



# CHAMPIONSHIP TOURNAMENT RULES

## TOURNAMENT TIMING RULES – CHAMPIONSHIP

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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 12s.

- *U14s will have no 14 second reset and the 24 second clock will not start until the ball goes into a team's front court.*
- *U16 & U18 will use a 14 second reset where available.*

Warm up time shall be a minimum of 3 minutes; ¼ time, ½ time and ¾ time interval shall be 1 minute.

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

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

## TOURNAMENT RULES – CHAMPIONSHIP

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**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. U12 & U14 competitions shall use the short 3pt line if available.

**FREE THROWS:**

**Championship Divisions:** Free throws shall be awarded on the 5<sup>th</sup> team foul per quarter.

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

# CHAMPIONSHIP TOURNAMENT RULES (CONTINUED)

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**NO ZONE:** For U10, 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.

## **FINALS STRUCTURES:**

View [sthpen.com.au](http://sthpen.com.au) for finals fixture structures.

**FINAL LADDERS:** If 2 (or possibly more) teams finish on equal ladder points, final positions will be determined by head to head of all games played between the tied teams. Head to head is not applied if teams involved in the tie have not played the same amount of games against each other. In this case, to resolve the tie, percentage will be used.

Further steps are provided in the Tournament Operation Manual.

**DRAWN FINALS:** An additional 3-minute period(s) will be played until a result is achieved, including in the Championship division. All fouls and timeouts remain as they were in the last period.

**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 or reversible 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 1 round robin games.

**SCORERS:** 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:** 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.

