

# **McDonald's Ballarat Junior Tournament**

## **TIMING RULES:**

(a) The clock will start on time. Failure to appear within ten minutes will mean a walkover. Two penalty point will be given for each minute a team is late. A 2 Minute warm up period is allowed for.

(b) Bonus Free Throws will be awarded from the 9<sup>th</sup> team foul onward.

### **All Round 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. Teams will shoot the same way, fouls do not reset, teams are permitted one time out each and the clock will stop 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 be declared the winner. The ball will be thrown up in the centre circle to commence extra time.
- NO Shot Clock will be used in any divisions

### **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. Teams will shoot the same way, fouls do not reset, teams are permitted one time out each and the clock will stop 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 be declared the winner. The ball will be thrown up in the centre circle to commence extra time.
- NO Shot Clock will be used in any divisions.

**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