



**Mornington
Peninsula Shire**

CHAMPIONSHIP TOURNAMENT RULES

Tournament Timing Rules – Championship

Age group	Game format	Shot clock
U12s	4 x 7 minute quarters (including finals)	No shot clock
U14, U16, U18	4 x 8 minute quarters (including finals)	Shot clock

- The clock stops on all whistles and timeouts throughout the game, and on made field baskets in the last two (2) minutes of the final quarter.
- A 24-second shot clock operates in all age groups except Under 12s:
 - U14s: no 14-second reset; the shot clock does not start until the ball goes into the front court.
 - U16 & U18: 14-second reset where available.
- Warm-up: minimum 3 minutes. Quarter-, half- and three-quarter-time breaks are 1 minute each.
- Two (2) timeouts per team per game (strictly 1 minute each).

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

Tournament Rules – Championship

Three / Five Second Rules: Five seconds in the key applies in Under 12 competitions, as per VJBL. Three seconds in the key applies in all other competitions.

Three Point Line: U16 & U18 competitions use the extended 3pt line. U12 & U14 competitions use the short 3pt line if available.

Free Throws: Championship divisions: free throws are awarded on the 5th team foul per quarter.

No Charge Semi Circle Rule: Recognised at this tournament where the line is available.

No Zone: The no-zone rule applies to U10, U12 & U14 competitions, unless a team has 4 or fewer players on court.

Late Start: Penalty is 1 point per minute until half-time. Any team arriving 20 minutes or more after the scheduled game time will be deemed a 20-0 forfeit.

Finals Structures: See sthpen.com.au for finals fixture structures.

Final Ladders: If two (or more) teams finish on equal ladder points: where the tied teams have played each other, head-to-head results of the games between them decide their final positions. Where the tied teams have not played each other, percentage is used, then points for.

Further steps are provided in the Tournament Operations Manual.

Drawn Finals: An additional 3-minute period (or periods) 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.



CHAMPIONSHIP TOURNAMENT RULES (CONTINUED)

Colour Clashes: The first-named team on the fixture has priority in the event of a colour clash, so it is mandatory that **ALL** teams have an alternative set or reversible uniforms available.

Players / eScoring: A team may use any number of eligible players across the tournament, but no more than twelve (12) in any one match.

A maximum of 10 medals will be issued to Premiers and to Runners-up, plus one coach's medal per team.

Game Ball: The team first named on the fixture supplies the game ball, which must be a VJBL Spalding ball.

Player Eligibility: To be eligible for finals, a player must play a minimum of one round-robin game.

Scorers: Each team must supply two (2) competent score-table officials (shot clock, electronic scoring and game clock), including finals.

Sin Bin: Not applicable at this tournament.

Protests: Protests must be lodged in writing at the tournament office within one hour of the completion of the game, accompanied by a \$100.00 bond. The bond is refunded only if the protest is upheld.

Reports: Any person 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 reported person from the event until a suitable tribunal can be held.

Operations Manual: Where a rule stated in this document contravenes the operations manual, the operations manual rule takes precedence.