

# EASTER CLASSIC

## TOURNAMENT RULES





## RULES MATRIX

COMPETITION	DIVISION	TIMING	TIME OUTS	CLOCK STOP	SHOT CLOCK	3PT LINE	FOUL LINE	ZONE DEFENCE	BALL SIZE
Under 12	Championship	4 x 10 minute quarters	1 per quarter, 2 in last quarter	Time outs & last 3 minutes of game	No	Yes	90cm in front of normal foul line	No	All - Size 5
Under 12	A & below	2 x 20 minute halves	2 per half, not permitted in last 2 minutes of 1st half	Last 2 minutes of game only	No	Yes	90cm in front of normal foul line	No	All - Size 5
Under 14	Championship	4 x 10 minute quarters	1 per quarter, 2 in last quarter	Time outs & last 3 minutes of game	Yes	Yes	Normal foul line	No	All - Size 6
Under 14	A & below	2 x 20 minute halves	2 per half, not permitted in last 2 minutes of 1st half	Last 2 minutes of game only	No	Yes	Normal foul line	No	All - Size 6
Under 16	Championship	4 x 10 minute quarters	1 per quarter, 2 in last quarter	Time outs & last 3 minutes of game	Yes	Yes	Normal foul line	Yes	Boys - Size 7 Girls - Size 6
Under 16	A & below	2 x 20 minute halves	2 per half, not permitted in last 2 minutes of 1st half	Last 2 minutes of game only	No	Yes	Normal foul line	Yes	Boys - Size 7 Girls - Size 6
Under 18	Championship	4 x 10 minute quarters	1 per quarter, 2 in last quarter	Time outs & last 3 minutes of game	Yes	Yes	Normal foul line	Yes	Boys - Size 7 Girls - Size 6
Under 18	A & below	2 x 20 minute halves	2 per half, not permitted in last 2 minutes of 1st half	Last 2 minutes of game only	No	Yes	Normal foul line	Yes	Boys - Size 7 Girls - Size 6
Under 21	Championship	4 x 10 minute quarters	1 per quarter, 2 in last quarter	Time outs & last 3 minutes of game	Yes	Yes	Normal foul line	Yes	Boys - Size 7 Girls - Size 6
Under 21	A & below	2 x 20 minute halves	2 per half, not permitted in last 2 minutes of 1st half	Last 2 minutes of game only	No	Yes	Normal foul line	Yes	Boys - Size 7 Girls - Size 6



## BEHAVIOURAL PENALTIES

incident	minimum penalty
Verbal intimidation/abuse of officials, volunteers, opponents	1 game ban
Physical contact is not in the spirit of the game	1 game ban
Excessive verbal abuse of officials/volunteers	2 game ban
Physical intimidation of officials/volunteers	2 game ban
2nd infringement following the previous charge	Tournament ban
Striking of opponent, umpire, volunteer	Tournament ban & email back to the club with details of the incident



