



**Big V**  
**Pre Season Tournament**  
**Labour Day Weekend**

## **TOURNAMENT RULES**

### **Eligibility**

- *Declaration sheets:* All teams are required to complete an official Tournament Team Sheet including all players names.
- It is the club's responsibility to ensure that the information provided on the official Tournament Team Sheet is accurate. Any team which fails to provide accurate information may lose tournament points, fine or any other sanction as determined by the tournament committee.
- Up to a maximum of twelve players may play for a team in any one match.
- Players may not play for more than one team.
- To be eligible for finals, a player must be included on at least two scoresheets for that team during the preliminary rounds.

### **Starting the game**

- Each team is asked to fill out the scoresheet at the front desk 10 minutes before the scheduled game time. **Each team is asked to supply a bench official for their games.**
- Teams are asked to ensure that all players are correctly uniformed. The first team listed on the fixture will be expected to change in the event of a colour clash. A spare set of singlets will be held in the Tournament Office in case of emergency.
- No team may commence a game with fewer than five players.
- There is a two point penalty for each minute late. Failure to appear within ten minutes of the scheduled game time means a forfeit: score 20-0.

### **Playing rules**

- A size 6 ball will be used for the women
- A size 7 ball will be used for the men.

- The usual premiership points apply: three points for a win, two for a draw, one for a loss and none for a forfeit.
- In the case of teams having equal win-loss records after the preliminary games, the teams rankings will be decided on the results of games between the teams on equal premiership points. If this does not split the teams, then the results of the games played against other teams will be taken into account.

#### **Timing rules for all games except grand finals:**

- Five minutes warm-up time is allowed prior to the start of the match. Matches consist of four *eight* minute quarters. Five minutes for Half time. Two minutes maximum is allowed for quarter and three quarter time. Players should be ready to start the second half immediately the half-time interval is concluded. Games will not be delayed because players are not on court.
- Teams are allowed *one time-out per quarter*.
- The clock shall stop on all whistles.
- Draws are allowed, except in semi-finals and grand-finals. In the case of a draw in finals, extra time will be played. Each extra-period will be five minutes.
- When teams draw in semi-finals extra time will be played to determine a winner. Each extra-period will be five minutes.

#### **Timing rules for Grand Finals:**

- Ten minutes warm-up time is allowed prior to the start of the match. Matches consist of four eight minute quarters. Half time is ten minutes. Teams are allowed two time-outs per quarter. The clock stops for time-outs. The clock stops for all whistles.

#### **Trophies**

- Trophies will be awarded to the winning team at the conclusion of the grand final. The winning teams will receive their winner's cheques at the presentation.

#### **Complaints and disputes**

- Any complaints/disputes should be lodged with the Tournament Office within an hour of the game in question. These will be decided upon by the Tournament Committee. Decisions by the Tournament committee shall be final. If the complaint is sufficiently serious — for example, a reported player — such matters may be referred to Basketball Victoria Tribunals.