical fouls may be given at the conclusion of the 2nd technical foul which will not count towards the players' eligibility to play the game but will be counted towards the suspension time given.
 - A player who is no longer able to participate in the game (five (5) personal fouls) can still be given a bench technical foul. A player that receives two (2) technical fouls, two (2) unsportsmanlike fouls, or a combination of one (1) technical and/or one (1) unsportsmanlike, and/or a bench technical foul is automatically subject to review for further action. A player shall also be disqualified for the remainder of the game when they are charged with one (1) technical and one (1) unsportsmanlike foul and must leave the stadium when they receive the second foul type (unless the UF is as described below).
 - Referees are able to provide players with technical fouls after the game has concluded. This will be marked on the games score sheet as normal and no free throws will be awarded. The committee will review any after-game technical fouls given and assess whether a penalty or suspension is necessary. Repeat after game offences will result in a review and a suspension provided. A technical foul does not need to be administered after the game for a suspension to be provided.

- Unsportsmanlike Fouls (UF) – refer the [FIBA Rules](#). If a player receives two (2) UFs for fast break infringements and the UFs have not been a result of malicious intent, the player does not need to leave the stadium however, will have to sit out for the remainder of the game. A suspension may not apply but is up to the discretion of the committee. If the player receives one (1) technical foul and one (1) UF as a result of a fast break infringement and has not been a result of malicious intent, it is at the referees discretion as to whether the player is to leave the premises on the second foul type. The committee will seek a statement from the referee about the calls and make a decision as to whether a suspension is needed.
- Disqualification Foul (DF) – refer the [FIBA Rules](#).
- Bench Technical Fouls – All Bench Technical Fouls will be recorded against the specific player in question. If no player is specified, e.g. six (6) players on the court, then the Technical Foul will be recorded against the Team Captain. Any team that has three (3) Bench Technical Fouls recorded will forfeit the game. Again, automatically subject to review. Any team that accumulates more than 10 bench technical fouls in a season will forfeit one (1) competition point per technical foul thereafter.

Section 2

Substitutes, excluded players or team followers who leave the team bench area during a fight, or during any situation that may lead to a fight (clearing the bench), shall be assessed a disqualification foul and ejected from the game and stadium.

RULE 9 - Suspensions

Section 1

If a player receives five (5) Unsportsmanlike Fouls during the season and playoffs, the following will apply:

- ART 1: 5th unsportsmanlike foul = one (1) game suspension
- ART 2: 6th unsportsmanlike foul = two (2) game suspension
- ART 3: 7th unsportsmanlike foul = three (3) game suspension
- ART 4: 8th unsportsmanlike foul = suspension for the remainder of the season

Section 2

If a player receives five (5) Technical Fouls during the season and playoffs, the following will apply:

- ART 1: 5th technical foul = one (1) game suspension
- ART 2: 6th technical foul = two (2) game suspension
- ART 3: 7th technical foul = three (3) game suspension
- ART 4: 8th technical foul = suspension for the remainder of the season

A disqualifying foul (DF) will be considered as two (2) technical fouls for the purpose of tallying technical fouls committed in a season by a player and their team.

Section 3

If a player accumulates a total or combination of two (2) UFs/TFs, or one (1) UF and one (1) TF in two (2) consecutive games, an automatic suspension of one (1) game will be incurred.

This suspension will be applied in addition to any suspension incurred under Section 1, Section 2 and Section 4.

Section 4

If a player is disqualified (DF) from a game due to either an accumulation or combination of two (2) UFs/TFs, or one (1) UF and one (1) TF, or one (1) DF, an automatic suspension of one (1) game will be incurred.

This suspension will be applied in addition to any suspension incurred under Section 1, Section 2, and Section 3.

Example:

A player receives one (1) Unsportsmanlike and two (2) Technical Fouls and is ejected from a game. These fouls are his 5th Unsportsmanlike Foul and 5th and 6th Technical Foul for the season. This player will be assessed:

- One (1) Game suspension for disqualification from game (Section 3)
- One (1) Game suspension for the accumulation of five Unsportsmanlike Fouls (Section 1: ART 1)
- Three (3) Games suspension for the accumulation of 5th and 6th Technical Fouls (Section 2: ART 1 and 2)

Section 5

Any player who receives a TF or DF foul in the CPL's designated All-Star games will receive an automatic suspension of three (3) games.

Section 6

Any player who receives a TF or DF foul while representing the CPL in a tournament or other official event will receive an automatic suspension of one (1) game.

