

32<sup>nd</sup>

# REDBACK CLASSIC

April 26 and 27, 2014

## TOURNAMENT RULES



The rules governing games played in the Redback Classic are the same as for the 2014 WABL season except where stated to the contrary.

- Officials:** Each team to provide one bench official for the game in which they play.
- Referees:** Clubs to provide one competent referee for each game they play including semi-finals.  
The Referees Co-ordinator will select referees for grand finals on performance.  
A club requiring referees **MUST** state on the nomination form (where provided) the number of referees required and games required for that particular age group. This charge will be \$30 (G.S.T. inclusive) per referee per game. The amount owing must be paid with registration fees on the weekend of competition.  
If a request is not received with the nomination form and the club **does not** provide a referee or if the referee is late for a game as above, a cost of \$40 (G.S.T. inclusive) will be incurred by that club for a replacement. This amount is to be paid to the Games Controller at commencement of your game. **Non payment of charge will deem the game to be a forfeit.** No invoices will be issued for refereeing duties.
- Scoresheets:** **Coaches** to ensure the scoresheet is filled in good time to allow games to commence on time.  
**Referees** to return the scoresheet, at the end of each game to the games controller.
- Timing:** Games will be of 20-minute halves with a 2-minute halftime and 8-minutes break between games.
- Basketballs:** Teams to provide own warm-up balls for games.  
**Game ball:** To be supplied by teams.
- Uniforms:** Will be as for the standard required for Junior League. Numbers to **be** 4-15.
- Mouthguards** Under WABL rules, mouthguards are compulsory for all age groups up to and including Under 18 and we recommend that they be worn.
- Points Table:** 4 points will be awarded for a win. 2 points for a draw. 0 points for a loss.  
Teams finishing equal at the completion of the qualifying round, their head to head results will determine the final positions, following calculation of their wins, losses and draws. Where any of the teams finish in equal position, but did not play each other, final positions of all the teams finishing in equal position will be determined by their overall percentage from all games played in the qualifying round.
- Time-outs:** One per team per half. No time-outs permitted during the last 3 minutes of **EITHER** half.
- Players:** Teams may use 12 players in each game. **No player may play in more than one grade for the duration of the tournament.**  
Players **MUST** play 50% of qualifying games to play in finals.
- Forfeits:** A penalty of 50% will be incurred for forfeits.
- Protests:** All protests must be in writing and must be in the hands of the Games Controller within thirty (30) minutes of game being completed.  
After hearing all protests, the decision of the Games Controller will be final.

Adam Johnson  
Games Controller

Family • Community • Basketball