



ST CLAIR CHRISTMAS CARNIVAL 2021

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St Clair Christmas Carnival By-laws

Team officials are advised to read the following rules carefully and to make sure that their Coaches are thoroughly conversant with the rules. FiBA rules shall apply unless otherwise provided for in these By-laws.

1. PAYMENTS/NOMINATIONS:

- Teams will not be accepted into the draw unless full payment is made in accordance with our payment schedule below.
- Nominations will close once capacity is reached or on 19/11/2021, whichever occurs first.
- Nomination fee:
 - Juniors - \$345 per team
* Junior teams registering prior to 5/11/2021 will receive an early bird discounted entry fee at \$295*
 - Seniors - \$345 per team
- Nominations are not complete until payment is made
- Team withdrawal
 - Before 19/11/2021 will be eligible for their nomination fee to be refunded in full
 - After 19/11/2021 will forfeit the nomination fee
- Special Requests must be submitted at the time of entering your nomination. Every effort will be made to accommodate your request; however, we cannot guarantee that they will be fulfilled.
- Grading is at the discretion of the Carnival Coordinator.

2. COMPETITION FORMAT:

- 45 min time slots (2x 18-minute halves) 2 min warm up, 2 min half time break
- No overtime
- Clock does not stop (referee can provide 10 second warning to shoot to players if required)
- No shot clock
- Fouls
 - 5 personal fouls per player
 - Teams will go into bonus shots after the 7th foul (ie shooting on the 8th team foul).
- Timeouts:
 - 1 Time out per team per half, clock does not stop.
 - No Timeouts in last 2 minutes of each of half.
- No substitutions in last 1 minute of each half, unless due to injury or a player is fouled out.

3. JUMP BALL:

- A Jump Ball will take place at the beginning of each game at the centre circle.
- In all subsequent jump ball situations teams shall alternate possession of the ball for a throw-in from the place nearest to where the jump ball situation occurs.

4. ELIGIBILITY:

- A junior player, to be eligible, MUST be under 10, 12, 14, 16 or 18 years of age up to and including 31/12/2022.
 - Under 10's – Player's born in 2013, 2014 & 2015
 - Under 12's – Player's born in 2011 & 2012
 - Under 14's – Player's born in 2009 & 2010
 - Under 16's – Player's born in 2007 & 2008
 - Under 18's – Player's born in 2005 & 2006
 - Senior's – Player's born between 2004 or earlier
 - Senior Master's – Player's born 1986 and earlier
- To be eligible for finals, a player must play in two (2) games or more for the team which is participating in the finals.

- Player's cannot play in more than one team in any given age group.
- The first team a player plays for will be deemed to be the player's team for the carnival. The penalty for the infringement of this rule shall be the forfeiture of the match.
- Senior Mixed teams, the 5 players on the court are to be 2 male, 2 female and the 5th player teams can choose either male or female.
- Junior domestic mixed teams there is no restrictions for genders on the court at any time.

5. SCORESHEET:

- A team official must ensure their players are registered correctly so they will show up on the scoresheet. If a player needs to be added or deleted from the electronic scoresheet this must be completed at least 20 minutes prior to scheduled starting times. This must be done at the 'control point' of each venue that each game is played at.
- Team A will manage the scoresheet and Team B will operate the game clock.
- Each team must provide a competent scorer for each game in which that team plays. The penalty for infringement of this rule is five points awarded to the opponent's score. To be awarded at half time of the game.
- A player not present and ready to play must have his/her name deleted from the score sheet at the start of the second half of the game. Should such a player arrive after the half time break, he/she will not be eligible to play.