Section 7

Any imposed suspension will be applied as games available to be played, not including team byes or finals where the team in question does not qualify. Any imposed suspension still left to be served at the conclusion of the CPL season will be carried forward to the following CPL season.

Section 8

The CPL recognises and enforces penalties handed down against individual players, teams or clubs by all other organising bodies, basketball associations, leagues and competitions which are affiliated to the CPL. All penalties will be enforced at the commencement of the next available CPL game for individual players, teams or clubs. The CPL expects that players will inform the [CPL Committee](#) of impending suspensions from affiliated leagues immediately, without relying on formal notification to be provided.

Section 9

In the event of any suspensions the [CPL Committee](#) may also impose additional suspensions where it deems appropriate. The [CPL Committee](#) will specify the relevant conditions, e.g. a player may be allowed to attend and watch a game however the "in attendance" rule does not apply.

Section 10

A player shall not use unsportsmanlike tactics such as:

- ART 1: Disrespectfully addressing or contacting or gesturing an official;
- ART 2: Using profanity to players, officials and spectators;
- ART 3: Baiting an opponent or obstructing his or her vision by waving hands near his or her eyes;
- ART 4: Climbing on a team-mate to secure greater height to handle the ball;
- ART 5: Knowingly attempting a free throw, to which the player was not entitled to, switching players. This is only allowed where the player through injury is unable to take the shots. If the injured player has a substitute, he/she will take the free throws. If there are no substitutes available, the Team Captain must nominate who will take the free throws; and
- ART 6: Shouting or clapping as to distract a player during his/her act of shooting.
- ART 7: The referee will give the player a warning where applicable before calling a technical foul.

At the referee's discretion they may assign technical fouls, unsportsmanlike fouls, or disqualifications without prior warning where they feel the infringement is of a severity warranting immediate penalty.

Section 11

If a team accumulates eight (8) or more technical fouls in a season their nomination for the subsequent season will incur 100 demerit points.

Section 12

If an individual player accumulates six (6) or more technical fouls in a season, they will be placed on a 10 game probation for the following season. Should the player be awarded another technical foul within their probationary period, they will be disqualified for the remainder of the season (or face a disciplinary committee).

Section 13

The [CPL Committee](#) has a zero tolerance policy regarding unsportsmanlike behaviour and may initiate an investigation after a game has concluded, where an incident of a severity warranting penalty is reported to the [CPL Committee](#). This can be through information provided via a match report from the referees, a [CPL Committee](#) member present at the time, or the [Court Manager](#). All reports will be managed in accordance with the [CPL Basketball Disciplinary Tribunals By-Laws](#).

Section 14

If an unsportsmanlike call and/or a technical foul is given during a game and the referee upon reflection concludes that they made a wrong call, the referee is able to after the game advise the referee manager or committee member of their mistake and have the unsportsmanlike and/or technical foul removed from the players record - which could result in no suspension being provided. It is up to a referees discretion during a game to change a call based on what they saw e.g., called it out off black but white says its off them, a referee is able to take their statement into consideration and change their call. However, a referee does not have to change any call based on players comments or statements and a player's refusal to acknowledge this may result in a technical foul being given.

RULE 10 – Forfeits, Defaults and No Results

Section 1

A team is considered at default when one of the following conditions is met:

- they have less than two (2) active players on the court. A team must start the game with at least four (4), and the game cannot continue if the team has fewer than two (2) active players on the court; or,
- a team plays a disqualified player or player that results in a breach of [RULE 3 - Team / Player Eligibility](#), regarding player eligibility.

Section 2

A default is equivalent to a loss with the opposition recorded as the winner, regardless of the game result. One (1) competition point is awarded to the offending team.

Section 3

A forfeit will be deemed to occur when one of the following conditions is met:

- a team is considered [Unfinancial](#) (a team that takes the court while behind in their payments according to the fee schedule provided in their registration information will forfeit their games until their fees are up to date);
- a team is unable to have four (4) active players on the court at the start of the game, and by the time the first quarter ends;
- the bench is assessed three (3) technical fouls; or,
- other circumstances as determined by the [CPL Committee](#).

Section 4

The forfeiting team is awarded zero (0) competition points and the opposition is recorded as the winner, regardless of the game result.

Section 5

A forfeit involving a team that is unable to have four (4) active players on the court at the start of the game (and by the time the first quarter ends) may incur a \$100 fee. This fee will be used to reimburse the opposing team for the loss of a game.

Section 6

In instances where a game is forfeit, all [Registered](#) Players on the winning team will be considered to have been “in attendance” for the purposes of qualifying games.

