



BULLEEN TEMPLESTOWE BASKETBALL CLUB INCORPORATED PRIMARY AGE COMPETITION RULES AND RULES OF GOVERNANCE

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THE RULES WILL BE THOSE LAID DOWN BY FIBA EXCEPT AS FOLLOWS:

TIMING RULES:

Teams will not be allowed to play until the score sheet is filled in correctly

SEASON GAMES

- Two (2) x 17 minute halves
- Half Time will be 2 Minutes
- One (1) timeout per team per half
- The clock will not be stopped at any time
- No timeout in the last three minutes of each half
- There will be no substitutions in the last one minute of the first and second halves of the match, except for situations arising that cause a player to no longer be involved in the game (eg 5 personal fouls or injury).
- Tied scores will be recognised, there will be no extra period.

SEMI FINALS

- Two (2) 17 minute halves
- Half Time will be 2 Minutes
- One (1) timeout per team per half – clock stopped
- The clock will stop in the last 2 minutes of the second half on all whistles, only if there is a 6 points or less difference in the score

Drawn game - In the event of a drawn game the game will proceed as follows at the conclusion of playing time:

- Overtime:
 - One (1) extra 3 minute period will be played
 - One (1) minute break between the end of regular playing time and the beginning of the overtime period
 - Clock will stop on all whistles in overtime only if there is a 6 points or less difference in the score
 - No change of end
 - Team fouls remain standing as of the conclusion of regulation time (aren't reset)
- If still a DRAW the game will continue until the first score is made (whether free throw or field goal) – SUDDEN DEATH.

PRELIMINARY FINALS & GRAND FINALS

- Two (2) 20 minute halves
- Half Time will be 2 Minutes
- Two (2) timeout per team per half – the clock will stop on time outs
- The clock will stop in the last 2 minutes of the second half on all whistles, only if there is a 6 points or less difference in the score

Drawn game - In the event of a drawn game the game will proceed as follows at the conclusion of playing time:

- Over Time
 - 1 extra 3 minute period will be played.
 - 1 time out per team allowed – clock stopped
 - Clock will stop on all whistles in the last 3 minutes of overtime only if there is a 6 points or less difference in the score
 - No change of end
 - Team fouls remain standing as of the conclusion of regulation time (aren't reset)
- If still a DRAW the game will continue until the first score is made (whether free throw or field goal) – SUDDEN DEATH.

NUMBER OF PLAYERS TO START A GAME:

- Teams must have a minimum of four players eligible to play before the match can commence.
- Penalty: Teams will be penalised one point for each minute the team is late onto the court, after 10 minutes a walkover will be implemented.

PLAYERS, COACHES AND TEAM BENCHES:

- Only players, coaches and team managers are permitted to sit on the team bench. Spectators may not sit between the team bench and the scoretable, but may sit on the side furthest away from the scoretable.

FIELD GOAL AND ITS VALUE:

- All Field goals will count as 2 points only
- All Scores resulting from a free throw will be 1 point only

FREE THROW LINE:

- Grade 1/2 - front of the circle will be used for free throws. The free throw line will be advanced one metre from the official free throw line for Grade 3/4 & 5/6 games.

SHOT CLOCK:

- The Shot Clock rule does not apply and shall not be implemented

NO CHARGE SEMI CIRCLE:

- The No Charge Semi-Circle rule does not apply and shall not be implemented

MERCY RULE:

Once the margin has reached 20 points, the winning team must drop back behind the 3 point line at their defensive end of the court as soon as the losing team gain team control. If this doesn't occur, a violation is called. The winning team will be directed to drop back behind the 3 point line at their defensive end of the court and the resulting throw in will be given to the losing team.

THE MERCY RULE WILL NOT BE ENFORCED DURING FINALS MATCHES OR GRADING

UNIFORMS:

- Players must wear singlets of uniform colour, which are numbered front and back with numbers in the range of 0 to 99 and of the same colour.
- Shorts must be of uniform colour.
- Player uniform exceptions to the above are only permitted with prior approval from the Competition Body.
- UNIFORM PENALTY FOR INCORRECT UNIFORM – 2 points per player out of uniform with the maximum number of points awarded against a team in any game being 10 points. This is to be on the scoresheet by halftime with referee's authorisation.
- Uniform penalties will **NOT** apply in grading phase matches.
- Players with pockets in shorts or ties on the outside of the shorts will not be allowed onto the court. Players wearing shirts with button holes will not be allowed on the court

COLOUR CLASH OF UNIFORMS:

- The first listed team on scoresheet will wear clash tops, unless previous games have been played, then you will take it in turns.
- **Finals:** the team who finished lower on the ladder as of the end of the final round of regular season matches is required to wear the clash tops
- Clash tops will no longer be available at the stadium. Each team must provide their own set of clash tops when required.

BALL:

- A Size 6 ball will be used for all games.

