



# 2019 South Eastern Junior Basketball Tournament

## Tournament Information Sheet

**Tournament Dates - March 9<sup>th</sup> 10<sup>th</sup> and 11<sup>th</sup>**

**2019 Team entry Fees - \$425 per team (non-refundable)**

**Door charge players & spectators**

There are no door entry fees in 2019.

Everyone is welcome to attend at no additional cost, this is all covered in your entry fee.

### **Scorers**

Teams are to supply scorers for ALL games, including Grand Finals

### **Games**

We will guarantee four games except in the case of withdrawals or cancellations of games beyond administration control.

**Enquiries** to email: [tournament@caseybasketball.com.au](mailto:tournament@caseybasketball.com.au)



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## Tournament Game/Timing Rules

### All group games across all grades (including Semi Finals)

2 x 20 minute halves

2 time out per team, per half. Clock DOES NOT stop for Time-Outs, except in the last three minutes of the second half. With an additional time-out for each team in overtime situations where applicable. The clock does STOP for these additional timeouts.

### All Games

The game clock will not be delayed because teams are not ready.

Half time is strictly 2 minutes.

Drawn games are recognised in all games except finals, where an extra 5 minutes will be played.

### All Grand Finals across all grades

2 x 20 minute halves

Clock stops for all whistles in last minute of the first half and the last three minutes of the second half

2 time outs per team, per half (Clock will stop for Time-Outs)

### Late Start

The penalty for a late start shall be 1 point for every minute

At halftime the game is forfeited 20-0 by the team which did not appear with the minimum number of players (4)



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## Other Regulations

Zone defence is strongly discouraged for all U12 and U14 games.

3 point shots will be recognised in all grades. The extended 3 point line will be used in all U16, U18 games. The inside 3 point line will be used for all other matches.

The foul line will be advanced for all U12 games to the designated line, or agreed line by the referees/Venue Supervisor

3 seconds in the key will be observed in all grades and age groups, except U12 where 5 seconds will be observed.

Players names may be added at any time during a game, but in a team's first game, a player whose name is added after half time, shall be required to show the Venue Organiser a player's ticket, before participating in the game.

## Classification of Teams and Determination of Rankings for Finals

The primary ranking of teams shall be based on Game Ratio, and then based Points according to their win – loss records.

3 Points for a win, 2 Points for a draw, 1 point for a loss, 0 points for a game lost by forfeit

Before proceeding to the below, if all teams that are equal on 'Game Ratio' then 'Points', have not played each other, then the ranking will go straight to 'Point Difference' taking into account the results of all games

If there are two teams equal, the result(s) of the game(s) between the two teams involved will be used to determine the placing (Head to Head). In the event that this does not split the two teams, the classification will be determined by Points Difference taking into account the results of all games played by both teams.

If more than two teams are equal, a classification will be established taking into account only the results of the games between the teams that are tied.

In the event that there are still teams tied after the second classification, then points difference will be used to determine the placing, taking into account only the results between the teams that are tied.

If there are still teams tied, the placing shall be determined using percentage from the results of all their games played

Points difference is calculated by points scored for, minus points scored against.



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## Finals Qualifications (Team and Players)

To qualify for finals a player must take part in at least two (2) games with the team concerned. A final is any game, in which the teams playing are specified by position on the ladder rather than by name. Participation of an unqualified player in a final, will result in a forfeit by the offending team.

Players may play in more than one age group provided that they do not play in a lower grade in a lower age group. e.g. 16A players cannot play 14B, but 14A players may play 16B. No player may play in two (2) teams in the same age group. The penalty is automatic loss of points for the games in which the offence occurred. Any player who played for their state at National Championships in the previous 12 months must be declared with the entry form if playing other than A grade.

In the case of disputes, the matter will be referred to the Disputes Chairperson. In the case of reports, the decision of a tribunal appointed by the administration will be final.

Finals shall be played according to the system specified in each grade.

## Heat policy

Basketball Victoria heat policy

## Venue Regulations

No smoking

Parking is only allowed in the allocated public carpark spaces on each venue. No cars are to be parked on the grass where applicable.

Teams should provide their own warm up balls and game ball

Spectators violating Basketball Victoria codes of conduct may be banned from venues and will be reported.

All rubbish is expected to be placed in the provided bins and not left around the courts.



# 2019 South Eastern Wheelchair Basketball Tournament

## WHEELCHAIR BASKETBALL TOURNAMENT GUIDELINES

### Tournament Details

- Open age tournament
- Mixed teams
- All matches will use a size 7 Basketball

### Wheelchair Basketball Equipment

#### Wheelchair specifications

IWBF Rule 3.1 <https://iwbf.org/rules-of-wheelchair-basketball/>

#### Uniform

IWBF Rule 4.3 <https://iwbf.org/rules-of-wheelchair-basketball/>

Players shall not wear equipment (objects) that may cause injury to other players.

#### The following are not permitted:

- Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- Objects that could cut or cause abrasions (fingernails must be closely cut).
- Headgear, hair accessories and jewellery.



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*The following are permitted;*

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- Compression sleeves of the same dominant colour as the shirts, black, white or beige.
- Compression stockings of the same dominant colour as the shorts, black, white or beige.
- Knee braces if they are properly covered.
- Protector for an injured nose, even if made of a hard material.
- Mouth guard of any colour
- Spectacles, if they do not pose a danger to other players.
- Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- Non-coloured taping of arms, shoulder, legs etc.

## **Team Composition and Rules**

### **Able Bodied Players**

- A maximum of 2 able bodied players are permitted on the court at one time

### **Classification**

- Whilst a classification limit will not be strictly implemented, we encourage all teams to enter with a range of players from all classification groups
- All players must nominate their classification upon registering
- The tournament organisers will be considering the points total to determine the suitability and make up of teams, therefore teams will need to have a mix of players including low, mid and high pointers.
- Teams entering with only high classified players will be encouraged to include low and mid pointers to ensure a fair, competitive and enjoyable tournament is had by all
- Players who don't have a classification should work with their coach to nominate a suitable classification, below is a guide for informal classification
- Able Bodied players have a classification of 4.5



# 2019 South Eastern Wheelchair Basketball Tournament



AUSTRALIAN  
PARALYMPIC  
COMMITTEE

## Classification Information

The list below is intended as a guide only. Only authorised classifiers are able to provide a formal classification in a particular sport. The valid player classifications in the IWBF are 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0 and 4.5. The full classification manual is available at [www.iwbf.org](http://www.iwbf.org)

Functional Classification	Examples (Guide Only)
1 point	Players with little or no controlled trunk movement in all planes. Their balance in both forward and sideways directions is significantly impaired and they rely on their arms to return them to the upright position when unbalanced. One point players have no active trunk rotation.
2 point	Players with some partially controlled trunk movement in the forward direction, but no controlled sideways movement. They have upper trunk rotation but poor lower trunk rotation.
3 point	Players with good trunk movement in the forward direction to the floor and up again without arm support. They have good trunk rotation but no controlled sideways movement.
4 point	Players with normal trunk movement, but usually due to limitations in one lower limb they have difficulty with controlled sideways movement to one side.
4.5 point	Players with normal trunk movement in all directions who are able to reach side to side with no limitations. Able Bodied Players.