Section 7

In circumstances where a game is unable to be played for any unforeseen or unavoidable reason, and is unable to be rescheduled within a reasonable time frame, a game may be declared No Result by the CPL Committee.

A No Result game does not count towards finals qualification, statistics, or competition points for either team. Where game/s with an outcome of No Result cause an uneven number of games played within a division at the end of the regular season, the competition points ratio will determine the final standings order.

RULE 11 - Competition Points, Standings, Playoffs and Finals

Section 1

Competition Points. Teams will be awarded competition points based on the following:

- three (3) points for each game won;
- two (2) points for each game drawn
- one (1) point for each game lost;
- one (1) point for a game lost by default; and
- zero (0) points for forfeits

Section 2

Other competition points may be assessed for the following:

- additional one (1) competition point for Division 3 winning teams during CPL designated Lottery weeks (if applicable)
- minus 10 competition point for failure to provide a [Court Manager](#)
- minus one (-1) or more competition point/s for failure to provide adequate numbers or providing subpar [Duty](#) performance, as per [RULE 7: Sections 3 and 4](#)
- minus three (-3) competition points for failure to provide a representative at the CPL AGM
- minus one (-1) or more competition point/s for [Detrimental Conduct](#)

Section 3

At the end of the regular season, team standings will be determined by the number of competition points awarded throughout the season.

There may be occasions outside of the CPL's control in which teams at the end of the season have not played the same number of games, including when No Result games are declared.. When all teams within a Division have not played the same number of games, a formula will be applied to determine the teams standing. The formula is as follows:

$$\left(\frac{\text{Number of Competition Points Earned}}{\text{Number of Games Played}} \right) = \text{Points Ratio}$$

Example:

An uneven number of games has been played due to unforeseen circumstances. Teams A, B and C have finished on the following competition standings:

	Played	Won	Draw	Lost	Points
Team A	12	9	2	1	32
Team B	10	9	1	0	29
Team C	11	7	0	4	25

Team A has 32 points in 12 games, giving a Points Ratio of 2.67.

Team B has 29 points in 10 games, giving a Points Ratio of 2.90.

Team C has 25 points in 11 games, giving a Points Ratio of 2.27.

The final standings amongst these three teams would be as follows:

	Played	Won	Draw	Lost	Points Ratio
Team B	10	9	1	0	2.90
Team A	12	9	2	1	2.67
Team C	11	7	0	4	2.27

If teams are equal on competition points (or Season Score, where used), their ranking will be based on the following factors (in order):

- team that won the series between those teams (calculated by the number of competition points awarded in games between the teams);
- number of Technical Fouls;
- how they split the season series with the next team above them on the ladder; and
- if this is still a tie, then it will go to the next team above them, and so on and so forth. If the teams tied are on the top of the ladder and/or the tied teams have an identical season split with all teams above them to the top of the ladder, then the season split with the first team below them and so on and so forth.

The above will continue to apply in instances where more than two teams are equal on competition points. Example to follow. Where there are ties for multiple positions, i.e. 1st/2nd, 4th/5th/6th, where possible, rankings will be determined from top to bottom. I.e. the 1st/2nd tie will be evaluated before the 4th/5th/6th tie.

Example:

If four teams (A, B, C, D) are tied on competition points for third (fourth, fifth and six) at the end of the season, rankings will be determined by the total number of competition points awarded in games involving the four tied teams (24 games)

A vs B – 4 games A

vs C – 4 games A

vs D – 4 games B

vs C – 4 games B

vs D – 4 games C

vs D – 4 games

Assuming Team A has earned the most competition points from the relevant games, they will be assigned third position.

Fourth position will be assigned to the team with the second highest number of competition points from the games of teams tied on competition points. Note: Competition points earned from games against Team A are still included

Assuming that B and D are now equal highest for competition points, Team C will be assigned 6th position and 4th place will go to the team (B or D) with the fewest number of TOTAL Technical fouls during the season.

If this is still a tie, the above cycle will begin again looking at the Head to Head record (competition points) of B and D against each team, first above (then below) them on the ladder until the tie is broken. (In this case, their respective records against 3rd aka Team A, followed by 2nd, 1st, then if still tied, down the ladder to 6th aka Team C, 7th, 8th)

Section 4

The Playoffs and Finals structure will be determined by the [CPL Committee](#) based on the number of teams participating in each division. In majority of cases, playoffs and Finals will be played. All Semi Finals and Finals, where ever possible, will be a best of three (3) series. The final structure and schedule will be determined by the [CPL Committee](#) and released to players as soon as possible during the season.

