



MORNINGTON
PENINSULA
Shire

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 will use a lowered ring where available. All other age groups will use the regular 10 feet height rings.

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, U21 and Open 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.

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.

FINALS STRUCTURES:

As emailed to team contacts prior to the event.

FINAL LADDERS:

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

PLAYERS/eSCORING:

The maximum number of player names marked as active on the eScoring is limited to 10 unless an exemption has been granted. 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 & U12 – Size 5

U14 – Size 6

U16 & Older – 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.

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: Any persons reported will be referred to the Basketball Victoria Tribunal to be addressed after the event. The Tournament Director reserves the right to suspend or remove any person who has been reported from the event until a suitable tribunal can be held.

OPERATIONS MANUAL: In the situation rules stated on this document contravene the rules in the operations manual, the operations manual rules shall take precedence.



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