# DIVISIONAL TOURNAMENT RULES

## TOURNAMENT TIMING RULES – DIVISIONAL

**Periods:** All games will be 20-minute halves _Including Finals_. The clock will start on time, if referees are ready, regardless of if teams are ready.

**Clock stopping:** 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.**

**Timeouts:** 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.

**Substitutions:** All substitutions must be complete by the 1-minute mark.

**Warm up time:** Warm up time shall be 2 minutes and half-time interval 1 minute.

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

- U16 Boys & Girls – Division 1 & 2 where available
- U18 Boys & Girls – Division 1 & 2 where available

(There is no 14 second reset for divisional grades).

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

## TOURNAMENT RULES – DIVISIONAL

**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:**
Divisional:   Free throws shall be awarded on the 9$^{th}$ 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.

**LATE START:** Penalty is 1 point per minute up until half time. Any team that arrives 20 minutes or more after the scheduled game time 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:** | **TWO POOLS with 3 round games:** | |
|---|---|---|---|
| Grand final: | Grand final: | Semi Final: | Grand Final: |
| 1st P1 vs 1st P2 | 1st P1 vs 2nd P1 | 1st P1 v 2nd P2 | Winner of Semi Finals |
| | | 1st P2 v 2nd P1 | |
| | | 3rd P1 v 3rd P2 (consolation game) | |
| | | 4th P2 v 4th P1 (consolation game) | |

**FINAL LADDERS**: If 2 (or possibly more) teams finish on equal ladder points, final positions will be determined by percentage of all games played. Further steps are provided in the Tournament Operation Manual.

**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:** A team may use as many different eligible players as they desire during the tournament but a maximum of twelve (12) players can be used in any one match.

Only 10 medals will be issued to Premiers and Runners up players, plus one coaches medal per team.

**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.

**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:** 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.