

2024 BULLA COLAC CLASSIC TOURNAMENT RULES

TIMING REGULATIONS:

- Preliminary and Semi-Final Games: 2 x 20 minute halves.
- 2 time outs per half.
- CLOCK DOES NOT STOP 1st half
- No time outs last 2 minutes of 1st half.
- Clock stops for all whistles in the last minute of the 2nd half
- Half time break: 2 minutes
- Grand Final: As per above except CLOCK STOPS FOR ALL WHISTLES in the last minute of the 1st half and all whistles in the last 3 minutes of 2nd half.
- Overtime will only be played in the case of a draw in finals games when the result is dependent on progression to the next round (not Consolation finals). The overtime period will be 3 minutes in length and one time out per team is allowed. Team fouls carry over from prior period.
- Clock stops on all whistles in overtime for grand finals and last minute for other finals.
- Shot clocks are not used in any division.

ELIGIBILITY FOR FINALS

Player must play in one preliminary round and only play in one team, otherwise matches will be forfeited in which that player takes part.

In the case of a 2 way tie in pool, the winner of the head to head game in the pool will advance. If this game was a draw, the team with the highest overall percentage goes through.

In the case of a 3 way tie, the team with the highest percentage in the head to head games between the tied teams goes through. If there is no head to head available, overall percentage will be used.

RULES

1. All players must be the correct age as at 31/12/24.
2. All games are to commence at the advertised starting time.
3. PlayHQ Scoring is to be used for all games and players checked before commencement.
4. No team shall take the court with less than 5 players. Penalty 1 point for every minute that such team is unable to take the court
5. If a team is 10 minutes late this constitutes a walk over.
6. Teams must supply a **competent** scorer/time keeper. First named team to do clock, second named team do ipad (PlayHQ)
7. Teams must supply their own warm up ball. Game ball to be selected from the balls provided. Under 16 & 18 boys size 7, Under 16 Girls & 14 Boys & Girls size 6, Under 12 size 5.
8. As per BVCC guidelines all age groups are encouraged to play man to man defence in the under 16 and 18 groups. Under 12 & Under 14 groups must play man on man defence. Any disputes in relation to this rule must be made to the relevant court supervisor who may issue a warning. If zone defence continues then a technical foul will be charged against the coach.
9. Any protests or disputes to be referred to the Tournament Administrator within one hour of the completed game. A protest fee of \$100 will be charged to your association and refunded if successful.
10. Any player or official being reported, must report to the Referee's Supervisor at the venue, and then must appear before the nominated Tournament Tribunal prior to their next scheduled game. Tournament directors reserve the right to defer this hearing until the end of the tournament and disallow the alleged person from taking any further part in the tournament.
11. Entries accepted on first in – first accepted.
12. BVCC heat policy will apply if the court temperature reaches 35 degrees.
13. There will be no refund of fees if a team withdraws after the draw is completed.
14. All teams are to supply their own FIRST AID needs. Ice will be available at all venues.
15. The 3 point line will apply in all divisions. Under 12's use the inner three point line where marked. All other groups use the outer 3 point line. Under 12's to use free throw line 1m inside regular free throw line.
16. The sin bin rule will be in force for all divisions. Any player charged with a technical foul will be forced to stay on the bench for a period of 5 minutes (of actual game time). Any technical foul charged directly to a coach will result in the coach having to leave the bench area for a period of 5 minutes.
17. Technical fouls result in 2 shots and possession per Basketball Victoria Regulations.
18. The Committee's decision on any matter is final.