



Operations Manual 2025

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1. Team Registrations

The Whittlesea Autumn showdown is open to all Clubs and/or Association teams.

All games will be played under F.I.B.A. Rules, excepting for the specific tournament rules as listed.

Registration will close on **Monday 10th of March 2025 at 12pm** or when we reach capacity.

1.1. Team Registration Fees

\$550.00 (inc GST). This includes door entry into every stadium for all players, coaches & spectators. There will be no other charges on the weekend, however BV license fees, BA game development levy and service fees may apply. The full registration fee of \$550.00 must be paid before your team will be placed on the fixture.

Entries WILL NOT be accepted until payment has been made. If your Home Club or Association is entering your team in bulk, please contact Rebecca on info@wcba.org.au.

1.2. Team Registration Refund

Full Refund: If the team requests a refund before the team registration cut-off date, they are eligible for a full refund less Play HQ processing fee.

50% Refund: If the team requests a refund after the cut-off date but within 14 days of registration, they are eligible for a 50% refund less Play HQ processing fee.

No Refund: If the team requests a refund after 14 days following the registration cut-off date, they will not be eligible for any refund.

1.3. Finals Presentation

Medals will be presented to all premiership and runner up teams. (11 per Team)

1.4. Grading

We spend quite some time analysing VJBL results to formulate the grading. The large number of entries assists in helping this process. We ask Associations/Teams to provide information which is helpful for grading. The more information given will help us to grade teams more accurately. The organisers reserve the right to re-grade teams based on the information

supplied/obtained. The organisers reserve the right to re-grade due to the number of teams entered.

A GRADE – Recommended for teams in VC, VCR or VJL 1 – 2 grades of competition within the VJBL. There will be multiple ‘grades of competition’ within A Grade. (subject to team registration numbers).

B GRADE –Recommended for teams in VJBL 3-6 grades of competition within the VJBL. There will be multiple ‘grades of competition’ within B Grade. (subject to team registration numbers).

C GRADE – Recommended for teams in VJL7+ grades of competition within the VJBL. There will be multiple ‘grades of competition’ within C Grade (subject to team registration numbers).

Domestic Grade – We welcome warmly domestic teams, and we have a special grade or grades for them in most age groups. Where teams believe they are strong enough, they may enter the higher grades. In some age groups we have found domestic teams can be combined with lower VJBL teams with no adverse impact on domestic teams. (subject to team registration numbers).

2. AGE ELIGIBILITY

2.1. Age Group

Age eligibility is as of 31st December 2025.

- Under 10 – those born 2016 and 2017
- Under 12 – those born 2014 and 2015
- Under 14 – those born 2012 and 2013
- Under 16 – those born 2010 and 2011
- Under 18 – those born 2008 and 2009
- Under 20 – those born 2006 and 2007

2.2. Age Group Exemptions

Special permission to play players who do not meet the age eligibility may be applied for as long as:

- has been applied for in writing on entry of the team into the tournament, with documentary evidence to support the reason for the request,
- Written approval from the Tournament Committee is obtained prior to the commencement of the tournament.
- This permission will only be granted under special conditions so as not to affect the legitimacy of the tournament.

Should any player be proven to be ineligible by virtue of his/her age then that team will forfeit all points awarded for games in which that player competed.

Players are only permitted to compete in one group and for only one team. Players are only permitted to compete in one division within any age group.

In the event of team injuries that jeopardise that team's availability. They may seek permission from the tournament Committee to obtain a player from a younger age group. Teams must make no assumptions in this area - express permission must be sought from the Tournament Committee.

3. Competition Format

The aim of the Tournament Committee is to provide teams with a minimum of four (4) games, which may include semi-finals.

The Tournament Committee reserves the right to combine grades, or to cancel any grades if insufficient entries are received.

3.1. Competition Structure

- Grades with 4 teams

Grades with 4 teams will play three rounds and play each in their grade once in the round games.

- Grades with 5 teams

Grades with five teams will play five rounds with one bye per team and play each team in their grade once in the round games.

- Grades with 6/7 teams

Grades with six/seven teams will play 4 rounds and only play 4 teams in their grade in the round games. This will be randomly fixtured.

- Grades with 8 teams

Grades with 8 team will be split into 2 pools of 4. Grades with 4 teams will play three rounds and play each in their grade once in the round games.

- Grades with 10 teams

Grades with 10 teams will be split into 2 pools of 5. Pools with five teams will play five rounds with one bye per team and play each team in their grade once in the round games.

