



CHAMPIONSHIP TOURNAMENT RULES

Tournament Timing Rules – Championship

Champ

A maximum of 1 timeouts per team in the first half and 1 timeouts per team in the 2nd half. (Timeouts are strictly one minute each).

U12's 4 x 7 Minute Quarters. *Including Finals* (no shot clock)

U14, 16, 18s 4 x 8 Minute Quarters. *Including Finals* (shot clock)

Clock stops on all whistles and timeouts throughout the game and for made field baskets in the last two (2) minutes of the final quarter.

24 second clock in operation in all age groups except under 12's. (Please note variation for U14's). (There is no 14 second reset in any age group).

Shot Clock Rules for Under 14s shall be as follows:

The 24 second clock will not start until the ball goes into a team's front court.

The ball goes into a team's frontcourt when during a dribble when the ball and both of the dribbler are in the frontcourt otherwise when the ball touches the front court.

Warm up time shall be a minimum of 3 minutes; half time interval shall be 2 minutes and 1/4 and 3/4 time interval shall be 1 minute.

All timing rules are the same for finals except no drawn finals are allowed (see drawn finals).

Tournament Rules All Divisions

THREE/FIVE SECOND RULES: Five seconds in the key applies in the Under 12 competitions as per VJBL. Three seconds in the key applies in all other competitions.

THREE POINT LINE: U16 & U18 competitions shall use the extended 3pt line if available. U12 & U14 competitions shall use the short 3pt line.

FREE THROWS:

Championship Divisions: Free throws shall be awarded on the 5th team foul per quarter.

Div. 1-6: Free throws shall be awarded on the 9th team foul per half.

**Under 12 competitions shoot from the short line.*

NO CHARGE SEMI CIRCLE RULE: Will be recognised at this tournament where the line is available.

NO ZONE: For U12s & U14s competitions unless a team has 4 or less players on court.

Tournament Rules CHAMP Divisions, continued...

LATE START: Penalty is 1 point per minute up until half time. Any team that arrives after commencement of the second the game will be deemed a 20-0 forfeit.

FINALS STRUCTURES:

TWO POOLS:

Grand final:
1st P1 vs 1st P2

ONE POOL:

Grand final:
1st P1 vs 2nd P1

Each division will generally consist of one or two pools of 5

FINAL LADDERS: If 2 (or possibly more) teams finish on equal points, final positions will be determined by percentage of all games played.

DRAWN FINALS: An additional 3-minute period(s) will be played until a result is achieved, including in the Championship division.

COLOUR CLASHES: The first named team on the fixture will have priority in the event of a colour clash – therefore it is mandatory that **ALL** teams have an alternative set of uniforms available.

POSSESSION ARROW: Possession arrows will be used in all games except at the start of the first period.

PLAYERS/STADIUM SCORING: The maximum number of players names marked as active on the stadium scoring is limited to 10. Up to 12 can play for a team over the duration of the tournament. Only 10 medals will be issued to Premiers and Runners up players, plus one coaches medal.

GAME BALL: All game balls are to be supplied by the team that is first named on the fixture. The ball must be a VJBL Spalding Ball.

PLAYER ELIGIBILITY: To be eligible for finals a player must play a minimum of 2 round robin games.

SCORERS: A competent scorer is to be supplied by both teams for all games including finals. Championship games teams must supply two competent scorers by both teams including finals.

SIN BIN: Not applicable at this tournament.

PROTESTS: Protests in writing must be lodged at the tournament office within one hour of the completion of the game and must be accompanied by a \$100.00 bond, which may not be refunded.

REPORTS: Players and coaches reported for misconduct will be expected to face a tribunal at Dromana Basketball Stadium within 2 hours of the game, with penalties as set out by the Basketball Victoria rules to be applied.

HANGING FROM THE RINGS AND SUPPORTS WILL CAUSE THE OFFENDER TO BE BANNED FROM TAKING ANY FURTHER PART IN THE TOURNAMENT.

