



BASKETBALL
TASMANIA

Southern Junior Domestic Conditions 2020

Team Duties

Teams will be required to supply score table officials for each match in which they play. Each team will provide 1 person. If a team fails to provide a member for bench duty, they will be penalised 1 premiership point. It is the responsibility of the Venue Manager to make an assessment if the conditions are not met and to then apply the penalty as appropriate. Team A listed on the iPad will do the iPad, Team B listed on the iPad will do Game Clock.

Team Entry Requirements & Conditions

Teams must have a minimum of 7 registered players to enter. Team lists must be provided upon entry. Teams will enter via the SportsTG portal. A \$250 non-refundable entry deposit will be taken upon entry. This \$250 will be subtracted from the total team entry fee. The competition reserves the right to create or adjust divisions as required. For a division to be created it must have a minimum of four (4) teams. Basketball Tasmania retain the right to remove teams from any roster

Player Conditions

1. Players may only play in 1 (one) team per age group.
2. Players may fill-in in any team above their original age group but may only ever play in 1 (one) team per age group. Once a player has filled-in for a team in a higher age group they can only fill-in with the same team during the season.
3. Players may only play with the Domestic team(s) from within their first registered CAM/Club.

4. Core 5 players from Division 1 Representative teams may only play up an age group in the Domestic rosters. Domestic teams may only have a maximum of 2 (two) division 1 representative roster players in each team.

Game Conditions

1. Match balls will be Molten GF7X size 7 (U18/U16 Boys) or Molten GF6X size 6 (U18/16 Girls. U14 Boys/Girls). Molten GF5X size 5 (U12 Boys and Girls)

No other brand of match ball is to be used. Teams must supply their own warm up balls.

2. Games will consist of four 10-minute quarters. (Under 10 - 2 X 20 Minutes halves)

3. There will be no clock stoppage other than the last 2 minutes of the 4th quarter if the score is within 6 points (not Under 10 age group). In this 2-minute period the clock should stop on every whistle and every made basket. After a basket is scored the clock restarts when the ball is returned into play.

4. Five minutes warm-up will be allowed, time permitting.

5. Two-minute half time break, one-minute quarter time break.

6. One timeout per quarter (2 per half for Under 10) is allowed by each team. The clock will not stop for timeouts. Timeouts may not be taken within the last 3 minutes of any quarter. If a time out is taken within the last 4 minutes of any quarter play will resume at the 3-minute mark.

7. The 24-second shot clock will not operate.

8. Players must be uniformly dressed, including shorts. As per recent FIBA rule changes, players will be able to wear the number 0 and 00 and any number from 1 to 99. Penalties of 5 points per infringement may be applied for uniform issues.

9. Draws will not be played out.

10. Up to twelve players may be nominated for any one game. Players must be uniformly attired and ready to play sitting on the player's bench. The bench chair or referee will remove from the iPad any player not present during the game immediately following the completion of the 3rd quarter.

11. Finals will be played in the Domestic competitions; no medals will be awarded.

12. All players and officials are to be registered members of Basketball Tasmania in 2020. Basketball Tasmania's standard insurance cover automatically extends to include all players and officials who are currently registered with a club or association (including travelling to and from). Any unregistered players will not be allowed to take the court. Any player found unregistered during a random audit of matches will cause their team to forfeit any match they have taken part in.

13. All matches in all divisions must have five (5) players present on each team to allow the commencement of match.

14. Players cannot be added to the iPad on game day.

15. Requests to change match times will not be considered.

16. Mercy Rule: Where a team leads by more than 20 points, the opposition coach may ask the referee to apply the Mercy Rule. In that case the leading team must not apply any defence to the opposition in the backcourt while the margin is above 20 points.

17. 3 Point line. The 3-point line is not used at the U10 and U12 level of Domestic Comps.

18. The foul shot line remains in the same place for age groups U12 through U18.

19. Zone Defense. Zone defense is not allowed in Under 12 and Under 14 age groups. Players must play the principles of Man to Man defense. If a team appears to be guarding an area, and not following the Man to Man principles a Zone Buster may be asked to adjudicate on the style of defense. If a team is found to be playing a Zone, their coach will be informed by the Zone Buster to cease playing Zone defense. If the team continues to play a Zone style defense after the request by the Zone Buster to stop, the Zone Buster will instruct the Referee to impose a Technical Foul on the offending team.

Age Grouping

A Players age group is decided by the age of the player on Dec 31 in the year of the season. Eg. if you are 14 on December 31, 2020 your age group in the 2020 season would be Under 16. If the player was 13 on this date, they would be Under 14 for the 2020 season.

Complaints or disputes

All complaints and disputes are to be put in writing to the League within 48 hours of the completion of the match in dispute, otherwise they will be considered invalid. An independent Competitions Committee will be established to determine appeals and special cases.

Forfeits

All forfeits must be reported directly to the competition administration. The team forfeiting will be fined \$250. The team receiving the forfeit will be noted as winner of the forfeited game 20-0, they will receive full match points for a win. The forfeiting team will not receive any match points.

Teams are not to organise alternative match venues or dates to avoid a forfeit.

Technical Fouls and Reportable incidents

a) Match Officials are required to penalise any player, coach or team Official displaying obvious dissent and intimidating behaviour towards Officials with a Technical Foul. Examples of such behaviour are – continual disputing calls, excessive critical comments, bad language or aggressive and personal abuse towards any Official. In the Domestic League, all technical fouls will require the player to be placed in the “Sin Bin” for 5 minutes. The player may be replaced on court by a substitution. The Courtside system will automatically place a player receiving a technical foul into the “Sin Bin”.

b) If a player, coach or team Official receives a second technical of this nature the player/coach/team official will be automatically ejected from the match, and must leave the playing venue. Any player or coach ejected from a venue will receive an automatic one-week suspension from playing/coaching in any Domestic or Representative competitions. The “Sin Bin” option does not apply for a second technical foul in the same game. The automatic weeks suspension is only applied for ejection on the basis of 2 technical fouls, not 1 technical foul and 1 unsportsmanlike foul, or 2 unsportsmanlike fouls.

c) Any ejected player can be substituted by another player.

d) Any offences deemed reportable by the match Officials or other league Officials must be reported in writing, using the appropriate Basketball Tasmania report form and in accordance with the Basketball Tasmania Tribunal By-Laws.

Under 10 Extra Conditions

In the Frontcourt - Players to be called for violations and returned the ball up until round 6 (quick explanation of what they did wrong). ie travel, double dribble etc. After round 6 full rules will apply in the Frontcourt.

In the Backcourt – Referees to stop violations and return the ball to the team in possession with an explanation (on the run) of the rule

No press/No back-court guarding: Teams cannot apply pressure in the back court to any offensive player. Offensive players can only be defended after crossing the half court line.

Double-teaming and Defensive Zones: coaches cannot allow any two defenders to double team one (1) offensive player.

The game clock remains running at all times.

The game will consist of 2 x 20-minute Halves

The foul line will be moved closer to the basket for all fouls shots . (Coaches/referees discretion)