3.2. Finals Structure

Finals for grades with 4,5,6 or 7 teams will be the following:

- Semi Finals – Game 1 = 1st v 4th / Game 2 = 2nd v 3rd
- Grand Final – Winner Game 1 vs Winner Game 2

Finals For grades with 8 teams (Pool A & B) will be the following:

- Quarter Finals – Game 1 = 1st Pool A v 4th Pool B / Game 2 = 2nd Pool A v 3rd Pool B / Game 3 = 1st Pool B v 4th Pool A / Game 4 = 2nd Pool B v 3rd Pool A
- Semi Finals – Game 5 = Winner of game 1 v Winner of game 2 / Game 6 = Winner of game 4 v Winner of game 4
- Grand Final – Winner Game 5 vs Winner Game 6

Finals for grades with 10 teams (Pool A & B) will be the following:

- Semi Finals – Game 1 = 1st Pool A v 2nd Pool B / Game 2 = 1st Pool B v 2nd Pool A
- Grand Final – Winner Game 1 vs Winner Game 2

4. GAME REQUIREMENTS

4.1. Team Scorers

Each team must supply a competent person to act as score bench official for regular and final games. Score table officials should be a minimum of 14 years old unless agreed otherwise by both teams and the game officials.

4.2. Late Start

The clock shall be started at the scheduled time for the game appearing on the competition fixture. Any team failing to take the court with a minimum of four (4) players at the time of tip-off will be penalized one (1) point per minute or part thereof up until halftime at which that point the game shall be declared a walkover.

The non-offending team will be awarded a 20-0 victory with all registered players credited as played for finals qualification purposes. The offending team is awarded 0 competition points and no player credited as played.

4.3. Players per Game

A minimum of four (4) players are required on the court for a team to start the game. A game can continue with three (3) players, however there must be a minimum of two (2), in case a player is unable to continue due to injury or being fouled out. A maximum of 10 players can play for a team in any given game.

4.4. Abandoned Games

The decision to abandon any game due to unforeseen circumstances will be made by the Tournament committee in consultation with the affected Venue Supervisor.

All teams should note that only tournament officials may declare a game abandoned due to venue conditions, as opposed to a delay in the conduct of the game.

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

- If the game has not commenced, an attempt will be made to reschedule the game if organizers can find a suitable time and venue. Teams will be expected to make themselves available during normal Tournament times.
- If a game is abandoned before it commences or during the first half, it is counted as a wash out, with all registered players credited as played for finals qualification and points equal to a Draw allocated.
- If a game is abandoned at half-time or during the second half, the game score stands as the final result.

5. UNIFORMS

Players not wearing registered team uniform will not be allowed on the court. Each team must have an alternate set of playing singlets. In the event of a clash of uniforms a toss of a coin will determine which team will have the right to use their uniform. In the advent of colour clashes, as a matter of courtesy, all Whittlesea Pacers teams will change their uniforms for ALL CLASHES. A team who is required to change uniform and who fails to do so may possibly forfeit the game.

6. HEAT POLICY

All stadiums must be fitted with a thermometer. When the weather is forecasted to be 28C or higher, the court temperature must be taken hourly whilst the stadium is in use and must be recorded in a permanent record kept at the stadium. If the stadium is in sections, the temperature must be taken in each section.

When the court temperature reaches 30oC competition organisers must consider implementing and where the court temperature reaches 32oC, must implement the following timing rules:

- If a game is played in halves, the game time must be reduced by 2 minutes per half. The referees are to call 2 mandatory time outs at or immediately after the 6- and 12-minute marks of each half of the game regardless of the number of timeouts used by the coaches. The clock will stop for the Mandatory time outs.
- For additional times outs, the normal Whittlesea Autumn Showdown timing rules will apply.
- When the court temperature reaches 40C games must be abandoned. If a game is abandoned before it commences or before half time it is counted as a draw. If a game is abandoned after half time, the game score stands as a final result.

