



BAYSIDE JUNIOR DOMESTIC BASKETBALL TOURNAMENT

2019

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TOURNAMENT OVERVIEW

Scheduled over the middle weekend of the July School Holidays the Bayside Tournament is designed specifically with domestic players, teams and clubs in mind. The tournament has been hosted by the Frankston & District Basketball Association since 2014.

Chelsea, Mornington and Western Port Basketball Associations have joined as partners for the 2019 Tournament.

Teams are allocated into graded divisions providing playing opportunities for junior players of all ages and ability. The Tournament provides a concentration of games that will fast-track player development by providing a playing experience generally available only for representative teams.

DATES, MATCH TIMES & VENUES

The 2019 Bayside Tournament is hosted by the Frankston Basketball and other supporting associations on Saturday 6th and Sunday 7th July 2019.

Matches are scheduled between 8:30am to 9:00pm daily. Teams will play 2 pools games on each day of the tournament with a break between matches. Travel allowance time is allocated if a team has matches scheduled at difference venues on the same day.

Games will be scheduled at the venues supplied by host associations from the Casey, Chelsea, Frankston and Mornington Peninsula regions.

Venues include but are not limited to:

Frankston Basketball Stadium

6 courts
90 Bardia Avenue
Seaford 3198

Dunns Road Basketball Stadium

2 courts
350 Dunns Road
Mornington 3931

Langwarrin Basketball Stadium

3 courts
80 Warrandyte Road
Langwarrin 3910

Chelsea Basketball Stadium

2 courts
Cannes Avenue
Bonbeach 3196

Mornington Basketball Stadium

3 courts
1051 Nepean Highway
Mornington 3931

Western Port Basketball Stadium

4 courts
14 Edward Street
Somerville 3912

NOTE – venues and times are indicative only based on anticipated number of teams. Tournament organizers reserve the right to alter times and venues based on total entries received.



REGISTRATION & FEES

Registration Fee: \$225.00

- Includes all team sheet fees

Door Entry: Free

Teams must register online via the registration portal at www.baysidetournament.com.au

Once team entry has been submitted each player can then register to the team. At the conclusion of the team registration there is a section that allows player emails to be entered – this sends an automated player registration invitation once the team entry is completed.

Entry fee is non-refundable after the closing date should a team elect to withdraw. Withdrawing before the closing date may incur an administration fee.

Registration closes midnight Friday 28th June 2019.

An additional \$50.00 late fee applies for any team registrations received after this date.

PLAYER ELIGIBILITY

Team's may consist of any combination of players desired. Players are not required to be participating in a current domestic competition to play in the tournament.

Female players may register for team's participating in the U8 or U10 Boys competitions. Male players may not register for girls competitions. All age groups from U12 and above are strictly for Boys and Girls only and do not allow mixed gender teams.

Any teams with representative level (VJBL) players are required to comply with a points system based on the level/grade of competition each player competes in the VJBL competition. There is no restriction on the number of representative players per team provided each team complies with the points system.

Points System

Each team must comply with the following:

- 14 points total
- Individual player points based on level of competition that player competes in:
 - **VJBL U12 Players:**
 - Victorian Junior Championship (VC) = 4 points
 - Victorian Junior League 1 (VJL 1) = 3 points
 - Victorian Junior League 2 (VJL 2) = 1 point
 - Victorian Junior League 3+ (VJL 3+) = 0 points
 - **VJBL U14, U16, U18 and U21 Players:**
 - Victorian Junior Championship (VC) = 4 points
 - Victorian Junior League 1 or 2 (VJL 1&2) = 3 points
 - Victorian Junior League 3 or 4 (VJL 3&4) = 1 point
 - Victorian Junior League 5+ (VJL 5+) = 0 points



Rep player nomination forms are available on the tournament website and must be submitted with team registration.

AGE GROUPS

Age Group Eligibility:

AGE GROUP	YEAR OF BIRTH	CLASSIFICATION
Under 8	2013	Bottom Age
	2012	Top Age
Under 10	2011	Bottom Age
	2010	Top Age
Under 12	2009	Bottom Age
	2008	Top Age
Under 14	2007	Bottom Age
	2006	Top Age
Under 16	2005	Bottom Age
	2004	Top Age
Under 18	2003	Bottom Age
	2002	Top Age
Under 23	2001 - 1997	

A player may play 'up' in an older age group (e.g. an U14 eligible player may play in the U16 competition).

PLAYERS IN MULTIPLE TEAMS

Players may only play for one team per age group. Players may play in multiple teams across different age groups provided they are compliant with age group eligibility requirements. No request for fixturing consideration is possible if a player elects to play in multiple teams.



COMPETITION DIVISIONS & SCHEDULING

Team managers will be asked to nominate their preferred competition grade on the registration form. All teams will be subject to a grading review and tournament organisers will allocate teams to divisions based on total entries. Teams may be placed in a different division to their nomination in the best interests of competition balance.