Section 5

If a finals game goes into overtime, there must be a results and overtime periods will continue until there is a result.

RULE 12 - Fees

Fees are listed in each year's registration information. Failure to pay your fees will result in the team being considered [Unfinancial](#). Teams who are Unfinancial will be deemed to have forfeited and earn zero (0) competition points, and will be deducted an additional two (2) competition points each week, including bye weeks, until the team has paid all outstanding fees.

A team and its players can be banned from the league for being unfinancial. A player who was a member of a team that was considered unfinancial may be excluded from joining other teams for the remainder of the season. This will be dealt with by the [CPL Committee](#) on a case by case basis.

Season fees are payable by instalments. If full payment is received on or before the first instalment date a discount is applicable. Each instalment is to be paid in a lump sum i.e. a single payment made prior to the payment due date, as opposed to a number of smaller payments by individual players. The CPL will not accept small payments by individual players; these payments will not be recognised as team payments and will be refunded if received.

Note: The number of instalments may vary depending on the length of the season. The frequency and amount will be advised in the email notifying teams of their successful notification. This information will also be published at canberraplayersleague.com/fees.

Payment can be made in person to one of the [CPL Committee](#) members, a receipt will be issued to you. The CPL prefers payment via bank deposit, details are as follows:

Name: Canberra Players League
BSB: 641800 (Bank: IMB)
Account Number: 200539978

RULE 13 - Awards and Statistics

Section 1

The following awards/recognition will be given during the CPL All-Star Event:

- All-Star Selection. The [CPL Committee](#) will select the players who will participate in the All-Star Game based on MVP votes during the course of the regular season (voted by Bench and Referees), and player availability.
- All-Star Game MVP. A single player from the group of All-Star players will be given the MVP award for outstanding performance on the given day.

Section 2

The following awards will be given at season's end and per Division:

- Season MVP. The player from a team that qualified for the playoffs, who received the most MVP votes (voted by Bench and Referees) during the course of the regular season. The Committee will keep a secret tally of these votes, and the award will be presented at the End of Season Awards Party.
- Finals MVP. The player from a team that participated in the finals, who received the most MVP votes (voted by Bench and Referees) during the final series. the award will be presented at the End of Season Awards Party.
- Defensive Player of the Year. The player considered the best or most agile defender in each Division. Strong consideration will be given to rebound, block, and steal statistics.
- Sportsmanship Award. The player considered most capable to uphold the CPL's Mission Statement.

Section 3

[Statistics](#) for players will be kept and published by the [CPL Committee](#).

[Statistics](#) for [fill-in](#) players may or may not be taken into account for league-leader statistics, recognitions or awards, pending the number of games played. The CPL may impose a limit on the number of games participated before publishing statistics. CPL reserves the right to make corrections on [Statistics](#) gathered and published, e.g. human error on score sheets.

Section 4

The [CPL Committee](#) may choose to identify other awards and recognitions not listed above.

RULE 14 - Season's End

Section 1

At the conclusion of each CPL Season, teams will be invited back for the upcoming season at the discretion of the [CPL Committee](#).

Section 2

A team may not be invited back to CPL Competition as a result of but not limited to any or all the following:

- ART 1: Breaches of the CPL [Code of Conduct](#).
- ART 2: Being unfinancial at the conclusion of the season, or any time during the season.
- ART 3: The resignation of your team captain and/or vice-captain.
- ART 4: Changes to more than 50% of your line-up in comparison to the previous season.
- ART 5: Excessive Technical Fouls during the season.
- ART 6: Late payment of fees during the season.
- ART 7: Poor standard of bench [Duty](#) during the season.
- ART 8: Players whom have served suspensions from the CPL or other basketball competitions for 'serious' or 'violent' infractions.
- ART 9: At the full discretion of the CPL in keeping with the values of the league.

Section 3

A player may not be invited back to CPL Competition as a result of but not limited to any or all the following:

- ART 1: Breaches of the CPL [Code of Conduct](#).
- ART 2: Accumulation of five (5) or more technical fouls during the CPL season.
- ART 3: Players whom have served suspensions from the CPL or other basketball competitions for 'serious' or 'violent' infractions.
- ART 4: Lack of participation in CPL hosted social events including but not limited to CPL All-Star event.
- ART 5: At the full discretion of the CPL in keeping with the values of the league.

