



## BENDIGO JUNIOR CLASSIC

### COMPETITION RULES



#### ADMINISTRATION

1. Teams must represent an affiliated Basketball Victoria or Basketball Australia association to be accepted.
2. The Tournament Director reserves the right to combine divisions, cancel a division or add a division dependent on the entries.
3. Participants must be under the age division entered as of 31st December of the year of the tournament.
4. The Bendigo Basketball Association denies any liability for any injury sustained during this tournament.
5. Teams withdrawing after the closure date for entries will forfeit their entry fee as described in the information sent out prior to the Tournament.
6. Players must be linked to their teams, via the competition system, at least 48 hours prior to the Tournament. Teams must check the team list at the scoring device at least 5 minutes prior to each game. This includes updating of player numbers and the addition or removal of players from the team.
7. It is the responsibility of each team to check the website or notice board at the Bendigo Stadium for any late draw changes and other important messages throughout the weekend. The notice board and website will be updated with the latest information as soon as possible.
8. The Classic will be conducted under the official FIBA Basketball rules, except for the specific tournament rules as listed within these competition rules.
9. All players must wear the registered uniform of their team or have the same uniform unless agreed upon by the Tournament Director.
10. Each team must have an alternate uniform. In the event of a clash of uniform colours the first named team on the fixture (Team A or left side of PlayHQ eScoring device) will be required to wear the alternate uniform.
11. Each team must supply a competent scorer or timekeeper (&/or shot clock operator where applicable).
12. Teams must supply their own warm up basketballs. A team basketball will be used as a match ball upon request.
13. Teams cannot commence a game with less than five (5) players.
14. To be eligible for finals, a player must have taken part in one (1) round robin game.
15. Players are only permitted to play in one team within that competition, exemptions may be granted in special circumstances.
16. The Basketball Victoria Heat Policy – Once the temperature is over 35c inside the stadium, the management will notify all venues of the compulsory time out at the half way mark of each half/quarter (closest dead ball). Once the temperature is over 38c inside the stadium, the management will notify all venues of the reduced timing rules (E.g. 18 min halves). Once the temperature reaches 40c inside the stadium, the games will be cancelled or reallocated if possible. The management reserves the right to impose any of the above or additional rules across the entire tournament if needed.
17. First Aid is available Red Energy Arena. Ice is available at all venues. Teams shall be responsible for their own first aid at venues outside Red Energy Arena.

#### GAME PLAY

18. Twelve players are permitted to play each game.
19. Points allocations: Win – 3pts, Draw – 2pts, Loss – 1pt, Forfeit – 0
20. Ties for position will be decided by head to head calculations.  
Head to Head means that it is calculated on the results between the teams who are tied.
  - a. In the event a head to head result is not available, overall percentage will be used to determine positions between the tied teams.
21. Size 5 basketballs will be used for all Under 12 male and female matches

Size 6 basketballs will be used for Under 14 and above female matches and Under 14 male matches.

Size 7 basketballs will be used for Under 16, 18 and 20 male divisions.

22. The three-point line used is the outside (furthest) 3pt line for Under 14 and above competitions. Under 12 competitions will use the inside (closest) 3pt line.

a. Where a venue has only one line marked that will be the line used.

23. The three-point basket will count for all competitions (including Under 12 competitions).

24. The foul line for Under 12 will be a step inside the normal foul line. The closest marked line to the foul line will be used. If no markings appear, the normal foul line to be used.

25. Mercy rule implemented once a team has a margin exceeding 20 points.

26. For each minute a team is late, their opponent will be awarded two (2) points, up to the ten-minute mark, when the game is forfeited.

27. All protests must be in writing and lodged with the Tournament Director, accompanied by a \$100.00 bond within one (1) hour of the conclusion of the game. If the complaint is found to be frivolous, the bond will be forfeited.

### **TIMING RULES (Under 14 to Under 18 CHAMPIONSHIP)**

- 4 x 8 minute periods (70 minutes has been allocated for each time slot).
- Warm-up time shall be 3 minutes.
- Quarter Time interval is 1 minute
- Half time interval is 2 minutes.
- Clock stops on all whistles throughout the game
- A maximum of 2 timeouts per team per half
- Shot clock will be used for all ages except Under 12s.

### **TIMING RULES (DIVISION 2 & 3)**

- 2 x 20 minute periods (50 minutes has been allocated for each time slot).
- Warm-up time shall be 3 minutes. Half time interval shall be 2 minutes.
- Clock stops on all whistles throughout the last minute of both halves. The clock does not stop for Time Outs unless in the last minute of each half.
- A maximum of 2 timeouts per team per half, a time out cannot be taken in the last minute of the first half.
- Shot clock will not be used.
- When the margin exceeds 20 points, the clock will not be stopped in the 2<sup>nd</sup> half

Drawn Games in Finals: In the case of a drawn game the extra period will be of three (3) minutes and each team will be allowed one (1) time out for every extra period. The clock will stop on every whistle in the last one (1) minute.

The clock will not stop for a Time Out in extra time unless the Time Out is taken in the last one (1) minute of the extra period.

**Grand Finals:** The clock stops on every whistle in the last one (1) minute of the first half and the last two (2) minutes of the second half.

### **CODES OF CONDUCT & TECHNICAL FOULS**

Technical Fouls penalty will be 2 shots and possession as per the Basketball Victoria recommendation.

**NOTE:** Game referees are required to instantly penalise any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls & bad language, abuse with a technical Foul. A second similar offence results in the player being disqualified from the game. (A similar offence involves more criticism, dissent etc. resulting in a technical Foul).

## SPECTATOR BEHAVIOUR

Poor behaviour will not be tolerated at this tournament. Court Supervisors have been given permission to remove any persons who show inappropriate behaviour towards players, coaches, referees or officials. All participants are expected to abide by the Basketball Victoria Player, Coach, Officials and Spectator Codes of Conduct which can be found at [www.bendigobasketball.com.au](http://www.bendigobasketball.com.au)

## ZONE DEFENCE POLICY

Zone defence is not permitted in Under 12 and Under 14 age groups. This is a policy in which Basketball Australia, Basketball Victoria and Basketball Victoria Country have in place. The following steps will be used during this tournament:

**Step 1:** Team Manager or Coach to raise the issue of defence with the Venue Supervisor.

**Step 2:** If it is deemed to be a zone defence a warning is to be issued to the coach.

**Step 3:** If zone defence continues after the warning, a technical foul shall be issued on the coach.

For more information on Zone Defence go to [www.bendigoclassic.sportingpulse.net](http://www.bendigoclassic.sportingpulse.net)

## UNUSUAL SITUATIONS

Should any matter arise from provision has not been specifically made in these competition rules, the Bendigo Classic shall take such action as is necessary to protect the interests of the tournament. All decisions made shall be final.

## CONTACT

### Tournament Director

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### Tournament Administration

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