

## JUNIOR SHOWCASE GAME REGULATIONS

### VALUES

HoopNation's founding principle has always been to 'Let players, play'. We want to get out of their way to make things possible.

***FIBA Rules Apply with the following HoopNation Amendments:***

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### CONDUCT

#### **1.0. Zero Tolerance Of Abusive Language Or Threatening Behaviour**

- 1.1. The safety of all is our paramount principle.
    - 1.1.0. Behaviour that is deemed to be abusive or threatening to anyone is totally unacceptable. In particular this includes players, coaches, managers and their supporters towards other teams, officials, bench crews and staff.
      - 1.1.1. This includes postings on social media
  - 1.2. Failure to comply with this principle may result in ejection from the venue, issuance of trespass orders, notification to police, and bans from future events.
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### REGISTRATIONS

#### **2.0. Rosters:**

- 2.1. Minimum of eight players per team.
- 2.2. No maximum.
- 2.3. There are no restrictions to the number of registered players that are able to take the court in a single game.
- 2.4. Players only registered to their team can play for their team.
- 2.5. All youth teams must furnish a coach.

#### **3.0. Age Eligibility:**

- 3.1. Determined by their age on the last day of the tournament.
  - 3.1.0. Example: 17U - is an athlete 17 years or under as of the last day of the event.
- 3.2. Managers must ensure athletes bring proof of age.
  - 3.2.0. Failure to produce this if requested, may result in forfeit if challenged by protest.

#### **4.0. Skill Eligibility:**

- 4.1. As an elite event, the JSC is not a platform for developmental teams.
- 4.2. Athletes should be of the standard of representative age level.

#### **5.0. Playing Multiple Divisions:**

- 5.1. An athlete can play in two (2) divisions under the following conditions:
  - 5.1.0. They meet any age requirements of both divisions.
  - 5.1.2. They have registered and paid for both divisions.
  - 5.1.3. Players are able to 'play up' - for example a development player can play in A-League or

Elite.

5.1.4. They play in the correct team uniform.

5.1.5. A team that plays an athlete from another division without meeting the above conditions will cause the team to forfeit classification points of all games played where this violation occurred.

## **6.0. Replacement Players:**

6.1. Replacement Players [due to injury or other emergency]:

6.1.0. Tournament Director must be notified of and approve any replacement:

6.1.0.0. If a replacement player takes the court without notification to the Tournament Director the team will forfeit the game.

6.1.1. From an existing registered player:

6.1.1.0. Must be from within the same academy or club.

6.1.1.1. Must meet any age restrictions.

6.1.1.2. Must wear the correct team uniform.

6.1.1.3. Pro-rata registration fees apply.

6.1.2. From a non-registered player:

6.1.2.0. Must meet all of the above.

6.1.2.1. Must play in the uniform of the replaced player.

6.1.2.2. Pro-rata registration fees apply.

6.1.3. Replacement players can 'play up' from a lower skill division to a higher, but not 'play down' from a higher skill division to a lower. The Tournament Director is the final arbiter of this.

6.1.4. The replaced player cannot return to the event.

## **7.0. Consents:**

7.1. By registering, individuals and teams agree for their image to be used by HoopNation and partners, which may include livestreaming:

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## **EQUIPMENT**

### **8.0. Uniforms**

8.1. Team A plays light strip, occupying the left-hand side.

8.2. Team B plays dark strip, occupying the right-hand side.

8.3. Teams must wear their full one-colour kit.

8.4. Mouthguards are not compulsory but highly encouraged.

8.5. Compression tops [short or long sleeve], leggings, shooting sleeves must be plain, one solid colour either black or white.