Attachment A - Court Manager Responsibilities

Background:

1. Each team is required to provide a [Court Manager](#) representative during the season. This will usually occur during a teams bye week.
2. Teams are required to check the CPL Schedule detailing the [Court Manager](#) roster and advise the [CPL Committee](#) of who the team representative will be and provide a contact email address.
3. Each teams [Court Manager](#) representative should not be a player already on the [CPL Committee](#).
4. Key Responsibilities of the [Court Manager](#):
 - o Facility Management
 - o Game Set-up
 - o Bench QA
 - o Refereeing
 - o First Aid (Limited)
 - o Incident Management
 - o Clearing the [Venue](#)
 - o [COVID-19 Protocol assistance](#)
5. The CPL will also nominate a committee member who will be present on the night as the first contact for any questions/issues.

Should a team not show up for their scheduled court manager, the team will be docked 10 competition points and have their court manager rescheduled to another part of the season.

Facility Management:

1. [Court Managers](#) should arrive at the courts as early as possible (at least 5-10 minutes before first game)
2. Familiarise yourself with the [Venue](#), e.g. lights, ice, toilets.
3. Make sure the courts have good lighting and there are no obstacles on the court or immediate area, e.g. baseline, bench.
4. Ensure all scoreboards and shot clocks are connected and working.

Game Set-up:

1. Familiarise yourself with the game schedule so that you have an idea of which teams are playing on which courts and which teams are on bench [Duty](#).
A copy of the referee roster can also be made available, please see a Committee Member for details. This how you know who has been scheduled to referee on which court including duty referees. Please note that referees are paid in cash on the night.
2. Each round, a member of the [CPL Committee](#) will bring the CPL game bag which contains most of the required equipment for the night.
3. Scoresheets and stat sheets will be printed by one of the [CPL Committee](#) members and will be handed to you for distribution to the relevant courts. If there is an issue with this, there will be blank sheets in the CPL gamebag.
4. The CPL gamebag will have first aid equipment, pens, spare whistles and game balls. The gamebag is usually placed near the score bench on Court 1.
5. [Court Managers](#) are responsible for distributing the game balls, scoresheets and pens to each court and ensuring that games can get underway on time
6. It is recommended that you assign/place the scoresheets and pens in the relevant courts as soon as you are able to, not just for the first game but for subsequent games. This way, the bench [Duty](#) can also update their game sheets prior to the game.
7. [Court Managers](#) may also be asked to assist with bench [Duty](#) to help out where there is a shortage. Each game should have a total of four (4) people performing bench [Duty](#).

8. At the end of each game:
 - Collect the stat sheets and scoresheets for each game.
 - Clarify any obvious anomalies and ensure that the sheets are easily understood and MVP votes have been distributed correctly.
 - Put aside completed scoresheets and stat sheets. This is to be given to one of the [CPL Committee](#) Members for input into our system, e.g. stats, box score, etc. at the end of the evening.

Bench QA:

1. Familiarise yourself with the scoresheets and stats sheets and how to do bench [Duty](#). One of your key roles is to provide guidance and control on the quality of bench [Duty](#).
2. Make sure team captains are marked and team line-ups confirmed on the scoresheets before the start of the game, e.g. absent players are crossed off. If a player is injured but present, please make sure this is noted as an 'in attendance' (IA) on the score sheet, as it counts towards their number of games to qualify for finals.
3. Make sure the bench [Duty](#) is being performed and done well. This has been an issue for a number of teams in the past. Make sure that they are communicating during the game. The following is a list of common mistakes:
 - Teams not confirming their line-up. Missing or incorrectly spelt or incomplete names. First or last name only is not acceptable. If a player is injured but present, they can be credited as IA.
 - Fouls not being recorded correctly. A personal foul is marked differently from a technical foul which is again marked differently from an unsportsmanlike foul. Bench technical fouls are also often not recorded correctly. This may lead to disciplinary action and should be recorded correctly in case of judicial action.
 - Scores not being done correctly for the players and the team. For every free-throw, two-point or three-point basket made, the number of the player credited needs to appear under the score. This way, we can gather their stats correctly at the end of the game.
 - Tallying the quarter end score for each quarter is usually missed. This is the total for the quarter not a running total. There is a total for the game at the end.
 - Timeouts taken are not recorded properly.
 - MVP votes are often not recorded correctly – three for the bench and one for each referee, for a total tally of five per game. MVP votes can be given to players on the losing team.

First Aid (Limited):

1. The CPL game bag contains a simple first aid kit.
2. [Court Managers](#) are not expected to be qualified first aid officers or provide treatment in an emergency.
3. However, the [Court Managers](#) should be the first point contact to assist players in treatment of minor injuries, i.e. collecting ice (the CPL bag should contain plastic bags if none are available at the [Venue](#)).
4. Directing players to the first aid kit.
5. If there is a major accident, one of the [CPL Committee](#) Members will drive the person to hospital or call an ambulance. You may have to do this if all the [CPL Committee](#) members are playing or not at the game.

