



2023 Tasmanian Regional High School Tournament By-laws

Division 1, 2 & 3* if required.

Junior Boys and Girls (Years 7 and 8)

Senior Boys and Girls (Years 9 and 10)

Entry cost - \$275 per team (Please note there are no door entry fees)

Division 1 teams that finish in positions 1, 2 & 3 will be invited to the High School State Championships in Launceston – 9/10 December.

Dates and Locations

Saturday 25th & Sunday 26th November 2023

South

North

Northwest

Team Entries Open 31st July

Team Entries Close 29th September at 5 pm 2023

Competition Age Groups and Divisions

Junior Boys and Girls (Grade 7 and 8) Divisions 1 & 2 (& Possibly 3)

Senior Boys and Girls (Grade 9 and 10) Division 1 & 2 (& Possibly 3)

*If team entries are insufficient Divisions may be combined.

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Steps to Register (Registration Opens July 31st and Closes September 29th)

Schools - You will need to create a PlayHQ account (if you do not already have one) to register into school competitions.

Once logged in, you will need to enter your full school team name (“Blank High School Junior Girls Div 1”), select the grade you wish to enter the team (“Junior Girls 1”). Next step are the fees (“\$275”, read and tick the box to agree to terms and conditions). Enter payment details.

Once registered, you will receive two emails, the first email is confirmation that your team has successfully been registered. The second email is a ‘team link’, this is the link you will need to send to your students to be able to register into that specific team.

With your PlayHQ account, you are able to monitor who is registered and whom you need to chase up if you follow these steps:

1. Type Play HQ into Google and log into your account (the details you used to register the team)
2. Click on your account/name (top right of the screen)
3. Select my account
4. Select the team you want to check
5. You will be given option - fixture, ladder and squad
6. Select squad and the team list should be displayed with everyone that is currently registered

NOTE: Please ensure players are registered under their own PlayHQ account email address (the email linked to their account – whether it be their own or their parent’s).

EVENT CONDITIONS

1. Conditions of Entry

- 1.1. All teams participating in Basketball Tasmania (hereon referred to as BTAS) tournaments must abide by the rules and regulations set out by BTAS.
- 1.2. All players and officials (coaches/managers) are to be registered members of Basketball Tasmania in 2023. Officials need to be registered to Basketball Tasmania as non-playing officials.
- 1.3. All teams participating in BTAS Tournaments shall adhere to the BTAS Tournament By-laws. All players, coaches, team managers, parents, referees, technical officials, team officials and spectators must abide by the BTAS Codes of Conduct, which include:
 1. Code of Conduct – Parent/Guardians
 2. Code of Conduct – Players
 3. Code of Conduct – Referees and Technical Officials
 4. Code of Conduct – Spectators
 5. Code of Conduct – Team Officials
- 1.4. In submitting their entry, schools have certified that all requirements of BTAS have been met, including those relating to the National Member Protection Policy and those relating to Basketball Tasmania's Working with Vulnerable Persons Policy and the Basketball Australia National Integrity Framework.
- 1.5. Teams must provide a referee to enter. Teams must provide and assign a referee to every game they play. This excludes grand finals and Division One (1) play-offs for 3rd place.
 - 1.5.1. Teams must contact and secure their referee before completing the team entry form.
 - 1.5.2. Teams must complete all details on the entry form for their referee, including full name, email address, phone number, etc.
 - 1.5.3. Teams will incur a \$50 fee for every game in which they are unable to provide a referee for the duration of the match (at the discretion of the Match Manager/BTAS). This fee is in addition to the penalty outlined in Section 2.1.
 - 1.5.4. Each referee is required to bring their own whistle to every game they are allocated to.