8.5.0. All team members must wear the identical colour.

8.6. No tee shirts to be worn under playing jerseys.

8.6.0. Exception: if due to a medical condition or religious belief.

### **9.0. Clock**

9.1. Four (4) x 8 minute quarters.

9.1.0. One (1) minute quarter period breaks.

9.1.1. One (2) minute half break.

9.1.2. Running clock.

9.2. Stop the clock for the last three (3) minutes of the 4th quarter only.

9.3. No shot clock

9.4. Eight (8) second count to progress the ball from the back to the front court

9.4. All rounds begin on time [50 minute intervals].

9.4.0. Some teams will be affected by this and will have minimal warmup time due to extra periods of play.

9.5. Team delays.

9.5.0. If a team is not on time to start their scheduled game, they will be penalised one [1]

- point per minute while absent to a maximum of 15 points [15 minutes].
- 9.6. Deliberate delays.
- 9.6.0. From a time out
- 9.6.0.0. The official may at their discretion restart the play without the delaying team being on court.
- 9.6.0.1. If possession of the ball has been awarded to the team that is delaying, and they have not complied to retake the court in a timely manner as judged by the officials, then possession can be awarded to the defensive team, and play can start without the offending team on court.
- 9.6.1. Coaches engaging officials
- 9.6.1.0. At the discretion of the official they may award possession to the opposing team, or award a technical foul on the coach.
- 9.6.1.1. At the discretion of the official they may
- Stop the clock
  - Award possession to the opposing team
  - Award a technical foul on the coach

## **10.0. Game Balls**

- 10.1. All girls teams play size 6
- 10.2. 13U Boys play size 6
- 10.3. All other boys teams play size 7
- 10.4. If a game ball is not supplied.
- 10.4.0. Please bring a preferred game ball to play your games.
- 10.4.1. Officials will request the preferred game ball from both teams and determine which of the two will be used in play.
- 10.4.2. Officials will do their best to return the game ball to the owning team, but it is the sole responsibility of the team to retrieve the ball at the end of the game [HoopNation is not liable for any lost balls].
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## **GAME PLAY**

### **11.0. Defensive Systems**

- 11.1. Zone defense is permissible for all divisions.
- 11.2. Mercy Rule
- 11.2.0. No full-court man to man or full-court zone defensive systems when 20 point or higher point differential during play.

### **12.0. Timeouts**

- 12.1. One (1) 60 secs per quarter (non-cumulative).
- 12.2. Or two (2) 30 secs per quarter (non-cumulative).
- 12.3. An athlete in possession of the ball can call for a timeout.
- 12.3.0. Officials will confirm the duration of the timeout via the coach.
- 12.3.1. Options are 30 seconds or 60 seconds.
- 12.4. Timeouts can be called between free throws.
- 12.5. Timeouts can only be called after a basket has been made by the team in possession of the ball.
- 12.6. Clock does not stop during regular play.
- 12.7. During the 4th quarter stop-clock period, clock stops during time outs.
- 12.8. A timeout cannot be called for in, or extend into the last three minutes of periods 1, 2 or 3. This means that if the clock shows 3:20 seconds, and a timeout is called, then the timeout expires on the minute, using only 20 seconds.
- 12.9. Calling a timeout that has been exhausted:
- 12.9.0. If a team calls a time out that they are not entitled to they will be given a warning, a second infringement will result in a technical foul.
- 12.9.1. If an illegal timeout is awarded this will result in a technical foul.
- 12.10. Inbounds after a timeout:

12.10.0. Possession will resume in either the back or front court when the timeout was called.

### **13.0. Free throws**

- 13.1. Two offensive and four defensive players are eligible to enter key lane lines during free throws.
  - 13.1.0. Positions 1 and 2 on the lower block are designated to the defense, positions 3 and 4 on the midblock are designated to the offense.
  - 13.1.1. Positions 5 and 6 on the upper block are designated to the defense.
- 13.2. On shooting fouls
  - 13.2.0. 1 + 1 for field goals.
  - 13.2.1. 1 + 1 + 1 for three point attempts.
  - 13.2.2. 1+1 up until the 5th team foul.
- 13.3. Bonus
  - 13.3.0. Flag goes up on the 5th foul indicating the next shooting foul is 2 shots.
  - 13.3.1. From the 6th team foul and every subsequent foul is 2 shots.

### **14.0. Substitutions:**

- 14.1. Substitutions can occur between free throws.
- 14.2. No substitutions after a basket has been made.