Incident Management:

1. [Court Managers](#) should keep an eye on all games, especially when things begin to look like escalating.
2. Where an incident occurs, e.g. double technical foul/ejection, excessively violent foul, or physical altercation, the [Court Managers](#) along with any available [CPL Committee](#) Members should take the lead role in managing the situation.
3. [Court Managers](#) should make any notes of such incidents and submit a summary report to [CPL Committee](#).
4. This can take the simple form of an email to the [CPL mailbox](#).

Refereeing:

1. Referees are usually pre-scheduled and assigned. As the [Court Manager](#), you may be asked to referee if you are capable, or get someone from the bench [Duty](#) to referee. You may need to take their place on the bench instead.
2. Check with the referees if there are any issues, e.g. water leakage on the floor, physicality of the game. Discuss any concerns with one of the [CPL Committee](#) Members.

Clearing the Venue:

1. Help collect all the stats sheets and score sheets.
2. Either you or a [CPL Committee](#) Member must take the sheets and on the next day scan them and email them to all [CPL Committee](#) Members.
3. Help repack the CPL gamebag – pens, balls, spare whistles, etc.
4. Assist in getting people to clear the [Venue](#).
5. Pick up any visible rubbish where possible.

Game Reviews:

1. While not a compulsory aspect of Court Managing, if a team or player wishes to do a write-up of selected games using either their own, or notes from the sheets, these can be sent to the [CPL Committee](#) to be published on the CPL website.

Thank you for your assistance.

Court Management is an important part of running the league for players by players.

Attachment B - Code of Conduct

This is an agreement between the players, coaches, officials, guests, supporters and the league. It is a condition to abide by this Agreement to participate in the Canberra Players League (CPL).

The code requires that you:

- abide by the rules of the sport (see rules and regulations for more details);
- follow directions given by CPL officials, this includes referees, table officials, etc.;
- demonstrate the principle of mutual respect; and
- exercise good sportsmanship.

Designated CPL officials ([Court Manager](#), Referees and [Referee Manager](#)) are authorised to require a person to leave the premises if that person breaches the code through:

- verbal or physical abuse of other participants;
- harassment or discrimination of individuals or groups;
- constant or aggressive questioning of decisions;
- ridicule, baiting or uttering audible obscenities; and/or
- engaging in behaviour which fails to display mutual respect

Further action is not precluded where a person is asked to leave the premises or if bullying, harassment or threat continues.

Designated CPL officials are authorised to refuse a player from participating in a game, e.g. alcohol consumption, visible medical condition, etc. This is in line with protecting the league, its players, its patrons and in line with our Public Liability and Player Injury Insurance.

The CPL recognises that disagreements and disputes can occur as a natural part of competitive sport. Players, coaches and officials are expected to address issues in a polite and calm manner in line with this Code of Conduct. Failure to adhere to the Code of Conduct may result in disciplinary action and the application of a suspension/fine or other penalty at the discretion of the [CPL Committee](#).

Players are reminded that any suspensions applied during the season may affect their team's nomination for the following season.

Attachment C - Glossary of Terms

Refer [FIBA Rules](#) for full glossary, the below is only the additions/addendums for CPL Rules.

A

No entries for this letter.

B

Bench Duty: Every team will be rostered to do Bench Duty, making them officials for the purposes of the scoreboard, score and stats sheets. A referee may be required to be provided by the Bench Duty.

Blood Rule: A player is asked to leave the court and get a cut or injury attended to if there is an open wound or flowing blood in any part of their body. If blood is spilled on the floor, officials will call a timeout and ensure that this is attended to.

C

Coach: Is a person elected by the players to provide guidance to the team. The coach can be given a bench technical foul and is bound by the [Code of Conduct](#).

Court Manager/s: This person(s) has responsibility to ensure that the games run smoothly from an administrative point of view. This person can also decide on a situation where the referees are not in a position to make a firm decision in a given situation or where the mistake was made by the table [Officials](#) / [Bench Duty](#), e.g. time left on clock. The Court Manager can be [CPL Committee](#) Members and/or a CPL Team Captain assigned as Court Manager. The [Referee Manager](#) may also be consulted on matters. See [Attachment A - Court Manager Responsibilities](#) for details.

CPL Committee: The group of administrators running the competition. The composition of this group may change from time to time.

