

BASKETBALL BALLARAT

RULES & INFORMATION SHEET: McDonald's Junior Tournament 2022

RULES AND GAME CONDITONS:

1. The Invitation Tournament is open to all Clubs and / or Association teams.
2. All games will be played under F.I.B.A. Rules, excepting for the specific tournament rules as listed.
3. Teams must supply own game ball and any warm-up basketballs. Any disagreement over choice of game ball will be resolved via a toss of a coin.
4. Teams cannot commence a game with less than FOUR (4) players and no more than TEN (10) players may take the court in any one game.
5. Extra time in case of a drawn game is three minutes. Each team will be allowed one (1) time out in the extra period. If the teams are still tied at the end of the extra period of play then the first team to score in the next extra period shall be the winner.

6. TIMING RULES:

- (a) The clock will start on time. Failure to appear within ten minutes will mean a walkover. Two penalty points will be given for each minute a team is late. A 2 Minute warm up period is allowed for.
- (b) There will be 8 team fouls before the bonus will apply.

All Preliminary Games, Quarter and Semi Finals

- Each game will be 2 x 20minute halves, with a one-minute break at half time.
- Teams may have 1 time out each per half of one minute duration.
- The clock will not stop for time outs in the first half, and no time outs may be called in the last minute of the first half.
- In the second half, the clock will stop for time-outs and for each whistle in the last one minute.
- Games tied at the end of full time will play an additional three minutes, with one time out each permitted and the clock stopping on each whistle in the last minute. The game will re-commence as soon as the scores have been verified by the referees. If still tied at the end of one period of extra time, the first team to score in the next three minute period will be declared the winner. The ball will be thrown up in the centre circle to commence extra time.

Grand Finals

- Each game will be 2 x 20minute halves, with a one minute break at half time.
- Teams may have 1 time out each per half of one minute duration.
- The clock will stop for all time outs in both halves, and will stop for all whistles in the last three minutes of the second half.
- Games tied at the end of full time will play an additional three minutes, with one time out each permitted and the clock stopping on each whistle in the three minute period. The game will re-commence as soon as the scores have been verified by the referees. If still tied at the end of one period of extra time, the first team to score in the next three minute period will be declared the winner.

The ball will be thrown up in the centre circle to commence extra time.

7. All teams must supply a competent timekeeper or scorer and scoresheets must be filled in at least ten (10) minutes prior to tip-off.

UNIFORMS

8. Players not wearing registered team uniform will not be allowed on the court.

Each team must have an alternate set of playing uniforms. In the event of a clash of uniforms a toss of a coin will determine which team will have the right to use their uniform.

ELIGIBILITY

9. To be eligible to play in grand finals a player must play in two (2) preliminary games excluding semi-finals to qualify for a grand final.

10. Players are only permitted to compete in one age group and for only one team. Players are only permitted to compete in one division within any age group. *Note : In the event of injuries/COVID isolation threatening the withdrawal of a team during the tournament (or in the lead up) application may be made to the Tournament Manager for players from a younger age group to move to the threatened team. Teams must make no assumptions in this area – express permission must be sought from the Tournament Manager.*

11. Age eligibility is as at 31st December 2022

12. Should any player be proven to be ineligible by virtue of his/her age then that team will forfeit all points awarded for games in which that player competed.

DETERMINATION OF POSITIONS

13. Ties for positions will be decided as follows:

TWO - WAY TIE: Result of game played between the two teams.

THREE - WAY TIE: Points spread on games played between teams equal on points. (e.g. Team A beat Team B by 3pts, Team B beat Team C by 6pts & Team C beat Team A by 1pt. Team B would finish first on +3, Team A would finish 2nd on +2 & team C would finish 3rd on -5).

In the event of teams not meeting, the position will be decided on overall percentage.

PROTESTS

14. All protests must be in writing and lodged with the Tournament Committee, accompanied by a \$50.00 bond, within one (1) hour of the conclusion of the game. If a complaint is found to be frivolous, then the \$50.00 bond will be forfeited.

15. All decisions made by the Tournament Committee and/or Tribunal Committee shall be final.

GENERAL

16. Teams must check the fixture on PlayHQ, prior to their first game and regularly during the tournament for alterations to draws, times, games etc.

17. If a team withdraws after the draw is completed, an administrative charge of \$220 will be retained by BB – the balance will be refunded. Any withdrawals after June 3 will forfeit their entry fee.

18. All teams will be guaranteed four (4) games. In case of withdrawal at late notice the number of guaranteed games will be determined by the Tournament Committee.

19. Victorian teams are covered by Basketball Victoria's Sports Insurance Scheme. It is the responsibility of interstate teams to provide their own Sports Insurance.

20. The Tournament Committee reserves the right to combine A & B Grades, or to cancel any division or grade if insufficient entries are received, or to include a C Grade if deemed appropriate.

21. BASKETBALL SIZES: Size 5 Basketball U/12, Size 6 Basketball U/14 Boys and Girls U/16, U/18 Girls and Size 7 for U/16, U/18 Boys.

22. 3 Point Rule: The inner three-point line rule applies to U/12 boys and girls. On courts which have two three points lines marked, outer line will be the applicable 3 point arc in older grades.

23. The Possession Arrow will be in operation for all games.

24. For U/12 games the free throw line will be marked closer to the basket.

25. **SIN BIN** - Players and bench staff who receive a technical foul will in the first instance have a five(5) minute penalty imposed. A player must be substituted out of the game for five(5) playing minutes (times to be noted on the scoresheet). A coach or manager must move to the far end of the bench and may not instruct in any manner for the penalty period of five(5) minutes (times to be noted on the scoresheet). Any subsequent technical foul for players or bench staff will result in disqualification.

26. **MVP Awards** – The MVP Award for each Grand Final will be decided by referees of the game.

27. **Coach Clashes** – The number of teams entered in this tournament means that there is no guarantee that requests to cater for coaches involved with more than one team can be accommodated.