6. UNIFORM:

- A player wearing any item of playing uniform different than the rest of the players shall have a personal foul recorded against their name and two points awarded to the opposing team and recorded on the score sheet "INCORRECT UNIFORM PENALTY".
- Legal numbers shall be 00, 0 and 1-99. Numbers must be clearly displayed on front and back of uniform.
- Where a player attempts to enter the court with a playing number which is being/has been worn by another player on the court, that person shall be regarded as wearing an illegal number and is to be dealt with as provided in these by-laws.
- Any player who is wearing an illegal number shall have a personal foul recorded against their name on the score sheet and 2 points shall be awarded to the opposing team and recorded on the score sheet marked "INCORRECT NUMBER PENALTY". The penalties will be imposed when first brought to the attention of the referee.
- In the case of a colour clash, the referees will determine if team B shall change uniforms or wear bibs.
- Pockets in shorts are not acceptable and players will be not allowed on the court until the player has rectified their uniform.

7. 3 POINT RULE:

- The 3 (three) point rule will apply to the U14's age group and above.

8. ZONE DEFENCE:

- Zone Defence is not permitted in U10, U12 & U14 age groups. If you believe the other team is playing a zone, please report the team to the court supervisor. The punishment for playing a zone is a technical foul charged to the bench. Repeat offences may result in a forfeit of the game.

9. GAME PLAY:

- Any team that does not present on the court at the scheduled starting time shall be penalised one point for each minute or part thereof that the team is late. Any team more than ten minutes late shall forfeit the match. Forfeits shall count as a 20-0 loss to the team forfeiting and a 20-0 win to the opposing team.
- Bad language will not be tolerated and will be dealt with as per FIBA rules.
- The interpretation of normal playing rules by a referee shall not be considered as grounds for a dispute.

- Any protest or dispute must be referred in writing to the Carnival Commissioners within one (1) hour of the completion of the game. The Carnival Commissioners 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.
- With the exception of the above Tournament Rules, BSA then FIBA rules will apply. However, the Tournament Director has the final say in any decision required.
- No slam-dunking is allowed in the warmup. After one warning, a technical foul on the player shall be given. One shot will be awarded to the opposing team. The offending team will be billed for any damage.
- At the conclusion of each game the completed score sheet must be taken to the Court Supervisor by the first named referee.
- Carnival code of conduct to be applied to all coaches, players, officials and spectators.

10. GAME PLAY- GRAND FINALS:

- Each Game will be 2x18 minute halves, with two-minute break at half time.
- Teams may have 1 time out each per half. Each of one minute duration.
- The clock will stop for all time outs in both halves and will stop for all whistles in the last 3 minutes of the second half.
- No subs in last minute of first half except during timeout or injury.
- Games tied at the end of full-time play will play an additional three minutes and the clock will stop on each whistle in the three minute period. The game will re-commence as soon as the scores have been verified by the referees. If still tied at the end of one period of extra time, the first team to score in the next three minute period will be declared the winner.
- The ball will be thrown up in the centre circle to commence all extra time periods.

11. RESULTS:

- It is the responsibility of each team to check the carnival website on a regular basis. The fixtures and results on the website are the correct fixtures. The results on the website shall be the official results and will override results boards. If there is an error on the website, the original scoresheet shall be referred to.
- Determination of positions will be based on Positions on the ladder (based on points). In the event of a tie, positions will be decided in the following order:
 - Two-way tie – Results of game played between the two teams; In the event of teams not meeting the position will be decided on goal difference from all minor games.
 - Three-way tie – Points spread on games played between tied teams. (EG Team A beat team B by 3 points, team B beat Team C by 6 points and Team C beat Team A by 1 point. Teams B would finish first on +3, Team A would finish second on +2 and Team C would finish third on –5 points. In the event of teams not meeting the position will be decided on goal difference from all minor games.

*** The Tournament Committee reserves the right to reschedule games that have been affected by unforeseen circumstances.**

- **Coach Clashes** – The number of teams entered in this tournament means there is no guarantee that requests to cater for coaches to be involved with more than one team can be accommodated. This includes playing in another team.

*** The Carnival Coordinator reserves the right to change the above by-laws to best suit the Carnival.**