- 1.5.5. Each referee can only be allocated to a maximum of two teams (unless the referee is allocated to a venue – pursuant to section 1.5.7).
- 1.5.6. The roster will not be adjusted to ensure two teams with the same referee do not clash. It is the responsibility of both teams to communicate and ensure no such clash occurs. If such a clash occurs, teams will need to provide an additional referee before gameplay can commence (the game clock will run until two referees are present on the court).
- 1.5.7. Schools are permitted to allocate referees to venues, instead of having referees follow teams, so long as they provide a referee to every team game played by their own teams.
- 1.5.8. BTAS will allocate referees to Grand Finals only (as well as the play-off for 3rd place in Division 1). It is the responsibility of the team to contact their referee/s regarding game times and locations for all games, including all finals and playoff games (excluding Grand Finals and the play-off for third place in Division 1).
- 1.5.9. Basketball Tasmania reserves the right to allocate more-qualified referees to grand finals. If BTAS creates a referee clash by allocating a team's referee to a grand final - where that team plays in a non-grand final game at the same time - BTAS will allocate another referee to cover the affected team's game.
- 1.5.10. Referee payment (excluding Grand finals and the play-off for third place in Division 1) is to be organised between the team and their referee/s.
- 1.6. The following class of players are unable to compete in Division Three (3) of this tournament:
 - Junior representative players (players who predominantly compete in the TJJL competition), and
 - State Development Player (SDP) athletes.
- 1.6.1. No more than two (2) Junior representative/SDP athletes are allowed to compete/register in a single Division Two (2) team. This maximum of two (2) is a combined total. For example, a single team will not be permitted to have two (2) SDP athletes and one (1) Junior representative athlete, as this is a combined total of three (3).
- 1.7. BTAS reserves the right to move teams into the appropriate division if they have entered an incorrect division. Relevant teams will be notified in instances where this occurs.

2. Match Day Team Duties

- 2.1. Each team is required to provide score table officials for each match in which they play, including for all finals. Division 1 teams will each supply 2 personnel, and for Division 2/3, the first named team (Team A) will provide 2 score table officials and the second-named team (Team B) will provide 1 score table official. Teams are also required to provide one referee for each match they play (excluding grand finals and the Division 1 playoff for third place). A failure to provide appropriate individuals to fulfil score table and referee positions by the scheduled tip-off time will result in the offending team incurring a two (2) match point penalty for every minute these duties are not fulfilled. If the offending team has not provided two individuals to fulfil the score table official positions by the commencement of the second quarter, the offending team will be assigned a forfeit and the opposing team awarded a 20-0 win. It is the Match Manager's responsibility to assess whether these conditions are met. The Match Manager has the discretion to apply penalties where appropriate.
 - 2.1.1. The individual with the highest accreditation (or most experience) is to assume the position of 'Bench Chair'. Bench Chair must have some knowledge of all positions.
 - 2.1.2. Team A, as listed on the Electronic Scoring Device (iPad) will control the Shot Clock and the Electronic Scoring Device. Team B, as listed on Electronic Scoring Device, will control the Game Clock and Bench Chair. Teams must communicate with the Match Manager to change the configuration if needed.
 - 2.1.3. Prior to the commencement of the game, Match Managers (in consultation with the relevant Coach and/or Team Manager) will be responsible for entering players into the BTAS Competition Management Platform (PlayHQ) team line-up on the Electronic Scoring Device. This responsibility is to be performed explicitly by Match Managers. Any player, coach or team representative who loads games on the BTAS Competition Management Platform without permission from the Match Manager or Competition Manager will be penalised with the deduction of one (1) Premiership Point.
- 2.2. The game cannot commence until both teams have a minimum of five (5) players present, on-court and ready to play.
 - 2.2.1. If one team is not ready to play at the commencement of the game, the game clock will start running down, and the offending team will be penalised two (2) match points every minute until they are ready to commence play. If the offending team is not ready to play by the commencement of the second quarter, they will be assigned a forfeit and the opposing team awarded a 20-0 win.

2.3. Basketball Tasmania will supply match balls. Match balls will be Molten BGF 4000 size 6 or 7 only - as appropriate. Teams must supply their own warm-up balls. Private basketballs are not allowed into the venue. Only match balls and team warm-up balls are permitted.

