



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

Business Hours Phone: 9850 6222
Email: primaryschool@bulleenboomers.com.au

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

TIMING RULES:

Teams will not be allowed to play until the laptop 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 half 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. This will begin with a jump ball, not the possession arrow.

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. This will begin with a jump ball, not the possession arrow.

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, except in finals, where walkovers and points given will be the discretion of the court supervisor on duty.
- Only players who are present at the game may be marked off on the computer as present. Any players marked off who are not in attendance will be removed by the referee at half time.

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

NO ZONE DEFENCE:

Zone defence is not permitted in the Primary Competition in any age group. Penalties will be enforced as follows:

First breach during one game will result in a warning.

Second breach in one game will result in a bench technical foul.

Third breach in one game will result in a second bench technical foul and subsequent ejection of the coach from the stadium.

UNIFORMS:

- Players must wear singlets the same colour, which are numbered front and back with numbers in the range of 0 to 99 and of the same colour.
- Shorts must be the same colour.
- Player uniform exceptions to the above are only permitted with prior approval from the Competition Body.
- UNIFORM PENALTY FOR INCORRECT UNIFORM – 1 points per player out of uniform with the maximum number of points awarded against a team in any game being 6 points. This is to be on the laptop 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.

CLASH OF UNIFORMS:

- The first listed team on the laptop will wear clash tops.
- **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.
- Penalties for not providing appropriate clash tops will be 6 points awarded the opposition at the start of the game.

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.

VIDEO OR PHOTOGRAPHY:

Parents, coaches or spectators are **not** permitted to film or take photos of the players or game at any time.

BALL:

- A Size 6 ball will be used for all games in grades 5/6.
- A size 5 ball will be used for all games in grades 3/4, 1/2 and Mini ball.
- In Mini Ball, Size 5 ball & the rings are lowered.

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 = 0 Point
- School camps/concerts/other official school events = result is a draw (2 points each)

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.
- The Scoresheet shall reflect a score of 10-nil in favour of the team receiving the walkover.
- There are two types of 'Walkover' penalties that are enforced, both of which are monetary fines. The first is a \$50 fine for a 'Walkover' request with acceptable reasons involving lack of players due to illness, injury or absence, where at team has exhausted all avenues of fielding a team. The other is a \$150 fine for unacceptable reasons such as refusal to play because a team does not like another team or feels the other team is too strong to compete against.

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)
- The score will be recorded as 10-0 to the team receiving the forfeit.

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.
- The first named team controls the clock. The second named team controls the computer.
- Note: During finals, only adults can score the Semi, Preliminary and Grand Final matches. No toddlers are allowed on the score bench.
- **Grand Finals:** One referee will sit on the score table to supervise

TRANSFERS:

- 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).
- In the event of the lowest grade or youngest age group, a player from the same grade/age may fill in for another team from the same school.

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 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.
- All players must be fully financial (fees paid in full) and registered.
- Fill in players are NOT permitted to participate in any finals games. A breach of this rule will result in a forfeit (loss) result for the team in that finals game.
- No players are to be added onto the courtside iPad before any finals game.

FILL IN RULES

- Must not be representative VJBL players. A VJBL player is classified as a player who has accepted a position in a VJBL team and paid their registration in part or whole.
- Up an age category (ie. 1/2 can play 3/4) and down a grade (ie. 1/2 'A' grade player can play 3/4 'B' grade game, but not 'C' grade).
- Fill in players may only be used to give the team a fourth, fifth or sixth player.
- Players may fill in for the same age group and equal grade, but ONLY in order to avoid a walkover.
- A player may fill in from the same age group and higher grade, but only in order to avoid a walkover (therefore supplying the opposition a game to play), however the team will incur a forfeit result (loss of match points but no walkover fine).
- Players are only allowed to fill in twice for a team, per season. A player should be financially registered to play a third game. Any team who plays the same fill in 3 times or more will incur a penalty of loss of match points for the games where the fill in has participated. This may impact their end of season ladder position.
- Any breach of the fill in rules will result in the team forfeiting match points earned for the game which the fill in player/s was/were used.
- Fill in players MUST play under their correct name. If a player has multiple names, they cannot play two games under one name, and another two games under a different name. Any breach of this rule will result in a forfeit and loss of ladder points.
- It should be noted that players are only covered by Basketball Victoria (BV) insurance if they follow the correct fill in rules. Any player who plays while breaching the fill in rules is NOT covered by BV insurance, therefore accepting all associated risks.

- No fill in players are allowed to participate in any finals games. A breach of this rule will result in a forfeit (loss) result for the team in that finals game.

PLAYER PARTICIPATION:

- Boys may not play in the girls' 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, at the discretion of the convenor.
- Maximum of 3 current Representative (VJBL) Players per team only (as it stands at the start of each season).
- In the event that players tryout and are placed in a rep team in October, the 3 player per team rule does not apply for the rest of the season.
- Schools may use players from another school, but only if the outside player's school does not participate in the primary school competition. A maximum of two (2) players from outside schools are permitted to play in any one team. Outside school players can not be VJBL players.

HEAT POLICY:

- All games played are subject to compliance of the Basketball Victoria Heat Policy: and it will be implemented with no exceptions.
<https://mail.google.com/mail/u/0?ui=2&ik=29b20bb627&attid=0.1&permmsgid=msg-f:1616878247168505366&th=16704e32ff88f616&view=att&disp=inline>
- 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