



# **BASKETBALL TASMANIA**

## Basketball Tasmania's Mid-Winter Classic

### Competition By Laws & Playing Conditions 2024

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## 1. Conditions of Entry

1.1 BTAS reserve the right to move teams into the appropriate division if they have nominated for the incorrect division.

1.1.1 All TJBL Championship teams must enter Division 1, Shield teams may enter Division 1 or 2 only and domestic teams may enter any division.

1.1.2 Divisions will combine if not enough teams have entered – communication will be sent out prior to inform teams.

1.2 All Associations and Clubs must be affiliated and financial members of BTAS

1.3 All Associations and Clubs participating in BTAS tournaments must abide by the rules and regulations as set by BTAS

1.4 All players must be registered with the Associations/club and their details submitted to BTAS in the prescribed method

1.5 All coaches, team managers and officials must be registered with their Association, be registered on BTAS Competition Management Platform to the relevant team and possess a valid Working with Children/Working with Vulnerable People Check that will be valid for the duration of the tournament.

1.6 All teams participating in BTAS Tournaments shall adhere to the BTAS Competition 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

1.7 Teams **MUST** supply a referee to enter the tournament. Referees are only able to cover **two (2)** team during the weekend. It will be the team's responsibility to contact their referee regarding game times/locations. If your referee is not on court at the commencement of the game, your team will incur a 20-point deficit to begin the game. Please note, the roster will not be able to avoid clashes for the referees. **Please ensure the Referee Form (link on website) is filled out prior to registering your team.**

## 2. Match Day Team Duties

2.1 Each team is required to provide two individuals to fulfil the positions of score table officials for each match in which they play (including all finals). Failure to provide appropriate individuals to fulfil these positions by the scheduled tip off time, will result in 2 match points penalty against the offending team per minute these duties aren't fulfilled. It is the responsibility of the Match Manager(s) to make an assessment if the conditions are not met and to apply the penalty as appropriate.

2.2 The individual with the highest accreditation (or most experience) will assume the position of bench chair. Bench chair must have some knowledge of all positions.

2.3 Team A listed on the Electronic Scoring Device (iPad) will perform Shot Clock and the Electronic Scoring Device, Team B listed on Electronic Scoring Device will perform Game Clock and Bench Chair – with consultation with the Match Manager, teams will be able to change configuration if needed.

## 3. Player Conditions & Registration

3.1 Players may only participate with one team per age group, per division.

3.2 Players may participate in competitions for older age groups: however, they are restricted to competitions one age group older than their own. Players may only participate with one team in that division for the duration of the tournament. I.e., once a player has played for a team in a higher age group, they are prohibited from playing for other teams in that same division.

3.3 Clearances and permits are NOT permitted at the Launceston Classic.

## 4. Age Qualification

4.1 A Player's age is determined by the date of birth listed on the individual's birth certificate. Special exemptions may be made under exceptional circumstances. Suitable applications will be assessed by the BTCC care of [lanai.morrison@basketballtas.com.au](mailto:lanai.morrison@basketballtas.com.au)

4.2 A Player's age group is determined by the age of the player on 31<sup>st</sup> December in the year of that season

- U10:7,8 & 9y.o
- U12:9,10&11y.o
- U14:12&13y.o
- U16:14&15y.o
- U18:16&17y.o

## 5. Finals Qualifications

5.1 Players are required to play in 2 pool games to be eligible to compete in the Finals.

5.2 Throughout the tournament, teams will be awarded premiership points based on the result of their games. Points will be allocated as per the table below.

Match Result	Points Awarded
Win, Forfeit or Disqualifications Win	3
Draw (finals only)	2
Loss	1
Forfeit or Disqualification Loss	0
Bye	0

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

- a) Win-Loss comparison from the head-to-head game between teams involved
- b) Points for-and-against comparison from head-to-head games
- c) Points for-and against comparison from pool games

## 6. Playing Conditions

6.1 All tournament games are played in accordance with the most recent version of FIBA Rules, as at the 1<sup>st</sup> January 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.

6.3 Under 10 competition will have modified rules:

- a) Will only play pool games (with crossovers, depending on the number of teams in each pool). **No finals will be played for U10s**
- b) Rings will be lowered to 8ft if available at the venue
- c) Free throw line will be 100cm closer to the basket
- d) No timing violations
- e) No back court violations
- f) No 3 point baskets

#### 6.4 Under 12 competition will have modified rules (TJBL):

6.4.1 U12s – Double teaming and crowding is not allowed.

Definition: Two or more defensive players guarding a single offensive player

6.4.2 U12 – Only player to player defence is allowed (not set defence).

Definition: Each player is responsible for guarding and moving with one player. This requires the defensive player to move according to the offensive player's movements with or without the ball. The defensive player cannot be stationary in the keyway unless their offensive player is in the keyway. If an offensive player with the ball advances past their defensive player, another defender may rotate to guard that offensive player.

6.4.3 U12s – Player to player defence can be extended full court, however once a team has a lead of 10 or greater, they are not able to steal the ball in the backcourt.