3. Player Conditions & Registration

3.1. Players, coaches and managers who have not completed their 'Player-to-team' registration must do so before playing (before game-day). Fill-ins will not be added to the iPad on game-day.

3.2. A minimum of five (5) and a maximum of twelve (12) players must be registered to a single team. Up to twelve (12) players may play in a single game.

4. Age Qualification

4.1. Players must be students at the school they register for. Players must have been bone fide full-time students, at the school they are representing, for most of the year, or if attending more than one school, must have a minimum of 50% of a full-time load at the nominated school.

4.1.1. A student may apply to play for a school other than their own, however, these applications will only be successful in rare instances where BTAS deems an exemption necessary. Applications are to be sent, via email, to the Competitions and Events Officer - Liam Kendell (liam.kendell@basketballtas.com.au) - by 11:59 pm on the 22nd of September 2023. Applications sent after this date will not be accepted.

4.2. Students are only allowed to play in their own year level (a single year-level) – they will not be allowed to play in multiple school tournaments in 2023.

4.2.1. **For example, a year 7 student is only able to play in the Regional High School Tournament in the year 7/8 junior division, they are not eligible to play in the year 9/10 senior competition as well.**

5. Finals Qualifications

5.1. Players must play a minimum of one (1) game on each day of the competition to qualify for the finals. Players must be uniformly attired and ready to play, sitting on the player's bench. The Bench Chair is to alert the Match Manager of any player who has not taken the court - during the game - immediately following the game's completion. The Match Manager is to remove this player from the game on Play HQ via the Electronic Scoring Device.

Match Result	Points Awarded
Win, Forfeit or Disqualifications Win	3
Draw	2
Loss	1

Forfeit or Disqualification Loss	0
Bye	0

5.2. The format of the competition ladder is in accordance with FIBA Rules. Teams are ranked in order of premiership points. If two or more teams have equal premiership points, the following criteria (in descending order) will be used to determine the final placings:

- a) Win-Loss comparison from the head-to-head games between teams involved.
- b) Comparison of points-for and points-against from head-to-head games
- c) Comparison of points-for and points-against from pool games.

6. Playing Conditions

6.1. Unless otherwise stated in these By-laws, tournament games are played in accordance with the most recent version of FIBA Rules, as of January 1st of each calendar year.

6.2. We will aim for each team to play a minimum of four (4) games over the competition, however, this is not always possible. Three (3) games are guaranteed, four (4) games are preferred.

7. Game Scale – Ball size & Free Throw Line

7.1. Ball sizes are as follows:

Girls: BGF 4000 Molten Size 6

Boys: BGF 4000 Molten Size 7

8. Match Timing

8.1. Timing rules are as follows:

8.1.1. Games will consist of four (4) 10-minute quarters with a running clock. The clock will only stop under full FIBA timing rules if the score difference is five (5) points or less in the last minute of the 4th quarter and the last minute of any overtime periods (overtime applicable to grand finals only).

- Full FIBA timing rules (to be applied in the last minute of the 4th quarter and last minute of any overtime periods – if match scores are within five (5) points): the clock will stop for every basket scored, every whistle, every timeout, every substitution and during foul shots.

8.1.2. Three (3) minutes for team warm-ups will be allowed if time permits (at the discretion of the Match Manager).

- 8.1.3. Break timing is as follows: 1-minute half-time break, 1-minute quarter-time break, and 1-minute break before any overtime periods.
- 8.1.4. Each team is allowed a maximum of one (1) timeout per quarter and one (1) timeout per overtime period that may apply. No timeouts will be allowed in the final 3 minutes of any quarter (unless the score difference is 5 points or less in the last one (1) minute of the quarter and the team has not already used their timeout for the quarter). If a timeout is taken - with between 3:59 and 3:01 remaining in the quarter - the game will resume at the 3-minute mark.
- 8.1.5. No timeouts are allowed in any overtime periods that occur, except for where the score difference is 5 points or less in the last (1) minute of the period.
- 8.1.6. The 24-second shot clock will only operate in Division 1.
- 8.1.7. The alternating possession arrow will operate.
- 8.1.8. A drawn match will remain as a draw unless it is a match that requires a result (e.g., finals, playoffs for 3rd place etc.) If a draw is to be played out, three (3) minutes of overtime will be played. Overtime will be repeated until one team is ahead of the other (in match points) at the end of the period.