## GENERAL

1. This Tournament is officially endorsed by Basketball South Australia.
2. All players must be under the age of the nominated age group on December 31, of the current calendar year. i.e. for Under 14s, a player must be 13 or under at December 31 2025. An exemption may be granted prior to the commencement of the tournament, providing it meets our strict criteria, and must be approved by the Tournament Competition Manager.
3. Players may play for one team and in one grade only, unless an exemption is received to play in a second age group.
4. Players must play a minimum of two (2) games to qualify for the semi-finals and grand finals. Cross over games will count towards qualification.
5. A team may consist of a maximum of twelve (12) registered players.
6. Team nomination player list must be provided at time of nomination. Teams can add or remove players at any time. Team changes after the team grading is completed must be communicated in writing, and must not increase the strength of the team.
7. The interpretation of normal playing rules by a referee shall not be considered as grounds for a dispute.
8. With the exception of these Tournament Rules, FIBA rules will apply. However, the Tournament Director has the final say in any decision required. The FIBA rules can be found [here](#).
9. Norwood Basketball Club and Adelaide Community Basketball Association have adopted the Basketball Australia Member Protection Policy, with all teams agreeing to abide by the guidelines as set out in this document. A copy can be found.
10. Norwood Basketball Club and Adelaide Community Basketball Association are endorsed by Basketball SA to conduct tribunal proceedings as per the Basketball SA Tribunal By-Laws. A copy can be found [here](#).
11. Umpires will wear approved attire only.
12. Where a grade is considered as a Domestic Grade (D grade), no regular member of Division 1 (SA) or VJBL1/Representative (VIC) or equivalent team in other states is eligible to play. The penalty will be the forfeit of any games where that player has played. A Regular Member is defined as either being on a nominated team list or having played two or more games in the month leading up to the carnival. An exemption may be granted by the Tournament Competition Manager at their discretion.
13. Any protest or dispute must be referred in writing to the Tournament Competition Manager within one (1) hour of the completion of the game. The Tournament Competition Manager shall determine if there is a case for a dispute hearing. If there is a hearing, all affected parties shall have a right to representation. The findings of this dispute hearing will be final. Any dispute must be put in writing to [easter@adelaidebasketball.com.au](mailto:easter@adelaidebasketball.com.au).
14. Games will be allowed to be videotaped as per the Basketball SA video policy.



## GAMEPLAY

1. Each team is required to supply a (1) score table official for each game including all finals. For Championship Grade, two (2) score table officials for each game must be supplied for the home team (one for the tablet and one for the shot clock) and one (1) score table official for the away team.
2. Teams shall be attired in appropriate uniform with legal numbers (00-99). Players out of uniform shall have a personal foul recorded against their name on the score sheet and two (2) points awarded to the opposing team.
3. If the referees determine that there is a clash of colours between teams, the second named team shall change uniforms. All teams are responsible for having an alternate set of uniforms available. If a team is required to change uniforms and is unable to do so, that team will have 20 points awarded against them.
4. Players who are not playing will be removed from the tablet at halftime by the referee.
5. Team A will manage the tablet scoring and the shot clock (if required) and Team B will operate the game clock and the possession arrow.
6. If a team does not appear with five (5) players within ten (10) minutes of the scheduled time of the game as shown in the program, then the offending team shall forfeit the game. If a team appears within ten minutes, but after the time of the game as shown in the program, then the opposing team shall be awarded one (1) playing point for each minute the offending team is late. The tournament director reserves the right to reschedule games under extenuating circumstances.
7. Molten is the approved ball for the Easter Classic and is to be used in all instances. Teams are to provide a Molten match ball for each game.
8. Appropriate uniform includes matching playing tops, shorts must have no pockets. Numbers may be applied using tape if necessary.

## TIMING

1. All minor games will run as:
  - a. Championship – four ten (10) minute quarters. The clock will stop for time outs and full championship timing rules will apply for the last three (3) minutes of the last quarter.
  - b. All other grades – two twenty (20) minutes halves. Full championship timing rules will apply for the last two (2) minutes of the second half.
2. The halftime break shall be three (3) minutes in each grade.
3. All final games will run as:
  - a. Championship – four ten (10) minute quarters. The clock will stop for time outs and full championship timing rules will apply for the last three (3) minutes of the last quarter.
  - b. All other grades – two twenty (20) minutes halves. Full championship timing rules will apply for the last three (3) minutes of the second half.
4. Timeouts per game:
  - a. Championship – 2 timeouts in the first half, with 3 timeouts available in the second half, however only 2 timeouts can be used in the final 3 minutes of the last quarter.
  - b. All other grades – 2 timeout per half, noting no time outs can be used in the last two (2) minutes of the first half.



