



TOURNAMENT RULES 2015

1. It is the responsibility of each team to check the notice board at the Bendigo Stadium [main stadium] for any late draw changes and other important messages throughout the weekend.
2. The notice board at the Bendigo Stadium (main Stadium) will display all progressive results and the website will be updated as soon as possible (www.bendigoclassic.sportingpulse.net)
3. Participants must be under that age division entered as at December 31st 2015.
4. The Classic will be conducted under the official FIBA Basketball rules, except for the specific tournament rules as listed.
5. Each team must supply a competent scorer or timekeeper (or shot clock operator in U18 A Grade divisions).
6. All players must wear the registered uniform of their team and playing tops must be tucked in.
7. Each team must have an alternate set of playing uniforms. Alternate playing tops must be produced upon request. In the event of a clash of uniform colours the first named team on the scoresheet will be required to wear alternate tops (Team A).
8. To be eligible for finals, a player must have taken part in two (2) preliminary games (Quarter Finals or Eliminations are classified as preliminary games).
9. Twelve players are permitted to play each game.
10. Players are only permitted to play in one age group.
11. Players are only permitted to play in one division (either A, B or C not all).
12. 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.
13. Points allocations: 3pts – Win, 1pt – Loss, 0pts – Forfeit
14. The Tournament Director reserves the right to combine divisions, cancel any division or add a division dependent on the entries received.
15. Teams must supply their own warm up balls.
16. Size 6 basketballs will be used for all girls' games as well as the Under 12, and Under 14 boy's games. Size 7 basketballs will be used for Under 16, 18 and 20 Boys divisions.
17. The three-point line used is the furthest or only 3pt line marked from the basket.
18. The three-point rule will **not** apply for **Under 12** competitions.
19. Teams cannot commence a game with less than five (5) players.
20. For each minute a team is late, their opponent will be awarded two (2) points, up to the ten-minute mark, then the game is forfeited.
21. In the last 2 minutes of the game, the ball advancement (back court to front court) at the conclusion of a timeout shall be in place. Please note the team that has possession is the same team calling the time out for the ball to be advanced.
22. All protests must be in writing and lodged with the Tournament Committee, 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.
23. Score Sheets or Stadium Scoring must be filled in ten (5) minutes prior to the commencement of each game.
24. The Bendigo Basketball Association denies any liability for any injury sustained during this tournament.
25. Teams withdrawing after the closure date for entries will forfeit their entry fee as described in the information sent out prior to the Tournament.



26. If the temperature reaches a level that the Tournament Committee considers to be excessive then a timeout shall be issued at the 10 minute mark of each half. It will be issued at the next dead ball period. All courts whether air-conditioned or not will enforce the heat rule when advised.
27. First Aid is available from the Bendigo Stadium and/or Flora Hill Stadium. Ice is available at all stadiums. Teams shall be responsible for their own first aid at venues outside the Bendigo Stadium and Flora Hill Stadium.

TIMING RULES

- ✓ 2 x 20 minute periods (50 minutes has been allowed for each game time slot)

Warm Up	2 minutes (or agreed upon)
1 st Period	Clock stops in the last (1) minute on all whistles <u>No time outs allowed in the last one minute of the first half.</u>
Break	2 minutes
2 nd Period	Clock stops in the last (1) minute on all whistles

- ✓ There will be only two (2) time outs **per half** per team.
- ✓ The clock does not stop for Time Outs unless in the last minute of each half.
- ✓ **DRAWN GAMES:** In the case of ANY 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 time period.
- ✓ **GRAND FINALS:** (The only change): The clock stops on every whistle in the last two (2) minutes of the 2nd half.
- ✓ **UNDER 18 (A GRADE) Games:** 24 Second Shot Clock will be used for Under 18 Boys and Girls A Grade Divisions. One person from one of the teams is required to operate the shot clock.

28. Sin Bin Rule: Technical Fouls penalty will be 2 shots and possession.

Any player/coach who incurs a Technical Foul as a result of **verbal abuse towards an official or who disputes a decision of a referee** must leave the court/bench for a period of five (5) minutes playing time [Sin Bin]. The five minutes does not include the break between periods. A second Technical Foul for a similar offence will lead to the player/coach being ejected from the game and subject to possible Tribunal action.

NOTE: Game referees are required to instantly penalize any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls & bad language 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). Any player who is sent to the Sin Bin is allowed to be substituted.

29. Spectator and Parent 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. Basketball Victoria Code of Conduct is being used at this tournament and can be found at www.bendigo.basketball.net.au

30. 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 in necessary to protect the interests of the tournament.



31. Zone Defense Policy:

Zone defense is not permitted in the following divisions:

- a) Under 12 A, B and C Grades
- b) Under 14 A, B and C Grades

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 is to raise the issue of defense with the venue supervisor.

Step 2: Venue supervisor to consult with referees at first available opportunity.

Step 3: If it is deemed to be a zone defense a warning is to be issued to the coach.

Step 4: If zone defense continues after a warning a technical foul shall be issued on the coach (Sin Bin rule not enforced on Zone Policy).

For more information on Zone Defense go to www.bendigoclassic.sportingpulse.net