

# VICTORIAN SECONDARY SCHOOLS CHALLENGE

## (VSSC) RULES SHEET



### Team Eligibility

- VSSC has two levels of competition. For maximum enjoyment it is imperative that players & teams are graded correctly.
- The players that participate in the qualifying days within a particular team will need to be the same players that progress through to State Finals
- Players are not allowed to swap teams during the qualifying day 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. If a school needs to change their team list between the qualifying day and State Finals, the school must seek permission from Basketball Victoria's School Competitions Coordinator 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.
- Teams are only allowed to play a **maximum** of 12 players per tournament.
- Age groups are U15, U17 and U20 as of December 31<sup>st</sup>, 2025. For example: If a player is turning 15 in 2025 they must play in U17 or if a player is turning 17 in 2025, they must play in U20.
- **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 NBL1 will be given points for the level in which they play.
- Players who play in VC, VC reserve, Big V or NBL 1 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. U15 playing in the U17) 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.

## **Competition Rules**

- The clock will be started at the scheduled time, with the late team receiving a one-point penalty for each minute that they are late. This is to the judgement of the School Competitions Coordinator
- Each School is to supply a competent scorer for all matches.
- 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, game clock will not stop.
- 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.
- The ball will advance after a time-out within the last minute of the 2<sup>nd</sup> half only.
- No time-outs or substitutions allowed in the last minute of the 1<sup>st</sup> half.
- A two-minute break will be awarded at half time.
- Five personal team fouls per player
- 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.
- 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.
- 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.
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- Results will be tallied on a result sheet – win, loss, draw.
- Please note in round games only, draws will count as the result.
- Ladders on the day will be determined by:
  - If there are two or more teams have the same number of wins the ladder order for the tied teams shall be decided on classification
  - Where an equal number of games have been played between the two or more teams the classification shall be determined by the head-to-head results in only those games played between the tied teams. If the two or more teams remain ties, further criteria will be applied in the following order.
    1. Higher game points difference of the games between them
    2. Higher number of game points scored in the games between them.
    3. Higher game points difference of all games in the group.
    4. Higher number of game points scored in all games.If these criteria still cannot decide, a draw shall decide on the classification.

- Where an unequal number of games have been played between the two or more teams, the classification shall be determined using a mini ladder based on the percentage wins from only those games played between the tied teams.
- 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 score 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**

- Basketball Uniforms consist of 2 parts: shorts and top.
- **Shorts:** Shorts must not have pockets. Preferably, we would like to have teams in the same shorts, if not the same-coloured shorts is acceptable.
- **Tops:** All players must be in cohesive singlets to represent their school. Tops must have at least a number displayed on the back of the uniform but ideally have a number on both the front and back. Tops must be the same colour. No 2 players can have the same number.
- 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 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.