### **15.0. Extra Periods Of Play**

- 15.1. During Regular Pool Play:
  - 15.1.0. One (1) minute restart.
  - 15.1.1. Two (2) minutes stop the clock.
  - 15.1.2. Possession arrow.
  - 15.1.3. No time outs.
  - 15.1.4. Double Overtime:
    - 15.1.4.0. One (1) minute restart.
    - 15.1.4.1. Jump ball possession.
    - 15.1.4.2. Golden Point.
    - 15.1.4.3. No timeouts.
- 15.2. During Semis And Finals:
  - 15.2.0. One (1) minute restart.
  - 15.2.1. Two (2) minutes stop the clock.
  - 15.2.2. Possession arrow.
  - 15.2.3. One (1) timeout awarded to each team.
  - 15.2.4. Double Overtime:
    - 15.2.4.0. One (1) minute restart.
    - 15.2.4.1. Possession arrow.
    - 15.2.4.2. Two (2) minutes stop the clock.
    - 15.2.4.3. One (1) timeout awarded to each team..
  - 15.2.5. Triple Overtime:
    - 15.2.5.0. One (1) minute restart.
    - 15.2.5.1. Jump ball possession.
    - 15.2.5.2. Golden point.
    - 15.2.5.3. No timeouts.
- 15.3. Games Following Overtime
  - 15.3.0. Teams may be affected by extra periods of play impacting the length of warmup.
    - 15.3.0.0. At the discretion of the Tournament Director, subsequent start times and length of breaks may be adjusted to accommodate a brief warm-up and to ensure games are on time.

### **16.0. 5 Second Rule - "Use It Or Lose It"**

- 16.1. An offensive player who is in possession of the ball can hold possession of it in their front court without penalty if there is no defense assigned to the ball.
- 16.2. A defensive player is determined to be assigned to a player when they are within 1m of the ball carrier.
- 16.3. Once a defensive player has been assigned to the ball, the offensive player must be active with the intent to create a score, either dribble penetration, passing or shooting.
- 16.4. If the player who is in possession of the ball and has an assigned defensive player guarding them, and is deemed to not be active with the intent to create a score, will lose possession to the defensive team.

**17.0. In Bounds - No 'Backover Half' Violation On Any Inbounds**

- 17.1. Sideline - The ball may be inbound from the sideline front court, to the back court without penalty.
- 17.2. Baseline - When in your front court, the offensive team can pass into their backcourt.

**18.0. Technical & Unsportsmanship Fouls**

- 18.1. Any player or coach who receives a total of two (2) technical fouls or un-sportsmanship fouls in any combination is removed from the game.
- 18.2. Any team that accumulates three (3) technical fouls in a single game will lose by default.
- 18.3. Altercation:
  - 18.3.0. In the unlikely event of an altercation, only the coach and manager are permitted to leave the bench without penalty if they are assisting officials.
  - 18.3.1. Any players who leave their bench and enter the court regardless of their intent will not be able to resume play. Players must stay on their own team bench.

**19.0. Game Lost By Default**

- 19.1. A team shall lose a game by default if:
  - 19.1.0. During the game, the team has fewer than two (2) players on the playing court ready to play.
  - 19.1.1. Or the team accumulates three (3) technical or unsportsmanlike fouls in the game.
- 19.2. Penalty:
  - 19.2.0. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
  - 19.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 20 to 0 in its favour.
  - 19.2.2. The team awarded the win shall receive 2 classification points
  - 19.2.3. The defaulting team shall receive 0 classification points.

**20.0. Game Lost By Forfeit**

- 20.1. A team shall lose a game by forfeit if:
  - 20.1.0. The team is not present or is unable to field five (5) players ready to play 15 minutes after the game is scheduled to begin.
  - 20.1.1. The team's actions prevent the game from being played.
  - 20.1.2. The team refuses to play after being instructed to do so by the Tournament Director.
  - 20.1.3. The team fields a player[s] who is ineligible to play.
  - 20.1.4. For youth divisions only: failure for a team's designated official to officiate the prescribed game[s] will result in a corresponding game recorded as 'forfeit'. The forfeited game will be determined by the Protest Committee.
- 20.2. Penalty:
  - 20.2.0. The game is awarded to the opponents and the score shall be 20 to 0.
  - 20.2.1. The team awarded with the win shall receive 2 classification points
  - 20.2.2. The forfeiting team shall receive 0 classification points.

