DIVISIONAL TOURNAMENT RULES

Tournament Timing Rules – Divisional

Periods: All games are 20-minute halves (including finals). The clock starts on time if referees are ready, regardless of whether teams are ready.

Clock stopping: The clock stops on all whistles in the last minute of the second half, when substitutions and timeouts are 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 are allowed.

Timeouts: Two (2) timeouts per team per game (the clock does not stop, unless in the last minute of the second half). No timeouts in the last minute of the first half; play recommences at the 1-minute mark.

Substitutions: All substitutions must be complete by the 1-minute mark in the first half.

Warm up time: Warm-up is 2 minutes; the half-time interval is 1 minute.

Shot clock: A 24-second shot clock operates, where available, in the following divisions:

- U16 Boys & Girls: Divisions 1 & 2 where available
- U18 Boys & Girls: Divisions 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 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: Divisional: free throws are awarded on the 9th team foul per half.

Under 10 and U12 competitions shoot from the short line.

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.

Drawn Finals: An additional 3-minute period (or periods) will be played until a result is achieved. All fouls and timeouts remain as they were in the last period.

DIVISIONAL TOURNAMENT RULES (CONTINUED)

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.

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 of 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, 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 $50.00 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.