



DIVISIONAL RULES TOURNAMENT RULES

Tournament Timing Rules – Divisions 1-6

Div. 1 - 6 All games will be 20 minute halves *Including Finals*

The clock shall stop on all whistles in the last minute of the second half where substitutions and timeouts will be allowed. **If the game has a margin of 15 points or more with less than one minute remaining the clock will not stop and no timeouts or substitutions will be allowed.**

1 x Timeout per team per half – No timeouts in the last minute of the first half – play will recommence at the 1-minute mark. All substitutions must be complete by the 1-minute mark.

Warm up time shall be 2 minutes and half time interval also 2 minutes.

The 24 second clock in operation will be in operation for the following divisions where available:

- U16 Boys & Girls Division 1
- U18 Boys & Girls Division 1

(There is no 14 second reset in any age group).

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 – All Divisions, continued...

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

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

FINALS STRUCTURES:

TWO	POOLS:	ONE	POOL:
Grand	final:	Grand	final:
1 st P1 vs 1 st P2		1 st P1 vs 2 nd P1	

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

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

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.

PLAYERS/eSCORING: The maximum number of player names marked as active on the eScoring 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.

