

MAHERNINNIS BASKETBALL PRESENTS



TOURNAMENT GUIDE
October 2025

WELCOME

2025 MaherNinnis Basketball Invitational

Tournament Overview

Welcome to the Inaugural MaherNinnis Basketball Invitational Tournament 2025. This document provides all the necessary information regarding the tournament rules, venues, contacts, and other relevant details. We aim to create a competitive and enjoyable experience for all participants and spectators.

Tournament Rules

The tournament will adhere to the following rules:

General

1. This Tournament is officially endorsed by MaherNinnis Basketball.
2. All players must be under the age of the age group represented as of December 31st. 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.
4. Players must play a minimum of two (2) games to qualify for the semi-finals and grand finals.
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.
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 - <https://www.fiba.basketball/documents>
9. The Invitational has 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 here - <https://www.fiba.basketball/documents>.
10. The Invitational is endorsed by MaherNinnis Basketball to conduct tribunal proceedings as per the FIBA Tribunal By-Laws. A copy can be found here - <https://www.fiba.basketball/documents>.
11. Umpires will wear approved attire only.
12. Teams are to consist of Domestic players only (NO District players) who regularly represent that Academy/Club in their relevant Domestic competitions. The penalty will be the forfeit of any games where that player has played. A District player is defined as playing for any District club within the last calendar year from the start tournament date. 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 and handed to the tournament director.
14. Games will be allowed to be videotaped as per the Basketball SA video policy.

Gameplay

1. Each team is required to supply score table officials for each game including all finals.
Each team is to provide; one (1) score table official for each game.
 - a. Home team – Tablet (score/clock)
 - b. Away team – Score sheet and possession arrow
 - i. Scorers can work this out between themselves but if a dispute arises, this rule will be enforced.
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. 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.
6. Molten is the approved ball for The Invitational and is to be used in all instances. Teams are to provide a Molten match ball for each game.
7. Appropriate uniform includes matching playing tops, shorts must have no pockets.
Numbers may be applied using tape if necessary.
8. All under 10 teams will use normal 8'0" ring height. All under 12, 14, 16 & 18 age groups will use the normal 10'0" ring height.
9. All teams will use their normal free-throw lines used throughout their Domestic seasons.

Timing

1. All minor games will run as two twenty (20) minutes halves. Full championship timing rules will apply for the last two (2) minutes of the second half.
2. The haltime break shall be three (3) minutes in each grade.
3. All final games will run as two twenty (20) minutes halves. Full championship timing rules will apply for the last two (2) minutes of the second half.
4. Timeouts per game: 2 timeouts per half, noting no timeouts can be used in the last two (2) minutes of the first half.
5. There are no restrictions on zone defence in this tournament. However, zone defence is discouraged in Under 10, 12 and 14 games. Teams should use 'man to man' defence throughout the games.
6. There is NO 24 second shot clock for any games.
7. All drawn games will be recognised as a draw, except finals, which will play one three (3) minute period as follows:
 - a. In all grades, full championship timing rules will apply throughout the extra period(s) of play.
 - b. 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.
 - c. If the score is still tied after two (2) overtime periods then the game will be deemed a draw.
 - 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 (www.maherninnisbasketball.com.au) are the correct fixtures.
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.

Re-Scheduled 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. Where possible a minimum of three (3) hours notice will be given before the start of any rescheduled game.
4. The Tournament Competition Manager will endeavour to issue fixtures to give participants enough time to plan however a few late changes may be required.

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.

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.

Behavioural Penalties

1. Verbal intimidation/abuse of officials, volunteers, opponents – 1 game ban
2. Physical contact is not in the spirit of the game – 1 game ban
3. Excessive verbal abuse of officials/volunteers – 2 game ban
4. Physical intimidation of officials/volunteers – 2 game ban
5. 2nd infringement following the previous charge – Tournament ban
6. Striking of opponent, official, volunteer – Tournament ban and email back to the club with details of the incident.

Stadium Entry

1. Your team has paid an entry fee for the tournament and that fee covers the cost of the stadium entry for everyone. You can bring as many parents, supporters, coaching staff as you want and it will not cost you a cent for them to get in.