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**TEAM RESPONSIBILITIES**

**21.0. Bench Duty**

- 21.3. Both teams are required to furnish two personnel.
  - 21.3.0. Team A leads the bench crew meaning that Team A designates roles and is the sole arbiter with officials.
  - 21.3.1. It is suggested that Team A and Team B hold one of either responsibilities for the score sheet and the score.
  - 21.3.2. If Team B's addition to the bench is disruptive, then the Team A Leader can request their removal, this will be done through one of the officials. Failure to comply will result in a technical foul upon the coach.

## 22.0. Teams & Clubs To Supply Officials

- 22.1. Individual teams and clubs are required to furnish a designated official, affiliated to their team, who will officiate as directed by the Officials' Manager.
- 22.2. Clubs [two or more teams under the same club name] are required to furnish designated officials based upon the volume of teams they have entered.
  - 22.2.0. Two [2] club teams = one [1] official required
  - 22.2.0. Three [3] to four [4] club teams = two [2] officials required
  - 22.2.1. Five [5] to six [6] club teams = three [3] officials required
  - 22.2.2. Seven [7] to eight [8] club teams = four [4] officials required
  - 22.2.3. Nine [9] to ten [10] club teams = five [5] officials required
  - 22.2.4. Eleven [11] to twelve [12] club teams = six [6] officials required
- 22.3. The designated official:
  - 22.3.0. Is expected to be rostered between two [2] or three [3] games per day.
  - 22.3.1. Requests to officiate games over the maximum of three [3] games on any day will be negotiated without bias or prejudice. No team penalties will be incurred if they decline.
  - 22.3.2. Can also be the designated official for more than one [1] team, but the volume of games they are required to do will increase proportionally to the number of teams designated to them. The maximum number of teams designated to one official will be no more than two [2].
  - 22.3.5. Must supply their own [Fox] whistle.
  - 22.3.3. Will be provided with a roster.
    - 22.3.3.0. Are responsible for checking the roster, any missed games will result in penalties to their designated team.
    - 22.3.3.1. Will not officiate their designated team's games.
    - 22.3.3.2. Can make requests to be available to see their designated team play, and such requests should be directed to the Officials' Manager. However, despite best efforts, all designated officials should expect that some or all of their rostered games to officiate may clash with their team's games.
  - 22.3.4. Package:
    - 22.3.4.0. Will be provided with an official's uniform [top only], and is required to supply their own non-branded black pants or shorts.
    - 22.3.4.1. Will be provided with refreshments daily.
    - 22.3.6.2. Will be paid the rate set for the event, for each game officiated. Payments will be either bank deposit, paid within ten [10] days of the event's end.
- 22.4. Missed games:
  - 22.4.0. If an official fails to present to their designated game:
    - 22.4.0.0. They may, at the discretion of the Officials' Manager and Tournament Director, or equivalent, result in a loss of classification points or be rescheduled to cover the missed game.
    - 22.4.0.1. If a second game is missed then 1 classification point shall be deducted. For a second and subsequent missed games then 2 classification points will be deducted per game.
  - 22.4.1. If an official is injured and can no longer officiate:
    - 22.4.1.0. The official and their team is responsible for finding a suitable replacement.
    - 22.4.1.1. If a replacement is not found, and at the discretion of the Officials' Manager and Tournament Director, or equivalent, the designated team[s] may be penalised with default games being awarded against them.
- 22.5. Officials who are under 16 years of age:
  - 22.5.0. Are the sole responsibility of the team and management to whom they are associated with, this means that:
    - 22.5.0.0. They are prohibited from the officials' accommodation.
    - 22.5.0.1. Must secure their own transportation to and from venues.
- 22.6. Paid Replacement:

There is an option available for teams to pay for a replacement official, these options are limited.

