



Venue Locations



Courts 1, 2, 3, 4	Shepparton Sports Stadium 120 Numurkah Road, Shepparton
Courts 5& 6	Wanganui Park Secondary College Visy Centre, Parkside Drive, Shepparton <i>Walking distance from the rear of the Main Stadium</i>
Courts 7& 8	Mercy Centennial Skene Street (cnr Knight Street), Shepparton 4 Minutes from Main Stadium
Court 9	Goulburn Valley Grammar 455 Verney Road, Shepparton North (cnr Numurkah Rd) 8 Minutes from Main Stadium
Court 10	Guthrie Street Primary School Guthrie Street (cnr Abernethy Street), Shepparton 10 Minutes from Main Stadium
Court 11& 12	Kyabram Sports & Entertainment Centre Allan Street, Kyabram 40 Minutes from Main Stadium
Court 13	Tatura Sports Stadium Albert Street, Tatura 25 Minutes from Main Stadium
Court 15	Baptist Church Longstaff Street (cnr Wyndham Street), Shepparton 6 Minutes from Main Stadium
Court 16	Goulburn Valley Christian College—Assembly of God Verney Road (cnr Hawkins Street), Shepparton 4 Minutes from Main Stadium
Court 17	St Georges Road Primary School John Street (cnr St Georges Road), Shepparton 8 Minutes from Main Stadium
Court 18	Numurkah Secondary College 104 Tocumwal Road, Numurkah 25 Minutes from Main Stadium
Court 19	Nathalia Community & Sport Centre Robertson Street, Nathalia 30 Minutes from Main Stadium



Venue Locations



Court 19	Nathalia Community & Sport Centre Robertson Street, Nathalia 40 Minutes from Main stadium
Court 20, 21, 22	Benalla Basketball Stadium Midland Hwy & Ackerly Ave, Benalla, 3672 46 Minutes from Main Stadium
Court 23, 24	Echuca Basketball Stadium 244 High Street, Echuca 56 Minutes from Main Stadium



Timing Rules



All Games - with the exception of the Grand Final

- * 2 x 20-minute halves
- * A team who fails to appear with 5 players on the court at the scheduled commencement time will mean a walk over

1 penalty point will be recorded to the opposing team for each minute (or part thereof) a team is late. The exception will be where the Tournament Committee has made an error with court allocations / fixtures
- * 2 Time Outs per team per half
- * No Time Outs are permitted in the last One Minute of the First Half
- * The Clock Stops on all whistles in the last One Minute of the Second Half

Drawn Games

- * Drawn games will be recorded in all Round Games
- * No Drawn games in Semi Final or Grand Final Matches
- * A period of 3 minutes will be played (or as many as is required to achieve a result)
- * One Time Out per team
- * Clock stops on all whistles in the last One Minute

Grand Finals

- * 2 x 20-minute halves
- * A team who fails to appear with 5 players on the court at the scheduled commencement time will result in a walk over

*1 penalty point will be recorded to the opposing team for each minute (or part thereof) a team is late. **The exception will be where the Tournament Committee has made an error with court allocations / fixtures***
- * 2 Time Outs per team per half
- * Clock Stops on all whistles in the last One Minute of the First Half and the last Three Minutes of the Second Half



Tournament Rules

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All games will be played under FIBA rules and those specific to this tournament are listed below.

- * Basketball courts throughout the Greater Shepparton area have different lines marked **e.g. some have half circle and some have square**. For this tournament games will be played as per court markings—**unless a team has never played on a square key**.
- * A team list has a maximum of 10 players.
- * Teams to supply their own warm up basketballs.
- * A team basketball will be used as the game ball.
- * Games cannot commence if a team has less than 5 players on the court.
- * Teams are to supply a competent Scorer or Timekeeper for each game.
- * The second named team on the Scoresheet will be required to change in the event of a clash of colour. Teams supply their own alternate uniforms.
- * No Zone rules apply for Under 12's and Under 14's as per Basketball Australia Policy.
- * 3 Point shots are only recognised from Under 14's upwards
- * No insurance cover is provided by the Greater Shepparton Basketball Association Inc. All players are expected to be registered and covered with insurance via their own Association player insurance.
- * Any person reported will be dealt with as soon as possible after the incident by a Tribunal.
- * Players, Coaches, Team Managers who receive a Tech Foul must go the Sin Bin for 5 minutes. A second similar offense means a disqualification and removal from the court area.
- * The mercy rule will come into effect when a team is 20 points in front in U12 and U14 games only. 2. Once a team is 20 points or more ahead, the mercy rule will come into effect and will remain in effect until the completion of the game or until the point differential is reduced to 20 or below. Teams reaching a lead of 20 points or more must not extend their man to man defense further than a third of the court (approximately top of the 3 point line across the court) from any inbounding dead ball situation (ie: off a made basket, side line or end line throw-ins etc.)



