



TIMING RULES

Games -

- 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 x 20 minute halves
- 2 Time Outs per team per half

With the exception of the Under 16 Division 1, Under 18 Division 1 and Grand Final matches.

- 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

Under 16 and Under 18 Division 1 grades will play with the Shot Clock operating.

- See Shot Clock Guidelines

Drawn Games

- Drawn games will be recorded in all Rounds Games
- No Drawn games in any Finals 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 failures 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
- Clock Stops on all whistles in the last One Minute of the First Half and the last Three Minutes of the Second Half



Shot Clock Guidelines

Under 16 and Under 18 Division 1 use a 24 second reset for all games.

The shot clock is about team control of the ball. The shot clock runs for a team until the opponents take control of the ball then it is reset and runs for them.

The shot clock operator should always be watching the ball as control of the ball determines their actions.

It is good practice to always pause the clock and look to see how many seconds are remaining before resetting and running. That way, if the referee decides they want to reset the shot clock to its previous setting, you can advise them of what the correct position was.

The shot clock will be reset:

- when there is a change in team control (ie: a turnover of any sort)
- all fouls
- when the ball hits the ring after a shot
- in other situations when directed by the referee (eg: deliberate kick of the ball, play is interrupted by something outside the control of the offensive team). The Referee will request the reset by moving their index finger in a circle above their head

The shot clock is paused on every whistle and: **is reset** if there is a change in team control. **Is not reset** if the same team retains possession of the ball

- This also applies in "possession arrow" situations.
- A change in control in general play can be subjective but will usually occur when the opponent gets clear control of the ball with one or both hands or has commenced a controlled dribble with the ball. Simply deflecting, touching or hitting the ball is not enough.
- The defensive team has to take control of the ball before team control changes. When the ball is loose on the floor, the shot clock continues to run for the offensive team until that happens.
- The shot clock restarts when the ball touches a player on the court similar to the game clock.
- In out of court and possession arrow situations, you may want to wait to reset until it is clear which team the referee is going to give possession to as, if the same team retains possession, no reset is required
- After the ball hits the ring, reset to 24 and leave paused until it is clear which team now has control of the ball
- If the shot clock expires and the siren sounds, leave the clock set to "0" until the referee calls a violation (taps hand to shoulder) or has clearly called play on. For example if the clock expires and the defensive team immediately get clean possession, Referees will call play on rather than whistling for a violation.
- If there is a "reset" situation and there is less than 24 seconds remaining on the game clock, reset the shot clock to 24 and leave it paused so players know to work to the game clock.
- Make your best judgement and go with it. Referees will override your call at times but many "changes in control" are subjective so don't stress if they have a different view. It is rare that a mistaken or slow reset will change the result of the game as usually there is a turnover or foul or something soon after anyway.



TOURNAMENT RULES

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

Teams

- 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 Time Keeper (Shot Clock operator where required) 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
- Point shots are only recognised from Under 14's upwards
- Basketball courts throughout the Greater Shepparton area have different lines marked **eg 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**
- No player 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



ELIGIBILITY

- Players must be under age as at the 31st December, 2022
 - Under 12 - 2011 to 2012
 - Under 14 - 2009 to 2010
 - Under 16 - 2007 to 2008
 - Under 18 - 2005 to 2006
- Players are permitted to take part in one team and one grade only
- 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 PlayHQ Ladder for a games.
 - 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 haven't played each other:

Decided by % of the games played between the teams that those teams **have** played eg 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.)



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 only

When the court temperature reaches 30C the following timing rules will come into force:

- The referee will call an additional time out in each half. Stop clock rule to remain
- The game will be reduced to 2 x 16 minute halves. Stop clock rule to remain
- When the court temperature reaches 40C the game will be abandoned
- A game abandoned prior to starting or prior to half time will be counted as a Draw
- A game abandoned after half time - the score will stand

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. Other stadiums may have small kiosks or Fundraiser BBQ's.

NOTE: Kyabram, Tatura, Nathalia and Numurkah have very little open on Saturday afternoon and Sunday.

- For results, ladders, fixtures:
[Shepparton Junior Tournament - Proudly Supported by The Shepparton Club and McDonalds 2021 grades for Greater Shepparton B | PlayHQ](#)
- Be aware that Main Stadium, Courts 1, 2, 3 & 4 and Court 1 at Wanganui will be running on an hourly timeslot. This is for the Under 16 and Under 18 Division 1 matches.
- Be aware there are Grades and Pools of 7 teams. There is only 5 rounds played throughout this tournament . . . no team will play every team and not all teams will have a Bye.

No discussion will be entered into as to whether or not a team has made the finals due to them not playing a certain team or not having a Bye!



- Carefully note the Grand Final times as not all courts are running on the same timeslots.