22.6.0. Fee \$550

22.6.2. Priority will be given to international teams, and on a case by case basis via  
refs@hoopnation.basketball

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## MANAGEMENT

### 23.0. Draw

23.1. The draw is considered finalised at the technical meeting.

23.1.0. If however, changes are required to the draw post technical meeting, the Tournament Director will inform teams directly affected by the changes, via email.

### 24.0. Games Played:

24.1. Minimum of five [5] games.

24.2. This may change if a late withdrawal happens after the technical meeting.

### 25.0. Classification Points

25.1. A win is awarded two [2] classification points

25.2. A loss is awarded one [1] classification point

25.3. Forfeiting or defaulting teams are awarded zero [0] classification points

### 26.0. Pool Tie Breaks

26.4. Three way tie

26.4.0. In the event of a three way tie, the points 'for' and 'against' will be totalled between the three teams in the tie, no other results are included.

26.4.1. Total points 'for' will be divided by total points 'against'. The product of this calculation is the quotient measured to three (3) decimal places.

26.4.2. The team with the highest quotient value will be awarded 1st to break the three-way tie.

26.4.2.0. In the event that two (2) teams share the same quotient, the head to head result between the two will break the tie.

26.5. Two way tie

26.5.0. The head to head result of the two remaining teams will break the two way tie irrespective of their quotient values.

### Quotient Example

Results of the games played between the tied teams determine the quotient value. All other pool game results are excluded.

Quotient = sum of scores (made by team) divided by sum of scores (by opponents).

Team A (83) vs. Team B (82) = 162 (83+79) / 167 (82+85) = 0.970

Team B (67) vs. Team C (65) = 149 (82+67) / 148 (83+65) = 1.006

Team C (85) vs. Team A (79) = 150 (65+85) / 146 (67+79) = 1.027

Team C has the highest quotient value and breaks the three-way tie.

Team A and Team B are now in a two-way tie which is determined by the head to head result of the game between tied teams, which in this example is Team A (83 vs 82).

### 27.0. Quarter Rankings

27.1. In divisions where quarter brackets are played, teams will enter the quarters based on classification points in their division.

27.1. Where there is a 'top 8' and 'bottom 8' brackets, the brackets will be determined by rankings.

27.1.0. Rankings 1st and 2nd from each pool will comprise the 'Top 8' bracket.

- 27.1.1. Rankings 3rd and 4th from each pool will comprise the 'Bottom 8' bracket.
- 27.2. To determine placement in the bracket, teams will be ranked according to their quotient value of total 'for' and 'against' points from all pool games.
  - 27.2.0. Total points 'for' will be divided by total points 'against' in their respective pool play. The team with the highest quotient will be ranked 1st amongst the eight; and so on.
  - 27.2.1. Quotients are measured to three (3) decimal places.
  - 27.2.2. In the event that teams share the same quotient, the quotient will be re-measured to six (6) decimal places.
  - 27.2.3. In the event that a tie still exists, a coin toss between captains of each team will break the tie.

## **28.0. Protests**

- 28.1. A team may file a protest if they believe that their interests have been adversely affected by:
  - 28.1.0. An error in scorekeeping, timekeeping, or shot clock operations which was not corrected by the officials.
  - 28.1.1. A decision to forfeit, or default the game.
  - 28.1.2. A violation of the applicable eligibility rules.
- 28.2. In order to be admissible, a protest shall comply with the following procedure:
  - 28.2.0. The captain of the team shall, no later than 30 minutes following the end of the game, inform the Venue Manager that their team is protesting against the result of the game and sign the scoresheet in the protest field.
  - 28.2.1. The team shall submit the protest in writing no later than 30 minutes following the end of the game.
  - 28.2.2. A fee of \$250.00 shall be applied to the protest and shall be paid prior to the protest being investigated.
    - 28.2.2.0. If the protest is upheld then the \$250.00 shall be refunded.
    - 28.2.2.1. If the protest is rejected it shall be forfeited.

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## **EXEMPTIONS and AMENDMENTS**

### **29.0. Exemptions And Amendments To The Game Regulations**

- 29.1. HoopNation reserves the right to make exemptions and adjustments to any regulation without notification.