D

Detrimental Conduct: This refers to behaviour or actions deemed detrimental to the CPL. For example; teams, or individuals associated to teams, not following instructions in regards to parking, noise level requirements, sign-in requirements, or teams that fail to perform duties as [Court Manager](#) for the entire time attendance required.

Penalties will be as follows to teams that fail to abide by these requirements:

Offence	Detrimental Conduct
1st	Strike
2nd	Strike
3rd	1 competition point
4th	2 competition points
5th	3 competition points
6th +	3 points + monetary fine

Disciplinary Tribunals By-Laws: A CPL by-laws document that outlines the procedures and processes in regards to disciplinary tribunals, offences, reporting, penalties, and appeals. The document can be found here: <http://canberraplayersleague.com/rules-regulations/>.

E

No entries for this letter.

F

Fill-In: Is a player not Registered on a team's roster. Typically, they are a Registered Player on a team in a lower Division and are temporarily being used to bring a team up to five (5) players for a particular game. They are subject to the same rules and regulations as Registered Players.

Free Agent: Is a player not Registered on any team's roster, and who is seeking to join a team in the league. A list of Free Agents will be available on the CPL's website. A Free Agent will be considered Registered for a team upon playing their first game for that team.

G - N

No entries for these letters.

O

Officials: A Referee and an Umpire assisted by Table Officials (a Timekeeper, a Scorer, an Assistant Scorer and a 24 second Operator). A [Court Manager](#) is assigned for every week in the CPL. The [Court Manager](#) is responsible for sorting out matters not clearly articulated in the rules and regulations. If necessary, matters will be forwarded to the [CPL Committee](#) for consideration.

Overtime: Extra period(s) (lasting 3 minutes each), after the score is tied at the end of the fourth period. Fouls as at the fourth quarter apply to overtime periods, e.g. if the team is already in penalty, they will continue to be in penalty during Overtime/s. There is a limit of two (2) Overtimes in CPL games. No timeouts are permitted during Overtime/s.

P - Q

No entries for these letters.

R

Referee Manager: Is a member of the [CPL Committee](#) responsible for referee scheduling, referee training and performance review. This person has the authority to step in as a third and most senior referee in any game.

Registered Player: Is a player who has taken the court for any period of time for their respective team during the current CPL season.

S

Stacking: To keep the teams competitive and balanced, limits are applied to the number of high level players that may play for a team. Details are outlined in Rule 3 – Team / Player Eligibility

Statistics / Stat Sheets: Statistics evaluate the performance of the teams and players. The CPL reserves the right to establish when stats will be kept or published.

Strike: Is a term relating to penalties for poor or short [Duty](#). Teams that receive these penalties will be issued a Strike.

T

Tier 1 Player: A player whom played in one of the following, or equivalent, leagues at the commencement or any time during the current CPL season, is deemed to be a Tier 1 Player for the remainder of the CPL Season:

- Waratah Super League (Gunners equivalent)
- NBL
- 'NBL 1'
- Basketball Australia's Centre of Excellence
- NBA Global Academy
- National representative teams (in any age group)

Example 1: A player registering to apply for a CPL team for the current/upcoming season who played in one of the above (or equivalent) leagues during the most recent season, will still be considered a Tier 1 Player for the new CPL season.

Example 2: A [Registered](#) CPL player whom is not a Tier 1 Player at the commencement of the CPL season, but (for example) joins a team in one of the above (or equivalent) leagues during the CPL season, will be reclassified as a Tier 1 Player for the remainder of the current CPL season.

CPL Division 1 teams are permitted to have a maximum of one (1) Tier 1 Player on their roster. Tier 1 Players are not permitted to play in CPL Divisions 2, 3, or 4.

Tier 2 Player: A player whom played in one of the following, or equivalent, leagues at the commencement or any time during the current CPL season, is deemed to be a Tier 2 Player for the remainder of the CPL Season:

- Basketball ACT Premier League (Division 1 or Division 2)
- Waratah - NSW State League (Gunners Academy, Queanbeyan Yowies equivalent)
- Basketball ACT Summer Slam
- State or Territory representative teams (in any age group)

Example 1: A player registering to apply for a CPL team for the current/upcoming season who played in one of the above (or equivalent) leagues during the most recent season, will still be considered a Tier 2 Player for the new CPL season.

Example 2: A [Registered](#) CPL player whom is not a Tier 1 Player or Tier 2 Player at the commencement of the CPL season, but (for example) joins a team in one of the above (or equivalent) leagues during the CPL season, will be reclassified as a Tier 2 Player for the remainder of the current CPL season.