7. TIMING RULES:

7.1. Regular and Finals timing rules

- All Games play to a 60 Minute schedule as follows:
 - Two (twenty (20) minute halves
 - Clock stops on:
 - All Time outs during the game
 - All whistles last one (1) minute of first half
 - All whistles last three (3) minutes of second half
 - Two (2) time outs per team per half

7.2. Finals Overtime Rules

- Drawn games will be recognised, except for finals. The following overtime rules apply:
 - One (1) minute break
 - Extra three (3) minutes played
 - All fouls remain
 - One (1) timeout per team per overtime allowed
 - The clock will stop on all whistles
 - Additional extra periods will follow same rule

7.3. Shot Clock

Shot Clock will be used where available in the following grades:

- U16 A Grade
- U18 A Grade
- All U20 Grades

The Shot Clock will be in operation as per the FIBA rules, except the shot clock won't reset to 14 seconds.

8. TOURNAMENT RULE VARIATIONS

8.1. Key Violations

Five (5) seconds in the key rule applies to under 10's and under 12's. Under 14's upwards three (3) seconds in the key rule applies.

8.2. U10 Mercy Rule

In under 10s boys, girls and mixed when a team is 20 points ahead of the opposing team that team must fall back to be behind the three-point line. To play defence outside the three-point line will cause a violation to be issued.

8.3. 3 Point Line

The three-point line rule will not apply to Under 10s Mixed, Boys and Girls.

The outermost 3-point line is to be used for U16's, U18's and U20's, whereas the innermost 3-point line for U12's, U14's when marked.

8.4. Foul Line

The foul line will be advanced for all U10 and U12 games to the designated line.

8.5. Ball Size

- U10 – Size 5
- U12 – Size 5
- U14 – Size 6
- U16 – Boys 7 & Girls 6
- U18 – Boys 7 & Girls 6

The ball for the game will be provided by the first named team on play HQ. The Referee have the authority to intervene if they feel the equipment provided is inappropriate.

8.6. Zone Policy

In the spirit of the game, we encourage you to follow VJBL's no-zone policy. Zone defence is strongly discouraged for all U10, U12 and U14 games at the Whittlesea Autumn showdown as with the VJBL ruling, however, no penalty will be enforced.

9. PLAYERS ELIGIBILITY

9.1. Player Registration

All players must register to their respective teams on Play HQ before **March 17, 2025**. Players wishing to register after this date must receive approval from the Tournament Committee.

9.2. Fill in Players

Approval for anyone not registered on the system must come through Tournament committee (9404 1999 or info@wcba.org.au), and adding an unregistered fill-in or playing under someone else's name will result in a forfeit.

10. FINALS ELIGIBILITY

To be eligible to play in Finals a player must play at least two (2) non finals games with their team.

11. DETERMINATION OF POSITIONS FOR FINALS

Tournament points will be awarded as follows:

- 3 points per win
- 2 points per draw
- 1 point per loss
- 0 points per Bye
- 0 points per loss walkover
- 3 points per Win walkover

Ladder position will be decided based on Ladder points. However, if a tie exists the following will take place:

- If a tie exists, the team with the highest 'percentage' will decide the final position
- If a tie still exists, the games between the tied teams will be decided on head-to-head between those teams
- If a tie still exists, the team with the highest number of points 'for' will decide the final position
- If a tie still exists, the team with the lowest number of points 'against' will decide the final position

12. GENERAL

12.1. Blood Policy

Whittlesea Autumn Showdown will follow the [Basketball Australia's Blood Policy](#).

12.2. First Aid

First Aid will not be provided at any of the venues (except for ice packs and band aids). All teams are expected to have their own basic first aid kits and attend to basic injuries themselves.

There are several useful contacts in the case of an injury or incident below:

Ambulance	Call 000		
Hospital	Northern Hospital Epping	185 Cooper St, Epping VIC 3076	0384058000
	Austin Hospital	145 Studley Rd, Heidelberg VIC 3084	0394965000
	Northpark Private Hospital	135 Plenty Road, Cnr Greenhills Rd, Bundoora VIC 3083	0394680100
	Warringal Private Hospital	216 Burgundy St, Heidelberg VIC 3084	0392741300
	Northern Private Hospital	Cnr Osburn Place and, Norwell St, Epping VIC 3076	0384374800
	The Royal Melbourne Hospital	300 Grattan St, Parkville VIC 3052	0393427000

13. PROTESTS

All protests must be in writing and lodged with the Tournament Committee, accompanied by a \$50.00 bond, within one (1) hour of the conclusion of the game.

If a complaint is found to be frivolous, then the \$50.00 bond will be forfeited.

All decisions made by the Tournament Committee and/or Tribunal Committee shall be final.



FOR FURTHER INFORMATION

REBECCA ROBERTS • 03 9404 1999 • INFO@WCBA.ORG.AU

