



HOOP TIME

RULES SHEET



UPDATED JANUARY 2017

- All games will be fixtured for 2 x 8 minute halves unless otherwise stated. (Shortened games will be 1 x 13 minute games).
- It is imperative that games BEGIN ON TIME to enable the fixture to run to schedule, thus ensuring the day runs smoothly. The clock will be started at the scheduled time, with the late team receiving a ONE POINT PENALTY for each minute they are late. The Hoop Time Coordinator reserves the right to not penalise a team who may be running late due to circumstances outside their own control (e.g. accident). Schools are to call ahead if they believe they will be late for their first game. Not all circumstances will warrant leniency for being late.
- The clock will stop on all whistles in the last minute of the second half ONLY when the score margin is 5 points or less. (Clock will stop on all whistles in the last minute of the game if games are reduced to 1 x 13 minute if the score is 5 points or less).
- One 30-second timeout per team, per game will be allowed during which the clock will stop. The ball will advance after a timeout is called if it is inside the last minute of the 2nd half.
- The 2 free throw rule will apply after 4 team fouls have been committed in that half. The 5th team foul will result in 2 free shots. The juniors will shoot from the modified foul line, which is the closer line & seniors will shoot from the regular foul line. (Free throws are to be taken after the 5th team foul if playing a reduced 1 x 13 minute game)
- A Player can only commit 5 personal fouls per game. On the 5th foul the player is to be removed from the game.
- The Sin Bin Rule will be in place for all technical or unsportsmanlike fouls. If a player commits a technical or unsportsmanlike foul at any stage during a game, they must sit on the bench for 3 minutes of actual game time. This player can be replaced during those 3 minutes. Once the 3 minutes is up the player can then retake to the court through the next available substitution. If the player is given a technical foul within the last 3 minutes of any half, the remaining time will carry over until the following half or game.
- The Sin Bin Rule is also in place for any Bench Technical Fouls. If a Bench Tech is called, the offending person must clearly move away from the team's bench area so that communication with the bench in any form is not possible for 3 minutes of actual match time. Once the 3 minutes are up they can then return to the bench area and resume coaching/playing.
- Any player or team official who receives more than one technical foul in a game will be disqualified and removed from the playing area and will take no further part in the tournament.
- **'Ugly' Behaviour Policy** – An 'Ugly' Behaviour Policy has been put in place for all Hoop Time days. This policy is to curb what is deemed to be 'Ugly' behaviour by any coaches, players or spectators towards officials or staff. A full copy of the policy will be available out at every round robin day & a copy has been sent to every school. A copy is also available on the Hoop Time website www.hooptimebasketball.com.au
- 5 seconds in the key, centre line violation & 8 seconds in the back court all apply.
- Jump Balls will determine any disputed possession.

