



DOMESTIC TOURNAMENT RULES

Tournament Timing Rules

All games will be 18 minute halves *Including Finals.*

The clock will only start when the game is ready to begin, unless with prior permission from the Tournament Director.

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 10 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 in first half.

Warm up time shall be 2 minutes and half time interval also 1 minute.

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

Tournament Rules – All Divisions

RING HEIGHT: Under 8 & Under 10 will use a lowered ring where available.

THREE/FIVE SECOND RULES: Five seconds in the key applies in the Under 10/12 competitions. No seconds restrictions for Under 8s. Three seconds in the key applies in all other competitions.

THREE POINT LINE: U16 & U18 competitions shall use the extended 3pt line if available. U8, U10, U12 & U14 competitions shall use the short 3pt line.

FREE THROWS:

Free throws shall be awarded on the 9th team foul per half.

- Under 8 competitions shoot from the yellow netball line.

- Under 10 and 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 U14 and below competitions unless a team has 4 or less players on court.

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.

Tournament Rules – All Divisions, continued...

FINALS STRUCTURES:

As emailed to team contacts prior to the event.

FINAL LADDERS:

Teams will be sorted based on their points average. If more than one team is on the same points average then they will be sorted by highest %, then points for and then lastly by alphabetical order.

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.

GAME BALL: Game balls will be provided by the match referees.

U10 – Size 5

U12 – Size 5

U14 – Size 6

U16 – Boys (7) & Girls (6)

U18 – Boys (7) & Girls (6)

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.

SIN BIN: There is no Sin Bin for this tournament.

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.

