



NATIONAL JUNIOR CLASSIC

PLAYING CONDITIONS



Timing Rules

- Under 12 - 4 X 7-minute quarters
- Under 14, 16, 18 - 4 X 8-minute quarters
- The clock will stop on every whistle throughout the game and for made field baskets in the last 2 minutes of the final quarter.
- Quarter time and three-quarter time shall be one (1) minute. The Half time interval shall be two (2) minutes.
- A five-minute warm up period will be given prior to the commencement of each game

Time Outs

- Each team is entitled to two (2) time outs in the first half.
- Three (3) time outs permitted in the second half with a maximum of 2 of these time-outs when the game clock shows two (2) minutes or less in the final quarter.

Shot Clock

- The Shot Clock operates in all games except Under 12's.
- The shot clock will be in operation as per the FIBA rules, with 14 second shot reset where available for U16's and U18's.
- Shot Clock Rules for Under 14's shall be as follows: (this coincides with Under 14 Club Championships) The 24 second shot clock will not be started until the Ball enters the team's front court. All resets in the front court will go to 24 seconds

Ball size

- Under 12 Boys and Girls will use a Size 5 Ball.
- Under 14 Boys will use a Size 6 Ball.
- Under 14, 16, 18 Girls will use a Size 6 Ball.
- Under 16, 18 Boys will use a Size 7 Ball

Court lines

- The free-throw line for Under 12's shall be advanced by 1 metre.
- The Under 16 & 18 age groups will use the extended 3-point line (6.75m).
- The Under 12 & 14 age groups shall use the junior 3-point line (6.25m)

Overtime

- In the event of a tie, an extra period of 3 minutes will be played.
- If required, a further extra period of 2 minutes will be played.
- Any subsequent extra periods will each be of 1 minute duration.
- One minute is allowed before each extra period.

Uniform

- All teams shall be attired in appropriate uniform with legal numbers being: _1 - 99. 0 and 00 are only permitted as blood singlets. Duplicate numbers are not permitted.
- Players out of uniform will not be permitted to take the court unless special permission is granted. If a player is out of uniform, VJBL staff shall make a decision regarding allowing the player to take the court
- In the event of blood on the uniform, the player must leave the court. The player may resume playing in a non-standard uniform provided in the referees' opinion there is no confusion of colours.
- If the referees determine that there is a clash of colours between teams, then there shall be a toss of the coin and the winner of the toss may elect to change uniforms or have their opposition change uniforms. All teams are required to have alternate sets of uniforms available.

National Junior Classic Coordination

- The VJBL shall appoint a Classic Venue Manager for each venue.
- The Classic Venue Manager in conjunction with VJBL staff shall be responsible for seeing that the rules and regulations of the National Junior Classic Tournament are upheld.
- At each venue, the Classic Venue Manager may appoint VJBL staff to make decisions in lieu of the Venue Manager as required.

Team requirements

- Each team is required to supply a competent score bench official; the first named team will supply the Clock and 24-second clock operator; the second named team shall do the PlayHQ scoring.
- Independent score bench officials will be appointed to major semi-finals (SF1 & SF2) and grand finals of the tournament.
- All teams are permitted to have a maximum of 12 players listed
- If a team does not appear with the minimum of five players within 10 minutes of the scheduled time of commencement, as shown on the fixture, then the match shall be a walkover, and no points shall be awarded to the offending team. The match will be awarded to the opposing team and the score recorded as twenty (20) points to nil (0) win. If a team appears within the ten minutes, but after the commencement time of the match as shown on the fixture, then the opposing team shall be awarded a score of two (2) points for each minute the offending team is late.

Disputes and appeals during the tournament

- The interpretation of normal playing rules of a referee shall not be considered as grounds for a dispute.
- In a case of a team considering grounds for a dispute, a recognised official of the team shall put the matter in writing at the tournament office, not more than two hours after completion of the match in which the dispute occurred.
- The Classic Venue Manager and VJBL staff shall determine if there is a case for a dispute hearing.
- If there is a dispute hearing:
- All affected parties shall have the right to representation;
- No person from an affected party shall be on the disputes committee;
- The Classic Venue Manager shall select three people who will be chosen with recognition of experience and interstate representation if an interstate team is involved;
- The findings of the disputes committee will be final. Excludes No Zone rule.

REPORTS AND TRIBUNALS

- Tribunals shall be convened by the Basketball Victoria (BV) State Tribunal Convenor.
- The tribunal shall endeavor to deal with any report before the next game of the relevant team.
- The decision of the tribunal shall not be subject to appeal for the duration of the tournament.
- Should a person reported be from interstate, then a copy of the report and hearing minutes shall be sent to the appropriate state association for further action.

RESERVE POWERS

- The VJBL Manager, and / or the Classic Venue Manager on their behalf shall have the power to make necessary additional rulings provided these are not contrary to the regulations of those of BV.