6.5 The use of Zone Defence is not allowed in Under 14, Under 12 and Under 10 competitions. Players must adhere to the principles of man-to-man defence and avoid guarding an area. Where necessary, the Match Manager may be asked to assess the style of defence. If a team is found to be playing a zone, the Match Manager will issue the offending coach with a warning – Offending teams will be entitled to one warning only for the duration of this tournament. Where it is determined that an offending team is continuing to run a zone (either during the same match or subsequent match), the Match Manager will intrust the referee to impose a Technical Foul on the offending coach. From this point on, during the match in progress and all future matches in the particular tournament, normal Technical Foul penalties will apply.

#### 6.6 U12 will be following the 2023 TJJL by-laws – 16. 'Defensive play & tactics'

- *16.2 double teaming and crowding is not allowed. Definition: Two or more defensive players guarding a single offensive player*
- *16.3 only player to player defence is allowed (not set defence). Definition: Each player is responsible for guarding and moving with one offensive player. This requires the defensive player to move according to the offensive player's movements with or without the ball. The defensive player cannot be stationary in the keyway unless their offensive player is in the keyway. If an offensive player with the ball advances past their defensive player, another defender may rotate to guard that offensive player.*
- *16.4 player to player defence can be extended full court, however once a team has a lead of 10 or greater, they are not able to steal the ball in the backcourt.*

## 7. Game Scale – Ball size & Free Throw Line

7.1 Ball sizes will be as follows:

<b>Boys</b>	<b>Girls</b>
U12: Molten BG4000 size 5	U12: Molten BG4000 size 5
U14: Molten BG4000 size 6	U14: Molten BG4000 size 6
U16: Molten BG4000 size 7	U16: Molten BG4000 size 6
U18: Molten BG4000 size 7	U18: Molten BG4000 size 6

No other brand of basketball is to be used for Match play.

7.2 U12s are to adopt a closer FT line which is 1 foot (30cm) closer than regulation FT line.

## 8. Match Timing

8.1 Timing rules are as follows:

- 4 x 10 minute quarters – 1 minute break between all quarters, clock will only stop for the following: Last 2 minutes of the 4<sup>th</sup> quarter under full FIBA rules if the score difference is 10 points or less.
- One timeout per team per half, clock will not stop. No timeouts are permitted during the last 2 minutes of any quarter (unless full FIBA in the 4<sup>th</sup> quarter). If a time out is called with 2.59 or less on the clock in the quarter, the time out will only be in place until 2:00 and the game will recommence.
- Shot clock will be in operation for Under 12, U14, U16 and U18 competitions where available at venues. U12 & U14 shot clock will start when the ball crosses into the offensive teams' front court.
- Three (3) minutes warm up will be allowed – time permitted (match managers discretion)
- Drawn games will remain a draw except for finals where 3 minutes overtime will be played – until a result has occurred.

8.2 Prior to the commencement of the game, Match Managers (in consultation with the relevant Coach and /or Team Manager) will be responsible for entering/nominating 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 only. Any player, coach or team representative who loads games on BTAS Competition Management Platform without permission from the Match Manager or Competition Manager will be penalised with the deduction of one Premiership Point.

8.3 The game cannot commence unless both teams have a minimum of five players present, on-court and ready to play.

8.4 In the event that one team is not ready to play at the commencement of the game, the game clock will start, and the offending team will be penalised two match points every minute until that team is ready to commence play. If the offending team is not ready to play by the commencement of the second quarter, the offending team will be assigned a forfeit and the opposing team awarded a 20-0 win.

8.5 All players, coaches and team managers must possess active BTAS membership and be registered to the relevant team ahead of tip-off. Players, coaches and managers who have not completed their 'Player-to-team' registration must do so before playing. Use of the Fill-In player function is forbidden and must not be used to assign players to teams. Use of the Fill-In Player function will result in the deduction of one premiership point per use.

## 9. Uniforms

9.1 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 5 points per infringement may be applied for uniform issues as directed by the Match Manager.

9.2 In cases where there is a uniform clash, such as the same of similar primary colour, the 'Away' team (team B) listed is required to wear an alternate singlet if possible.

9.3 Players are required to wear their approved CAM uniforms. CAMs must apply to BTAS for changes to playing uniforms and colour combinations. The following uniform rules apply in match play.

9.3.1 Under no circumstances can a T-shirt, regardless of style, be worn under a playing singlet. Players can apply for a medical exemption to BTAS but must provide medical documentation and explanation for review.

9.3.2 Compression shorts, shirts, leggings long sleeve shirts are permitted, provided they are coloured black, white or the CAMs primary colour. All members of the team must be wearing the same-coloured compression wear.

9.3.3 Religious wear is permitted, provided they are coloured black, white or the CAMs primary colour.

9.3.4 Headbands and armbands may only be worn if the colour appears in the playing uniform and is a primary/dominant colour of the playing uniform.

9.4 Appropriate sponsorship only may be displayed on the playing gear.



## 10. Basketball Tasmania Insurance Cover

10.1 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). Any unregistered players will not be allowed to take the court. Any player found unregistered during a random audit of matches will cause their team to forfeit any match they have taken part in.

## 11. Refund Policy

11.1 Refunds will not be considered if teams withdraw after 5pm on 17<sup>th</sup> May 2024.