## **2020 TOURNAMENT RULES**

1. - PLAYER ELIGIBILITY All players must be under 10, 12, 14, 16 and 19 as at 31st December, 2020 To be eligible for finals a player must have played two (2) Preliminary round games.

# 2. - TIMING RULES

<u>PRELIMINARY ROUNDS</u> 2 x 18 minute halves, clock does not stop. No subs to be taken in last minute of the first and second half. No times out in the last minute of the first half. No time outs in the last 2 minutes of the second half. <u>QUARTER, SEMI AND GRAND FINALS</u> 2 x 18 minute halves, clock does not stop in first half. No subs or time outs to be taken in last minute of first half. Second half, clock stops on all whistles in last 2 minutes

Time outs and subs can be taken during this period as clock stops on all whistles.

Two times outs each half in all games.

3. - SCORERS

Each team must provide a scorer/timekeeper for all their games, including finals.

## 4. - STADIUM SCORING

Stadium Scoring will be used at all courts. All teams are required to register their players prior to the tournament.

### 5. - FREE THROWS

Under 10 and 12 age groups will take penalty shots from the 12 foot mark.

### 6. - THREE POINT SHOTS

*In the under 10 and 12 age groups three (3) point shots will not count. The three (3) point line will be the 6.75 metre arch where marked on courts.* 

### 7. - BALLS

Each team must supply their own warm up ball. Small ball (size 6) will be used for under 10, 12 and 14 boy's games and all female games. A large ball (size 7) will be used for under 16, & 18 boy's games. The best warm up ball will be used for the match ball.

### 8. - UNIFORMS

Players cannot take the court unless they are in proper uniform. Each team is to provide a set of alternate tops in the event of teams having similar colours. If teams cannot amicably work out a uniform clash, in the preliminary rounds, the team named second will wear the alternative strip.

In finals, the lower placed team will wear the alternative strip.

### 9. - LATE STARTS

Late starts will be penalised by two (2) points for each minute they are late. Games will be forfeited after a delay of 10 minutes.

### 10. - DRAWN GAMES

PRELIMINARY GAMES – The games will be ruled as a draw. QUARTER, SEMI AND GRAND FINALS – An extra three (3) minutes will be played. If at the end of the first extra three (3) minutes the game is still drawn, the game will continue and the first team to score will be declared the winner.

11. - POINTS Win – 3 points Loss – 1 point Draw – 2 points

12. - POSITION ON LADDER In the event of a draw for position on the ladder, position will

be determined by:

Two way tie – Result of game played between the two teams Three way tie – Percentage of games played between the tied teams If neither of these systems gives a result, over all percentage will be taken.

#### 13. - FAILURE TO PLAY A ROSTERED GAME

In the event of a team failing to play a rostered game that team will be subject to a \$100 fine.

14. - MERCY RULE

Once a team leads by 20 points, they will play defence from behind the three (3) point line, as per BVC Mercy Rule Intention.

#### 15. - HEAT POLICY

If the inside temperature reaches 35C the tournament committee will modify the rules. The games will be brought back to 16 minute halves with a compulsory referee time out called at the closest point to the 9 minute mark. Please refer to Heat Policy at the stadium for further details.