- Full court 'Man to Man' defence is compulsory for the entire game in the Junior & Senior All Star Boys & All Star Girls sections (unless the mercy rule is being enforced). Teams in this section who deliberately play zone defence or a half court or full court press by not picking up a player each or drop back into the key will be penalised with the following: 1st time is a warning, 2nd time offensive team gets ball advanced to a base line throw in, 3rd time coach is awarded a Technical foul.
- Mercy Rule: Mandatory 3-point line defence will be enforced when a team is leading by 16 points or more. The leading team must return beyond the 3-point line once possession is lost. The leading team cannot play defence outside of the 3-point line at any time. The ball will be returned to the offensive team immediately if they fail to comply.
- A forfeit will be called if a team does not show up by half time in any game (or by the 6 minute mark if playing 1 x 13 minute games). In the event of a forfeit, the score will be marked down as 8-0 (or 6-0 if playing a 1 x 13 minute game). If the team arrives after a forfeit has been called by the referee, they can play the remainder of the game but the score will stay as the forfeit score.
- The Future Stars/Rookies league permits a ratio of 3:2 (boys/girls or girls/boys) on the court at any one time. If a team is not able to field 2 girls on the court at any time they must notify the Hoop Time Coordinator immediately. If a team cannot play a minimum 2 girls on court they must play the ratio of 3 boys & 1 girl. If a team plays with either all boys or all girls, their results from the day will not count & they will be ineligible for finals if playing in the Future Stars league. A team of all girls may be eligible to play in the Rookies league at the request of the School Programs Coordinator at Basketball Victoria.
- Each team is to nominate 1 competent person to assist on the score bench for each game.
- Game results will be recorded on a modified scoresheet.
- Players' names are not required on the scoresheet. Only the singlet number of each player is necessary. Two players in the same team are not allowed to wear the same number.
- Teams are only allowed to play a maximum of 10 players per Hoop Time day, including Regional & State Finals.
- It is the responsibility of the WINNING team to ensure that the score sheet is delivered PROMPTLY at the conclusion of each game to the Hoop Time Coordinator.
- Teams will be awarded 3 points for a win, 2 points for a draw, 1 point for a loss & 0 points for a forfeit.
- In the case of two teams being tied on equal points at the end of the day, ladder positions will be decided by the result of those teams' head to head game (E.g. If Team A & B are both on equal points at the end of the day, the team that won the game played between these teams would finish higher on the ladder). If the head to head game is a draw, then the teams will be separated by their total percentage.
- In the case of 3 or more teams tied on equal points the positions will be determined by the points differential between the 3 tied teams. (e.g. Team A beat Team B by 3pts, Team B beat Team C by 6pts & Team C beat Team A by 1pt. Team B would finish first on +3, Team A would finish 2nd on +2 & team C would finish 3rd on -2).

- Drawn games will be accepted, except if playing in a final. Where a final game is drawn, an overtime of 3 minutes will be played. For round Robin tournaments - If there is still no winner after extra time, a “golden point” period will determine the result of the final. For Regional & State Finals - if there is still a tie after the additional 3 minutes an additional 2 minutes will be played. If there is still a tie after this, the game will go to “golden point”.
- OVERTIME RULES - No additional timeouts will be awarded during extra time. Team fouls carry over from the second half. The clock will stop in the last minute on all whistles of the OT period if the score is 5 points or less. No substitutions in the last minute of OT unless the clock stops.
- “GOLDEN POINT” RULES - Immediately at the end of overtime & if the scores are still tied, a jump ball at the centre circle will take place. Players will then play without the clock being switched on until a team scores at least a point. First to score in “Golden Point” time wins the game. No timeouts are to be called during this time. Team fouls carry over from overtime. No substitutions are to be made at this time (unless a player is fouled out before the “Golden Point” is made)

Uniform Rules:

Hoop Time aims to have as many children participating in basketball as possible. Therefore, some leniency towards uniforms is shown to ensure schools that do not have uniforms available can still participate in the program.

Basketball Uniforms consist of 2 parts: shorts and top.

In regular competitions, all players in a team must have matching uniforms. All players must have the same colour shorts and tops and numbers must be displayed on both front and back of the tops. Should singlets not be available, PE polo tops are acceptable as long as they are all the same colour and have numbers on the back.

In Hoop Time, we will be enforcing the following uniform rules:

Shorts: Shorts as a rule **must not** have pockets; this is dangerous and can cause serious injury.

Preferably, we would like to have teams in the same, if not similar-coloured shorts.

Tops: Tops must have at least a number displayed on the back of the uniform.

Tops must be the same colour.

There are no number restrictions in Hoop Time.

Basketball Victoria recognises that in circumstances where religious and cultural beliefs conflict with the standard dress code, that modification to the standard uniform may be required.

This may include, but is not restricted to the wearing of:

- Traditional Muslim head scarf
- Leggings or tracksuits to cover legs
- Long sleeve tops to cover arms

Basketball Victoria states that headscarves are permitted to be worn, as (by rule) they pose no threat of injury. This includes headscarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

It is recommended that the colours of headscarves or other garments should resemble the official colours of the association/club/school they are representing.

Compression Garments & T-shirts under uniforms - With the rise in popularity of compression garments (such as skins etc) the following rules must be adhered to:

- Compression garments can be worn under a player’s singlet if they are sleeveless. If the compression garment is not sleeveless then it must be the same colour of the uniform.
- Compression garments can be worn under a player’s shorts if they end ABOVE the knee.

