



2013 BASKETBALL NT CHALLENGE COMPETITION RULES

General Rules

1. The FIBA rules of basketball will apply to the Basketball NT Challenge. Where there is a specific conflict between the FIBA rules of basketball and these competition rules the latter will prevail;
2. A size 6 basketball will be used in all Girls matches and Under 12 / Under 14 Boys;
3. A size 7 basketball will be used in all Under 16 / Under 18 Boy's matches;
4. Three pointers do not count in the Under 12 age group;
5. The Under 12 age group will shoot Free Throws from the reduced line;
6. Zone defence will not be permitted for the Under 12 / Under 14 age group;
7. For each minute a team is late for their scheduled match, their opponents will be awarded 2 points up to ten (10) minutes when the match will be forfeited (Result: 20-0);
8. Championship points will be allocated: WIN = 3 pts. LOSS= 1 pt. FORFEIT=0 pts.
9. Ties for position will be decided on a head to head basis from the results of the match/es played between the teams concerned.

Uniform Rules

10. A player will not be allowed on to the court unless wearing their team's correct uniform;
Correct Uniform;
Same coloured singlets and shorts as the remainder of the team. Singlets must have a clearly displayed number with each player to have their own number. Ideally numbers will be in line with FIBA guidelines.
11. Shoes which mark the playing surface must not be worn;
 - a. In the case of a clash of playing colours Basketball NT will arrange for a set of alternate uniforms or bibs. , A toss of a coin by an event official will decide which team wears the alternative set.
12. Shorts with pockets are not permitted;

Participating Players

13. Players competing in the 2013 Basketball NT Challenge must be registered prior to the event on Basketball NT's official registration form;
14. A team is not permitted to commence a match with less than four (4) eligible players;
15. Any player found guilty of "hanging on rings" during Warm Up periods may be banned from competing in that match;
16. A team may use as many different eligible players as they desire during the course of the event however, only ten (10) players can be used in any one match;
17. Any player disqualified from a game for fighting or threatening behaviour toward another player or referee will be ineligible to play for the remainder of the match, day or tournament at the discretion of Basketball NT. This players details will be taken and s/he may not be eligible to play for any Basketball NT teams for the following twelve months;
18. A Mercy Rule will apply for all age groups which will require teams winning by 30 points or more to not apply defensive pressure over half court.

Timing Rules

- 1 hour and 15 minute time slots;
- 4 x 10 minute quarters for all matches;
- Clock stops for every timeout;
- 2 x timeouts for each team per half;
- Clock stops on every whistle in the last 1 minute of the first half and the last 3 minutes of the second half;
- Warm Up – 5mins;
- Half Time – 2mins;
- 1st & 3rd quarter time – 1min;
- Overtime – 3 minutes per period until there is a winner. Each team is allowed 1 x Timeout per Overtime;
- Shot clocks will not be utilised during any match;

- In some instances teams may be asked to provide a scorer or timekeeper during the event.

Sin Bin

In all Matches; Game Referees will be required to:

1. Instantly penalize any obvious form of dissent towards Referees or their calls, or bad language with a Technical Foul and send player/s or coaching staff to Sin Bin (Bench) for 5 minutes of game time;
2. The player / coach who is sent to the Sin Bin can be substituted;
3. A second similar offence results in the player / coach concerned being disqualified from the game;
4. A zero tolerance policy will also be implemented at all Basketball Northern Territory events;

Ochre Cards

It is the responsibility of all participating teams to ensure that their coaches, team managers and support staff comply with requirements under NT child protection legislation.

Disputes/Protests

1. Match (Incident during match):
 - a. Noted on score sheet at time of incident by team coach;
 - b. Lodged in writing within 20 minutes following conclusion of match to Basketball NT's Technical Convenor for the event;
 - c. The decision of Basketball NT's Technical Commissioner for the event will be final;
2. Referee Report of a Player or Coach:
 - a. Heard by a panel of three comprised of Basketball NT's Technical Convenor for the event and two other representatives approved by Basketball NT;
 - b. This panel will follow Basketball Australia's guidelines related to the conduct of a tribunal and applicable appeals processes.
3. General:
 - a. To be lodged in writing to the Basketball NT Executive Officer no later than Monday following the event;
 - b. Appeal – Basketball NT Board in writing within five days of ruling (Decision Final);

Reserve Powers

1. Basketball NT shall have the power to make necessary additional rulings provided these are not contrary to the regulations of those of Basketball NT.