## Wodonga Junior Representative Basketball Tournament 2024

## Tournament Rules \& Conditions

## 1. Teams

Teams entered into the tournament must represent an affiliated Basketball Victoria or Basketball Australia Association to be accepted.

## 2. Tournament Fees

Team entry fees must be paid in full no less than one week prior to the tournament to guarantee participation unless otherwise previously agreed in writing by the Wodonga Basketball Association.

Any team or Association that withdraws their participation after the tournament closure date for entries will forfeit their entry fee.

## 3. Fixtures/Results

It is the responsibility of each team to check the tournament website or PlayHQ for any late draw changes, progressive results and other important messages.

Draws and results will be available via the PlayHQ website.

## 4. Participant Ages

Participants must be under the age division entered as of December 31, 2024.
Under 12 (Born 2013 \& 2014)
Under 14 (Born 2011 \& 2012)
Under 16 (Born 2009 \& 2010)
Under 18 (Born 2007 \& 2008)

## 5. Score Keepers

Each team must supply a competent scorer or timekeeper for each game.

## 6. Uniforms

All players must wear the registered uniform of their team with playing tops tucked in if requested by officials.

Each team must have an alternate set of playing uniforms available in the event of a clash.
In the event of a clash of uniform colours, the team listed second on the computer will change their uniforms.
7. Game player and Grand Final player eligibility

- Teams shall not commence a game with less than five players on the court.
- Players must be available to play no later than the start of the $2 n d$ half to be eligible to take part in that game.
- Only ten players are permitted to play in each game.
- Players are only permitted to play in one age group.
- Players are only permitted to play in one division.

To be eligible for Grand Finals;

- A player must have taken part in two preliminary games.
- Any finals games will be deemed to be preliminary games for the purpose of players qualifying for grand finals.


## 8. Basketballs

Teams must supply their own warm up and match balls.
Size 5 basketballs will be used for Under 12s, size 6 basketballs will be used for Under 14 boys and all girls' games and size 7 basketballs will be used for Under 16 \& 18 male divisions.

## 9. Rules

The three-point rule will NOT apply for Under 12 girls and boys.
Under 12 boys and girls will use the 12 -foot foul line.
Under 12 and Under 14 teams MUST play man to man defence (no zone defence permitted).

## 10. Heat Rule

Basketball Victoria By-laws (Participants Protection) Climate Policy will apply.

## 11. Allocation of points

Win 3 points, Drawn Game 2 points, Loss 1 point, Forfeit 0 points.
Scoring will be via PlayHQ, a score sheet will be made available in the event there is a technical issue with Stadium scoring.

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

Forfeits shall count as a $20-0$ loss to the team forfeiting and a $20-0$ win to the opposition.

In the event of a tie to determine ladder/ finals positions, tied positions will be decided as follows;
2-way tie is result of the game played between the two teams concerned. 3-way tie decided by \% of the games played between the three teams concerned.

7 Team Competitions Tied positions will be decided as follows;
If teams haven't played each other: It will be decided by \% of the games played between the teams that those teams have played eg. Team 4 and 6 haven' $\dagger$ played each other and are tied then it is calculated (percentage of points for and against) on games against teams 2,3 , and 7 who they both have played.)

## 12. Mercy Rule

The mercy rule will come into effect when a team is 20 points in front in U12 and U14 games ONLY and only in Div 2, 3 or 4 (where applicable).

- Once a team is 20 points or more ahead, the mercy rule will come into effect and will remain in effect until the completion of the game or until the point differential is reduced to 20 or below.


## 13. Timing Rules

50 minutes have been allowed for each game time slot.
14. Games consist of two twenty-minute halves with a half time of two minutes. Two time outs per half per team will be permitted. The clock will stop on every whistle in the last minute of the second half only.

## 15. Grand Final Timing

The clock stops on every whistle in the last THREE minutes of the second half only.

## 16. Drawn Games

In the event of a drawn game in preliminary rounds, the result will stand - no extra time will be played. For all finals a result will be determined by extra periods of three minutes duration. The clock stops on every whistle in the last one minute of extra time periods. One time out per team per extra time period allowed. Clock stops for all time outs in extra periods.

## 17. Technical Foul

Any Technical Foul will result in player, coach, or team official concerned being placed in the Sin Bin for five minutes.
A second technical foul by a player, coach or team official will see them ejected from the stadium and unable to take further part in the game.

## 18. Reports

Any player, coach, team official or spectator that is reported must report to the Referee supervisor at the venue and then must appear before the Tournament Tribunal prior to the next scheduled game.

## 19. Protests

All protests must be in in writing and lodged with the Tournament Committee, accompanied with a $\$ 100$ bond within 60 minutes of the conclusion of a game. If any complaint is found to be frivolous, the bond will be forfeited.

## 20. Liability

Wodonga Basketball Association denies any liability for any injury sustained during the tournament.

## 21. Divisions

The tournament committee has the right to combine or cancel divisions if insufficient entries are received.

The tournament committee has the right to move teams into higher divisions after considering results from other tournaments in the same rep season.