Ball Sizes

- Under 10 & Under 12 will use a size five (5) ball.
- Under 14 will use a size six (6) ball.
- Under 16 Girls will use a size six (6) ball.
- Under 16 Boys will use a size seven (7) ball.

First Aid / Ambulance Policy:

First Aid and/or medical treatment will be the responsibility of the individual concerned and/or the individuals parent/guardian or team supervisor. First Aid is not administered by staff at any tournament venue.

Where the request that an Ambulance is needed to take a player to hospital, the player will be responsible for any ambulance and hospital costs associated with treatment etc.

tournament guidelines



Age Groups - Boys and Girls

- Under 10 - those born in 2016 and younger.
- Under 12 - those born in 2014 and 2015.
- Under 14- those born in 2012 and 2013.
- Under 16 - those born in 2010 and 2011.

Tournament Schedule

Full game schedule will be released at least 2 weeks prior to tournament.

Day 1 (Friday, October 10)

- 6:00pm - 10:00pm

Venues

- St. Clair Recreation Centre (109 Woodville Rd, Woodville South)
- Nazareth Catholic College (**Kidman Park Campus** - 344 Findon Rd, Kidman Park)

Day 2 (Saturday, October 11)

- 8:00am - 4:00pm

Venues

- St. Clair Recreation Centre (109 Woodville Rd, Woodville South)
- Nazareth Catholic College (**Kidman Park Campus** - 344 Findon Rd, Kidman Park)

Day 3 (Sunday, October 12)

- 9:00am - 4:00pm

Venues

- St. Clair Recreation Centre (109 Woodville Rd, Woodville South)
- Nazareth Catholic College College (**Flinders Park Campus** - 1 Hartley Rd, Flinders Park)

tournament guidelines



Prizes

- **Champion Academy:** Tournament trophy
- **Winning team each age group:** Gold Medal for each player and coach
- **Runner-up each age group:** Silver Medal for each player and coach

Additional Information

- **Entry Fee:** \$450 per team
- **Contact:** For any queries, please contact tournament organisers via website at www.maherninnisbasketball.com.au

Refund Policy

All refund requests must be submitted in writing via www.maherninnisbasketball.com.au

The Team Registration fee is non-refundable, 10 days before the release of the fixture.

Team registrations subject to a refund will be processed less a \$75 administration charge.

Tournament Sponsors

The 2025 MaherNinnis Basketball Invitational is proudly supported by



Summary

This document has provided a comprehensive overview of the Inaugural MaherNinnis Basketball Invitational Tournament, including rules, schedule, venues and other important information. We wish all the teams the best of luck and look forward to an exciting tournament.

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our next events



october



STATE BASKETBALL STADIUM

**JUNIOR
2 DAY
CAMP**

2 - 3 OCTOBER

october



**maher
ninnis** 
BASKETBALL

**INVITATIONAL
TOURNAMENT**

10 - 12 OCTOBER

december



ST CLAIR REC CENTRE

**JUNIOR
2 DAY
CAMP**

16 - 17 DECEMBER

about us



Brett Maher and **Scott Ninnis** are prominent figures in Australian basketball.

Brett Maher is a former professional basketball player known for his outstanding career with the Adelaide 36ers in the National Basketball League (NBL). Maher is celebrated for his leadership and skill, having captained the Adelaide 36ers to three NBL Championships, and represented Australia at three Olympic Games. He is also a multiple-time NBL All-Star and one of the league's most respected players, with the Adelaide 36ers' home court named the Brett Maher Court in his honour.

Scott Ninnis is a notable Australian basketball player and coach. Ninnis played a key role in the Adelaide 36ers and South East Melbourne Magic Championship victories during his career. After retiring as a player, Ninnis transitioned into coaching, where he continued to contribute to the sport at NBL1, NBL, and WNBL level. He is the only person to be involved in all four Adelaide 36ers Championships.

Both Maher and Ninnis are regarded as legends in the Australian basketball community, particularly in Adelaide, where they left a lasting legacy.

Team mates and best mates, Maher and Ninnis formed **MaherNinnis Basketball** dedicated to nurturing talent and fostering a lifelong passion for the sport. MaherNinnis Basketball programs and events aim to provide top-notch training and memorable experiences for athletes of all levels in basketball and in life, on and off the court.





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BASKETBALL

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