



ST CLAIR CHRISTMAS CARNIVAL 2023

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Current as at [1130/1008/20232](#)

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 18/11/2023, whichever occurs first.
- Nomination fee:
 - Juniors - \$450 per team
 - Junior teams registering prior to 05/11/2023 will receive an early bird discounted entry fee at \$25
 - 10 teams or over registered from the same Basketball club will be eligible for a further rebate. Please have a club representative contact St Clair Carnival to discuss.
 - Seniors - \$450 per team
- Nominations are not complete until payment is made
- Team withdrawal
 - Before 18/11/2023 will be eligible for their nomination fee to be refunded in full
 - After or on 18/11/2022 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.
- Requests made after program release may incur a fee of \$50 to cover administrative costs
- 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.
- No shot clock
- Fouls
 - 5 personal fouls per player
- Teams will go into bonus shots on the 8th foul per half Timeouts:
 - 1 Time out per team per half, clock does not stop.
 - No Timeouts in last 2 minutes of each half.
 - If a time-out is called between 2 and 3 minutes left of each half the duration of this time-out is determined by how much time left on the clock until 2:00 minutes left is showing. It is expected that teams be on court currently and game to resume.
- No substitutions in last 1 minute of each half, unless due to injury or a player is fouled out.
- Ball sizes per age group
 - Under 10/12 Size 5,
 - Under 14 Boys and U14 Girls through Senior females Size 6,
 - Under 16 Boys through Senior males Size 7.
 - Teams to supply game ball and umpire will choose a ball.

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.

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4. ELIGIBILITY:

- A junior player, to be eligible, MUST meet age (be under 10, 12, 14, 16 or 18 years of age up to and including 31/12/2024) and gender requirements e.g. Under 12 Boys or Under 16 Girls.
 - Under 10s - Born 2015, 2016
 - Under 12s - Born 2013, 2014
 - Under 14s - Born 2011, 2012
 - Under 16s - Born 2009, 2010
 - Under 18s - Born 2007, 2008
 - Senior's – Player's born 2006 or 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.
- Players cannot register or play in more than one team.
- Players may register and play in an age category up to 1 age category higher than their age (e.g., someone who meets the age eligibility for U12s can register/play in U14s, but not the U16s). U18s may register/play in the Senior 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.
- A maximum of 5 players may take the court at one time, and no less than 4 players. If a team does not have 4 players, the game will not commence until at least 4 players have arrived.
- There will be no senior mixed team competition

5. SCORESHEET:

- A team official must ensure their players are registered correctly so they will show up on the electronic scoresheet.
 - If a player needs to be added, this needs to be managed by the team manager. They may seek assistance from the court supervisor, or local carnival admin, but the referees should attend and proceed immediately if other conditions are met. No player is allowed on the court until their names are on the scoresheet
 - If a player needs to be or deleted this needs to be managed by the team manager, they may seek assistance from the court supervisor, or local carnival admin, but the referees should attend and proceed immediately if other conditions are met. If the player has not been deleted by half time a forfeit will be recorded against the responsible team.
- Team A will manage the scoresheet and Team B will operate the game clock.
- Each team must provide a competent scorer (aged 16 years or above) for each game in which that team plays. Final competency of scorer will be determined by the Court Supervisor. The penalty for infringement of this rule is five points awarded to the opponent's score, this score will be added immediately.
- 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.

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5.6. UNIFORM:

- All players must be in predominantly the same colour top and shorts, there is no restrictions during the carnival that all teams must wear the same type of uniform. Leggings and footy shorts are allowed.
- 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 in breach of uniform policy shall have a personal foul recorded against their name on the score sheet and 2 points shall be awarded to the opposing team.
- The penalties must be brought to the attention of the referee before half time and applied prior to start of second half.
- In the case of a colour clash, the referees will determine if the teams shall change uniforms or wear bibs. If a team has a reversible and the other team doesn't then the reversible top must be changed, regardless of 'Home' or 'Away' teams.
- Pockets in shorts are not acceptable and players will be not allowed on the court until the player has rectified their uniform. No uniform shall apply of a breach of this point.
- If a player has taken the court and the matter has been notified to match officials or supervisor by half time and players shorts cannot be rectified his points shall be removed immediately prior to commencement of second half.

~~6.7.~~ **3 POINT RULE:**

- The 3 (three) point rule will apply to the U12's age group and above.

~~7.8.~~ **ZONE DEFENCE:**

- Zone Defence is not permitted in U10, U12 & U14 age groups. If you believe the other team is playing a zone, the team manager or coach is to report the concern to the court supervisor.
- The referees can issue warnings regarding zone defence at their discretion
- The punishment for playing a zone is a technical foul charged to the bench. Repeat offences may result in a forfeit of the game.

~~8.9.~~ **TECH FOULS:**

- Technical fouls are recorded as a technical, two shots for the opposition team, and the opposition team shall have possession of the ball for a throw in from the top of the three-point line.

~~9.10.~~ **GAME PLAY:**

- Any team that does not present on the court at the scheduled starting time shall be penalised two points 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.
- Teams may play with 4 players
- 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 Coordinator within one (1) hour of the completion of the game. The Carnival Coordinator 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.
- At the conclusion of each game the referee must confirm the game with the Ref code provided.
- Carnival code of conduct to be applied to all coaches, players, officials and spectators.

~~10.11.~~ **GAME PLAY- GRAND FINALS:**

- Grand finals will be 1v2 and if the division has a pool, it will be A1 v B2 and B1 v A2 for each pool grand final.
- 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.

11.12. RESULTS:

- It is the responsibility of each team to check the carnival website/app 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/app, 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.**