

2025 NORTON FORD JUNIOR SEASIDE CLASSIC TOURNAMENT RULES

1. FIXTURE

- (a) Teams withdrawing after the fixture has been published on PlayHQ will forfeit their entry fee.
- (b) After the fixture has been published on PlayHQ, no alterations will be made without the approval of the Tournament Director/Organisers.

2. GAME TIMES

- (a) All games shall commence at the advertised time.
 - (b) No team shall take the court with less than five (5) players.
 - (c) A team unable to take the court at the advertised time shall:
 - (i) Forfeit one (1) point for every minute that such team is unable to take the court.
 - (ii) Forfeit the match if such team cannot take the court within ten (10) minutes of the advertised starting time.
- THE TOURNAMENT DIRECTOR/ORGANISERS MAY WAIVE SUCH FORFEIT PENALTIES FOR JUST REASON

3. UNIFORMS

- (a) Each team shall nominate a uniform, including shorts. Players will not be permitted to take the court if not properly attired in such uniforms.
 - (b) Shoes which mark the playing surface must not be worn.
 - (c) Each team must have alternative uniform strip.
- NB: The second named team on the fixture will be required to change uniform if there is a clash of colours.

4. POINTS

- (a) Ladder points will be as follows:
 - Win – 3 points
 - Loss – 1 point
 - Draw – 2 points
 - Bye – 2 points
 - Forfeit – 0 points
- (b) Ties for ladder positions following the regular/pool games (prior to finals) will be determined by overall percentage (%) relating to the regular/pool games played.

5. SCORING & OFFICIALS

- (a) All teams shall provide (one) competent timekeeper/scorer.
- (b) PlayHQ will be used for scoring on all courts. Team officials to check player registrations are correct before first game. Manual scoresheets will be provided for all games in case of electronic malfunction.
- (c) Any person who is intoxicated shall not act as a bench official for any match of the tournament.
- (d) All matches will be under the control and management of the Tournament Director/Organisers.
- (e) In the event of scoring disputes, the referee's decision will be final as per FIBA article 47.8

6. TIMING RULES

- (a) Game duration – two (2), twenty (20) minute halves. Two (2) time-outs per team per half.
- (b) Half time – two (2) minutes.
- (c) Second half – clock stops on every whistle in the last one (1) minute of play including time-outs.

SEMI-FINALS & GRAND FINALS ONLY

- (a) First Half – clock will stop on every whistle in the last one (1) minute of play including time-outs.
- (b) Second half – clock stops on every whistle in the last two (2) minutes of play including time-outs
- (c) Extra periods (in finals only) – three (3) minutes. Clock will stop on every whistle in the last one (1) minute of play and time-outs. Only one (1) time-out permitted per extra period for both teams.

7. TECHNICAL FOUL

FIBA technical foul is to be used for this event; Penalty shall reflect FIBA – 1 free throw shall be administered immediately and the game shall be resumed by possession of the team which had control of the ball or was entitled to the ball when the Technical foul was committed, from the place nearest to where the ball was located when the game was stopped.

8. SIN – BIN

Participants who receive a behavioural technical foul shall be advised to be placed at the end of the team bench and will not be permitted to participate in their role at any capacity for five (5) minutes of elapsed game time (not inclusive of timeouts, period breaks or other game delays) from the point of receiving the technical foul. This will be applied for Behavioural technical fouls ONLY, not technical fouls for flopping or delay of game, etc.

9. ELIGIBILITY

- (a) To be eligible, a player must be under the division age as at 31st of December 2026.
- (b) Players are only permitted to play in one team within the tournament. Exemptions may be granted in special circumstances at the discretion of the Tournament Director/Organisers.
- (c) A team list has a maximum of 12 players.
- (d) To be eligible for finals, a player must have taken part in at least one (1) regular/pool game for the relevant team.

10. INELIGIBLE PLAYERS

Any team that plays an ineligible player, will be subject to a penalty which will include forfeiting all matches in which the player took part.

11. ZONE DEFENCE POLICY

Zone defence is NOT permitted in the Under 12 and Under 14 age groups (in line with the policies of Basketball Australia, Basketball Victoria, and Basketball Victoria Country).

During the tournament the following steps will be followed in relation to zone defence:

- Step 1) Team manager or coach to raise the issue of defence with the court supervisor (who may refer the matter to the Tournament Director for guidance).
- Step 2) If it is deemed to be a zone defence a warning is to be issued to the coach.
- Step 3) If zone defence continues after the warning, a technical foul shall be issued on the coach (Sin Bin rule not enforced on Zone Defence Policy)

12. MERCY RULE

The rule applies to all Under 12 and Under 14 games where the defence is required to drop back to within the 3pt line, if a team is leading by 20 points. The mercy rule will be implemented, and the clock will continue to run in the final two minutes of the 2nd half. No timeouts will be allowed during this period. The coach of the losing team may decide not to have their opponents defence to drop back to within the 3pt line however the mercy timing rules will still apply.

13. FIRST AID

All teams are to supply their own first aid requirements. Ice will be supplied at all venues.

14. GENERAL

- (a) 3.7 metre foul line and 3 point rule will be used in Under 12 games.
- (b) Teams must supply their own warm up ball. The referees will choose the match ball from the two warm up balls.
 - 69.5cm (No.5) basketball will be used for all 12 competitions.
 - 72.5cm (No.6) basketball will be used for 14, 16 and 18 girls competition.
 - 72.5cm (No.6) basketball will be used in 14 boys competitions.
 - 75cm (No.7) basketball will be used in 16 & 18 boys competitions.
- (c) Officials may apply a technical foul prior to the game if a player is found dunking in warmups if the action shows a risk of damaging the equipment per FIBA rule 36.2.1 – “Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or is trying to prevent injury to any player”.
- (d) Referees and/or court supervisors may report players, coaches, teams or team officials to the Tournament Director/Organisers. All such reports will be dealt with at the Tournament Director/Organisers discretion.
- (e) Any player, coach, team or team official found guilty following a report, shall take no further part in the tournament.
- (f) Any protests must be received in writing to the Tournament Director/Organisers and within one hour of incident. All such protests will be dealt with at the Tournament Director/Organisers discretion.

15. CONTACT

Email: tournament@warrnamboolbasketball.com.au

Tournament Phone: 0439 777 518

Tournament Director: Paul Barker

Tournament Organisers: Warrnambool Basketball Tournament Working Group

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