Tournament Rules

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ELIGIBILITY

- * Under 12 - 2009 to 2011
 - Under 14 - 2007 to 2008
 - Under 16 - 2005 to 2006
 - Under 18 - 2003 to 2004

 - * Players must be underage as at the 31st December 2020 and only permitted to take part in one team and/or one grade.

 - * To be eligible to participate in the Finals a player must have taken the court in no less than 3 of the Round games.

 - * Competition points are decided by Win and Loss totals.

 - * Tied positions will be decided as follows:
 - * 2-way tie is result of the game played between the two teams Concerned.
 - * 3-way tie decided by % of the games played between the three teams concerned.

 - * 7 Team Competitions Tied positions will be decided as follows:
 - * If teams have played each other, normal head to head rules apply.
- If teams haven't played each other;
- * Decided by % of the games played between the teams that those teams have played e.g. *Team 4 and 6 haven't played each other and are tied then it is calculated (percentage of pts for and against) on games against teams 2, 3, & 7 who they both have played.*)



Tournament Rules

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HEAT POLICY

It is the responsibility of each player, coach, team manager, parent to ensure that players, as well as themselves, are well hydrated over the weekend.

Non-Air-Conditioned Venues

Basketball Victoria Heat Policy In 2007, Basketball Victoria amended its Participants Protection By-laws to introduce a requirement for monitoring temperature on court when the weather is hot. This amendment requires that all stadiums must be fitted with a thermometer and the inside temperature must be taken every hour whilst the stadium is in use and a note kept of the temperature in a permanent written record at the stadium.

Taking into consideration the Basketball Victoria Policy, for the purposes of the Country Basketball League, the following will be utilised:

- When the court temperature reaches 30C, Event Management will implement the following timing rules:
 1. The game will be reduced to 4 x 8-minute quarters with the clock stopping rule to remain.
- Where the court temperature reaches 35C, Event Management will implement the following timing rules:
 1. As each game is played in quarters, the referee will call an additional compulsory timeout in each quarter, close to the halfway mark of the quarter.
 2. The game will be reduced to 4 x 8-minute quarters with the clock stopping rule to remain.
- When the court temperature reaches 40C, games will be abandoned, subject to any rule or ruling by Event Management.
 1. If a game is abandoned before it commences or before or at half time it is counted as a draw
 2. If a game is abandoned after half time, the game score stands as a final result.

The introduction of the aforementioned Heat Policy Rule and notification to teams will be by the Court or Venue Supervisor.



Tournament Rules

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INFORMATION

- * **Blood Buckets** are situated beside the scoretable. Please place all contaminated material in the plastic bags provided and dispose of into a rubbish bin.
- * **Sports Trainers** and **First Aid** are available at the Main Stadium from 9am each day.
- * **Kiosk Facilities** are available at the Main Stadium and Courts 5 & 6. Other stadiums may have small kiosks or Fundraiser BBQ's.

NOTE: Venues out of Shepparton may have very little open on Saturday afternoon and Sunday.

- * **Website & Noticeboard** at the Main Stadium will be kept up to date as soon as the results come through.
- * **Stadium Scoring** Every stadium will be using Stadium Scoring, in the event of the laptop or Stadium Scoring not working please revert to the manual scoresheet provided. As soon as the game is finished, ask the court Marshall if you can take a photo of the scoresheet. Manual scoresheet is to be used only as a last resort.

CONTACTS OVER THE WEEKEND

Fixtures, Results & Ladders:

Mark 0447 554 805

Michael 0409 285 247