LADDER POINTS AND HOW THEY ARE ALLOCATED:

- Win/BYE = 3 points
- Loss = 1 point
- Draw = 2 points
- Walkover – see definition below
- Team receiving Walkover = 3 points
- Team giving Walkover = 0 points
- Forfeit – See definition below
- Team receiving Forfeit = 3 points
- Team giving Forfeit = 1 Point

WALKOVER:

- A walkover is when a game is called off due to one team not being able to field enough players by the 10 minute mark of the first half
- There will be a fine to the team giving a walkover which will be transferred to the school receiving the walkover. The fee is determined by the club at the start of each season.
- The Scoresheet shall reflect a score of 10-nil in favour of the team receiving the walkover

FORFEIT:

- To avoid a walkover, a team can play a forfeit game by using ineligible players (eg players from other teams in your school or players from the opposing team)
- If the team giving the Forfeit wins, the score on the scoresheet will be recorded as 2 to 0 at the conclusion of the game.
- If the team receiving the Forfeit wins, the score will stand as per the scoresheet at the conclusion of the game.

SCORER:

- Each team has the responsibility of providing a competent scorer.
- No appeals will be allowed on the basis of the scoresheet not being the true result of the game.
- All scorers are to remain NEUTRAL and not coach/support from the score bench.
- Note: During finals, only adults can score the Semi, Preliminary and Grand Final matches.
- **Grand Finals:** One referee will sit on the score table to supervise

TRANSFERS:

- Players may only play one game in the same age group in the one week. NOTE; They may play in different age groups in the one week, providing they go up an age group, i.e. : (a) Grade 1/2 players can go up to the Grade 3/4 Section as well as play in the Grade 1/2 section in the one week. Grade 3/4 players can play in the Grade 5/6 section as well as play in their own grade in the one week.
- Players may not move to a lower grade once they have played three games in the higher grade in their age group. Penalties will apply.
- Players may not move/transfer to another team in the same grade or age group at any time (Permission from the Competition Body is required).

UPGRADING:

- The grading committee may direct any player/ team to take part in a higher grade if available to do so. (The purpose of this regulation is to avoid a strong player/ team dominating a lower grade)

PROTESTS:

- Any protests must be lodged by the School Delegate to the Competition Body, in writing within 48 hours during the regular season and within 24 hours during grading and finals.

QUALIFICATION FOR FINALS:

- All players from all age groups must play a minimum of 5 games in the season to be eligible to qualify for finals.
- The only exception to this rule is if a medical certificate is provided and the player has played 3 games with the nominated team.

FILL IN RULES

- Must be eligible (e.g. No Representative (VJBL) players)
- Up an age category (e.g. 1/2 can play 3/4) and down a grade (ie. 1/2 'A' grade player can play 3/4 'B' grade game)

PLAYER PARTICIPATION:

- Boys may not play in the girl's competition, however, girls may play in the boy's competition, but only if this is needed to field a team due to lack of numbers.
- Limit of two girls to play in each boys' team.
- Maximum of 3 current Representative (VJBL) Players per team only.

HEAT POLICY:

- All games played are subject to compliance of the Basketball Victoria Heat Policy: http://www.basketballvictoria.com.au/fileadmin/user_upload/PDF_ADMIN/BV_Participant_protection_-_with_amendments_22Nov2009.pdf) and it will be implemented with no exceptions.
- The Club will communicate decisions surrounding the Heat Policy and potential impact on games as soon as possible.



COMPLAINTS & GRIEVANCES:

- The Bulleen Templestowe Basketball Club has a "Complaints & Grievances Policy" which is found on our website www.bulleenboomers.com.au

JEWELLERY

- All jewellery (from all parts of the body) should be removed as per Basketball Victoria's Guidelines <http://www.basketballvictoria.com.au/index.php?id=87>:
- If the jewellery cannot be removed it must be taped in such manner that it is no longer visible and no longer poses a danger to the player wearing the jewellery or any other player. The player may not participate until such time that the referee is satisfied that the object is appropriately covered.
- No bangles, bracelets, watch's etc. to be worn.
- If a player has beads in their hair, they must be removed or tied up into a bun in such a manner that they no longer pose a danger to the player or any other player on the court.
- Plaits are not allowed and must be removed or tied up into a bun.

For an example of Approved and non-approved Hair accessories please see below:

<u>PERMITTED</u>	<u>NOT PERMITTED</u>
 <p>The items above are examples of what are permitted to be worn. The headband is made of soft, pliable material and has no sharp ends. Inside are two different style snap clips and a bobby pin. A 20c piece is included to give an indication of size.</p>	 <p>The items above are examples of what is not permitted to be worn. A 20c piece is photographed with them to give an indication of size. There are many more items that fall in this category. They are far larger than the items in the top picture and most are made of metal or hard plastic with sharp ends.</p>