



## **Maryborough Community Bank Avoca, Maryborough & St Arnaud Junior Basketball Tournament Rules**

### **ADMINISTRATION**

1. Teams must represent an affiliated Basketball Victoria or Basketball Australia association to be accepted, unless otherwise authorised by the committee.
2. Maryborough Basketball Association (MBA) 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 Maryborough Basketball Association denies any liability for any injury sustained during this tournament.
5. Players must be linked to their teams, via the competition system, at least 48 hours prior to the Tournament.
6. 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 PlayHQ for any late draw changes. The tournament will be conducted under the official FIBA Basketball rules, except for the specific tournament rules as listed within these competition rules.
8. All players must wear the registered uniform of their team, or have the same Uniform, unless prior arrangements have been made with MBA.
9. 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.
10. Each team must supply two competent scorers for each game.
11. Teams must supply their own warm up basketballs. A team basketball will be used as a match ball upon request.
12. Teams cannot commence a game with less than four (4) players.

13. To be eligible for finals, a player must have taken part in one (1) round robin game.
14. Players are only permitted to play in one team within that competition, exemptions may be granted in exceptional circumstances and must be in writing.
15. 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 halfway 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.
16. First Aid is available from the Maryborough Sports & Leisure Centre. Ice is available at all venues.
17. Teams shall be responsible for their own first aid at venues outside the Maryborough Sports & Leisure Centre.

## GAME PLAY

1. Twelve players are permitted to play each game.
2. Points allocations: Win – 3pts, Draw – 2pts, Loss – 1pt, Forfeit – 0
3. Ties for ladder position will be calculated by overall percentage to determine position between tied teams.

## Ladder Ranking

Ladder points average used.  
If not playing all teams.

Teams will be ranked based on their Points Average (which is calculated by the ladder (championship) points divided by the number of games played). If more than one team is on the same Points Average then they will be sorted by highest % (Points for divided by Points Against, multiplied by 100), then sorted by Points For and then lastly by Team name alphabetical order (if ever required). 'Byes' do not factor in the calculation.

Drawn games will remain in preliminary games. If drawn at full time of a grand final game, an extra 3 minutes will be played.)

4. Size 5 basketballs will be used for all Under 12 male and female matches.
5. Size 6 basketballs will be used for Under 14 and above female matches and Under 14 male matches.
6. Size 7 basketballs will be used for Under 16 and 18 male divisions.
7. 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.
8. The three-point basket will count for all competitions (including Under 12 competitions).
9. 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.
10. 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.
11. All protests must be in writing and lodged with MBA, 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 (DIVISION 1 & 2)

- All games shall commence at the advertised time.
- 2 x 20-minute periods (50 minutes has been allocated for each time slot).
- Warm-up time shall be Three (3) minutes. Half time interval shall be Two (2) minutes.
- Clock stops on all whistles throughout the last minute of the second half. The clock does not stop for Time Outs unless in the last minute of the second half.
- A maximum of Two (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.

#### DRAWN GAMES IN FINALS

- Extra THREE (3) minutes played.
- ONE (1) timeout per team.
- Clock stops for timeouts.
- Clock stops for all whistles in last minute, of the three-minute period.

#### MERCY RULE

Under 12 and 14 competitions only.

If a team is leading by 30 points, the mercy rule will be implemented, and the clock will continue to run in the final one minute of the second half. No timeouts will be allowed during this period. The leading team will be required to pull their defence back to inside their defensive 3-point line. Man-to-Man / No Zone Defence must still be adhered to.

## 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 BV Codes of Conduct

## 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.

## Fixture

Teams withdrawing after the fixture has been published on PlayHQ will forfeit their entry fee

After the fixture has been published on PlayHQ no alterations will be made without the approval of the Tournament Director / Committee

**No changes or amendments to the above rules are granted unless written consent is obtained by the tournament committee no less than 48 hours prior to Tournament commencement.**