

Wodonga Junior Representative Basketball Tournament 2025



Tournament Rules & Conditions

1. Teams

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

A team list has a maximum of 12 players.

All players MUST be registered on PlayHQ prior to the tournament, failure to do so will result in the player not being registered to play.

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, 2025.

Under 12 (Born 2014 & 2015)

Under 14 (Born 2012 & 2013)

Under 16 (Born 2010 & 2011)

Under 18 (Born 2008 & 2009)

5. Score Keepers

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

6. Courts

Please stay off the courts unless warming up:

No one is allowed on the court at any time, including half-time and other breaks.

Only authorised personnel players and officials are permitted.

7. 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.





8. Game player and Grand Final player eligibility

- Teams shall not commence a game with less than 5 players on the court.
- Players must be available to play no later than the start of the 2nd half to be eligible to take part in that game.
- Only 12 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 the grand finals.

9. Basketballs

- Teams must supply their own warm-up and match balls.
- Only team managers and coaches may bring basketballs into the stadiums, with a maximum of two balls per team.
- Spectators **are not** to bring basketballs into the stadium.
This helps us focus on the games in progress, respect the players on the court and avoid basketballs accidentally rolling onto the court during the game.

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.

10. 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 14 teams **MUST** play man-to-man defence (**no zone defence permitted**)

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.

11. Heat Rule

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

12. Allocation of points

- Win 3 points
- Drawn Game 2 points
- Loss 1 point
- Forfeit 0 point

Scoring will be via PlayHQ; a score sheet will be made available in the event that 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 10 - 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.





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.

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 Teams Competitions Tied positions will be decided by 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, e.g. Team 4 and 6 haven't 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.**

Where pools have been allocated the top team in each pool, will advance to the final.

13. Mercy Rule

The mercy rule will come into effect when a team is 20 points in front **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.

14. Timing Rules

50 minutes have been allowed for each game time slot.

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 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-minute duration.

The clock stops on every whistle in the last one minute of extra periods.

One time out per team per extra 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 who is reported must report to the Referee supervisor at the venue and then appear before the Tournament Tribunal prior to the next scheduled game.

19. Protests

All protests must be in writing and lodged with the Tournament Committee, accompanied by a \$100 bond within 60 minutes of the conclusion of the game.

If any complaint is found to be frivolous, the bound 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.

22. 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.

23. Information

Ice for injuries will be available at all stadiums.

The main stadium - Wodonga Sports and Leisure Centre is a shared facility.

No one is permitted to enter the gym or pool area.

No basketballs are to be bounced in the foyer.

Please be mindful of keeping reception area clear to ensure smooth entry and exit.

Please avoid stopping and gathering in the entry area.

The address for the **Wodonga Hospital** is: 53/81 Vermont Street, Wodonga.

The address for the **Albury Hospital** is: 201 Borella Road, East Albury.

Court Supervisors will be at all stadiums, as will Referee Supervisors.

Please direct queries to them and they will contact a committee member.

No discussion will be entered into as to whether or not a team has made the finals due to them not playing a certain team or not having a Bye.