In most cases teams will be placed into pools of 4, 5 or 6 teams. All teams are guaranteed a minimum of 4 games – the structure and finals format of division will be based around this guarantee:

- 4 team divisions: Teams will play 3 rounds playing each team once. Following completion of round 3 the 1st ranked team will play the 4th ranked team and the 2nd ranked team will play the 3rd ranked team in Semi Finals. Winning teams will progress to a Grand Final and losing teams will be eliminated
- 5 team divisions: Teams will play 5 rounds, playing each team once with one bye. Following completion of round 5 the 1st ranked team will play the 2nd ranked team in the Grand Final.
- 6 team divisions: Teams will play 5 rounds, playing each team once. Following completion of round 5 the 1st ranked team will play the 2nd ranked team in the Grand Final

The premiers and runners-up of each division will be awarded trophies at post-match presentations.

FINALS QUALIFICATION

Players must participate in a minimum of 2 pool games to qualify for finals.

RESULTS & LADDERS

SportsTG Stadium Scoring is to be used for all tournament matches.

Premiership Points will be awarded as follows:

- Win – 3 points
- Draw – 2 points
- Loss – 1 points
- Bye – 0 points
- Forfeit – 0 points

Ties for ladder position will be decided on for and against totals (percentage). If a tie still exists ladder position will be determined in the following order:

1. the winner of the head to head game between the teams
 2. the team with the highest amount of points scored
 3. the team with the lowest amount of points conceded
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REFEREES & SUPERVISORS

One referee will be rostered to U8 matches and two referees will be rostered to all other matches. Off court supervisors will be allocated to all 3+ court venues and an on court referee supervisor to all 2 court stadiums.

SCORE BENCH

Each team is to supply a competent score bench official for all matches. Score bench officials must be a minimum of 14 years old. One scorer shall be responsible for operating scoring computer and the other for the scoreboard and timekeeping. Should a disagreement arise over allocated duties the first named team will be responsible for the computer and the second named team for timekeeping.

FIRST AID

In accordance with Basketball Victoria Policy basic first aid equipment will be made available at tournament venues. Where it appears that a person injured or suffering an illness requires medical attention, the person will be referred to a medical practitioner. For urgent assistance an ambulance will be called with the members consent. If a member cannot provide consent the team manager will be consulted on their behalf.

CODES OF CONDUCT

All participants are expected to abide the Basketball Victoria Codes of Conduct. Any unacceptable behaviour will not be tolerated and reports may be lodged by any referee, supervisor or tournament administrator for referral to the Basketball Victoria Regional Tribunal.

COMPLAINTS, DISPUTES & PROTESTS

The interpretation of normal match rules by a referee shall not be considered as grounds for a dispute.

Correctable Errors

Officials may correct an error if a rule is inadvertently disregarded in the following situations:

- Awarding an unmerited free throw/s
- Failure to award a merited free throw/s
- Erroneous awarding or cancelling of a point/s
- Permitting the wrong player to attempt a free throw/s

To be correctable, the above mentioned errors must be recognized by the officials, supervisor, or the score table officials before the ball becomes live following the first dead ball after the game clock has

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started following the error. An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.

Any fouls committed, points scored, time used or additional activity which may have occurred after the error shall not be nullified. After the correction of the error, unless otherwise stated in the rules, the game shall be resumed at the point it was stopped to correct the error. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction.

Disputes

In the case of a team considering a dispute the team manager shall lodge the matter via email to the tournament administrator at competitions@frankstonbasketball.asn.au not more than one hour after the completion of the match in which the dispute occurred. The tournament administrator will make a determination on the grounds of the dispute and take further action as deemed necessary.



TIMING & MATCH REGULATIONS

All tournament matches will play under the following regulations:

- Timing:** 2 x 18 minute halves
- Time Outs:** 1 per team per half
No time out permitted in the final 1 minute of first half
- Half Time:** 2 minute break
- Match Clock:** Clock stops on all whistles in the final one (1) minute of both halves
- Zone Defence:** U8 – not permitted
U10 to U14 – second half only
U16 to U23 – no restrictions
- Key violation:** U8 – no violation
U10 to U12 – 5 seconds
U14 to U23 – 3 seconds
- Team fouls:** Free throw penalty awarded after a team has committed 8 player fouls in a half
- Foul Line:** U8 – Super short foul line (inside edge of circle)
U10 to U12 – Short foul line (94cm inside the 'normal' foul line)
U14 to U23 – Normal foul line
- 3 Points Field Goals:** U8 to U10 – No 3 point field goals
U12 to U14 – Shorter 3 point line (where line marking is available)
U16 to U23 – Regular 3 point line
- Ring Height:** U8 – Lowered to 2.59m (8ft6in)
U10 to U23 – 3.05m(10ft)
- Match Ball:** U8 – size 5
U10 – U21 Girls – size 6
U10 – U14 Boys – size 6
U16 – U21 Boys – size 7
- Mercy Rule:** When a team is leading by 20 points the following is applied:
- No zone defence permitted
 - Must play behind defensive half court line
 - Mercy Rule ends if difference becomes 10 points or less
- Over Time:** Applies to finals only, for pool games a drawn result will stand. In the case of a drawn final, periods of 3 minutes of extra time will be played until a result has been achieved.