9. Uniforms

- 9.1. In the event of a colour clash, any team in unofficial colours will be required to change. If both teams are in official colours the first named team (Team A) is required to change their uniforms.
- 9.2. Players must be uniformly dressed, including shorts. As per FIBA rules, players are permitted to wear the number 0, 00 and any number from 1 to 99. Penalties of five (5) match points per infringement may be applied for uniform issues, as directed by the Match Manager.
- 9.3. Players are required to wear their approved school team playing uniforms.
- 9.4. The following uniform rules apply in match play:
 - 9.4.1. No T-shirt, regardless of style, can be worn under a playing singlet. Players can apply to BTAS for a medical exemption but must provide medical documentation and an explanation for review.

- 9.4.2. Compression: shorts, shirts, leggings, are permitted, provided they are coloured black, white or the school team's primary colour. All members of the team must be wearing the same-coloured compression wear.
- 9.4.3. Religious wear is permitted, provided it is coloured black, white or the school team's primary colour.
- 9.4.4. Headbands and armbands may only be worn if the colour appears in the playing uniform and is the primary/dominant colour of the playing uniform.
- 9.4.5. Appropriate sponsorship only may be displayed on the playing gear.

10. [Basketball Tasmania Insurance Cover](#)

- 10.1. All players and officials are to be registered members of Basketball Tasmania in 2023. Basketball Tasmania's standard insurance cover automatically extends to include all players and officials who are currently registered with a club or association (including travelling to and from). All unregistered players are required to pay \$10 per person for their registration (no cost to team officials).
- 10.2. All competing players must be registered prior to the registration deadline.

11. [Refund Policy](#)

- 11.1. **Refunds will not be given to teams that withdraw after 5 pm on September 24th.**

12. [Complaints and/or Disputes](#)

- 12.1. Where a complaint and/or dispute arises, individuals involved are strongly encouraged to seek consultation with the relevant Match Manager.
- 12.2. Any reportable offence/injury/incident, during any match, is to be reported to the Match Manager and subsequently submitted via the Game Day Portal within 24 hours of the conclusion of the final game of the day's fixture.
- 12.3. Where necessary, BTAS, in collaboration with the BTCC, will determine the result of appeals and exceptional circumstances.

13. [Decisions Where These Rules are Silent or Unclear](#)

- 13.1. If BTAS rules/By-laws are silent on a matter arising in relation to any competition, BTAS may decide how the matter is to be dealt with.
- 13.2. If rules contained within these By-laws are uncertain, BTAS may decide how the uncertainty is to be resolved.

13.2.1. Decisions made pursuant to Sections 13.1 and 13.2 are enforceable upon parties bound by these rules. Any binding decision that is made is final and applicable to the unique circumstances that were presented at the time of the decision being made. These decisions do not set a precedent for future decisions.

14. Penalties

14.1. These By-laws are intended to provide clarity for schools regarding the formation, entry and participation of their teams across the course of the tournament. BTAS does not have or invest the resources required to monitor compliance with every By-law contained herein. It is the responsibility of schools to ensure their teams are entered in compliance with these By-laws.

14.2. The BTAS Tribunal has the following authority, pursuant to the BTAS Tribunal By-laws:

“The Tribunal shall have the power to suspend, disqualify, reprimand, fine, bond, ban or otherwise deal with any person involved with basketball and/or the Organising Body (including, but not limited to players, coaches, teams, clubs, officials, or spectators) in accordance with this By-law, regarding any incident arising from an activity conducted by an Organising Body. The incident may have occurred before, during or after the conduct of the activity, within the confines of the stadium, activity venue or its immediate surrounds, or elsewhere, including online and within social media networks, if directly related to a basketball activity of any sort.”