5. Zone Defence is not permitted in any Under 12 and Under 14 competitions. The full rule regarding "No Zone" can be found here. There are no other restrictions on zone defence in this tournament.
6. The 24 second shot clock shall run in all Under 14, Under 16, Under 18 and Under 21 Championship games as per Fiba Rules Art 28. This includes 14-second resets as outlined in the Fiba Rules 21.2.1. In all Under 14 championship games, the 24 seconds shall start when the offensive team is in their frontcourt (as per Fiba Rules Art 28). If no working shot clock is available, the referees shall be responsible for making the call, giving the team a 10 and 5-second verbal warning.
7. An electronic shot clock is not used in grades A or below, however 24 seconds can still be called by the referees in accordance with Timing rule 6.
8. All drawn games with being recognised as a draw, except finals, which will be played one three (3) minute period as follows:
  - a. In all Championship grades, full championship timing rules will apply throughout the extra period(s) of play.
  - b. In all other games, only the last two minutes of this period are to be played under full championship conditions.
  - c. If a draw again results after the extra period, then a further three (3) minute period is to be played within one minute under the same timing rules as above.
  - d. One time out per team, per extra time period, is allowed.

## RESULTS

1. It is the responsibility of each team to check the website on a regular basis. The fixtures and results on the website ([easterclassic.com.au](http://easterclassic.com.au)) are the correct fixtures. If there is an error on the website, the Gameday App shall be referred to. If there is still an error then refer to scoresheets.
2. Standings of Teams: Teams shall be classified according to their win-loss records. Three (3) points will be awarded for a win, two (2) points for a draw, one (1) point for a loss and zero (0) points for a game lost by forfeit.
  - a. If there are two teams with an equal win-loss record, the result of the game between the two teams will be used to determine the placings. The winner of the game between these two teams will have a higher standing.
  - b. If three or more teams have an equal win-loss record, the "Points Spread" method will be used to determine the standing of the teams taking into account only the results of the games between the teams that have an equal win-loss record.
  - c. The "Points Spread" is the difference between "points scored for" and "points scored against". The team with the highest "Points Spread" will have the highest standing, the team with the next highest "Points Spread" will have the next highest standing and so on.
  - d. If, after the application of the "Points Spread" method, two or more of the teams still have the same "Points Spread", then the overall standing of those teams on an equal "Points Spread" shall be determined by dividing the total points scored for (in all games), by the total points scored against (in all games), multiplied by 100. The team with the resulting higher percentage will have the higher standing.
  - e. If teams have not played each other and finish on the same amount of points, the placing will be determined by the percentage for all games played.



f. If there has been an uneven number of games played and teams end up on the same amount of points, the team that has played the lessor amount of games will proceed.

3. The score of a forfeited game shall be 20-0.

## SINGLET CLASH

1. Teams are requested to provide an alternative set of singlets.
2. Teams listed second will be required to change singlets in the event of a clash.

## RESCHEDULED GAMES

1. It is always expected that at all times during this tournament every possible endeavour will be made to ensure that each match is played.
2. The Tournament Competition Manager reserves the right to reschedule games in the event of extraordinary / unforeseen circumstances.
3. A minimum of three (3) hours notice will be given before the start of any rescheduled game.
4. The Tournament Competition Manager will endeavor to issue fixtures to give participants enough time to plan however a few late changes may be required.

## ABANDONED GAME RULE

1. The decision to abandon any game due to an unforeseen circumstance will be made by the Tournament Director in consultation with the affected Venue Supervisor.
2. Only tournament officials may declare a game abandoned due to venue conditions. Referees need to confirm with a tournament official and are unable to abandon a game.
3. A team leaving before an official decision has been made by the Tournament Director may give a walkover

Where games are abandoned or not played due to no fault of one of the participating teams:

a. If the game has not commenced, the Tournament Competition Manager will endeavour to reschedule the game if possible.

b. If no suitable time can be arranged, the Tournament Competition Manager will deem the game as being a draw.

c. If the game does not reach halftime, the game will be deemed a draw.

d. Once halftime has been reached and the game is abandoned, the game score will count as the final score.



**PRESENTED BY NORWOOD BASKETBALL CLUB &  
ADELAIDE COMMUNITY BASKETBALL ASSOCIATION**

**FOR MORE INFORMATION, PLEASE CONTACT THE ADELAIDE  
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- **(08) 8165 0398**
- **EASTER@ADELAIDEBASKETBALL.COM.AU**
- **WWW.EASTERCLASSIC.COM.AU**