CPL Division 2 teams are permitted to have a maximum of one (1) Tier 2 Player on their roster. Tier 2 Players are not permitted to play in CPL Division 3 or 4.

Tier 3 Player: A player [Registered](#) in CPL Division 1 during the current CPL season are deemed to be Tier 3 Players. A player will be deemed a tier 3 player for a period of 24 months from their last high-level game.

Tier 3 Players are not permitted to play in CPL Division 2, 3, or 4.

Tier 4 Player: A player [Registered](#) in CPL Division 2 during the current season a player [Registered](#) in CPL Division 1 during the previous season, and a player whom played in the current or previous in Basketball ACT Summer Open Competition are deemed to be Tier 4 Players.

Tier 4 Players are not permitted to play in CPL Division 3 or 4.

Tier 5 Player: A player whom played three (3) or more games in one of the following, or equivalent, leagues at the commencement or any time during the current CPL season, is deemed to be a Tier 5 Player for the remainder of the CPL Season:

- Basketball ACT - A Grade

Example 1: A player registering to apply for a CPL team for the current/upcoming season who played three (3) or more games in one of the above (or equivalent) leagues during the most recent season, will still be considered a Tier 5 Player for the new CPL season.

Example 2: A [Registered](#) CPL player whom is not a Tier 5 Player at the commencement of the CPL season, but (for example) joins a team and plays three (3) or more games in one of the above (or equivalent) leagues during the CPL season, will be reclassified as a Tier 5 Player for the remainder of the current CPL season.

CPL Division 4 teams are permitted to have a maximum of two (2) Tier 5 Players on their roster.

Tunnelling: When a player places him/herself under the offensive player and creates a risky situation for the offensive player to properly land after a lay-up or jump shot attempt. This is considered an [Unsportsmanlike Foul](#).

U

Unfinancial: Is a term that applies to a player or team, who has failed to meet their [financial obligations](#) to the league.

Uniforms: Teams are responsible for organising their individual players' [Uniforms](#).

V

Venue: Is the building identified where the games will be held as part of the competition or for any sanctioned event. CPL decides which Venue to hire and will advertise a schedule it deems fair to all the teams participating in the competition. The CPL will reschedule games where necessary due to Venue difficulties as required.

W - Z

No entries for these letters.

Attachment D – Player Eligibility Quick Reference

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Who is that tier?	<ul style="list-style-type: none"> • NBL • 'NBL 1' (Gunners) • Basketball Australia's Centre of Excellence • NBA Global Academy • National representative teams (in any age group) 	<ul style="list-style-type: none"> • Basketball ACT Premier League (Division 1 or Division 2) • Waratah - NSW State League (Gunners Academy, Queanbeyan Yowies equivalent) • Basketball ACT Summer Slam • State or Territory representative teams (in any age group) 	<ul style="list-style-type: none"> • CPL Division 1 during the current CPL season 	<ul style="list-style-type: none"> • CPL Division 2 during the current season • CPL Division 1 during the previous season • Basketball ACT Summer Open 	<ul style="list-style-type: none"> • A player whom played three (3) or more games in one of the following, or equivalent, leagues at the commencement or any time during the current CPL season: <ul style="list-style-type: none"> ○ Basketball ACT - A Grade
What Div can that tier PLAY?	<ul style="list-style-type: none"> • CPL Division 1 (maximum of one registered per team) 	<ul style="list-style-type: none"> • CPL Division 2 (maximum of one registered per team) 	<ul style="list-style-type: none"> • CPL Division 1 	<ul style="list-style-type: none"> • CPL Division 2 	<ul style="list-style-type: none"> • CPL Division 1 • CPL Division 2 • CPL Division 3 • CPL Division 4 (maximum of two registered per team in Division 4)
What Div can that tier NOT PLAY?	<ul style="list-style-type: none"> • CPL Division 2 • CPL Division 3 • CPL Division 4 	<ul style="list-style-type: none"> • CPL Division 3 • CPL Division 4 	<ul style="list-style-type: none"> • CPL Division 2 • CPL Division 3 • CPL Division 4 	<ul style="list-style-type: none"> • CPL Division 3 • CPL Division 4 	None.
What Div can that tier FILL IN?	Not permitted	<ul style="list-style-type: none"> • CPL Division 1 • CPL Division 2 	<ul style="list-style-type: none"> • CPL Division 1 	<ul style="list-style-type: none"> • CPL Division 1 • CPL Division 2 	<ul style="list-style-type: none"> • CPL Division 1 • CPL Division 2 • CPL Division 3 • CPL Division 4