

ST STITHIANS BOYS' COLLEGE U16 BASKETBALL TOURNAMENT 2019



COMPETITION RULES & REGULATIONS

1. GENERAL

- The ST STITHIANS BOYS COLLEGE BASKETBALL (SSBC) under the auspices of ST STITHIANS BOYS COLLEGE strives to offer a highly competitive basketball tournament for all teams registered as well as the spectators. For this reason, the St SSBC has drawn rules & regulations which must be followed by all participants in the tournament. These rules & regulations are aimed at ensuring fair play as well as an organised tournament for all to enjoy. The tournament will run over a period of three (3) days i.e. from 08:00 on Friday 15 February 2019 to the afternoon of Sunday 25 February 2019. Pool games will lead to quarter finals, semi finals & then the finals.

2. PARTICIPATION

- Eligibility will be restricted to players born on or after 01 January 2003.
- Teams will be officially registered after full payment of affiliation fees and sending the proof of payment to srubinek@stithian.com
- Registration fees are non-refundable.

3. TEAM COACHES/MANAGERS

- Each participating team MUST have a coach/manager on the bench during each game and ensure that they have at least one (1) Captain.
- The participating schools must further understand that SSBC is not responsible for any injuries, accidents that may occur during this tournament OR for lost/damaged/misplaced items. By participating in the tournament, the coach/manager/players hereby waives any and all liability against SSBC, as a result thereof. For purposes of indemnity, this clause is applicable to any parent/s, fans or spectators who may come to the tournament.
- Coaches/managers MUST confirm their team roster with the table officials for each game thirty (30) minutes before the scheduled start time of each game.

4. GAMES, POOLS, POINTS SYSTEM & BONUS POINT SYSTEM

- Teams have been divided into four (4) pools each of which the top two teams from each pool will advance to the quarter finals after the pool games. The winner of each quarter final will thereafter advance to the semi-finals that will lead to the finals: teams that fail to reach the quarter in finals and (those who are eliminated during the knock out stage) will play placing/position games accordingly.
- Teams that will be position three (3) to position six (6) in each pool will play tournament position games against the same position teams on Sunday. (The final positions shall be used for seeding in the 2020 edition of the pools accordingly)
- Advancement from the pool games to the quarter finals shall be determined by a point system, that is:
 - WIN = 2 points
 - LOSS = 1 point
 - FORFEIT = 0 points
- If teams have the same number of points, a scoring ratio will be utilised as follows:
 - TWO (2) WAY TIE ON THE LOG STANDINGS – Head to Head will be applicable
 - THREE (3) WAY OR MORE TIE ON THE LOG STANDINGS - The game results of only the teams involved will be considered. Should the teams still be tied based on the log standings, then points average will be considered: (that is, points scored versus points against). If a tie still remains – then the goal average of all games played in the pool will be taken into account.

5. TEAM ROSTER CARDS

- Each school may register twelve (12) players for the duration of the tournament and the roster card must bear the signature and stamp of the MIC and the Head/Principal of that particular school.
- Once a roster has been handed to the Tournament Director, that particular team will be finalised and no player maybe be added for the duration of the tournament (unless same has been communicated accordingly).
- If a school registers or uses a player who is not enrolled at the school, that particular school will be disqualified from the tournament pending further action.
- Please include your team kit colours on your roster card.

6. BASKETBALL UNIFORM

- All teams must wear uniform basketball jerseys and shorts during their games with numbers imprinted on them. In the event that teams pitch up to a game in similar/same coloured kit, the referees will be forced to apply the FIBA rules to determine which team ought to play in "light" or "dark" kit. Coaches /managers are therefore encouraged to liaise with each other prior to games in order to avoid any kit clashes.
- All teams are encouraged to wear same colour UNDERGARMENTS as stipulated by the FIBA rules and no exceptions unless a doctor's note is produced.
- No jewellery, necklaces, earrings, wristbands/wrist cloths and watches may be worn during any game.

7. PLAYING RULES

- ALL games will be played according to the FIBA rules and regulations as of 01 October 2018 unless stated in this document. In the event that there is a conflict between the FIBA rules & the tournament rules: then the tournament rules will supersede the FIBA rules.
- FORFEIT
- A five (5) minute grace period after the scheduled start time of each game will be allowed for any team that does not arrive on time as per the tournament fixture: thereafter, a forfeit will be declared.
- GAME CLOCK
- Teams will be given a five (5) minutes warm up period before the scheduled start of each game. Teams may also make use of the open plan area found next to the playing courts in order to warm up sufficiently: however, we do request that teams accommodate each other accordingly.

8. GROUP GAMES

- RUNNING TIME of EIGHT (8) minutes four quarters. Two time outs in the first half & two time outs in the second half (each 60 seconds long).
- STOP START time in the last two minutes of the game if the point difference is TEN (10) points and below **only when the game clock reads 02:00 at the time of the 10 point difference or less scoreline**: the clock will only stop on timeouts
- OVERTIME - In the event that there is a TIE during a game, three (3) minutes shall be added with ONE time out per team. The first two (2) minutes will be running time.
- KNOCK OUT STAGE
- RUNNING TIME of EIGHT (8) minutes four quarters. Two time outs in the first half & two time outs in the second half (each 60 seconds long). STOP START time in the last two minutes **regardless of the score difference**. The clock will only stop on timeouts and when the referee sees if fit unless stated already.
- OVERTIME - In the event that there is a TIE during a game, three (3) minutes shall be added with ONE time out per team. The first two (2) minutes will be running time.
- FINALS (FULL GAME)
- Games will be played according to 8 minutes four quarters of STOP START time.

9. EJECTION

- Should a player or coach be ejected/disqualified from a game, he/she will be suspended for one (1) game regardless of his/her team's stage in the tournament then may thereafter return to continue coaching/playing his/her team for the duration of the tournament.
- The DC will look into the ejection and see if any further or lesser punishment may be sanctioned against the player/coach.

10. PROTEST

- In the event of a protest, it must be handed to the Tournament Director not later than 15 minutes after the game in question accompanied by a fee of R1000 which will only be refunded if the ruling goes in favour of the protesting team.