



PLAYING CONDITIONS

GAME DURATION

- Matches for Under 14, Under 16 and Under 18 sections shall consist of 4 x 8 minute quarters.
- Matches for Under 12's sections shall consist of 4 x 7 minute quarters.
- The clock shall stop on all whistles according to the FIBA rule book.

SHOT CLOCK

The 24 second rule shall apply in all U14, U16 & U18 games. Where a shot clock is not working or unavailable the referees shall be responsible for making the call, giving the team a 10 and 5 Second Verbal warning. The 24-second shot clock will not be used in any Under 12 games. Please note there will be no 14 second reset.

Shot Clock Rules for Under 14's shall be as follows:

The 24 second device will not be started until the Ball goes into a team's frontcourt.

The ball goes into a team's frontcourt when: (as per FIBA Rules Art 28)

- It touches the frontcourt.
- It touches a player or an official who has part of his body in contact with the Frontcourt.
- During a dribble from backcourt to frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt. (This applies to the player only as long as they are dribbling.)

GENERAL RULES

- All Age Groups are permitted to play up to 12 players during a game.
- In the Under 12 & 14 Boys sections and all Girls sections a size 6 ball shall be used. In the Under 16 & 18 Boys a size 7 ball shall be used. The free-throw line for Under 12's shall be advanced by 1 metre.
- The Under 16 & 18 Age groups shall use the extended 3 point line (6.75m). The Under 12 & 14 age groups shall use the existing 3 point line (6.25m)
- A five minute warm-up period shall be allowed prior to the commencement of each game. Half-time of all matches shall be two minutes. Quarter and three quarter time breaks shall be one minute.
- In the event of a tie, an extra period of 3 minutes will be played. If required, a further extra period of 2 minutes will be played. Any subsequent extra periods will each be of 1 minute duration. One minute is allowed before each extra period.
- Each team is required to supply a competent score bench official. The first named team will supply the Clock and 24-second clock operator; the second named team shall do the stadium scoring. Independent score bench officials will be appointed to major semi-finals (SF1 & SF2) and grand-finals of the tournament.
- All teams shall be attired in appropriate uniform with legal numbers being: 1 - 99.
- 0 and 00 are only permitted as blood singlets. Duplicate numbers are not permitted
- Players out of uniform will not be permitted to take the court. If a player is out of uniform, VJBL staff shall make a decision regarding allowing the player to take the court
- In the event of blood on the uniform, the player must leave the court. The player may resume playing in a non-standard uniform provided in the referees' opinion there is no confusion of colours.
- If the referees determine that there is a clash of colours between teams, then there shall be a toss of the coin and the winner of the toss may elect to change uniforms or have their opposition change uniforms. All teams are required to have alternate sets of uniforms available.

- If a team does not appear with the minimum of five players within 10 minutes of the scheduled time of commencement, as shown on the fixture, then the match shall be a walkover and no points shall be awarded to the offending team. The match will be awarded to the opposing team and the score recorded as a twenty (20) points to nil (0) win. If a team appears within the ten minutes, but after the commencement time of the match as shown on the fixture, then the opposing team shall be awarded a score of two (2) points for each minute the offending team is late.

CO-ORDINATION DURING THE TOURNAMENT

The VJBL Manager shall appoint a Classic Venue Manager for each venue. The Classic Venue Manager in conjunction with VJBL staff shall be responsible for seeing that the rules and regulations of the National Junior Classic Tournament are upheld.

At each venue, the Classic Venue Manager may appoint VJBL staff to make decisions in lieu of the Venue Manager as required.

DISPUTES AND APPEALS DURING THE TOURNAMENT

The interpretation of normal playing rules of a referee shall not be considered as grounds for a dispute.

In a case of a team considering grounds for a dispute, a recognised official of the team shall put the matter in writing at the tournament office, not more than two hours after completion of the match in which the dispute occurred.

The Classic Venue Manager and VJBL staff shall determine if there is a case for a dispute hearing.

If there is a dispute hearing:

- a. All affected parties shall have the right to representation;
- b. No person from an affected party shall be on the disputes committee;
- c. The Classic Venue Manager shall select three people who will be chosen with recognition of experience and interstate representation if an interstate team is involved;
- d. The findings of the disputes committee will be final. Excludes No Zone rule.

REPORTS AND TRIBUNALS

- Tribunals shall be convened by the Basketball Victoria (BV) State Tribunal Convenor.
- The tribunal shall endeavour to deal with any report before the next game of the relevant team.
- The decision of the tribunal shall not be subject to appeal for the duration of the tournament.
- Should a person reported be from interstate, then a copy of the report and hearing minutes shall be sent to the appropriate state association for further action.

RESERVE POWERS

The VJBL Manager, and / or the Classic Venue Manager on their behalf shall have the power to make necessary additional rulings provided these are not contrary to the regulations of those of BV.