



## **VICTORIAN COLLEGE CHAMPIONSHIPS RULES**

- Games are scheduled to begin at 9.30am. Those with 1<sup>st</sup> round games please endeavour to be at the stadium by 9.15am to enable the day to run to schedule.
- The clock will be started at the scheduled time, with the late team receiving a one-point penalty for each minute, or part thereof, that they are late. The only exception to this rule will be if there has been a late fixture change prior to the scheduled day and the school is unaware of the new fixture – this only applies to teams scheduled for first round games – and therefore no penalty will apply
- Each School is to supply a competent scorer on the bench at all times
- Wherever possible two (2) referees will be on court for all Junior, Intermediate & Senior matches

### **TIMING RULES**

- Games are fixtured at 2 x 12 minute halves on a 30-minute schedule unless specified otherwise. If game times need to be reduced to accommodate teams, games will become 2 x 10 minute halves on a 25-minute schedule.
- Only one 30 second time-out per half per team
- The clock will only stop on all whistles in the last minute of the 2<sup>nd</sup> half if the margin is 10 points or less.
- No time-outs or substitutions allowed in the last minute of the 1<sup>st</sup> half.
- The ball will advance after a time-out within the last minute of the 2<sup>nd</sup> half only.
- A two-minute break will be awarded at half time

### **GENERAL RULES**

- Five personal team fouls per player
- Teams are only allowed to play a **maximum** of 10 players per game & 12 players per tournament.
- All Boys divisions will use a size 7 ball. All Girls divisions will use a size 6 ball.
- Team fouls: The 2 free-throw rule applies after 5 Team Fouls have been committed in that half. The 6th team foul will result in 2 free shots
- The Sin Bin Rule will be in place for all technical & unsportsmanlike fouls. If a player commits a technical foul 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.

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- Any player or team official who receives more than one technical or unsportsmanlike foul in a game will be disqualified and removed from the playing area and will take no further part in the tournament.
- Possession Arrow will be used when available.
- If the court has two 3 point lines. The outer 3-point line will be used for all Competitions.
- Mercy Rule: Mandatory half court defence will be enforced when a team is leading by 20 points or more. The leading team must then allow opponents to bring the ball past the centre line before defence is applied. If a team is leading by 30 points or more they 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.
  - Results will be tallied on a result sheet – win, loss, draw
  - Please note in round games only, draws will count as the result
  - Highest number of wins results in 1<sup>st</sup> place, next highest results in 2<sup>nd</sup> place etc
  - In the event of tied number of wins, the highest place getter will be determined on a head-to-head basis with the teams involved
  - If there are two teams whereby their result was a draw when looking at their head to head, then percentage will be taken into account to determine the higher place getter. i.e total points scored/total points scored against for **all games** each team have played throughout the day.
  - If there is a 3-way tie for teams on the same amount of wins and head to head cannot determine the result, then the order of positions will be determined by the win/loss margin amongst the 3 teams involved only.
  - In the event of a draw in any finals game, 3 minutes overtime will be played. If still a draw a 'Golden Point' period will be played to determine a winner.
  - **OVERTIME RULES** – No time outs 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 margin is less than 10 points.
  - **"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)
- **CHAMPIONSHIP FINALS QUALIFICATION**
- The winner of each qualifying tournament will automatically qualify for the Championship Finals Series. If the runner up from the qualifying tournament loses the Qualifying Final by 6 points or less they too will qualify for the Championship Finals Series. If the runner up team loses their qualifying tournament by more than 6 points they will be placed onto a 'wildcard' list for Championship Finals Series. If a team withdraws from the Championships or the pools are uneven for the Championships then Basketball Victoria can promote a 'wildcard' winner into the Championship Finals. The result from the final of each qualifying tournament as well as

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last years Championship Finals rankings will determine the seeding for the Championship Finals.

- If there are only 1 or 2 teams entered within any division, those teams will automatically qualify for the Championship Finals. They will play round robin games against the other division throughout the day and play a separate Final (if there are two teams) to determine their ranking for the Championship Finals.
- **PLAYER QUALIFICATION RULES**
- 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 is played that is not a current student at the school, that team will forfeit all its points for the day.
- **Division 1** is open to players of all levels. No Team lists are required.
- **Division 2** is based on a points system for qualification. Each team will have a maximum total of 22 points per team. Players who currently play in the VJBL, Big V or SEABL will be given points for the level in which they play.
- Players who play in VC or VC reserve, Big V or SEABL will attract 8 points, those who play in VJL 1 or VJL 2 will attract 5 points & those who play in VJL 3 or VJL 4 will attract 3 points, those that play at Regional level will attract 1 point. Those players that do not play any form of Representative basketball will not attract any points.
- Players who play up an age division (i.e. Year 7 or 8 playing in Intermediates) will not attract any points, no matter what level of representative competition they play.
- Basketball Victoria reserves the right to promote any team from Div 2 to the closest Div 1 tournament if they breach the points system or the team sheet is incorrect or incomplete.
- If a team is found to be breaching the player qualification rules during a qualifying tournament, they will forfeit their results on the day and in order to qualify will need to play on a separate day in a higher division.