- T-shirts can be worn under a player's uniform provided the t-shirt is the same colour as the playing singlet.

Long Hair Policy

In Hoop Time, we will be enforcing the following rule in relation to long hair:

- Plaits or braids will not be acceptable for players with long hair.
- All long hair can be placed in a regular ponytail or secured in a bun.

Player Eligibility

- Hoop Time has three levels of competition. For maximum enjoyment it is imperative that players & teams are graded correctly.
- The players that participate in the Round Robin days within a particular team will be the same players that progress through to Regional Finals & beyond if their team wins a Round Robin Day or receives a wildcard into Regional or State Finals.
- Players are not allowed to swap teams during or between Round Robin Days or Finals Series, unless the team must add a player or players to make a team due to medical reasons or circumstances outside of the school's control. The school must seek permission from Basketball Victoria's Hoop Time Office staff for the transfer of players from one team to another prior to the event.
- Players playing for a school must be a current student at the school. No team is to play players that do not attend the school they are representing. If a player has played that is not a current student at the school, that team will forfeit all its points for the day.

Mixed Rookie Division

- The Rookie League is for BEGINNERS ONLY (children who have never played basketball before or only for fun (i.e. not in any current domestic program). Children who play in any form of domestic competition, no matter how low the grade, MUST PLAY in the Future Stars.

Future Stars Division – THE FOLLOWING RULES MUST BE ADHERED TO:

- Schools should enter mixed teams of an INTERMEDIATE STANDARD (that is, children that play ANY level of domestic competition ONLY.) However, it is preferred that strong or high level A Grade players still play in the All Stars Divisions if possible.
- A **maximum** of 4 A Grade, Div 1 or A Reserve players are allowed in any one Future Stars team.
- The following children are NOT allowed to compete in this section:
 - Any child that currently plays or has played representative basketball within the last 12 months – VJBL Victorian Junior Championship League, Victorian Junior League (Division 1, 2, 3 or 4) Regional League (East & North West), Rep Development teams or any Country Victoria Rep teams.
 - Any child that has played in the All Stars Division in the same year.
- Schools participating in Country Victoria that have players in a representative team or squad will also be required to enter a team in the All Star Division to allow that player or players to play. They are not eligible for Future Stars. Basketball Victoria reserves the right to grant special exemption in some cases to smaller country schools to play one rep player in a Future Stars side if the school cannot physically field an All Star Boys or All Star Girls team due to insufficient participants. This will be taken on a case-by-case basis & the school's coordinator must seek prior approval from the Basketball Victoria office in order for any rep player to play in the Future Stars.

- Basketball Victoria's Hoop Time Staff have the right to grant eligibility to any player in the Future Stars division who throughout the year is graded into a Representative team after their initial Round Robin day & prior to or during the Regional or State Finals. Permission must be sought by the school's Hoop Time representative from Basketball Victoria PRIOR to the event if this does occur. BV Hoop Time Staff reserve the right to confirm any player's playing status with the VJBL.
- In the event a team plays a rep player in a tournament, the penalty on the day will be as follows: the team can either play the remainder of their games with the ineligible player in the side but not qualify for Finals, or they cannot play the rep player for their remaining games & still be eligible for Finals, but all previous wins with the ineligible player will be overturned & given as a 8-0 forfeit to the opposition.
- In the event a team is discovered to have played an ineligible player after they have played in their round robin day, then any results that team had on the day will be overturned &, if they won the tournament, they will not progress through to Regional or State Finals. The team that came runner-up will take their place in the next round of competition.

All Stars Division

- Schools should enter their BEST BOYS & GIRLS TEAMS in the All Star League (regardless of whether they play representative or domestic competition).
- There is a separate Boys & Girls section of the competition.
- In the event where a school cannot fill an All Star Girls team, one girl may play for the All Star Boys team as long as this is verified with Basketball Victoria's Hoop Time Office Staff prior to your event.
- If a team is to field 2 girls in an All Star Boys team due to not having an AS Girls team, they must only be allowed to play one girl on the court at a time.
- No more than 2 girls per ASB team will be allowed.
- Boys are not permitted to play in any ASG side.