



# Champions Cup Tournament Rules

## Competition Rules

1. Arrival at Stadium/Venue should be at least 15 minutes prior to scheduled commencement with the first round commencing at 8:30am. If running late please notify BV representative.
2. Late starts incur a one (1) point per minute penalty.
3. Premiership points system is being used. 3= win, 2= draw, 1= loss, 0=forfeit.
4. Drawn games will not be allowed in the Final Four stage of competition. In the event of a drawn game, an additional three (3) minutes of extra time will be played, with clock stopping in the final 2 minutes of extra time. Teams will be allowed one (1) time out each. Foul count will remain from the second half. No change of referee's for over time. If still tied at the end of extra time, an additional 3 minutes will be played until a winning team has been determined.
5. Winning teams on the day will be determined by:
6. Win/loss ratio
7. If a tie, head to head from teams on same points.
8. In case of a 3-way tie, the order of positions will be determined by percentage.
9. Where clashes of uniform colour occur, the team that is listed on the scoresheet as 'Team A' will need to wear an alternate colour.
10. Maximum 12 players per team for all divisions.
11. Schools can only enter a maximum of two (2) teams per division. e.g.) 2 boys teams in the Senior Division.

### **Player movement:**

12. Only the players listed on the sheet are eligible to play in that team on the day, as these are the players that have been registered into that team. Players are not able to swap teams during the preliminary round. Players can change or be added to teams for the Elite 8 stage of the tournament. But once teams are locked in for this stage that is the team that must continue onto the Finals Night. All player movement MUST BE approved by Basketball Victoria first. Basketball Victoria reserves the right to accept or deny any player movement based on the circumstances or reasons for the move presented to them. Players who are injured or unavailable during the Elite 8 stage of competition may be eligible to compete in the Finals Night, providing permission is sought with Basketball Victoria prior to the event.
13. If any team plays a player that is not registered to compete, that team will automatically forfeit all games they have played with an unregistered player.
14. Players can play up an age division if required (e.g. Someone that is 14 can play in the Intermediates). Players can also play down an age division if required providing they match the age restrictions of the division below (e.g. A player playing in the Intermediate Division can play Juniors if they are 14).

15. There is no restriction on players playing in different teams if those teams are in a different age division.
16. Schools are to supply their own first aid for the tournament.
17. Each team must also be prepared to provide a scorer for each game in the Preliminary & Elite 8 Finals stage of the competition. In the Elite 8 Finals there will be 1 VBSA Scoretable official on each scorebench. They will be in charge of the shot clock. A scorer from each school will also be on the bench, one will do the scoresheet & the other will do the scoreboard.

**Disputes:**

18. Basketball Victoria or a representative of Basketball Victoria will determine the outcome of any dispute and that decision shall be final.

**Technical Fouls:**

19. Players- If a player is given a technical foul- 5 minute 'sin bin\*' will be enforced. Player can be replaced.
20. \*Sin Bin refers to players not being allowed on the court for 5 minutes of game time due to technical foul.
21. 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 5 minutes of actual match time. Once the 5 minutes are up they can then return to the bench area and resume coaching/playing.
22. 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. They will also be placed on report & will face a Basketball Victoria tribunal.
23. Possession arrow will be used when available.
24. Charge Circle will not be used during the tournament.
25. **Ball Size:** All Boys divisions will use a size 7 ball. All Girls divisions will use a size 6 ball.
26. **3-point line:** All 3-point attempts will be awarded from the outside 3 point line.
27. **Division Clarification:** The Champion School of Victoria tournament is an age based competition, not a year level based competition in order to fall in line with the Australian Schools Championship age restrictions. Therefore the following age restrictions will apply:
  28. **Juniors** – Under 15's (Must be Under 15 at 31<sup>st</sup> December 2019)
  29. **Intermediates** – Under 17's (Must be Under 17 at 31<sup>st</sup> December 2019)
  30. **Seniors** – Under 20's (Must be Under 20 at 31<sup>st</sup> December 2019)
31. All other rules follow FIBA rules unless noted otherwise within this document.

## **Timing Rules (Preliminary Round & Elite 8 Finals):**

### **All Matches**

- 2 x 18 minute halves (50 min timeslot)
- 24 sec Shot clock applies (Elite 8 Stage Only) – Junior Division: Clock will not start until the ball crosses halfway.
- Clock stops for all whistles in the last minute of the 1<sup>st</sup> half & last 3 minutes of the second half. The clock will also stop in the last minute of the 2<sup>nd</sup> half on all made baskets.
- 2 time outs per half per team, clock will stop in accordance with above rules. NO time outs in last 2 minutes of the 1<sup>st</sup> half unless the clock stops. Time out will be 1-minute.
- The ball will advance into the frontcourt of the team with possession of the ball if a timeout is called within the last 2 minutes of the game.
- 2 minutes at half time
- 2 shots will take place once a team has reached the 9<sup>th</sup> team foul for the half.